ALGORITHMS

(CSC1 2200)

Week 4
Quicksort

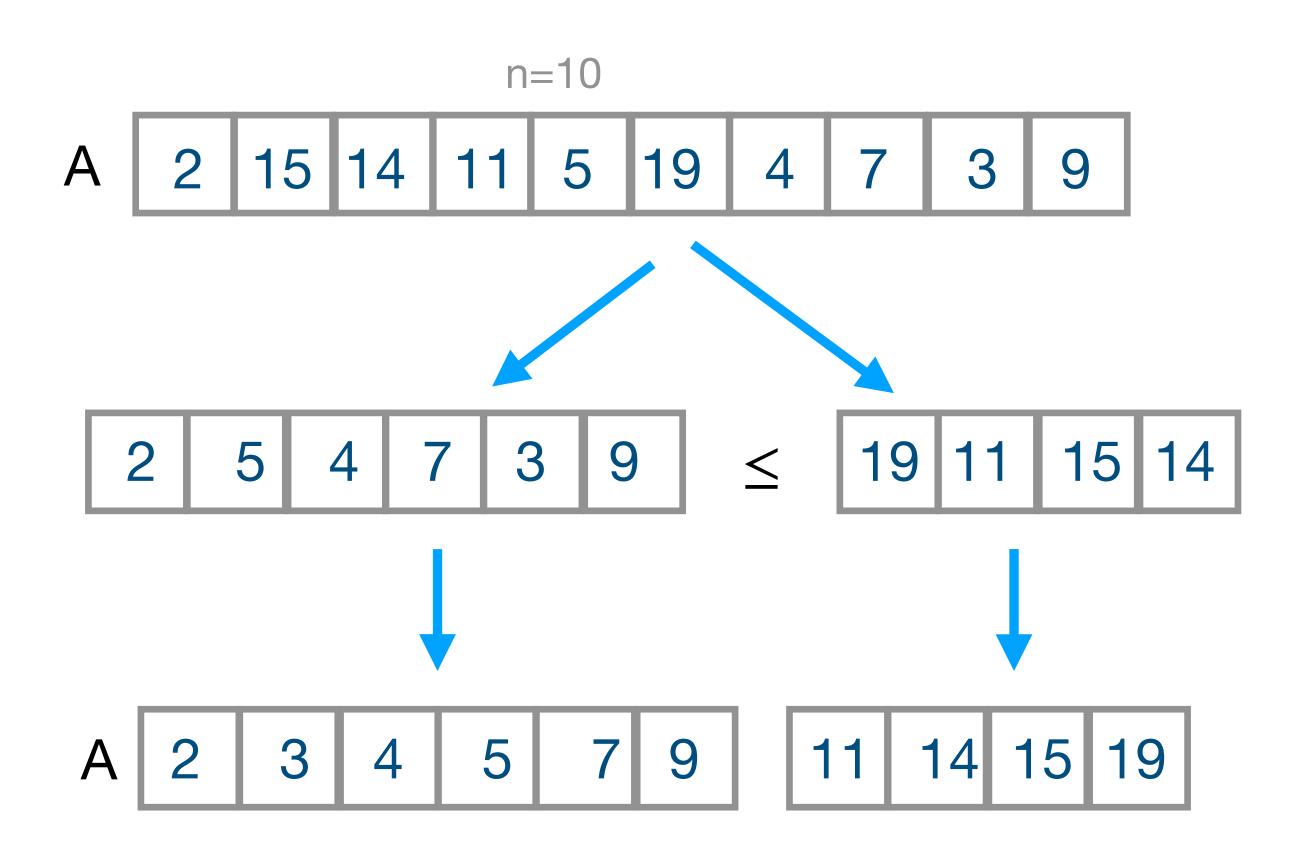
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Week 4 Overview

- The priority queue data structure
- The heap
 - Definition, min-heaps and max-heaps
 - Operations: Insert, Delete-Min, Heapify, Buildheap
 - Heapsort
- Quicksort
 - Partition
- Randomized quicksort

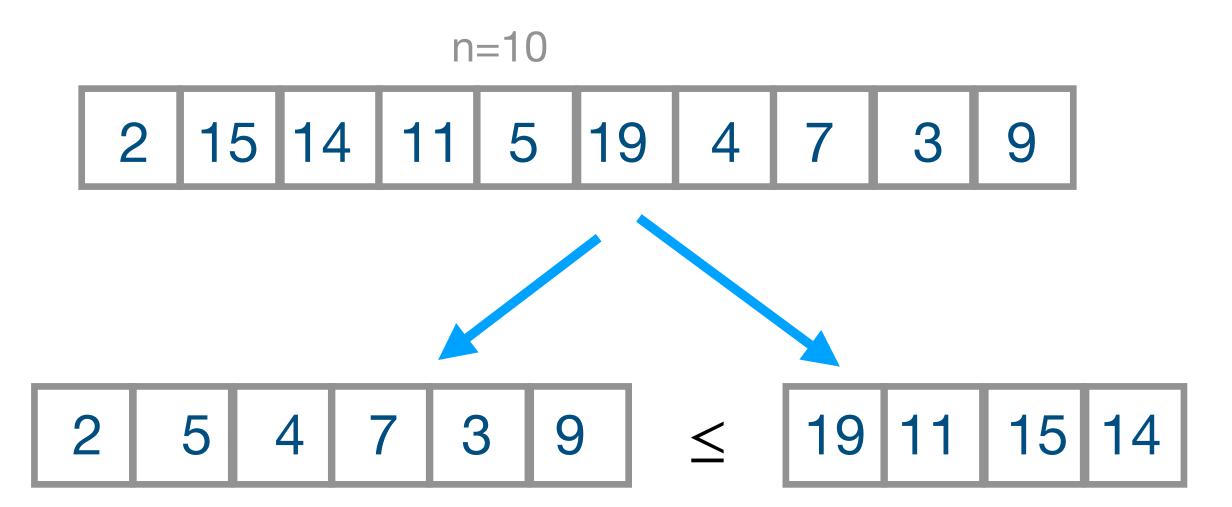
Overview

- Partition A: A = [A' | A''], such that $A' \leq A''$
- Sort A' recursively
- Sort A" recursively
- Now A = A'A" is sorted (no need of merging)



How to partition?

Goal: $A = A' \mid A'', A' \leq A''$



- Pick an element x of A (called: **the pivot**); put all elements \leq x in A1, and elements > x in A2
- If we can use extra space, easy (how?)
- How can we partition in place?

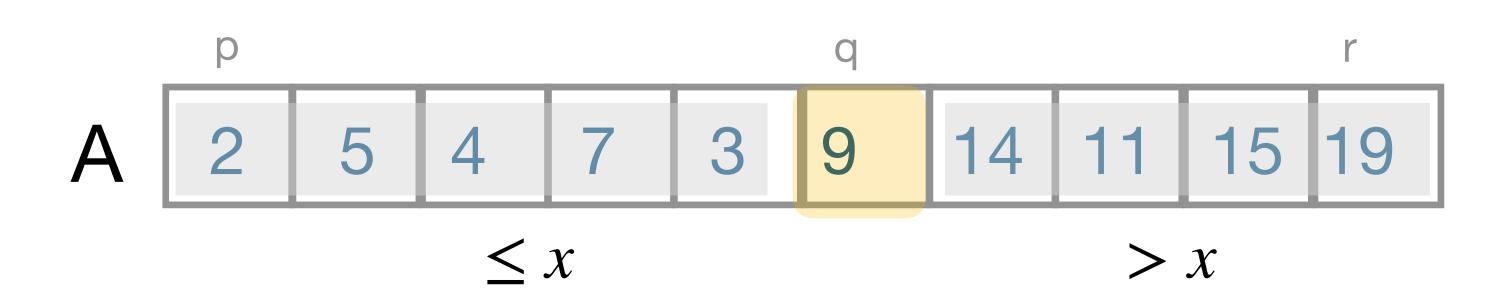
Lomuto's partition



returns an index q, with $p \le q \le r$ such that

•
$$A[i] \le A[q]$$
 for all $p \le i < q$, and

•
$$A[q] \le A[i]$$
 for all $q < i \le r$



Lomuto's partition



PARTITION
$$(A, p, r)$$

$$x = A[r]$$

$$i = p - 1$$
FOR $i = r$ TO $r = 1$ DO

FOR
$$j = p$$
 TO $r - 1$ DO

IF
$$A[j] \leq x$$
 THEN

$$i = i + 1$$

Exchange A[i] and A[j]

Exchange A[i+1] and A[r]

RETURN i+1

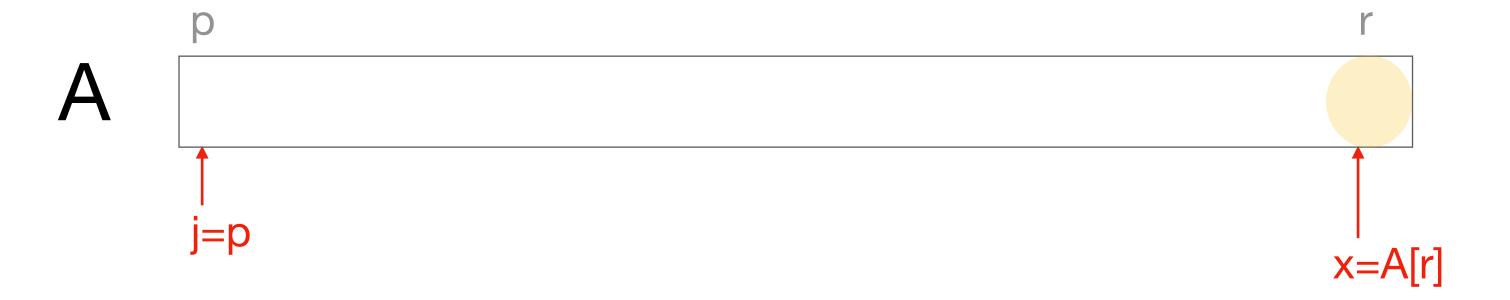
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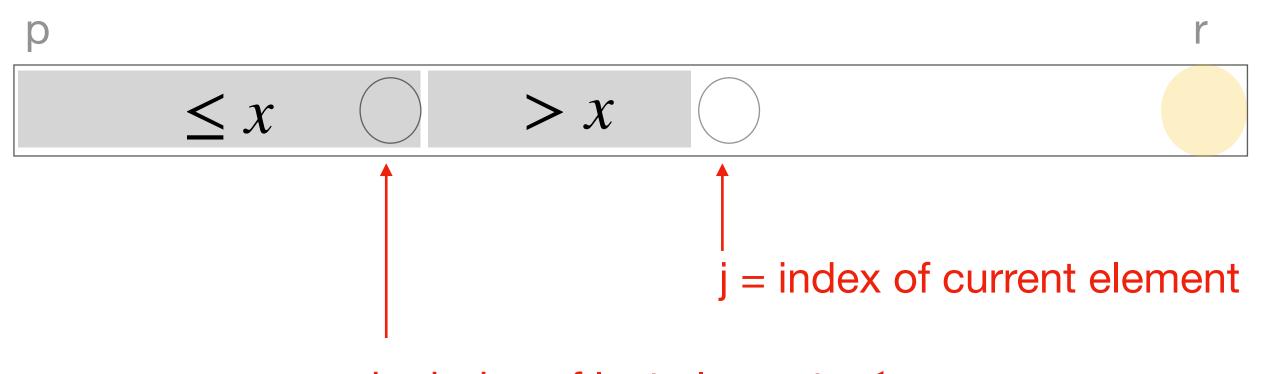
•
$$A[i] \le A[q]$$
 for all $p \le i < q$, and

•
$$A[q] \le A[i]$$
 for all $q < i \le r$



Understanding Lomuto's partition





- $i = index of last element \leq x$
- Loop invariants:
 - $A[k] \le x$ for all $p \le k \le i$, and
 - A[k] > x for all $i + 1 \le k < j$

```
\begin{aligned} & \operatorname{Partition}(A,p,r) \\ & x = A[r] \\ & i = p-1 \\ & \operatorname{FOR}\ j = p \ \operatorname{TO}\ r - 1 \ \operatorname{DO} \\ & \operatorname{IF}\ A[j] \leq x \ \operatorname{THEN} \\ & i = i+1 \\ & \operatorname{Exchange}\ A[i] \ \operatorname{and}\ A[j] \\ & \operatorname{Exchange}\ A[i+1] \ \operatorname{and}\ A[r] \\ & \operatorname{RETURN}\ i+1 \end{aligned}
```

r

Lomuto's partition

```
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```

Run time: O(r-p), or O(n) when partitioning the entire array

Quicksort(A, p, r)IF p < r THEN q=Partition(A, p, r)Quicksort(A, p, q-1)Quicksort(A, q+1, r)

Initial call: Quicksort(A, O, A.size() -1)

Quicksort(A, p, r)

IF p < r THEN

q=Partition(A, p, r)

Quicksort(A, p, q - 1)

Quicksort(A, q + 1, r)

Run time: ? need to write a recurrence

$$T(n) = \Theta(n) + T(n_1) + T(n_2)$$

Quicksort(A, p, r)IF p < r THEN

$$q=Partition(A, p, r)$$

Quicksort(A, p, q - 1)

Quicksort(A, q + 1, r)

Run time: ? need to write a recurrence

$$T(n) = \Theta(n) + T(n_1) + T(n_2)$$

1. Perfectly balanced half-half split for all rec. calls

$$T(n) = \Theta(n) + 2T(n/2) \Longrightarrow \Theta(n \lg n)$$
 Best case

Quicksort
$$(A, p, r)$$

IF $p < r$ THEN
$$q=Partition(A, p, r)$$
Quicksort $(A, p, q - 1)$
Quicksort $(A, q + 1, r)$

Run time: ? need to write a recurrence

$$T(n) = \Theta(n) + T(n_1) + T(n_2)$$

1. Perfectly balanced half-half split for all rec. calls

$$T(n) = \Theta(n) + 2T(n/2) \Longrightarrow \Theta(n \lg n)$$
 Best case

3. All elements on one side of the partition, for all rec calls

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

Average run time?

• half-half split:
$$T(n) = \Theta(n) + 2T(n/2) \Longrightarrow \Theta(n \lg n)$$

$$\frac{1}{3} - to - \frac{2}{3} \text{ split:} \qquad T(n) = \Theta(n) + T(n/3) + T(2n/3) \Longrightarrow \Theta(n \lg n)$$

$$\frac{1}{4} - to - \frac{3}{4} \text{ split:} T(n) = \Theta(n) + T(n/4) + T(3n/4) \Longrightarrow \Theta(n \lg n)$$

$$\frac{1}{10} - to - \frac{9}{10}$$
 split: $T(n) = \Theta(n) + T(n/10) + T(9n/10) \Longrightarrow \Theta(n \lg n)$

- •
- MANY good splits!
- Seems that best case will occur often

Average run time

This assumption is important!

Claim: Assuming all input permutations are equally likely, Quicksort average run time is $\Theta(n \lg n)$.

Intuition:

- (A lot) more good splits than bad splits
- Imagine a good split followed by a bad split:
 - good split: n ==> n/2, n/2
 - bad split: n/2 ==> 0, n/2-1
 - Overall, after 2 levels of recursion: n ==> n/2-1, n/2-1
 - It takes **two** recursion levels to half the input
 - Recursion depth will be 2 lg n

Average run time

This assumption is important!

Claim: Assuming all input permutations are equaly likely, Quicksort average run time is $\Theta(n \lg n)$.

- Intuition:
 - (A lot) more good splits than bad splits
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 - good split: n ==> n/2, n/2
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 - · It takes two recursion levels to half the palistic
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Randomized Quicksort

RANDPARTITION(A, p, r) i=RANDOM(p, r)Exchange A[r] and A[i]RETURN PARTITION(A, p, r)

```
RandQuicksort(A, p, r)
IF p < r THEN
q=RandPartition(A, p, r)
RandQuicksort(A, p, q - 1)
RandQuicksort(A, q + 1, r)
```

Claim: Expected running time of Randomized Quicksort is $\Theta(n \lg n)$ no matter what the input distribution is.

Quicksort: summary

- Quicksort:
 - Best case $\Theta(n)$
 - Worst-case $\Theta(n^2)$
 - Average case $\Theta(n \lg n)$ if all input permutations are equally likely
- Randomized Quicksort:
 - Best case $\Theta(n)$
 - Worst-case $\Theta(n^2)$
 - Expected case $\Theta(n \lg n)$ on any sets of inputs
- In place
- Randomized-Quicksort is the fastest sort in practice (on general inputs)