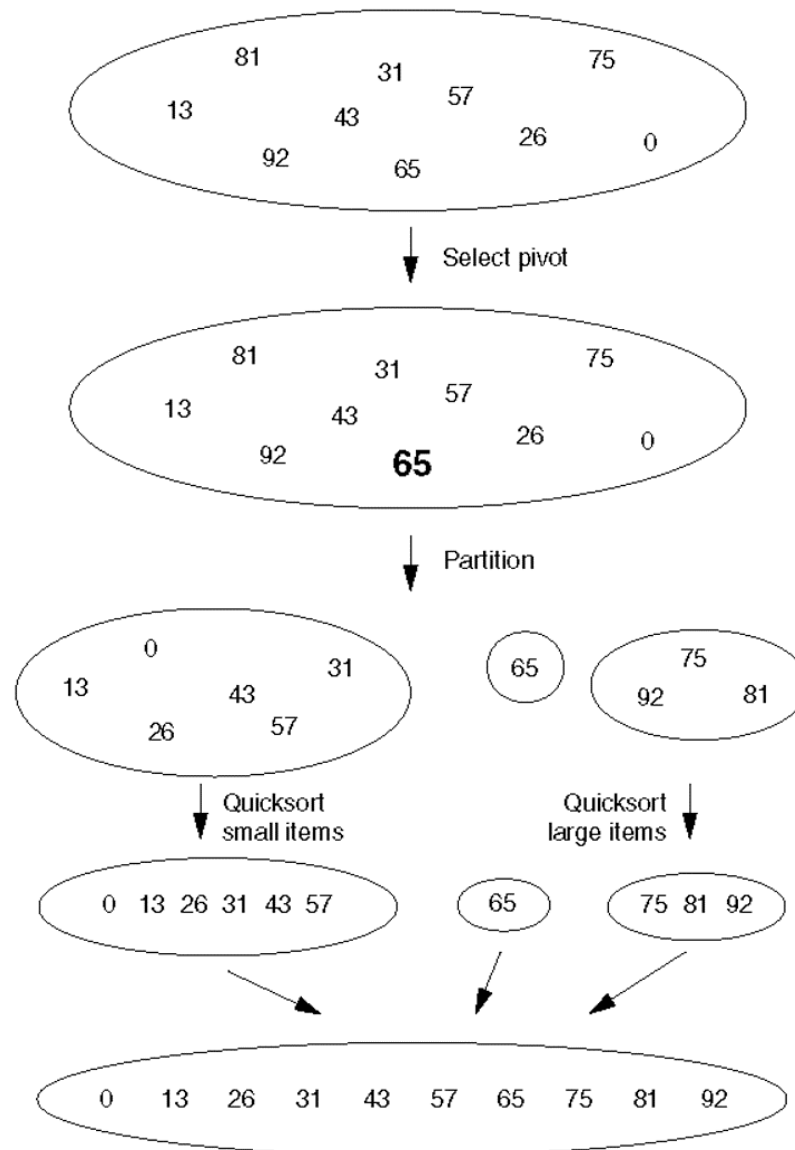


# Figure 8.10 Quicksort



# Partition

**Figure A** If 6 is used as pivot, the end result after partitioning is as shown in the Figure B.

2	1	4	5	0	3	9	8	7	6
---	---	---	---	---	---	---	---	---	---



**Figure B** Result after Partitioning

2	1	4	5	0	3	6	8	7	9
---	---	---	---	---	---	---	---	---	---

```

algorithm QuickSort(array a, integer p, integer r)
{
  if (p < r) then
    q = Partition(a, p, r)
    QuickSort(a, p, q-1)
    QuickSort(a, q+1, r)
}

```

**Sort** array a from locations p through r

```

algorithm Partition(array A, integer p, integer r)
{
  x = a[r]
  i = p-1
  for j = p to r-1 do
    if a[j] <= x then
      i++
      exchange(a[i], a[j])
  exchange(a[i+1], a[r])
  return i+1
}

```

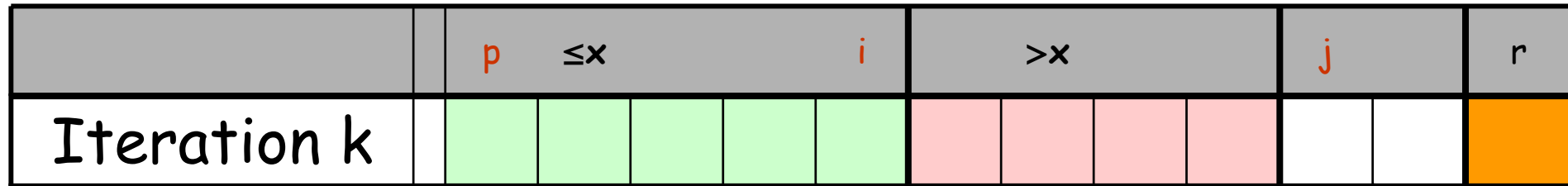
**Partition** array a from locations p through r using any pivot. Return location of pivot

Page 146, CLRS

# QuickSort

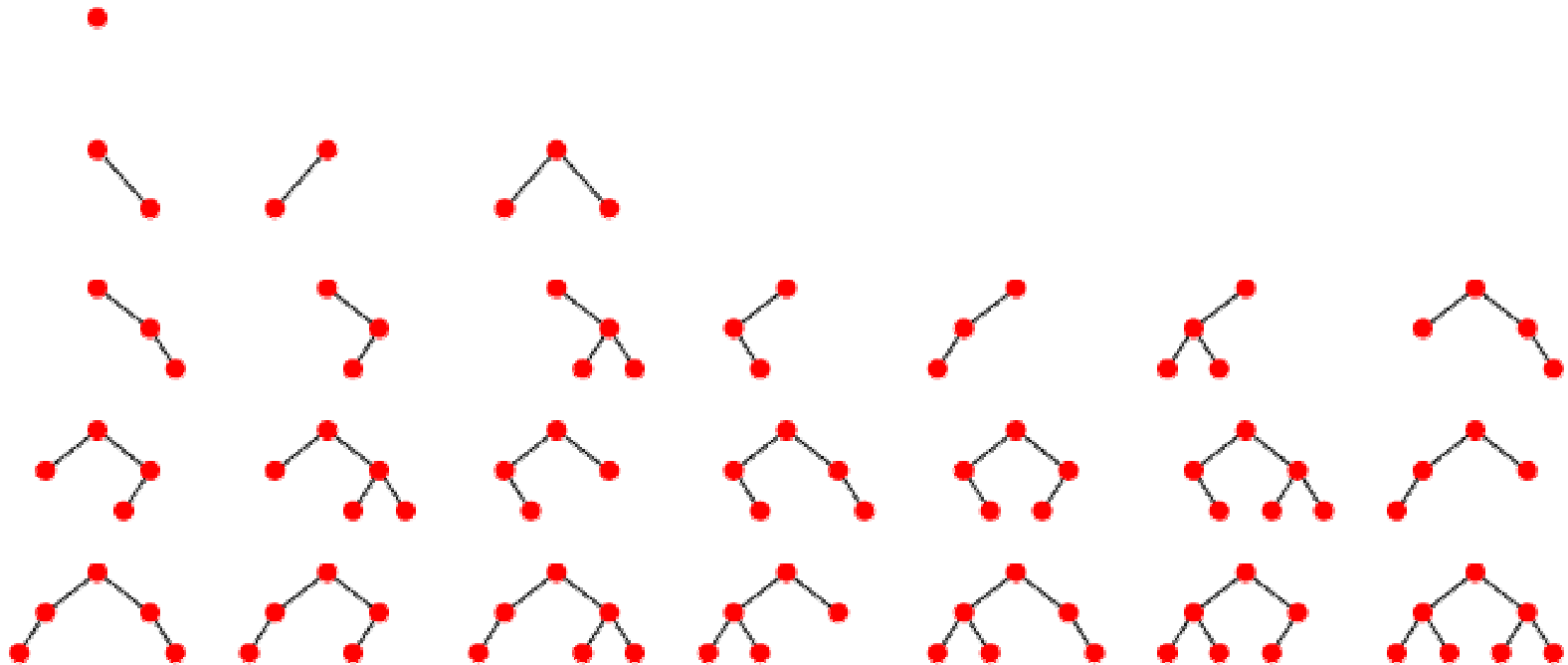
Array indices	0	1	2	3	4	5	6	7
$p = 0; r = 7; i = -1; j = 0$	<u>2</u>	8	7	1	3	5	6	<u>4</u>
$i = 0; a[0] \leftrightarrow a[0]; j = 1$	2	<u>8</u>	7	1	3	5	6	<u>4</u>
$i = 0; j = 2$	2	8	<u>7</u>	1	3	5	6	<u>4</u>
$i = 0; j = 3$	2	8	7	<u>1</u>	3	5	6	<u>4</u>
$i = 1; a[1] \leftrightarrow a[3]; j = 4$	2	1	7	8	<u>3</u>	5	6	<u>4</u>
$i = 2; a[2] \leftrightarrow a[4]; j = 5$	2	1	3	8	7	<u>5</u>	6	<u>4</u>
$i = 2; j = 6$	2	1	3	8	7	5	<u>6</u>	<u>4</u>
$i = 2; j = 7 > 6$	2	1	3	8	7	5	6	<u>4</u>
$a[3] \leftrightarrow a[7]$	2	1	3	4	7	5	6	8

# QuickSort



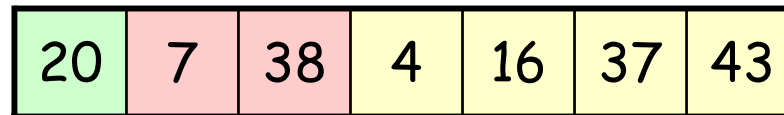
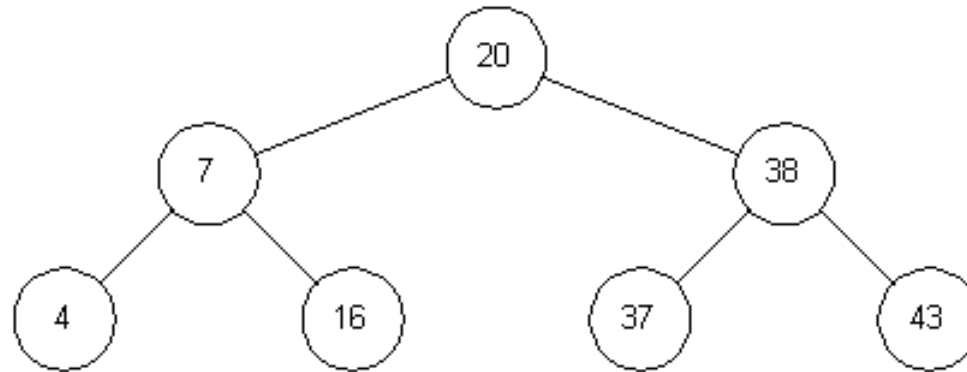
Invariant:

# Binary Trees



<http://mathworld.wolfram.com/BinaryTree.html>

# Storing binary trees as arrays



# Heaps (Max-Heap)

43	16	38	4	7	37	20
----	----	----	---	---	----	----

43	16	38	4	7	37	20	2	3	6	1	30
----	----	----	---	---	----	----	---	---	---	---	----

**HEAP** represents a binary tree stored as an array such that:

- Tree is filled on all levels except last
- Last level is filled from left to right
- Left & right child of  $i$  are in locations  $2i$  and  $2i+1$
- **HEAP PROPERTY:**

Parent value is at least as large as child's value



# HeapSort

- First convert array into a heap  
(**BUILD-MAX-HEAP**, p133)
- Then convert heap into sorted array  
(**HEAPSORT**, p136)

## HeapSort Analysis

For the HeapSort analysis, we need to compute:

$$\sum_{h=0}^{\lfloor \log n \rfloor} \frac{h}{2^h}$$

We know from the formula for geometric series that

$$\sum_{k=0}^{\infty} x^k = \frac{1}{1-x}$$

Differentiating both sides, we get

$$\sum_{k=0}^{\infty} kx^{k-1} = \frac{1}{(1-x)^2}$$

Multiplying both sides by  $x$  we get

$$\sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2}$$

Now replace  $x = 1/2$  to show that

$$\sum_{h=0}^{\lfloor \log n \rfloor} \frac{h}{2^h} \leq \frac{1}{2}$$

# Sorting Algorithms

- Number of Comparisons
- Number of Data Movements
- Additional Space Requirements

# Sorting Algorithms

- Selection Sort
- Insertion Sort
- Bubble Sort
- Shaker Sort
  
- Merge Sort
- Heap Sort
- Quick Sort
  
- Bucket & Radix Sort
- Counting Sort

# Animation Demos

<http://www-cse.uta.edu/~holder/courses/cse2320/lectures/applets/sort1/heapsort.html>

<http://cg.scs.carleton.ca/~morin/misc/sortalg/>

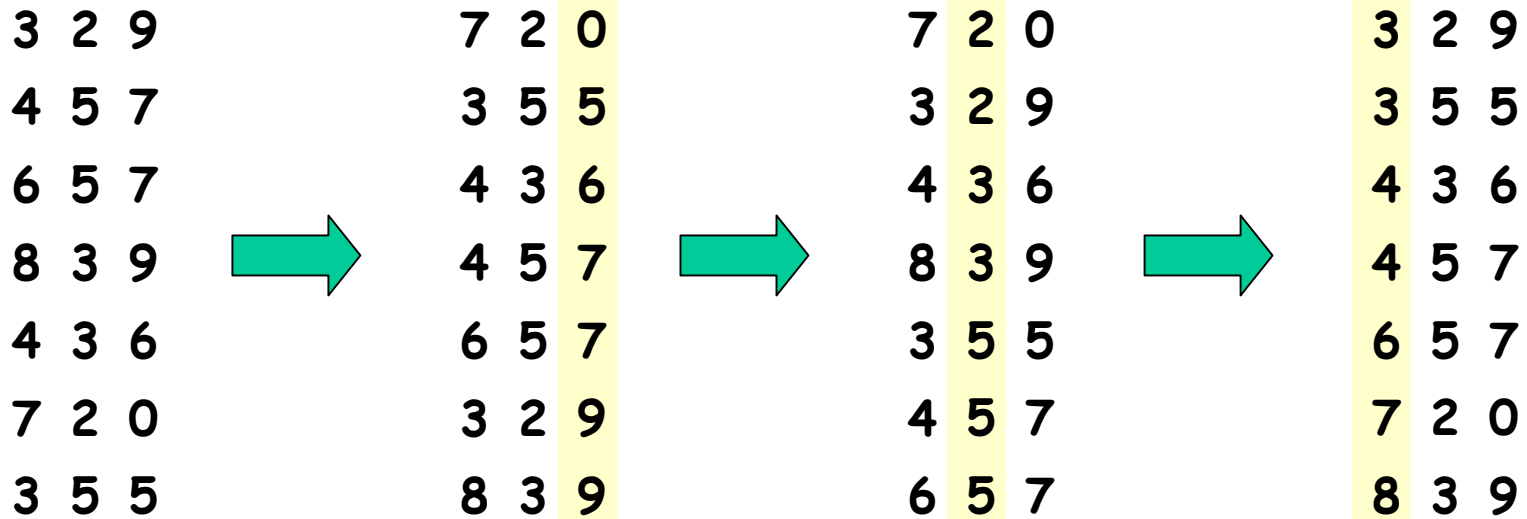
# Bucket Sort

- $N$  values in the range  $[a..a+m-1]$
- For e.g., sort a list of 50 scores in the range  $[0..9]$ .
- **Algorithm**
  - Make  $m$  buckets  $[a..a+m-1]$
  - As you read elements throw into appropriate bucket
  - Output contents of buckets  $[0..m]$  in that order
- **Time  $O(N+m)$**

# Stable Sort

- A sort is **stable** if equal elements appear in the same order in both the input and the output.
- Which sorts are stable? Homework!

# Radix Sort



## Algorithm

for  $i = 1$  to  $d$  do

sort array  $A$  on digit  $i$  using a stable sort algorithm

Time Complexity:  $O((n+k)d)$



# Counting Sort

Initial Array

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

Counts

0	1	2	3	4	5
2	0	2	3	0	1

Cumulative  
Counts

0	1	2	3	4	5
2	2	4	7	7	8