CS 255, Spring 2014, SJSU

Quicksort

Fernando Lobo

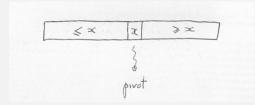
Quicksort

- ▶ Invented by Hoare in 1962.
- ▶ It's a D&C algorithm.
- ▶ Very practical. Most library sorting algorithms are based on it.
- ▶ Worst case running time is $\Theta(n^2)$ but randomized version has an expected running time of $\Theta(n \lg n)$.

1/22

Divide Step

Partition the array into 2 subarrays around an element x called the *pivot* so that the elements on the left subarray are $\le x \le$ than the elements on the right subarray.



Conquer and Combine steps

- ► Conquer step: recursively sort the 2 subarrays.
- ► Combine step: do nothing.

Quicksort vs. MergeSort

- ▶ MergeSort does all the work in the combine step.
- QuickSort does all the work in the divide step.
- QuickSort sorts in place, MergeSort does not.

Pseudocode

```
QUICKSORT(A, p, r)

if p < r

q = \text{Partition}(A, p, r)

QUICKSORT(A, p, q - 1)

QUICKSORT(A, q + 1, r)
```

Initial call: QUICKSORT(A, 1, n)

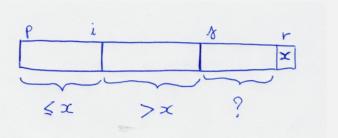
6 / 22

Pseudocode for partition

```
\begin{aligned} & \operatorname{PARTITION}(A, p, r) \\ & x = A[r] \qquad /\!\!/ \text{ pivot} \\ & i = p - 1 \\ & \text{ for } j = p \text{ to } r - 1 \\ & \text{ if } A[j] \leq x \\ & i = i + 1 \\ & \text{ exchange } A[i] \text{ with } A[j] \\ & \text{ exchange } A[i + 1] \text{ with } A[r] \\ & \text{ return } i + 1 \end{aligned}
```

Partition

▶ During its execution, divides the array into 4 (possible empty) regions.



7 / 22

Analysis: worst-case

▶ Worst-case: array is sorted or reverse sorted.

$$T(n) = T(n-1) + T(1) + \Theta(n)$$

= $T(n-1) + \Theta(n)$
= $\Theta(n^2)$

Analysis: best-case

- ► For intuition only.
- ► Best-case: even split.

$$T(n) = 2T(n/2) + \Theta(n)$$

= $\Theta(n \lg n)$

► Same as MergeSort.

10 / 22

9 / 22

Analysis

▶ Suppose split is always n/10, 9n/10.

$$T(n) = T(n/10) + T(9n/10) + \Theta(n)$$

- ► Cannot apply Master method.
- ► Can draw recursion tree to get intuition and then prove by substitution.
- ▶ You will get $T(n) = \Theta(n \lg n)$
- ▶ $T(n) = \Theta(n \lg n)$ whenever split has constant proportionality.

Randomized Quicksort

- Introduce randomization in order to obtain good expected performance.
- ▶ Idea: randomize the input array.
- ▶ Simpler idea: choose the pivot randomly.
- ▶ Performance is not affected by bad inputs.

Pseudocode

RANDOMIZED-PARTITION(A, p, r) $i = \text{RANDOM}(p, r) \qquad \text{# random int drawn unif. from } [p \dots r]$ exchange A[r] with A[i]return PARTITION(A, p, r)

RANDOMIZED-QUICKSORT(A, p, r)if p < r q = RANDOMIZED-PARTITION(A, p, r)RANDOMIZED-QUICKSORT(A, p, q - 1)RANDOMIZED-QUICKSORT(A, q + 1, r) Analysis of Randomized Quicksort

- ▶ Worst-case is still $T(n) = \Theta(n^2)$
- But since we are using randomization, worst case is very unlikely.
- ► Note the difference between standard (non-randomized) version
 - sorted or almost sorted input can occur quite often.
 - with randomization those cases have near zero probability to occur.

13 / 22

14 / 22

Analysis of expected running time

- ► Analysis assumes elements in array are distinct.
- Let T(n) = random variable for the running time assuming that random numbers are independent.
- All splits are equally likely.
- ▶ For k = 0, 1, ..., n 1, let

$$X_k = \left\{ egin{array}{ll} 1 & ext{if partition generated a } (k,n-k-1) ext{ split} \ 0 & ext{otherwise} \end{array}
ight.$$

Analysis of expected running time

- ▶ We have *n* random variables.
- ▶ For a given execution of RANDOMIZED-PARTITION all X_k 's will be 0, except one, which corresponds to the split that actually occurs.

$$E[X_k] = 0 \cdot Prob\{X_k = 0\} + 1 \cdot Prob\{X_k = 1\}$$
$$= Prob\{X_k = 1\}$$
$$= 1/n$$

Analysis of expected running time

Recurrence for T(n):

$$T(n) = \begin{cases} T(0) + T(n-1) + \Theta(n) & \text{if } (0, n-1) \text{ split occurs} \\ T(1) + T(n-2) + \Theta(n) & \text{if } (1, n-2) \text{ split occurs} \\ \vdots \\ T(n-1) + T(0) + \Theta(n) & \text{if } (n-1, 0) \text{ split occurs} \end{cases}$$

n cases. Only one occurs.

Analysis of expected running time

Let's convert the cases into a summation.

$$T(n) = \sum_{k=0}^{n-1} X_k \cdot (T(k) + T(n-k-1) + \Theta(n))$$

- \triangleright X_k is only going to be 1 in one of the cases, all others are 0.
- ▶ The summation is equivalent to the case-based recurrence.

18 / 22

Analysis of expected running time

$$E[T(n)] = E\left[\sum_{k=0}^{n-1} X_k \cdot (T(k) + T(n-k-1) + \Theta(n))\right]$$

$$= \sum_{k=0}^{n-1} E\left[X_k \cdot (T(k) + T(n-k-1) + \Theta(n))\right]$$

$$= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)]$$

- ▶ First step because of linearity of expectation.
- \triangleright Second step because the X_k 's are independent from other X_k 's in further recursive calls.

Analysis of expected running time

17 / 22

$$= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} E[\Theta(n)]$$

$$= \frac{2}{n} \sum_{k=0}^{n-1} (E[T(k)]) + \Theta(n)$$

We absorb E[T(0)] and E[T(1)] into the $\Theta(n)$ term (will see why in a moment.)

$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} \left(E[T(k)] \right) + \Theta(n)$$

19 / 22 20 / 22

Analysis of expected running time

▶ We're going to try to prove that

$$E[T(n)] \leq c \cdot n \lg n$$

for some constant c > 0 and for sufficiently large n.

- ► This is why we removed T(0) and T(1) from the recurrence. (Ig 0 and Ig 1 would give us a problem!)
- ▶ Will use the following fact:

$$\sum_{k=2}^{n-1} k \lg k \le \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2$$

Proof using the substitution method

$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} \left(E[T(k)] \right) + \Theta(n)$$

$$\leq \frac{2}{n} \sum_{k=2}^{n-1} c \ k \lg k + \Theta(n)$$

$$\leq \frac{2c}{n} \left(\frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n)$$

$$= c \ n \lg n - \left(\frac{cn}{4} - \Theta(n) \right)$$

$$\leq c \ n \lg n \quad \text{as long as } \frac{cn}{4} - \Theta(n) \geq 0$$

Can choose c big enough so that cn/4 dominates the $\Theta(n)$ term \implies expected running time of RANDOMIZED-QUICKSORT is $O(n \lg n)$

22 / 22