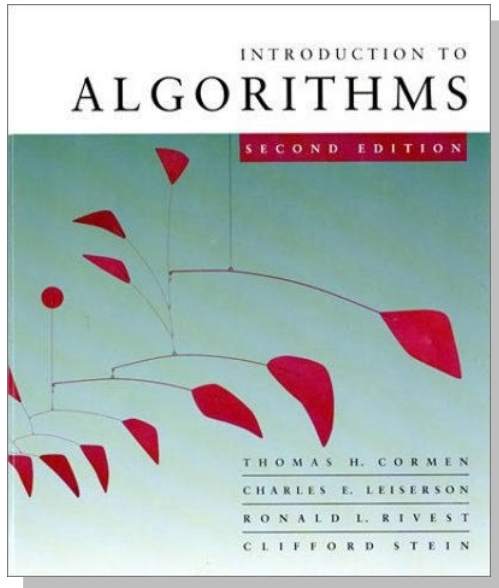


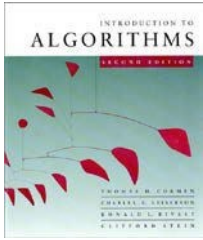
# *Introduction to Algorithms*

## LECTURE 4



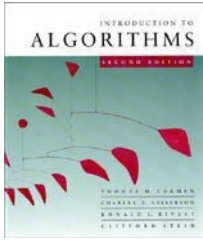
### Quicksort

- Divide and conquer
- Partitioning
- Worst-case analysis
- Intuition
- Randomized quicksort
- Analysis



# Quicksort

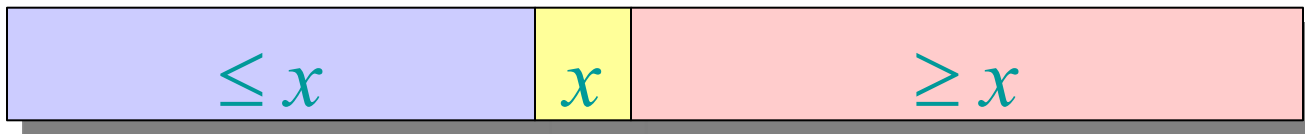
- Proposed by C.A.R. Hoare in 1962.
- Divide-and-conquer algorithm.
- Sorts “in place” (like insertion sort, but not like merge sort).
- Very practical (with tuning).



# Divide and conquer

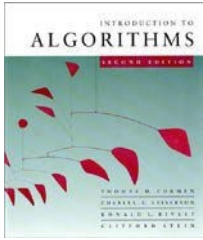
Quicksort an  $n$ -element array:

- 1. Divide:** Partition the array into two subarrays around a **pivot**  $x$  such that elements in lower subarray  $\leq x \leq$  elements in upper subarray.



- 2. Conquer:** Recursively sort the two subarrays.
- 3. Combine:** Trivial.

**Key:** *Linear-time partitioning subroutine.*

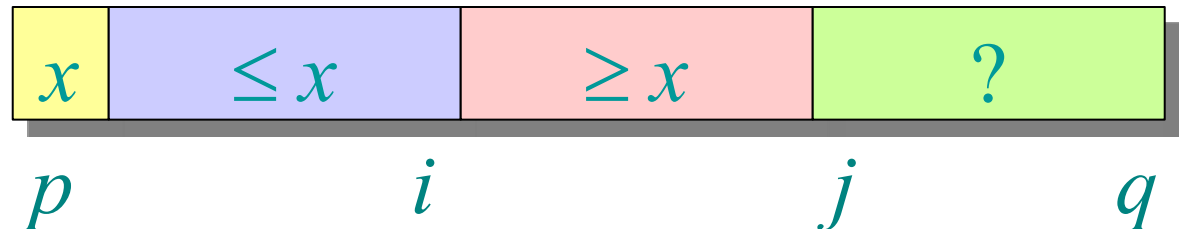


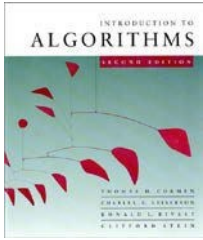
# Partitioning subroutine

```
PARTITION( $A, p, q$ )  $\triangleright A[p \dots q]$   
   $x \leftarrow A[p]$   $\triangleright$  pivot =  $A[p]$   
   $i \leftarrow p$   
  for  $j \leftarrow p + 1$  to  $q$   
    do if  $A[j] \leq x$   
      then  $i \leftarrow i + 1$   
           exchange  $A[i] \leftrightarrow A[j]$   
  exchange  $A[p] \leftrightarrow A[i]$   
  return  $i$ 
```

Running time  
=  $O(n)$  for  $n$   
elements.

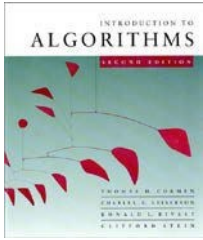
***Invariant:***



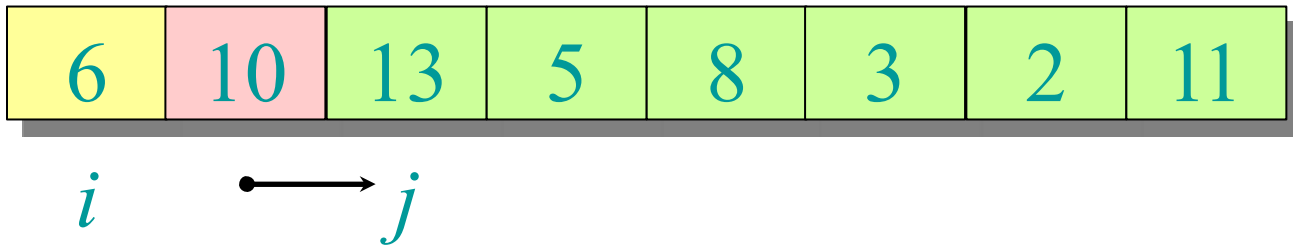


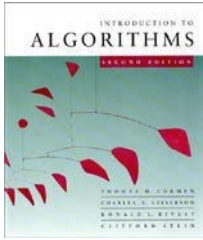
# Example of partitioning

6	10	13	5	8	3	2	11
$i$	$j$						

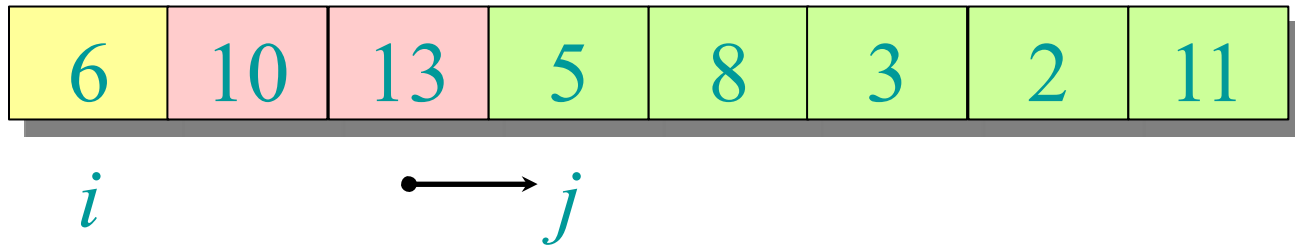


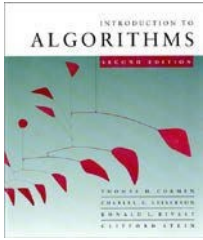
# Example of partitioning



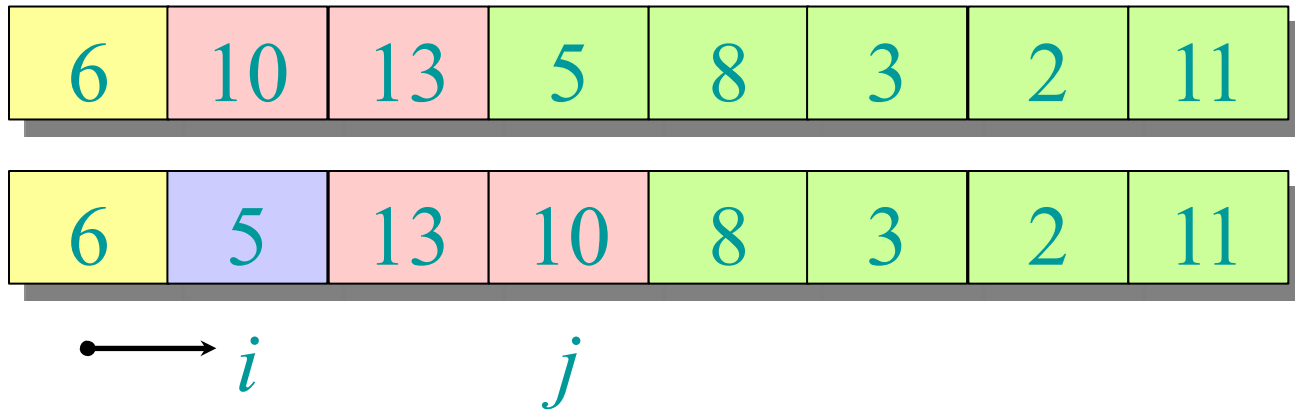


# Example of partitioning

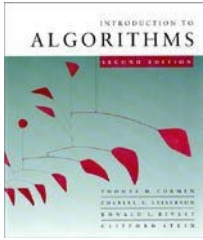




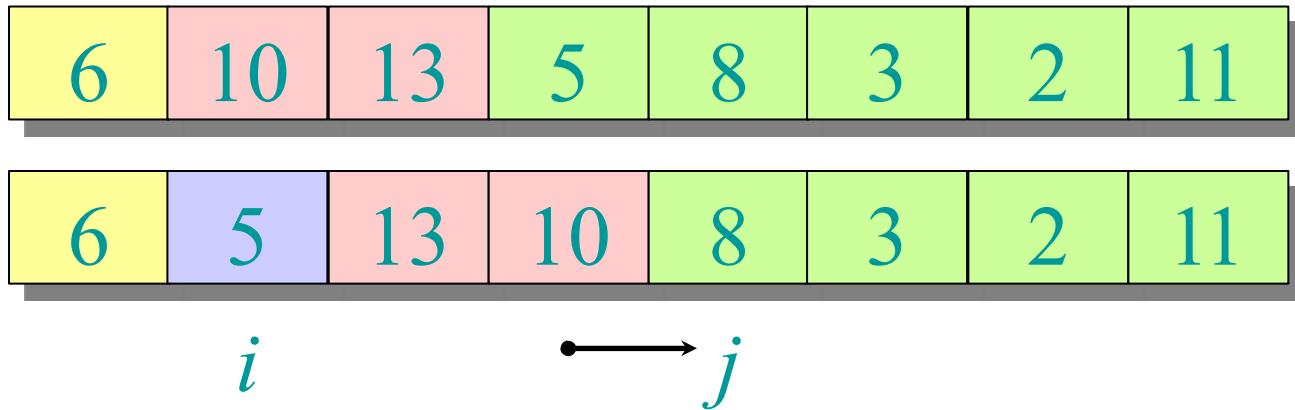
# Example of partitioning

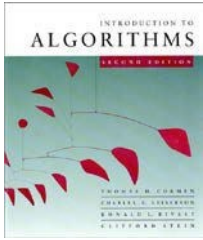




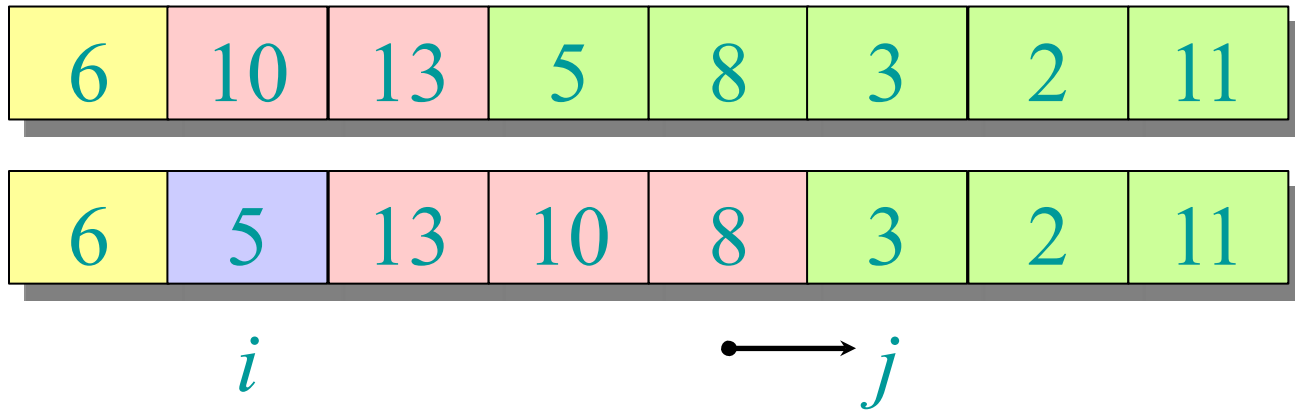


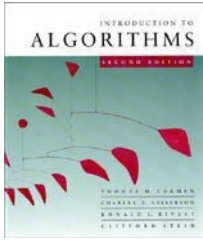
# Example of partitioning



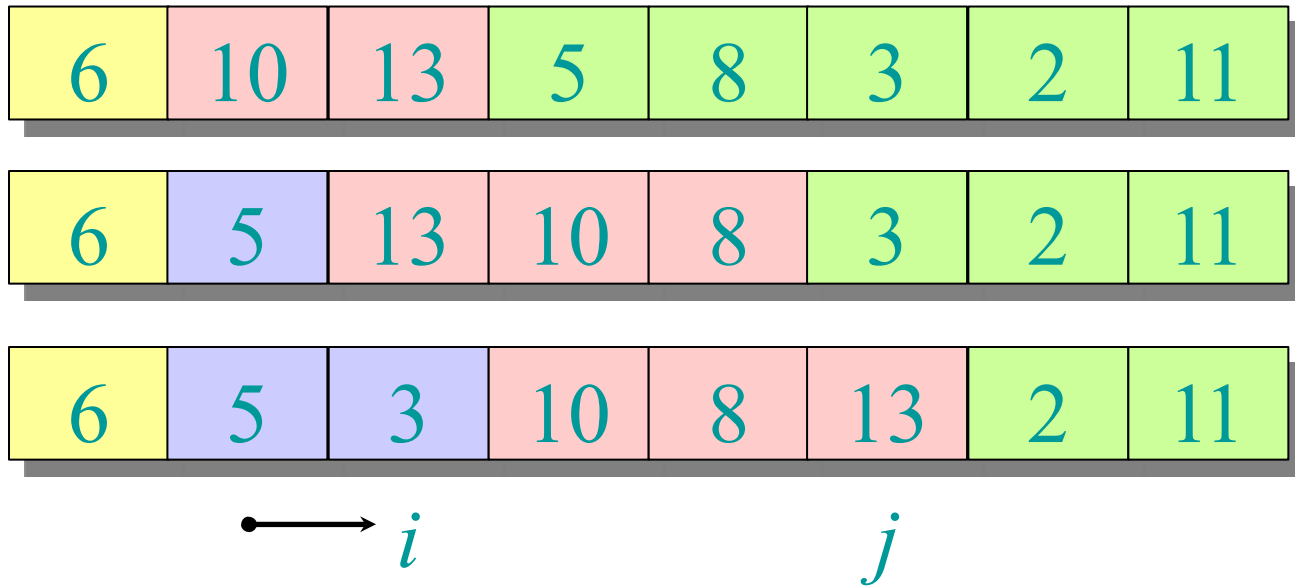


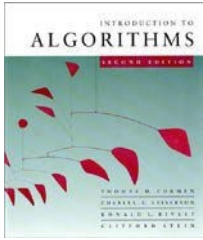
# Example of partitioning



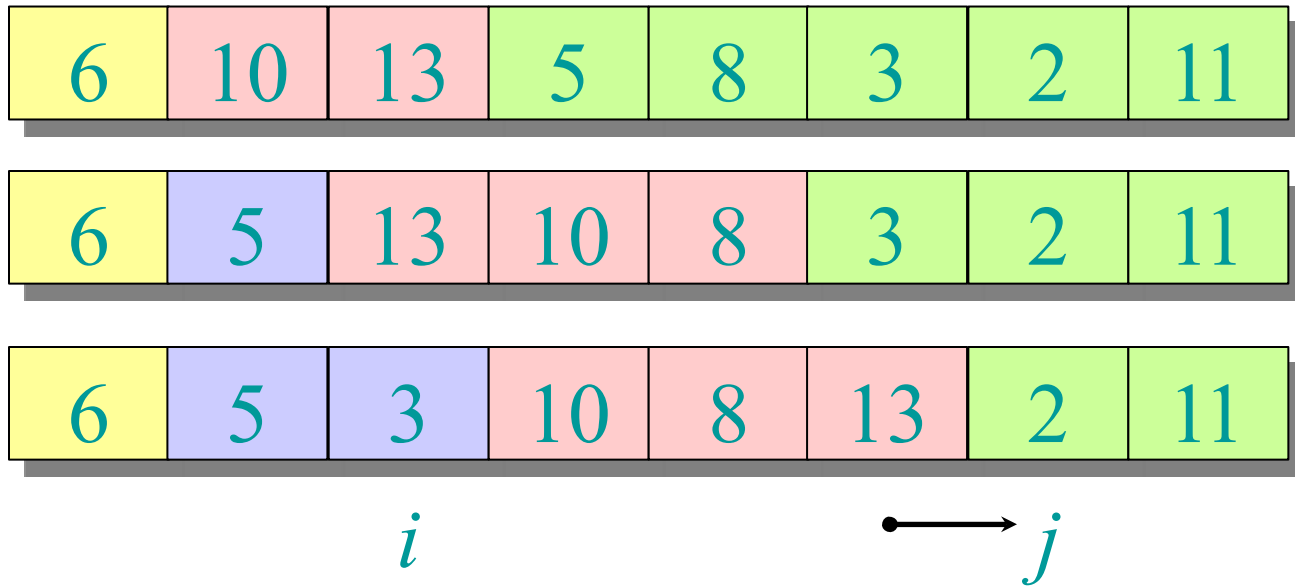


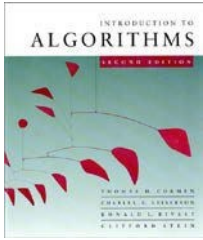
# Example of partitioning



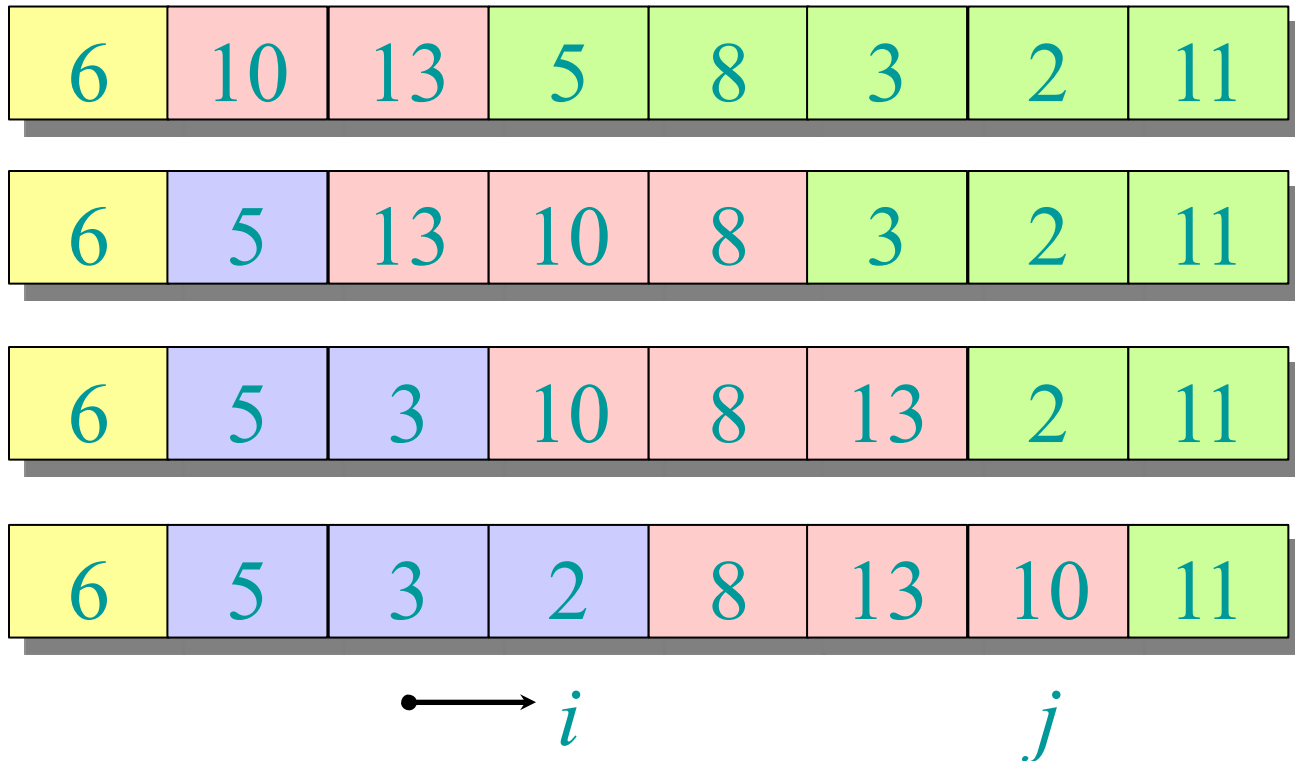


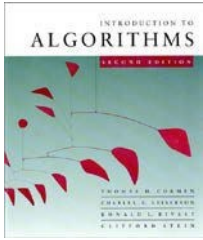
# Example of partitioning



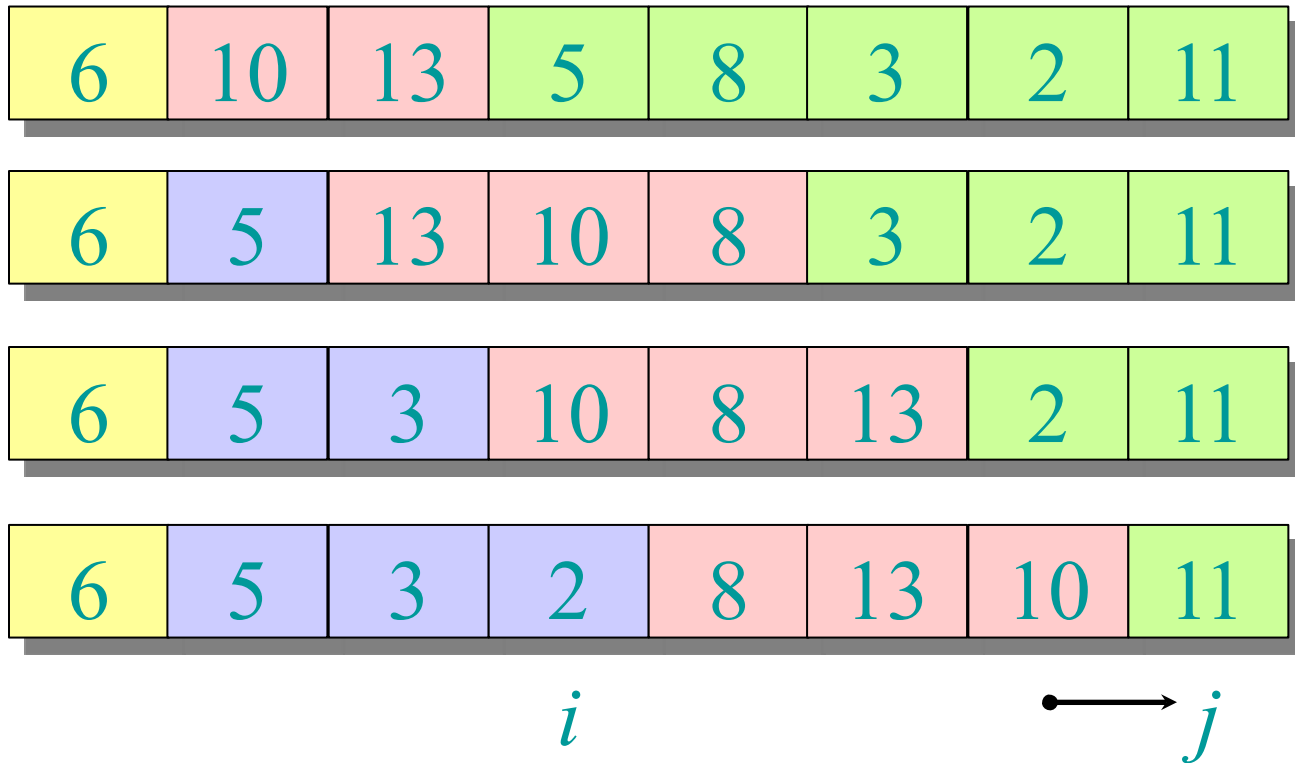


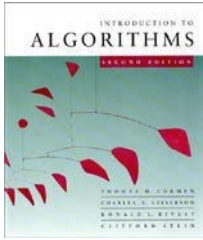
# Example of partitioning



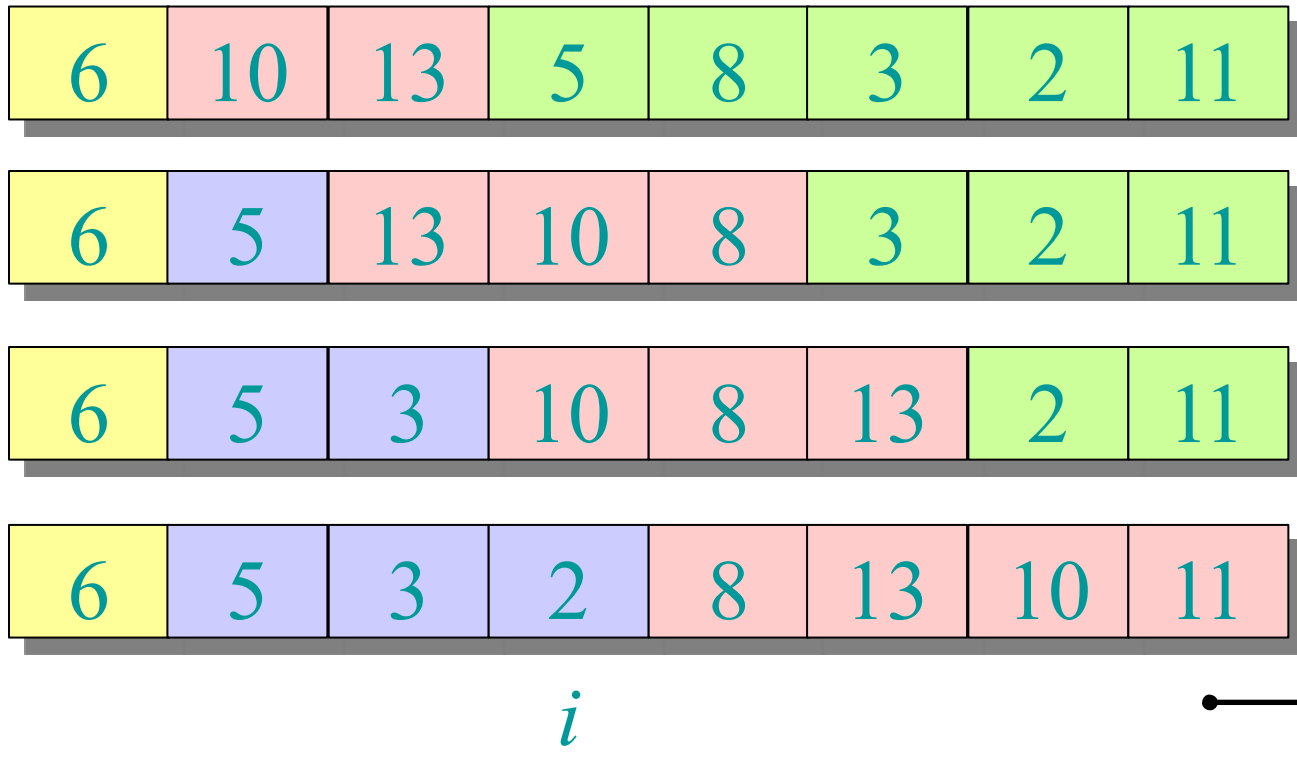


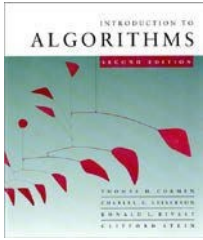
# Example of partitioning





# Example of partitioning





# Example of partitioning

6	10	13	5	8	3	2	11
---	----	----	---	---	---	---	----

6	5	13	10	8	3	2	11
---	---	----	----	---	---	---	----

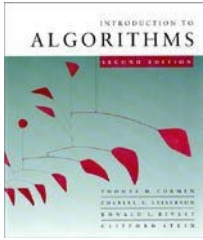
6	5	3	10	8	13	2	11
---	---	---	----	---	----	---	----

6	5	3	2	8	13	10	11
---	---	---	---	---	----	----	----

2	5	3	6	8	13	10	11
---	---	---	---	---	----	----	----

$i$





# Pseudocode for quicksort

QUICKSORT( $A, p, r$ )

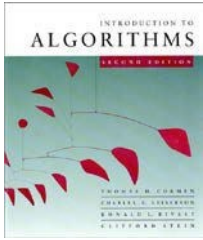
**if**  $p < r$

**then**  $q \leftarrow \text{PARTITION}(A, p, r)$

      QUICKSORT( $A, p, q-1$ )

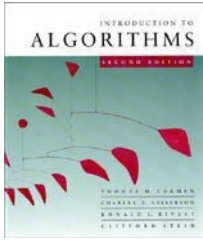
      QUICKSORT( $A, q+1, r$ )

**Initial call:** QUICKSORT( $A, 1, n$ )



# Analysis of quicksort

- Assume all input elements are distinct.
- In practice, there are better partitioning algorithms for when duplicate input elements may exist.
- Let  $T(n)$  = worst-case running time on an array of  $n$  elements.



# Worst-case of quicksort

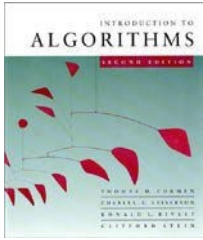
- Input sorted or reverse sorted.
- Partition around min or max element.
- One side of partition always has no elements.

$$T(n) = T(0) + T(n-1) + \Theta(n)$$

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

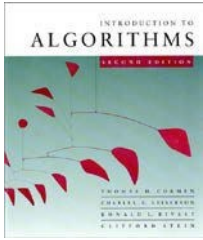
$$= T(n-1) + \Theta(n)$$

$$= \Theta(n^2) \quad (\textit{arithmetic series})$$



# Worst-case recursion tree

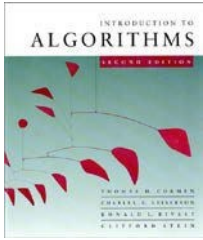
$$T(n) = T(0) + T(n-1) + cn$$



# Worst-case recursion tree

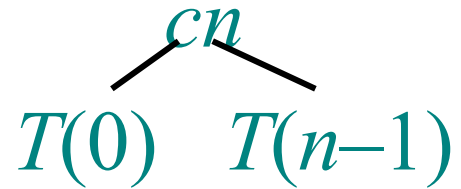
$$T(n) = T(0) + T(n-1) + cn$$

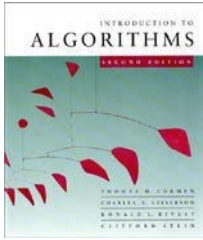
$$T(n)$$



# Worst-case recursion tree

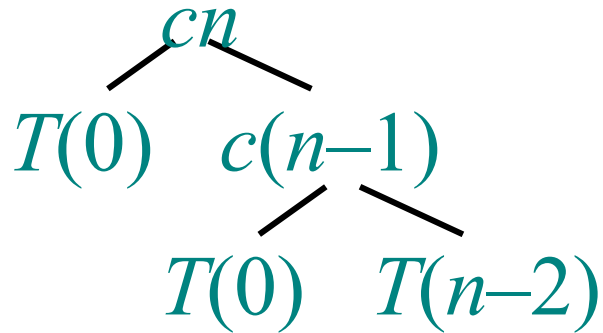
$$T(n) = T(0) + T(n-1) + cn$$

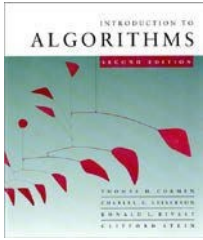




# Worst-case recursion tree

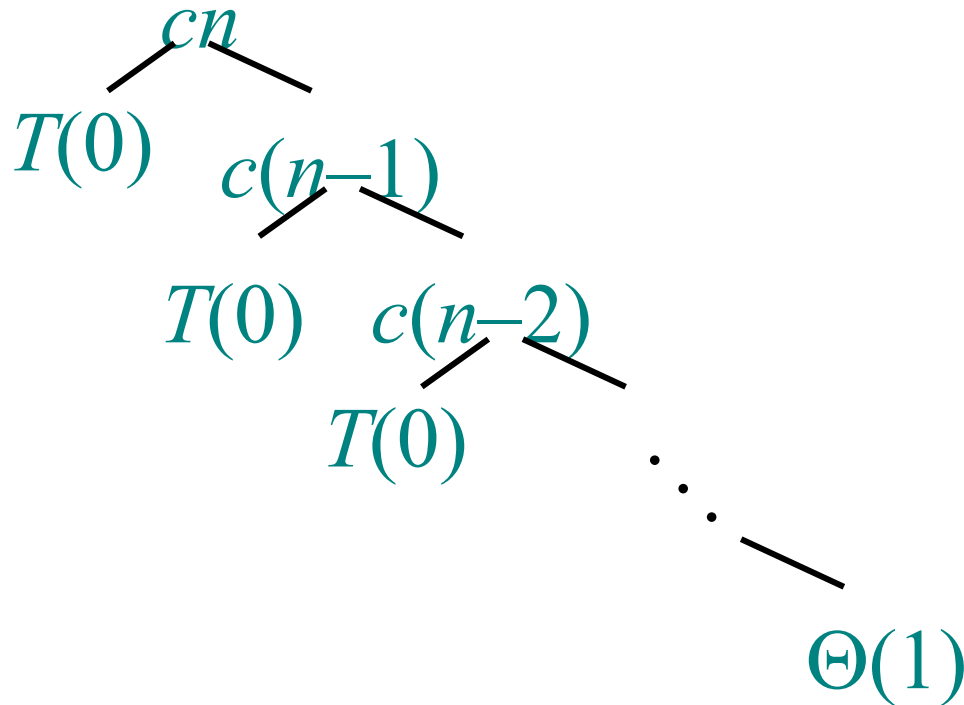
$$T(n) = T(0) + T(n-1) + cn$$



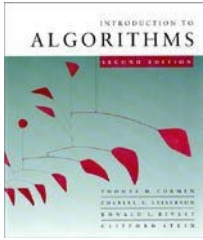


# Worst-case recursion tree

$$T(n) = T(0) + T(n-1) + cn$$

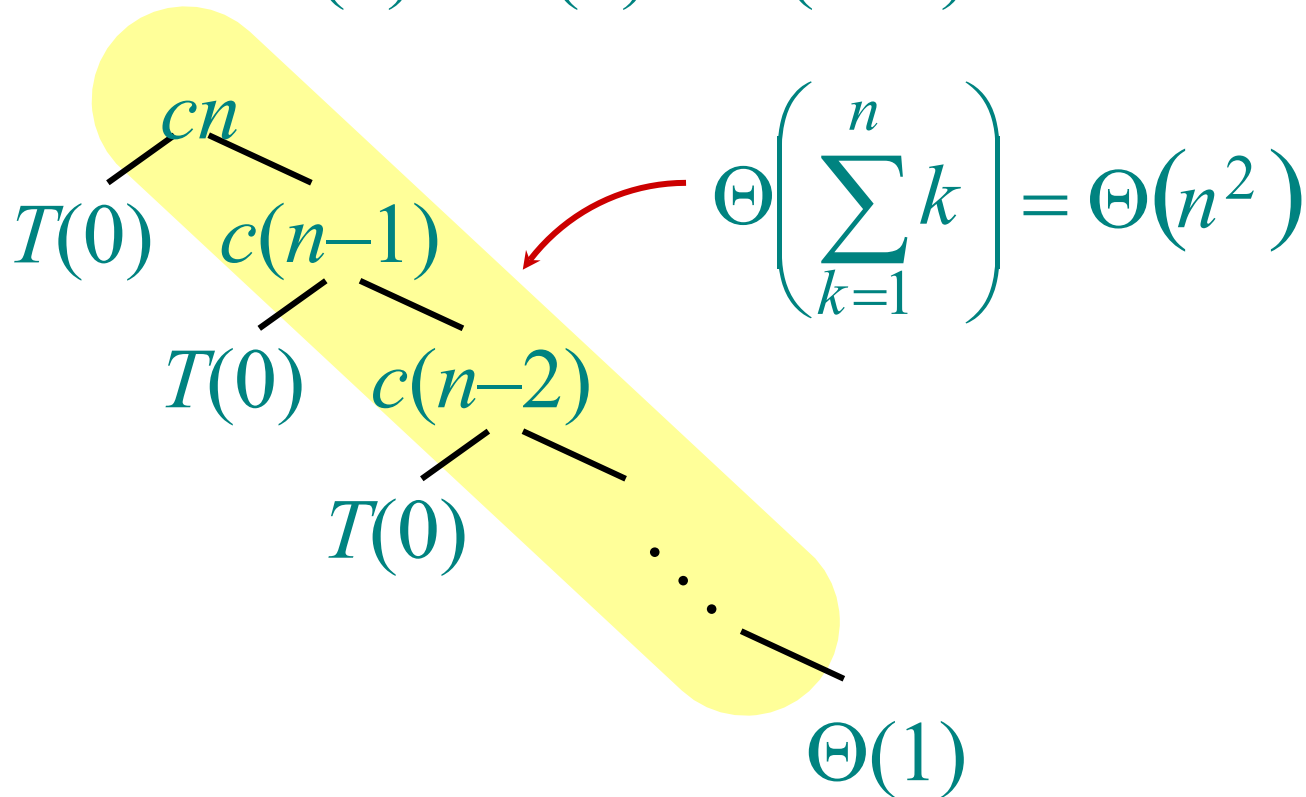


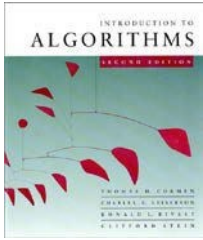




# Worst-case recursion tree

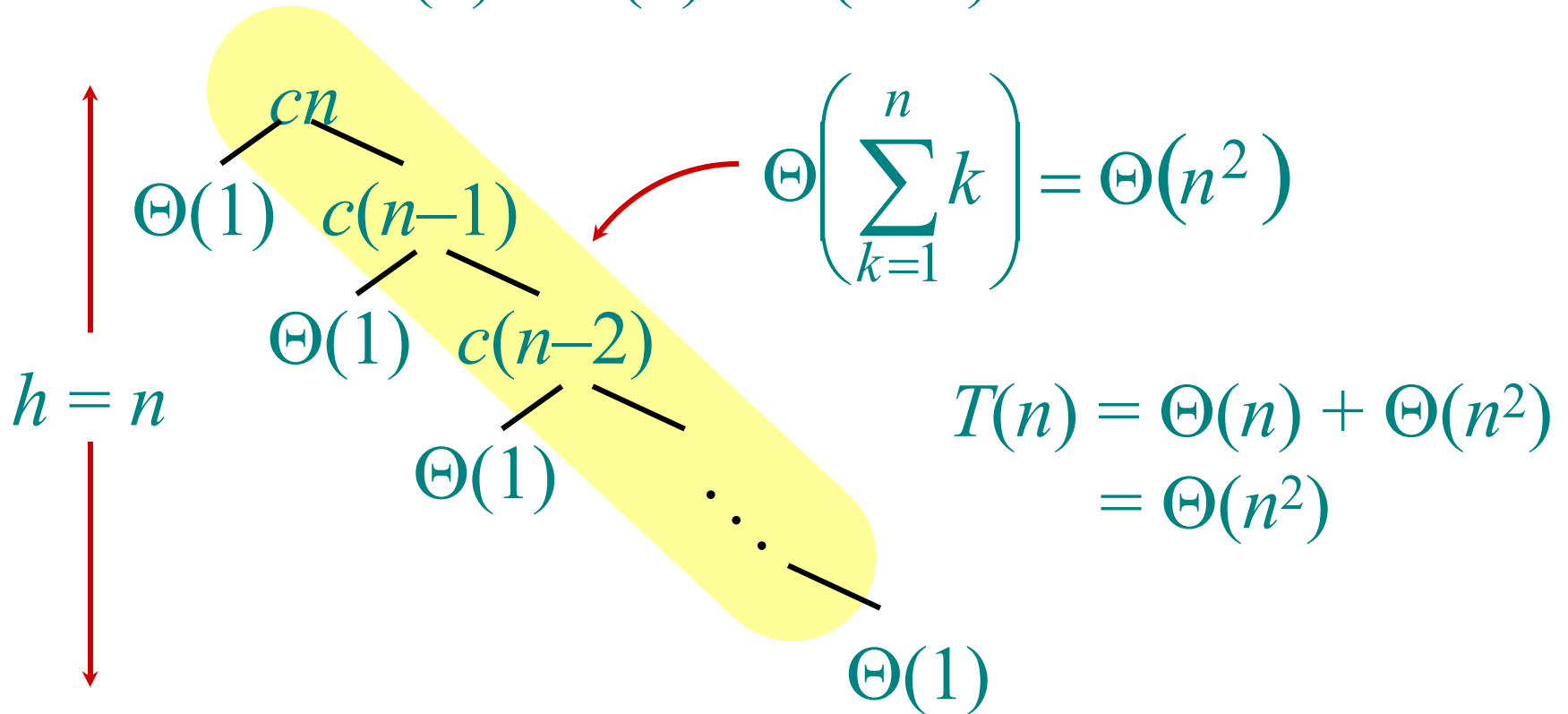
$$T(n) = T(0) + T(n-1) + cn$$

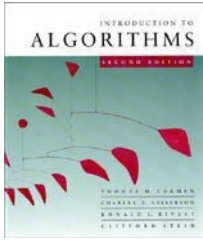




# Worst-case recursion tree

$$T(n) = T(0) + T(n-1) + cn$$





# Best-case analysis

*(For intuition only!)*

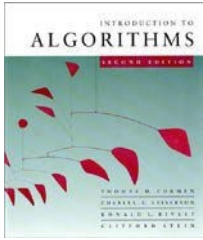
If we're lucky, PARTITION splits the array evenly:

$$\begin{aligned} T(n) &= 2T(n/2) + \Theta(n) \\ &= \Theta(n \lg n) \quad (\text{same as merge sort}) \end{aligned}$$

What if the split is always  $\frac{1}{10} : \frac{9}{10}$ ?

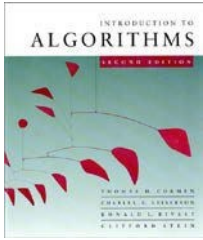
$$T(n) = T\left(\frac{1}{10}n\right) + T\left(\frac{9}{10}n\right) + \Theta(n)$$

What is the solution to this recurrence?

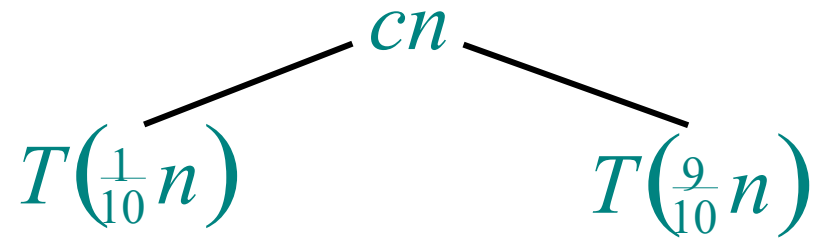


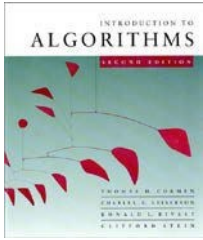
# Analysis of “almost-best” case

$$T(n)$$

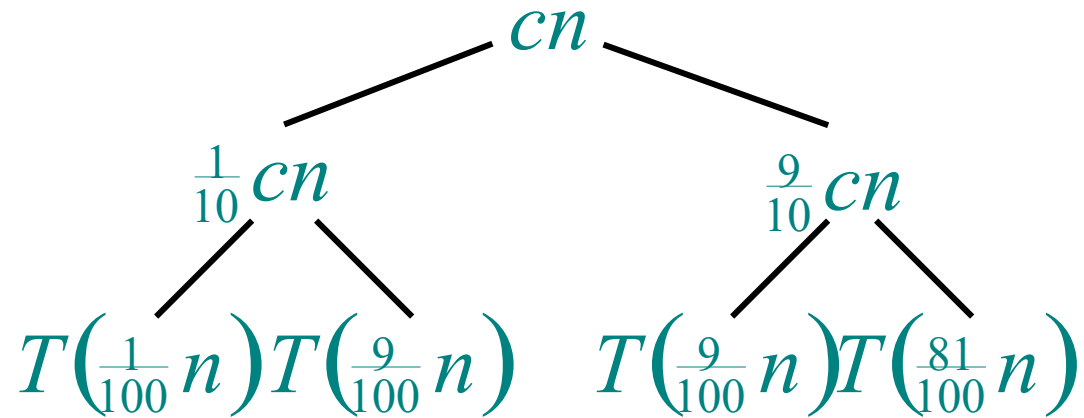


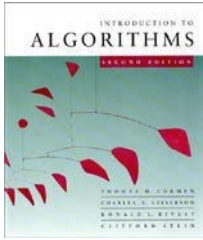
# Analysis of “almost-best” case



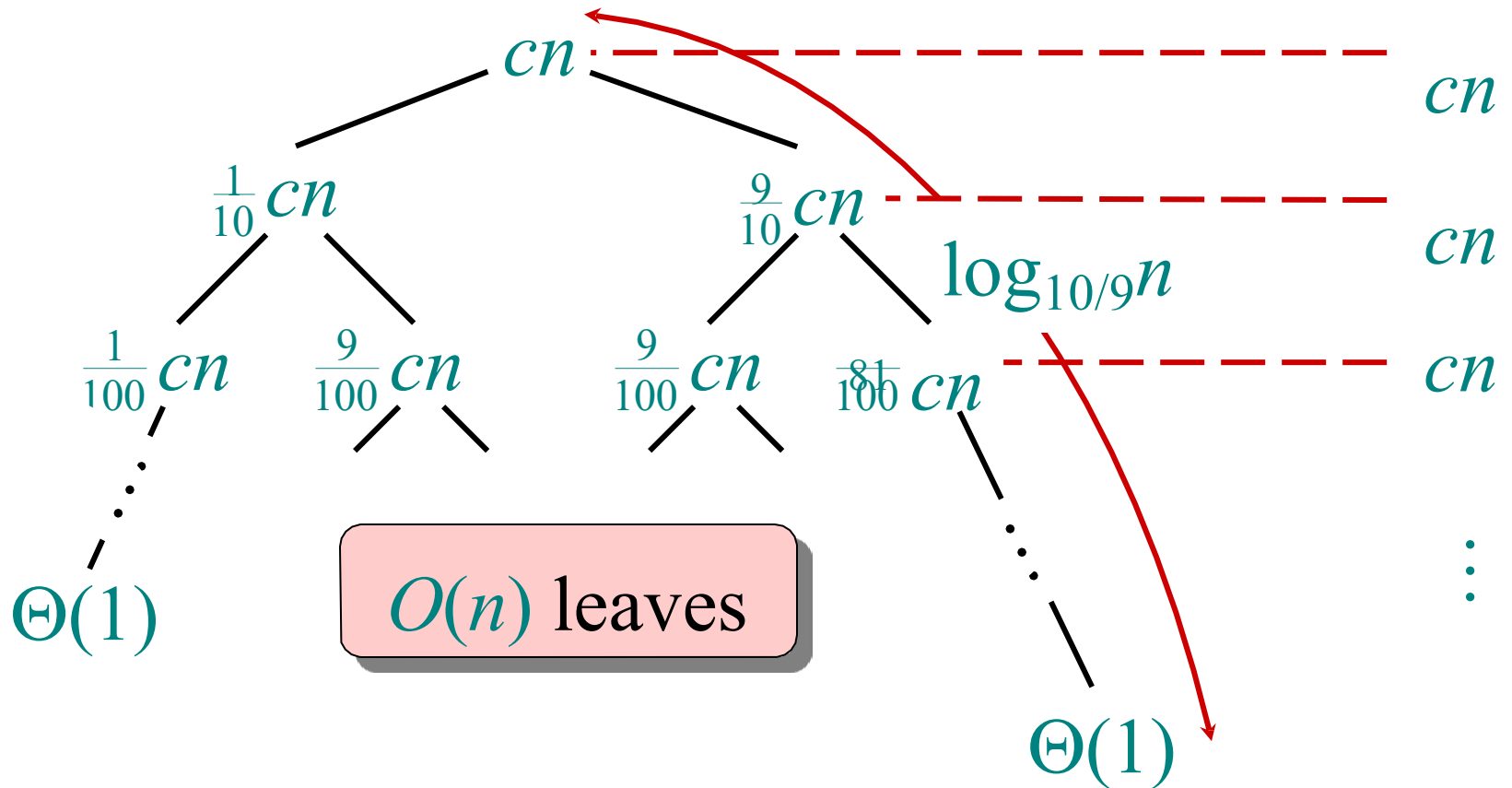


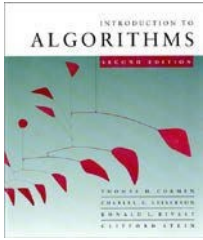
# Analysis of “almost-best” case



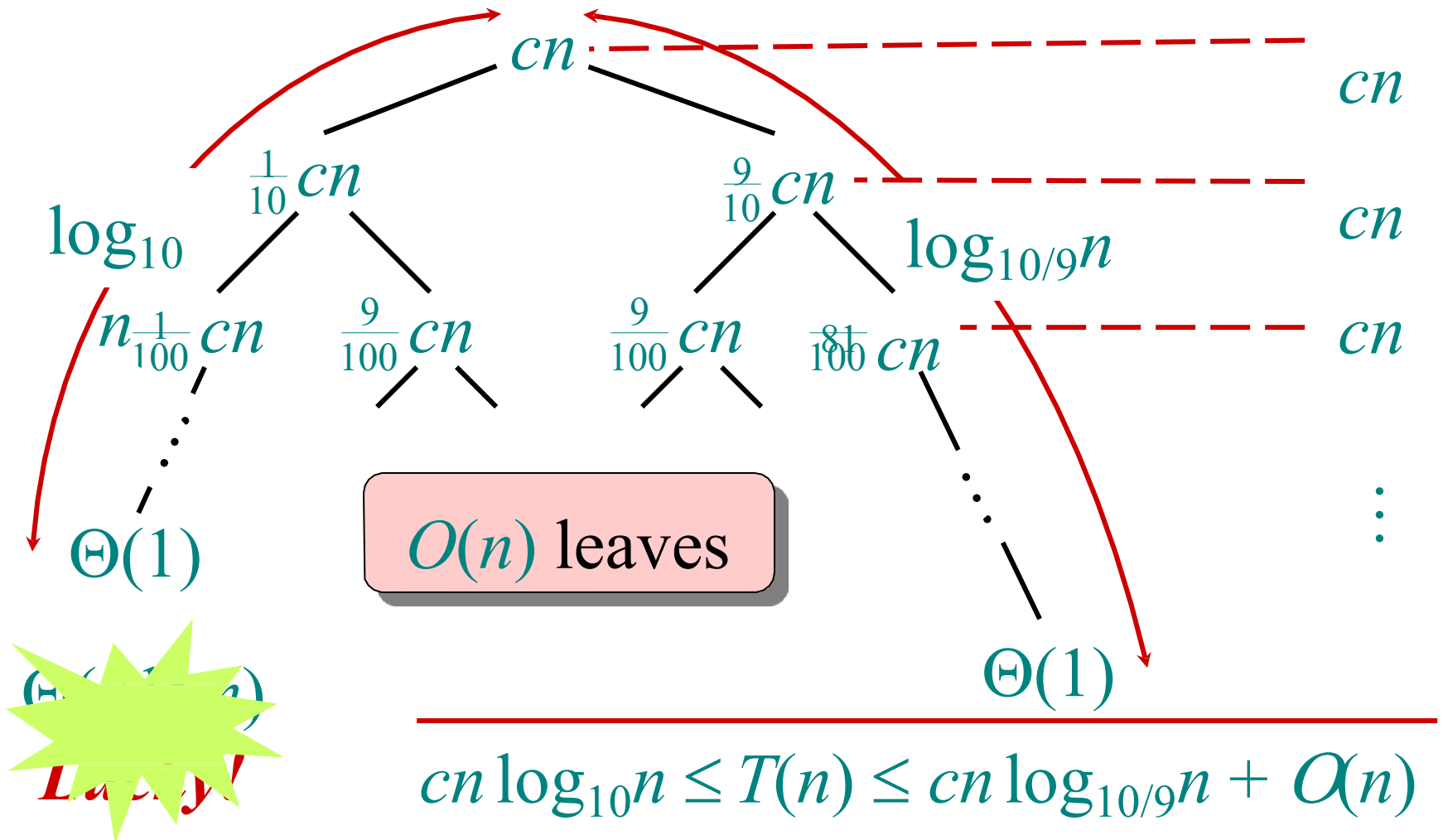


# Analysis of “almost-best” case

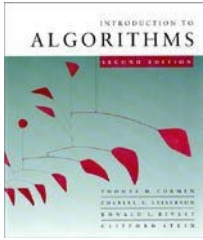




# Analysis of “almost-best” case







# More intuition

Suppose we alternate lucky, unlucky, lucky, unlucky, lucky, ....

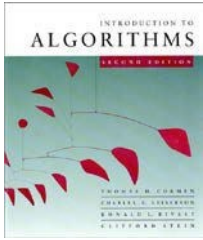
$$L(n) = 2U(n/2) + \Theta(n) \quad \textit{lucky}$$

$$U(n) = L(n-1) + \Theta(n) \quad \textit{unlucky}$$

Solving:

$$\begin{aligned} L(n) &= 2(L(n/2 - 1) + \Theta(n/2)) + \Theta(n) \\ &= 2L(n/2 - 1) + \Theta(n) \\ &= \Theta(n \lg n) \end{aligned} \quad \textit{Lucky!}$$

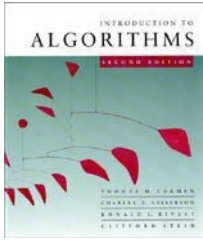
How can we make sure we are usually lucky?



# Randomized quicksort

**IDEA:** Partition around a *random* element.

- Running time is independent of the input order.
- No assumptions need to be made about the input distribution.
- No specific input elicits the worst-case behavior.
- The worst case is determined only by the output of a random-number generator.



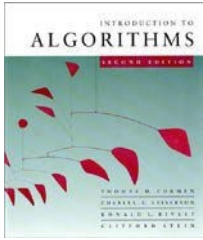
# Randomized quicksort analysis

Let  $T(n)$  = the random variable for the running time of randomized quicksort on an input of size  $n$ , assuming random numbers are independent.

For  $k = 0, 1, \dots, n-1$ , define the *indicator random variable*

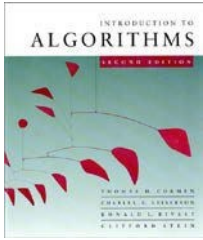
$$X_k = \begin{cases} 1 & \text{if PARTITION generates a } k : n-k-1 \text{ split,} \\ 0 & \text{otherwise.} \end{cases}$$

$E[X_k] = \Pr\{X_k = 1\} = 1/n$ , since all splits are equally likely, assuming elements are distinct.



# Analysis (continued)

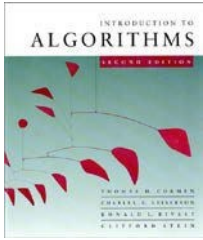
$$T(n) = \begin{cases} T(0) + T(n-1) + \Theta(n) & \text{if } 0 : n-1 \text{ split,} \\ T(1) + T(n-2) + \Theta(n) & \text{if } 1 : n-2 \text{ split,} \\ \vdots & \\ T(n-1) + T(0) + \Theta(n) & \text{if } n-1 : 0 \text{ split,} \end{cases}$$
$$= \sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))$$



# Calculating expectation

$$E[T(n)] = E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right]$$

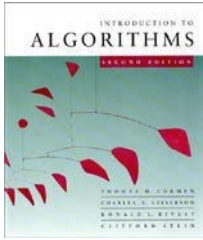
Take expectations of both sides.



# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \end{aligned}$$

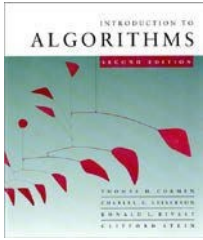
Linearity of expectation.



# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \end{aligned}$$

Independence of  $X_k$  from other random choices.

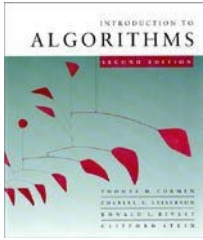


# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \end{aligned}$$

Linearity of expectation;  $E[X_k] = 1/n$ .

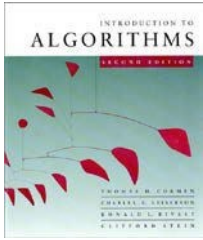




# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \\ &= \frac{2}{n} \sum_{k=1}^{n-1} E[T(k)] + \Theta(n) \end{aligned}$$

Summations have identical terms.



# Hairy recurrence

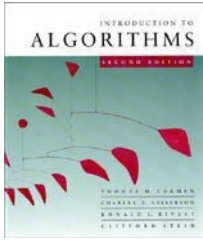
$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} E[T(k)] + \Theta(n)$$

(The  $k = 0, 1$  terms can be absorbed in the  $\Theta(n)$ .)

**Prove:**  $E[T(n)] \leq an \lg n$  for constant  $a > 0$ .

- Choose  $a$  large enough so that  $an \lg n$  dominates  $E[T(n)]$  for sufficiently small  $n \geq 2$ .

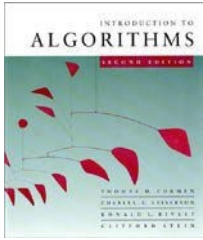
**Use fact:**  $\sum_{k=2}^{n-1} k \lg k \leq \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2$  (exercise).



# Substitution method

$$E[T(n)] \leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

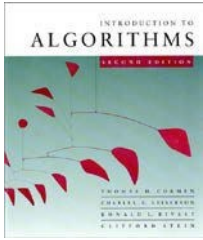
Substitute inductive hypothesis.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \end{aligned}$$

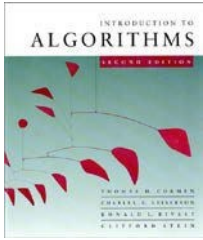
Use fact.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left( \frac{an}{4} - \Theta(n) \right) \end{aligned}$$

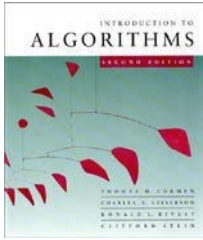
Express as *desired* – *residual*.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &= \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left( \frac{an}{4} - \Theta(n) \right) \\ &\leq an \lg n, \end{aligned}$$

if  $a$  is chosen large enough so that  $an/4$  dominates the  $\Theta(n)$ .



# Quicksort in practice

- Quicksort is a great general-purpose sorting algorithm.
- Quicksort is typically over twice as fast as merge sort.
- Quicksort can benefit substantially from *code tuning*.
- Quicksort behaves well even with caching and virtual memory.