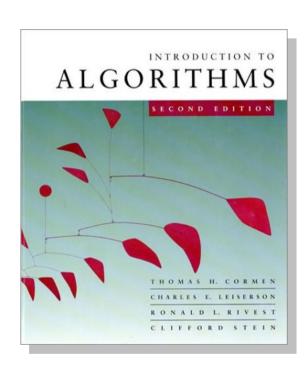
# Introduction to Algorithms

6.046J/18.401J

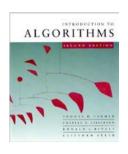


#### LECTURE 4

#### Quicksort

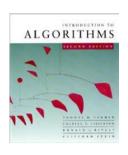
- Divide and conquer
- Partitioning
- Worst-case analysis
- Intuition
- Randomized quicksort
- Analysis

#### Prof. Charles E. Leiserson



#### Quicksort

- Proposed by C.A.R. Hoare in 1962.
- Divide-and-conquer algorithm.
- Sorts "in place" (like insertion sort, but not like merge sort).
- Very practical (with tuning).



#### Divide and conquer

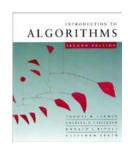
Quicksort an *n*-element array:

1. Divide: Partition the array into two subarrays around a pivot x such that elements in lower subarray  $\le x \le$  elements in upper subarray.



- 2. Conquer: Recursively sort the two subarrays.
- 3. Combine: Trivial.

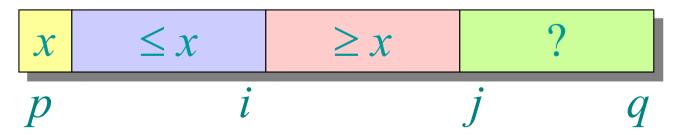
**Key:** Linear-time partitioning subroutine.

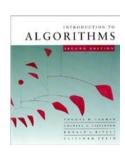


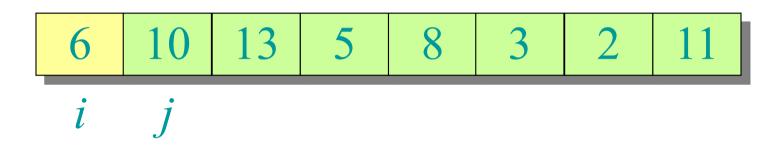
### Partitioning subroutine

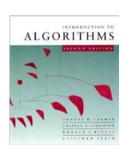
```
Partition(A, p, q) \triangleright A[p \dots q]
    x \leftarrow A[p] \triangleright pivot = A[p]
                                                   Running time
    i \leftarrow p
                                                    = O(n) for n
    for j \leftarrow p + 1 to q
                                                    elements.
        do if A[j] \leq x
                 then i \leftarrow i + 1
                          exchange A[i] \leftrightarrow A[j]
    exchange A[p] \leftrightarrow A[i]
    return i
```

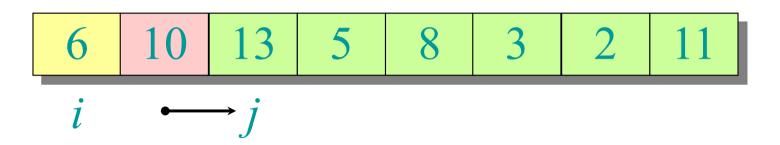
Invariant:



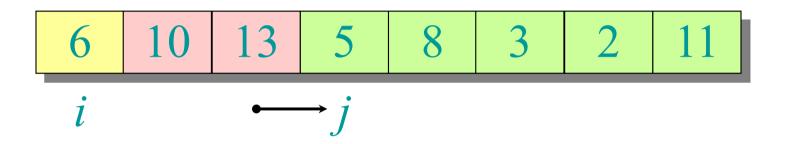


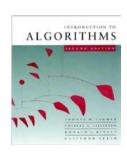


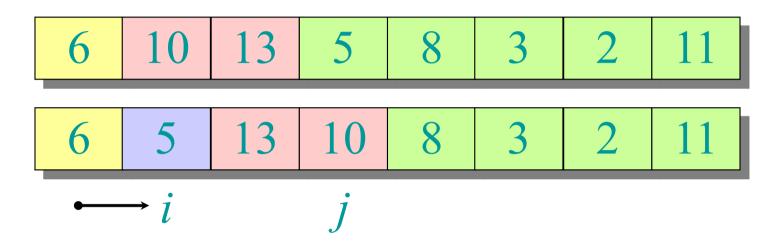




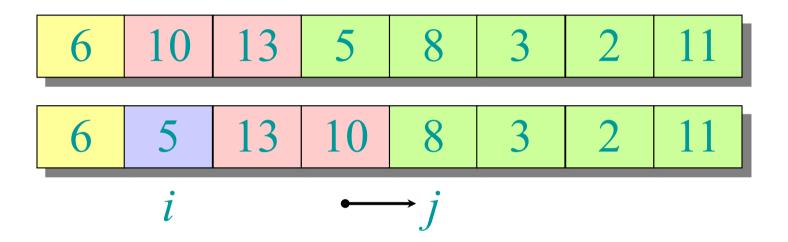




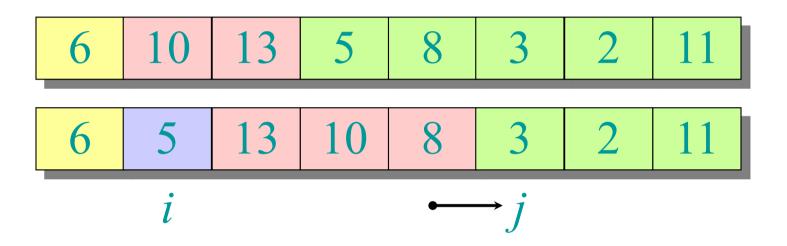


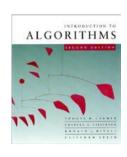


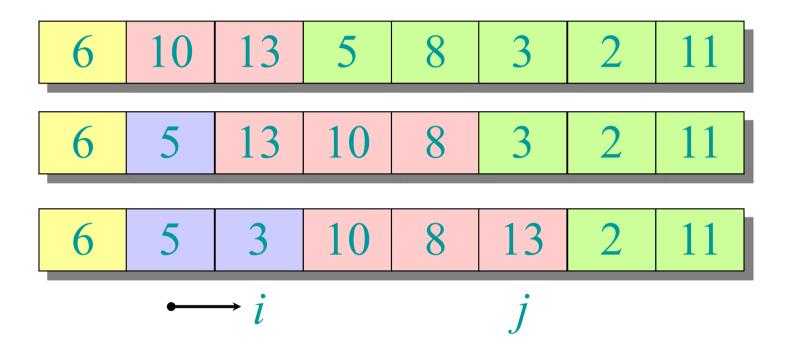


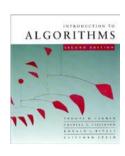


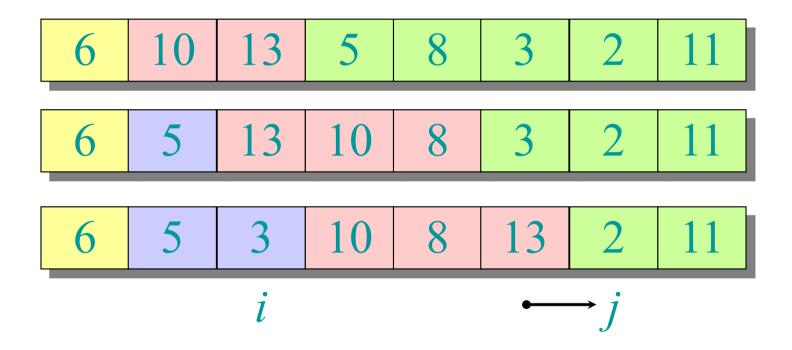


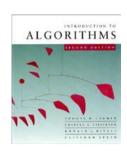


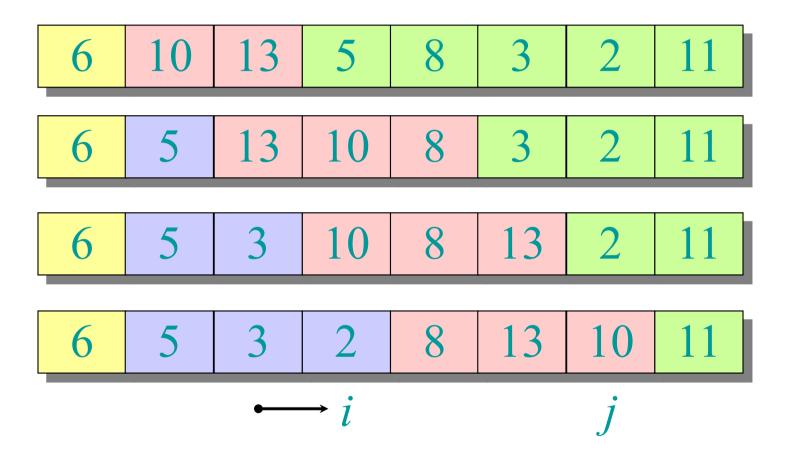


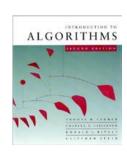


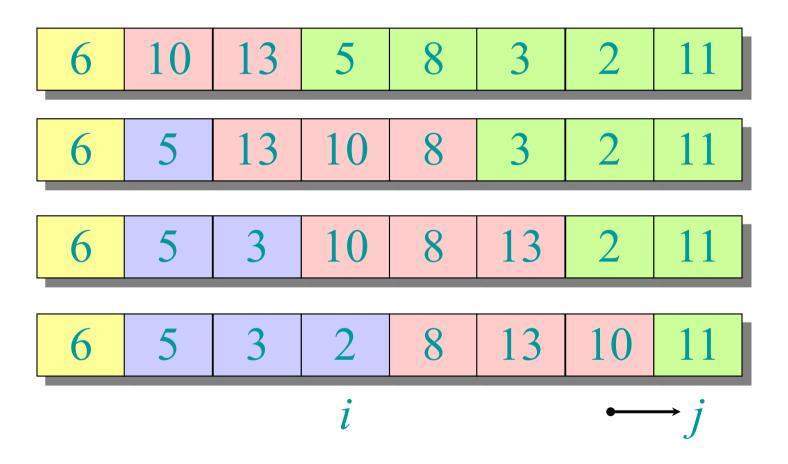


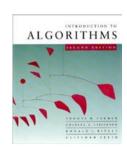


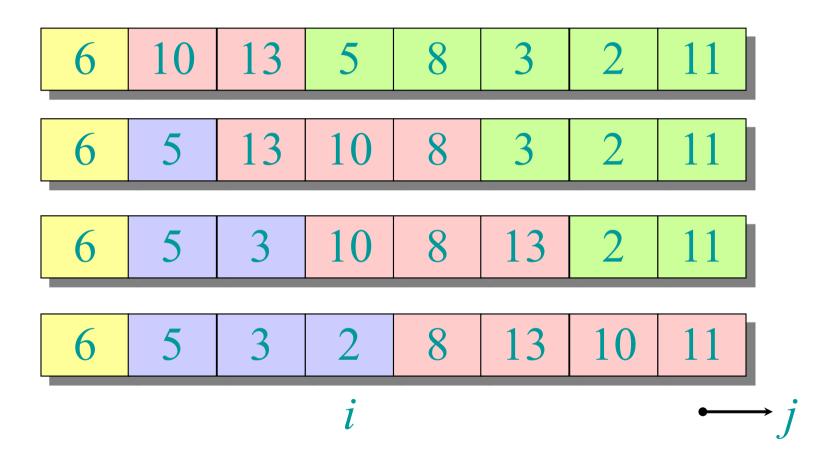


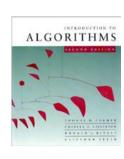


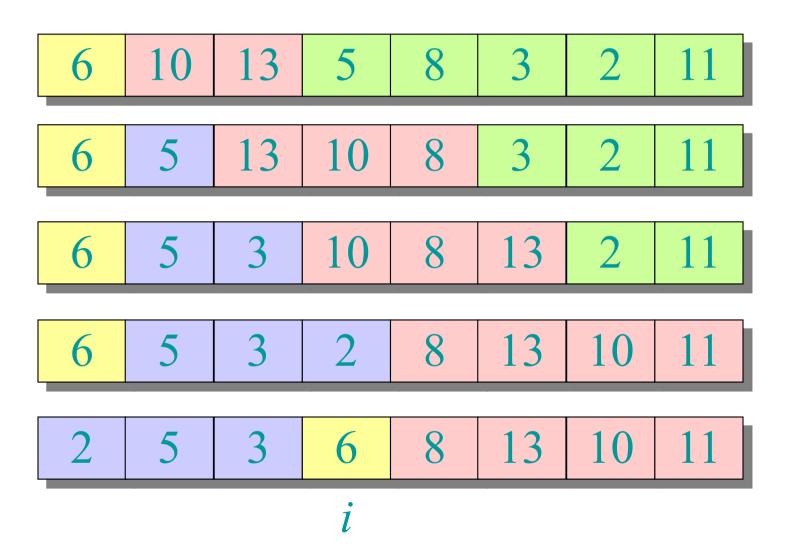


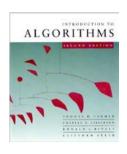












#### Pseudocode for quicksort

```
Quicksort(A, p, r)

if p < r

then q \leftarrow \text{Partition}(A, p, r)

Quicksort(A, p, q-1)

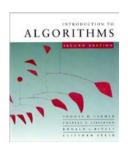
Quicksort(A, p, q+1, r)
```

Initial call: QUICKSORT(A, 1, n)



### Analysis of quicksort

- Assume all input elements are distinct.
- In practice, there are better partitioning algorithms for when duplicate input elements may exist.
- Let T(n) = worst-case running time on an array of n elements.



### Worst-case of quicksort

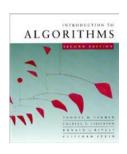
- Input sorted or reverse sorted.
- Partition around min or max element.
- One side of partition always has no elements.

$$T(n) = T(0) + T(n-1) + \Theta(n)$$

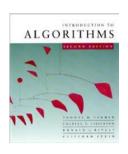
$$= \Theta(1) + T(n-1) + \Theta(n)$$

$$= T(n-1) + \Theta(n)$$

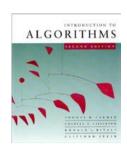
$$= \Theta(n^2) \qquad (arithmetic series)$$



$$T(n) = T(0) + T(n-1) + cn$$

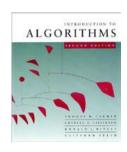


$$T(n) = T(0) + T(n-1) + cn$$

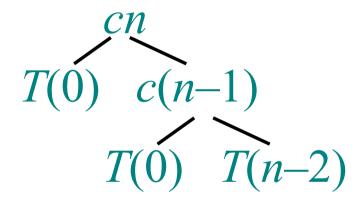


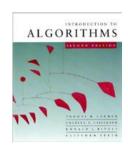
$$T(n) = T(0) + T(n-1) + cn$$

$$T(0)$$
  $T(n-1)$ 

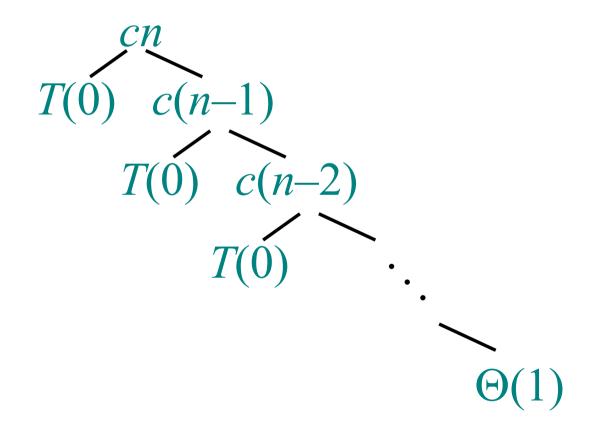


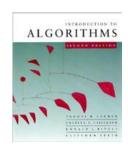
$$T(n) = T(0) + T(n-1) + cn$$



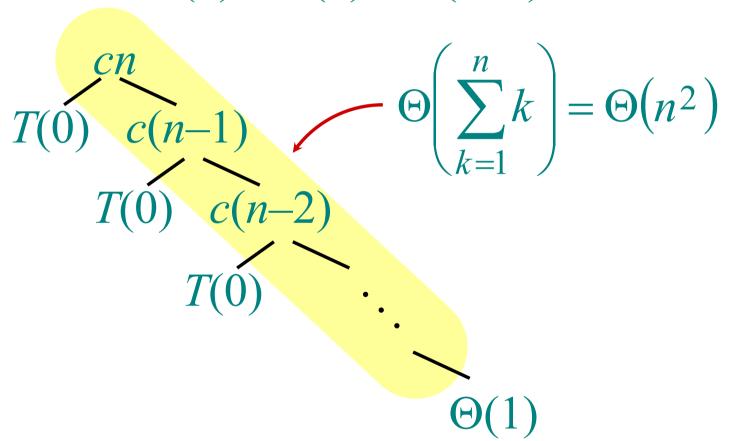


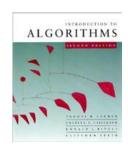
$$T(n) = T(0) + T(n-1) + cn$$



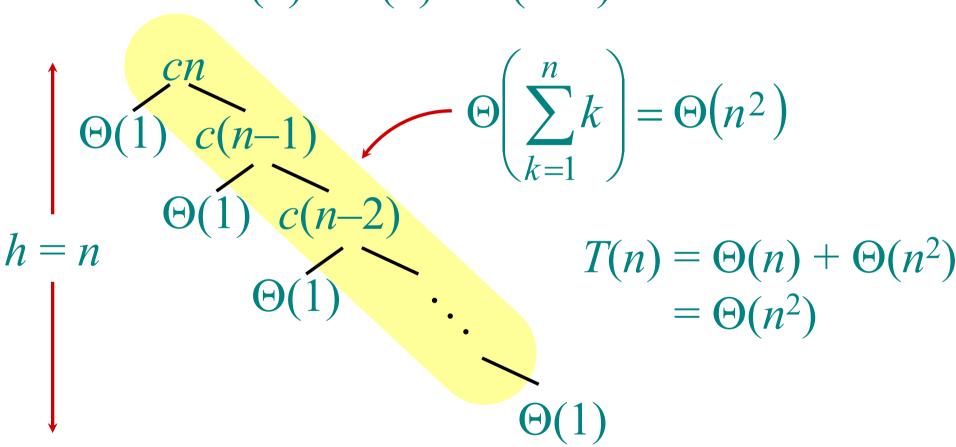


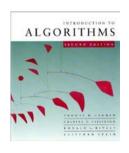
$$T(n) = T(0) + T(n-1) + cn$$





$$T(n) = T(0) + T(n-1) + cn$$





#### Best-case analysis

(For intuition only!)

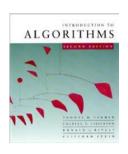
If we're lucky, Partition splits the array evenly:

$$T(n) = 2T(n/2) + \Theta(n)$$
  
=  $\Theta(n \lg n)$  (same as merge sort)

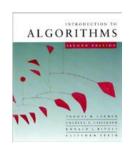
What if the split is always  $\frac{1}{10}$ :  $\frac{9}{10}$ ?

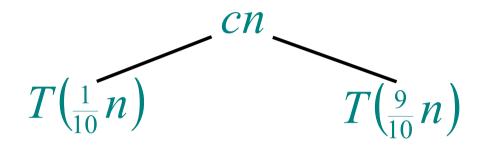
$$T(n) = T\left(\frac{1}{10}n\right) + T\left(\frac{9}{10}n\right) + \Theta(n)$$

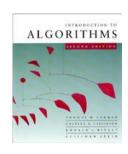
What is the solution to this recurrence?

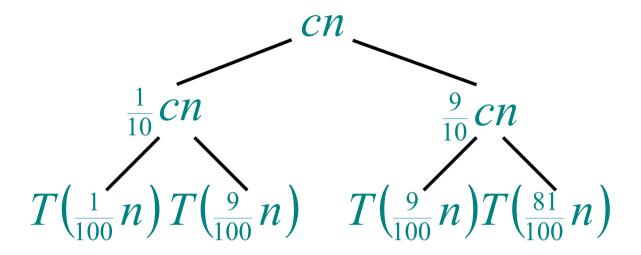


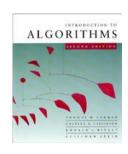
T(n)

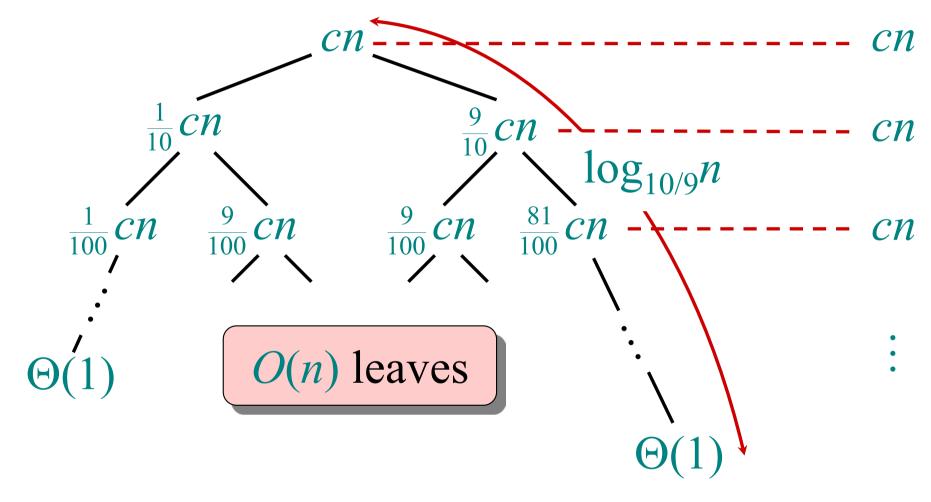


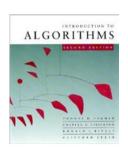


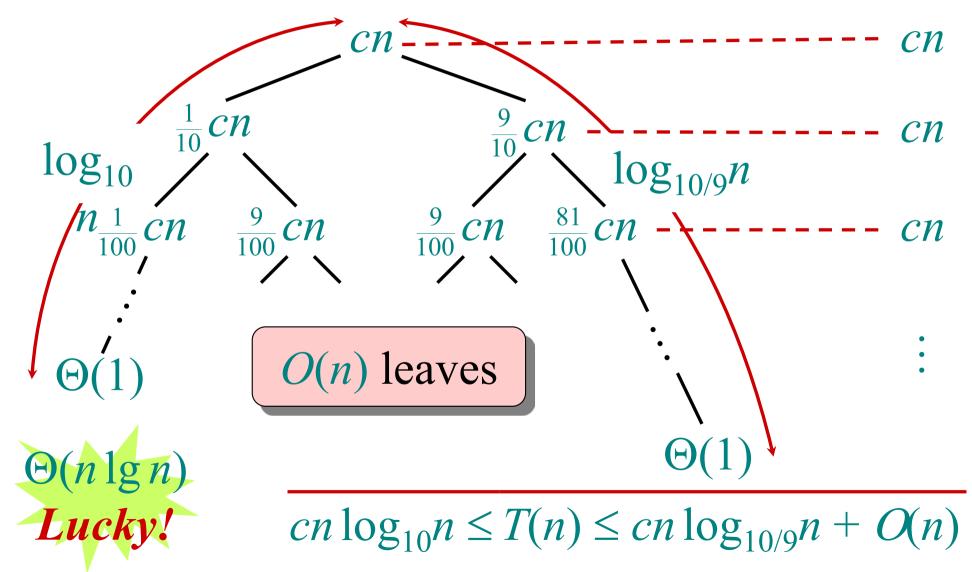


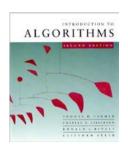












#### More intuition

Suppose we alternate lucky, unlucky, lucky, unlucky, lucky, ....

$$L(n) = 2U(n/2) + \Theta(n)$$
 lucky  
 $U(n) = L(n-1) + \Theta(n)$  unlucky

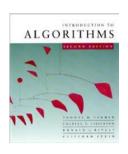
#### Solving:

$$L(n) = 2(L(n/2 - 1) + \Theta(n/2)) + \Theta(n)$$

$$= 2L(n/2 - 1) + \Theta(n)$$

$$= \Theta(n \lg n) \quad Lucky!$$

How can we make sure we are usually lucky?



### Randomized quicksort

**IDEA**: Partition around a *random* element.

- Running time is independent of the input order.
- No assumptions need to be made about the input distribution.
- No specific input elicits the worst-case behavior.
- The worst case is determined only by the output of a random-number generator.



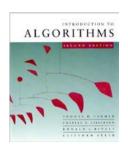
# Randomized quicksort analysis

Let T(n) = the random variable for the running time of randomized quicksort on an input of size n, assuming random numbers are independent.

For k = 0, 1, ..., n-1, define the *indicator* random variable

$$X_k = \begin{cases} 1 & \text{if Partition generates a } k: n-k-1 \text{ split,} \\ 0 & \text{otherwise.} \end{cases}$$

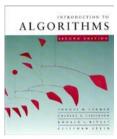
 $E[X_k] = \Pr\{X_k = 1\} = 1/n$ , since all splits are equally likely, assuming elements are distinct.



### Analysis (continued)

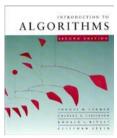
$$T(n) = \begin{cases} T(0) + T(n-1) + \Theta(n) & \text{if } 0 : n-1 \text{ split,} \\ T(1) + T(n-2) + \Theta(n) & \text{if } 1 : n-2 \text{ split,} \\ \vdots & & \\ T(n-1) + T(0) + \Theta(n) & \text{if } n-1 : 0 \text{ split,} \end{cases}$$

$$= \sum_{k=0}^{n-1} X_k \left( T(k) + T(n-k-1) + \Theta(n) \right)$$



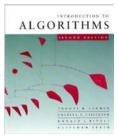
$$E[T(n)] = E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right]$$

Take expectations of both sides.



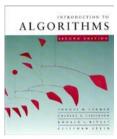
$$E[T(n)] = E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right]$$
$$= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))]$$

Linearity of expectation.



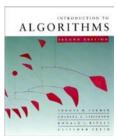
$$\begin{split} E[T(n)] &= E\bigg[\sum_{k=0}^{n-1} X_k \big( T(k) + T(n-k-1) + \Theta(n) \big) \bigg] \\ &= \sum_{k=0}^{n-1} E\big[ X_k \big( T(k) + T(n-k-1) + \Theta(n) \big) \big] \\ &= \sum_{k=0}^{n-1} E\big[ X_k \big] \cdot E\big[ T(k) + T(n-k-1) + \Theta(n) \big] \end{split}$$

Independence of  $X_k$  from other random choices.



$$\begin{split} E[T(n)] &= E\bigg[\sum_{k=0}^{n-1} X_k \big( T(k) + T(n-k-1) + \Theta(n) \big) \bigg] \\ &= \sum_{k=0}^{n-1} E\big[ X_k \big( T(k) + T(n-k-1) + \Theta(n) \big) \big] \\ &= \sum_{k=0}^{n-1} E\big[ X_k \big] \cdot E\big[ T(k) + T(n-k-1) + \Theta(n) \big] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E\big[ T(k) \big] + \frac{1}{n} \sum_{k=0}^{n-1} E\big[ T(n-k-1) \big] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \end{split}$$

Linearity of expectation;  $E[X_k] = 1/n$ .



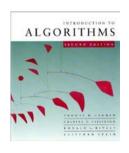
$$E[T(n)] = E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right]$$

$$= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))]$$

$$= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)]$$

$$= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n)$$

$$= \frac{2}{n} \sum_{k=1}^{n-1} E[T(k)] + \Theta(n)$$
Summations have identical terms.



### Hairy recurrence

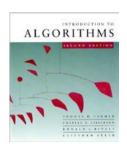
$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} E[T(k)] + \Theta(n)$$

(The k = 0, 1 terms can be absorbed in the  $\Theta(n)$ .)

**Prove:**  $E[T(n)] \le an \lg n$  for constant a > 0.

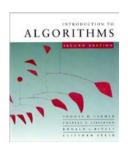
• Choose *a* large enough so that  $an \lg n$  dominates E[T(n)] for sufficiently small  $n \ge 2$ .

Use fact: 
$$\sum_{k=2}^{n-1} k \lg k \le \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2$$
 (exercise).



$$E[T(n)] \le \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

Substitute inductive hypothesis.



$$E[T(n)] \le \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

$$\le \frac{2a}{n} \left(\frac{1}{2}n^2 \lg n - \frac{1}{8}n^2\right) + \Theta(n)$$

Use fact.

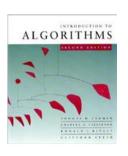


$$E[T(n)] \le \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

$$\le \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n)$$

$$= an \lg n - \left( \frac{an}{4} - \Theta(n) \right)$$

Express as desired – residual.



$$E[T(n)] \le \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

$$= \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n)$$

$$= an \lg n - \left( \frac{an}{4} - \Theta(n) \right)$$

$$\le an \lg n,$$

if a is chosen large enough so that an/4 dominates the  $\Theta(n)$ .



#### Quicksort in practice

- Quicksort is a great general-purpose sorting algorithm.
- Quicksort is typically over twice as fast as merge sort.
- Quicksort can benefit substantially from *code tuning*.
- Quicksort behaves well even with caching and virtual memory.