Quicksort

ITX2010, CSX3003, IT2230

Data Structures and Algorithms,

Information Structures

Learning Objectives

Students will be able to:

- Describe concept of six internal sorts – including Insertion sort, Shell sort, Selection sort, Heap sort, Bubble sort and Quick sort.
- Explain steps of work of each internal sorts
- Illustrate or implement all internal sort

Chapter Outline

1. Sorting
    1) Insertion Sort
    2) Shell Sort
    3) Selection Sort
    4) Heap Sort
    5) Bubble Sort
    6) Quick Sort

7

Quicksort

1) Insertion Sort
2) Shell Sort
3) Selection Sort
4) Heap Sort
5) Bubble Sort
6) Quick Sort

Sorting

- The goal is rearrange the elements so that they are ordered from smallest to largest as ascending order (or largest to smallest as descending order). **[1]**
- Sorting is the process of arranging or ordering a collection of items such that each item and its successor satisfy a prescribed relationship. **[2]**
- Sorting is one of the most common data processing applications in computing today! **[3]**
- It is a process through which data are arranged according to their values. **[4]**

Sorting

- There are two main sort groups:
  1. Internal sort
  2. External sort

- **Internal sort** is a sort in which all of the data are held in primary memory during the sorting process.
- **External sort** uses primary memory for the data currently being sorted and secondary storage for any data that will not fit in primary memory.

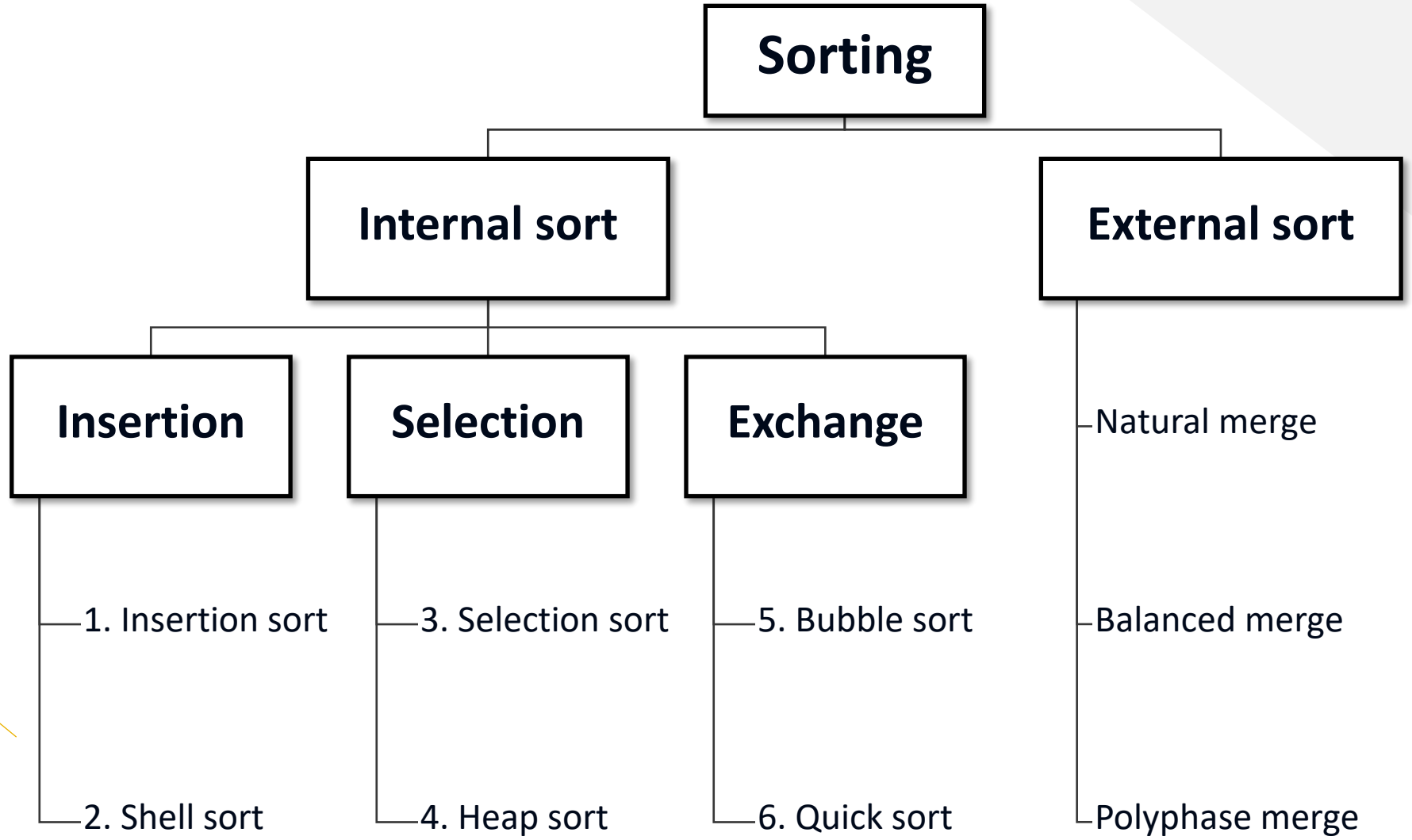


Fig 7-1 Sort Classification

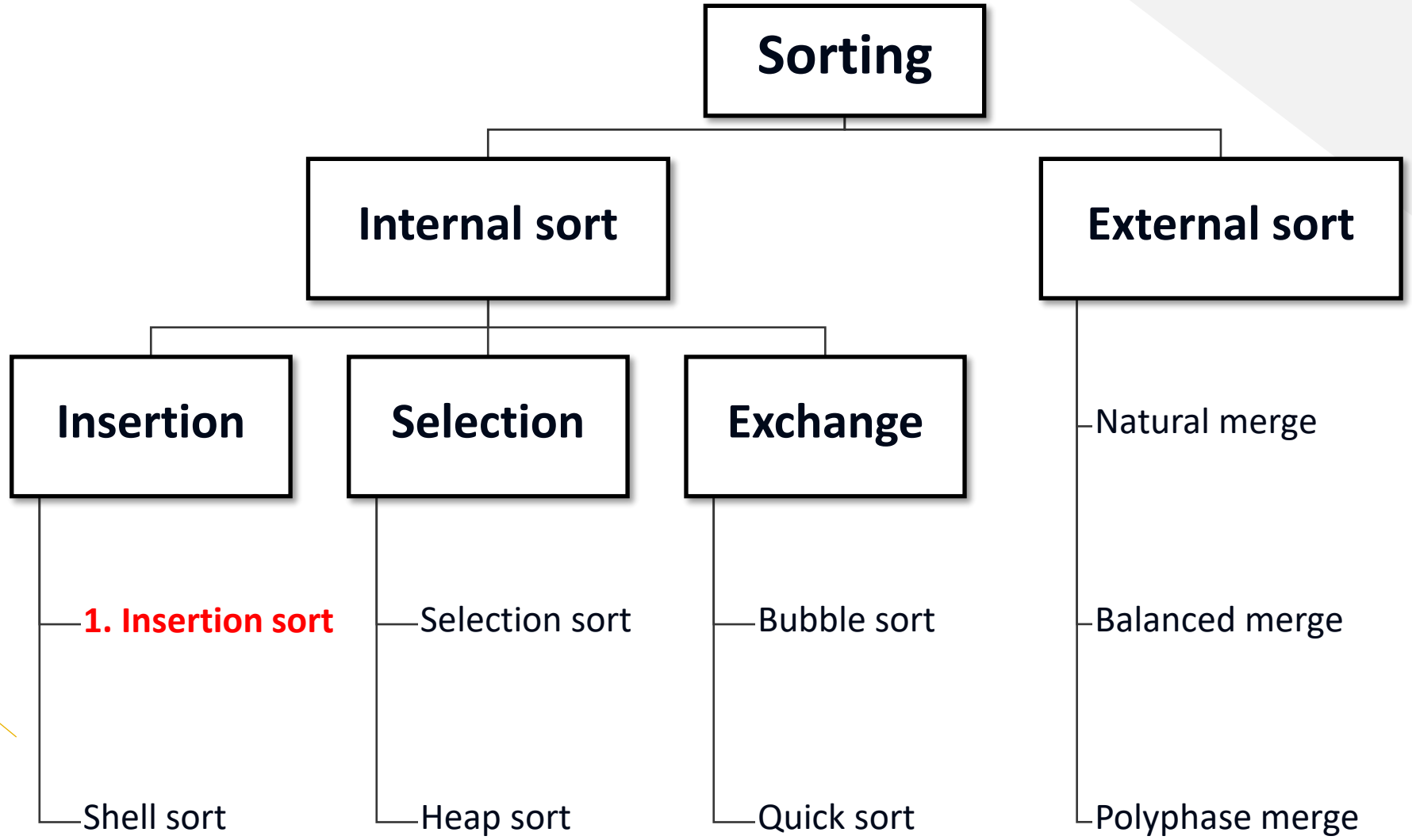


Fig 7-1 Sort Classification (Cont.)

Insertion Sort

- Insertion sort is one of the most common sorting technique used by card players.
- As you pick up each card, you insert it into the proper sequence in your hand.
- In each pass of an insertion sort, one or more pieces of data are inserted into their correct location in an ordered list.
- Two insertion sorts :
  1. Insertion sort (Straight insertion sort)
  2. Shell sort

Insertion Sort

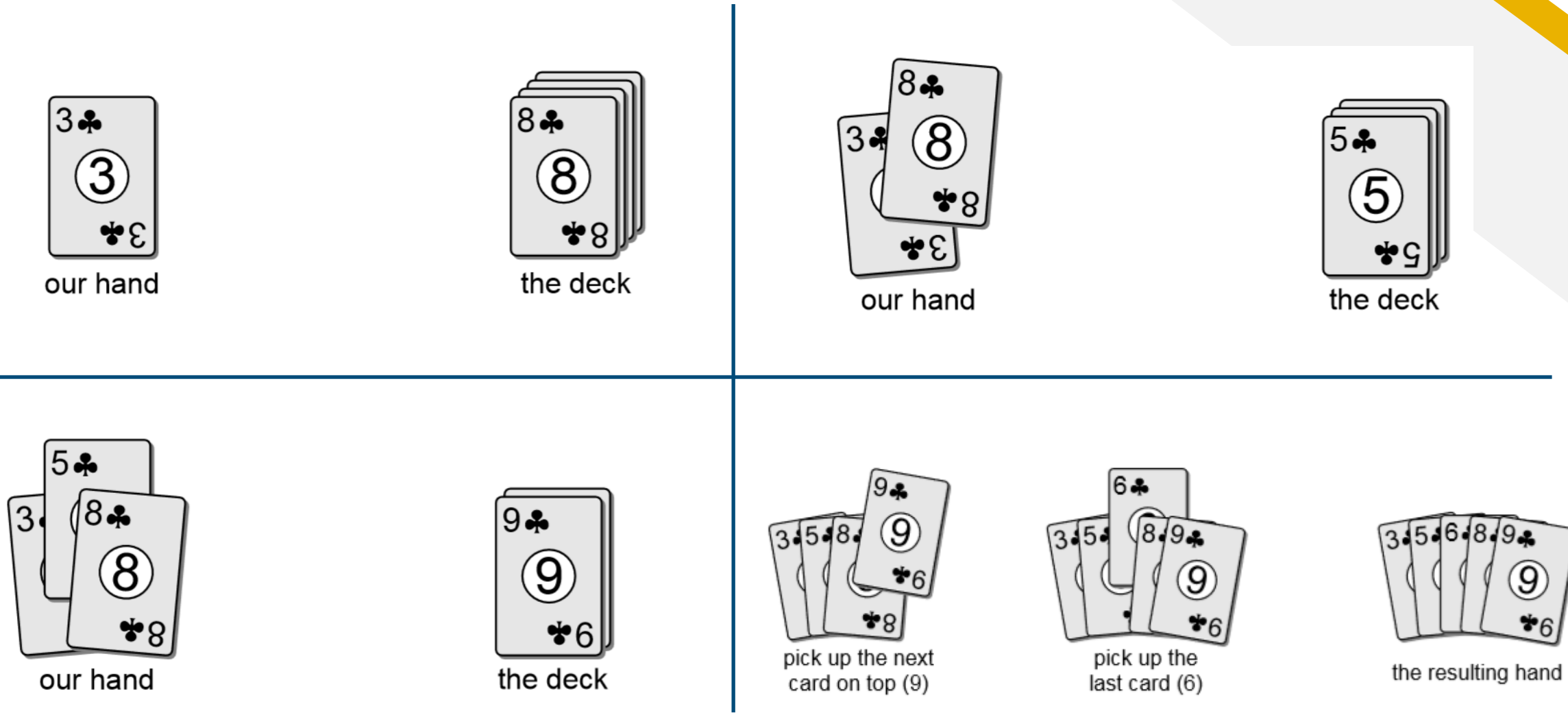


Fig 7-2 Insertion sort concept [2]

Insertion Sort

- Steps of work:
  1. Partition the list into two parts – including left part contains sorted list and the right part contains unsorted list
  2. Read the key in sequence
  3. Find the corrected position to insert the read key.
  4. Repeat step 2 until there is no longer key to be sorted.

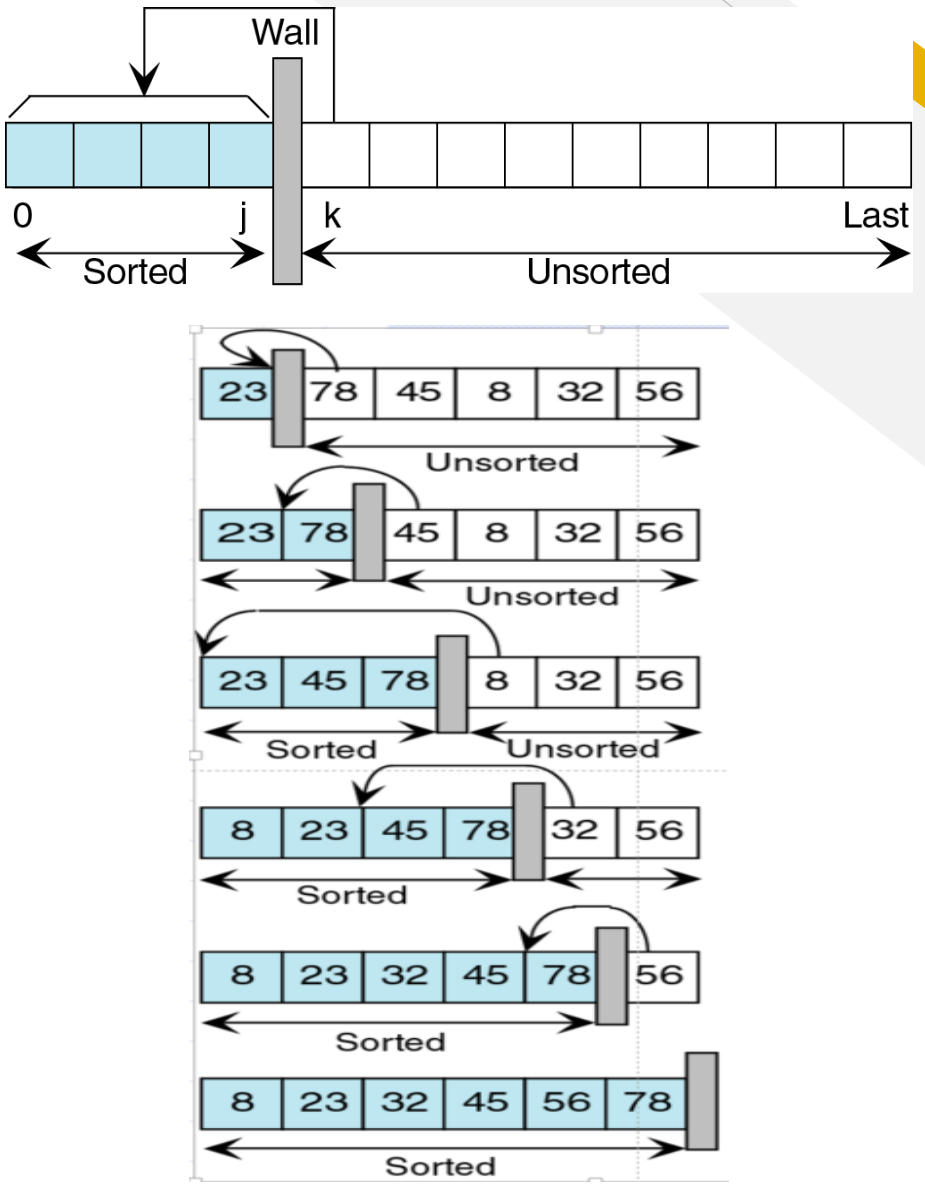
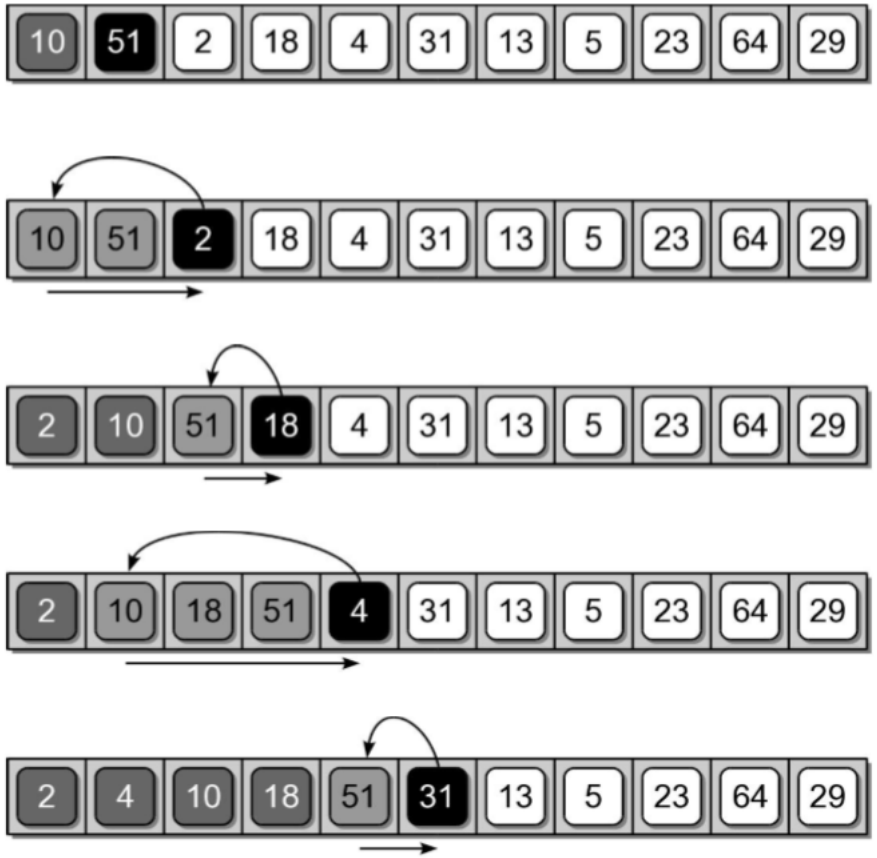
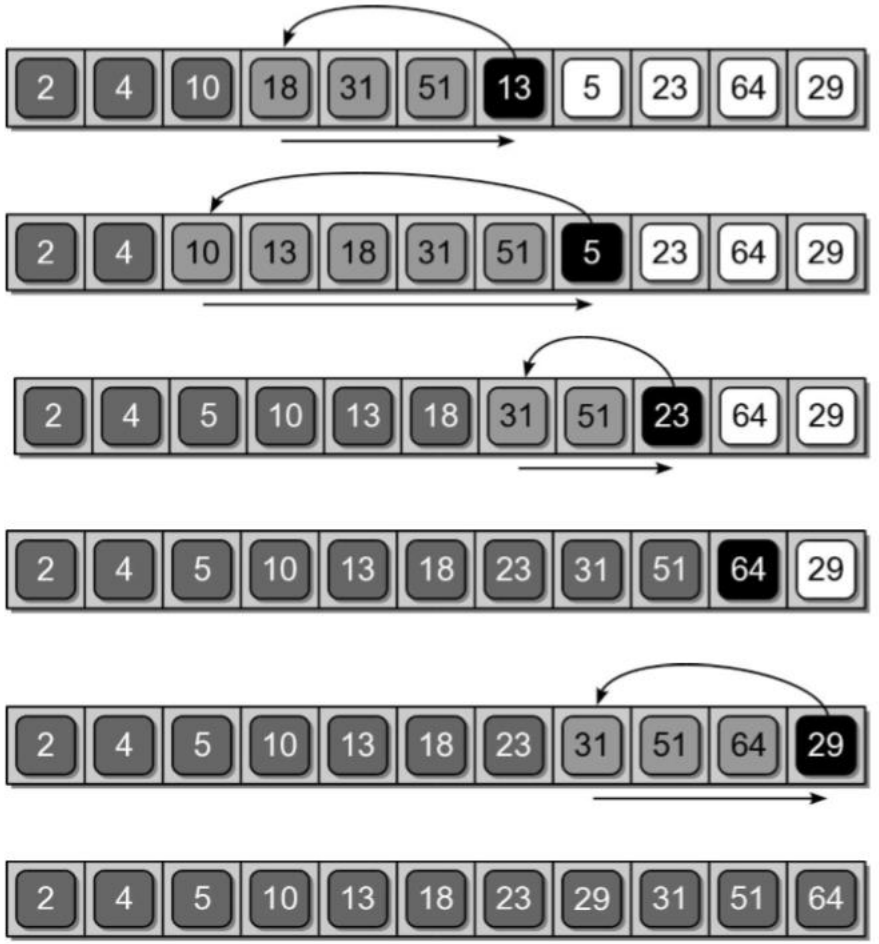


Fig 7-3 Insertion sort logical view [3]

Tutorial 1: Illustration of Insertion Sort Illustration [2]





Tutorial 2: Insertion Sort Implementation [2]

1.1

```
1  # Sorts a sequence in ascending order using the insertion sort algorithm.
2  def insertionSort( theSeq ):
3    n = len( theSeq )
4     # Starts with the first item as the only sorted entry.
5    for i in range( 1, n ) :
6       # Save the value to be positioned.
7      value = theSeq[i]
8       # Find the position where value fits in the ordered part of the list.
9      pos = i
10     while pos > 0 and value < theSeq[pos - 1] :
11        # Shift the items to the right during the search.
12       theSeq[pos] = theSeq[pos - 1]
13       pos -= 1
14
15     # Put the saved value into the open slot.
16     theSeq[pos] = value
```

Insertion Sort

- It can be determined in several ways:
  - The number of loops in the sort
  - The number of moves and compares needed to sort the list.

- In Big-O notation, the quadratic-dependent loop is $O(n^2)$

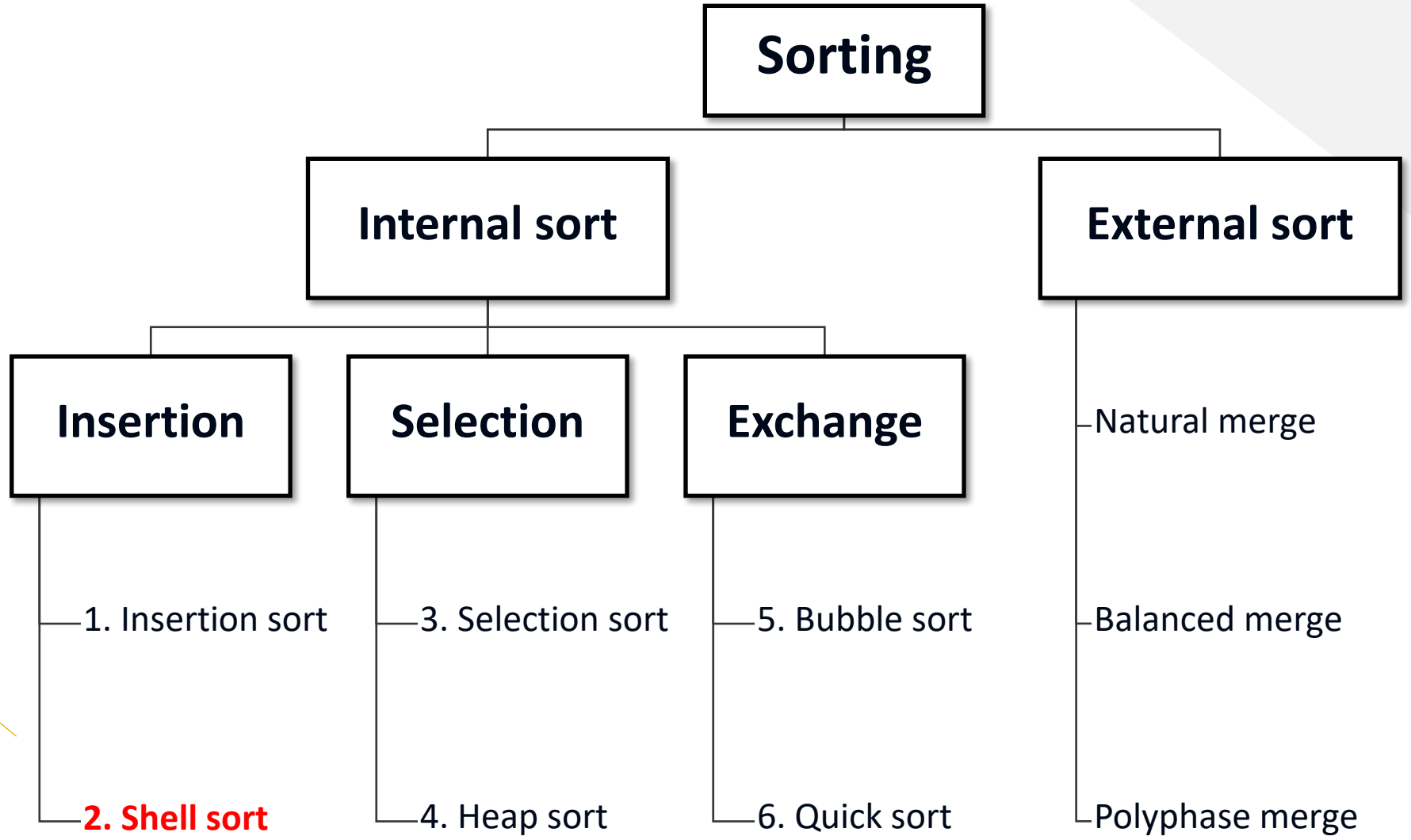


Fig 7-1 Sort Classification (Cont.)

Shell Sort

- Donald L. Shell improved version of the insertion sort in which the diminishing partitions are used to sort the data.
- Given a list of N elements, the list is divided into K segments, where K is known as the increment, each segment contains N/K or less elements.

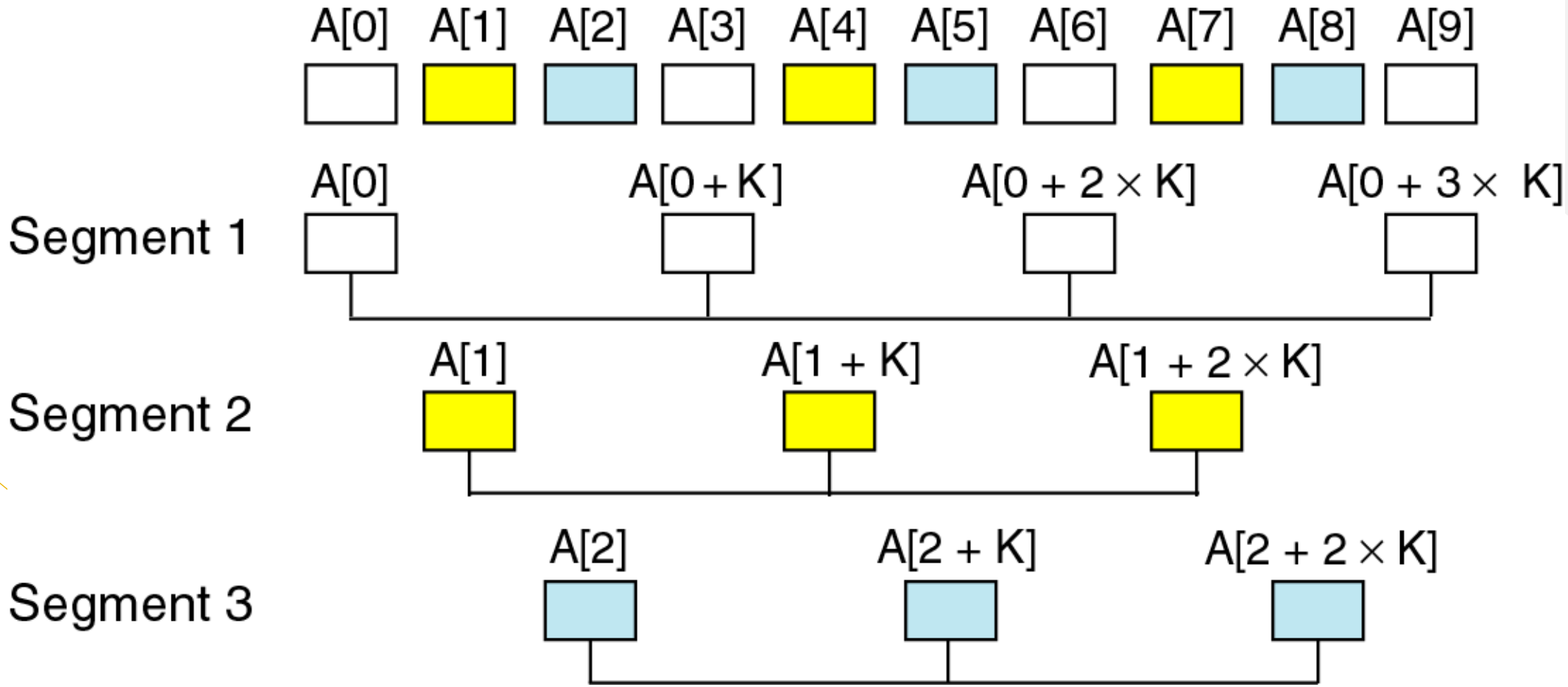


Fig 7-4 Shell sort segmentation **[3]**

Shell Sort

- There is not an increment size that is best for all situations
- Method to eliminate completely an element being in more than one list: **[3]**
  1. Use prime numbers to be an increment.
  2. Setting the increment to half the list size and dividing by 2 each pass.
  3. Knuth suggests, however, that you should not start with an increment greater than one-third of the list size.
  4. The increment be a power of two minus one or Fibonacci series.

Shell Sort

- Most use the simple series, setting the increment to half the list size and dividing by two each pass.
- This approach would be to add 1 whenever the increment is odd.
- Therefore, if the objective is to obtain the most efficiency sort, the solution is to use quick sort rather than trying to optimize the increment size in the shell sort. **[3]**

Shell Sort

- Steps of work:
  1. Read a key in sequence
  2. Compare the key with candidate keys form every group.
  3. Repeat step 1 until there is no more key to be sorted.

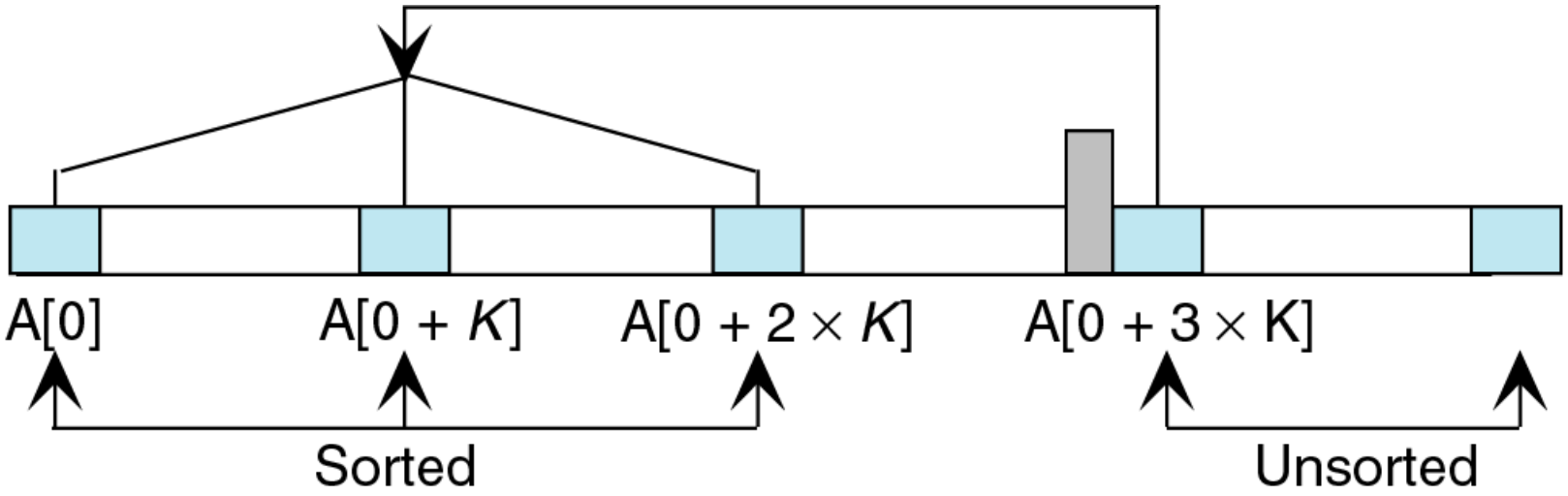
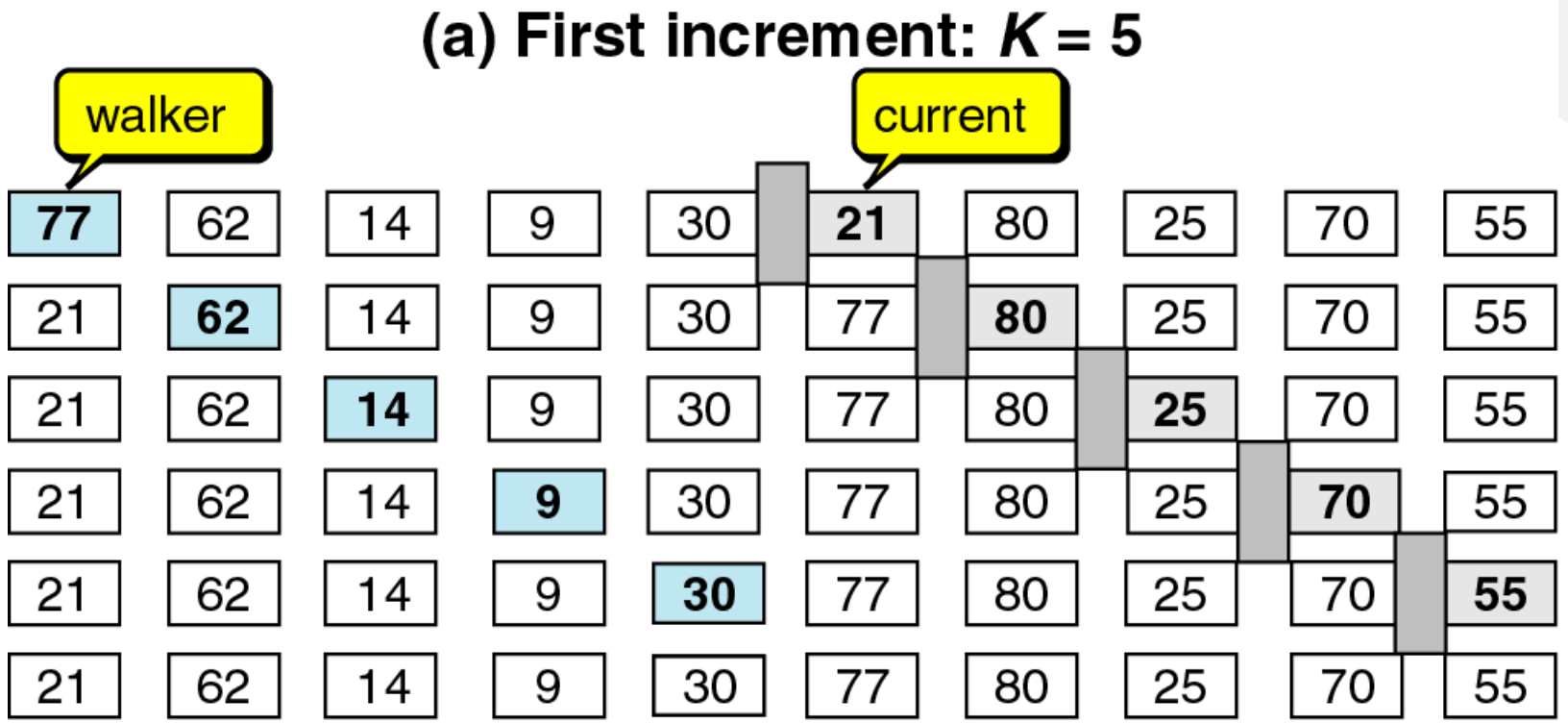
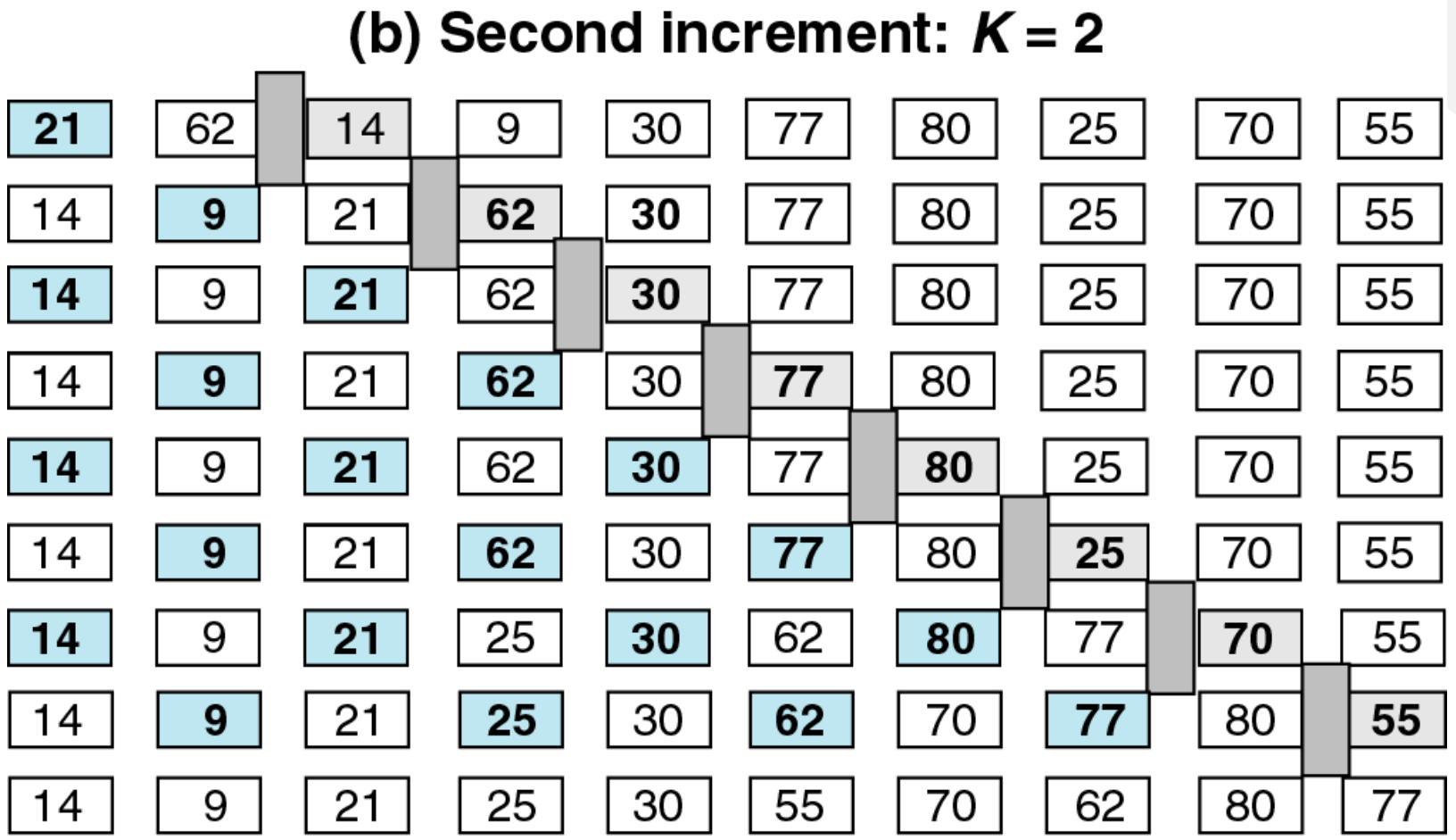


Fig 7-5 Shell sort steps of work [3]


(a) First increment: K = 5
walker
current
77 62 14 9 30 21 80 25 70 55
21 62 14 9 30 77 80 25 70 55
21 62 14 9 30 77 80 25 70 55
21 62 14 9 30 77 80 25 70 55
21 62 14 9 30 77 80 25 70 55
21 62 14 9 30 77 80 25 70 55


(b) Second increment: K = 2
21 62 14 9 30 77 80 25 70 55
14 9 21 62 30 77 80 25 70 55
14 9 21 62 30 77 80 25 70 55
14 9 21 62 30 77 80 25 70 55
14 9 21 62 30 77 80 25 70 55
14 9 21 62 30 77 80 25 70 55
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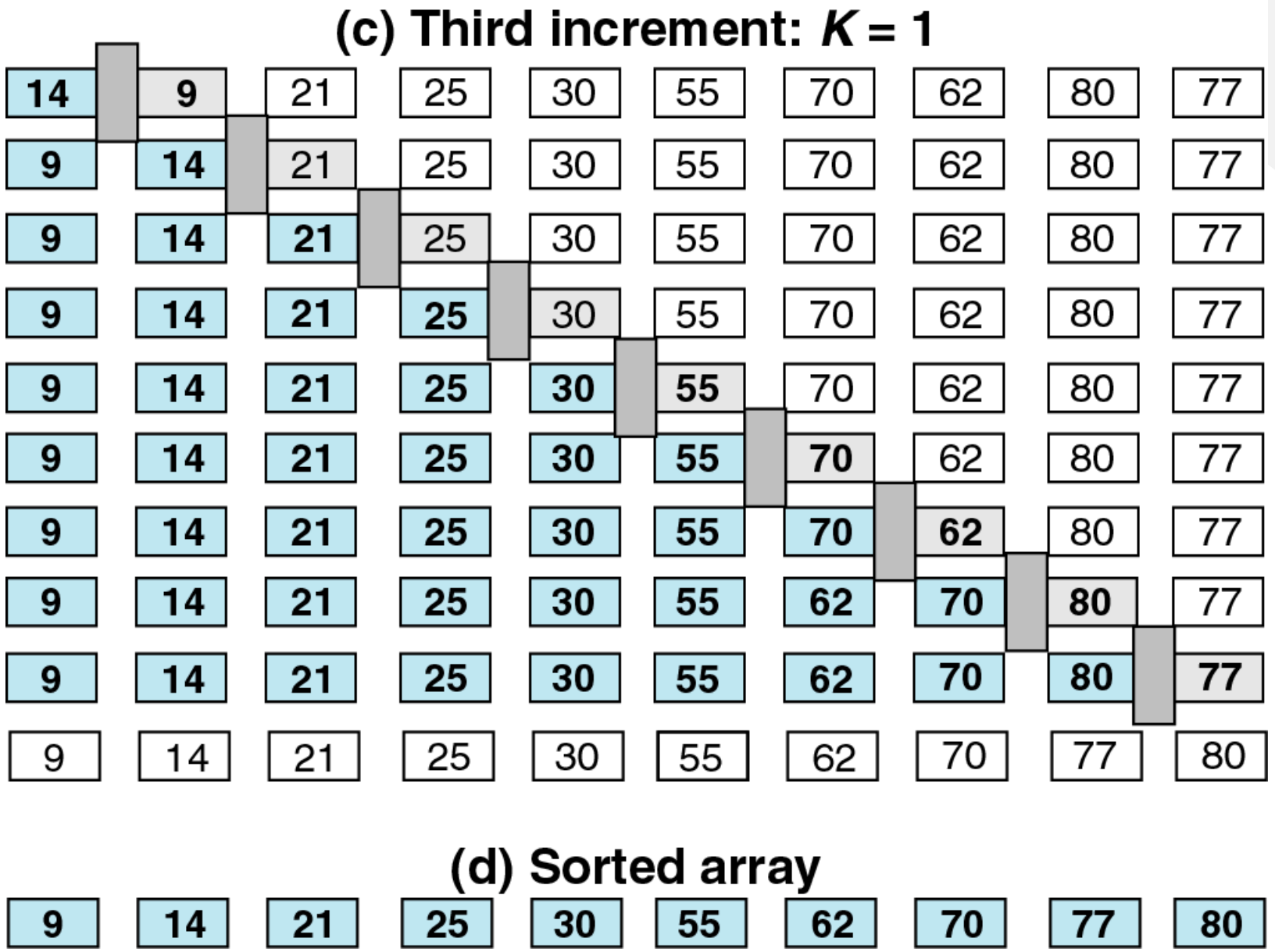
14 9 21 25 30 55 70 62 80 77


(c) Third increment: K = 1
14 9 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 70 62 80 77
9 14 21 25 30 55 62 70 80 77
9 14 21 25 30 55 62 70 80 77
9 14 21 25 30 55 62 70 77 80
(d) Sorted array
9 14 21 25 30 55 62 70 77 80

Shell Sort

- The total number of iterations for the outer loop and the first inner loop is **[3]**

$$\log_2 n * [(n-n/2)+(n-n/4)+(n -n/2)+\ldots+1] = n \log_2 n$$

- The shell sort efficiency is $O(n \log_2 n)$

- Knuth tells us that the sort effort for the shell sort cannot be mathematically derived and approximately estimates $15n^{1.25}$
- Therefore, reducing Knuth's analysis to a Big-O notation $O(n^{1.25})$.

Shell Sort

- Heuristic studies indicate that the straight insertion sort is more efficient than the shell sort for small lists.

Number of elements	Number of loops	
	Straight Insertion Sort	Shell Sort
25	625	55
100	10,000	316
500	250,000	2,364
1000	1,000,000	5,623
2000	4,000,000	13,374

Table 7-1 Comparison between Insertion sort and Shell sort performances

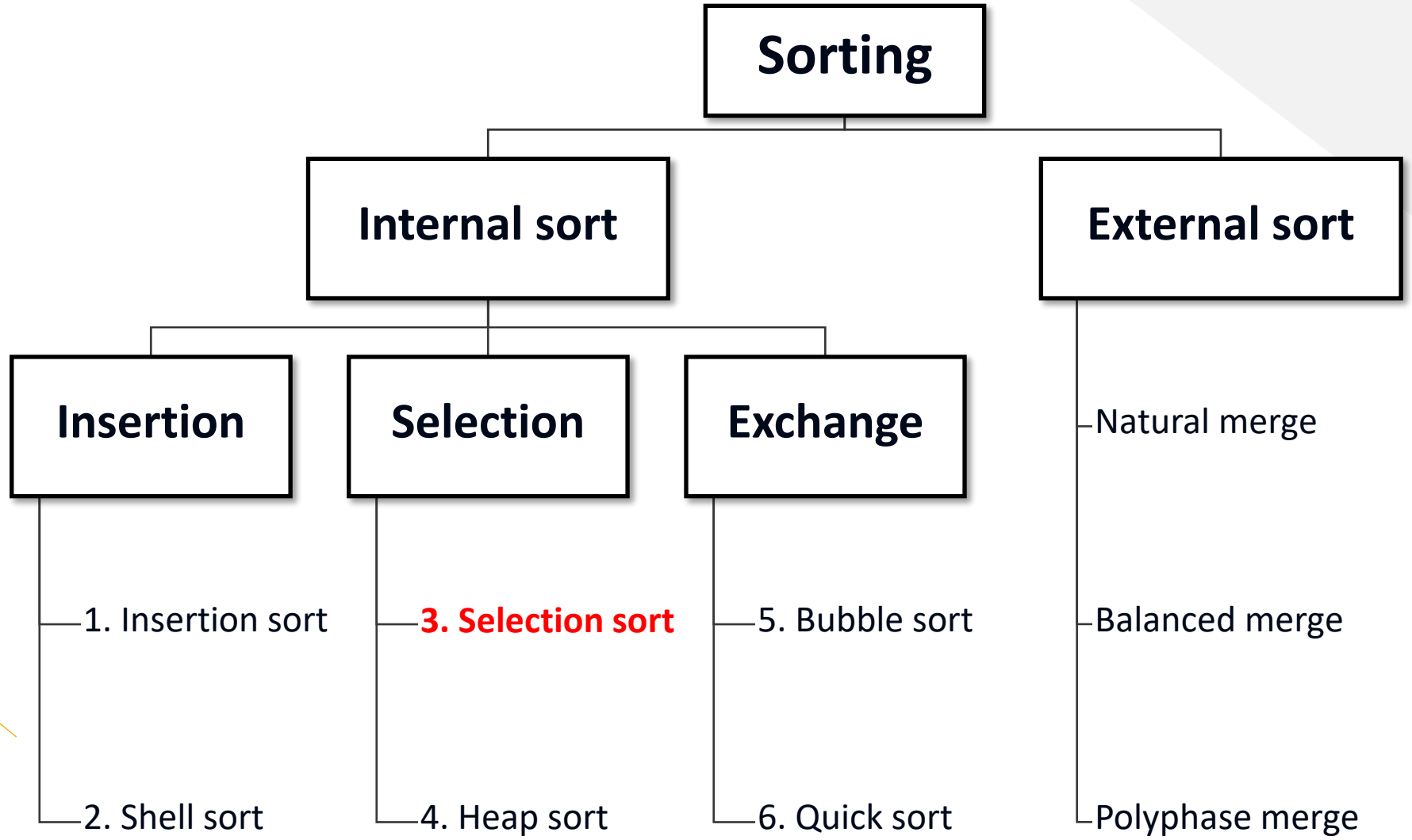


Fig 7-1 Sort Classification (Cont.)

Selection Sort

- Its concept relies on a fashion works similar to what a human use to sort a list of values.

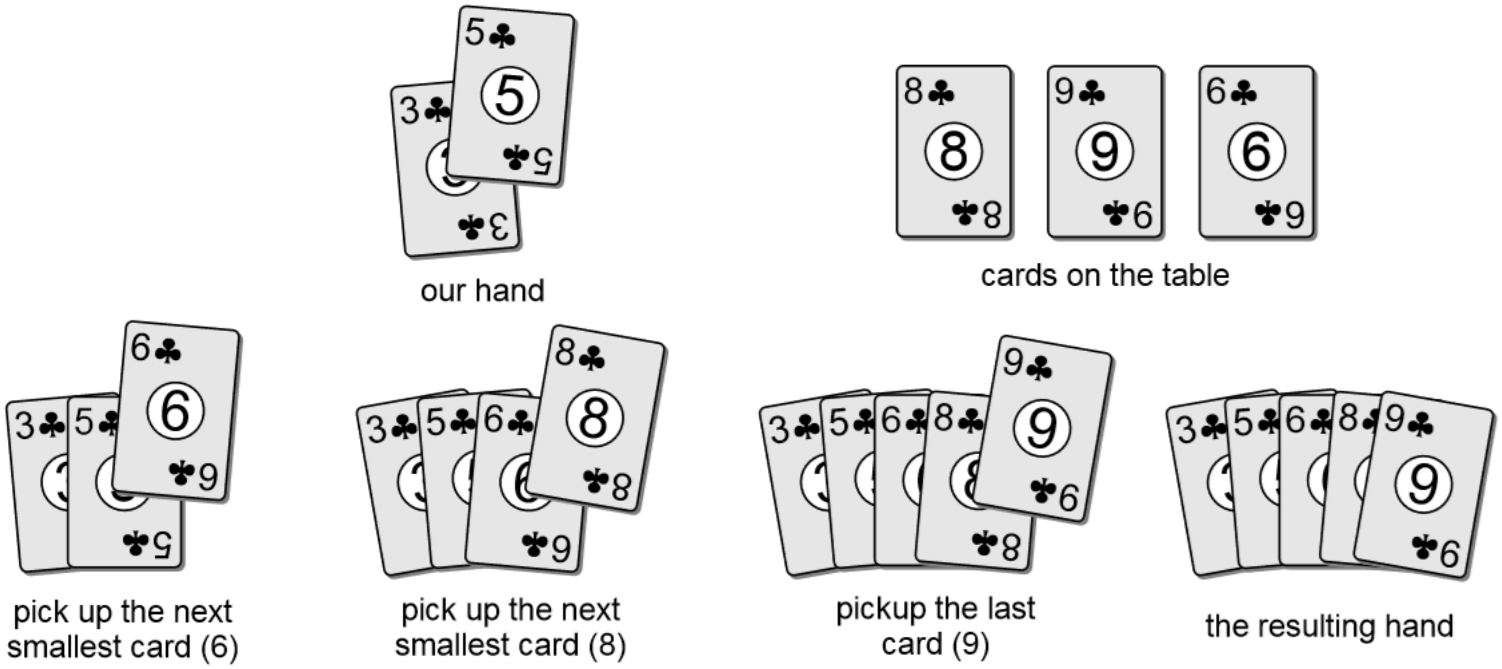


Fig 7-6 Picking up card with selection sort concept [2]

Selection Sort

- Two selection sorts:
  1. Selection sort (Straight selection sort)
  2. Heap sort
- It requires a search to select the smallest item and place it in a sorted list.

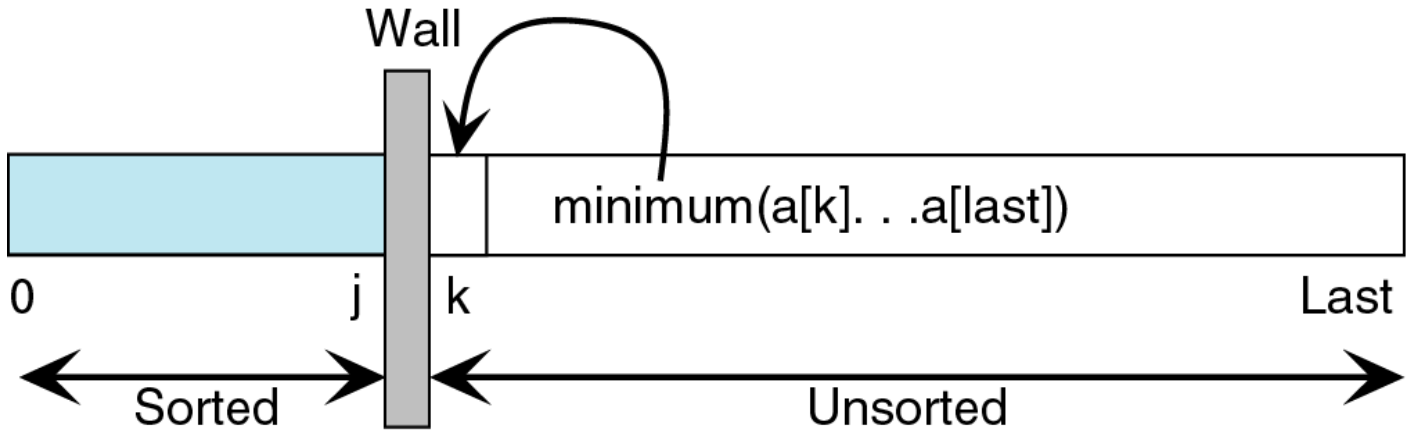


Fig 7-7 Selection sort concept [3]

Selection Sort

- Step of works:
  1. Select the smallest element from the unsorted sublist
  2. Swap it with the element at the beginning of the unsorted data
  3. Repeat to step 1 until there is no key to be sorted

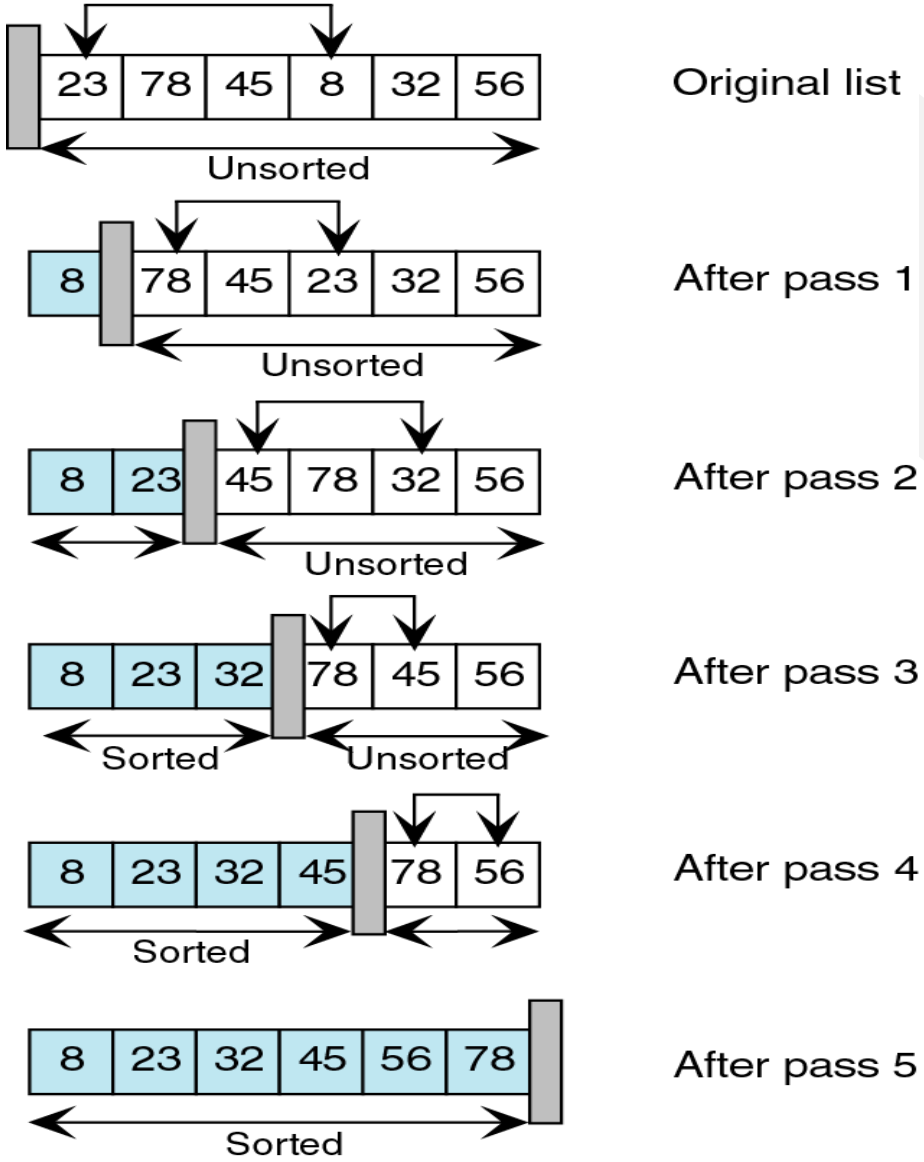
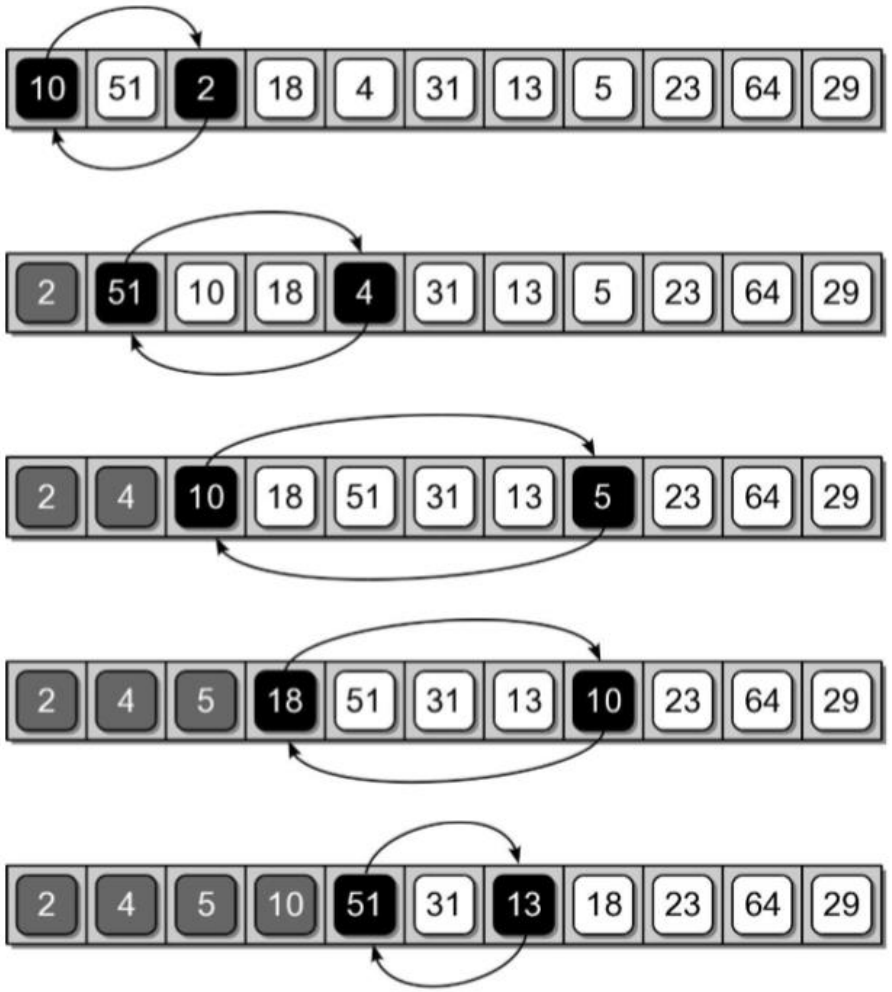
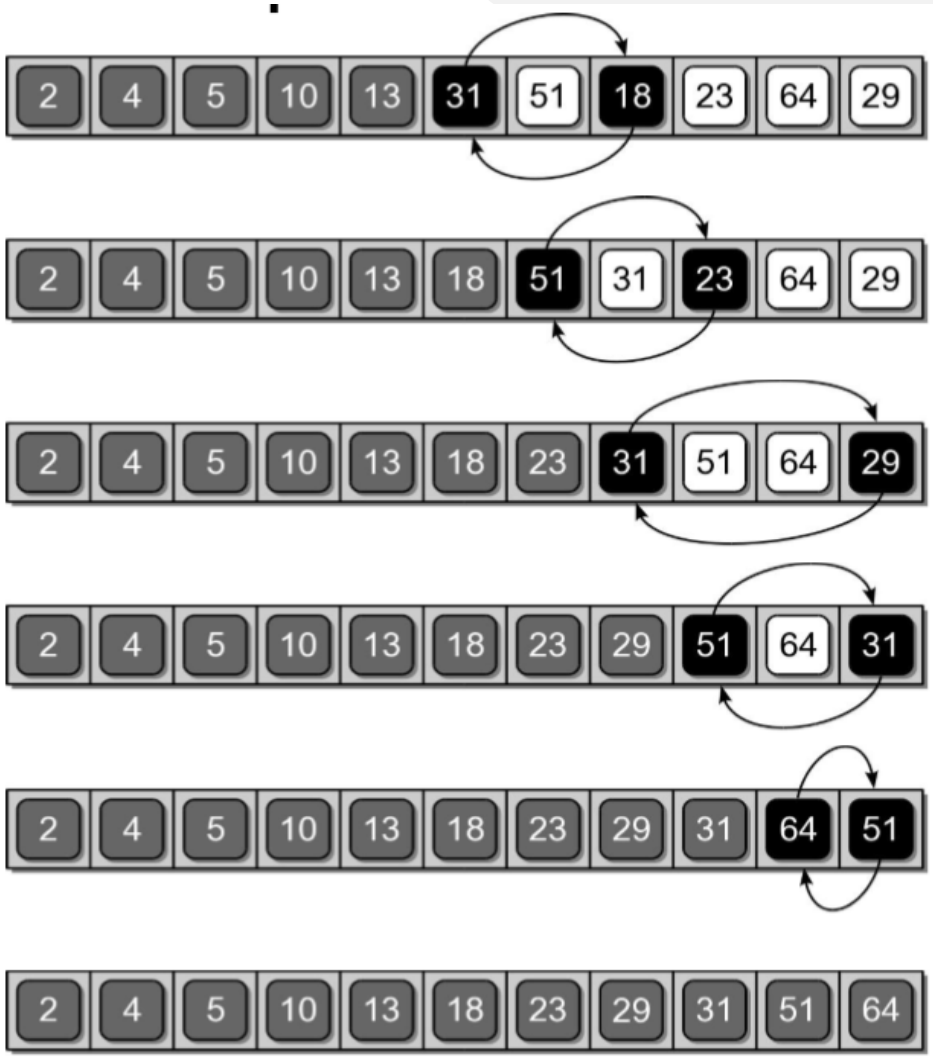


Fig 7-6 Selection sort steps of work [3]

Tutorial 4: Selection Sort Illustration [2]

7.3





Tutorial 5: Selection Sort Implementation [2]

7.3

```
1  # Sorts a sequence in ascending order using the selection sort algorithm.
2  def selectionSort( theSeq ):
3    n = len( theSeq )
4    for i in range( n - 1 ):
5       # Assume the ith element is the smallest.
6      smallNdx = i
7       # Determine if any other element contains a smaller value.
8      for j in range( i + 1, n ):
9        if theSeq[j] < theSeq[smallNdx] :
10         smallNdx = j
11
12     # Swap the ith value and smallNdx value only if the smallest value is
13     # not already in its proper position. Some implementations omit testing
14     # the condition and always swap the two values.
15    if smallNdx != i :
16       tmp = theSeq[i]
17       theSeq[i] = theSeq[smallNdx]
18       theSeq[smallNdx] = tmp
```

Selection Sort

- The selection sort which makes n-1 passes over the list to reposition n-1 values.
- The selection sort efficiency is $O(n^2)$

- The difference between the selection and bubble sort is that the selection sort reduces the number of swaps required to sort the list O(n). **[2]**

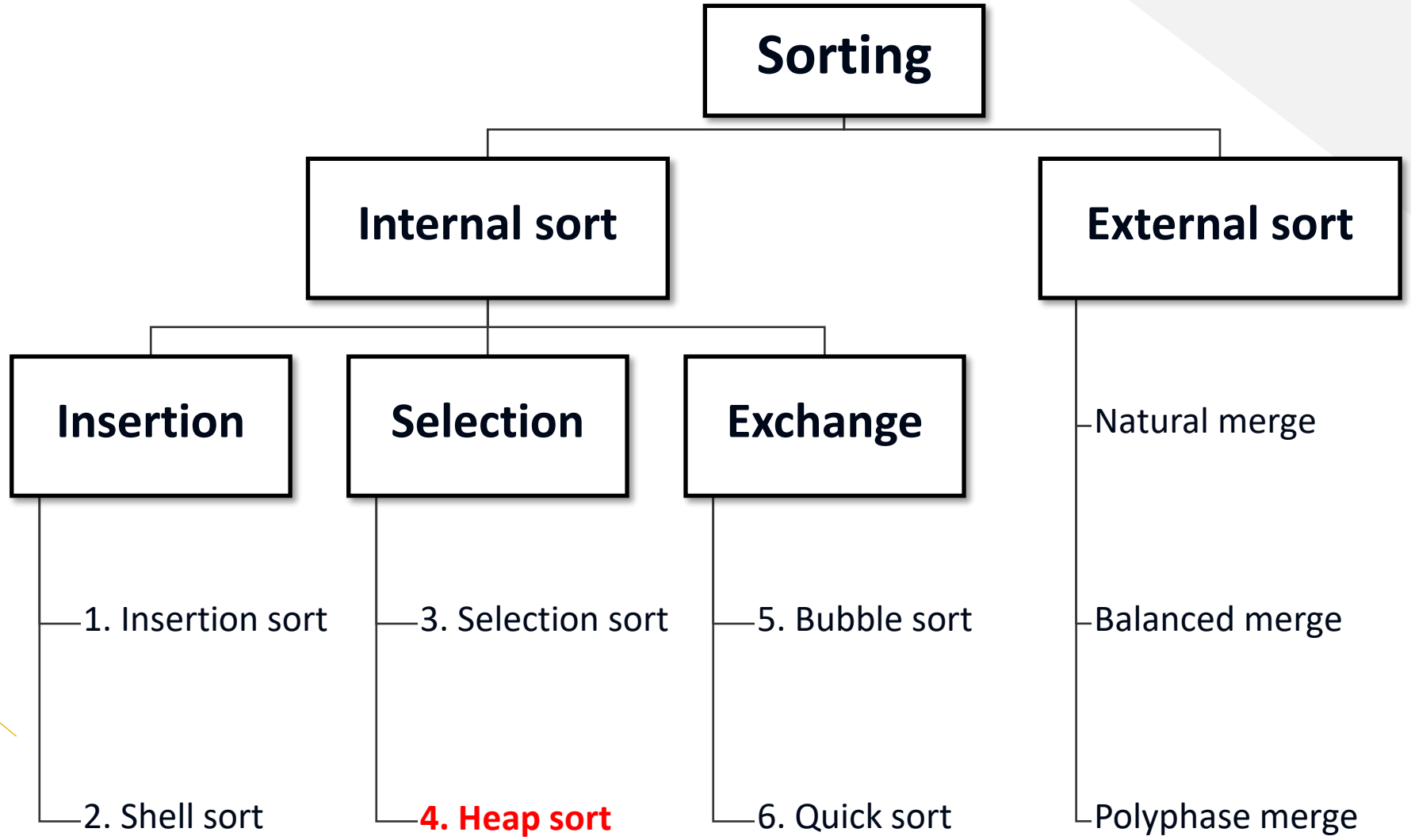
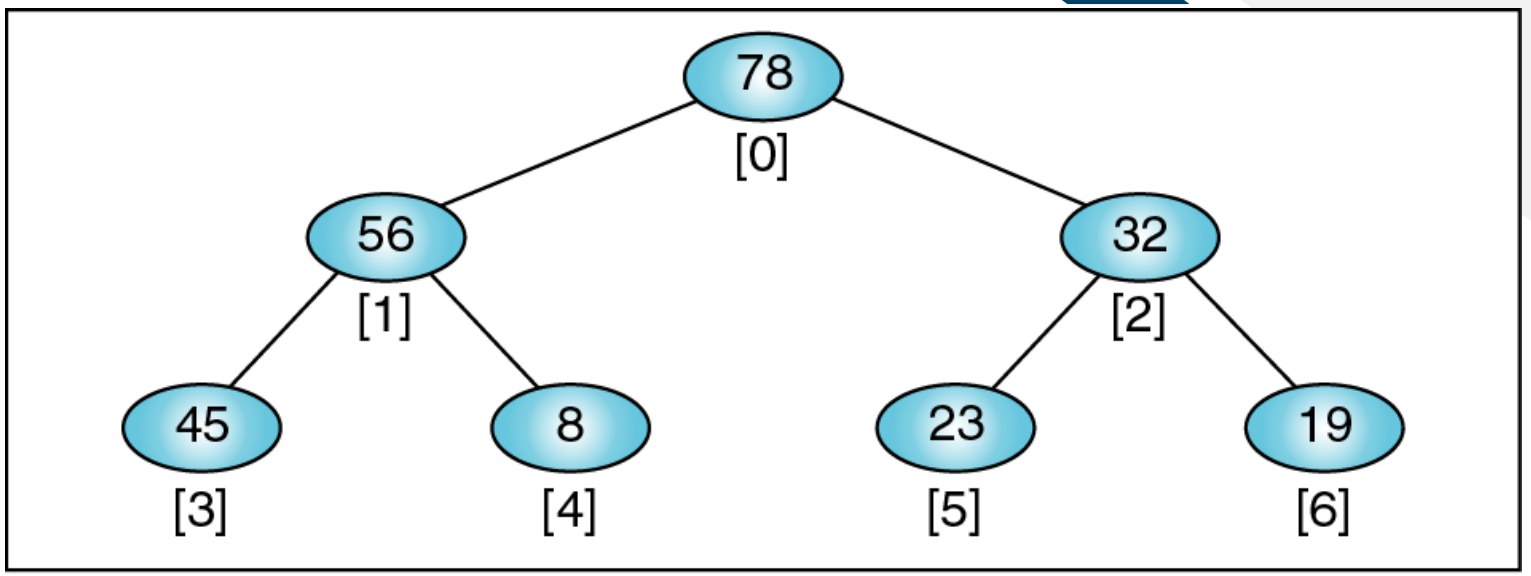


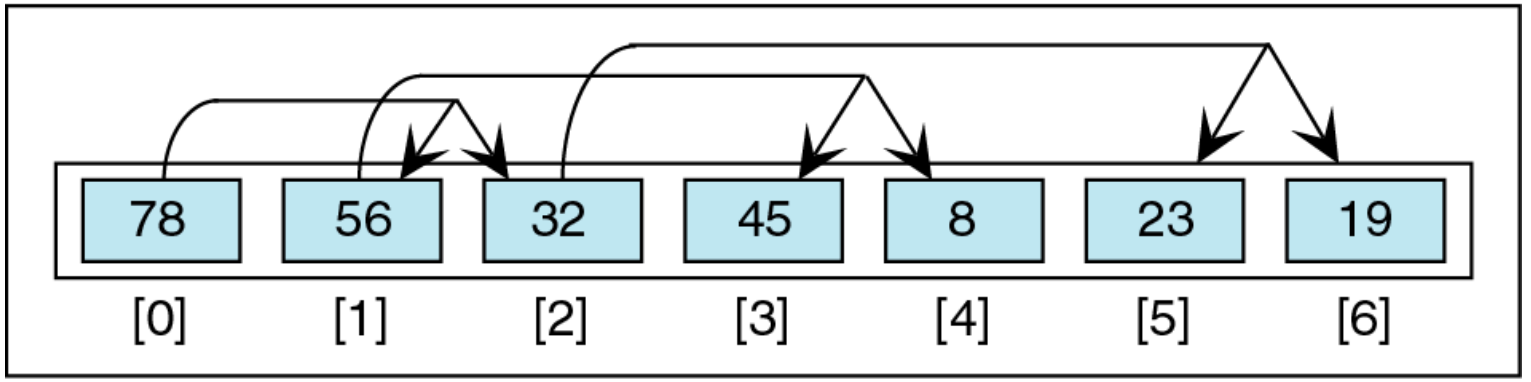
Fig 7-1 Sort Classification (Cont.)

Heap Sort

- Heap sort algorithm is an improved version of straight selection sort in which the largest (or smallest) element at the root is selected and exchange with the last element in the unsorted list.
- Heap is a tree structure in which the root contains the largest (or smallest) element in the tree.



(a) A heap in its logical form



(b) A heap in an array

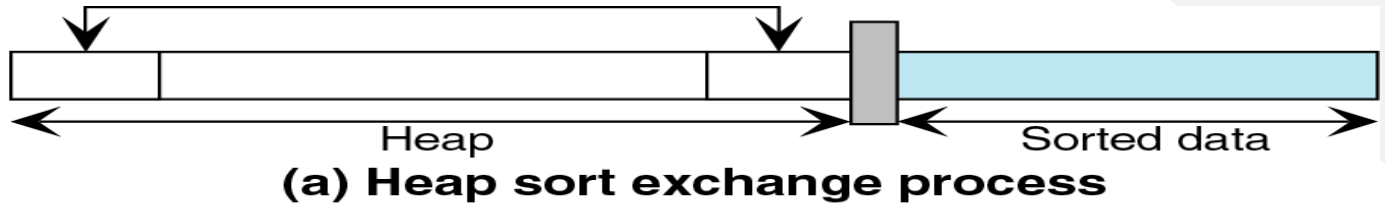
Fig 7-7 Heap sort concept [3]

Selection Sort

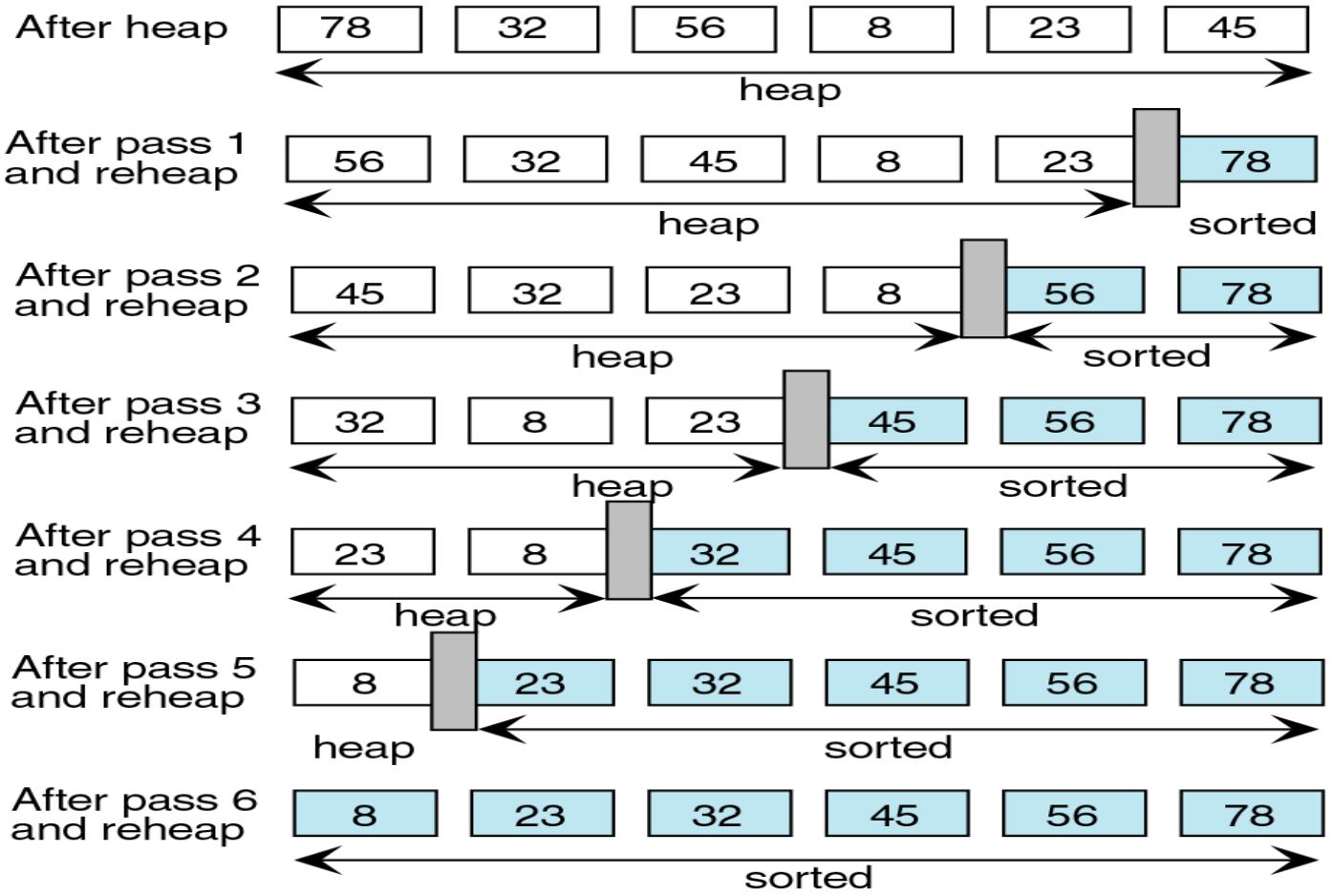
- Step of works:
  1. Build the max heap if you want to sort in ascending order and the min heap if descending order is required.
  2. Delete heap and exchange the delete key to the last position which has just available from removing that key.
  3. Delete heap until heap is empty.

Tutorial 5: Heap Sort Illustration [3]

7.4



(a) Heap sort exchange process



(b) Heap sort process

Heap Sort

- The heap sort efficiency is $O(n \log_2 n)$

n	Number of loops		
	Straight Insertion Sort Straight Selection Sort	Shell Sort	Heap sort
25	625	55	116
100	10,000	316	664
500	250,000	2,364	4,482
1000	1,000,000	5,623	9,965
2000	4,000,000	13,374	10,965

Table 7-2 Comparison performances

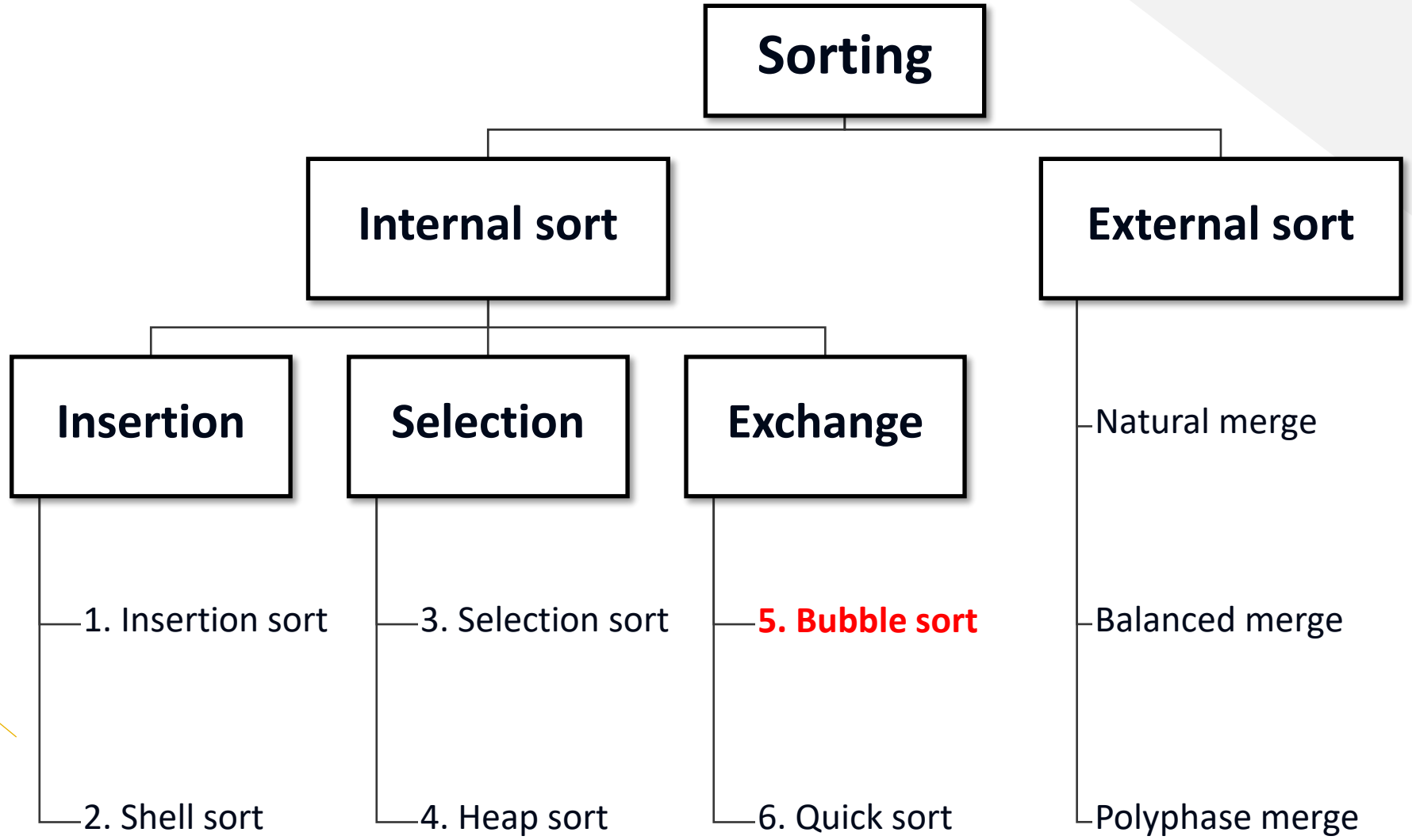


Fig 7-1 Sort Classification (Cont.)

Bubble Sort

- Elements that are out of order are exchanged until the entire list is sorted.
- The smallest element is bubble from the unsorted sub list and moved to the sorted sub list.

- Two exchange sorts are:
  1. The bubble sort
  2. The most efficient general purpose sort, quick sort

Bubble Sort

- Steps of work:

It arrange the items by iterating over the list and larger key bubbles to the end of list.

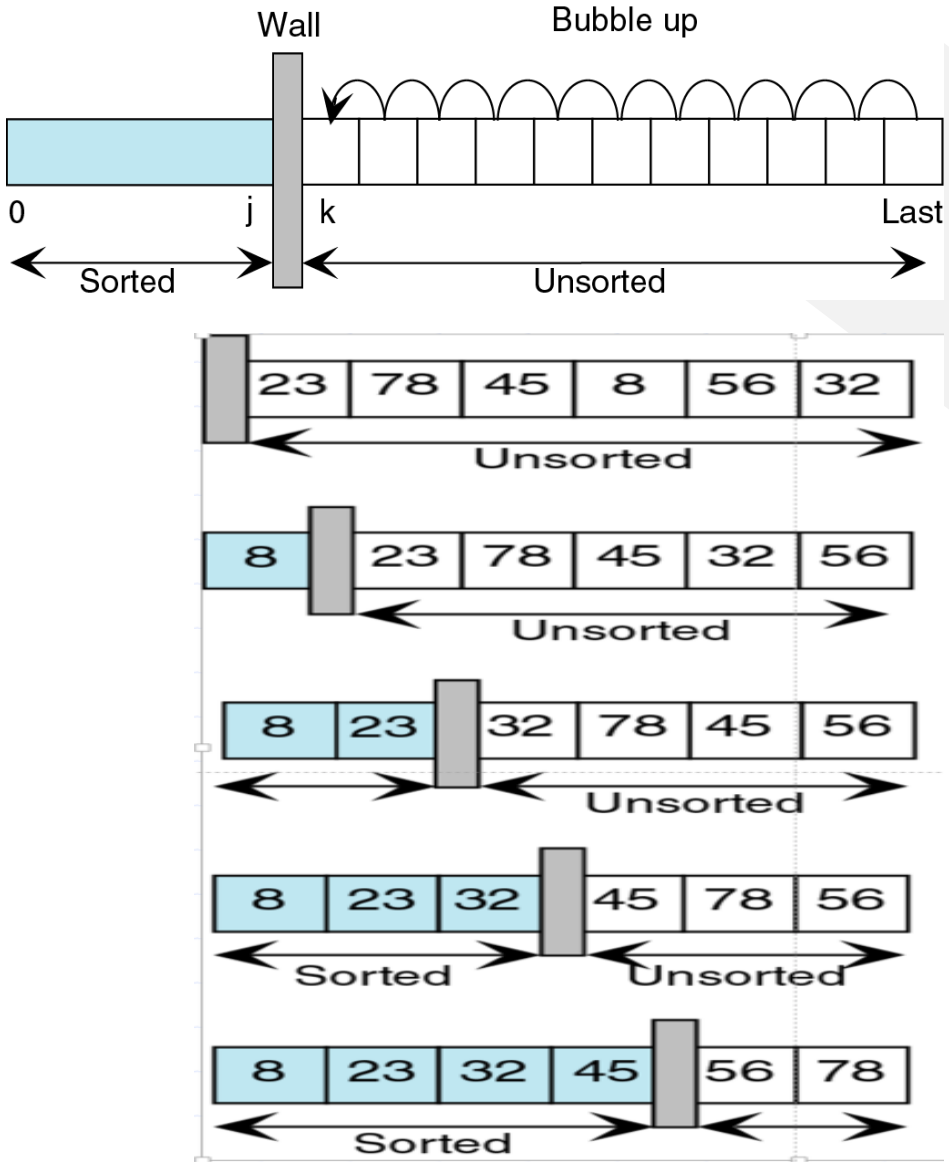
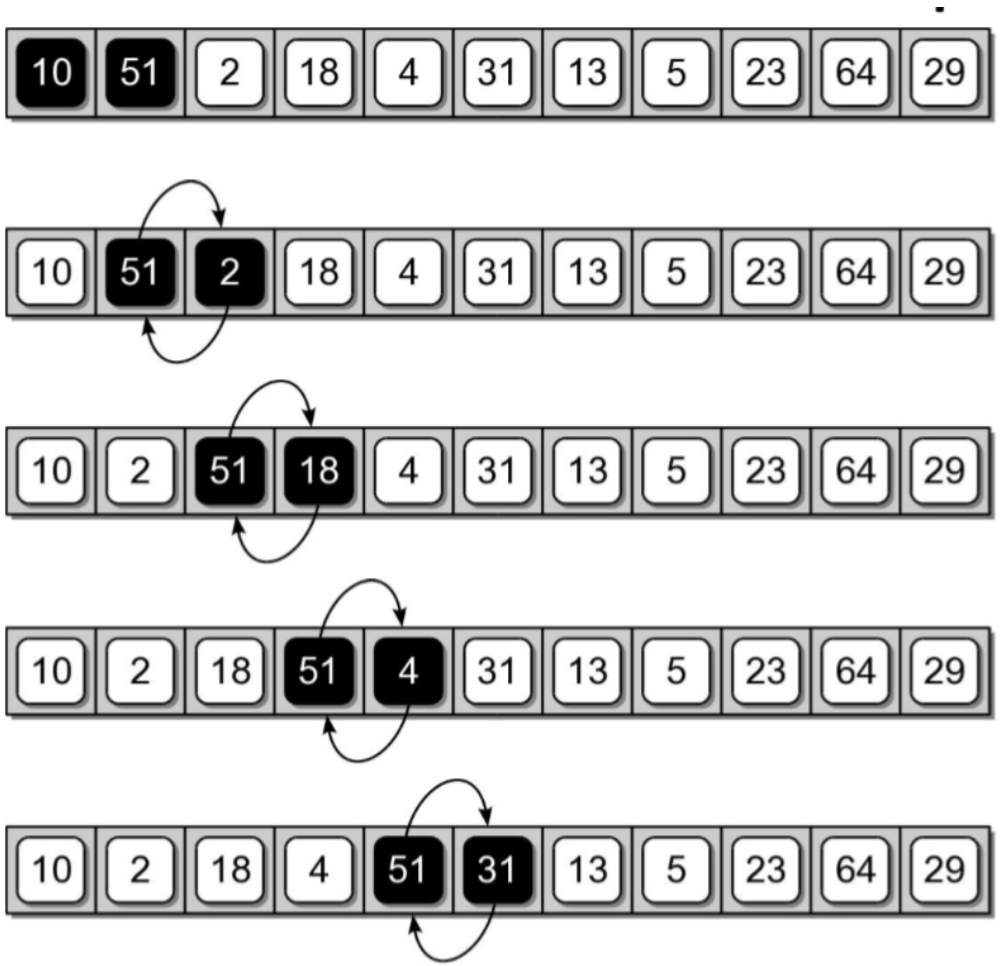
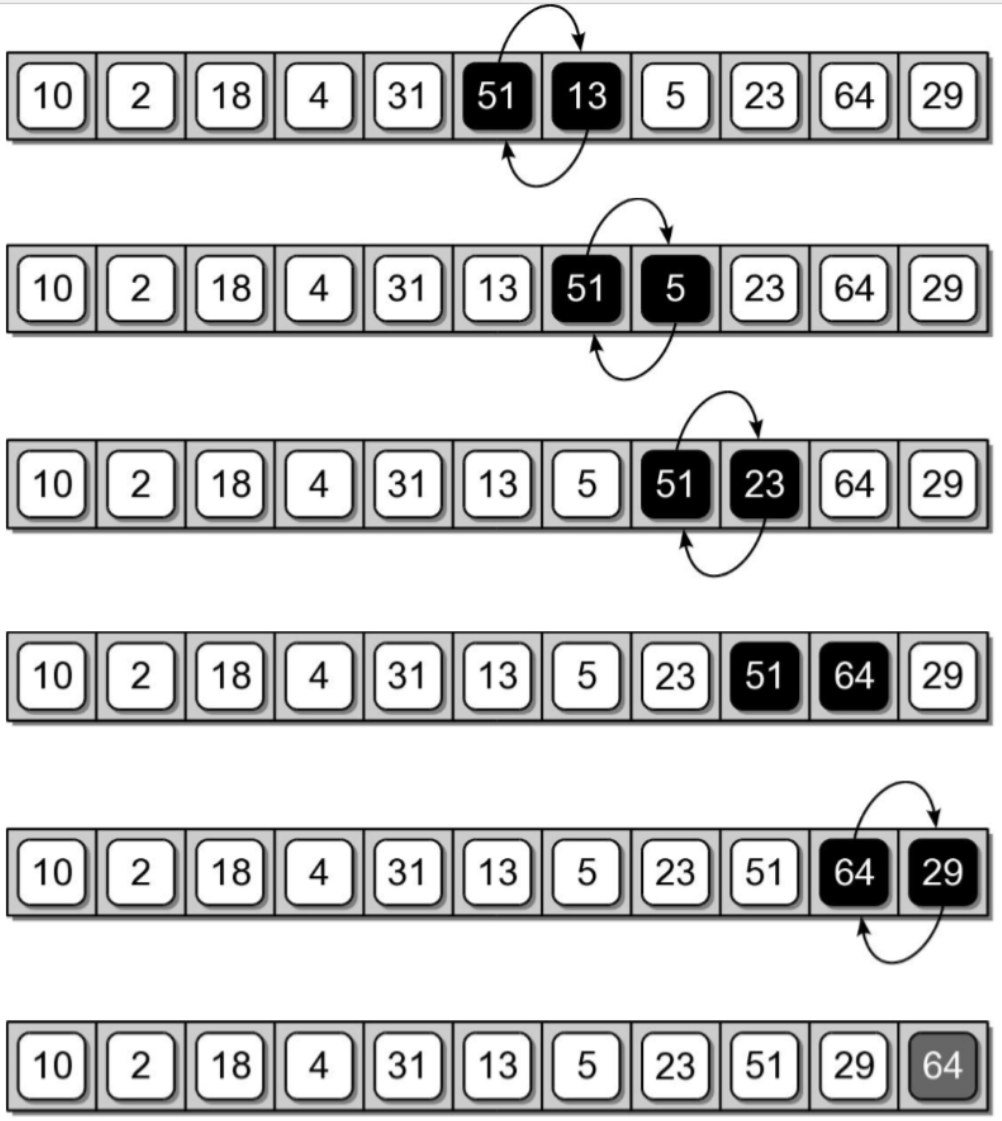


Fig 15-8 Bubble sort steps of work [3]

Tutorial 6: Bubble Sort Illustration [2]

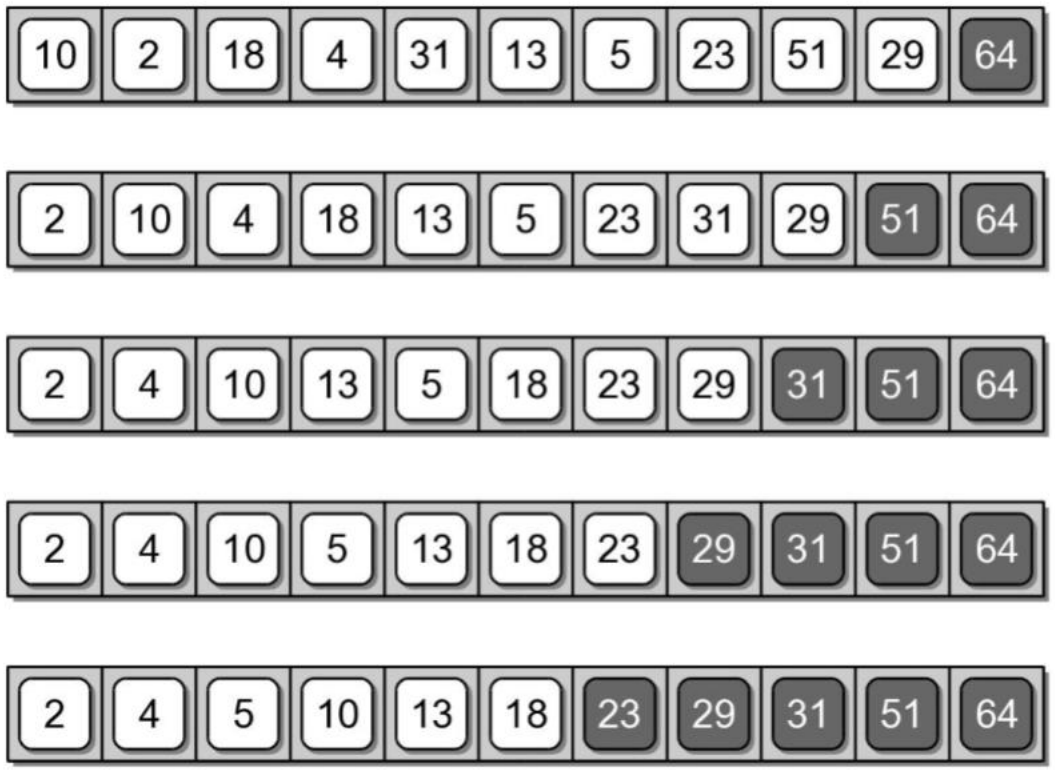
7.5

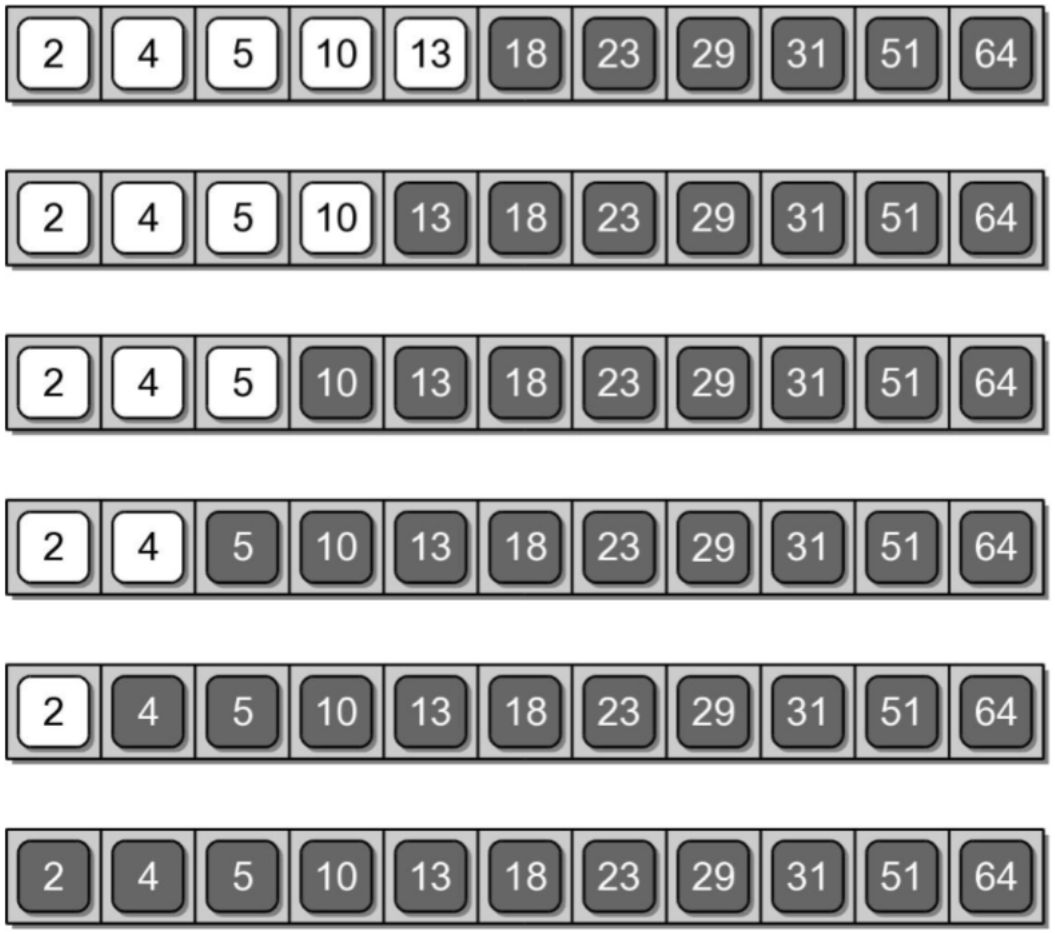




Tutorial 6: Bubble Sort Illustration [2] (Cont.)

7.5





Tutorial 7: Bubble Sort Implementation [2]

7.5

```
1  # Sorts a sequence in ascending order using the bubble sort algorithm.
2  def bubbleSort( theSeq ):
3    n = len( theSeq )
4     # Perform n-1 bubble operations on the sequence
5    for i in range( n - 1 ) :
6       # Bubble the largest item to the end.
7      for j in range( i + n - 1 ) :
8        if theSeq[j] > theSeq[j + 1] :  # swap the j and j+1 items.
9          tmp = theSeq[j]
10         theSeq[j] = theSeq[j + 1]
11         theSeq[j + 1] = tmp
```

Bubble Sort

- The total number of iterations for the inner loop will be the sum of the first n-1 keys which makes the selection sort efficiency is $O(n^2)$.

- It always perform n^2 iterations of the inner loops which is the one of the most inefficient sorting algorithm. **[2]**

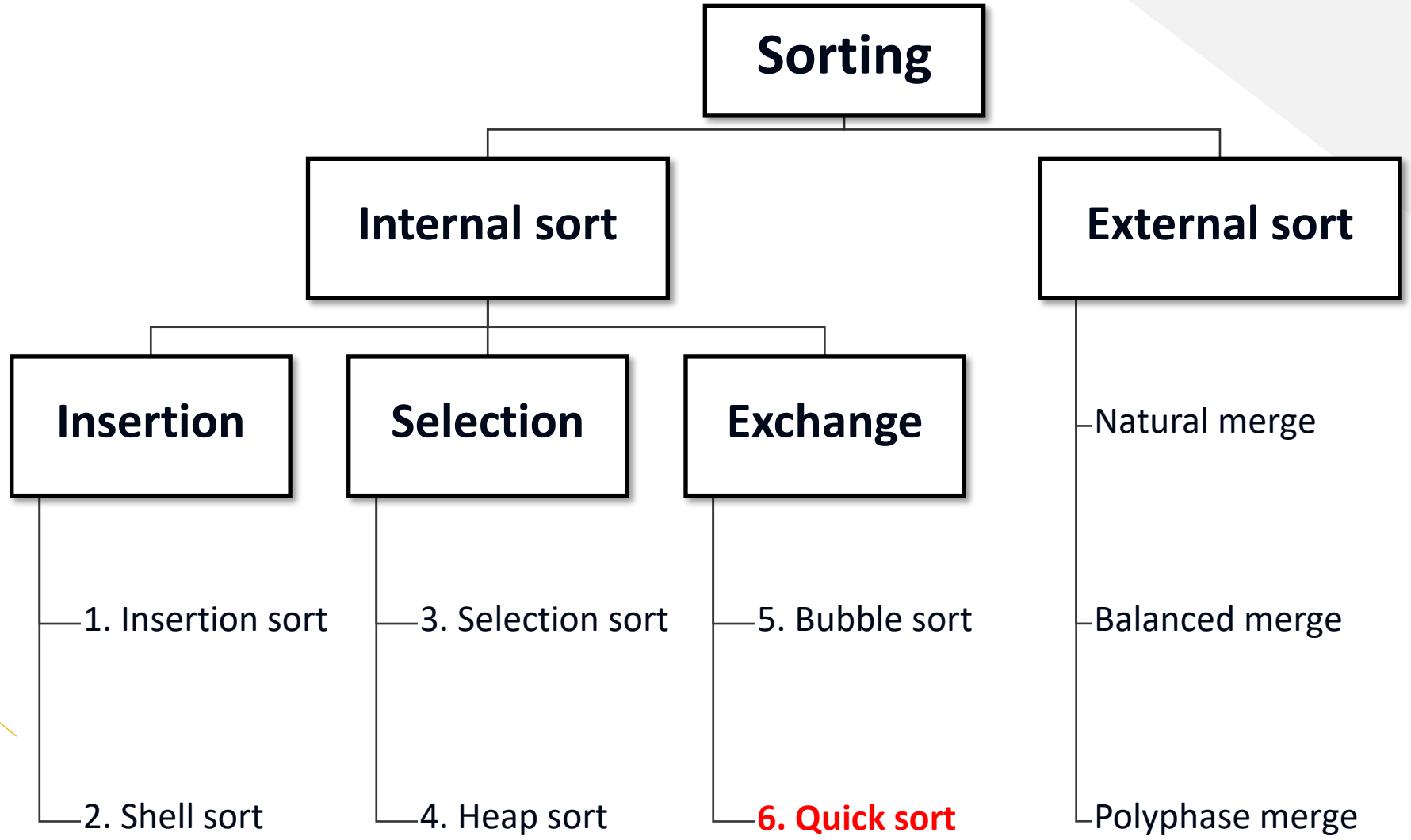


Fig 7-1 Sort Classification (Cont.)

Quick Sort

- Quick sort is an exchange sort, developed by C.A.R. Hoare in 1962.
- It is more efficient than the bubble sort because a typical exchange involves elements that are far apart so that fewer exchanges are required to correctly position an element. [3]

Quick Sort

- Each iteration of the quick sort selects an element, known as pivot and divides the list into three groups:
  1. A partition of elements whose keys are less than pivot's key,
  2. The pivot element that is placed in its ultimately correct location in the list, and
  3. A partition of elements greater or equal t pivot's key.

Quick Sort

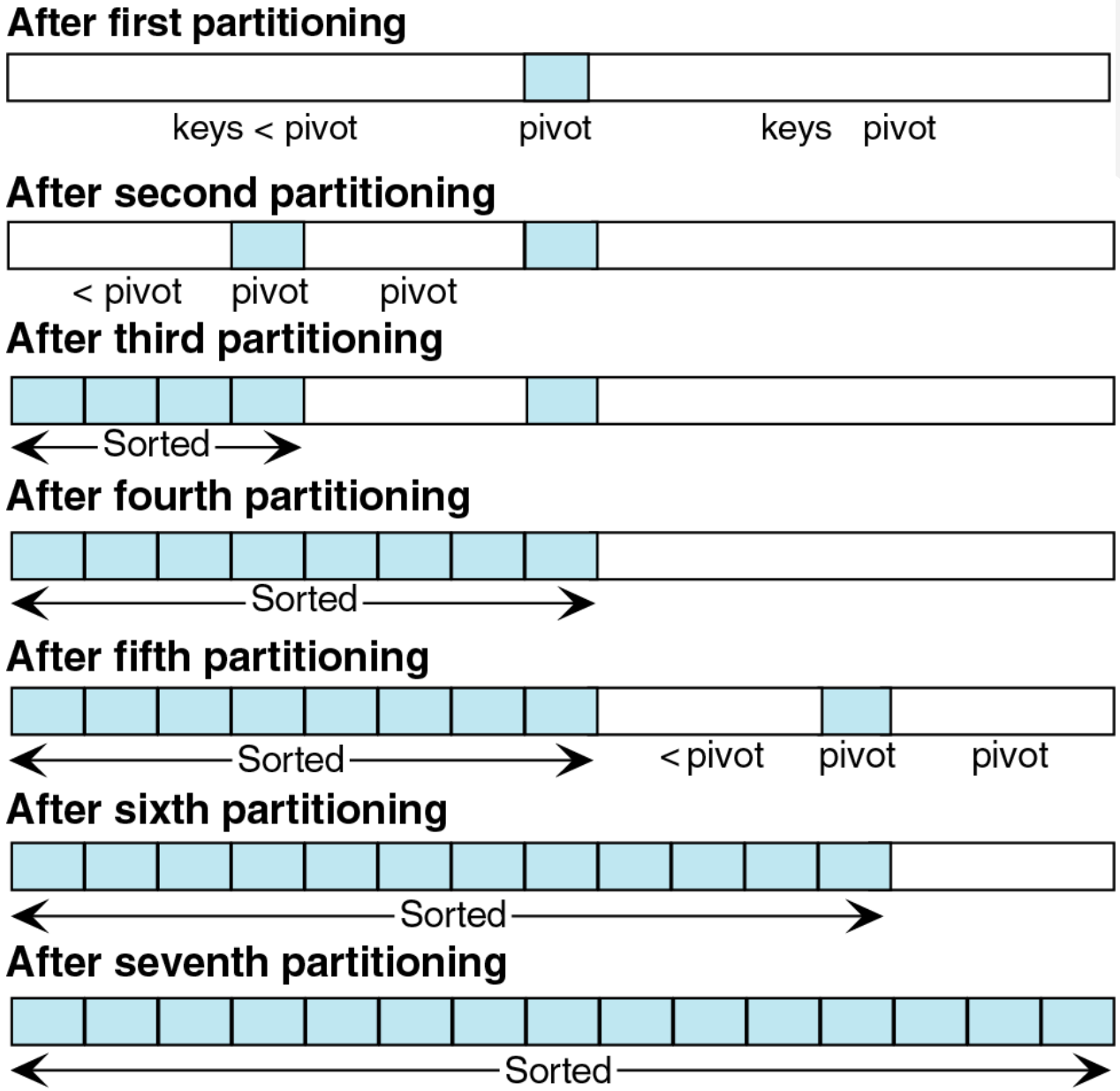


Fig 7-9 Quick sort partition [3]

Quick Sort

- Pivot key selection:
  1. Hoare’s original algorithm selected the pivot key as the first element in the list
  2. R. C. Singleton improved the sort by selecting the pivot key as the median value of three elements: left, right an d an element in the middle of the list

Quick Sort

- Steps of work:
  1. It divided sorted list into subsequences
  2. Recur to sort each subsequence
  3. Combine the sorted subsequences by a simple concatenation

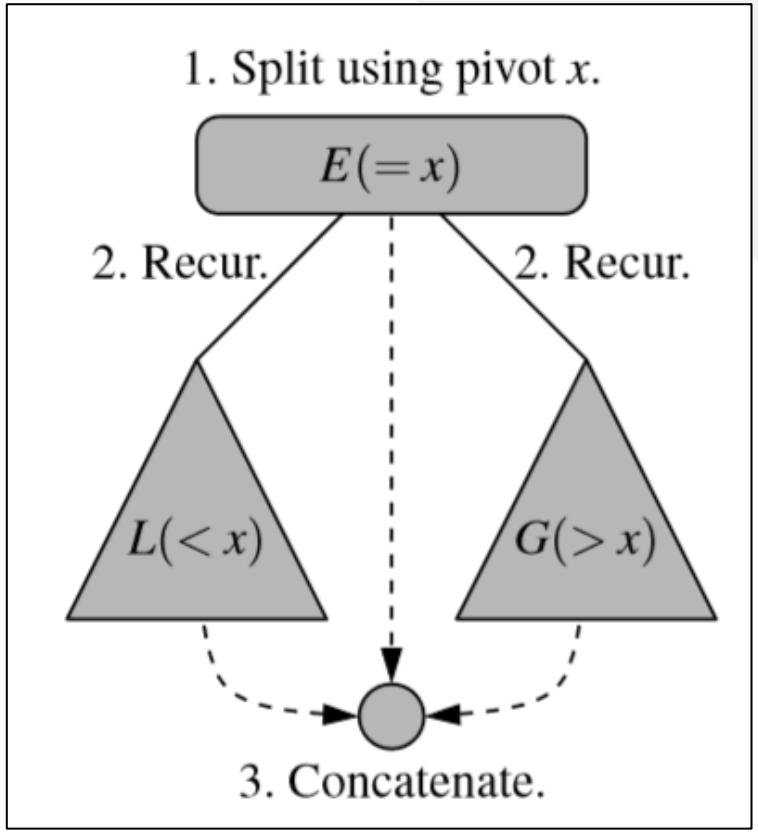


Fig 7-10 Quick sort concept [1]

Quick Sort

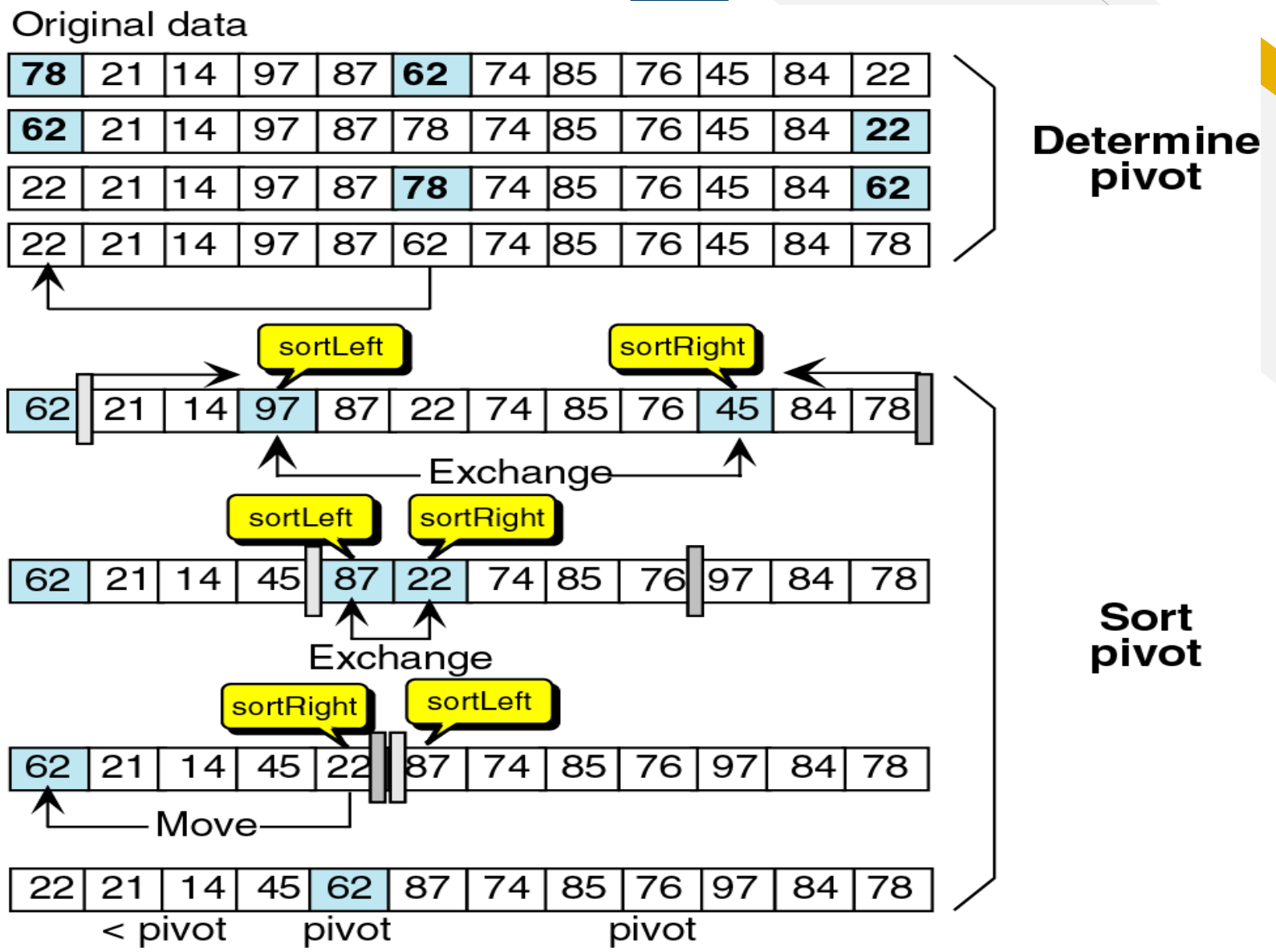


Fig 7-11 Quick sort steps of work [3]

Quick Sort

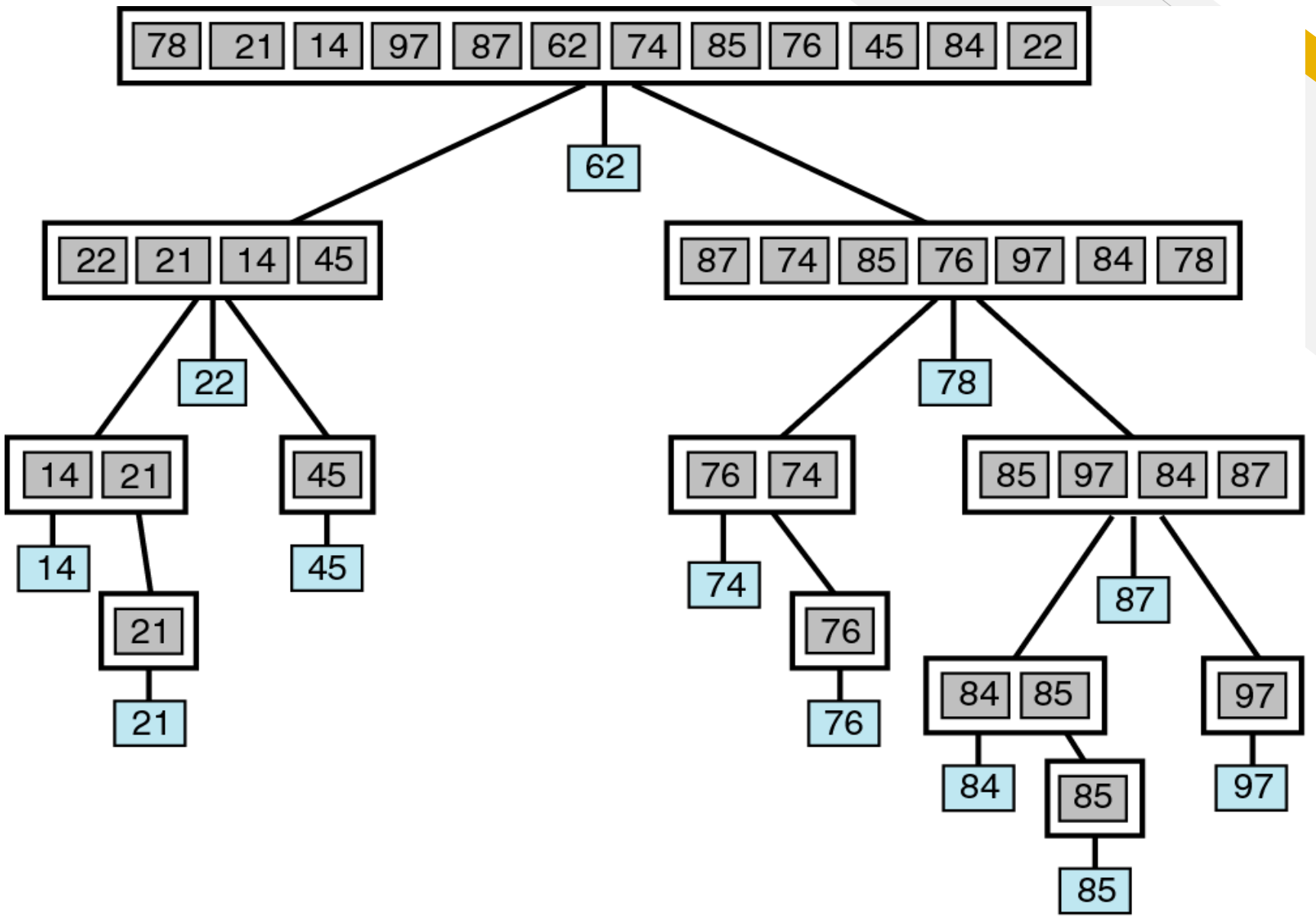
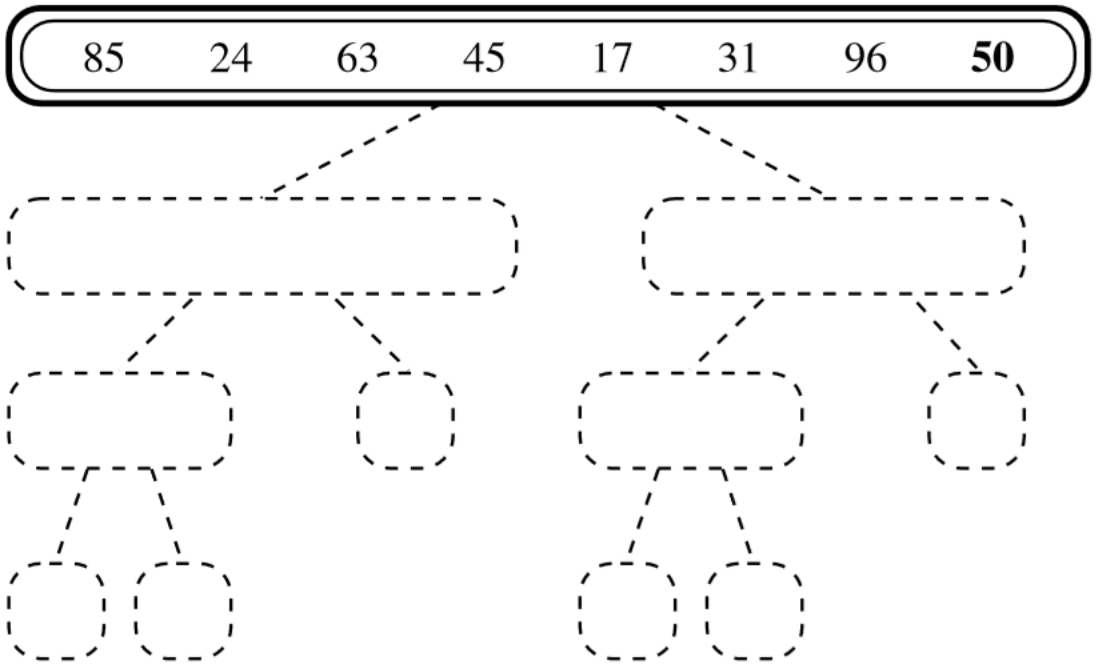


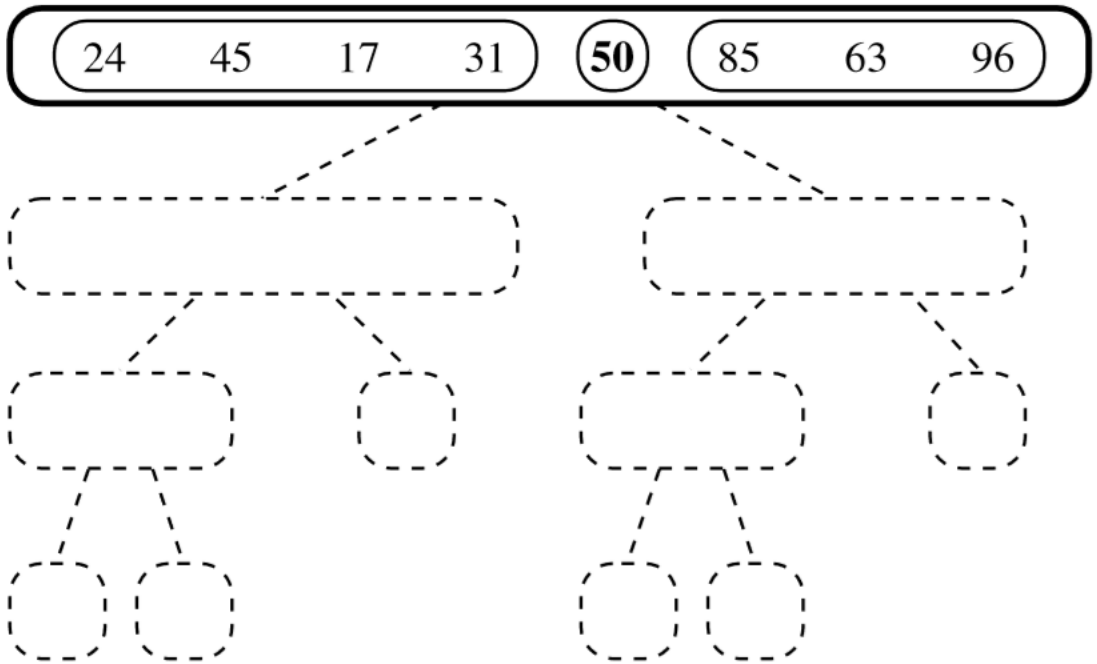
Fig 7-11 Quick sort steps of work (Cont.) **[3]**

Tutorial 8: Quick Sort Illustration [1]

7.6



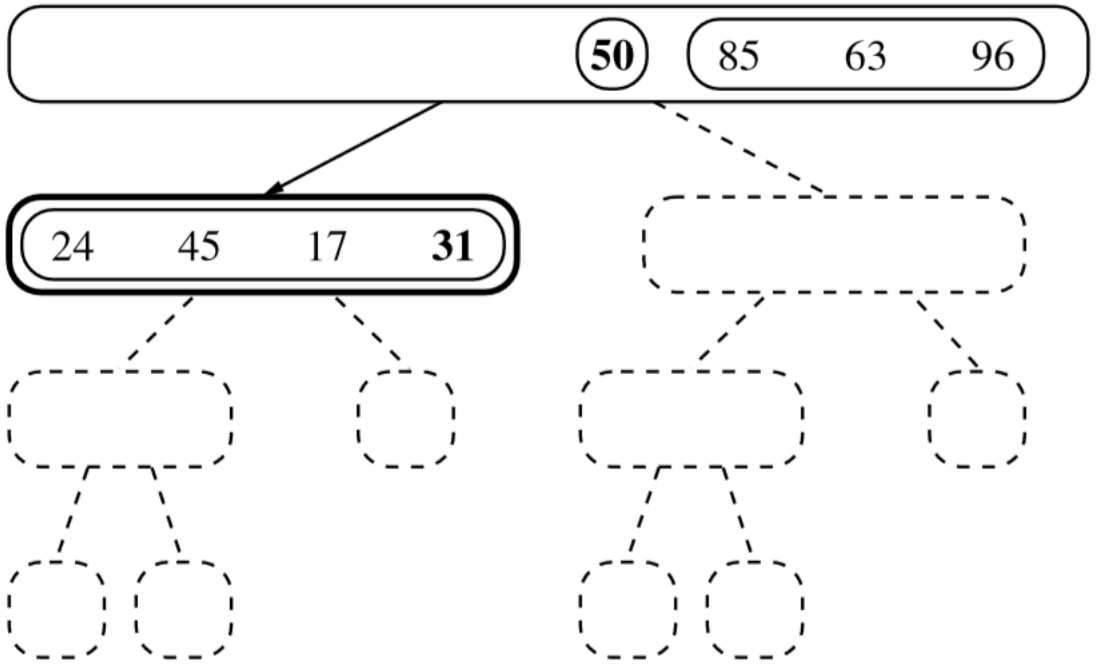
(a)



(b)

Tutorial 8: Quick Sort Illustration [1] (Cont.)

7.6



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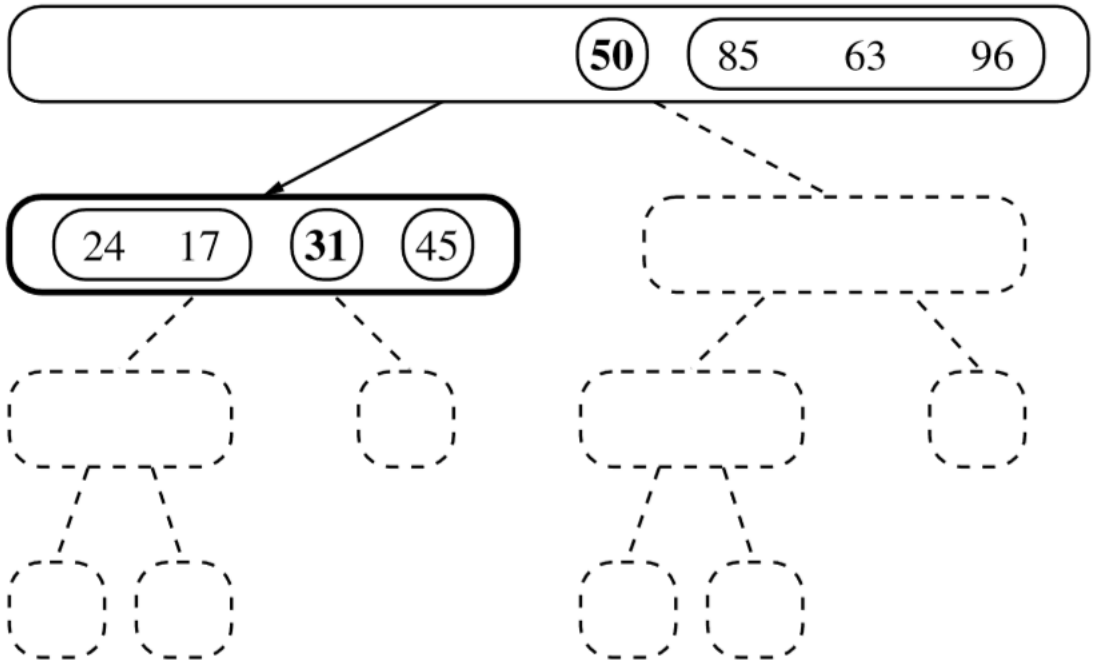

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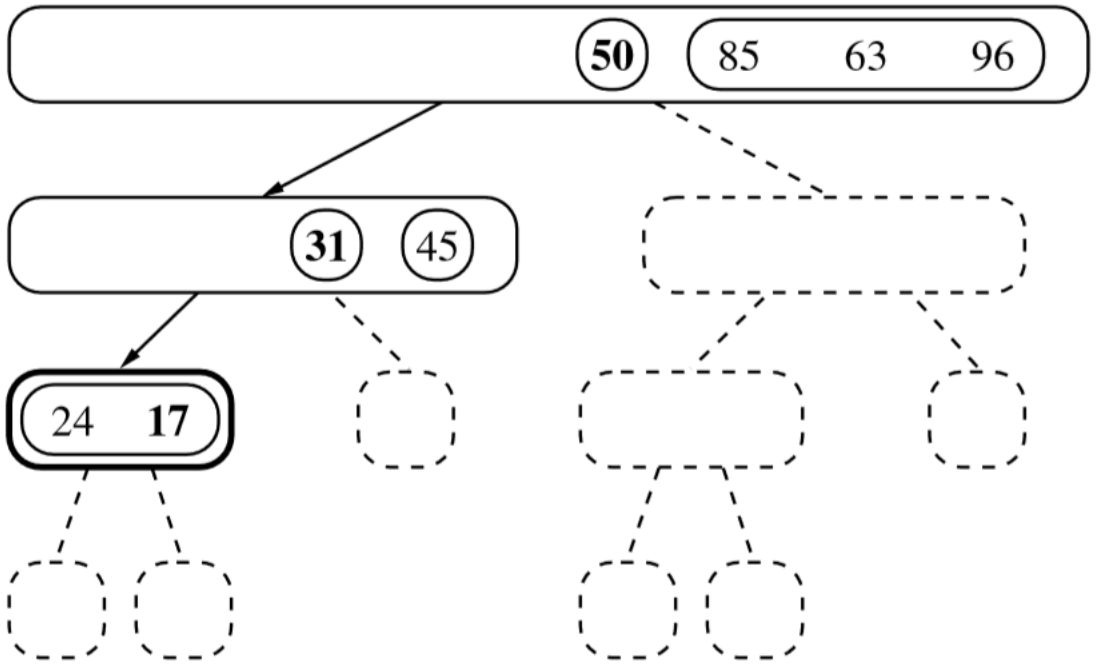
Tutorial 8: Quick Sort Illustration [1] (Cont.)



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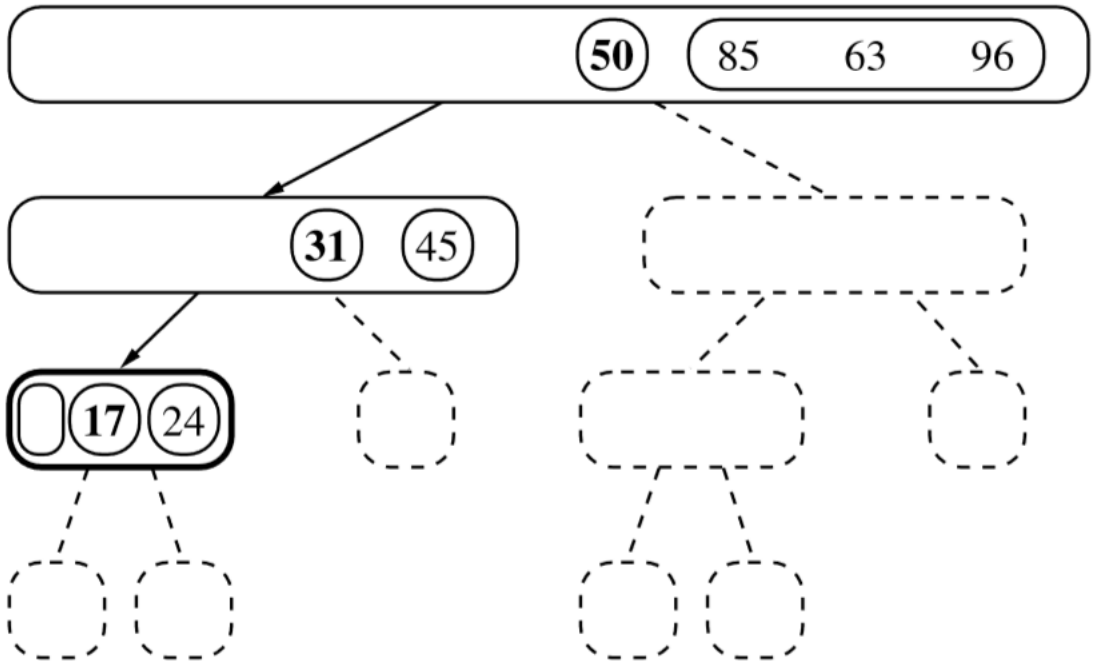
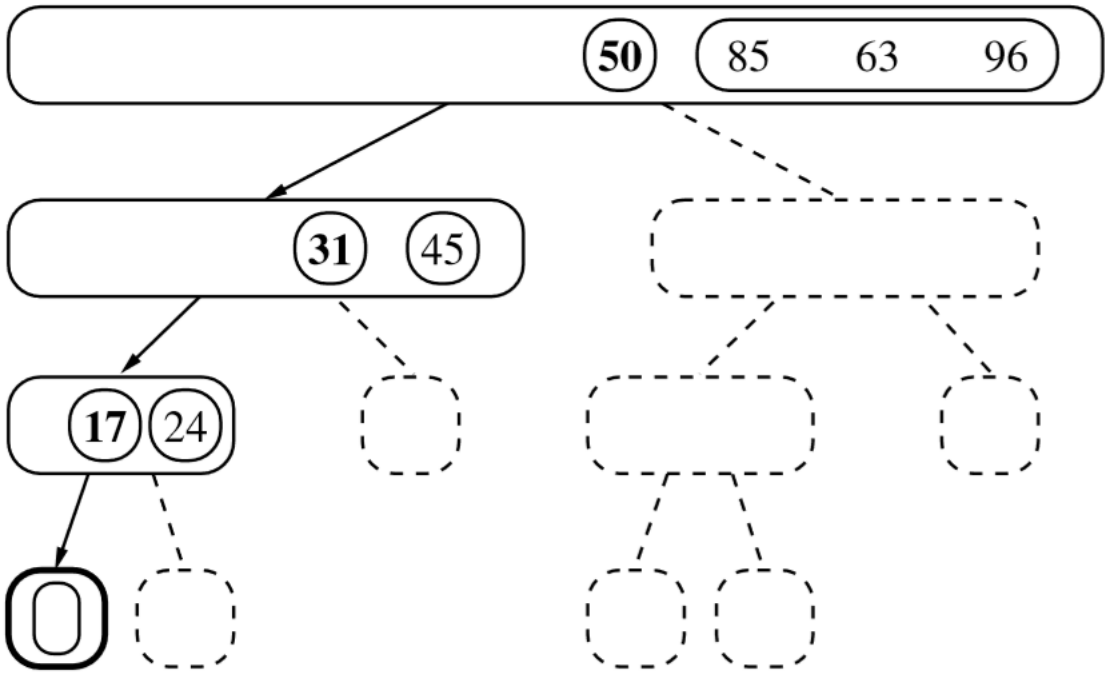
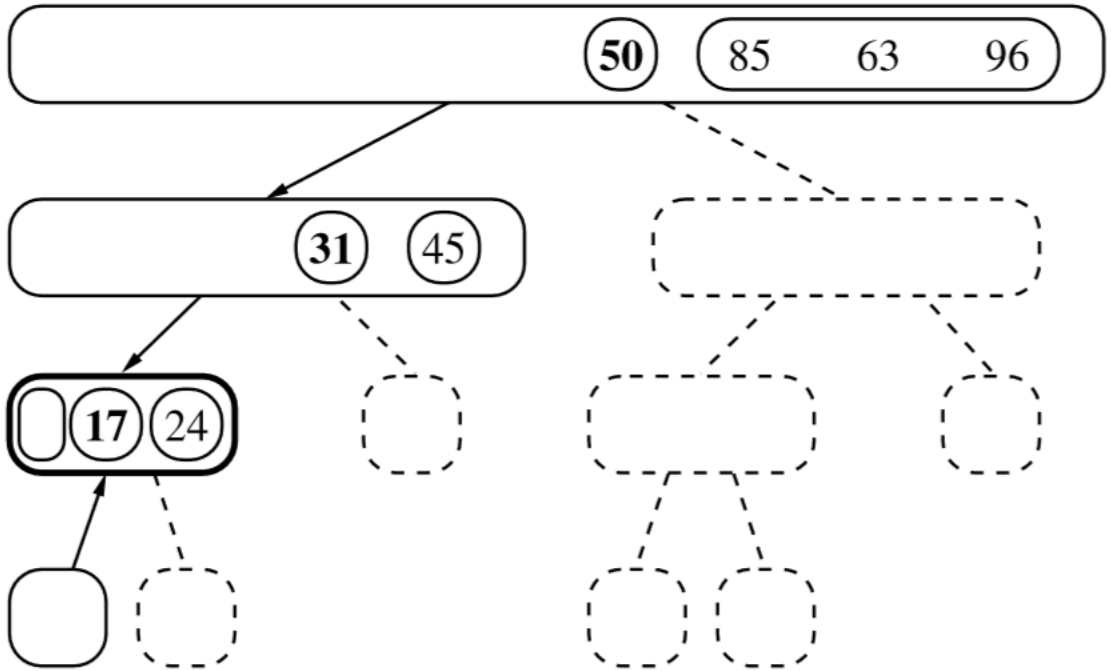


(f)

Tutorial 8: Quick Sort Illustration [1] (Cont.)



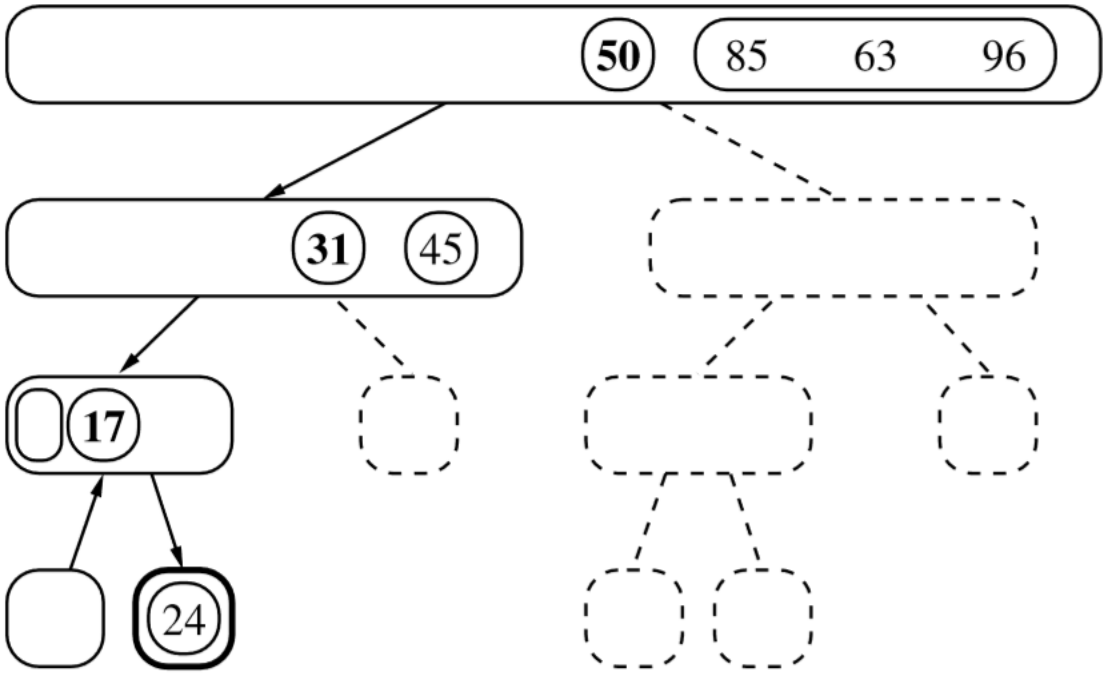
(g)



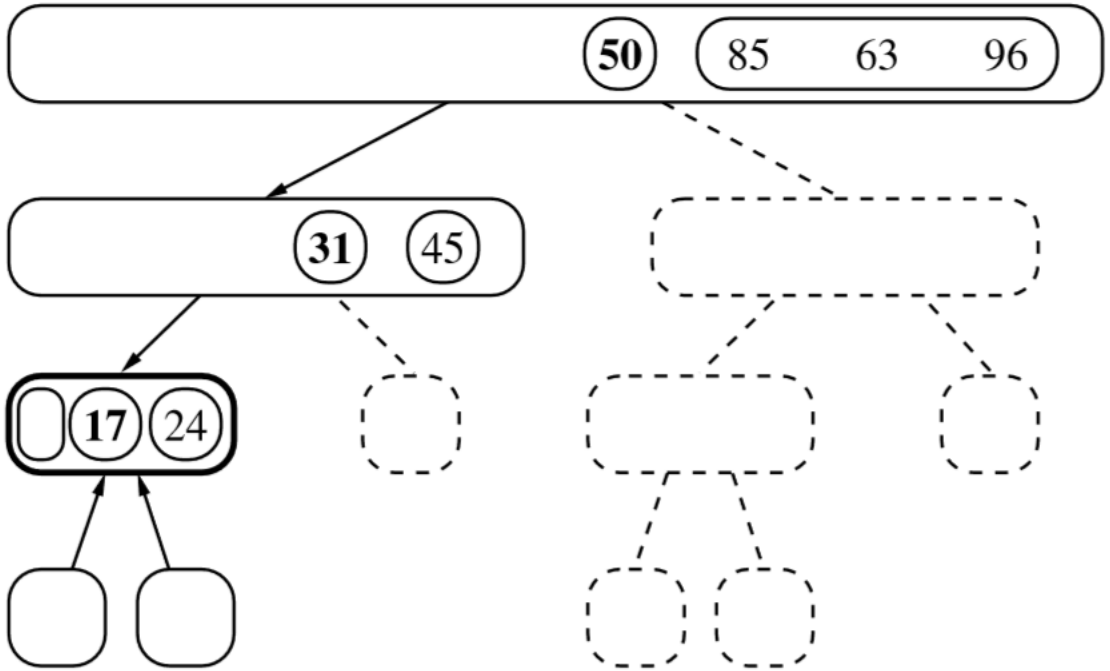
(h)

Tutorial 8: Quick Sort Illustration [1] (Cont.)

7.6



(i)



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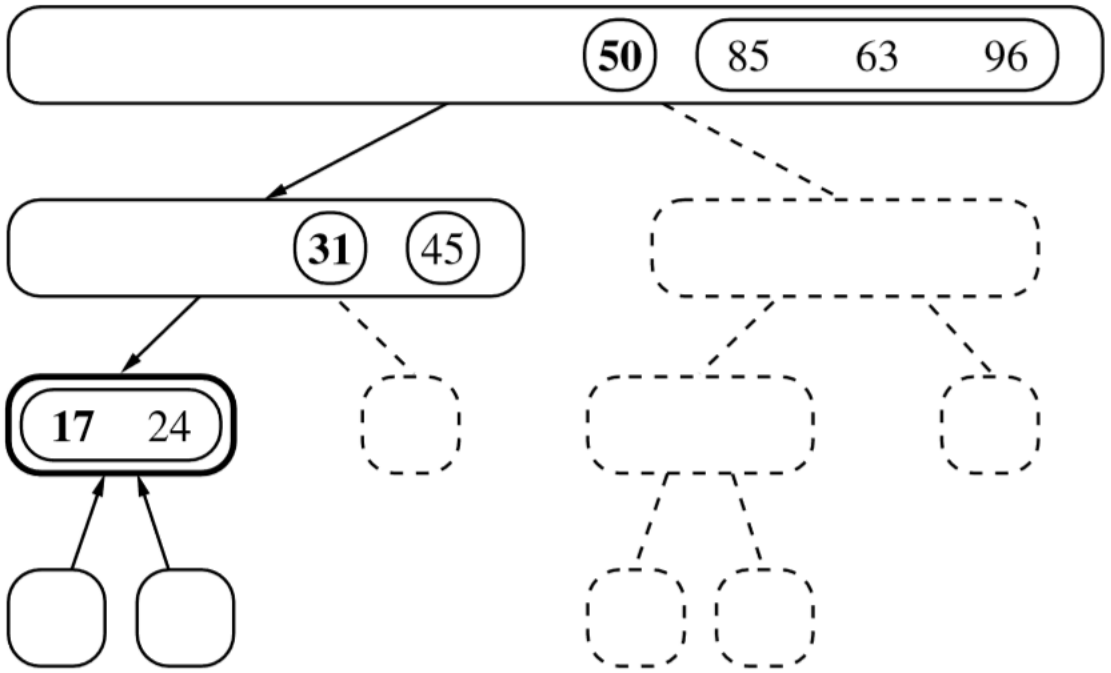
Tutorial 8: Quick Sort Illustration [1] (Cont.)



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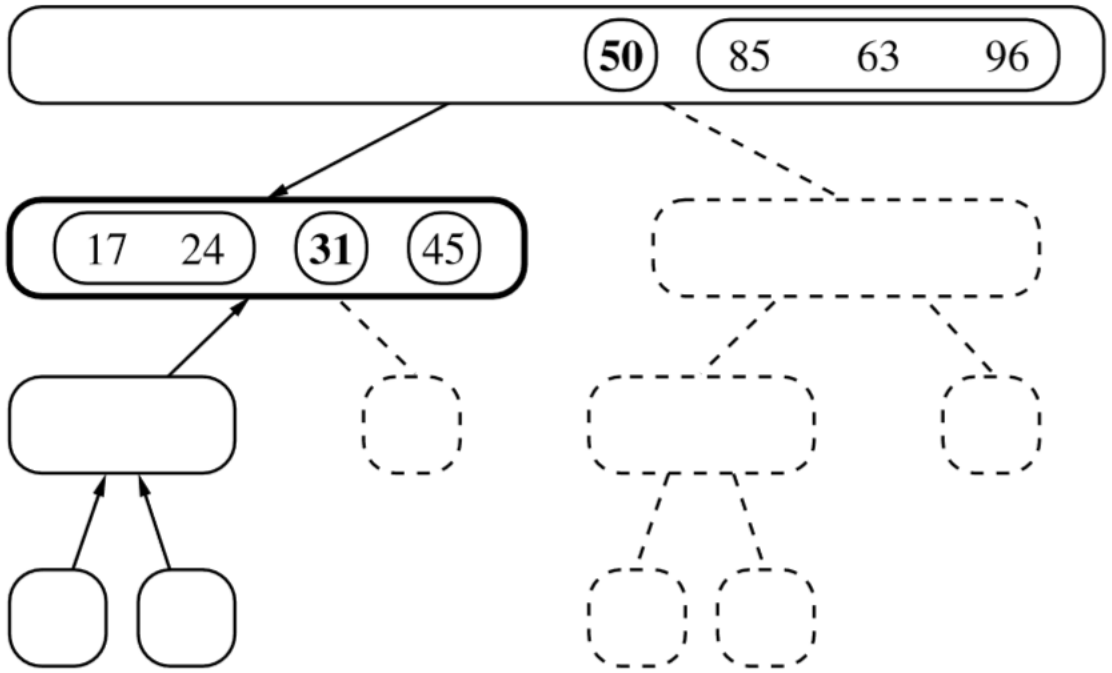
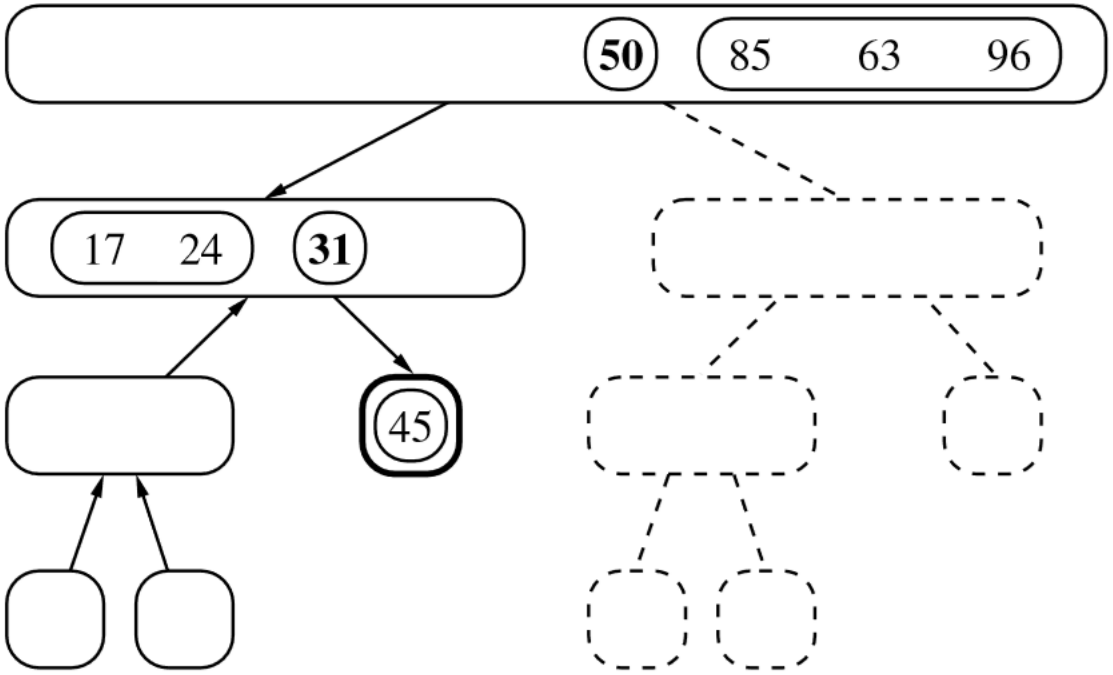


(l)

Tutorial 8: Quick Sort Illustration [1] (Cont.)

7.6



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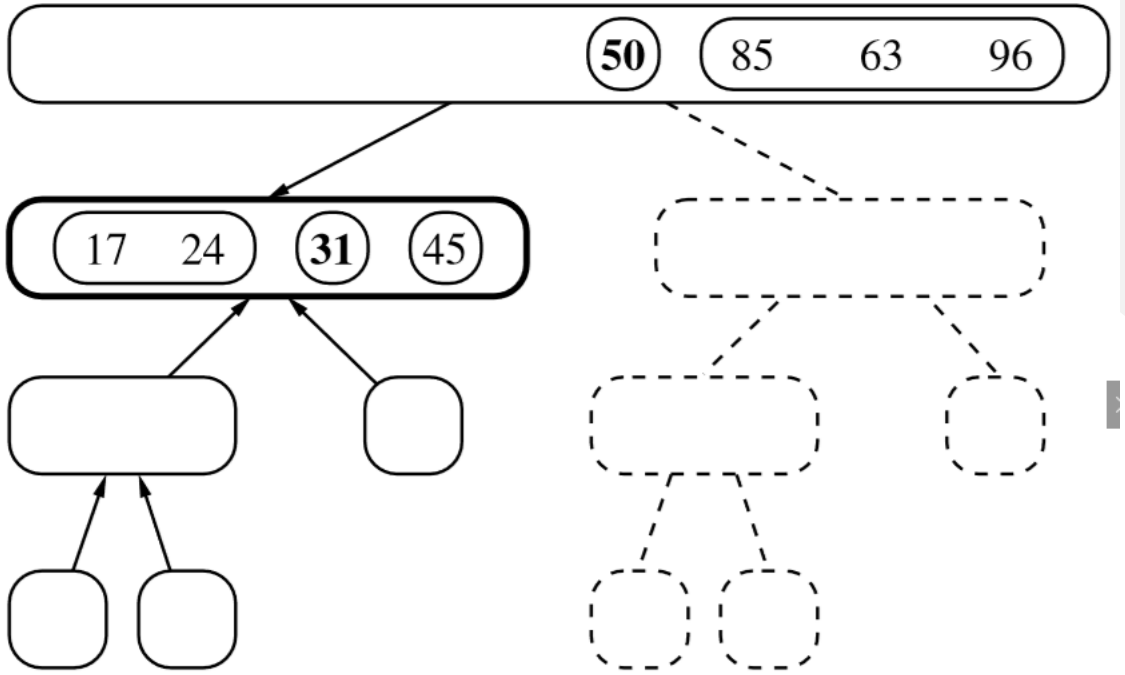
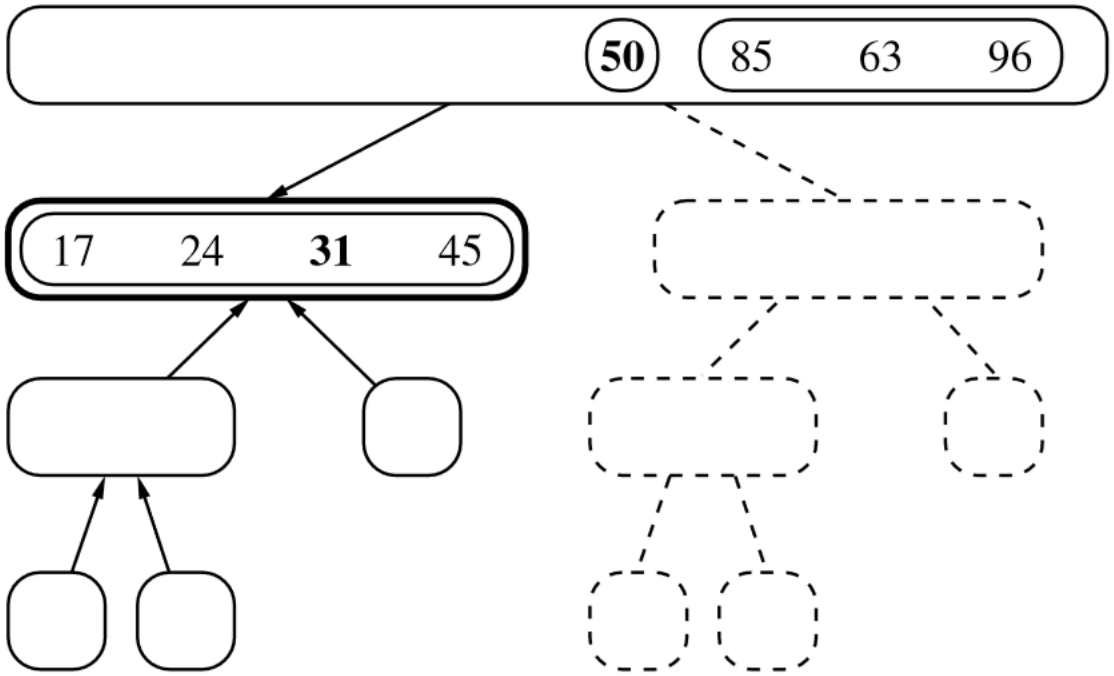
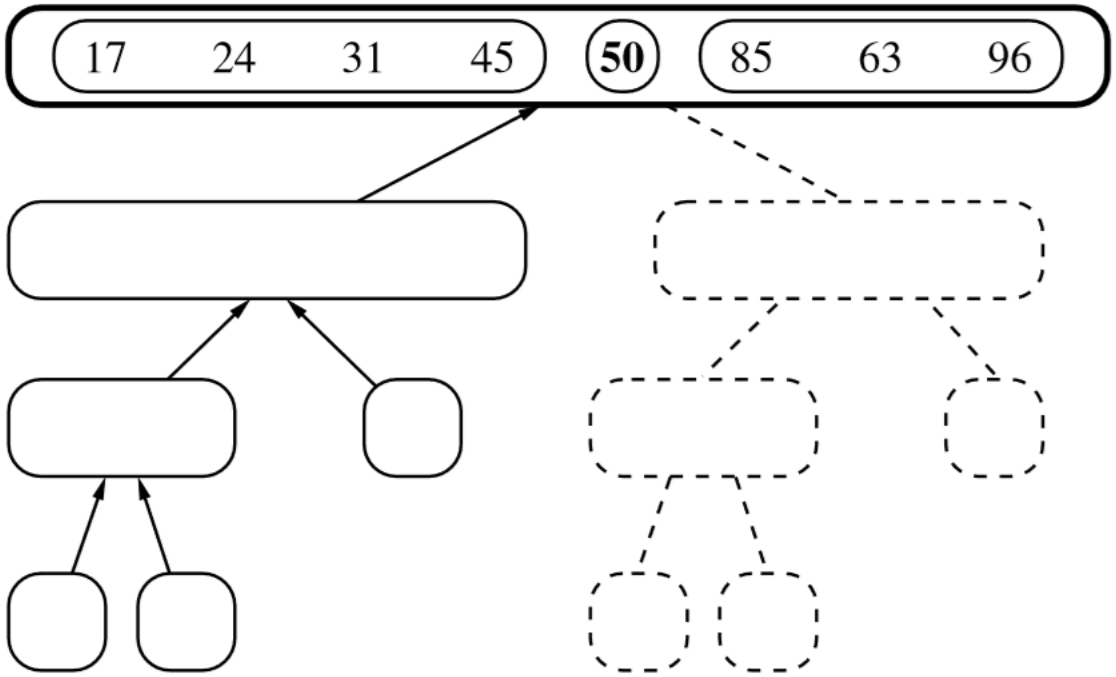


(n)

Tutorial 8: Quick Sort Illustration [1] (Cont.)

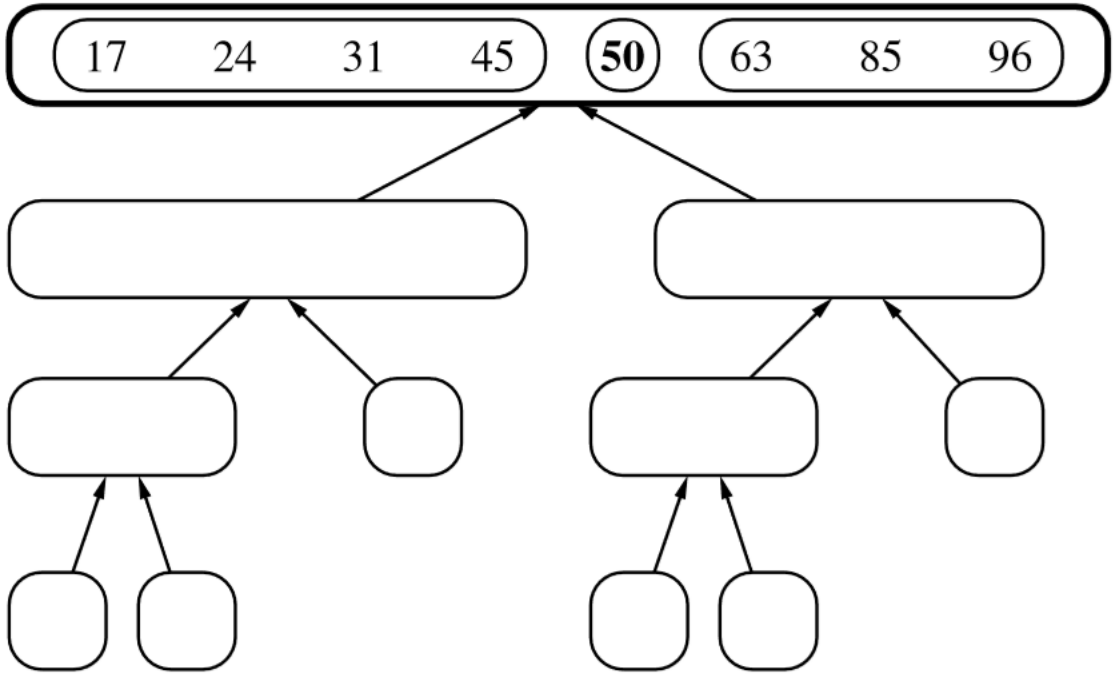


(o)

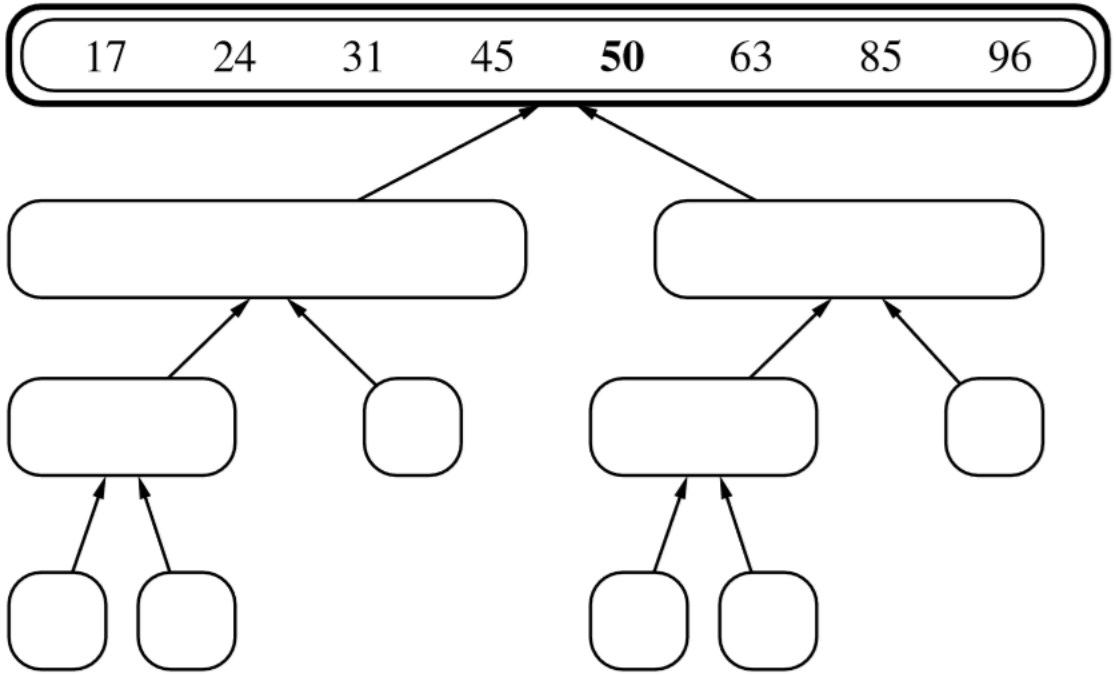


(p)

Tutorial 8: Quick Sort Illustration [1] (Cont.)



(q)



(r)

Tutorial 9: Quick Sort Implementation [2]


```
1  def quick_sort(S):
2    """Sort the elements of queue S using the quick-sort algorithm."""
3    n = len(S)
4    if n < 2:
5      return                          # list is already sorted
6    # divide
7    p = S.first( )                    # using first as arbitrary pivot
8    L = LinkedQueue( )
9    E = LinkedQueue( )
10   G = LinkedQueue( )
11   while not S.is_empty( ):          # divide S into L, E, and G
12     if S.first( ) < p:
13       L.enqueue(S.dequeue( ))
14     elif p < S.first( ):
15       G.enqueue(S.dequeue( ))
16     else:                           # S.first() must equal pivot
17       E.enqueue(S.dequeue( ))
18   # conquer (with recursion)
19   quick_sort(L)                     # sort elements less than p
20   quick_sort(G)                     # sort elements greater than p
21   # concatenate results
22   while not L.is_empty( ):
23     S.enqueue(L.dequeue( ))
24   while not E.is_empty( ):
25     S.enqueue(E.dequeue( ))
26   while not G.is_empty( ):
27     S.enqueue(G.dequeue( ))
```

Quick Sort

- Knuth suggested that when the sort partition becomes small (around 16 elements), a straight insertion (or selection) sort should be used to complete the sorting of the partition !

- The quick sort efficiency is $O(n\log_2 n)$

Quick Sort

n	Number of loops		
	Straight Insertion Sort Straight Selection Sort Bubble Sort	Shell Sort	Heap sort
25	625	55	116
100	10,000	316	664
500	250,000	2,364	4,482
1000	1,000,000	5,623	9,965
2000	4,000,000	13,374	10,965

Table 7-3 Six sort algorithm performances

Quick Sort

Quicksort, like merge sort, applies the divide-and-conquer method introduced in Section 2.3.1. Here is the three-step divide-and-conquer process for sorting a subarray $A[p : r]$:

Divide by partitioning (rearranging) the array $A[p : r]$ into two (possibly empty) subarrays $A[p : q - 1]$ (the ***low side***) and $A[q + 1 : r]$ (the ***high side***) such that each element in the low side of the partition is less than or equal to the ***pivot*** $A[q]$, which is, in turn, less than or equal to each element in the high side. Compute the index q of the pivot as part of this partitioning procedure.

Conquer by calling quicksort recursively to sort each of the subarrays $A[p : q - 1]$ and $A[q + 1 : r]$.

Combine by doing nothing: because the two subarrays are already sorted, no work is needed to combine them. All elements in $A[p : q - 1]$ are sorted and less than or equal to $A[q]$, and all elements in $A[q + 1 : r]$ are sorted and greater than or equal to the pivot $A[q]$. The entire subarray $A[p : r]$ cannot help but be sorted!

The QUICKSORT procedure implements quicksort. To sort an entire n-element array $A[1 : n]$, the initial call is QUICKSORT $(A, 1, n)$.

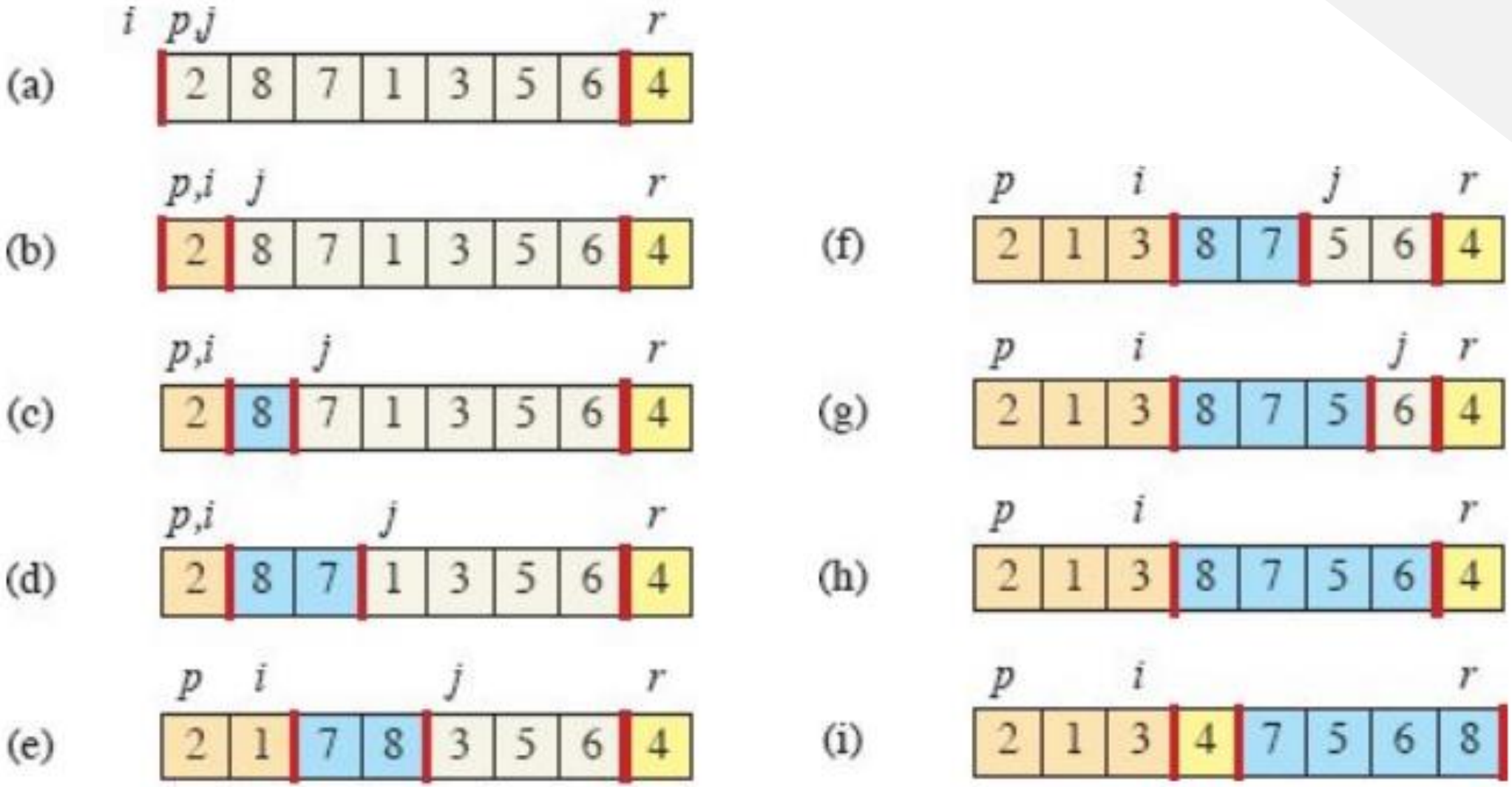
Quick Sort

```
QUICKSORT(A, p, r)

1 if p < r
2     // Partition the subarray around the pivot, which ends up in A[q].
3     q = PARTITION(A, p, r)
4     QUICKSORT(A, p, q – 1)        // recursively sort the low side
5     QUICKSORT(A, q + 1, r)        // recursively sort the high side
```

Quick Sort

```
PARTITION(A, p, r)
1  x = A[r]                          // the pivot
2  i = p – 1                         // highest index into the low side
3  for j = p to r – 1                // process each element other than the
                                     pivot
4      if A[j] ≤ x                   // does this element belong on the low
                                         side?
5          i = i + 1                 // index of a new slot in the low side
6          exchange A[i] with        // put this element there
               A[j]
7  exchange A[i + 1] with            // pivot goes just to the right of the low
   A[r]                                  side
8  return i + 1                      // new index of the pivot
```


(a)
i p j r
2 8 7 1 3 5 6 4
(b)
p,i j r
2 8 7 1 3 5 6 4
(c)
p,i j r
2 8 7 1 3 5 6 4
(d)
p,i j r
2 8 7 1 3 5 6 4
(e)
p i j r
2 1 7 8 3 5 6 4
(f)
p i j r
2 1 3 8 7 5 6 4
(g)
p i j r
2 1 3 8 7 5 6 4
(h)
p i r
2 1 3 8 7 5 6 4
(i)
p i r
2 1 3 4 7 5 6 8

Quick Sort

Figure 7.1 The operation of PARTITION on a sample array. Array entry $A[r]$ becomes the pivot element x. Tan array elements all belong to the low side of the partition, with values at most x. Blue elements belong to the high side, with values greater than x. White elements have not yet been put into either side of the partition, and the yellow element is the pivot x. **(a)** The initial array and variable settings. None of the elements have been placed into either side of the partition. **(b)** The value 2 is "swapped with itself" and put into the low side. **(c)–(d)** The values 8 and 7 are placed into to high side. **(e)** The values 1 and 8 are swapped, and the low side grows. **(f)** The values 3 and 7 are swapped, and the low side grows. **(g)–(h)** The high side of the partition grows to include 5 and 6, and the loop terminates. **(i)** Line 7 swaps the pivot element so that it lies between the two sides of the partition, and line 8 returns the pivot's new index.

Quick Sort

after line 3 of QUICKSORT, $A[q]$ is strictly less than every element of $A[q + 1 : r]$.

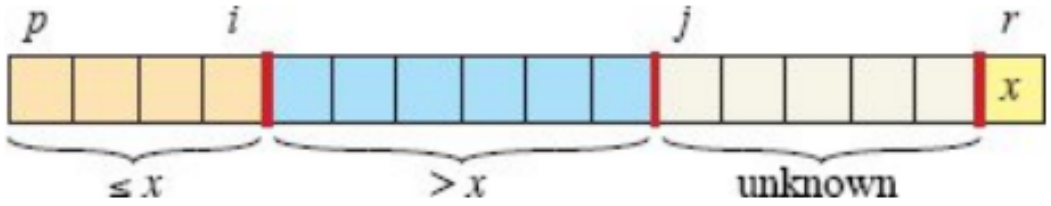
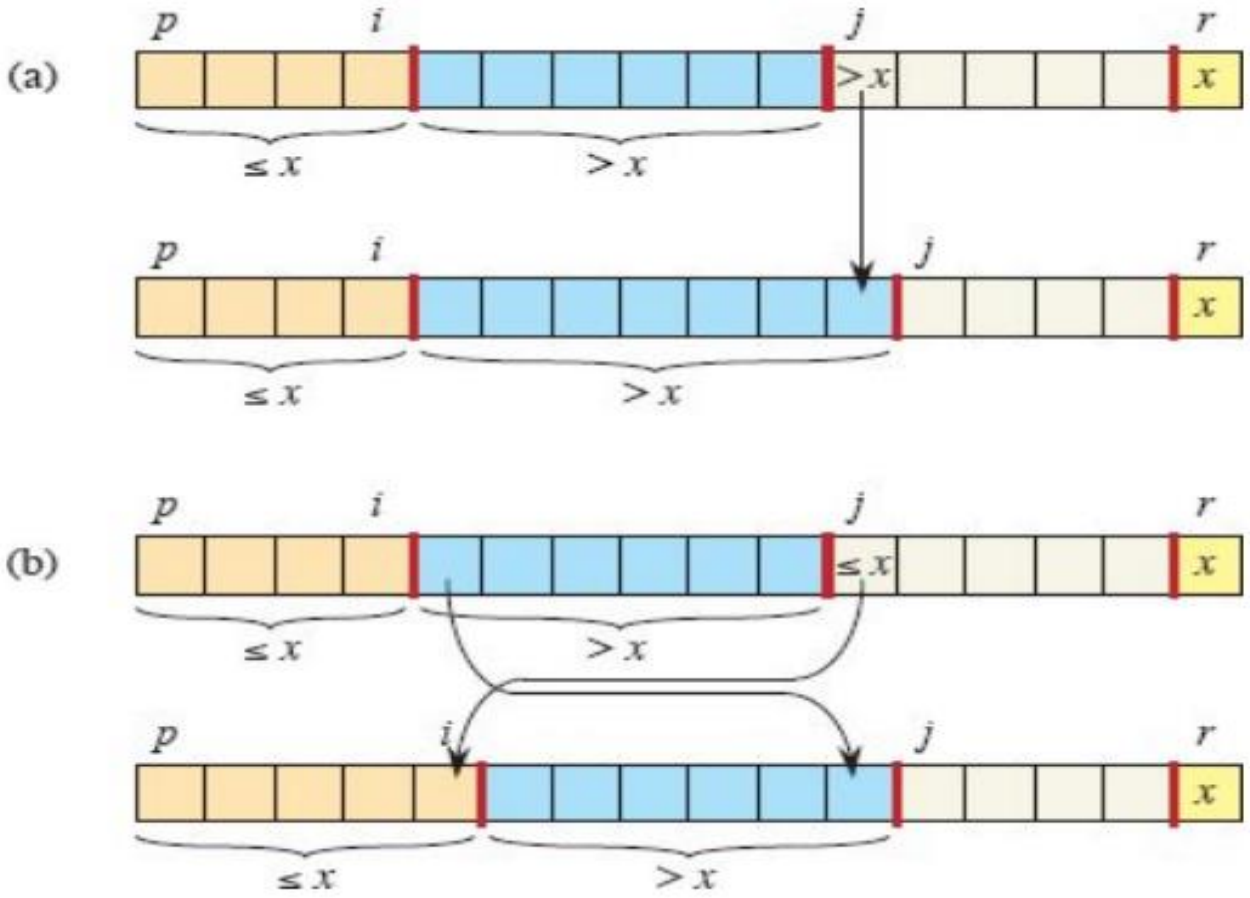


Figure 7.2 The four regions maintained by the procedure PARTITION on a subarray $A[p : r]$. The tan values in $A[p : i]$ are all less than or equal to x, the blue values in $A[i + 1 : j - 1]$ are all greater than x, the white values in $A[j : r - 1]$ have unknown relationships to x, and $A[r] = x$.

Quick Sort

PARTITION [6]

Figure 7.3 The two cases for one iteration of procedure PARTITION. **(a)** If $A[j] > x$, the only action is to increment j, which maintains the loop invariant. **(b)** If $A[j] \le x$, index i is incremented, $A[i]$ and $A[j]$ are swapped, and then j is incremented. Again, the loop invariant is maintained.



Quick Sort

Performance of quicksort

The running time of quicksort depends on how balanced each partitioning is, which in turn depends on which elements are used as pivots. If the two sides of a partition are about the same size—the partitioning is balanced—then the algorithm runs asymptotically as fast as merge sort. If the partitioning is unbalanced, however, it can run asymptotically as slowly as insertion sort. To allow you to gain some intuition before diving into a formal analysis, this section informally investigates how quicksort performs under the assumptions of balanced versus unbalanced partitioning.

Quick Sort

Worst-case partioning

By summing the costs incurred at each level of the recursion, we obtain an arithmetic series (equation (A.3) on page 1141), which evaluates to $\Theta(n^2)$. Indeed, the substitution method can be used to prove that the recurrence $T(n) = T(n-1) + \Theta(n)$ has the solution $T(n) = \Theta(n^2)$. (See Exercise 7.2-1.)

Thus, if the partitioning is maximally unbalanced at every recursive level of the algorithm, the running time is $\Theta(n^2)$. The worst-case running time of quicksort is therefore no better than that of insertion sort. Moreover, the $\Theta(n^2)$ running time occurs when the input array is already completely sorted—a situation in which insertion sort runs in $O(n)$ time.

Quick Sort

Best-case partioning

In the most even possible split, PARTITION produces two subproblems, each of size no more than $n/2$, since one is of size $\lfloor (n - 1)/2 \rfloor \le n/2$ and one of size $\lceil (n - 1)/2 \rceil - 1 \le n/2$. In this case, quicksort runs much faster. An upper bound on the running time can then be described by the recurrence

$$T(n) = 2T(n/2) + \Theta(n).$$

By case 2 of the master theorem (Theorem 4.1 on page 102), this recurrence has the solution $T(n) = \Theta(n \lg n)$. Thus, if the partitioning is equally balanced at every level of the recursion, an asymptotically faster algorithm results.

Quick Sort

Balanced partitioning [6]

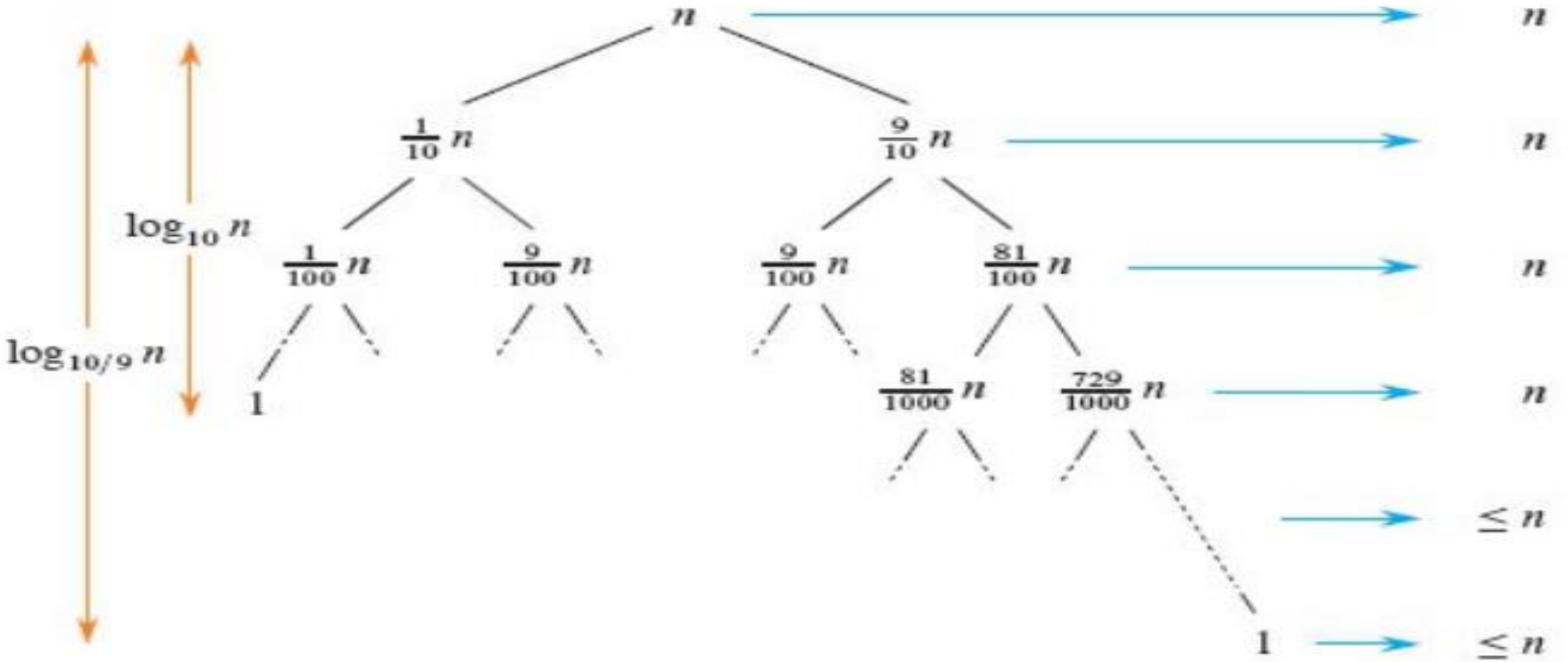


Figure 7.4 A recursion tree for QUICKSORT in which PARTITION always produces a 9-to-1 split, yielding a running time of $O(n \lg n)$. Nodes show subproblem sizes, with per-level costs on the right.

Quick Sort

Balanced partitioning [6]

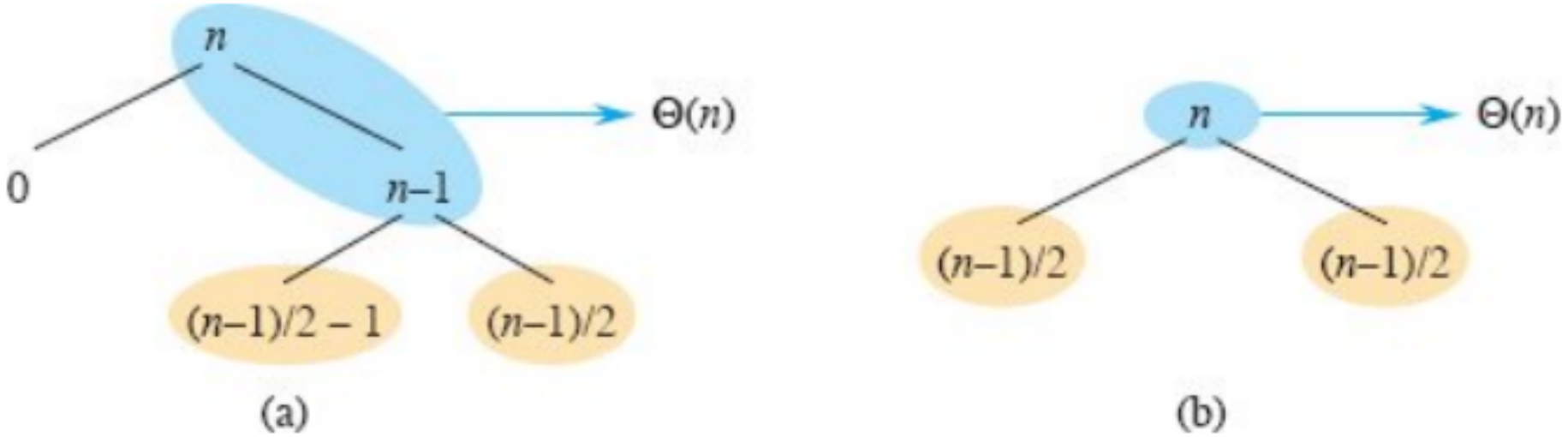


Figure 7.5 (a) Two levels of a recursion tree for quicksort. The partitioning at the root costs n and produces a "bad" split: two subarrays of sizes 0 and $n - 1$. The partitioning of the subarray of size $n - 1$ costs $n - 1$ and produces a "good" split: subarrays of size $(n - 1)/2 - 1$ and $(n - 1)/2$. **(b)** A single level of a recursion tree that is well balanced. In both parts, the partitioning cost for the subproblems shown with blue shading is $\Theta(n)$. Yet the subproblems remaining to be solved in (a), shown with tan shading, are no larger than the corresponding subproblems remaining to be solved in (b).

References

Texts | Integrated Development Environment (IDE)

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