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# Chapter Eight

## Advanced Sorting Algorithms

# Revision - Sorting

- **Sorting** is a technique to *rearrange the elements of a list* in ascending or descending order.
- A **sorting algorithm** is an algorithm that puts elements of a list in a certain order.
- The most-used orders are *numerical order* and *lexicographical order*.
- **Sorting Example:**
- **Given:** a set (container) of n elements
  - » E.g. array, set of words, etc.
- **Suppose:** there is an order relation that can be set across the elements
- **Goal:** Arrange the elements in ascending order
  - » Start → 1   23   2   56   9   8   10   100
  - » End → 1   2   8   9   10   23   56   100

# Sorting Algorithms

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□ The sorting algorithms can be categorized as:

- » Insertion sort
- » Bubble sort
- » Selection sort



**Simple Sorting Algorithms**

- » Shell sort
- » Quick sort
- » Heap sort
- » Merge sort
- » Radix sort



**Advanced (Efficient) Sorting Algorithms**

# Shell Sort

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- The ***shell sort***, also known as the ***diminishing increment sort***, was developed by **Donald L. Shell** in 1959.
- The idea behind shell sort is that it is faster to sort an array if parts of it are ***already sorted***.
- The original array is first divided into a number of ***smaller subarrays***, these subarrays are sorted, and then they are combined into the overall array and sorted.

# How Shell Sort Works?

- One approach would be to **divide** the array into a **number of sub arrays** consisting of contiguous elements (i.e. elements that are next to each other).
- For example, the array `[abcdef]` could be divided into the sub arrays `[abc]` and `[def]`.
- However, shell sort uses a different approach: the sub arrays are constructed by taking elements that are **regularly spaced** from each other.
- For example, a sub array may consist of **every second element** in an array, or **every third element**, etc.
- For example, dividing the array `[abcdef]` into two sub arrays by taking every second element results in the sub arrays `[ace]` and `[bdf]`

## Cont'd

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- Actually, shell sort uses several iterations of this technique.
- First, a large number of sub arrays, consisting of widely spaced elements, are sorted.
- Then, these sub arrays are combined into the overall array, a new division is made into a smaller number of sub arrays and these are sorted.
- In the next iteration a still smaller number of sub arrays is sorted.
- This process continues until eventually only one sub array is sorted, the original array itself.

data before 5-sort	10	8	6	20	4	3	22	1	0	15	16
5 subarrays before 5-sort	10					3					16
		8					22				
			6					1			
				20					0		
					4					15	
5 subarrays after 5-sort	3					10					16
		8					22				
			1					6			
				0					20		
					4					15	
data after 5-sort and before 3-sort	3	8	1	0	4	10	22	6	20	15	16
3 subarrays before 3-sort	3			0			22			15	
		8			4			6			16
			1			10			20		
3 subarrays after 3-sort	0			3			15			22	
		4			6			8			16
			1			10			20		
data after 3-sort and before 1-sort	0	4	1	3	6	10	15	8	20	22	16
data after 1-sort	0	1	3	4	6	8	10	15	16	20	22

## Cont'd

- In the above example, we used ***three iterations: a 5-sort, a 3-sort and a 1-sort.***
- This sequence is known as the ***diminishing increment.***
- But how do we decide on this sequence of increments?
  - » Powers of 2 were used for the increments,
  - » e.g. 16, 8, 4, 2, 1.
- However, this is not the most efficient technique.
- Experimental studies have shown that increments calculated according to the following conditions lead to better efficiency:
$$h_1 = 1$$
$$h_{i+1} = 3h_i + 1$$
- For example, for a list of length 100 the sequence of increments would be 40, 13, 4, 1.



## Cont'd

- An experimental analysis has shown that the complexity of **shell sort** is approximately  $O(n^{1.25})$ ,
  - » which is better than the  $O(n^2)$  offered by the simple algorithms.
- But it is advisable to choose  $g_k = n/2$  and  $g_{k-1} = g_i/2$  for  $k \geq i \geq 1$ . After each sequence  $g_{k-1}$  is done and the list is said to be  $g_i$ -sorted.
- Shell sorting is done when the list is *1-sorted* (which is sorted using insertion sort) and  $A[j] \leq A[j+1]$  for  $0 \leq j \leq n-2$ . Time complexity is  $O(n^{3/2})$ .

## Cont'd

- **Example:** Sort the following list using shell sort algorithm.
  - » 5 8 2 4 1 3 9 7 6 0
- Choose  $g_3 = 5$  ( $n/2$  where  $n$  is the number of elements = 10)
- Sort (5, 3)
  - » 3 8 2 4 1 5 9 7 6 0
- Sort (8, 9)
  - » 3 8 2 4 1 5 9 7 6 0
- Sort (2, 7)
  - » 3 8 2 4 1 5 9 7 6 0
- Sort (4, 6)
  - » 3 8 2 4 1 5 9 7 6 0

# Cont'd

- Sort (1, 0)

- » 3 8 2 4 0 5 9 7 6 1

- 5- sorted list

- » 3 8 2 4 0 5 9 7 6 1

- Sort (3, 4, 9, 1)

- » 1 8 2 3 0 5 4 7 6 9

- Sort (8, 0, 7)

- » 1 0 2 3 7 5 4 8 6 9

- Sort (2, 5, 6)

- » 1 0 2 3 7 5 4 8 6 9

- 3- sorted list

- » 1 0 2 3 7 5 4 8 6 9

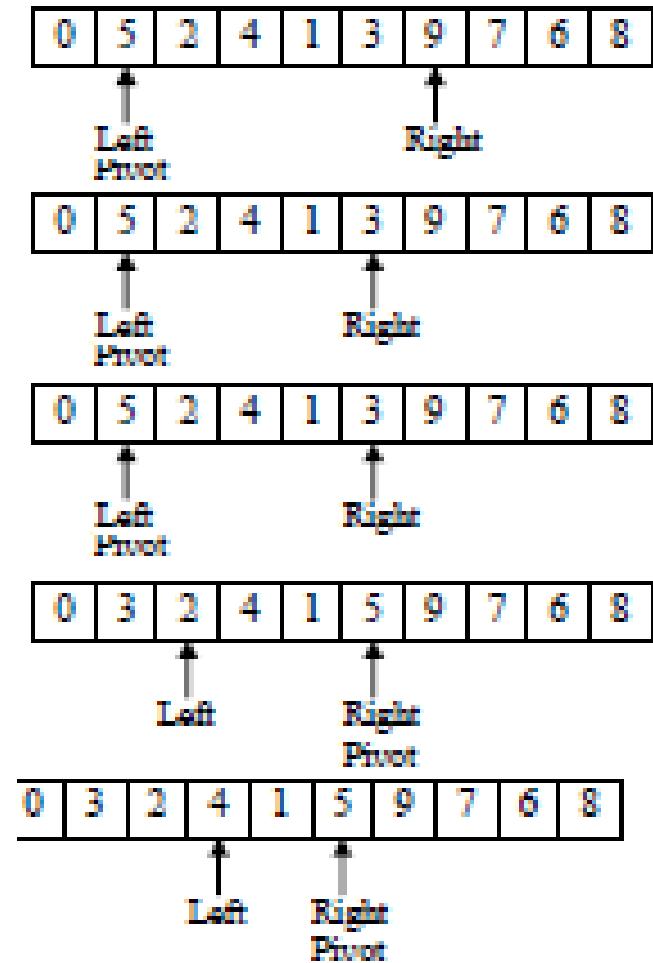
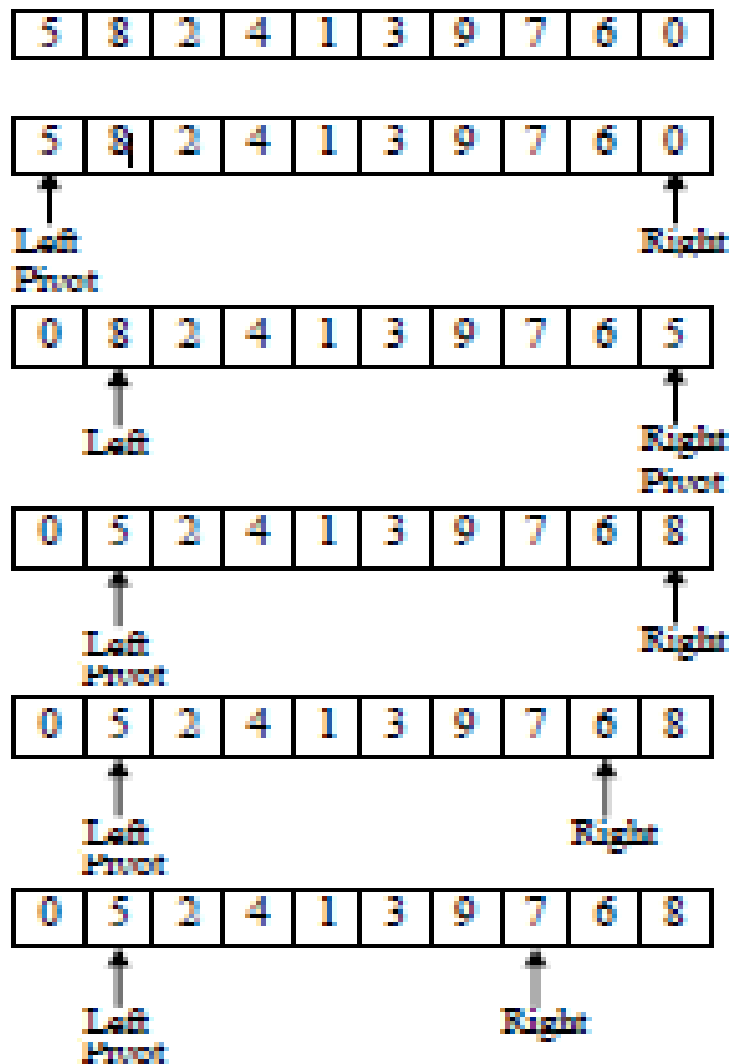
## Cont'd

- Choose  $g_1 = 1$  (the same as insertion sort algorithm)
- Sort (1, 0, 2, 3, 7, 5, 4, 8, 6, 9)
  - » 0 1 2 3 4 5 6 7 8 9
- 1- sorted (shell sorted) list
  - » 0 1 2 3 4 5 6 7 8 9

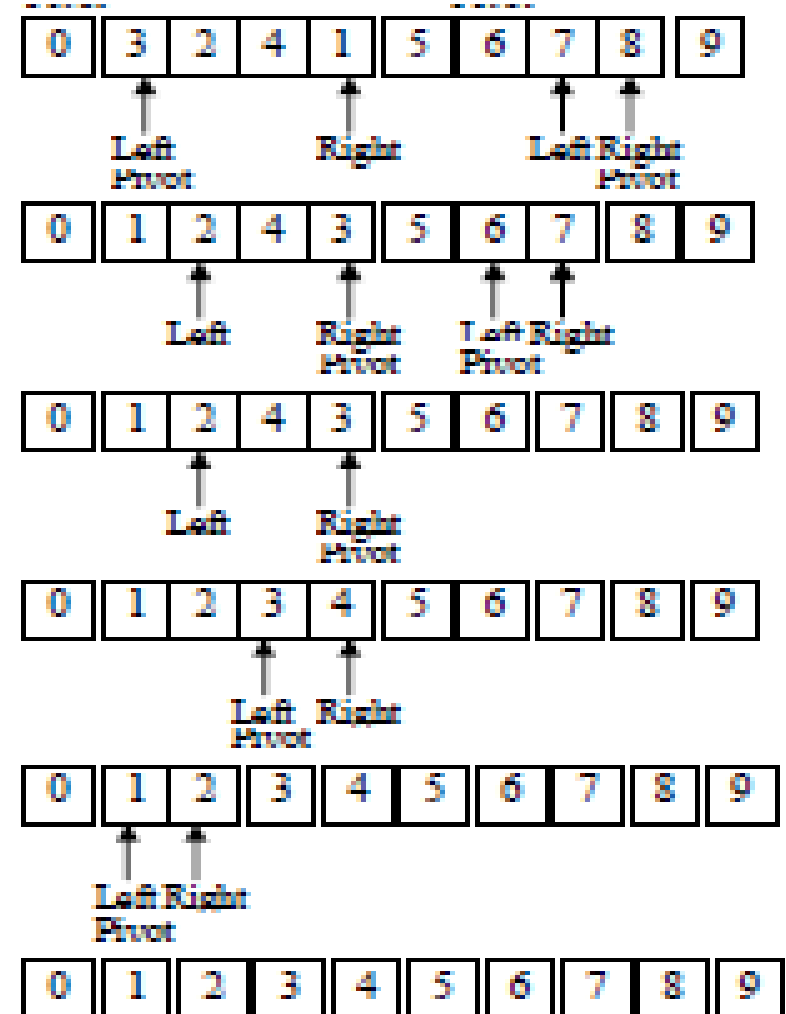
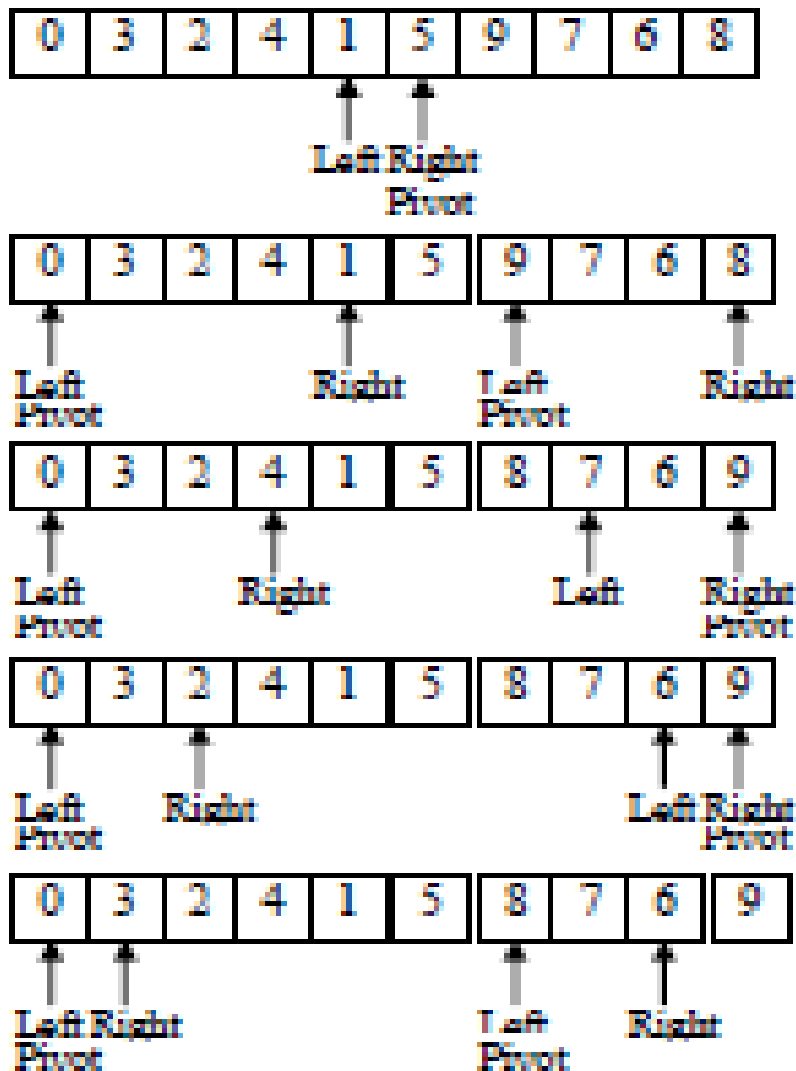
# Quick Sort

- Quick sort is the ***fastest*** known algorithm.
- It uses ***divide and conquer*** strategy and in the worst case its complexity is  $O(n^2)$ .
- But its expected complexity is  $O(n \log n)$ .
- **Algorithm:**
  - » Choose a ***pivot value*** (mostly the ***first element*** is taken as the pivot value)
  - » Position the pivot element and partition the list so that:
    - the ***left part*** has items less than or equal to the pivot value
    - the ***right part*** has items greater than or equal to the pivot value
  - » Recursively ***sort*** the ***left*** part
  - » Recursively ***sort*** the ***right*** part

# Example



# Cont'd



# Implementation

```
Left=0;
Right=n-1; // n is the total number of elements in the list
PivotPos=Left;
while (Left<Right)
{
    if (PivotPos==Left)
    {
        if (Data[Left]>Data[Right])
        {
            swap(data[Left], Data[Right]);
            PivotPos=Right;
            Left++;
        }
        else
            Right--;
    }
}
```



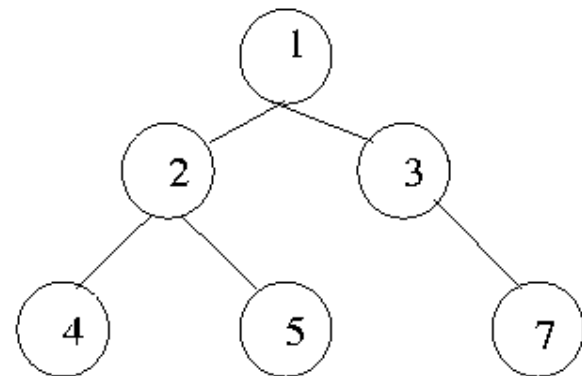
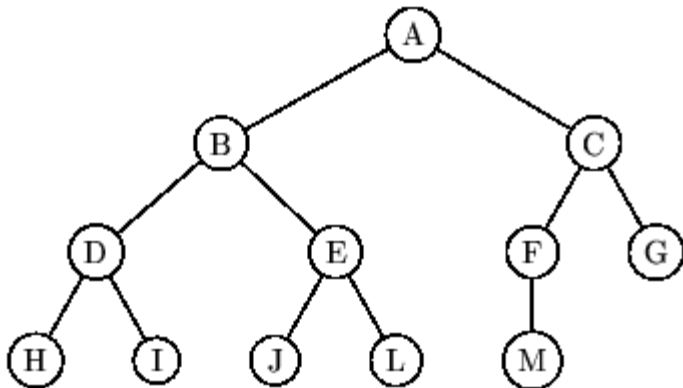
# Cont'd

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```
else
{
    if (Data[Left]>Data[Right])
    {
        swap(data[Left], Data[Right]);
        PivotPos=Left;
        Right--;
    }
    else
        Left++;
}
}
```

# Heap Sort

- A **heap** is a **complete binary tree** with the property that the value at each node is **at least as large as** the values at its **children**.
- A **largest element** is at the **root** of the heap.
- **Complete binary tree** is a binary tree in which the level of the any leaf node is either  $H$  or  $H-1$  where  $H$  is the height of the tree. The deepest level should also be filled from left to right.

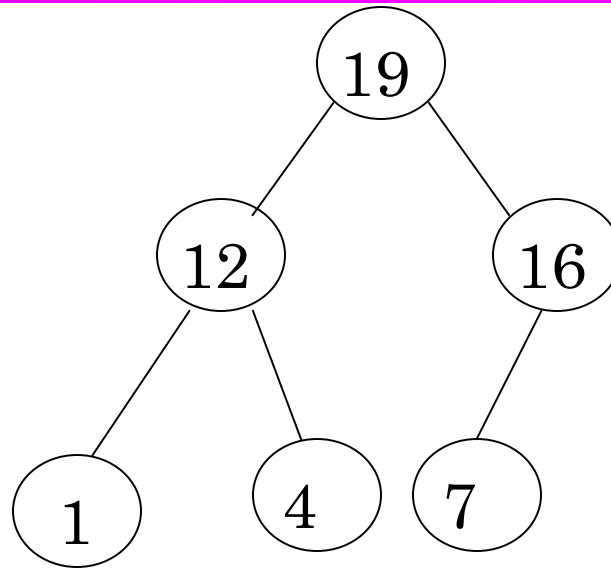


Not Complete

## Cont'd

- The relation ***greater than or equal to*** may be ***reversed*** so that the parent node contains a value ***as small as or smaller than its children***.
- Max Heap
  - » Store data in ascending order
  - » Has property of
$$A[\text{Parent}(i)] \geq A[i]$$
- Min Heap
  - » Store data in descending order
  - » Has property of
$$A[\text{Parent}(i)] \leq A[i]$$

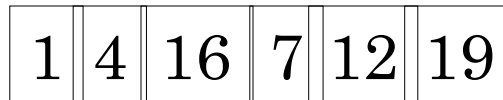
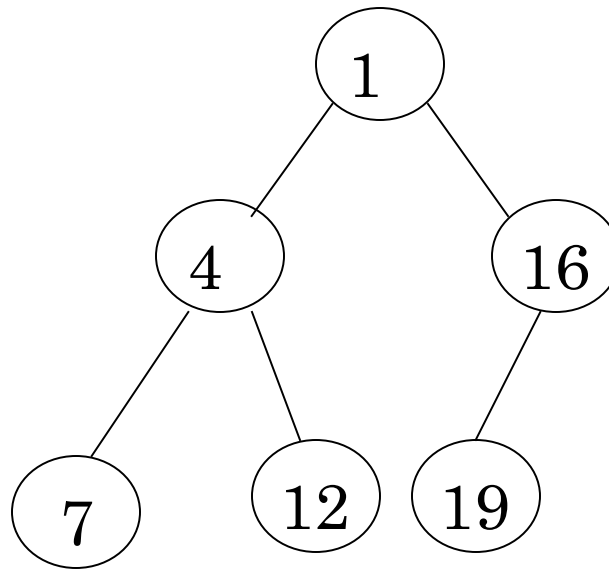
# Max Heap Example



19	12	16	1	4	7
----	----	----	---	---	---

Array A

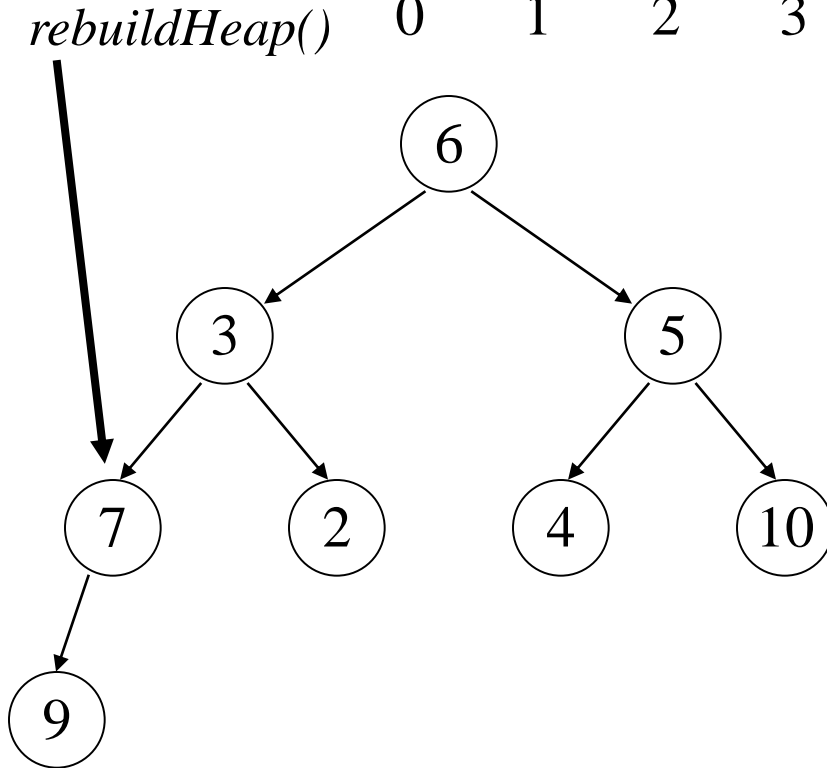
# Min Heap Example



Array A

# Transform an Array Into a Heap: *Example*

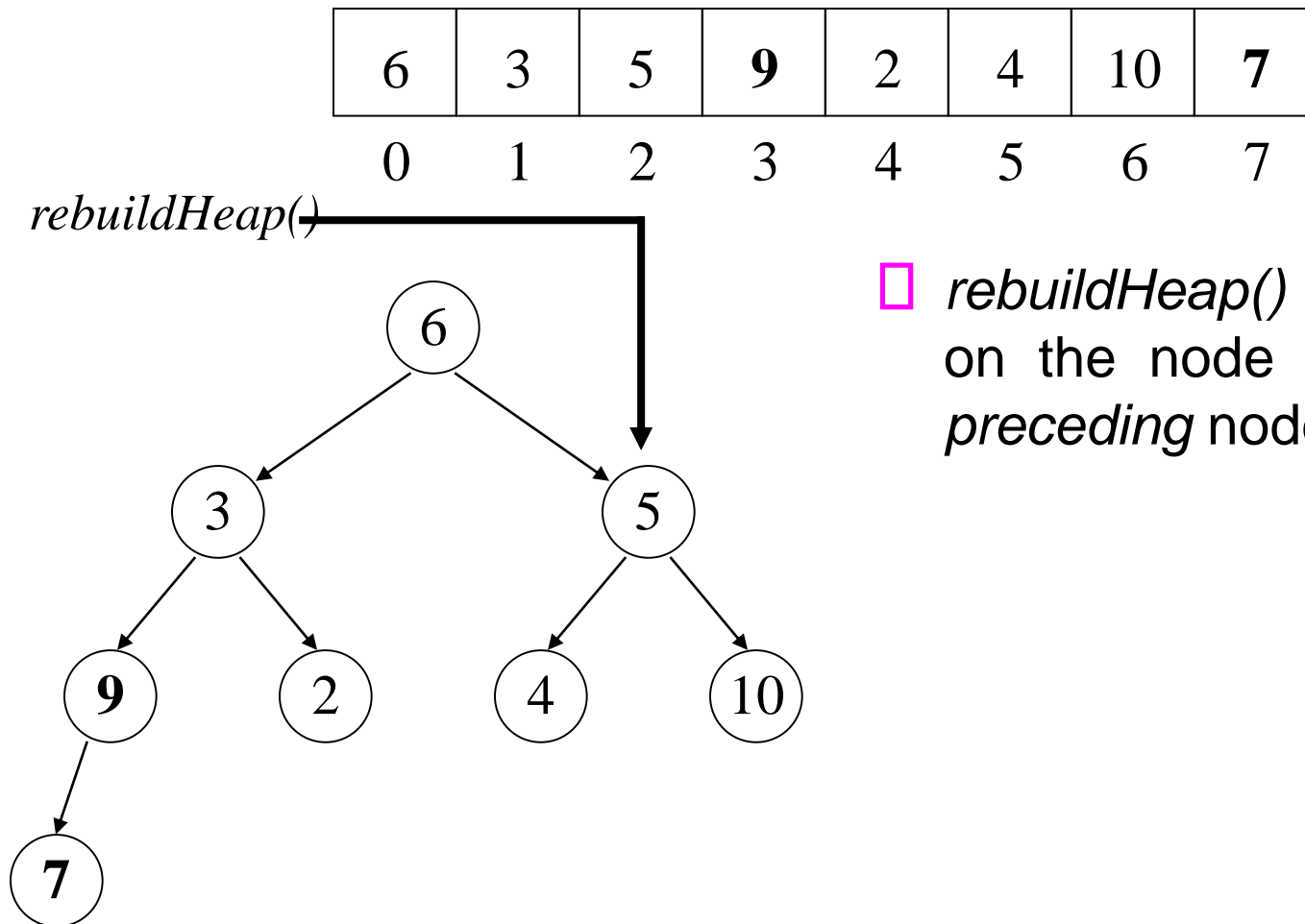
6	3	5	7	2	4	10	9
0	1	2	3	4	5	6	7



□ The items in the array, above, can be considered to be stored in the **complete binary tree** shown at right.

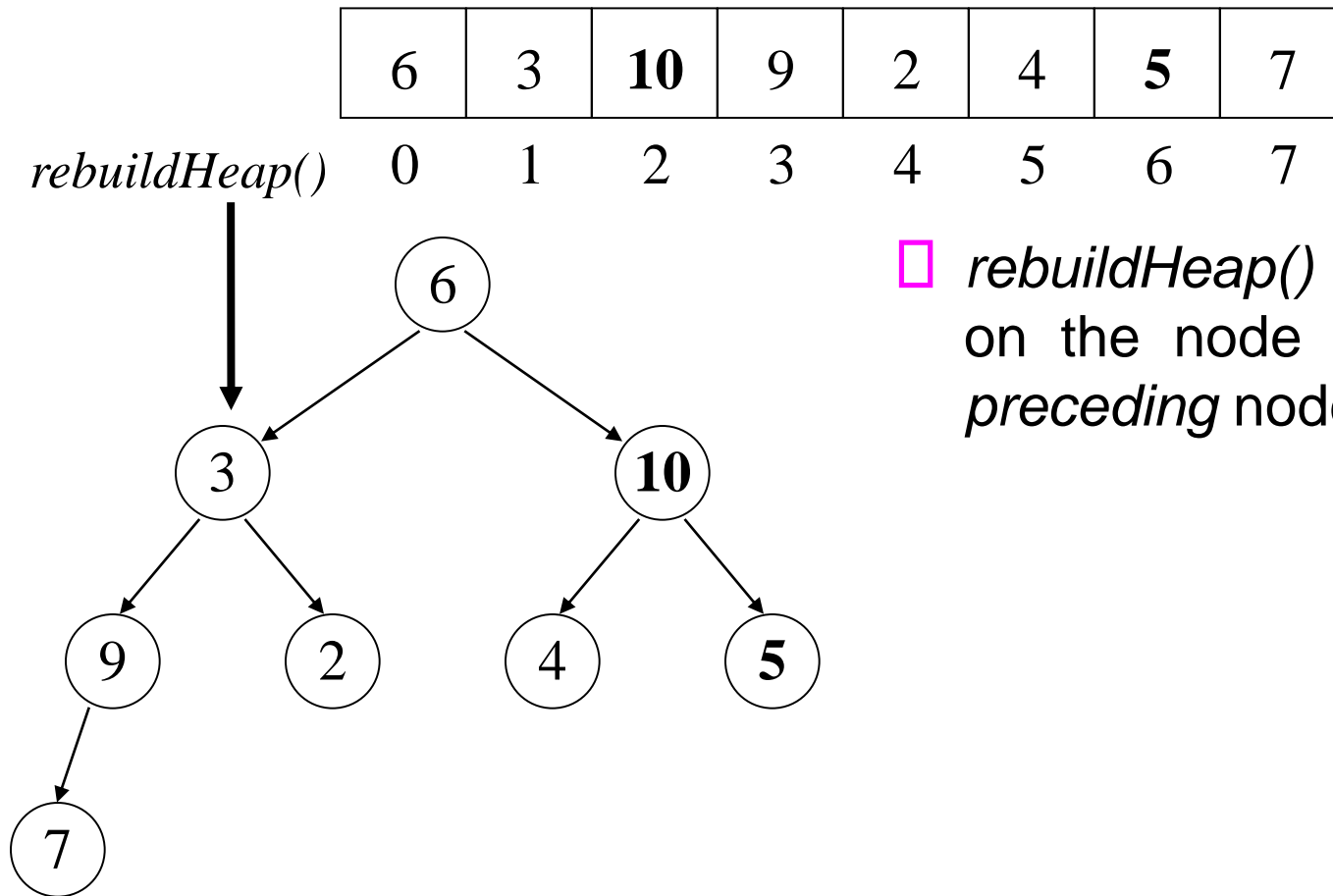
□ *rebuildHeap()* is invoked on the *parent* of the last node in the array (= 9).

## Cont'd



□ *rebuildHeap()* is invoked on the node in the array preceding node 9.

## Cont'd



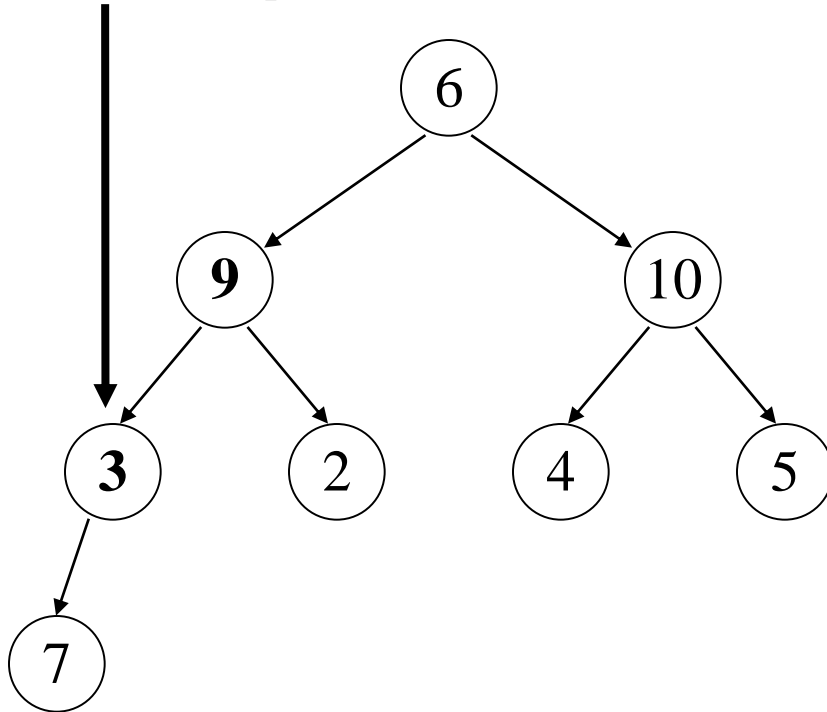
□ *rebuildHeap()* is invoked on the node in the array preceding node 10.



# Cont'd

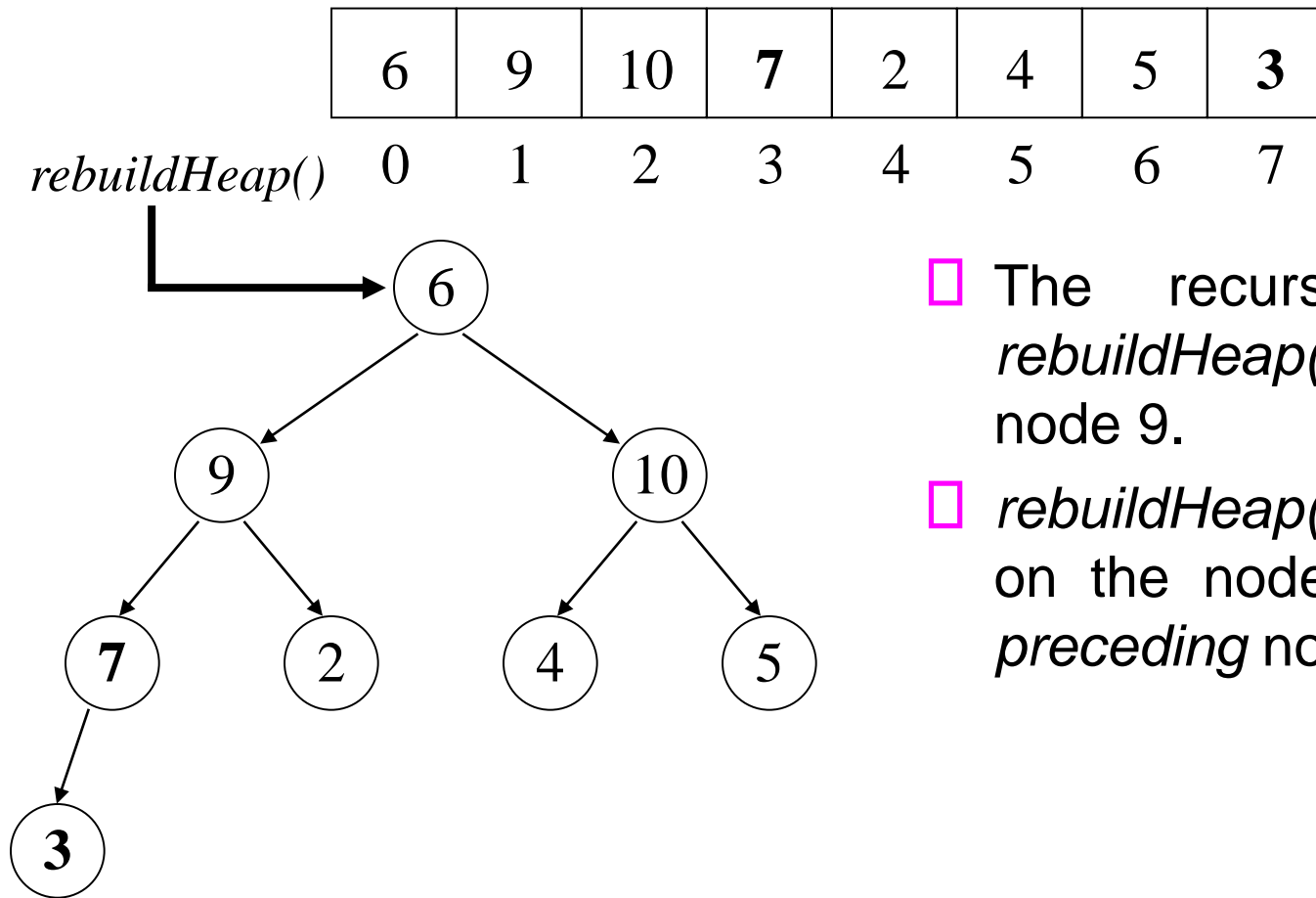
6	<b>9</b>	10	<b>3</b>	2	4	5	7
0	1	2	3	4	5	6	7

*rebuildHeap()*



□ *rebuildHeap()* is invoked recursively on node 3 to complete the transformation of the *semiheap* rooted at 9 into a *heap*.

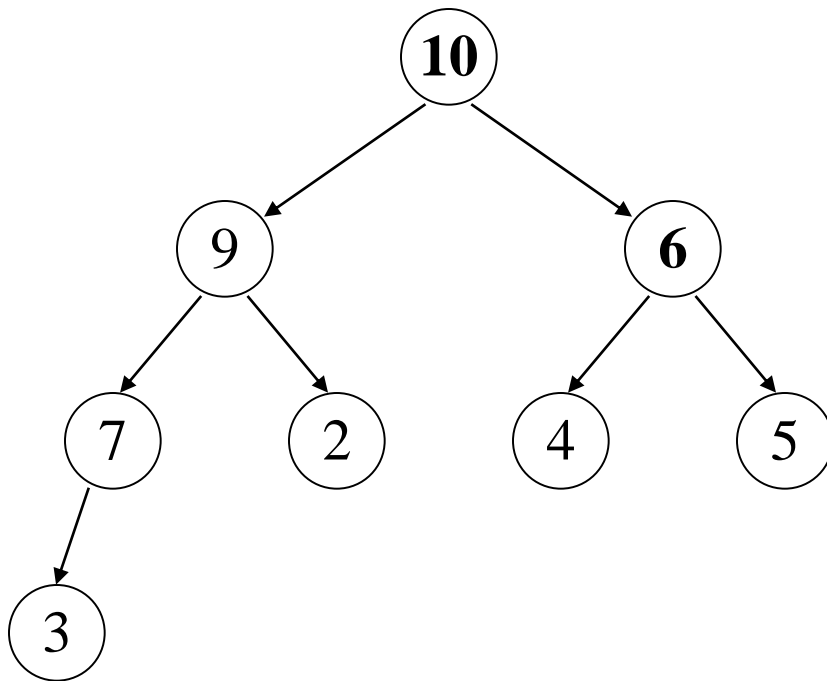
## Cont'd



- The recursive call to *rebuildHeap()* returns to node 9.
- *rebuildHeap()* is invoked on the node in the array *preceding* node 9.

# Cont'd

<b>10</b>	9	<b>6</b>	7	2	4	5	3
0	1	2	3	4	5	6	7



- Note that node 10 is now the root of a *heap*.
- The transformation of the *array* into a *heap* is complete.

# Exercise

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- Form a heap from the set 40,80,35,90,45,50,70.

# Heap Sort ...

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- A sorting algorithm that works by first organizing the data to be sorted into a special type of binary tree called a ***heap***.
- Procedures on Heap:
  - » Heapify
  - » Build Heap
  - » Heap Sort

# Heapify

- Heapify picks the largest child key and compare it to the parent key.
- If parent key is larger then heapify quits, otherwise it swaps the parent key with the largest child key.
- So that the parent is now becomes larger than its children.

**Heapify(A, i)**

```
{    l ← left(i)
    r ← right(i)
    if l ≤ heapsize[A] and A[l] > A[i]
        then largest ← l
    else largest ← i
    if r ≤ heapsize[A] and A[r] > A[largest]
        then largest ← r
    if largest ≠ i
        then swap A[i] ↔ A[largest]
        Heapify(A, largest)
}
```

# Build Heap

- We can use the procedure 'Heapify' in a bottom-up fashion to convert an array  $A[1 \dots n]$  into a heap.
- Since the elements in the subarray  $A[n/2 + 1 \dots n]$  are all leaves, the procedure BUILD\_HEAP goes through the remaining nodes of the tree and runs 'Heapify' on each one.
- The bottom-up order of processing node guarantees that the subtree rooted at children are heap before 'Heapify' is run at their parent.

## Buildheap(A)

```
{  
    heapsize[A] ← length[A]  
    for i ← |length[A]/2 //down to 1  
        do Heapify(A, i)  
}
```

# Heap Sort Algorithm

- The heap sort algorithm starts by using procedure BUILD-HEAP to build a heap on the input array  $A[1 \dots n]$ .
- Since the maximum element of the array stored at the root  $A[1]$ , it can be put into its correct final position by exchanging it with  $A[n]$  (the last element in  $A$ ).
- If we now discard node  $n$  from the heap then the remaining elements can be made into heap.
- Note that the new element at the root may violate the heap property. All that is needed to restore the heap property.

## Heapsort(A)

```
{   Buildheap(A)
    for i ← length[A] //down to 2
        do swap  $A[1] \leftrightarrow A[i]$ 
        heapsize[A] ← heapsize[A] - 1
        Heapify(A, 1)
}
```

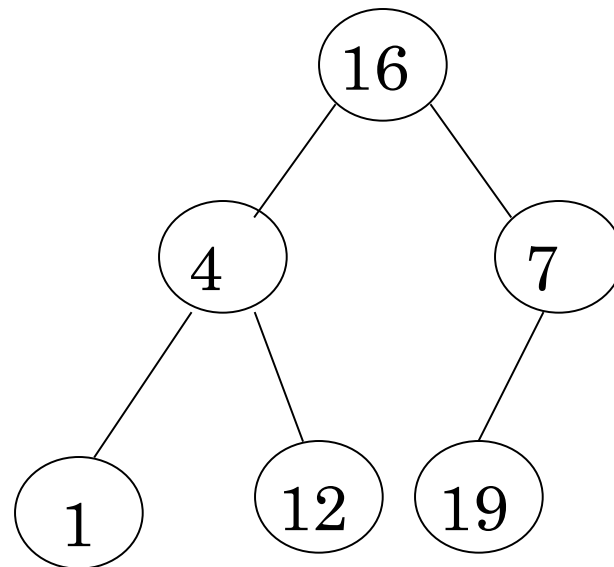


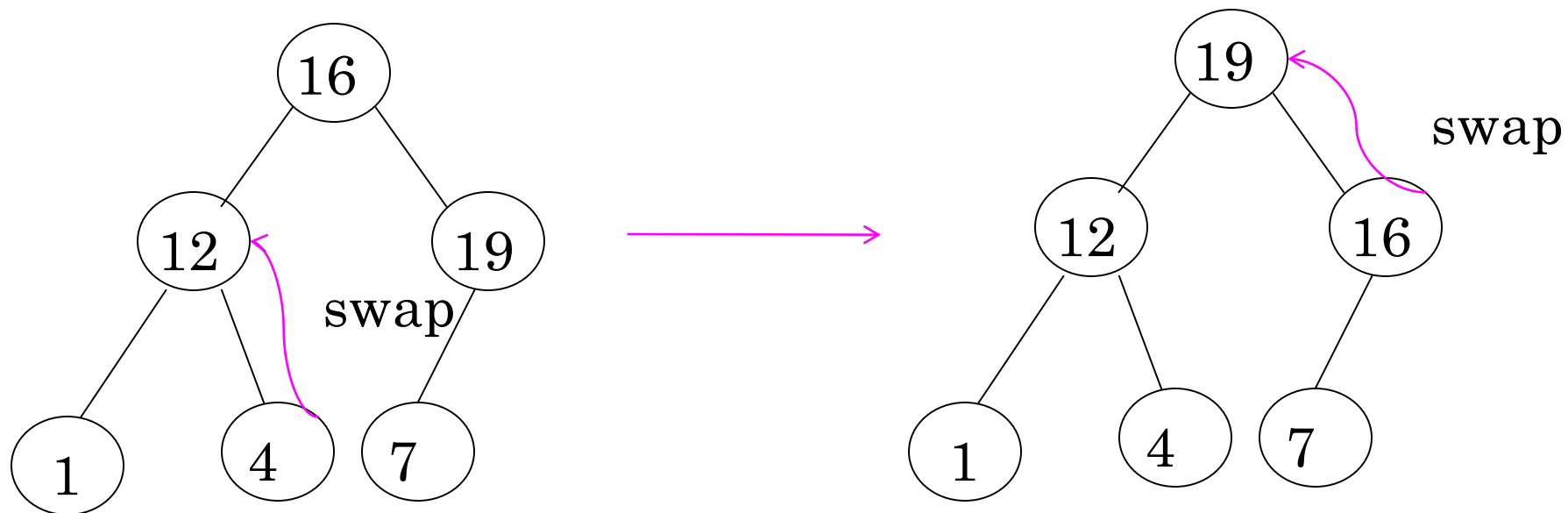
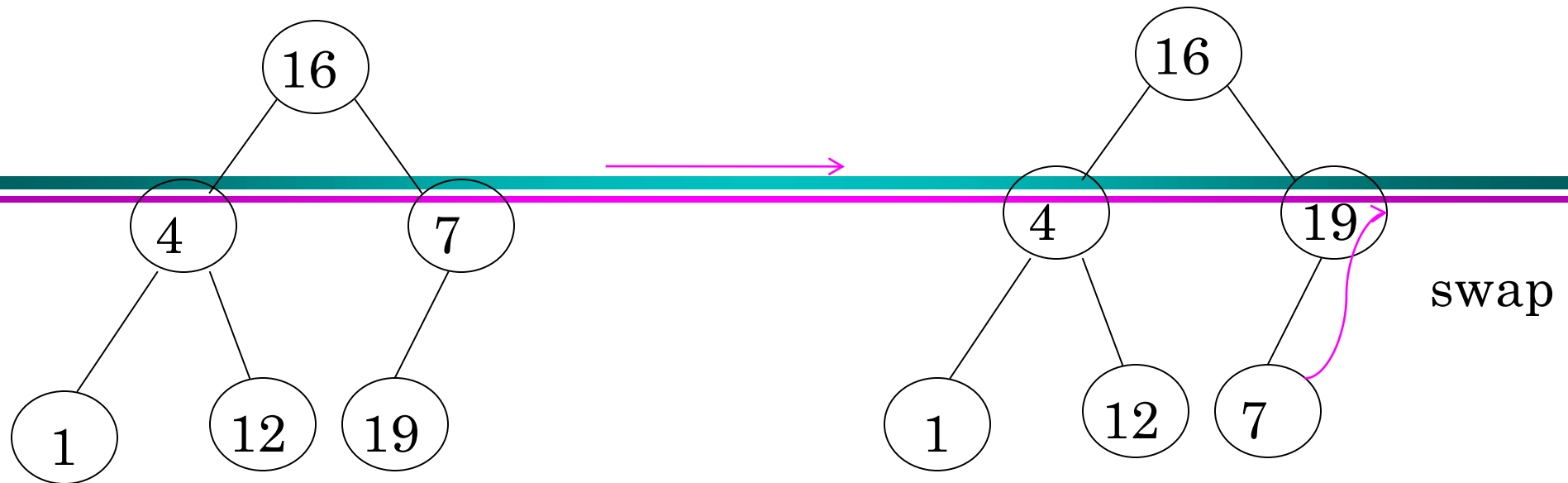
## Cont'd

**Example:** Convert the following array to a heap

16	4	7	1	12	19
----	---	---	---	----	----

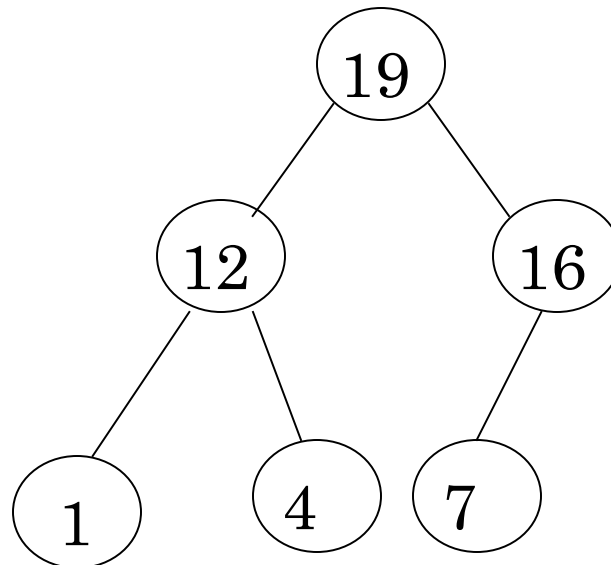
Picture **the array as a complete binary tree:**



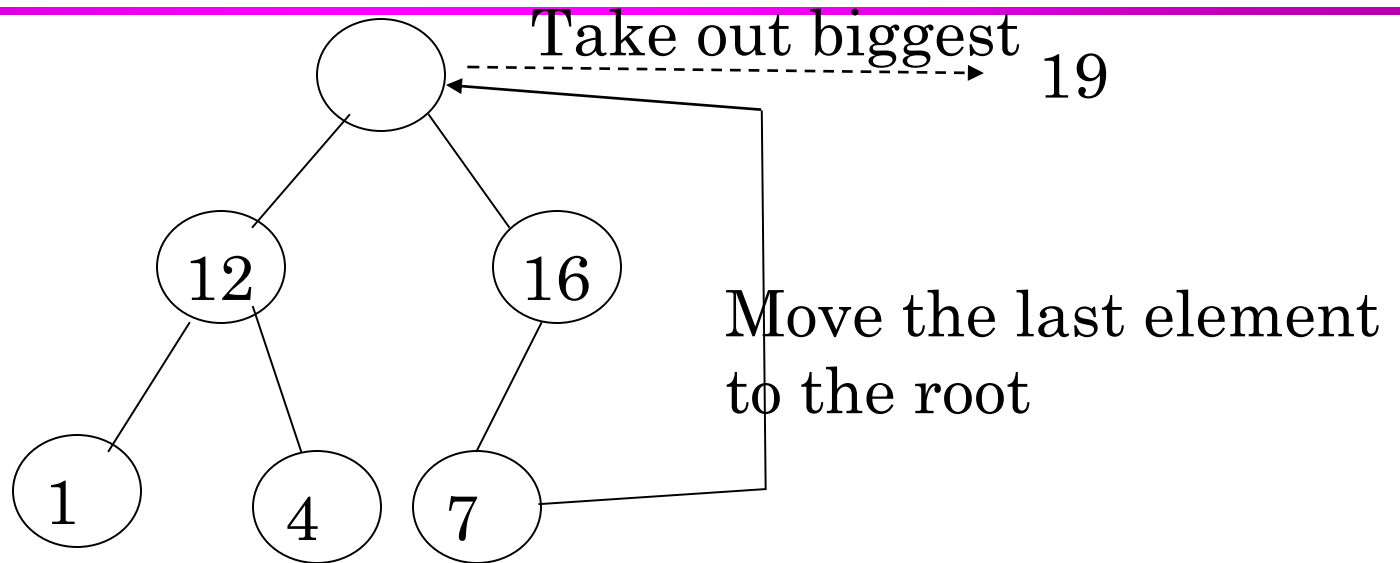


## Cont'd

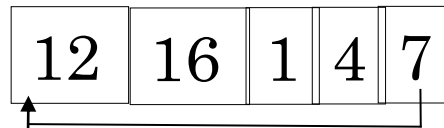
- The heapsort algorithm consists of two phases:
  - » build a heap from an arbitrary array
  - » use the heap to sort the data
- To sort the elements in the **decreasing order**, use a **min heap**
- To sort the elements in the **increasing order**, use a **max heap**



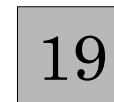
## Cont'd



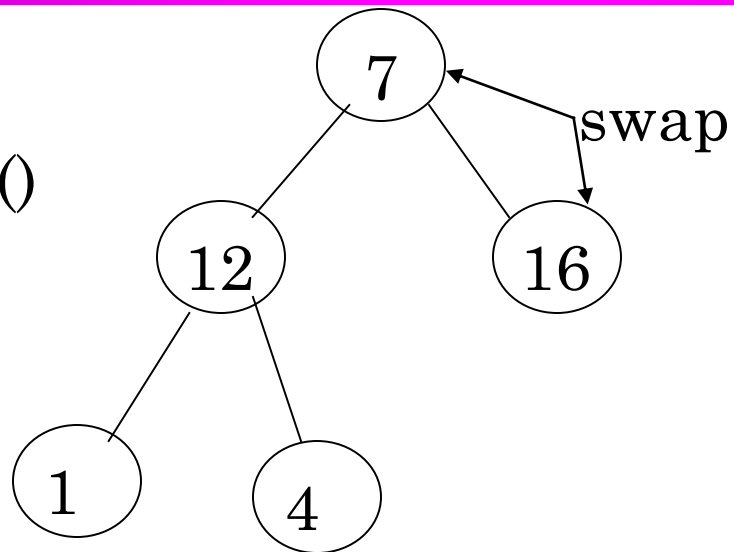
Array A



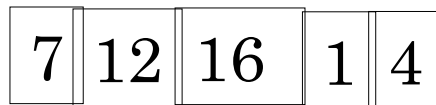
Sorted:



HEAPIFY()

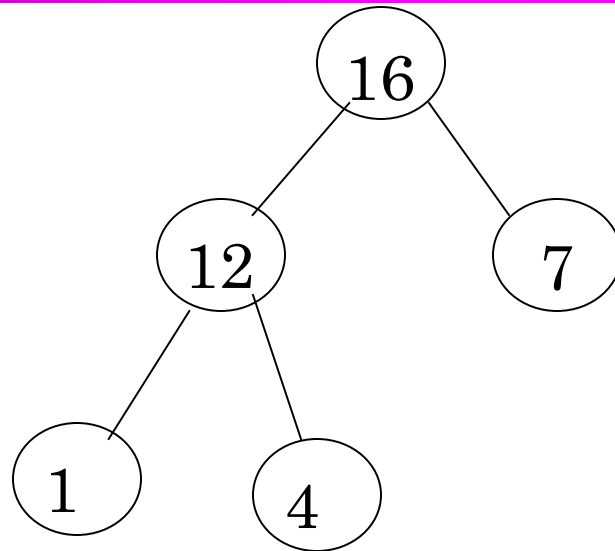


Array A



Sorted:

19



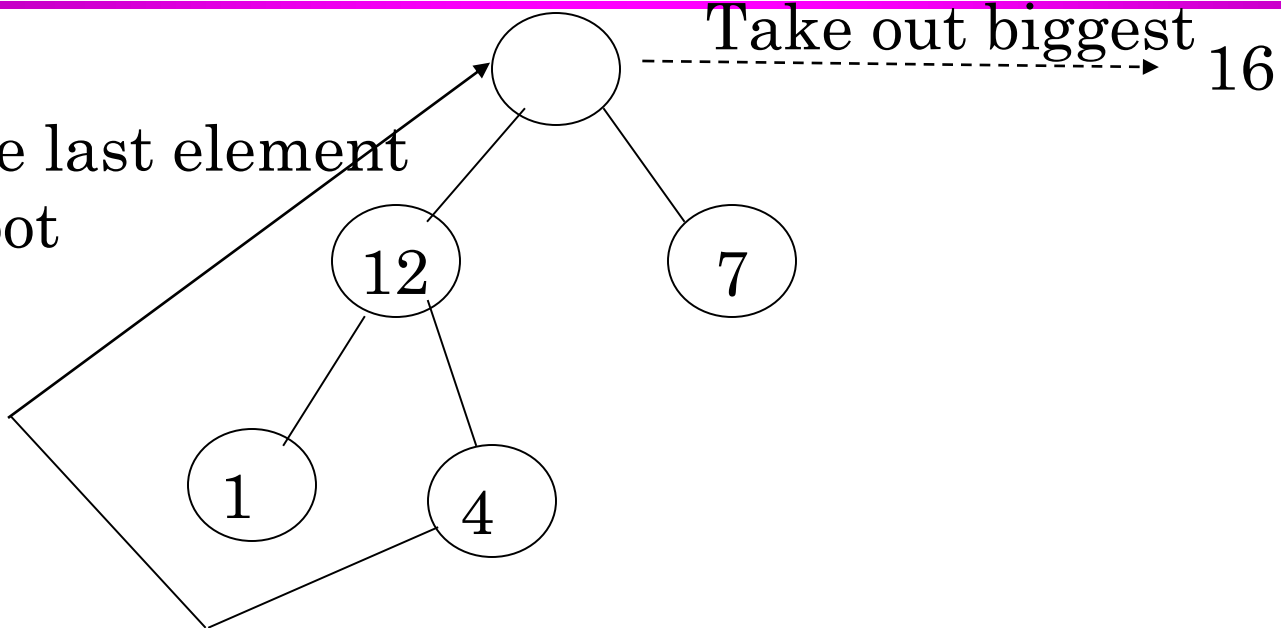
Array A

16	12	7	1	4
----	----	---	---	---

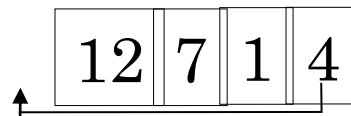
Sorted:

19
----

Move the last element  
to the root

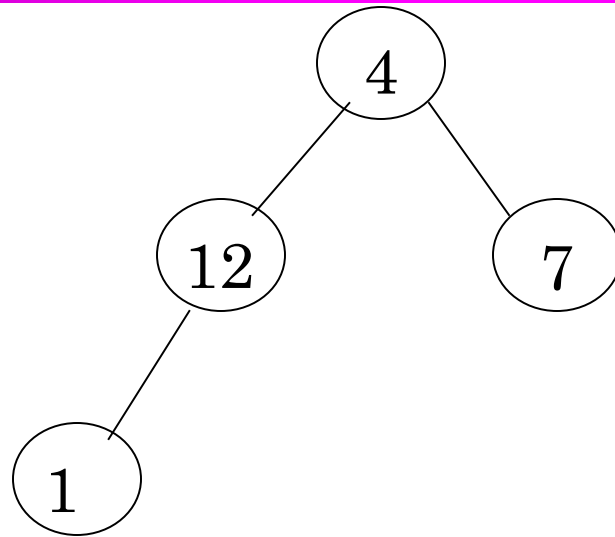


Array A



Sorted:





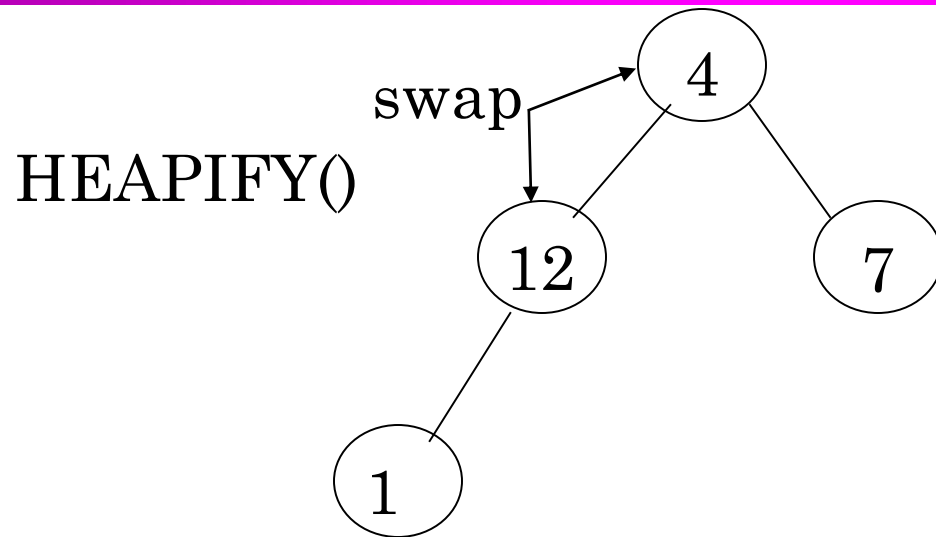
Array A

4	12	7	1
---	----	---	---

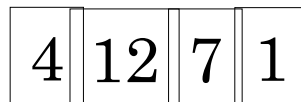
Sorted:

16	19
----	----



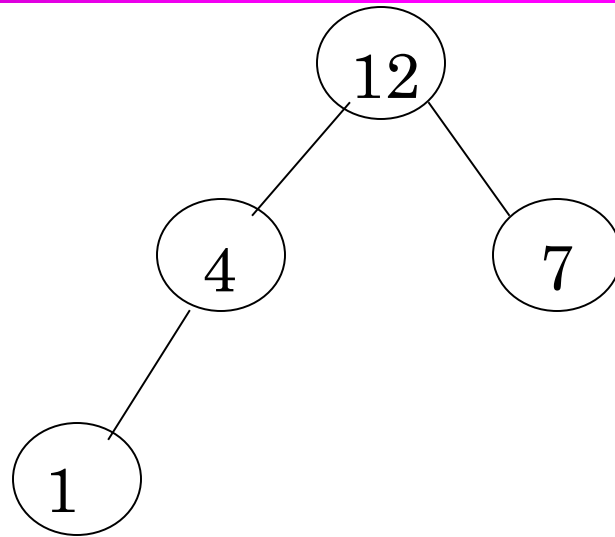


Array A



Sorted:





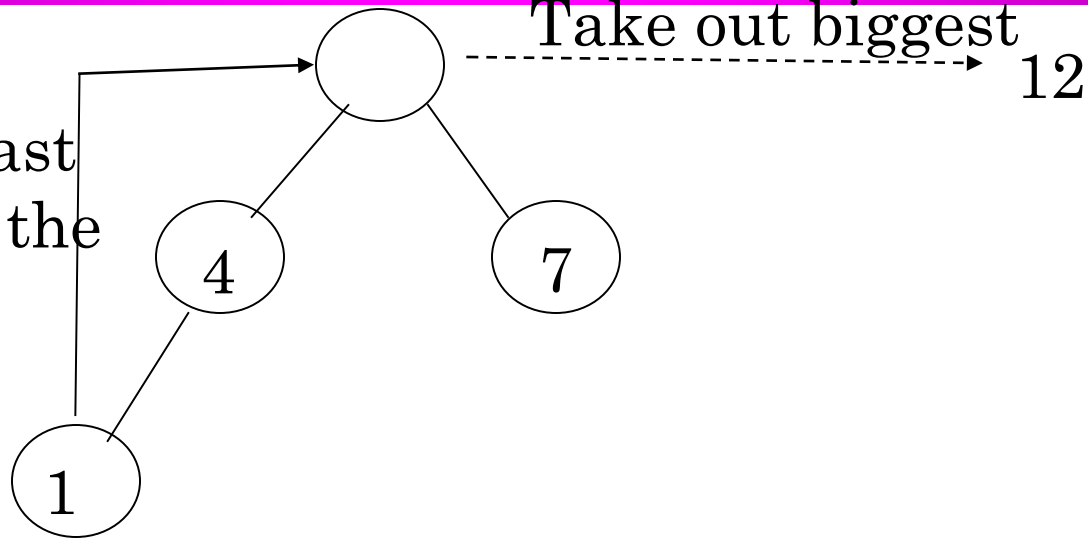
Array A

12	4	7	1
----	---	---	---

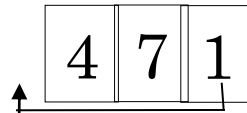
Sorted:

16	19
----	----

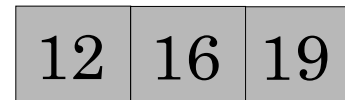
Move the last  
element to the  
root

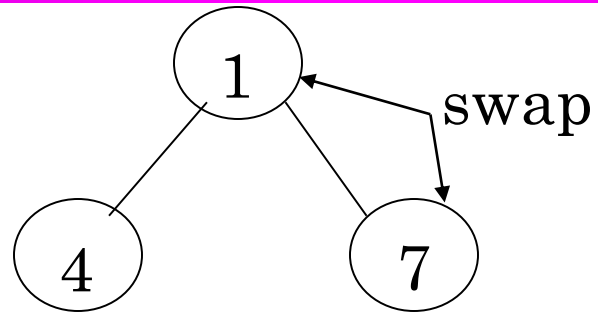


Array A



Sorted:



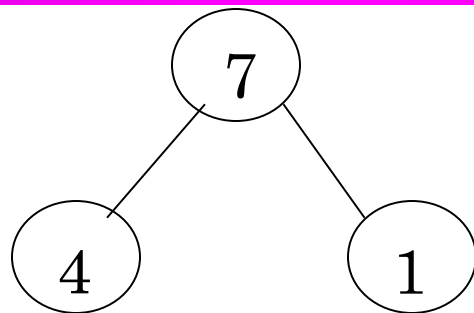


Array A

1	4	7
---	---	---

Sorted:

12	16	19
----	----	----

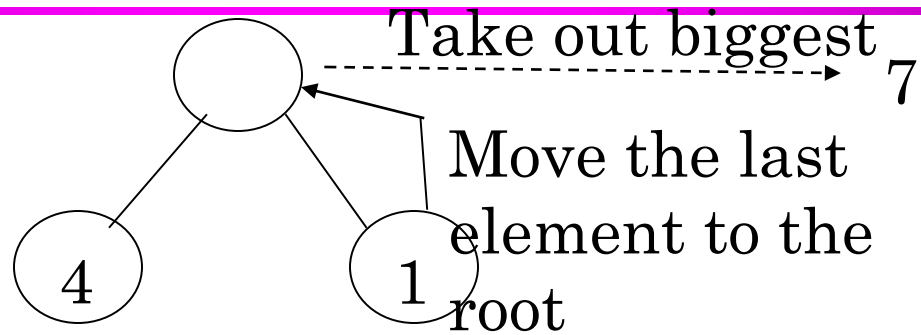


Array A

7	4	1
---	---	---

Sorted:

12	16	19
----	----	----



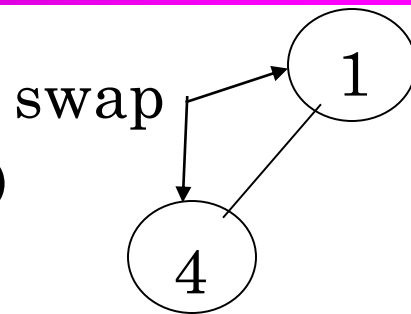
Array A

1	4
---	---

Sorted:

7	12	16	19
---	----	----	----

HEAPIFY()



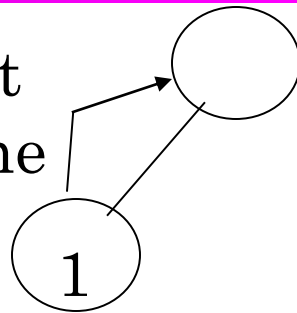
Array A

4	1
---	---

Sorted:

7	12	16	19
---	----	----	----

Move the last  
element to the  
root



Take out biggest  
4

Array A

1

Sorted:

4	7	12	16	19
---	---	----	----	----



---

1 Take out biggest

Array A

Sorted:

1	4	7	12	16	19
---	---	---	----	----	----

# Time Analysis

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- Build Heap Algorithm will run in  $O(n)$  time.
- There are  $n-1$  calls to Heapify each call requires  $O(\log n)$  time.
- Heap sort program combine Build Heap program and Heapify, therefore it has the running time of  $O(n \log n)$  time.
- Total time complexity:  $O(n \log n)$ .
- ***Reference for Visualization:***
  - » <https://www.cs.usfca.edu/~galles/visualization/Algorithms.html>

# Reading Assignment

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- Merge Sort and
- Radix Sort