

CP312

Algorithm Design and Analysis I

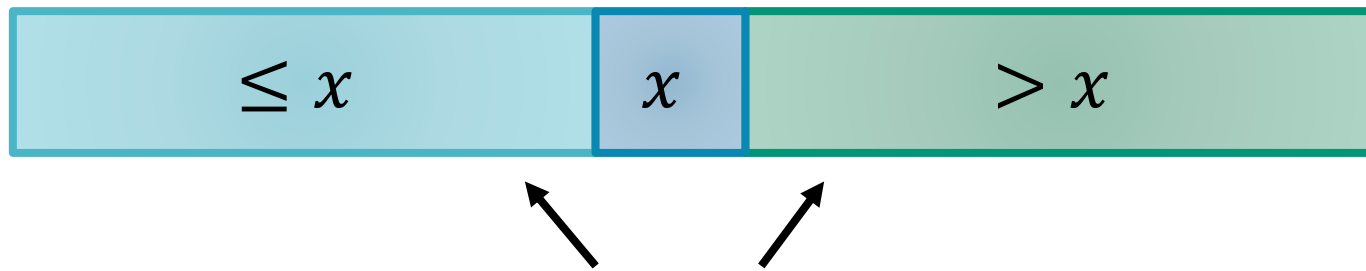
LECTURE 8: QUICKSORT

Quicksort: At a glance

- Based on the divide-and-conquer paradigm
- Recursive algorithm (like merge-sort)
- Quicksort: $\Theta(n^2)$ worst-case, $O(n \lg n)$ **average-case**
- Mergesort: $\Theta(n \lg n)$ worst-case, $\Theta(n \lg n)$ **average-case**

Quicksort Algorithm

- **Divide:** Partition the n -element array around some **pivot** x into two subarrays representing elements $\leq x$ and $> x$.



- **Conquer:** Sort the two subarrays recursively
- **Combine:** automatically happens (in-place)

Quicksort Algorithm

Quicksort(A, p, r):

if $p < r$ **then**

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

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

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



Quicksort Algorithm

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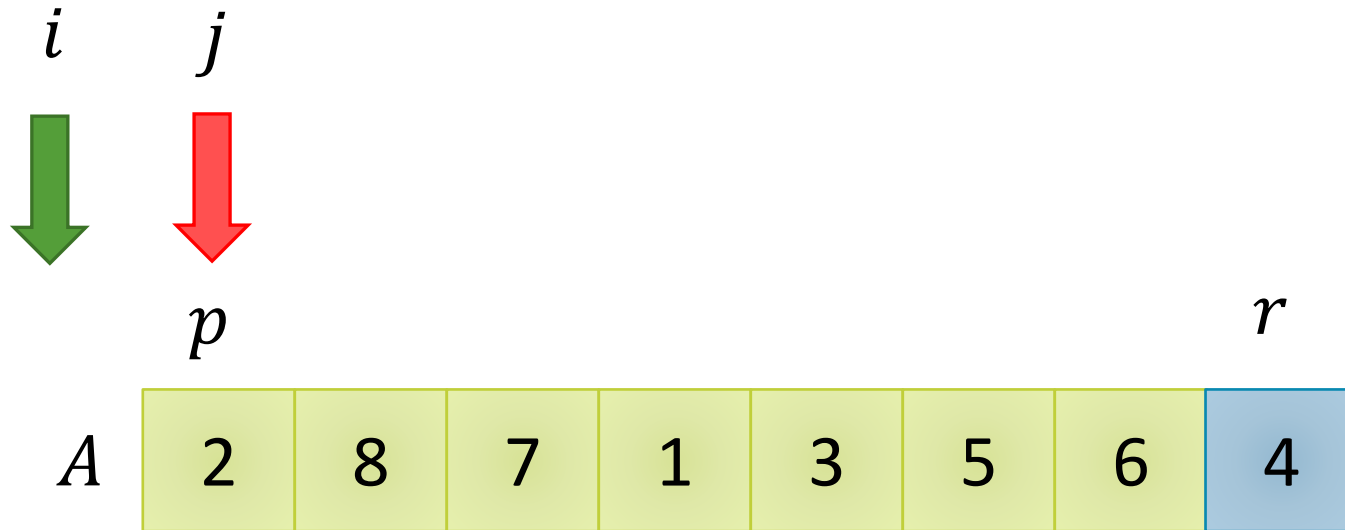


Partition(A, p, r)

	p							r
A	2	8	7	1	3	5	6	4

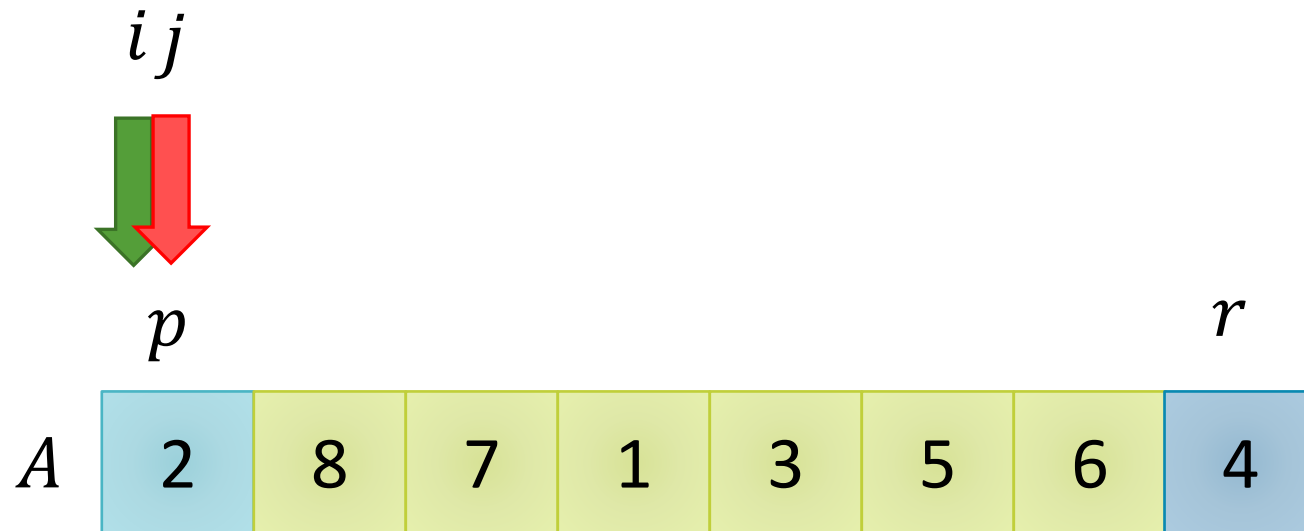
```
Partition( $A, p, r$ ):  
   $x = A[r]$   
   $i = p - 1$   
  for  $j = p$  to  $r - 1$   
    if  $A[j] \leq x$   
       $i = i + 1$   
      swap( $A[i], A[j]$ )  
  swap( $A[i + 1], A[r]$ )  
  return  $i + 1$ 
```

Partition(A, p, r)



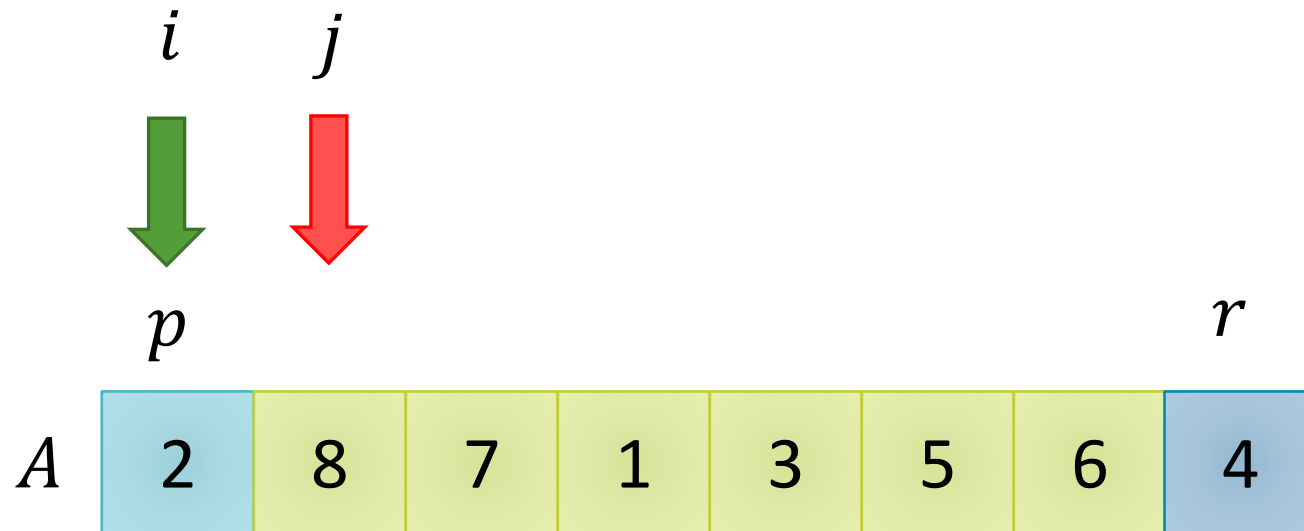
$A[j] \leq x?$ Yes

Partition(A, p, r)



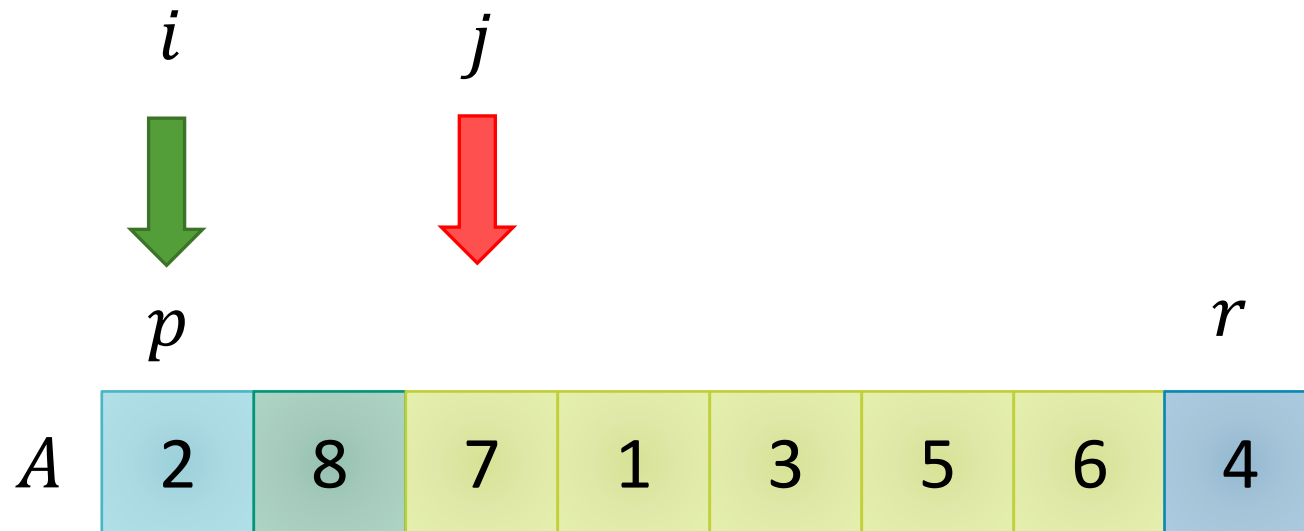
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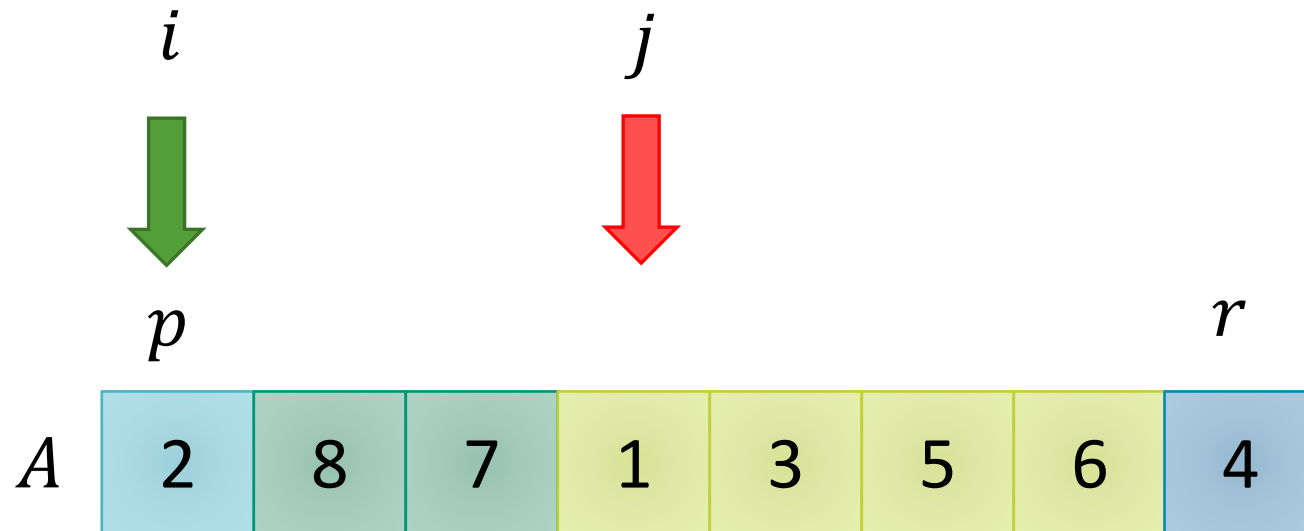
$A[j] \leq x?$ No

Partition(A, p, r)



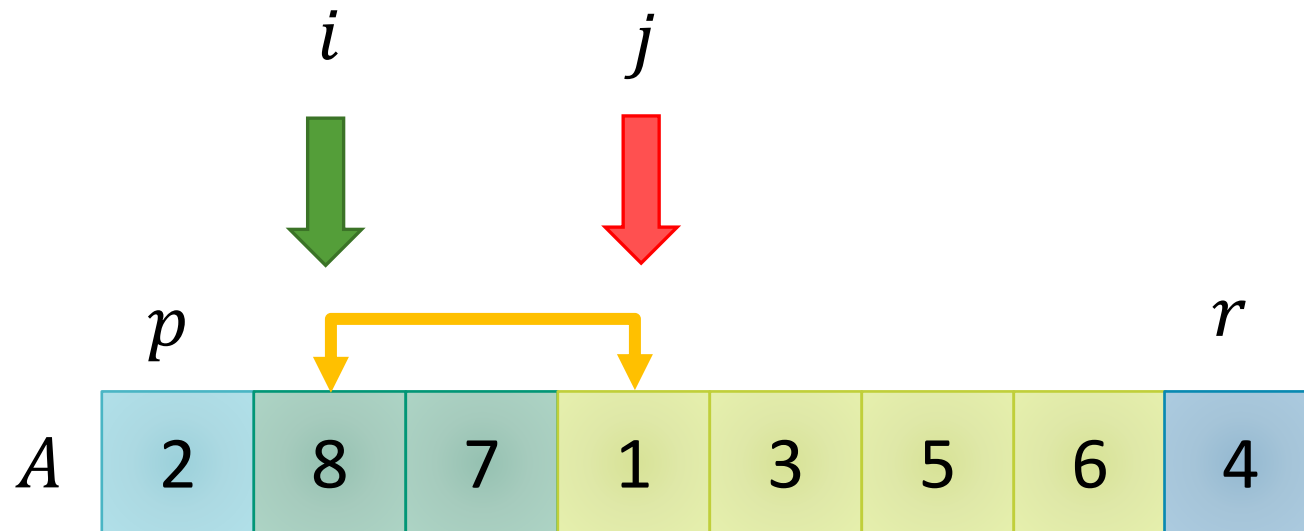
$A[j] \leq x?$ No

Partition(A, p, r)



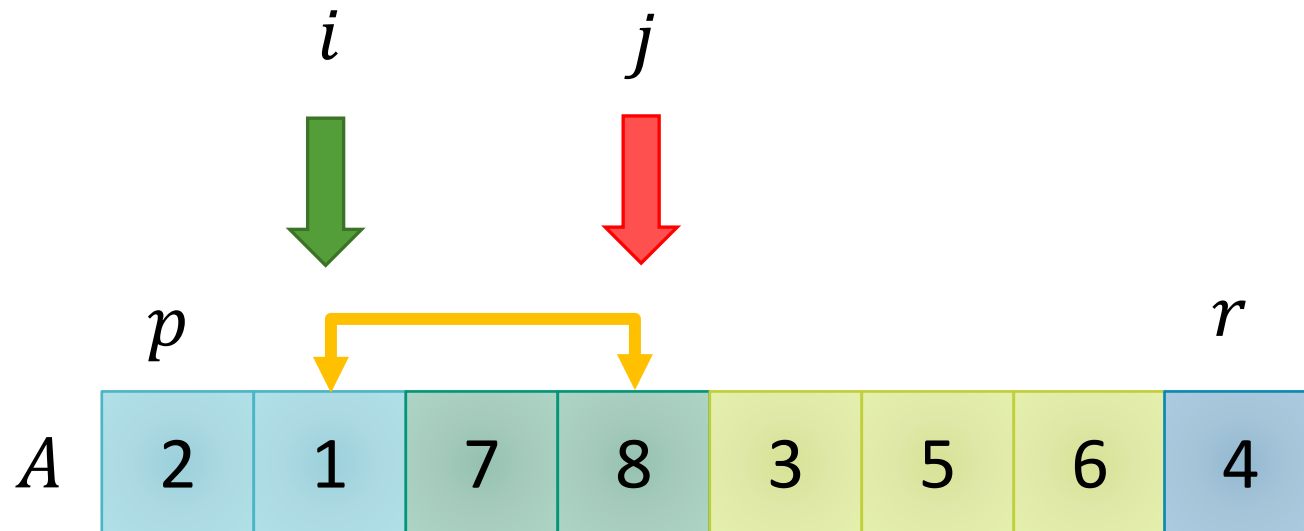
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Partition(A, p, r)



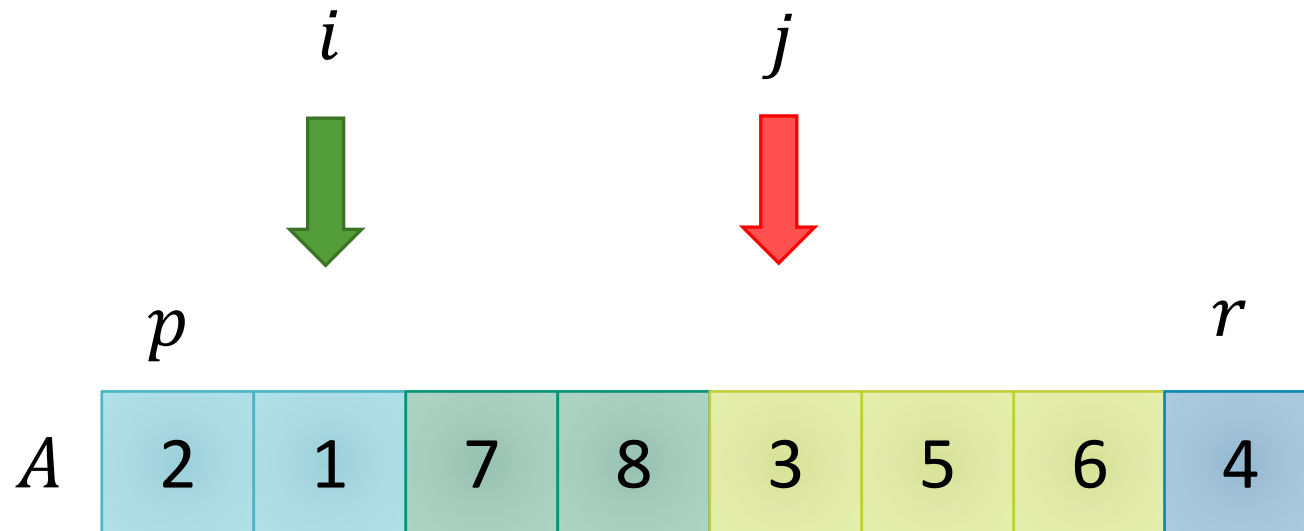
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Partition(A, p, r)



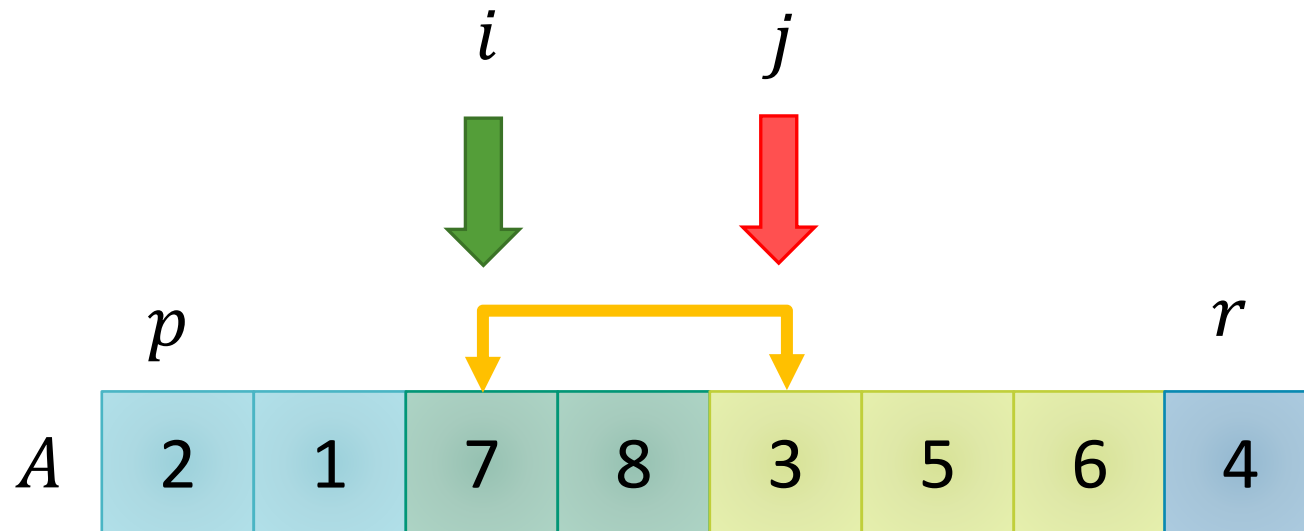
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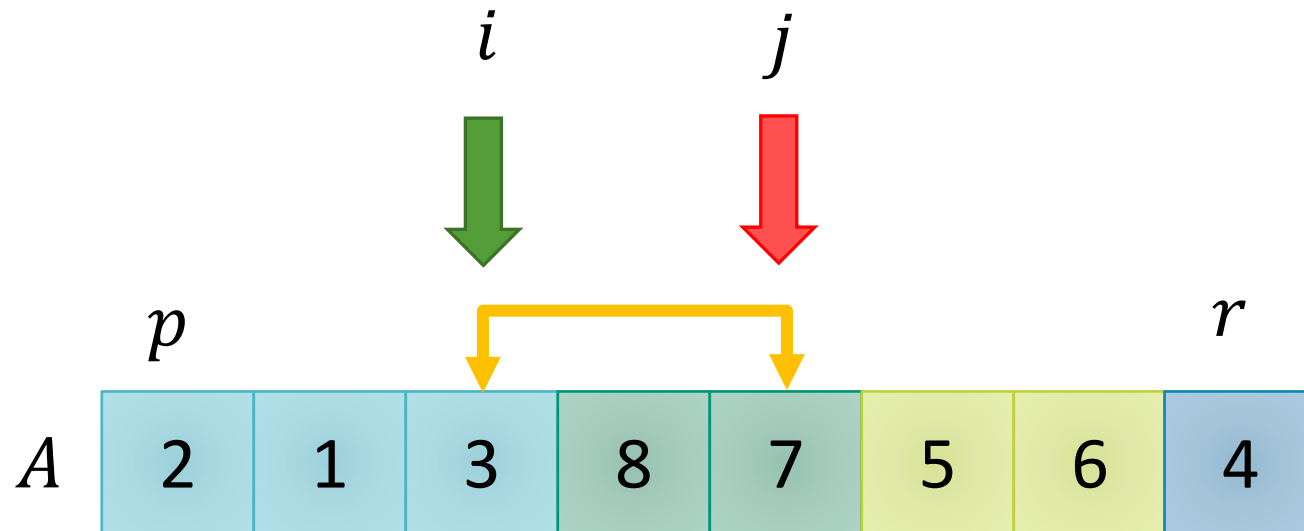
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Partition(A, p, r)



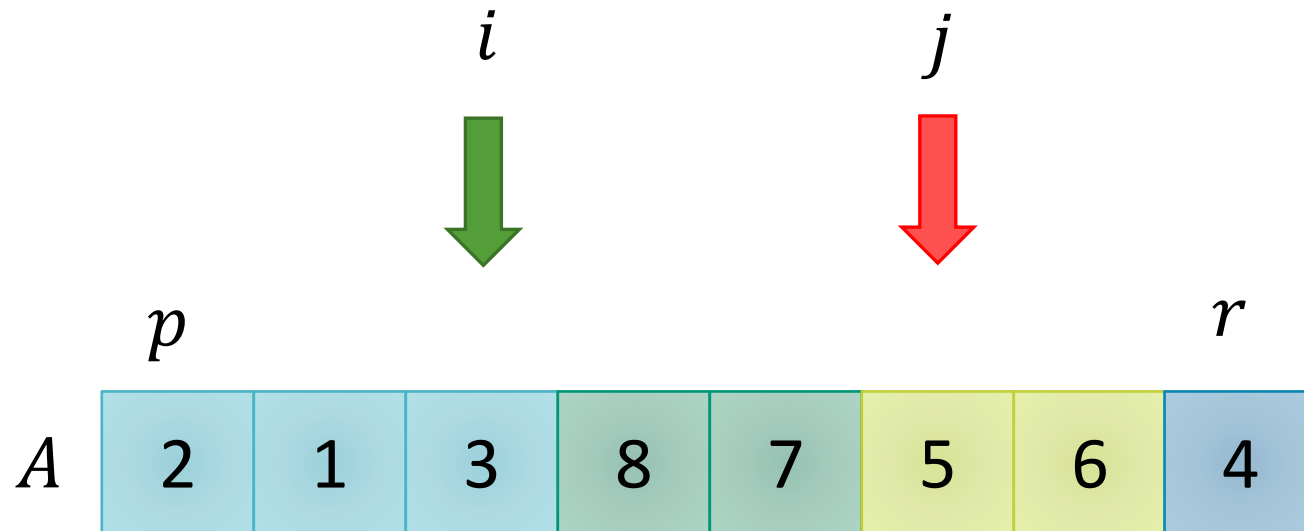
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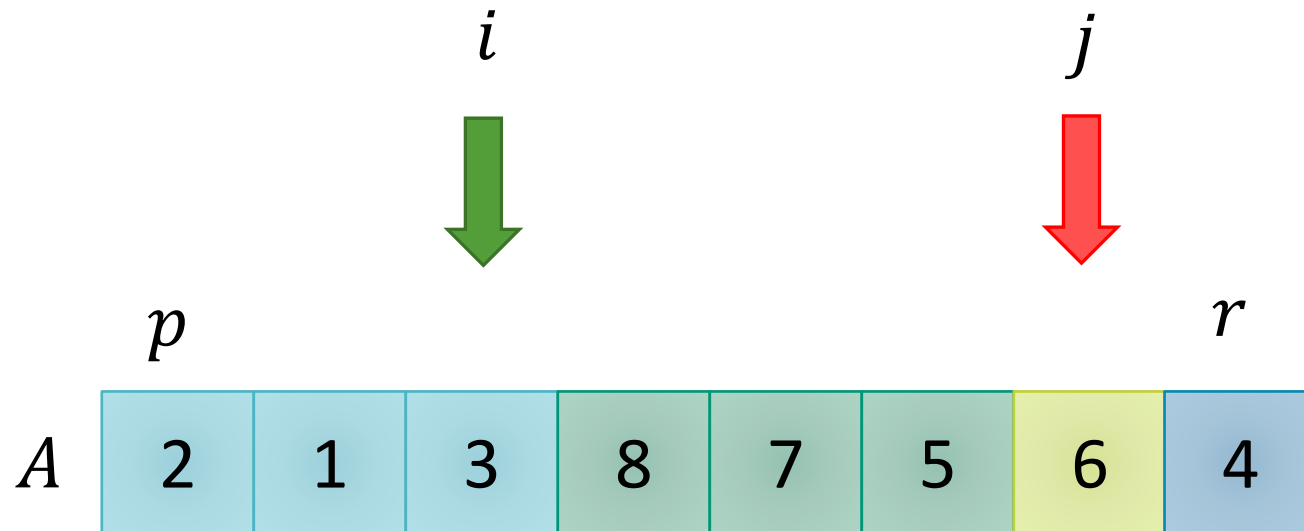
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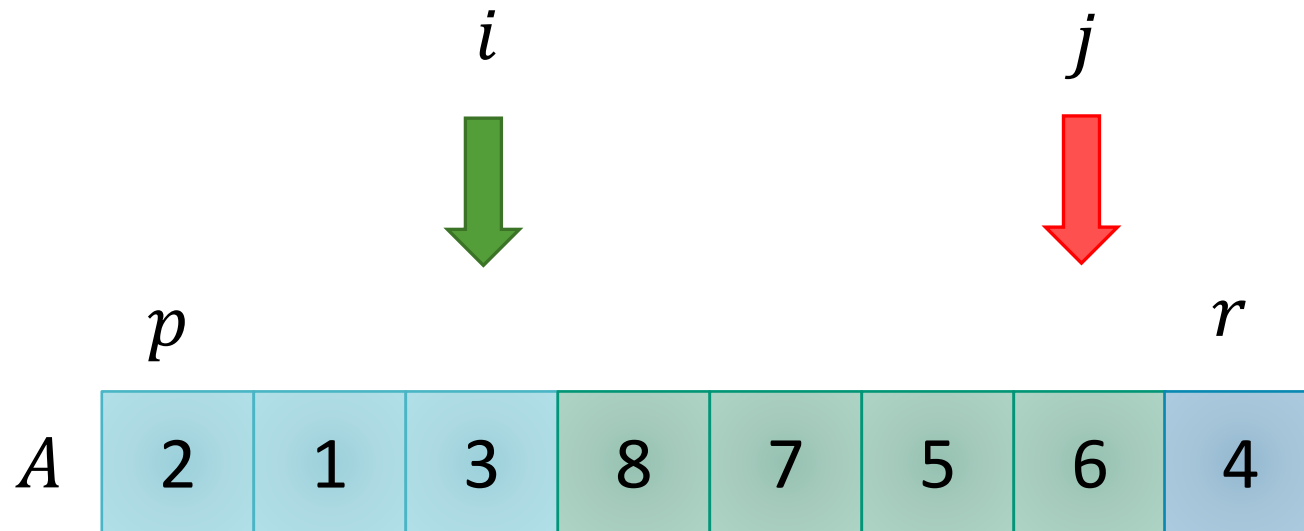
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Partition(A, p, r)

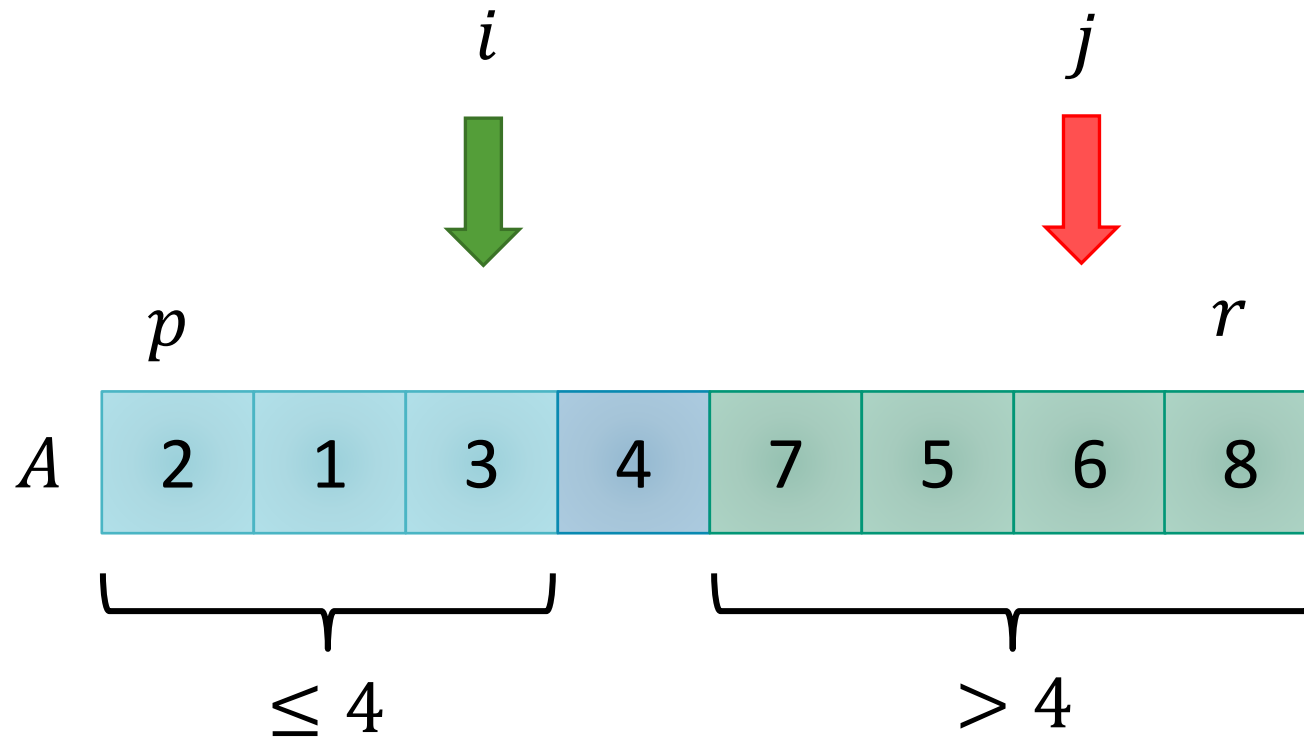


$A[j] \leq x?$ No

Partition(A, p, r)

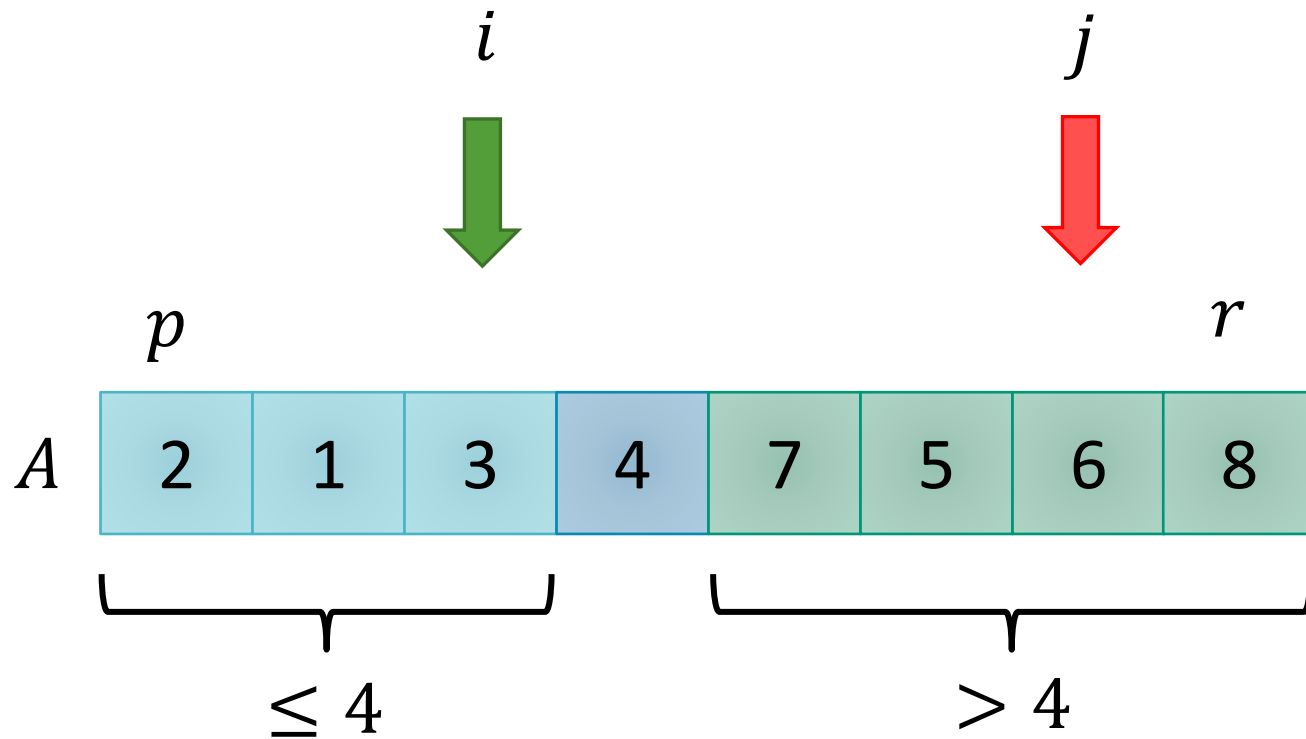


Partition(A, p, r)



Partition(A, p, r)

Running Time? $\Theta(n)$



```
Partition( $A, p, r$ ):  
   $x = A[r]$   
   $i = p - 1$   
  for  $j = p$  to  $r - 1$   
    if  $A[j] \leq x$   
       $i = i + 1$   
      swap( $A[i], A[j]$ )  
  swap( $A[i + 1], A[r]$ )  
  return  $i + 1$ 
```

Analysis of Quicksort

if $p < r$ then

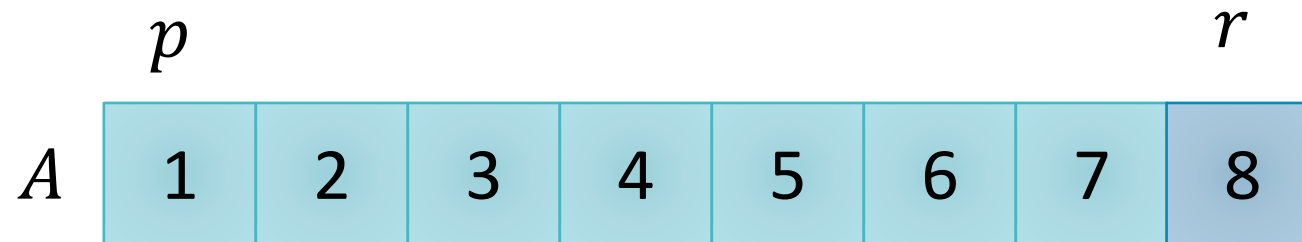
$q \leftarrow \text{Partition}(A, p, r)$

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

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

- **Worst-Case Analysis**

- Input sorted or reverse-sorted
- Partition around minimum or maximum element
- One side of partition always has no elements



Analysis of Quicksort

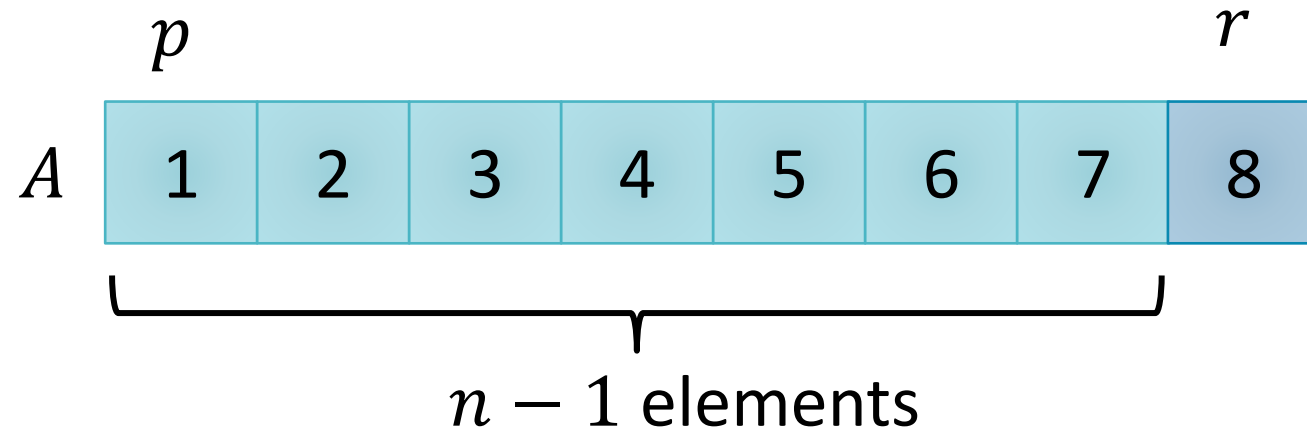
if $p < r$ then

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

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

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

- Worst-Case Analysis



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

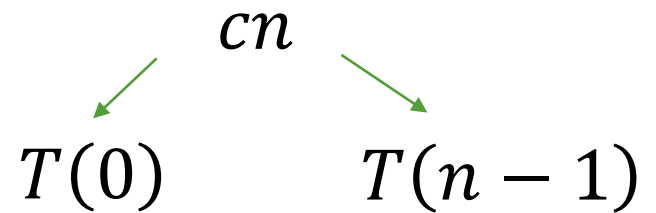
Analysis of Quicksort

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

$$T(n)$$

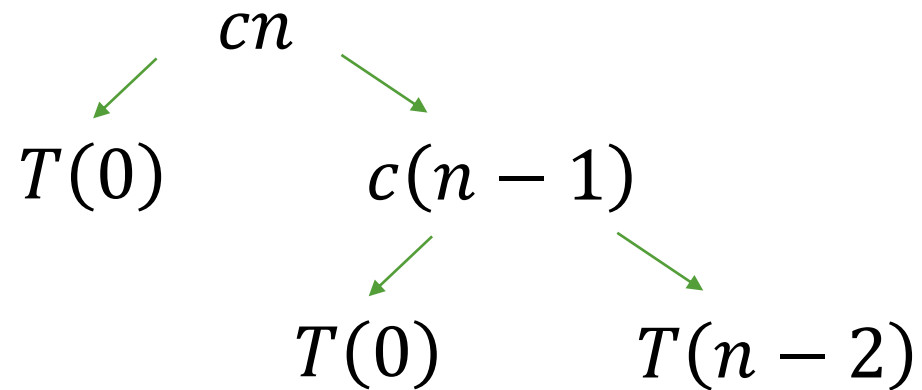
Analysis of Quicksort

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



Analysis of Quicksort

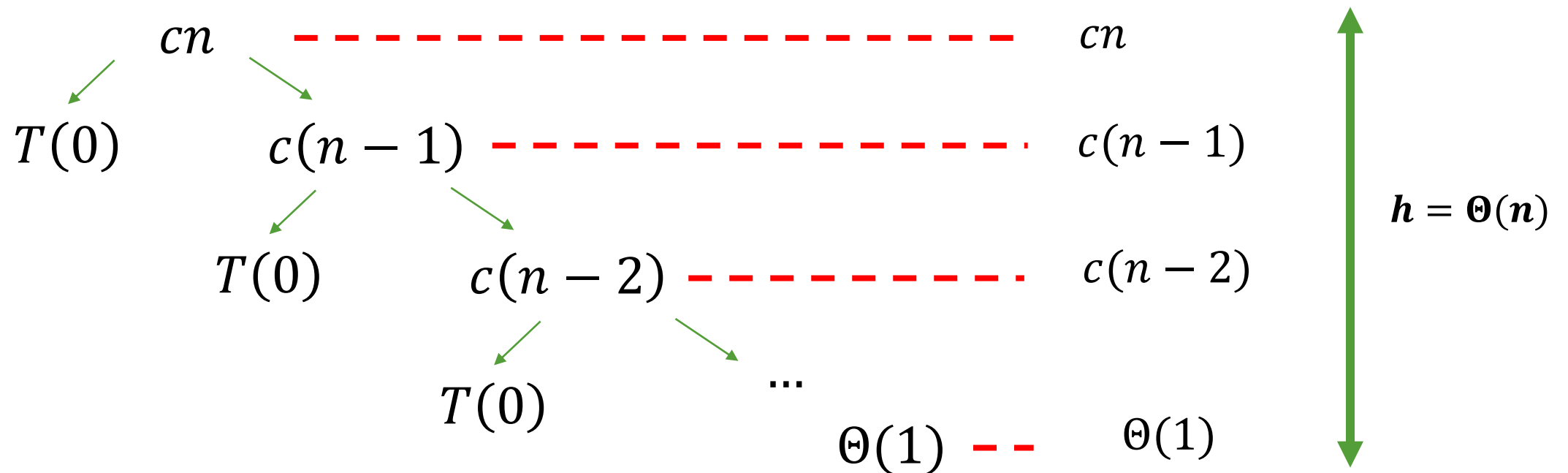
- Worst-Case Analysis $T(n) = T(0) + T(n - 1) + \Theta(n)$



Analysis of Quicksort

$$T(n) = \sum_{i=0}^h O(n-i) = O(n^2)$$

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



Analysis of Quicksort

if $p < r$ then

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

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

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

- Best-Case Analysis

- Half of the elements are less than the pivot and half are greater than the pivot



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

$$T(n) = \Theta(n \lg n)$$

Analysis of Quicksort

if $p < r$ then

$q \leftarrow \text{Partition}(A, p, r)$
Quicksort($A, p, q - 1$)
Quicksort($A, q + 1, r$)

- “Almost” Best-Case Analysis

- 9/10 of the elements are less than the pivot and 1/10 are greater than the pivot

$$T(n) = T(n/10) + T(9n/10) + \Theta(n)$$

- Recursion Tree yields $O(n)$ every level with height $h = O(\log_{10/9} n) = \Theta(\lg n)$
- $T(n) = \sum_{i=0}^h O(n) = \sum_{i=0}^{\lg n} O(n) = O(n \lg n)$

Randomized Quicksort

- **Idea:** Pick a **random** pivot to avoid choosing a bad pivot for worst-case inputs.
- Running time is independent of the input order.
- No assumptions need to be made about the input distribution.
- No specific input elicits worst-case behavior.
- The worst-case is determined only by the output of the random number generator.

Randomized Quicksort

Quicksort(A, p, r):

if $p < r$ **then**

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

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

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

Randomized Quicksort

Randomized-Quicksort(A, p, r):

if $p < r$ **then**

$q \leftarrow$ **Randomized-Partition**(A, p, r)

Randomized-Quicksort($A, p, q - 1$)

Randomized-Quicksort($A, q + 1, r$)

$i = \text{RAND}(p, r)$
Swap $A[r]$ with $A[i]$
return Partition(A, p, r)



Randomized Quicksort

Randomized-Quicksort(A, p, r):

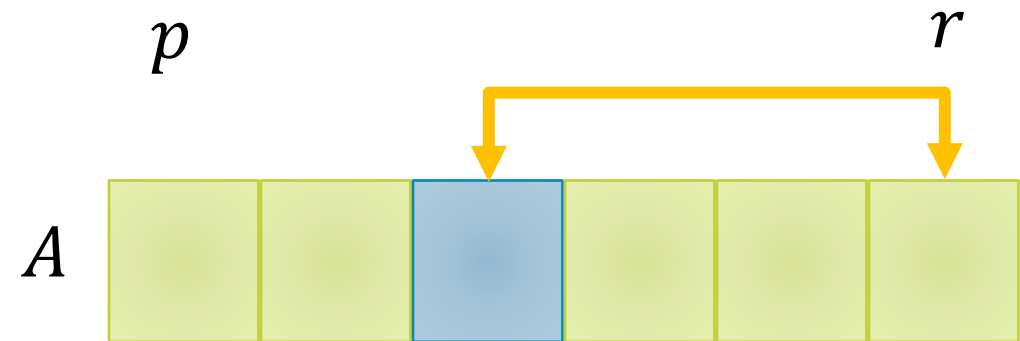
if $p < r$ **then**

$q \leftarrow$ **Randomized-Partition**(A, p, r)

Randomized-Quicksort($A, p, q - 1$)

Randomized-Quicksort($A, q + 1, r$)

$i = \text{RAND}(p, r)$
Swap $A[r]$ with $A[i]$
return Partition(A, p, r)



Randomized Quicksort

Randomized-Quicksort(A, p, r):

if $p < r$ **then**

$q \leftarrow$ **Randomized-Partition**(A, p, r)

Randomized-Quicksort($A, p, q - 1$)

Randomized-Quicksort($A, q + 1, r$)

$i = \text{RAND}(p, r)$
Swap $A[r]$ with $A[i]$
return Partition(A, p, r)



Randomized Quicksort Analysis

- The **worst-case expected** running time is $O(n \lg n)$. That is, for *every* input of size n :

$$E[T(n)] = O(n \lg n)$$

- This is equivalent to saying that the **average-case** running-time of standard quicksort is $O(n \lg n)$.