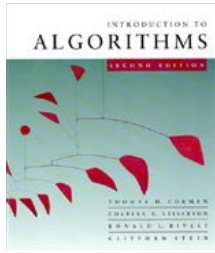


Quicksort

- 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

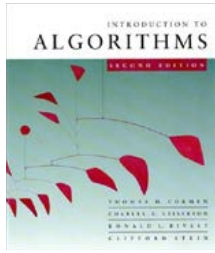
Quicksort an n -element array:

- 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.*

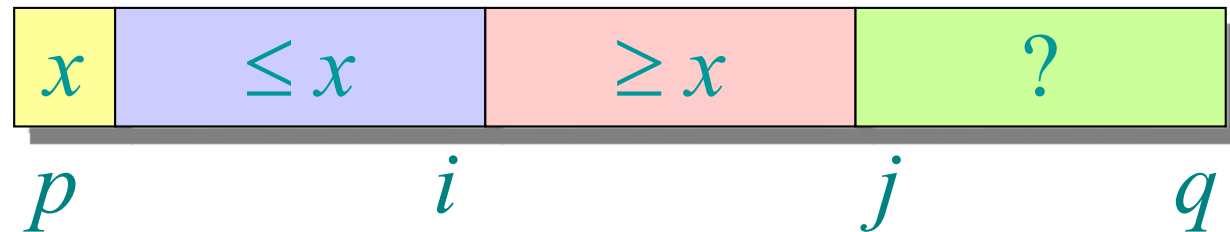


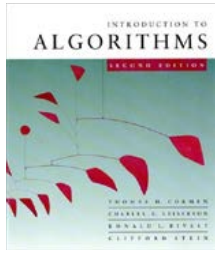
Partitioning subroutine

```
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  $i$ 
```

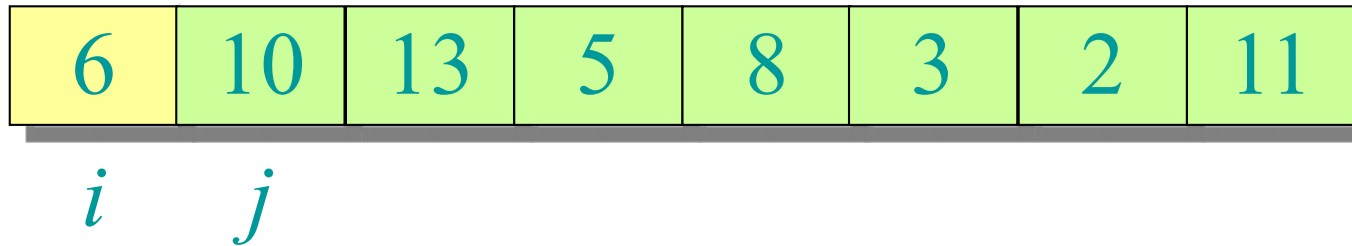
Running time
= $O(n)$ for n
elements.

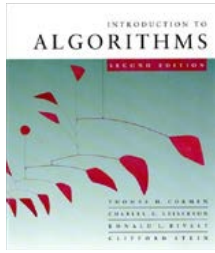
Invariant:



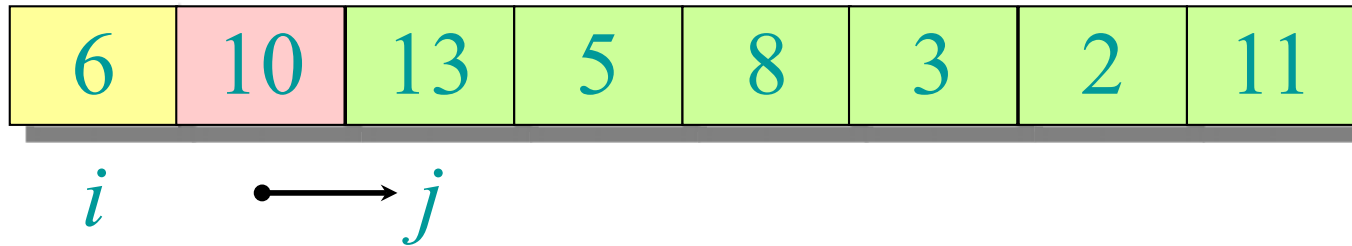


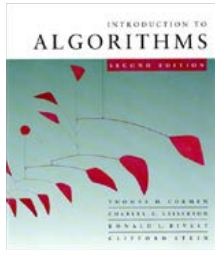
Example of partitioning



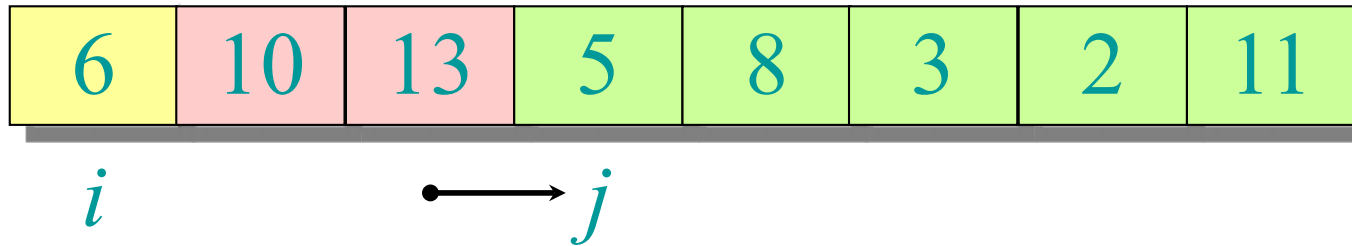


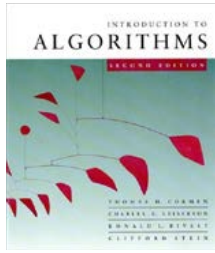
Example of partitioning



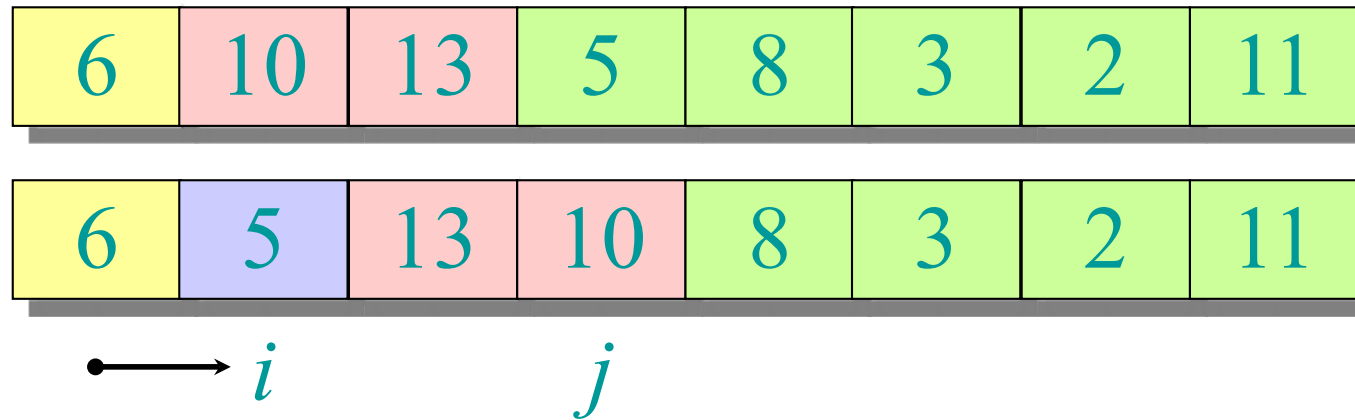


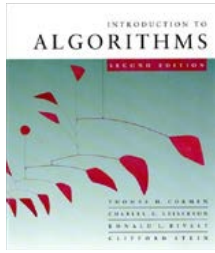
Example of partitioning



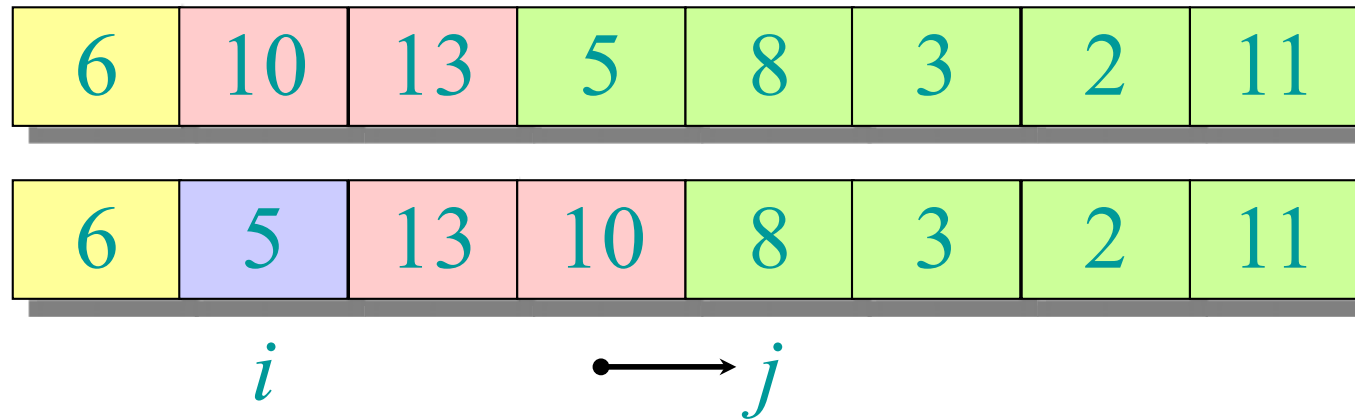


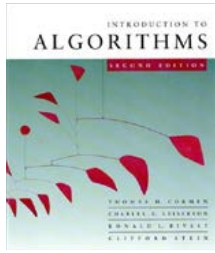
Example of partitioning



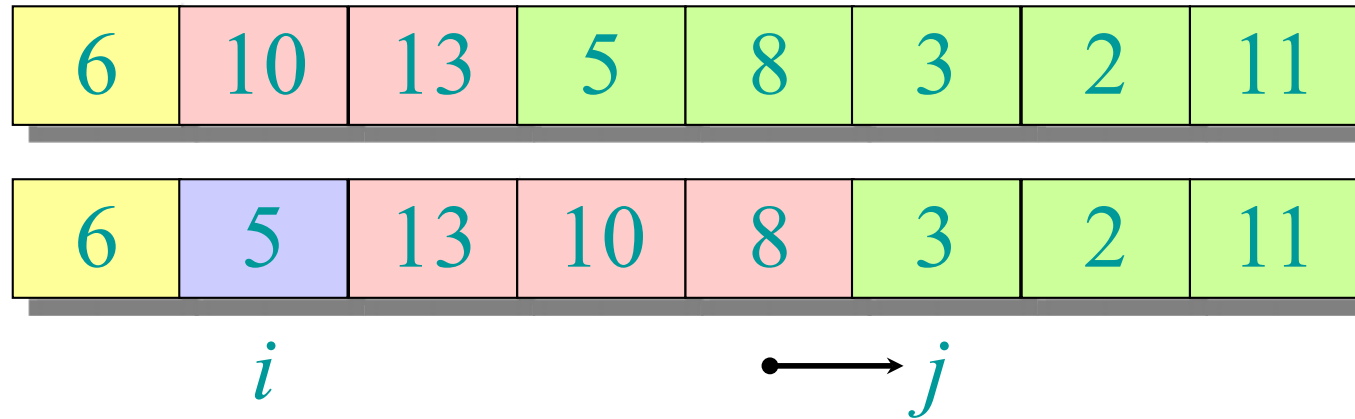


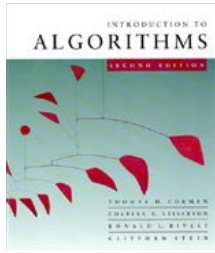
Example of partitioning



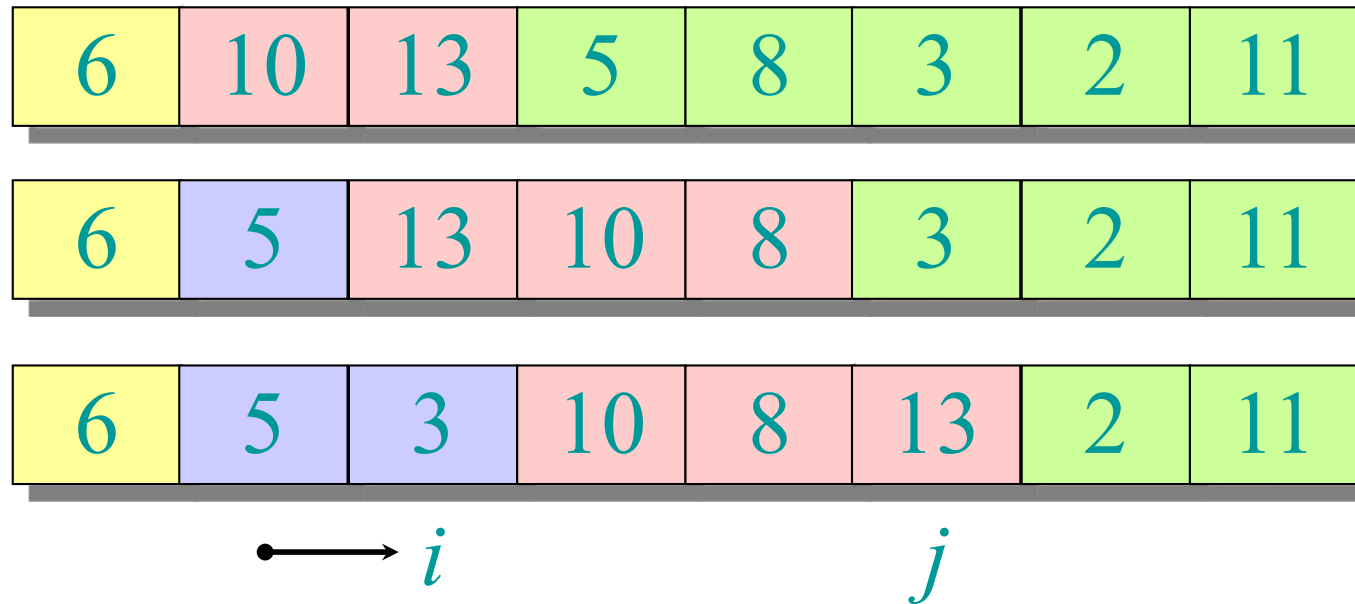


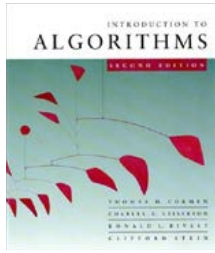
Example of partitioning



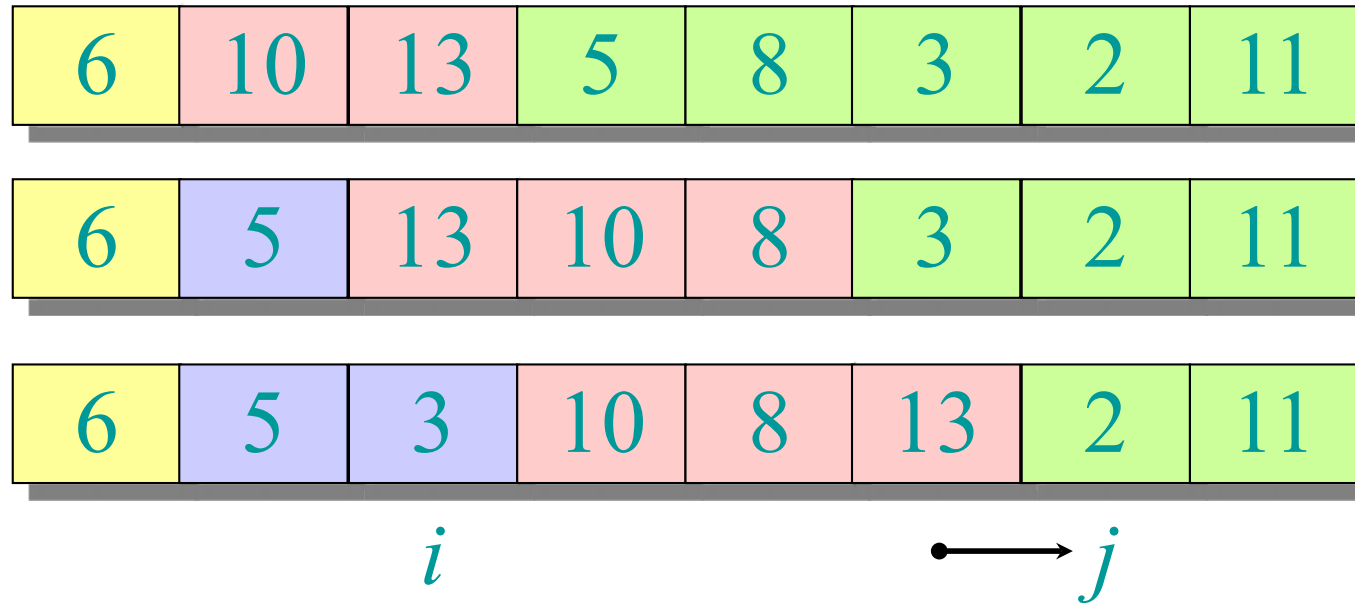


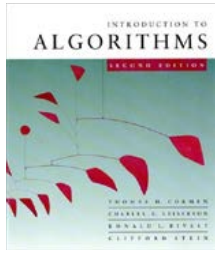
Example of partitioning



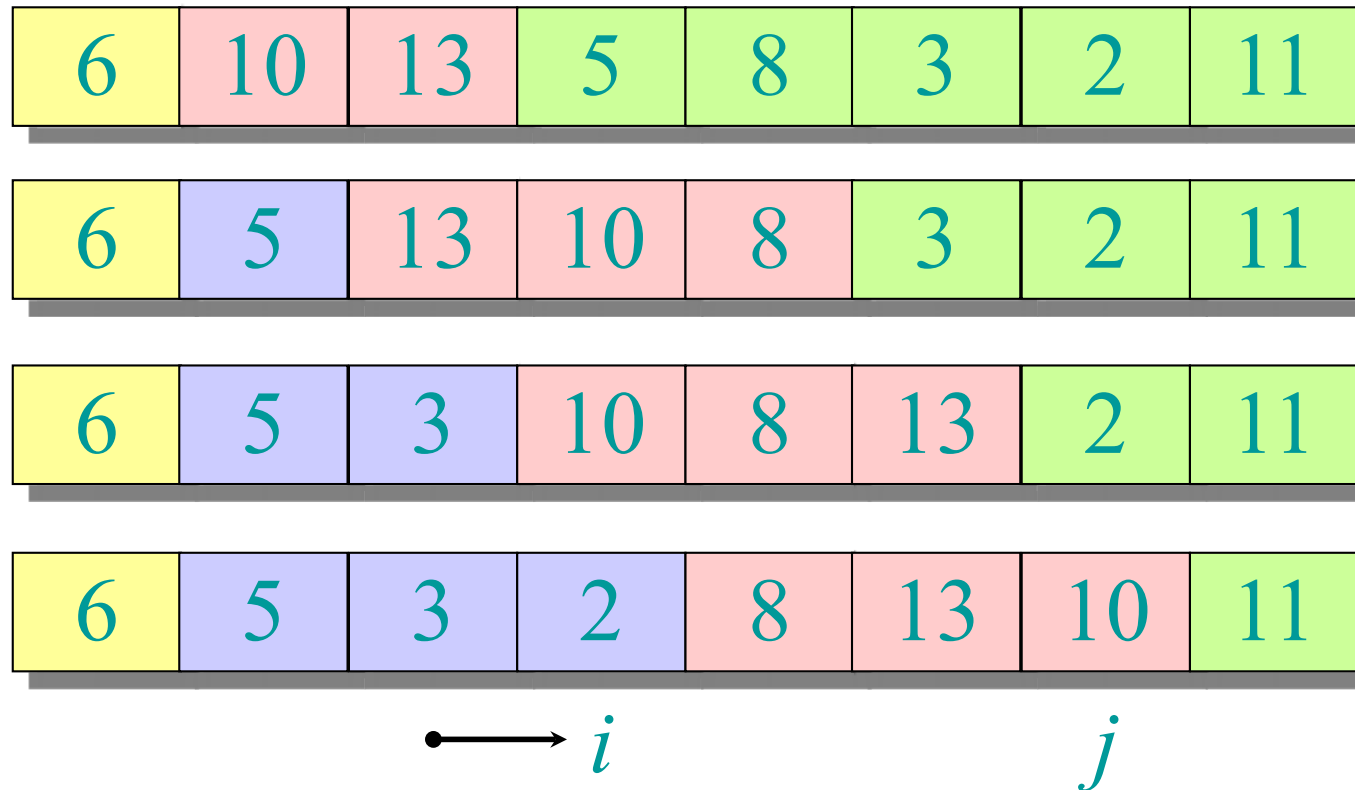


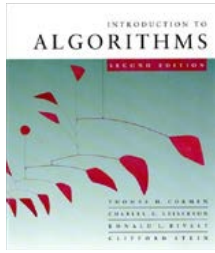
Example of partitioning



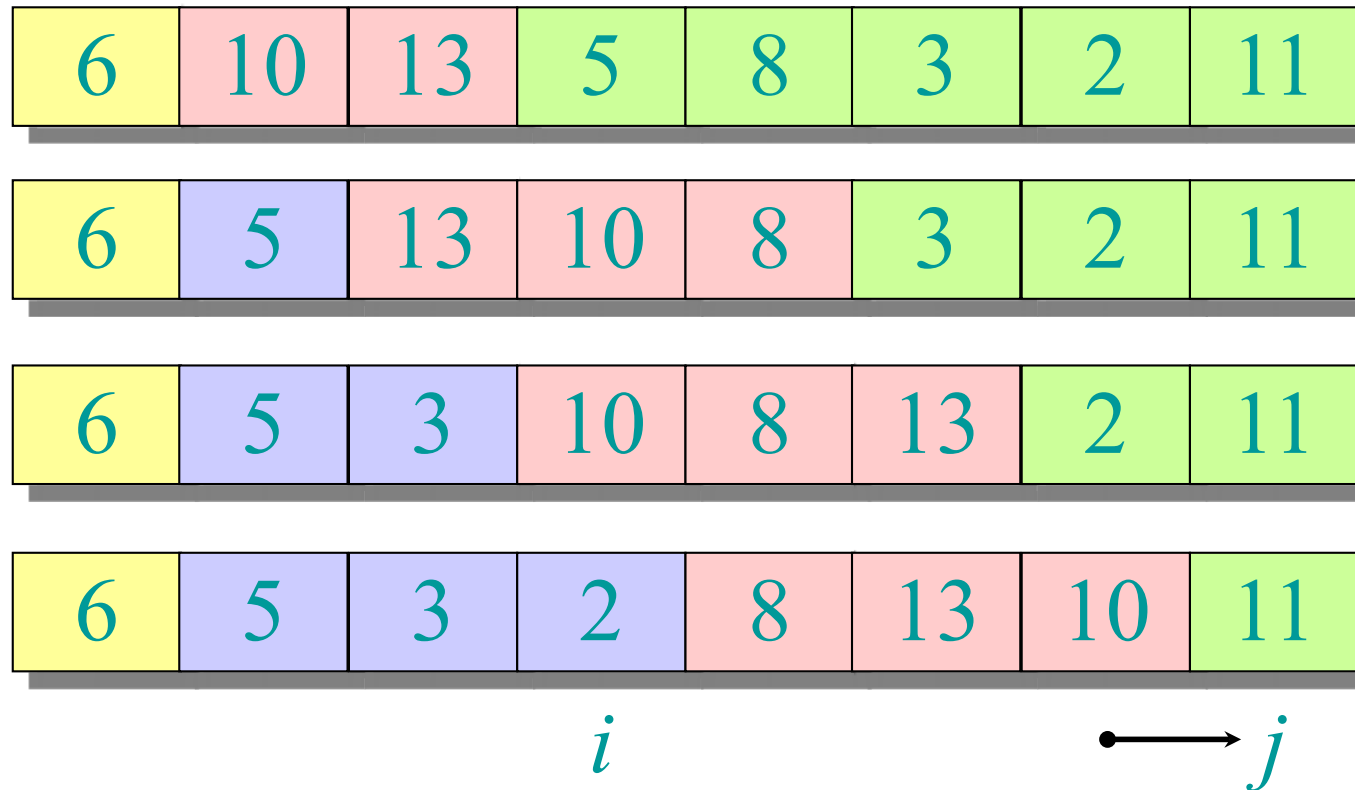


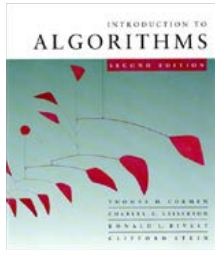
Example of partitioning



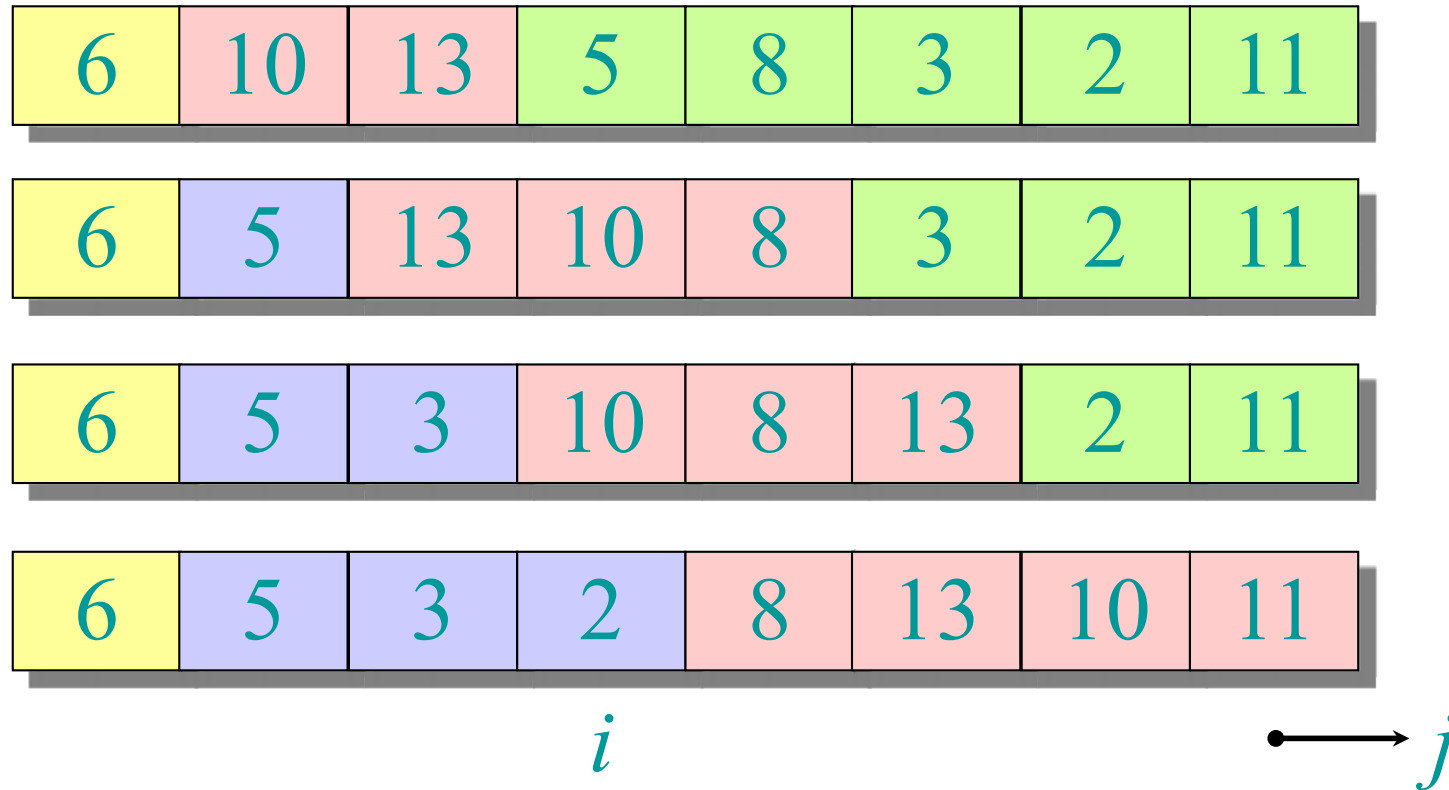


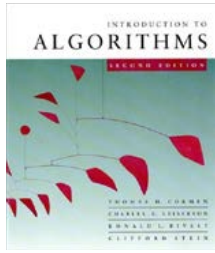
Example of partitioning



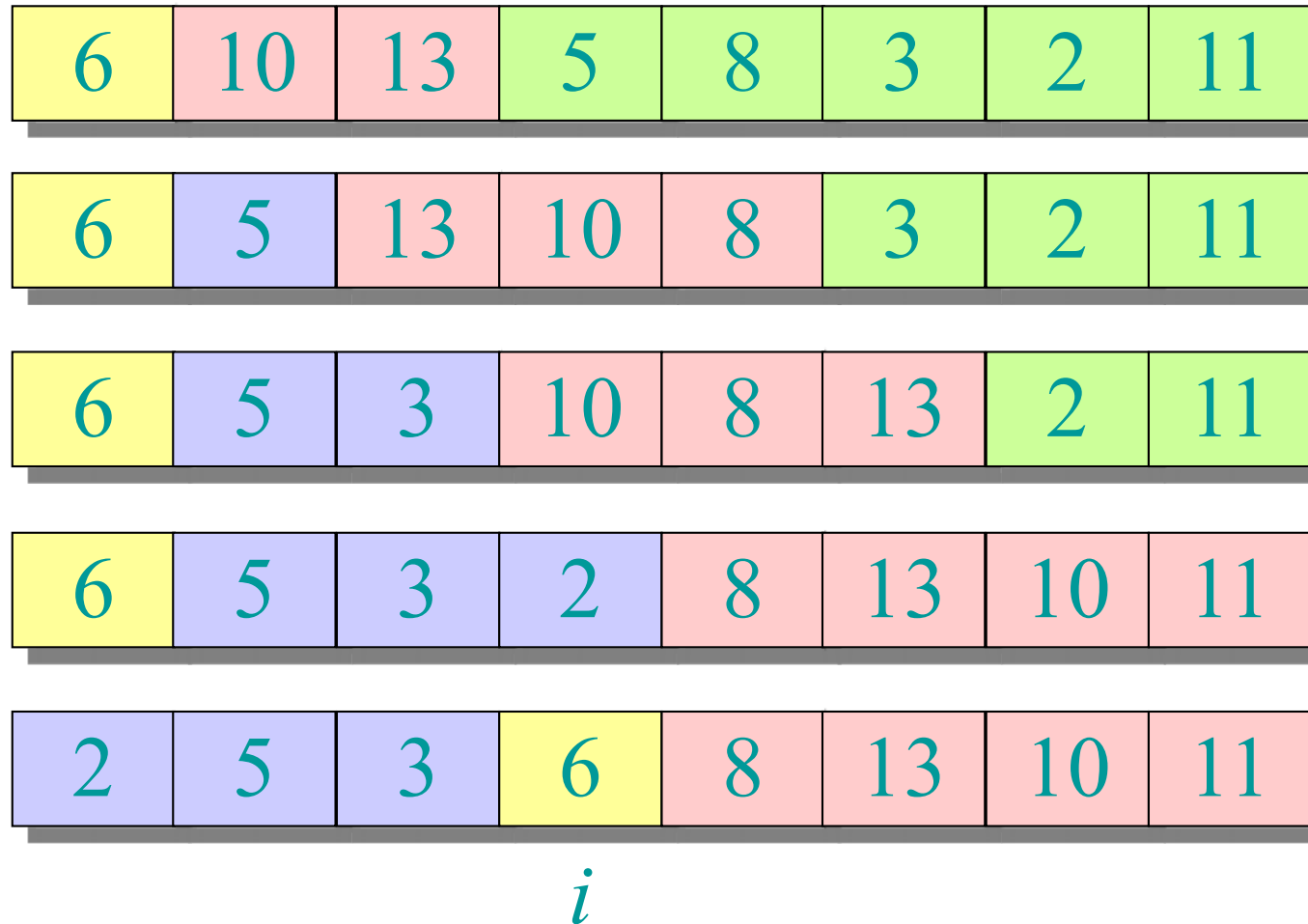


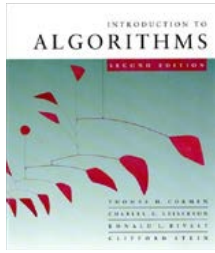
Example of partitioning





Example of partitioning





Pseudocode for quicksort

QUICKSORT(A, p, r)

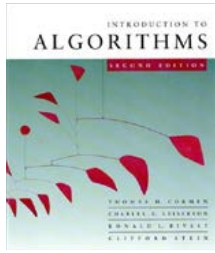
 if $p < r$

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

 QUICKSORT($A, p, q-1$)

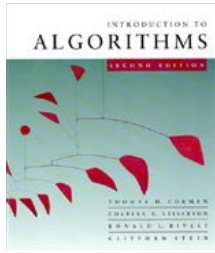
 QUICKSORT($A, q+1, r$)

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



Analysis of quicksort

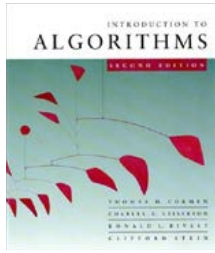
- Assume all input elements are distinct.
- In practice, there are better partitioning algorithms for when duplicate input elements may exist.
- Let $T(n)$ = worst-case running time on an array of n elements.



Worst-case of quicksort

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

$$\begin{aligned}T(n) &= T(0) + T(n-1) + \Theta(n) \\&= \Theta(1) + T(n-1) + \Theta(n) \\&= T(n-1) + \Theta(n) \\&= \Theta(n^2) \quad \textit{(arithmetic series)}\end{aligned}$$



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?