

## Lecture #5

**➤ Quicksort**

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Reading: Chapter 7

**➤ Aims of this lecture**

- To introduce the **QuickSort** algorithm: a popular algorithm which is fast in practice, despite a  $\Theta(n^2)$  worst case time.
- To show an **average-case analysis**, revealing why QuickSort is fast in practice.
- To see another example of **divide-and-conquer**.

**➤ Idea behind QuickSort**

- **Divide:**
  - Pick some element called **pivot**.
  - Move it to its final location in the sorted sequence such that all smaller elements are to its left, larger ones are to its right.
- **Conquer:**
  - Recursively sort subarrays for smaller and larger elements
- **Combine:**
  - No work needed here – after the recursion the array is sorted.

**➤ QuickSort: The Algorithm**

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QUICKSORT( $A, p, r$ )

- 1: **if**  $p < r$  **then**
  - 2:      $q = \text{PARTITION}(A, p, r)$
  - 3:     QUICKSORT( $A, p, q - 1$ )
  - 4:     QUICKSORT( $A, q + 1, r$ )
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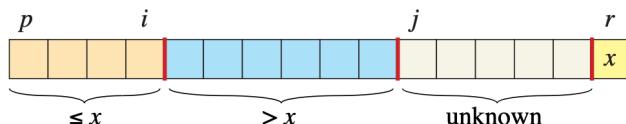
Initial call: QUICKSORT( $A, 1, A.\text{length}$ )

Differences to MergeSort:

- Split the array at  $q$ , the position of the pivot in sorted array
  - We don't know  $q$  in advance, it is revealed by Partition
- No combine step at the end
- Partition plays a similar role to Merge

## ➤ Partition( $A, p, r$ )

- Rearranges the subarray  $A[p..r]$  in place, using swaps
- Takes the last element  $A[r]$  as pivot element.
- Idea:
  - Scan the subarray from left to right
  - Build up a subarray  $A[p..i]$  of elements smaller or equal to the pivot
  - Build up a subarray  $A[i+1..j-1]$  of elements larger than the pivot
  - When reaching the end of the array, put the pivot in the right place



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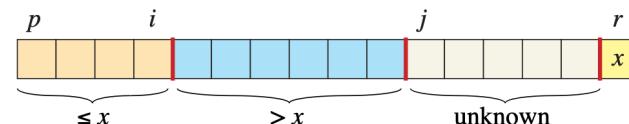
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## ➤ Partition: Pseudocode

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```
PARTITION( $A, p, r$ )
1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
4:   if  $A[j] \leq x$  then
5:      $i = i + 1$ 
6:     exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 
```

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## ➤ Partition: Example

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PARTITION( $A, p, r$ )

```
1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
4:   if  $A[j] \leq x$  then
5:      $i = i + 1$ 
6:     exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 
```

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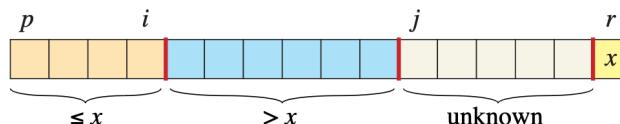
i : 已经做完的小于等于x的队列的末尾index;  
j : 已经做完的大于x的队列的末尾index;

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

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## ➤ Partition: Correctness (1)




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PARTITION( $A, p, r$ )

```
1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
4:   if  $A[j] \leq x$  then
5:      $i = i + 1$ 
6:     exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 
```

---

**Loop invariant:**

At the beginning of the  $j$ \_th iteration:

$A[p]..A[i] \leq x$   
and  
 $A[i+1]..A[j-1] > x$ .

- See picture above -

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(step (i) swaps pivot into place, line 7)

## ➤ Partition: Initialisation




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**PARTITION( $A, p, r$ )**

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```

1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
4:   if  $A[j] \leq x$  then
5:      $i = i + 1$ 
6:   exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 

```

---

**Loop invariant:**  
See picture above –

$$A[p]..A[i] \leq x \\ \text{and} \\ A[i + 1]..A[j - 1] > x.$$

Trivially true at initialisation.  
(both sets are empty)

## ➤ Partition: Maintaining the loop invariant

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**PARTITION( $A, p, r$ )**

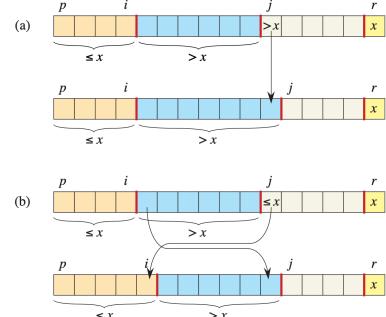
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1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
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5:      $i = i + 1$ 
6:   exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 

```

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### Maintenance:

- If line 4 is false : picture (a)
- If line 4 true: picture (b)
- In both cases after one iteration of  $j$  the loop invariant is maintained.

**Loop invariant:**  
 $A[p]..A[i] \leq x$   
and  
 $A[i + 1]..A[j - 1] > x$ .

## ➤ Partition: termination

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**PARTITION( $A, p, r$ )**

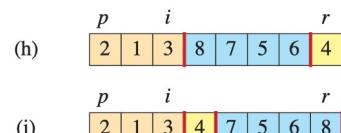
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1:  $x = A[r]$ 
2:  $i = p - 1$ 
3: for  $j = p$  to  $r - 1$  do
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5:      $i = i + 1$ 
6:   exchange  $A[i]$  with  $A[j]$ 
7: exchange  $A[i + 1]$  with  $A[r]$ 
8: return  $i + 1$ 

```

---



### Loop invariant:

$$A[p]..A[i] \leq x \\ \text{and} \\ A[i + 1]..A[j - 1] > x.$$

**Termination:**  
After the last swap in line 7,  
 $A[p]..A[i] \leq x < A[i + 2]..A[r]$   
and Partition returns the position of x.

## ➤ Exercise: Analyse the Runtime of Partition

**Q: What is the runtime of Partition on a subarray of size  $n$ ?**

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**PARTITION( $A, p, r$ )**

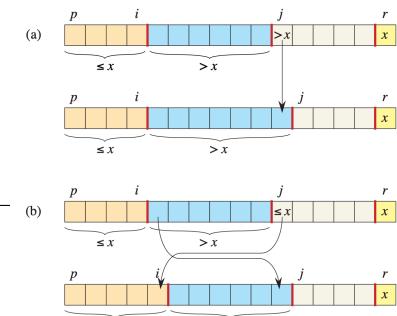
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1:  $x = A[r]$ 
2:  $i = p - 1$ 
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6:   exchange  $A[i]$  with  $A[j]$ 
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8: return  $i + 1$ 

```

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## ➤ QuickSort: The Algorithm

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QUICKSORT( $A, p, r$ )

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- 1: **if**  $p < r$  **then**
- 2:    $q = \text{PARTITION}(A, p, r)$
- 3:    $\text{QUICKSORT}(A, p, q - 1)$
- 4:    $\text{QUICKSORT}(A, q + 1, r)$

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PARTITION( $A, p, r$ )

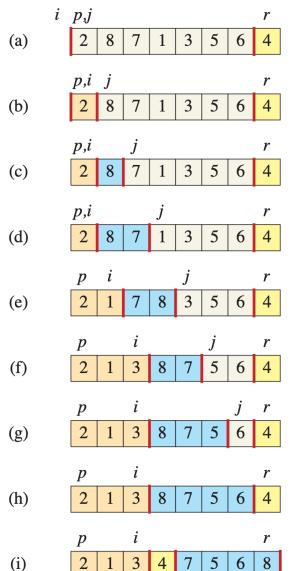
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- 1:  $x = A[r]$
- 2:  $i = p - 1$
- 3: **for**  $j = p$  to  $r - 1$  **do**
- 4:   **if**  $A[j] \leq x$  **then**
- 5:      $i = i + 1$
- 6:     exchange  $A[i]$  with  $A[j]$
- 7: exchange  $A[i + 1]$  with  $A[r]$
- 8: **return**  $i + 1$

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**Runtime?**

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## ➤ Worst-case and Best-case Partitionings

- The overall runtime depends on **how the array is partitioned** as that determines the sizes  $q - 1$  and  $r - q$  of the subarray to be sorted recursively.
  - Recall that we don't know in advance where the pivot will end up.
- **Questions:**
  - What might be a **worst-case partitioning** for the runtime?
  - What might be a **best-case partitioning** for the runtime?

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QUICKSORT( $A, p, r$ )

---

- 1: **if**  $p < r$  **then**
- 2:    $q = \text{PARTITION}(A, p, r)$
- 3:    $\text{QUICKSORT}(A, p, q - 1)$
- 4:    $\text{QUICKSORT}(A, q + 1, r)$

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## ➤ Worst-case Partitioning

- The worst case is attained when Partition always produces one subproblem with  $n - 1$  and one with 0 elements.
- This is the case, for example, when the array is already sorted.
- This leads to the following recurrence:

$$\begin{aligned} T(n) &= T(n - 1) + T(0) + \Theta(n) \\ &= T(n - 1) + \Theta(n). \end{aligned}$$

- Solving this gives  $T(n) = \Theta(n^2)$ .

## ➤ Best-case Partitioning

- Best case: split into two subproblems of sizes  $\left\lfloor \frac{n}{2} \right\rfloor$  and  $\left\lceil \frac{n}{2} \right\rceil - 1$ .
- Ignoring floors, ceilings, and  $-1$  we get the recurrence:

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

- Deja vu?
- This is  $\Theta(n \log n)$  from the analysis of MergeSort.
- True to the spirit of divide-and-conquer.

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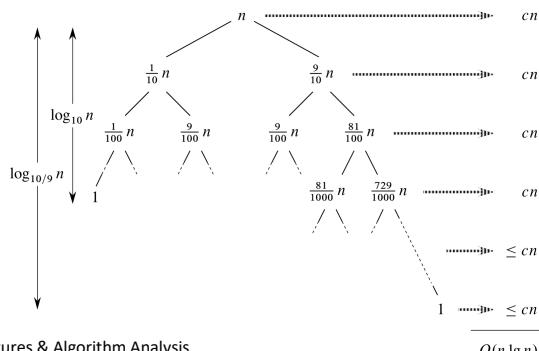
## ➤ Average case analysis

### ➤ Towards an average case

- What if the split was always  $\frac{9}{10} \cdot n$  and  $\frac{1}{10} \cdot n$ ?

- Getting the recurrence

$$T(n) = T(9n/10) + T(n/10) + cn$$



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- Assume all elements of the array are distinct.
- Assume each split  $q = 1, 2, \dots, n$  was equally likely.
- This situation occurs when the input is chosen uniformly at random amongst all  $n! = 1 \cdot 2 \cdot 3 \cdot \dots \cdot n$  possible orderings.

- Then

$$\begin{aligned} T(n) &= \frac{1}{n} \cdot \sum_{q=1}^n (T(q-1) + T(n-q) + \Theta(n)) \\ &= \frac{1}{n} \cdot \sum_{q=1}^n T(q-1) + \frac{1}{n} \cdot \sum_{q=1}^n T(n-q) + \frac{1}{n} \cdot \sum_{q=1}^n \Theta(n) \\ &= \frac{1}{n} \cdot \sum_{k=0}^{n-1} 2T(k) + \Theta(n) \end{aligned}$$

- Average over all problem sizes for 2 subproblems  $+ \Theta(n)$ .
- Solving this recurrence gives a bound of  $O(n \log n)$ .
- We prove this next!

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### ➤ Average case analysis (2): Substitution method

To prove:  $\frac{1}{n} \cdot \sum_{k=0}^{n-1} 2T(k) + \Theta(n) \leq c n \ln n$

**Base case:**  $n=2$  Prove:  $T(2) \leq c 2 \ln 2$

$$T(2) = T(0) + T(1) + \Theta(2) = 2c' + c^* \leq c 2 \ln 2 \quad (\text{for e.g., } c > 2c' + c^*)$$

**Inductive case:** Assume true for  $\forall n$  ( $T(k) \leq c k \ln k$  for  $k < n$ ) and prove for  $n$

$$\begin{aligned} T(n) &= \frac{2}{n} \left[ T(0) + T(1) + \sum_{k=2}^{n-1} c k \ln k \right] + \Theta(n) \\ &\leq \frac{2}{n} [c' + c' + \sum_{k=2}^{n-1} c k \ln k] + \Theta(n) = \\ &= \frac{4c'}{n} + \left( \frac{2c}{n} \sum_{k=2}^{n-1} k \ln k \right) + \Theta(n) \leq \frac{4c'}{n} + \frac{2c}{n} \left[ \frac{n^2 \ln n}{2} - \frac{n^2}{4} \right] + \Theta(n) \\ &= c n \ln n - \frac{cn}{2} + \frac{4c'}{n} + \Theta(n) < c n \ln n \Leftrightarrow \frac{cn}{2} > \frac{4c'}{n} + c^* n, \quad (\text{e.g. for } c > 3c^*) \end{aligned}$$

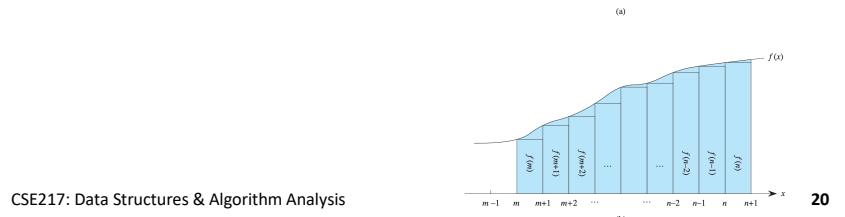
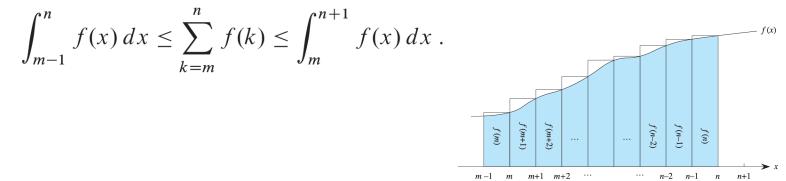
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### ➤ Average case analysis (3)

$$\sum_{k=2}^{n-1} k \ln k \leq \int_2^n k \ln k \, dk \leq \left[ \frac{n^2 \ln n}{2} - \frac{n^2}{4} \right]$$

When a summation has the form  $\sum_{k=m}^n f(k)$ , where  $f(k)$  is a monotonically increasing function, you can approximate it by integrals:



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## ➤ Improvements to QuickSort

- QuickSort is fast in practice because of small constants in the asymptotic running time.
- Improvements for handling equal values (exercise)
  - Partition into smaller, equal and larger elements
  - Only need to sort smaller and larger subarrays
- Choose the pivot as median of 3 elements
  - Slightly faster in practice, but still quadratic worst case
- **Dual-Pivot QuickSort** by Vladimir Yaroslavskiy
  - Use two pivots instead of one and partition array in 3 areas
  - Used in Java 7

## ➤ A Randomised Version of QuickSort

- Choosing the right pivot element can be tricky – we have no idea *a priori* which pivot elements are good.
- **Solution:** leave it to chance!

```
RANDOMISED-PARTITION( $A, p, r$ )
```

```
1:  $i = \text{RANDOM}(p, r)$ 
2: exchange  $A[r]$  with  $A[i]$ 
3: return PARTITION( $A, p, r$ )
```

```
RANDOMISED-QUICKSORT( $A, p, r$ )
```

```
1: if  $p < r$  then
2:    $q = \text{RANDOMISED-PARTITION}(A, p, r)$ 
3:   RANDOMISED-QUICKSORT( $A, p, q - 1$ )
4:   RANDOMISED-QUICKSORT( $A, q + 1, r$ )
```

"Random" picks pivot uniformly at random among all elements.

## ➤ Summary

- QuickSort is used in modern programming languages
  - QuickSort has a bad worst-case runtime of  $\Theta(n^2)$
  - Average-case performance on **random inputs** is  $O(n \log n)$ .
- Why is it popular?
  - Constants hidden in the asymptotic terms are small.
- Next week we'll see how randomisation allows to avoid the worst case runtime