

PA5 released today
PA7 hard deadline → today
PA2 Late/Resubmit → Tuesday @ 10 pm

Quicksort: Another magical (recursive) algorithm
<https://www.youtube.com/watch?v=ywW6J5ps8>

Select a **pivot** element:

"Partition" the elements in the array (smaller or equal to pivot, larger or equal to pivot)

Magically sort the smaller elements and the larger elements (Quicksort)

Quick Sort: Using a 'good' pivot

How many levels will there be if you choose a pivot that divides the list in half?

If the time to partition on each level takes $\Theta(n)$ comparisons, how long does Quicksort take with a good partition?

Which of these choices would be the worst choice for the pivot?

height $\log_2(n)$

best choice is median value

Quick sort with a bad pivot

Space complexity: $O(n)$ for the activation records

If the pivot always produces one empty partition and one with $n-1$ elements, there will be n levels, each of which requires $O(n)$ comparisons: $O(n^2)$ time complexity

Which of these choices is a better choice for the pivot?

There are many ways to partition!

Quick sort - Middle Pivot

1. We always pick the middle location as pivot

2. The data we sort is {2, 3, 1, 6, 4, 8, 7}

After the first split, what is the order of elements in the list that was <= pivot?

10 3 5 9 2 7 6 4
3 2 4 6 10 8 7
5 2 4 6 10 8 7
2 3 4 6 10 8 7
1 2 3 4 5 6 7 8 9 10

low = 0, high = 6, pivot = 3
lowIndex = low (0)
highIndex = high - 1 (6)
pivotIndex = (low + high) / 2 = (0 + 6) / 2 = 3

sorted array

5 4 3 2 1
4 3 4 5
2 3 4 5

reverse sorted $O(n^2)$
1 2 3 4 5
2 3 4 5
3 4 5

1/5
1/2 1/2
1/3 1/3

low = 0 2 3 4 5 6 7
high = 6
pi = 4 7
pv = 15

12 4 9 2 15 8 19 2 4 8 15 19

loop

*if value[lowIndex] < pivotValue
lowIndex++*

*else
swap(lowIndex, highIndex)
highIndex--*

*if value[highIndex] > pivotValue
highIndex--*

*else
swap(lowIndex, highIndex)
lowIndex++*

if (low >= high)

```

static int[] combine(int[] p1, int[] p2) {...}
static int[] mergeSort(int[] arr) {
    int len = arr.length;
    if(len <= 1) { return arr; }
    else {
        int[] p1 = Arrays.copyOfRange(arr, 0, len / 2);
        int[] p2 = Arrays.copyOfRange(arr, len / 2, len);
        int[] sortedPart1 = mergeSort(p1);
        int[] sortedPart2 = mergeSort(p2);
        int[] sorted = combine(sortedPart1, sortedPart2);
        return sorted;
    }
}

static int partition(String[] array, int l, int h) {...}
static void quickSort(String[] array, int low, int high) {
    if(high <= low <= 1) { return; }
    int splitAt = partition(array, low, high);
    quickSort(array, low, splitAt);
    quickSort(array, splitAt + 1, high);
}

public static void sort(String[] array) {
    quickSort(array, 0, array.length);
}
}

```

2 3 4 / 5 6 7 8

if (low >= high)
done = true

swap?
changed index?

| | Insertion | Selection | Merge | Quick |
|-----------------|--|---|---|--|
| Best case time | sorted array $\Theta(n)$ | $\Theta(n^2)$ | $\Theta(n \log_2 n)$ | Median value $\Theta(n \log_2 n)$ |
| Worst case time | reverse sorted $\Theta(n^2)$ | $\Theta(n^2)$ | $\Theta(n \log_2 n)$ | $\Theta(n^2)$ Average case: $\Theta(n \log_2 n)$ |
| Key operations | swap(a, j+1) (until in the right place) | swap(a, i, indexOfMin) (after finding minimum value) | i = copy(a, 0, len/2) r = copy(a, len/2, len) ls = sort(l) rs = sort(r) merge(ls, rs) | p = partition(a, l, h) sort(a, l, p) sort(a, p+1, h) |

Last note about sorting

Not only do we care about runtime, we also care about

- Space: do we need extra storage?
- Stable: if we have duplicates, do we maintain the same ordering?

| Algorithm | Space | Stable |
|----------------|-------------|--------|
| Bubble sort | $O(1)$ | Yes |
| Selection sort | $O(1)$ | No |
| Insertion sort | $O(1)$ | Yes |
| Heap sort | $O(1)$ | No |
| Merge sort | $O(n)$ | Yes |
| Quick sort | $O(\log n)$ | No |

["i", "Gm", "i", "Tm"]

["i", "Gm", "i", "Tm"]

["i", "Tm", "i", "Gm"]

→ unstable ordering

Java → for ArrayList

↳ primitive → QuickSort

↳ Objects → MergeSort