

# Quicksort

CSE 5311: Design and Analysis of Algorithms

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# Introduction

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**Quicksort** is a popular sorting algorithm implemented in many language libraries.

It has a worst-case running time of  $\Theta(n^2)$ ...

Why is it so popular if it has a worst-case running time of  $\Theta(n^2)$ ?

- It has an average-case running time of  $\Theta(n \log n)$  if all values are distinct.
- It is an in-place sorting algorithm.
- It is cache-efficient.

## Basic Quicksort

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# Basic Implementation

- Quicksort is a divide-and-conquer algorithm.
- **Input:** An array  $A$  and indices  $p$  and  $r$ .
- **Output:** The array  $A$  with elements in sorted order.

# Basic Implementation

```
def quicksort(arr, p, r):  
    q = partition(arr, p, r)  
    quicksort(arr, p, q - 1)  
    quicksort(arr, q + 1, r)
```



# Basic Implementation

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  - All elements less than the pivot are to the left of it.
  - All elements greater than the pivot are to the right of it.

# Partitioning

- The first or last element is chosen as the pivot.
- Picking it this way yields a fairly obvious recurrence of  $T(n) = T(n - 1) + O(n)$ , which is  $\Theta(n^2)$ .
- There is no need for additional memory to store the sub-arrays: it is done through a clever use of indices.

# Partitioning

```
def partition(arr, p, r):  
    x = arr[r]  
    i = p - 1  
    for j in range(p, r):  
        if arr[j] <= x:  
            i += 1  
            arr[i], arr[j] = arr[j], arr[i]  
    arr[i + 1], arr[r] = arr[r], arr[i + 1]  
    return i + 1
```

$p$   $r=x$   
[1, 2, 3, 5, 4]  
i j

# Partitioning

*p - start  
r - end*

The indices are used to define the following loop invariant.  $x$  is the last element.

- **Left:** if  $p \leq k \leq i$ , then  $A[k] \leq x$
- **Middle:** if  $i + 1 \leq k \leq j - 1$ , then  $A[k] > x$
- **Right:** if  $k = r$ , then  $A[k] = x$

# Partitioning

Example: Partition the array  $A = [2, 8, 7, 1, 3, 5, 6, 4]$ .

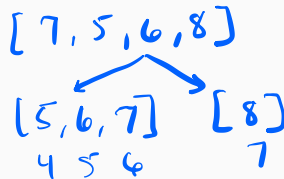
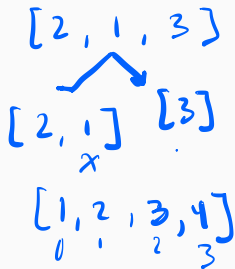
$p$   $r = x$   
 $i$   $j$   
 $[2, 1, 3, 4, 7, 5, 6, 8]$   
 $\uparrow$   $i$

**Result:** Partitioning produces the array  $A = [2, 1, 3, 4, 7, 5, 6, 8]$ .



# Quicksort

**Example:** Given that the first partitioning step is complete, complete the sorting of the array  $A = [2, 1, 3, 4, 7, 5, 6, 8]$  using quicksort.



# Performance Analysis

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## Recursion Tree Analysis

Picking the smallest or largest value as the partition yields a bad split.

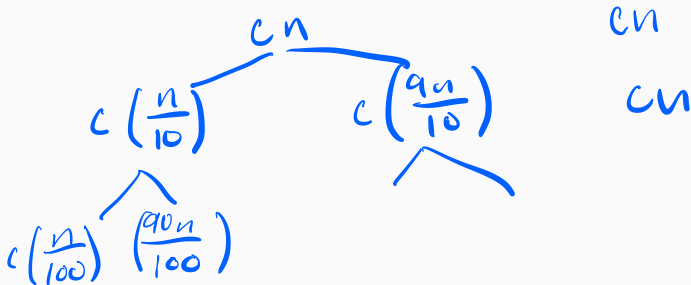
When does a split become acceptable?

## Recursion Tree Analysis

Suppose we always get a 9-to-1 split.

Intuitively this seems pretty bad, and you may think that there is no way we would ever get this unlucky.

**Exercise:** Draw the recursion tree for the case where we always get a 9-to-1 split.



## Recap

- The subtree for the  $\frac{1}{10}$  split bottoms out after being called  $\log_{10} n$  times.
- Until this happens, the cost of each level of the tree is  $n$ .
- The right tree continues with an upper bound of  $\leq n$ .
- The right tree completes after  $\log_{10/9} n = \Theta(\lg n)$  levels.

## Best-case

In the best-case, the pivot is the median of the array and two balanced subarrays are created:

1. one of size  $n/2$  and
2. one of size  $\lfloor (n-1)/2 \rfloor$ .

The recurrence is  $T(n) = 2T(n/2) + \Theta(n)$ , which is...

## Best-case

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The recurrence is  $T(n) = 2T(n/2) + \Theta(n)$ , which is... $\Theta(n \log n)$ .



## Lower bound

Using the substitution method, we can establish a lower bound.

Start with the fact that the partitioning produces two subproblems with a total size of  $n - 1$ .

This gives the following recurrence:

$$T(n) = \min_{0 \leq q \leq n-1} \{T(q) + T(n - q - 1)\} + \Theta(n).$$

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The minimum function here means we are looking for the value of  $q$  that minimizes the sum of the two subproblems.

Our **hypothesis** will be that

$$T(n) \geq cn \lg n = \Omega(n \lg n).$$

## Lower Bound



Plugging in our hypothesis, we get

$$T(n) \geq \min_{0 \leq q \leq n-1} \{cq \lg q + c(n-q-1) \lg(n-q-1)\} + \Theta(n)$$

$$\textcircled{c} \min_{0 \leq q \leq n-1} \{q \lg q + (n-q-1) \lg(n-q-1)\} + \Theta(n).$$

If we take the derivative of the function inside the minimum with respect to  $q$ , we get

$$\begin{aligned} & \frac{d}{dq} \{q \lg q + (n - q - 1) \lg(n - q - 1)\} \\ &= c \left\{ \frac{q}{q} + \lg q - \lg(n - q - 1) - \frac{(n - q - 1)}{(n - q - 1)} \right\}. \end{aligned}$$

Setting this equal to zero and solving for  $q$  yields

$$q = \frac{n-1}{2}.$$

## Lower Bound

We can then plug this value of  $q$  into the original function to get

$$\begin{aligned}T(n) &\geq c \frac{n-1}{2} \lg \frac{n-1}{2} + c \frac{n-1}{2} \lg \frac{n-1}{2} + \Theta(n) \\&= cn \lg(n-1) + c(n-1) + \Theta(n) \\&= cn \lg(n-1) + \Theta(n) \\&\geq cn \lg n \\&= \Omega(n \lg n).\end{aligned}$$

## Average Case

The average-case running time is  $\Theta(n \log n)$ .

Quicksort is highly dependent on the relative ordering of the input.



## Average Case

Consider the case of a randomly ordered array.

- The cost of partitioning the original input is  $O(n)$ .
- Let's say that the pivot was the last element, yielding a split of 0 and  $n - 1$ .

What if we get lucky on the next iteration and get a balanced split?

What if we get lucky on the next iteration and get a balanced split?

Even if the rest of the algorithm splits between the median and the last element, the upper bound on the running time is  $\Theta(n \log n)$ .

It is highly unlikely that the split will be unbalanced on every iteration given a random initial ordering.

## Average Case

Formalize this by defining a lucky  $L(n) = 2U(n/2) + \Theta(n)$  and an unlucky split  $U(n) = L(n-1) + \Theta(n)$ .

Solve for  $L(n)$  by plugging in the definition of  $U(n)$ .

$$\begin{aligned} L(n) &= 2U(n/2) + \Theta(n) \\ &= 2(L(n/2 - 1) + \Theta(n/2)) + \Theta(n) \\ &= 2L(n/2 - 1) + \Theta(n) \\ &= \Theta(n \log n) \end{aligned}$$

## Randomized Quicksort

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# Randomized Quicksort

One would have to be extremely unlucky to get a quadratic running time if the input is randomly ordered.

Randomized quicksort builds on this intuition by selecting a random pivot on each iteration.

# Randomized Quicksort

```
def randomized_partition(arr, p, r):  
    i = random.randint(p, r)  
    arr[i], arr[r] = arr[r], arr[i]  
    return partition(arr, p, r)  
  
def randomized_quicksort(arr, p, r):  
    if p < r:  
        q = randomized_partition(arr, p, r)  
        randomized_quicksort(arr, p, q - 1)  
        randomized_quicksort(arr, q + 1, r)
```

As long as each split puts a constant amount of elements to one side of the split, then the running time is  $\Theta(n \log n)$ .

We can understand this analysis simply by asking the right questions.



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## 1. What is the running time of Quicksort dependent on?

- The biggest bottleneck is the partitioning function.
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- This means it is called  $n$  times yielding  $O(n)$ .

## 1. What is the running time of Quicksort dependent on?

- The biggest bottleneck is the partitioning function.
- At most, we get really unlucky and the first pivot is picked every time.
- This means it is called  $n$  times yielding  $O(n)$ .
- The variable part of this is figuring out  $X$ : the number of comparisons made.
- The running time is then  $O(n + X)$ .

## Expected value of $X$

The number of comparisons can be expressed as

$$X = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \underline{X_{ij}},$$

where  $X_{ij}$  is the indicator random variable that is 1 if  $A[i]$  and  $A[j]$  are compared and 0 otherwise.

This works with our worst case analysis.

If we always get a split of 0 and  $n - 1$ , then the indicator random variable is 1 for every comparison, yielding  $O(n^2)$ .

## Expected value of $X$

Taking the expectation of both sides:

$$\begin{aligned} E[X] &= E \left[ \sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij} \right] \\ &= \sum_{i=1}^{n-1} \sum_{j=i+1}^n E[X_{ij}] \\ &= \sum_{i=1}^{n-1} \sum_{j=i+1}^n P(X_{ij} = 1). \end{aligned}$$

## Expected value of $X$

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- This means that the probability of comparing  $z_i$  and  $z_j$  is  $\frac{2}{j-i+1}$ .

## Expected value of $X$

$$\begin{aligned} E[X] &= \sum_{i=1}^{n-1} \sum_{j=i+1}^n \frac{2}{j-i+1} \\ &= \sum_{i=1}^{n-1} \sum_{k=1}^{n-i} \frac{2}{k+1} \quad \text{change of variable } k = j - i \\ &< \sum_{i=1}^{n-1} \sum_{k=1}^{n-i} \frac{2}{k} \quad \text{bounded by harmonic series} \\ &= \sum_{i=1}^{n-1} O(\log n) \\ &= O(n \log n). \end{aligned}$$

## Paranoid Quicksort

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## Paranoid Quicksort

Repeat the following until the partitioning until the left or right subarray is less than or equal to  $\frac{3}{4}$  of the original array.

1. Choose a random pivot.
2. Partition the array.
3. Verify that the left and right subarrays are less than or equal to  $\frac{3}{4}$  of the original array; if not, repeat the partitioning.
4. Recursively sort the subarrays.

Most of the analysis of Paranoid Quicksort follows that of randomized quicksort.

The focus is on the expected number of calls times `partition` is called until no side of the split is greater than  $\frac{3}{4}$  of the input.

$[0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11]$

Consider a sorted array of  $n$  *distinct* elements.

- The first and last  $\frac{n}{4}$  elements would produce a bad split.
- That means there are  $n/2$  values that provide a good split, implying that  $p(\text{good split}) = \frac{1}{2}$ .
- Knowing the probability of this event means we can calculate the expected number of times we should call `partition` before getting a *good* split, **which is 2**.

Continuing on with this analysis, we need to state the recurrence:

$$T(n) \leq 2cn + T(\lfloor 3n/4 \rfloor) + T(\lceil n/4 \rceil) + O(1)$$

The addition of  $2cn$  is not enough to change our analysis from above.

Thus, the expected running time of Quicksort is  $O(n \log n)$ .