

COMP0005 (Algorithms)

Quicksort

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Computer Science, UCL

Slides (with potential revisions)

lampos.net/slides/quicksort2019.pdf

@lampos



lampos.net



About this lecture

- **Quicksort** (yet another sorting algorithm)
 - Description
 - Performance analysis
- **Material**
 - Cormen, Leiserson, Rivest and Stein. *Introduction to Algorithms*. MIT Press, 3rd Edition, 2009 (mainly Chapter 7)
 - Alternative slides at <https://algs4.cs.princeton.edu/lectures/> (Sedgewick and Wayne)

Quicksort divides & conquers

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Given an array A with n elements, $A[1\dots n]$:

- **DIVIDE** (step 1)

Partition, i.e. *re-arrange the elements of*, array $A[1\dots n]$ so that for some element $A[q]$:

1. all elements on the left of $A[q]$, i.e. $A[1\dots q-1]$, are less than or equal to $A[q]$, and
2. all elements on the right of $A[q]$, i.e. $A[q+1\dots n]$, are greater than or equal to $A[q]$.

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- **CONQUER** (step 2)

Sort sub-arrays $A[1\dots q-1]$ and $A[q+1\dots n]$ by recursive executions of step 1.

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Just by joining the sorted sub-arrays we obtain a sorted array.

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1. all elements less than or equal to $A[q]$ are less than or equal to $A[q]$
2. all elements greater than or equal to $A[q]$ are greater than or equal to $A[q]$

Note:

- We will assume that the elements of A are distinct.
- We will be sorting the elements of A in an ascending order.

- **CONQUER** (step 2)

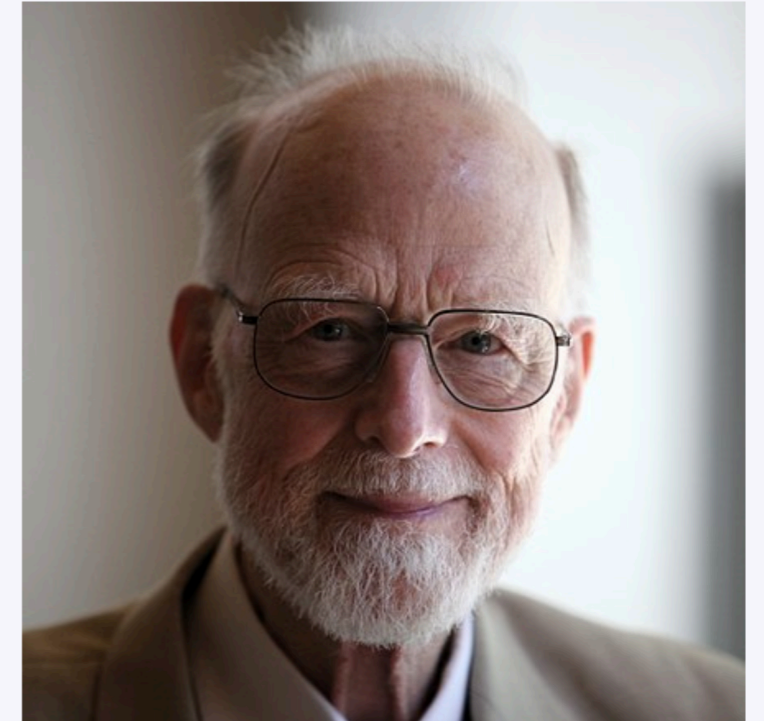
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Quicksort was...

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- published in 1961 ([paper](#))



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ALGORITHM 64

QUICKSORT

C. A. R. HOARE

Elliott Brothers Ltd., Borehamwood, Hertfordshire, Eng.

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procedure quicksort (A,M,N); value M,N;  
           array A; integer M,N;
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comment Quicksort is a very fast and convenient method of  
sorting an array in the random-access store of a computer. The  
entire contents of the store may be sorted, since no extra space is  
required. The average number of comparisons made is  $2(M-N) \ln$   
 $(N-M)$ , and the average number of exchanges is one sixth this  
amount. Suitable refinements of this method will be desirable for  
its implementation on any actual computer;
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begin      integer I,J;  
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end      quicksort           end
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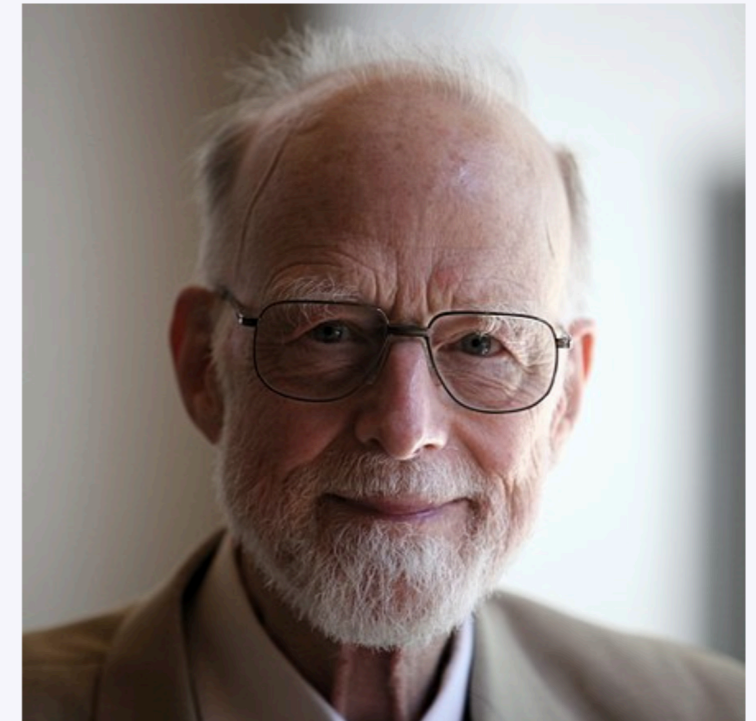
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Table 1

NUMBER OF ITEMS	MERGE SORT	QUICKSORT
500	2 min 8 sec	1 min 21 sec
1,000	4 min 48 sec	3 min 8 sec
1,500	8 min 15 sec*	5 min 6 sec
2,000	11 min 0 sec*	6 min 47 sec

* These figures were computed by formula, since they cannot be achieved on the 405 owing to limited store size.



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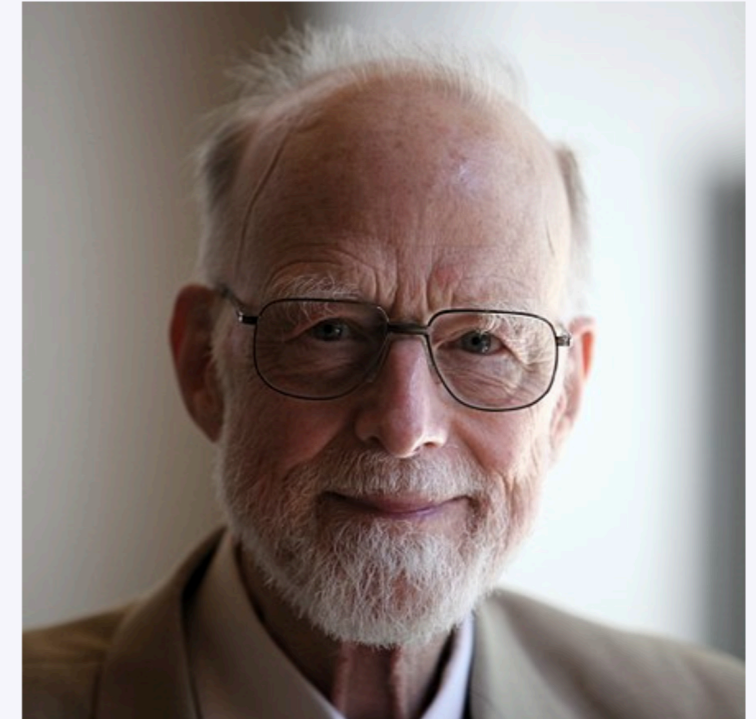
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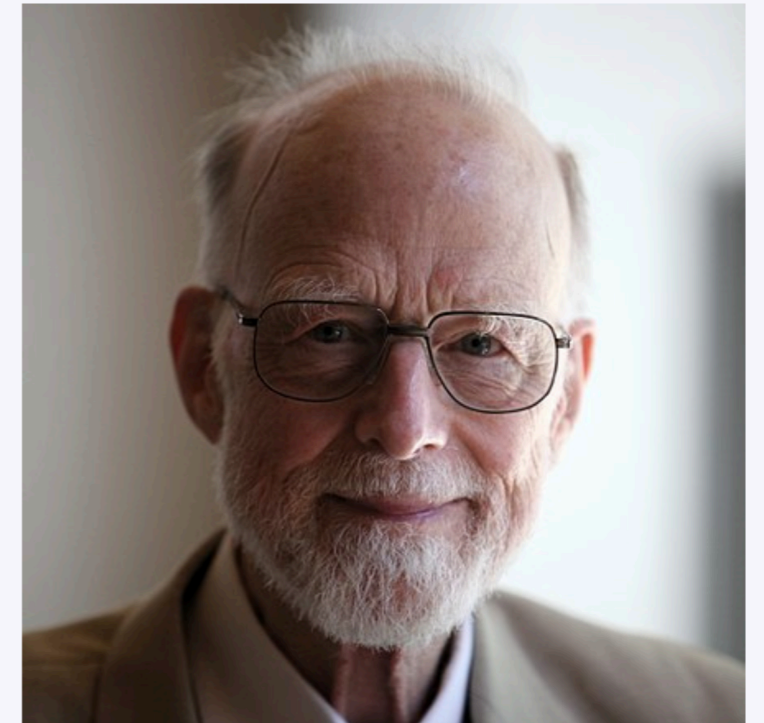
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Quicksort...

- is still being used (in principle, i.e. its optimised versions)



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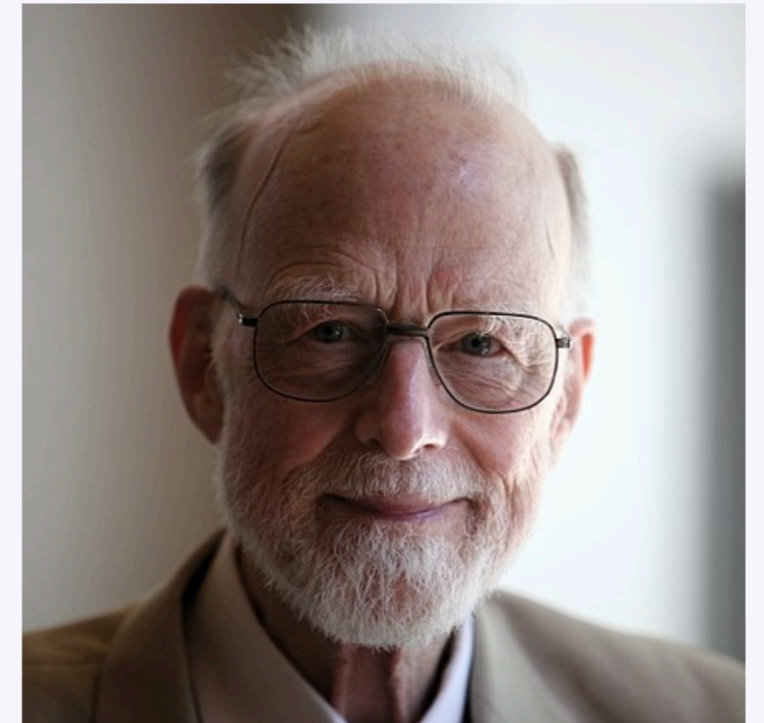
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 - $O(n \log n)$ on average
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 - $\Theta(n^2)$ worst case(for an array with n elements)



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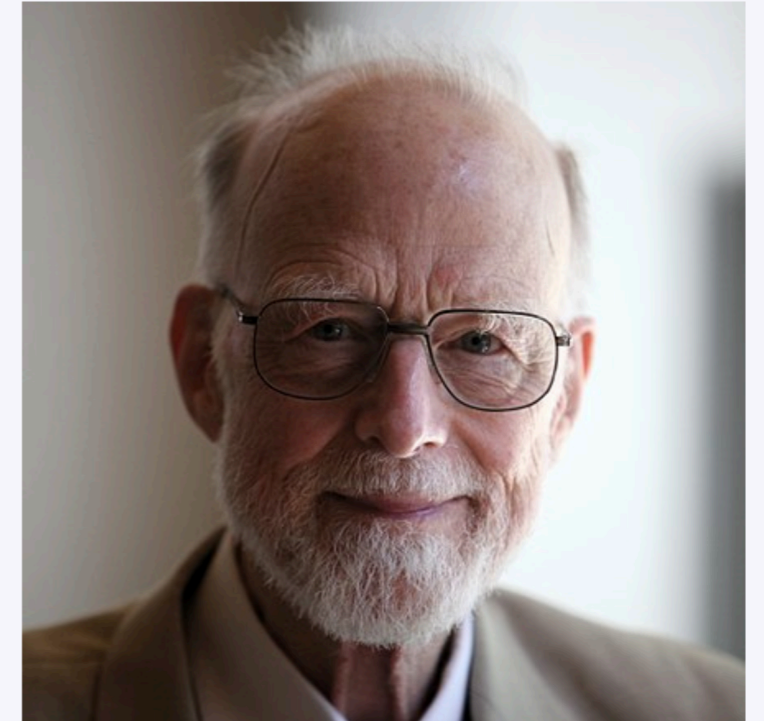
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- is efficient
 - $O(n \log n)$ on average
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 - $\Theta(n^2)$ worst case(for an array with n elements)
- requires a small amount of memory (*in-place* algorithm)



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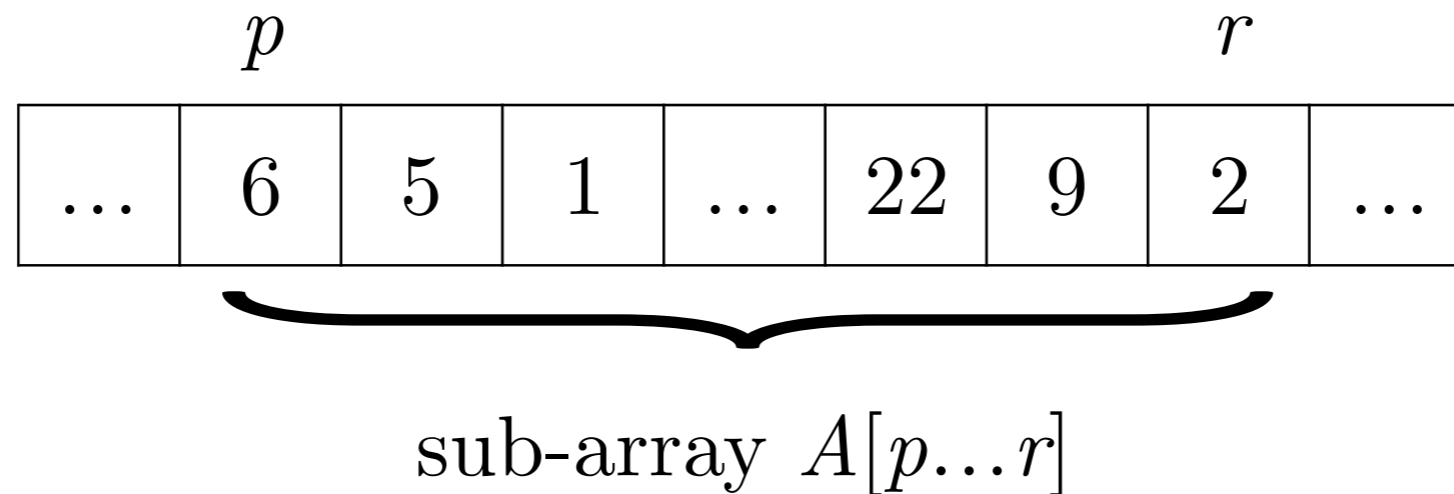
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Quicksort

both p, r are array indices

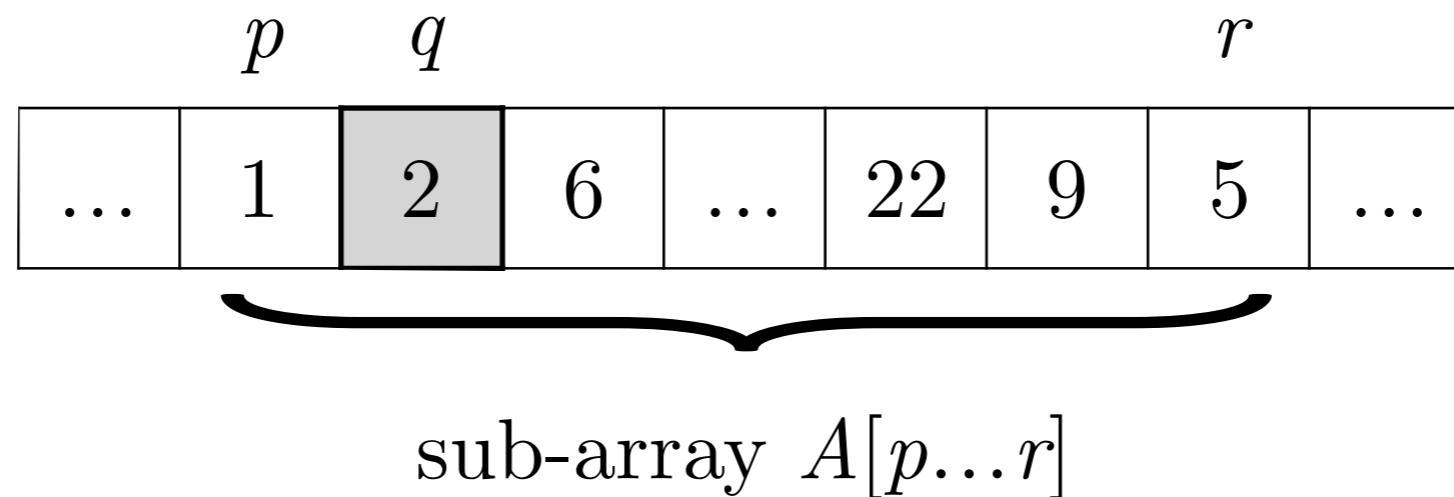


QUICKSORT(A, p, r)

```
1  if  $p < r$ 
2       $q = \text{PARTITION}(A, p, r)$ 
3      QUICKSORT( $A, p, q - 1$ )
4      QUICKSORT( $A, q + 1, r$ )
```


Quicksort

p, r, q are array indices

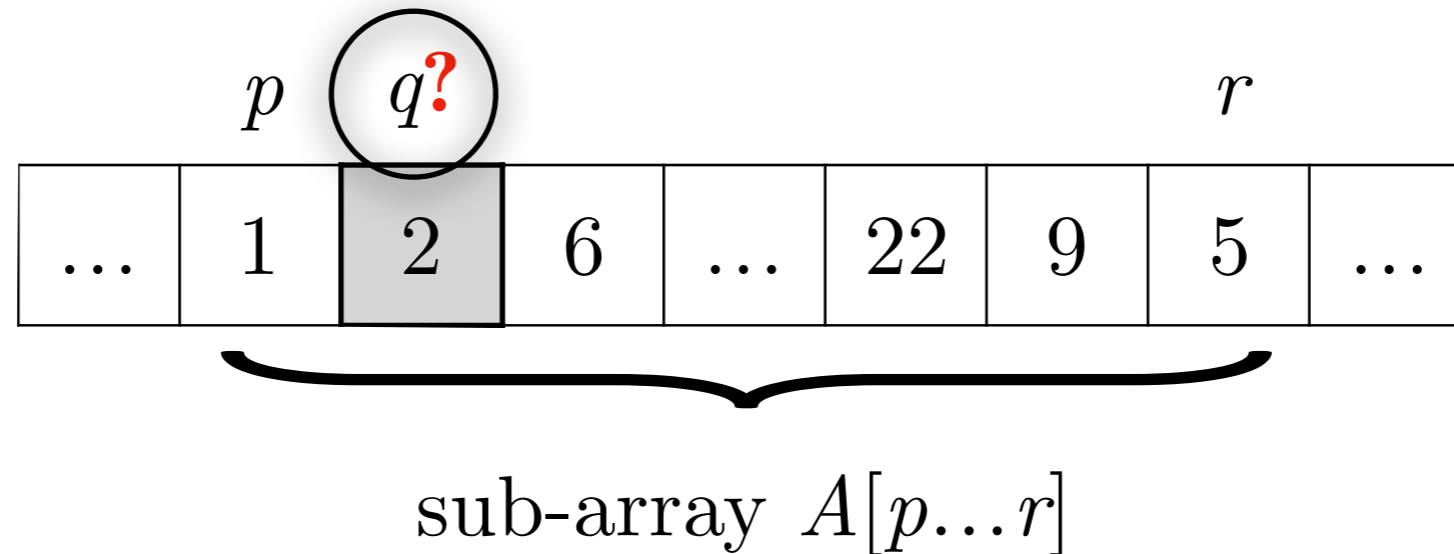


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Quicksort — Partition

p, r, q are array indices



PARTITION(A, p, r)

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1  $x = A[r]$ 
2  $i = p - 1$ 
3 for  $j = p$  to  $r - 1$ 
4     if  $A[j] \leq x$ 
5          $i = i + 1$ 
6         exchange  $A[i]$  with  $A[j]$ 
7 exchange  $A[i + 1]$  with  $A[r]$ 
8 return  $i + 1$ 
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Partition is the central sorting operation of quicksort

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Step-by-step example

i	p, j				r, x
6	5	1	3	2	4

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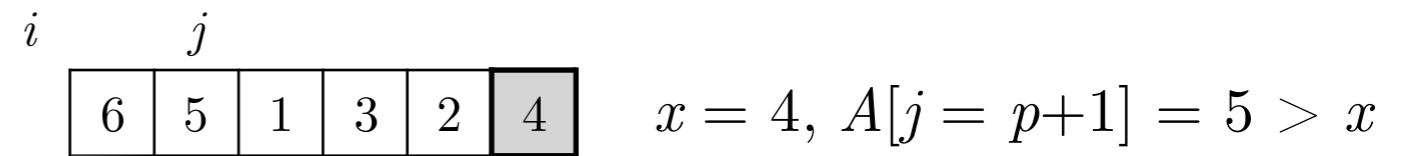
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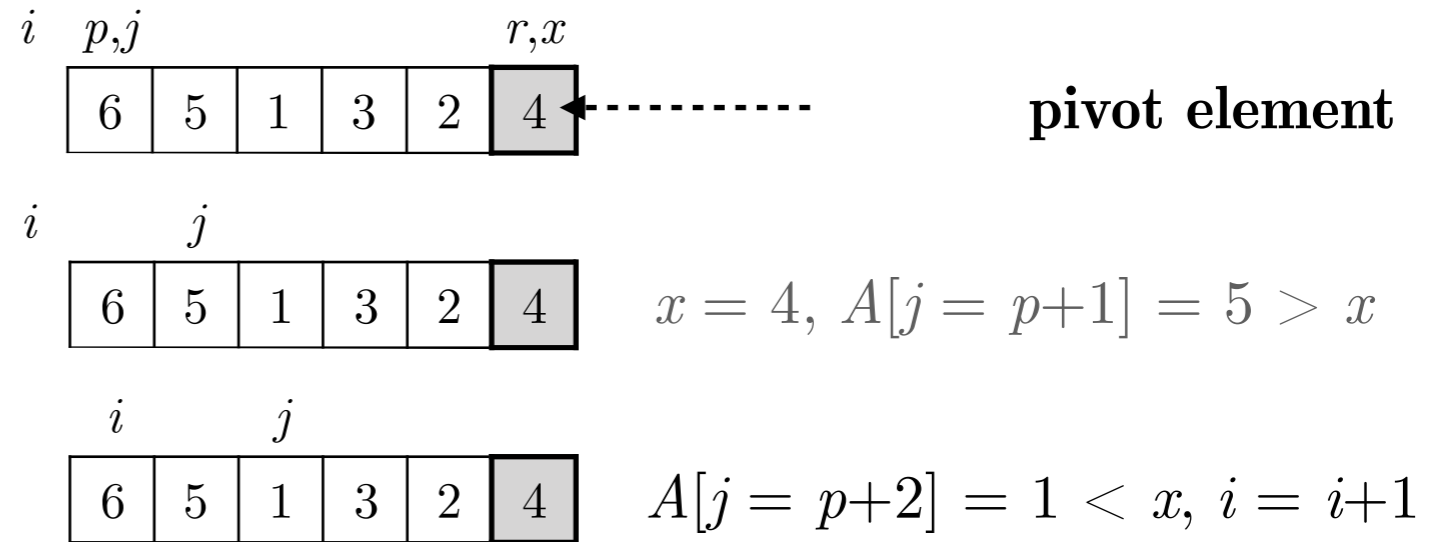
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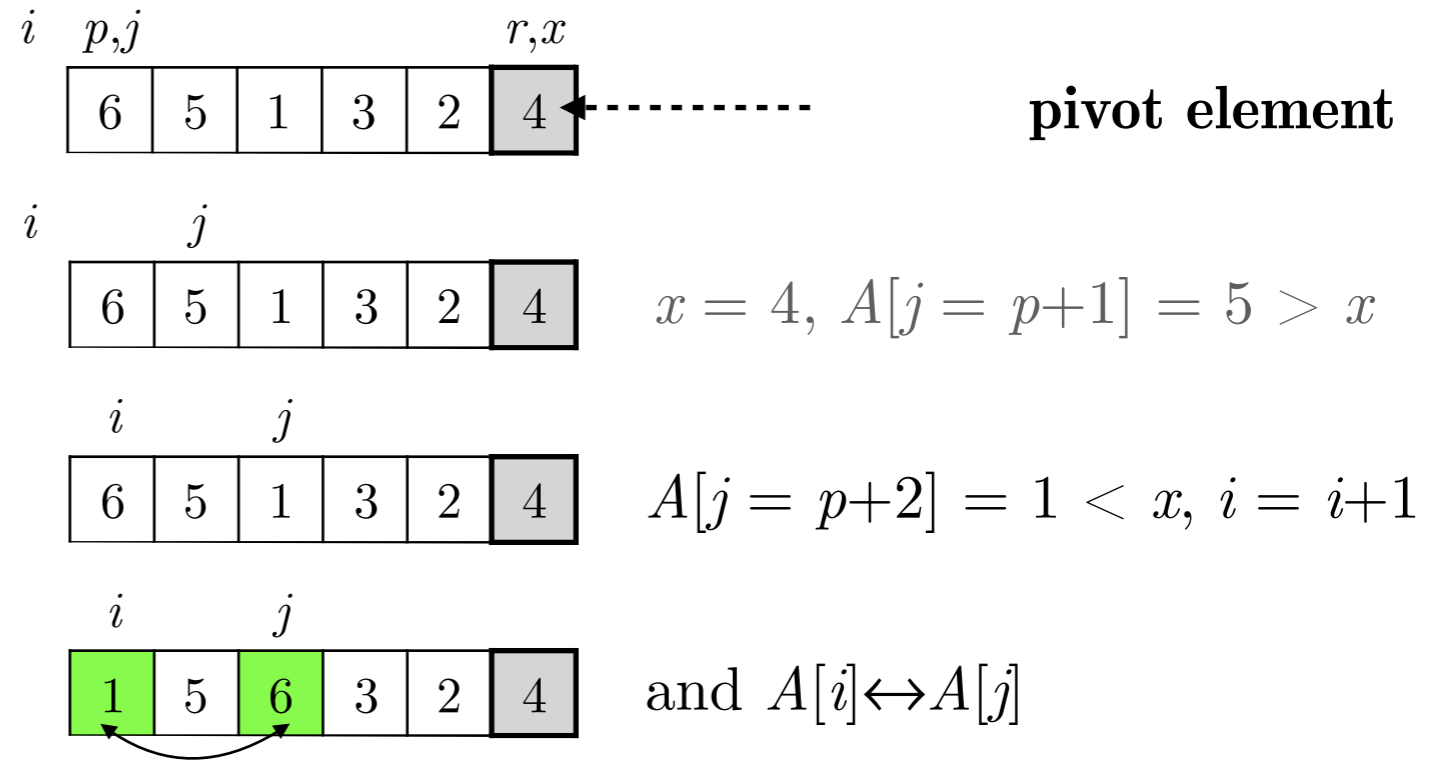
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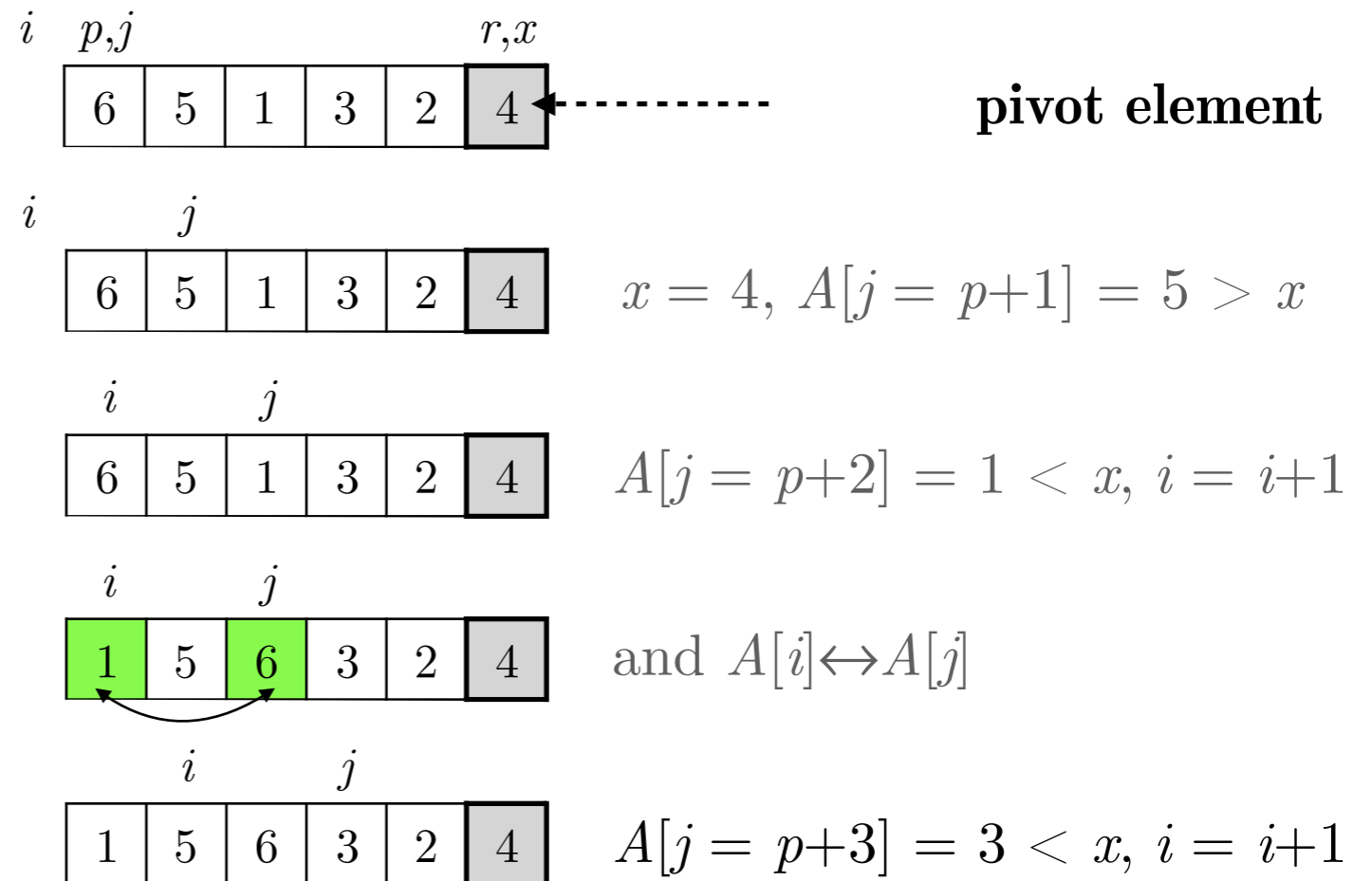
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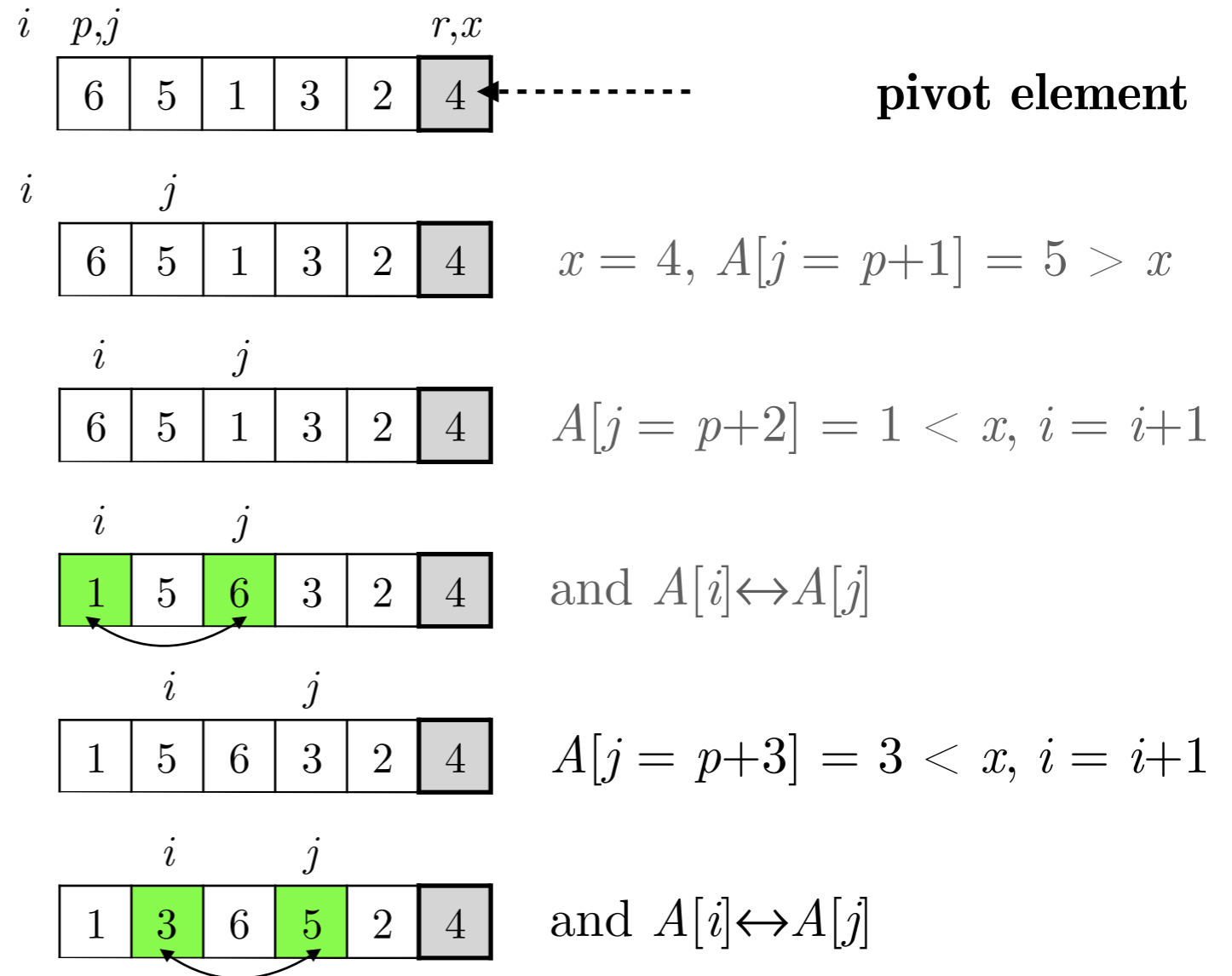
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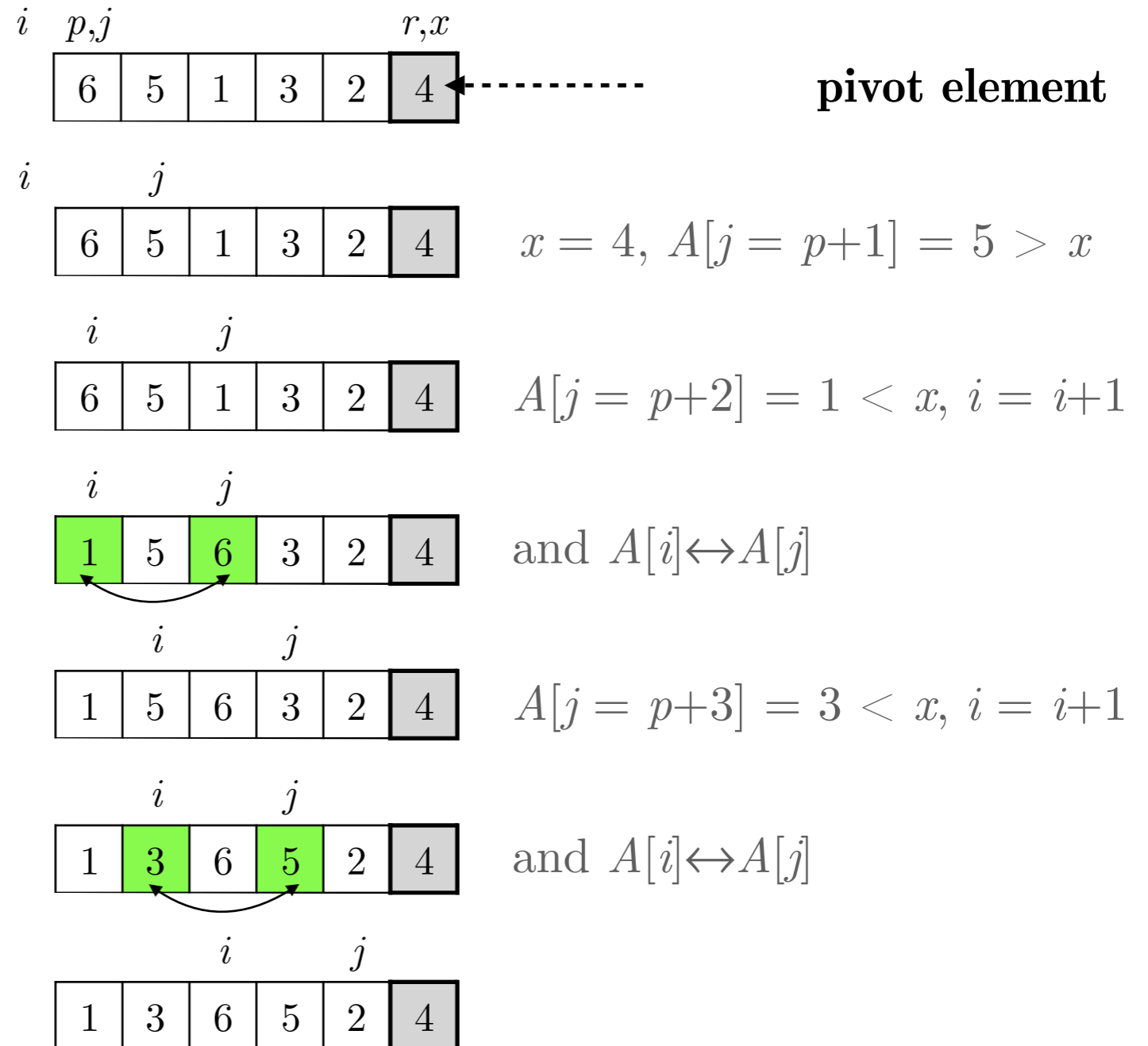
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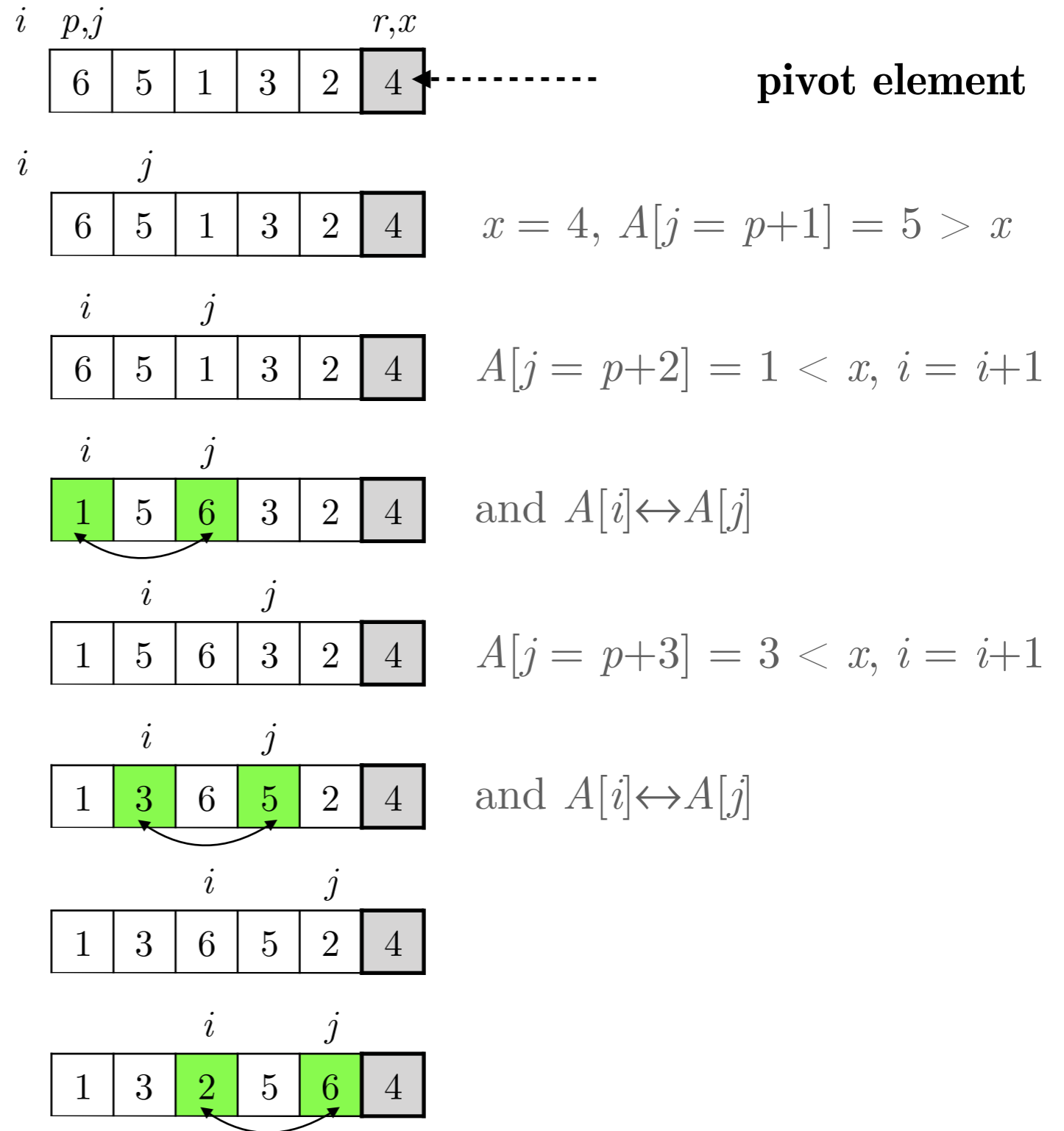
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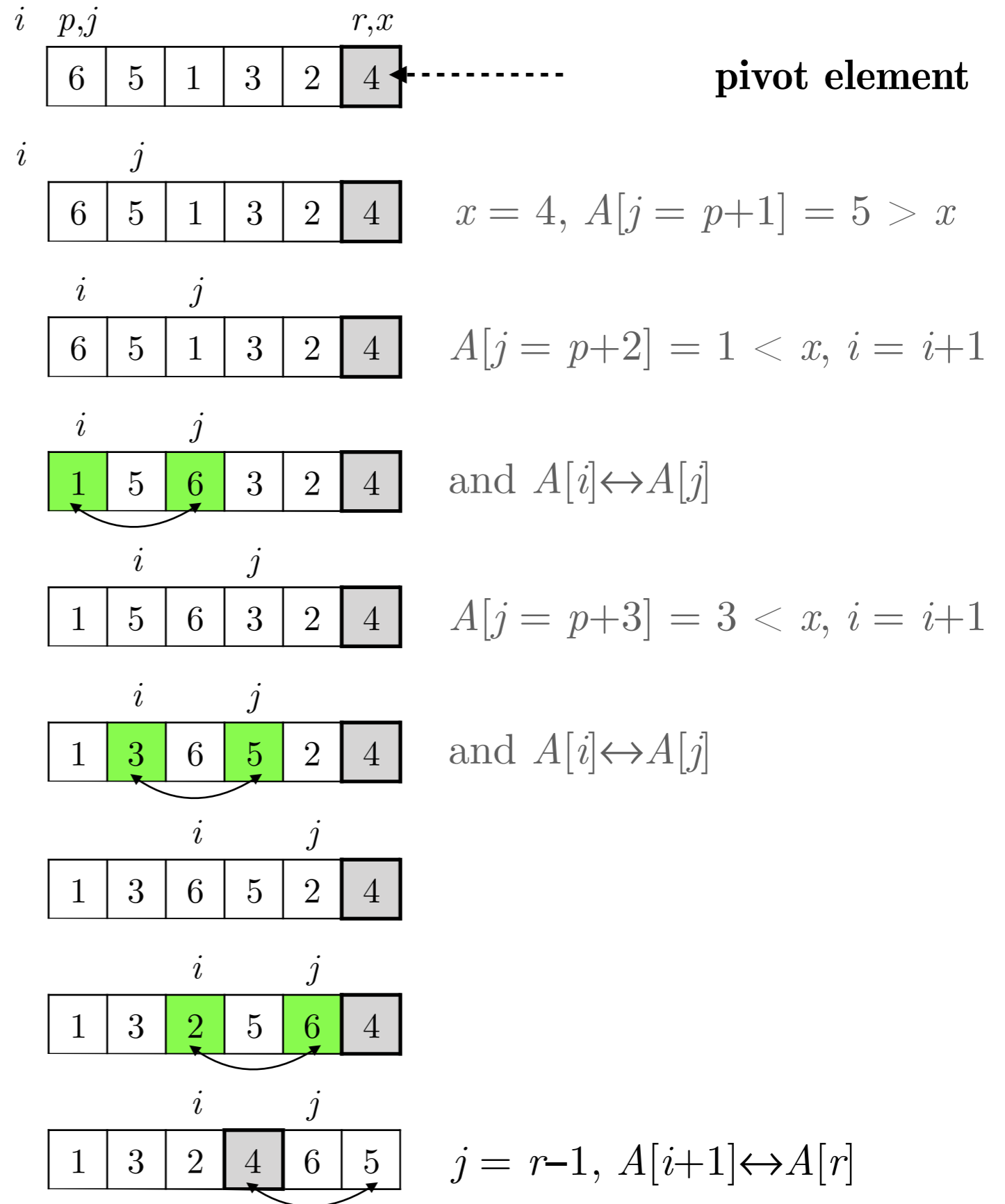
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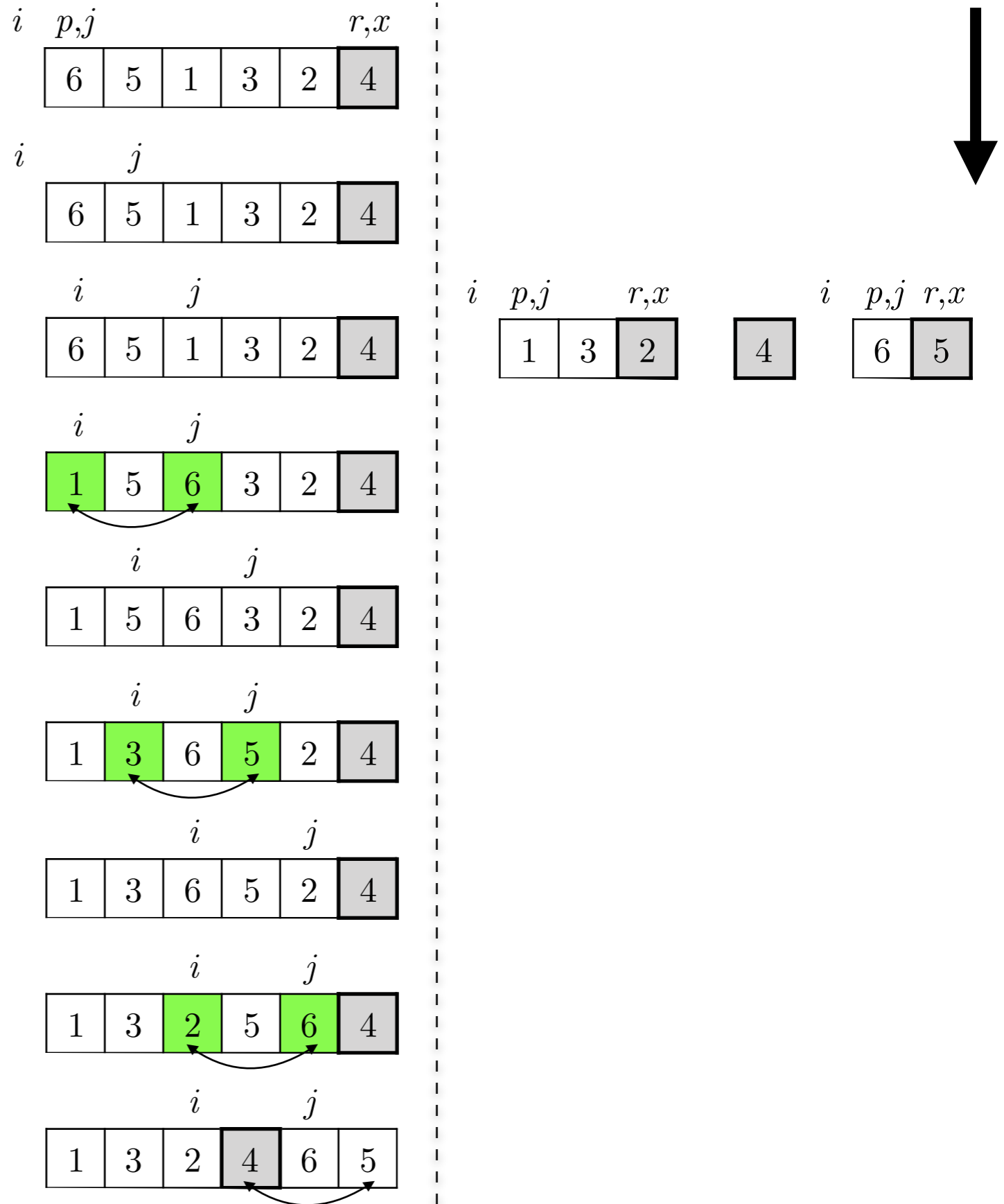
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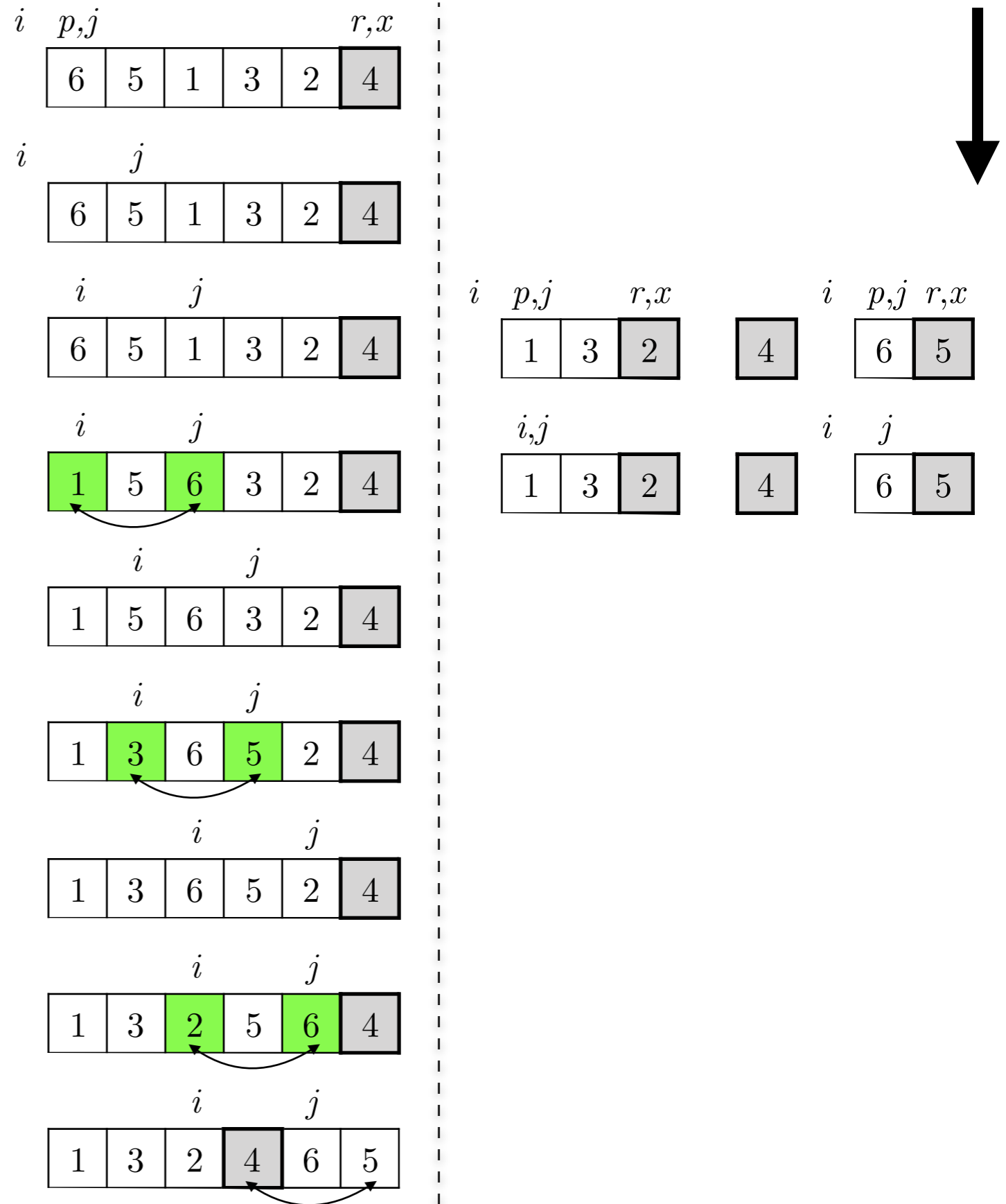
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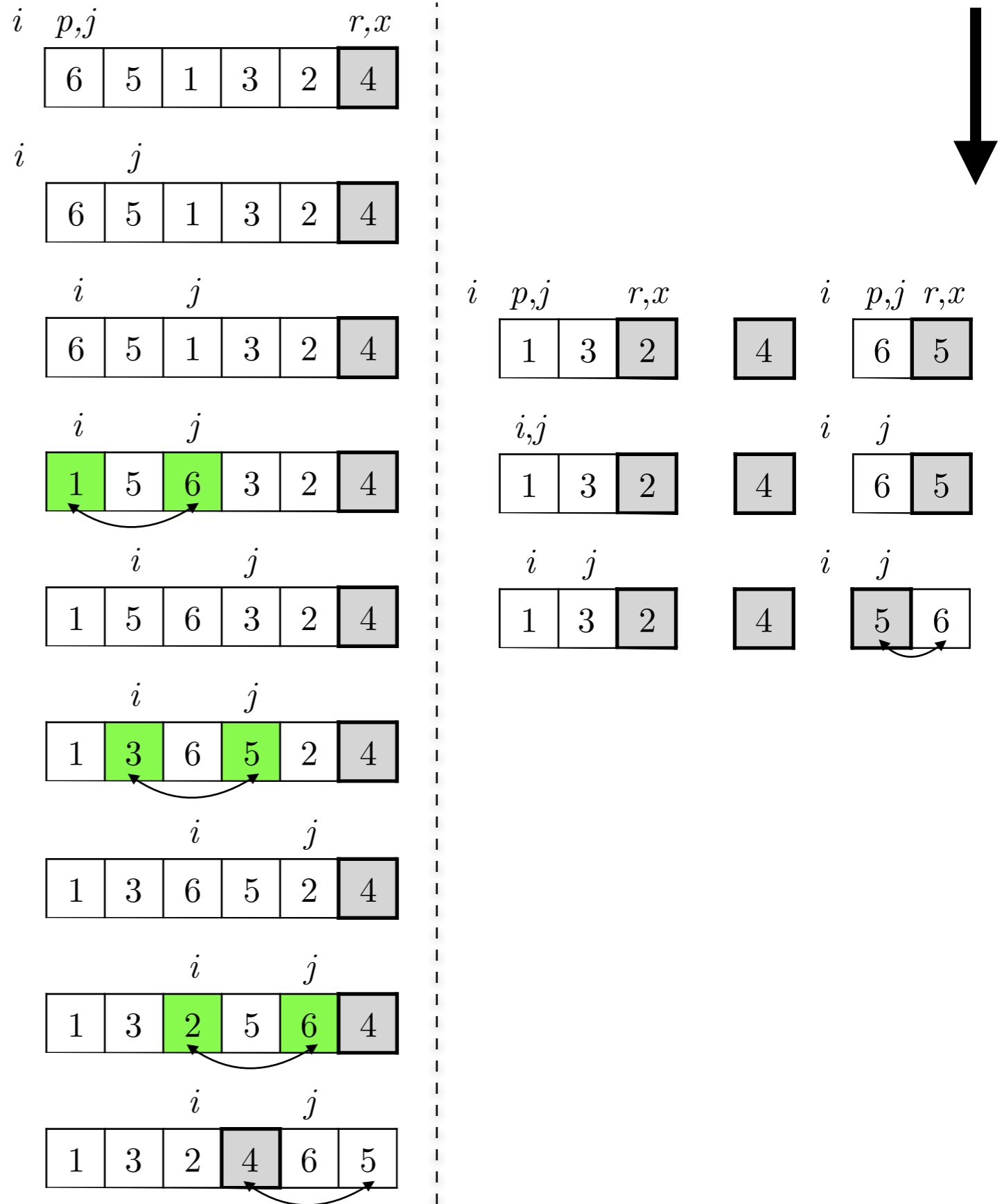
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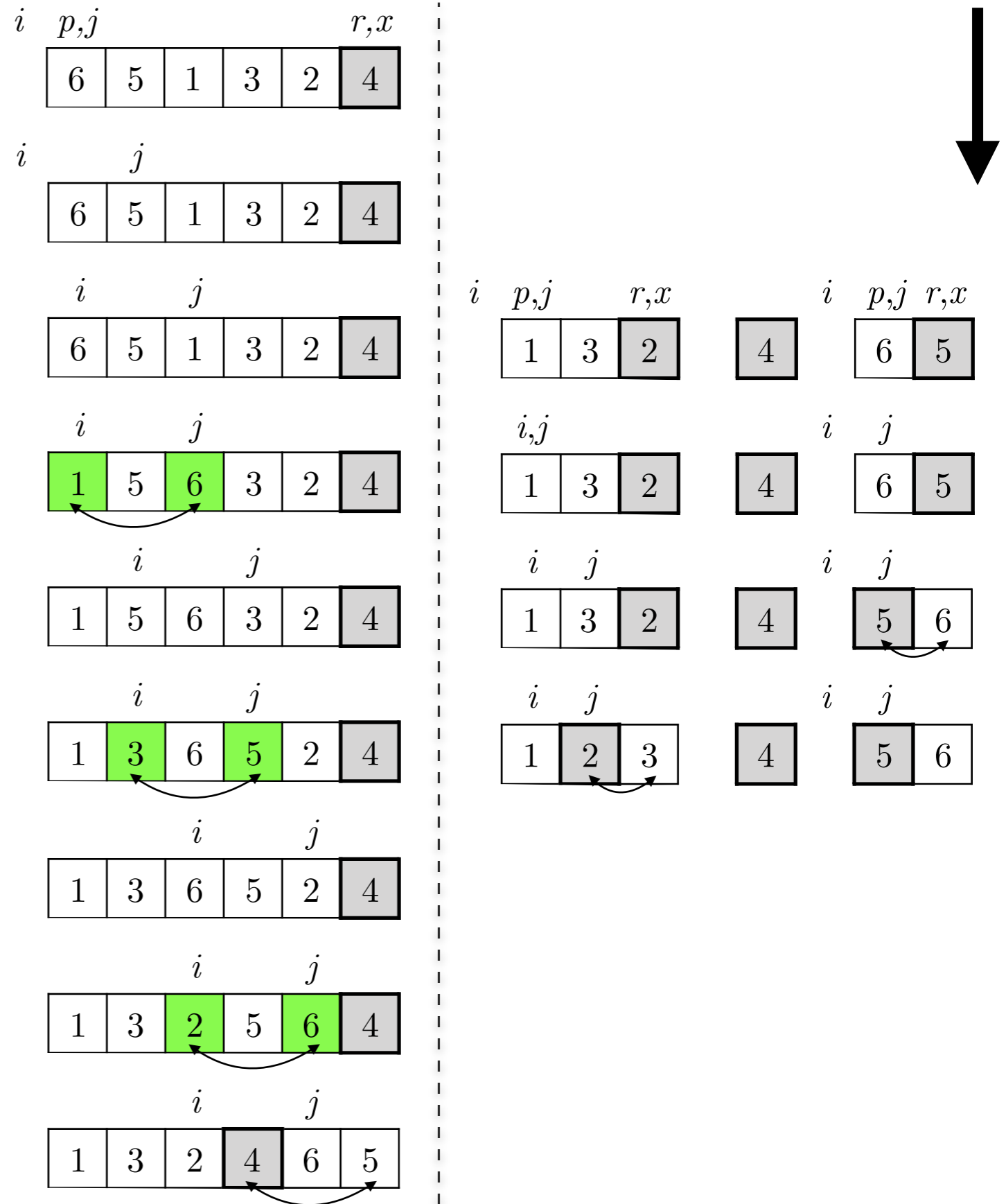
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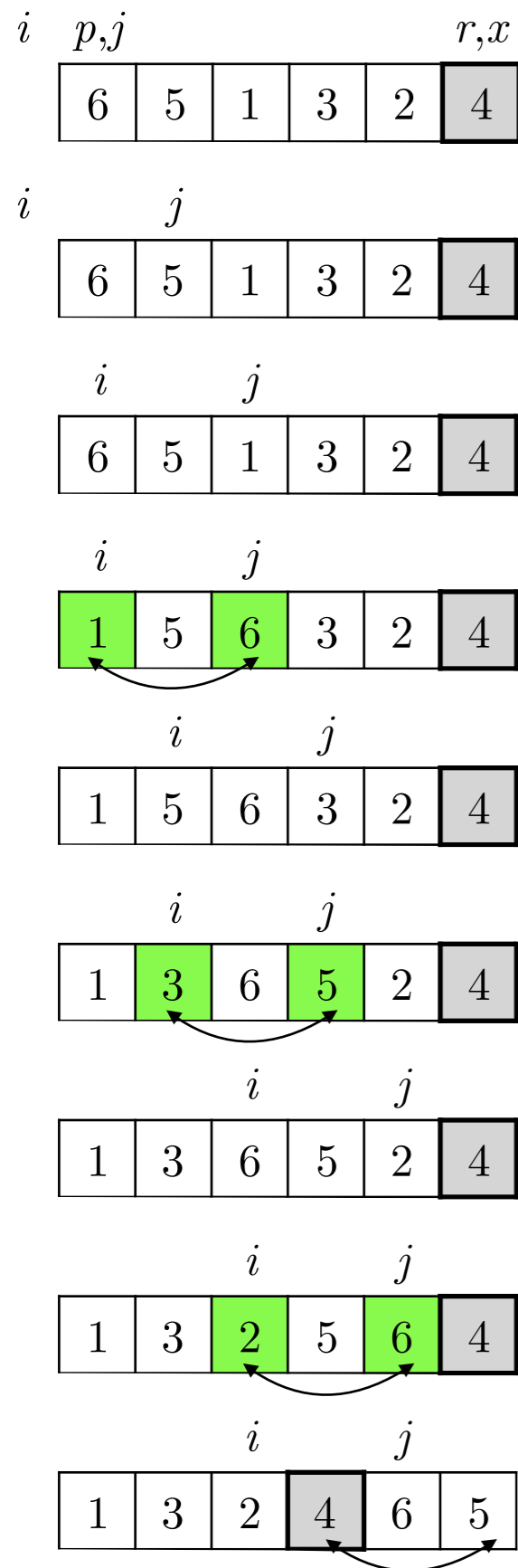
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- 3 QUICKSORT($A, p, q - 1$)
- 4 QUICKSORT($A, q + 1, r$)

PARTITION(A, p, r)

- 1 $x = A[r]$
- 2 $i = p - 1$
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- 7 exchange $A[i + 1]$ with $A[r]$
- 8 **return** $i + 1$



Why does quicksort work?

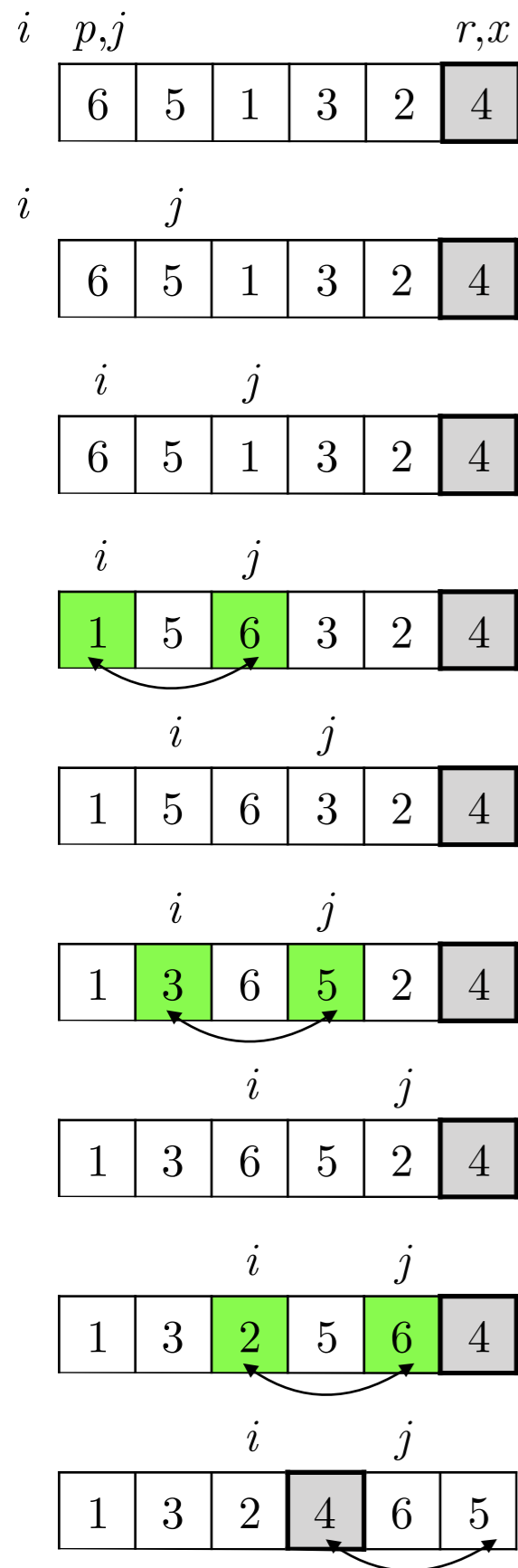


- As i goes through the array from left to right, no element greater than the pivot element ($= 4$) is left behind it. When such element is identified, it is swapped.

PARTITION(A, p, r)

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1   $x = A[r]$ 
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Why does quicksort work?



- As i goes through the array from left to right, no element greater than the pivot element ($= 4$) is left behind it. When such element is identified, it is swapped.
- Elements $i+1$ to $j-1$ are always greater than the pivot element.

PARTITION(A, p, r)

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- The performance is affected by the **choice of the pivot element** during partitioning: balanced vs. unbalanced outcome

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- **Worst case: $\Theta(n^2)$**
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 - when the array is already sorted
- **Best case: $\Theta(n \log n)$**
 - when partitioning is always **fairly balanced**, i.e. the choice of pivot generates sub-arrays that always have $\lfloor n/2 \rfloor$ and $\lceil n/2 \rceil - 1$ elements, respectively

Step-by-step example for worst case

<i>i</i>	<i>p,j</i>				<i>r,x</i>
1	2	3	4	5	6

Step-by-step example for worst case

i	p, j				r, x
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i, j					
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Step-by-step example for worst case

i p, j r, x

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---	---	---	---	---	---

i, j

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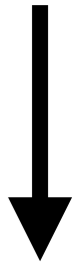
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---	---	---	---	---	---

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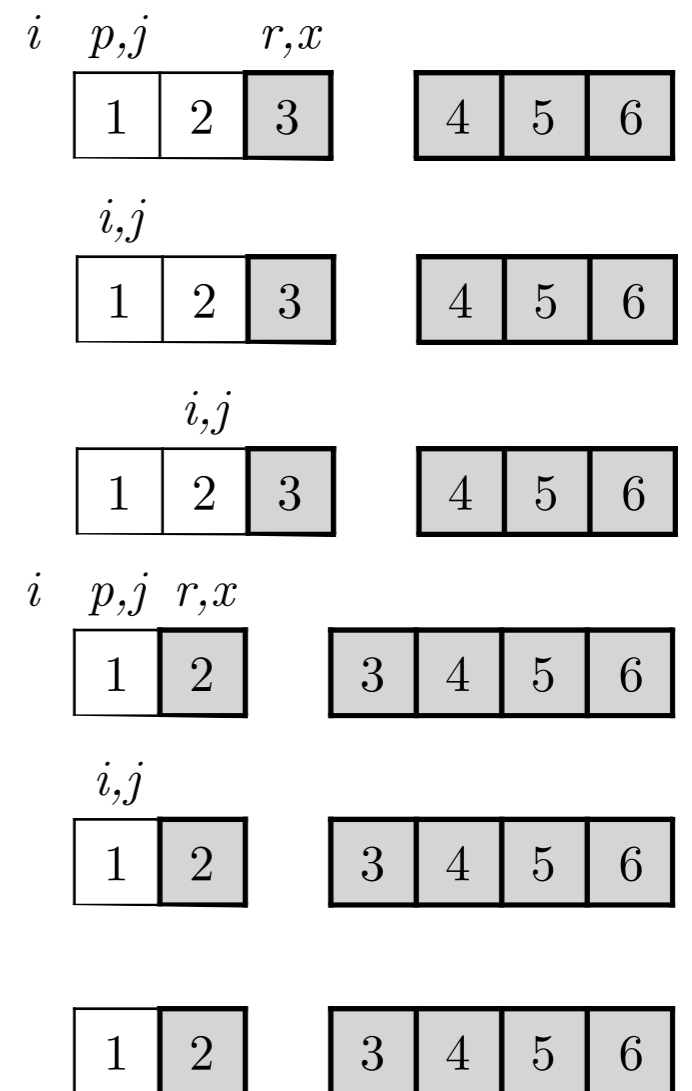
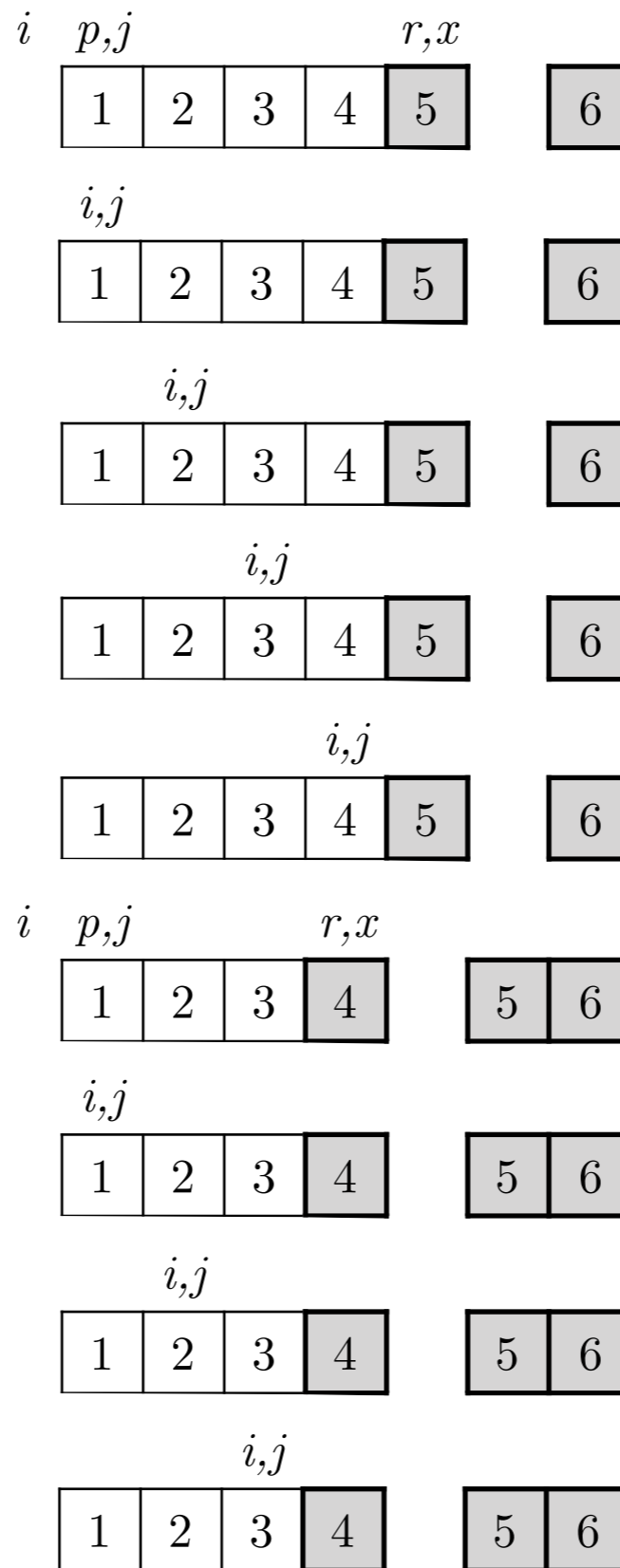
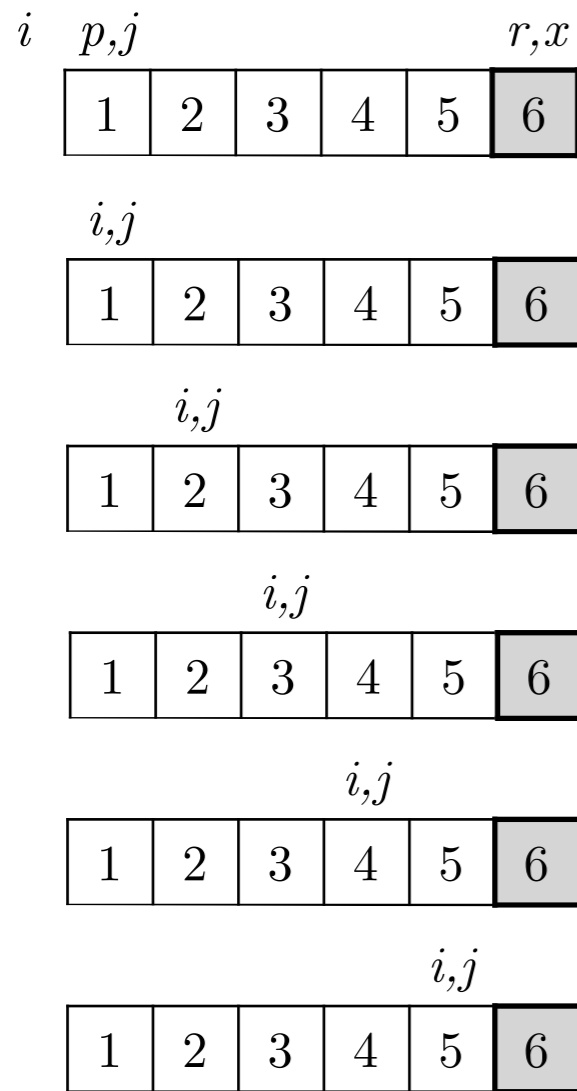
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---	---	---	---	---	---

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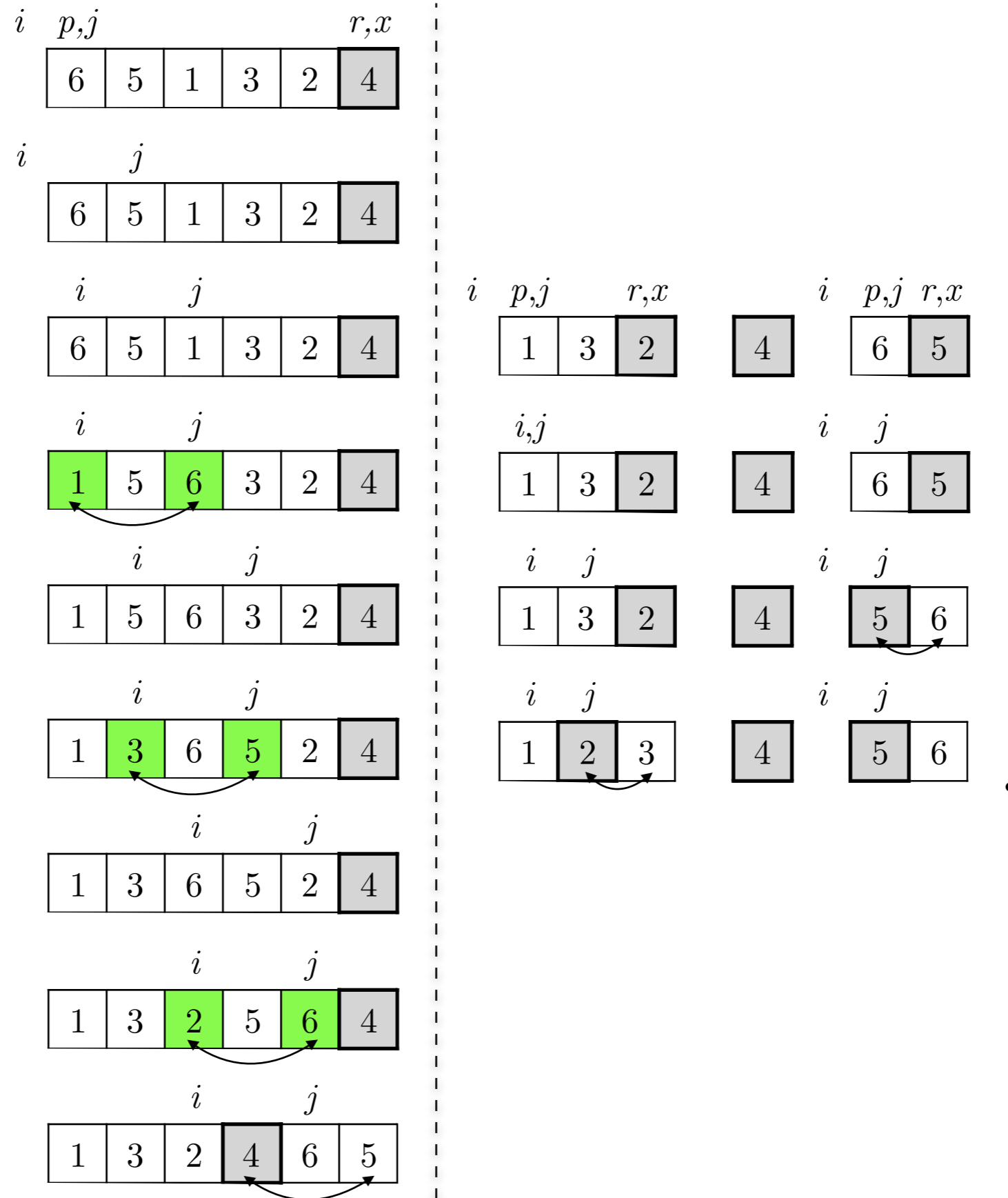


Step-by-step example for worst case



.

Recall previous example (average case)



Cost estimation (running time)

```
QUICKSORT( $A, p, r$ )
```

```
1  if  $p < r$   
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```
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```

- Cost is mainly affected by the partition operation, and especially by the for-loop in it that performs $n-1$ comparisons

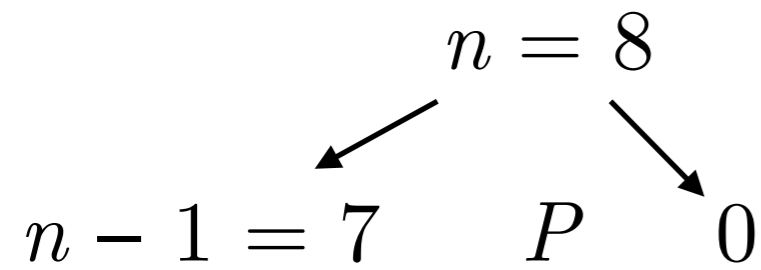
- The cost for a single partition operation is: $\Theta(n)$, where $n = r - p + 1$

Worst case cost estimation example ($n = 8$)

$$n = 8$$

n -dimensional array, cost: $c * 8$

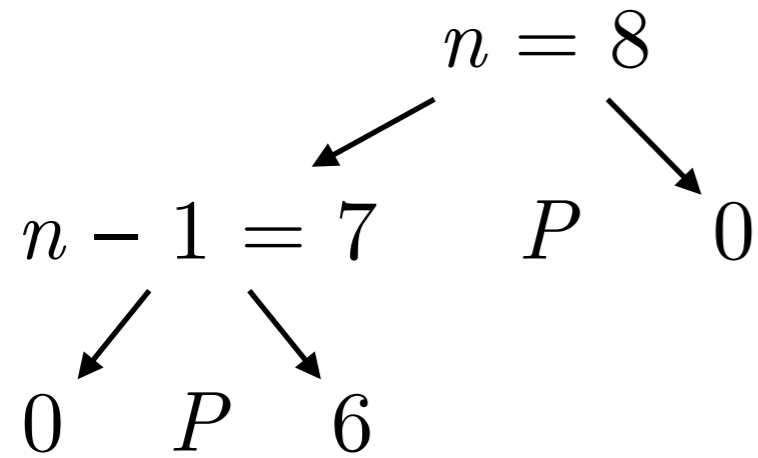
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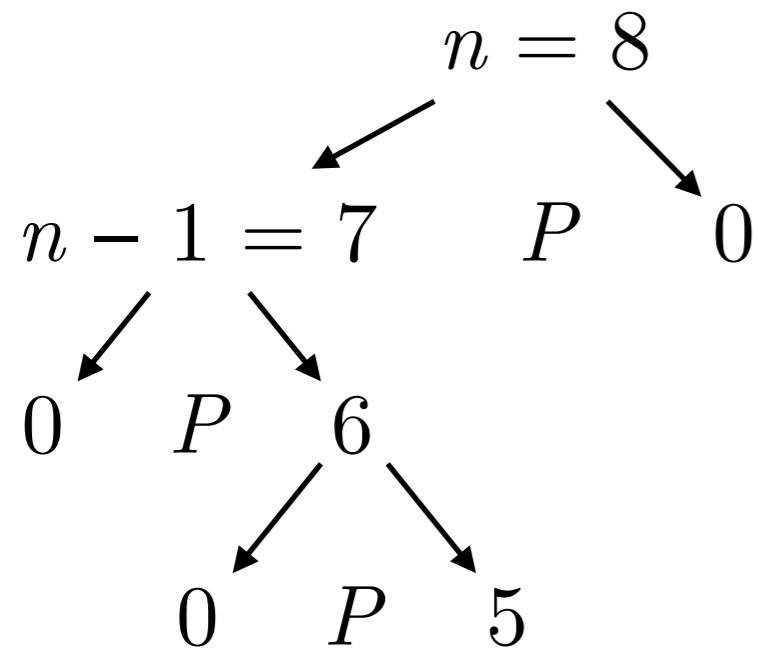


n -dimensional array, cost: $c * 8$

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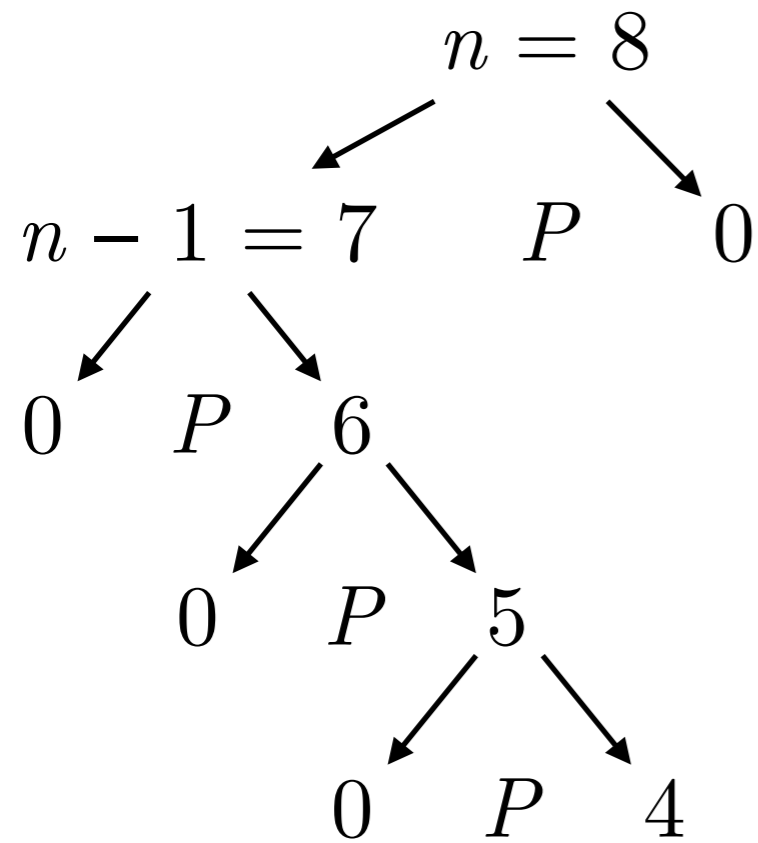
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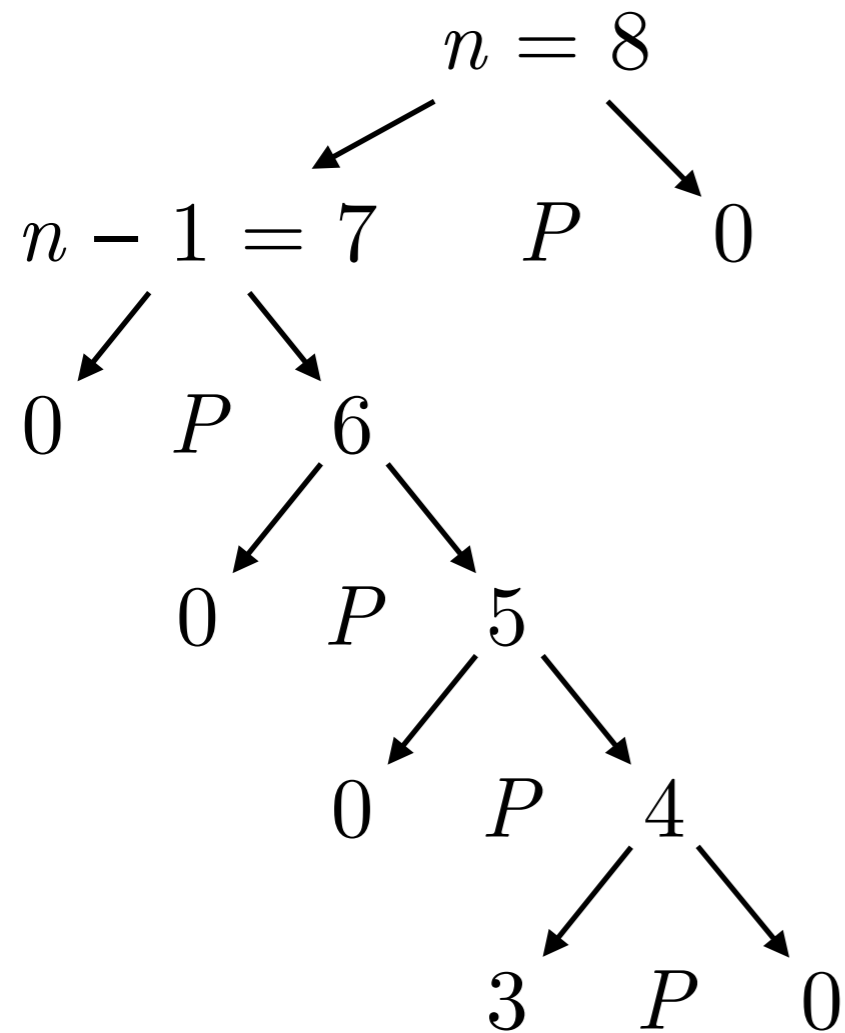
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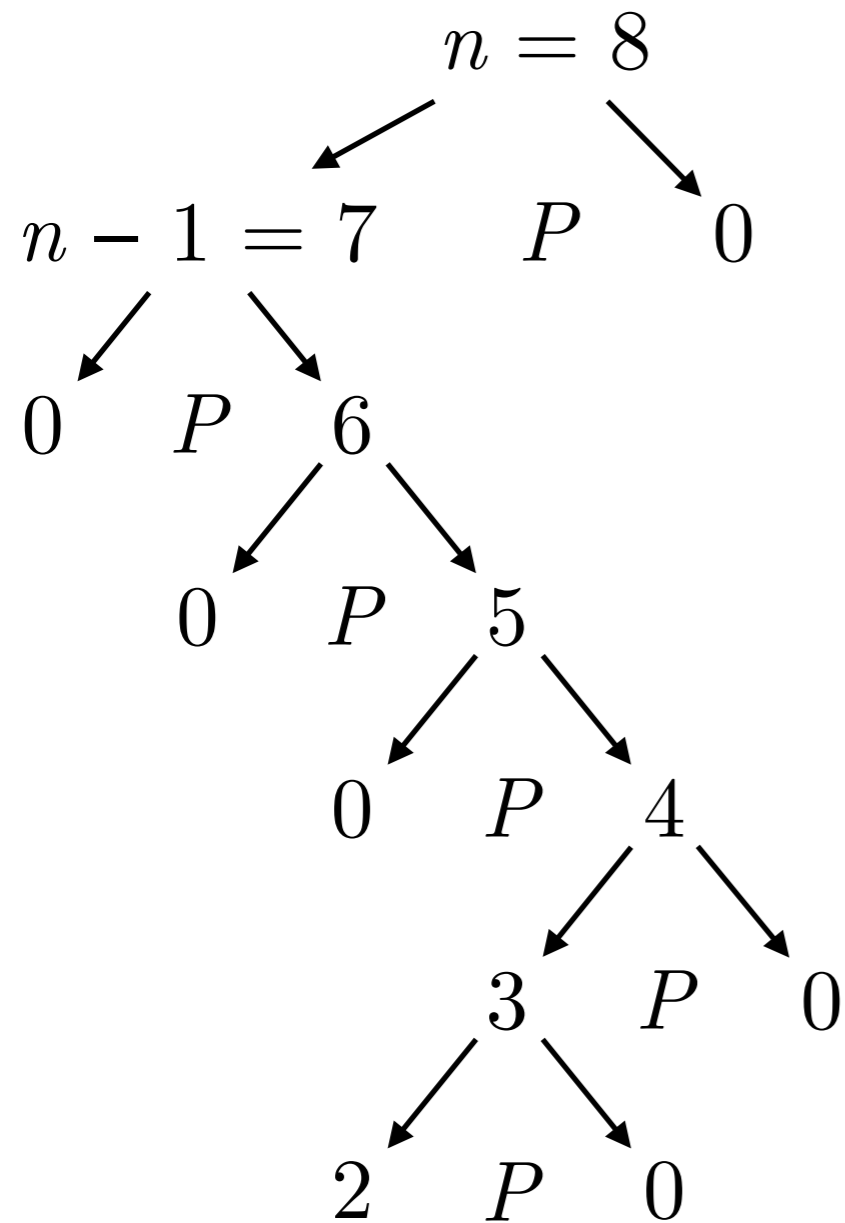
cost: $c * 7$

cost: $c * 6$

cost: $c * 5$

cost: $c * 4$

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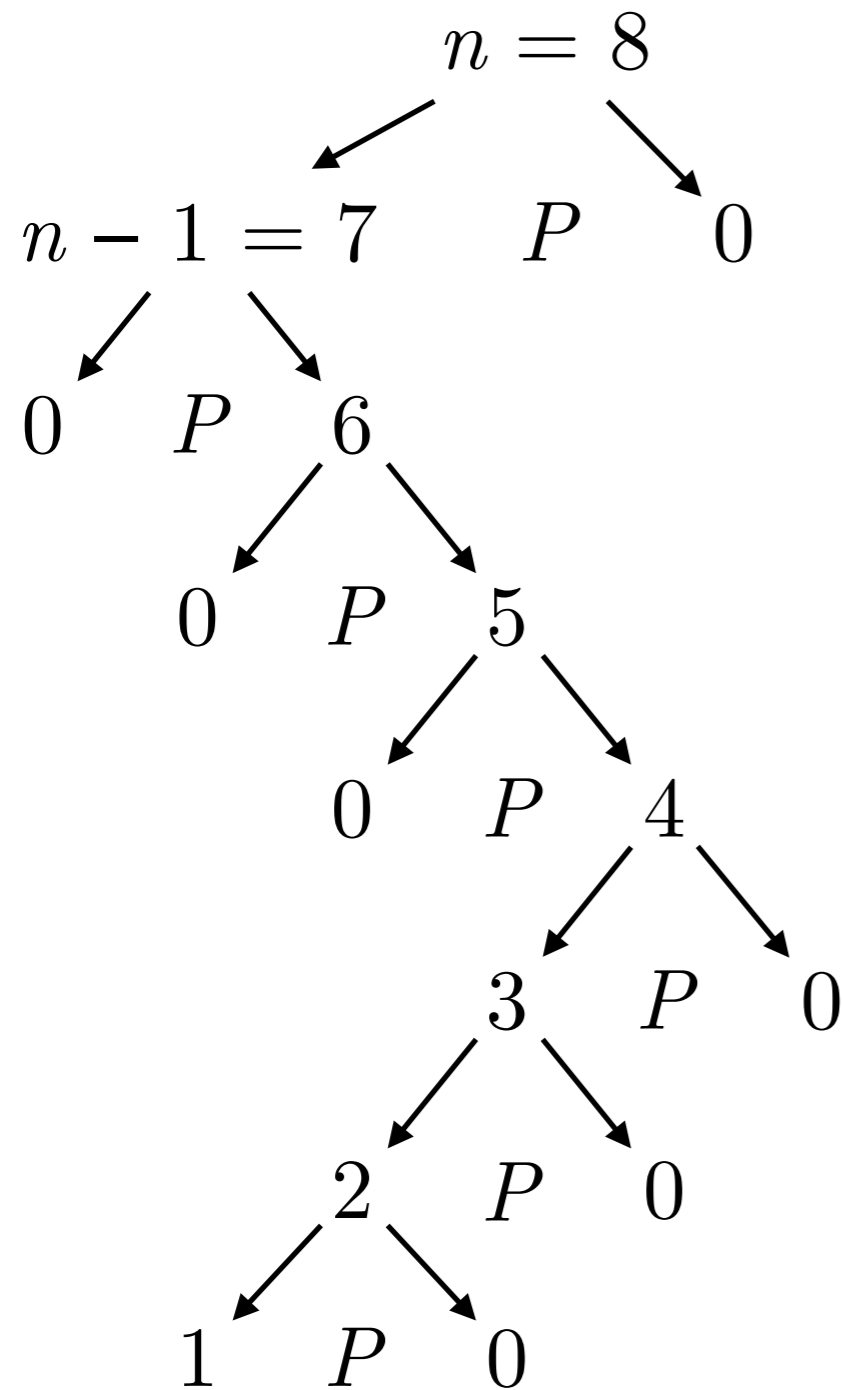
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cost: $c * 5$

cost: $c * 4$

cost: $c * 3$

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cost: $c * 7$

cost: $c * 6$

cost: $c * 5$

cost: $c * 4$

cost: $c * 3$

cost: $c * 2$

total cost: $c * (8+8...+2) = c * 43 \approx \Theta(n^2)$

Worst case cost analysis (1/3)

- Performing partition once on an n -dimensional array, generates 2 sub-arrays with q and $n-q-1$ elements

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$$T(n) = \max_{0 \leq q \leq n-1} (T(q) + T(n - q - 1)) + \Theta(n) \quad (1)$$

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and substitute (1) in (2): $T(n) \leq \max_{0 \leq q \leq n-1} (cq^2 + c(n - q - 1)^2) + \Theta(n)$

Worst case cost analysis (2/3)

$$\begin{aligned} T(n) &\leq \max_{0 \leq q \leq n-1} (cq^2 + c(n-q-1)^2) + \Theta(n) \\ &= c \max_{0 \leq q \leq n-1} (q^2 + (n-q-1)^2) + \Theta(n) \end{aligned}$$

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$$\frac{\partial g}{\partial q} = 0 \implies q = \frac{1}{2}(n-1)$$

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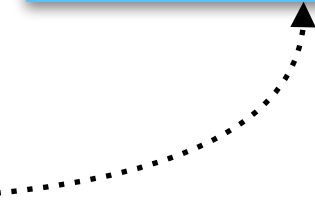
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Worst case cost analysis (3/3)

$$T(n) \leq c \max_{0 \leq q \leq n-1} g(q) + \Theta(n) \quad \text{min of } g(q) \text{ for } q = \frac{1}{2}(n-1)$$

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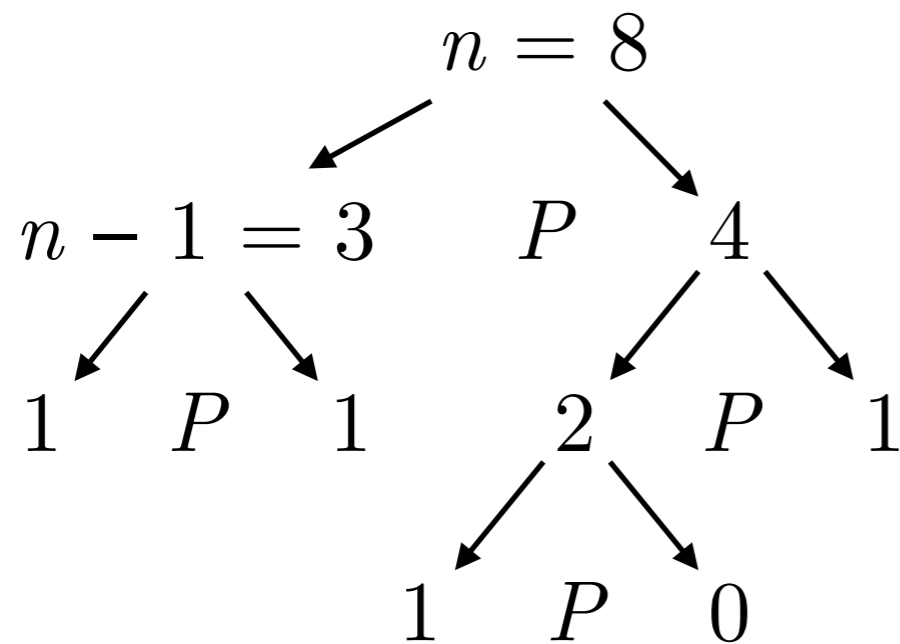
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which results in $T(n) = \Omega(n^2)$

Thus, $T(n) = \Theta(n^2)$.

Best case cost estimation example ($n = 8$)



n -dimensional array, cost: $c * 8$

P : pivot element, cost: $c * 7$

cost: $c * 5$

cost: $c * 2$

total cost: $c * (8+7+5+2) = c * 22 \approx \Theta(n \log n)$

Best case cost analysis

If the splits are even, partition produces two sub-problems, each of which has no size more than $n/2$.

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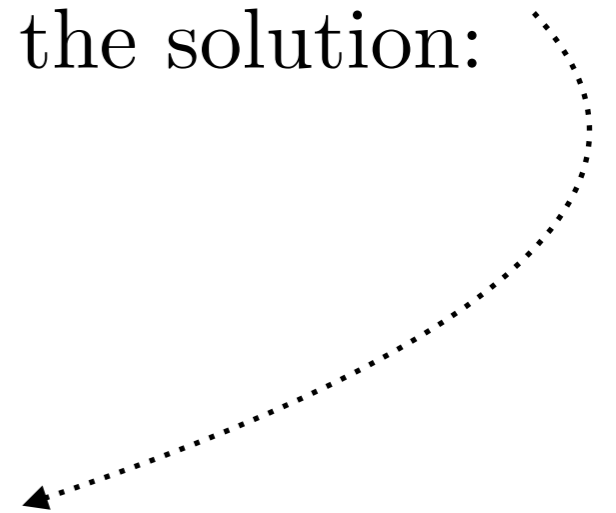
Using case 2 of the master theorem (see Theorem 4.1 in Cormen et al. textbook, 3rd edition), this has the solution:

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

For $T(n) = aT(n/b) + f(n)$,

if $f(n) = \Theta(n^{\log_b a})$, then $T(n) = \Theta(n^{\log_b a} \log n)$,

where $b = 2$ and $a = 2$.



Randomised quicksort

- Instead of using the right-most element, $A[r]$, as the pivot...

RANDOMIZED-PARTITION(A, p, r)

- 1 $i = \text{RANDOM}(p, r)$
- 2 exchange $A[r]$ with $A[i]$
- 3 **return** PARTITION(A, p, r)

RANDOMIZED-QUICKSORT(A, p, r)

- 1 **if** $p < r$
- 2 $q = \text{RANDOMIZED-PARTITION}(A, p, r)$
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- **Why?** By adding randomisation, obtaining the average expected performance is more likely than obtaining the worst case performance.

Average number of comparisons (1/3)

QUICKSORT(A, p, r)

```
1  if  $p < r$ 
2       $q = \text{PARTITION}(A, p, r)$ 
3      QUICKSORT( $A, p, q - 1$ )
4      QUICKSORT( $A, q + 1, r$ )
```

PARTITION(A, p, r)

```
1   $x = A[r]$ 
2   $i = p - 1$ 
3  for  $j = p$  to  $r - 1$ 
4      if  $A[j] \leq x$ 
5           $i = i + 1$ 
6          exchange  $A[i]$  with  $A[j]$ 
7  exchange  $A[i + 1]$  with  $A[r]$ 
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3      QUICKSORT( $A, p, q - 1$ )
4      QUICKSORT( $A, q + 1, r$ )
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PARTITION(A, p, r)

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$$c_n = 1 + (n - 1) + \dots$$

Average number of comparisons (1/3)

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change of base

$$c_n \leq 2(n+1) \log_e(n) = 2(n+1) \frac{\log_2 n}{\log_2 e} \approx 1.39(n \log_2 n + \log_2 n) = O(n \log n).$$

Average number of comparisons, take II (1/4)

- At most n calls to partition over the execution of quicksort because every time partition is called, it will handle at least one element
- Every call to the partition takes $O(1) +$ lines 3-6 (focus on the number of comparisons)

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If the entire quicksort requires m comparisons, then its running time is $O(n+m)$. **Let's estimate m !**

Average number of comparisons, take II (2/4)

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Notation

- A is a set containing elements $\{z_1, z_2, \dots, z_n\}$, where z_i is the i -th smallest element — A 's are not presumed to be sorted

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Hence, $m_{ij} = 1$, if z_i is compared to z_j , and 0 otherwise.

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$$k = j - i, \text{ then } E(m) = \sum_{i=1}^{n-1} \sum_{k=1}^n \frac{2}{k+1} < \sum_{i=1}^{n-1} \sum_{k=1}^n \frac{2}{k} \quad \text{Similar to the previous proof}$$
$$\approx \sum_{i=1}^{n-1} O(\log n) = O(n \log n).$$

Slides (with potential revisions)

lampos.net/slides/quicksort2019.pdf

end_of_lecture

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