Implementing Quicksort with a Stack CSE 332: Data Abstractions September 30, 2011

The subsection of Section 3.6 of the textbook called "Method Calls" discusses how a compiler implements recursion by use of a stack. Here is a concrete example. Consider the recursive version of quicksort, an algorithm to sort an array of keys:

```
// sort list between positions 0 and size-1, inclusive
procedure quickSort(int[] list, int size) {
    quickSort(list, 0, size-1);
}
// sort the part of list between positions low and high, inclusive, using recursion
procedure quickSort(int[] list, int low, int high) {
    if (low <= high) {
        int pivotLocation = partition(list, low, high);
        quickSort(list, low, pivotLocation-1);
        quickSort(list, pivotLocation+1, high);
    }
}</pre>
```

The details of the function partition aren't important for our purposes. All you need to know is that it rearranges the keys and returns an index i with the property that all the keys at positions $low, \ldots, i-1$ are less than or equal to the key at position i, and all the keys at positions $i + 1, \ldots$, high are greater than or equal to the key at position i. (If you are curious about the details, see Section 7.7.2 of the textbook.) See Figure 7.11 of the textbook for an illustrative run of quickSort.

Here is a simple version of this procedure using a stack \mathbf{s} to implement the recursion. The entries on the stack will be pairs of integers. (This is conceptual only. The simplest implementation would use a stack of integers, and you would push and pop two at a time.)

```
// sort list between positions 0 and size-1, inclusive, using a stack
procedure quickSort(int[] list, int size) {
    int low = 0;
    int high = size-1;
    int pivotLocation;
   Stack<IntPair> s = new Stack<IntPair>();
    s.push(<0,-1>);
                           // a marker to identify the bottom of the stack
    while (!s.isEmpty()) {
        while (low <= high) {
            pivotLocation = partition(list, low, high);
            s.push(<pivotLocation+1,high>); // record info for second recursive call
            high = pivotLocation-1;
                                              // execute first recursive call
        }
        <low, high> = s.pop();
                                   // fetch next recursive call to execute
   }
}
```