Lecture 24 Recursive sorting II

FIT 1008&2085 Introduction to Computer Science

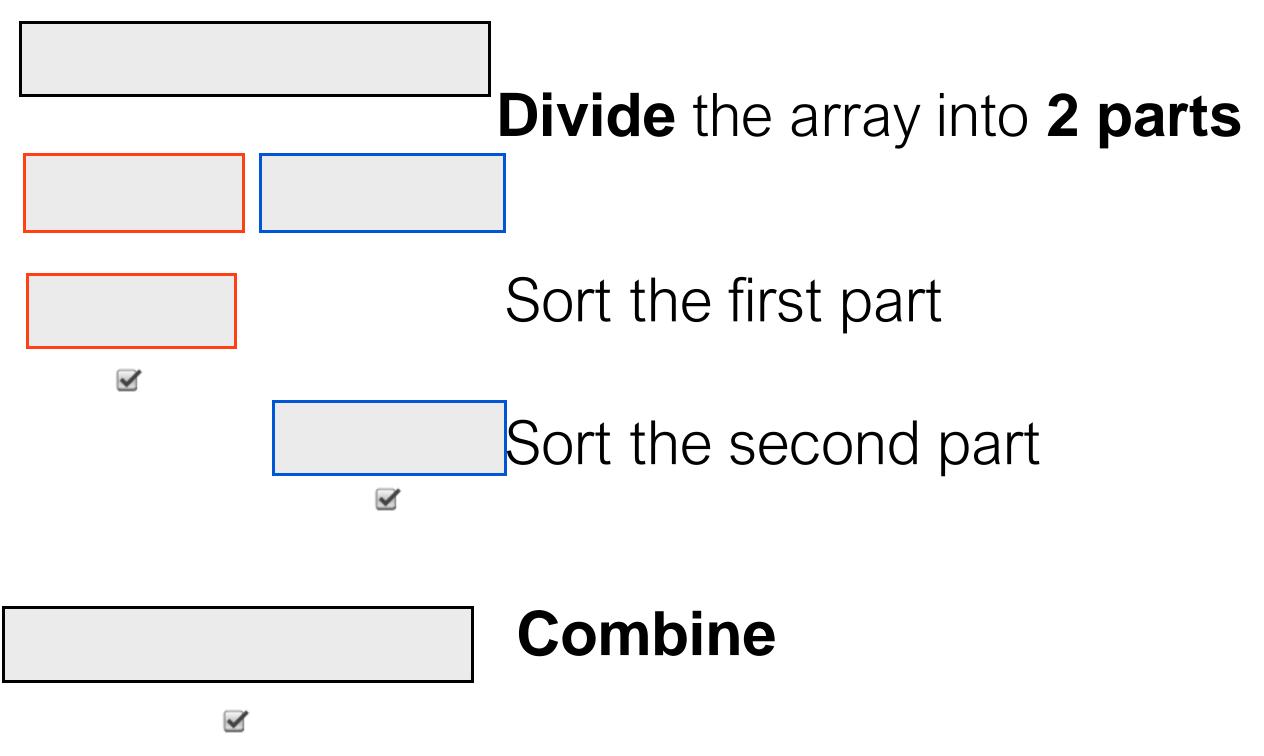


Overview

- To review what a "divide and conquer" algorithm is
- To review in more depth two different "divide and conquer" sorting algorithms:
 - Merge Sort
 - Quick Sort

 To be able to implement them and compare their efficiency for different classes of inputs

Divide and Conquer: Sorting



Divide and Conquer: Sorting

General Idea

```
def sort(array):
    if len(array) > 1:
        split(array, first_part, second_part)
        sort(first_part)
        sort(second_part)
        combine(first_part, second_part)
```

- Merge Sort has a <u>simple split</u> and a <u>elaborate combine</u>
- Quick Sort has a <u>elaborate split</u> and a <u>simple combine</u>

Quicksort



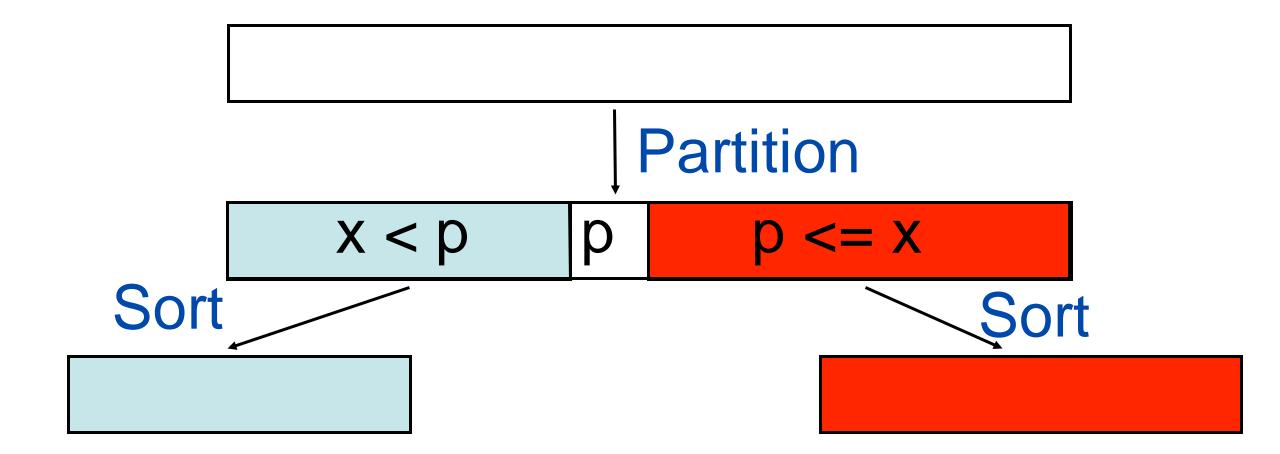
Top-10 algorithms 20th century (SIAM)

Quick Sort

- Partition the list
- Sort the first part (recursively)
- Sort the second part (recursively)
- (Combine: there is nothing to do!)

Partition

- Choose an item in the list, called it the pivot.
- The first part consists of all those items which are less than the pivot.
- The second part consists of all those items larger than or equal to the pivot (except the pivot).



- · Partition: Elaborate, based on a pivot p.
- Combination: Simple append, pivot in the middle.

Ideally, what should the pivot be?

- A) The smallest element of the list.
- B) The largest element of the list.
- C) The middle element of the input list.
- D) The middle element of the output list.
- E) Something else.
- F) It actually makes no difference.

Given a list of size N, how efficiently can the median be computed?

- A) O(1)
- B) O(log N)
- C) O(N)
- D) O(N log N)
- E) O(N^2)

array: 5 89 35 14 24 15 37 13 20 7

start:0 end:10

70

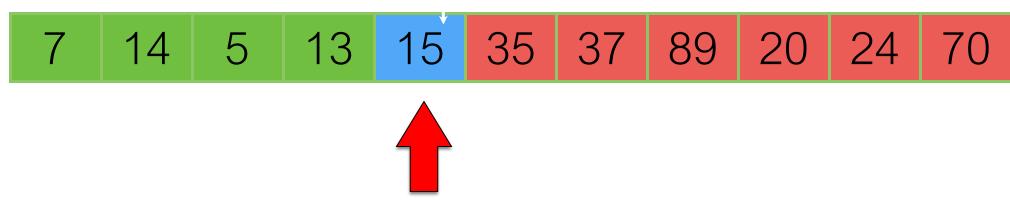
array: 5 89 35 14 24 **15** 37 13 20 7 70

Randomly choose a pivot, which happens to be in the middle

array: 5 89 35 14 24 15 37 13 20 7 70 partition:



result



pivot position: 4

note that the pivot defines the boundaries

sort first half (using QS), sort second half (using QS)

Quicksort

def quick_sort(array):

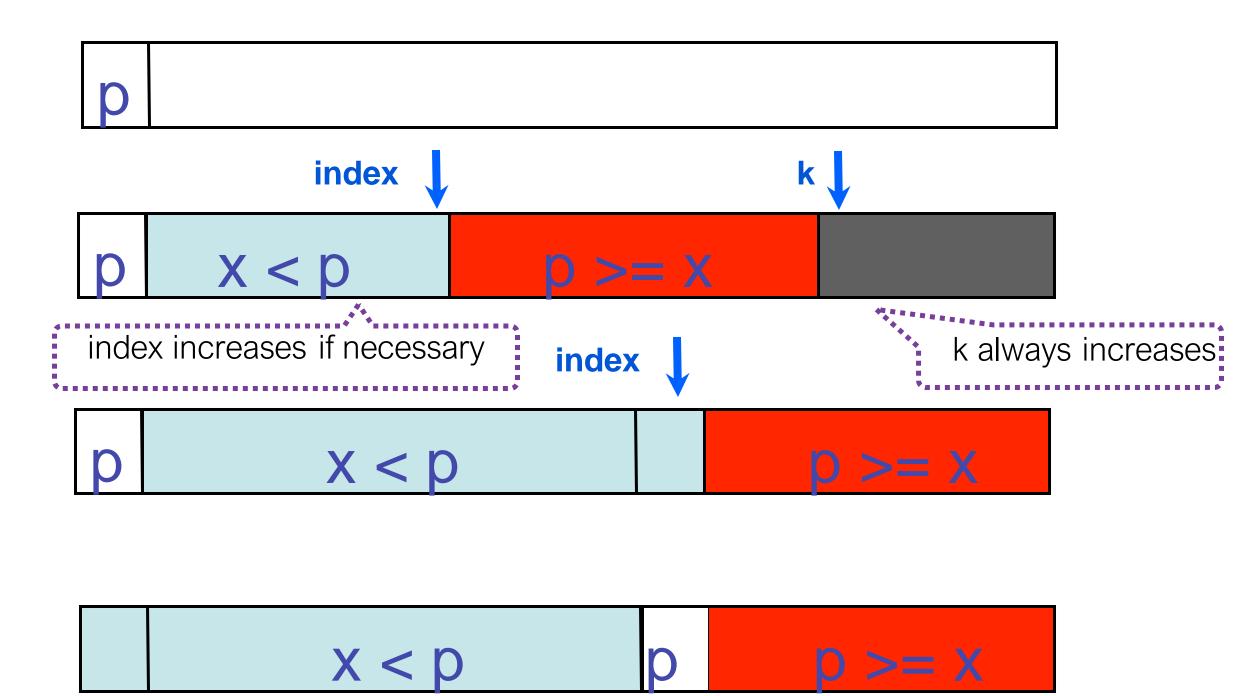
Quicksort

```
def quick_sort(array):
    start = 0
    end = len(array)-1
    quick_sort_aux(array, start, end)

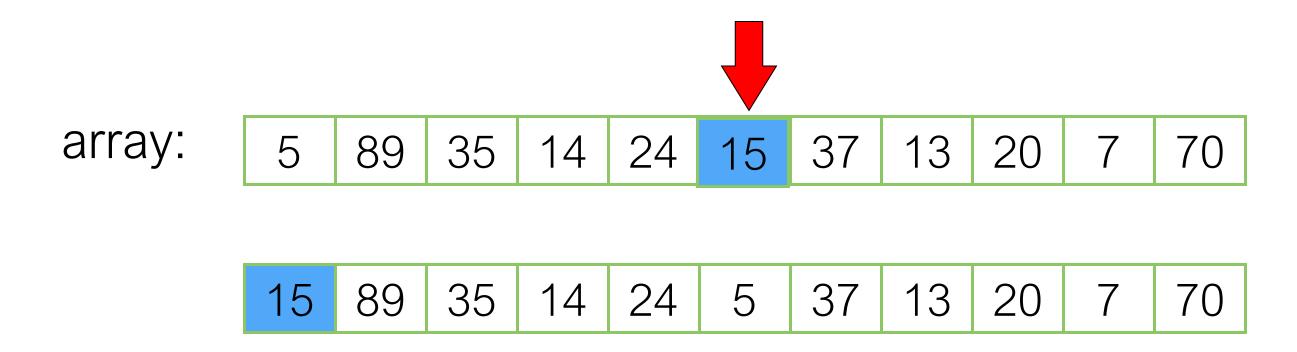
def quick_sort_aux(array, start, end):
    if start < end:
        boundary = partition(array, start, end)
        quick_sort_aux(array, start, boundary-1)
        quick_sort_aux(array, boundary+1, end)</pre>
```

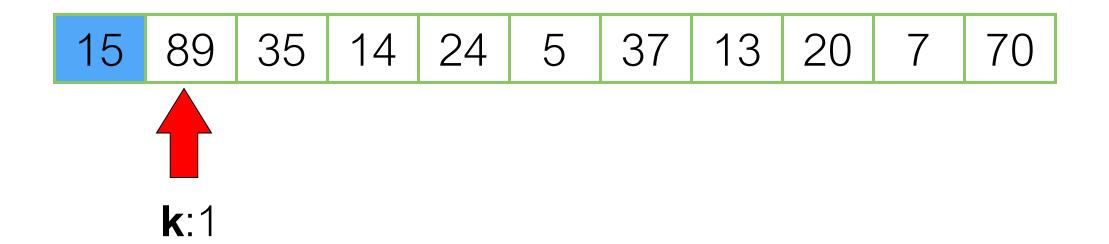


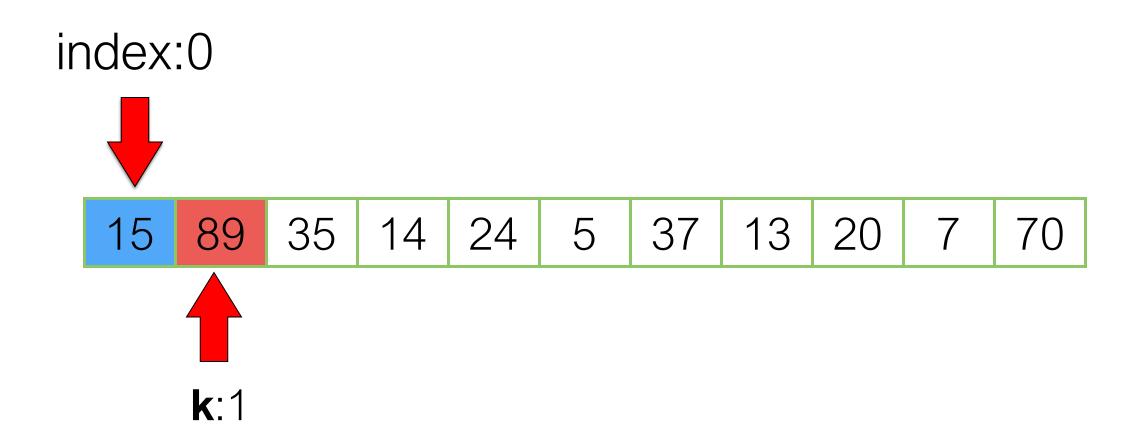
swap with first element

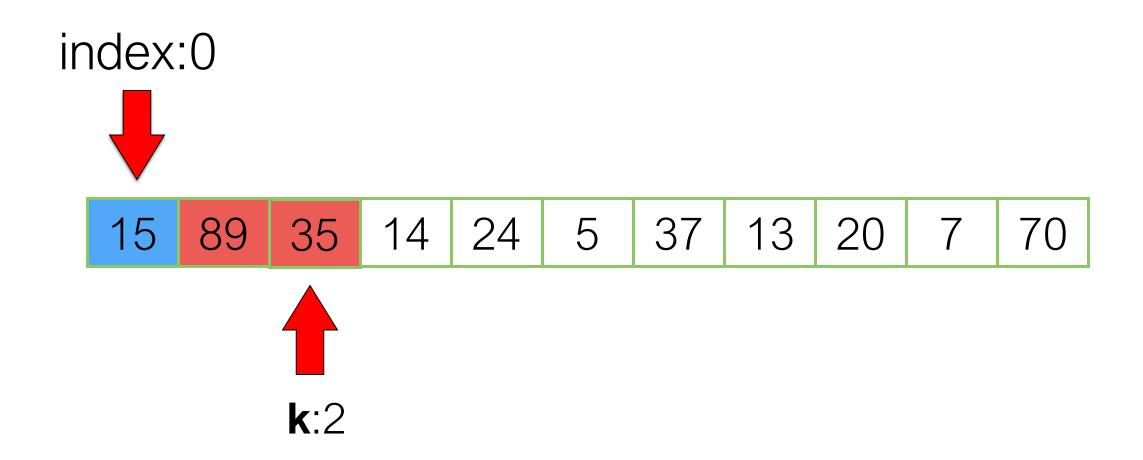


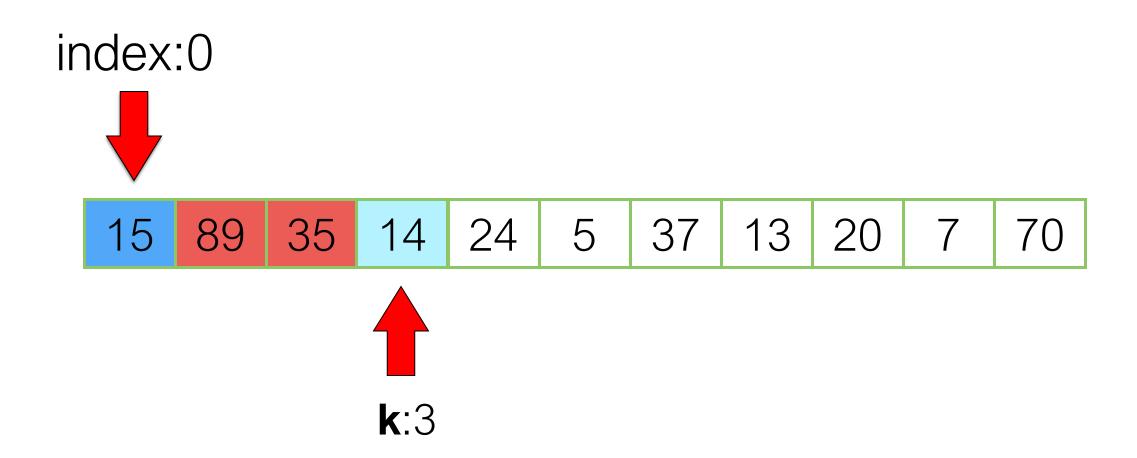
randomly pick element in position 5

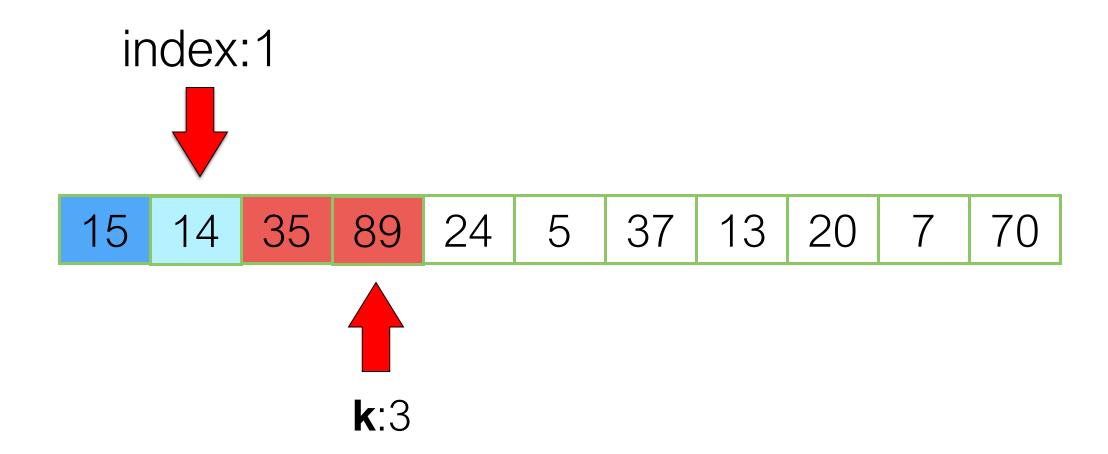


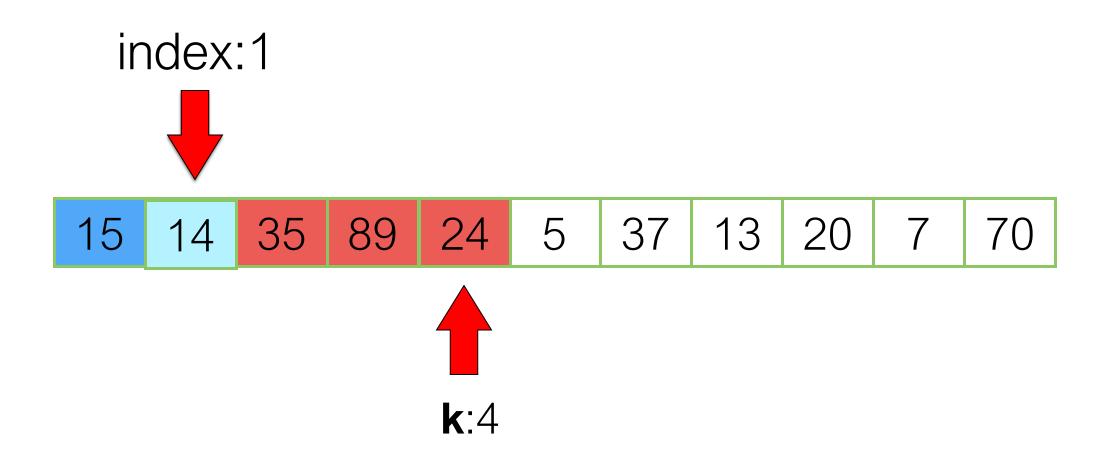












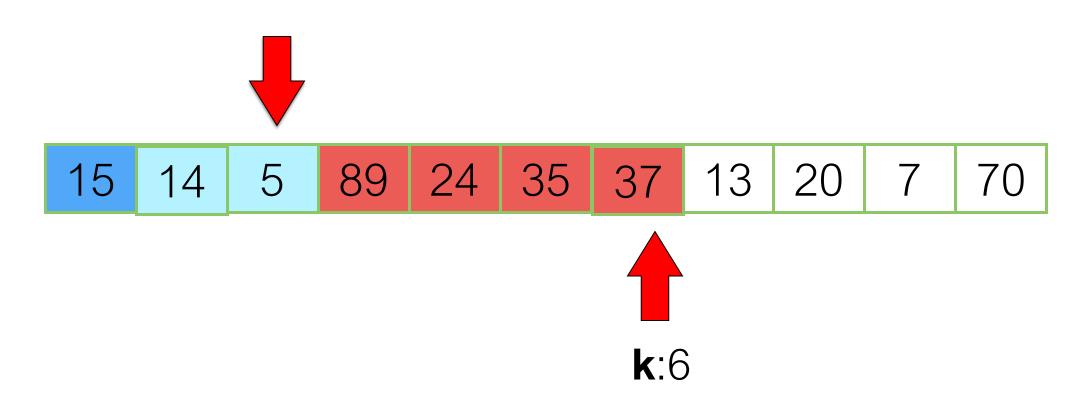
index:2



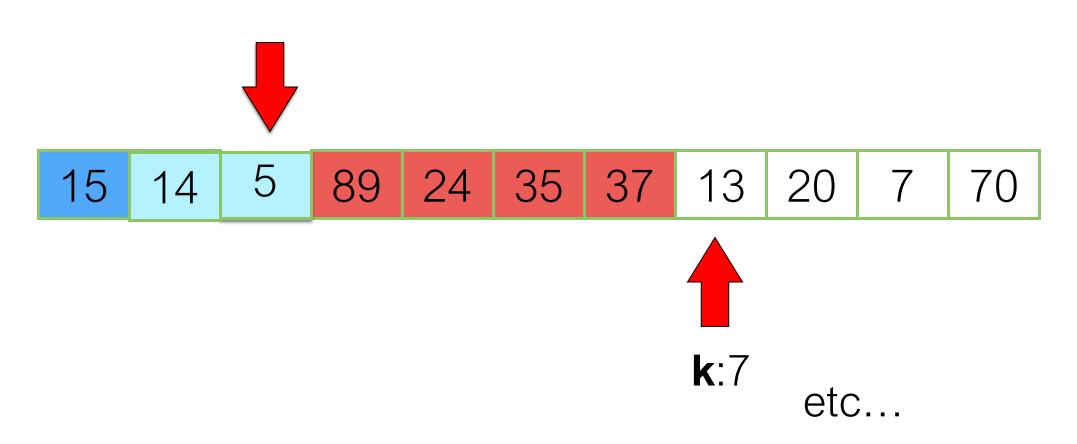
 15
 14
 5
 89
 24
 35
 37
 13
 20
 7
 70

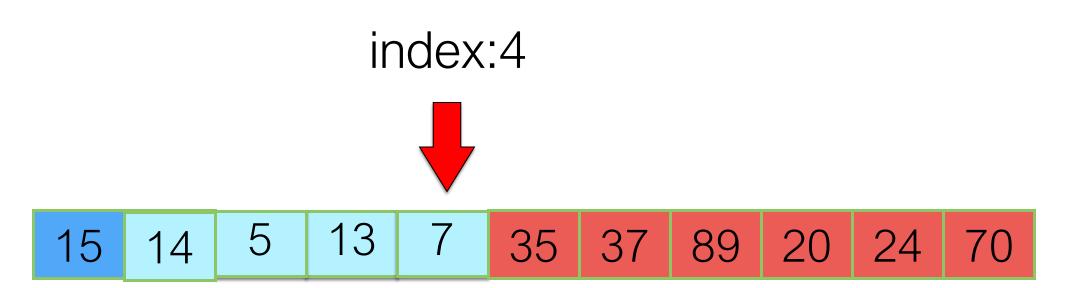


index:2

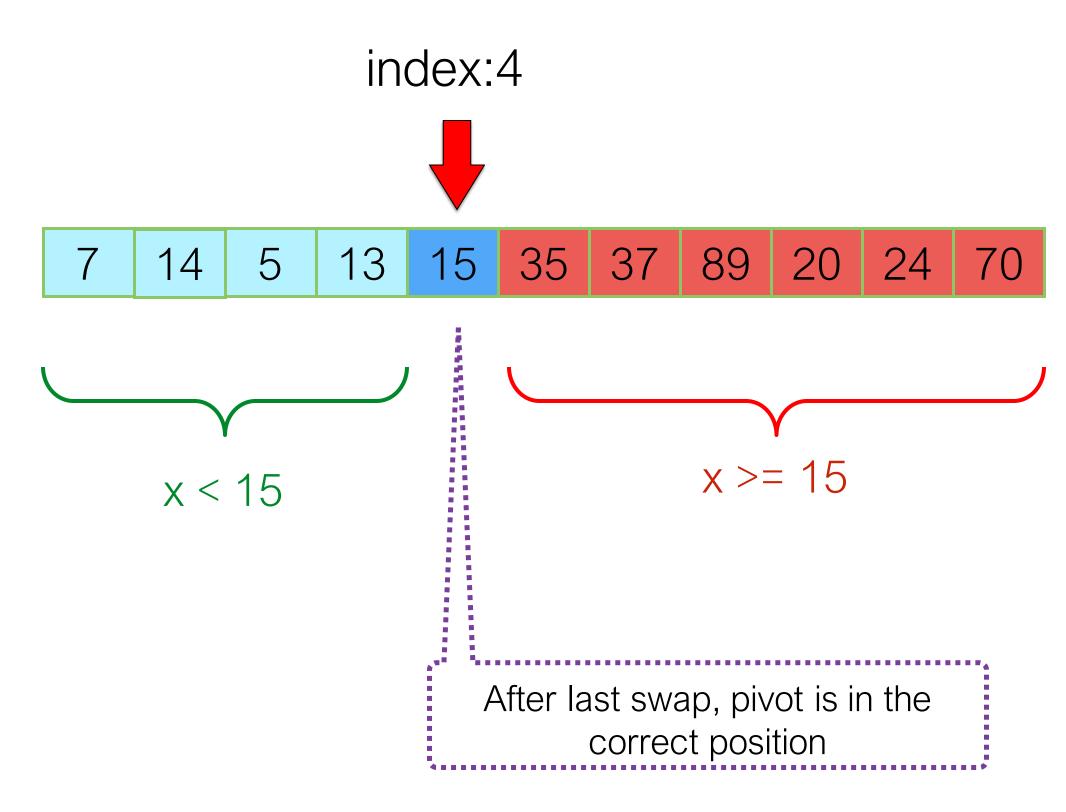


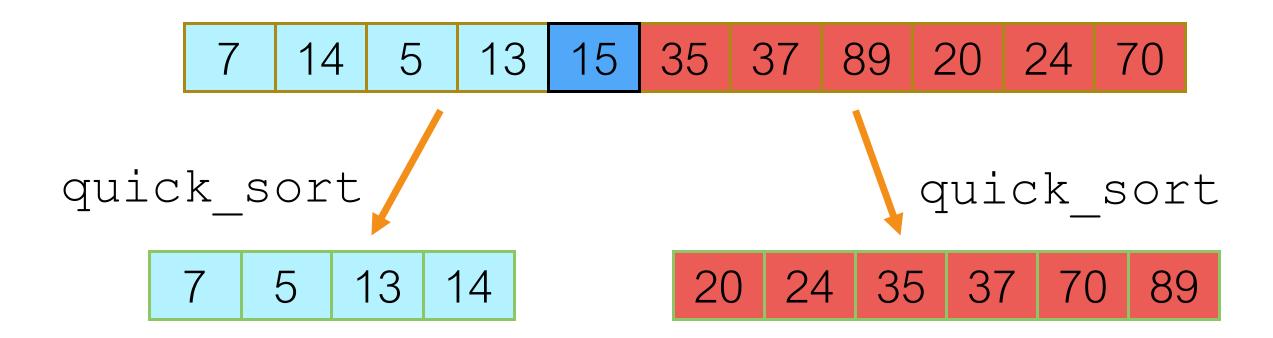
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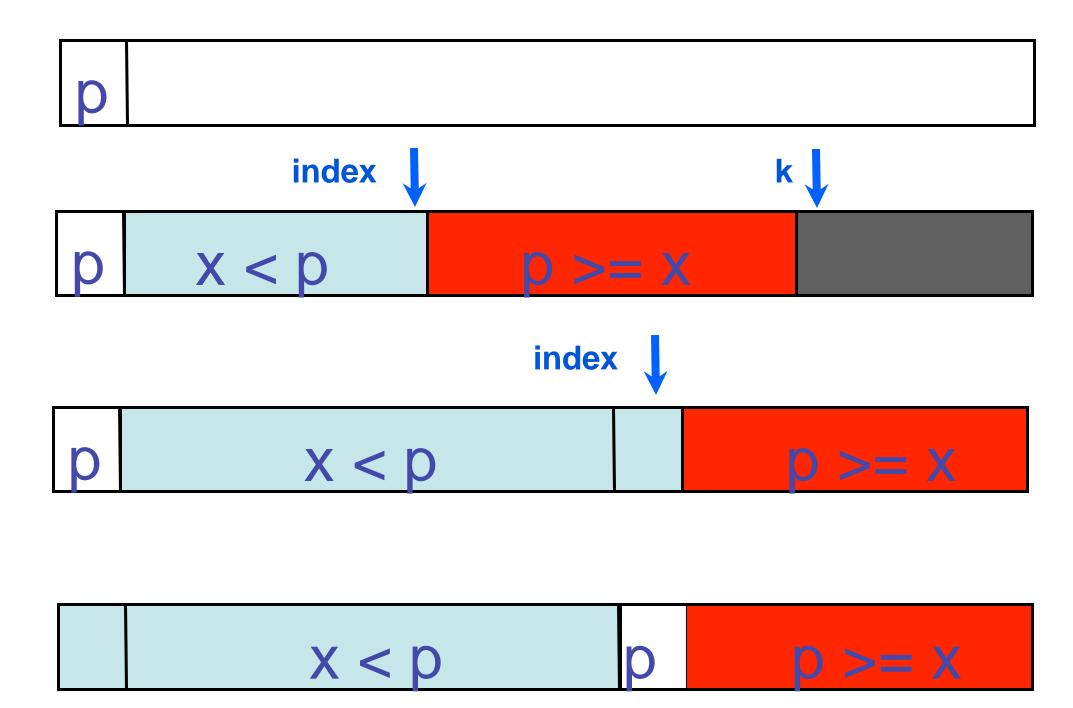








swap with first element



```
def swap(array, i, j):
    array[i], array[j] = array[j], array[i]
```

def partition(array, start, end):

```
def partition(array, start, end):
                  mid = (start+end)//2
                  pivot = array[mid]
                  swap(array, start, mid)
Found an element
                  index = start
that belongs in 1...
                  for k in range(start+1,end+1):
index
                       if array[k] < pivot:</pre>
                       \longrightarrow index += 1
swap and update
index to maintain
                          \rightarrow swap(array, k, index)
invariant
                  swap(array, start, index)
                  return index
```

What is the time complexity of the partition method?

```
def partition(array, start, end):
    mid = (start+end)//2
    pivot = array[mid]
    swap(array, start, mid)
    index = start
    for k in range(start+1,end+1):
        if array[k] < pivot:
            index += 1
                 swap(array, k, index)
        swap(array, start, index)
    return index</pre>
```

- A) O(log N)
- B) O(N)
- C) O(N log N)
- D) $O(N^2)$

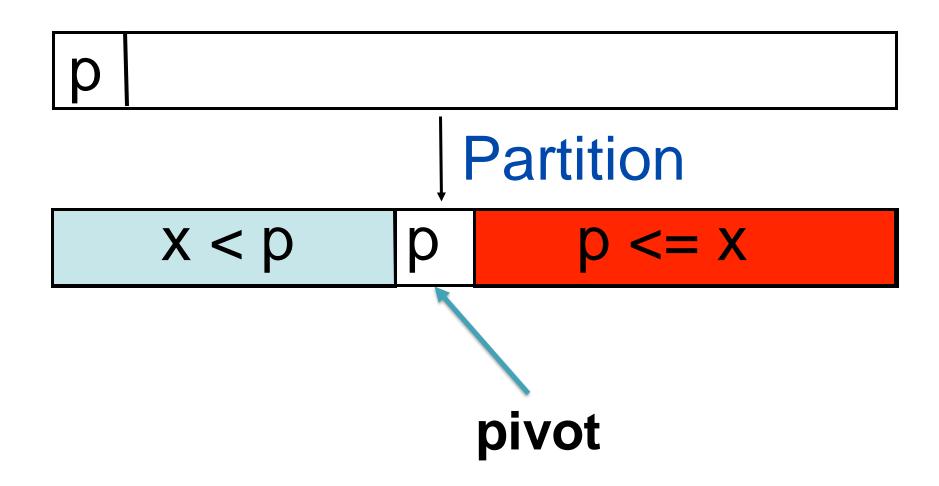
What is the best-case time complexity of quicksort?

```
def quick_sort(array):
    start = 0
    end = len(array)-1
    quick_sort_aux(array, start, end)

def quick_sort_aux(array, start, end):
    if start < end:
        boundary = partition(array, start, end)
        quick_sort_aux(array, start, boundary-1)
        quick_sort_aux(array, boundary+1, end)</pre>
```

- A) O(log N)
- B) O(N)
- C) O(N log N)
- D) $O(N^2)$

Quicksort: Number of partitions depends on the pivot

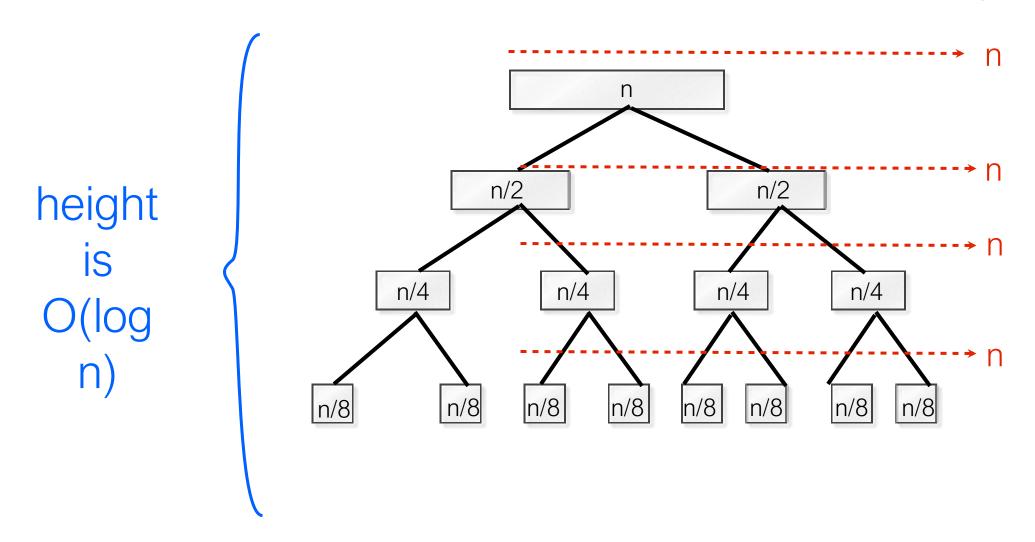


Best case: The size of the problem is reduced by half with every partition

Worst case: The size of the problem is reduced by 1 with every partition

Quick sort's best case

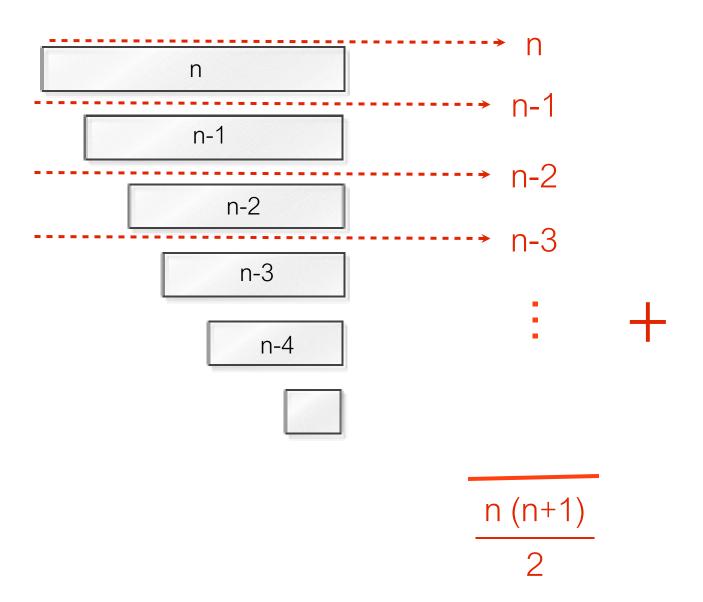
partition is O(n)



Running time in the best case: $O(n \log n)$

Quick sort's worst case

partition is O(n)



Running time in the worst case: $O(n^2)$

Summary

	Best case	Worst case
Quicksort	O(n log n)	$O(n^2)$
Mergesort	O(n log n)	O(n log n)

How common is quicksort's worst case?

Not too common if choosing a random pivot.

Summary

Divide and Conquer and Recursive Algorithms (for sorting).

Merge Sort

- Easy: Split
- Elaborate: merge method

Quick Sort

- Elaborate split: partition method
- Easy combination