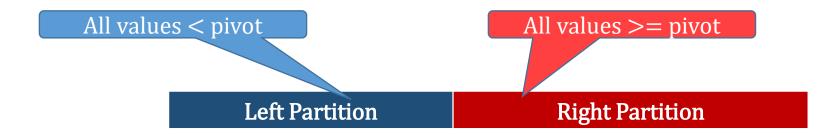


QuickSort Concept

- Divide and Conquer...
 - Split the problem based on a "pivot" any arbitrary value in the list
 - Partition the list:
 - items < pivot are to the left
 - items >= pivot are to the right

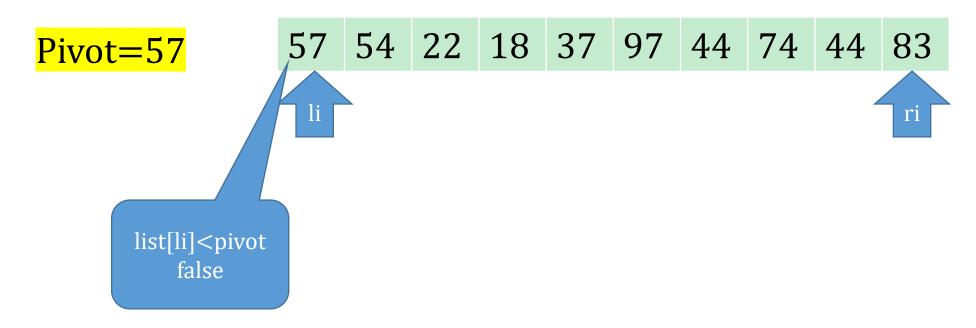


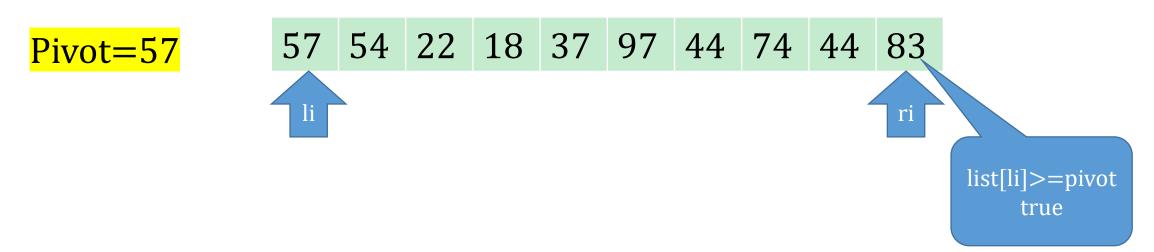
• If a partition has more than one value, apply QuickSort to the partition

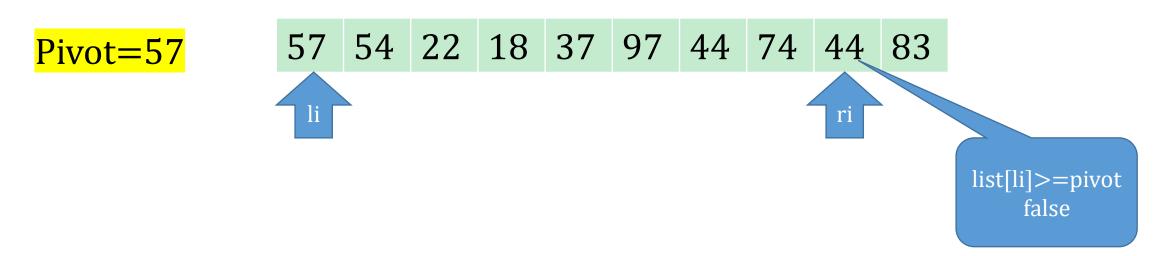
QuickSort Algorithm

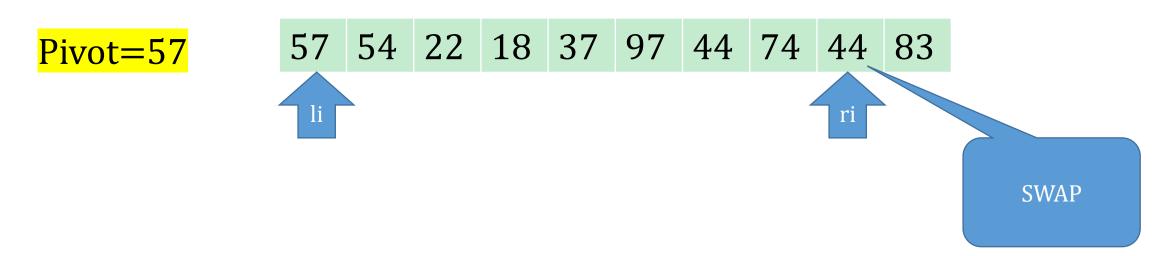
- if range size >1, partition range
 - pick a pivot (e.g. first element in range)
 - li=0, ri=partition size (li goes right, ri goes left)
 - while (li<ri)
 - while (list[li] < pivot) li++
 - while (list[ri] >= pivot) ri--
 - if li<ri, swap list[li] and list[ri]
- When li==ri,
 - everything from start of range to ri-1 is < pivot,
 - everything from ri to end of range is >= pivot
- Sort (recursively) left sub-range (to ri-1) and right sub-range (from ri)

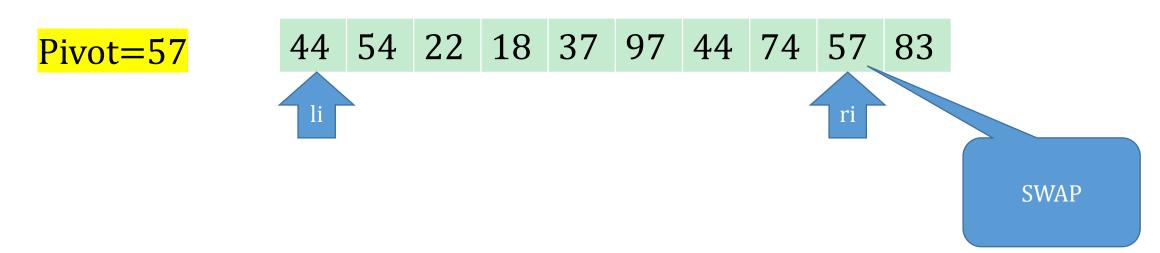
Chapter 14
Special Topic 3

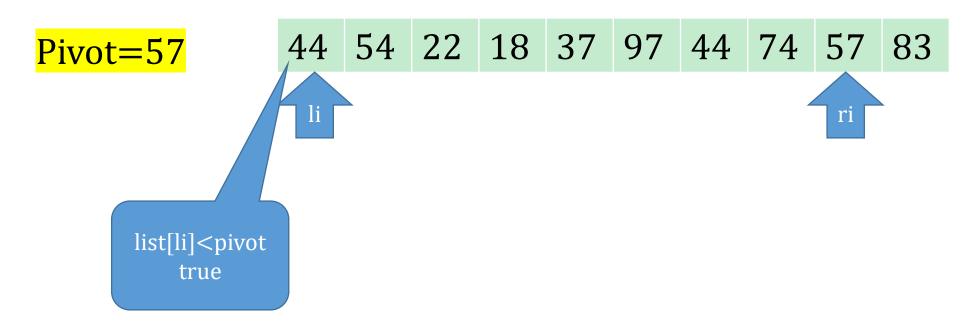


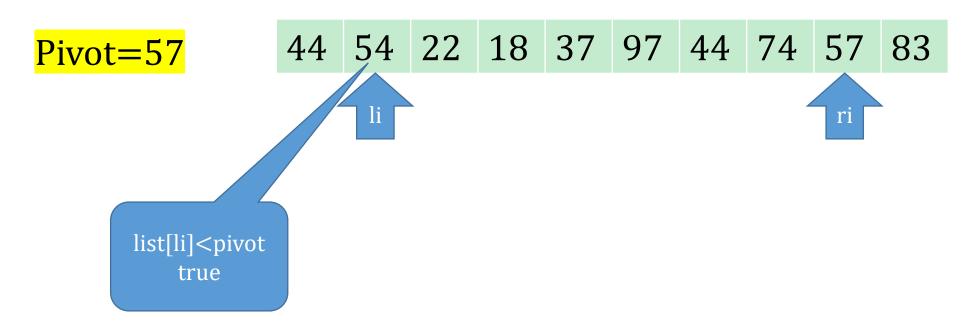


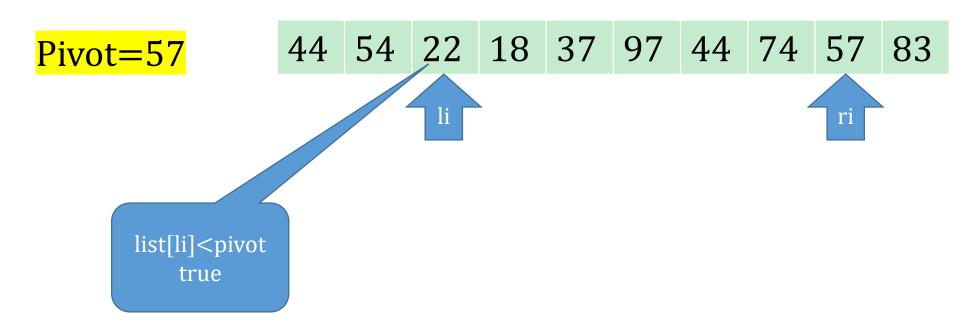


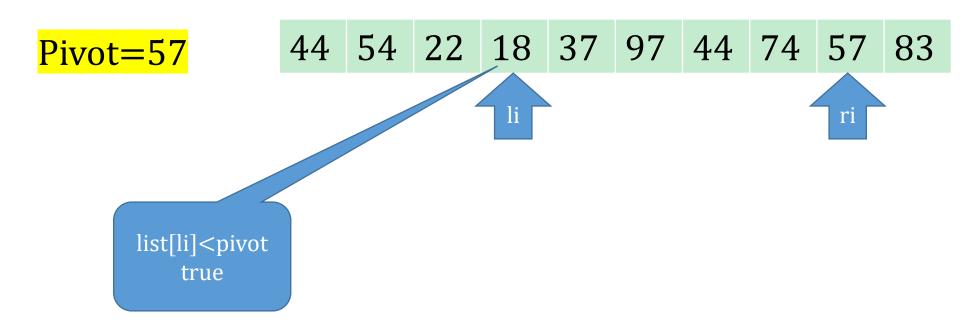


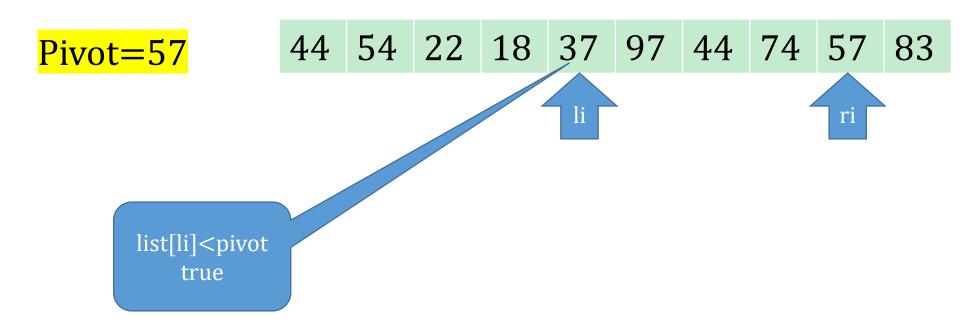


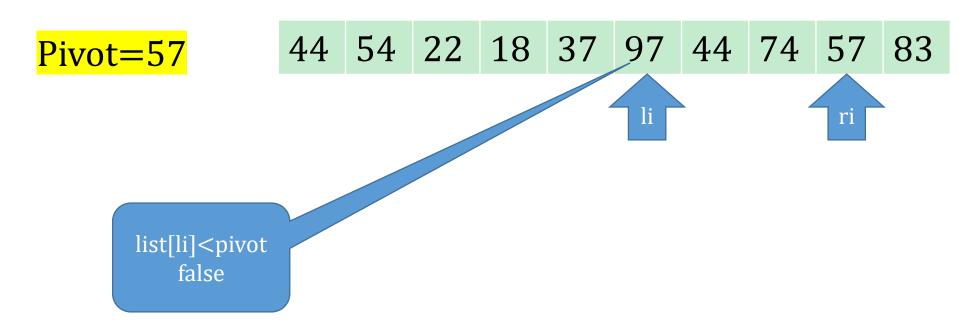


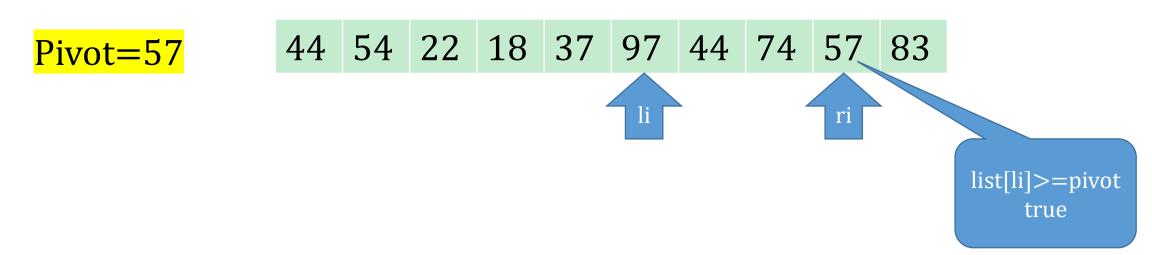




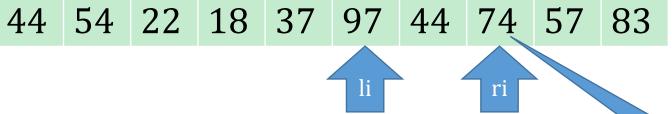




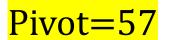


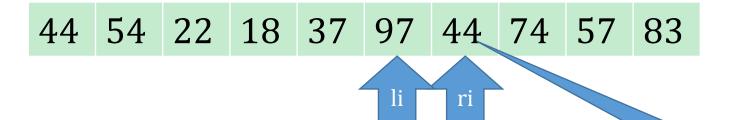




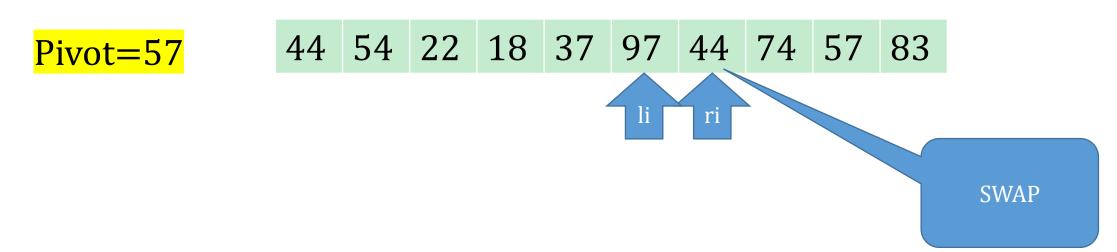


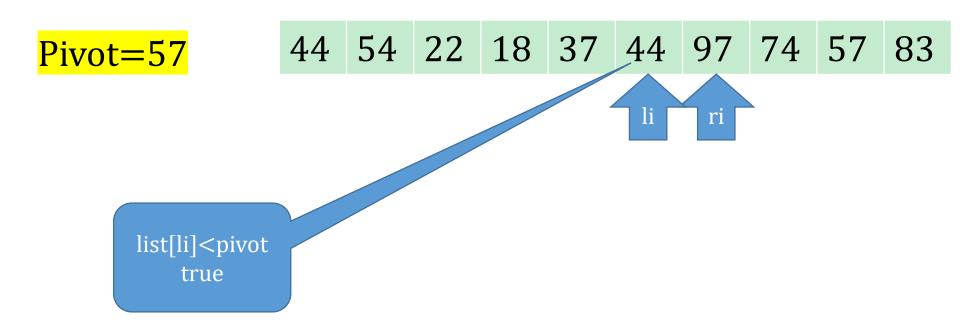
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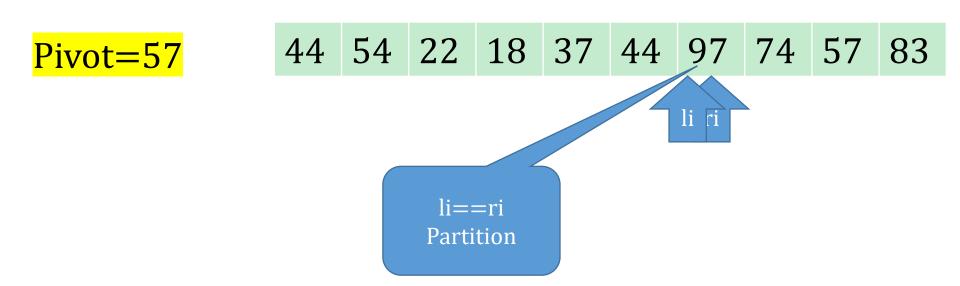


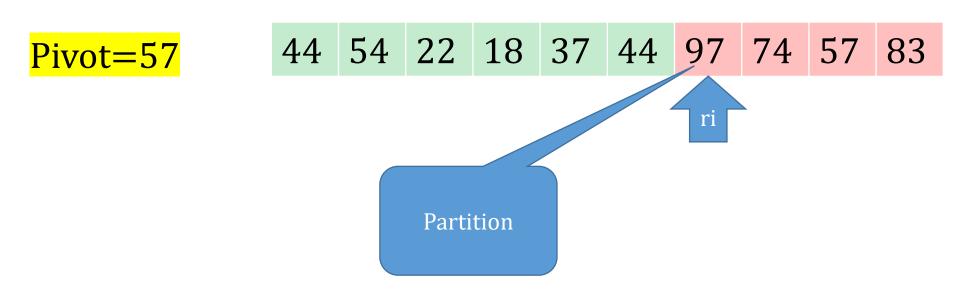


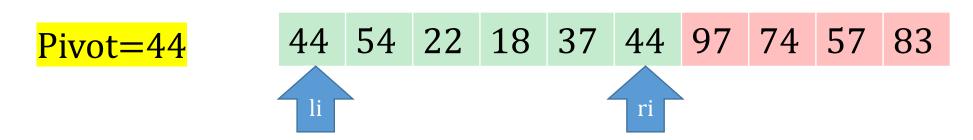
list[li]>=pivot false

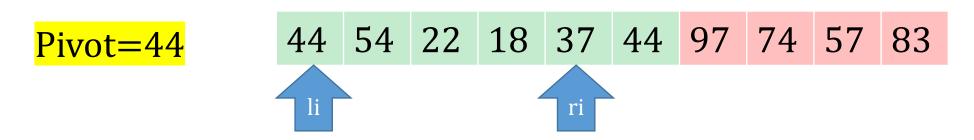


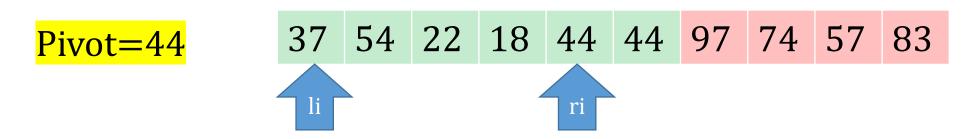


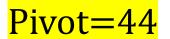


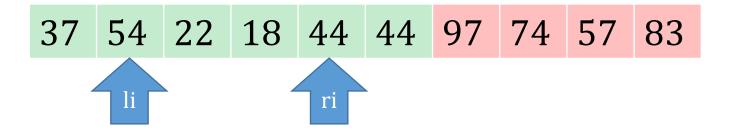




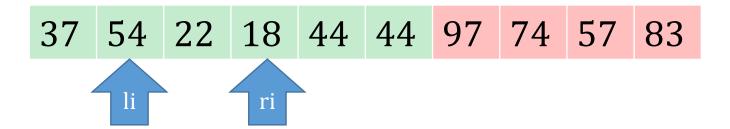


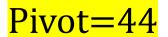


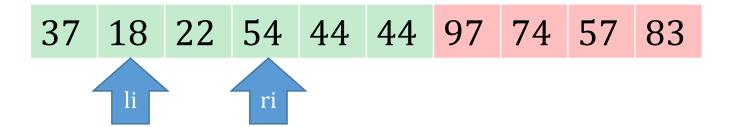


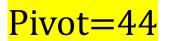




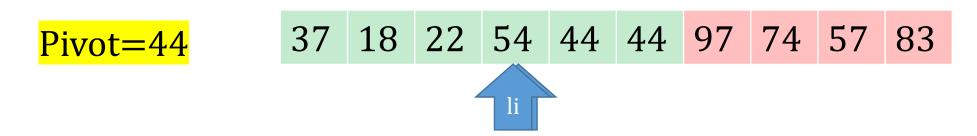


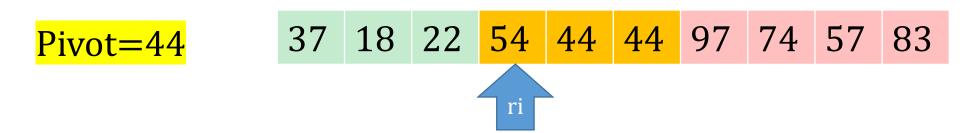


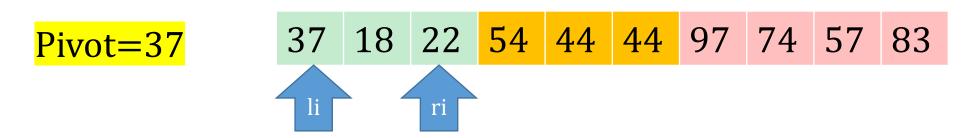


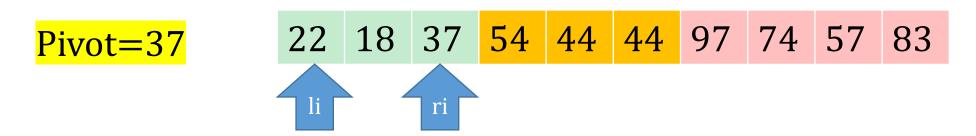


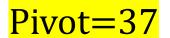




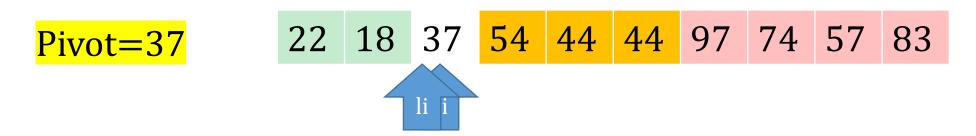


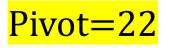




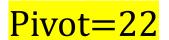






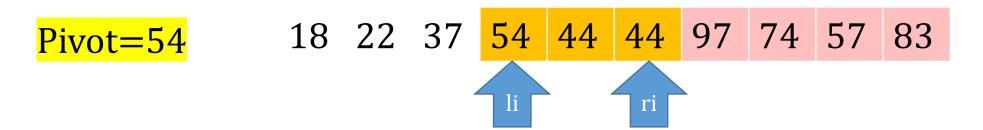


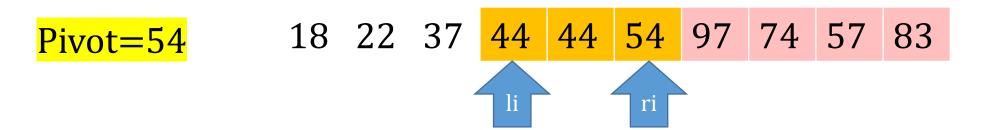


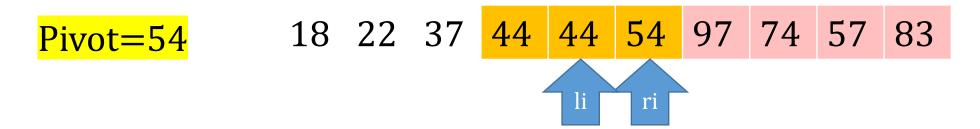




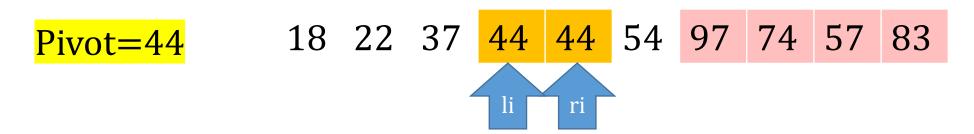


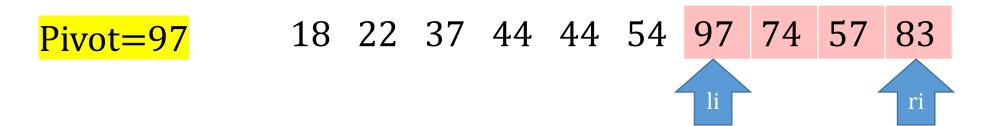












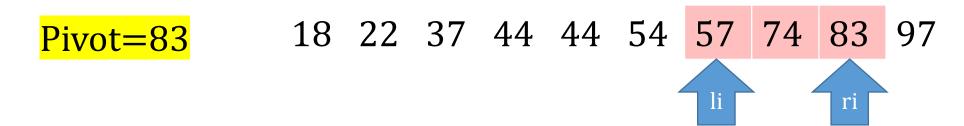


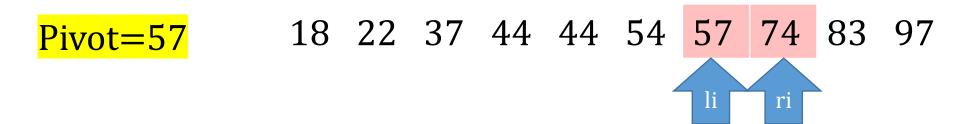
Pivot=97

18 22 37 44 44 54 83 74 57 97

li

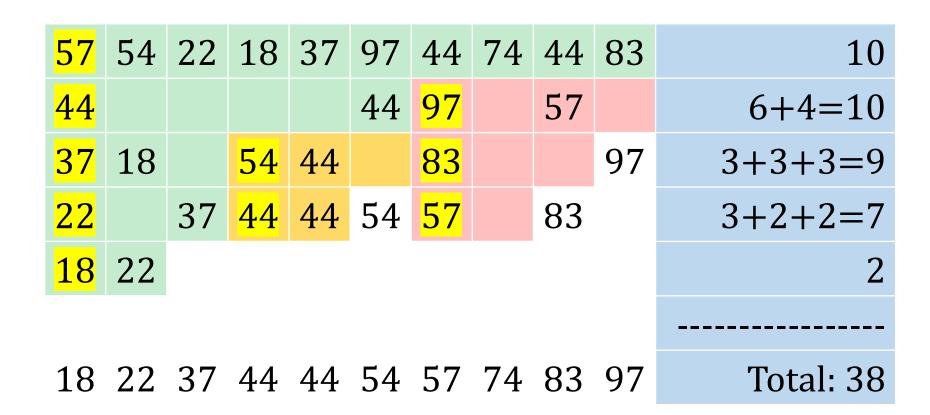




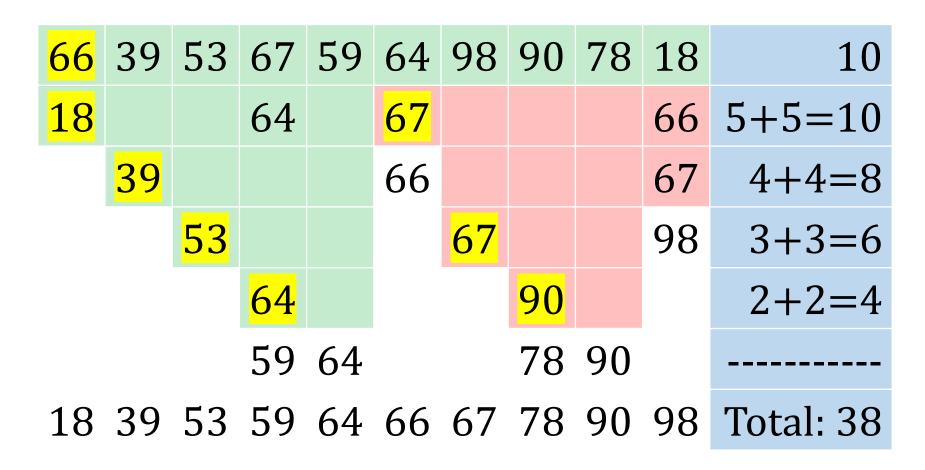


Pivot=57 18 22 37 44 44 54 57 74 83 97

QuickSort Analysis Example



$$10 \log_2 10 = 30.103 < 38 < 10^2 = 100$$



QuickSort Analysis

- Worst case:
 - Partition is always 1 / n-1 Requires n partitions
 - Within partition, we must compare each element (partition size)

$$\sum_{s=2}^{n} s = \frac{n \times (n-1)}{2} = O(n^2)$$

- Best case:
 - Partition is in the middle of the range Requires log₂(n) partitions
 - Partition size is $n/2^d$ where d is the depth
 - At a given depth, all n data items will be compared
 - Complexity is $O(n \times \log_2 n)$

Why don't we count swaps?

- In any given partition, number of swaps <= partition size
- Therefore, if we are counting instructions

$$I(n) = n * I_{comp} + SwapPercent * n * I_{swap}$$

= $n * (I_{comp} + SwapPercent * I_{swap})$
= $c * n$

$$O(I(n)) = n$$

What if array is pre-sorted?

- Picking first (or last) element in range as pivot is simple, but causes worst case if array is pre-sorted
- Therefore, we often pick the middle of the range as the pivot
 - Doesn't change performance if elements start randomly
 - Improves performance if elements start sorted
 - There are still "worst case" scenarios, but much less likely

QuickSort Advantages

- Performance close to O(n log(n)) complexity
 - as good as we can get on sorts
 - Larger sized arrays come closer to best case performance
 - Better choice of pivot reduces chance of worst case
- No extra memory for array copies required!
 - All sorting is done on the original array

- This is the algorithm used in Java
 - Also used in C hence C library function is "qsort"