

# Optimal Partitioning for Dual Pivot Quicksort

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# Dual Pivot Quicksort

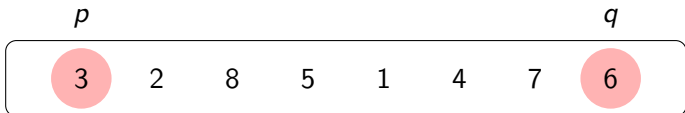
3 2 8 5 1 4 7 6

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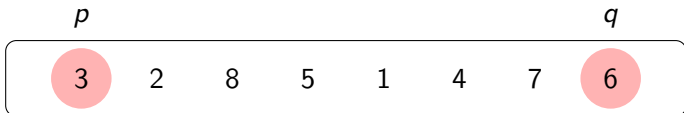
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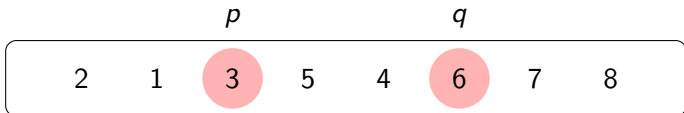


Partition, i.e., re-arrange elements via “swaps”.

Partition:



# Dual Pivot Quicksort

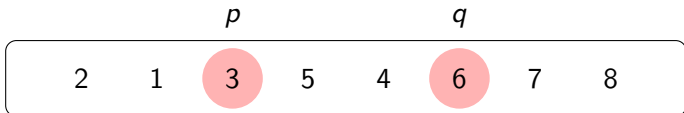


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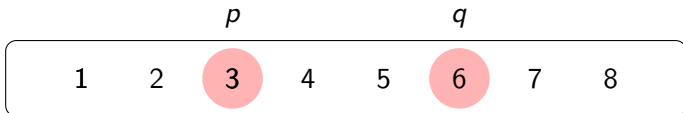


Use recursion to sort these **three** subarrays.

Partition:



# Dual Pivot Quicksort



Use recursion to sort these **three** subarrays.



# Dual Pivot Quicksort

1 2 3 4 5 6 7 8

Done.

## Dual Pivot Quicksort: History

- **Robert Sedgewick (1975)**: Analyzed a dual pivot algorithm that makes much more swaps than classical quicksort on average→ no further investigation.
- **Pascal Hennequin (1991)**: Thorough analysis of quicksort with  $k \geq 1$  pivots.
  - ▶ for  $k = 2$ , no improvements found.
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So, why bother?

**Java 7 (2009)**: Classical quicksort is replaced by a dual pivot quicksort variant due to Yaroslavskiy!

Rigorous analysis of the core of this algorithm by Wild and Nebel (2012).

# Classical QS vs. Yaroslavskiy's Dual Pivot QS

Classical QS      Yaroslavskiy

Average  
Comparison Count

$2n \ln n$ ( $= 1.38n \log n$ )	$1.9n \ln n$
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- **Experiments:** Yaroslavskiy's algorithm around 10% faster!

# Classical QS vs. Yaroslavskiy's Dual Pivot QS

Classical QS      Yaroslavskiy      Optimal DP

Average  
Comparison Count

$2n \ln n$ (= $1.38n \log n$ )	$1.9n \ln n$	??
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- **Experiments:** Yaroslavskiy's algorithm around 10% faster!
- **Question:** What is possible?

# Focus of This Talk

- introduce a model that captures all dual pivot algorithms,
- give a unified analysis of the average **comparison** count,
- identify optimal algorithms.

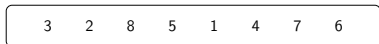
For analysis:

- input is random permutation of  $\{1, \dots, n\}$
- left-most and right-most elements are the two pivots
- analyze average sorting cost

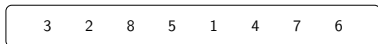
# Reduce Sorting to Partitioning

## Fact (Hennequin, 1991)

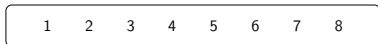
For dual pivot quicksort, average partitioning cost of  $\approx a \cdot n + O(1)$  leads to average sorting cost  $\approx \frac{6}{5}a \cdot n \ln n + O(n)$ .



$\Downarrow a \cdot n + O(1)$



$\Downarrow \frac{6}{5} \cdot a \cdot n \ln n + O(n)$





# Reduce Partitioning to Classification

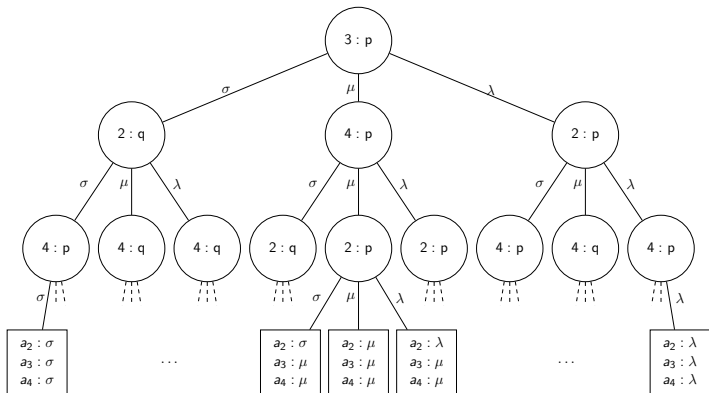
- simplification: focus on classifying elements as

small, medium, or large

- independent of this: “clever” swap strategy to obtain a partition



# Model: Decision Tree



Example:

3

4

2

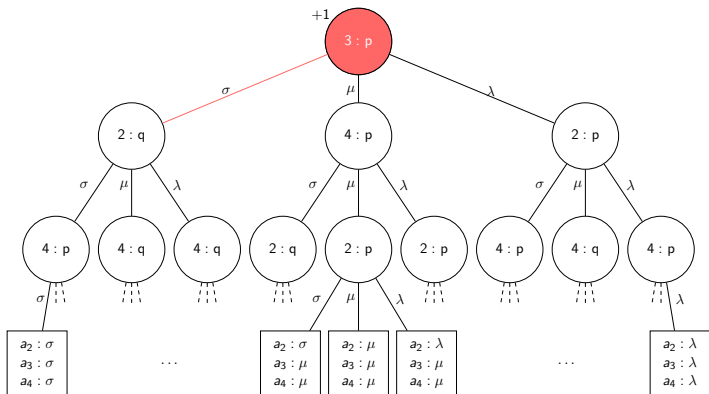
1

5





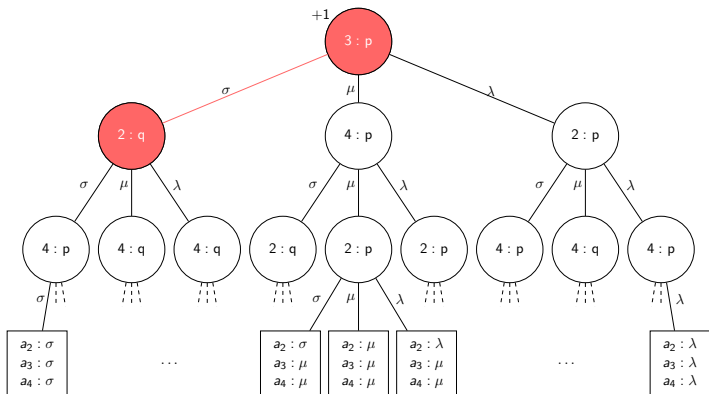
# Model: Decision Tree



Example:

	3	4	2	1	5
	p		sigma		q

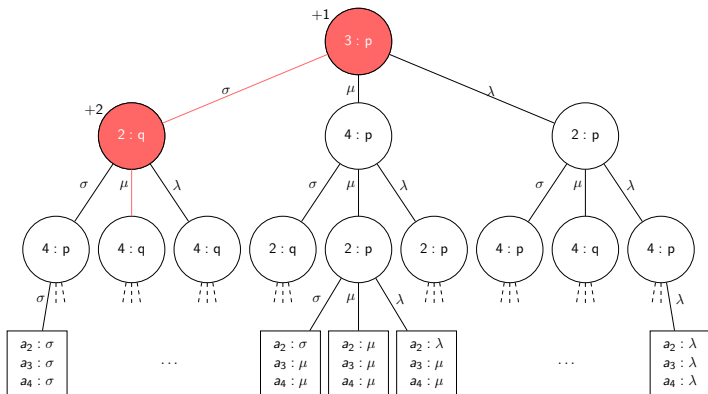
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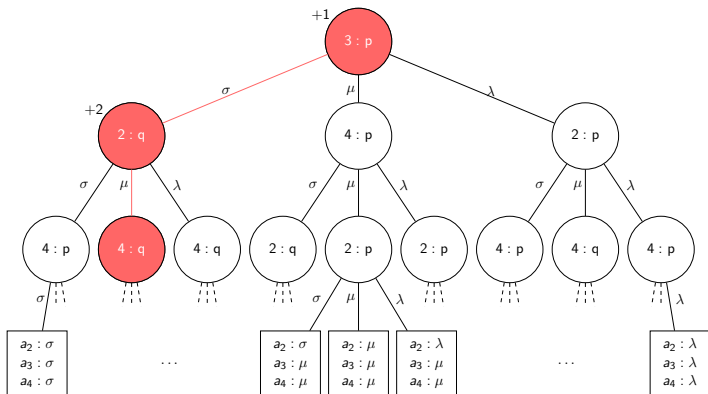
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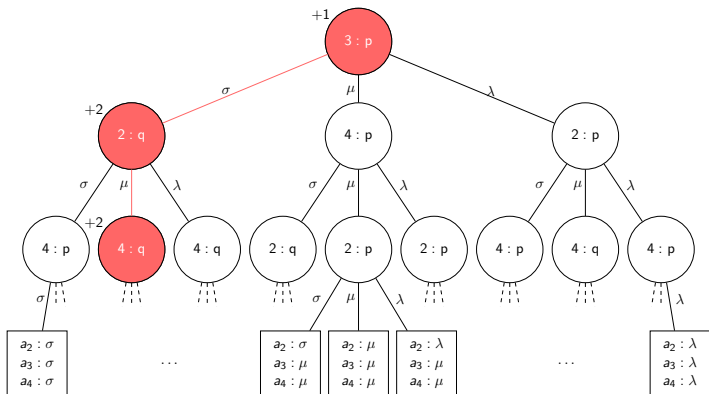


Example:

3	4	2	1	5
$p$	$\mu$	$\sigma$		$q$



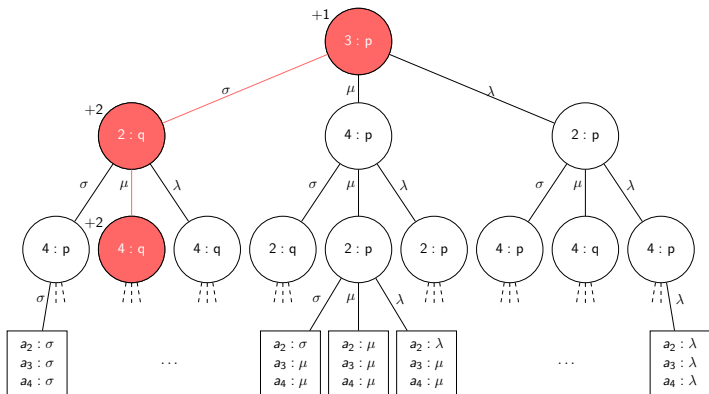
# Model: Decision Tree



Example:

3	4	2	1	5
$\rho$	$\mu$	$\sigma$	$\sigma$	$q$

# Model: Decision Tree



Example:

3      4      2      1      5  
 $\sigma$      $\mu$      $\sigma$      $\sigma$      $q$

$\Rightarrow$  5 comparisons.

# Average Cost

For the average partitioning/classification cost  $p_n$  we get:

$$p_n \approx \frac{4}{3}n + \text{"average number of additional comparisons"}$$

For all classification algorithms:

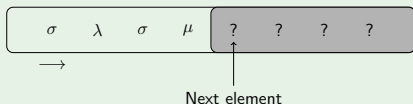
- each element has to be compared at least once against a pivot
- each medium element has to be compared to both ( $\approx n/3$  on avg.)


"Additional" comparisons:

- a small element is compared with the larger pivot first
- a large element is compared with the smaller pivot first

# Optimal Strategies

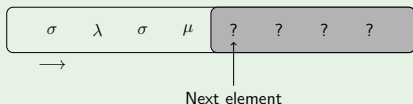
## Strategy 1 (unrealistic)




Let  $s, \ell$  denote the number of small/large elements in  area (resp.).

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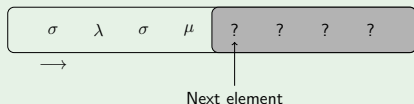
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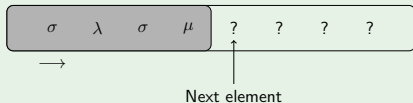
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# Optimal Strategies

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## Strategy 2



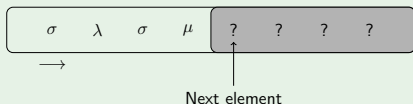
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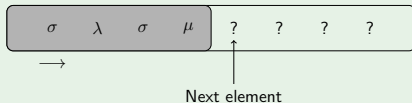
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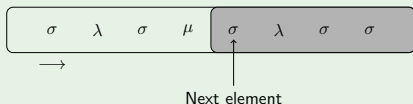
## Theorem

*These strategies (turned into dp algorithms) have the minimum possible average sorting cost:*

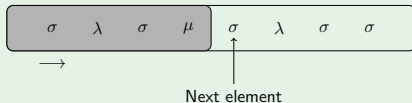
$$1.8n \ln n + O(n).$$


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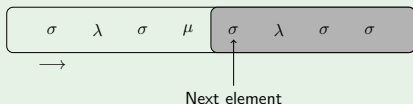
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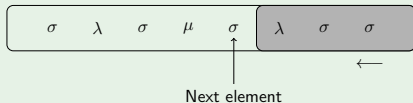



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For the average partition cost  $p_n$  of a decision tree  $T$  we have:

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**Example:** Yaroslavskiy's algorithm:  $f_{s,\ell}^q = \ell$ . (Leads to:  $1.9n \ln n$ .)



# An Optimal Strategy Using An Oracle

**Assume:** An oracle tells us whether or not  $\ell > s$  for an input:

## Classification

- $\ell > s$ : Compare all elements to the larger pivot first
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## Why is it optimal?

It minimizes

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**Average sorting cost:**  $1.8n \ln n + o(n \ln n)$

# Random Sampling

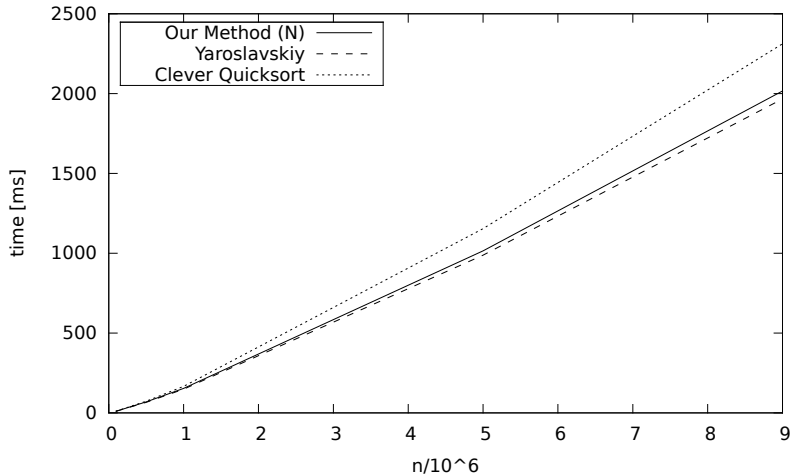
Just look at, e.g.,  $n^{2/3}$  elements.

## Classification

Seen more large elements than small elements? Compare all elements with the larger pivot first, otherwise with the smaller pivot first.

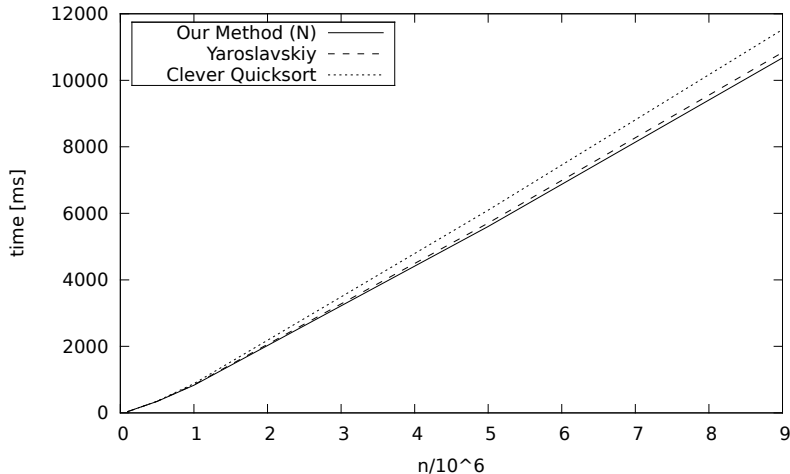
- proof that this works: standard machinery (tail estimates).
- difference to oracle estimation is  $o(n)$ .
- Average sorting cost:  $1.8n \ln n + o(n \ln n)$ .

# Experiments



Sorting integers: About 3% slower than Yaroslavskiy.

## Experiments (2)



Sorting strings: About 2% faster than Yaroslavskiy.

# Conclusion and Open Questions

So far:

- gave a unified model for dual pivot quicksort algorithms,
- showed how to calculate the average cost for general algorithms,
- identified three (but only two “algorithmic”) optimal dual pivot quicksort algorithms.

Optimum:  $1.8n \ln n$ . (QS:  $2n \ln n$ , Yaroslavskiy:  $1.9n \ln n$ .)

Open questions:

- Cost measure that describes running time behavior accurately?
- Optimal algorithms for multi-pivot quicksort with  $k \geq 3$  pivots?  
(Best (known) 3-pivot algorithm:  $1.846n \ln n$  comparisons on average)



Thanks!  
Any questions?

# Theoretical Result

Classical QS    Yaroslavskiy    Our algorithm

Average  
Comparison Count

$$2n \ln n$$

$$1.9n \ln n$$

$$1.8n \ln n$$

Average  
Swap Count

$$0.33..n \ln n$$

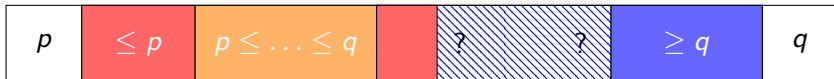
$$0.6n \ln n$$

$$0.33..n \ln n$$

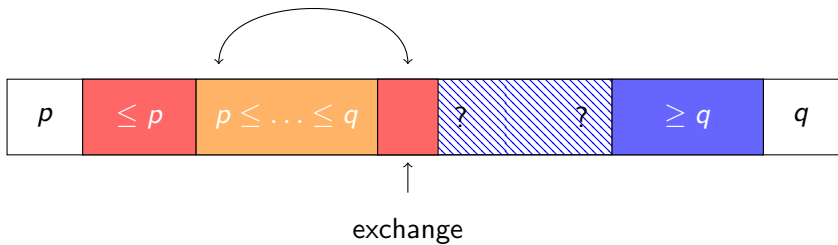
LB:  $0.3n \ln n$



current element



small element







inspect next element