



Design and Analysis  
of Algorithms I

# QuickSort

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## The Partition Subroutine

# Partitioning Around a Pivot

Key idea: partition array around a pivot element.

- pick element of array 

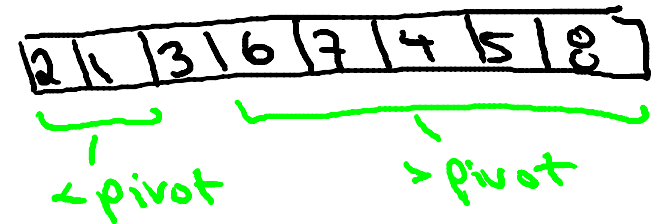
3	8	2	5	1	4	7	6
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pivot

- rearrange array so that:

- left of pivot  $\Rightarrow$  less than pivot

- right of pivot  $\Rightarrow$  greater than pivot



Note: puts pivot in its "rightful position".

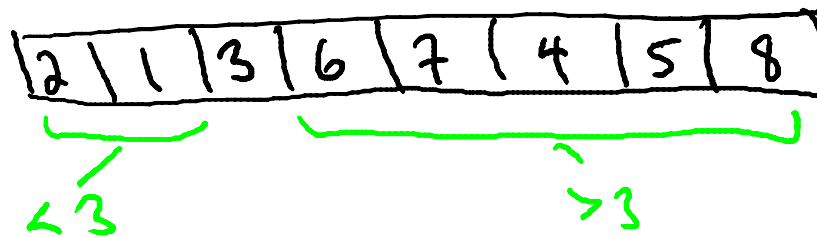
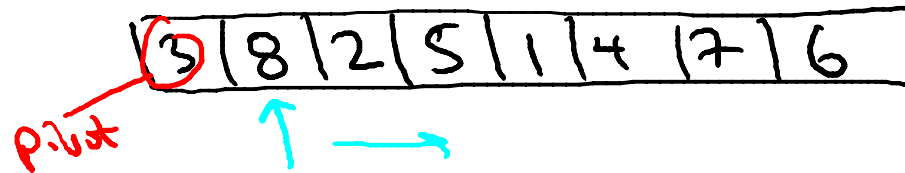
# Two Cool Facts About Partition

① linear ( $O(n)$ ) time, no extra memory  
[see next video]

② reduces problem size

# The Easy Way Out

Note: using  $O(n)$  extra memory, easy to partition around pivot in  $O(n)$  time.



# In-Place Implementation

Assume: pivot = 1st element of array.

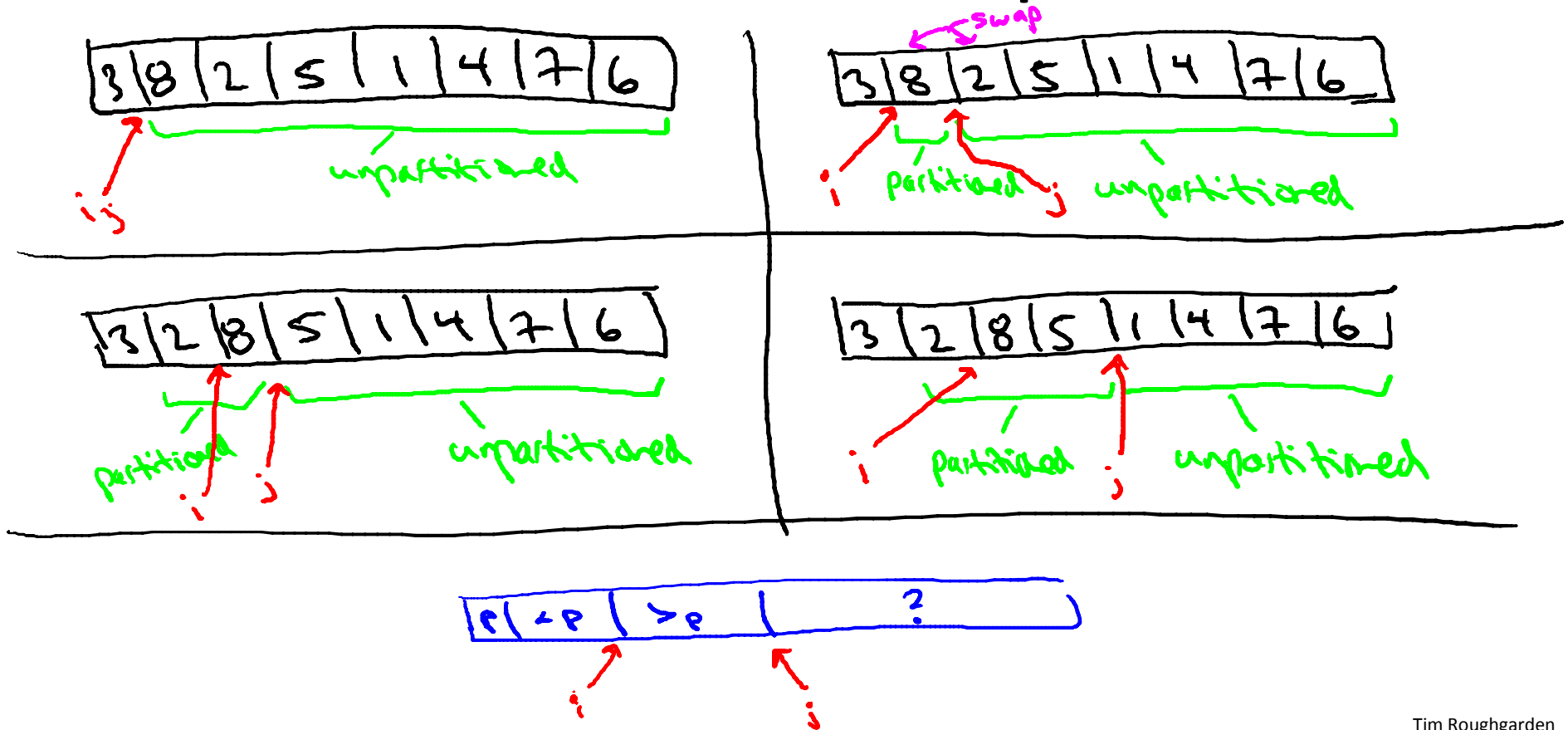
[if not, swap pivot  $\leftrightarrow$  1st element as preprocessing step]

High-level Idea:

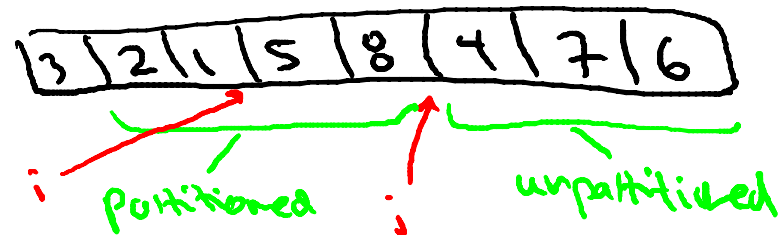
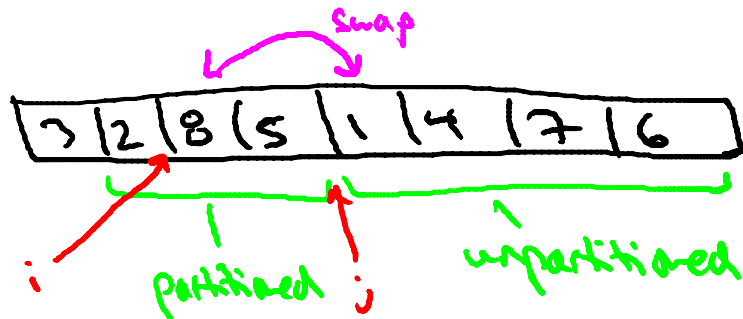


- single scan through array
- invariant: everything looked at so far  
is partitioned

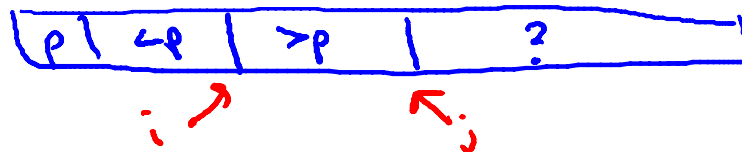
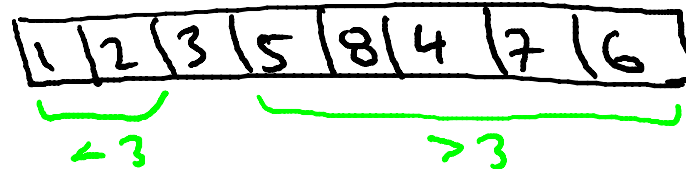
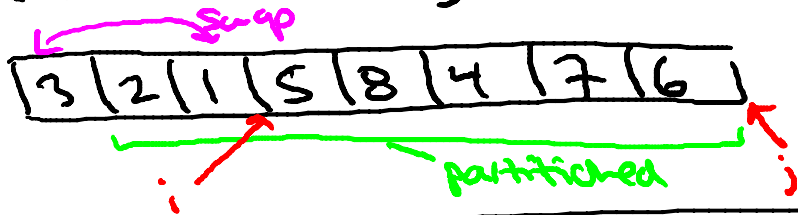
# Partition Example



# Partition Example (con'd)



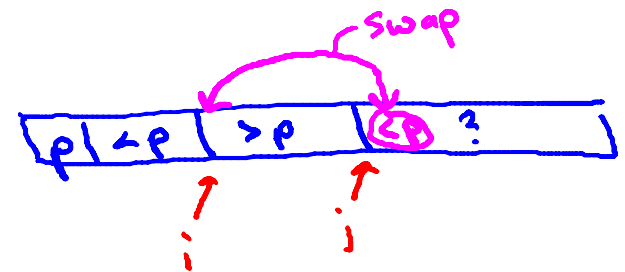
{fast forwarding}



# Pseudocode for Partition

Partition ( $A, l, r$ )     [input  $\approx A[l \dots r]$ ]

- $p := A[l]$
- $i := l + 1$
- for  $j = l + 1$  to  $r$ 
  - if  $A[j] < p$      [if  $A[j] > p$ , do nothing]
  - Swap  $A[j]$  and  $A[i]$
  - $i := i + 1$
- Swap  $A[l]$  and  $A[i - 1]$





# Running Time

Running time =  $O(n)$ , where  $n = r - l + 1$  is the length of the input (sub)array.

Reason:  $O(1)$  work per array entry.

Also: clearly works in place (repeated swaps).

# Correctness

Claim: the for loop maintains the invariants:

①  $A[i+1], \dots, A[j-1]$  are all less than the pivot

②  $A[i], \dots, A[j]$  are all greater than pivot.

[Exercise: check this, by induction.]

Consequence: at end of for loop, have  
 $\Rightarrow$  after final swap, array partitioned around pivot. QED!

