Quicksort — An Example

We sort the array

A = (38 81 22 48 13 69 93 14 45 58 79 72)

with quicksort, always choosing the pivot element to be the element in position $\lfloor (left+right)/2 \rfloor$.

The partitioning during the top-level call to *quicksort()* is illustrated on the next page. During the partitioning process,

- i) Elements strictly to the left of position *lo* are less than or equivalent to the pivot element (69).
- ii) Elements strictly to the right of position *hi* are greater than the pivot element.

When *lo* and *hi* cross, we are done. The final value of *hi* is the position in which the partitioning element ends up.

An asterisk indicates an element compared to the pivot element at that step.



Number of comparisons performed by *partition()*:

- a) No comparison for leftmost column.
- b) One comparison for each remaining column, except two for the columns where hi and lo end up. (lo = hi+1 at the end.)

C(n) = n + 1, where *n* is the size of the array (*right* - *left* + 1).

Expected number of exchanges performed by *partition*(), for a randomly ordered array, and a pivot element chosen from a designated position (and hence a random element of the array).

Say the pivot element turns out to be the k^{th} largest element of the *n* elements, so it ends up in the k^{th} position.

Each exchange of A[lo] and A[hi] moves one element initially to the right of k^{th} position, but less than (or equivalent but not equal to) the pivot element, to a position not right of the k^{th} position.

Of the *k*-1 elements in the array less than the pivot element, we would expect ((n-k)/(n-1)) (*k*-1) of these to lie initially right of the *k*th position. Thus we expect $(k-1)(n-k)/(n-1) \approx k(n-k)/n$ exchanges.

Since all values of k, $1 \le k \le n$, are equally likely, the expected number of exchanges would be approximately

$$E_{\text{ave}}(n) \approx (1/n) \sum_{k=1}^{n} k(n-k)/n$$

$$\approx (1/n^2) \left(\sum_{k=1}^{n} kn - \sum_{k=1}^{n} k^2 \right)$$

$$\approx (1/n^2) (n^3/2 - n^3/3)$$

$$E_{\text{ave}}(n) \approx n/6$$

In other words, *partition()* performs only about 1 exchange for every 6 comparisons. An alternate version, designed specifically to work with moves, performs about one move for each 3 comparisons.

partition() does an extremely good job of minimizing the movement of elements. This is probably why quicksort tends to be faster than mergesort in the expected case, even though it performs move comparisons

Here is the tree of recursive calls to quicksort. Calls to sort subarrays of size 0 or 1 are not shown. (They could be omitted.)



The Quicksort Algorithm (each interval partitioned using its middle element)

partition(*A*, *left*, *right*) rarranges *A*[*left*..*right*] and finds and returns an integer *q*, such that

 $A[left], ..., A[q-1] \leq pivot, A[q] = pivot, A[q+1], ..., A[right] > pivot,$ where *pivot* is the middle element of a[left..right], before partitioning. (To choose the pivot element differently, simply modify the assignment to *m*.)

```
Integer partition( T[] A, Integer left, Integer right)

m = \lfloor left + right \rfloor / 2;

swap(A[left], A[m]);

pivot = A[left];

lo = left+1; hi = right;

while ( lo \le hi )

while ( a[hi] > pivot )

hi = hi - 1;

while ( lo \le hi and A[lo] \le pivot )

lo = lo + 1;

if ( lo \le hi )

swap(A[lo], A[hi]);

lo = lo + 1; hi = hi - 1;

swap(A[left], A[hi]);

return hi
```

quicksort(*A*, *left*, *right*) sorts *A*[*left*..*right*] by using *partition*() to partition *A*[*left*..*right*], and then calling itself recursively twice to sort the two subarrays.

```
void quicksort( T[] A, Integer left, Integer right)
if ( left < right )
    q = partition( A, left, right);
    quicksort( A, left, q-1);
    quicksort( A, q+1, right);</pre>
```