

Quicksort

- Quicksort is more widely used than any other sort.
- Quicksort is well-studied, not difficult to implement, works well on a variety of data, and consumes fewer resources than other sorts in nearly all situations.
- Quicksort is $O(n \cdot \log n)$ time, and $O(\log n)$ additional space due to recursion.

Partitioning Array

Given a pivot, partition the elements of the array such that the resulting array consists of:

1. One sub-array that contains elements \geq pivot
2. Another sub-array that contains elements $<$ pivot

The sub-arrays are stored in the original data array.

Partitioning loops through, swapping elements below/above pivot.

Example

We are given array of n integers to sort:

40	20	10	80	60	50	7	30	100
----	----	----	----	----	----	---	----	-----

Pick Pivot Element

There are a number of ways to pick the pivot element. In this example, we will use the first element in the array:

40	20	10	80	60	50	7	30	100
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Partitioning Array

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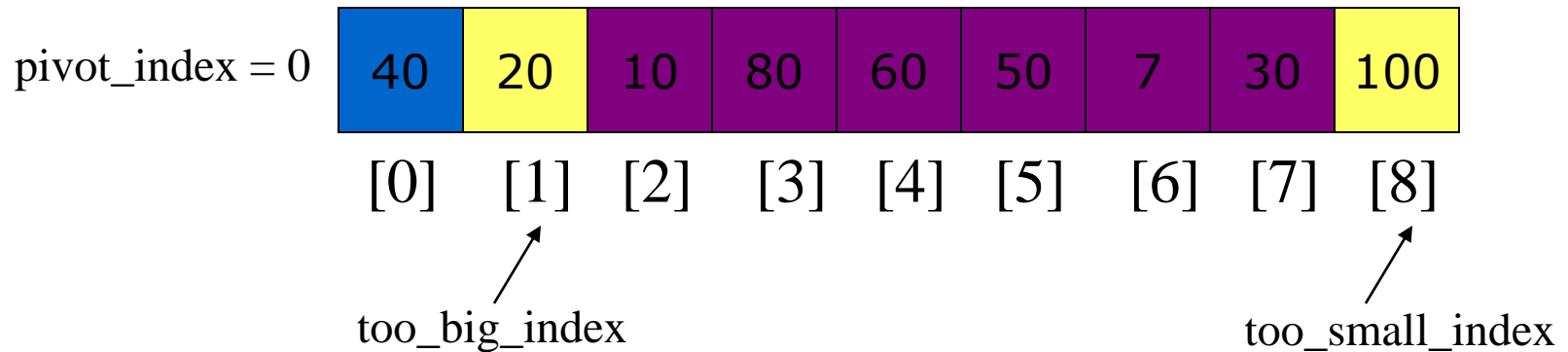
pivot_index = 0

40	20	10	80	60	50	7	30	100
[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]

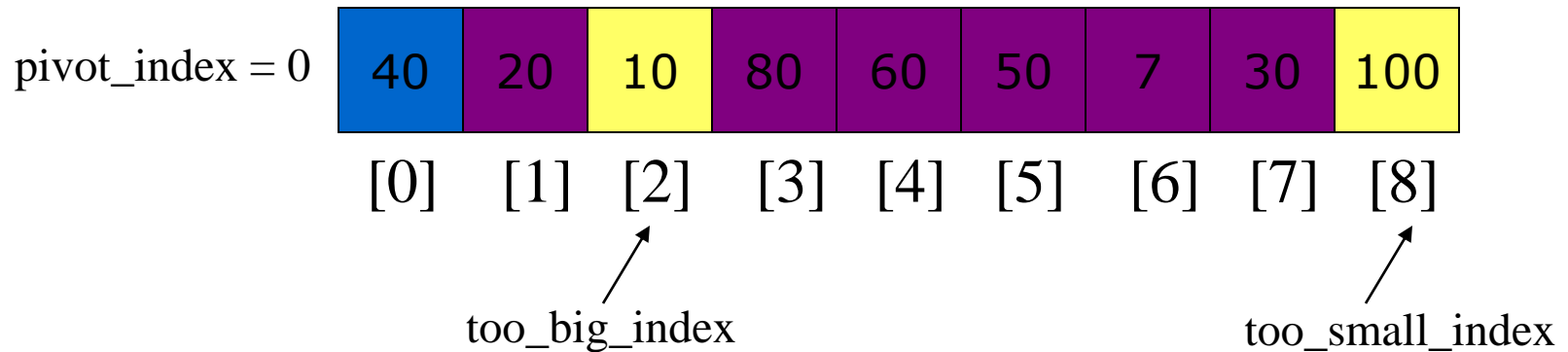
too_big_index
↗

↖
too_small_index

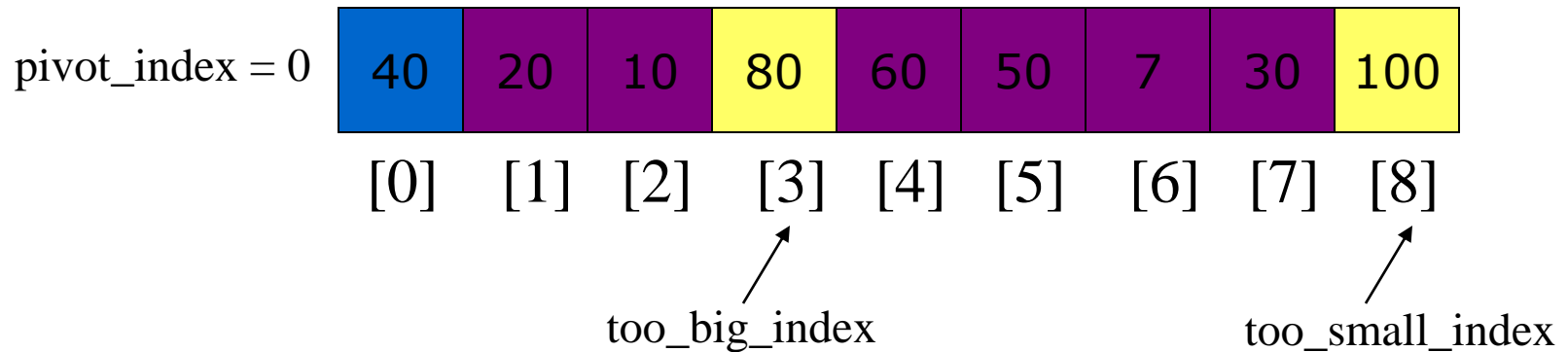
1. While `data[too_big_index] <= data[pivot]`
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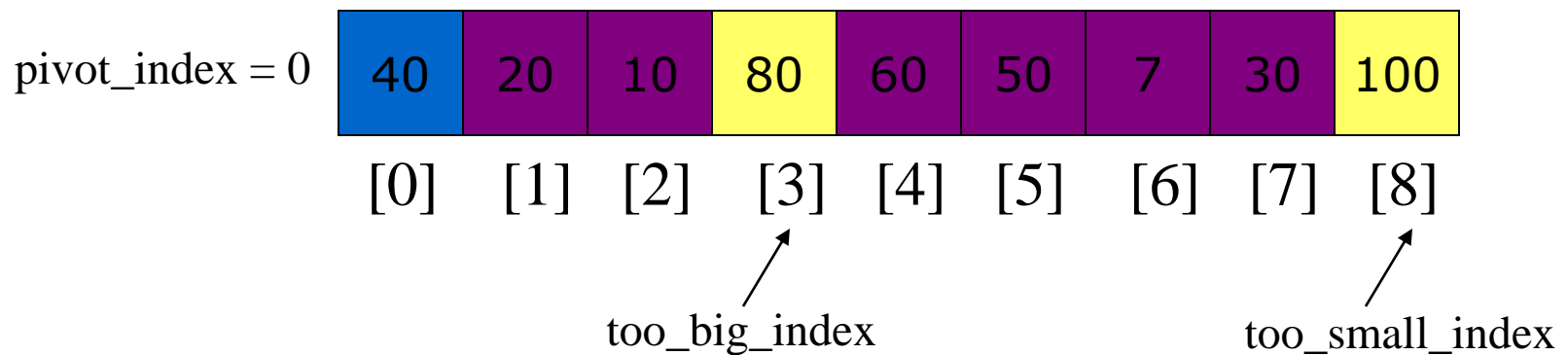
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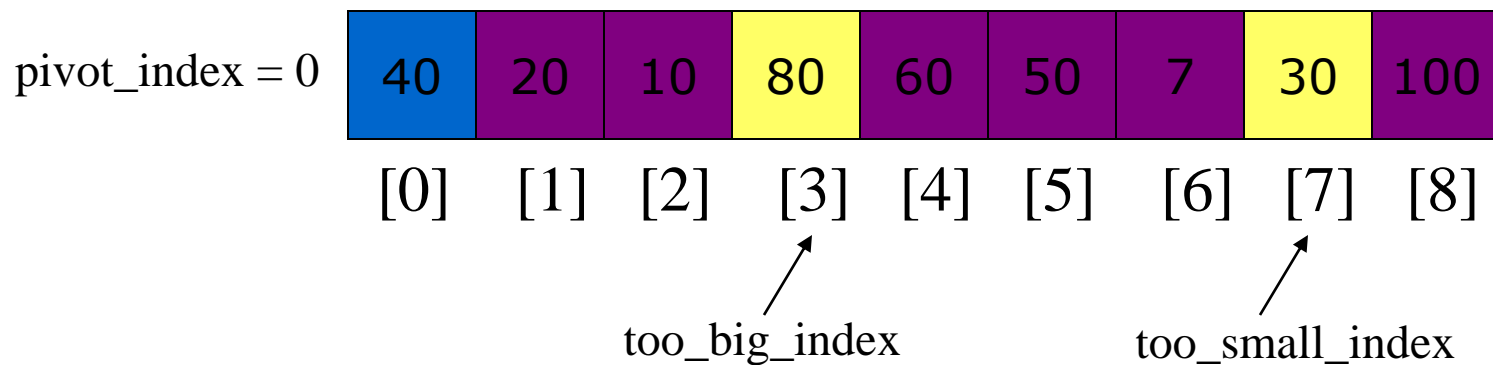
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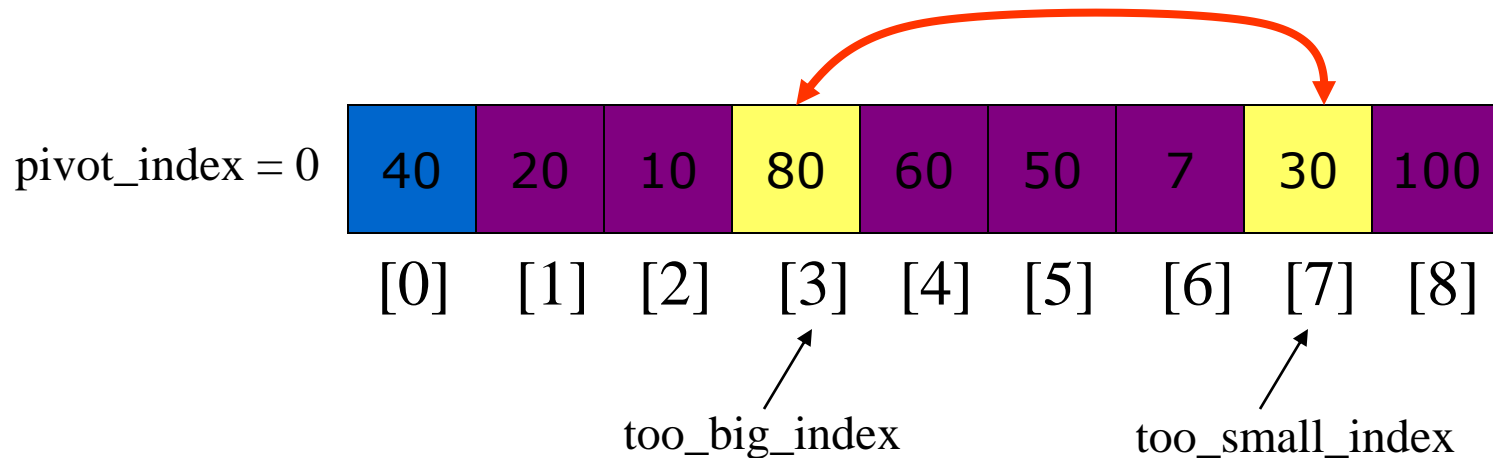
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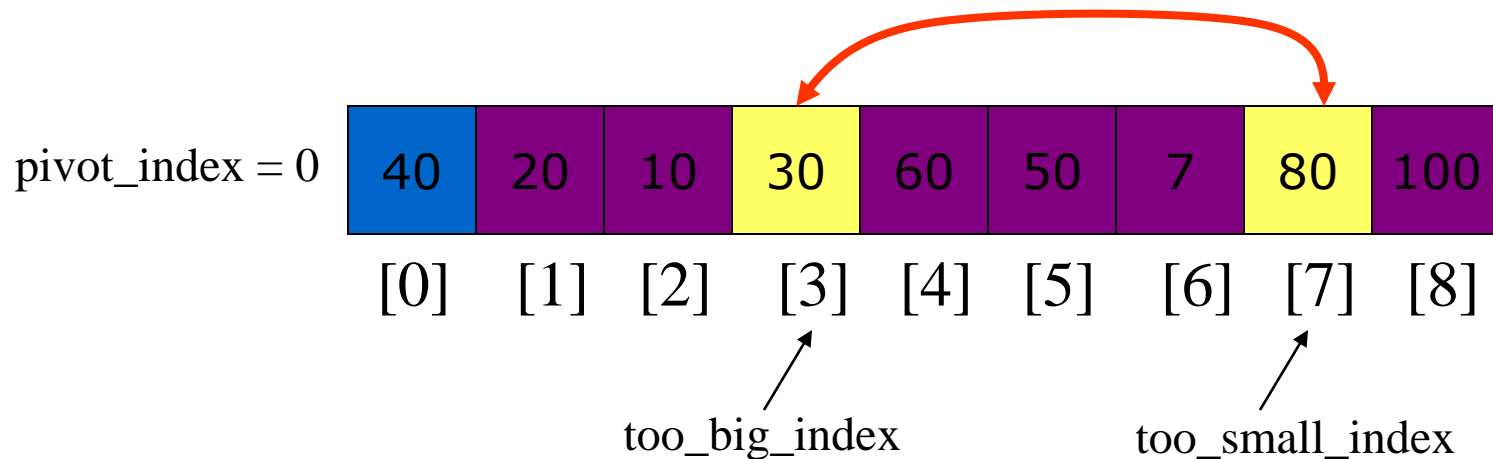
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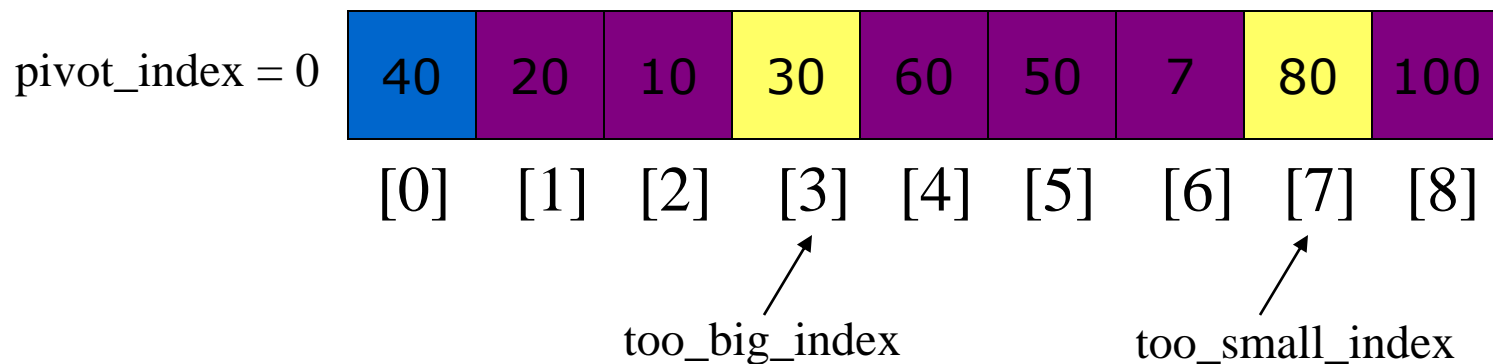
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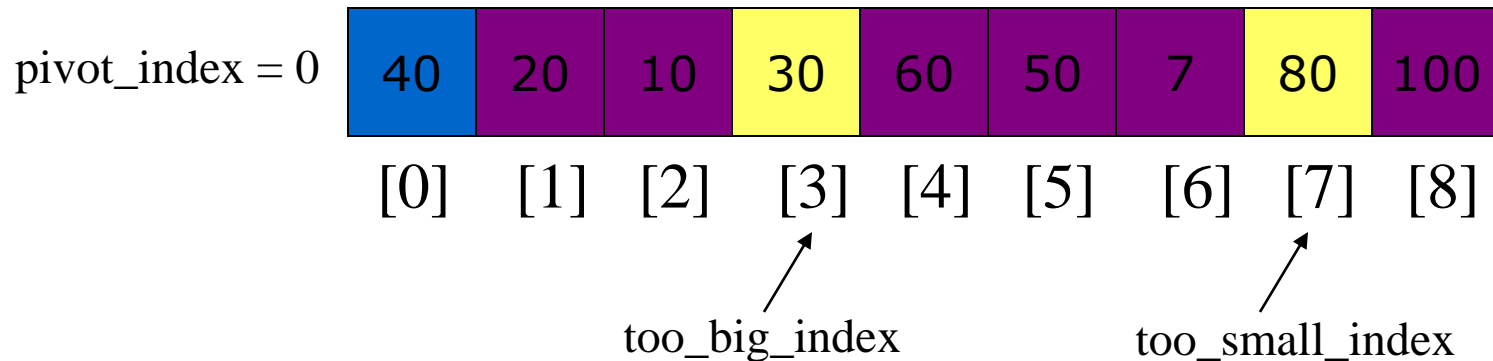
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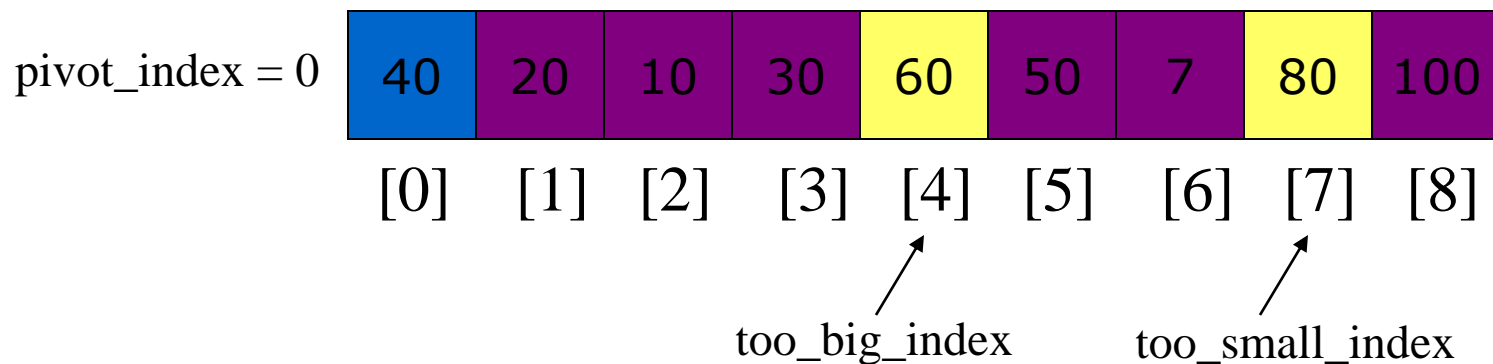
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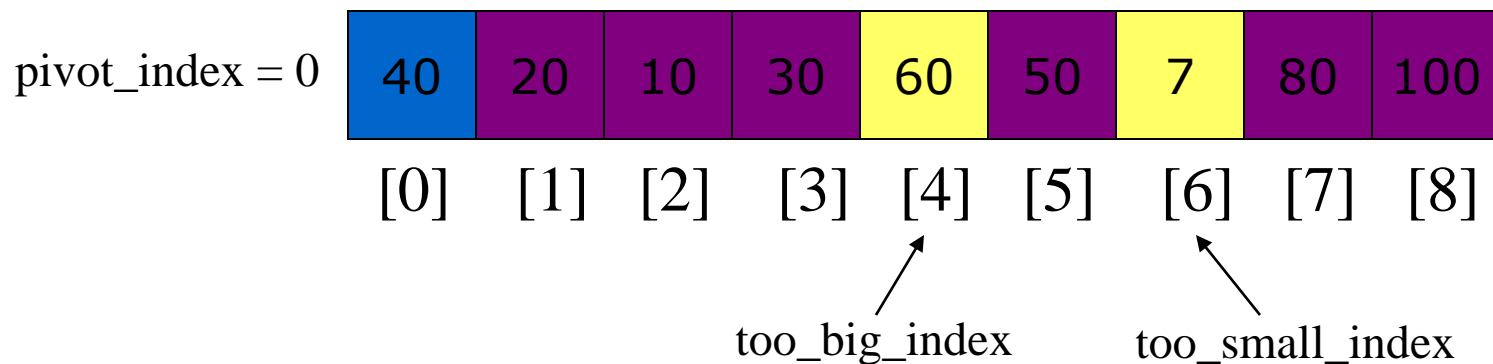
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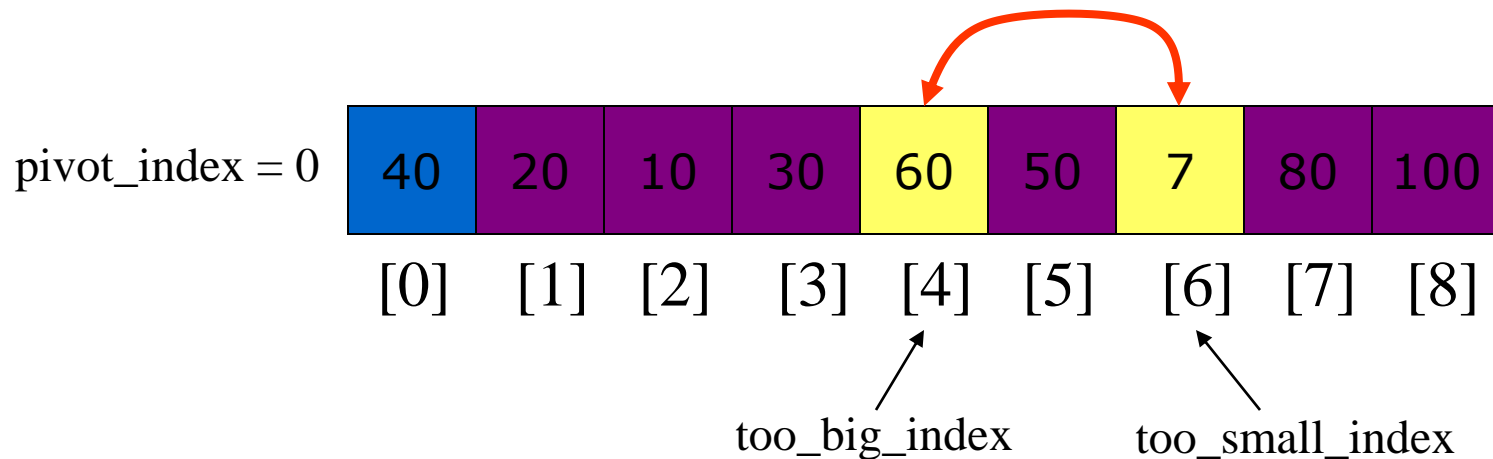
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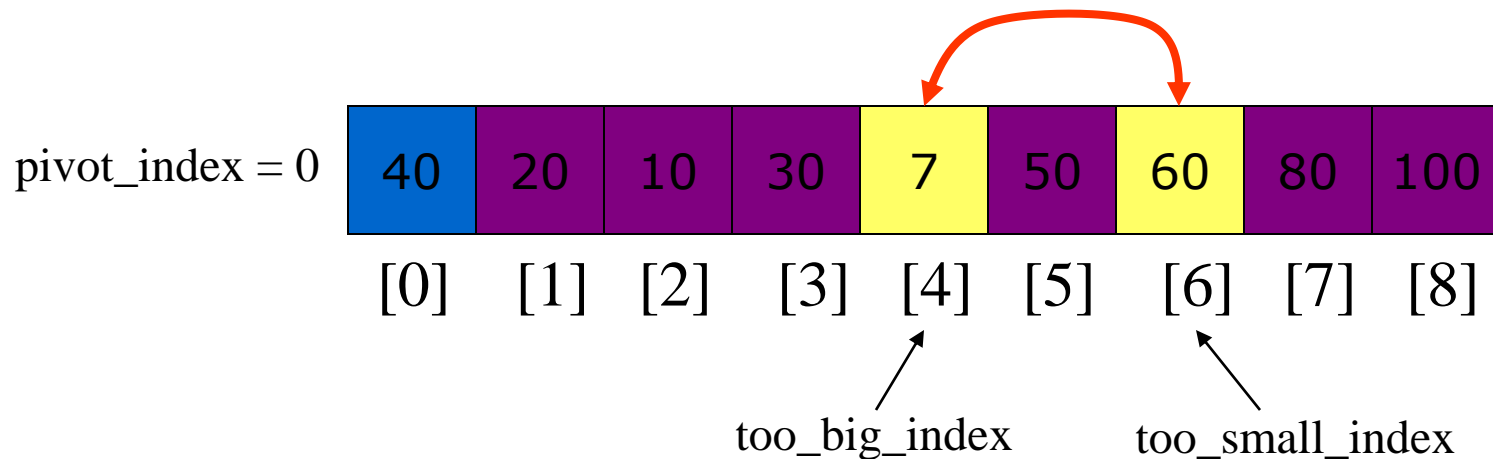
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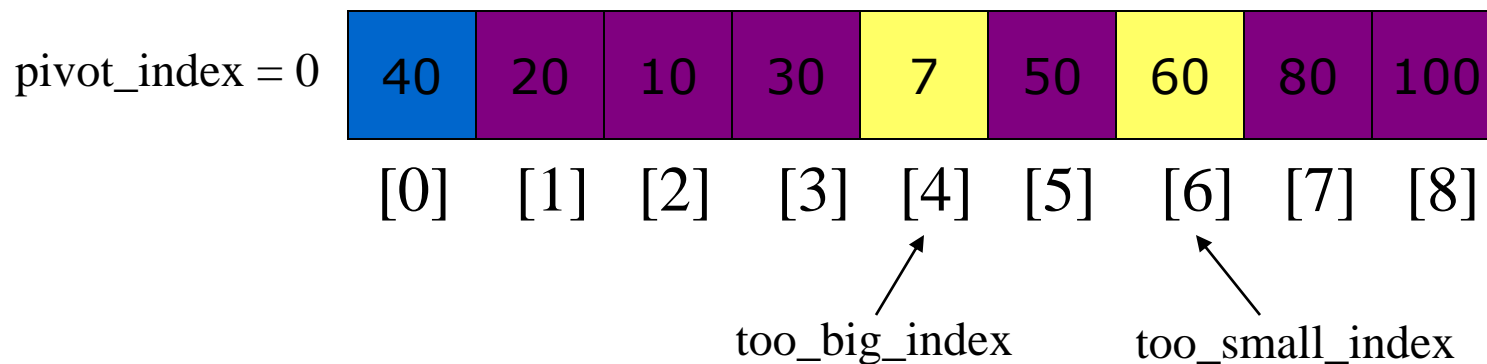
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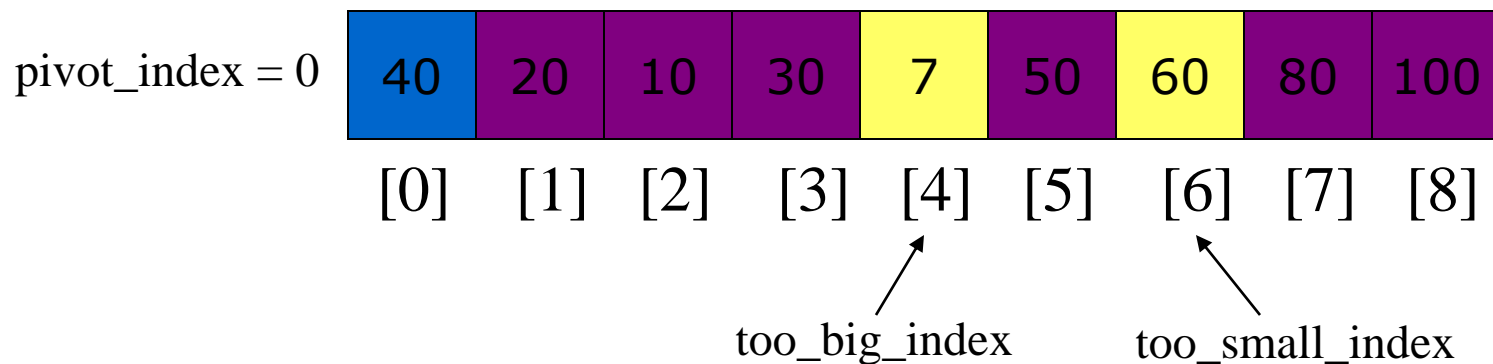
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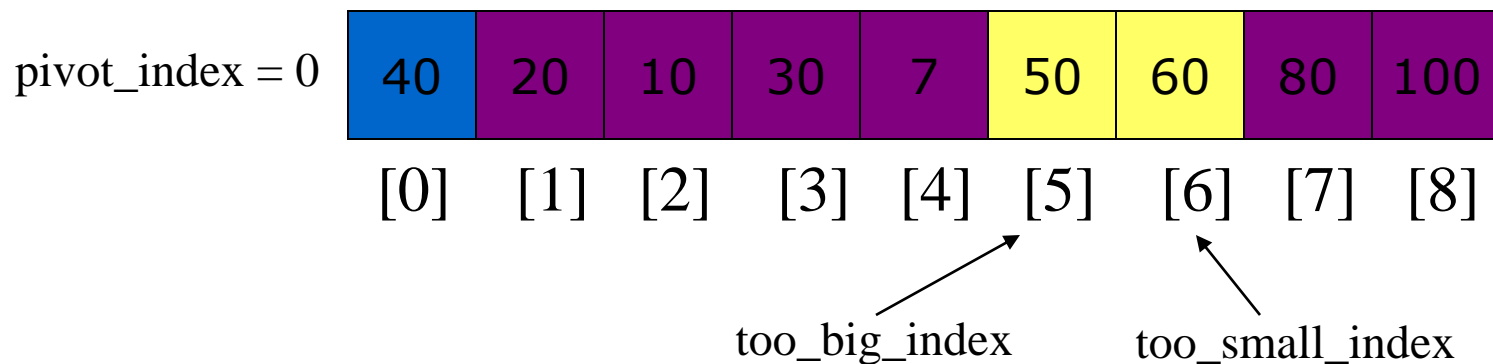
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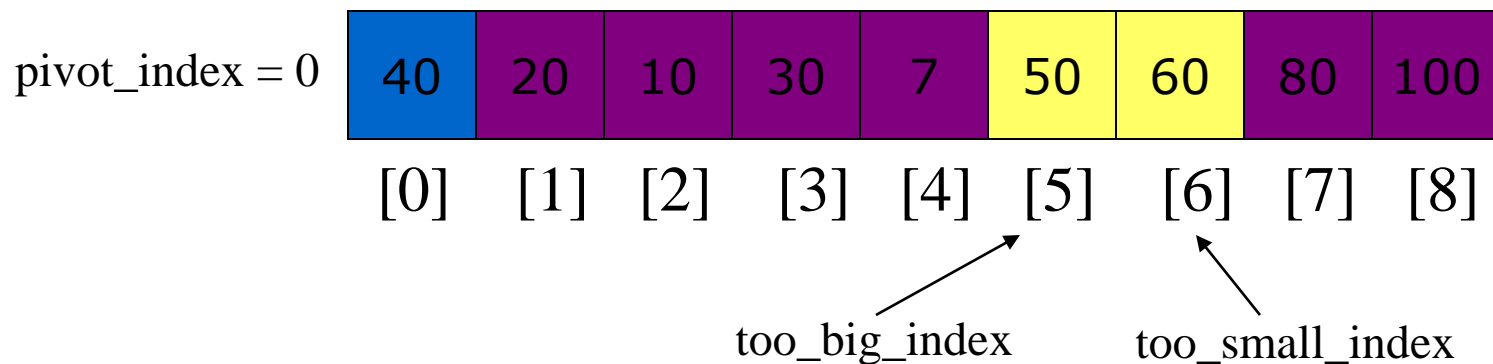
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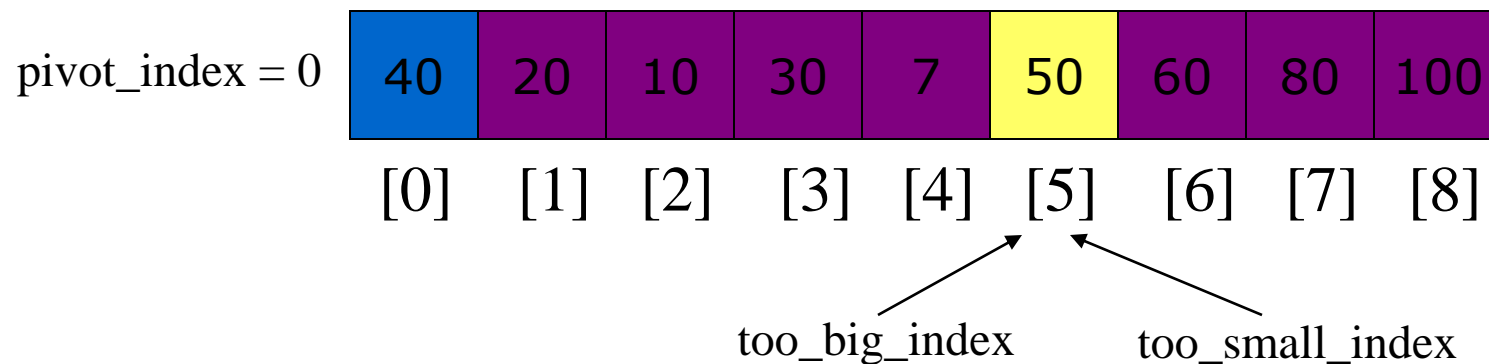
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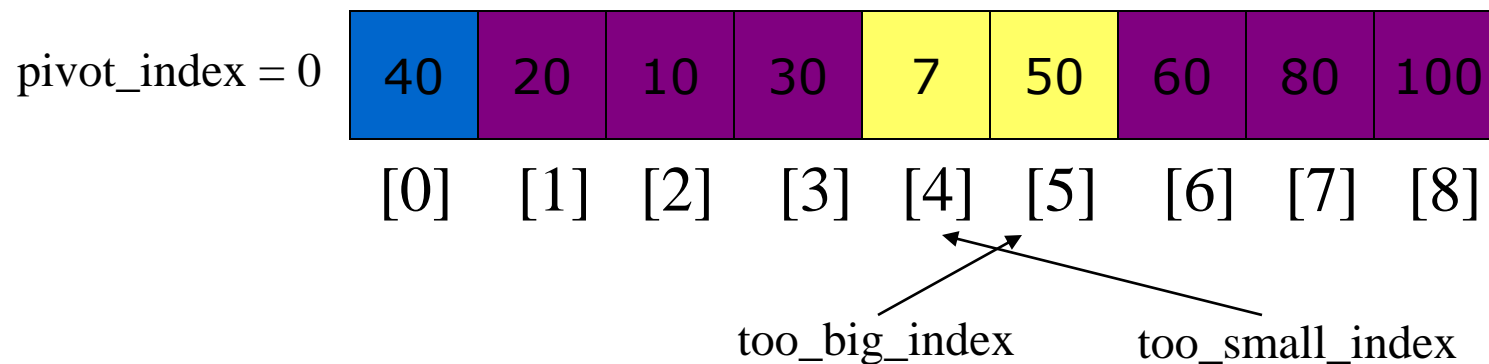
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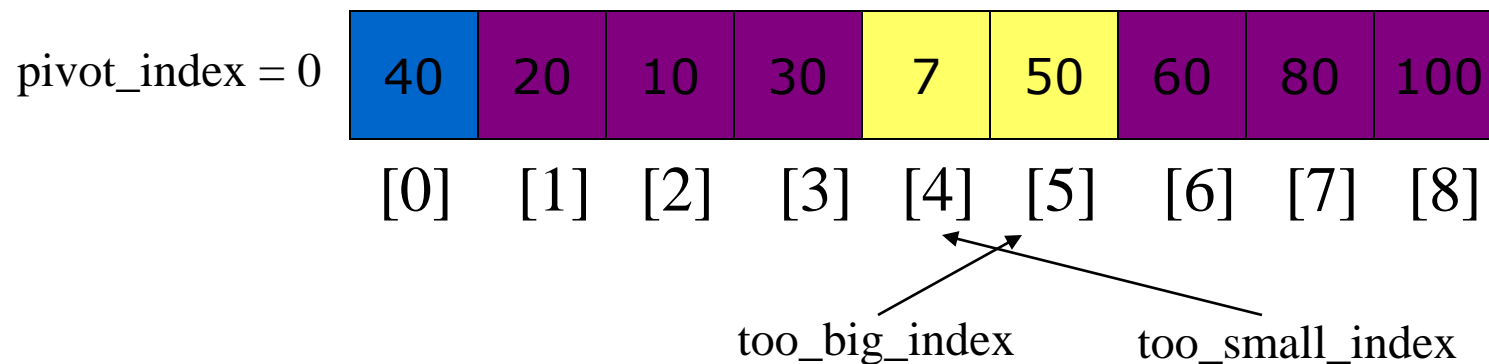
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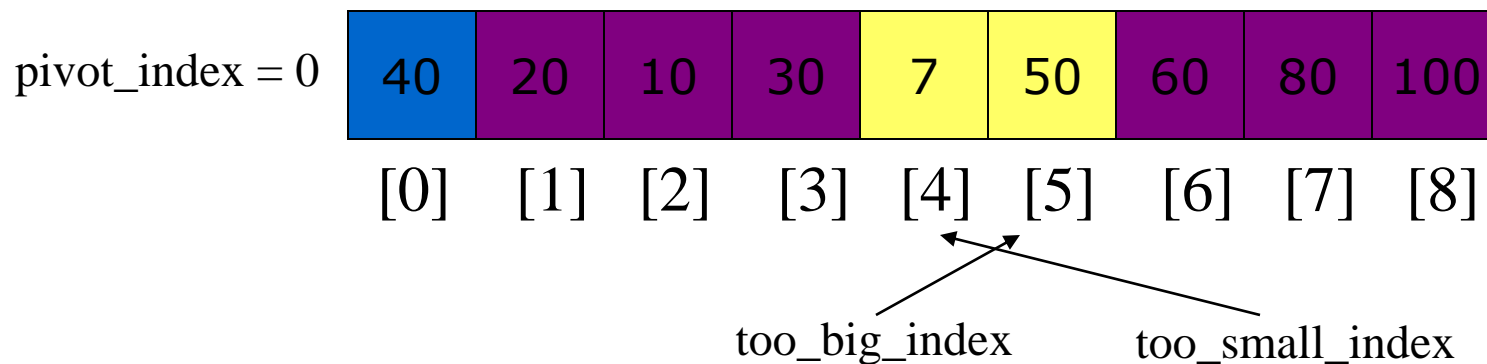
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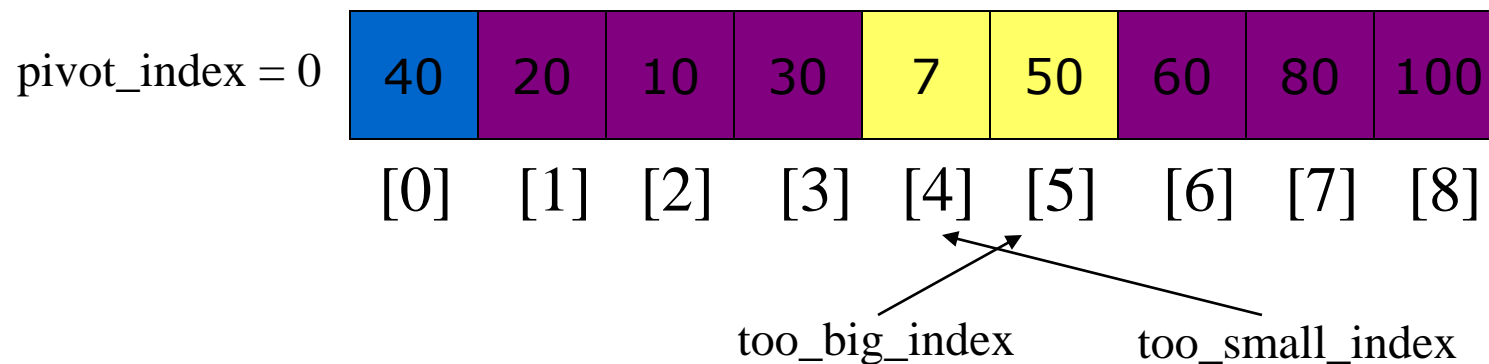
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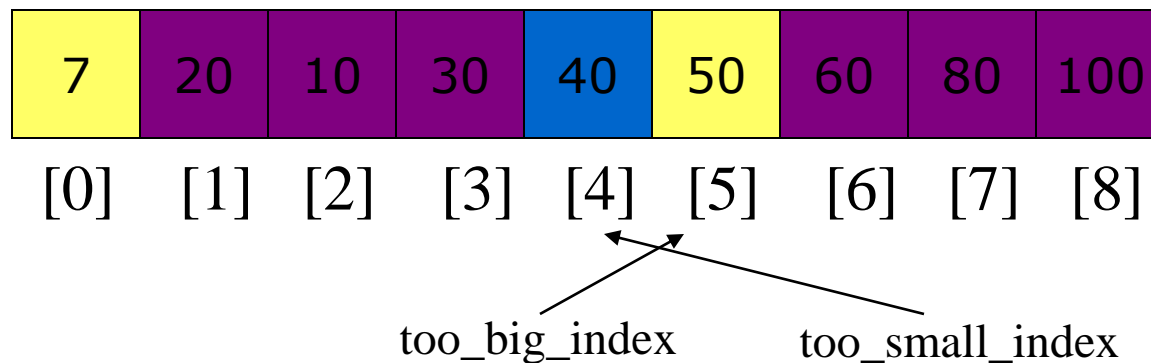


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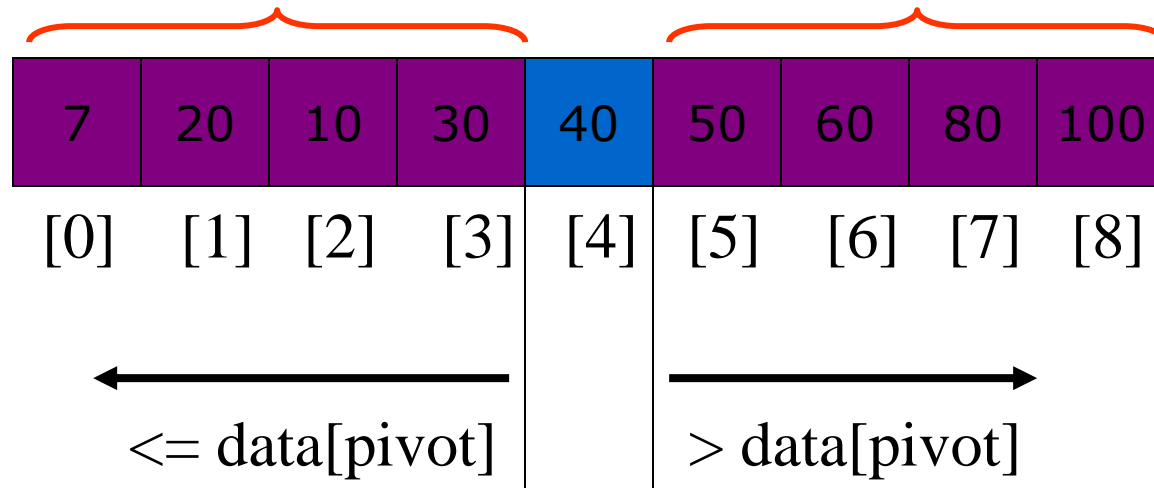
`pivot_index = 4`



Partition Result

7	20	10	30	40	50	60	80	100
[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	[8]
←					→			
≤ data[pivot]					> data[pivot]			

Recursion: Quicksort Sub-arrays



Quicksort Analysis

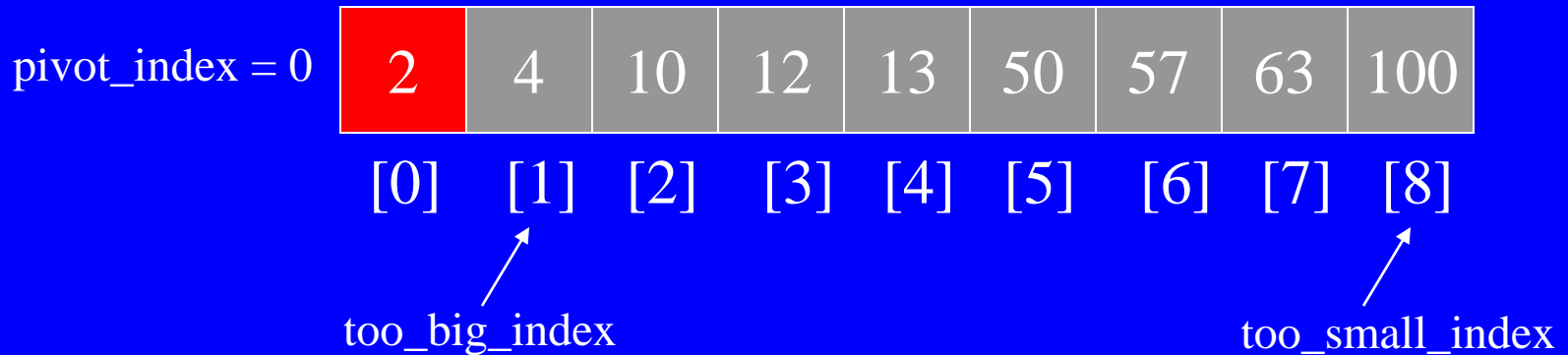
- Assume that keys are random, uniformly distributed.
- What is best case running time?
 - Recursion:
 1. Partition splits array in two sub-arrays of size $n/2$
 2. Quicksort each sub-array
 - Depth of recursion tree? $O(\log_2 n)$
 - Number of accesses in partition? $O(n)$

Quicksort Analysis

- Assume that keys are random, uniformly distributed.
- Best case running time: $O(n \log_2 n)$
- Worst case running time?

Quicksort: Worst Case

- Assume first element is chosen as pivot.
- Assume we get array that is already in order:



Quicksort Analysis

- Assume that keys are random, uniformly distributed.
- Best case running time: $O(n \log_2 n)$
- Worst case running time?
 - Recursion:
 1. Partition splits array in two sub-arrays:
 - one sub-array of size 0
 - the other sub-array of size $n-1$
 2. Quicksort each sub-array
 - Depth of recursion tree? $O(n)$
 - Number of accesses per partition? $O(n)$

Quicksort Analysis

- Assume that keys are random, uniformly distributed.
- Best case running time: $O(n \log_2 n)$
- Worst case running time: $O(n^2)!!!$