

## **Quick Sort**

Lecture-33

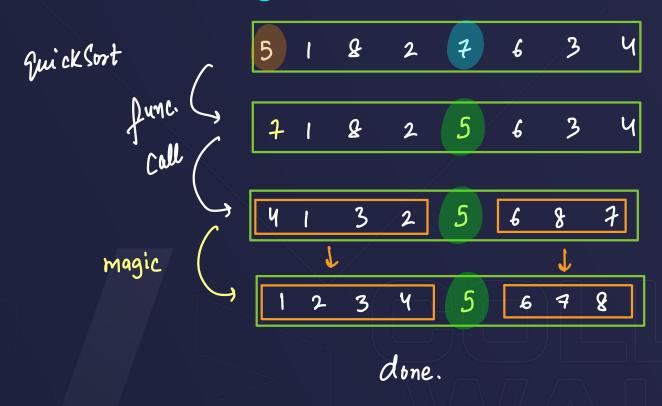
Raghav Garg



#### Today's checklist

- 1) Quick Sort Algorithm
- Example Explanation
- 3) Quick Sort Time and Space Complexity
- 4) Randomised Pivot point
- 5) Stability
- 6) Applications of Quick Sort
- 7) Difference between Quick Sort and Merge Sort

#### **QuickSort Algorithm**



### How to choose the pivot point

1) As of now, we will take the first element as privot.

Starting idx

2) To set the frivot -s. find pivot idx 4 Then swap.

- just find the number of smaller elements than arr (stodi)

Count= \$1234 5 1 8 2 7 6 3 4

pivot 9dx = count +st

### **Partition Algorithm**

pi end Count = 1 8 pivot Adx = count + St = 6 end st

#### 🕔 skills

#### Code and dry run





#### Time and Space complexity

```
void quicksort(int arr[], int si, int ei){
      if(si>=ei) return; // base
      // 5,1,8,2,7,6,3,4
      int pi = partition(arr,si,ei);
      // 4 1 3 2 5 7 8 6
      quicksort(arr,si,pi-1);
      quicksort(arr,pi+1,ei);
  - - - - - - - - - - - - - - - - 1 T
 Let the QS code be
run 'x' times
Tno in each -> 2x(ei-si)

bartition
```

```
int partition(int arr[], int si, int ei){
    int pivotElement = arr[si];
    int count = 0:
    for(int i=si+1;i<=ei;i++){</pre>
        if(arr[i] <= pivotElement) count++;</pre>
    int pivotIdx = count + si;
    swap(arr[si],arr[pivotIdx]);
    int i = si;
    int i = ei:
    while(i<pivotIdx && j>pivotIdx){
        if(arr[i] <= pivotElement) i++;</pre>
        if(arr[j]>pivotElement) j--;
        else if(arr[i]>pivotElement && arr[j]<=pivotElement){</pre>
             swap(arr[i],arr[j]);
             i++;
    return pivotIdx;
```



### Time and Space complexity

```
void quicksort(int arr[], int si, int ei){
      if(si>=ei) return; // base
      // 5,1,8,2,7,6,3,4
      int pi = partition(arr,si,ei);
      // 4 1 3 2 5 7 8 6
      quicksort(arr,si,pi-1);
      quicksort(arr,pi+1,ei);
int main()[
\begin{array}{c} \rightarrow & O(1) & \checkmark \\ \rightarrow & O(n) & \checkmark \\ \rightarrow & O(\log n) \checkmark \end{array}
```

```
int partition(int arr[], int si, int ei){
    int pivotElement = arr[si];
    int count = 0:
    for(int i=si+1;i<=ei;i++){</pre>
        if(arr[i] <= pivotElement) count++;</pre>
    int pivotIdx = count + si;
    swap(arr[si],arr[pivotIdx]);
    int i = si:
    int i = ei:
    while(i<pivotIdx && j>pivotIdx){
        if(arr[i]<=pivotElement) i++;</pre>
        if(arr[j]>pivotElement) j--;
        else if(arr[i]>pivotElement && arr[j]<=pivotElement){</pre>
            swap(arr[i],arr[j]);
            i++;
    return pivotIdx;
```

### Time and Space complexity

```
Time Complexity:

Avg. Case - O(n·logn)

Wist Case - O(n²)
```

Problem

an(si) - frivot Element

pi - scrop

Worst Case: 5 4 3 2 1

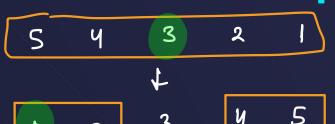
1 4 3 2 5

1 4 3 2 5

1 4 5 5

2 3 4

### Randomized Pivot point pivot Plement - am [si] X



### Stability of Quick Sort -> Not Stable



Unstable Sorts

J
S.C., B.S

#### **Application of Quick Sort**

1

- 1) Internal sorting was variation of quick sort
- 2) guick Select
- 3) wherever there is no need of stability, we use quick sort.

#### **Merge Sort vs Quick Sort**

B.S, S.S, I.S

T.C. b (nlogn) S·(· O(n) Stability linked lists Inversion Count 0(nlogn)

6(logn) -> In Place sorting

X

Quick Select

# Ques: Write a Program to find Kth smallest element in an array using QuickSort.

```
Selection Sort -> O(K*n) = Bubble Denuction

Merge Sort -> O(nlogn)

Quick Select -> O(n) (avg. case) -> Worst Case -> O(n²)
```

2 Q 7 4 Q 5 4 5 6 3 **(5)** 3 2 3

s return

K = 5

int kthSmallest(int arr[], int si, int ei, int k)
 int pi = partition(arr,si,ei);
 if(pi+1==k) return arr[pi];
 else if(pi+1 < k) return kthSmallest(arr,pi+1,ei,k);
 else return kthSmallest(arr,si,pi-1,k);</pre>

Total no. of ops > n

+n+n...

= 2n-1

~ h

$$= T \cdot C \cdot = O(n)$$

= 1+2+4. .. n+ n



# THANK YOU

classwork - 2th smallest - Leetlode