

Sorting Algorithms

- Number of Comparisons
- Number of Data Movements
- Additional Space Requirements

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Sorting Algorithms

- Selection Sort
- Insertion Sort
- Bubble Sort
- Shaker Sort

- Merge Sort
- Heap Sort
- Quick Sort

- Bucket & Radix Sort
- Counting Sort

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Animation Demos

<http://www-cse.uta.edu/~holder/courses/cse2320/lectures/applets/sort1/heapsort.html>

<http://cg.scs.carleton.ca/~morin/misc/sortalg/>

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Stable Sort

- A sort is **stable** if equal elements appear in the same order in both the input and the output.
- Which sorts are stable? Homework!

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Radix Sort

3 5 9	3 5 9	3 3 6	3 3 6
3 5 7	3 5 7	3 5 9	3 5 1
3 5 1	3 5 1	3 5 7	3 5 5
7 3 9	3 3 6	3 5 1	3 5 7
3 3 6	3 5 5	3 5 5	3 5 9
7 2 0	7 3 9	7 2 0	7 2 0
3 5 5	7 2 0	7 3 9	8 3 9

Algorithm

for $i = 1$ to d do

 sort array A on digit i using any sorting algorithm

Time Complexity: $O((N+m) + (N+m^2) + \dots + (N+m^d))$

Space Complexity: $O(m^d)$

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Radix Sort

3 2 9	7 2 0	7 2 0	3 2 9
4 5 7	3 5 5	3 2 9	3 5 5
6 5 7	4 3 6	4 3 6	4 3 6
8 3 9	4 5 7	8 3 9	4 5 7
4 3 6	6 5 7	3 5 5	6 5 7
7 2 0	3 2 9	4 5 7	7 2 0
3 5 5	8 3 9	6 5 7	8 3 9

Algorithm

for $i = 1$ to d do

 sort array A on digit i using a stable sort algorithm

Time Complexity: $O((n+m)d)$

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Counting Sort

Initial Array

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

Counts

0	1	2	3	4	5
2	0	2	3	0	1

Cumulative Counts

0	1	2	3	4	5
2	2	4	7	7	8

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External Sorting Methods

- Assumptions:
 - data is too large to be held in main memory;
 - data is read or written in blocks;
 - 1 or more external devices available for sorting
- Sorting in main memory is cheap or free
- Read/write costs are the dominant cost
- Wide variety of storage types and costs
- No single strategy works for all cases

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External Merge Sort

- Initial distribution pass
- Several multi-way merging passes

ASORTINGANDMERGINGEXAMPLEWITHFORTYFIVERECORDS.\$

AOS.DMN.AEX.FHT.ERV.\$
 IRT.EGR.LMP.ORT.CEO.\$
 AGN.GIN.EIW.FIY.DRS.\$
 AAGINORST.FFHIORTTY.\$
 DEGGIMNMR.CDEEORRSV.\$
 ABEILMPWX.\$

With 2P external devices
 Space for M records in main memory
 Sorting N records needs
 $1 + \log_p(N/M)$ passes

AAAEDEEGGGIIILMMNNOPRRSTWX.\$
 CDEEFFHIOORRSTTVY.\$
 AAACDEDEEEFFGGGHHIIILMMNNOOOPRRRRSSTTWTXY.\$

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Order Statistics

- Maximum, Minimum $n-1$ comparisons

7	3	1	9	4	8	2	5	0	6
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- MinMax
 - $2(n-1)$ comparisons
 - $3n/2$ comparisons
- Max and 2ndMax
 - $(n-1) + (n-2)$ comparisons
 - ???

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k-Selection; Median

- Select the k -th smallest item in list
- Naive Solution
 - Sort;
 - pick the k -th smallest item in sorted list. $O(n \log n)$ time complexity
- Randomized solution: Average case $O(n)$
- Improved Solution: worst case $O(n)$

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```
QuickSort(A, p, r)
  if (p < r) then
    q = Partition(A, p, r)
    QuickSort(A, p, q)
    QuickSort(A, q+1, r)

Partition(A, p, r)
  x = A[r]
  i = p-1
  for j = p to r-1 do
    if (A[j] <= x) then
      i++
      SWAP(A[i], A[j])
  SWAP(A[i+1], A[r])
  return i+1
```

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Partition Procedure Revisited

- The Partition code can be rewritten so that it accepts another parameter, namely, the pivot value. Let's call this new variation as PivotPartition.
- This change does not affect its time complexity.
- RandomizedPartition as used in RandomizedSelect picks the pivot uniformly at random from among the elements in the list to be partitioned.

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Randomized Selection

```
RandomizedSelect(A, p, r, i)
  if (p = r) then
    return A[p]
  q = RandomizedPartition(A, p, r)
  k = q - p + 1
  if (i = k)
    return A[i]
  else if (i < k)
    return RandomizedSelect(A, p, q-1, i)
  else
    return RandomizedSelect(A, q+1, r, i-k)
```

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Randomized Selection: Rewritten

```
RandomizedSelect(A, p, r, i)
  if (p = r) then
    return A[p]
  Pivot = A[random(p,r)]
  q = PivotPartition(A, p, r, Pivot)
  k = q - p + 1
  if (i = k)
    return A[i]
  else if (i < k)
    return RandomizedSelect(A, p, q-1, i)
  else
    return RandomizedSelect(A, q+1, r, i-k)
```

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