

# Data Structures and Algorithms

Prof. Ganesh Ramakrishnan,  
Prof. Ajit Diwan,  
Prof. D.B. Phatak

Department of Computer Science and Engineering  
IIT Bombay

Session: Quick-Sort

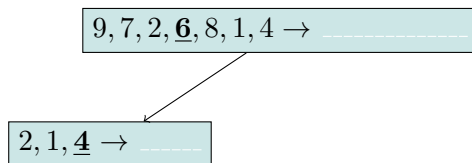
# QuickSort: Sorting by Randomized Divide and Conquer

- Pick a random (pivot) element  $x$  and **Divide** the  $n$ -element sequence to be sorted into two sub-sequences  $L$  and  $G$ 
  - ▶  $L$  has elements less than  $x$
  - ▶  $G$  has elements greater than  $x$
  - ▶  $E$  has elements equal to  $x$
- Sort the two subsequences  $L$  and  $G$  recursively using merge sort.
- Merge the sorted subsequences  $L$ ,  $E$  and  $G$  to produce the sorted answer.

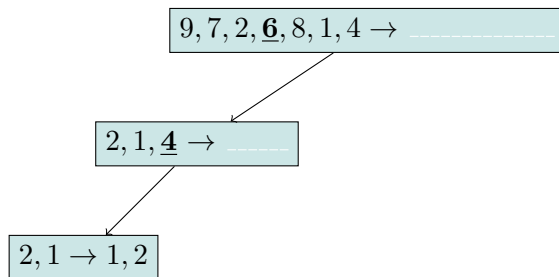
# Quick-Sort Execution Tree

9, 7, 2, 6, 8, 1, 4 → -----

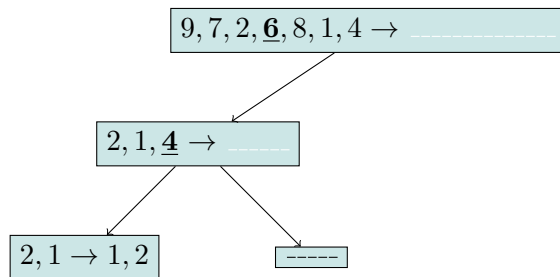
## Quick-Sort Execution Tree



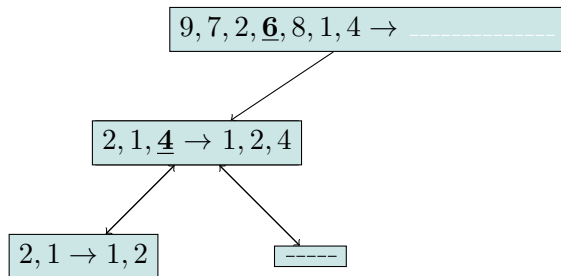
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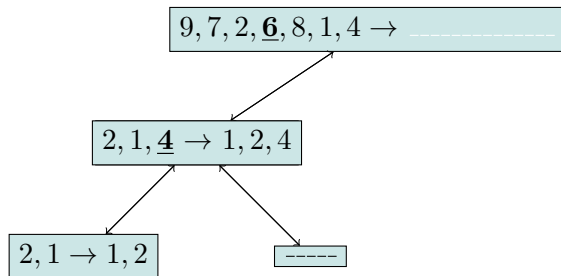
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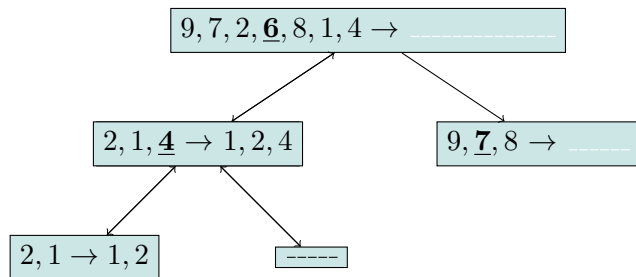


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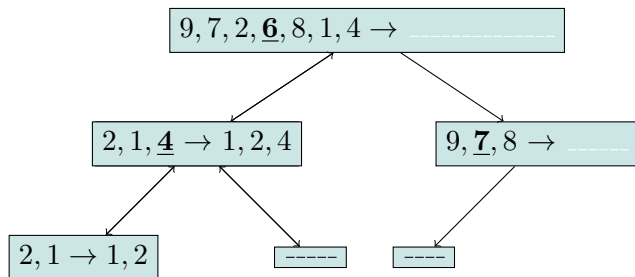




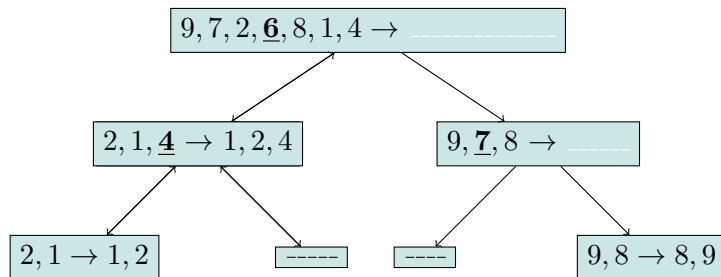
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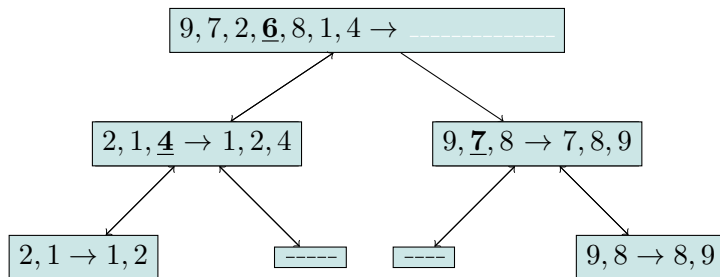
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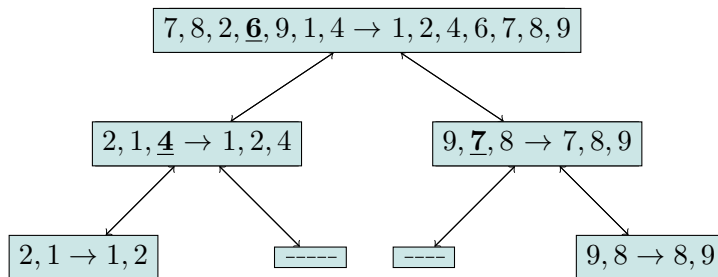
# Quick-Sort Execution Tree



## Quick-Sort Execution Tree



# Quick-Sort Execution Tree



# Quick Sort Algorithm

**Algorithm** QuickSort( $S$ )

**Input:** Sequence  $S$

**Output:** Sequence  $S$  sorted in increasing order

**if**  $length(S) > 1$  **then**

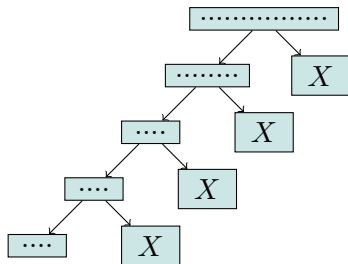
1. Let  $p$  be the random position of pivot in  $S$
2.  $(S_1, S_2) = \text{partition}(S, p)$  //  $S_1$  contains (positions of) elements with value less than  $S[p]$  and  $S_2$  contains those with value greater than  $p$
3. QuickSort( $S_1$ )
4. QuickSort( $S_2$ )
5.  $S' = \text{Merge}(S_1, p)$  // Merge same as before
6.  $S = \text{Merge}(S', S_2)$

**end if**

**Figure:** In-place Quick-Sort 

## Worst case Running time of QuickSort

- When  $S[p]$  is consistently the unique minimum or maximum element of  $S$ 
  - ▶ Case for unique minimum is illustrated below
- One of  $S_1$  or  $S_2$  has size  $length(S) - 1$  and other has 0
- 
- 

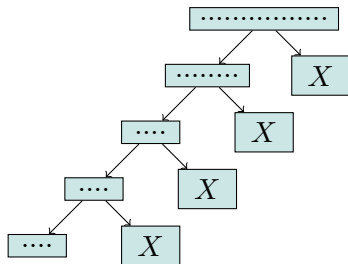


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depth

time

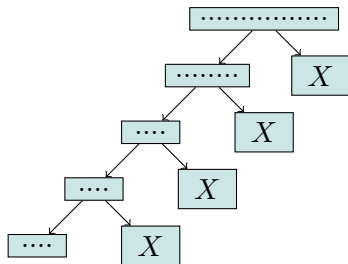




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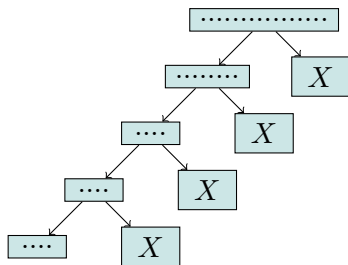
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- 

depth	time
0	$n$



# Worst case Running time of QuickSort

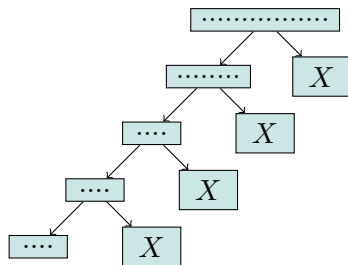
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- One of  $S_1$  or  $S_2$  has size  $length(S) - 1$  and other has 0
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- 



depth	time
0	$n$
1	$n - 1$

## Worst case Running time of QuickSort

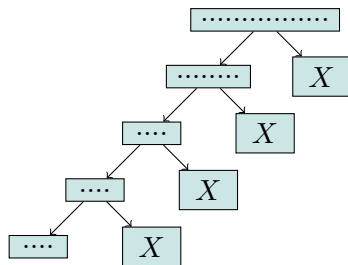
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- One of  $S_1$  or  $S_2$  has size  $\text{length}(S) - 1$  and other has 0
- 
- 



depth	time
0	$n$
1	$n - 1$
2	$n - 2$

# Worst case Running time of QuickSort

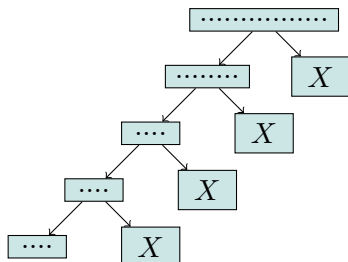
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- 



depth	time
0	$n$
1	$n - 1$
2	$n - 2$
$i$	$n - i$

# Worst case Running time of QuickSort

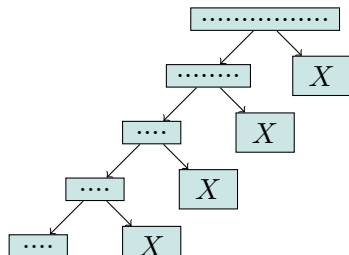
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- 
- 



depth	time
0	$n$
1	$n - 1$
2	$n - 2$
$i$	$n - i$
$n - 1$	1

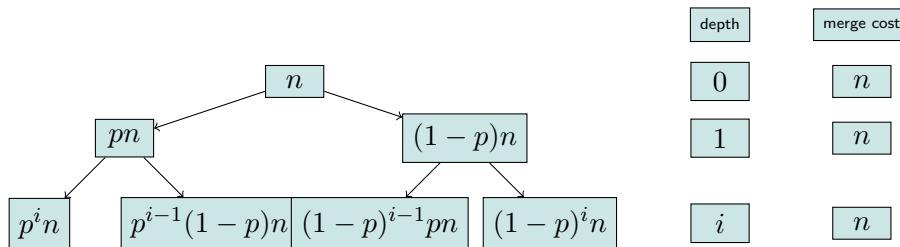
# Worst case Running time of QuickSort

- When  $S[p]$  is consistently the unique minimum or maximum element of  $S$ 
  - ▶ Case for unique minimum is illustrated below
- One of  $S_1$  or  $S_2$  has size  $S.length - 1$  and other has 0
- $\implies$  Runtime is proportional to  $n + n - 1 + n - 2 \dots 2 + 1$
- $\implies$  Runtime =  $\Theta(n^2)$



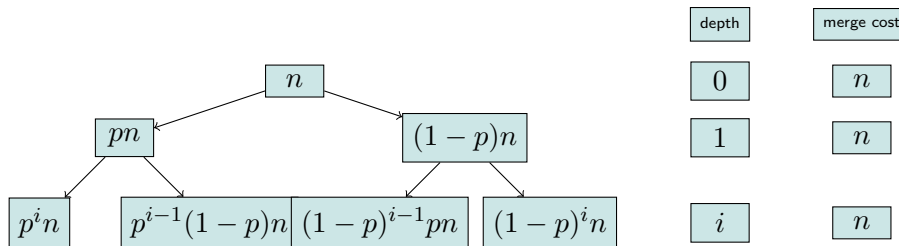
depth	time
0	$n$
1	$n - 1$
2	$n - 2$
$i$	$n - i$
$n - 1$	1

# Fixed Proportion splitting Analysis of Quick-Sort



- If sequence is split based on 'fixed' proportion  $p$  at each step:
  - ▶ Recursion will terminate at  $d$  such that,  $p^{d-1}n = 1$  (if  $p < 0.5$ ) or  $(1-p)^d n = 1$  (if  $1-p < 0.5$ )
  - ▶ Since  $p < 1$  (and also  $1-p < 1$ ),  $d = \Theta(\log n)$
- Amount of work done at each level  $i = \Theta(n)$
- $\implies$  total runtime =  $\Theta(n \log n)$
- Is solution to recurrence  $T(n) \leq T(pn) + T((1-p)n) + cn$
- Also holds if the split prop. is upper bounded by  $p$  (or  $1-p$ )

# Average Case Analysis of Quick-Sort



- Proof Sketch: show that the average number of comparisons made across all calls to the "partition" subroutine =  $O(\log n)$ 
  - ▶ Also prove that this is the most frequently invoked of all steps
- Ref: Section 7.4.2 of the Second Edition of CLR



**Thank you**