Video 14: Quicksort

COMS10017 - (Object-Oriented Programming and) Algorithms

Dr Christian Konrad

Sorting Algorithms seen so far:

	Worst case	Average case	stable?	in place?
Insertionsort	$O(n^2)$	$O(n^2)$	yes	yes
Mergesort	$O(n \log n)$	$O(n \log n)$	yes	no
Heapsort	$O(n \log n)$	$O(n \log n)$	no	yes
Quicksort	$O(n^2)$	$O(n \log n)$	no	yes

Quicksort

- Very efficient in practice!
- In place version of Mergesort:

$$A[0, \lfloor \frac{n}{2} \rfloor] \leftarrow \text{MERGESORT}(A[0, \lfloor \frac{n}{2} \rfloor])$$

 $A[\lfloor \frac{n}{2} \rfloor + 1, n - 1] \leftarrow \text{MERGESORT}(A[\lfloor \frac{n}{2} \rfloor, n - 1])$
 $A \leftarrow \text{MERGE}(A)$
return A

recursive calls in mergesort

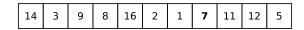
Merge Sort versus Quick Sort

Mergesort versus Quicksort

- Mergesort: First solve subproblems recursively, then merge their solutions
- Quicksort: First partition problem into two subproblems in a clever way so that no extra work is needed when combining the solutions to the subproblems, then solve subproblems recursively

Divide and Conquer Algorithm:

- **Divide:** Chose a good *pivot* A[q]. Rearrange A such that every element $\leq A[q]$ is left of A[q] in the resulting ordering and every element > A[q] is right of A[q] in the resulting ordering. Let p be the new position of A[q].
- Conquer: Sort A[0, p-1] and A[p+1, n-1] recursively.

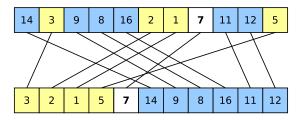




Combine: No work needed

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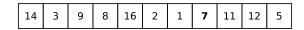
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Combine: No work needed

Quicksort (2)

We need to address:

- We need to be able to rearrange the elements around the pivot in O(n) time
- What is a good pivot? Ideally we would like to obtain subproblems of equal/similar sizes

The Partition Step

Partition Step:

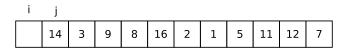
- Input: Array A of length n
- **Output:** Partitioning around pivot A[n-1]

```
Require: Array A of length n
x \leftarrow A[n-1]
i \leftarrow -1
\text{for } j \leftarrow 0 \dots n-1 \text{ do}
\text{if } A[j] \leq x \text{ then}
i \leftarrow i+1
\text{exchange } A[i] \text{ with } A[j]
\text{return } i
```

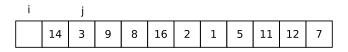
Partition

Pivot: Algorithm assumes pivot is A[n-1] (if different pivot A[q] is used: swap A[q] with A[n-1]).

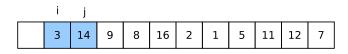
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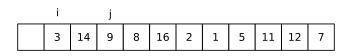
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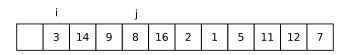
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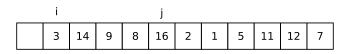
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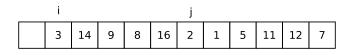
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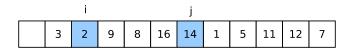
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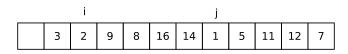
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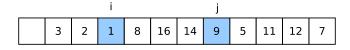
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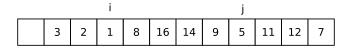
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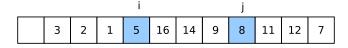
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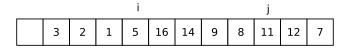
i \leftarrow -1

for j \leftarrow 0 \dots n-1 do

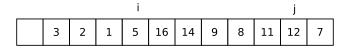
if A[j] \le x then

i \leftarrow i+1

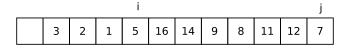
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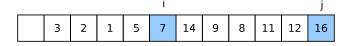
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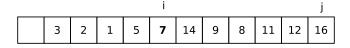
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Loop Invariant

Invariant: At the beginning of the for loop, the following holds:

• Elements left of i (including i) are smaller or equal to x:

For
$$0 \le k \le i$$
: $A[k] \le x$

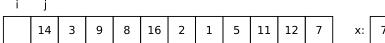
② Elements right of i (excluding i) and left of j (excluding j) are larger than x:

For
$$i + 1 \le k \le j - 1$$
: $A[k] > x$

- Left of *i* (including *i*): smaller equal to x
- 2 Right of *i* and left of *j* (excl. *j*): larger than x

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x \leftarrow A[n-1]
i \leftarrow -1
for j \leftarrow 0 \dots n-1 do
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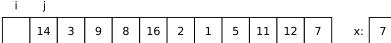
Initialization: i = -1, j = 0



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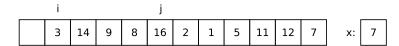


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Maintenance: Two cases:

• A[j] > x: Then j is incremented

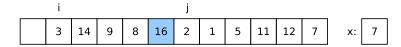


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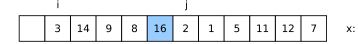


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Maintenance: Two cases:

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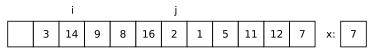
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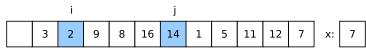
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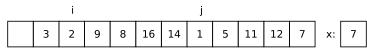
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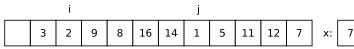
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Termination: (useful property showing that algo. is correct)

- A[i] contains pivot element x that was located initially at position n-1
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```
Require: array A of length n

if n \le 1 then

return A

else

i \leftarrow \mathsf{Partition}(A)

QUICKSORT(A[0, i-1])

QUICKSORT(A[i+1, n-1])

Algorithm QUICKSORT
```

What is the runtime of Quicksort?