

# Mergesort and Quicksort

Chapter 8  
Kruse and Ryba

# Sorting algorithms

- Insertion, selection and bubble sort have quadratic worst-case performance
- The faster comparison based algorithm ?  
 $O(n \log n)$
- Mergesort and Quicksort

# Merge Sort

- Apply divide-and-conquer to sorting problem
- Problem: Given  $n$  elements, sort elements into non-decreasing order
- Divide-and-Conquer:
  - If  $n=1$  terminate (every one-element list is already sorted)
  - If  $n>1$ , partition elements into two or more sub-collections; sort each; combine into a single sorted list
- How do we partition?

# Partitioning - Choice 1

- First n-1 elements into set A, last element set B
- Sort A using this partitioning scheme recursively
  - B already sorted
- Combine A and B using method Insert() (= insertion into sorted array)
- Leads to recursive version of InsertionSort()
  - Number of comparisons:  $O(n^2)$ 
    - Best case = n-1
    - Worst case =  $c \sum_{i=2}^n i = \frac{n(n-1)}{2}$

# Partitioning - Choice 2

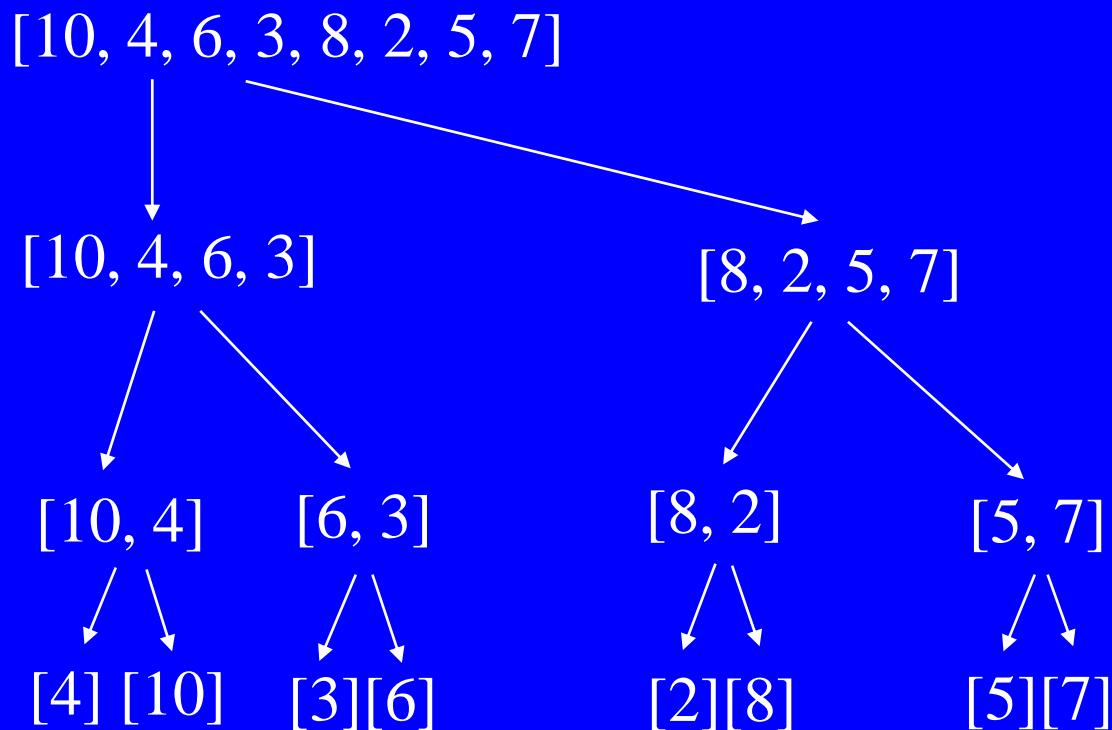
- Put element with largest key in B, remaining elements in A
- Sort A recursively
- To combine sorted A and B, append B to sorted A
  - Use Max() to find largest element → recursive SelectionSort()
  - Use bubbling process to find and move largest element to right-most position → recursive BubbleSort()
- All  $O(n^2)$

# Partitioning - Choice 3

- Let's try to achieve balanced partitioning
- A gets  $n/2$  elements, B gets rest half
- Sort A and B recursively
- Combine sorted A and B using a process called *merge*, which combines two sorted lists into one
  - How? We will see soon

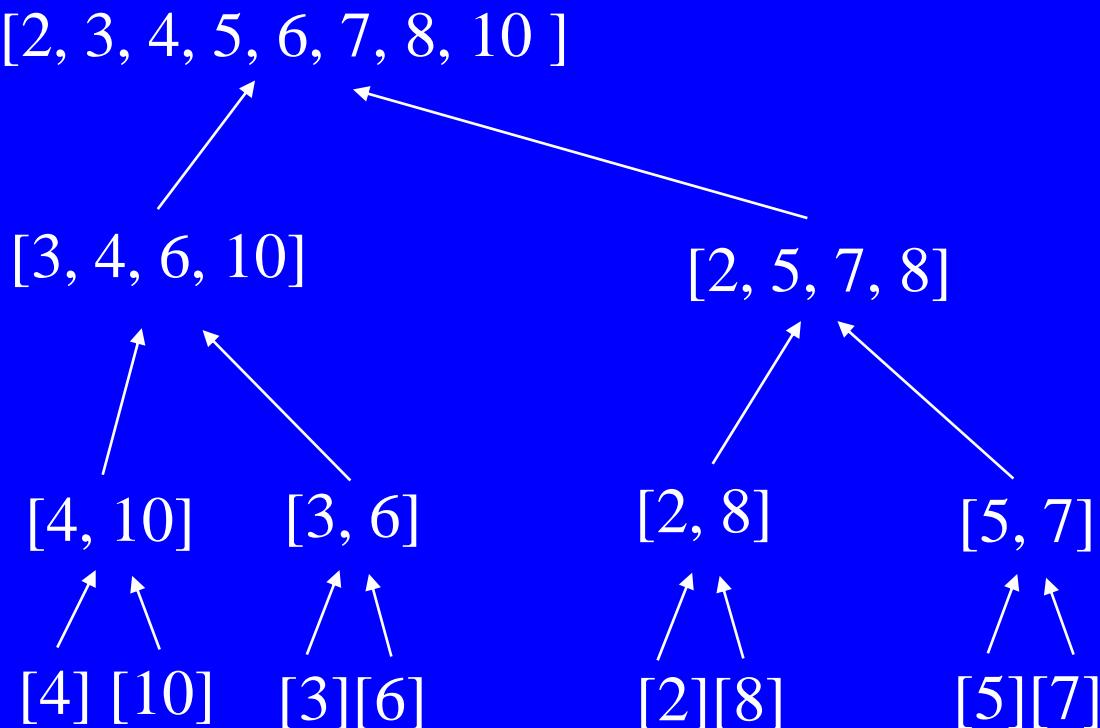
# Example

- Partition into lists of size  $n/2$



# Example Cont'd

- Merge



# Static Method mergeSort()

```
Public static void mergeSort(Comparable []a, int left,  
    int right)  
{  
    // sort a[left:right]  
    if (left < right)  
    { // at least two elements  
        int mid = (left+right)/2;      //midpoint  
        mergeSort(a, left, mid);  
        mergeSort(a, mid + 1, right);  
        merge(a, b, left, mid, right); //merge from a to b  
        copy(b, a, left, right);    //copy result back to a  
    }  
}
```

# Merge Function

• `merge` function

• `left`, `right`, `inner`, `outer`

• `on`, `by`, `all.x`, `all.y`

• `left.1`, `left.2`, `right.1`, `right.2`

• `left.x`, `left.y`, `right.x`, `right.y`

• `left.i`, `left.j`, `right.i`, `right.j`

• `left.n`, `right.n`

• `left.m`, `right.m`

• `left.n`, `right.m`

• `left.m`, `right.n`

• `left.i`, `right.j`

• `left.j`, `right.i`

# Evaluation

- Recurrence equation:

- Assume  $n$  is a power of 2

$$T(n) = \begin{cases} c_1 & \text{if } n=1 \\ 2T(n/2) + c_2n & \text{if } n>1, n=2^k \end{cases}$$

# Solution

By Substitution:

$$T(n) = 2T(n/2) + c_2 n$$

$$T(n/2) = 2T(n/4) + c_2 n/2$$

$$T(n) = 4T(n/4) + 2 c_2 n$$

$$T(n) = 8T(n/8) + 3 c_2 n$$

$$T(n) = 2^i T(n/2^i) + i c_2 n$$

Assuming  $n = 2^k$ , expansion halts when we get  $T(1)$  on right side; this happens when  $i=k$   $T(n) = 2^k T(1) + k c_2 n$

Since  $2^k=n$ , we know  $k=\log n$ ; since  $T(1) = c_1$ , we get

$$T(n) = c_1 n + c_2 n \log n;$$

thus an upper bound for  $T_{\text{mergeSort}}(n)$  is  $O(n \log n)$

# Quicksort Algorithm

Given an array of  $n$  elements (e.g., integers):

- If array only contains one element, return
- Else
  - pick one element to use as *pivot*.
  - Partition elements into two sub-arrays:
    - Elements less than or equal to pivot
    - Elements greater than pivot
  - Quicksort two sub-arrays
  - Return results

# Example

We are given array of n integers to sort:

40	20	10	80	60	50	7	30	100
----	----	----	----	----	----	---	----	-----

# Pick Pivot Element

There are a number of ways to pick the pivot element. In this example, we will use the first element in the array:

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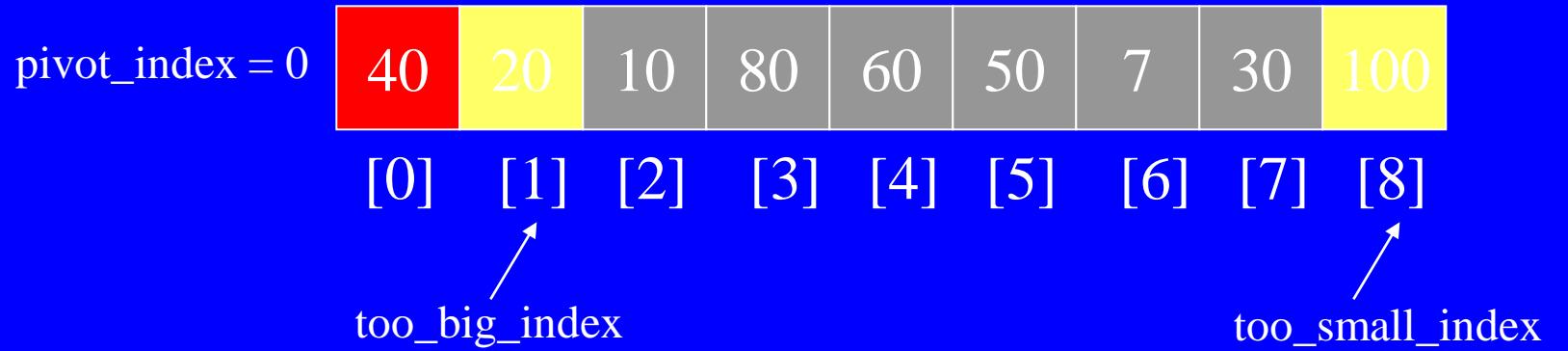
# Partitioning Array

Given a pivot, partition the elements of the array such that the resulting array consists of:

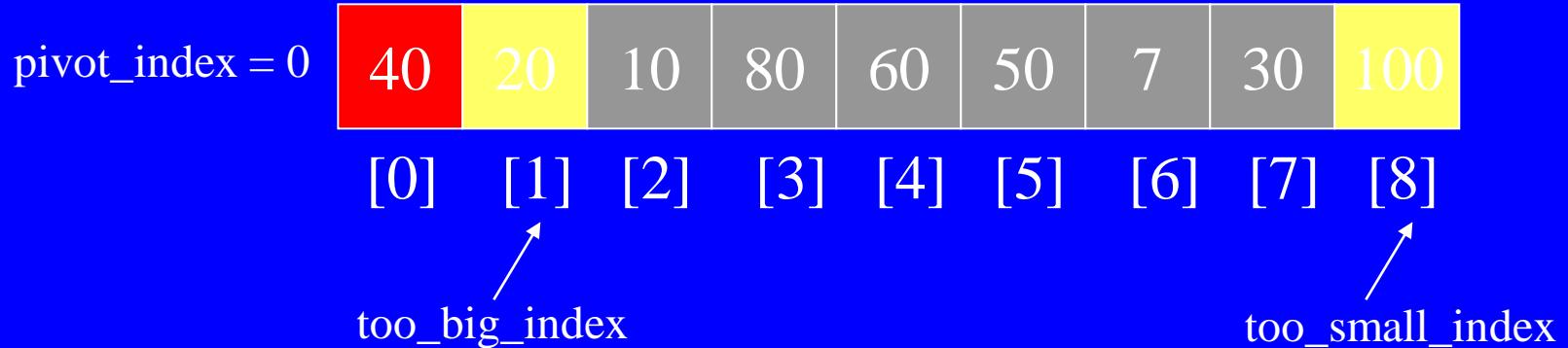
1. One sub-array that contains elements  $\geq$  pivot
2. Another sub-array that contains elements  $<$  pivot

The sub-arrays are stored in the original data array.

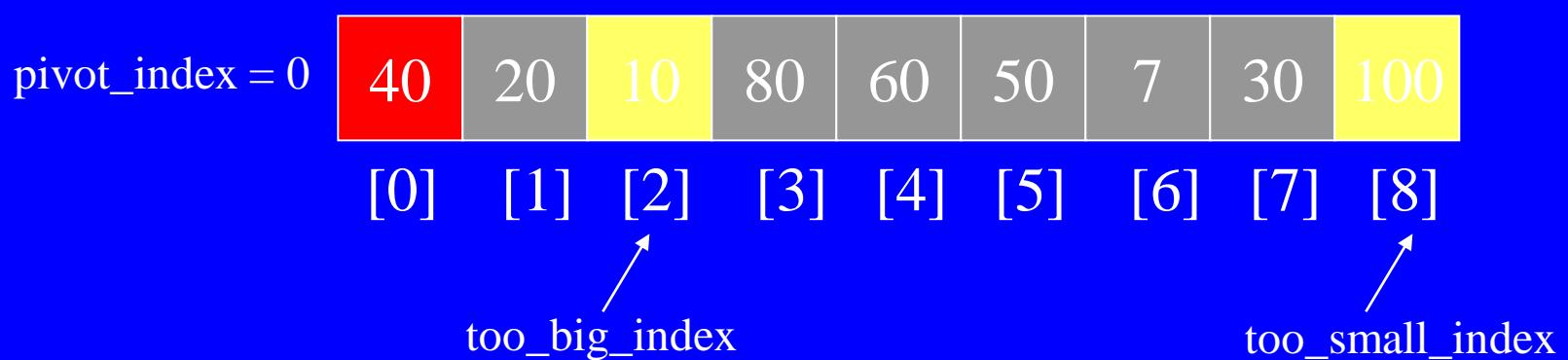
Partitioning loops through, swapping elements below/above pivot.



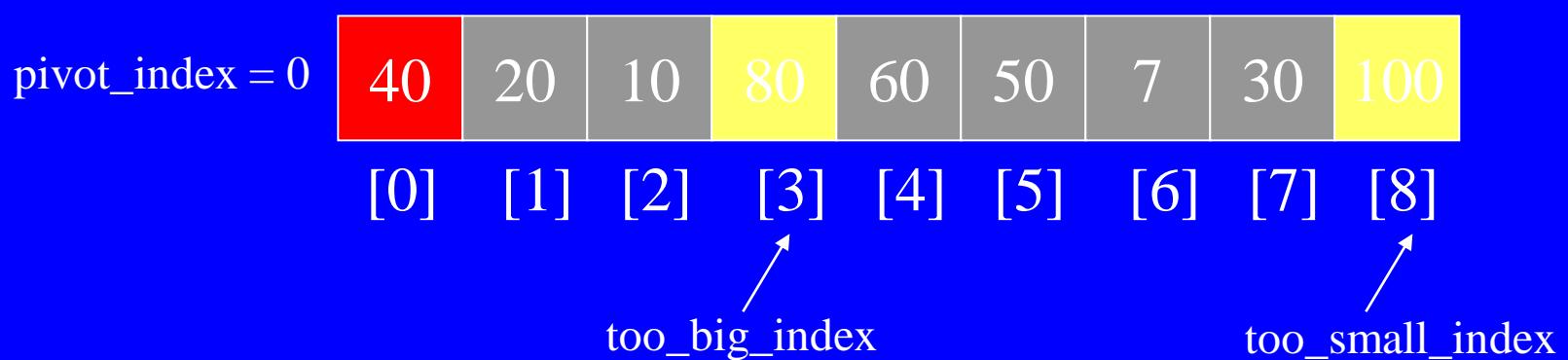
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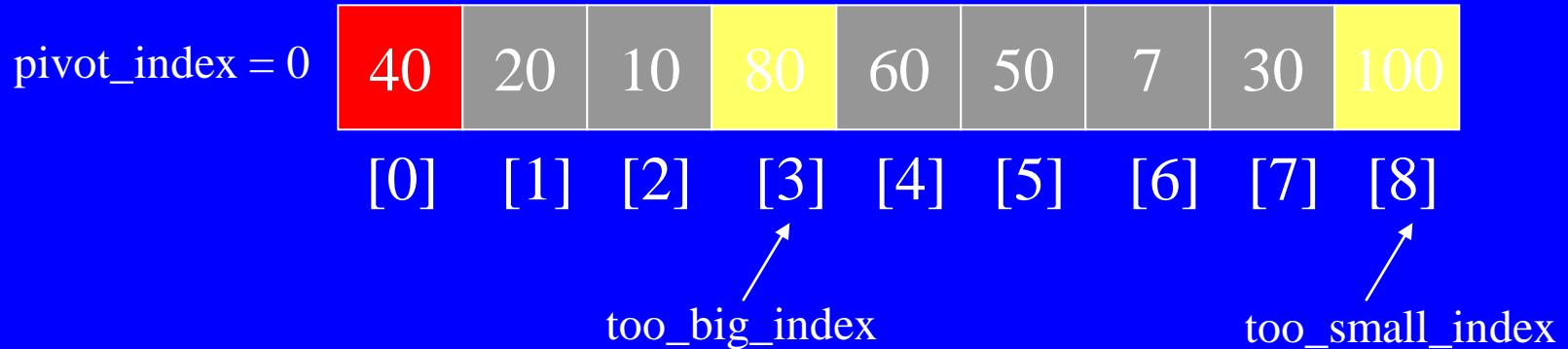
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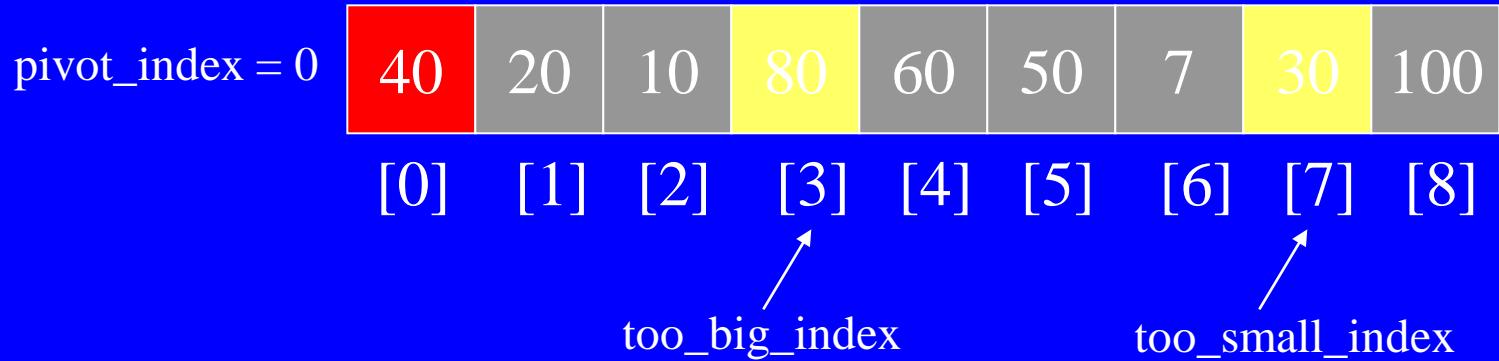
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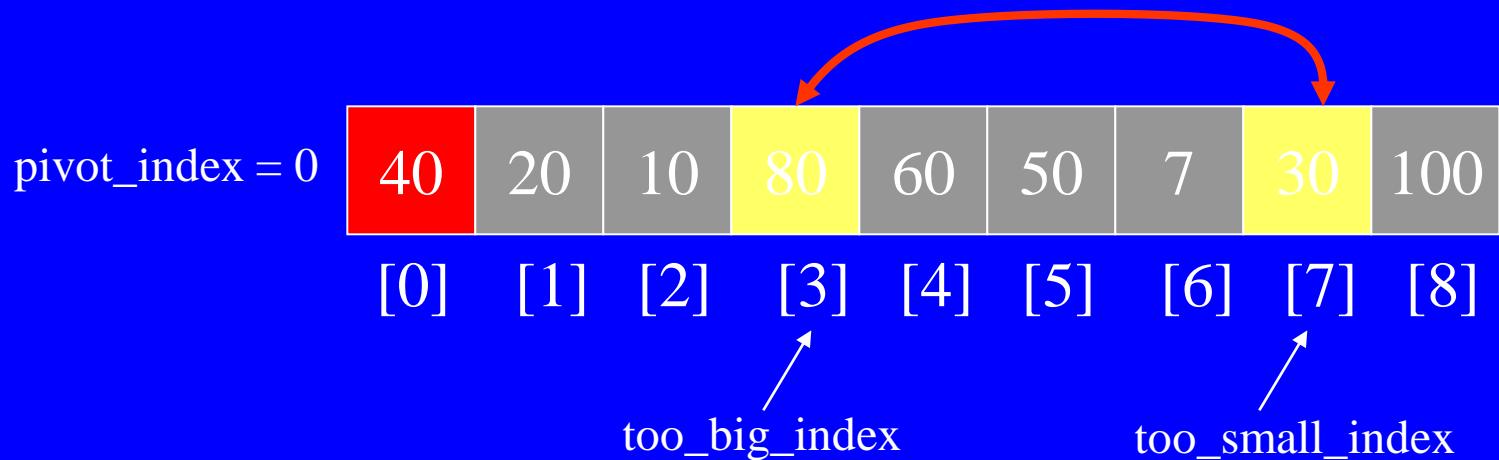
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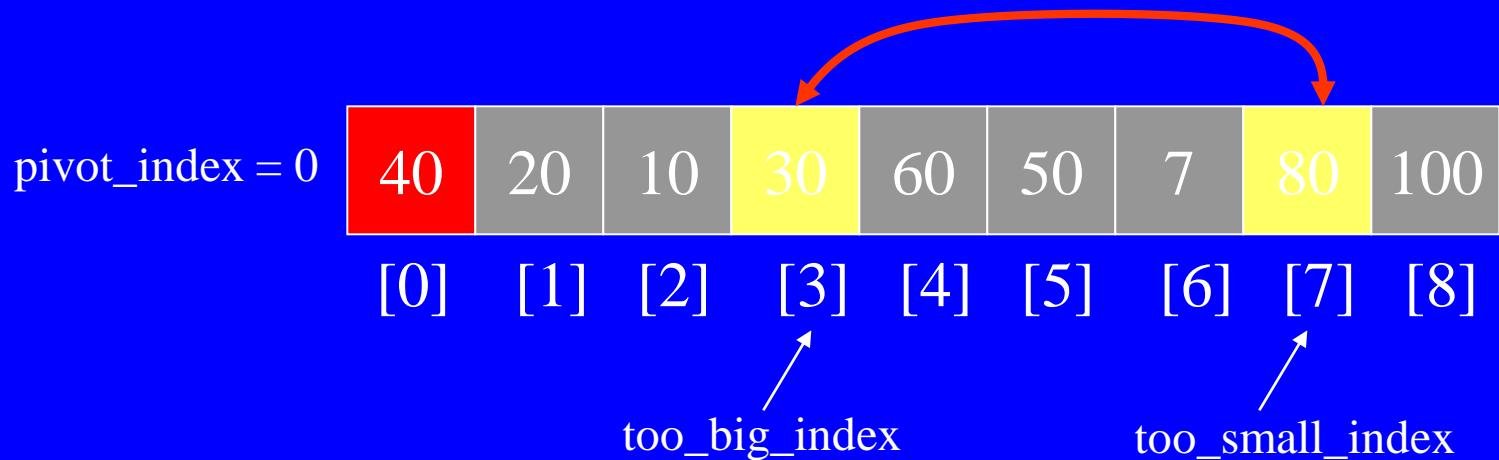
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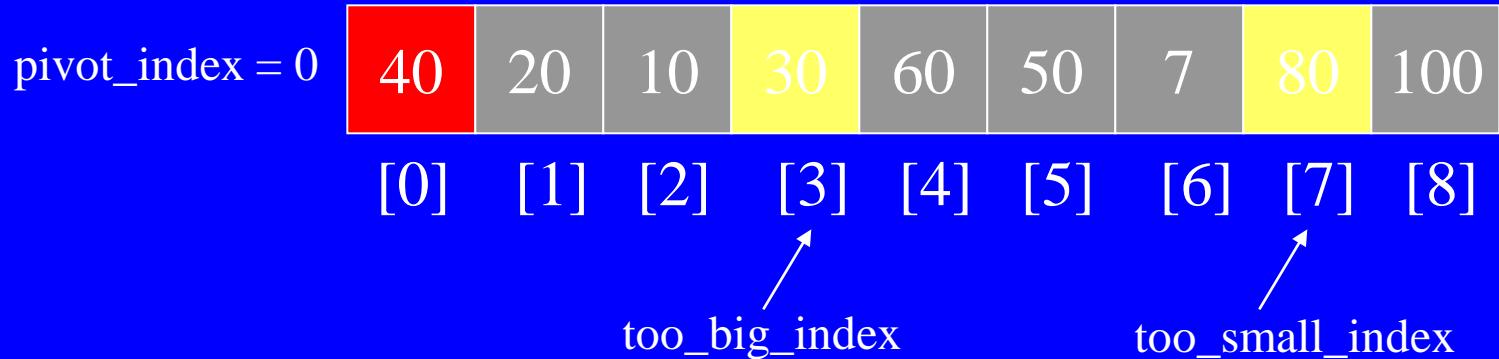
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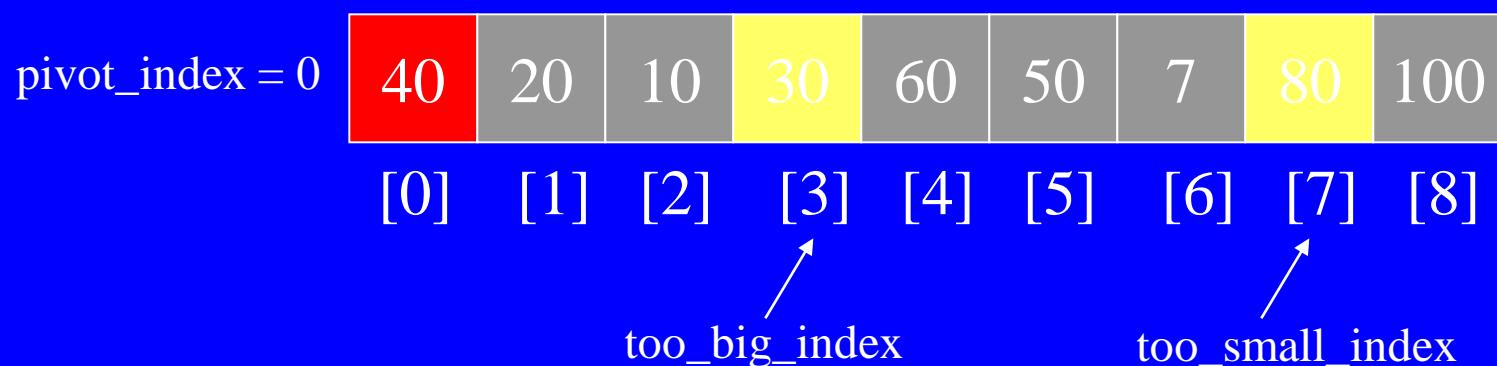
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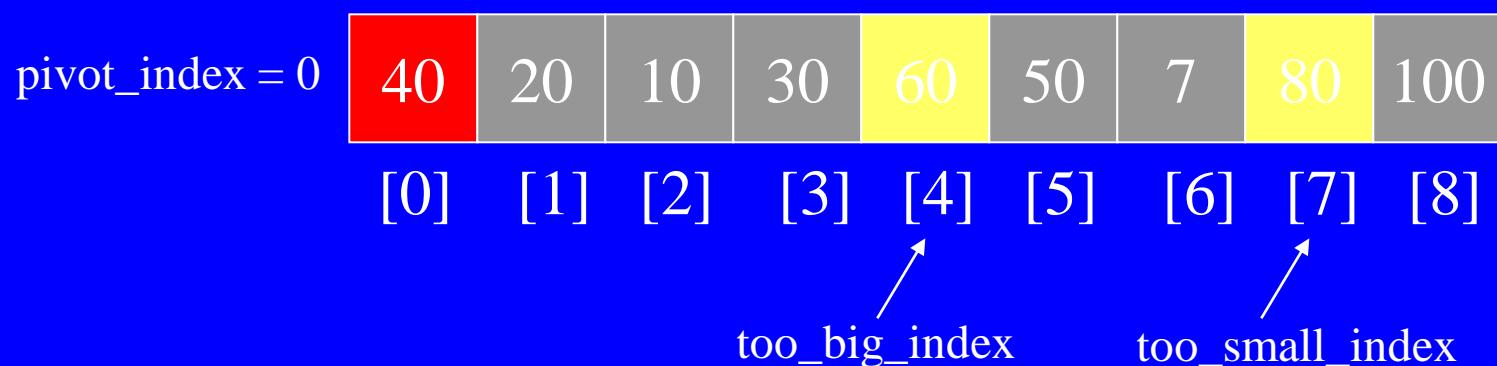


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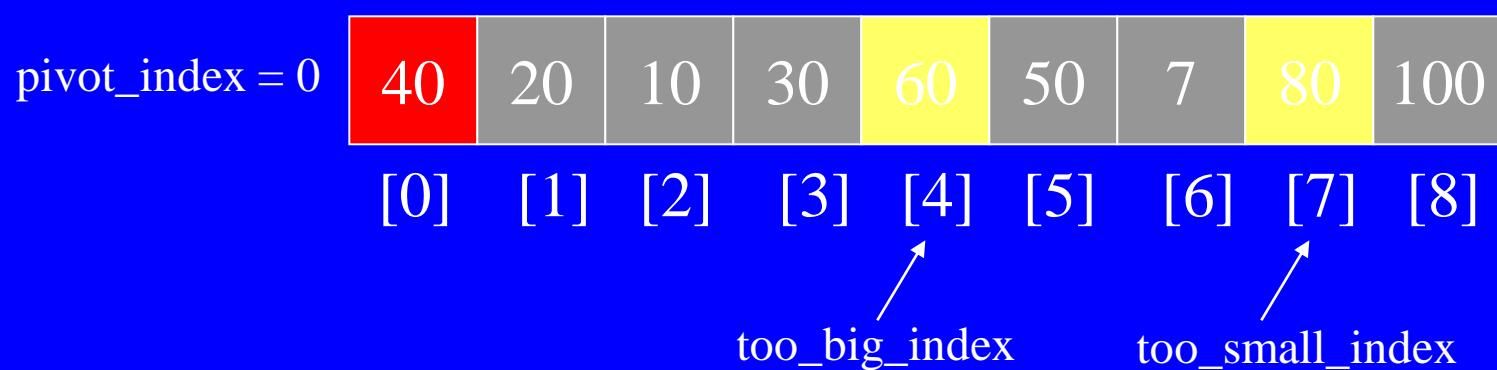
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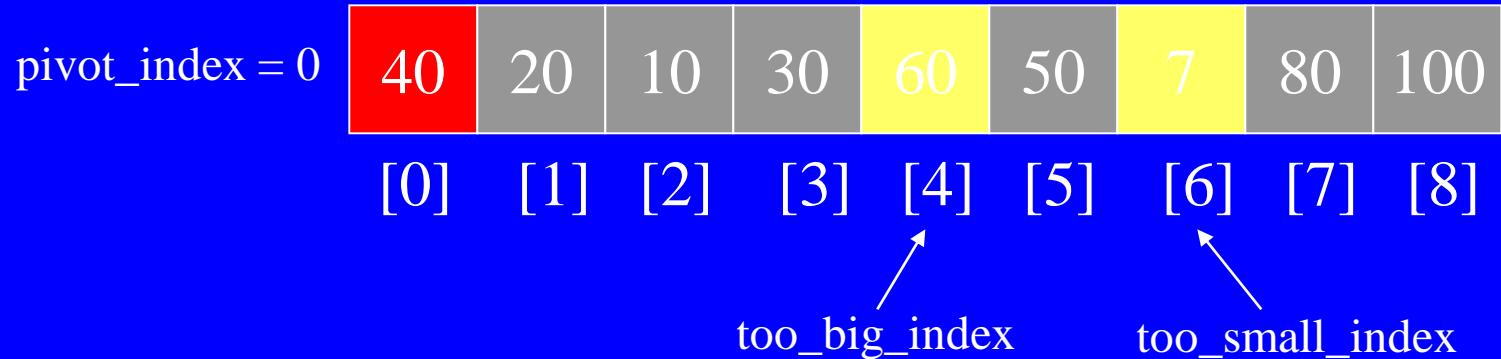
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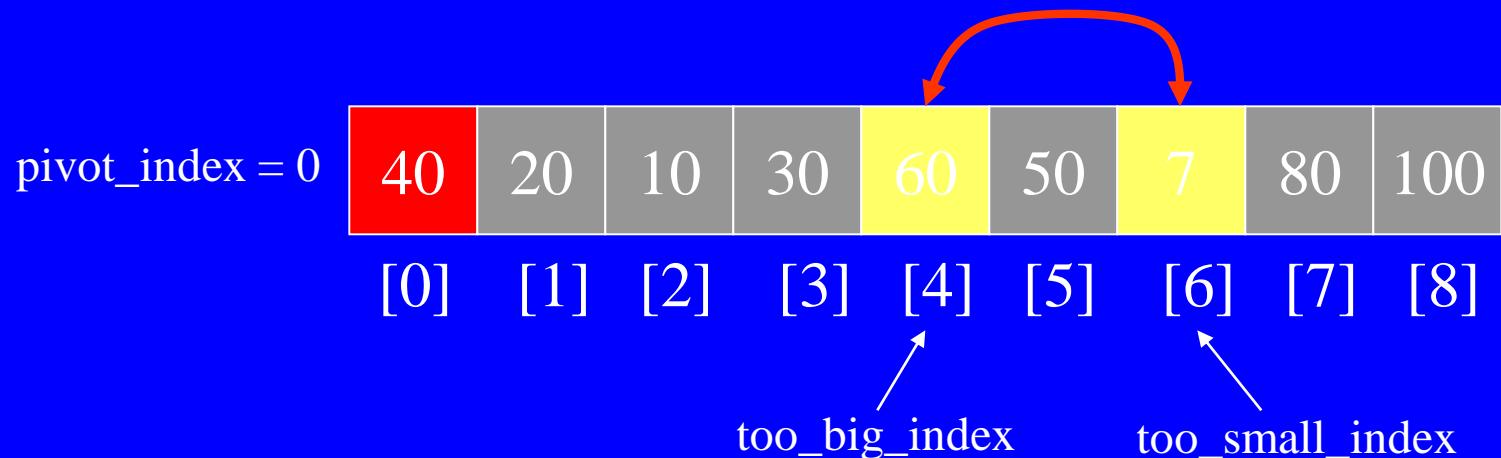
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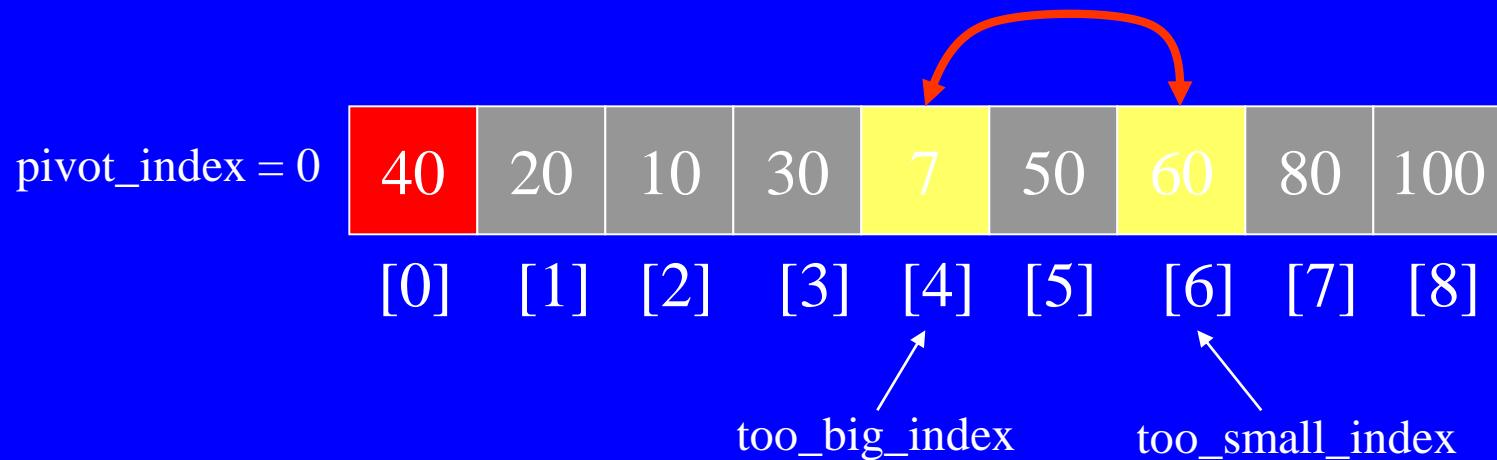
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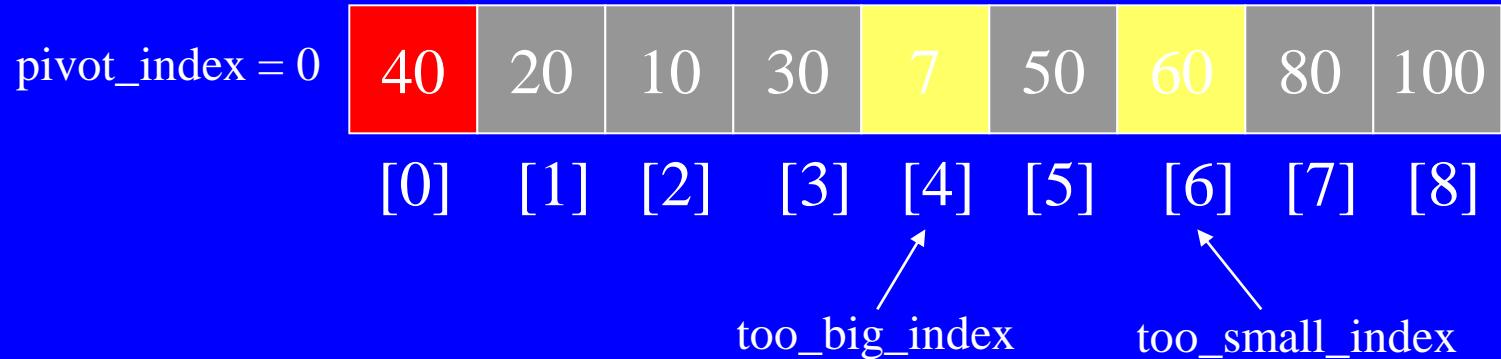
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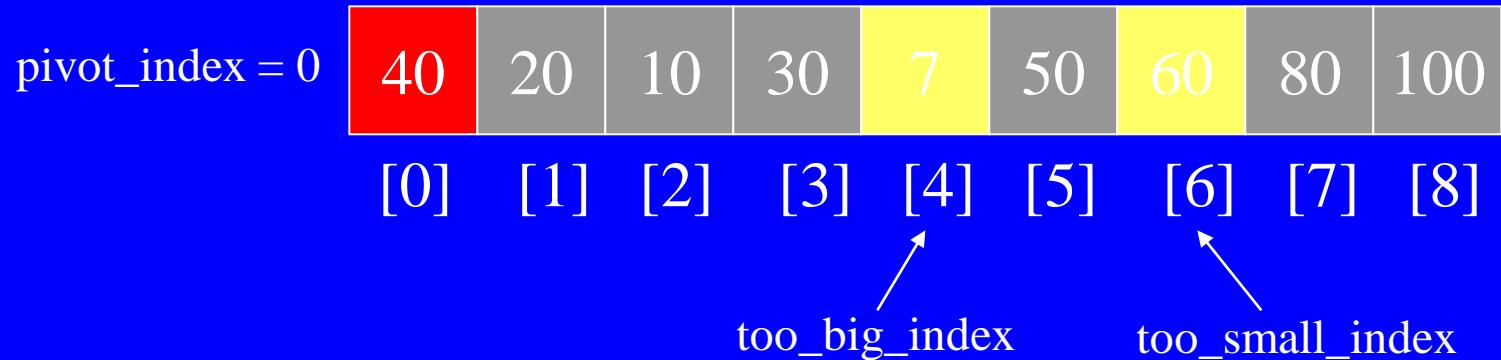
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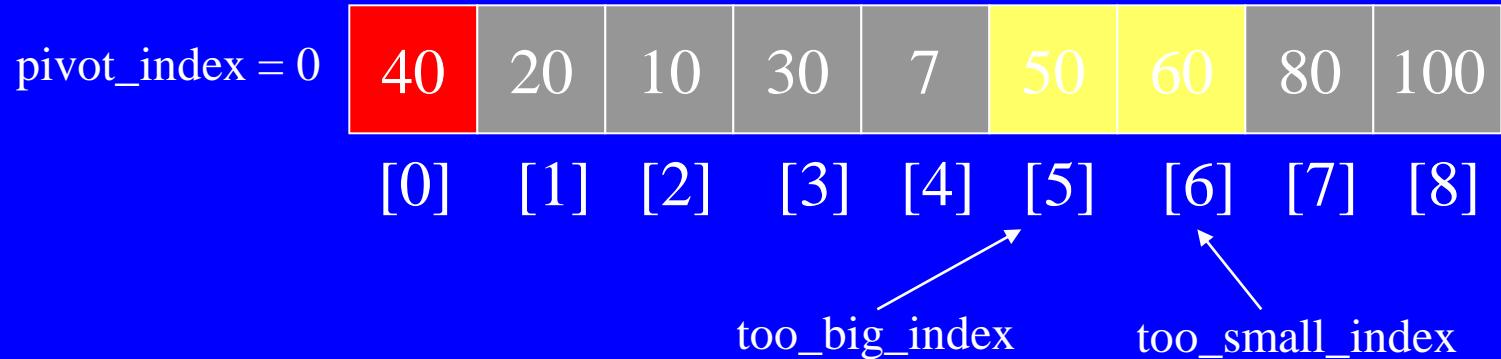
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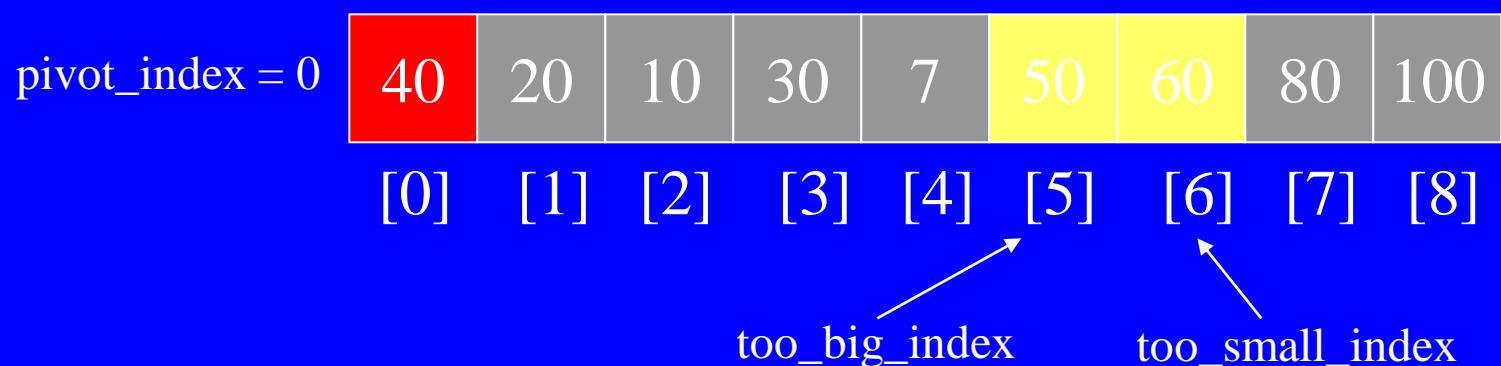
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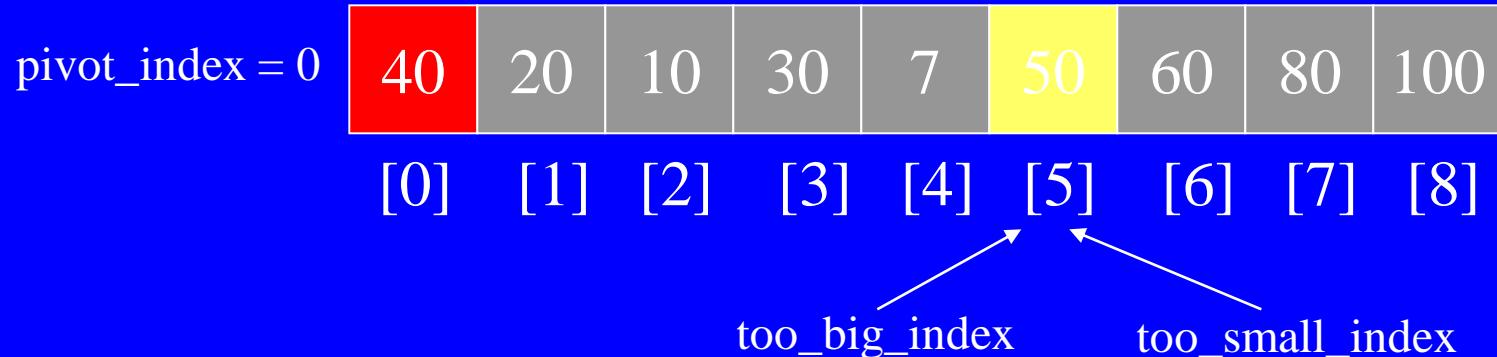
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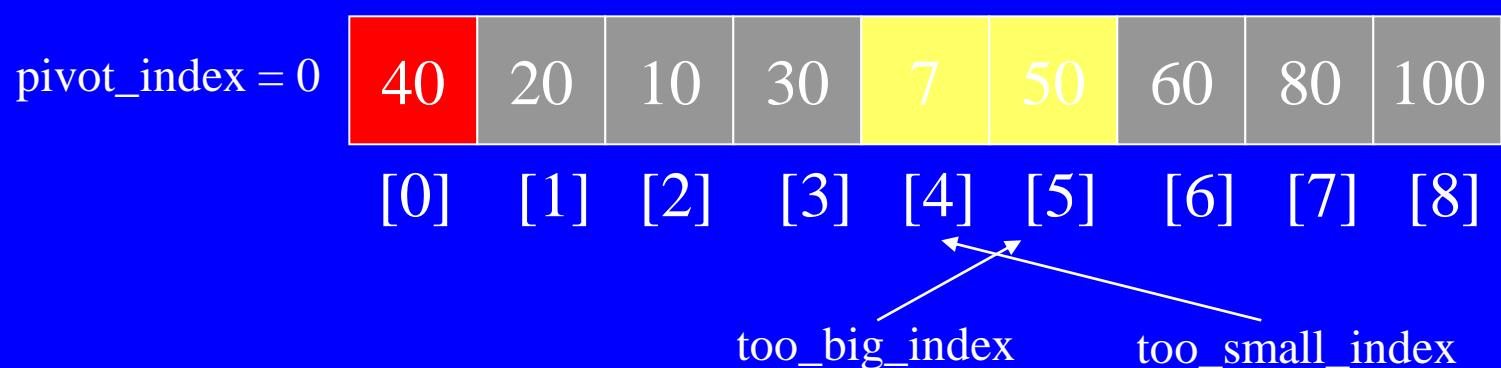
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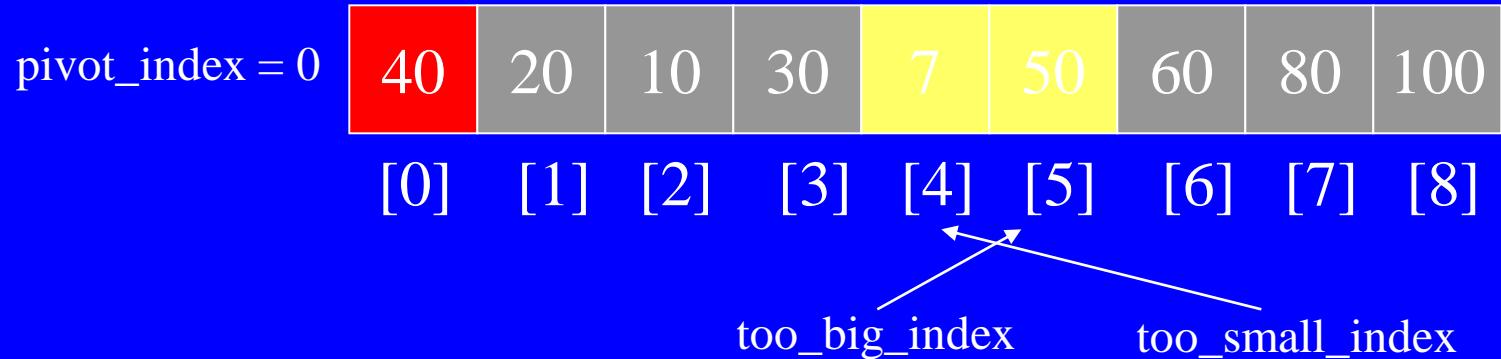
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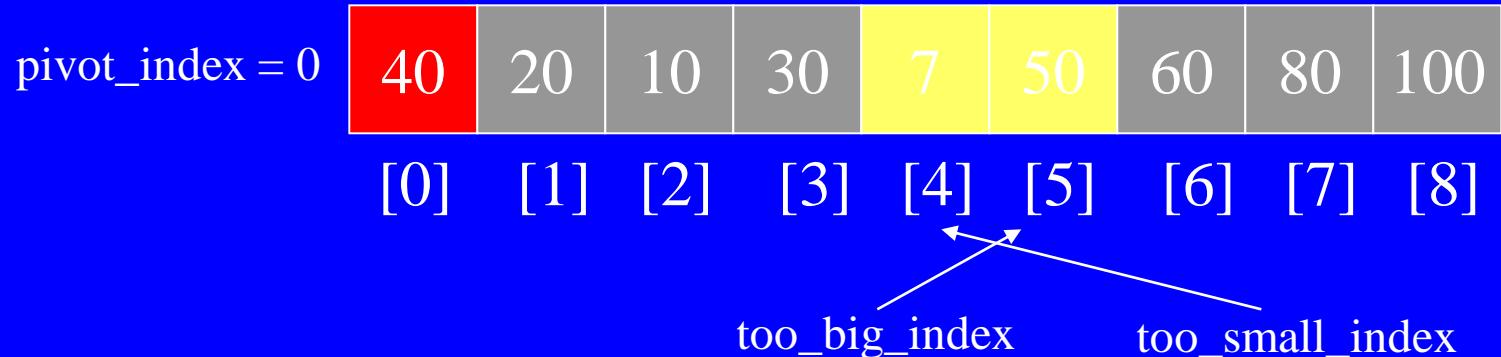
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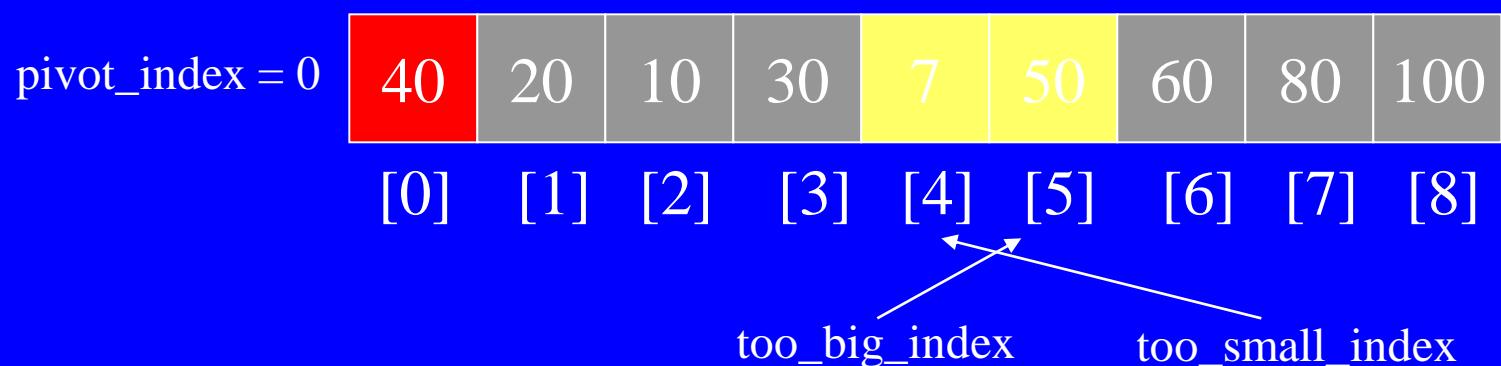
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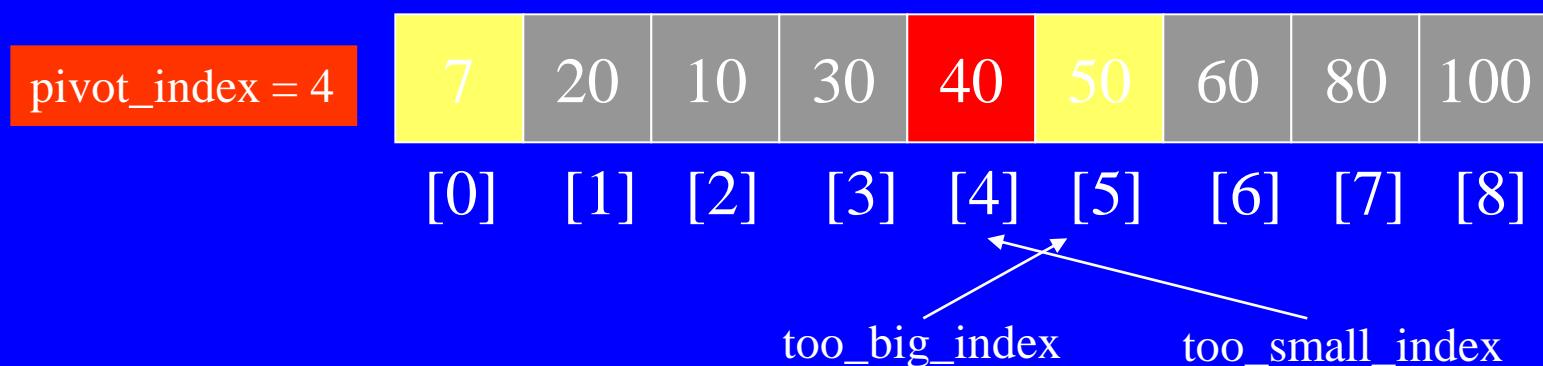
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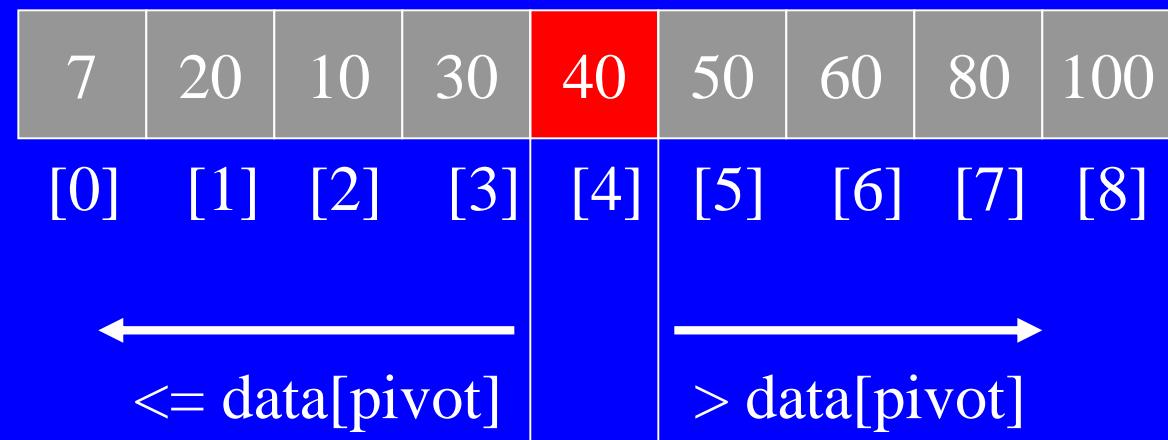
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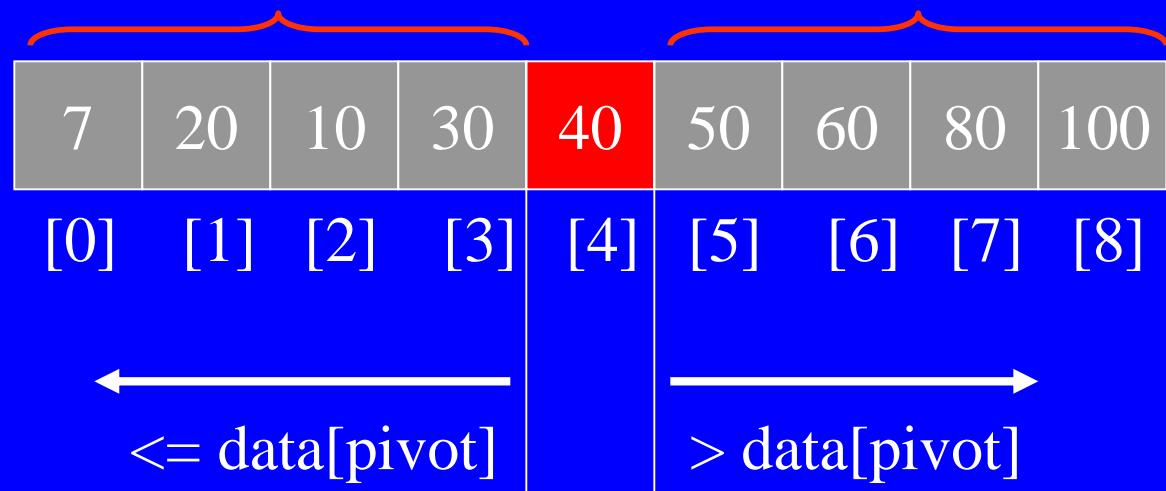
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# Partition Result



# Recursion: Quicksort Sub-arrays



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- What is best case running time?

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- What is best case running time?
  - Recursion:
    1. Partition splits array in two sub-arrays of size  $n/2$
    2. Quicksort each sub-array

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- What is best case running time?
  - Recursion:
    1. Partition splits array in two sub-arrays of size  $n/2$
    2. Quicksort each sub-array
  - Depth of recursion tree?

# Quicksort Analysis

- Assume that keys are random, uniformly distributed.
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  - Number of accesses in partition?  $O(n)$

# Quicksort Analysis

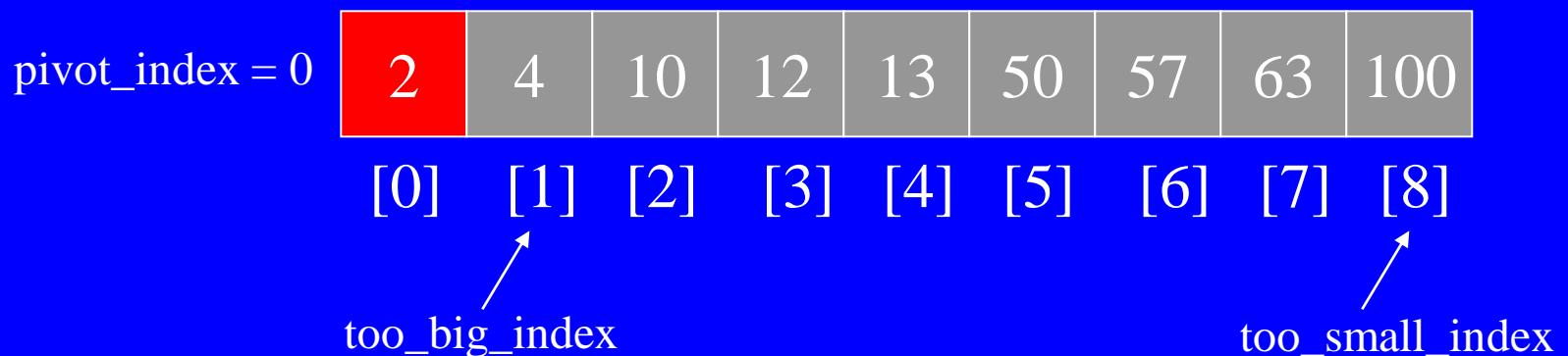
- Assume that keys are random, uniformly distributed.
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# Quicksort Analysis

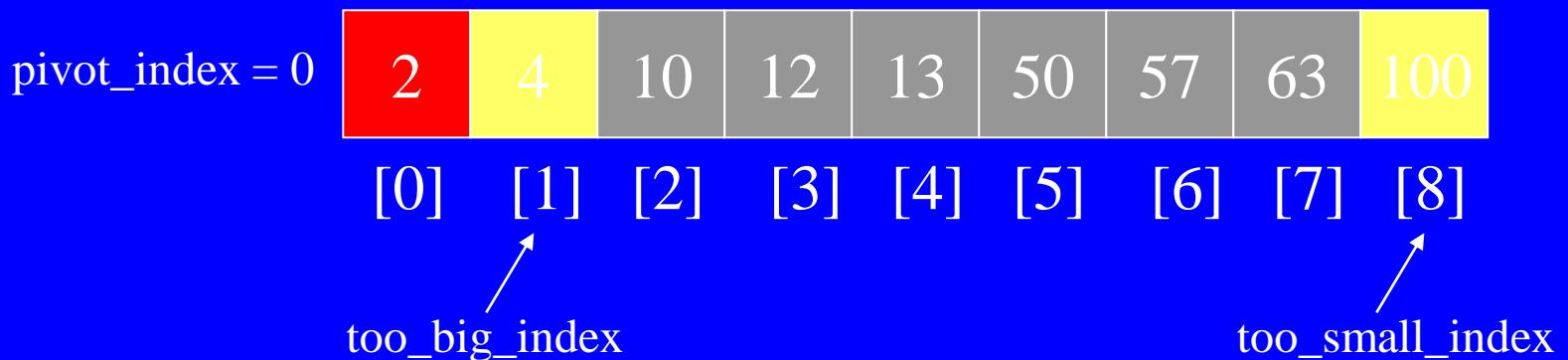
- Assume that keys are random, uniformly distributed.
- Best case running time:  $O(n \log_2 n)$
- Worst case running time?

# Quicksort: Worst Case

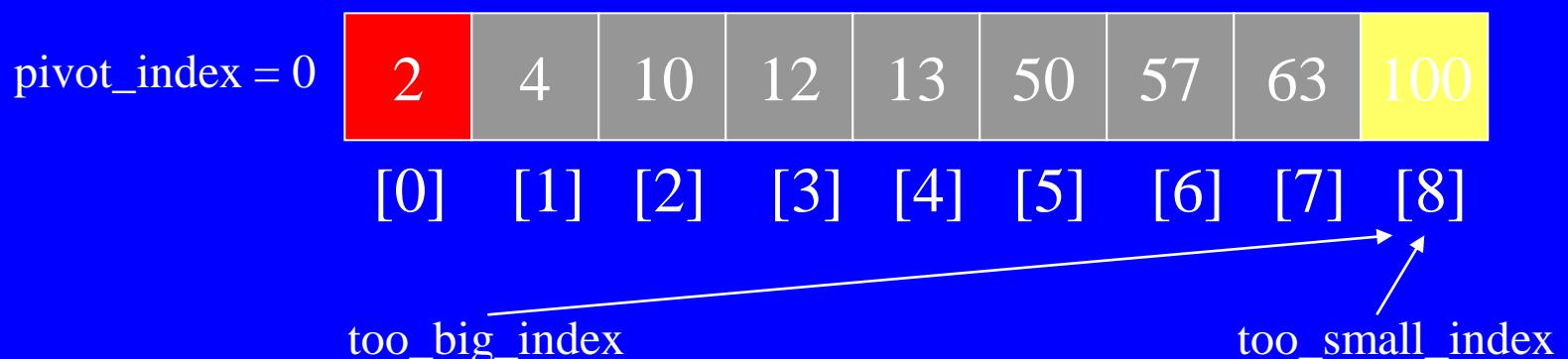
- Assume first element is chosen as pivot.
- Assume we get array that is already in order:



- 1. While  $\text{data}[\text{too\_big\_index}] \leq \text{data}[\text{pivot}]$   
     $\quad \quad \quad \text{++too\_big\_index}$
2. While  $\text{data}[\text{too\_small\_index}] > \text{data}[\text{pivot}]$   
     $\quad \quad \quad \text{--too\_small\_index}$
3. If  $\text{too\_big\_index} < \text{too\_small\_index}$   
    swap  $\text{data}[\text{too\_big\_index}]$  and  $\text{data}[\text{too\_small\_index}]$
4. While  $\text{too\_small\_index} > \text{too\_big\_index}$ , go to 1.
5. Swap  $\text{data}[\text{too\_small\_index}]$  and  $\text{data}[\text{pivot\_index}]$



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     $\quad \quad \quad ++\text{too\_big\_index}$
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`pivot_index = 0`



[0] [1] [2] [3] [4] [5] [6] [7] [8]

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too\_small\_index

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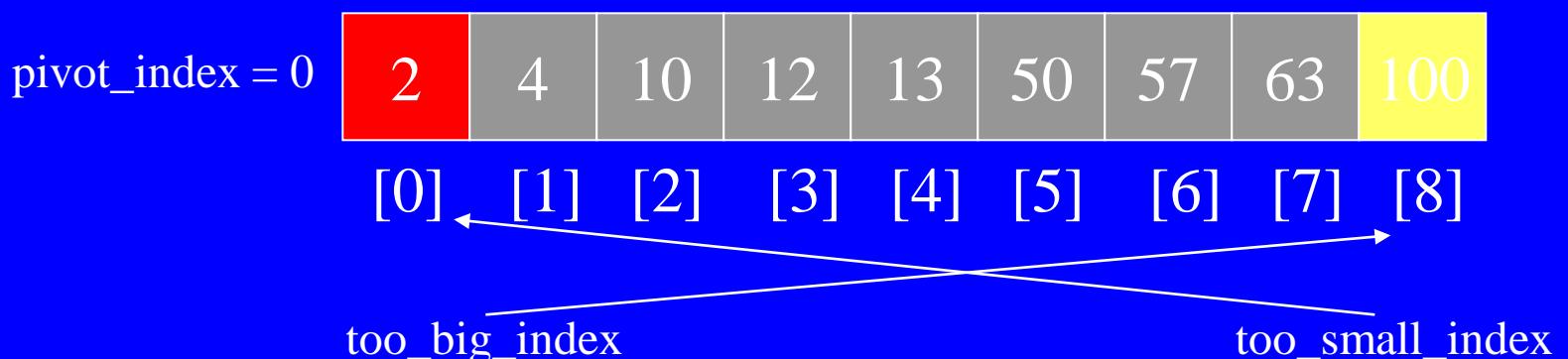


[0]  $\leftarrow$  [1] [2] [3] [4] [5] [6] [7] [8]

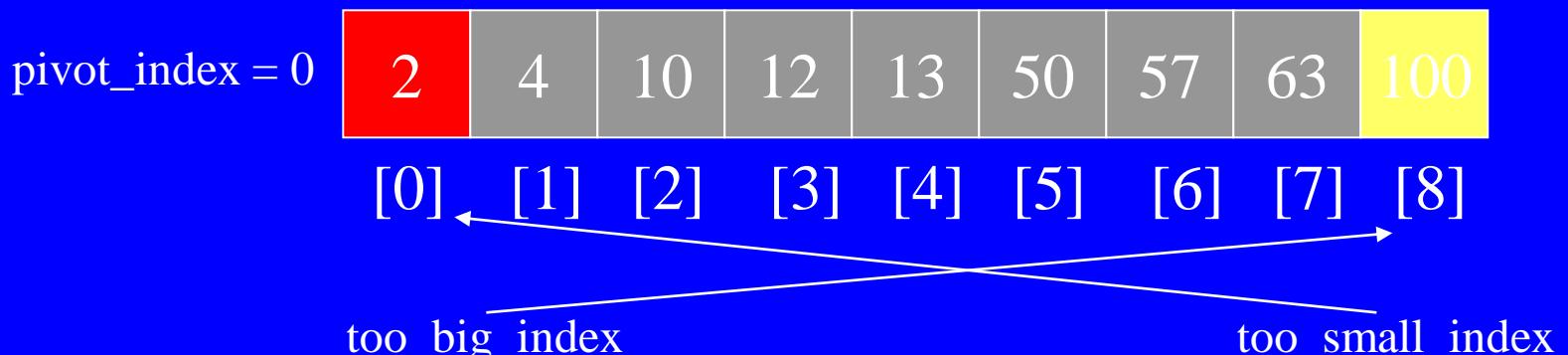
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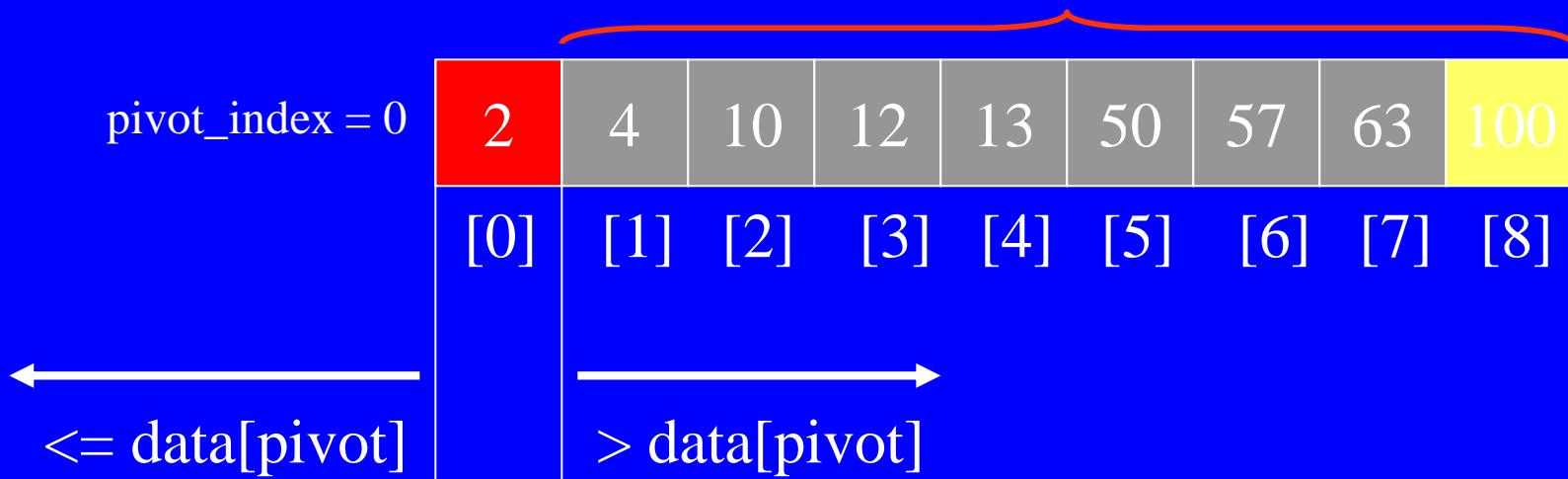
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- Assume that keys are random, uniformly distributed.
- Best case running time:  $O(n \log_2 n)$
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# Quicksort Analysis

- Assume that keys are random, uniformly distributed.
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# Quicksort Analysis

- Assume that keys are random, uniformly distributed.
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- Worst case running time:  $O(n^2)!!!$
- What can we do to avoid worst case?

# Improved Pivot Selection

Pick median value of three elements from data array:  
data[0], data[n/2], and data[n-1].

Use this median value as pivot.

# Improving Performance of Quicksort

- Improved selection of pivot.
- For sub-arrays of size 3 or less, apply brute force search:
  - Sub-array of size 1: trivial
  - Sub-array of size 2:
    - if( $\text{data[first]} > \text{data[second]}$ ) swap them
  - Sub-array of size 3: left as an exercise.