

## Quick Sort → Partition

1) Inplace

Divides the array → smarter way

2) Not stable sorting algo

Partition algo

3) Practical real life use-cases

Actually sorting is required No need of combine

30 45 50 70  
10 20 30 40 50 60 70 80

Part

45 0 1 2 3 4 5 6 7 8  
~~50, 40, 20, 10, 30, 90, 45, 67, 79~~

P J → J → J → J → J → J → J → J → J  
pivot = 50

i i i i i i i i i

{ i → smaller than pivot  
J → greater than pivot

partition

4

0 1 2 3 4 5 6 7 8  
45 40 10 30 50 90 70 67 79

Smaller < 50

↳ pivot

element

pivot

Qs(arr, 5, elements)

Qs(arr, 0, 3)

↙ O(n)

partition(arr, p, q):

PIVOT = arr(p)

i = p

for (j = i + 1 to q):  
if arr(j) ≤ pivot:  
i+1 = i  
swap(arr(i), arr(j))

$\text{swap}(\text{arr}(i), \text{arr}(p))$   
 ↳ pivot

return i

↙ T(m)

QS(arr, p, q):       $m = p + (q-p)//2$

~~m ≠ p + 1~~

if  $i < j$ :

↙ m

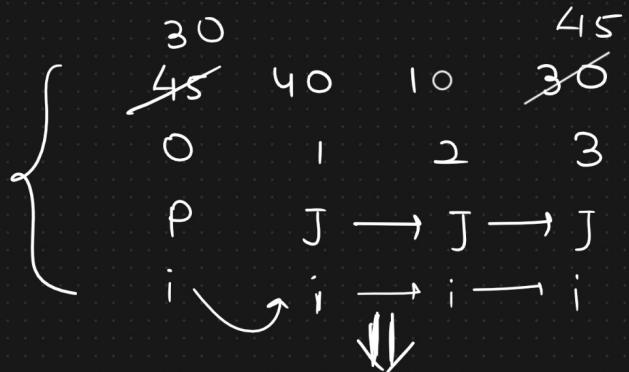
$m = \underline{\text{partition}}(\text{arr}, p, q)$

T(m-p)      QS(arr, p, m-1)

T(q-m)      QS(arr, m+1, q)

↙ q - (m+1) + 1

q - m



$$i = \frac{3}{3}$$

$(30 \ 40 \ 10) \ 45$   
 $0 \ 1 \ 2 \ i$   
QS(arr, 0, 2)

Small Problem

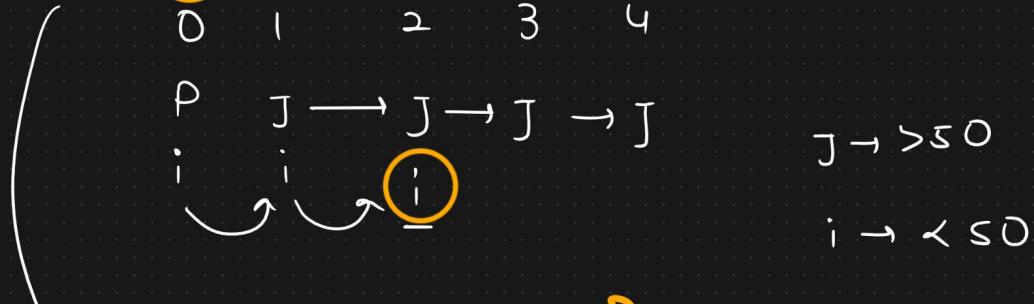
↳ p = q

↳ return

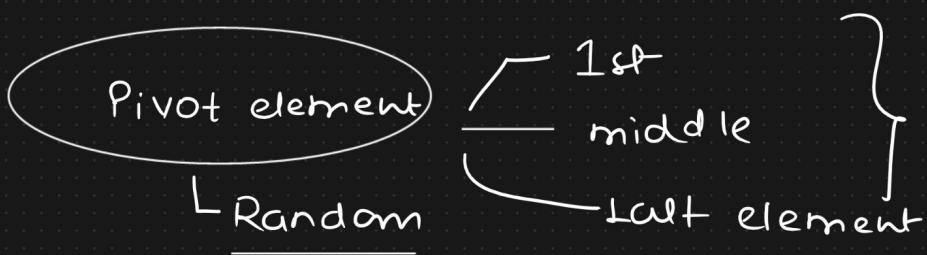
arr(p)

pivot = 50

~~25 50, 30, 70, 25 50~~  
 0 1 2 3 4



~~25, 30, 50, 69, 70~~  
 0 1 2 3 4



## MergeSort

$$\text{mid} = p + (q - p) // 2$$

$T(n/2) = \text{MergeSort}(arr, p, \text{mid})$

$T(n/2) = \text{MergeSort}(arr, \text{mid} + 1, q)$

## Recurrence Relation

$$T(n) = \begin{cases} c & ; n=1 \\ T(m-p) + T(q-m)+n & ; n>1 \end{cases}$$

## Best case/Average case

$$T(n) = T\left(\frac{n}{2}\right) + T\left(\frac{n}{2}\right) + n$$

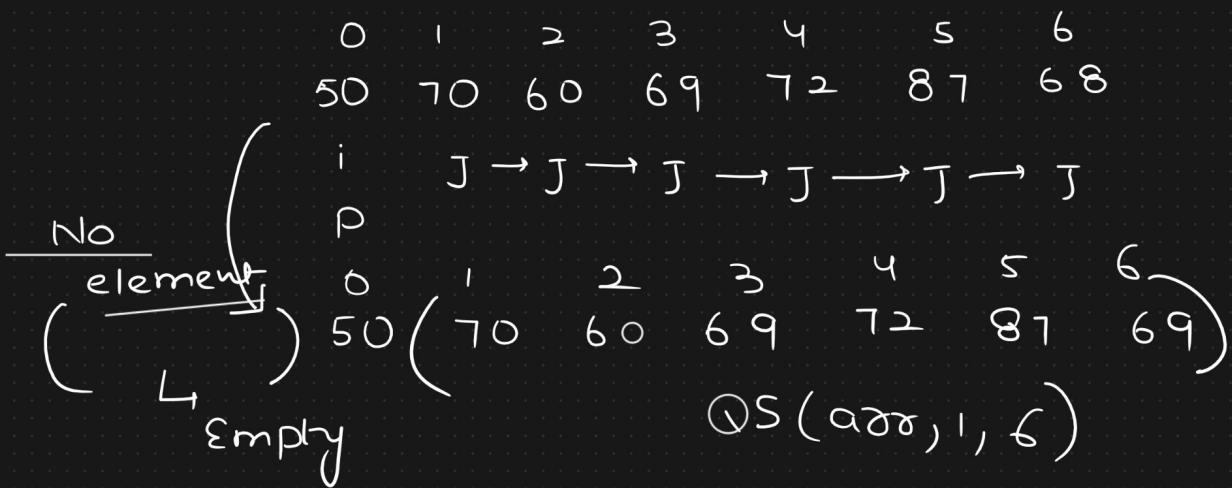
$$\begin{aligned} T(n) &= 2T\left(\frac{n}{2}\right) + n \\ &= \Theta(n \log n) \end{aligned}$$

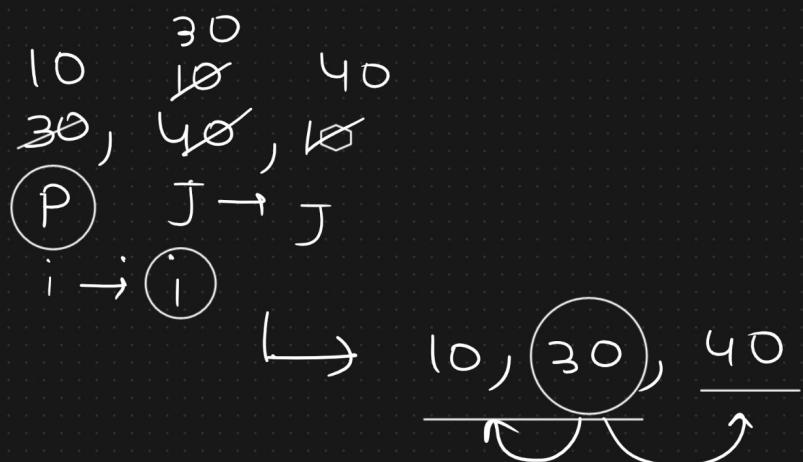
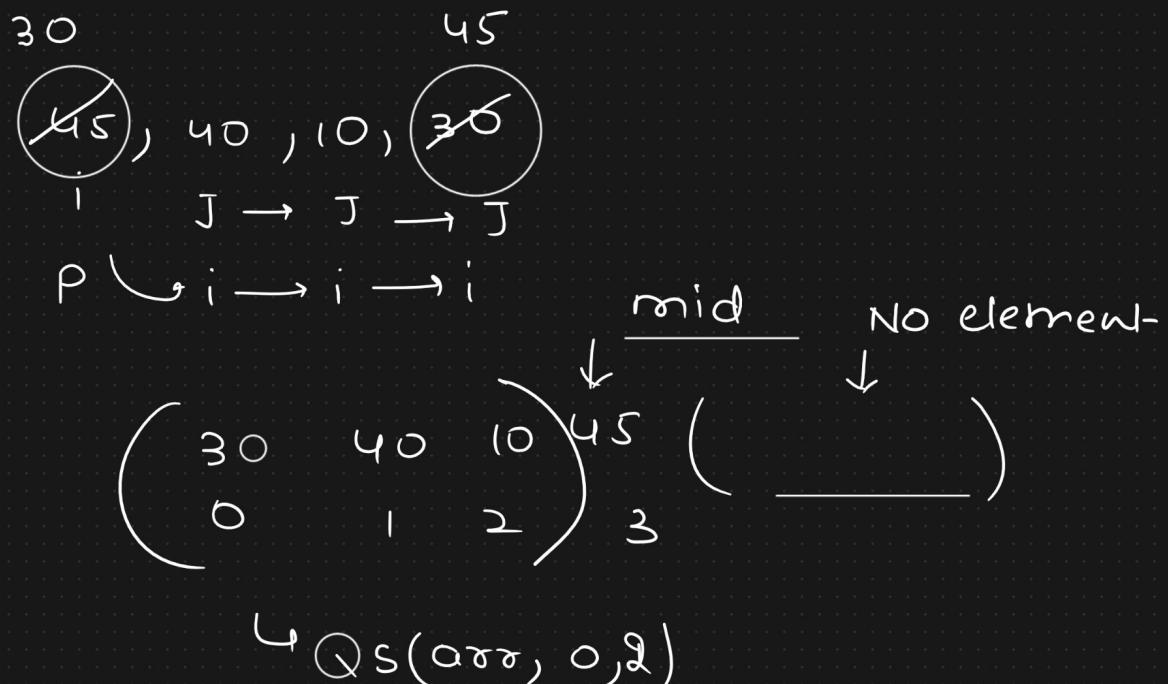
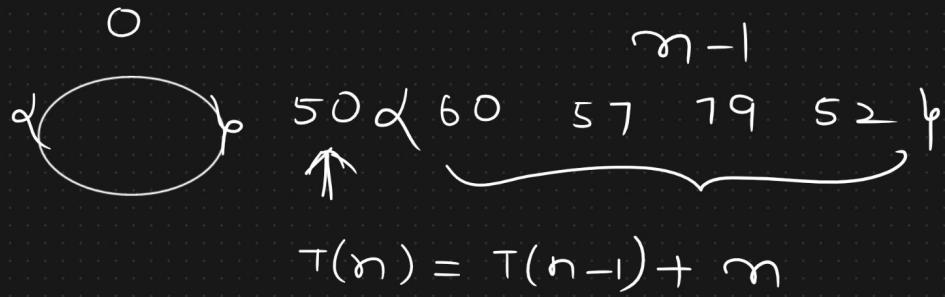
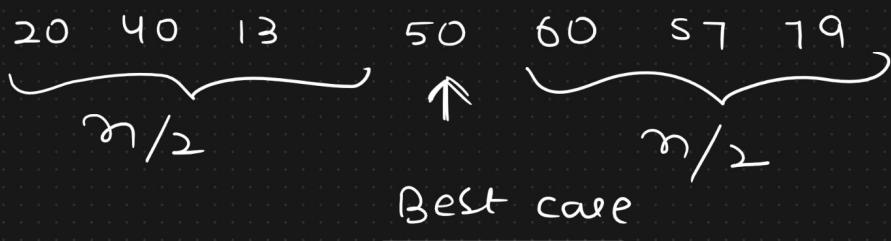
## Worst case scenario

$$T(n) = T(n-1) + 1 + n$$

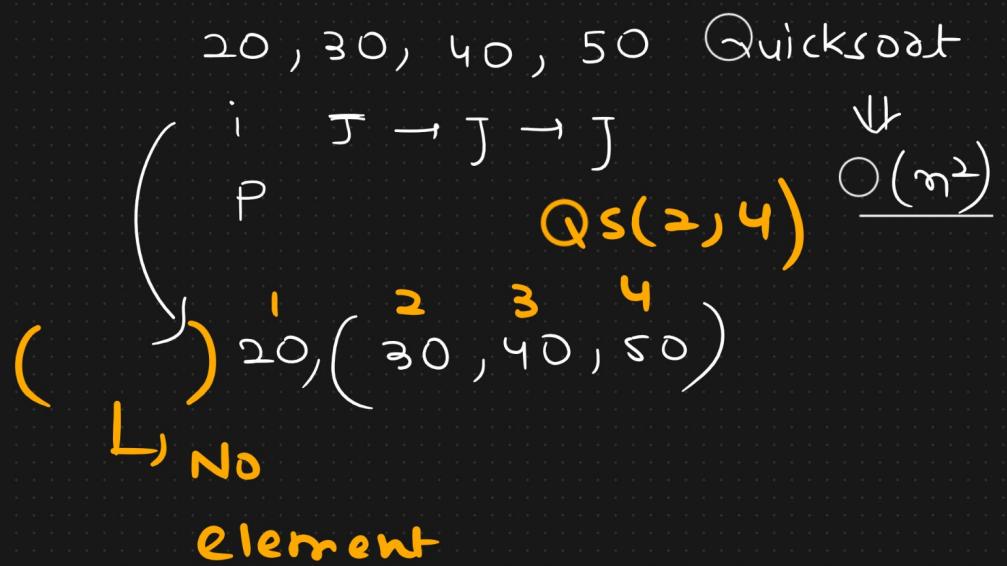
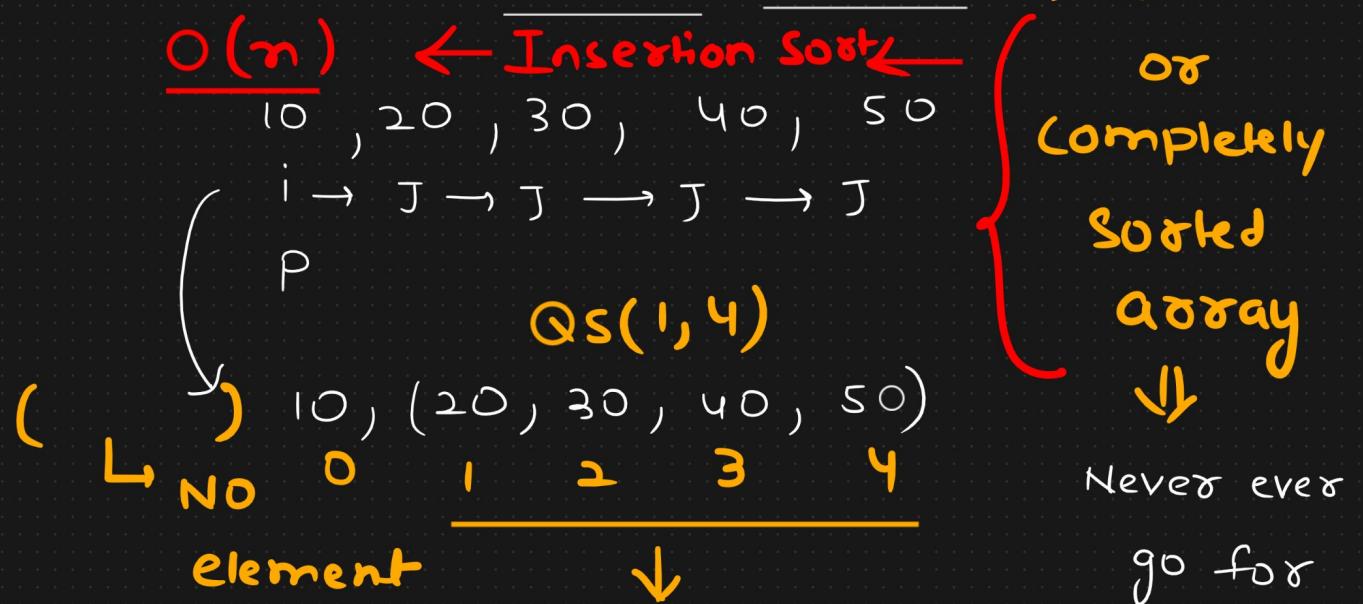
$$T(n) = T(n-1) + n$$

$$T(n) = \Theta(n^2)$$





Worst case Scenario → almost



## Randomized Quicksort

↳ Pivot element randomly

random

↳ random index → pivot element



$$6 \leftrightarrow 0$$

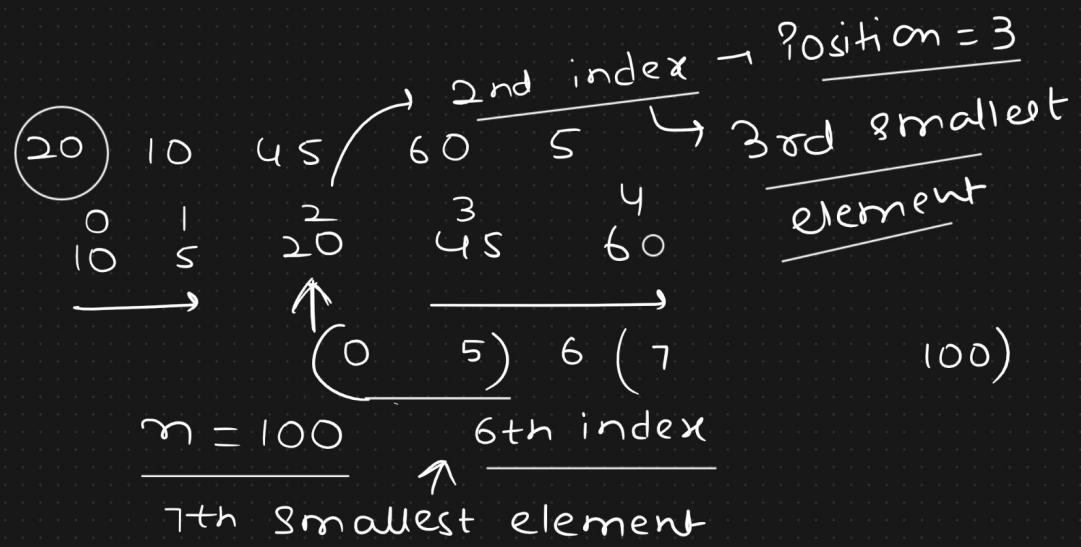


Same code

Probability → worst case scenario

↳ Quite less & normal

Quicksort



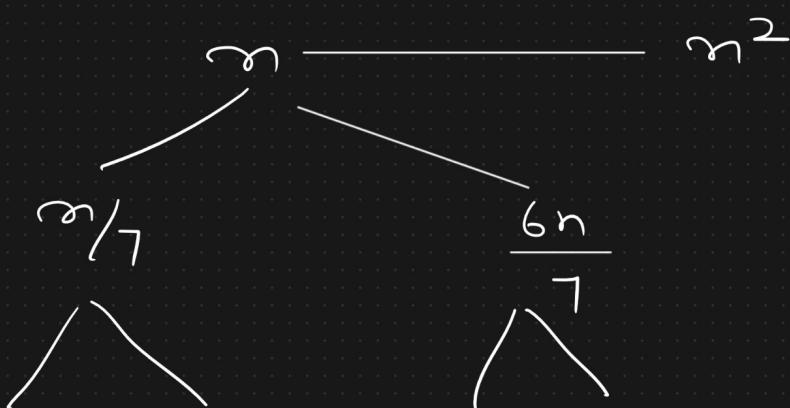
InterviewPartition  $\rightarrow O(n)$ Worst case time complexity of quickSort

$$T(n) = T\left(\frac{n}{7}\right) + T\left(n - \frac{n}{7}\right) + n^2 + n$$

$\hookrightarrow \log n$   
 $\hookrightarrow n \log n$   
 $\hookrightarrow n^2$   
 $\hookrightarrow n^3$

$$T(n) = T\left(\frac{n}{7}\right) + T\left(\frac{6n}{7}\right) + n^2 \approx \underline{\underline{O(n^2)}}$$

$\hookrightarrow$  Recursive Tree Approach



2)



$$T(n) = T(24) + T(n-25) + \underbrace{n^2 + n}_{\hookrightarrow O(n^2)}$$

25th largest element  
Pivot element

$$T(n) = T(n-25) + n^2$$

Position  $\rightarrow O(n)$

$$T(n) = O(n^3)$$

Worst Case Quicksort

$$T(n) =$$

( 20, 47, 52, 12, 26, 69, 74 )

0

$k = 2$

Selection Procedure

↳ 2nd smallest element

↳ pivot + 1

$$\left\{ \begin{array}{l} k = 2 \\ m = 4 \end{array} \right.$$

Output = 20

↳ 4 position

$T(n)$

selectionProcedure( $\alpha\sigma\sigma, P, q_r$ ):

position

C { if  $k == m$ :

return  $\alpha\sigma\sigma(m-1)$

elif  $k < m$ :

$T(m-P)$

selectionProcedure( $\alpha\sigma\sigma,$

Left side

$P, m-2$ )

else:

Right side { selectionProcedure( $\alpha\sigma\sigma,$

$m, q_r$ )

$T(q-m)$

pos = index + 1

## Recurrence Relation

$$\left\{ \begin{array}{l} T(n) = T(m-p) + m \\ \text{or} \\ T(n) = T(q_r - m) + n \end{array} \right.$$

Left side  
↑ Partition  
Right side

Best case

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

$$a = 1$$

$$\log_b a = 0$$

$$b = 2$$

$$k = 1, p = 0$$

$$\log_a b < k \rightarrow \text{Case 3}$$

Worst case

$$\begin{aligned} T(n) &= T(n-1) + n \\ &= O(n^2) \end{aligned}$$

$$O(n)$$