Quicksort COMS10017 - Algorithms 1

Dr Christian Konrad

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- Very efficient in practice!
- In place version of Mergesort:

$$A[0, \lfloor \frac{n}{2} \rfloor] \leftarrow \text{MERGESORT}(A[0, \lfloor \frac{n}{2} \rfloor])$$

 $A[\lfloor \frac{n}{2} \rfloor + 1, n - 1] \leftarrow \text{MERGESORT}(A[\lfloor \frac{n}{2} \rfloor, n - 1])$
 $A \leftarrow \text{MERGE}(A)$
return A

recursive calls in mergesort

Merge Sort versus Quick Sort

Mergesort versus Quicksort

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Mergesort versus Quicksort

- Mergesort: First solve subproblems recursively, then merge their solutions
- Quicksort: First partition problem into two subproblems in a clever way so that no extra work is needed when combining the solutions to the subproblems, then solve subproblems recursively

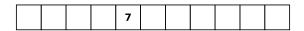
Divide and Conquer Algorithm:

• **Divide:** Chose a good *pivot* A[q]. Rearrange A such that every element $\leq A[q]$ is left of A[q] in the resulting ordering and every element > A[q] is right of A[q] in the resulting ordering. Let p be the new position of A[q].

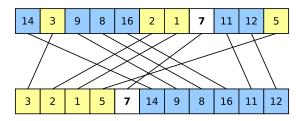
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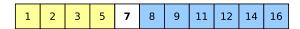


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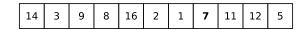
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• Combine: No work needed

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- We need to be able to rearrange the elements around the pivot in O(n) time
- What is a good pivot? Ideally we would like to obtain subproblems of equal/similar sizes

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i \leftarrow i+1
\text{exchange } A[i] \text{ with } A[j]
\text{return } i
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Partition

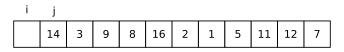
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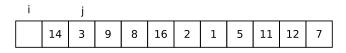
Partition

Pivot: Algorithm assumes pivot is A[n-1] (if different pivot A[q] is used: swap A[q] with A[n-1]).

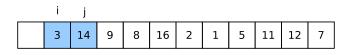
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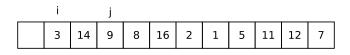
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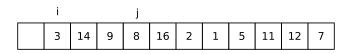
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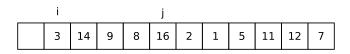
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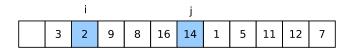


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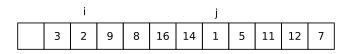
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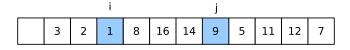
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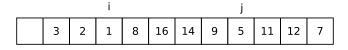
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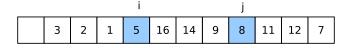
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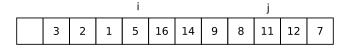
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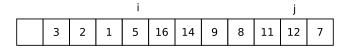
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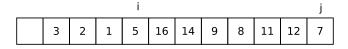
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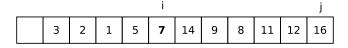
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② Elements right of i (excluding i) and left of j (excluding j) are larger than x:

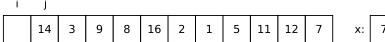
For
$$i + 1 \le k \le j - 1$$
: $A[k] > x$



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Initialization: i = -1, j = 0



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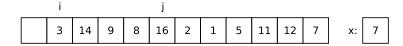


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Maintenance: Two cases:

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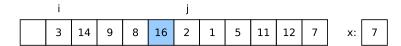


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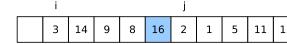
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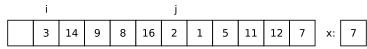


x: | 7

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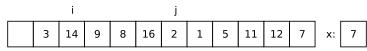
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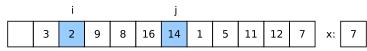
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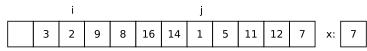
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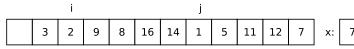
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Termination: (useful property showing that algo. is correct)

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else

i \leftarrow \mathsf{Partition}(A)

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Algorithm \mathsf{QUICKSORT}
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What is the runtime of Quicksort?