

Mergesort and Quicksort

CS 206

Sorting algorithms

- Insertion, selection and bubble sort have quadratic worst-case performance
- Mergesort and Quicksort have time $O(n \lg n)$

Merge Sort

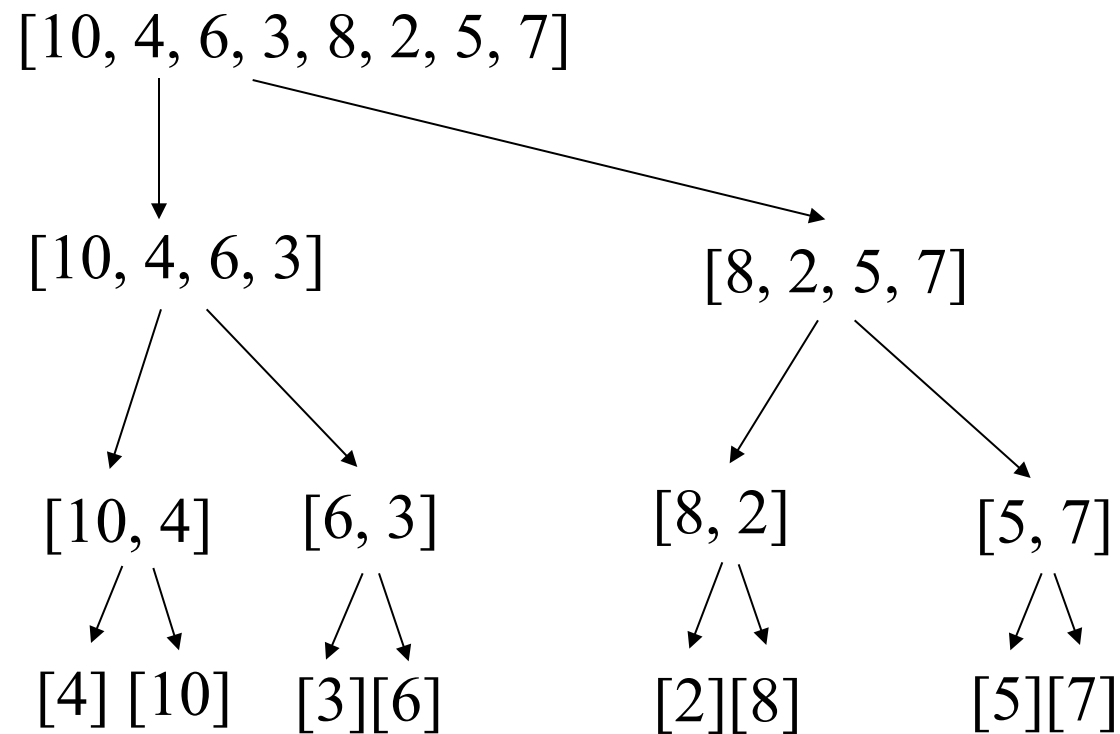
- Apply divide-and-conquer to sorting problem
- Problem: Given n elements, sort elements into non-decreasing order
- Divide-and-Conquer:
 - If $n=1$ terminate (every one-element list is already sorted)
 - If $n>1$, partition elements into two or more sub-collections; sort each; combine into a single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

Partitioning

- 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

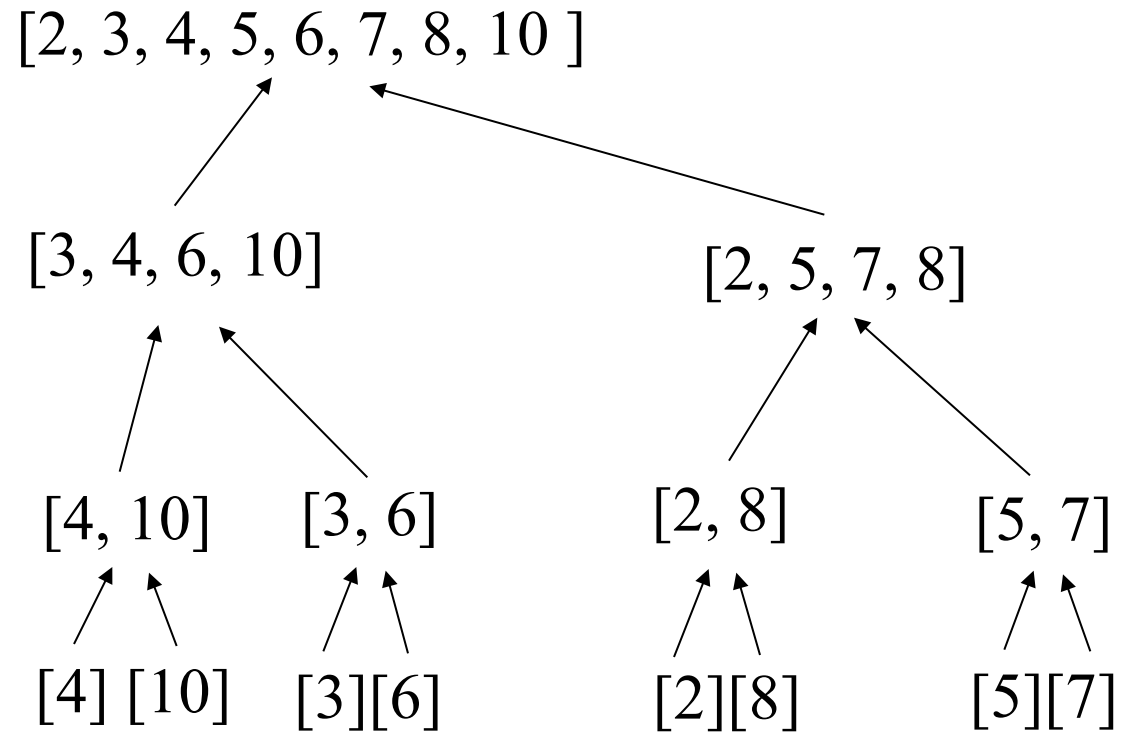
Example

- 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
    }
}
```

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:

$$T(n) = 2T(n/2) + c_2n$$

$$T(n/2) = 2T(n/4) + c_2n/2$$

$$T(n) = 4T(n/4) + 2c_2n$$

$$T(n) = 8T(n/8) + 3c_2n$$

$$T(n) = 2^i T(n/2^i) + ic_2n$$

Assuming $n = 2^k$, expansion halts when we get $T(1)$ on right side; this happens when $i=k$ $T(n) = 2^k T(1) + kc_2n$

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

$$T(n) = c_1n + c_2n \lg n;$$

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

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

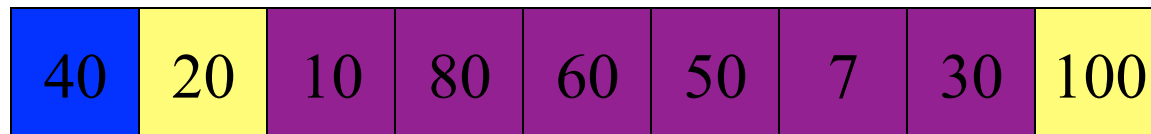
Given a pivot, partition the elements of the array such that the resulting array consists of:

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.

pivot_index = 0

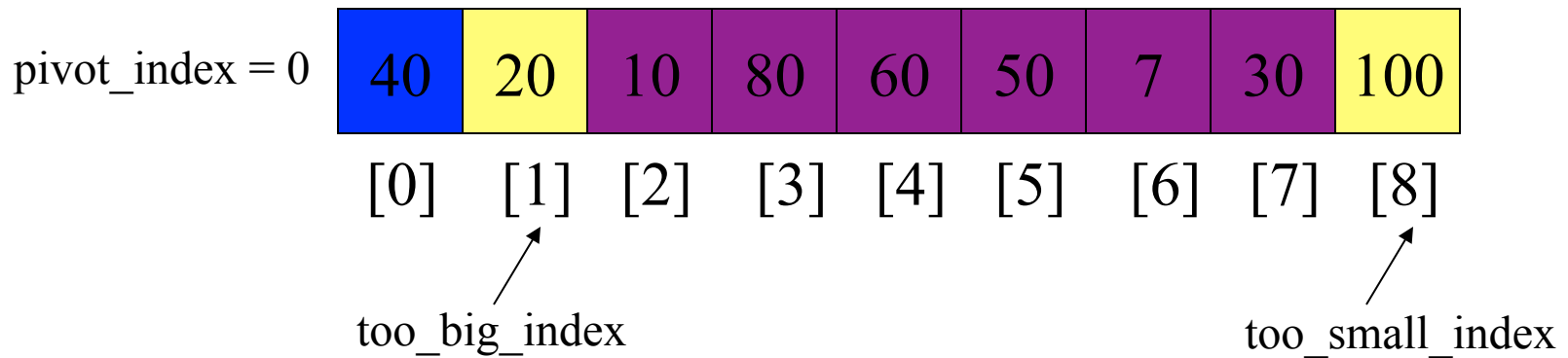


[0] [1] [2] [3] [4] [5] [6] [7] [8]

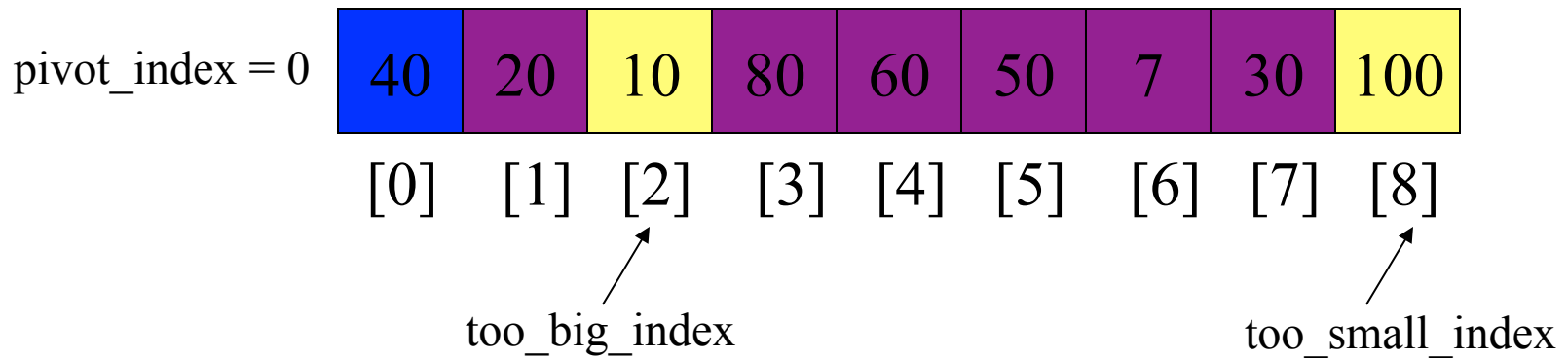
too_big_index

too_small_index

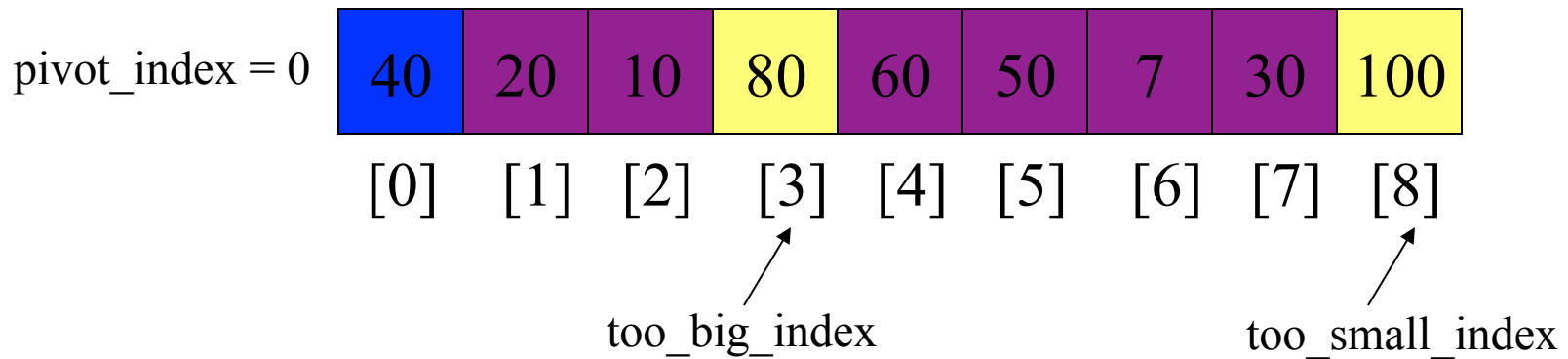
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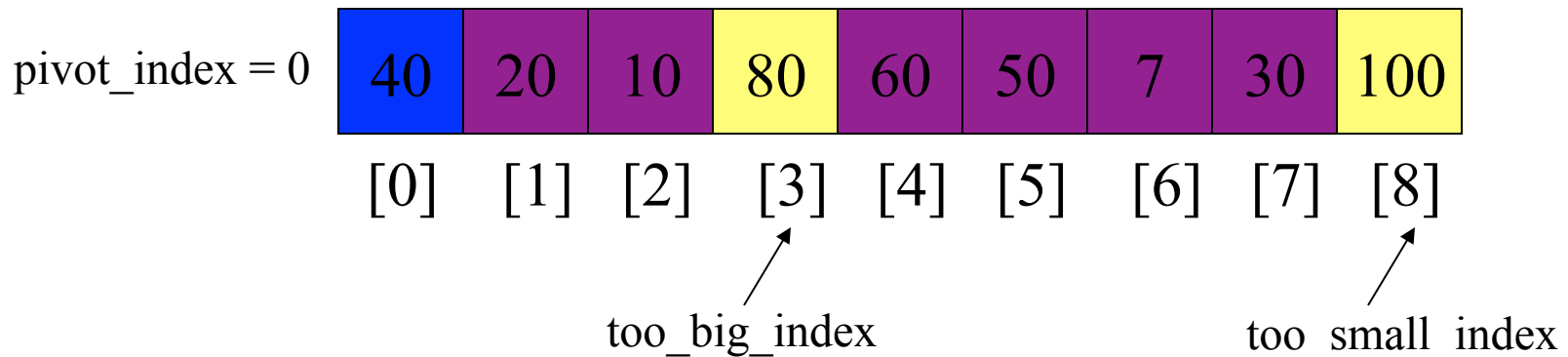
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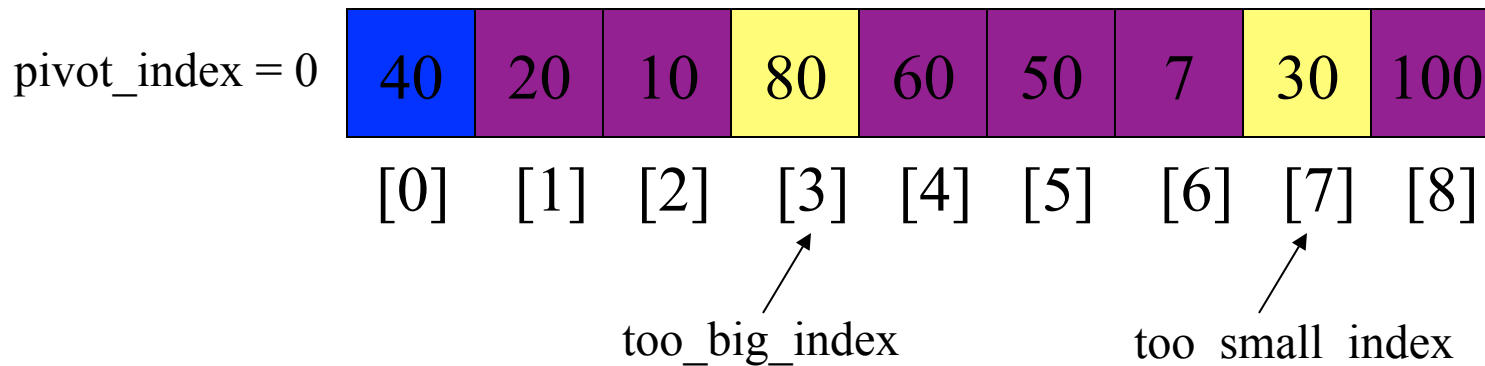
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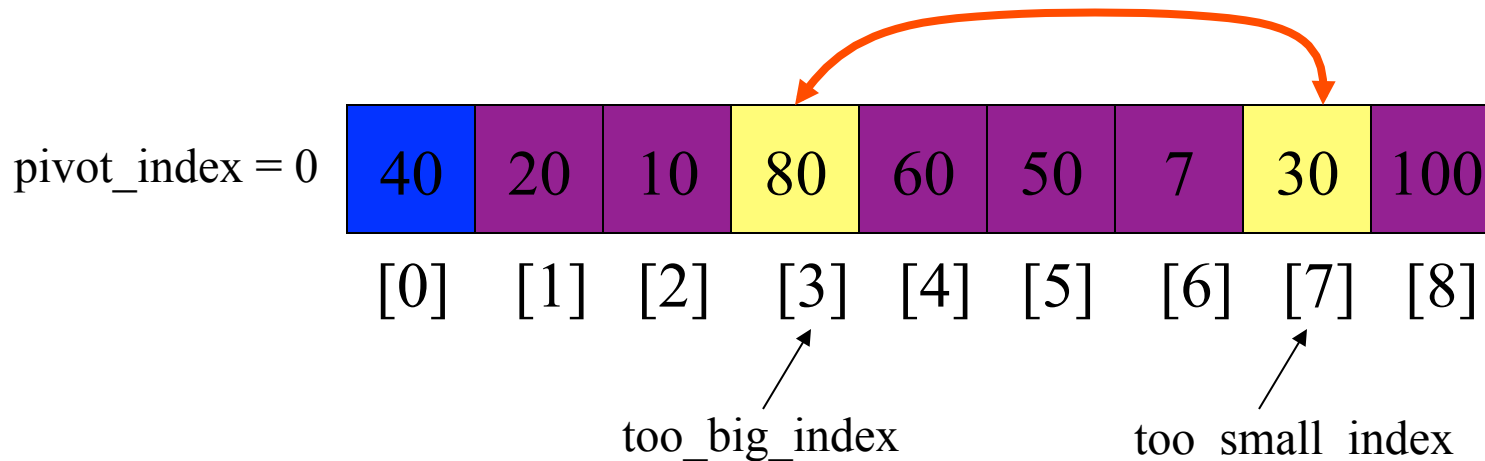
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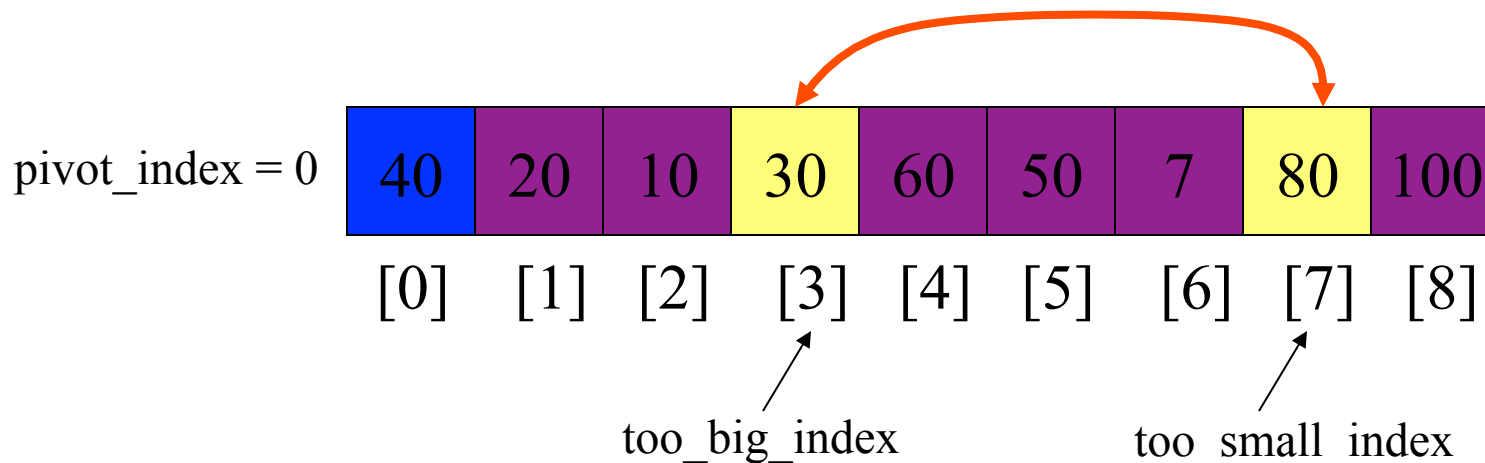
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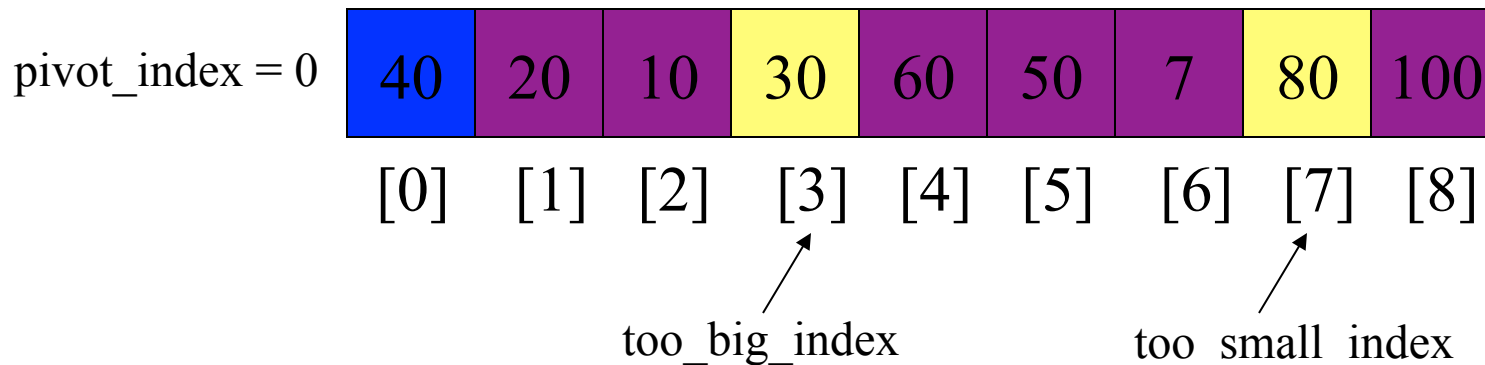
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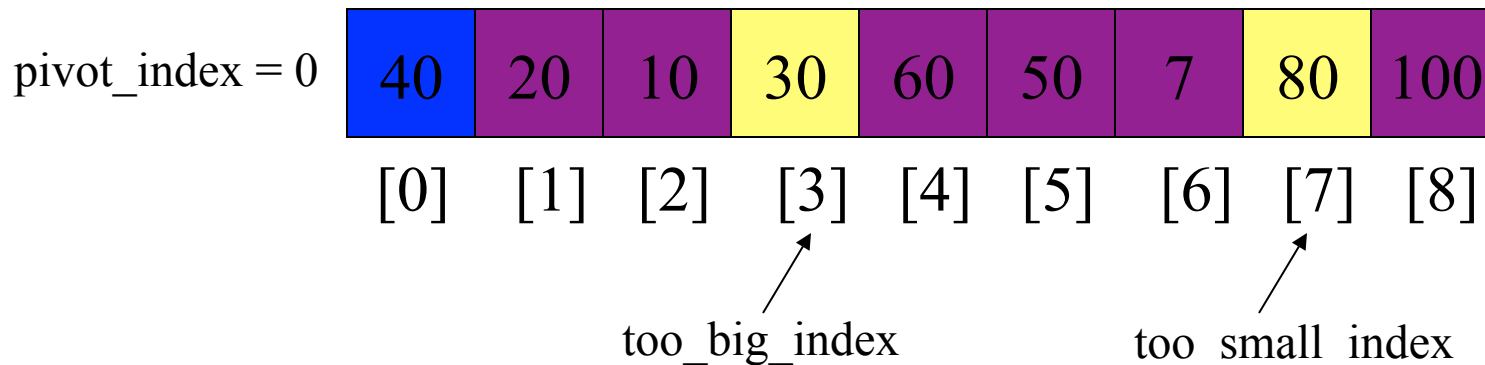
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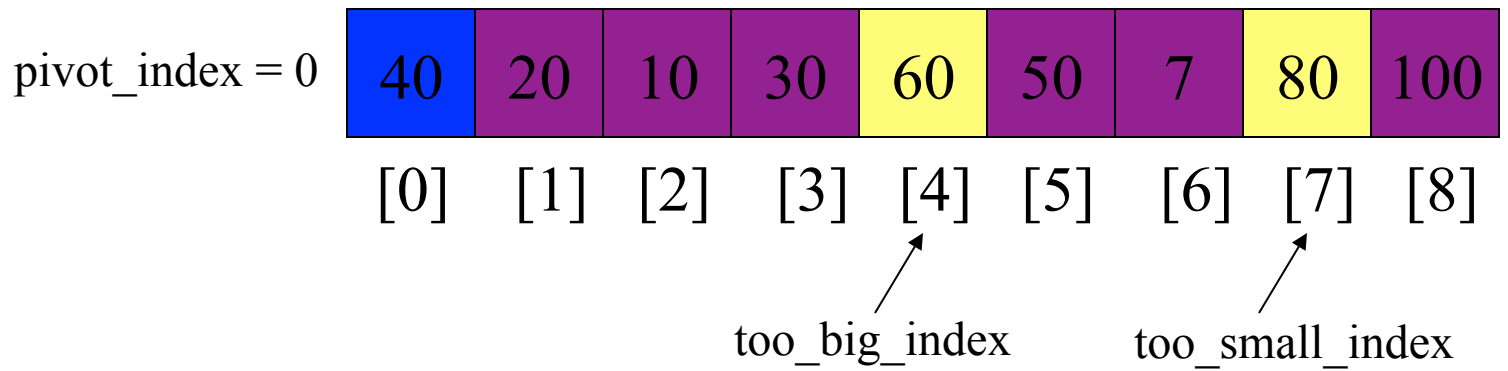
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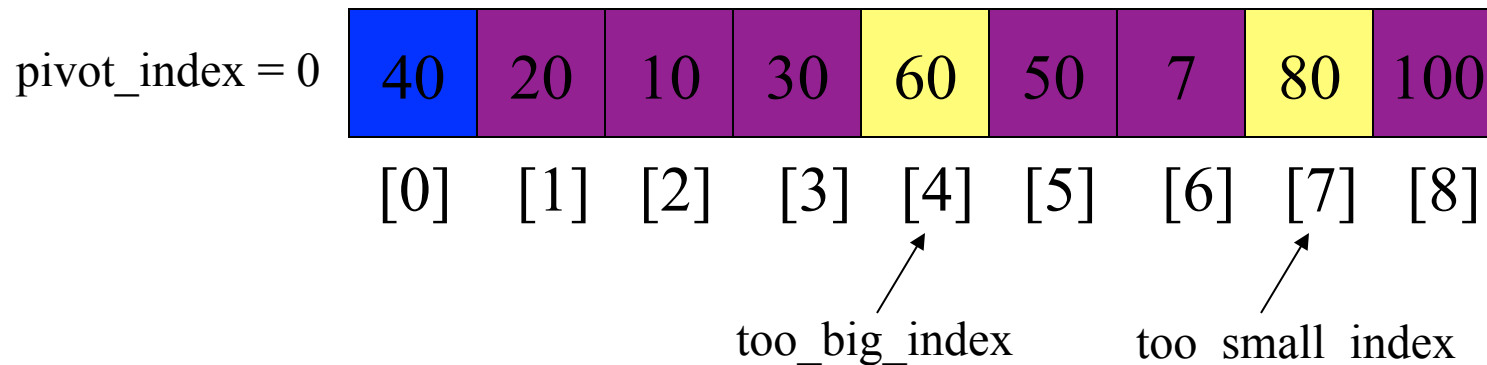
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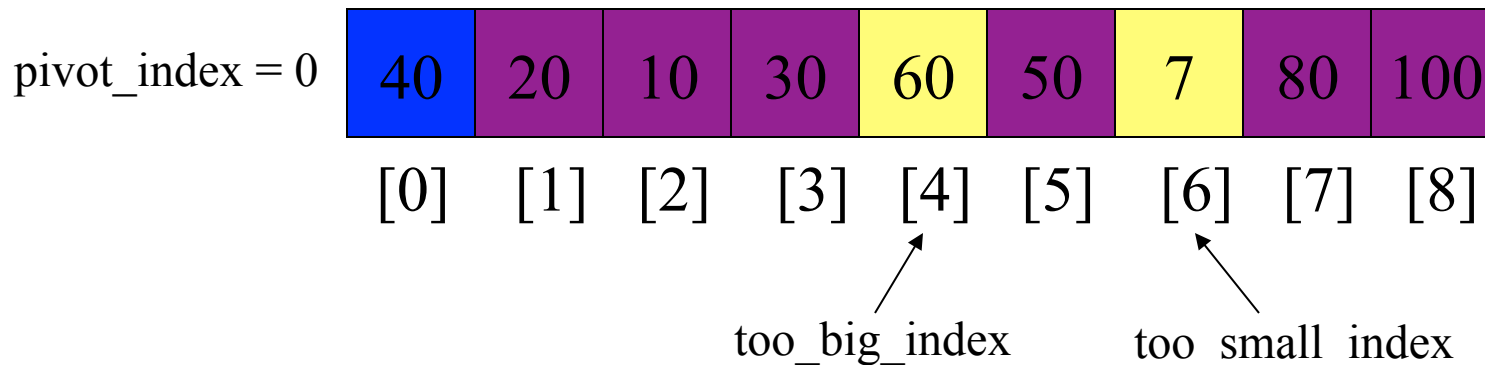
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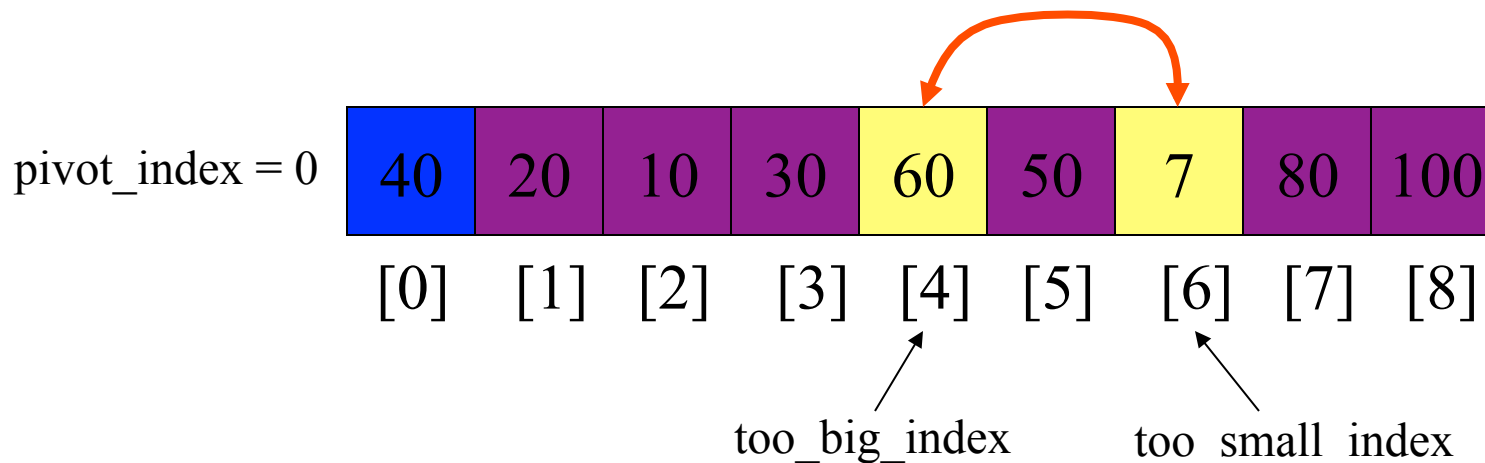
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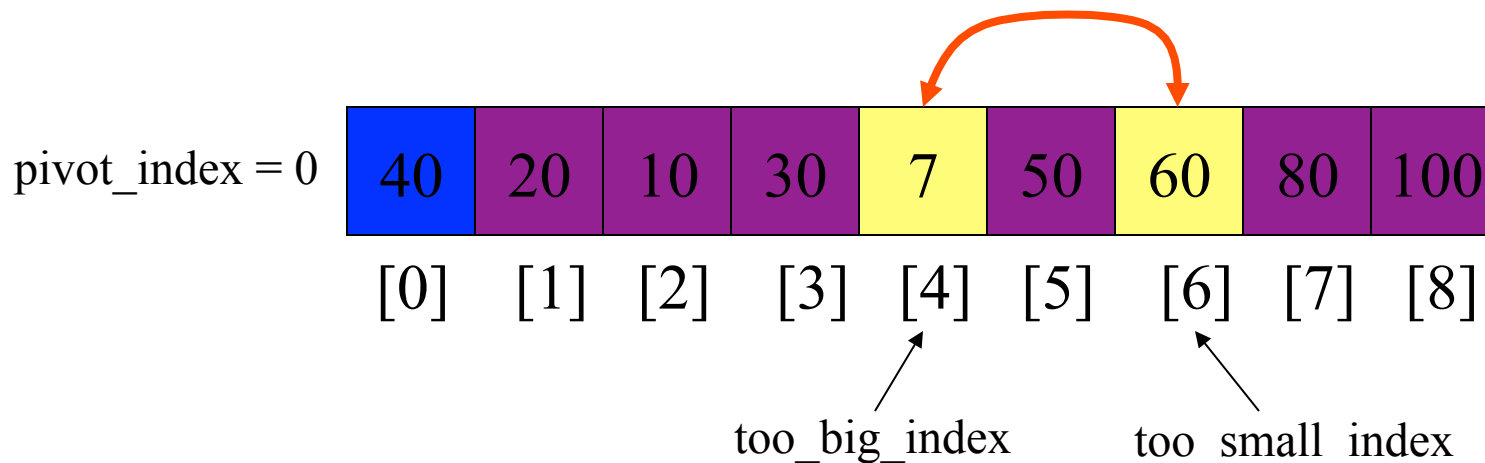
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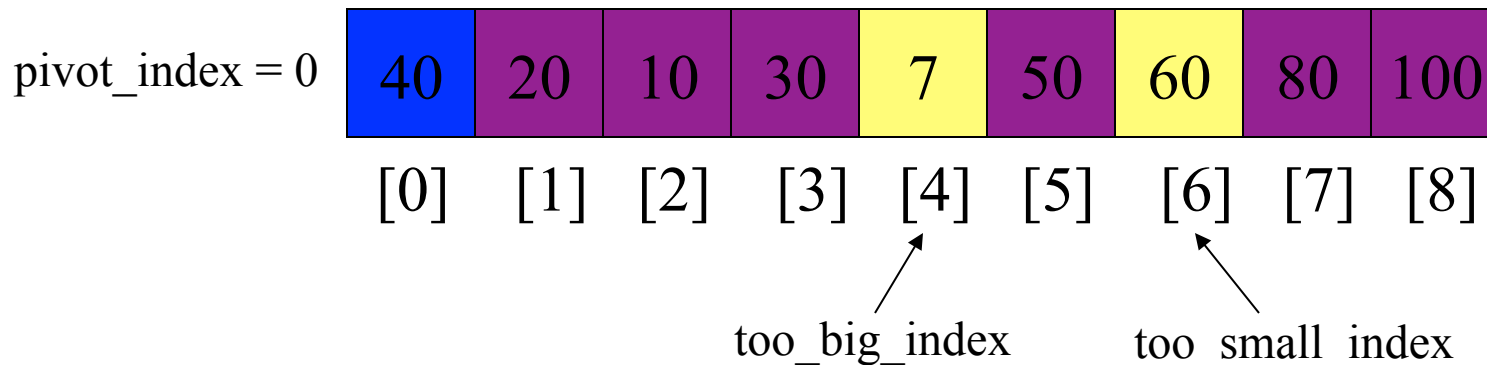
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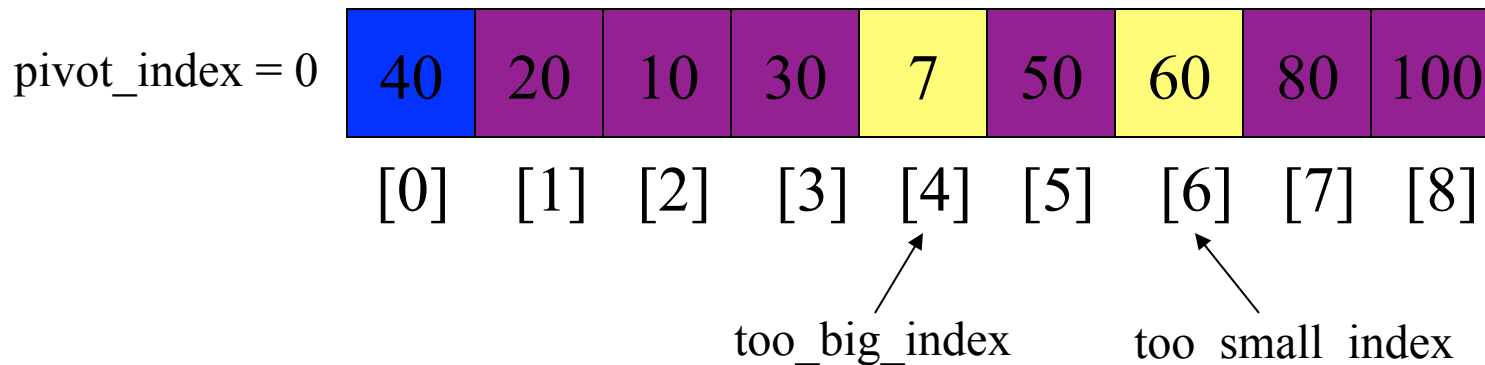
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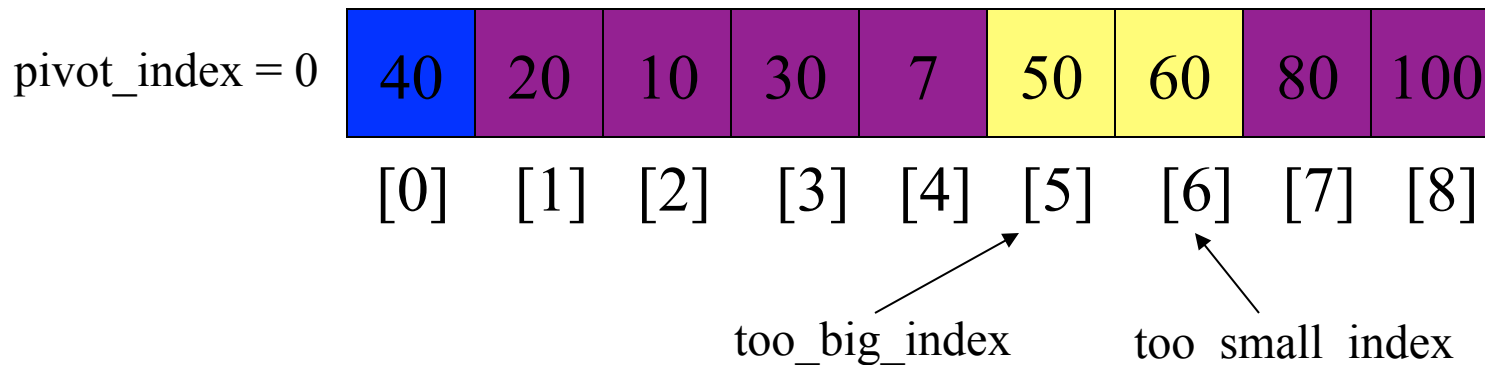
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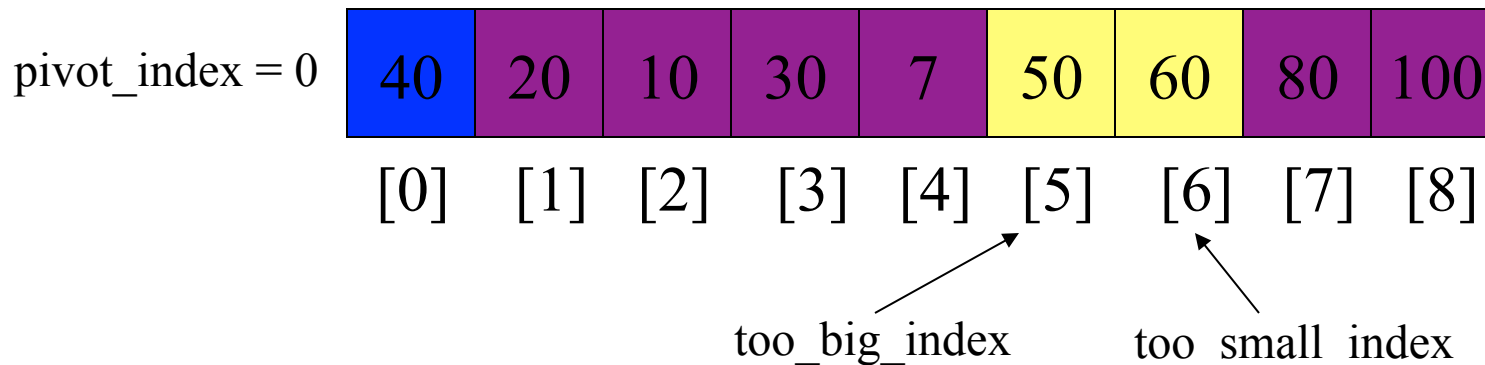
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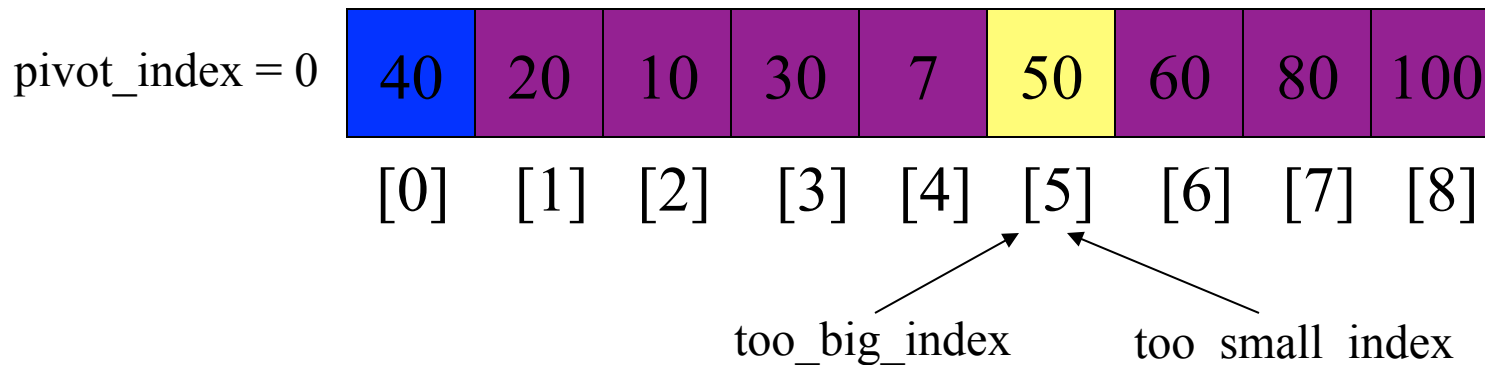
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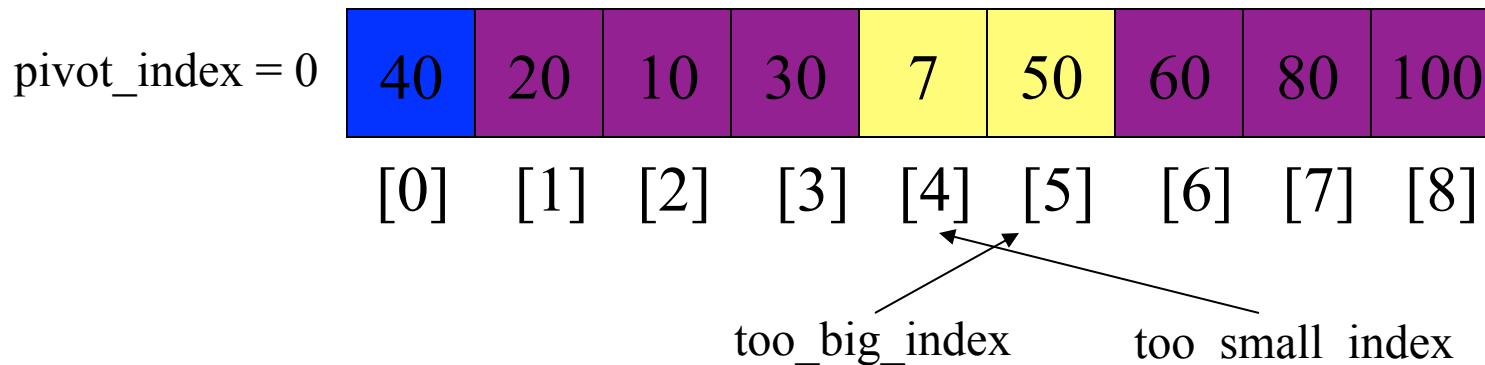
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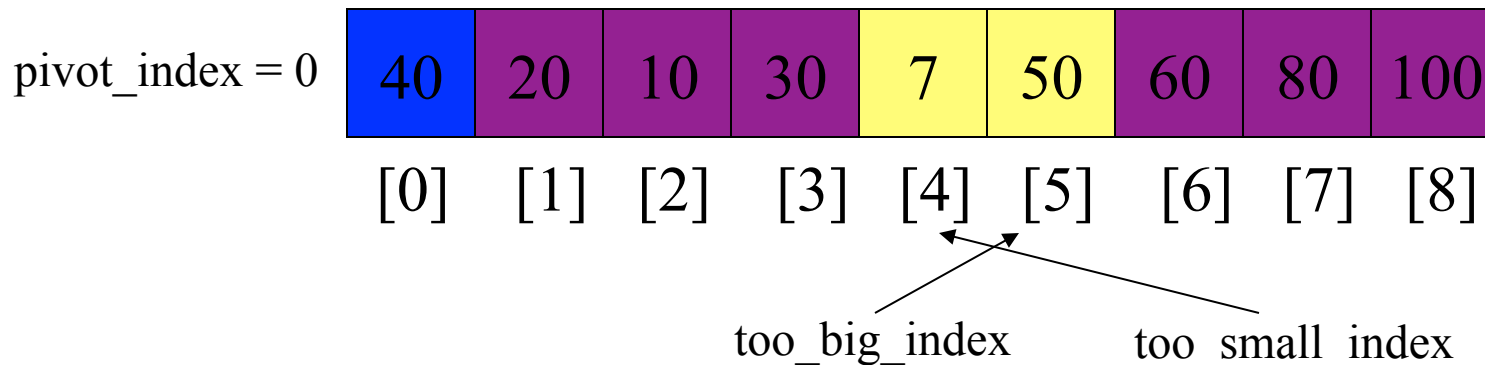
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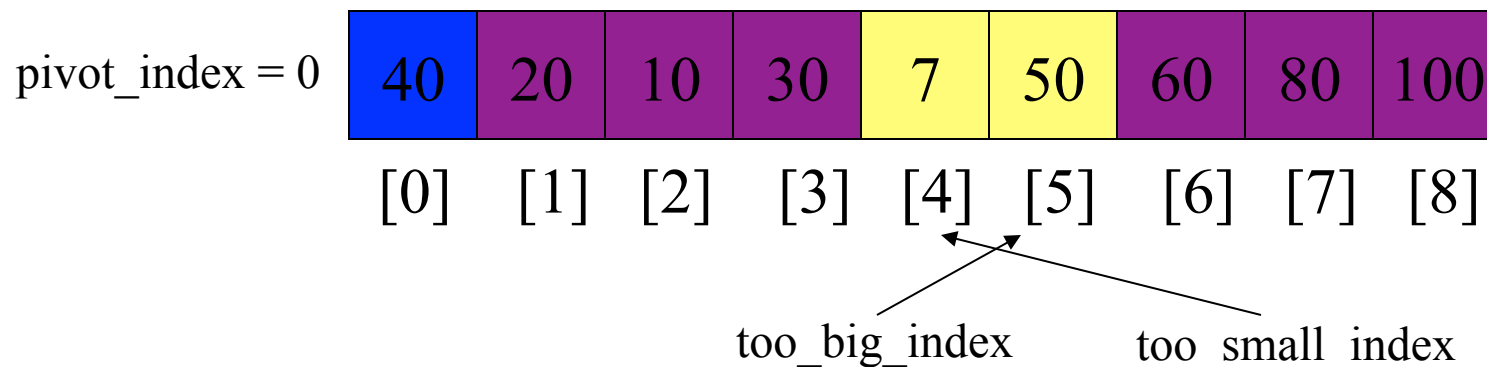
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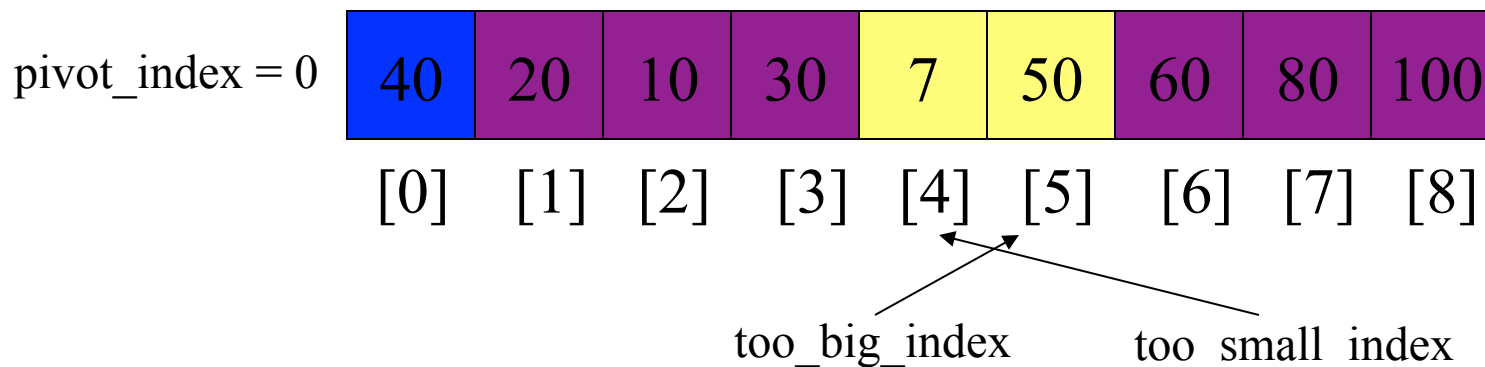
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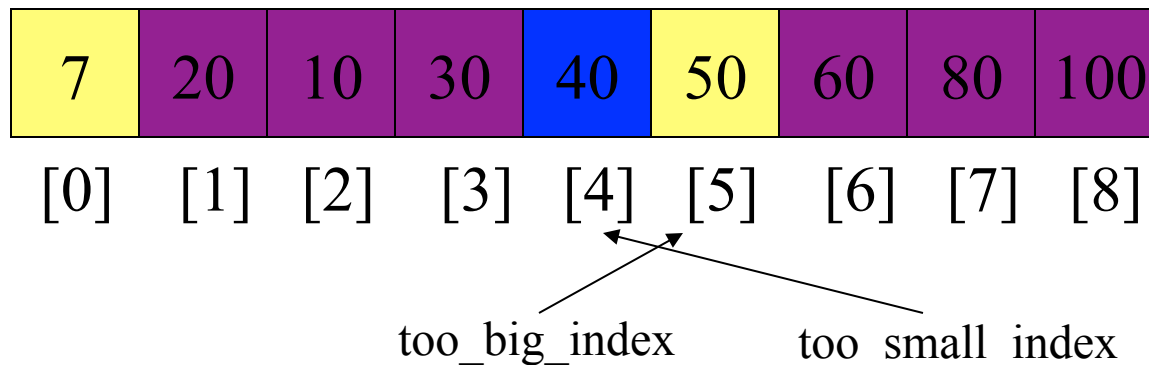


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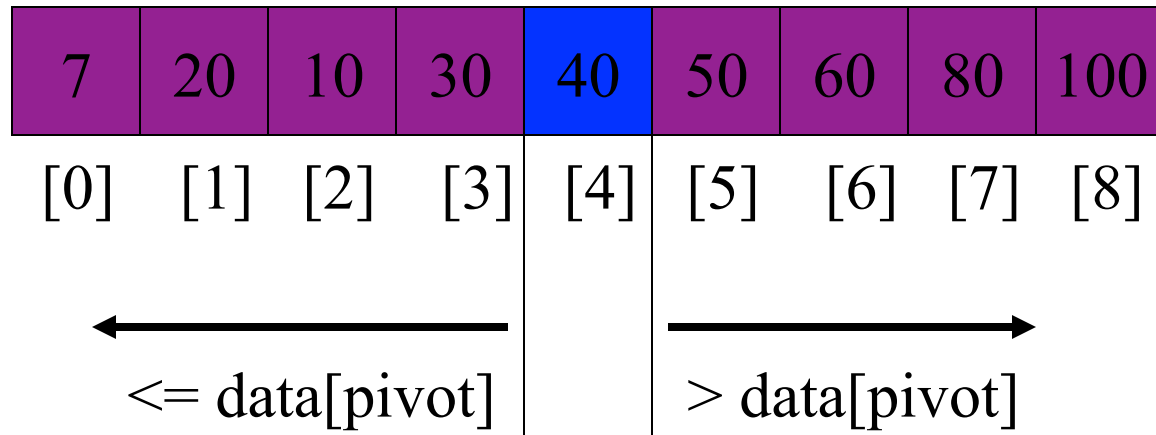


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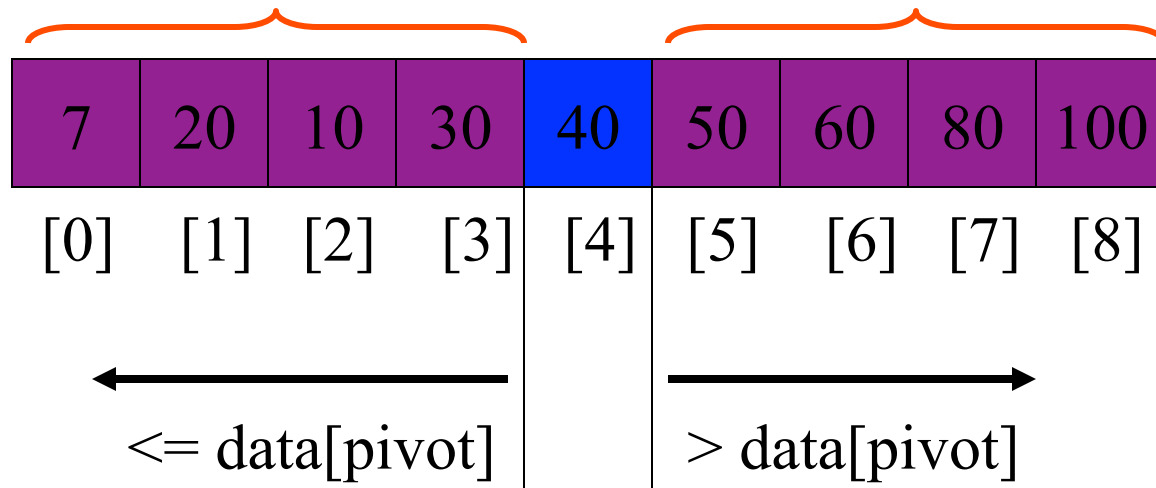
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Partition Result



Recursion: Quicksort Sub-arrays



Quicksort Analysis

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 - Number of accesses in partition? $O(n)$

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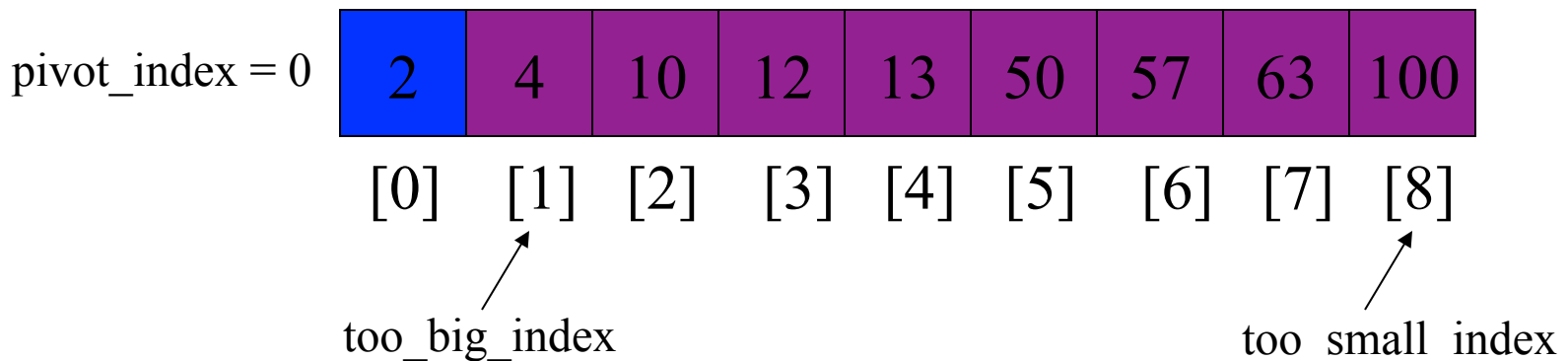
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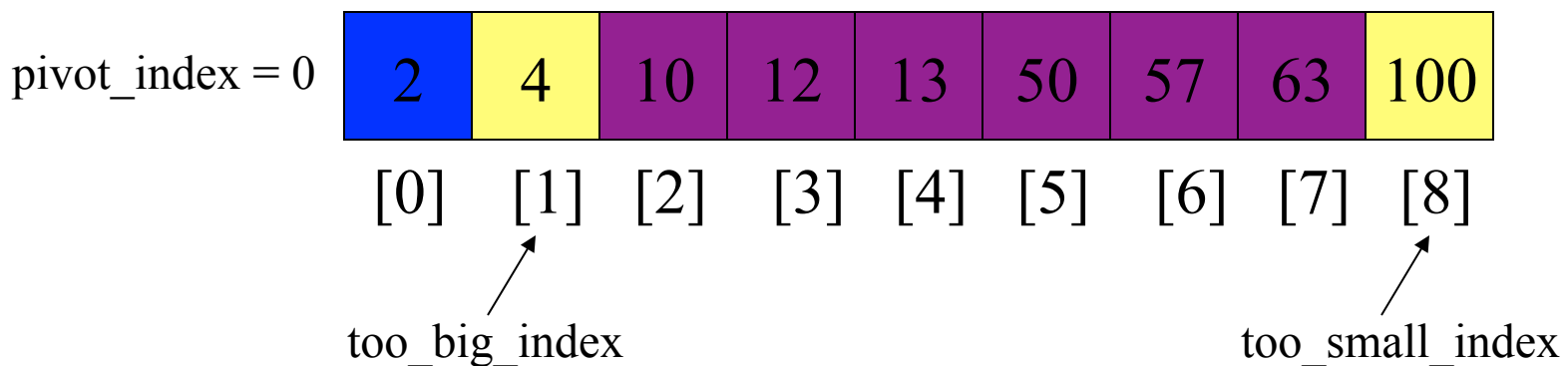
- Assume that keys are random, uniformly distributed.
- Best case running time: $O(n \lg n)$
- Worst case running time?

Quicksort: Worst Case

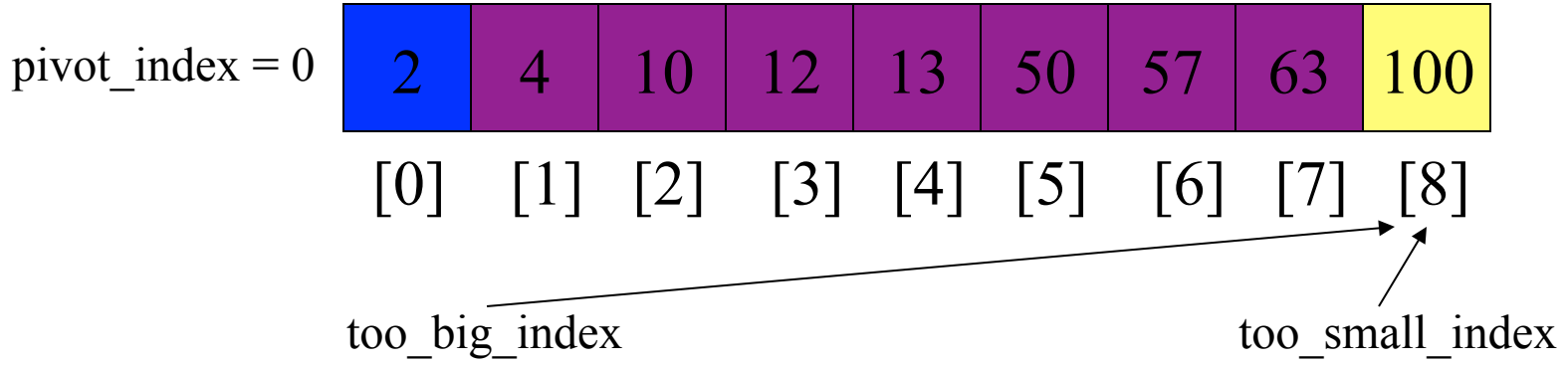
- Assume first element is chosen as pivot.
- Assume we get array that is already in order:



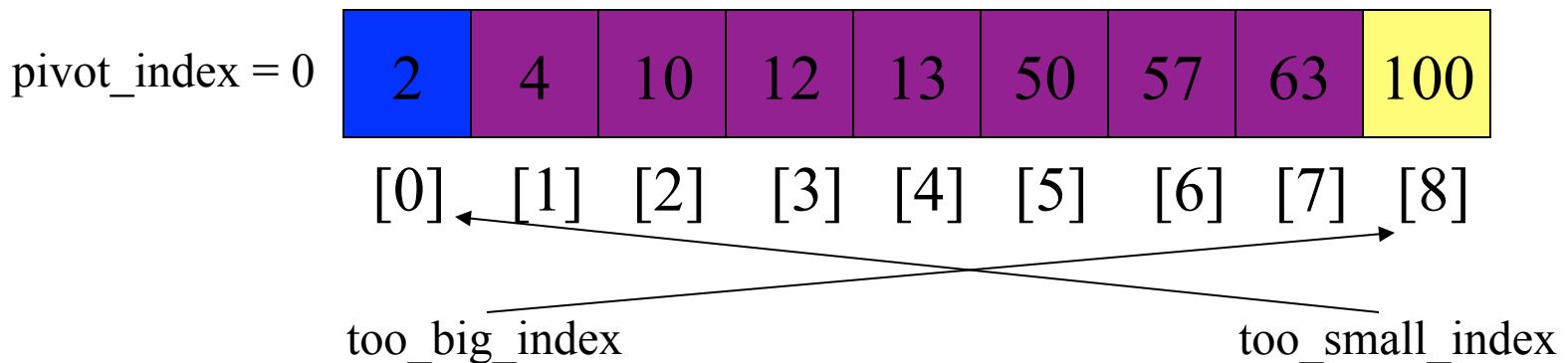
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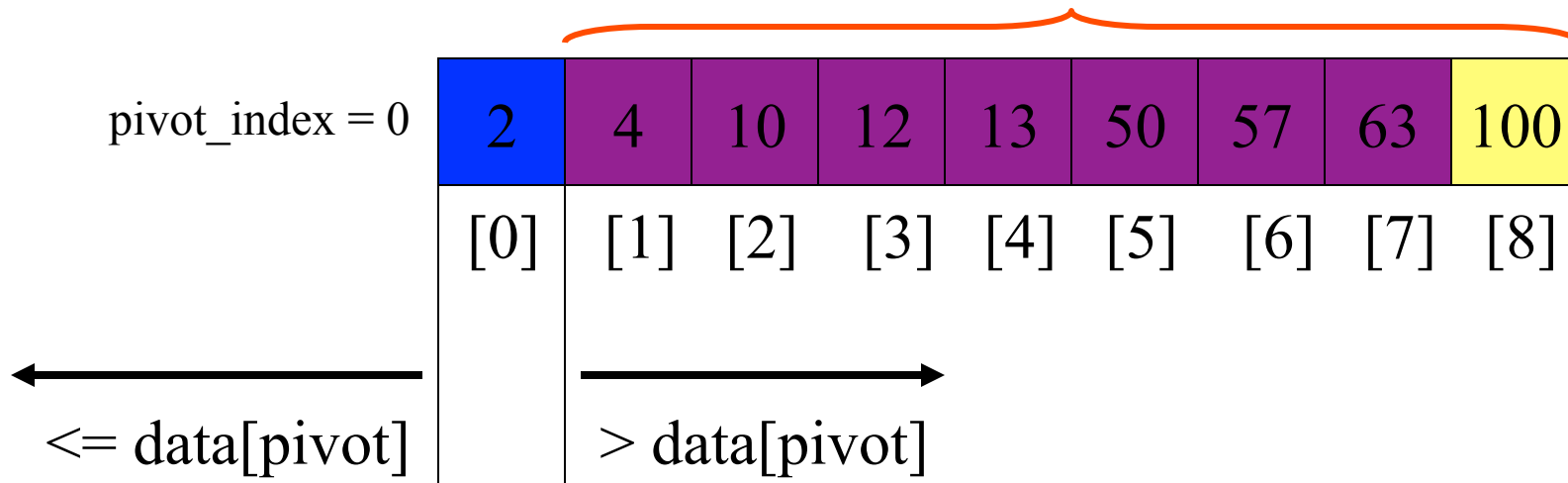
- 1. While $\text{data}[\text{too_big_index}] \leq \text{data}[\text{pivot}]$
 $++\text{too_big_index}$
- 2. While $\text{data}[\text{too_small_index}] > \text{data}[\text{pivot}]$
 $--\text{too_small_index}$
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 swap $\text{data}[\text{too_big_index}]$ and $\text{data}[\text{too_small_index}]$
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1. While `data[too_big_index] <= data[pivot]`
 `++too_big_index`
2. While `data[too_small_index] > data[pivot]`
 `--too_small_index`
- 3. If `too_big_index < too_small_index`
 swap `data[too_big_index]` and `data[too_small_index]`
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Quicksort Analysis

- Assume that keys are random, uniformly distributed.
- Best case running time: $O(n \lg n)$
- Worst case running time?
 - Recursion:
 1. Partition splits array in two sub-arrays:
 - one sub-array of size 0
 - the other sub-array of size $n-1$
 2. Quicksort each sub-array
 - Depth of recursion tree?

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- 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]`.

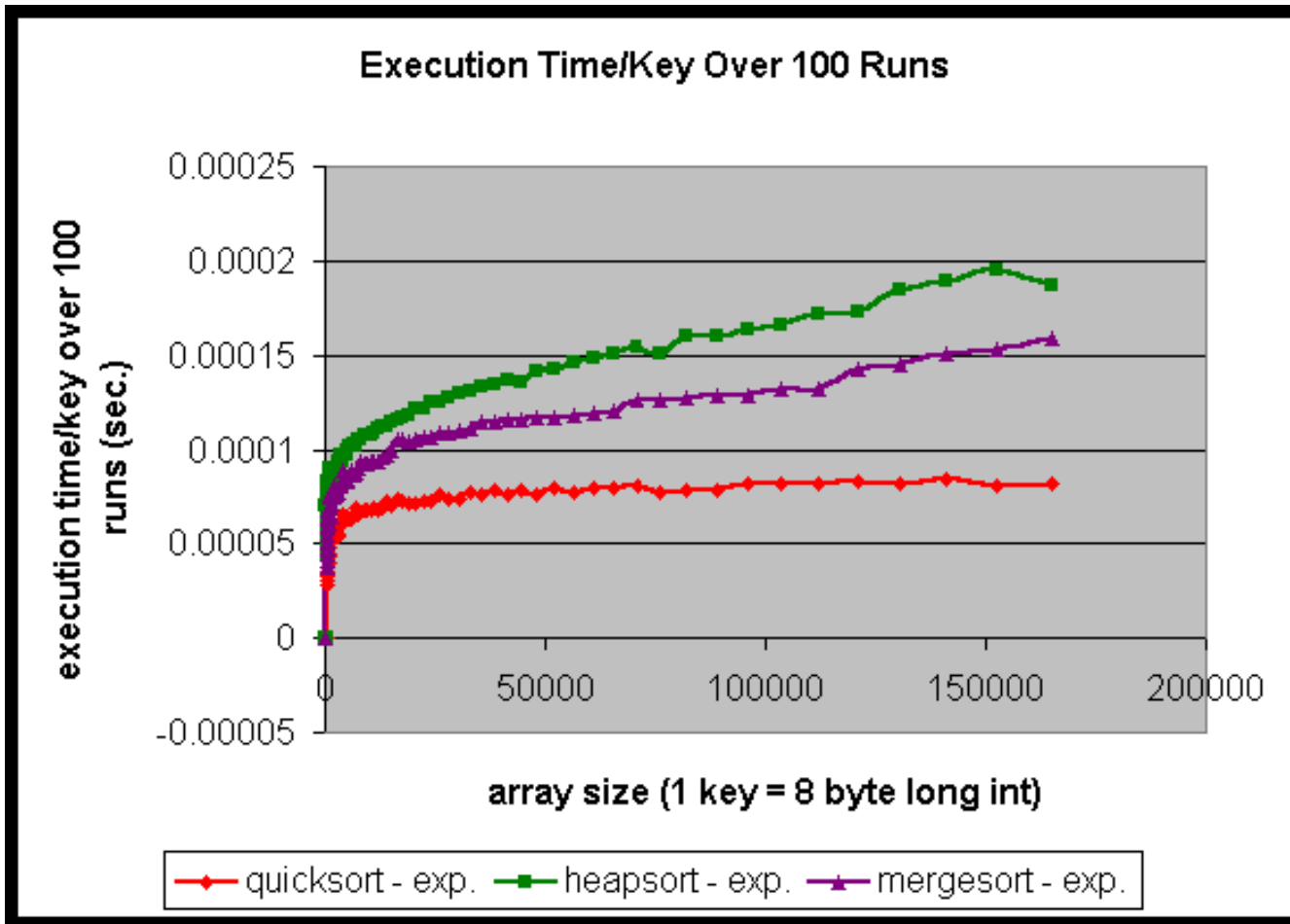
Use this median value as pivot.

Randomize array initially

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(`data[first] > data[second]`) swap them
 - Sub-array of size 3: left as an exercise.

Empirical Comparison



Sorting Algorithm Animations

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Problem Size: [20](#) · [30](#) · [40](#) · [50](#) Magnification: [1x](#) · [2x](#) · [3x](#)

Algorithm: [Insertion](#) · [Selection](#) · [Bubble](#) · [Shell](#) · [Merge](#) · [Heap](#) · [Quick](#) · [Quick3](#)

Initial Condition: [Random](#) · [Nearly Sorted](#) · [Reversed](#) · [Few Unique](#)

	 Insertion	 Selection	 Bubble	 Shell	 Merge	 Heap	 Quick	 Quick3
 Random								
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<http://www.sorting-algorithms.com/>