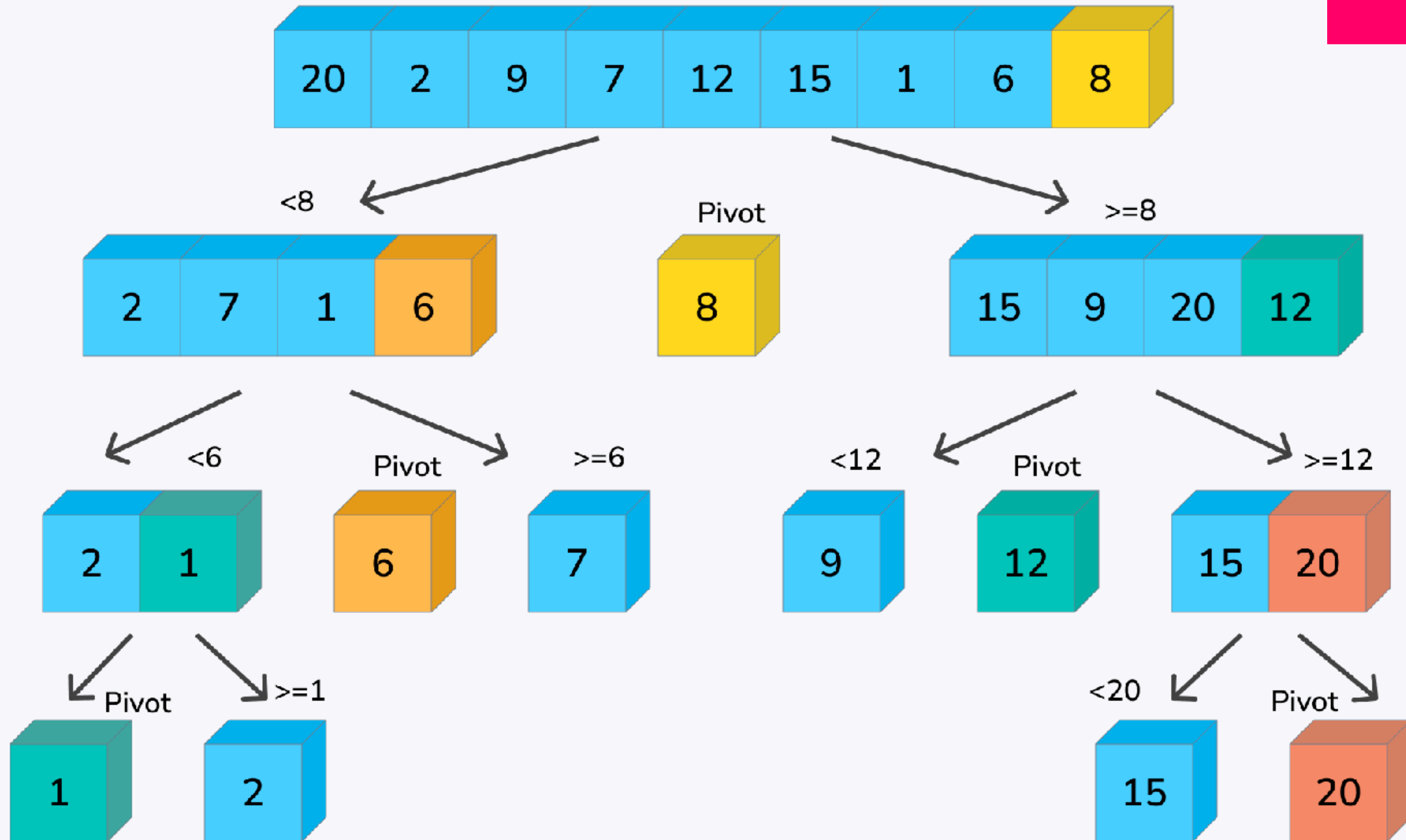


# CS62 Class 14: Quicksort

Sorting



# Last week review

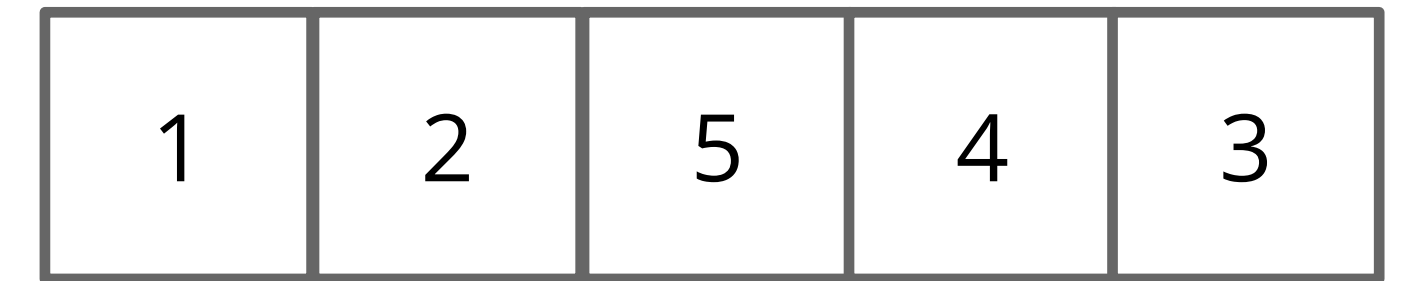
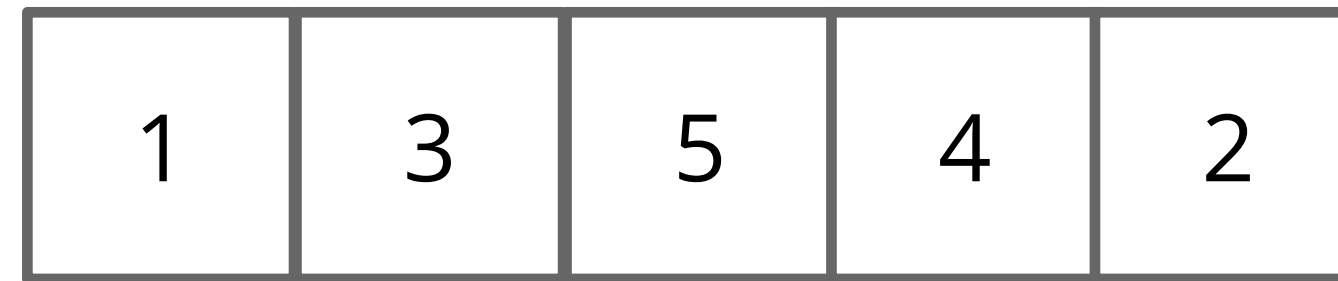
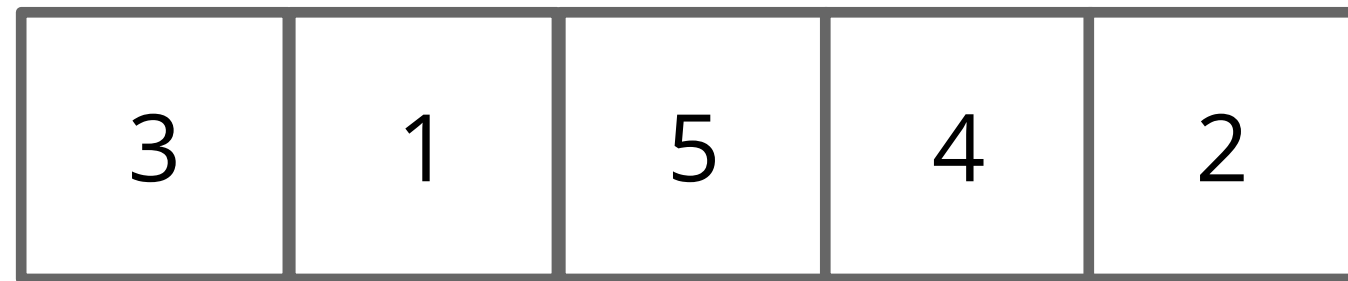
|            | In place | Stable | Best               | Average            | Worst         | Remarks                                   |
|------------|----------|--------|--------------------|--------------------|---------------|---|
| Selection  | X        |        | $\Omega(n^2)$      | $\Theta(n^2)$      | $O(n^2)$      | $n$ exchanges                             |
| Insertion  | X        | X      | $\Omega(n)$        | $\Theta(n^2)$      | $O(n^2)$      | Use for small arrays or partially ordered |
| Merge sort |          | X      | $\Omega(n \log n)$ | $\Theta(n \log n)$ | $O(n \log n)$ | Guaranteed performance; stable            |

Perform the first 2 steps of selection, insertion, and the merging of mergesort for the following array:

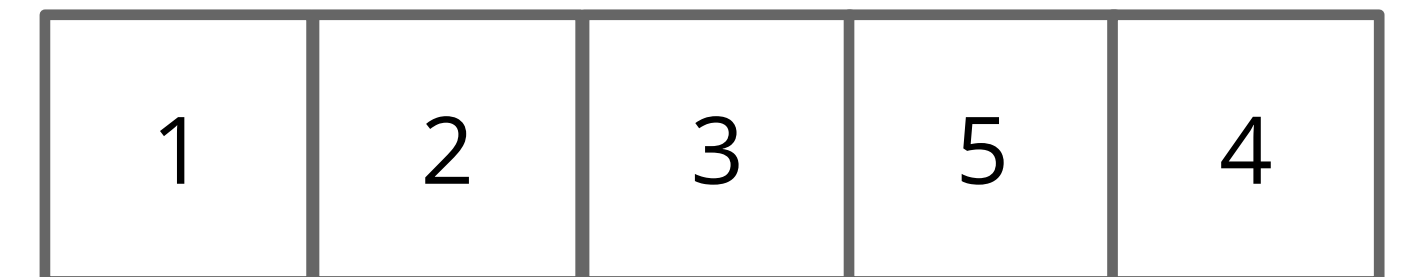
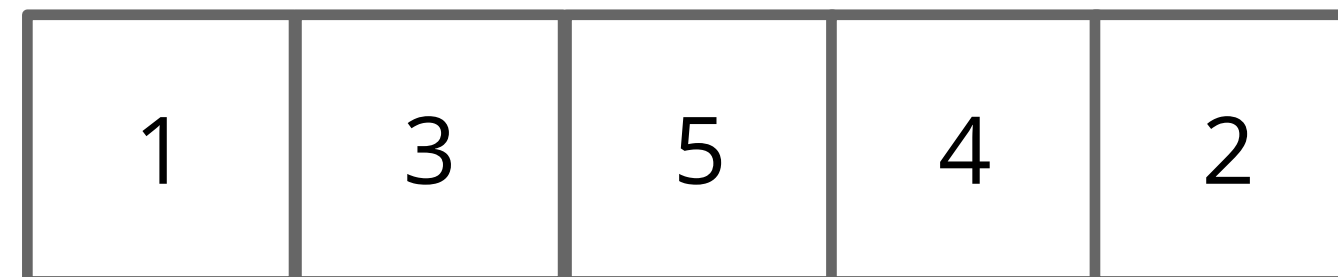
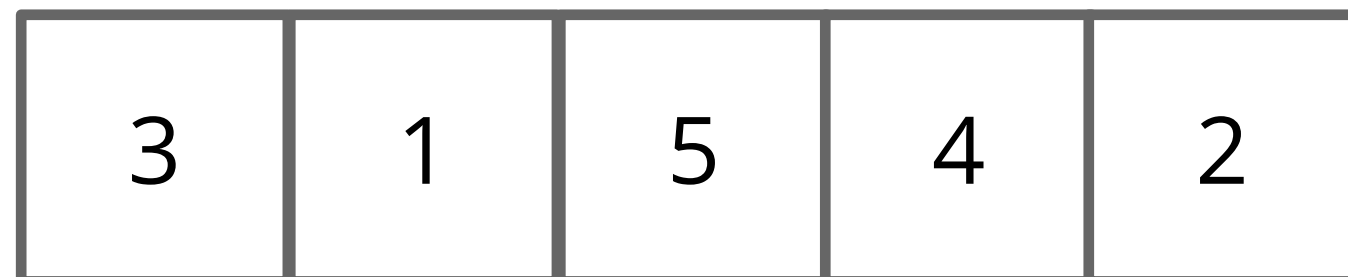
|   |   |   |   |   |
|---|---|---|---|---|
| 3 | 1 | 5 | 4 | 2 |
|---|---|---|---|---|

# Last week review

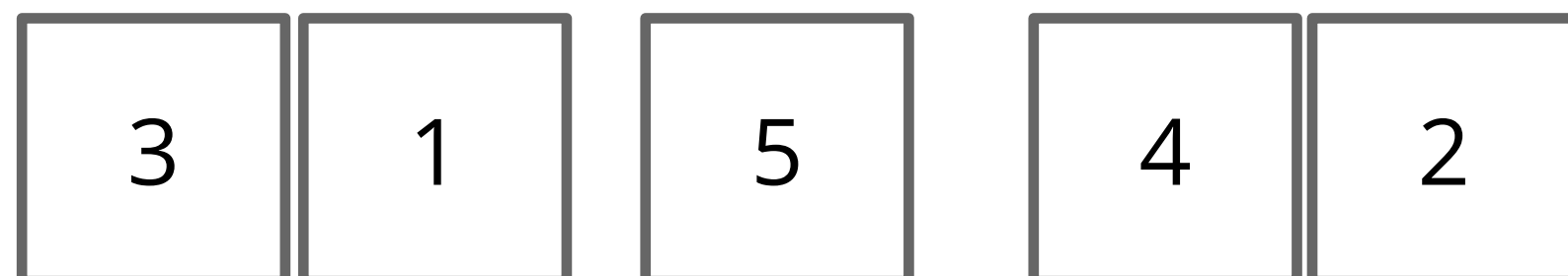
Selection sort: select smallest element and swap



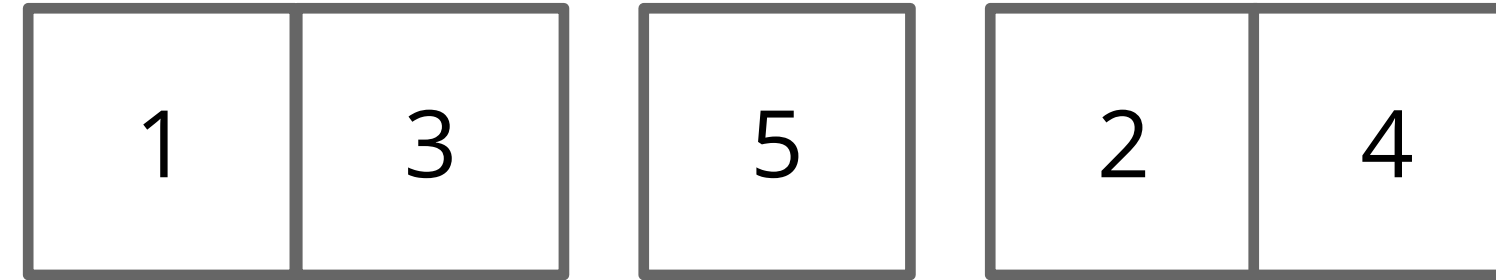
Insertion sort: insert next element into sorted left side subarray



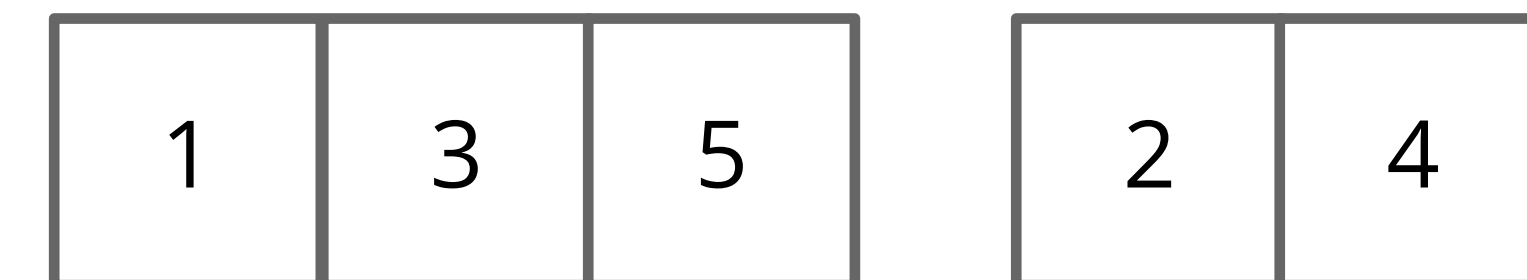
Merge sort: merge halves



Single elements



Groups of 2 merged



Group of 3 merged

# Agenda

- Quicksort basics & demo
- Quicksort code
- Quicksort analysis

# Quicksort basics

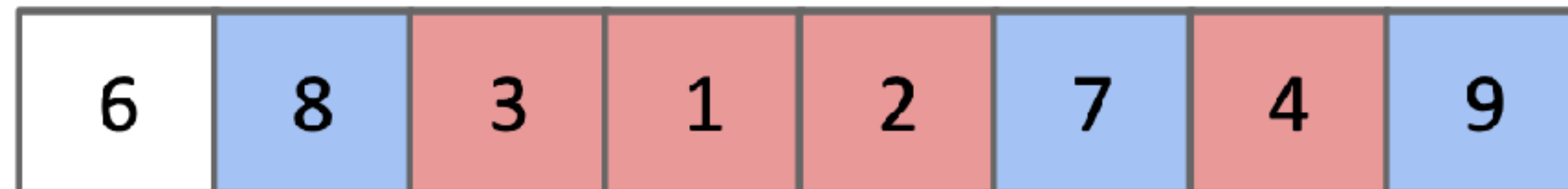
# Quicksort live demo!

- I need 5-10 volunteers who want to be sorted by height.

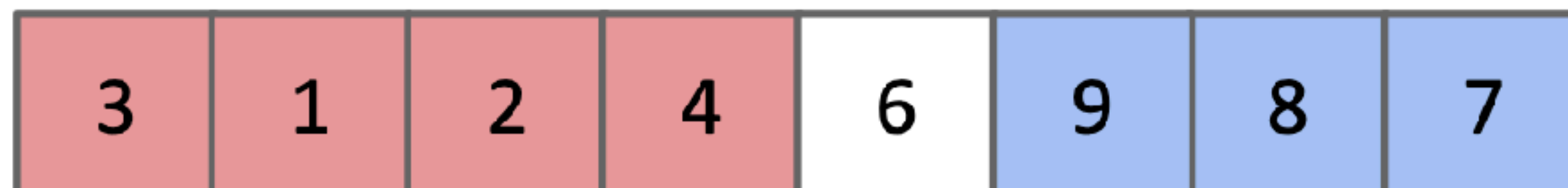
# Quicksort = pivots & partitions

- The main idea behind Quicksort is we pick a **pivot, x**, to **partition** the array such that:
  - All entries to the left of x are  $\leq x$  (smaller).
  - All entries to the right of x are  $\geq x$  (bigger).
  - x is in the right place in the final, sorted array.
- Then we sort each subarray (to the left and to the right) recursively.

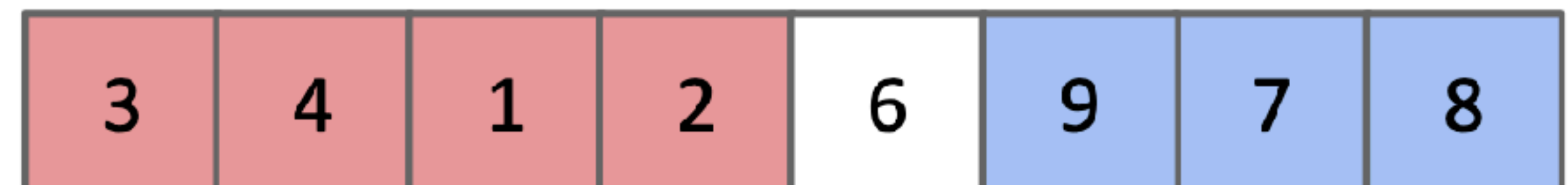
input (pivot = 6)



example of valid output



also example of valid output



# Worksheet time!

- The main idea behind Quicksort is we pick a **pivot, x**, to **partition** the array such that:
  - All entries to the left of x are  $\leq x$  (smaller).
  - All entries to the right of x are  $\geq x$  (bigger).
  - x is in the right place in the final, sorted array.

Which are valid partitions of this array if 10 is the pivot?

|   |     |    |   |    |   |     |
|---|-----|----|---|----|---|-----|
| 5 | 550 | 10 | 4 | 10 | 9 | 330 |
|---|-----|----|---|----|---|-----|

**A**

|   |   |   |    |    |     |     |
|---|---|---|----|----|-----|-----|
| 4 | 5 | 9 | 10 | 10 | 550 | 330 |
|---|---|---|----|----|-----|-----|

**C**

|   |   |   |    |    |     |     |
|---|---|---|----|----|-----|-----|
| 4 | 5 | 9 | 10 | 10 | 330 | 550 |
|---|---|---|----|----|-----|-----|

**B**

|   |   |    |   |    |     |     |
|---|---|----|---|----|-----|-----|
| 5 | 9 | 10 | 4 | 10 | 330 | 550 |
|---|---|----|---|----|-----|-----|

**D**

|   |   |    |   |    |     |     |
|---|---|----|---|----|-----|-----|
| 5 | 9 | 10 | 4 | 10 | 550 | 330 |
|---|---|----|---|----|-----|-----|



# Worksheet Answers

- The main idea behind Quicksort is we pick a **pivot, x**, to **partition** the array such that:
  - All entries to the left of x are  $\leq x$  (smaller).
  - All entries to the right of x are  $\geq x$  (bigger).
  - x is in the right place in the final, sorted array.

Which are valid partitions of this array if 10 is the pivot?

|   |     |    |   |    |   |     |
|---|-----|----|---|----|---|-----|
| 5 | 550 | 10 | 4 | 10 | 9 | 330 |
|---|-----|----|---|----|---|-----|

**A**

|   |   |   |    |    |     |     |
|---|---|---|----|----|-----|-----|
| 4 | 5 | 9 | 10 | 10 | 550 | 330 |
|---|---|---|----|----|-----|-----|



**C**

|   |   |   |    |    |     |     |
|---|---|---|----|----|-----|-----|
| 4 | 5 | 9 | 10 | 10 | 330 | 550 |
|---|---|---|----|----|-----|-----|



**B**

|   |   |    |   |    |     |     |
|---|---|----|---|----|-----|-----|
| 5 | 9 | 10 | 4 | 10 | 330 | 550 |
|---|---|----|---|----|-----|-----|



**D**

|   |   |    |   |    |     |     |
|---|---|----|---|----|-----|-----|
| 5 | 9 | 10 | 4 | 10 | 550 | 330 |
|---|---|----|---|----|-----|-----|



# Context for Quicksort's Invention ([Source](#))

1960: Tony Hoare was working on a crude automated translation program for Russian and English.

“The cat wore a beautiful hat.”

N words

|           |          |
|-----------|----------|
| ...       | ...      |
| beautiful | красивая |
| ...       | ...      |
| cat       | КОШКА    |
| ...       | ...      |

Dictionary of D english words



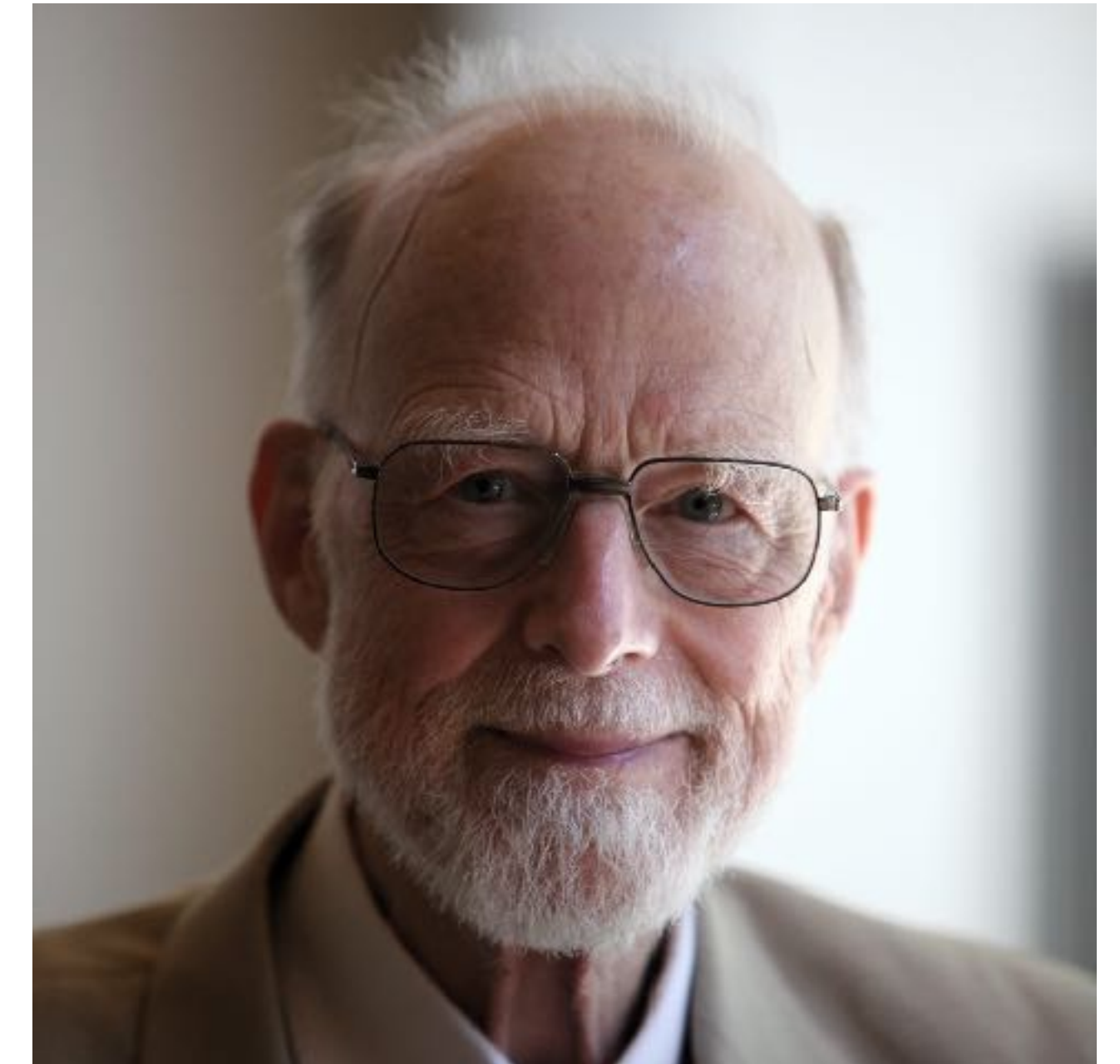
How would you do this?

- (Binary) Search for each word.
  - Find “the” in  $\log D$  time.
  - Find “cat” in  $\log D$  time...
- Total time:  $N \log D$

“Кошка носил  
красивая шапка.”

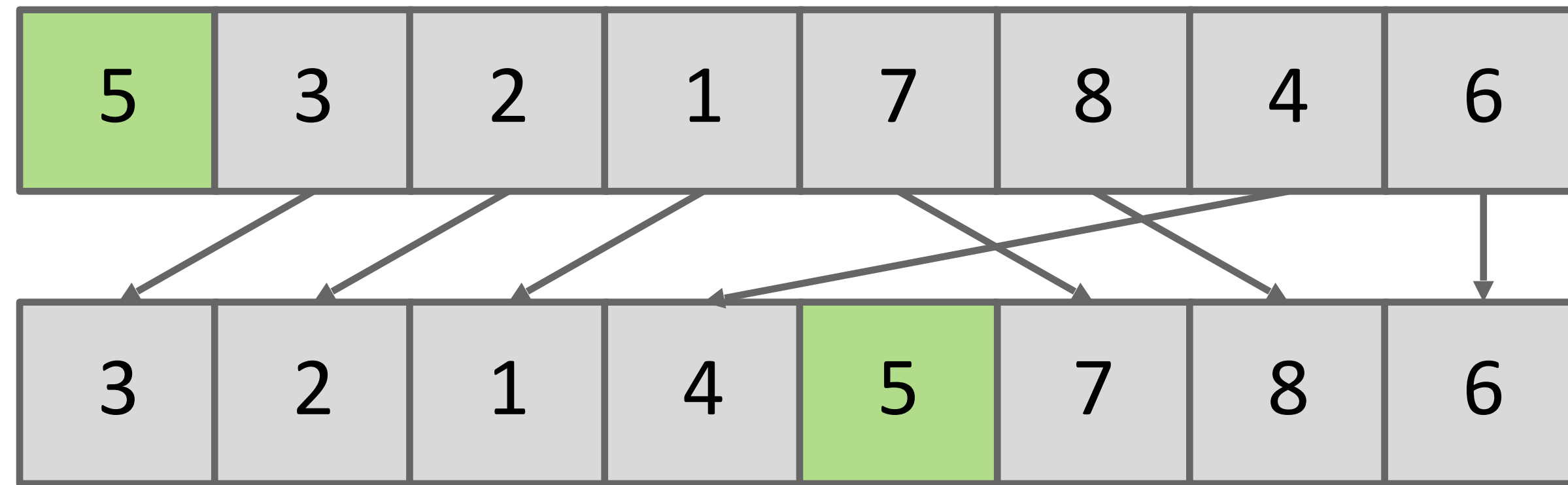
# Context for Quicksort's invention

- However, we had hardware limitations at the time.
  - Dictionary stored on long piece of tape
  - Sentence is an array in RAM.
  - Search of tape takes very long (requires physical movement!).
  - $D \gg N$ .
- Better: **Sort the sentence** and scan dictionary tape once. Takes  $N \log N + D$  time.
  - But Tony had to figure out how to sort an array...
  - Came up with Quicksort but did not know how to implement it.
  - Learned Algol 60 and recursion and implemented it.
  - Won the 1980 Turing Award (also invented the concept of null—and regretted it).



[https://en.wikipedia.org/wiki/Tony\\_Hoare](https://en.wikipedia.org/wiki/Tony_Hoare)

# Partition Sort, a.k.a. Quicksort

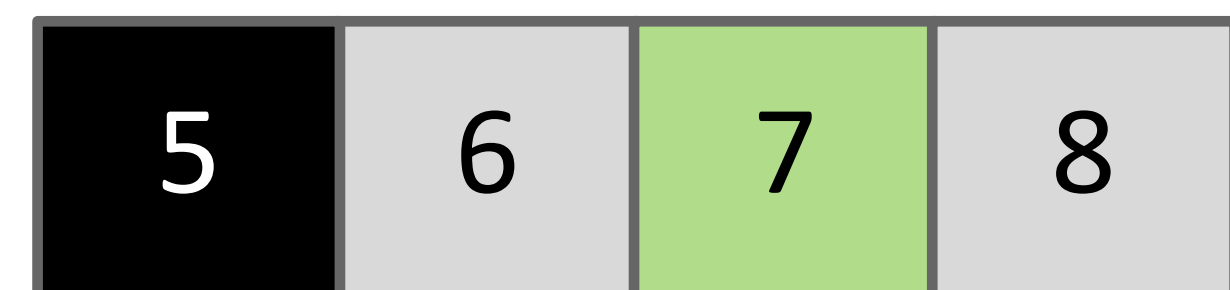
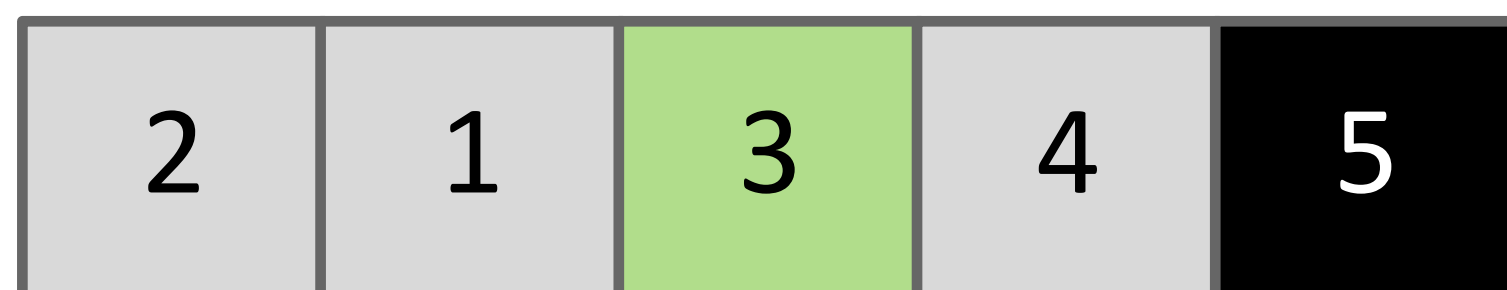
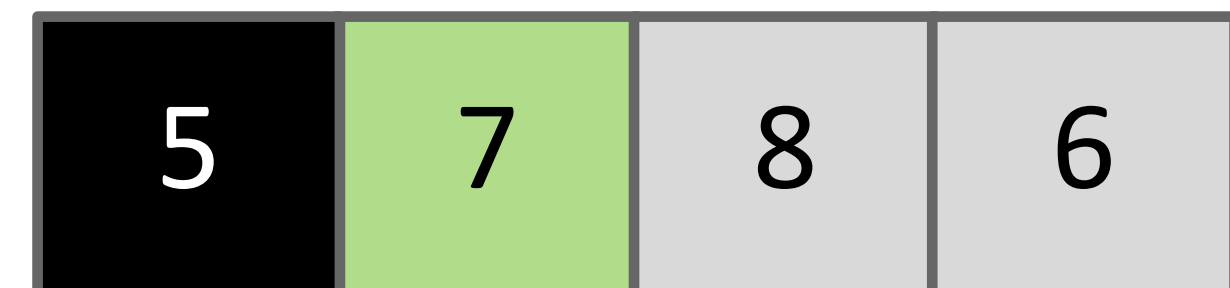
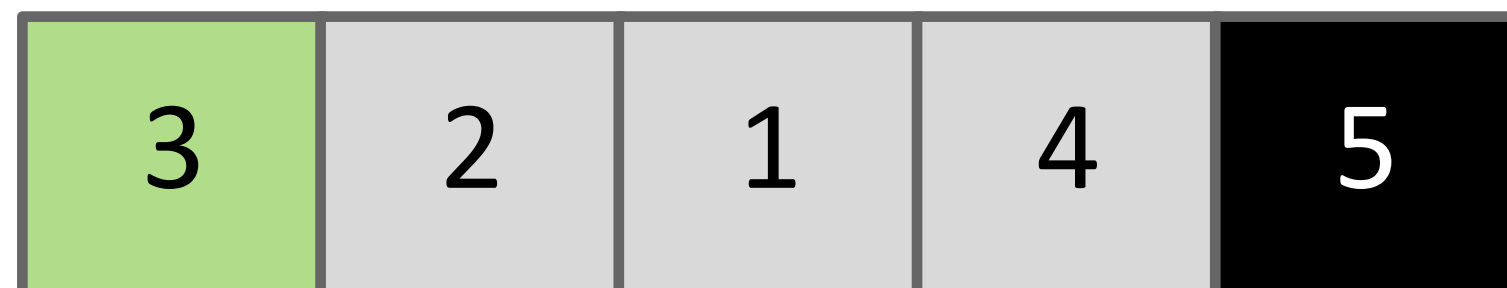


Q: How would we use this operation for sorting?

Observations:

*Note: this element order is slightly different than our implementation*

- 5 is “in its place.” Exactly where it’d be if the array were sorted.
- Can sort two halves separately, e.g. through recursive use of partitioning.

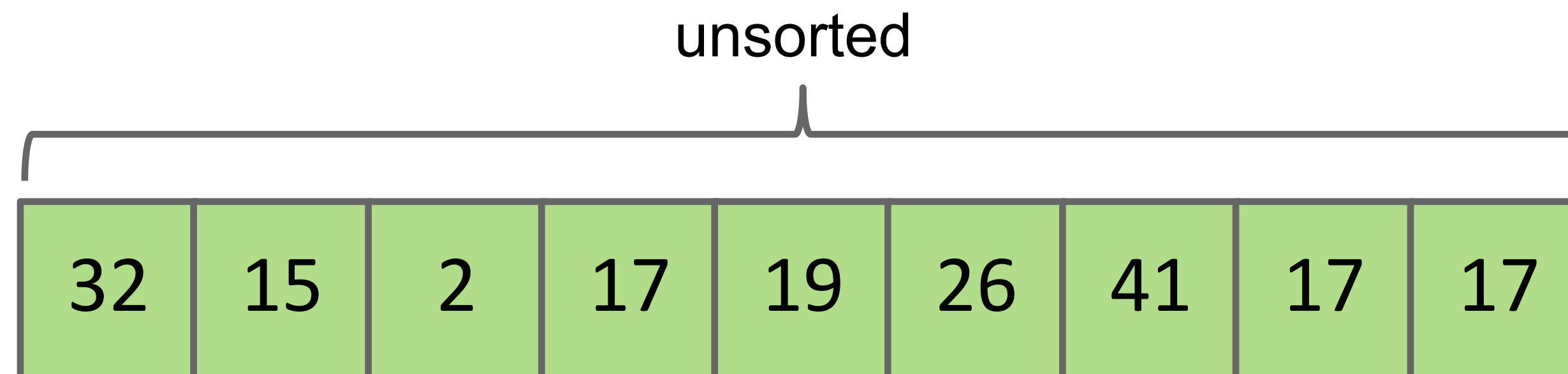


# Quick Sort

Quick sorting N items:

- Partition on leftmost item.
- Quicksort left half.
- Quicksort right half.

Input:



# Quick Sort

partition(32)

Quick sorting N items:

- **Partition on leftmost item (32).**
- Quicksort left half.
- Quicksort right half.

Input:

|    |    |   |    |    |    |    |    |    |
|----|----|---|----|----|----|----|----|----|
| 32 | 15 | 2 | 17 | 19 | 26 | 41 | 17 | 17 |
|----|----|---|----|----|----|----|----|----|

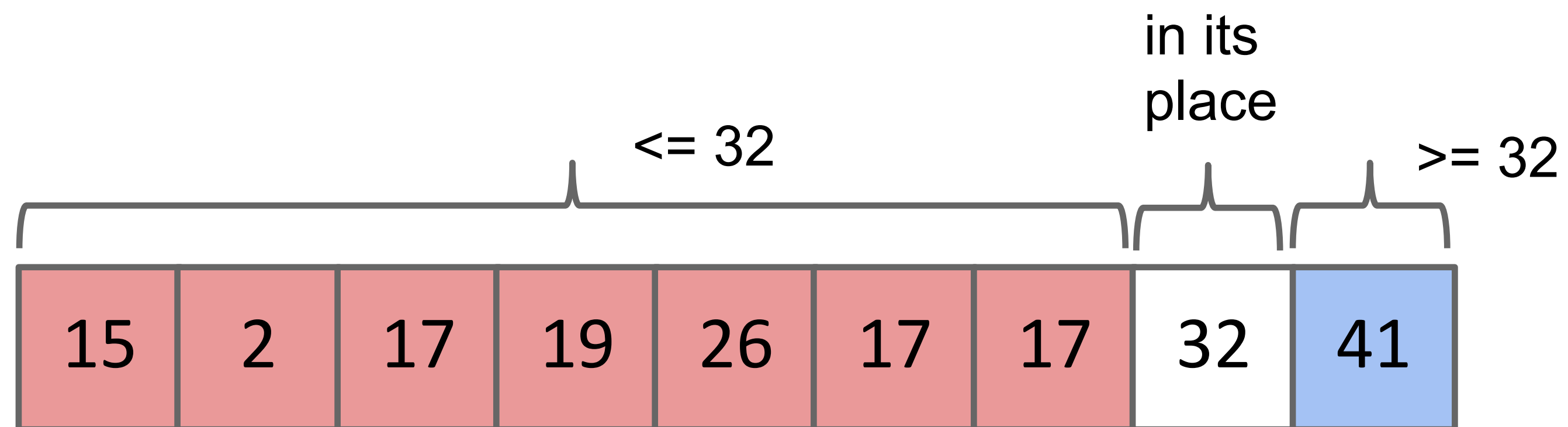
# Quick Sort

partition(32)

Quick sorting N items:

- **Partition on leftmost item (32).**
- Quicksort left half.
- Quicksort right half.

Input:



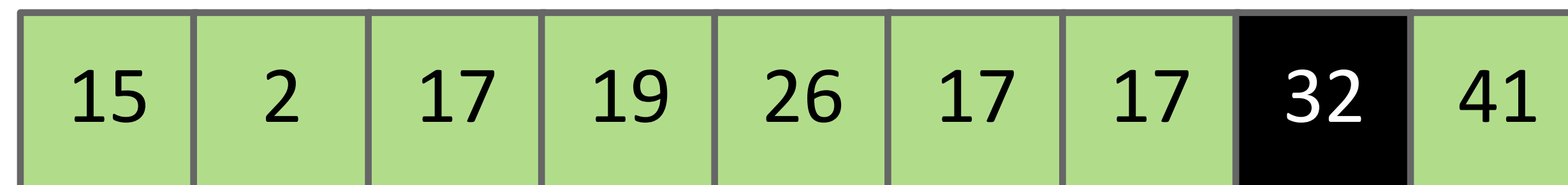
# Quick Sort

partition(32)

Quick sorting N items:

- **Partition on leftmost item (32) (done).**
- Quicksort left half.
- Quicksort right half.

Input:

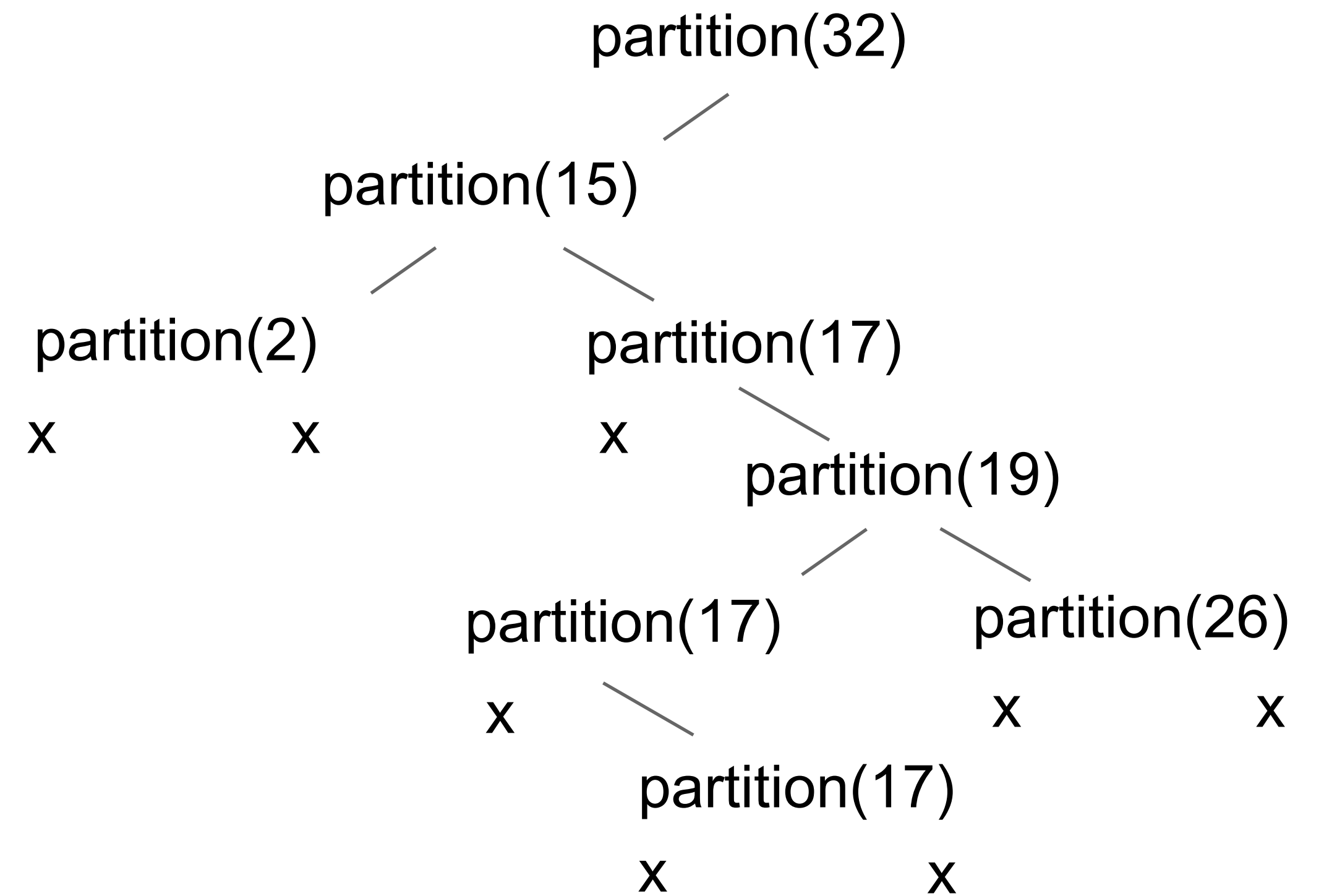




# Quick Sort

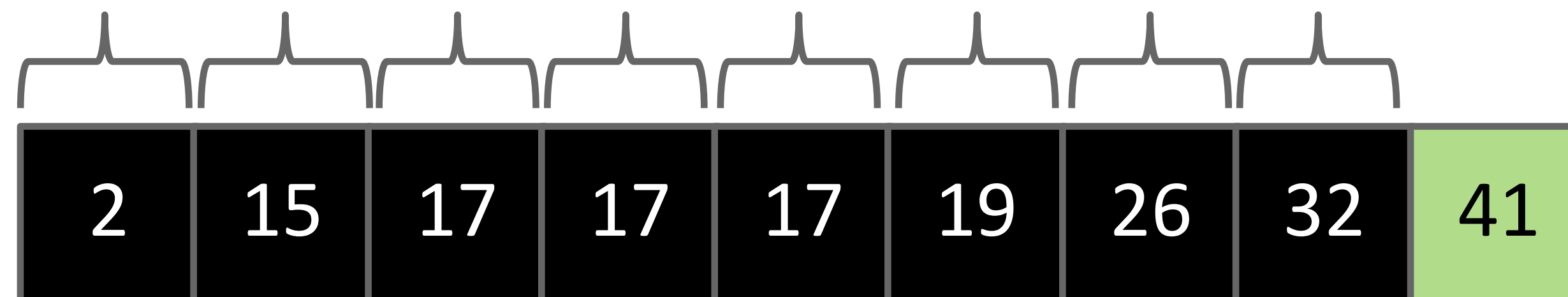
Quick sorting N items:

- Partition on leftmost item (32) (done).
- **Quicksort left half (details not shown).**
- Quicksort right half.



in its place in its place in its place in its place in its place in its place in its place

Input:

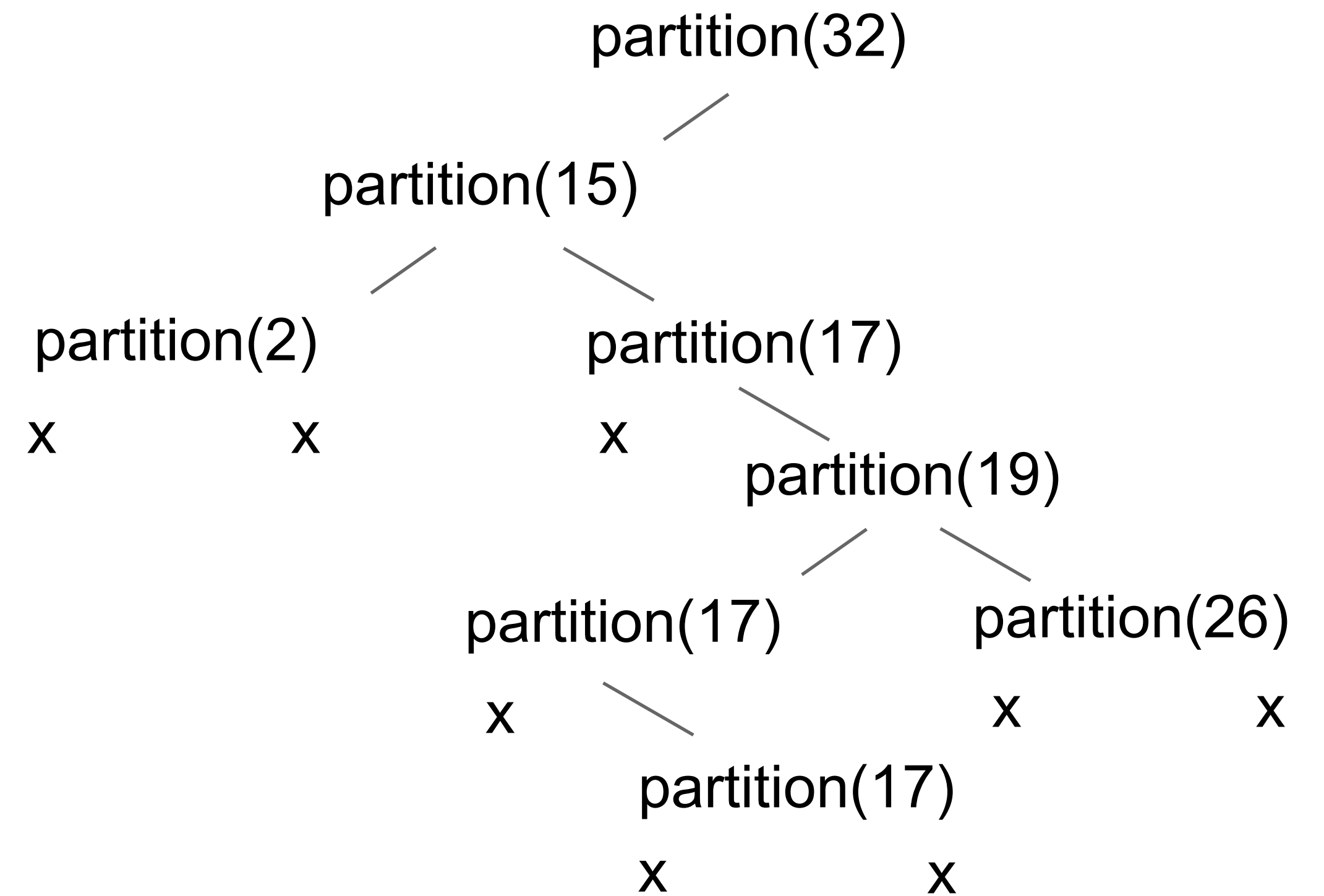


# Quick Sort

Quick sorting N items:

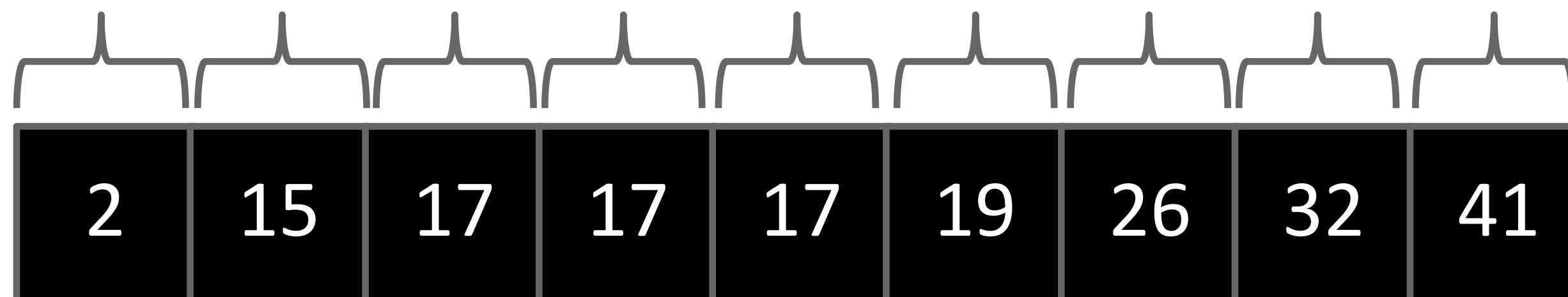
- Partition on leftmost item (32) (done).
- Quicksort left half (details not shown).
- **Quicksort right half (details not shown).**

If you don't fully trust the recursion, see [these extra slides](#) for a complete demo.



in its place in its place in its place in its place in its place in its place in its place in its place

Input:



# Quicksort code

# Quicksort Code

```
//helper method that sorts subarray from lo to hi
private static <E extends Comparable<E>> void quickSort(E[] a, int lo, int hi) {
    if (lo < hi){
        int pivot = partition(a, lo, hi);
        quickSort(a, lo, pivot - 1);
        quickSort(a, pivot + 1, hi);
    }
}

/*
 * Rearranges the array in ascending order, using the natural order.
 * @param a array to be sorted
 */
public static <E extends Comparable<E>> void quickSort(E[] a) {
    quickSort(a, 0, a.length - 1);
}
```

# Partition

```
private static <E extends Comparable<E>> int partition(E[] a, int lo, int hi) {
```

```
    E pivot = a[lo]; // Choose leftmost element as pivot
    int i = lo + 1; // Start from the next element
    int j = hi;
```

i starts on left side, j starts on right side

i = elems bigger than pivot, j = elems smaller than pivot

```
    while (true) {
```

```
        // Move right until we find an element >= pivot
```

```
        while (i <= j && a[i].compareTo(pivot) <= 0) {
```

```
            i++;
```

```
        }
```

```
        // Move left until we find an element < pivot
```

```
        while (j >= i && a[j].compareTo(pivot) > 0) {
```

```
            j--;
```

```
        }
```

```
        // If pointers cross, break
```

```
        if (i > j) {
```

```
            break;
```

```
        }
```

```
        // Swap elements to ensure correct partitioning
```

```
        E temp = a[i];
```

```
        a[i] = a[j];
```

```
        a[j] = temp;
```

swap i and j since i is bigger than the pivot (should be on the right side)

and j is smaller than the pivot (should be on left side)

```
    }
```

```
    // Swap pivot into its correct position
```

```
    E temp = a[lo];
```

```
    a[lo] = a[j];
```

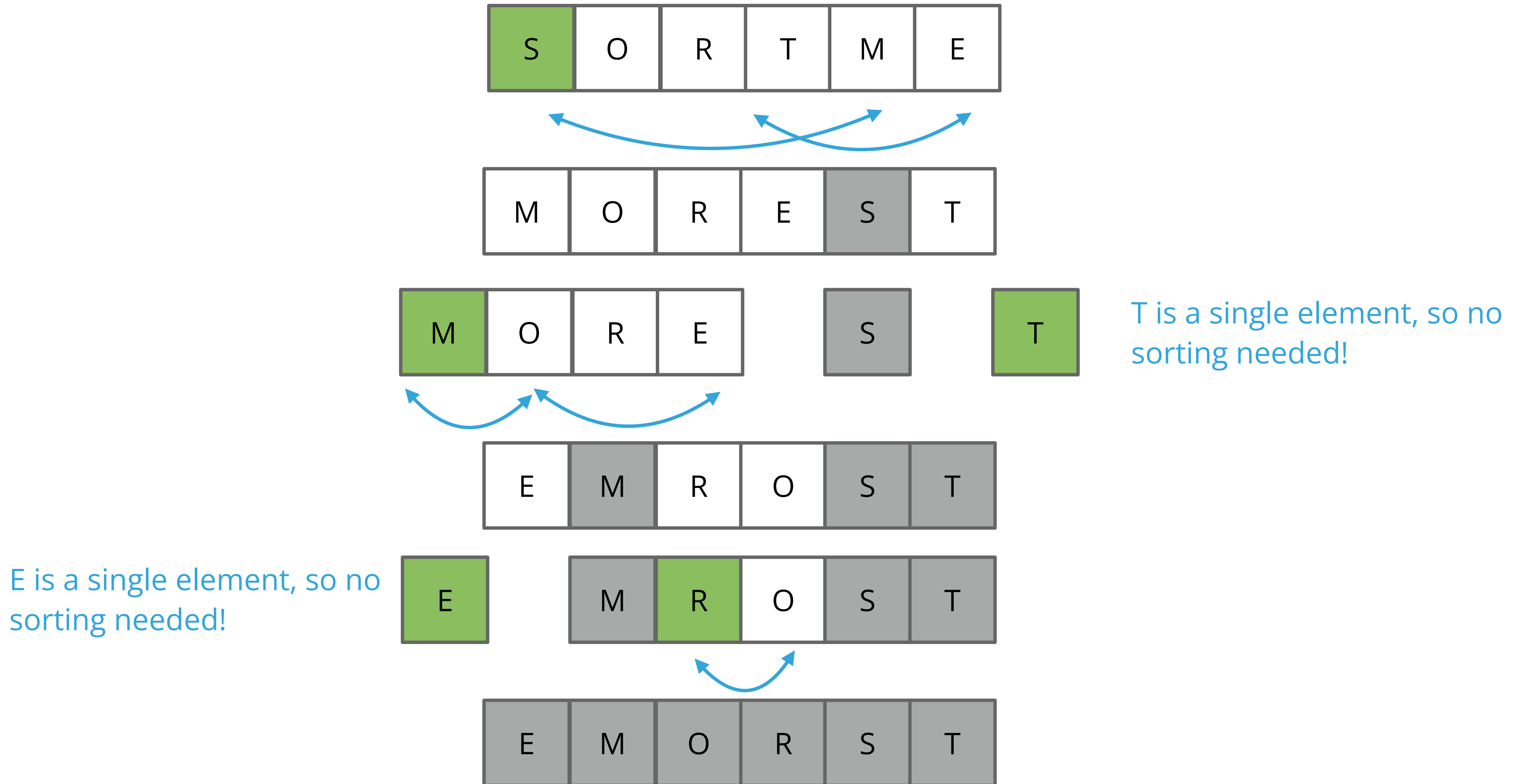
```
    a[j] = temp;
```

finally, swap pivot with j

```
    return j; // Return final pivot position
```

```
}
```

# Code walkthrough with debugger



# Worksheet time!

Please draw what happens after the first partition of the following array

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 5 | 3 | 6 | 2 | 4 | 0 | 4 |
|---|---|---|---|---|---|---|

# Worksheet answers

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 5 | 3 | 6 | 2 | 4 | 0 | 4 |
|---|---|---|---|---|---|---|



|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| 0 | 3 | 4 | 2 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|



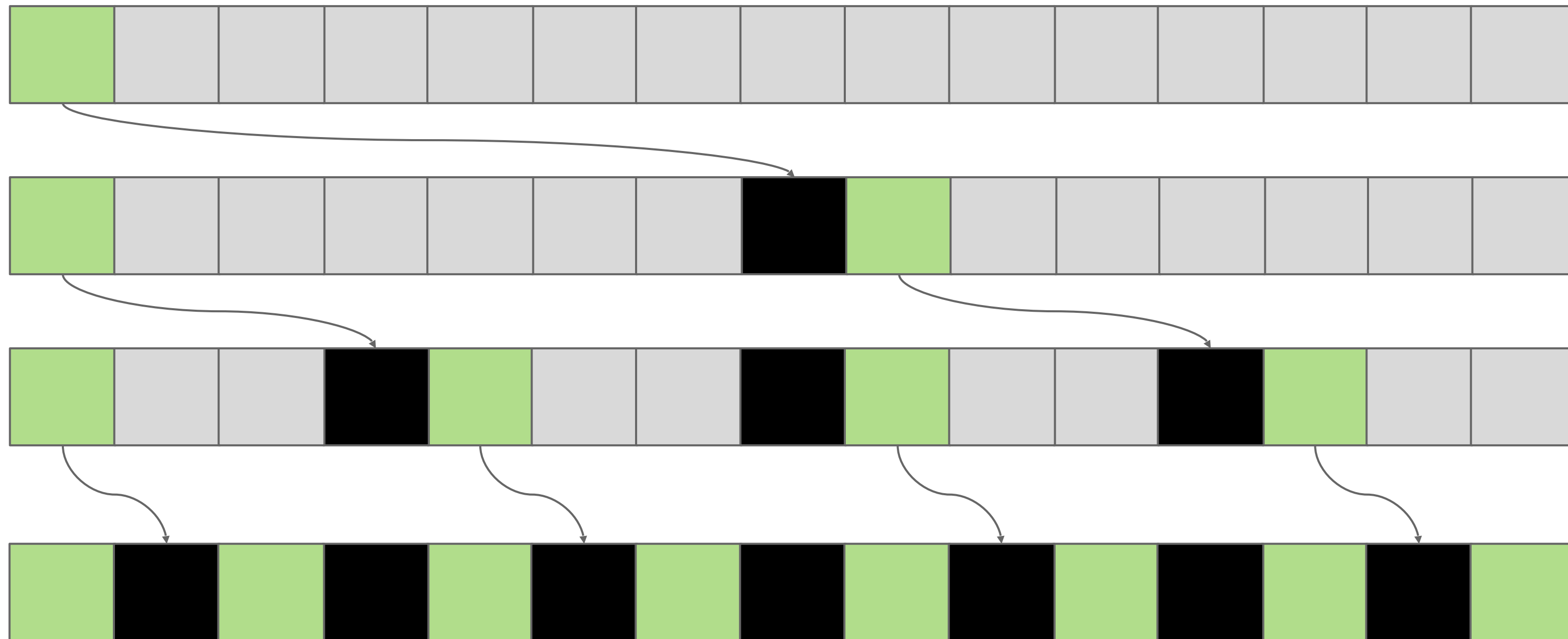
# Quicksort analysis

# Great algorithms are better than good ones

- Your laptop executes  $10^8$  comparisons per second
- A supercomputer executes  $10^{12}$  comparisons per second

|               | Insertion sort  |                |                | Mergesort       |                |                | Quicksort       |                |                |
|---------------|-----------------|----------------|----------------|-----------------|----------------|----------------|-----------------|----------------|----------------|
| Computer      | Thousand inputs | Million inputs | Billion inputs | Thousand inputs | Million inputs | Billion inputs | Thousand inputs | Million inputs | Billion inputs |
| Home          | Instant         | 2 hours        | 300 years      | instant         | 1 sec          | 15 min         | Instant         | 0.5 sec        | 10 min         |
| Supercomputer | Instant         | 1 sec          | 1 week         | instant         | instant        | instant        | instant         | instant        | instant        |

# Best case: pivot always lands in the middle



Only size 1 problems remain, so we're done.



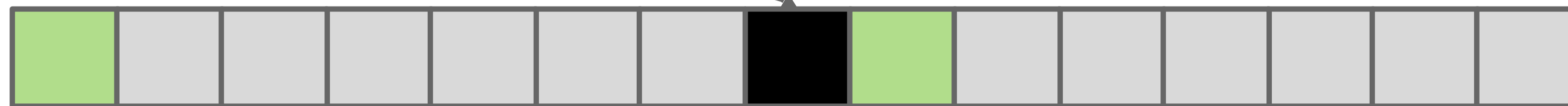
*Worksheet Q: what's the best case run time?*

# $\Omega(n \log n)$ best case

Total # of comparisons at each level:



$$\approx N$$



$$\approx N/2 + \approx N/2 = \approx N$$



$$\approx N/4 * 4 = \approx N$$



Only size 1 problems remain, so we're done.



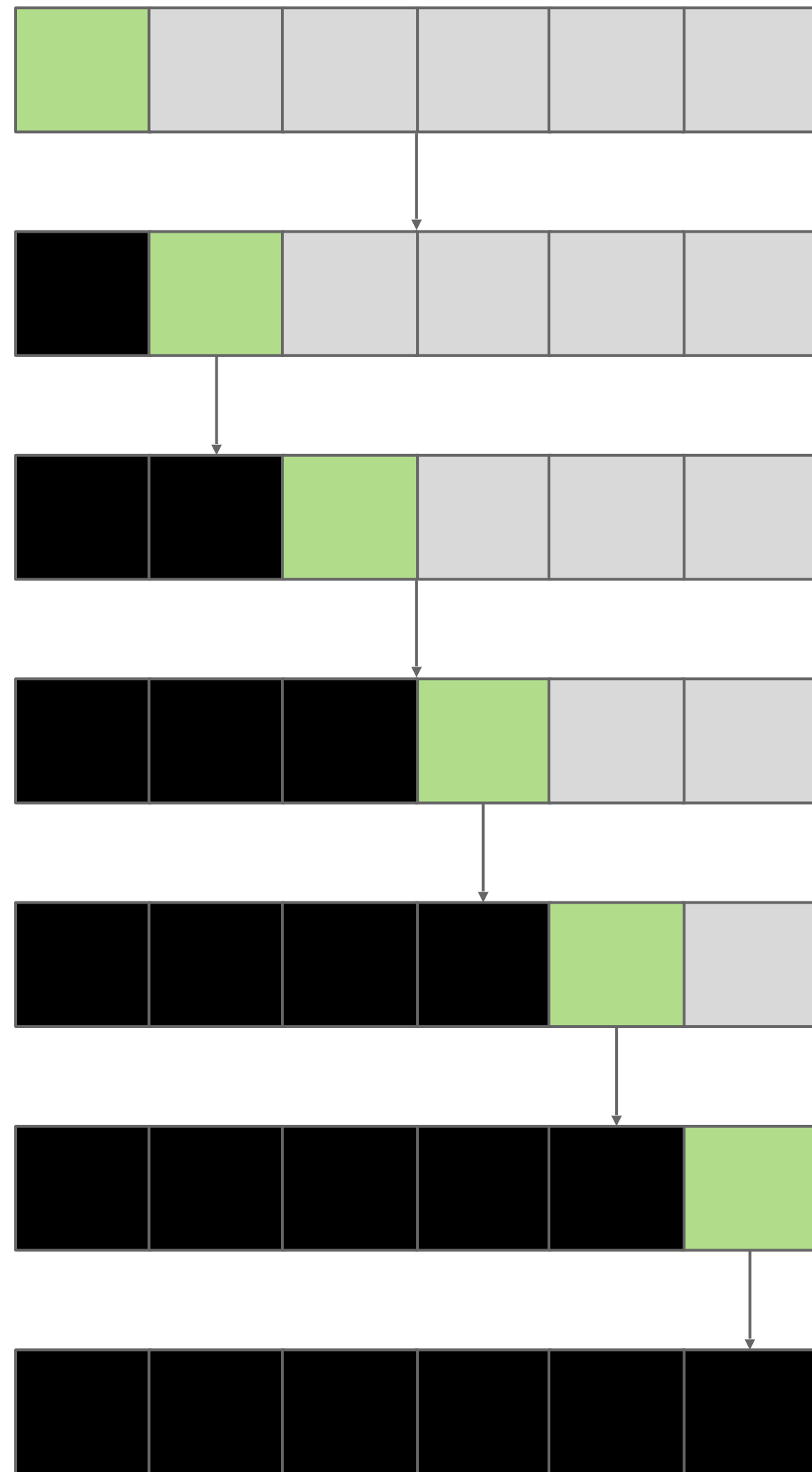
Overall runtime:

$\Omega(NH)$  where  $H(\text{eight}) = \Omega(\log N)$

so:  $\Omega(N \log N)$

Just like Mergesort, we're dividing the work in half each level, so a  $\log(n)$  relationship for height

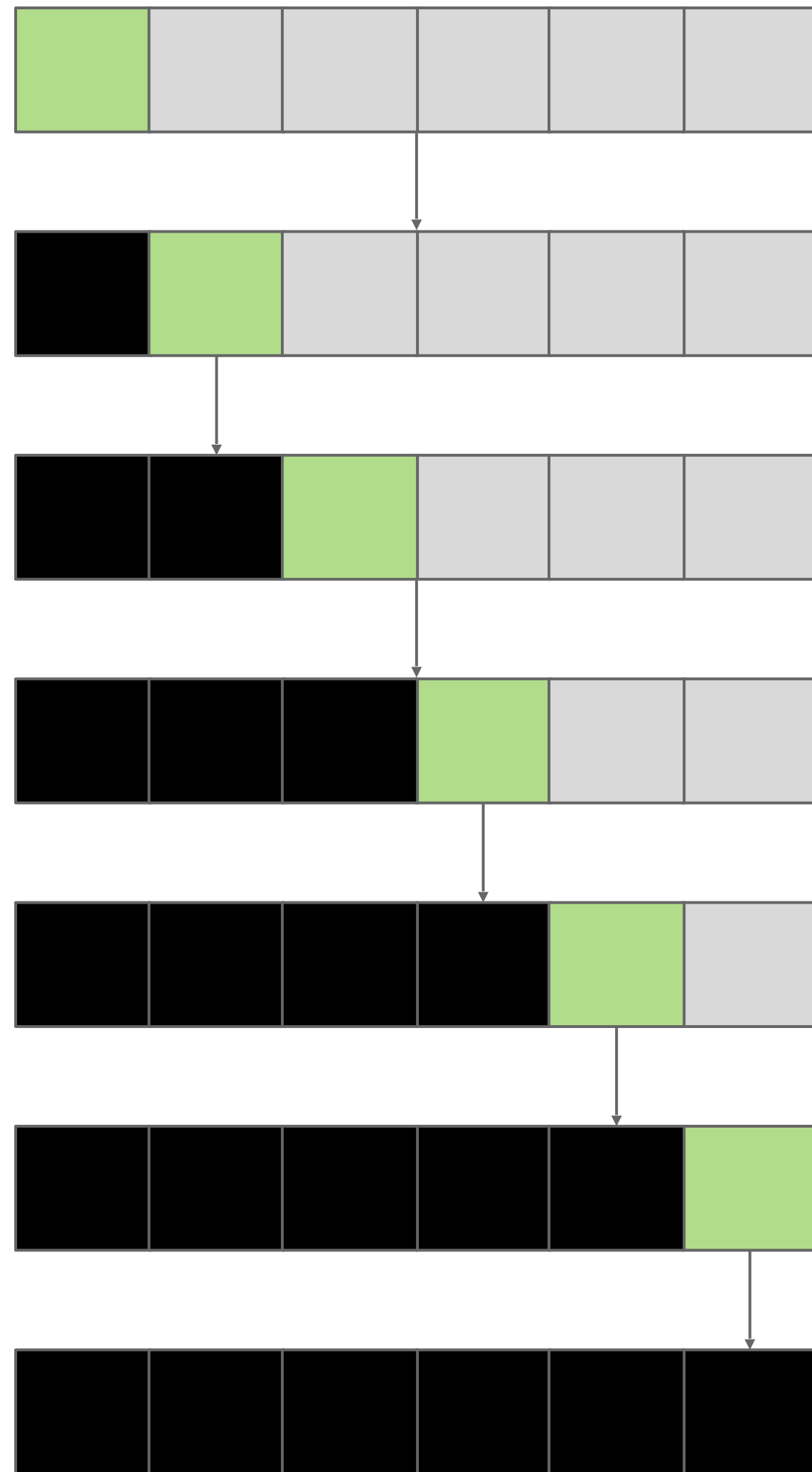
# Worst case: pivot always at the start



*Worksheet Q: Give an example of an array input that would result in this behavior.*

*What is the run time?*

# Worst case: pivot always at the start



*Worksheet Q: Give an example of an array input that would result in this behavior.*

[1 2 3 4 5 6]

*What is the run time?*

$O(n^2)$

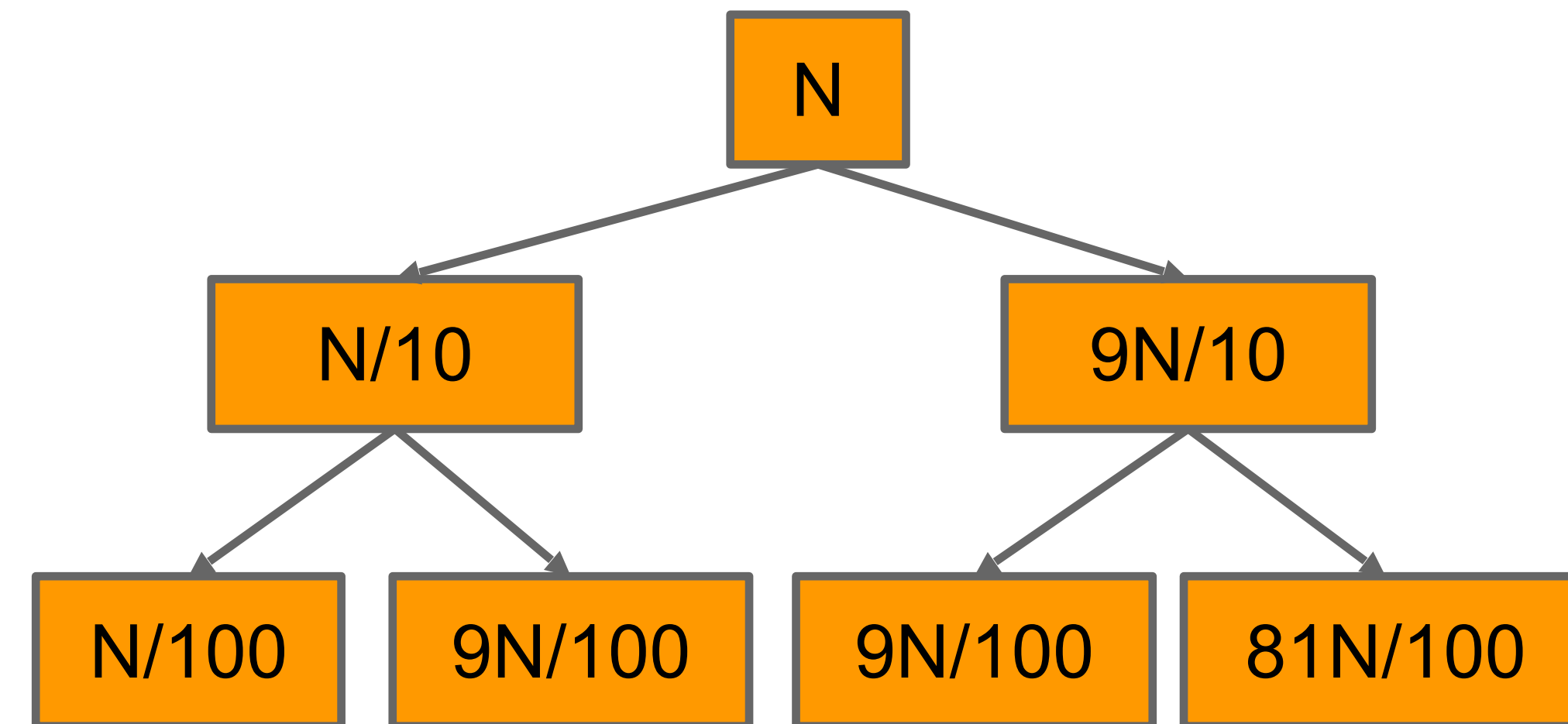
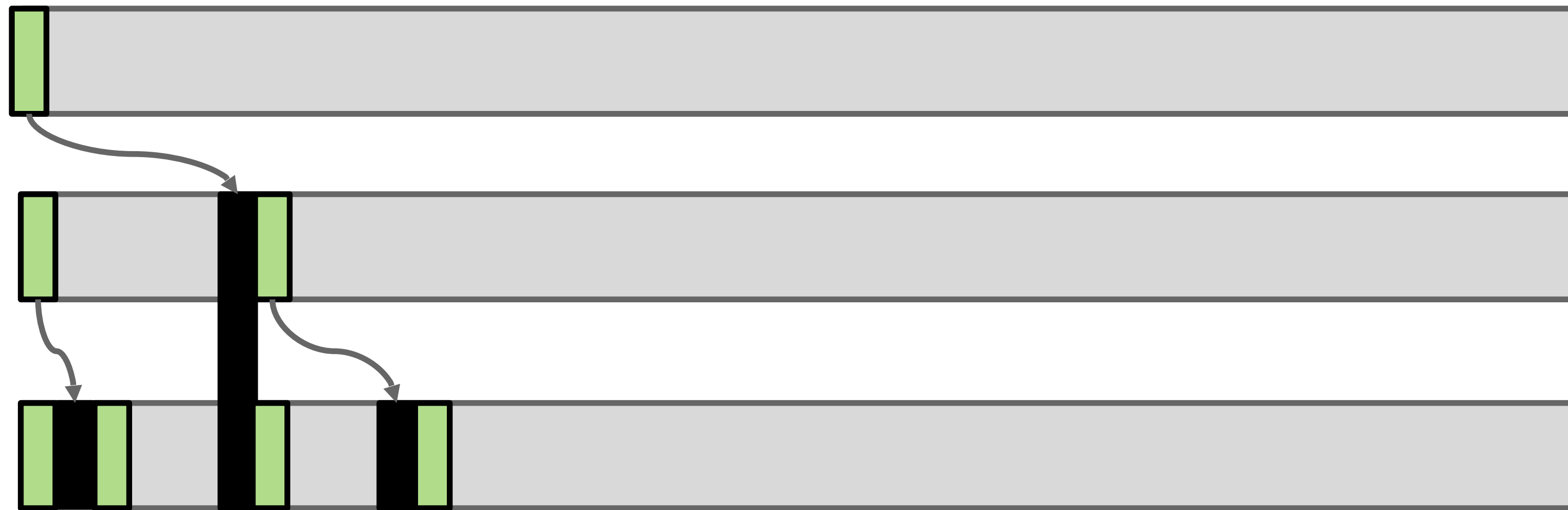
Now the height is  $N$ , instead of  $\log(N)$

# OK but

- How is Quicksort the fastest sorting algorithm in practice if the worst case is  $O(n^2)$ ?
- We can just first *randomly shuffle* our data (takes  $N$  time, one operation) to avoid sorting on pre-sorted arrays. Then it's extremely unlikely to ever run into the worst case scenario (you're more likely to get struck by lightning).
- Average case is  $\Theta(n \log n)$ . We won't go into a detailed proof, but hopefully the next slide can convince you intuitively, and the following one empirically:

# Argument #1: 10% Case

Suppose pivot always ends up at least 10% from either edge (not to scale).



Work at each level:  $O(N)$

- Runtime is  $O(NH)$ .
  - $H$  is approximately  $\log_{10/9} N = O(\log N)$
- Overall:  $O(N \log N)$ .

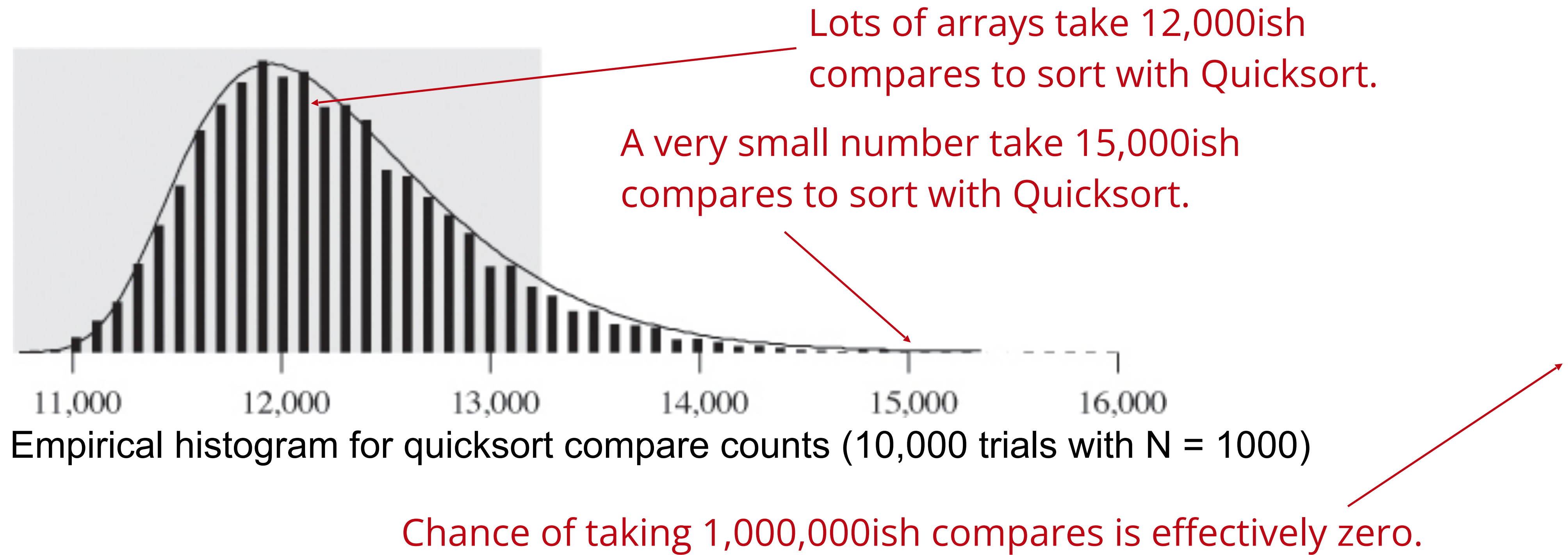
Punchline: Even if you are unlucky enough to have a pivot that never lands anywhere near the middle, but at least always 10% from the edge, runtime is still  $O(N \log N)$ .



# Empirical Quicksort Runtimes

For N items:

- Mean number of compares to complete Quicksort:  $\sim 2N \ln N$
- Standard deviation:  $\sqrt{(21 - 2\pi^2)/3}N \approx 0.6482776N$



# Things to remember about Quicksort

- ~39% more compares than mergesort but in practice it is faster because it does not move data much (no need to copy the array!).
- $O(n \log n)$  average,  $O(n^2)$  worst, in practice faster than mergesort.
- In-place sorting.
- **Not** stable. (We swap!)
- It's mainly about choosing a smart pivot.
  - We just took the leftmost element
  - Tony Hoare's algorithm actually uses 2 pointers that walk towards each other
  - The modern Quicksort used in practice in Java to sort arrays of **primitives** uses 2 pivot points instead (Yaroslavskiy, Bentley, and Bloch, 2009)
  - Java uses Timsort (modified Mergesort) to sort arrays of **objects**, because of stability

*Q: Why would stability be important for objects but not primitives?*

# Philosophies to avoid worst case Quicksorts

- 1) Randomness: pick a random pivot instead of the leftmost pivot, or shuffle your data before starting
- 2) Smarter pivot selection: calculate or approximate the media to serve as the pivot
- 3) Knowing when to stop: use insertion sort if the array size gets small/recursion gets too deep
- 4) Preprocessing the array: analyze array beforehand to see if Quicksort will be slow
  - This doesn't really work in practice. You can't just check if an array is sorted, because "almost" sorted arrays (e.g., [1, 2, 3, ... 99, 98, 100]) are also basically  $O(n^2)$  time, and there's no obvious way to see if an array is "almost" sorted

# Sorting: the story so far

| Which Sort | In place | Stable | Best               | Average            | Worst         | Memory           | Remarks   |
|------------|----------|--------|--------------------|--------------------|---------------|------------------|---|
| Selection  | X        |        | $\Omega(n^2)$      | $\Theta(n^2)$      | $O(n^2)$      | $\Theta(1)$      | $n$ exchanges   |
| Insertion  | X        | X      | $\Omega(n)$        | $\Theta(n^2)$      | $O(n^2)$      | $\Theta(1)$      | Fastest if almost sorted or small                       |
| Merge      |          | X      | $\Omega(n \log n)$ | $\Theta(n \log n)$ | $O(n \log n)$ | $\Theta(n)$      | Guaranteed performance; stable                          |
| Quick      | X        |        | $\Omega(n \log n)$ | $\Theta(n \log n)$ | $O(n^2)$      | $\Theta(\log n)$ | $n \log n$ probabilistic guarantee; fastest in practice |

(call stack)

# Lecture 14 wrap-up

- HW5: Compression part 2 due Tues 11:59pm
- HW6: On Disk sort released (more motivation in lab tomorrow)
- Quiz on sorting in lab tomorrow

## Resources

- Reading from textbook: Chapter 2.3 (pages 288–296)
- Quicksort video: <https://www.youtube.com/watch?v=Hoixgm4-P4M>
- Online textbook website - <https://algs4.cs.princeton.edu/23quicksort/> (note we have a different implementation)
- Practice problem behind this slide

# Practice Problem 1

- What would the resulting array for the first call to partition be for the following array if instead the pivot was the **rightmost** element: [E,A,S,Y,Q,U,E,S,T,I,O,N].

# Answer 1

- What would the resulting array for the first call to partition be for the following array if instead the pivot was the rightmost element: [E,A,S,Y,Q,U,E,S,T,I,O,N].
- [E, A, E, I, N, U, S, S, T, Y, O, Q] and pivot: at index 4.