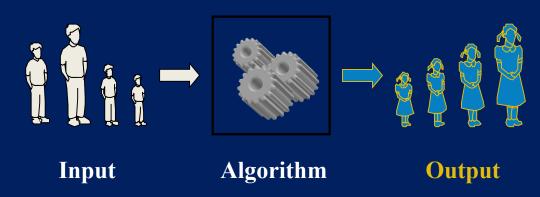


DESIGN & ANALYSIS OF ALGORITHM (BCSC0012)

Chapter 4: Sorting Bubble Sort



Prof. Anand Singh Jalal

Department of Computer Engineering & Applications



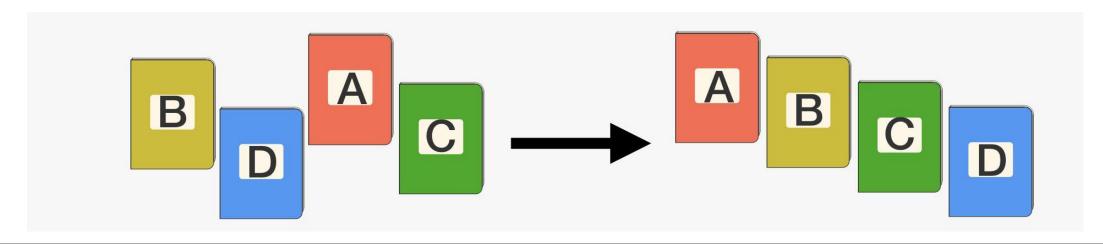
The Sorting Problem

• Input:

• A sequence of n numbers a_1, a_2, \ldots, a_n

Output:

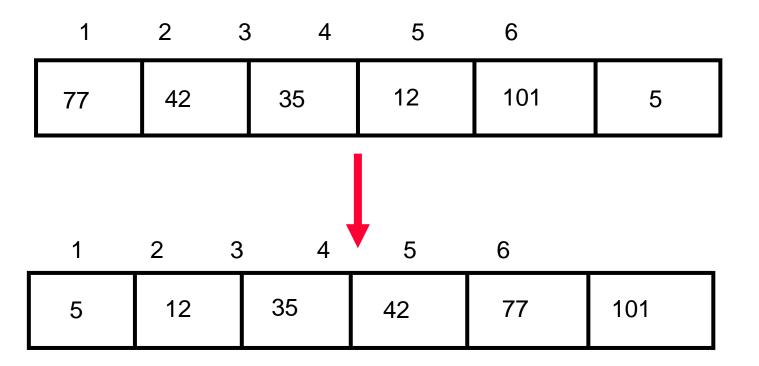
• A permutation (reordering) a_1', a_2', \ldots, a_n' of the input sequence such that $a_1' \le a_2' \le \cdots \le a_n'$





The Sorting Problem

 Sorting takes an unordered collection and makes it an ordered one.





The Sorting Problem: Some Definitions

Internal Sort

 The data to be sorted is all stored in the computer's main memory.

External Sort

 Some of the data to be sorted might be stored in some external, slower, device.

In Place Sort

• The amount of extra space required to sort the data is constant with the input size.



The Sorting Problem: Some Definitions

Stable sort

A STABLE sort preserves relative order of records with equal keys

Sorted on first key:

Aaron	4	A	664-480-0023	097 Little
Andrews	3	Α	874-088-1212	121 Whitman
Battle	4	U	991-878-4944	308 Blair
Chen	2	Α	884-232-5341	11 Dickinson
Fox	1	Α	243-456-9091	101 Brown
Furia	3	Α	766-093-9873	22 Brown
Gazsi	4	В	665-303-0266	113 Walker
Kanaga	3	В	898-122-9643	343 Forbes
Rohde	3	A	232-343-5555	115 Holder
Quilici	1	O	343-987-5642	32 McCosh

Sort file on second key:

Records with key value 3 are not in order on first key!!

Fox	1	A	243-456-9091	101 Brown
Quilici	1	O	343-987-5642	32 McCosh
Chen	2	A	884-232-5341	11 Dickinson
Kanaga	3	В	898-122-9643	343 Forbes
Andrews	3	A	874-088-1212	121 Whitman
Furia	3	A	766-093-9873	22 Brown
Rohde	3	A	232-343-5555	115 Holder
Battle	4	С	991-878-4944	308 Blair
Gazsi	4	В	665-303-0266	113 Walker
Aaron	4	A	664-480-0023	097 Little



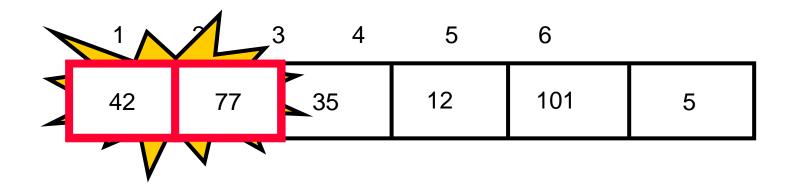
Bubble Sort

- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping

1	2	3 4	5	6	
77	42	35	12	101	5

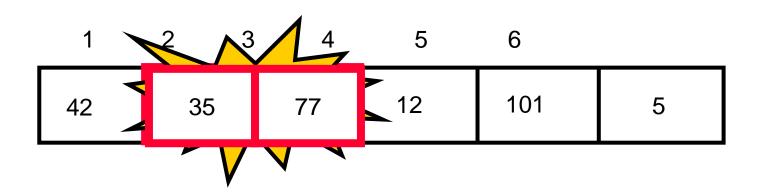


- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping



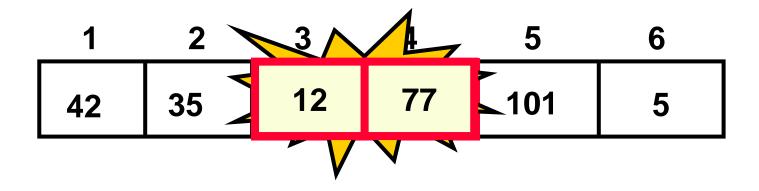


- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping





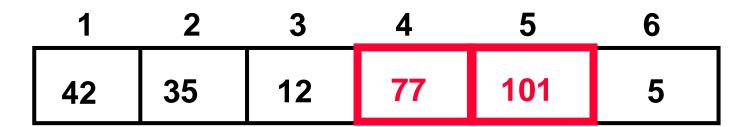
- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping





"Bubbling Up" the Largest Element

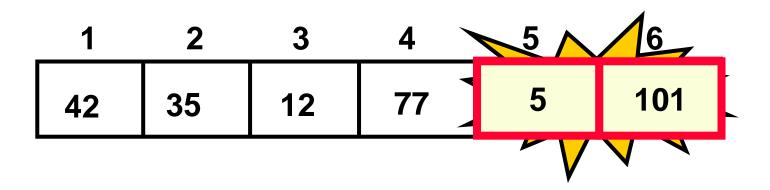
- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping



No need to swap



- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping





"Bubbling Up" the Largest Element

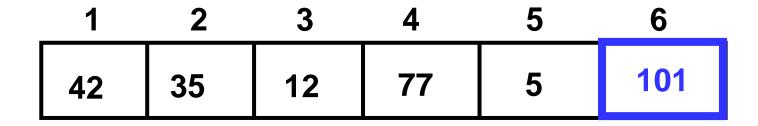
- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping

1	2	3	4	5	6
42	35	12	77	5	101

Largest value correctly placed



- Notice that only the largest value is correctly placed
- All other values are still out of order
- So we need to repeat this process



Largest value correctly placed



Repeat "Bubble Up" How Many Times?

- If we have N elements...
- And if each time we bubble an element, we place it in its correct location...
- Then we repeat the "bubble up" process N 1 times.
- This guarantees we'll correctly place all N elements.



"Bubbling" All the Elements

1	2	3	4	5	6
42	35	12	77	5	101
1	2	3	4	5	6
35	12	42	5	77	101
1	2	3	4	5	6
12	35	5	42	77	101
1	2	3	4	5	6
12	5	35	42	77	101
1	2	3	4	5	6
5	12	35	42	77	101



Reducing the Number of Comparisons

1	2	3	4	5	6
77	42	35	12	101	5
1	2	3	4	5	6
42	35	12	77	5	101
1	2	3	4	5	6
35	12	42	5	77	101
1	2	3	4	5	6
12	35	5	42	77	101
1	2	3	4	5	6
12	5	35	42	77	101



Bubble Sort: Algorithm

```
void bubble sort (int a [ ], int n)
int i, j, temp;
for (i=0;i<n-1;i++) //Making passes through array
   for (j=0; j< n-1-i; j++)
      if (a[j]>a[j+1]) //If adjacent elements are in wrong order
                           // Swap them
           temp=a[j+1];
           a[j+1]=a[j];
           a[j] = temp;
```



- What if the collection was already sorted?
- What if only a few elements were out of place and after a couple of "bubble ups," the collection was sorted?
- We want to be able to detect this and "stop early"!

1	2	3	4	5	6
5	12	35	42	77	101



Using a Boolean "Flag"

- We can use a boolean variable to determine if any swapping occurred during the "bubble up."
- If no swapping occurred, then we know that the collection is already sorted!

This boolean "flag" needs to be reset after each "bubble up."



Example

N 8
to_do 7
index

```
    98
    23
    45
    14
    6
    67
    33
    42

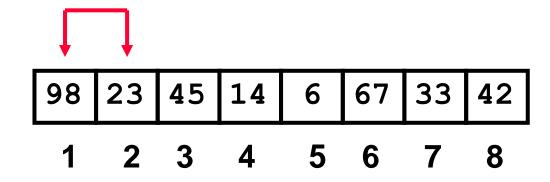
    1
    2
    3
    4
    5
    6
    7
    8
```



Example

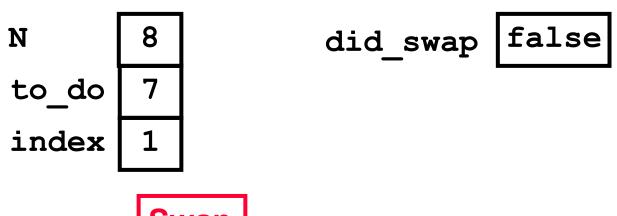
N 8
to_do 7
index 1

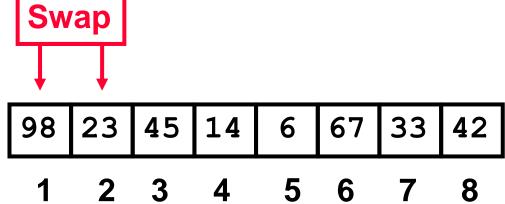
did_swap false





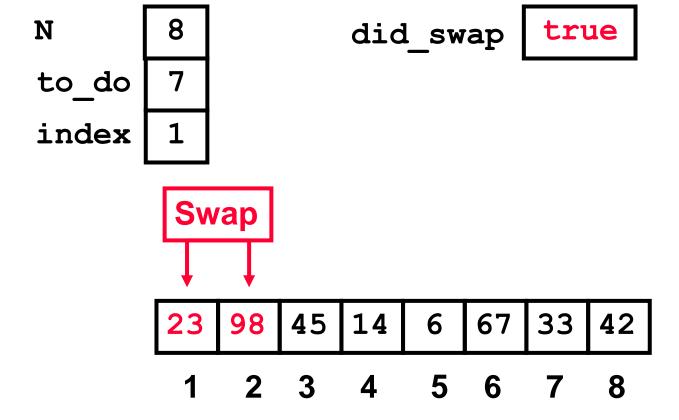
Example







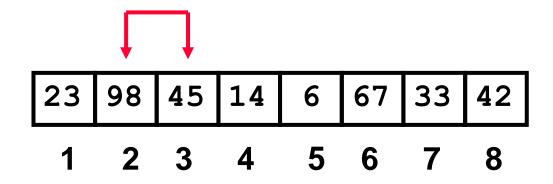
Example





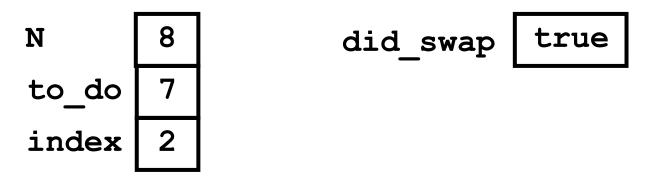
Example

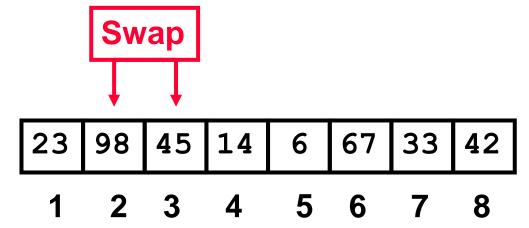
N 8
to_do 7
index 2





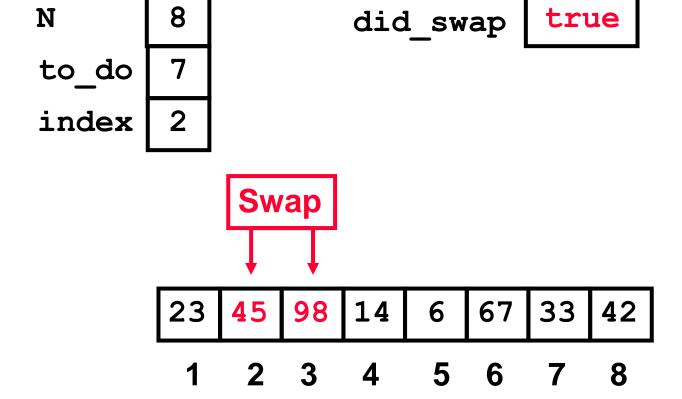
Example







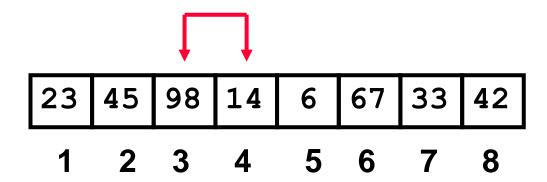
Example





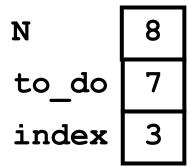
Example

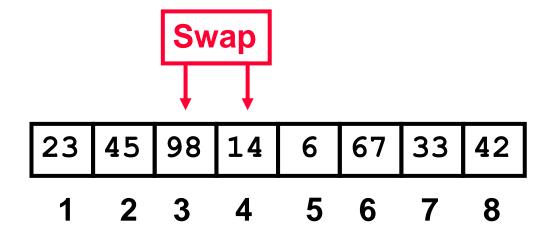
N 8
to_do 7
index 3





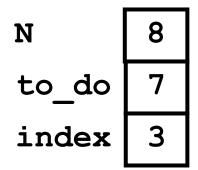
Example

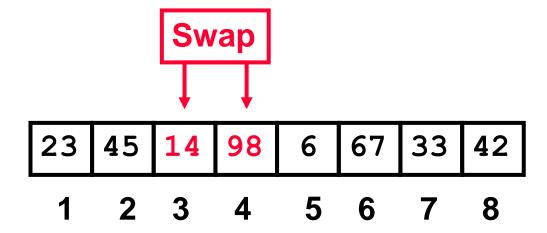






Example

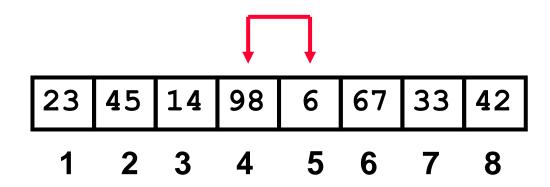






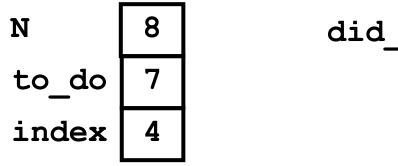
Example

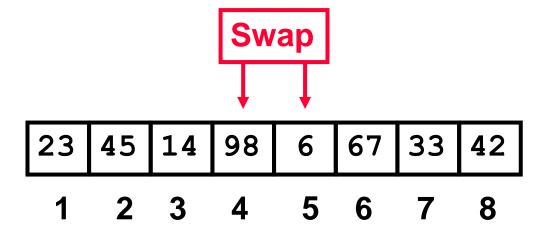
N 8
to_do 7
index 4





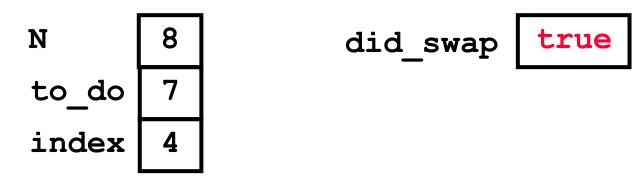
Example

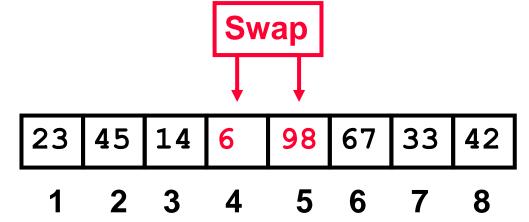






Example

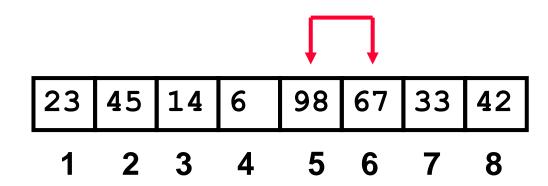






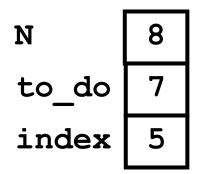
Example

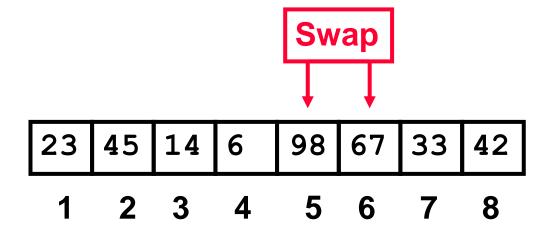
N 8
to_do 7
index 5





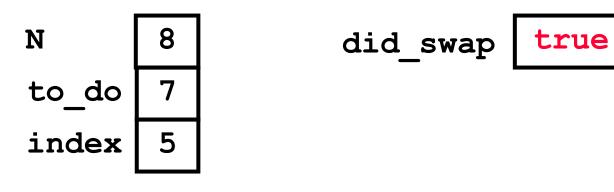
Example

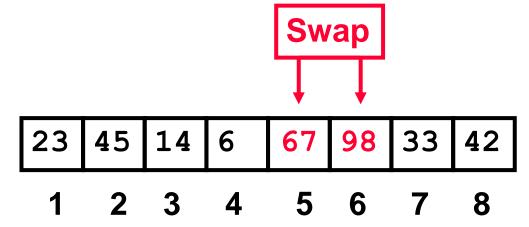






Example

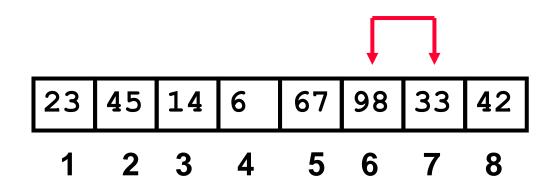






Example

N 8
to_do 7
index 6

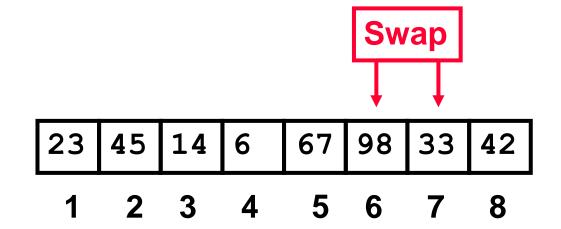




Example

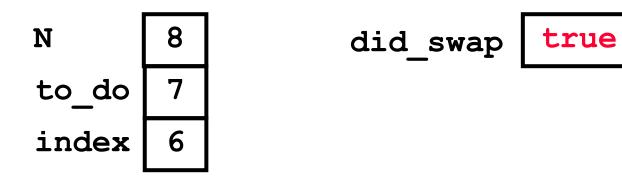
N 8
to_do 7
index 6

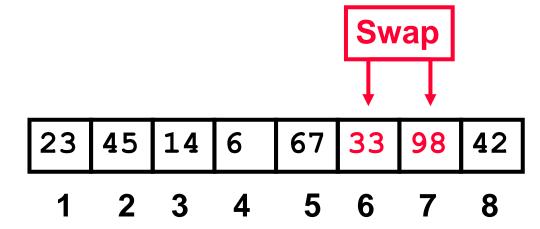
did_swap true





Example



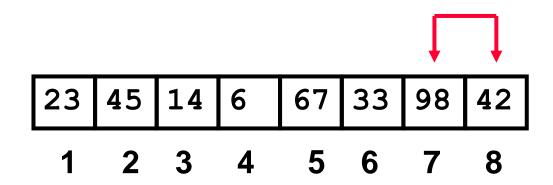




Example

N 8
to_do 7
index 7

did_swap true

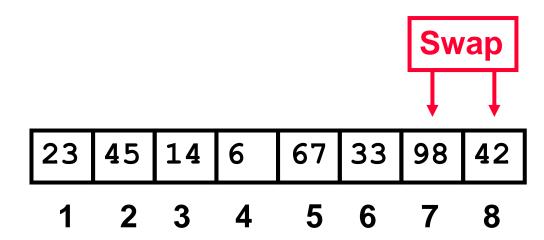




true

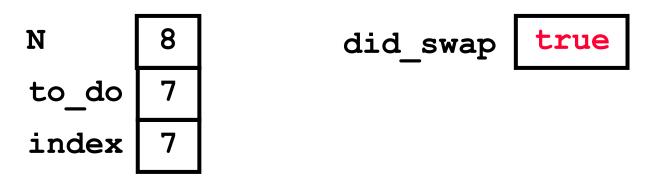
Example

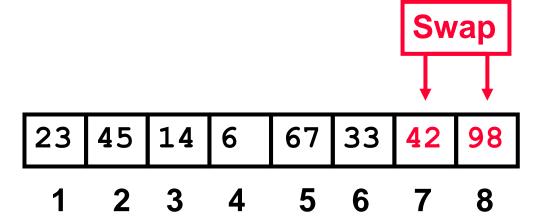
N 8 did_swap to_do 7 index 7





Example





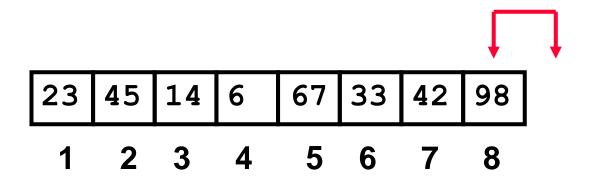


After First Pass of Outer Loop

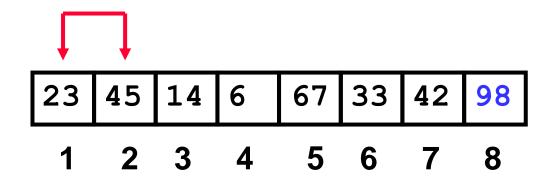
N 8
to_do 7
index 8

did_swap true

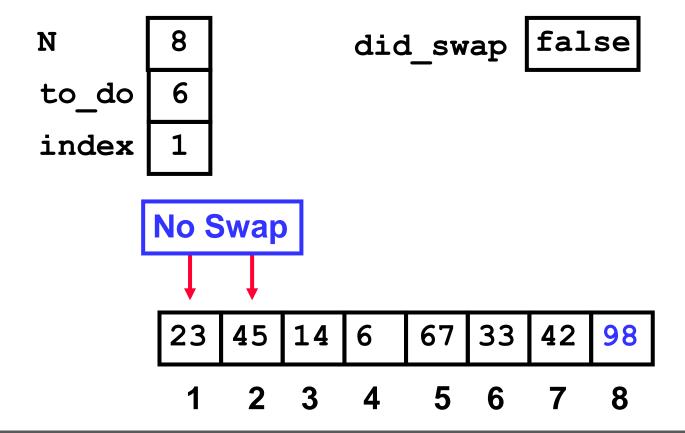
Finished first "Bubble Up"









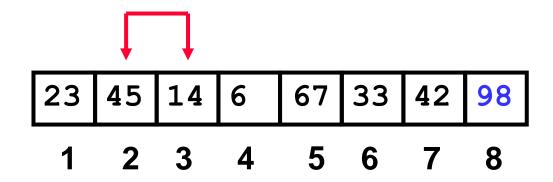




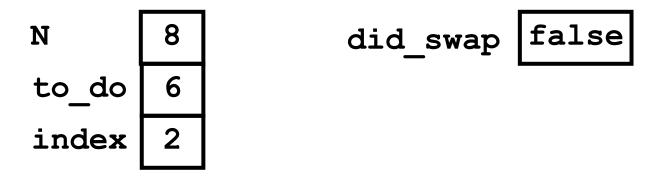
The Second "Bubble Up"

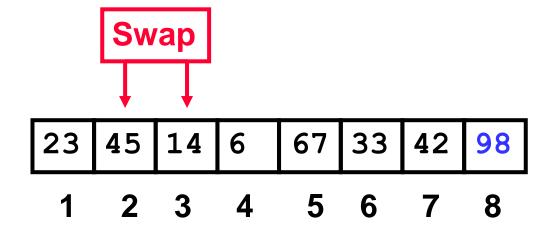
N 8
to_do 6
index 2

did_swap false



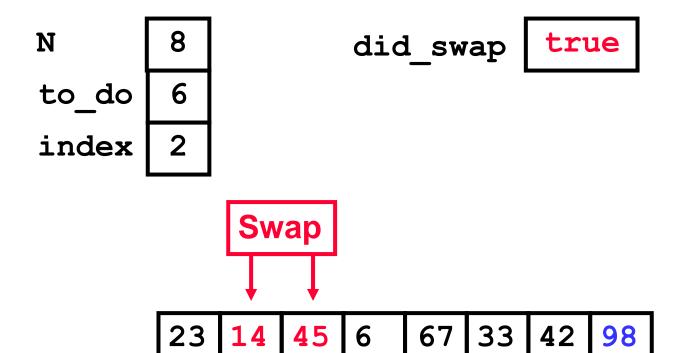








The Second "Bubble Up"

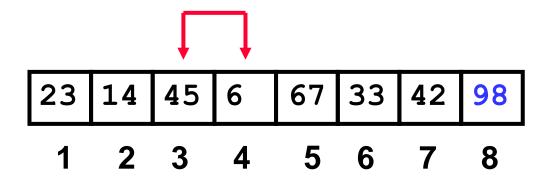


3

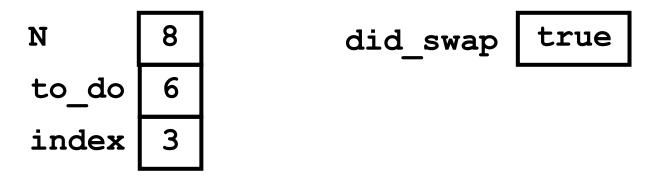
5

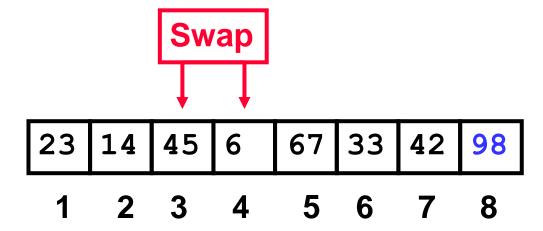
6



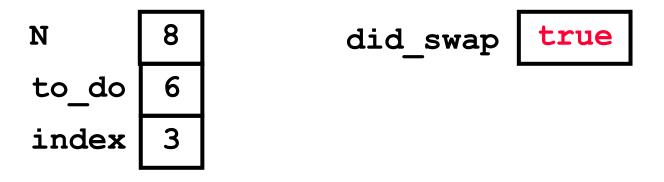


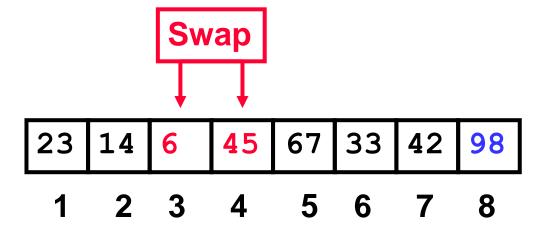










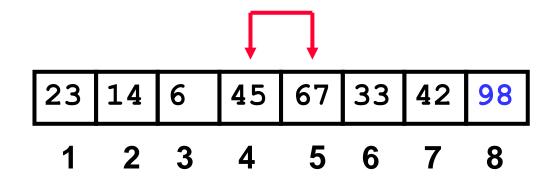




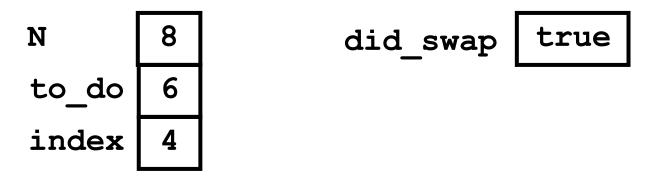
The Second "Bubble Up"

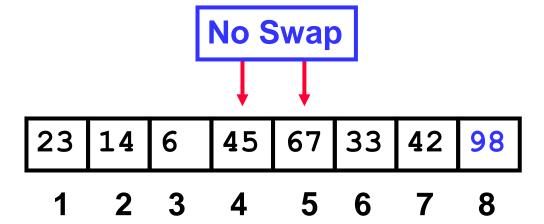
N 8
to_do 6
index 4

did_swap true

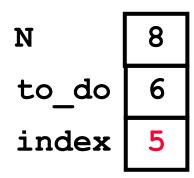


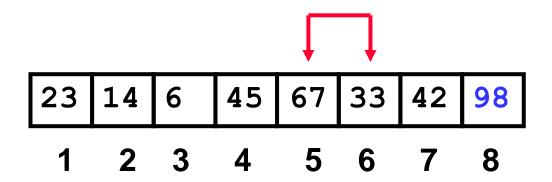




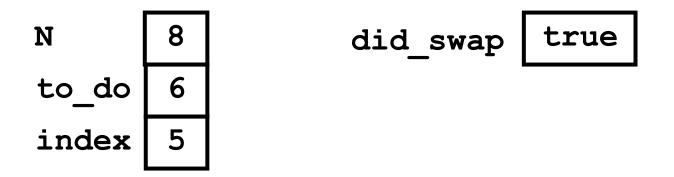


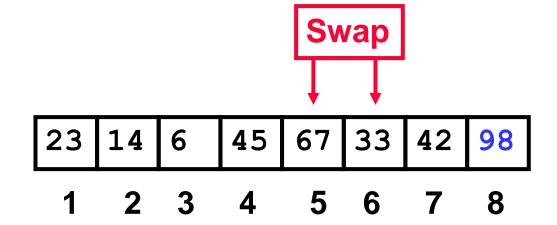




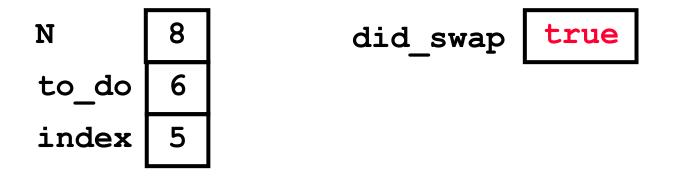


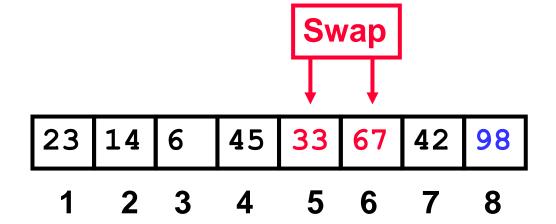










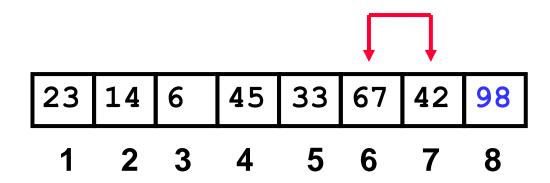




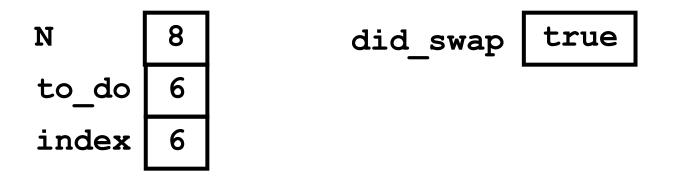
The Second "Bubble Up"

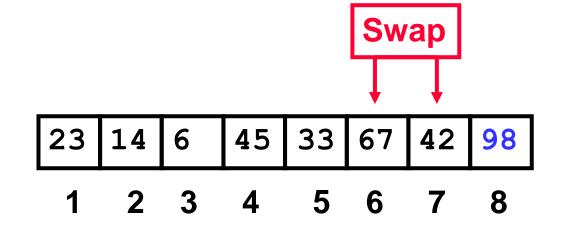
N 8
to_do 6
index 6

did_swap true

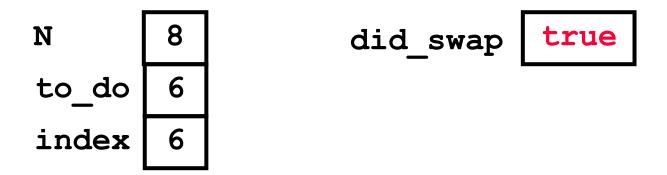


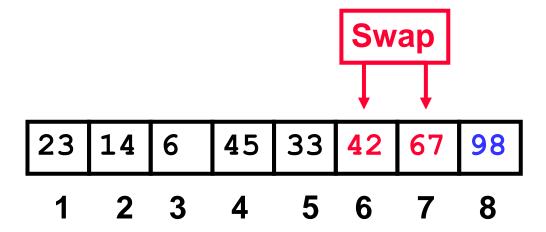






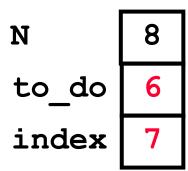




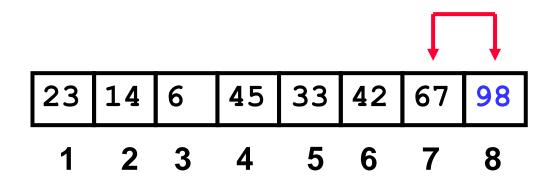




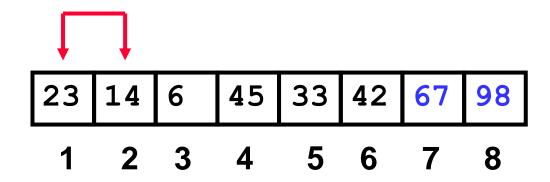
After Second Pass of Outer Loop



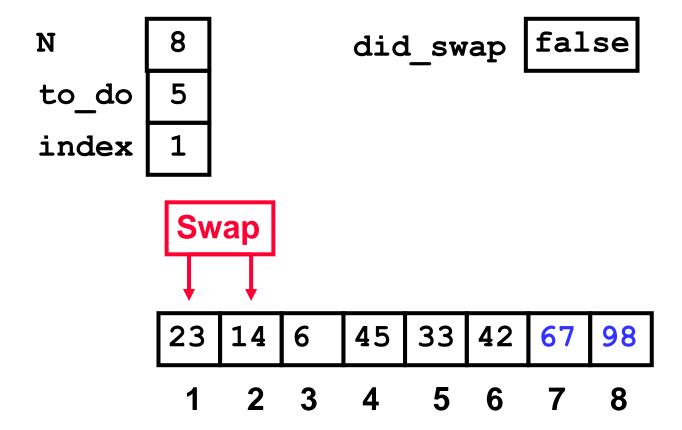
Finished second "Bubble Up"



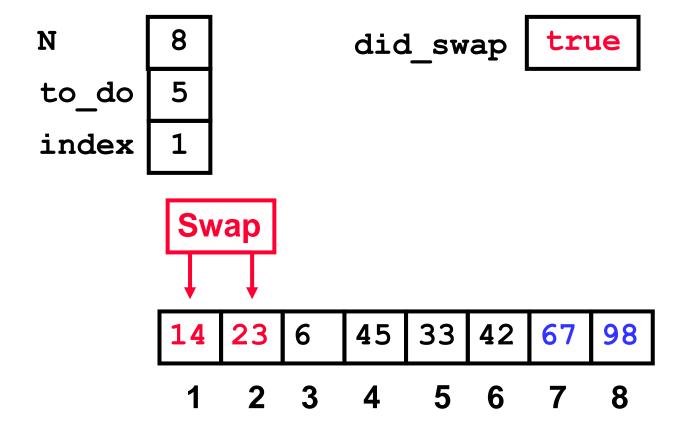




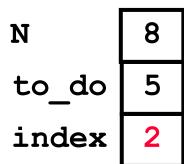


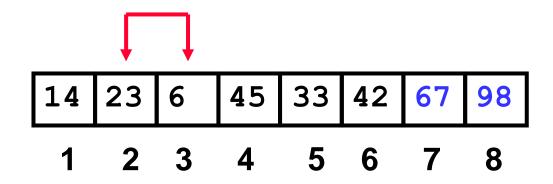




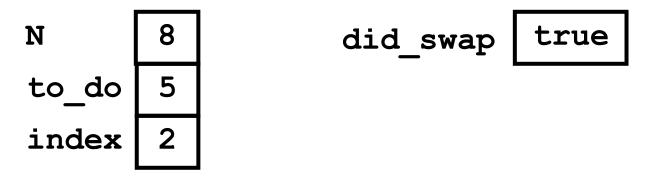


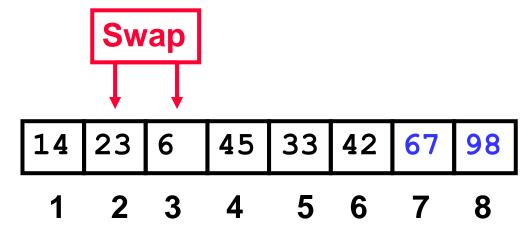




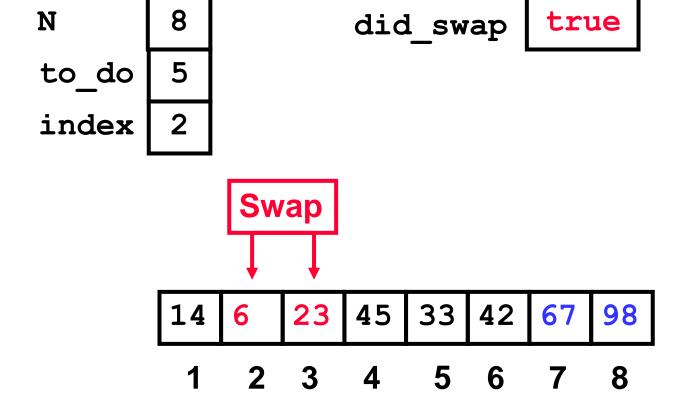




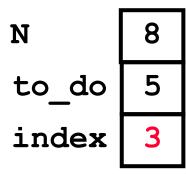


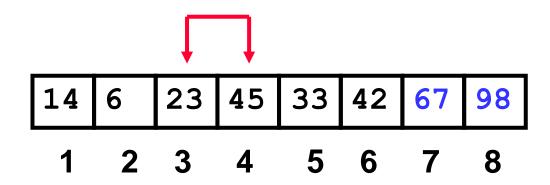




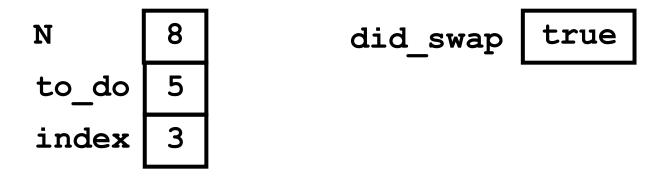


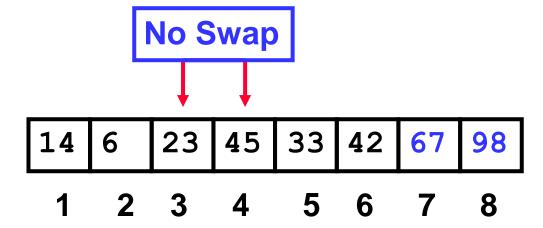




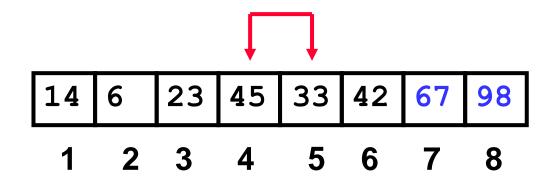




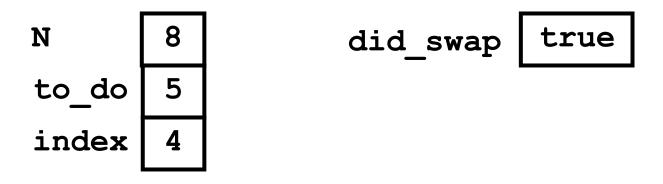


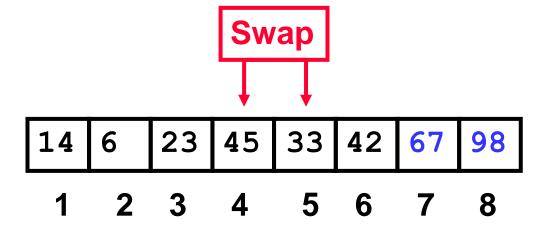




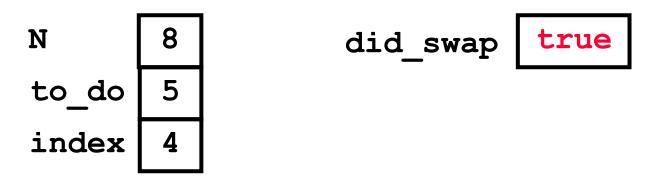


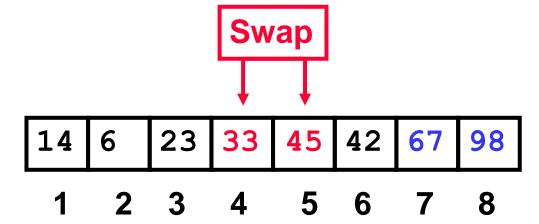










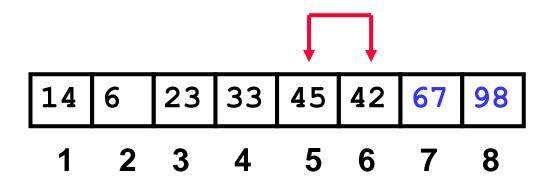




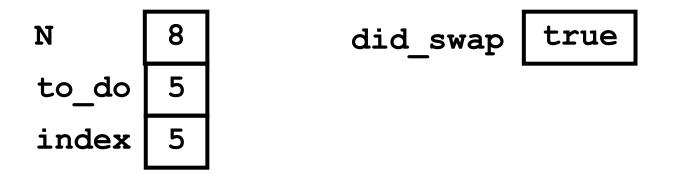
The Third "Bubble Up"

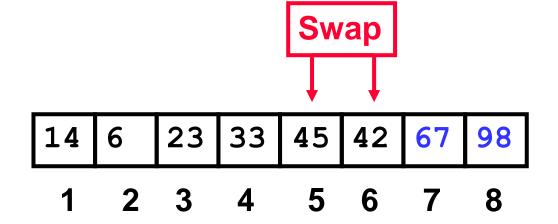
N 8
to_do 5
index 5

did_swap true



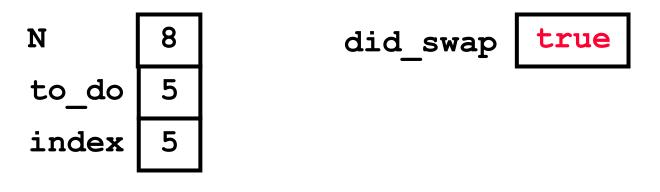


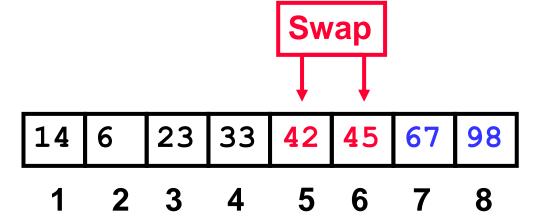






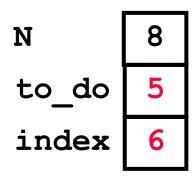
The Third "Bubble Up"



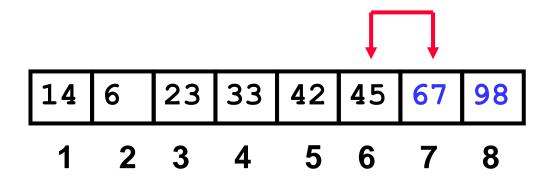




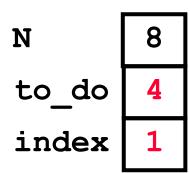
After Third Pass of Outer Loop

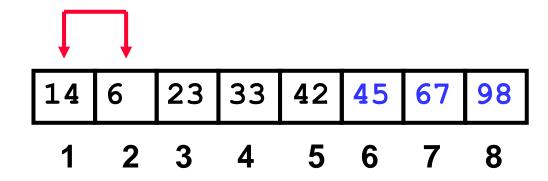


Finished third "Bubble Up"

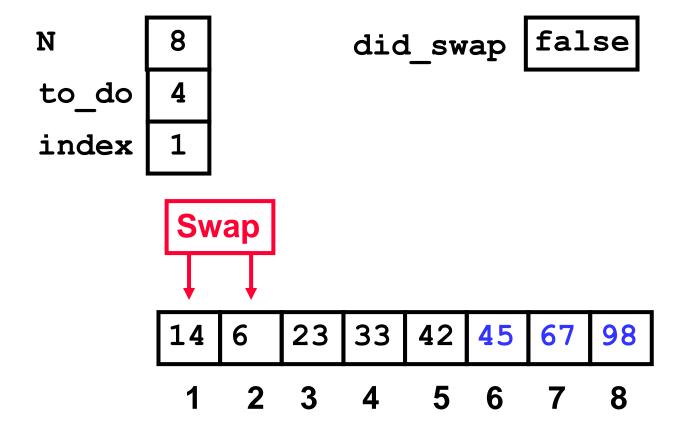




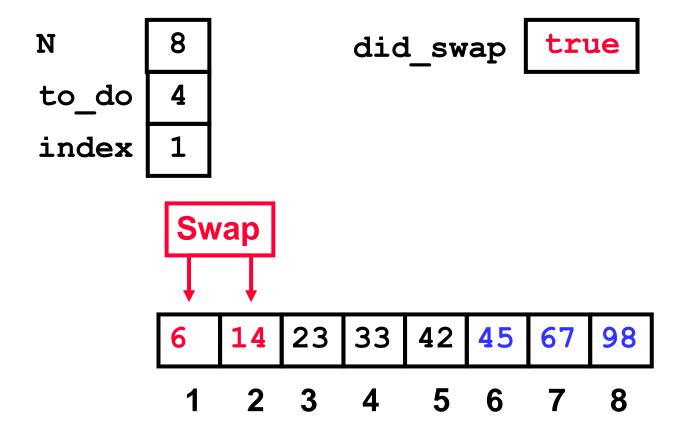




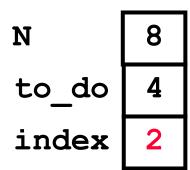


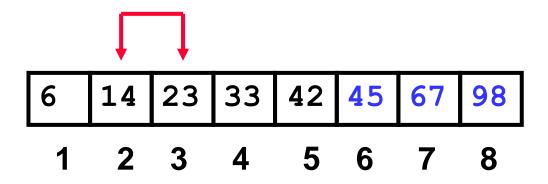




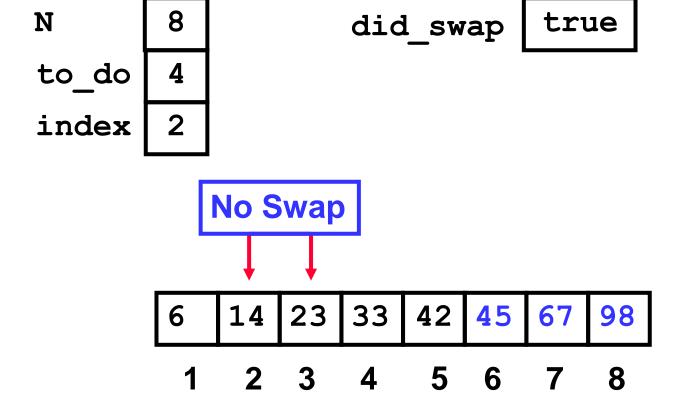










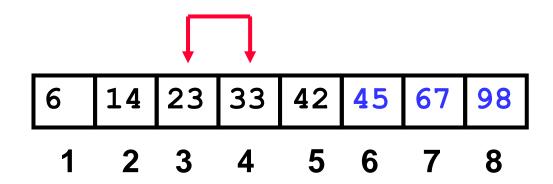




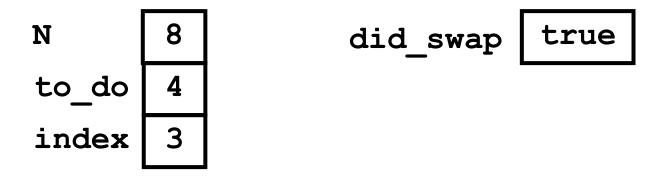
The Fourth "Bubble Up"

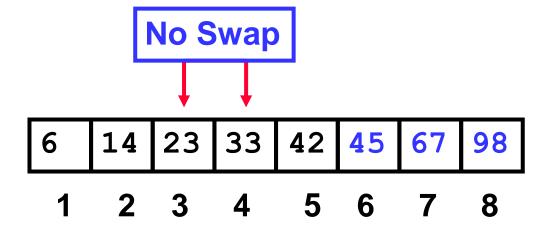
N 8
to_do 4
index 3

did_swap true

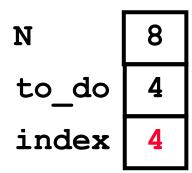


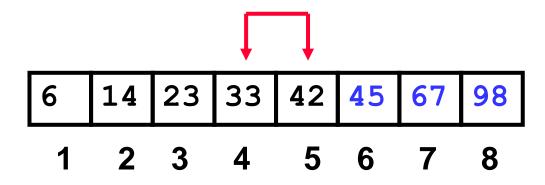




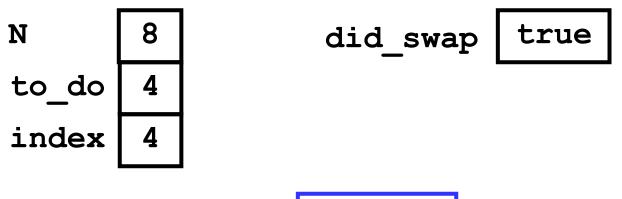


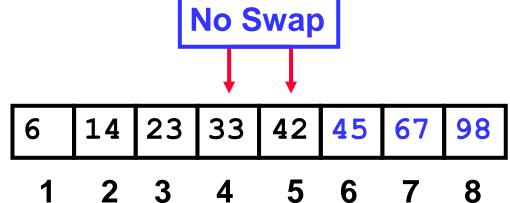






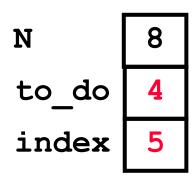




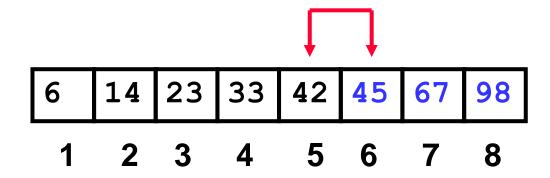




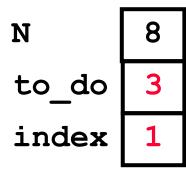
After Fourth Pass of Outer Loop

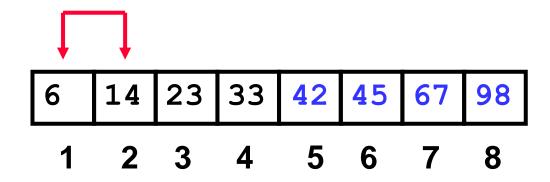


Finished fourth "Bubble Up"

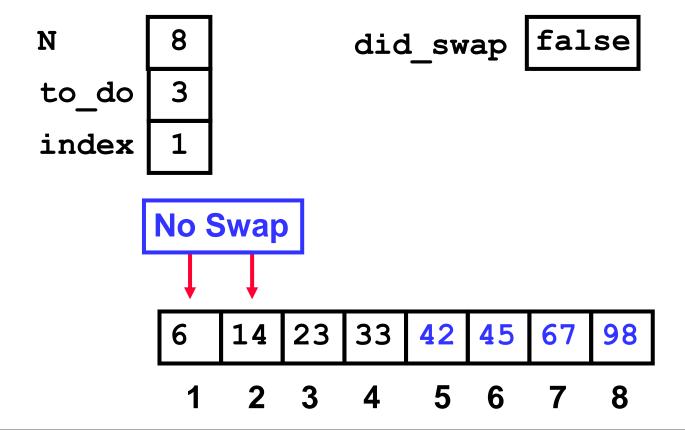




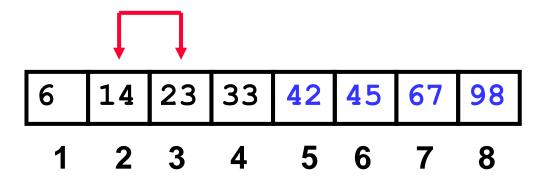






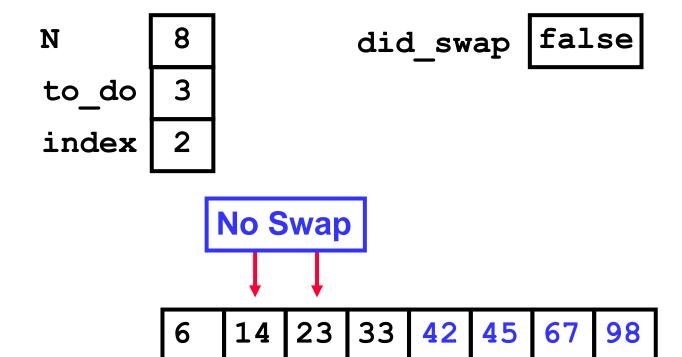








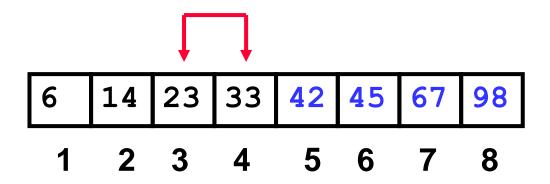
The Fifth "Bubble Up"



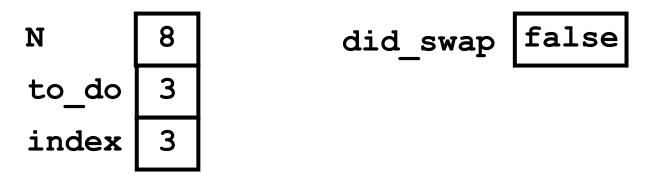
3

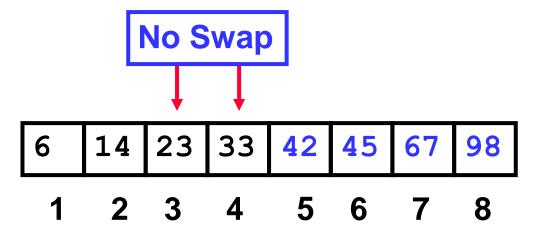
5 6





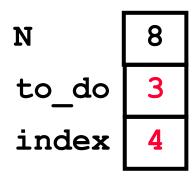




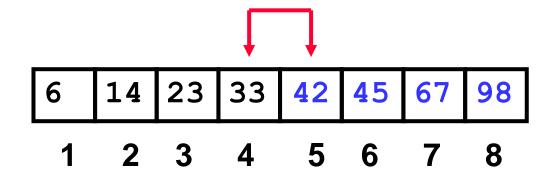




After Fifth Pass of Outer Loop



Finished fifth "Bubble Up"

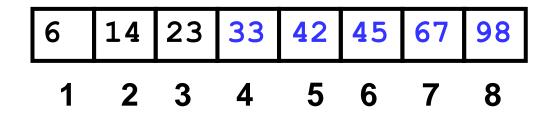




Finished "Early"

We didn't do any swapping, so all of the other elements must be correctly placed.

We can "skip" the last two passes of the outer loop.



- "Bubble Up" algorithm will move largest value to its correct location (to the right)
- Repeat "Bubble Up" until all elements are correctly placed:
 - Maximum of N-1 times
 - Can finish early if no swapping occurs
- We reduce the number of elements we compare each time one is correctly placed



Bubble Sort: Time Complexity Analysis

- Bubble sort uses two loops- inner loop and outer loop.
- The inner loop deterministically performs O(n) comparisons.

- **Best-Case Time Complexity**
 - Array is already sorted
 - Need 1 iteration with (N-1) comparisons

Worst-Case Time Complexity

Need N-1 iterations

$$-(N-1) + (N-2) + (N-3) + + (1) = (N-1)*N/2$$

Called Linear Time Order-of-N

Called Quadratic Time $O(N^2)$ **Order-of-N-square**



Bubble Sort: Time Complexity Analysis ...

Average Case:

- •In average case, bubble sort may require (n/2) passes and O(n) comparisons for each pass.
- •Hence, the average case time complexity of bubble sort is $O(n/2 \times n) = O(n^2)$.

Time Complexity	
Best Case	Ω(n)
Average Case	Θ (n ²)
Worst Case	O (n ²)



Bubble Sort: Properties

Some of the important properties of bubble sort algorithm are-

- Bubble sort is a **stable sorting** algorithm.
- Bubble sort is an **in-place sorting** algorithm.
- The worst case time complexity of bubble sort algorithm is $O(n^2)$.
- The space complexity of bubble sort algorithm is **O(1)**.
- Number of swaps in bubble sort = Number of inversion pairs present in the given array.
- Bubble sort is beneficial when array **elements are less** and the array is **nearly sorted**. Also used in computer graphics



Any Questions?



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