

Design and Analysis of Algorithms

Part I: Divide and Conquer

Lecture 7: Quicksort



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Outline

- Review to Divide-and-Conquer Paradigm
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

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Review to Divide-and-Conquer Paradigm

- **Divide-and-conquer** (D&C) is an important algorithm design paradigm.
 - **Divide**
Dividing a given problem into two or more subproblems (ideally of approximately equal size)
 - **Conquer**
Solving each subproblem (directly if small enough or **recursively**)
 - **Combine**
Combining the solutions of the subproblems into a global solution

Review to Divide-and-Conquer Paradigm

- In Part I, we will illustrate Divide-and-Conquer using several examples:
 - Maximum Contiguous Subarray (最大子数组)
 - Counting Inversions (逆序计数)
 - Polynomial Multiplication (多项式乘法)
 - QuickSort and Partition (快速排序与划分)
 - Randomized Selection (随机化选择)
 - Lower Bound for Sorting (基于比较的排序下界)

Outline

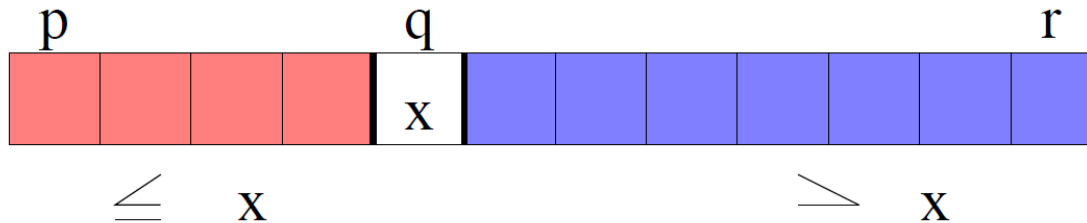
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Partition

- Partition

- **Given:** An array of numbers
- **Partition:** Rearrange the array $A[p..r]$ **in place** into two (possibly empty) subarrays $A[p..q-1]$ and $A[q+1..r]$ such that

$A[u] < A[q] < A[v]$ for any $p \leq u \leq q-1$ and $q+1 \leq v \leq r$



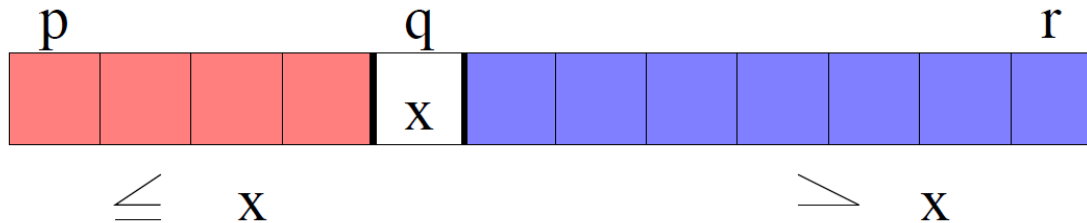
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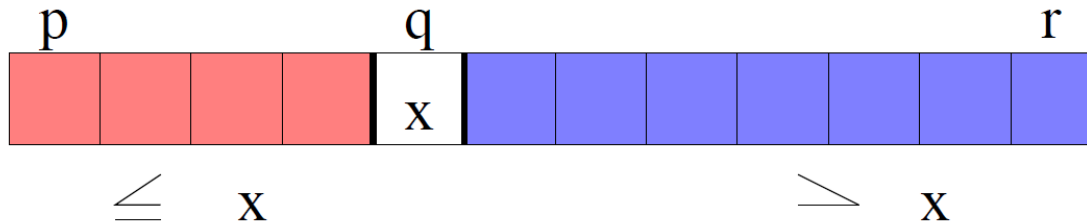
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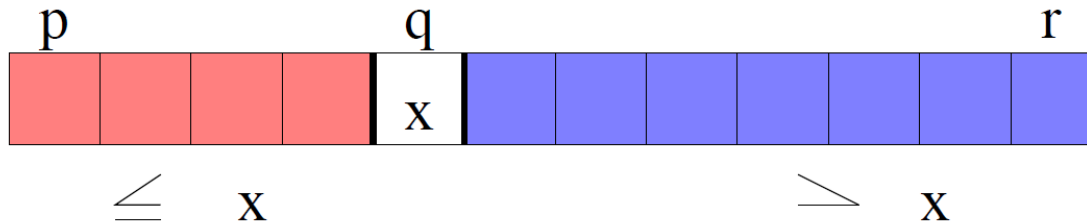
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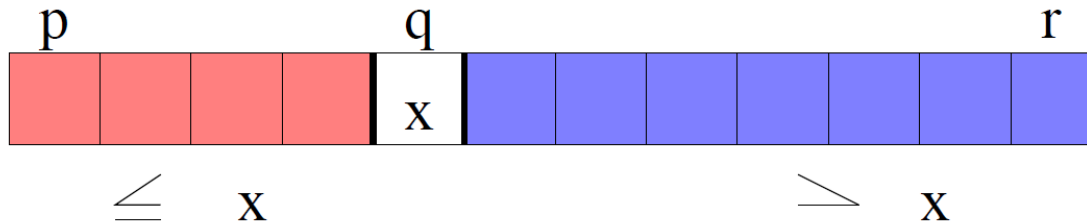
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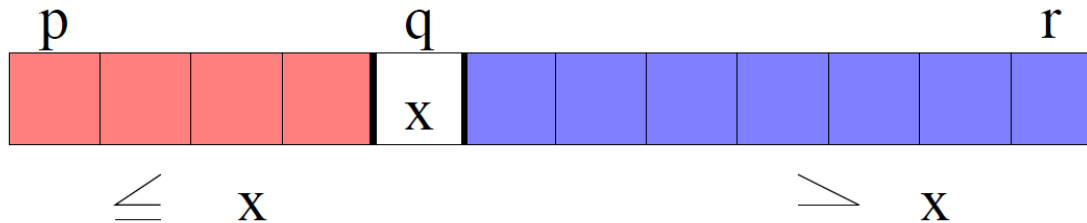
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 - recursively sorting $A[\quad]$ and $A[\quad]$

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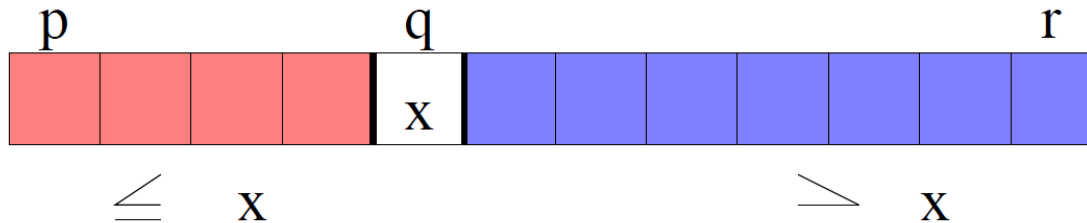
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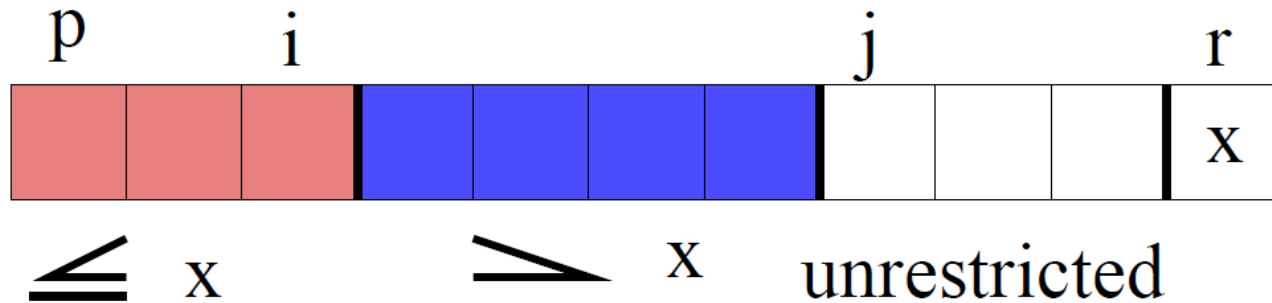


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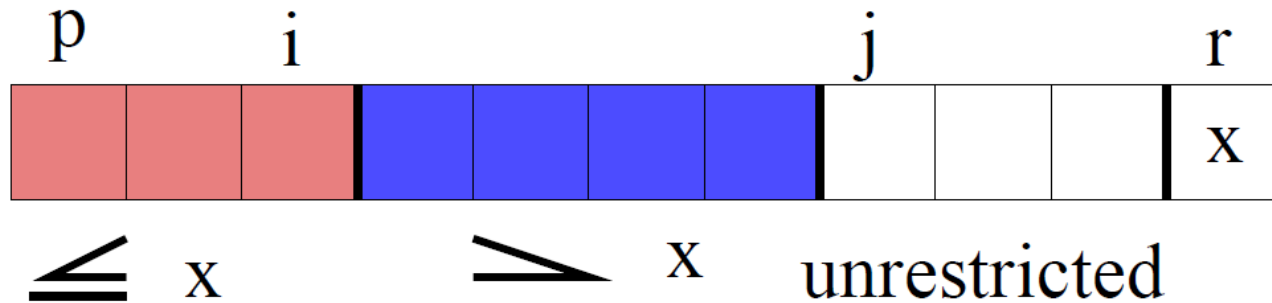
Partition

- The idea of Partition(A, p, r)
 - Use $A[r]$ as the pivot, and grow partition from left to right



Partition

- The idea of Partition(A, p, r)
 - Use $A[r]$ as the pivot, and grow partition from left to right



- Initially $(i, j) = (p-1, p)$
- Increase j by 1 each time to find a place for $A[j]$
 - At the same time increase i when necessary
- Stops when $j = r$

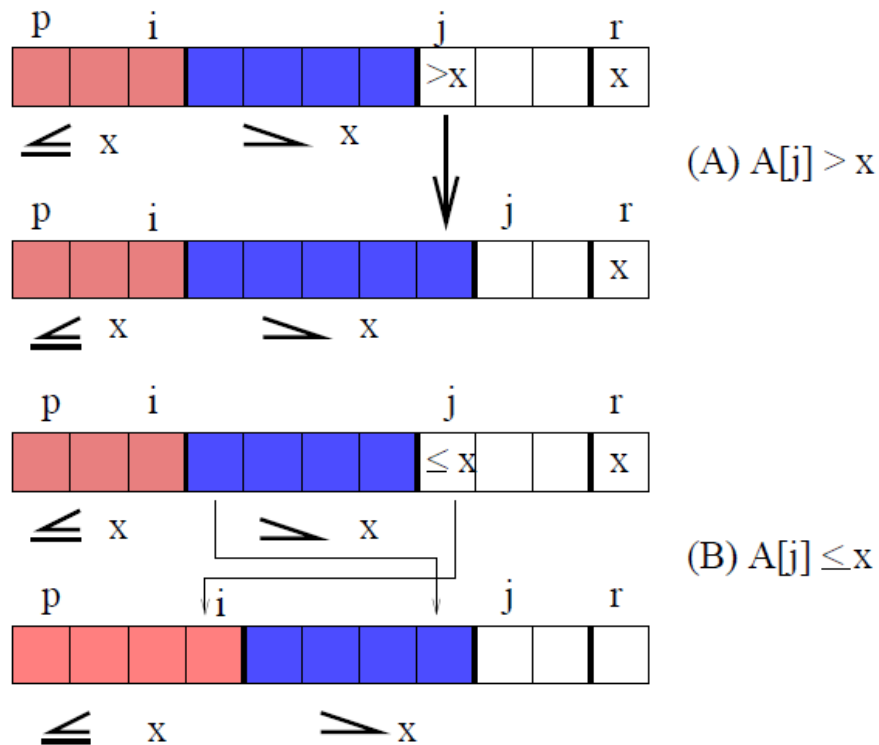
Partition

- One Iteration of the Procedure Partition
 - Increase j by 1 each time to find a place for $A[j]$
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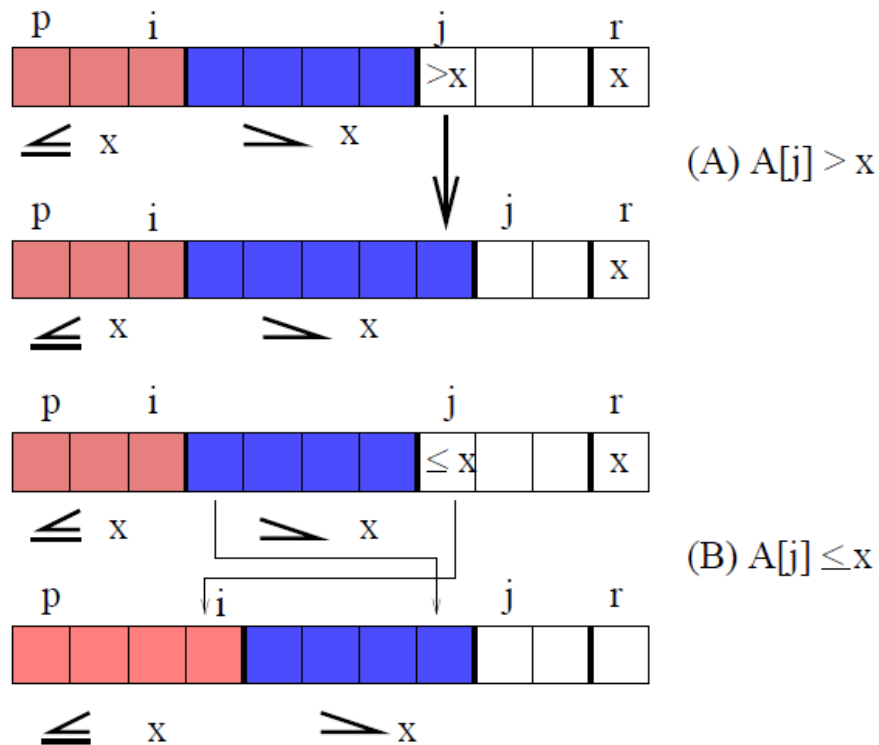
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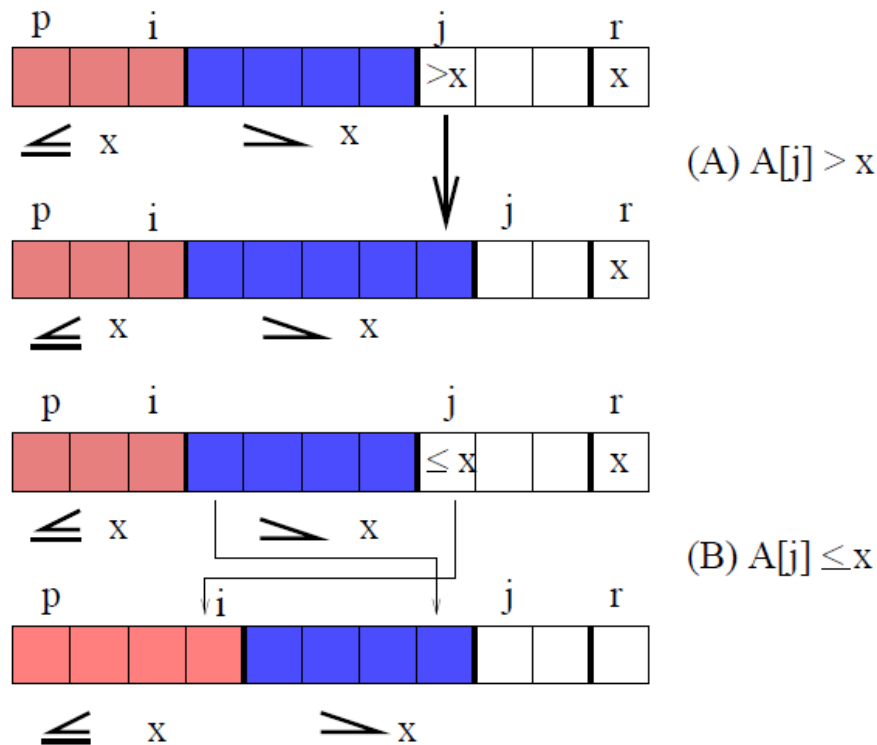


- Case (A): Only increase j by 1

Partition

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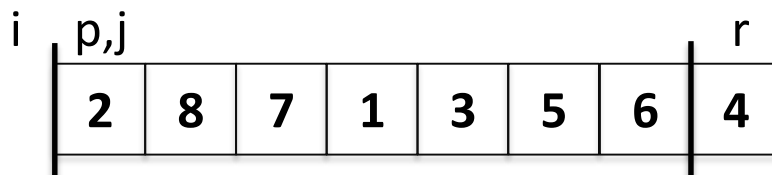
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- Case (A): Only increase j by 1
- Case (B): $i = i + 1$; $A[i] \leftrightarrow A[j]$; $j = j + 1$.

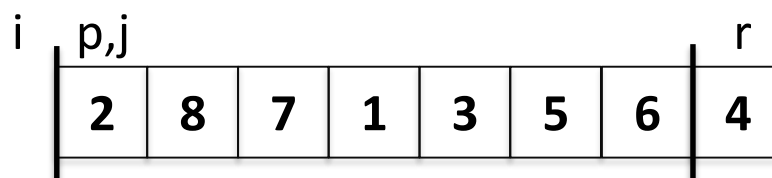
Partition-Example

- The Operation of Partition(A , p , r)



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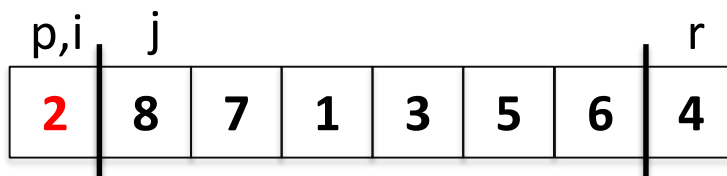
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$$A[j] < A[r]$$

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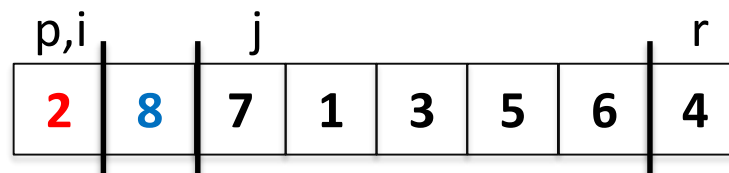
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p,i	j						r
2	8	7	1	3	5	6	4

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Increase j by 1

Partition-Example

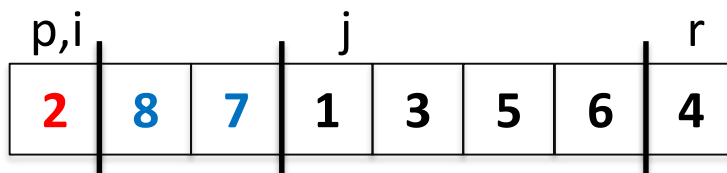
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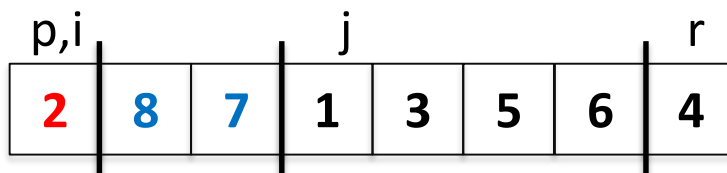
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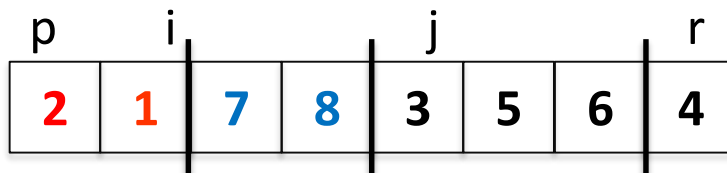
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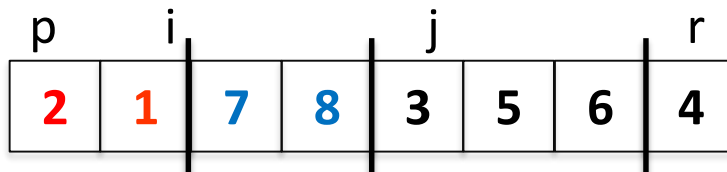
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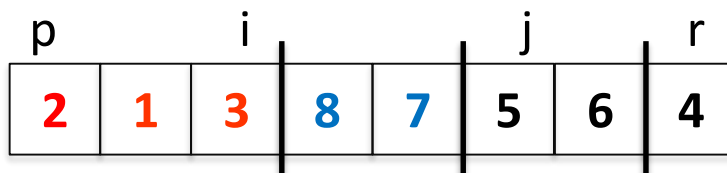
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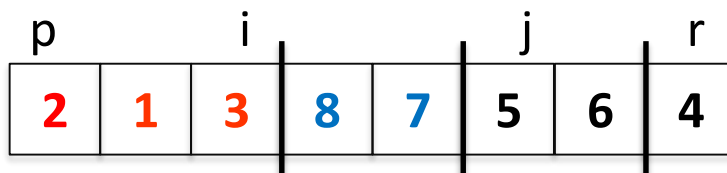
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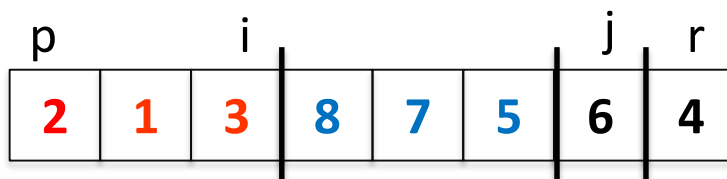
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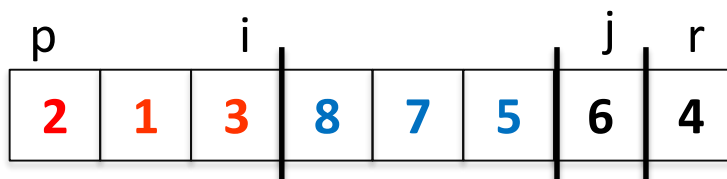
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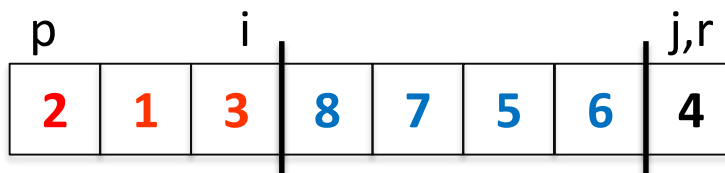
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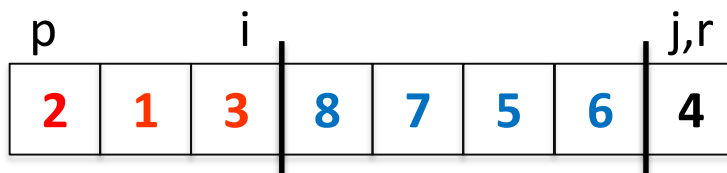
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Partition-Example

- The Operation of Partition(A , p , r)



$$A[i + 1] \leftrightarrow A[r]$$

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Input: An array A waiting to be sorted, the range of index p, r

Output: Index of the pivot after partition

$x \leftarrow A[r]$; // $A[r]$ is the pivot element

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exchange $A[i + 1]$ and $A[r]$; // Put pivot in position

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- Running time is $O(r - p)$
 - linear in the length of the array $A[p..r]$

Quicksort

Quicksort(A, p, r)

Input: An array A waiting to be sorted, the range of index p, r

Output: Sorted array A

if $p < r$ **then**

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

 Quicksort($A, \quad \quad$);

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A Divide-and-Conquer Framework

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A Divide-and-Conquer Framework

- If we could always partition the array into halves, then we have the recurrence $T(n) \leq 2T(n/2) + O(n)$, hence $T(n) = O(n \log n)$.

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A Divide-and-Conquer Framework

- If we could always partition the array into halves, then we have the recurrence $T(n) \leq 2T(n/2) + O(n)$, hence $T(n) = O(n \log n)$.
- However, if we always get unlucky with very unbalanced partitions, then $T(n) \leq T(n - 1) + O(n)$, hence $T(n) = O(n^2)$.

Outline

- Review to Divide-and-Conquer Paradigm
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

Randomized-Partition(A, p, r)

- Idea

- In the algorithm Partition(A, p, r), $A[r]$ is always used as the pivot x to partition the array $A[p..r]$.



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Randomized-Partition(A, p, r)

- Idea

- In the algorithm Partition(A, p, r), $A[r]$ is always used as the pivot x to partition the array $A[p..r]$.
- In the algorithm **Randomized**-Partition(A, p, r), we **randomly** choose an j , $p \leq j \leq r$, and use $A[j]$ as pivot.
- Idea is that if we choose randomly, then the chance that we get unlucky every time is extremely low.



Randomized-Partition(A, p, r)

- Pseudocode of Randomized-Partition
 - Let `random(p, r)` be a pseudorandom-number generator that returns a random number between p and r.

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Randomized-Partition(A, p, r)

Input: An array A waiting to be sorted, the range of index p, r

Output: A random index in $[p..j]$

Partition(A, p, r);

return j ;

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Randomized-Partition(A, p, r)

Input: An array A waiting to be sorted, the range of index p, r

Output: A random index in $[p..r]$

$j \leftarrow \text{random}(p, r);$

exchange $A[r]$ and $A[j];$

Partition(A, p, r);

return j ;

Randomized-Partition(A, p, r)

- Pseudocode of Randomized-Quicksort
 - We make use of the Randomized-Partition idea to develop a new version of quicksort.

Randomized-Partition(A, p, r)

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Randomized-Quicksort(A, p, r)

Input: An array A waiting to be sorted, the range of index p, r

Output: Sorted array A

```

if  $p < r$  then
     $q \leftarrow$  Randomized-Partition( $A, p, r$ );
    Randomized-Quicksort( $A, \quad$ );
    Randomized-Quicksort( $A, \quad$ );
end
return  $A$ ;
  
```

Randomized-Partition(A, p, r)

- Pseudocode of Randomized-Quicksort
 - We make use of the Randomized-Partition idea to develop a new version of quicksort.

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Input: An array A waiting to be sorted, the range of index p, r

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Quicksort - Example

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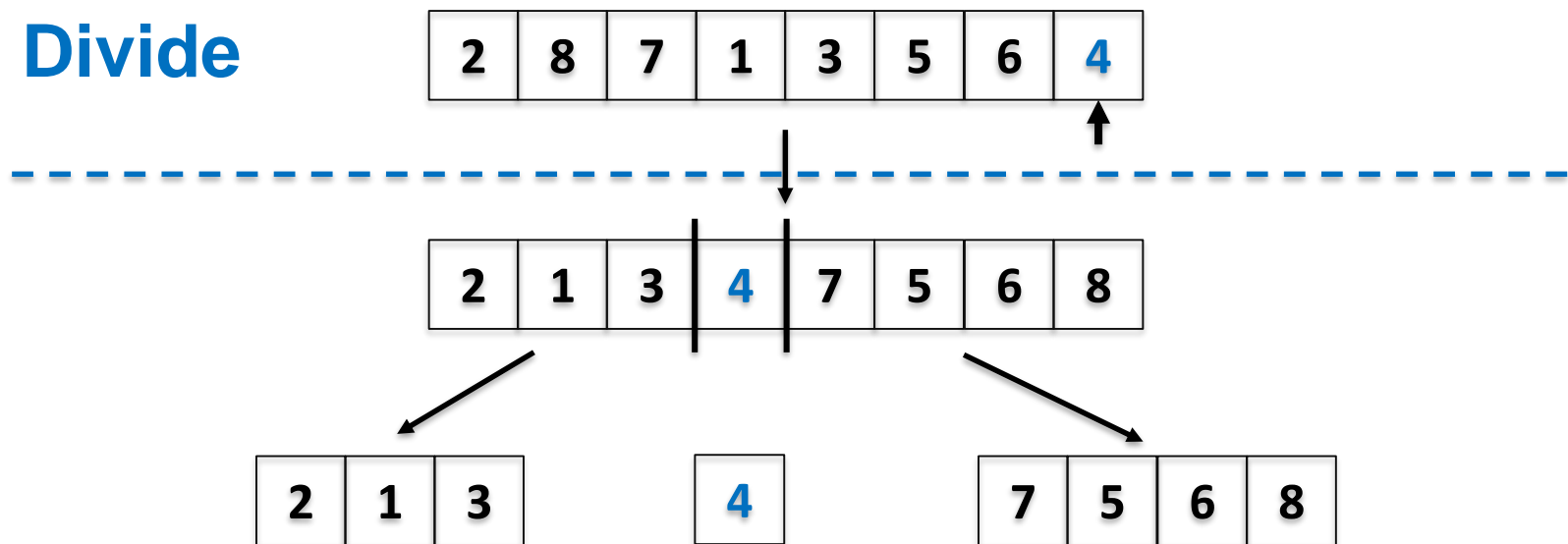
2	8	7	1	3	5	6	4
---	---	---	---	---	---	---	---



2	1	3	4	7	5	6	8
---	---	---	---	---	---	---	---

Quicksort - Example

Divide



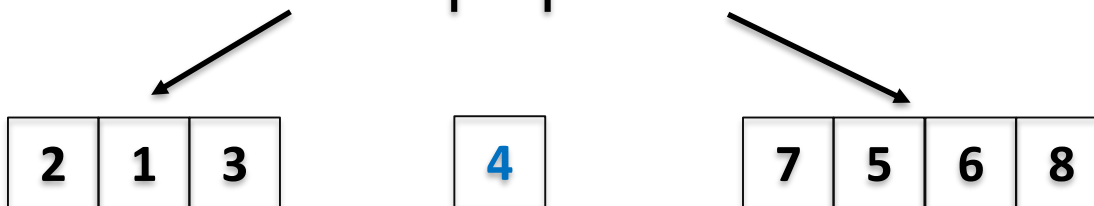
Quicksort - Example

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---	---	---	---	---	---	---	---

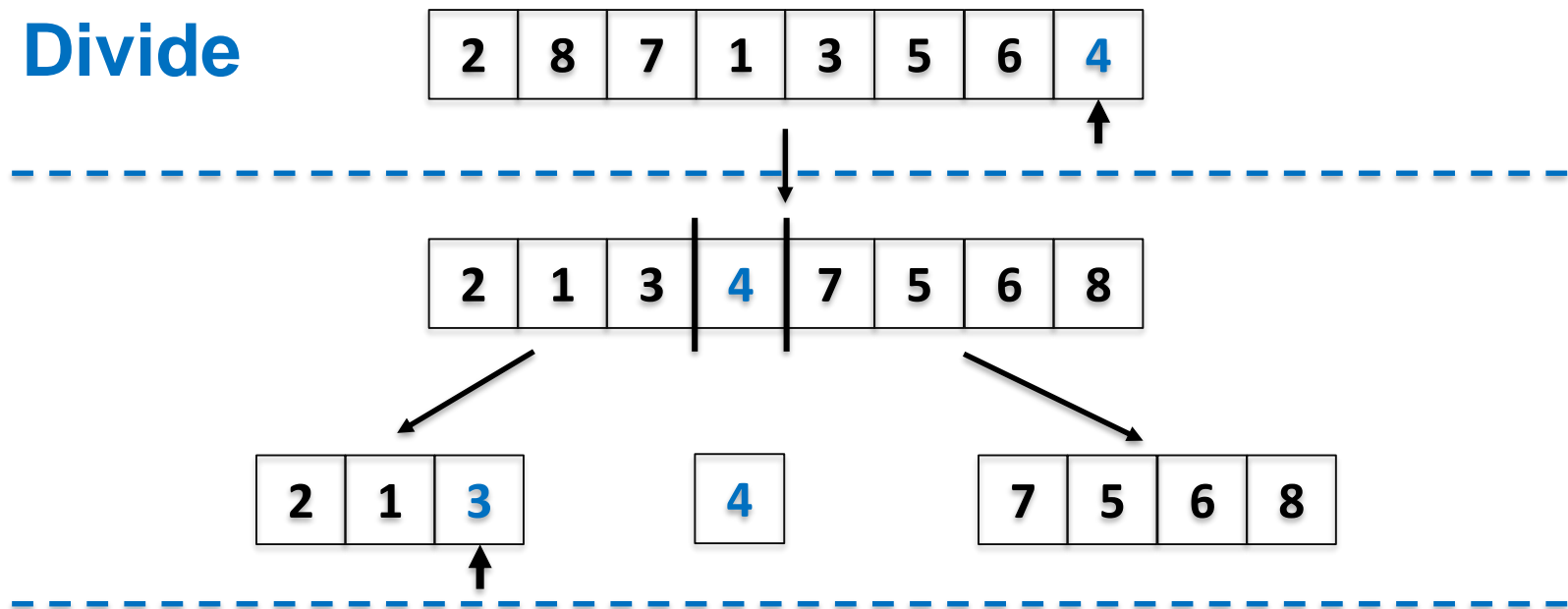


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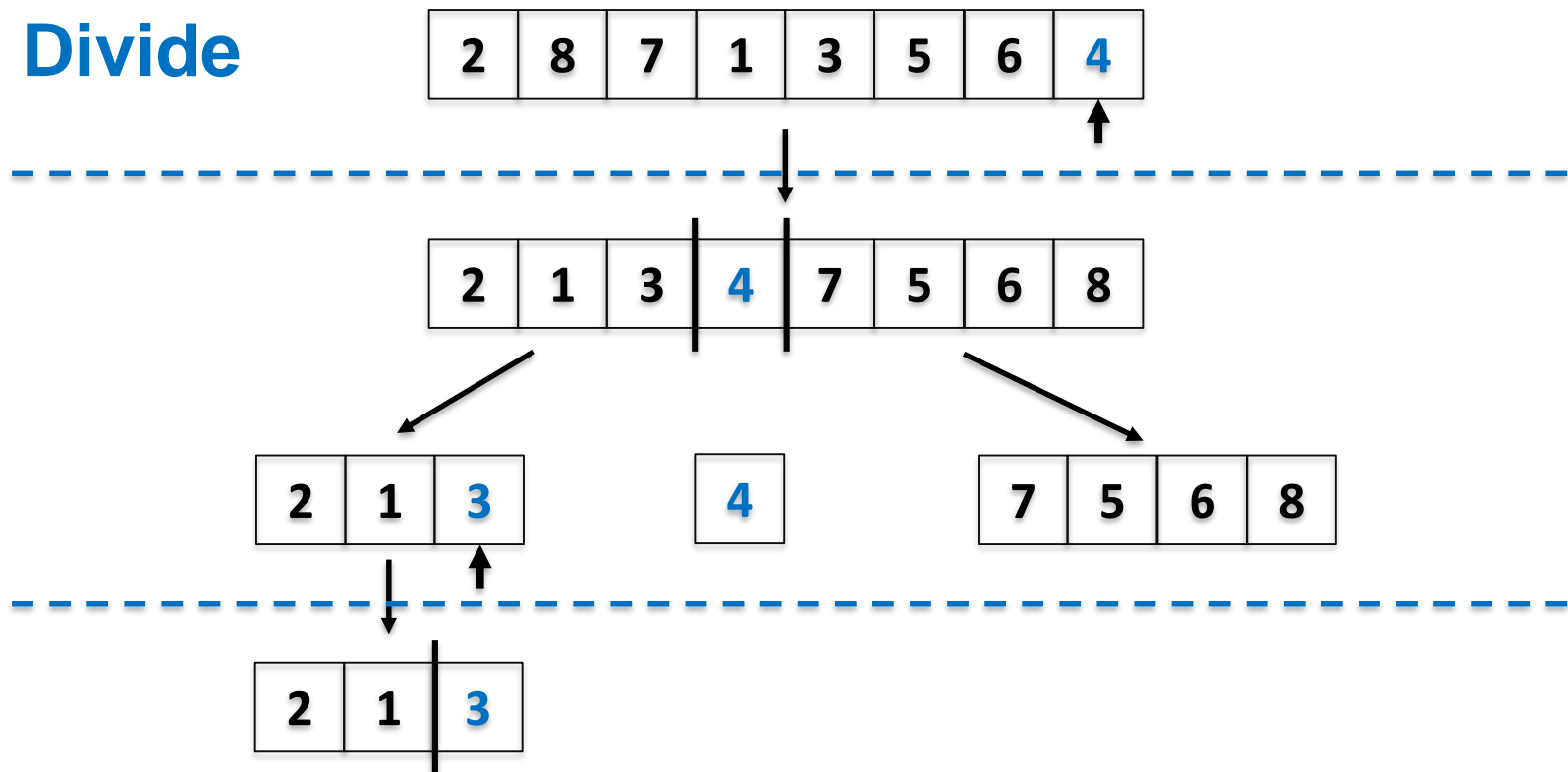
Quicksort - Example

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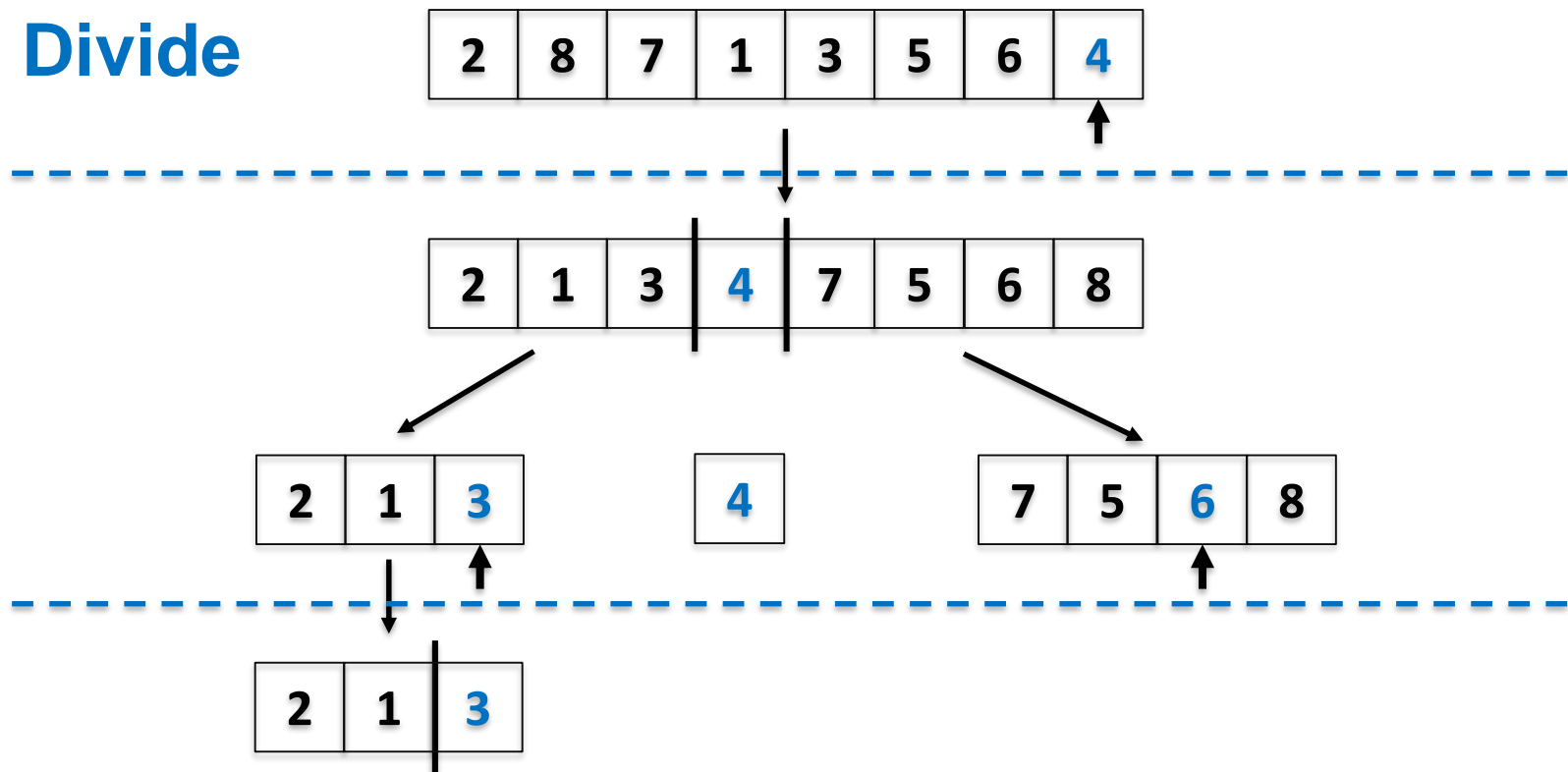
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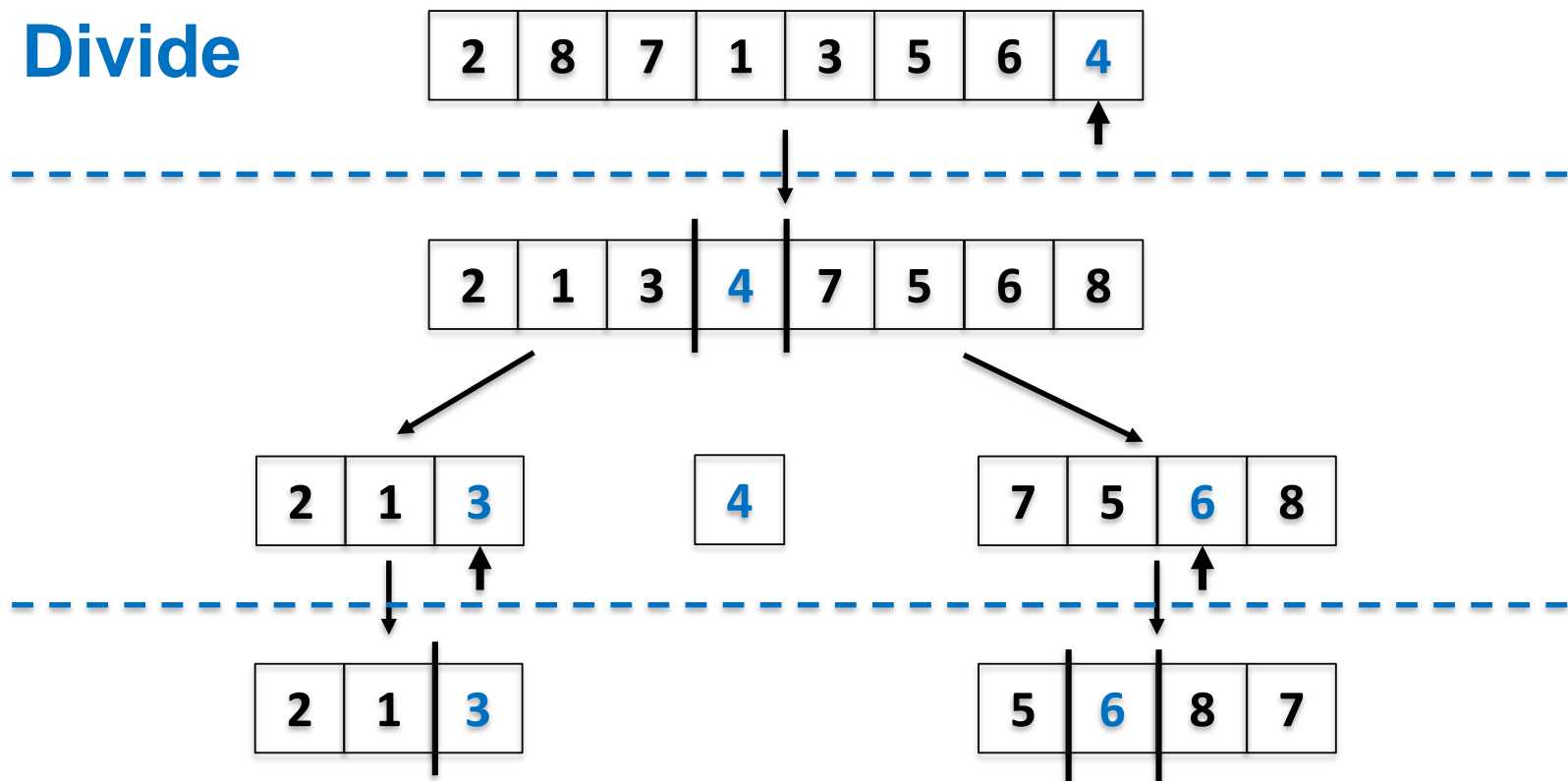
Quicksort - Example

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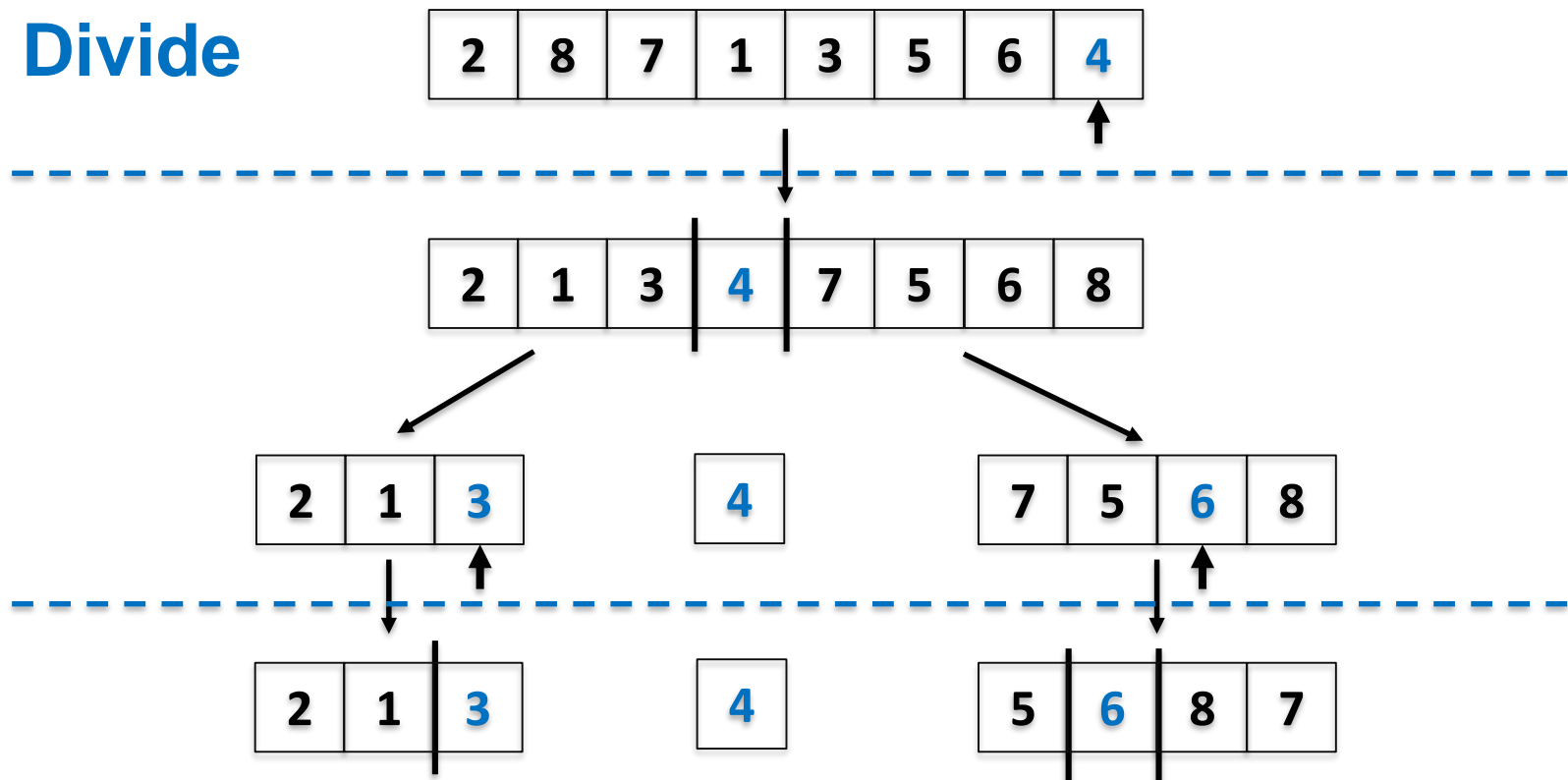
Quicksort - Example

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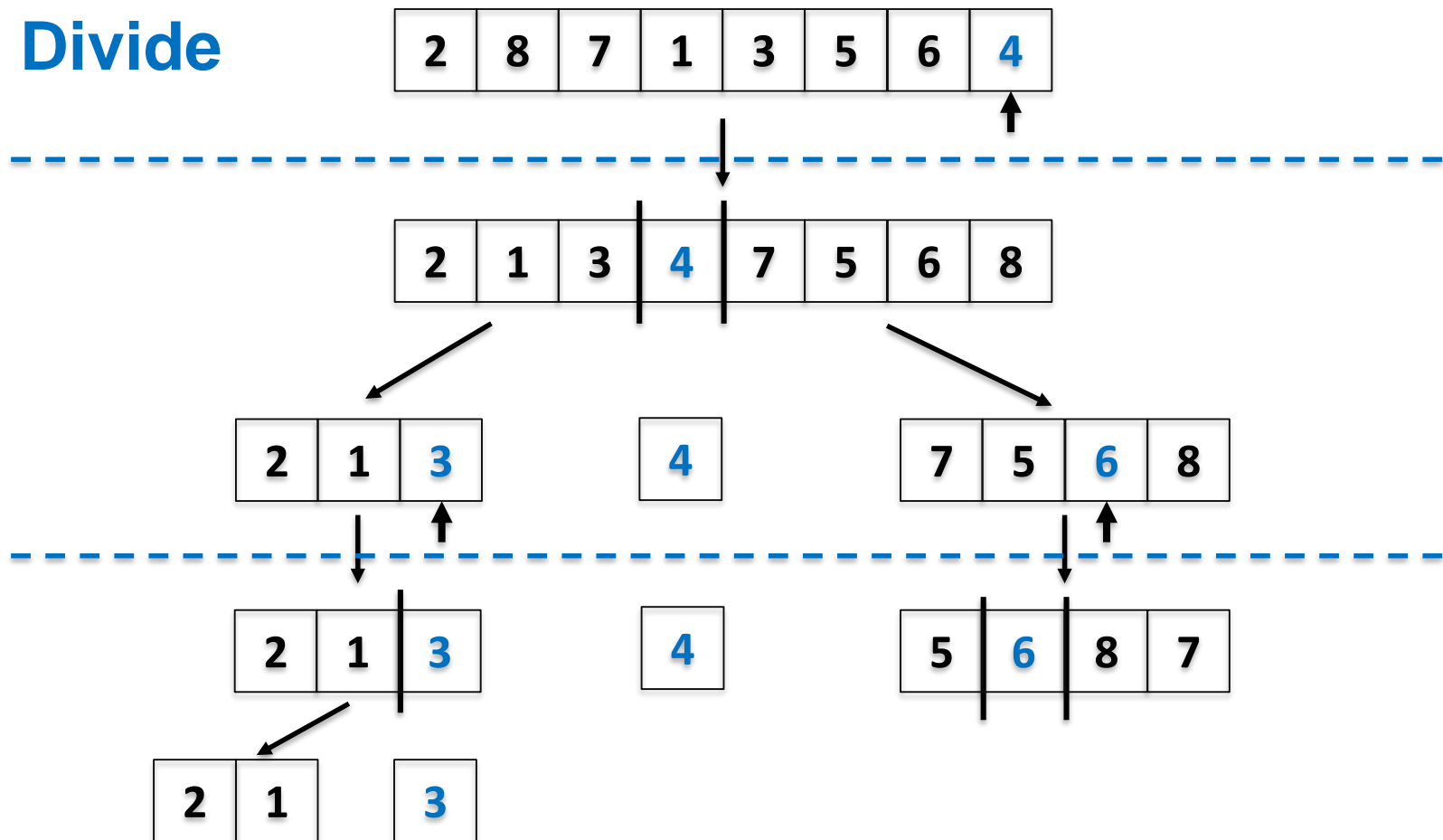
Quicksort - Example

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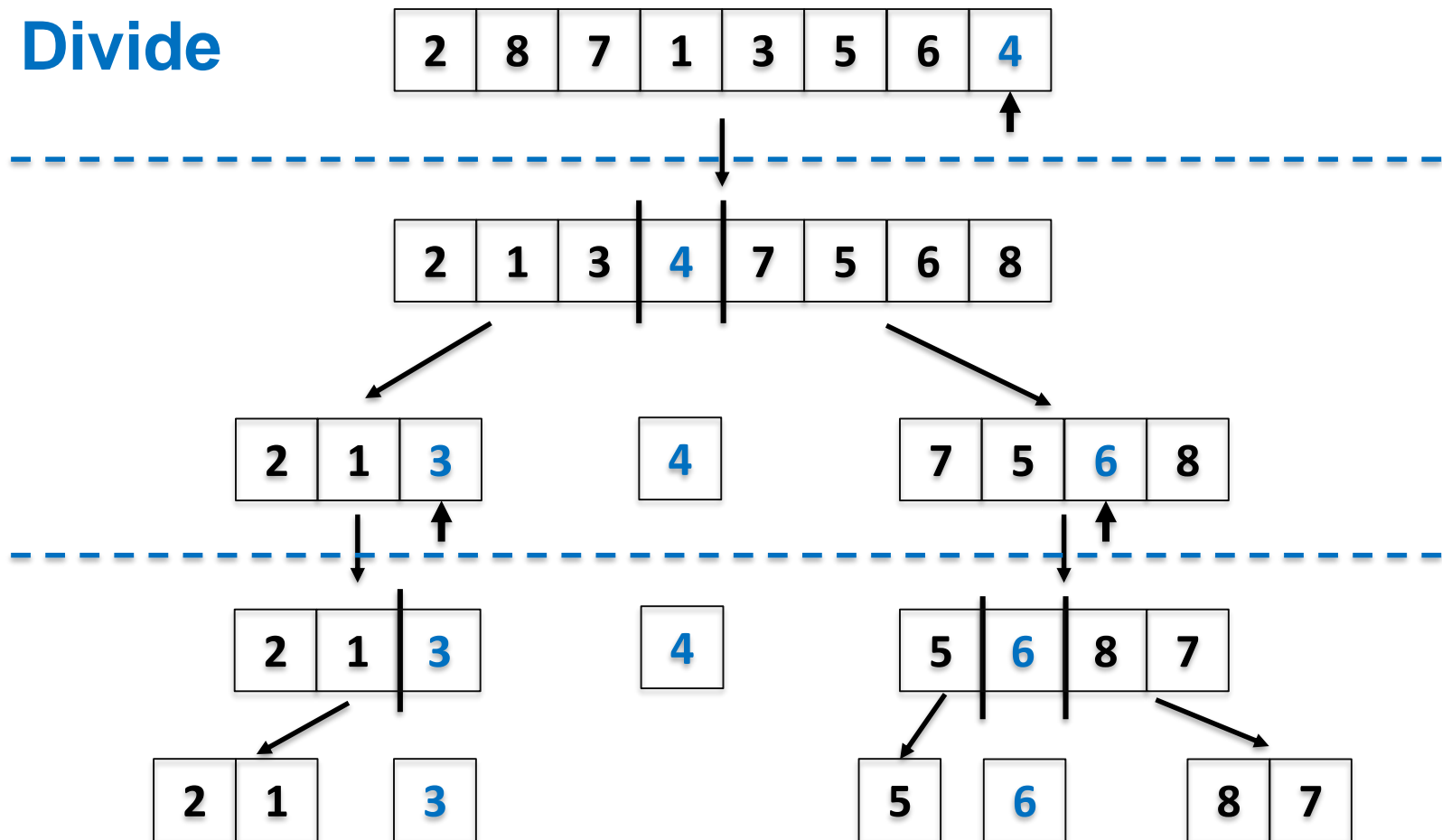
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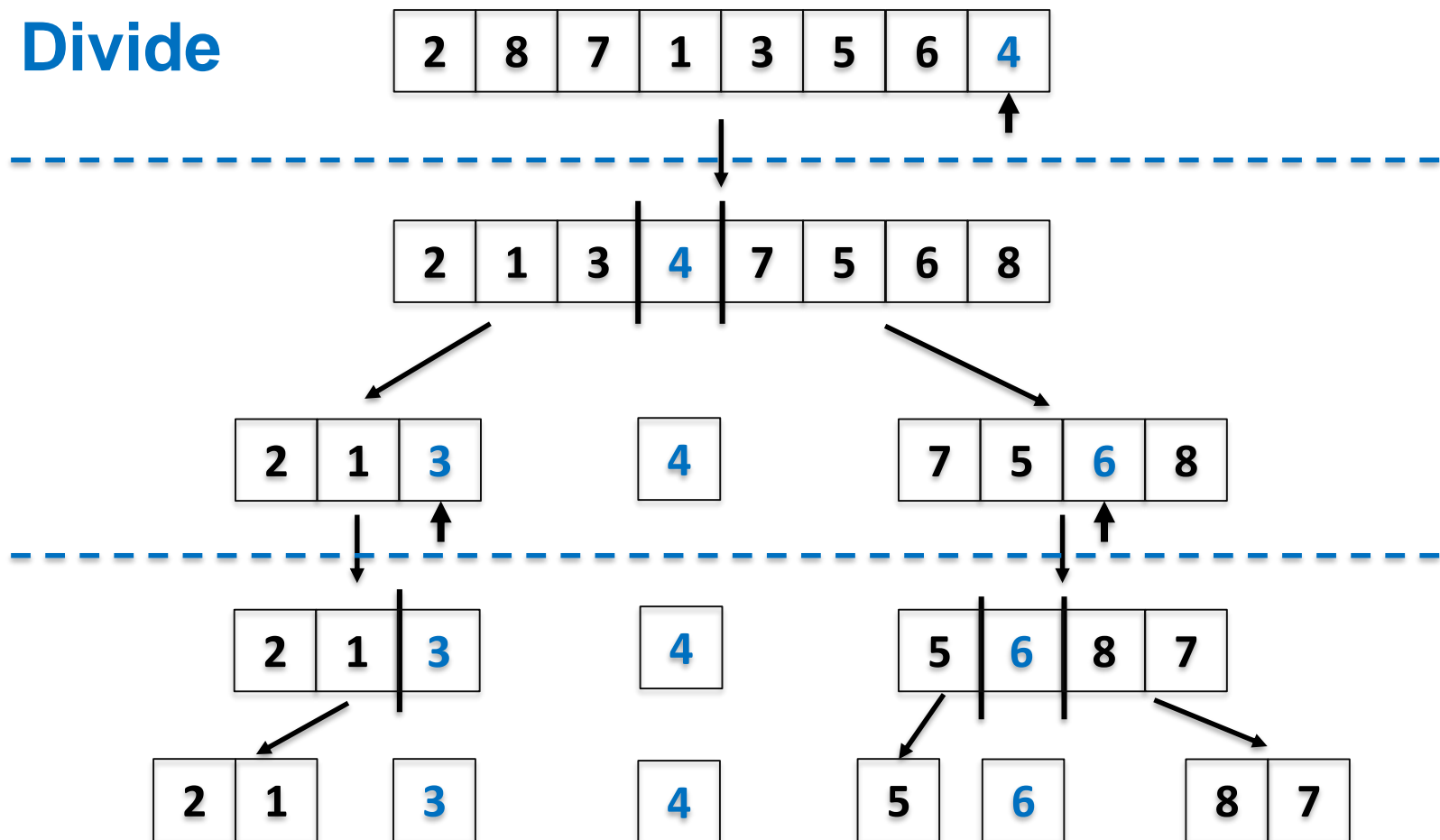
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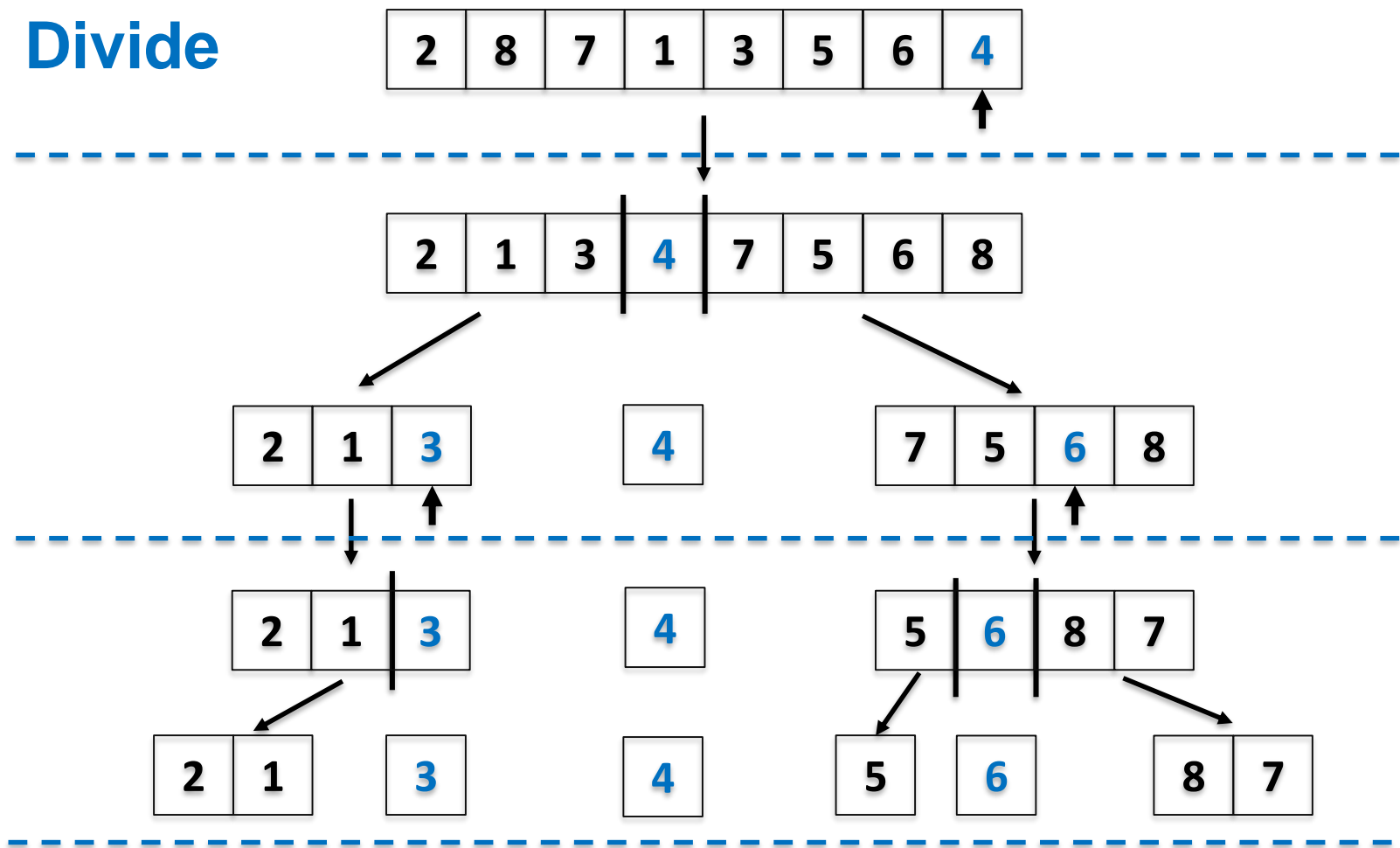
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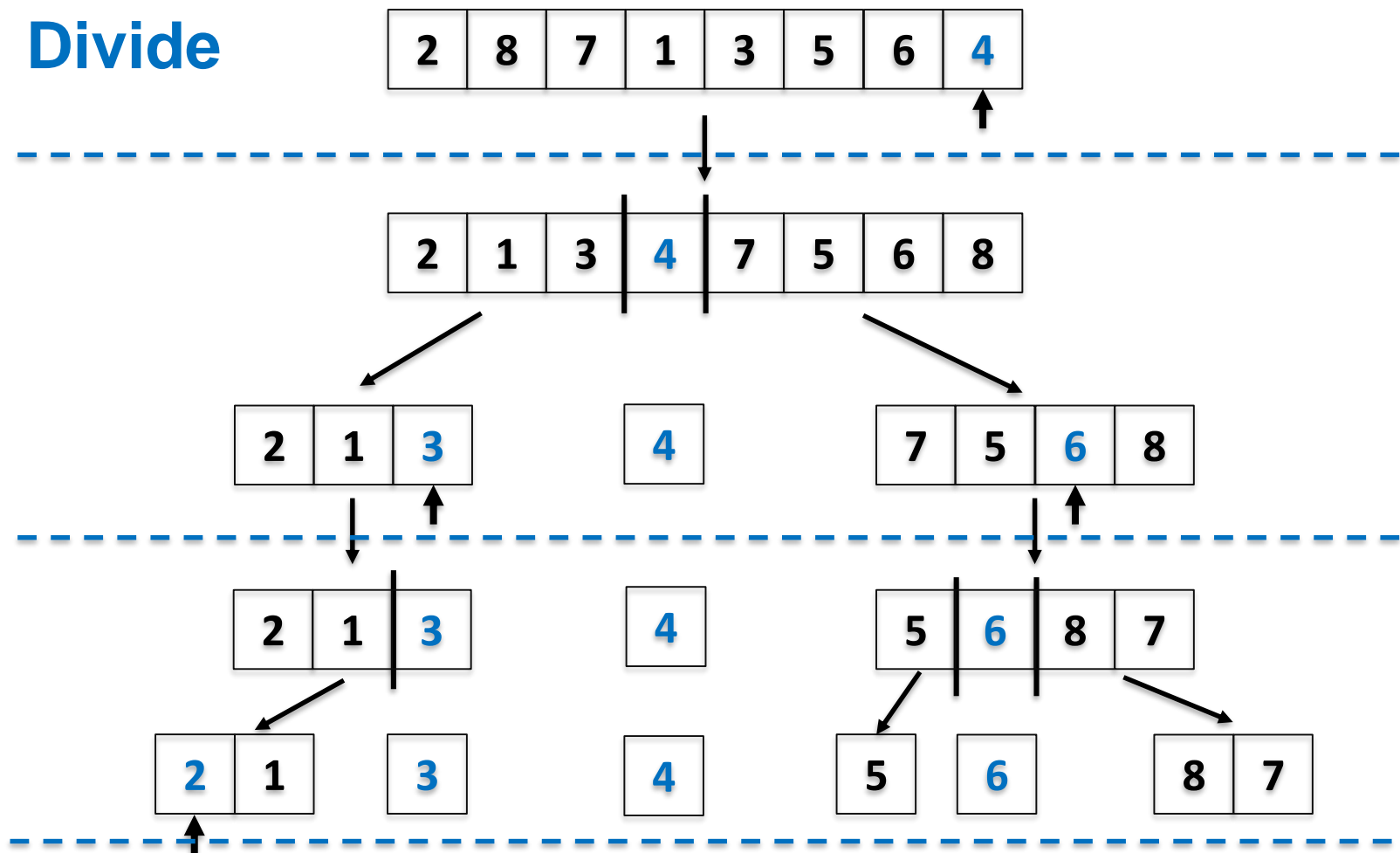
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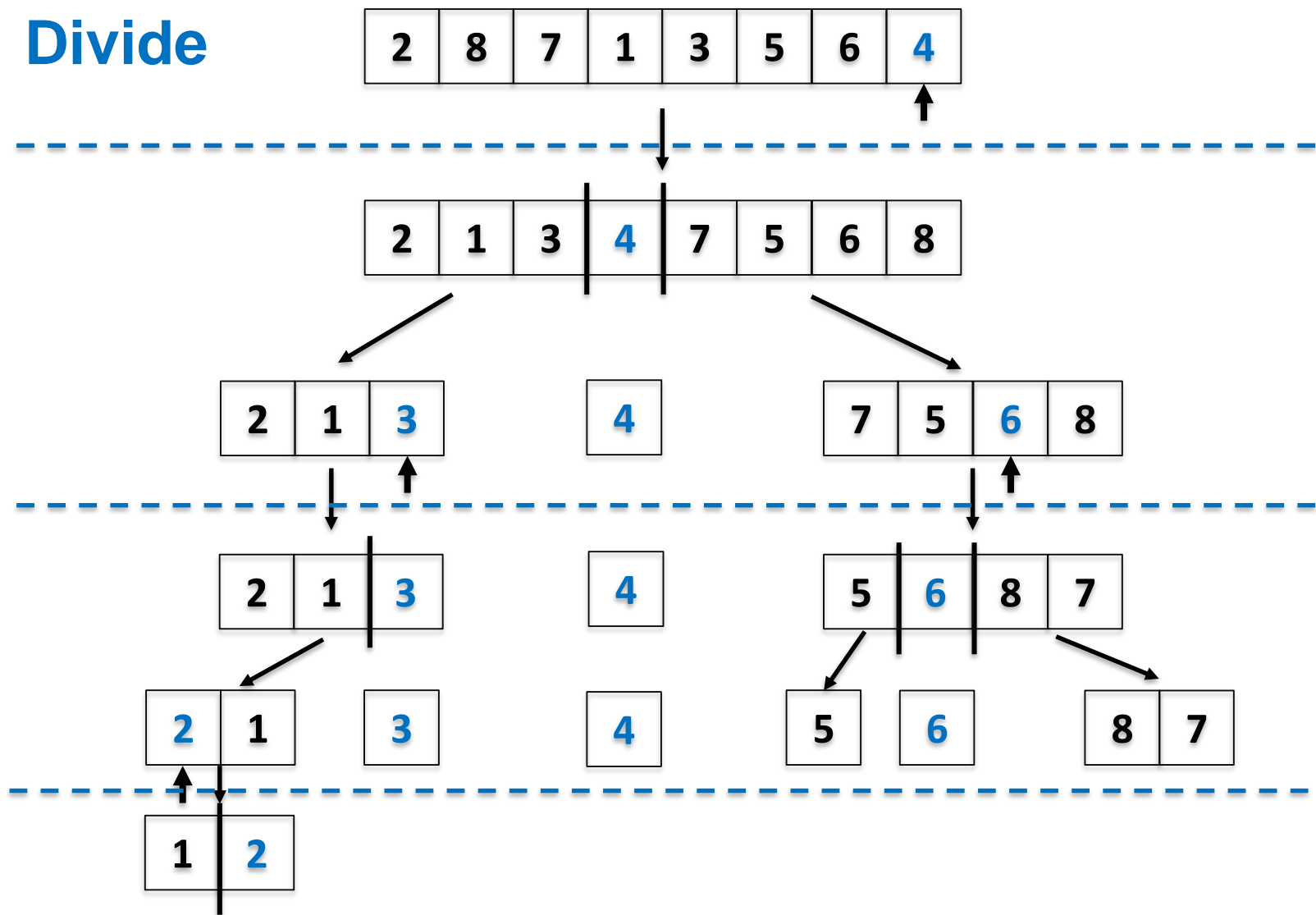
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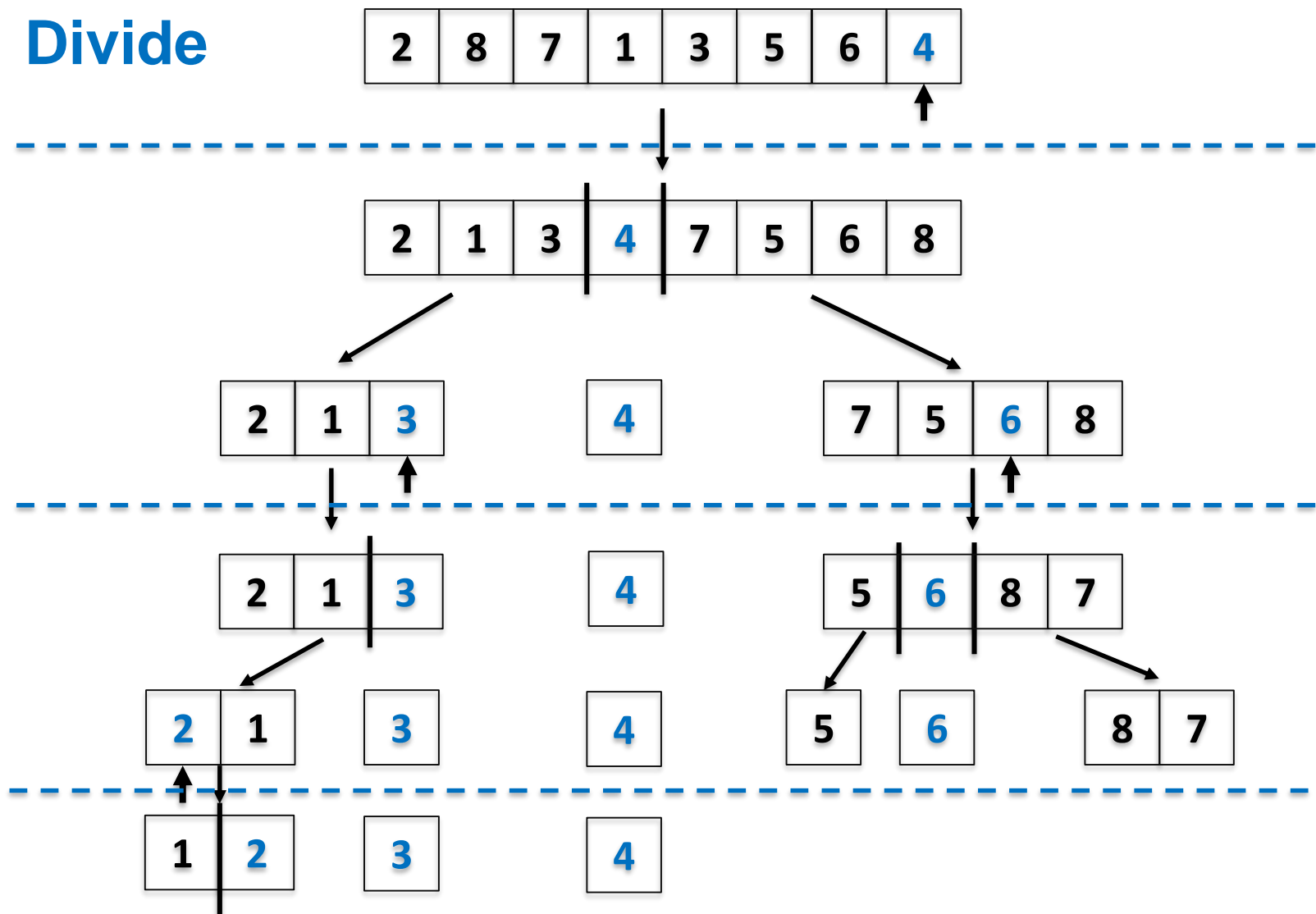
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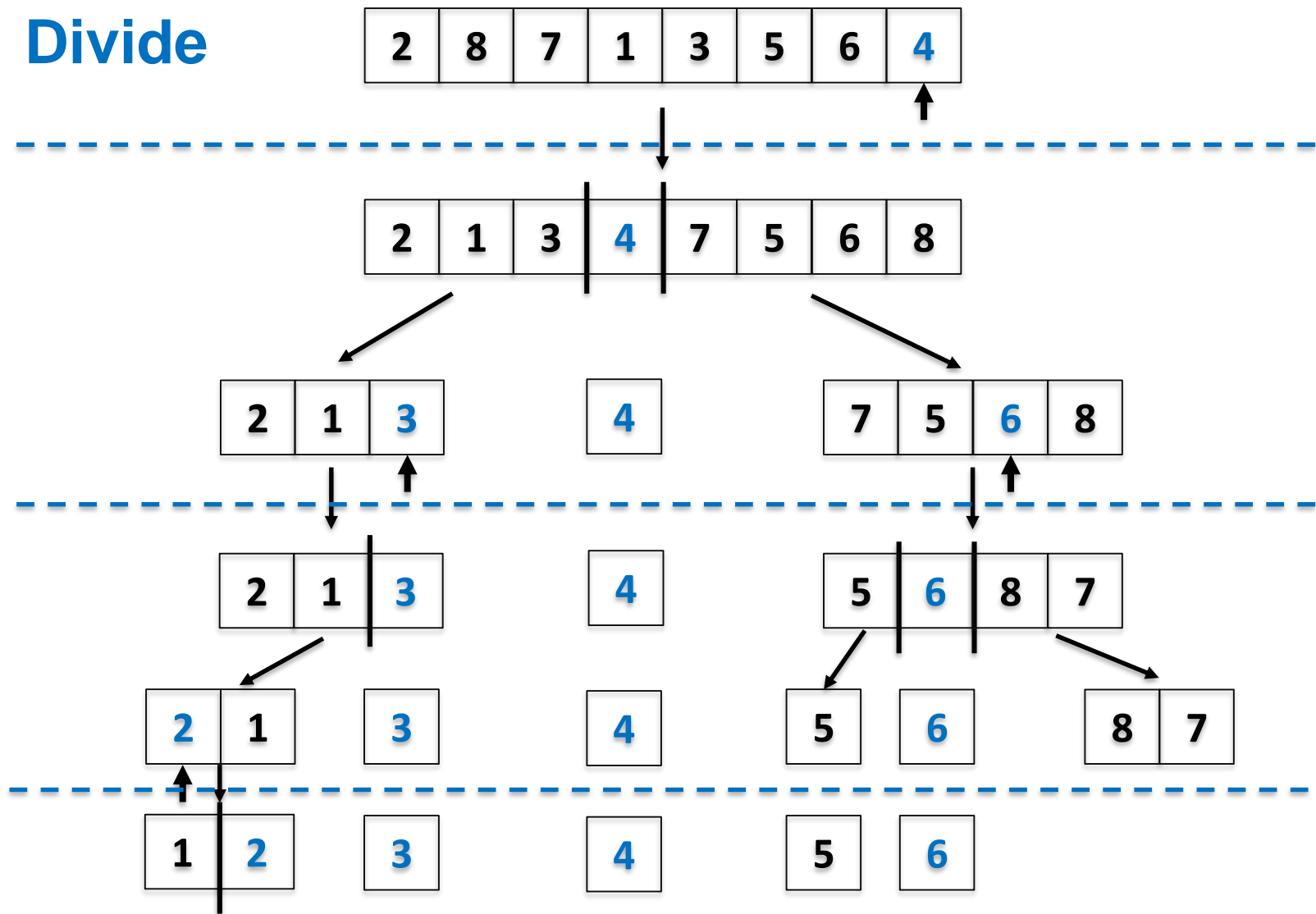
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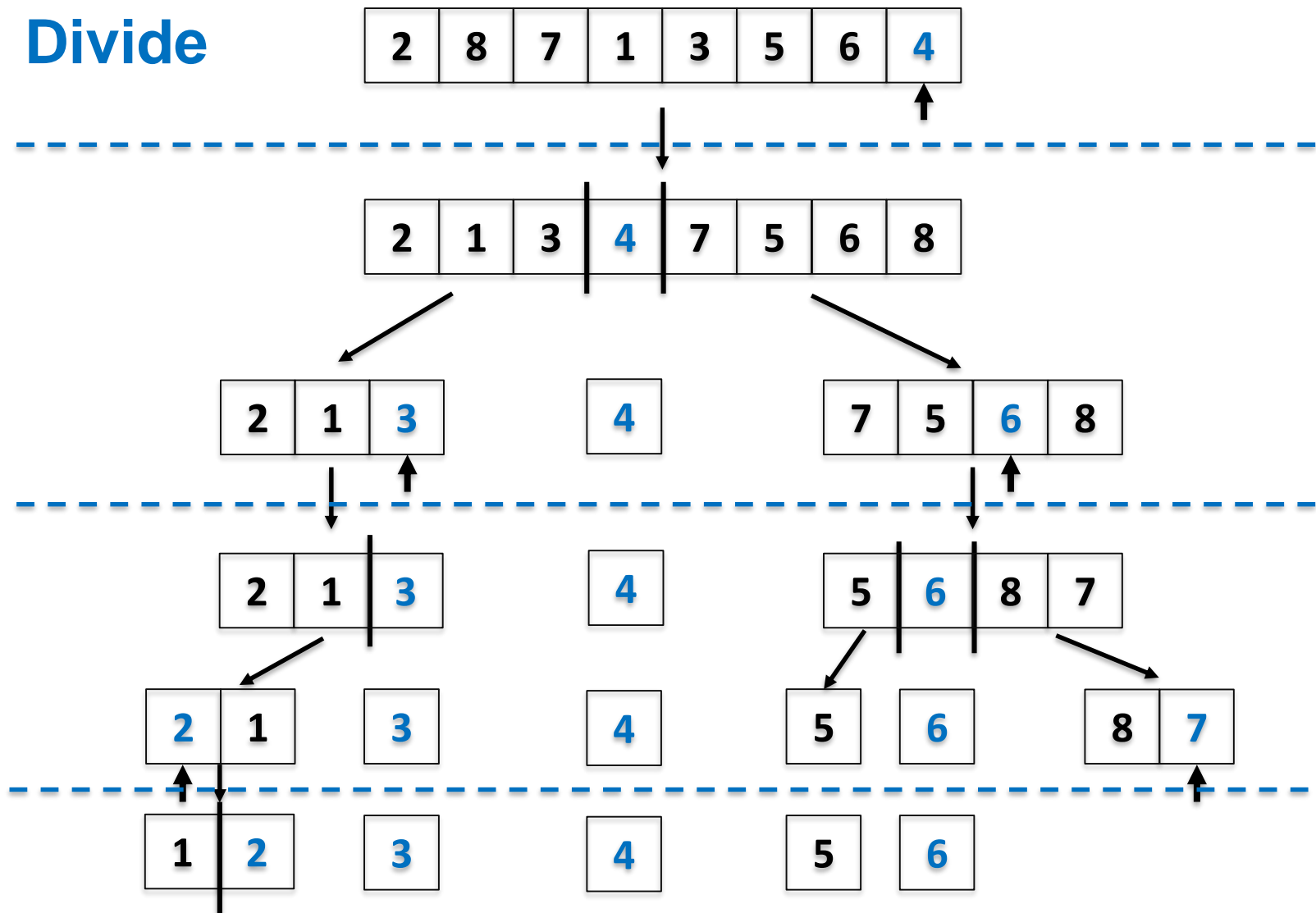
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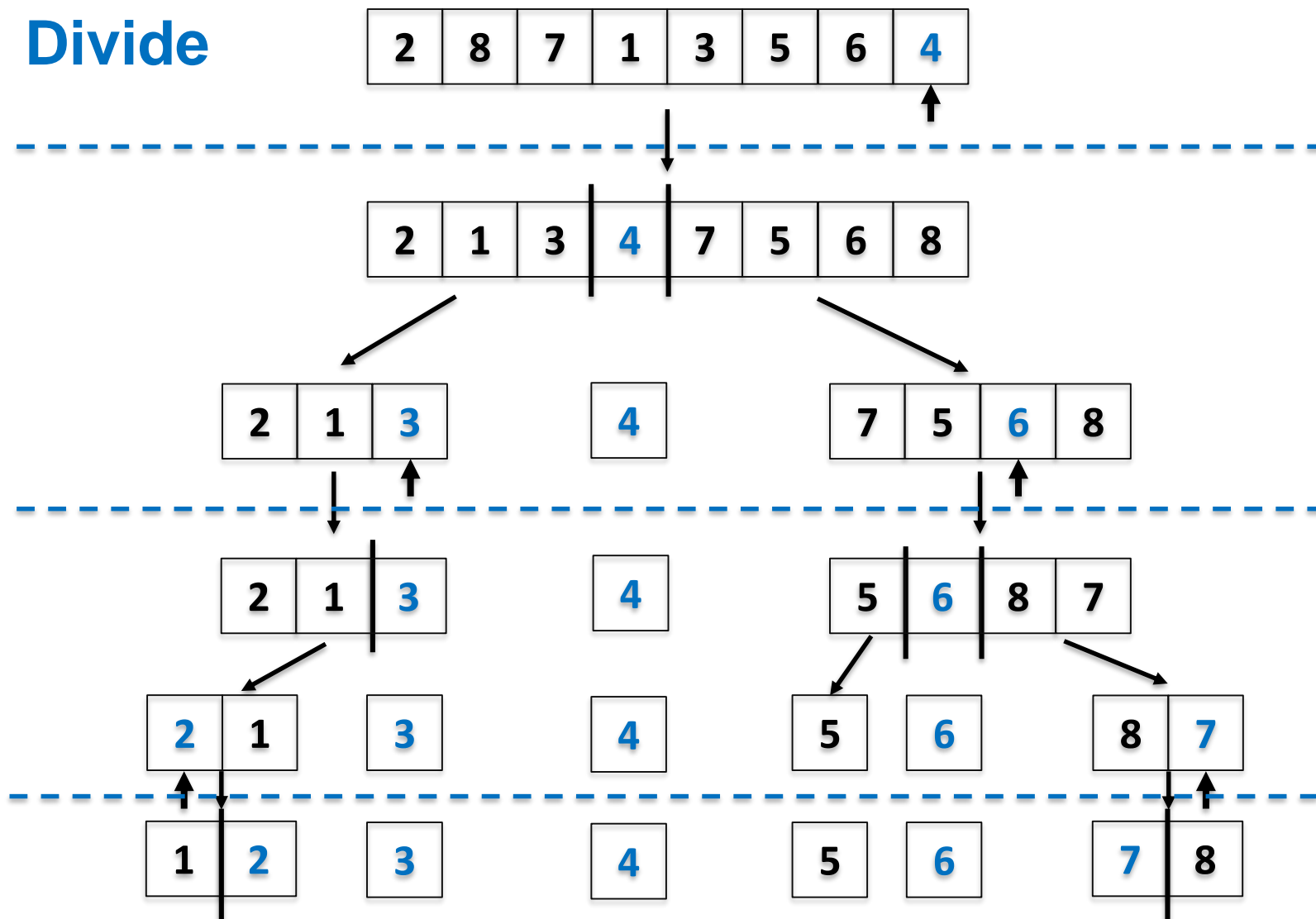
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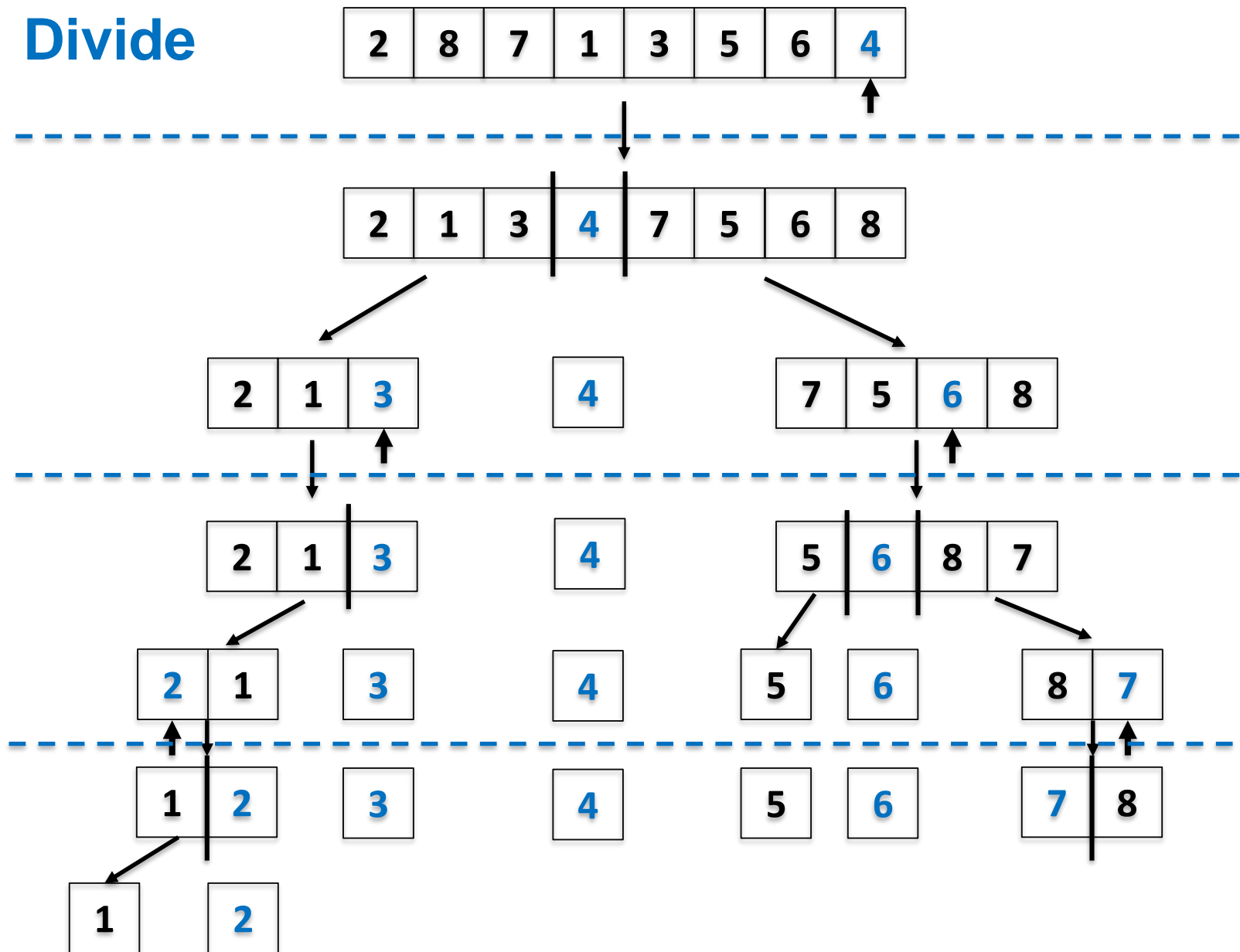
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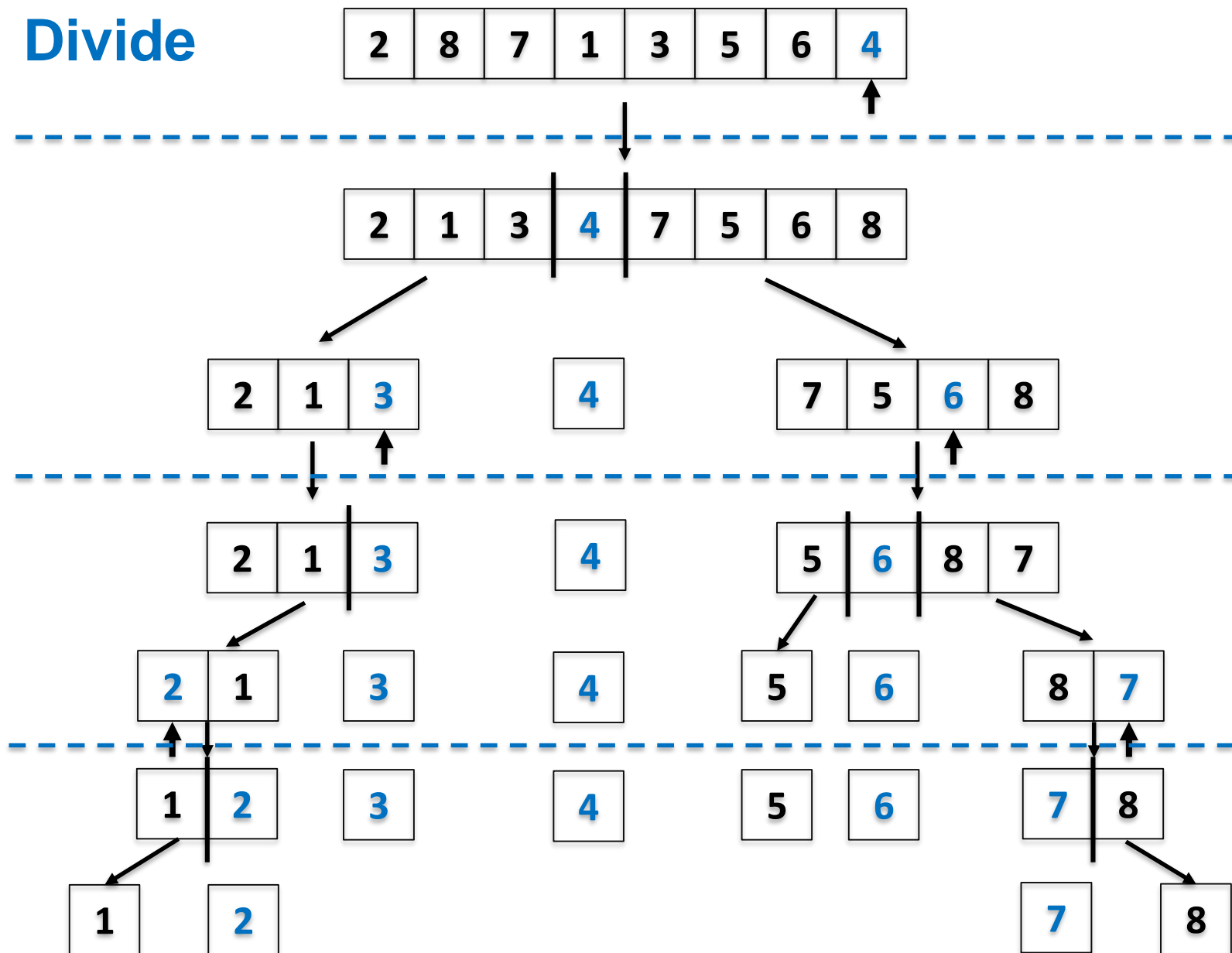
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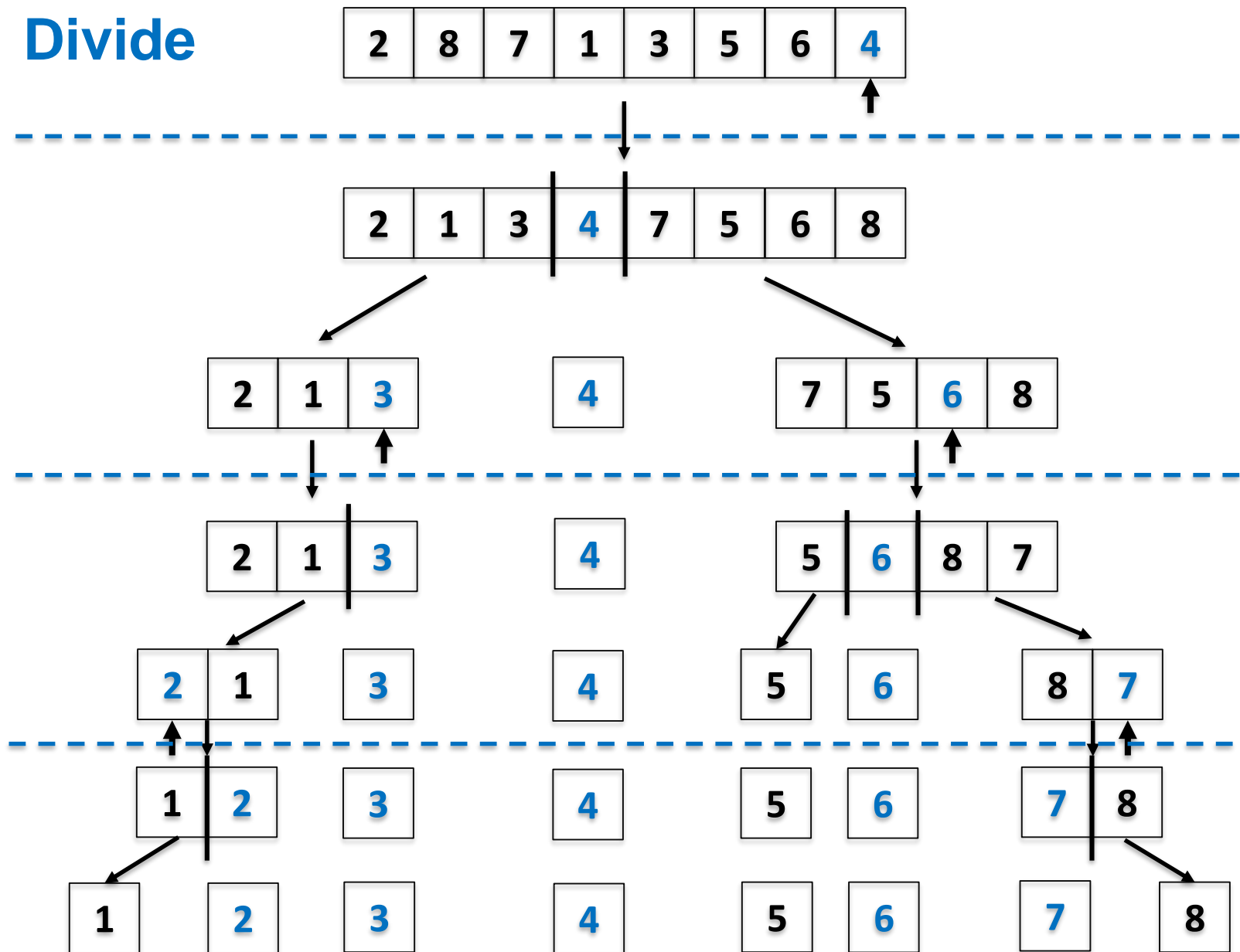
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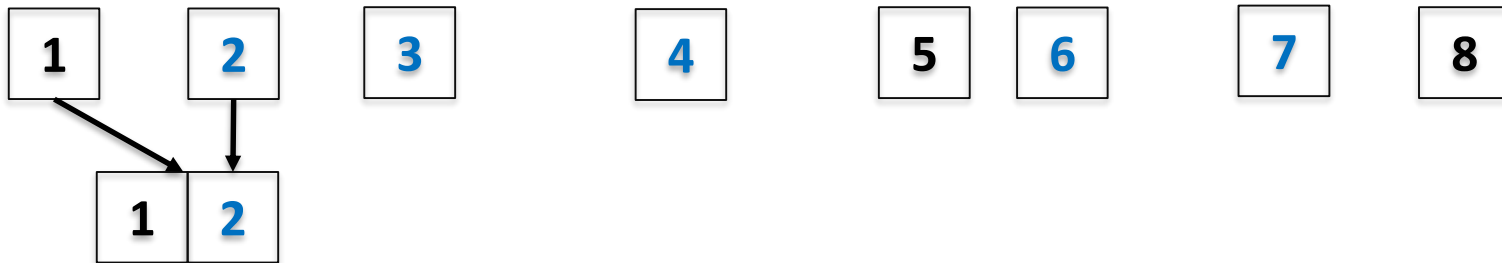
Quicksort - Example

Conquer



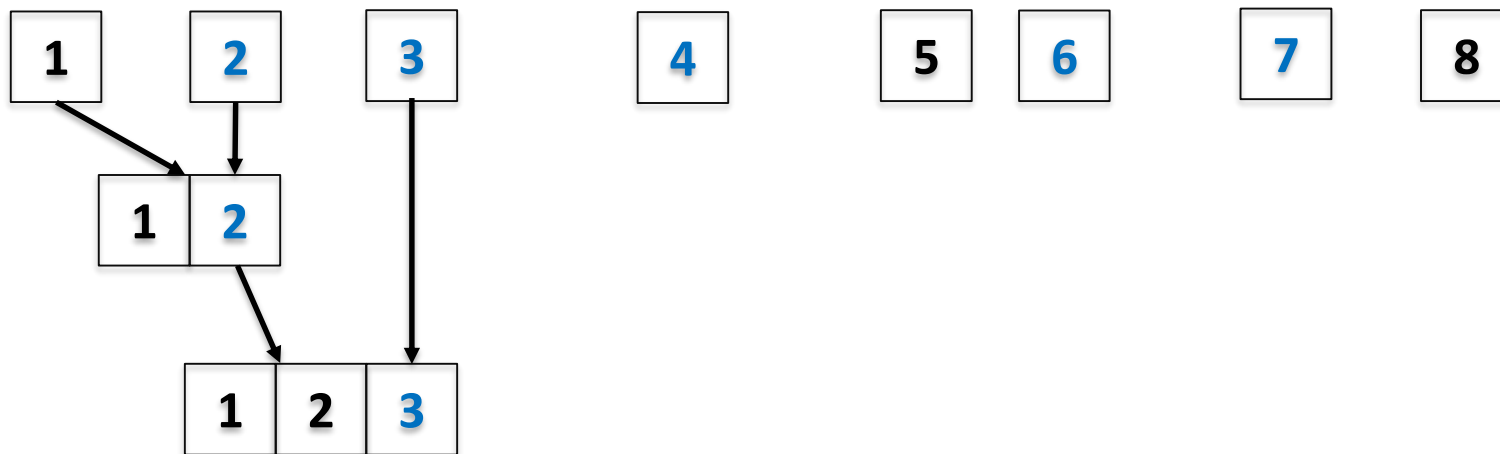
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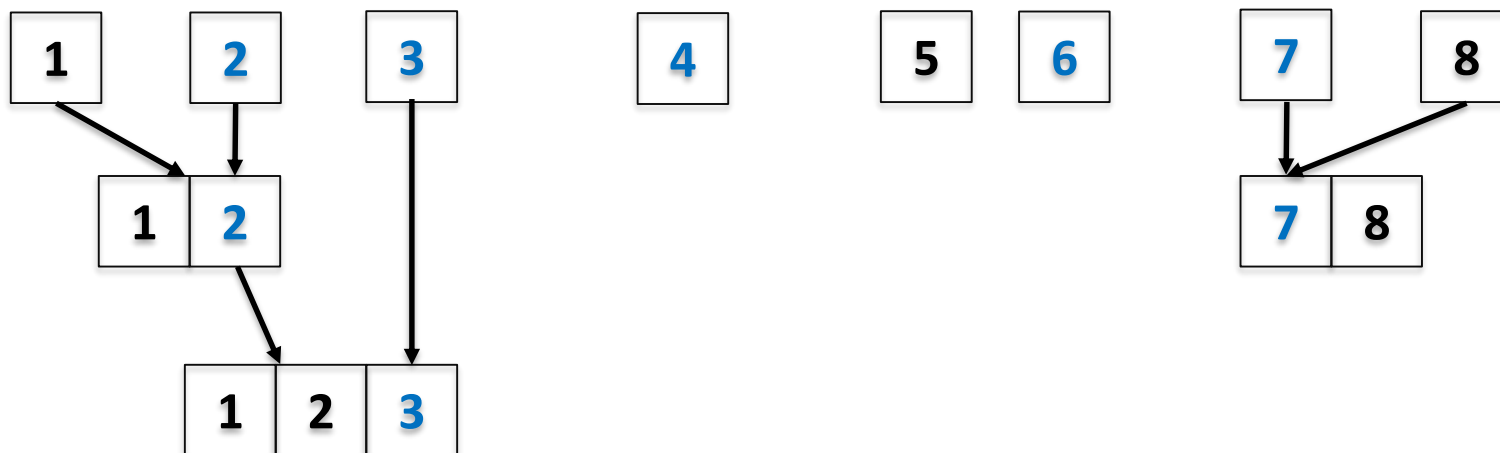
Quicksort - Example

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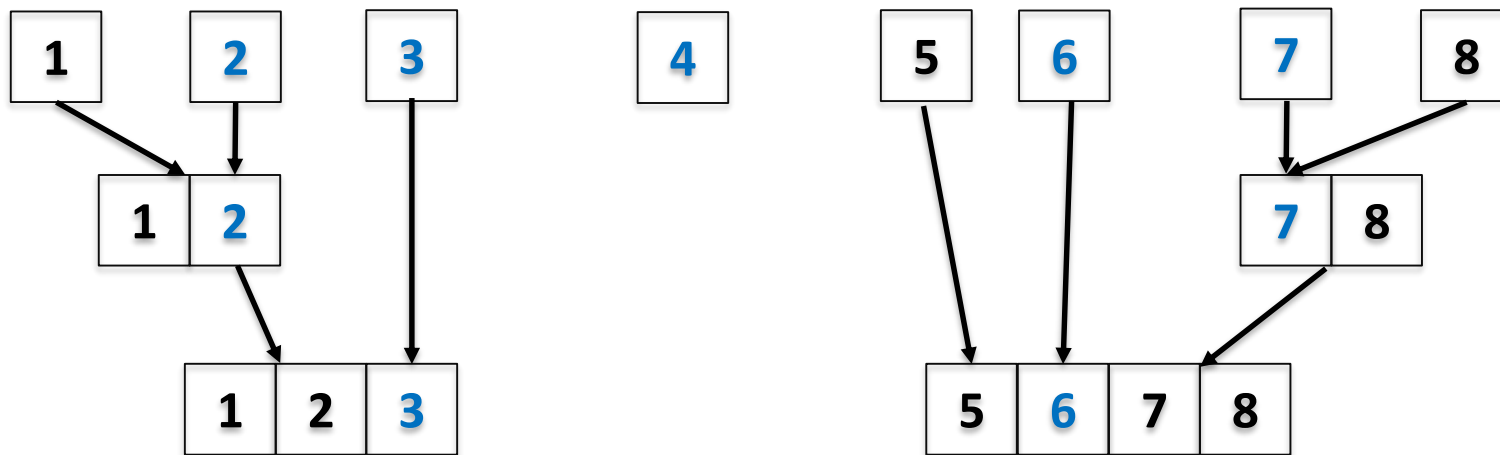
Quicksort - Example

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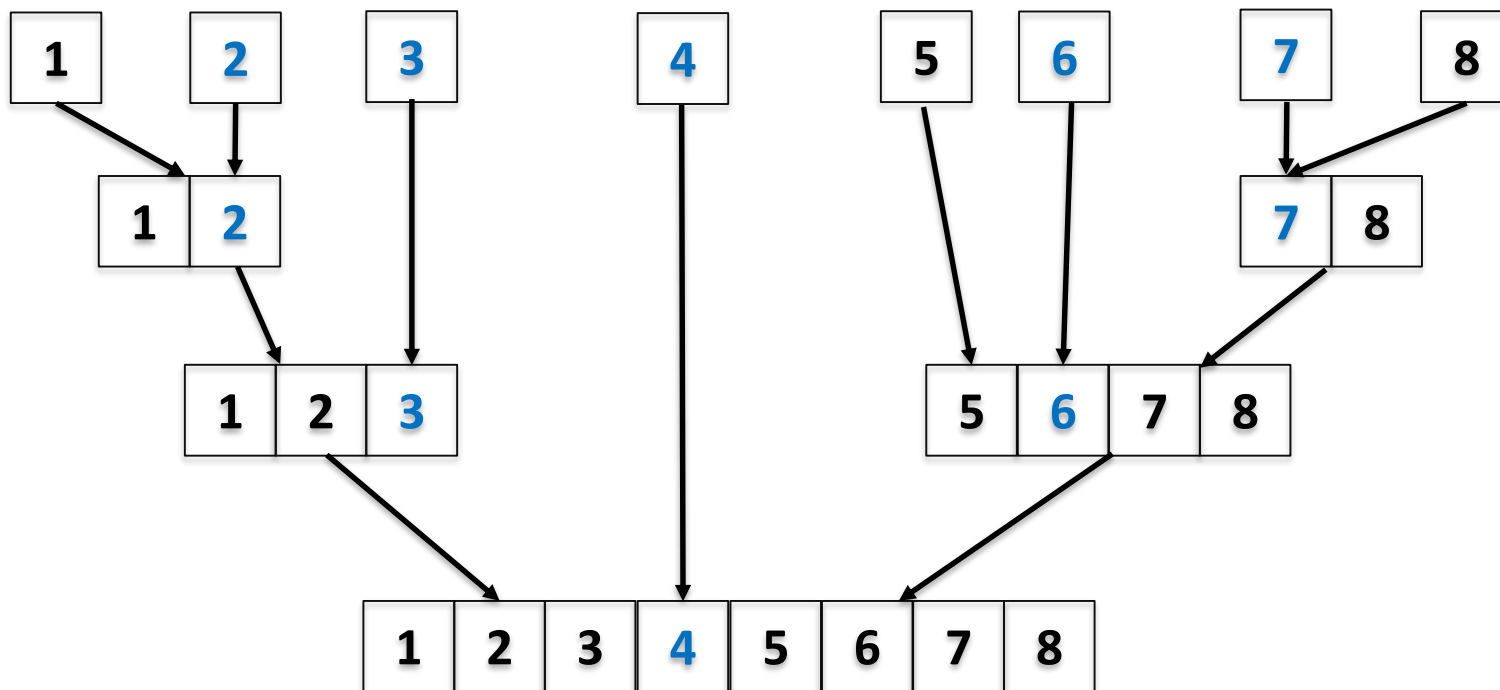
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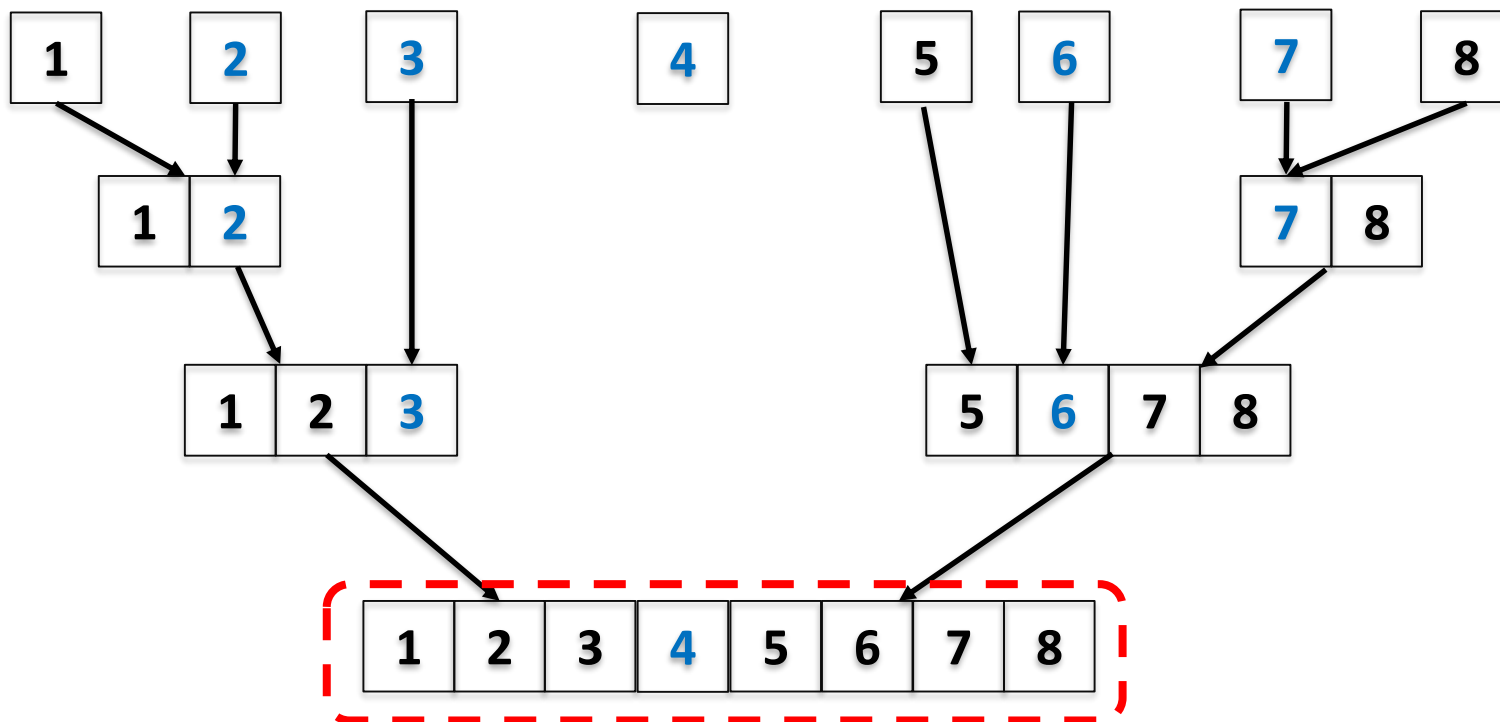
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Outline

- Review to Divide-and-Conquer Paradigm
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

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 - Old fashioned: Write out a recurrence on $T(n)$, where $T(n)$ is the **expected** running time of the algorithm on an input of size n , and solve it.
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 - New: Indicator variables.
 - Simple and elegant, but needs practice to master.

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- Two facts about key comparisons:

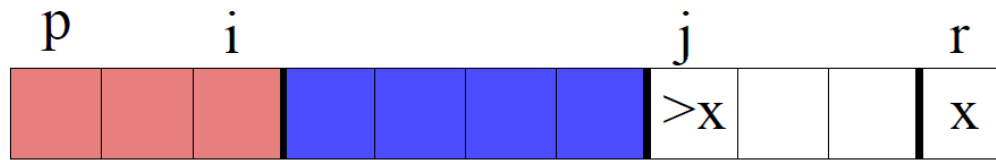
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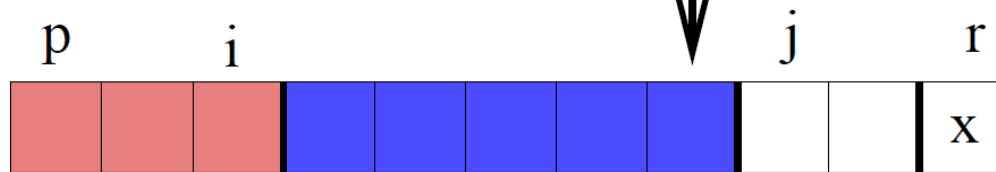
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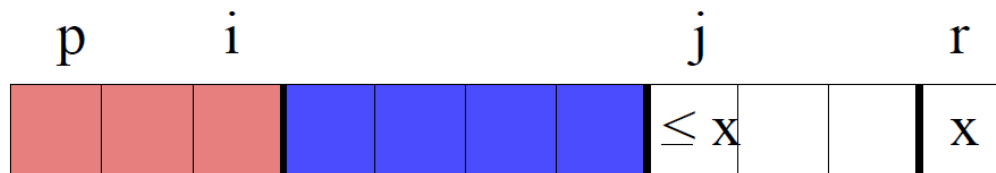


$\leq x$ $> x$

(A) $A[j] > x$

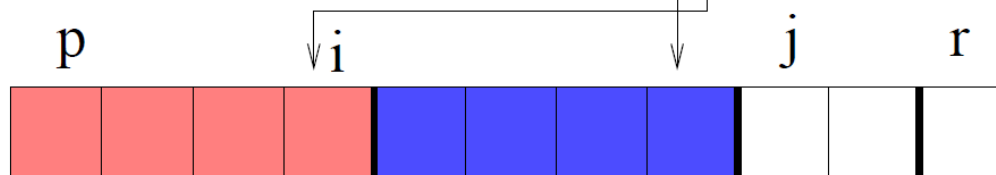


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- remember $z_i < z_{i+1} < \dots < z_j$

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- When z_i and z_j are first placed in DIFFERENT segments of the array by partitioning, the pivot is one of the elements in Z_{ij}

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- When z_i and z_j are first placed in DIFFERENT segments of the array by partitioning, the pivot is one of the elements in Z_{ij}
- If the pivot is either z_i or z_j

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For $1 \leq i \leq j \leq n$, let $Z_{ij} = \{z_i, z_{i+1}, \dots, z_j\}$

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- If the pivot is either z_i or z_j
 - z_i and z_j will be compared
- If the pivot is any element in Z_{ij} other than z_i or z_j
 - z_i and z_j are not compared with each other in all randomized-partition calls

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Note: $\sum_{k=1}^n \frac{1}{k} \leq \log(n)$

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Hence, the expected number of comparisons is $O(n \log n)$, which is the expected running time of Randomized-Quicksort

谢谢

