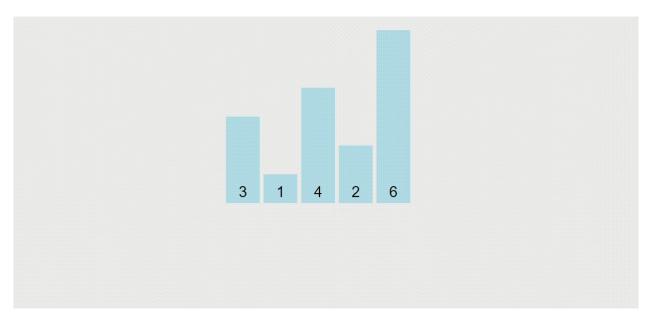
# Sorting II - Advanced



# Part II





Similar to merge sort,
Quicksort follows the
divide-and-conquer
approach that was first
introduced.

visualization from: VisuAlgo



```
if length of array is less than or equal to 1:
  return array
else:
```

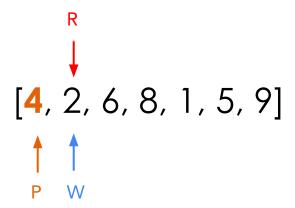
select an element from the array to use as a pivot
partition the elements of the array into two sub-arrays:

- elements less than or equal to pivot
- elements greater than pivot

quicksort the sub-array of elements less than or equal to pivot
quicksort the sub-array of elements greater than pivot
concatenate the sorted sub-arrays and return the result



## Example input

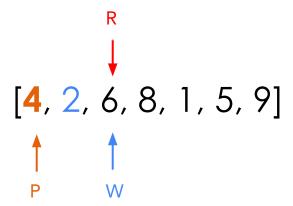


P: pivot

W: write index R: read index



## Example input

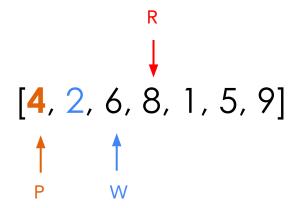


P: pivot

W: write index



## Example input

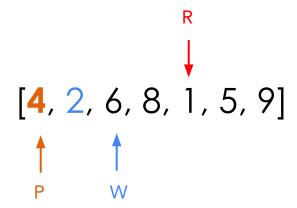


P: pivot

W: write index



## Example input

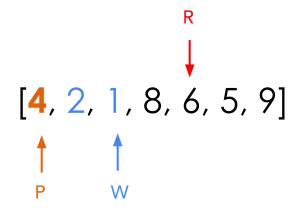


P: pivot

W: write index R: read index



## Example input

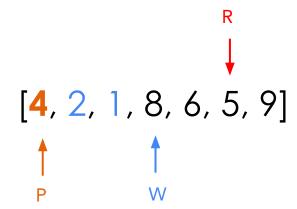


P: pivot

W: write index



## Example input

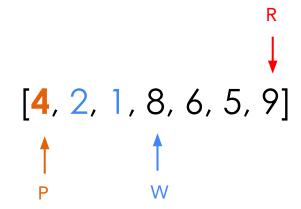


P: pivot

W: write index



## Example input

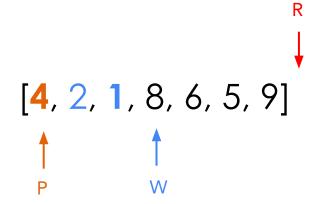


P: pivot

W: write index



## Example input



P: pivot

W: write index



## Example input

P: pivot

W: write index R: read index



Example input [1, 2, 4, 8, 6, 5, 9] quicksort ([1, 2]) quicksort ([8, 6, 5, 9]) Combine the answer



## **Visualization Link**



Can you implement the function partition?

## **Implement Here**



Q: What do you think is the time complexity for the aforementioned sorting Algorithm?



## Time & Space Complexity

Worst case ?

Best case ?

Average case ?

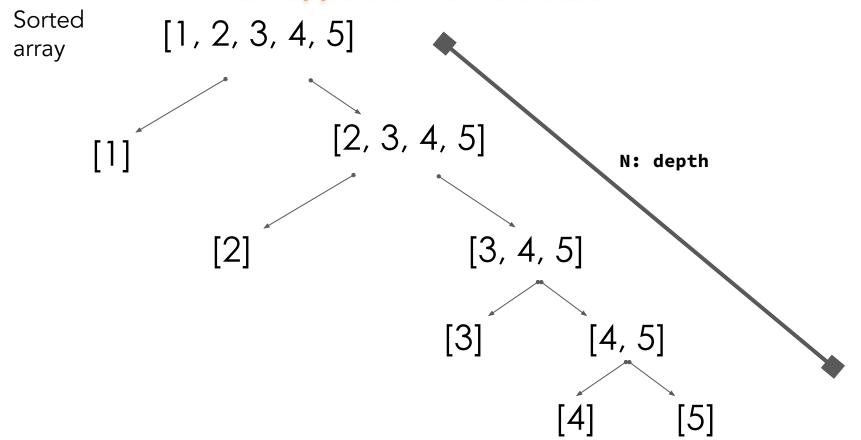


Q: what kind of input would result in the worst case?





## What happens in the worst case?



Q: Can we do better? How?





#### How can we avoid the worst case?

- Pick pivot randomly
- Median value of arr[0], arr[len//2] and arr[len 1]



## Time & Space Complexity

Time complexity: O(n²)

Space complexity: O(1)

Worst case O(n²)

Best case O(n log n)

Average case O(n log n)

Stable <u>NO</u>

In-place <u>YES</u>



# Cycle/ Cyclic Sort



It is known that all comparison-based sorting algorithms have a lower bound time complexity of  $\Omega(N \log N)$ .

However, we can achieve faster sorting algorithm — i.e., in O(N) — if certain **assumptions** of the **input array exist** 



#### **Problem:**

You are given an array of **size n** that only includes numbers in the range [1, n], sort the array in a single pass in O(N) runtime.



## Approach:

Let's imagine the array was already sorted, what would be the relationship between the values and the indices?



## Approach:

Index = value - 1

0 1 2 3 4
[1, 2, 3, 4, 5]



## Approach:

This means, we can use the **values** to know where **exactly** in the array they should be **placed**.

Where should 3 be placed at?



This means, we can use the values to know where exactly in the array they should be placed.

The value 3 should be placed at index 2. So we swap



This means, we can use the values to know where exactly in the array they should be placed.

The value 2 is **not** in the correct place either, where should it be?



This means, we can use the values to know where exactly in the array they should be placed.

## Swap



This means, we can use the values to know where exactly in the array they should be placed.

Where should 5 be?



This means, we can use the values to know where exactly in the array they should be placed.

## Swap



This means, we can use the values to know where exactly in the array they should be placed.

Where should 4 be?



This means, we can use the values to know where exactly in the array they should be placed.

## Swap



This means, we can use the values to know where exactly in the array they should be placed.

Where should 1 be?



This means, we can use the values to know where exactly in the array they should be placed.

It is finally in its correct position, so we move our pointer



This means, we can use the values to know where exactly in the array they should be placed.

Where should 2 be?



This means, we can use the values to know where exactly in the array they should be placed.

Where should 3 be?



This means, we can use the values to know where exactly in the array they should be placed.

Where should 4 be?



This means, we can use the values to know where exactly in the array they should be placed.

Where should 5 be?



This means, we can use the values to know where exactly in the array they should be placed.

Array is sorted.



## Can you implement the function cycleSort?

## **Implement Here**



Q: What do you think is the time complexity for the aforementioned sorting Algorithm?





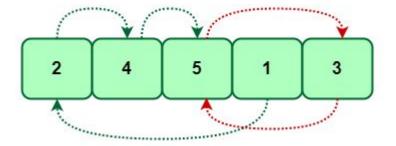
## Time & Space Complexity

## Cycle Sort

Worst case \_\_\_\_\_

Best case \_\_\_\_\_

Average case \_\_\_\_\_





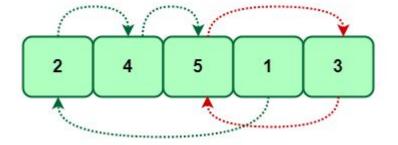
## Time & Space Complexity

## Cycle Sort

Worst case O(N)

Best case O(N)

Average case O(N)



Only applies to a **constrained range** of values



# Further Reading

- There are also other popular sorting algorithms such as Radix Sort, Binary Insertion Sort...
- Feel free to explore and share with your teammates.



# **Pair Programming**

## Practice Problems

Missing Number

Find All Numbers Disappeared in an Array

Find all duplicates in an array

Set Mismatch

Find the Duplicate Number

First Missing Positive

Kth Largest Element in an Array



## Resources

- <u>Visualgo.com</u>: is great for visualizing sorting algorithms in general
- <u>Chatapt</u>: is great at re-writing and generating pseudocode
- Geeks for Geeks (GFG): has clear explanations
- A2SV Slides repo: good reference for which topics to cover and good quotes.
- <u>Leetcode learn card Recursion II</u>: good reference for merge sort, quick sort, and other recursion concepts
- <u>Leetcode learn card Sorting</u>: good reference for bucket sort, and other sorting algorithms like radix sort.



# Quote of the Day

"The first law of success is concentration — to bend all the energies to one point, and to go directly to that point, looking neither to the right nor to the left."

- William Matthews

