

```
-----  
sort_algorithms_3.h: quicksort based on median-of-three pivot  
-----
```

```
#ifndef __SORT_3_H__  
#define __SORT_3_H__  
  
#include <vector>  
  
template <typename T>  
int partition(std::vector<T> &A, int left, int right) {  
    // sort: order left, middle and right elements  
    int middle = (left+right)/2;  
  
    if (A[middle] < A[left])    swap(A[middle], A[left]);  
    if (A[right] < A[left])    swap(A[right], A[left]);  
    if (A[right] < A[middle]) swap(A[right], A[middle]);  
  
    if (right-left+1 <= 3)  
        return middle;  
  
    // select pivot: median-of-three  
    int pindex = middle;  
    T pivot = A[pindex];  
  
    // partition A: {<=}, {pivot}, {>}  
    swap(A[pindex], A[right-1]);  
  
    int i = left;  
    int j = right-1;  
  
    while (1) {  
        while (A[++i] < pivot) { }  
        while (pivot < A[--j]) { }  
        if (i>=j) break;  
        swap(A[i], A[j]);  
    }  
  
    pindex = i;  
    swap(A[pindex], A[right-1]);  
  
    return pindex;  
}
```

```
template <typename T>  
void quicksort(std::vector<T> &A, int left, int right) {  
    if (left < right) {  
        int pindex = partition(A, left, right);  
        quicksort(A, left, pindex-1);  
        quicksort(A, pindex+1, right);  
    }  
}
```

```
template <typename T>  
void quicksort(std::vector<T> &A) {  
    quicksort(A, 0, A.size()-1);  
}
```

```
#endif
```

```
-----  
Hint: Quicksort works by recursively selecting and placing a  
sublist pivot in its proper place in the sorted list. Each time,  
the remaining sublist data is partitioned (reorganized) such that  
{data <= pivot} is to the left of the pivot and {pivot <= data}  
is to the right of the pivot.
```

Hint: Ideally, the pivot is the median but finding it requires
sorting. Instead, the above code uses the median of the left,
middle, and right data elements. You select the pivot randomly
in Lab 2. Both algorithms work well in practice.

Hint: Since $A[\text{left}] \leq \text{pivot} \leq A[\text{right}]$ by design, these need
not be considered when partitioning. Also, the inner while loops
don't need explicit bounds checks since a break condition will
be encountered when the left and right sublist ends are reached.
This may not true when the pivot is chosen differently. In fact,
you have to rethink this code for Lab 2.

Hint: The partition function can be merged in with the recursive
quicksort function. You will do this in Lab 2.

```
-----
```

sort_usage.cpp: simple driver code for testing sort algorithms

```
#include <...>
using namespace std;

#include "sort_algorithms_1.h"
#include "sort_algorithms_3.h"

template <typename T>
void readdata(string &fname, vector<T> &A) { ... }

template <typename T>
void sortdata(vector<T> &A, string &alname) {
    if (alname.compare("insertion") == 0) {
        insertion(A);
    } else if (alname.compare("qsort") == 0) {
        quicksort(A);
    }
}

template <typename T>
void printdata(T p1, T p2, string &fname) { ... }

int main(int argc, char *argv[]) {
    if (argc != 3) {
        cerr << "usage: " << argv[0]
              << " -insertion|qsort file.txt\n";
        return 0;
    }

    string alname(&argv[1][1]);
    string fname_in(argv[2]);

    vector<string> A;

    readdata(fname_in, A);
    sortdata(A, alname);

    string fname_out = alname + "_" + fname_in;

    printdata(A.begin(), A.end(), fname_out);
}
```

select_algorithms.h: quickselect

```
#ifndef __SELECT_H__
#define __SELECT_H__

#include <vector>

#include "sort_algorithms_3.h"

template <typename T>
void quickselect(std::vector<T> &A, int k) {
    int left = 0, right = (int)A.size()-1;

    while (1) {
        int pindex = partition(A, left, right);

        if (pindex == k)
            return;

        if (k < pindex) right = pindex-1;
        else
            left = pindex+1;
    }
}

#endif
```

Hint: Quicksort can be modified to produce a partially sorted list for which the kth element is guaranteed to be in the right place. Pick a pivot and partition the data. If the pivot is in the kth place, stop and return. Otherwise continue with the left or the right sublist. The result is known as quickselect.

Hint: As shown above, quickselect can be implemented iteratively by updating the left and right indices.

Hint: In Lab 2, you will use quickselect to narrow the range of data being sorted to k0:k1 by first partitioning the data so that data[0:k0-1] is less than or equal to data[k0:k1] which is less than or equal to data[k1+1:N-1].

```
-----  
select_usage.cpp: driver code for testing quickselect  
-----
```

```
#include <...>  
using namespace std;  
  
#include "sort_algorithms_3.h"  
#include "select_algorithms.h"  
  
template <typename T>  
void readdata(string &fname, vector<T> &A) { ... }  
  
template <typename T>  
void printdata(T p1, T p2, string &fname) { ... }  
  
int main(int argc, char *argv[]) {  
    if (argc != 4) {  
        cerr << "usage: " << argv[0]  
            << " -qsort|qselect kth file.txt\n";  
        return 0;  
    }  
  
    string alname(&argv[1][1]);  
    string fname_in(argv[3]);  
  
    int kth = atoi(argv[2]);  
  
    vector<string> A;  
  
    readdata(fname_in, A);  
  
    if (alname.compare("qsort") == 0)  
        quicksort(A);  
    else  
    if (alname.compare("qselect") == 0)  
        quickselect(A, kth-1);  
    else  
        return 0;  
  
    cout << kth << ": " << A[kth-1] << "\n";  
  
    string fname_out = alname + "_" + fname_in;  
    printdata(A.begin(), A.end(), fname_out);  
}
```

```
unix> ./select_usage -qsort 12 names.txt  
12: AISHA
```

```
unix> ./select_usage -qselect 12 names.txt  
12: AISHA
```

```
unix> paste qsort_names.txt qselect_names.txt |\  
awk '{printf "%-15s %-15s\n", $1, $2}' | cat -n | head -20
```

	qsort	qselect
1	ABE	ADAMS
2	ABEL	ABEL
3	ABRAHAM	ABE
4	ADAM	ADDIE
5	ADAMS	ADELINE
6	ADDIE	ADAM
7	ADELINE	ABRAHAM
8	ADKINS	ADKINS
9	AGNES	AGNES
10	AHMED	AHMED
11	AIDA	AIDA
12	AISHA	AISHA
13	AL	AL
14	ALBA	ALBA
15	ALBERT	ALBERT
16	ALBERTO	ALEXANDER
17	ALEXANDER	ALFONSO
18	ALEXANDRA	ALEXANDRA
19	ALFONSO	ALBERTO
20	ALFONZO	ALFONZO

```
-----  
Hint: Notice how quickselect doesn't place all data in the right  
place. However, the element of interest is where it should be.  
-----
```