



## Choosing the Pivot

- ◆ First Idea: Pick the *first* element in (sub-)array as pivot
  - ↳ What if it is the smallest or largest?
 

9	16	4	15	2
2	16	4	15	9
2	4	9	15	16
  - ↳ What if the array is sorted? How many recursive calls does quicksort make?
- ◆ 2<sup>nd</sup> Idea: Pick a *random* element
  - ↳ Gets rid of asymmetry in left/right sizes
  - ↳ But...requires calls to pseudo-random number generator – expensive/error-prone
- ◆ Third idea: Pick *median* ( $N/2^{\text{th}}$  largest element)
  - ↳ Hard to compute without sorting!
  - ↳ Compromise: Pick median of three elements

## Median-of-Three Pivot

- ◆ Find the median of the first, middle and last element
 

$2 \quad 4 \quad 9 \quad 15 \quad 16$   
 $\swarrow \quad \downarrow \quad \searrow$   
 $9$

$5 \quad 4 \quad 2 \quad 15 \quad 16$   
 $\swarrow \quad \downarrow \quad \searrow$   
 $5$
- ◆ Takes only  $O(1)$  time and not error-prone like the pseudo-random pivot choice
- ◆ Less chance of poor performance as compared to looking at only 1 element
- ◆ For sorted inputs, splits array nicely in half each recursion
  - ↳ Good performance

## Quicksort Performance Analysis

- ◆ **Best Case Performance:** Algorithm always chooses best pivot and keeps splitting sub-arrays in half at each recursion
  - ↳  $T(0) = T(1) = O(1)$  (constant time if 0 or 1 element)
  - ↳ For  $N > 1$ , 2 recursive calls plus linear time for partitioning
  - ↳  $T(N) = 2T(N/2) + O(N)$  (Same recurrence relation as Mergesort)
  - ↳  $T(N) = ?$

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  - ↳  $T(N) = O(N \log N)$
- ◆ **Worst Case Performance:** What is the worst case?

## Quicksort Performance Analysis

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  - ↳  $T(0) = T(1) = O(1)$  and  $T(N) = 2T(N/2) + O(N)$
  - ↳  $T(N) = O(N \log N)$
- ◆ **Worst Case Performance:** Algorithm keeps picking the worst pivot – one sub-array empty at each recursion
  - ↳  $T(0) = T(1) = O(1)$
  - ↳  $T(N) = T(N-1) + O(N)$
  - ↳  $T(N) = ?$

## Quicksort Performance Analysis

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- ◆ **Worst Case Performance:** Algorithm keeps picking the worst pivot – one sub-array empty at each recursion
  - ↳  $T(0) = T(1) = O(1)$
  - ↳  $T(N) = T(N-1) + O(N)$
  - ↳  $= T(N-2) + O(N-1) + O(N) = \dots = T(0) + O(1) + \dots + O(N)$
  - ↳  $T(N) = O(N^2)$
- ◆ Fortunately, *average case performance* is  $O(N \log N)$  (see text for proof)

## Can We Sort Any Faster?

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- ◆ Heapsort, Mergesort, and Quicksort all run in  $O(N \log N)$  best case running time
- ◆ Can we do any better?
- ◆ Can Joe Smartypants from Softwareville, USA come up with an  $O(N \log \log N)$  sorting algorithm?

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Answer in next class...

To do:  
Finish reading chapter 7  
Start reading chapter 8