

PROGRAMMING TECHNIQUES

Week 9b: Sorting – Part 2 Faster Sorting Algorithms

Today content

- Faster Sorting Algorithms
 - Merge Sort
 - Quick Sort
- Properties of Sorting
- Sorting with different criteria

The background of the slide is a solid blue color. Overlaid on this background is a complex, abstract pattern of white lines and dots. The pattern consists of several intersecting straight lines, some solid and some dashed, creating a grid-like structure. Scattered throughout this grid are numerous small white circles or dots, some of which are connected by thin lines, suggesting a network or a path. The overall effect is a technical or mathematical aesthetic.

FASTER SORTING ALGORITHMS

- Merge Sort
- Quick Sort

Merge Sort - Idea

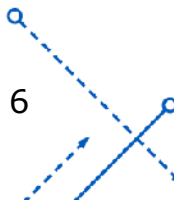
- Support we only know how to merge two sorted sets of items into one
 - Merge $\{1, 5, 7\}$ with $\{2, 9\} \rightarrow \{1, 2, 5, 7, 9\}$
- But where do we get the two sorted sets in the first place?
- Idea:
 - Merge each pair of items into sets of 2
 - Merge each pair of sets of 2 into sets of 4
 - Repeat previous step for sets of 4
 - Final step: merge two sets of $n/2$ items to obtain a fully sorted set

Divide and Conquer Method

- A powerful problem-solving technique
- **Divide-and-conquer** method solves problem in the following steps:
 - **Divide step:**
 - Divide the large problem into smaller problems
 - Recursively solve the smaller problems
 - **Conquer step:**
 - Combine the results of smaller problems to produce the result of the larger problem

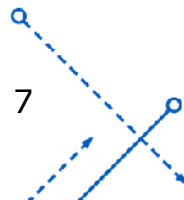
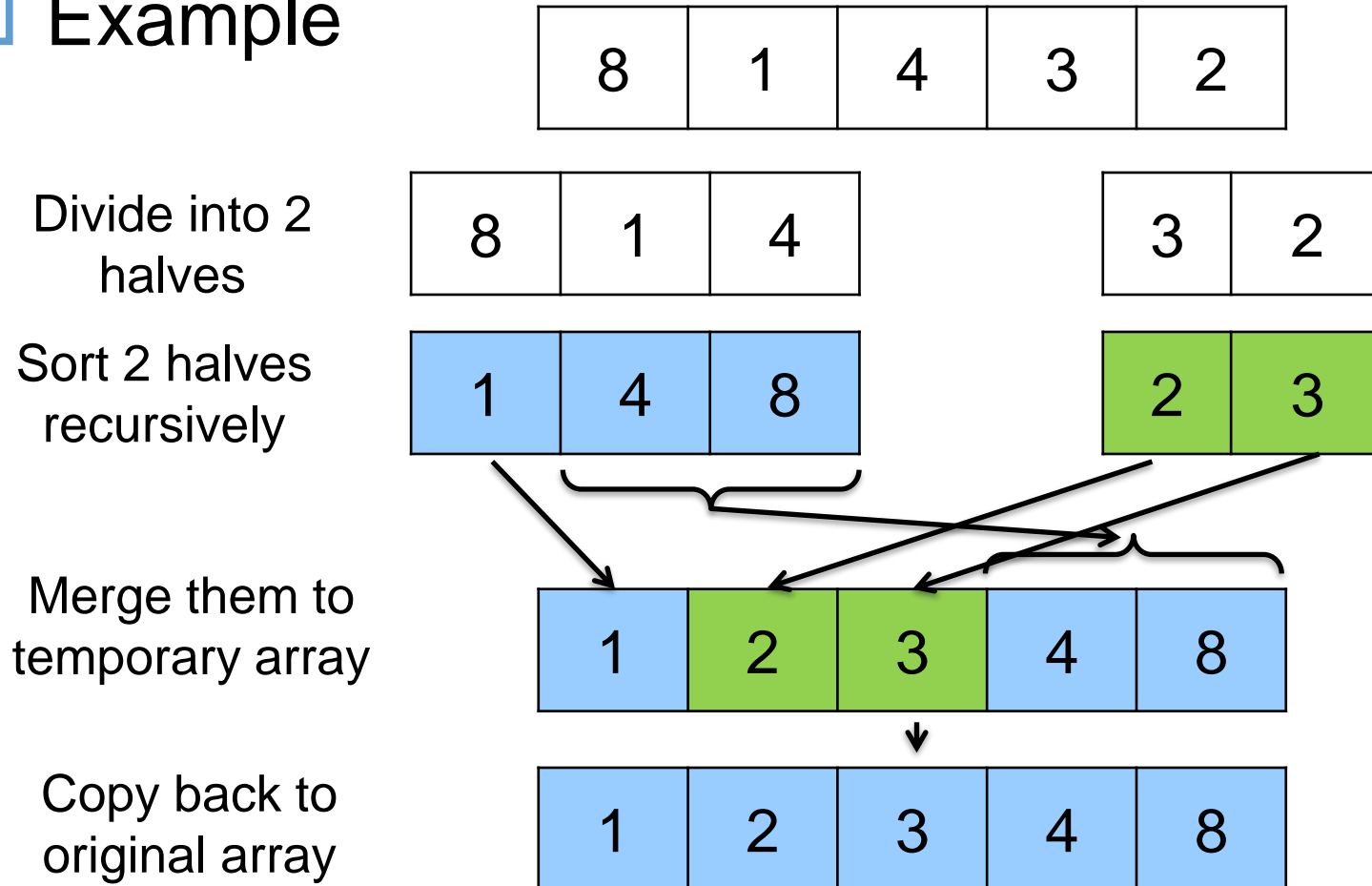
Divide and Conquer – Merge Sort

- Merge sort is a divide and conquer sorting algorithm
- Divide step:
 - Divide the array into two (equal) halves
 - Recursively sort the two halves
- Conquer step:
 - Merge the two halves to form a sorted array

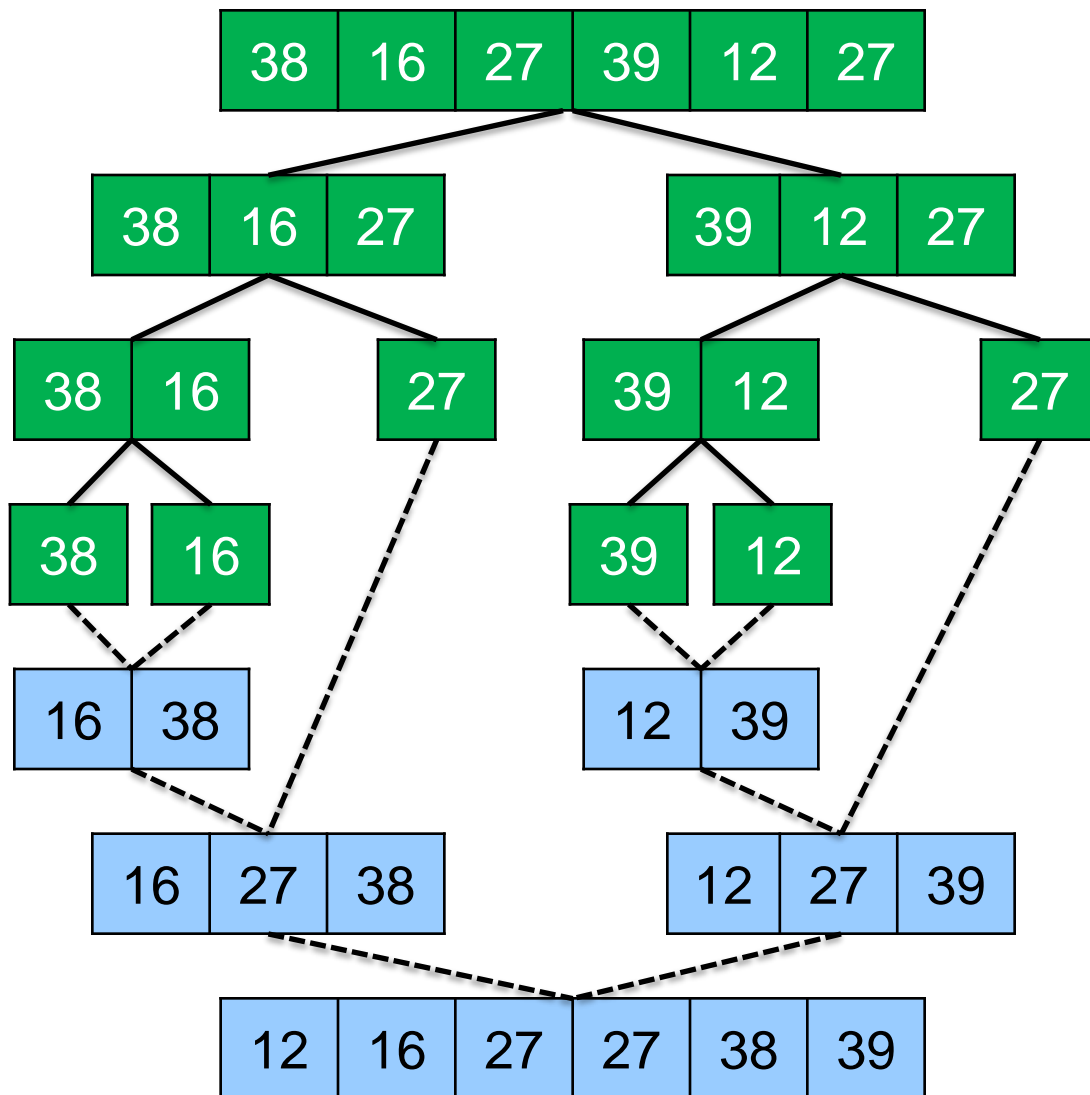


Merge Sort - Illustration

□ Example

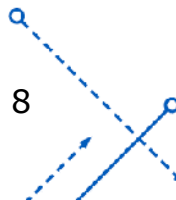


Merge Sort - Illustration

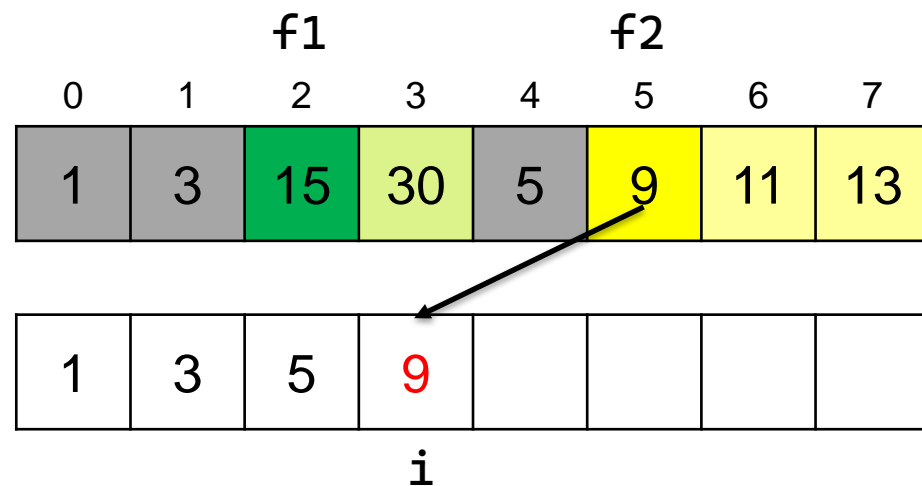
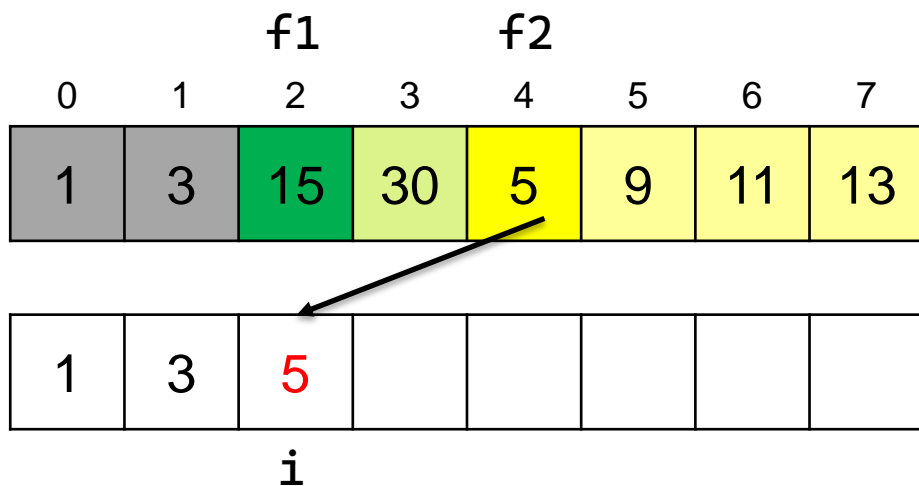
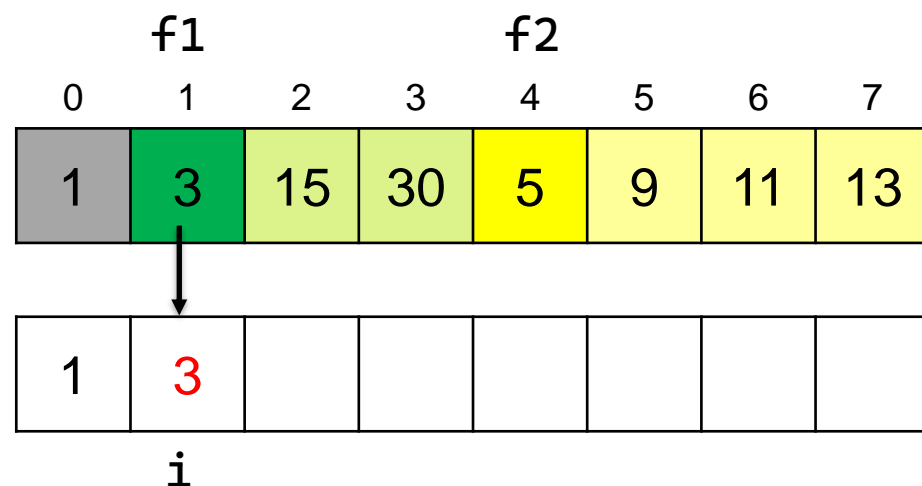
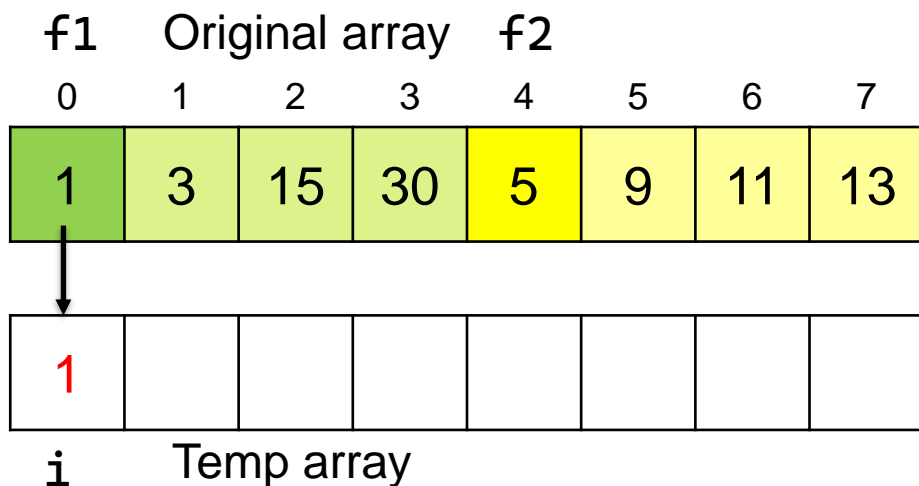


Recursive calls to mergesort

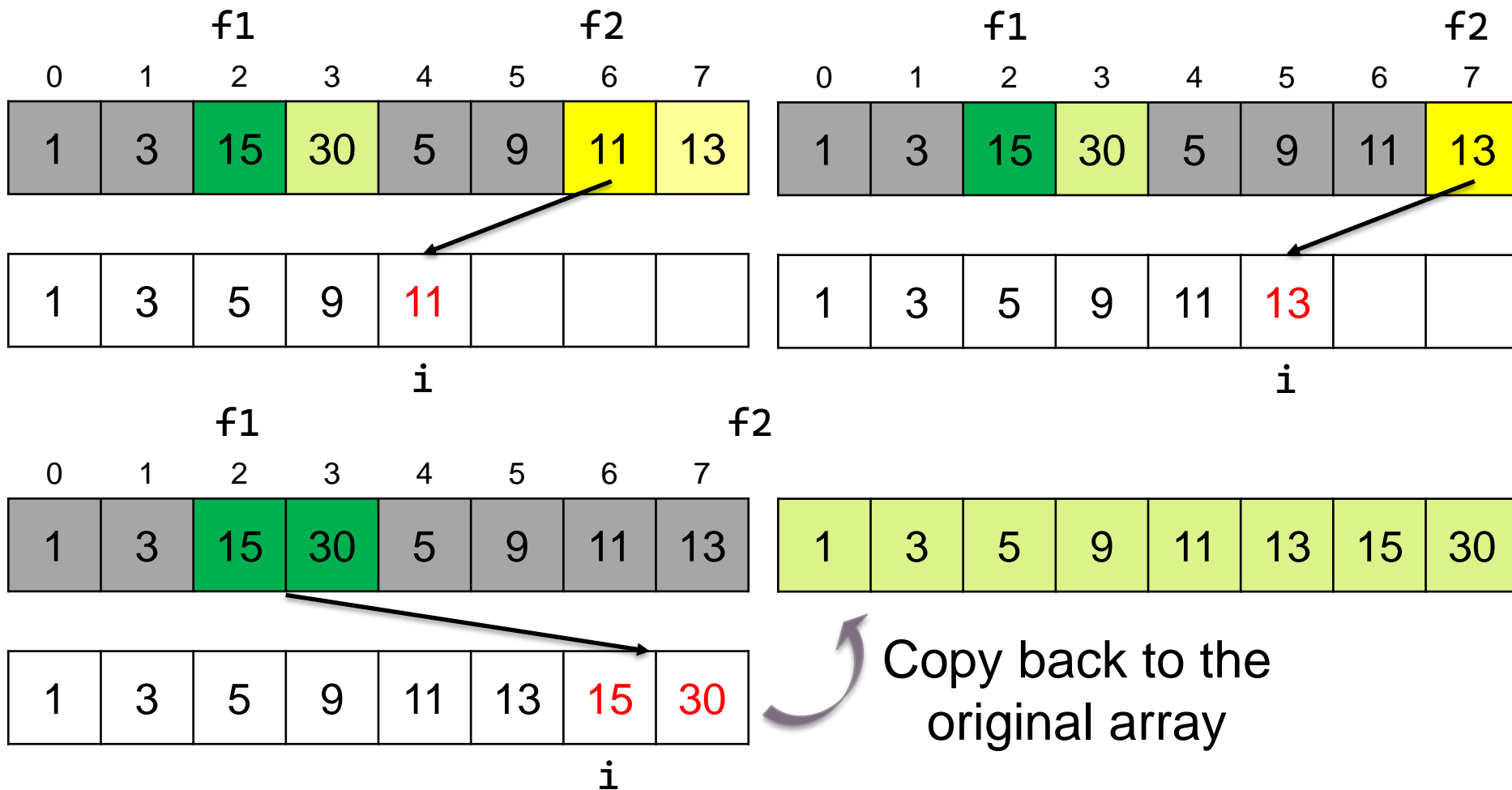
Merge steps



Merge Sort – Merge Steps



Merge Sort – Merge Steps



Merge Sort – Implementation

```
void MergeSort(int arr[], int first, int last)
{
    if (first >= last)
        return;
    int mid = (first + last) / 2;
    MergeSort(arr, first, mid);
    MergeSort(arr, mid + 1, last);
    Merge(arr, first, mid, last);
}
```

Merge Sort – Implementation

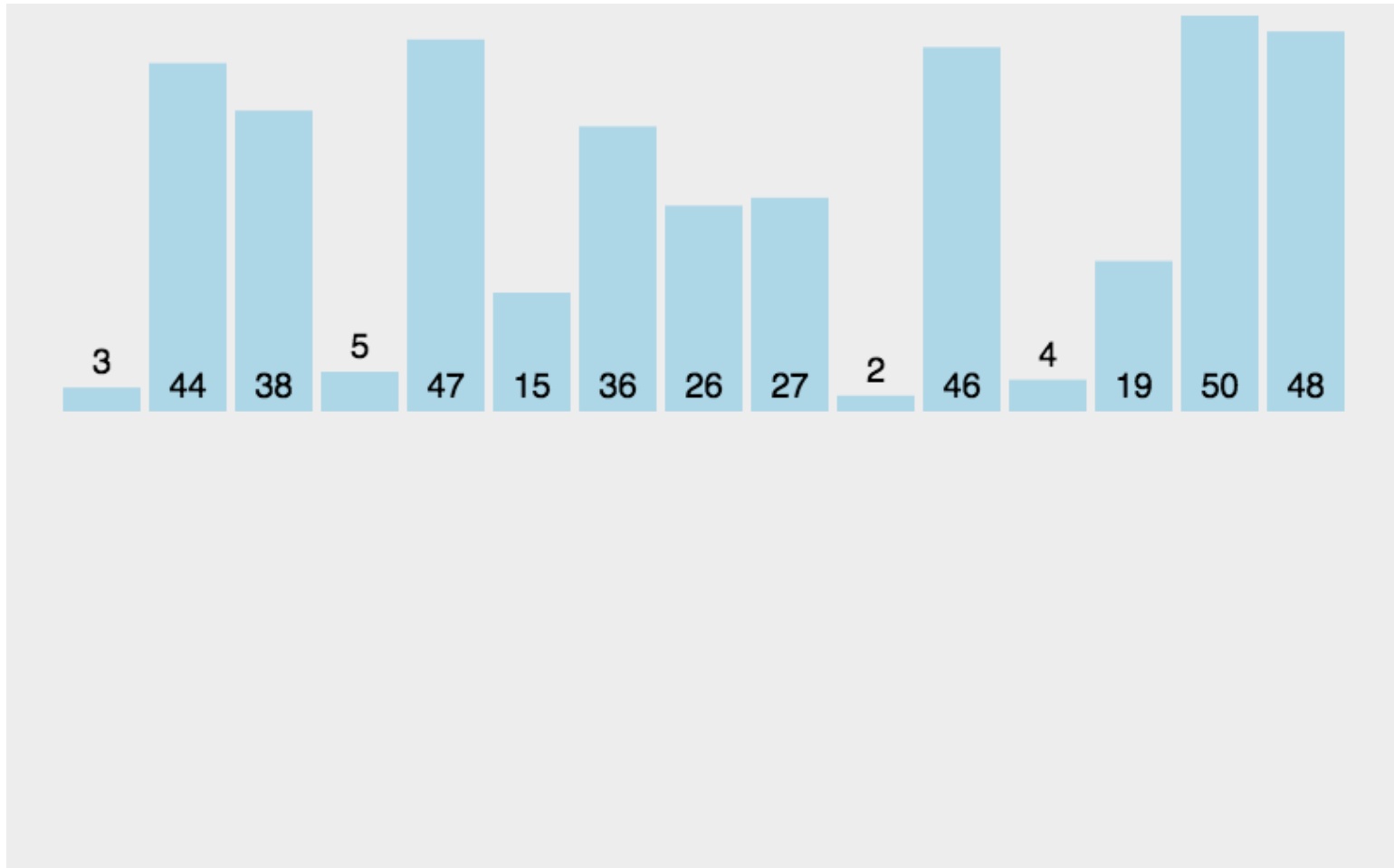
```
void Merge(int arr[], int first, int mid, int last)
{
    //Temporary array to merge 2 sub array: a[first...mid] and a[mid+1...last-1]
    int* tmp_arr = new int[last + 1];
    int f1 = first, l1 = mid;
    int f2 = mid + 1, l2 = last;
    int i = first;

    while ((f1 <= l1) && (f2 <= l2)) {
        if (arr[f1] < arr[f2]) {
            tmp_arr[i] = arr[f1];
            f1++;
        }
        else {
            tmp_arr[i] = arr[f2];
            f2++;
        }
        i++;
    }
}
```

Merge Sort – Implementation

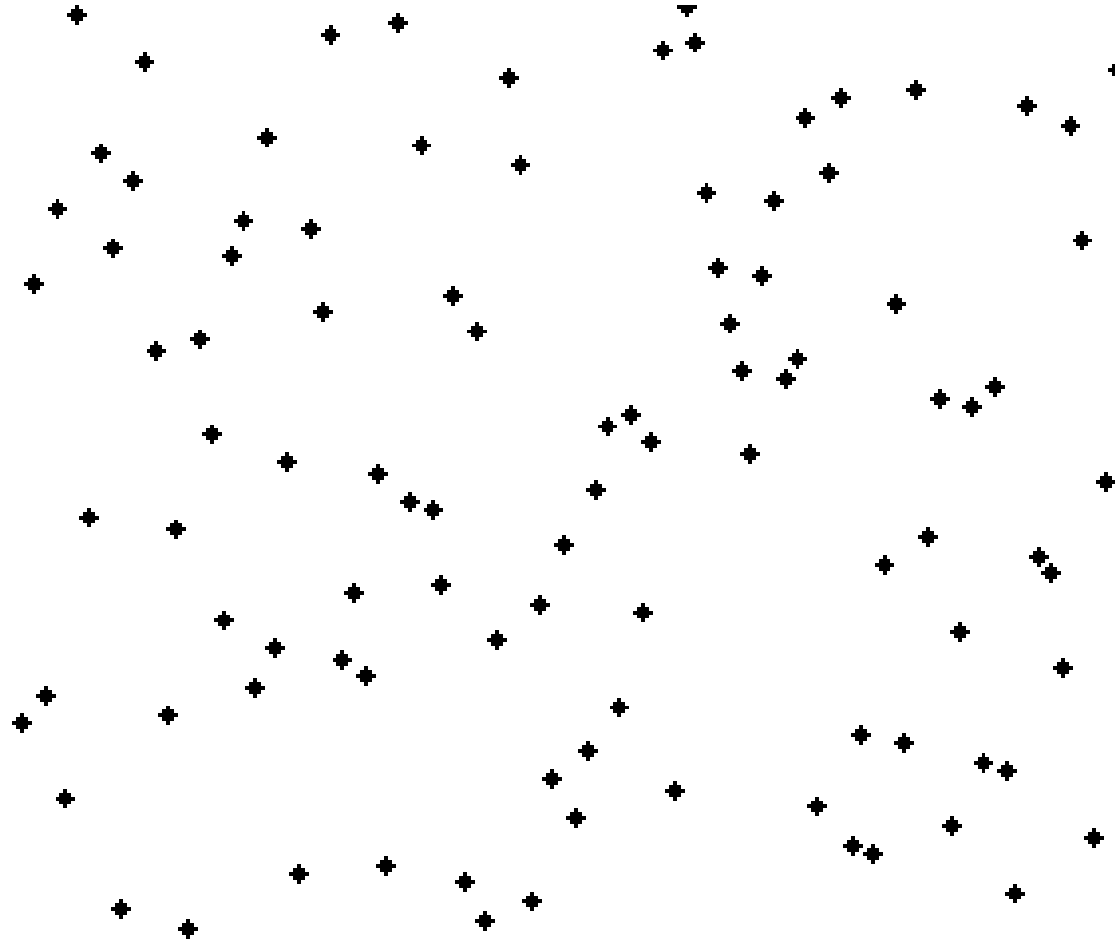
```
//At this step, one sub array has no item left
while (f1 <= l1) { //left subarray has items
    tmp_arr[i] = arr[f1];
    f1++;
    i++;
}
while (f2 <= l2) { //right subarray has items
    tmp_arr[i] = arr[f2];
    f2++;
    i++;
}
//Copy back to the original array arr
for (i = first; i <= last; i++)
    arr[i] = tmp_arr[i];
delete[] tmp_arr;
}
```

Merge Sort – Visualization



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Merge Sort – Visualization



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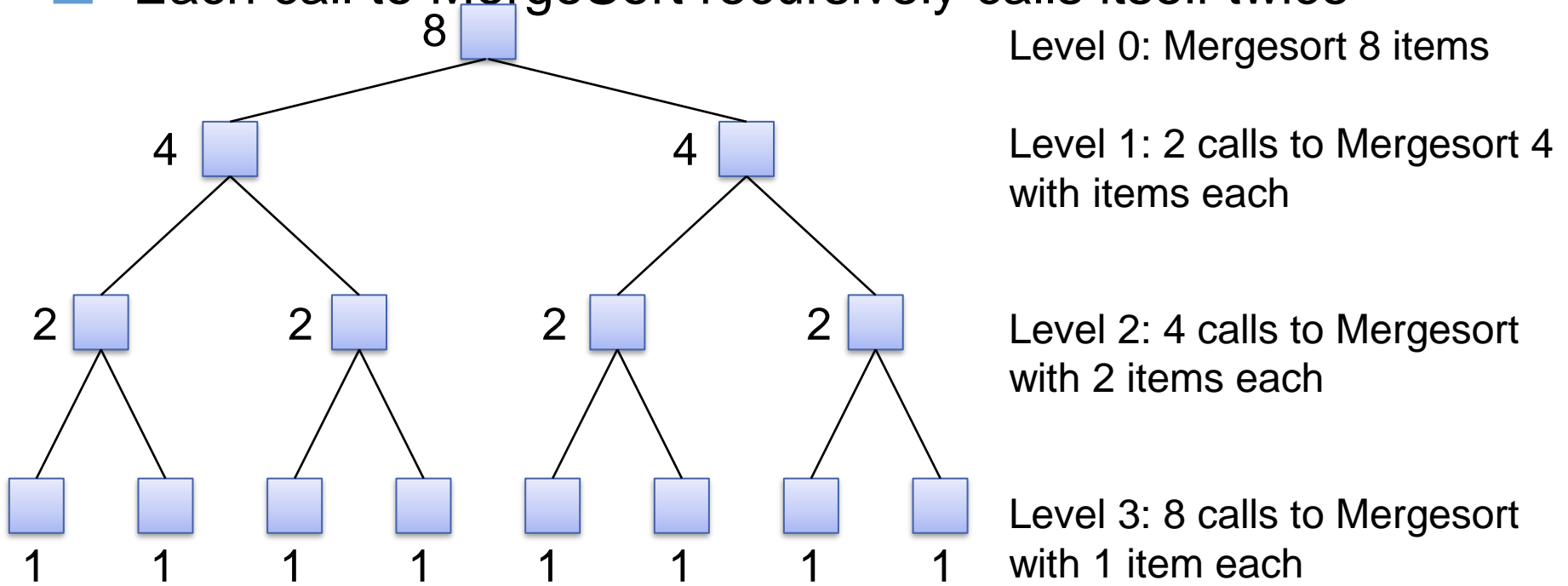
Merge Sort - Analysis

- ❑ Most of the effort in merge sort algorithm is in the **merge** step.
- ❑ If the total number of items in the two arrays to be merged is n , then the number of comparisons in the worst case is $n - 1$
- ❑ Number of data moves:
 - Original array \rightarrow Temporary array: $n - 1$
 - Temporary array \rightarrow Original array: $n - 1$
- ❑ Total number of major operations of merge step:
 $3 \times (n - 1)$



Merge Sort - Analysis

- Each call to MergeSort recursively calls itself twice



- How many levels of recursive calls to Mergesort?

$\log_2 n$ or $1 + \log_2 n$

Merge Sort - Analysis

- ❑ Level 0: $3 \times (n - 1)$ operations
- ❑ Level 1: $3 \times \left(\frac{n}{2} - 1\right) \times 2$ operations
- ❑ Level 2: $3 \times \left(\frac{n}{4} - 1\right) \times 4$ operations
- ❑ Level m : $3 \times \left(\frac{n}{2^m} - 1\right) \times 2^m$ operations
- ❑ In both worst case and average cases, merge sort algorithm requires about:

$$3 \times n \times (1 + \log_2 n) - \mathcal{C} \quad \text{operations}$$



Merge Sort – Pros and Cons

□ Pros:

- The performance is guaranteed (unaffected by original ordering of the input)
- Suitable for extremely large number of inputs
 - Can operate on the input portion by portion

□ Cons:

- Not easy to implement
- Require additional storage during merging operation



Quick Sort – Idea

- Quick sort is a divide and conquer sorting algorithm
- Divide step:
 - Choose an item $A[p]$ (known as **pivot**) and partition the items of $A[i..j]$ into two parts
 - Items that are smaller than $A[p]$
 - Item that are greater than or equal to $A[p]$
 - Put $A[p]$ to the correct position (in the final sorted array)
 - Recursively sort the two parts $A[i..p-1]$ and $A[p+1..j]$
- Conquer step:
 - Do nothing!

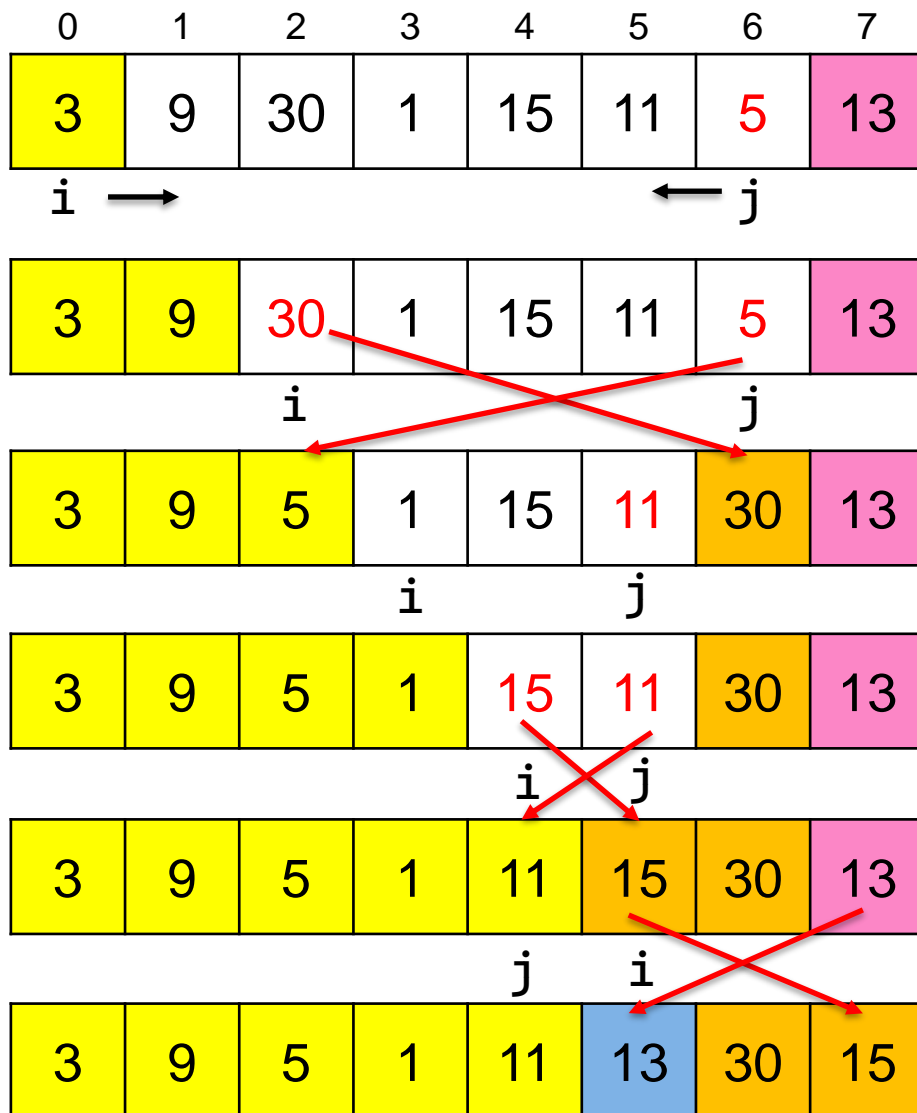
Quick Sort – Idea

□ How to choose pivot:

- The first element $A[0]$
- The last element $A[j-1]$
- The middle element $A[(j-1)/2]$
- Randomly
- ...



Quick Sort - Illustration



An inversion occurs:

- $A[j] < \text{pivot}$
 - $A[i] > \text{pivot}$
- Swap $A[i], A[j]$

X	$A[i] \leq \text{pivot}$
X	$A[j] > \text{pivot}$
X	Pivot
X	Sorted item

Finally, swap $A[i]$ and pivot
 → *pivot is at correct position*

Quick Sort - Illustration

0	1	2	3	4	5	6	7
3	9	5	1	11	13	30	15
$i \rightarrow$				$\leftarrow j$			
3	9	5	1	11	13	30	15
1	9	5	3	11	13	30	15
1	3	5	9	11	13	30	15
1	3	5	9	11	13	30	15
1	3	5	9	11	13	30	15
1	3	5	9	11	13	30	15
1	3	5	9	11	13	15	30



Quick Sort – Implementation

```
void QuickSort(int arr[], int low, int high)
{
    if (low >= high)
        return;
    int p = Partition(arr, low, high);
    QuickSort(arr, low, p - 1);
    QuickSort(arr, p + 1, high);
}
```

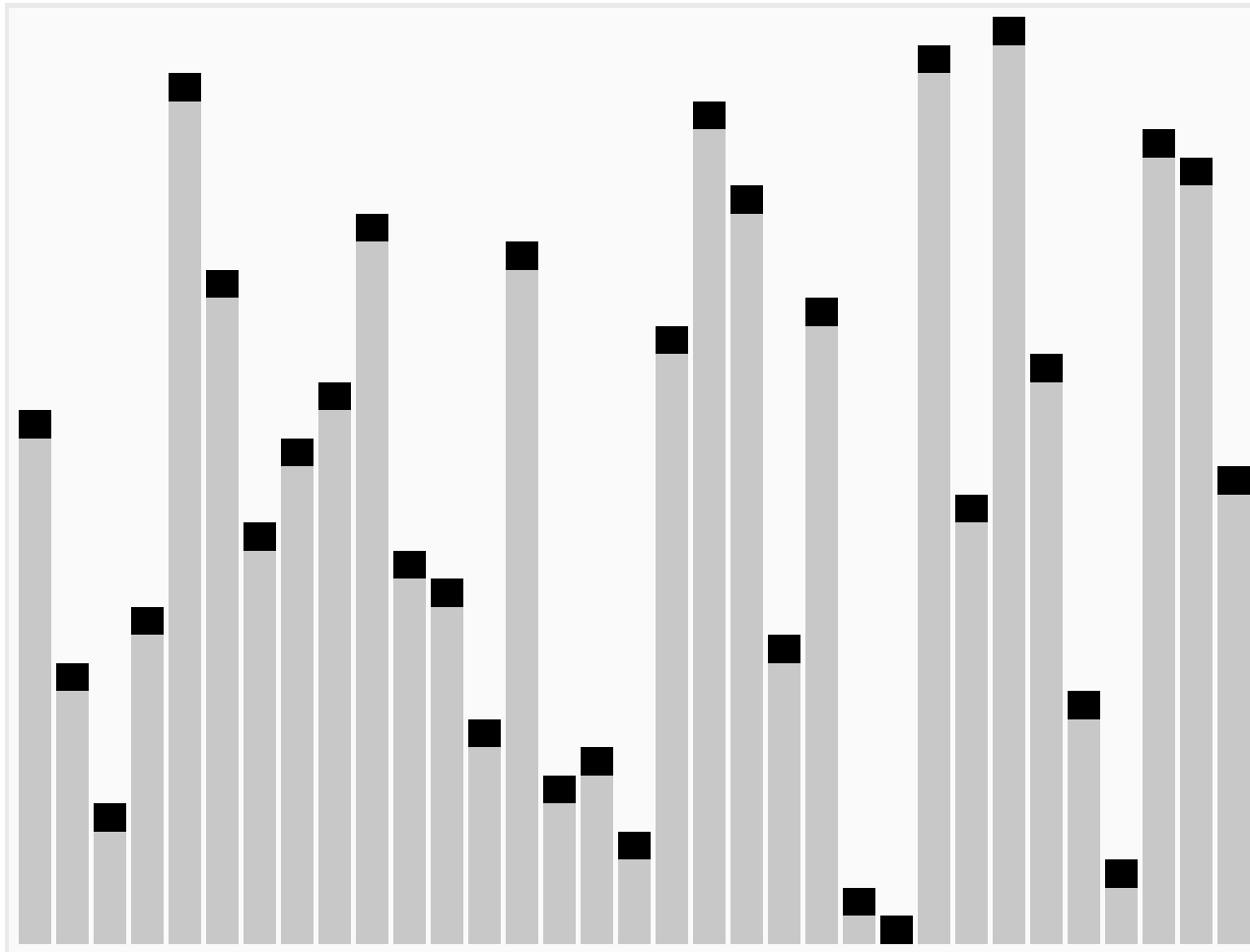

Quick Sort – Implementation

```
int Partition(int arr[], int i, int j)
{
    int pivot = j; //pivot is the last element
    j--; //traverse the array from i to j-1
    while (i <= j) {
        while (arr[i] < arr[pivot] && i <= j) i++;
        while (arr[j] > arr[pivot] && j >= i) j--;
        if (i <= j) //find the inverse-elements pair (a[i]>a[pivot], a[j] <a[pivot])
        {
            Swap(arr[i], arr[j]);
            i++;
            j--;
        }
    }
    Swap(arr[i], arr[pivot]); //move the pivot to the correct position of array
    return i; //arr[i] is now in the correct position
}
```

Quick Sort – Implementation

- ❑ Quick sort is a divide and conquer sorting algorithm
- ❑ Divide step:
 - Choose an item p (known as **pivot**) and partition the items of $a[i...j]$ into two parts
 - ❑ Items that are smaller than p
 - ❑ Item that are greater than or equal to p
 - Recursively sort the two parts
- ❑ Conquer step:
 - Do nothing!

Quick Sort – Visualization

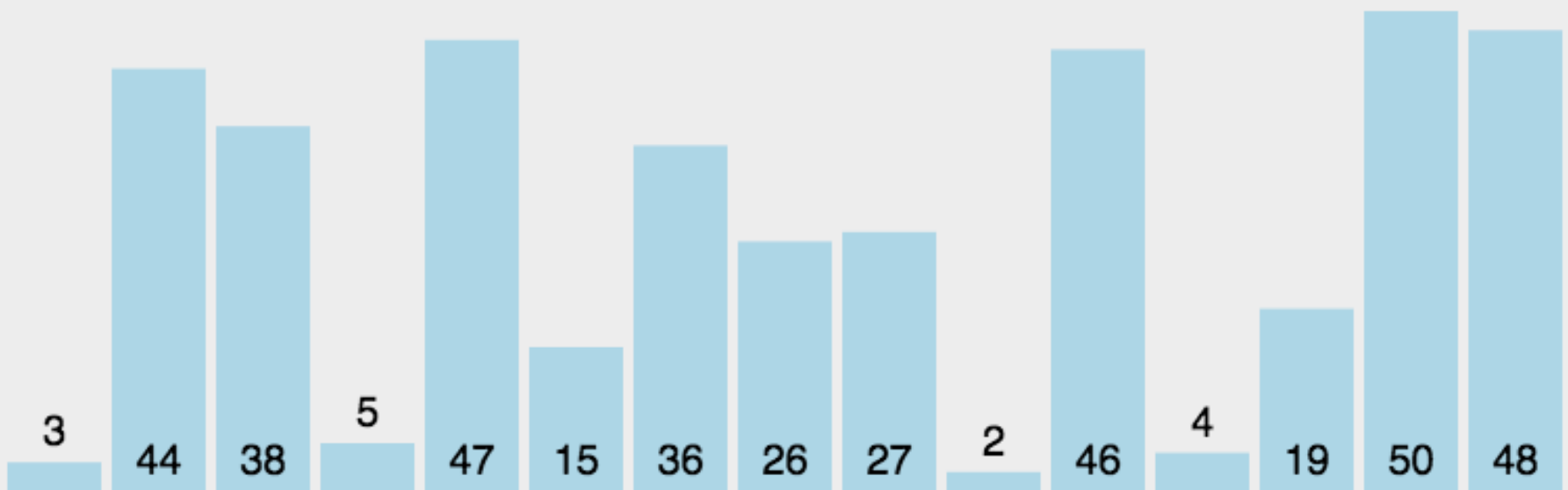


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Quick Sort – Visualization

- Another version of Quick Sort:
 - Pivot it the first element
 - Different way to partition 2 sub arrays at each step



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Quick Sort – Pros and Cons

☐ Pros:

- The performance in average case is far better than its worst case
- In most situation, quick sort is better than merge sort

☐ Cons:

- In the worst case, quick sort is significant slower than merge sort.
- What is the worst case of quick sort?
 - ☐ Pivot is the largest/smallest element

Exercises

1. Show Merge Sort, Quick Sort algorithms step by step when applied to the following array:

$A = \{15, 39, 26, 47, 33, 10, 25\}$

2. Rewrite **MergeSort** to sort an array decreasingly
3. Rewrite the **partition** function so that:
 - a) Pivot is the first element
 - b) Pivot is the middle element

The background of the slide is a solid blue color. Overlaid on this background is a complex, abstract pattern of white lines and arrows. The pattern consists of several intersecting straight lines, some of which are dashed. There are also curved dashed lines and arrows pointing in various directions, creating a sense of movement and complexity. The overall effect is a technical or mathematical aesthetic.

PROPERTIES OF SORTING ALGORITHMS

Properties of Sorting Algorithms

□ Stability:

- A sorting algorithm is stable if it preserves the relative order of equal elements in the input array

□ Time complexity:

- Depends on the number of comparisons/swaps they make.

□ Space complexity:

- In-place sort: do not use extra memories

□ Adaptivity:

- Reduce the complexity if the array is nearly sorted

□ Comparison or not



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SORTING WITH DIFFERENT COMPARISON CRITERIA

Different Comparison Criteria

- ❑ Sorting an array based on different keys
- ❑ Example: sort an array of students according to:
 - Age
 - Height
 - Score
 - Weight
 - ...

Sorting function in C++

□ The **qsort()** function in C++ sorts a given array in ascending order using Quicksort algorithm.

□ Prototype:

```
void qsort (void* base, size_t num, size_t size,
            int (*compare)(const void*, const void*));
```

□ Syntax:

qsort(A, n, sizeof(int), compare);

Pointer to the
array to sort

Number of
elements

Size of each
element in bytes

Comparison
function

qsort – compare 2 integers

```
int compare(const void* x, const void* y)
{
    int a = *(const int*)x;
    int b = *(const int*)y;
    if (a > b)
        return 1;
    else if (a < b)
        return -1;
    return 0;
}
```

qsort – compare 2 strings

```
int compare_str(const void* x, const void* y)
{
    const char* s1 = *(const char**)x;
    const char* s2 = *(const char**)y;
    return strcmp(s1, s2);
}
```

Exercise

1. Write a program to allow user to choose the criterion for sorting a list of students (by name, age, height, weight, gpa)
- Hint: *use function pointer to call the corresponding compare function in the qsort function.*

