# Quicksort COMS10018 - Algorithms

Dr Christian Konrad

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#### 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

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- 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

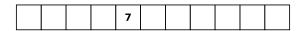
#### Divide and Conquer Algorithm:

• **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].

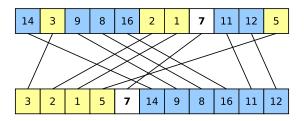
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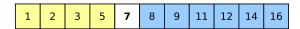


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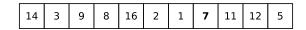
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• Combine: No work needed

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- 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

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\text{for } j \leftarrow 0 \dots n-1 \text{ do}
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\text{exchange } A[i] \text{ with } A[j]
\text{return } i
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Partition

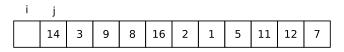
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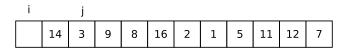
Partition

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

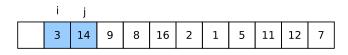
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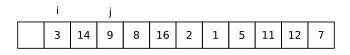
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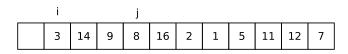
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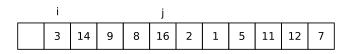
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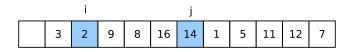


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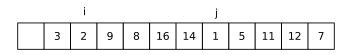
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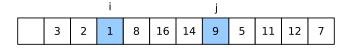
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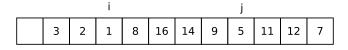
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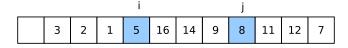
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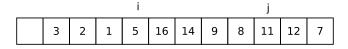
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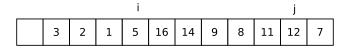
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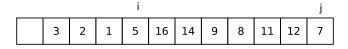
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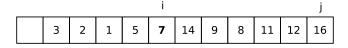
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• Elements left of i (including i) are smaller or equal to x:

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

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

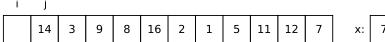
For 
$$i + 1 \le k \le j - 1$$
:  $A[k] > x$ 



- Left of *i* (including *i*): smaller equal to x
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Initialization: i = -1, j = 0



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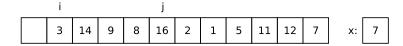


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#### Maintenance: Two cases:

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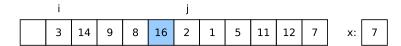


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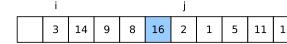
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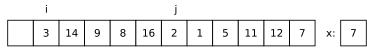


x: | 7

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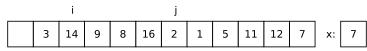
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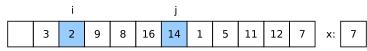
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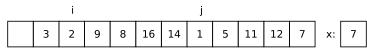
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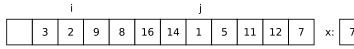
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if n \le 1 then

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Algorithm \mathsf{QUICKSORT}
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What is the runtime of Quicksort?