You are suggested to use the teaching servers burrow.soic.indiana.edu or hulk.soic.indiana.edu or tank.soic.indiana.edu for practicing C programs.

Lab 3: Sorting algorithm

Random Number Generation

If you want to implement in C, you can use the following C pattern for generating random numbers for this assignment

Randomized Quick Sort

Pseudo Code:

The quicksort algorithm has a **worst-case** running time of $\Theta(n^2)$ on an input array of n numbers. Despite this slow worst-case running time, quicksort is often the best practical choice for sorting because it is remarkably efficient **on the average**: its **expected** running time is $\Theta(n \lg n)$, and the constant factors hidden in the $\Theta(n \lg n)$ notation are quite small. It also has the advantage of sorting in place.

we can sometimes add randomization to the algorithm in order to obtain good expected performance over **all** inputs. Many people regard the resulting randomized version of quicksort as the sorting algorithm of choice for large enough inputs.

We implement an ascending order randomized quick sort here.

```
//Partition the subarray A[p...r]
RANDOMIZED_PARTITION(A,p,r):
  k = Rand(p,r) //pick a random pivot index between p and r
  swap(A[k],A[r]) // put the pivot at the end of the subarray
  x = A[k]
  i = p - 1
  for j = p to i:{
    if(A[j] \le x):
     i = i + 1
      swap(A[i],A[j])
  swap(A[i+1],A[r])
  return i+1 // return the new postion of the pivot element
RANDOMIZED QUICK SORT(A,p,r):
  if p < r:
    q = RANDOMIZED PARTITION(A,p,r)
    RANDOMIZED_QUICK_SORT(A,p,q-1)
    RANDOMIZED_QUICK_SORT(A,q+1,r)
```

Test your implementation on some random array and the descending array [100000,99999,99998,...,3,2,1], show them during the lab.