



## Quicksort

Partitioning

Quicksort

Recursion Tree

Correctness

Randomized

Expected Runtime

## Searching

# Quicksort

# Partitioning

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Divide array  $A$  into three sections: a section with values  $\leq$  pivot, the pivot, and a section with values  $>$  pivot

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PARTITION( $A, l, r$ )

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- 1:  $p \leftarrow A[l]$
  - 2:  $i \leftarrow l$
  - 3: **for**  $j$  from  $l + 1$  to  $r$  **do**
  - 4:     **if**  $A[j] \leq p$  **then**
  - 5:          $i \leftarrow i + 1$
  - 6:         swap  $A[i]$  with  $A[j]$
  - 7: swap  $A[i]$  with  $A[l]$
  - 8: **return**  $i$  // returns the location that the pivot ends up
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# Quicksort

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strategy: partition full array, and then partition left and right resulting partitions

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QUICKSORT( $A, l, r$ )

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- 1: **if**  $l < r$  **then**
  - 2:      $i \leftarrow$  PARTITION( $A, l, r$ )
  - 3:     QUICKSORT( $A, l, i - 1$ )
  - 4:     QUICKSORT( $A, i + 1, r$ )
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correctness? runtime complexity?

# QUICKSORT Recursion Tree

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Draw branches of recursive call

Calculate running time of a single call

Best case?

Partition splits in half,  $O(n \lg n)$  run time

Worst case:  $O(n^2)$  run time

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**Property to prove:** The partition algorithm partitions  $A[1..r]$ .

Assumptions:  $r > l$ .

**Invariant property:** At the beginning of the for-loop, values in the range  $A[1+1..i] \leq p$  and values in the range  $A[i+1..j-1] > p$ .

**Initialization:** Both the  $A[1+1..i]$  and  $A[i+1..j-1]$  ranges are empty, so the two parts of the invariant property are trivially true.

**Maintenance:** Assume that the property is true up to an index of  $k$ :

$A[1+1..i] \leq p, A[i+1..k] > p$ . Show that it is true up to  $k+1$  after running the for-loop one time.

If  $A[k+1] > p$ , no values are swapped and  $i$  is unchanged. The  $> p$  partition has increased in size by 1 and the  $\leq p$  partition has not changed, so the invariant property remains true. If  $A[k+1] \leq p$ , both  $i$  and  $j$  are incremented, which increases the  $\leq p$  partition's size by 1. The current value is swapped into that partition, and a value  $> p$  (the value at  $i$ ) is swapped to the  $> p$  partition.

Therefore the invariant property stays correct in that case too.

**Termination:** We looped through the full  $A[1+1..r]$  range. Therefore  $A[1+1..i] \leq p$  and  $A[i+1..r] > p$ .  $p$  is swapped with  $A[i]$ , which ends our algorithm with the condition that  $A[1..i-1] \leq p, A[i]=p, A[i+1..r] > p$ . The range is correctly partitioned.



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# Randomized Partition

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Modify partitioning to choose a random pivot between  $l$  and  $r$  (inclusive):

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**PARTITION**( $A, l, r$ )

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- 1:  $z \leftarrow \text{rand}(l, r)$
  - 2: swap  $A[l]$  with  $A[z]$
  - 3:  $p \leftarrow A[l]$
  - 4:  $i \leftarrow l$
  - 5: **for**  $j$  from  $l + 1$  to  $r$  **do**
  - 6:     **if**  $A[j] \leq p$  **then**
  - 7:          $i \leftarrow i + 1$
  - 8:         swap  $A[i]$  with  $A[j]$
  - 9: swap  $A[i]$  with  $A[l]$
  - 10: **return**  $i$
-

# Expected Runtime

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Unlikely to hit worst case with random pivot choices:  $2/n$  chance to end up with empty partition for each choice of pivot

Expected runtime:

$$\begin{aligned} E[T(n)] &= E \left[ \sum_{k=0}^{n-1} X_k (T(k) + T(n-1-k) + \Theta(n)) \right] \\ &= O(n \lg n) \end{aligned}$$

(More details are in textbook p. 175)



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Searching

Runtimes

# Searching

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# Common Operation Runtimes

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Delete assumes that we have already found the value we want to delete in the data structure.

Structure	Find	Insert	Delete
List(unsorted)			
List(sorted)			
Array(unsorted)			
Array(sorted)			
Heap			
BST (unbalanced)			
BST (balanced)			