CSCI 204: Data Structures & Algorithms

Revised by Xiannong Meng based on textbook author's notes

Quicksort

Revised based on textbook author's notes.

Quick Sort

- Uses a divide and conquer strategy to sort the keys stored in a sequence.
  - Pick a pivot in the sequence
  - Partition the sequence by dividing it into two segments based on a **pivot key**.
  - Uses subsequences without the need for temporary storage.
- Quick sort is a recursive algorithm.

Quick Sort – Description

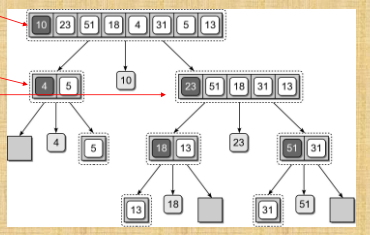
- Select the first key as the pivot, **p**
- Partition the sequence into segments L and G.
  - L contains all keys less than **p**
  - G contains all keys greater than or equal to **p**.
- Recursively apply the same operation on L & G.
  - Continues until the sequence contains 0 or 1 key.
- Merge the pivot and two segments back together.

Quick Sort – Divide

Pick the first item, 10 as the pivot

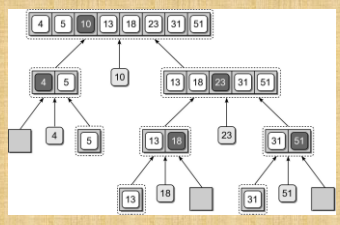
Split the array into 2, based on pivot

Repeat …



Quick Sort – Merge

Merge the sorted portions in reverse order



Quick Sort – Implementation

- An efficient solution can be designed.

```
def quickSort( theSeq ):
  n = len( theSeq )
  recQuickSort( theSeq, 0, n-1 )

def recQuickSort( theSeq, first, last ):

  if first >= last :
    return
  else :
    # Partition the sequence and obtain the pivot position.
    pos = partitionSeq( theSeq, first, last )

    # Repeat the process on the two subsequences.
    recQuickSort( theSeq, first, pos - 1 )
    recQuickSort( theSeq, pos + 1, last )
```

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Quick Sort – Partition

- The partitioning step can be done without having to use temporary storage.
  - Rearranges the keys within the sequence structure.

  - The pivot will be in its correct position within the sequence.
  - Position of the pivot indicates the position where the split occurred.

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Quick Sort – Partition

- For illustration, we step through the first complete partitioning.
  - Pivot value is the first key in the segment.
  - Two markers (`left` and `right`) are initialized.

  - The markers will be shifted left and right until they cross each other.

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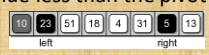
Quick Sort – Partition

- The `left` marker is shifted right until a key value larger than the pivot is found.

- The `right` marker is then shifted left until a key value less than the pivot is found.



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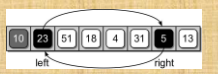
Quick Sort – Partition

- The two keys at the positions of the `left` and `right` markers are swapped.



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Quick Sort – Partition

- The two markers are again shifted starting where they left off.

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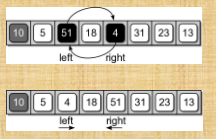
Quick Sort – Partition

- After the markers are shifted, the corresponding keys are swapped as before.



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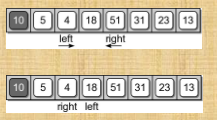
Quick Sort – Partition

- The shifting and swapping continues until the two markers cross each other.



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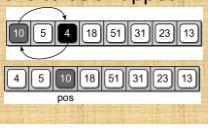
Quick Sort – Partition

- When the two markers cross, the `right` marker indicates the final position of the pivot value.
  - The pivot value and the value at the right marker have to be swapped.



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Quick Sort – Partition

```
def partitionSeq( theSeq, first, last ):
  pivot = theSeq[first]
  left = first + 1
  right = last
  while left <= right :
    while left < right and theSeq[left] < pivot :
      left += 1

    while right >= left and theSeq[right] >= pivot :
      right -= 1

    if left < right :   # swap the items at left and right
      tmp = theSeq[left]
      theSeq[left] =  theSeq[right]
      theSeq[right] = tmp

  if right != first :   # put the pivot in its final place
    theSeq[first] = theSeq[right]
    theSeq[right] = pivot

  return right
```

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Pivot Key

- We are not limited to selecting the first key within the sequence as the pivot.
  - Using the first or last key is a poor choice in practice.
  - Choosing a key near the middle is a better choice.

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Quick Sort – Efficiency

- The quick sort algorithm:
  - has a worst case time of $O(n^2)$
  - but an average case time of $O(n \log n)$
- It does not require additional storage (in-place).
- Commonly used in language libraries.
  - Earlier versions of Python used quick sort.
  - Current versions use a hybrid that combines the insertion and merge sort algorithms.

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