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Quicksort (sometimes called partition-exchange sort) is an efficient sorting algorithm. Developed by British computer scientist Tony Hoare in 1959 and published in 1961, it is still a commonly used algorithm for sorting. When implemented well, it can be about two or three times faster than its main competitors, merge sort and heapsort.

Quicksort is a divide-and-conquer algorithm. It works by selecting a 'pivot' element from the array and partitioning the other elements into two sub-arrays, according to whether they are less than or greater than the pivot. The sub-arrays are then sorted recursively. This can be done in-place, requiring small additional amounts of memory to perform the sorting. Quicksort is a comparison sort, meaning that it can sort items of any type for which a 'less-than' relation (formally, a total order) is defined. Efficient implementations of Quicksort are not a stable sort, meaning that the relative order of equal sort items is not preserved. Mathematical analysis of quicksort shows that, on average, the algorithm takes $O[n \log n]$ comparisons to sort n items. In the worst case, it makes $O[n2]$ comparisons, though this behavior is rare.

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