

Submit a short report containing the following.

(40 points) Provide the table comparing the two versions by listing the running time for each data size.

Input size	Version 1 (last element)	Version 2 (med of 3 random)
N = 10	0.0251	0.0313
N = 100	1.5573	0.3088
N = 200	5.4788	0.9123
N = 500	35.6595	1.8977
N = 1000	137.2155	3.8428
N = 1500	315.1822	5.812
N = 2000	545.6853	8.177

(Note: Time is in ms)

(30 point) Draw conclusion on why choice of pivot matters.

Quicksort has a worst case scenario of $O(n^2)$. This only happens when the pivot picked with each recursive call is the worst pivot possible. For our regular quicksort algorithm, a sorted list is the worst case scenario. When we implement quicksort where we pick each pivot based on 3 random elements, we are more likely to get a better pivot with each recursive call. Randomly picking indices from the list reduces the chance of getting a worst-case scenario to practically 0, especially for larger lists. It also guarantees that there is no predetermined list you can input to get a worst case scenario. Picking 3 random elements and using the median as the pivot guarantees that the runtime will be around $O(n \log n)$ no matter the input.

(30 points) Code Attach the source code of your implementation. If it is short enough, you may simply include your code as part of your report