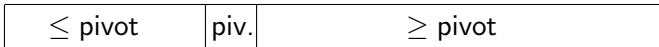


# Algorithms and Data Structures: Average-Case Analysis of Quicksort

# Quicksort

Divide-and-Conquer algorithm for sorting an array. It works as follows:

1. If the input array has less than two elements, nothing to do ...  
Otherwise, do the following **partitioning** subroutine: Pick a particular key called the **pivot** and divide the array into two subarrays as follows:



2. Sort the two subarrays recursively.

# Quicksort Algorithm

**Algorithm** QUICKSORT( $A, p, r$ )

1. **if**  $p < r$  **then**
2.      $q \leftarrow$  PARTITION( $A, p, r$ )
3.     QUICKSORT( $A, p, q - 1$ )
4.     QUICKSORT( $A, q + 1, r$ )

# Partitioning

**Algorithm** PARTITION( $A, p, r$ )

1.  $pivot \leftarrow A[r]$
2.  $i \leftarrow p - 1$
3. **for**  $j \leftarrow p$  **to**  $r - 1$  **do**
4.       **if**  $A[j] \leq pivot$  **then**
5.              $i \leftarrow i + 1$
6.             exchange  $A[i], A[j]$
7. exchange  $A[i + 1], A[r]$
8. **return**  $i + 1$

Same version as [CLRS]

# Analysis of Quicksort

- ▶ The **size** of an instance  $(A, p, r)$  is  $n = r - p + 1$ .
- ▶ Basic operations for sorting are **comparisons of keys**. We let

$$C(n)$$

be the *worst-case number of key-comparisons* performed by  $\text{QUICKSORT}(A, p, r)$ . We shall try to determine  $C(n)$  as precisely as possible.

- ▶ It is easy to verify that the worst-case running time  $T(n)$  of  $\text{QUICKSORT}(A, p, r)$  is  $\Theta(C(n))$  if a single comparison requires time  $\Theta(1)$ .  
(i.e., for  $\text{QUICKSORT}$ , comparisons *dominate* the running time).  
In any case,

$$T(n) = \Theta(C(n) \cdot \text{cost per comparison}).$$

## Analysis of PARTITION

- ▶  $\text{PARTITION}(A, p, r)$  does *exactly*  $n - 1$  comparisons for every input of size  $n$ .  
This is of course apart from any comparisons which may be done inside the recursive calls to  $\text{QUICKSORT}$ .

## Worst-case Analysis of QUICKSORT

- ▶ We get the following recurrence for  $C(n)$ :

$$C(n) = \begin{cases} 0 & \text{if } n \leq 1 \\ \max_{1 \leq k \leq n} (C(k-1) + C(n-k)) + (n-1) & \text{if } n \geq 2 \end{cases}$$

- ▶ Intuitively, worst-case seems to be  $k = 1$  or  $k = n$ , i.e., everything falls on one side of the partition. This happens, e.g., if the array is sorted.

## Worst-Case Analysis (cont'd)

- ▶ *Lower Bound:*  $C(n) \geq \frac{1}{2}n(n+1) = \Omega(n^2)$ .

*Proof:* Consider the situation where we are presented with an array which is already sorted. Then on every iteration, we split into one array of length  $(n-1)$ , and one of length 0.

$$\begin{aligned}C(n) &\geq C(n-1) + (n-1) \\ &\geq C(n-2) + (n-2) + (n-1) \\ &\quad \vdots \\ &\geq \sum_{i=1}^{n-1} i = \frac{1}{2}n(n-1).\end{aligned}$$

- ▶ *Upper Bound:*  $C(n) \leq O(n^2)$ .

Bit harder (must consider **all** possible inputs). By induction on  $n$ , using the recurrence. Case distinction whether  $k \geq n/2$ .

- ▶ Overall, we will show

$$C(n) = \Theta(n^2).$$



## Best-Case Analysis

- ▶  $B(n)$  = number of comparisons done by QUICKSORT in the best case.
- ▶ *Recurrence:*

$$B(n) = \begin{cases} 0 & \text{if } n \leq 1 \\ \min_{1 \leq k \leq n} (B(k-1) + B(n-k)) + (n-1) & \text{if } n \geq 2 \end{cases}$$

- ▶ Intuitively, the best case is if the array is always partitioned into two parts of the same size. This would mean

$$B(n) \approx 2B(n/2) + \Theta(n),$$

which implies  $B(n) = \Theta(n \lg(n))$ .

## Average-Case Analysis

- ▶  $A(n)$  = number of comparisons done by QUICKSORT on average if all input arrays of size  $n$  are considered equally likely.
- ▶ **Intuition:** The average case is closer to the best case than to the worst case, because only **repeatedly very unbalanced** partitions lead to the worst case.
- ▶ *Recurrence:*

$$A(n) = \begin{cases} 0 & \text{if } n \leq 1 \\ \sum_{k=1}^n \frac{1}{n} (A(k-1) + A(n-k)) + (n-1) & \text{if } n \geq 2 \end{cases}$$

- ▶ *Solution:*

$$A(n) \approx 2n \ln(n).$$

## Average Case Analysis in Detail

We shall prove that for all  $n \geq 1$  (“sufficiently large”) we have

$$A(n) \leq 2 \ln(n)(n + 1). \quad (\star)$$

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## Average Case Analysis in Detail (cont'd)

Applying (\*\*) to  $(n-1)$  for  $n \geq 3$ , we obtain

$$(n-1)A(n-1) = 2 \sum_{k=0}^{n-2} A(k) + (n-1)(n-2).$$

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Subtracting this equation from (\*\*) (when  $n \geq 3$ )

$$nA(n) - (n-1)A(n-1) = 2A(n-1) + n(n-1) - (n-1)(n-2),$$

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and therefore

$$\frac{A(n)}{n+1} = \frac{A(n-1)}{n} + \frac{2n-2}{n(n+1)} \leq \frac{A(n-1)}{n} + \frac{2}{n}$$

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and therefore

$$\frac{A(n)}{n+1} = \frac{A(n-1)}{n} + \frac{2n-2}{n(n+1)} \leq \frac{A(n-1)}{n} + \frac{2}{n}$$

We now apply unfold-and-sum to this recurrence (stopping at  $n=2$ ):

$$\frac{A(n)}{n+1} \leq \frac{A(n-1)}{n} + \frac{2}{n}$$

⋮

## Average Case Analysis in Detail (cont'd)

$$\frac{A(n)}{n+1} \leq \frac{A(n-2)}{n-1} + \frac{2}{n} + \frac{2}{n-1}$$

## Average Case Analysis in Detail (cont'd)

$$\begin{aligned} \frac{A(n)}{n+1} &\leq \frac{A(n-2)}{n-1} + \frac{2}{n} + \frac{2}{n-1} \\ &\vdots \\ &\leq \frac{A(2)}{3} + 2 \sum_{k=3}^n \frac{1}{k} \end{aligned}$$

## Average Case Analysis in Detail (cont'd)

$$\begin{aligned}\frac{A(n)}{n+1} &\leq \frac{A(n-2)}{n-1} + \frac{2}{n} + \frac{2}{n-1} \\ &\vdots \\ &\leq \frac{A(2)}{3} + 2 \sum_{k=3}^n \frac{1}{k} \\ &= \frac{3}{3} + 2 \sum_{k=3}^n \frac{1}{k} = 2 \sum_{k=2}^n \frac{1}{k}.\end{aligned}$$



## Average Case Analysis in Detail (cont'd)

$$\begin{aligned}\frac{A(n)}{n+1} &\leq \frac{A(n-2)}{n-1} + \frac{2}{n} + \frac{2}{n-1} \\ &\vdots \\ &\leq \frac{A(2)}{3} + 2 \sum_{k=3}^n \frac{1}{k} \\ &= \frac{3}{3} + 2 \sum_{k=3}^n \frac{1}{k} = 2 \sum_{k=2}^n \frac{1}{k}.\end{aligned}$$

It is easy to verify this result by induction. Thus

$$\frac{A(n)}{n+1} \leq 2 \sum_{k=2}^n \frac{1}{k} = 2 \sum_{k=1}^{n-1} \frac{1}{k+1} \leq 2 \int_1^n \frac{1}{x} = 2 \ln(n).$$

Multiplying by  $(n+1)$  completes the proof of  $(\star)$ .

# Improvements

- ▶ Use insertion sort for small arrays.
- ▶ Iterative implementation.

## Main Question

Is there a way to avoid the bad worst-case performance, and in particular the bad performance on sorted (or almost sorted) arrays?

Different strategies for choosing the pivot-element help (in practice).

## Median-of-Three Partitioning

**Idea:** Use the median of the first, middle, and last key as the pivot.

**Algorithm** M3PARTITION( $A, p, r$ )

1. exchange  $A[(p + r)/2]$ ,  $A[r - 1]$
2. **if**  $A[p] > A[r - 1]$  **then** exchange  $A[p]$ ,  $A[r - 1]$
3. **if**  $A[p] > A[r]$  **then** exchange  $A[p]$ ,  $A[r]$
4. **if**  $A[r - 1] > A[r]$  **then** exchange  $A[r - 1]$ ,  $A[r]$
5. PARTITION( $A, p + 1, r - 1$ )

Note that M3PARTITION( $A, p, r$ ) only requires 1 more comparison than PARTITION( $A, p, r$ )

## Median-of-Three Partitioning (cont'd)

**Algorithm** M3QUICKSORT( $A, p, r$ )

1. **if**  $p < r$  **then**
2.      $q \leftarrow$  M3PARTITION( $A, p, r$ )
3.     M3QUICKSORT( $A, p, q - 1$ )
4.     M3QUICKSORT( $A, q + 1, r$ )

It can be shown that the worst-case running time of M3QUICKSORT is still  $\Theta(n^2)$ , but at least in the case of an almost sorted array (and in most other cases that are relevant in practice) it is very efficient.

# Randomized Quicksort

**Idea:** Use key of random element as the pivot.

**Algorithm** RPARTITION( $A, p, r$ )

1.  $k \leftarrow \text{RANDOM}(p, r)$        $\triangleright$  choose  $k$  randomly from  $\{p, \dots, r\}$
2. exchange  $A[k], A[r]$
3. PARTITION( $A, p, r$ )

**Algorithm** RANDOMIZED QUICKSORT( $A, p, r$ )

1. **if**  $p < r$  **then**
2.      $q \leftarrow \text{RPARTITION}(A, p, r)$
3.     RANDOMIZED QUICKSORT( $A, p, q - 1$ )
4.     RANDOMIZED QUICKSORT( $A, q + 1, r$ )

# Analysis of Randomized Quicksort

The running time of RANDOMIZED QUICKSORT on an input of size  $n$  is a **random variable**.

An analysis similar to the average case analysis of QUICKSORT shows:

## Theorem

*For all inputs  $(A, p, r)$ , the **expected number of comparisons** performed during a run of RANDOMIZED QUICKSORT on input  $(A, p, r)$ , is at most  $2 \ln(n)(n + 1)$ , where  $n = r - p + 1$ .*

## Corollary

*Thus the **expected running time** of RANDOMIZED QUICKSORT on any input of size  $n$  is  $\Theta(n \lg(n))$ .*

# Reading Assignment

Sections 7.2, 7.3, 7.4 of [CLRS] (edition 2 or 3)

## Problems

1. Convince yourself that PARTITION works correctly by working a few examples, or (better) try to prove that it works correctly.
2. In our proof of the Average-running time  $A(n)$ , we can think of the input as being some permutation of  $(1, \dots, n)$ , and assume all permutations are equally likely. Why does this explain the  $1/n$  factor in the recurrence on slide 10?
3. Show that if the array is initially in decreasing order, then the running time is  $\Theta(n^2)$ .  
 $O(n^2)$  from slide 8.  $\Omega(n^2)$  involves considering PARTITION on a decreasing array.