

Quicksort

Chapter 7

Read 7.1-7.3

Omit 7.4

7.1 Description of quicksort

- *Divide*
- *Conquer*
- *Combine*

QUICKSORT(A, p, r)

1 **if** $p < r$

2 **then** $q = \text{PARTITION}(A, p, r)$

3 QUICKSORT($A, p, q-1$)

4 QUICKSORT($A, q+1, r$)

Partition(A, p, r)

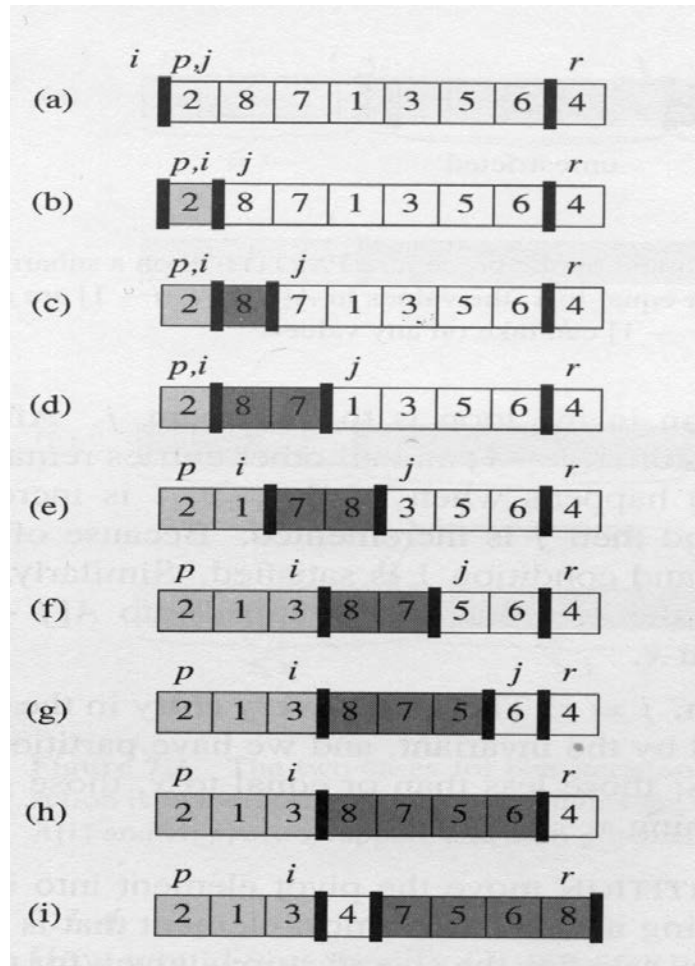
```
1  x = A[r]
2  i = p - 1
3  for j = p to r - 1
4      if A[j] ≤ x
5          then i = i + 1
6          swap A[i] and A[j]
7  swap A[i + 1] and A[r]
8  return i + 1
```

Complexity:

Partition on A[p...r] is $\Theta(n)$

where $n = r - p + 1$

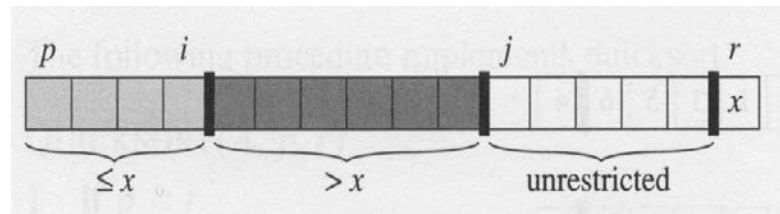
The operation of *Partition* on a sample array



Loop Invariant

At the beginning of any iteration of the loop of lines 3-6 with a j value between p and $r-1$, for any array index k ,

1. if $p \leq k \leq i$, then $A[k] \leq x$.
2. if $i + 1 \leq k \leq j - 1$, then $A[k] > x$.
3. if $k = r$, then $A[k] = x$.



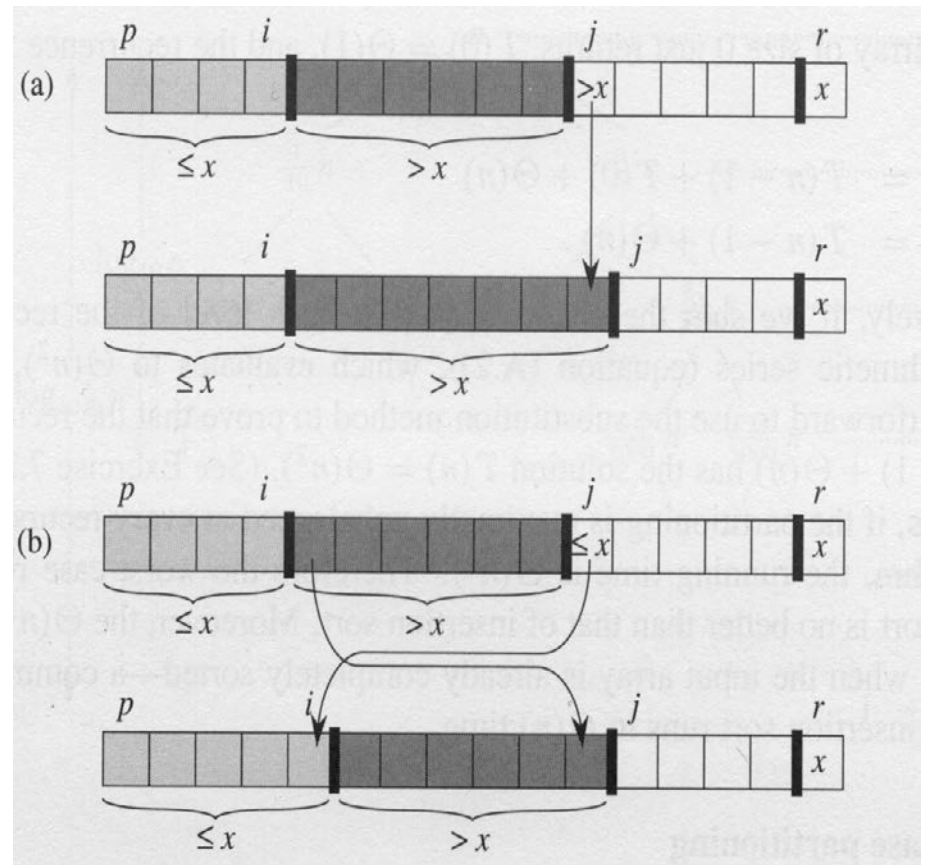
Thinking Assignment: Satisfy yourself that LI is true at initialization

Why the Loop Invariant is Maintained

Only two cases possible for what happens to $A[j]$ in any one iteration of procedure *Partition*

Thinking Assignment:

What is the state of the array at termination?



Thinking Assignment: Write the complete Loop Invariant proof of correctness of Partition

How efficient is quicksort?

- Recursive algorithm
- So to answer this question we must determine the recurrences of the algorithm

Quicksort Recurrences

- $T(n) = T(\text{size of left partition}) + T(\text{size of right partition}) + \Theta(n)$
- $T(1) = \Theta(1)$
- What are the possibilities for the partition sizes?

Quicksort Recurrences

- $T(n) = T(0) + T(n-1) + \Theta(n)$
 $= T(n-1) + \Theta(n)$
 $= T(n-1) + cn$
- $T(1) = \Theta(1) = c$
- You can easily show by backward substitution method (**do this as an exercise to improve your skills**) that these recurrences have the solution $T(n) = \Theta(n^2)$
- This is the worst case partitioning!
- Can you think of an input that will produce this kind of partition in every recursive call?

Quicksort Recurrences

- Partitioning can also divide the array equally: one partition of size $\text{floor}(n/2)$ and the other of size $\text{ceiling}(n/2)-1$
- $T(n) \leq 2T(n/2) + \Theta(n)$
- $T(1) = \Theta(1)$
- You can easily show by applying the master method (do this as an exercise to improve your skills) that if $T(n) = 2T(n/2) + \Theta(n)$ then $T(n) = \Theta(n \lg n)$. So in this case Quicksort is $O(n \lg n)$
- This is the best case partitioning. In fact, the split doesn't have to be 50-50. This complexity holds whenever the split is of constant proportionality.

Average Case Performance

- Good and bad splits tend to balance out in practice (see p. 176)
- So the average performance of quicksort is also $O(n \lg n)$ (see p.177-178)
- To get this balance, in practice we don't pick $A[r]$ as the pivot; instead a median-of-three approach is used to pick the pivot.

Median-of-Three Pivot Picking

Median-of-Three-Partition (A,p,r)

1 first=A[p]

2 m=floor((p+r)/2)

3 middle=A[m]

4 last=A[r]

5 Median-of-Three=median(first,middle,last)

6 if Median-of-Three≠last then

7 if Median-of-Three=first then index=p else index=m

8 swap A[r] and A[index]

9 return Partition(A,p,r)

- Modify the quicksort algorithm to call this partition procedure in step 2 instead

Random Sampling

- Another way to make sure of random distribution of good and bad splits is to choose randomly so that any of the $r-p+1$ elements in the array has an equal chance of being picked.

Randomized Quicksort

Randomized-Partition (A, p, r)

1. $i = \text{Random}(p, r)$
 2. swap $A[r]$ and $A[i]$
 3. return Partition(A, p, r)
- Modify the quicksort algorithm to call this partition procedure in step 2 instead

Thinking Assignments

Quicksort can be modified to obtain an elegant and efficient linear ($O(n)$) algorithm **QuickSelect** for the selection problem.

Quickselect(A, p, r, k)

{p & r – starting and ending indexes of array A; to find k-th smallest number in non-empty array A; $1 \leq k \leq (r-p+1)$ }

if $p=r$ then return $A[p]$

else

$q = \text{Partition}(A, p, r)$

$\text{pivotDistance} = q - p + 1$

 if $k = \text{pivotDistance}$ then

 return $A[q]$

 else if $k < \text{pivotDistance}$ then

 return Quickselect(A, p, $q-1$, k)

 else

 return Quickselect(A, $q+1$, r, $k - \text{pivotDistance}$)

Thinking Assignments

1. Understand how Quickselect works by drawing a Recursion Tree for a specific input
2. Develop its recurrences, assuming as in the case of Quicksort that Partition divides the array evenly.
3. Solve to show that it is $O(n)$ using any method