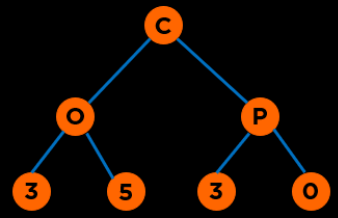
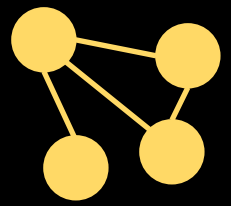
Sorting

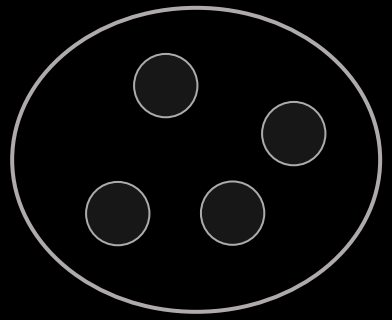


Data Structures & Algorithm

Categories of Data Structures

Linear Ordered	Non-linear Ordered	Not Ordered
Lists	Trees	Sets
Stacks	Graphs	Tables/Maps
Queues		





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Problem (Sort)

Input: Unordered Collection of size n, C_i [0.....n-1]

Output: Ordered Collection of size n, C_o [0.....n-1]

Example: C_o for ascending sort

$$C_o[0] <= C_o[1] <= \ldots <= C_o[n-1]$$

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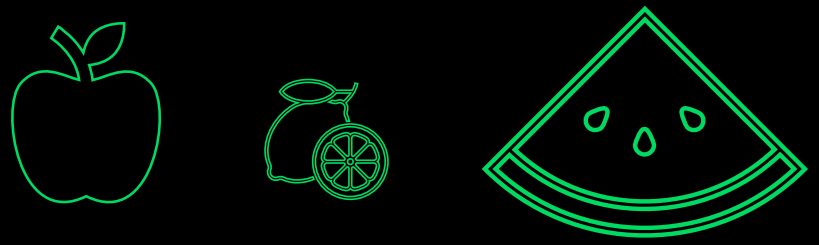
Selection Sort

Selection Sort



Premise:

- Find the smallest/largest element, e_1 in a Collection, C_i
- Move this element, e_1 to its correct position
- Find the next smallest/largest element, e_2 in C_i
- Move this element, e_2 to its correct position

⋮

- Repeat this entire process C_i.size() – 1 times

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Selection Sort

Example:

Initial array

Sorted

BY NC SA

Selection Sort

Example:

Initial array

1st pass

Sorted

BY NC SA

Selection Sort

Example:

Initial array

1st pass

2nd pass

Sorted

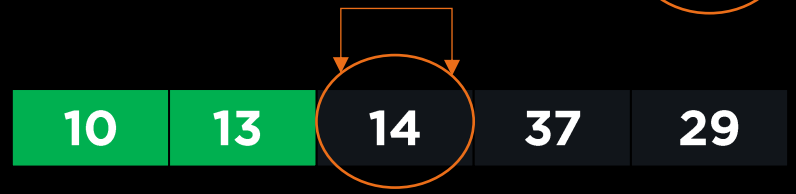
Selection Sort

Example:

Initial array

1st pass

2nd pass



3rd pass

Sorted

Selection Sort

Example:

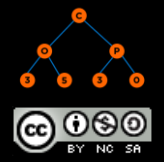
Selection Sort

Example:

Selection Sort Code

```
01  void selectionSort(int array[], int size)
02  {
03      for (int i = 0; i < size - 1; i++)
04      {
05          int min_index = i;
06          for (int j = i + 1; j < size; j++)
07          {
08              if (array[j] < array[min_index])
09                  min_index = j;
10          }
11          // put min at the correct position
12          swap(&array[min_index], &array[i]);
13      }
14  }
```

https://onlinegdb.com/HJaSC_4eD



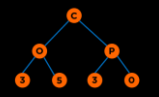
Selection Sort

Time Complexity

For very large n we can ignore all but the significant term in the expression, so the number of

- comparisons is $O(n^2)$
- exchanges is $O(n)$

An $O(n^2)$ sort is called a *quadratic sort*



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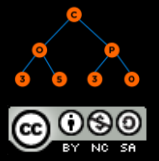
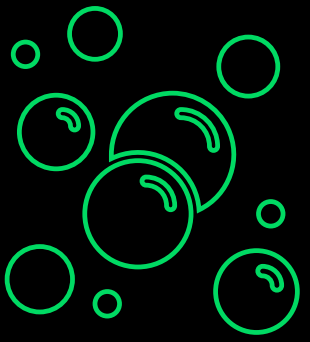
Selection Sort Complexity

	Selection Sort	Bubble Sort	Insertion Sort
Worst Case	$O(n^2)$		
Average Case	$O(n^2)$		
Best Case	$O(n^2)$		
Space	$O(1)$		



Bubble Sort

Bubble Sort



Premise:

- Swap adjacent elements, e_i and e_{i+1} in a Collection, C_i if they are out of order
- Repeat swapping till you reach the end of the Collection to bubble up the largest element after each iteration

⋮

- Repeat this entire process C_i.size() – 1 times stopping at C_i.size() – i after i^{th} iteration

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Bubble Sort

Example:

Initial array	29	10	14	37	13

Sorted

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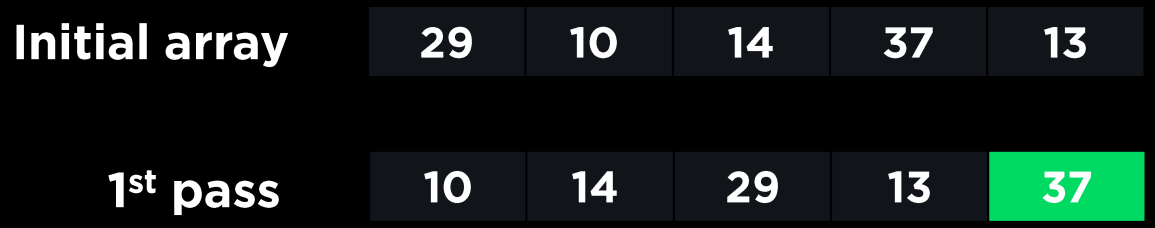
Bubble Sort

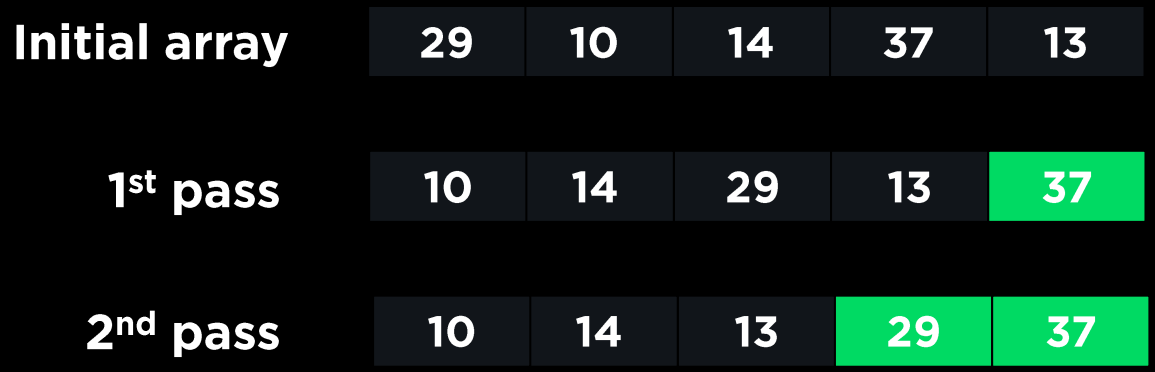
Example:



Sorted

Bubble Sort

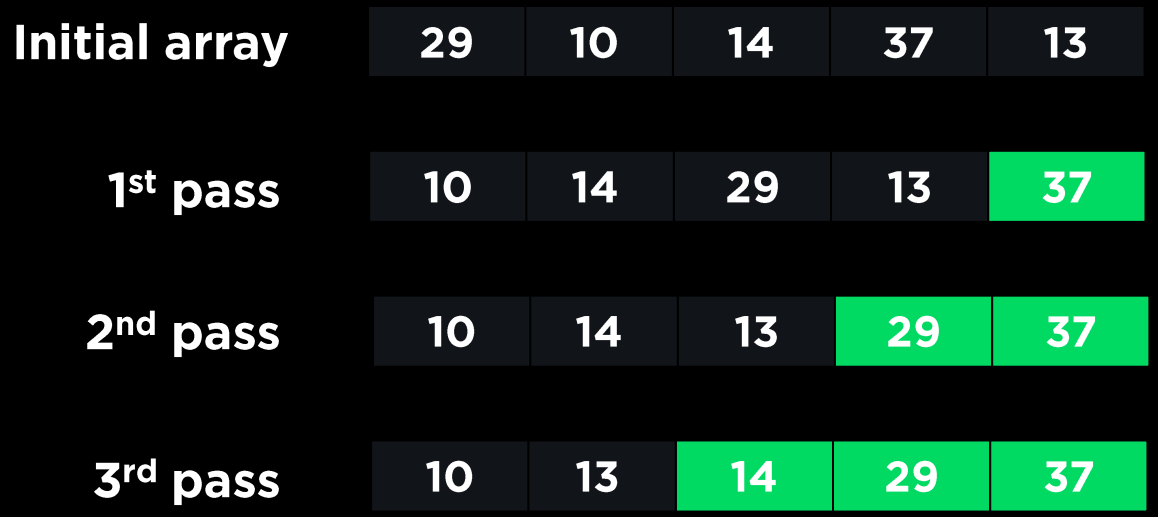
Example:



Sorted

Bubble Sort

Example:



Sorted

Bubble Sort

Example:

Initial array	29	10	14	37	13
1st pass	10	14	29	13	37
2nd pass	10	14	13	29	37
3rd pass	10	13	14	29	37
4th pass	10	13	14	29	37

Sorted

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Bubble Sort

Example:

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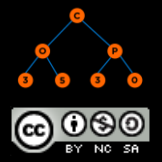
Bubble Sort Code

```
01  void bubbleSort(int array[], int size)
02  {
03    for (int i = 0; i < size - 1; i++)
04    {
05      int swapped = 0;
06      for (int j = 0; j < size - i - 1; ++j)
07      {
08        if (array[j] > array[j + 1])
09        {
10          int temp = array[j];
11          array[j] = array[j + 1];
12          array[j + 1] = temp;
13          swapped = 1;
14        }
15      }
16      // If there is no swapping in the last swap, then the array is already sorted.
17      if (swapped == 0)
18        break;
19    }
20  }
```

https://onlinegdb.com/H1thqETkv



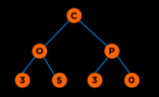
Bubble Sort

Time Complexity

In the worst case,

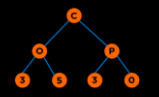
- comparisons is $O(n^2)$
- exchanges is $O(n^2)$

Compared to selection sort with its $O(n^2)$ comparisons and $O(n)$ exchanges, bubble sort usually performs worse



Bubble Sort Complexity

	Selection Sort	Bubble Sort	Insertion Sort
Worst Case	$O(n^2)$	$O(n^2)$	
Average Case	$O(n^2)$	$O(n^2)$	
Best Case	$O(n^2)$	$O(n)$	
Space	$O(1)$	$O(1)$	



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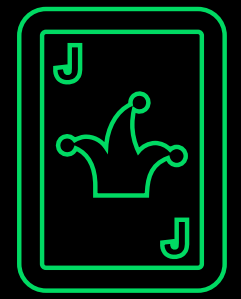
Insertion Sort

Insertion Sort



Premise:

- Keeps a track of two regions: Sorted and Unsorted
- Initially, the sorted region has one element
- Insert the first element in the unsorted region in the correct place in the sorted region

⋮

- Repeat this entire process till there are no more elements in unsorted region

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Insertion Sort

Example:

Initial array	29	10	14	37	13

Sorted

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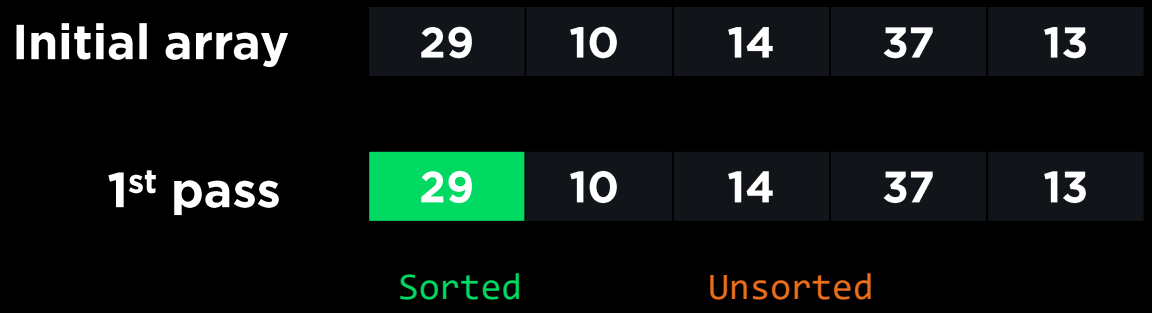
Insertion Sort

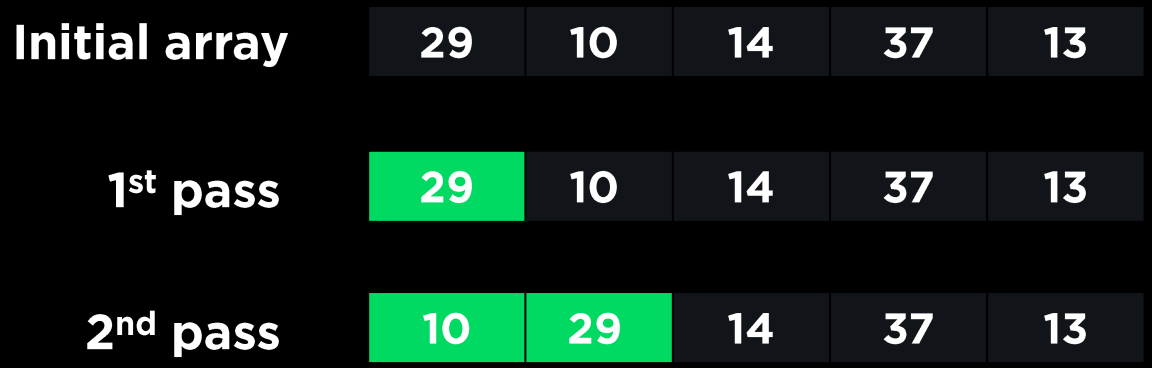
Example:



Sorted

Insertion Sort

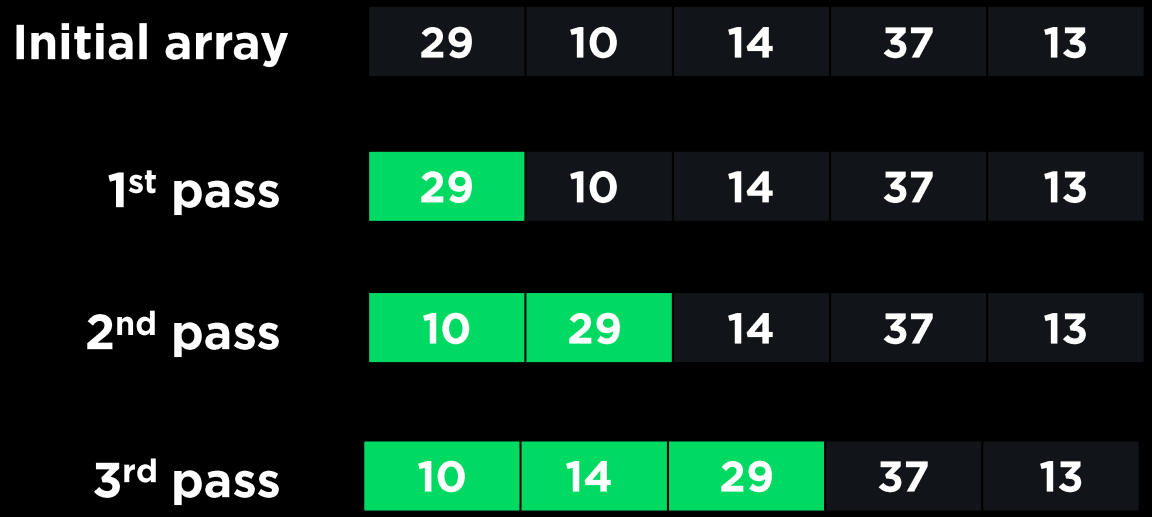
Example:



Sorted

Insertion Sort

Example:



Sorted

Insertion Sort

Example:

Sorted

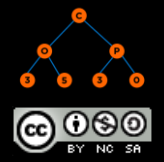
Insertion Sort

Example:

Insertion Sort Code

```
01  void insertionSort(int array[], int size)
02  {
03    for (int i = 1; i < size; i++)
04    {
05      int key = array[i];
06      int j = i-1;
07
08      // Compare key with each element in sorted till smaller value is found
09      while (key < array[j] && j >= 0)
10      {
11        array[j+1] = array[j];
12        j--;
13      }
14      array[j+1] = key;
15    }
16  }
```

https://onlinegdb.com/rJgA3LAkw

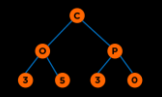


Insertion Sort Pseudocode

Time Complexity

In the worst case,

- comparisons is $O(n^2)$
- exchanges is $O(n^2)$



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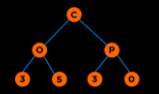
Insertion Sort Complexity

	Selection Sort	Bubble Sort	Insertion Sort
Worst Case	$O(n^2)$	$O(n^2)$	$O(n^2)$
Average Case	$O(n^2)$	$O(n^2)$	$O(n^2)$
Best Case	$O(n^2)$	$O(n)$	$O(n)$
Space	$O(1)$	$O(1)$	$O(1)$



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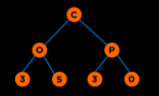
Resources

- https://www.cs.usfca.edu/~galles/visualization/ComparisonSort.html
- https://www.programiz.com/dsa
- https://www.youtube.com/user/AlgoRythmics/videos
- https://www.toptal.com/developers/sorting-algorithms



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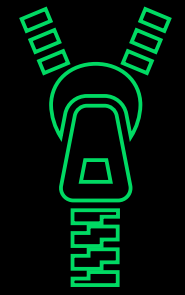
Questions

Merge Sort

Merge Sort



Premise:

- Merge sort splits the array in half, sorts the two smaller halves, then merges the two sorted halves together.
- Divide the array to be sorted into smaller subarrays till you reach a size of 1
- In the Conquer step, sort the two subarrays
- In the Combine step, combine two sorted arrays

.
.
.

- Repeat this till you merge all elements in one array

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Merge Sort

Example:

Initial array

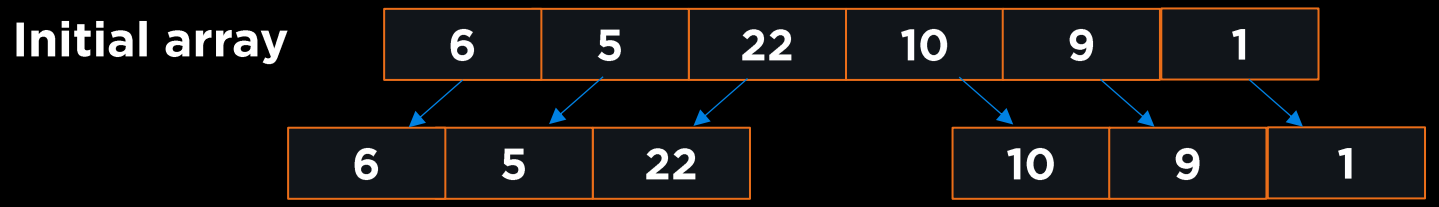
Sorted

BY NC SA

Merge Sort

Example:

Divide

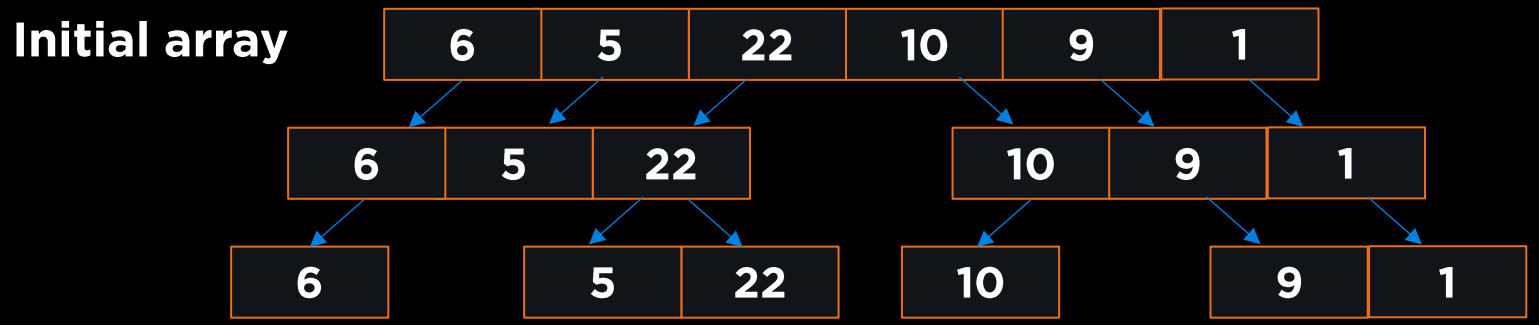


Sorted

Merge Sort

Example:

Divide

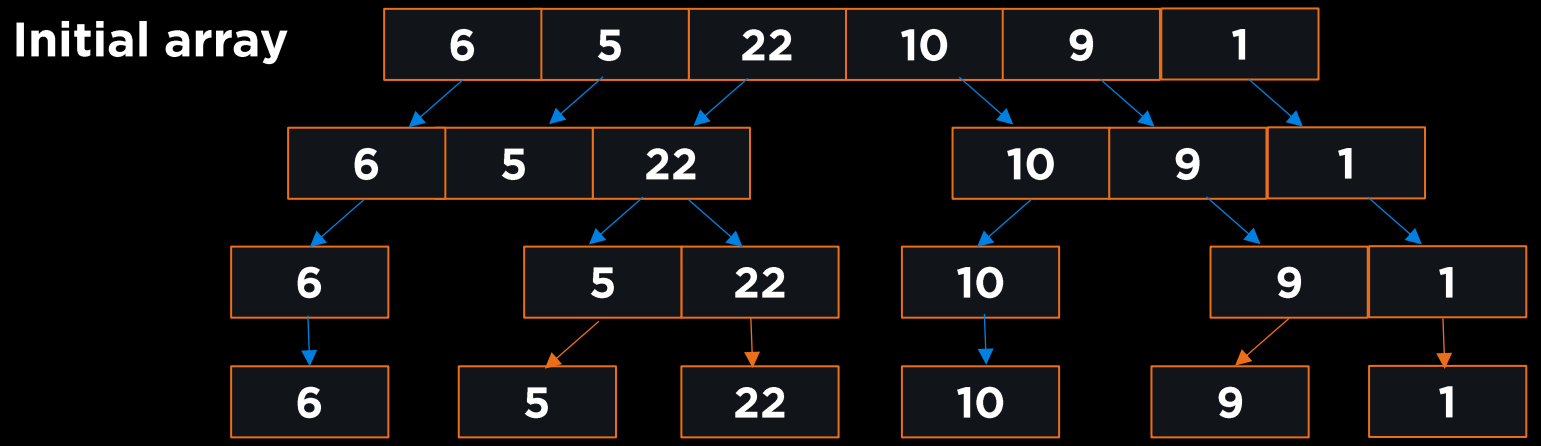


Sorted

Merge Sort

Example:

Divide

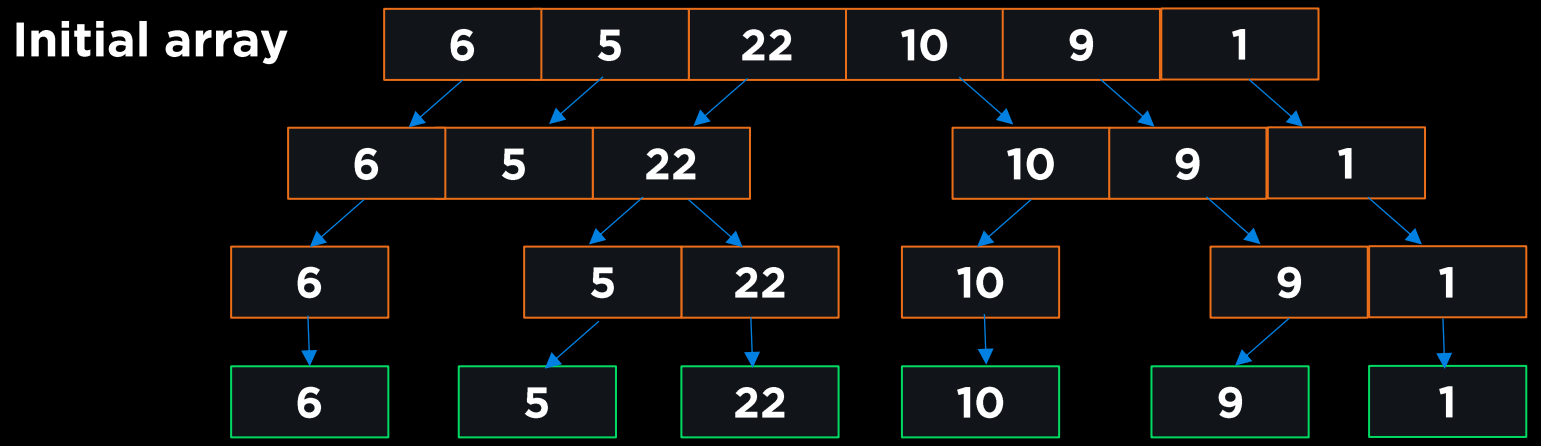


Sorted

Merge Sort

Example:

Conquer

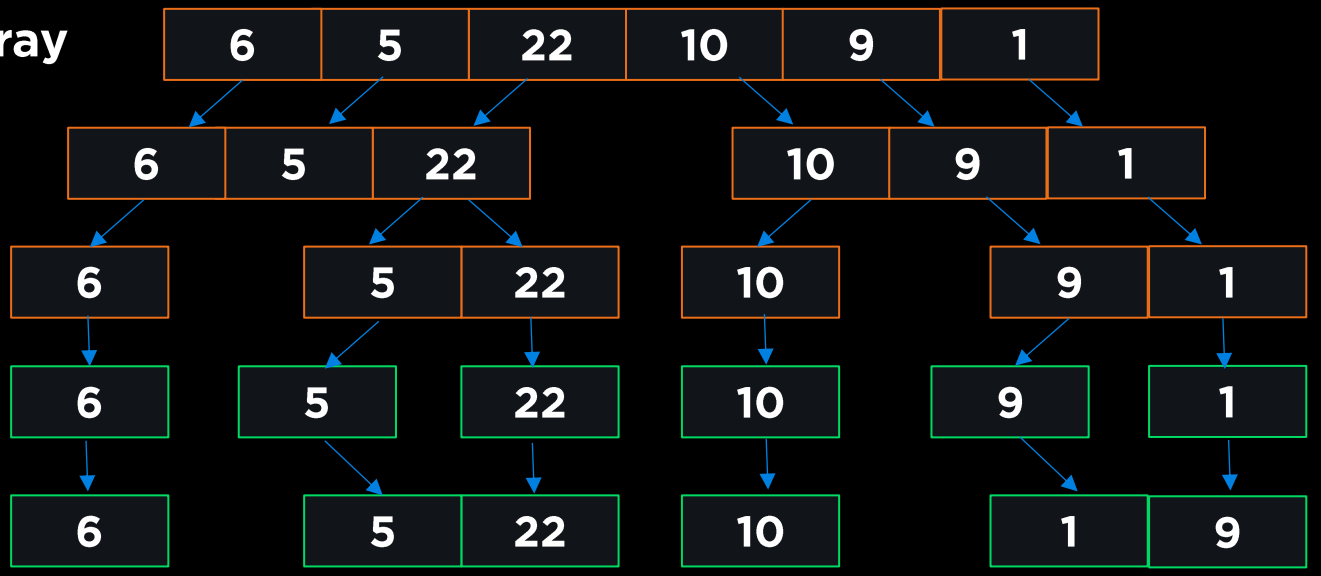


Sorted

Merge Sort

Example:

Initial array



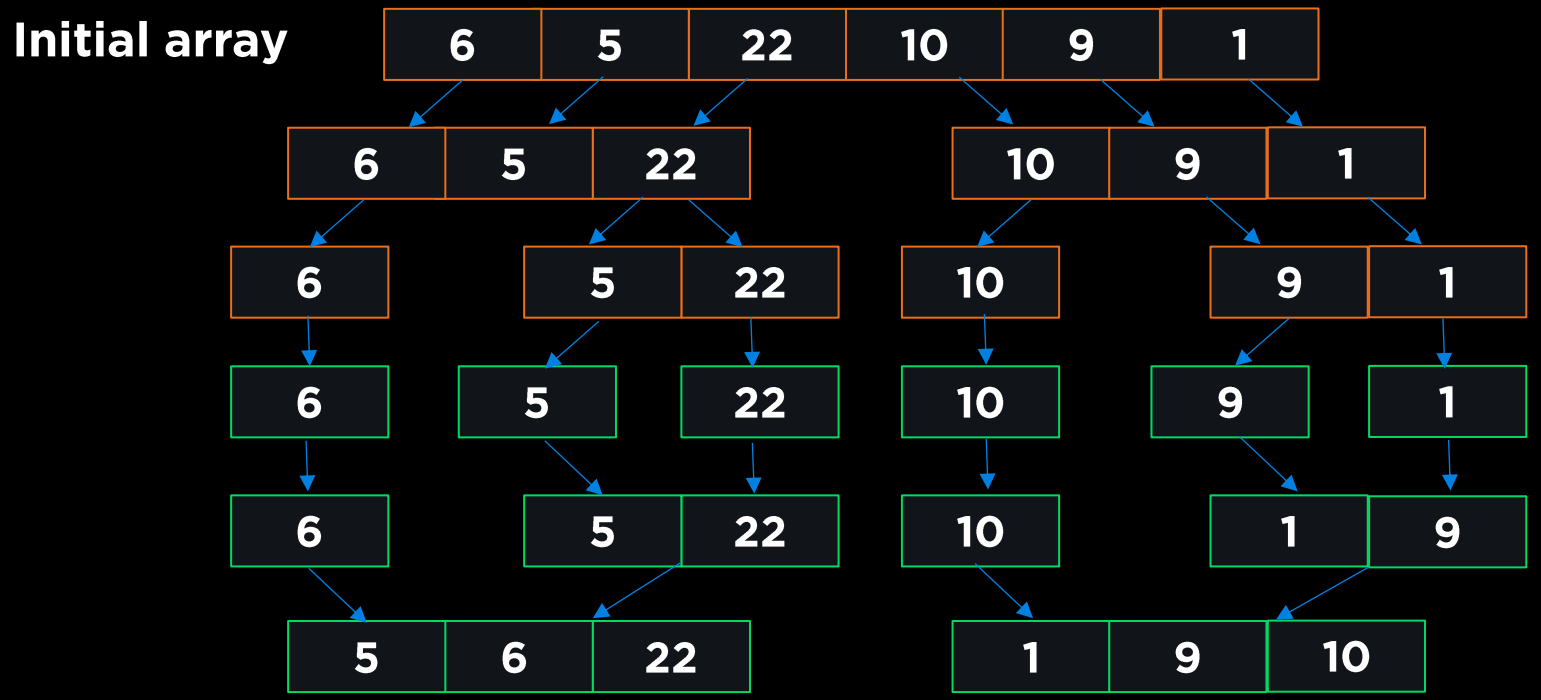
Combine

Sorted

Merge Sort

Example:

Combine

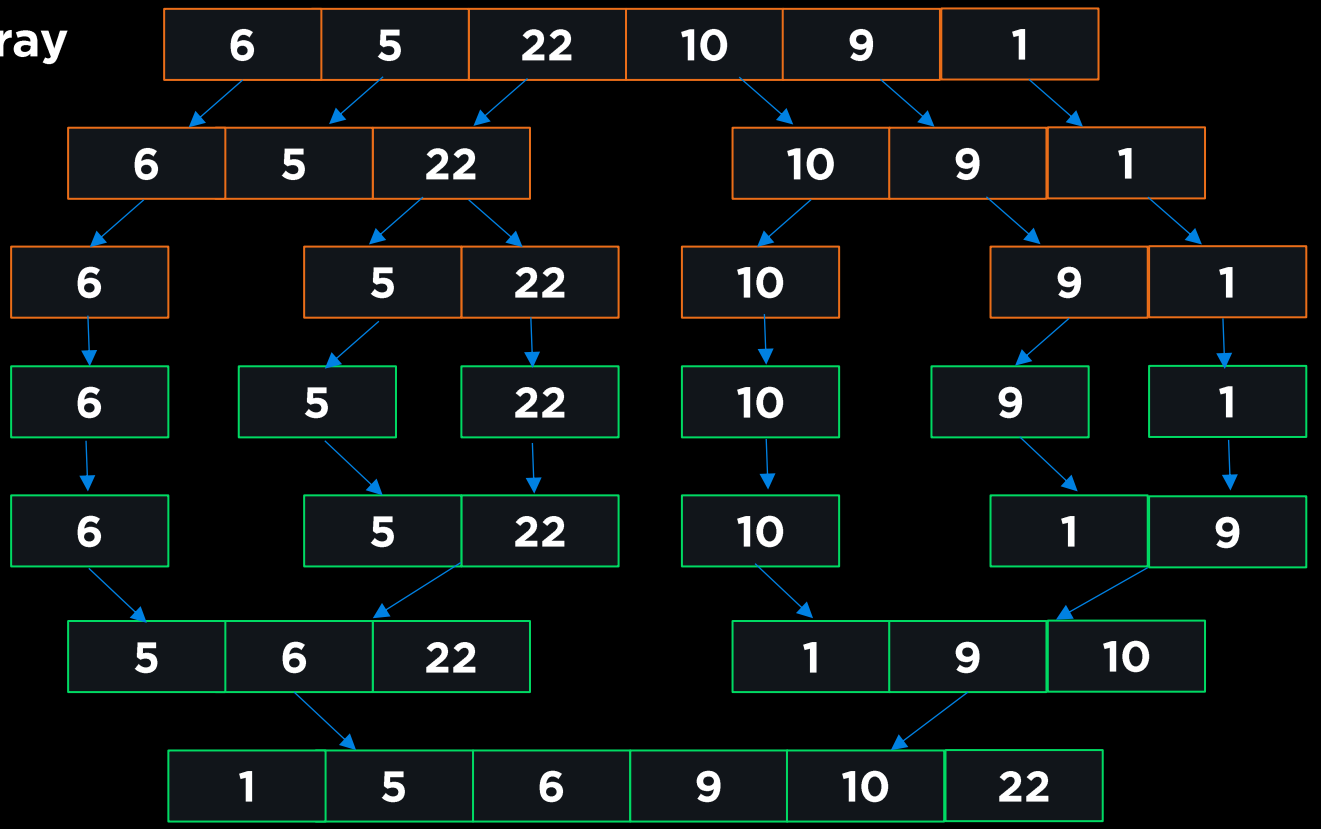


Sorted

Merge Sort

Example:

Initial array

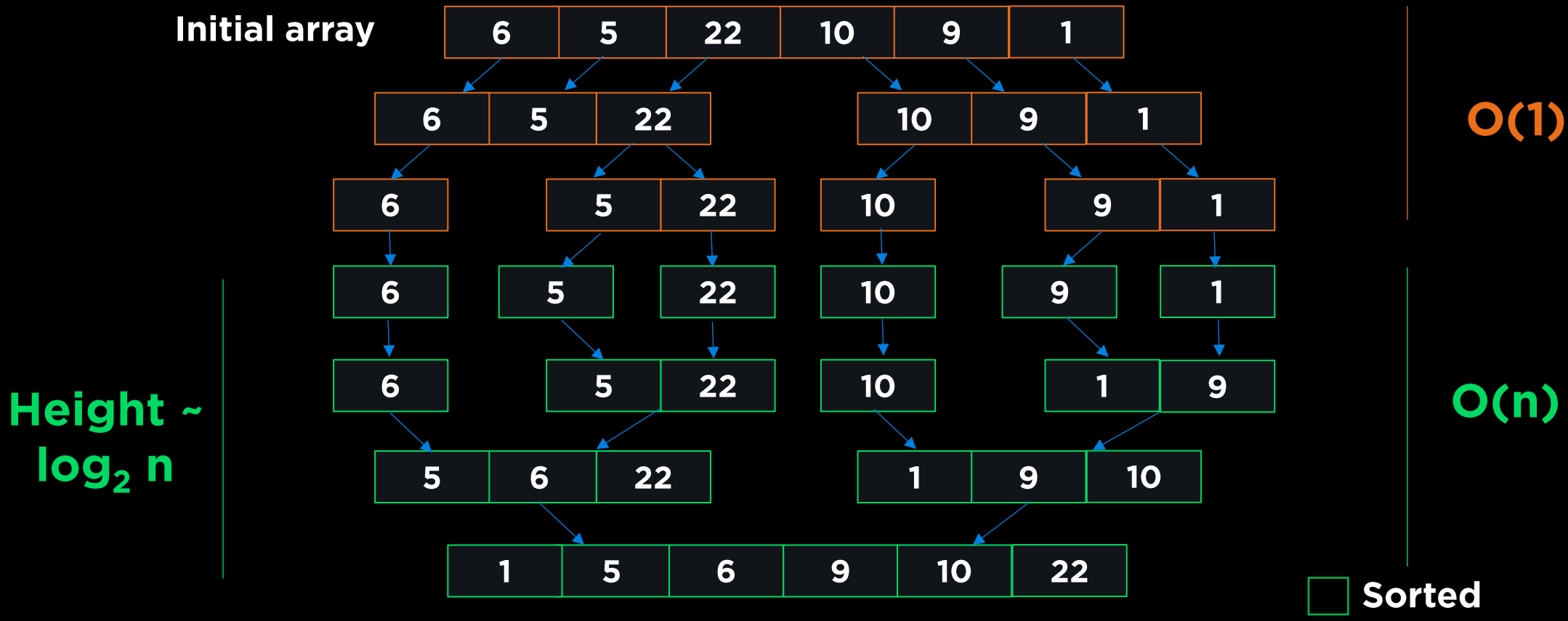


Combine

Sorted

Merge Sort

Example:

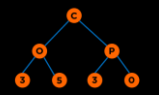


Merge Sort Pseudocode

```
mergeSort(int [] numbers, int start, int end)
{
     if (start<end)  //base case is start = end and sorting an array of 1
     {
           middle = (start+end)/2;
           mergeSort(numbers, start, middle);
           mergeSort(numbers, middle+1, end);
           merge(numbers, start, middle, end);
      }
}
```

```
mergeSort(A, 0, length(A)-1)
```

```
Merge Algorithm
1.     Access the first item from both sequences.
2.     while not finished with either sequence
3.          Compare the current items from the two sequences, copy the smaller
            current item to the output sequence and access the next item from the input sequence whose item was copied.
4.     Copy any remaining items from the first sequence to the output sequence.
5.     Copy any remaining items from the second sequence to the output sequence.
```



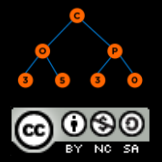
cc BY NC SA

Merge Sort Code

```
1.    void mergeSort(int arr[], int left, int right)
2.    {
3.      if (left < right)
4.      {
5.        // m is the point where the array is divided into two subarrays
6.        int mid = left + (right - left) / 2;
7.        mergeSort(arr, left, mid);
8.        mergeSort(arr, mid + 1, right);
9.
10.       // Merge the sorted subarrays
11.       merge(arr, left, mid, right);
12.     }
13.   }
```

```
mergeSort(A, 0, length(A)-1)
```

https://onlinegdb.com/HJT6FfMlv



Merge Sort Code

```
14. // Merge two subarrays from arr
15. void merge(int arr[], int left, int mid, int right)
16. {
17.   // Create X ← arr[left..mid] & Y ← arr[mid+1..right]
18.   int n1 = mid - left + 1;
19.   int n2 = right - mid;
20.   int X[n1], Y[n2];
21.
22.   for (int i = 0; i < n1; i++)
23.     X[i] = arr[left + i];
24.   for (int j = 0; j < n2; j++)
25.     Y[j] = arr[mid + 1 + j];
26.
27. // Merge the arrays X and Y into arr
28.   int i, j, k;
29.   i = 0;
30.   j = 0;
31.   k = left;
```

```
32.   while (i < n1 && j < n2)
33.   {
34.     if (X[i] <= Y[j])
35.     {
36.       arr[k] = X[i];
37.       i++;
38.     }
39.     else
40.     {
41.       arr[k] = Y[j];
42.       j++;
43.     }
44.     k++;
45.   }
```

```
46.   // When we run out of elements
    in either X or Y append the rema
    ining elements
47.     while (i < n1)
48.     {
49.       arr[k] = X[i];
50.       i++;
51.       k++;
52.     }
53.     while (j < n2)
54.     {
55.       arr[k] = Y[j];
56.       j++;
57.       k++;
58.     }
59.   }
```

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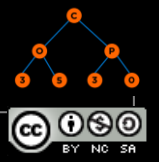

Merge Sort Code

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2.    {
3.      if (left < right)
4.      {
5.        int mid = left + (right - left) / 2;
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8.
9.        // Merge the sorted subarrays
10.       merge(arr, left, mid, right);
11.     }
12.   }
```

mergeSort(arr, 0, 3)

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Merge Sort Code

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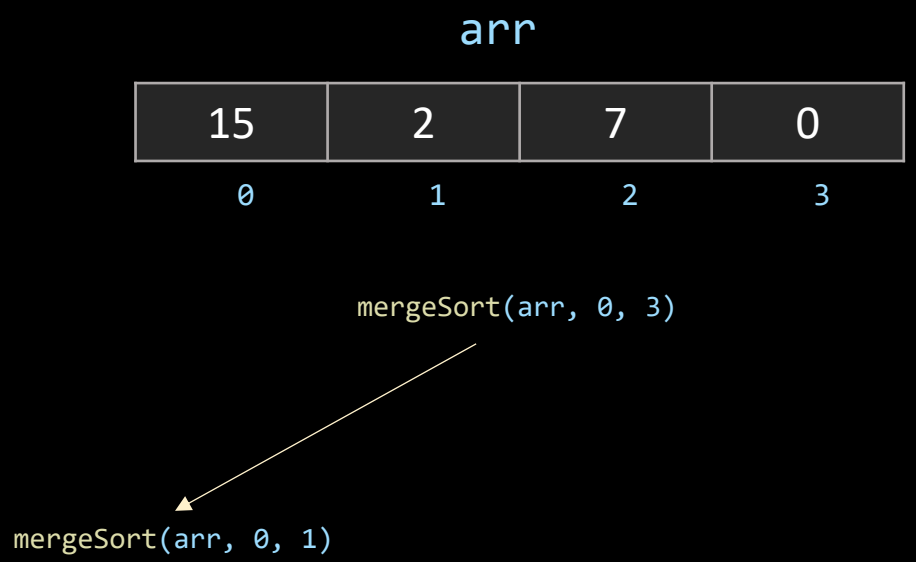

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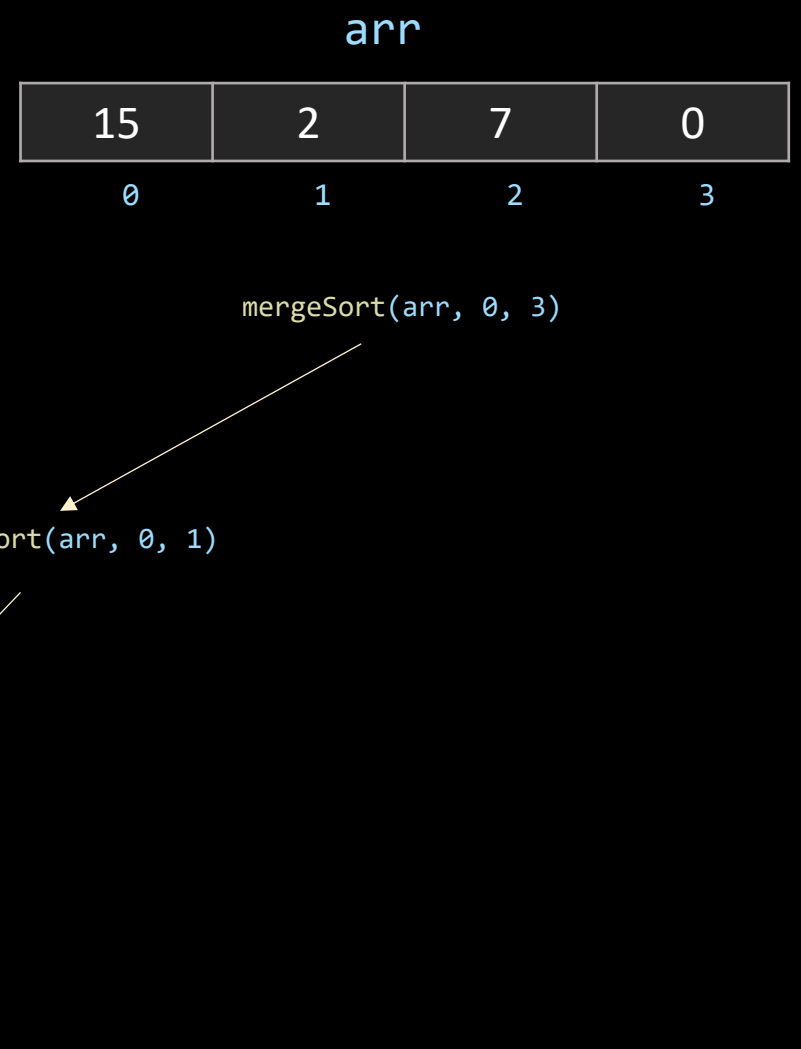

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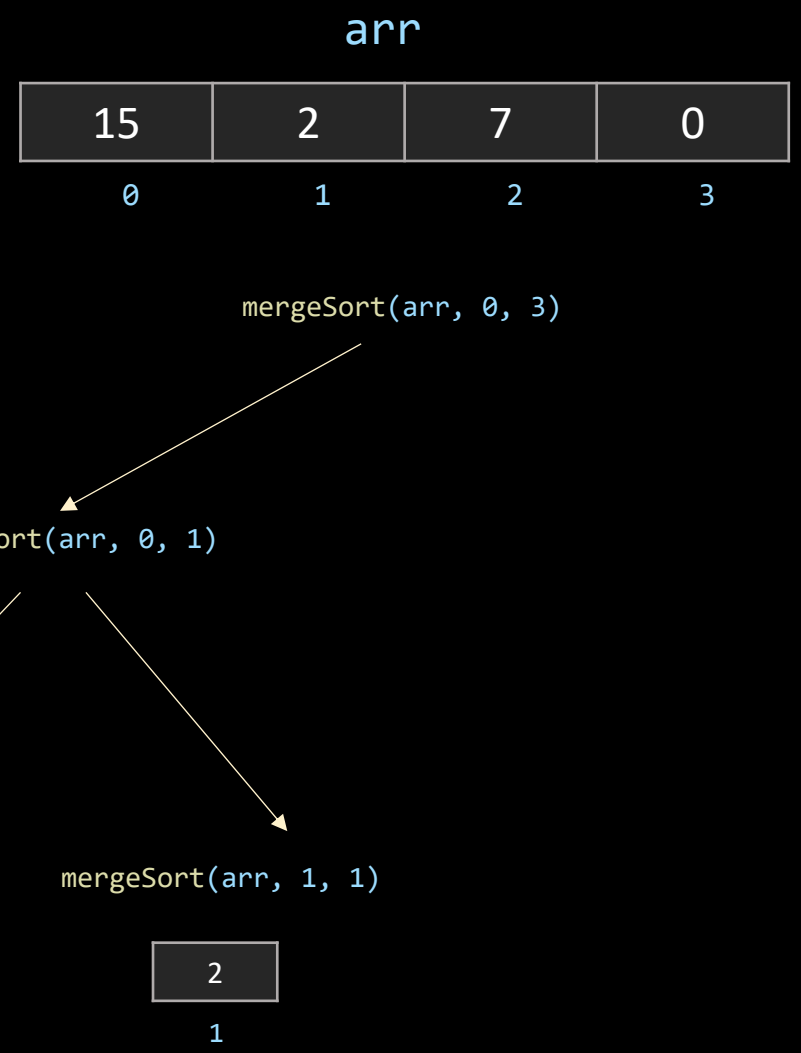

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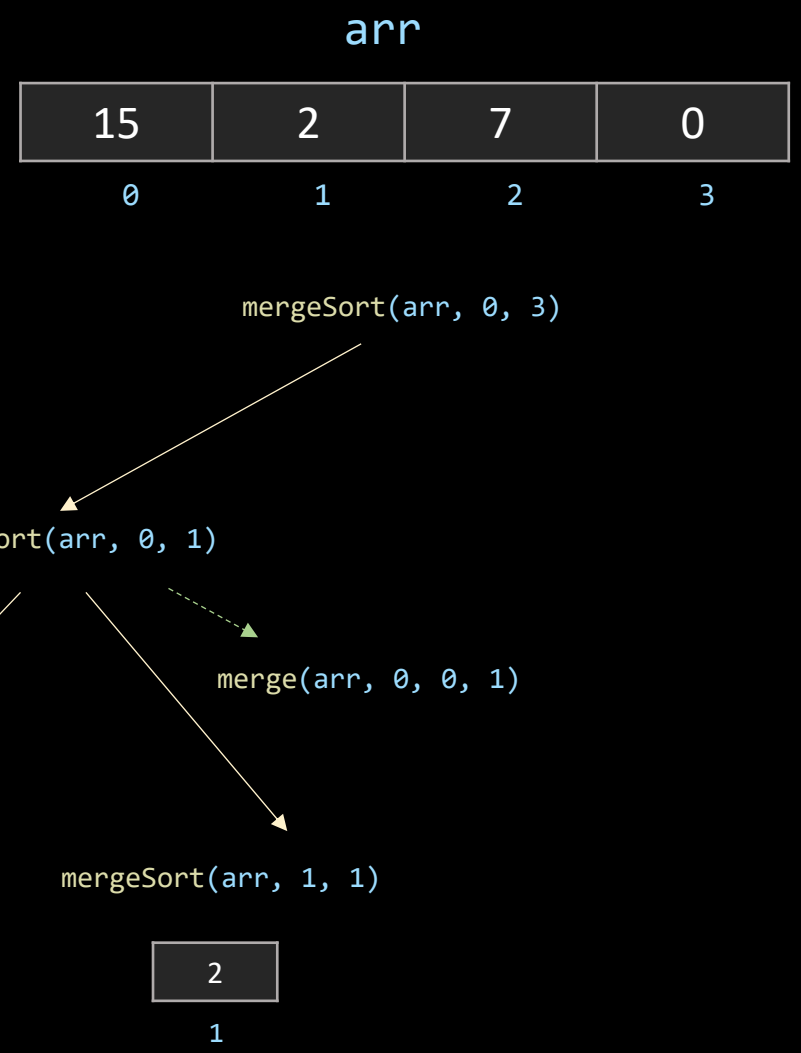

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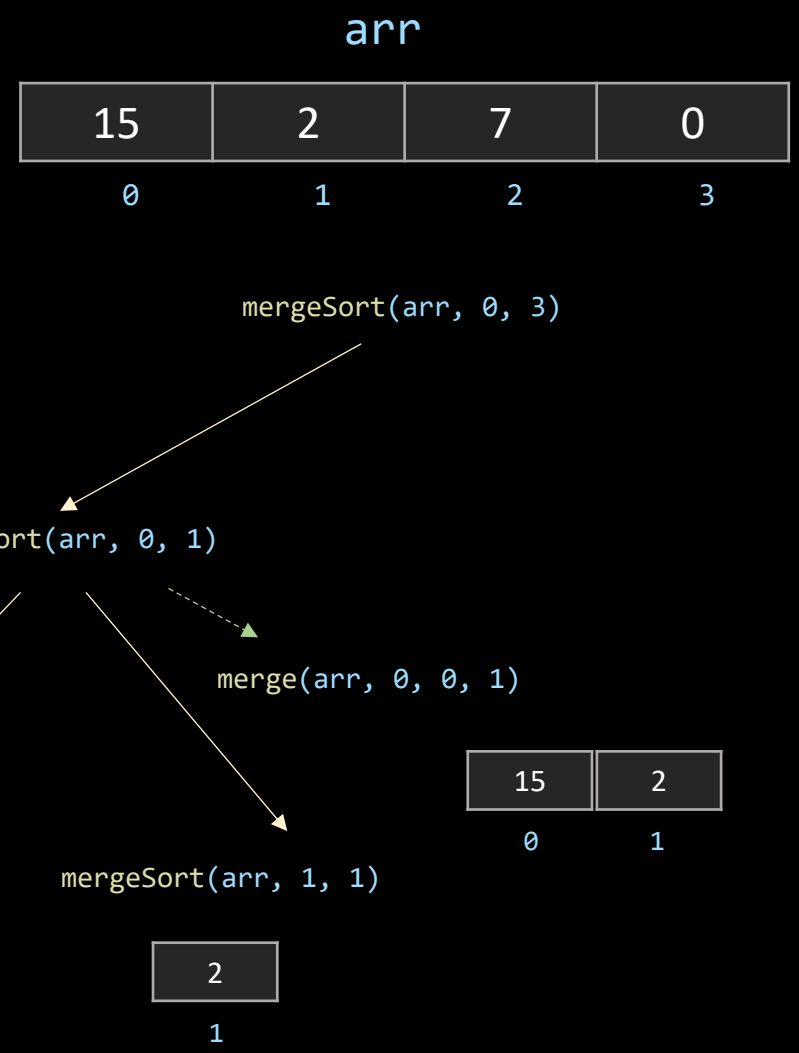

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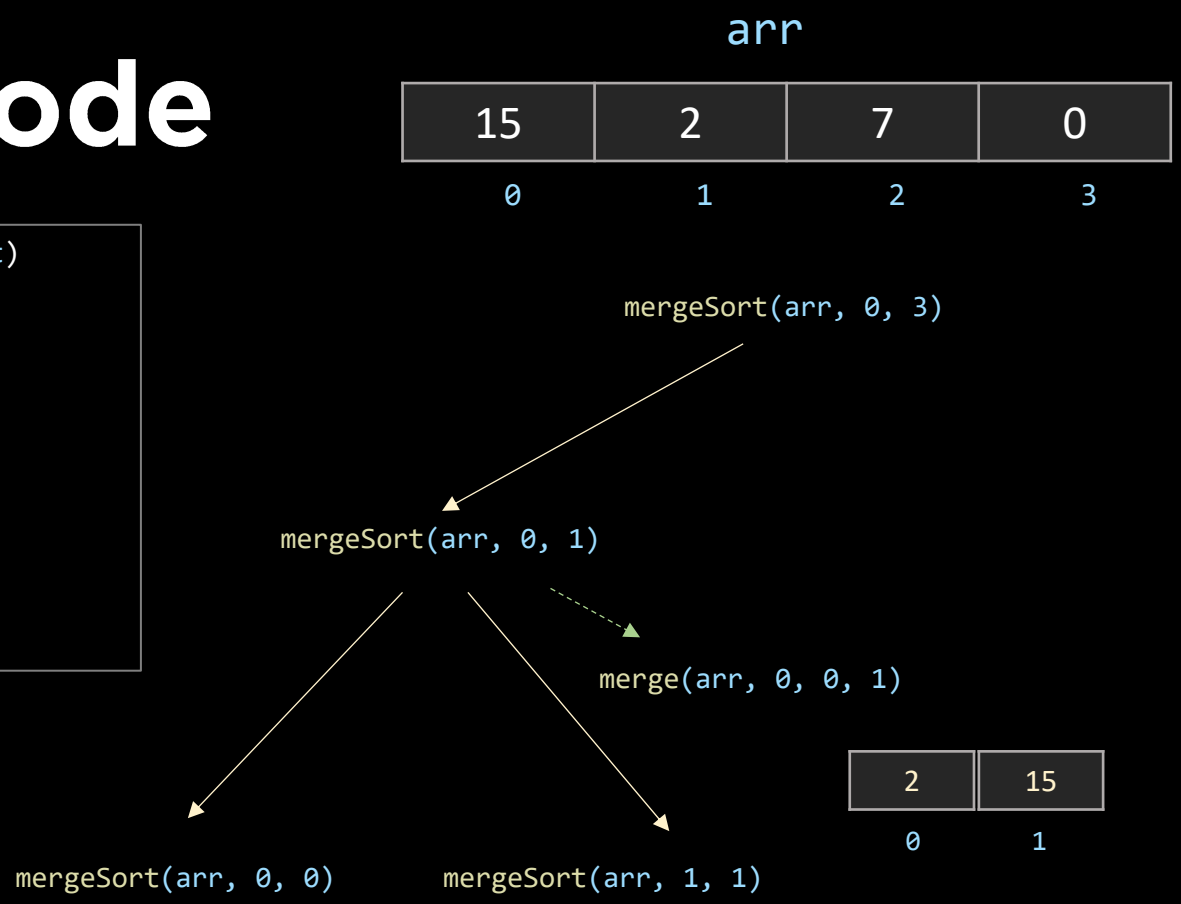

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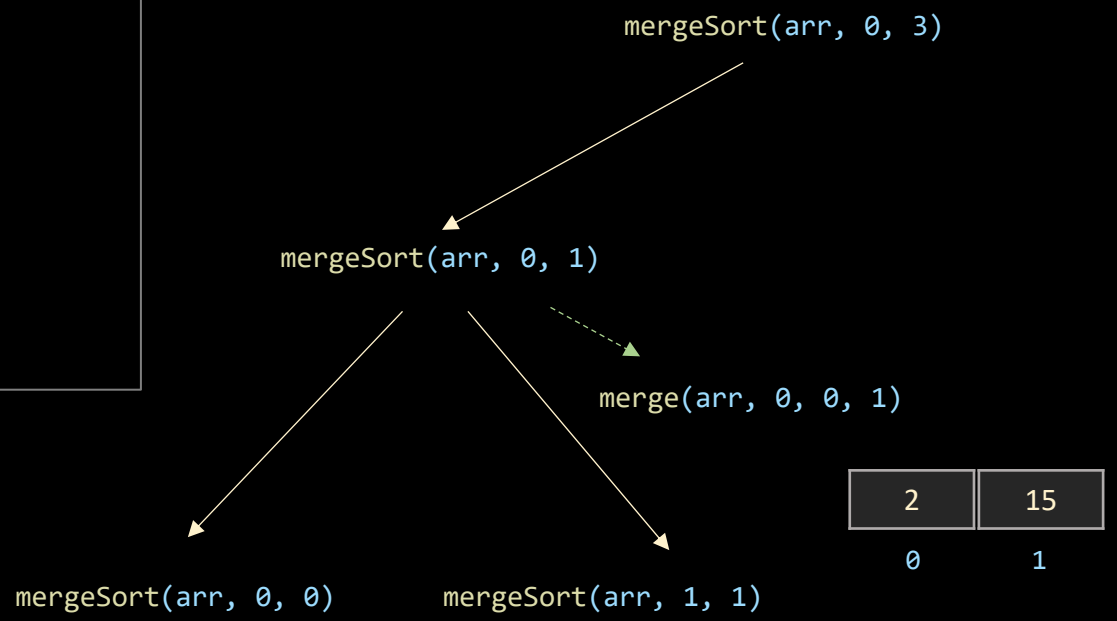

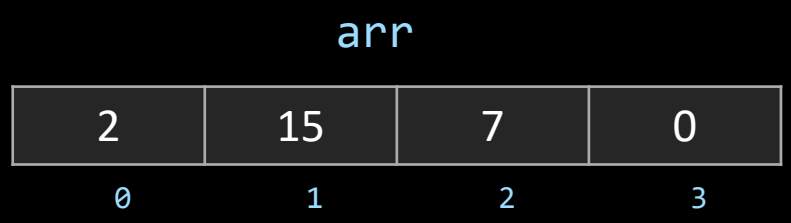

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arr

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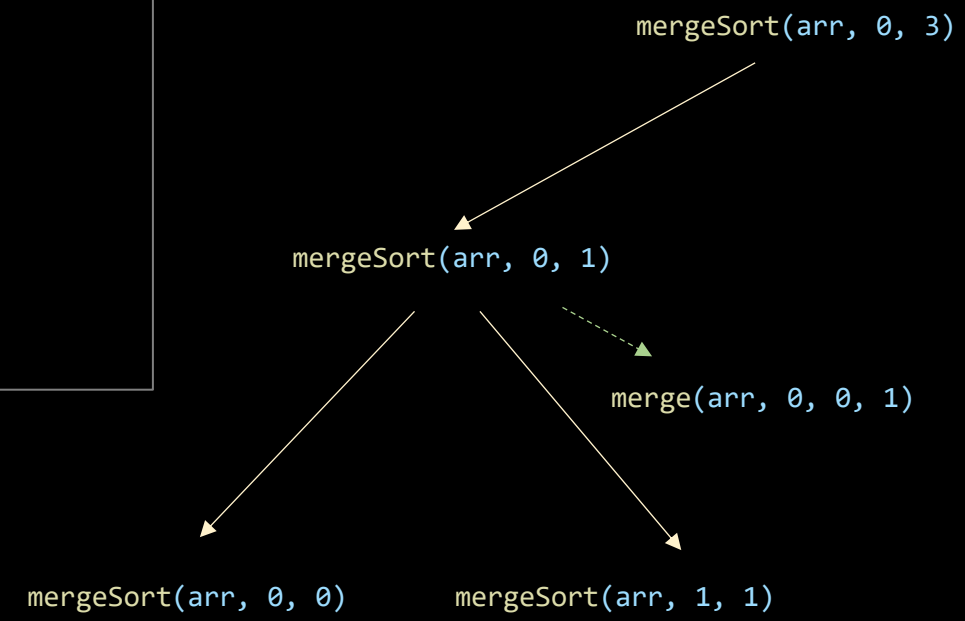
0	1	2	3



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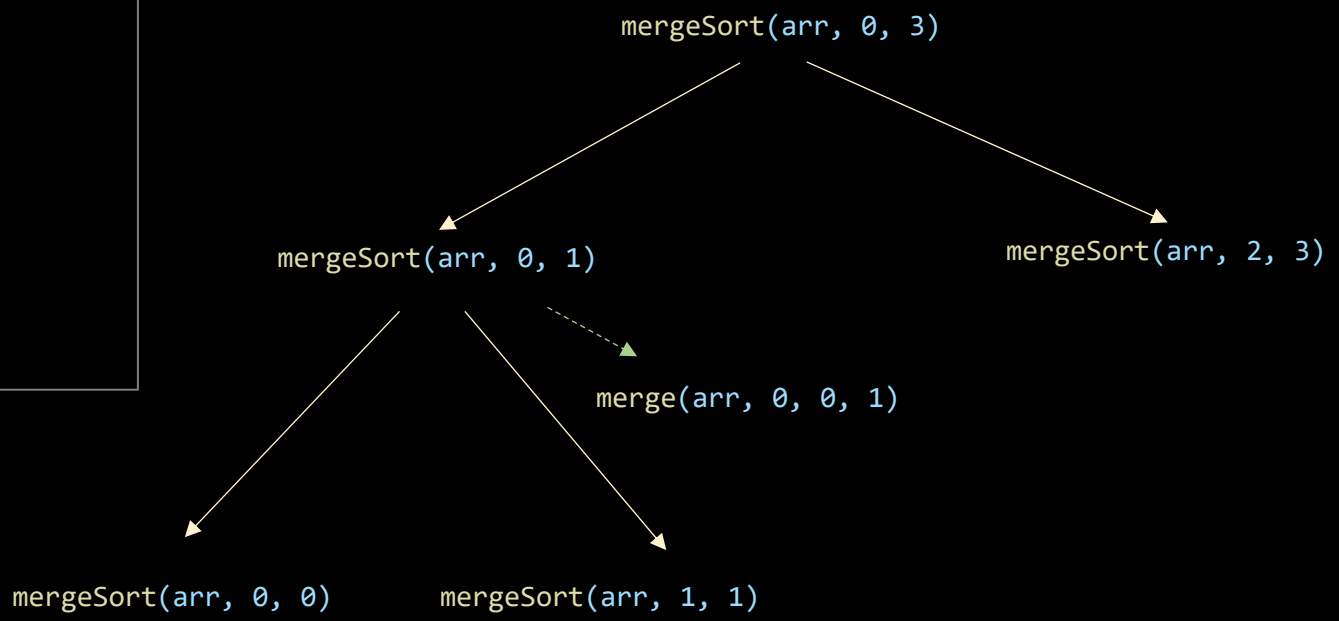

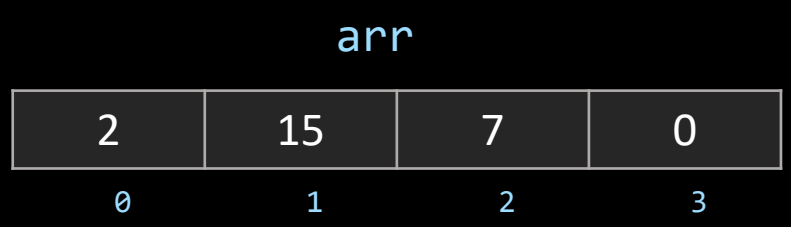

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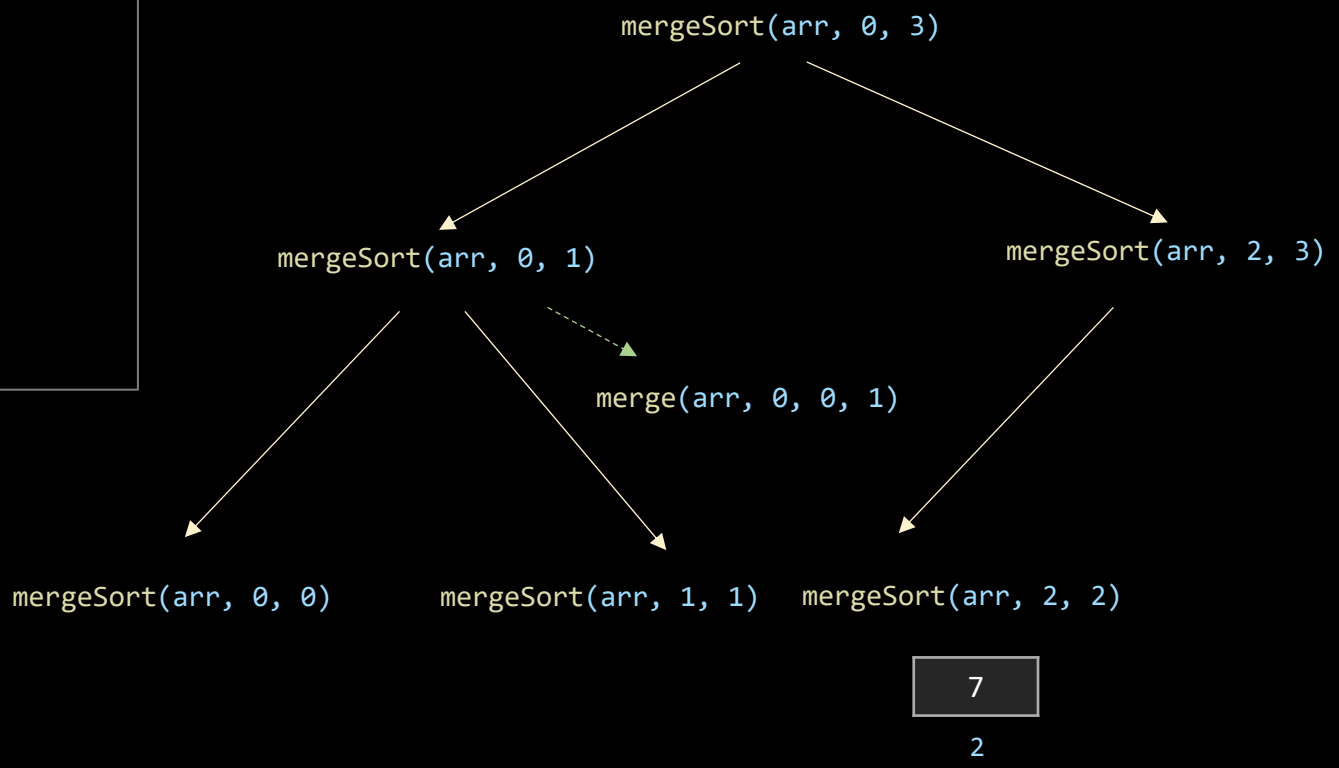

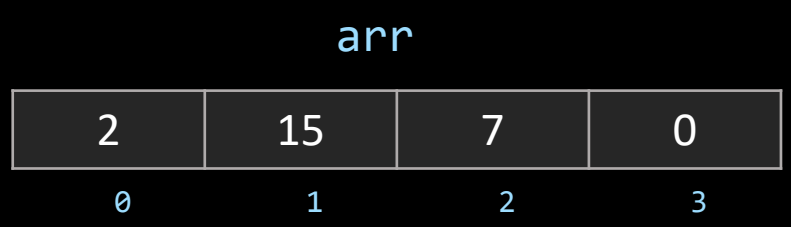

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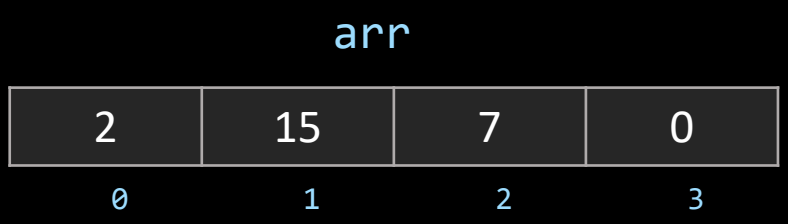

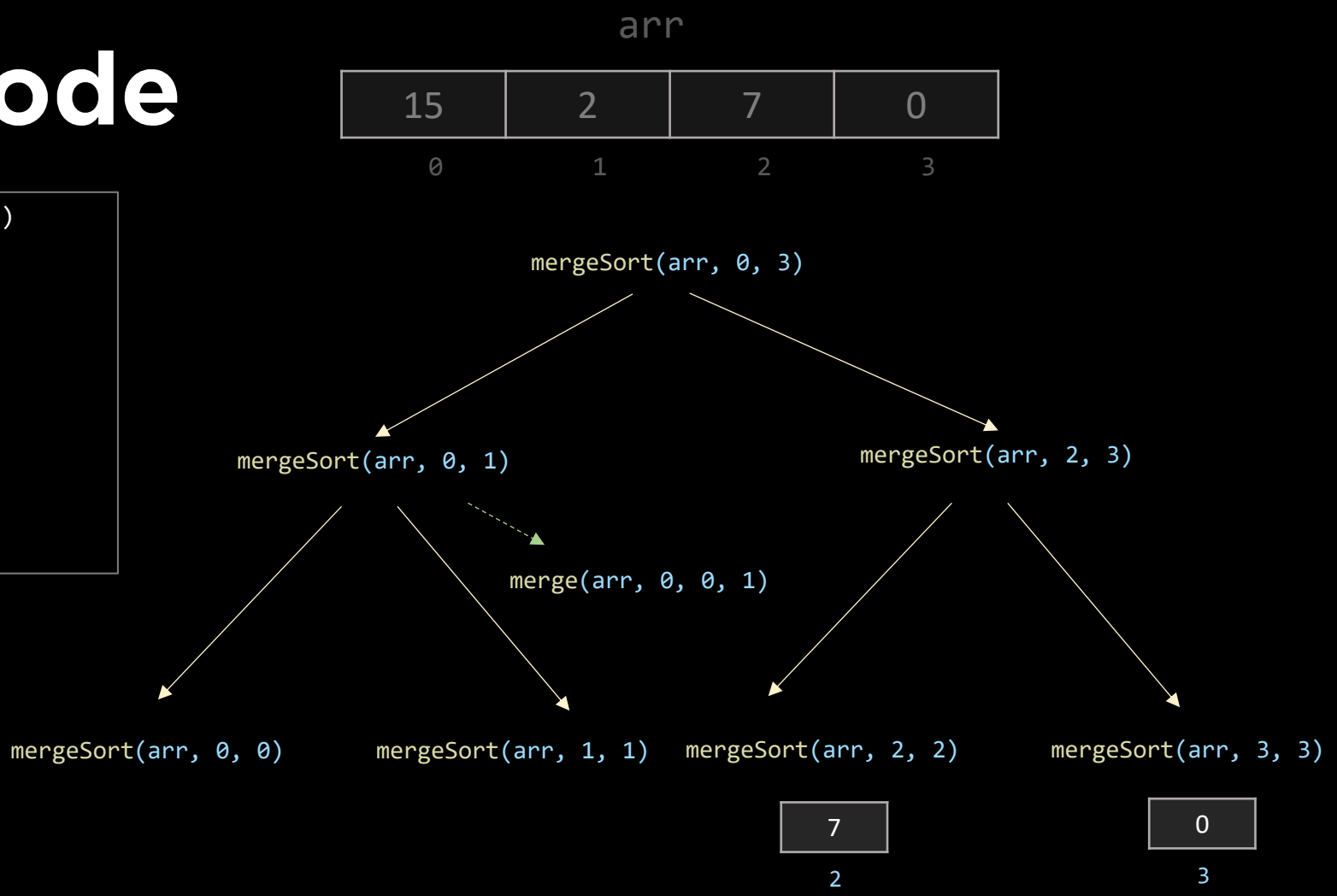

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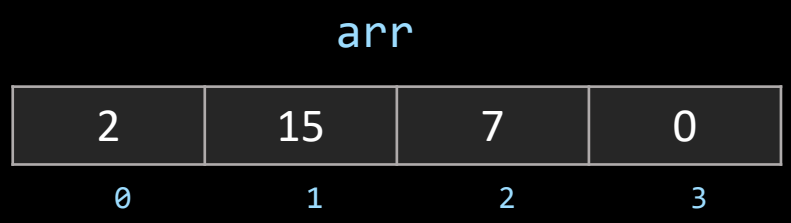

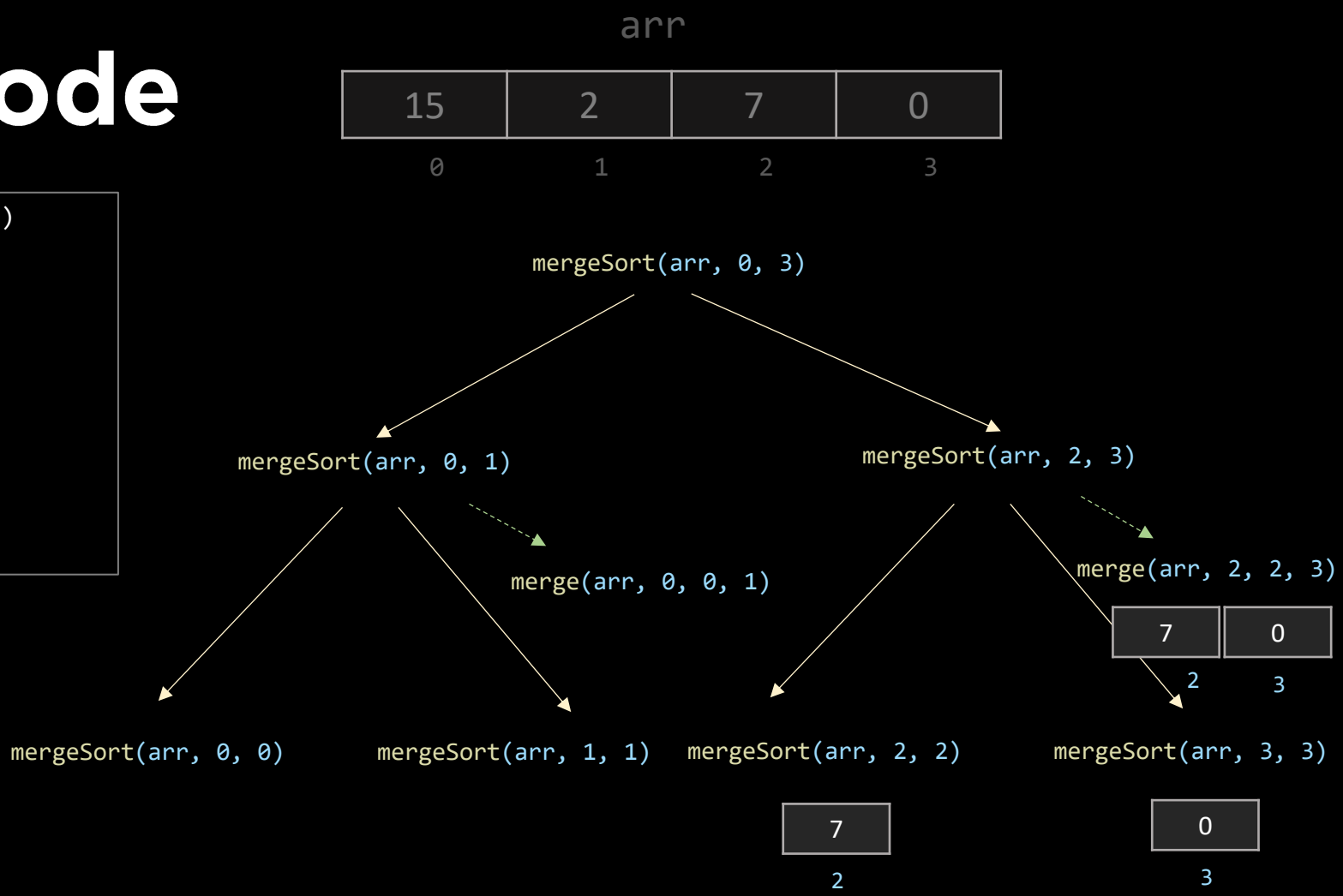

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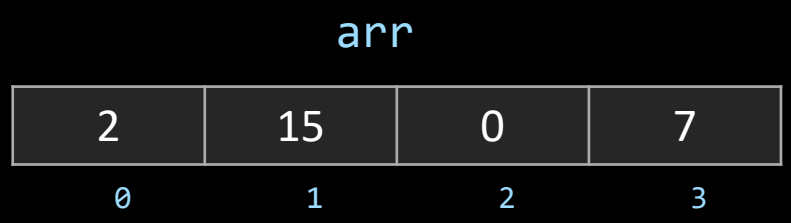

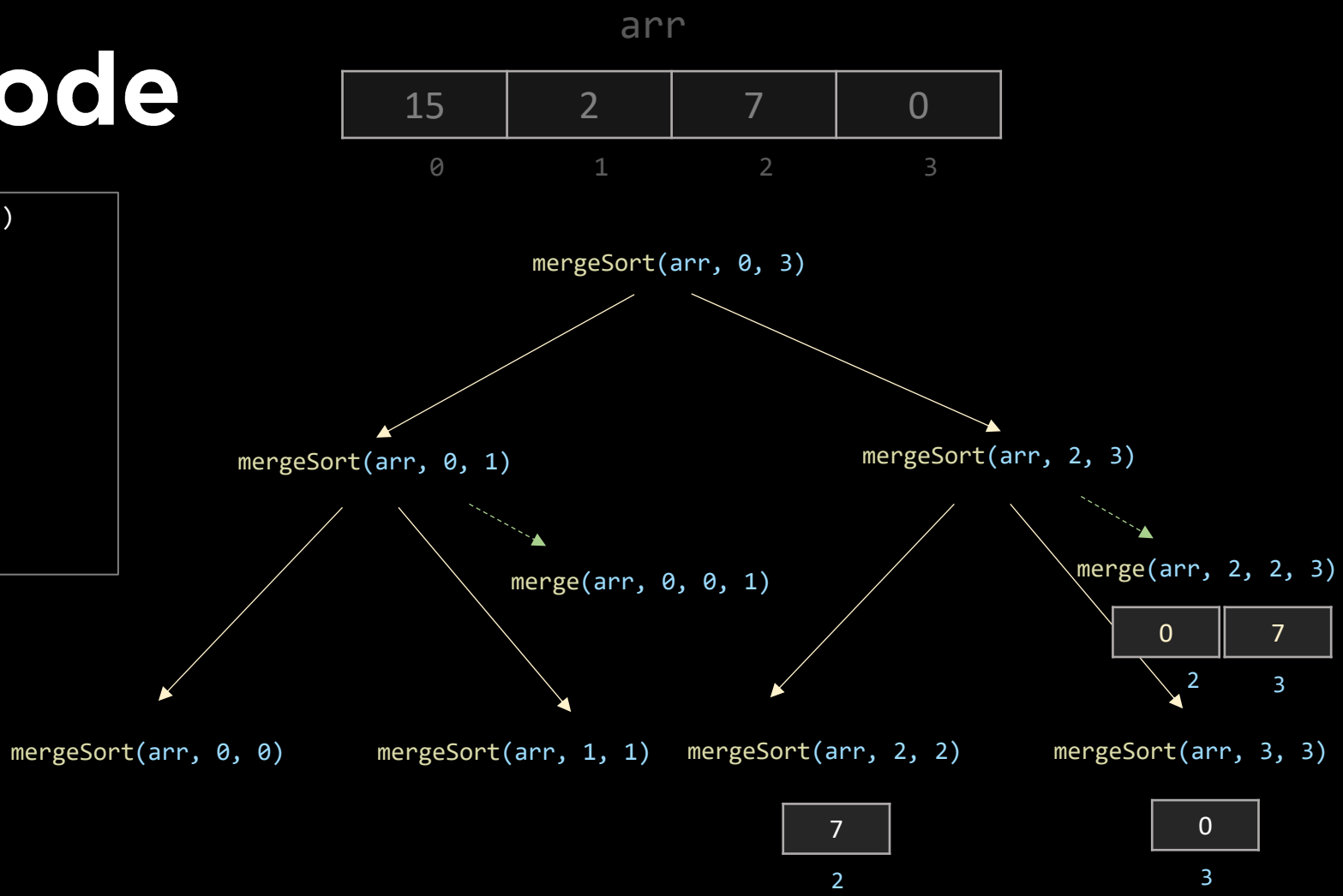

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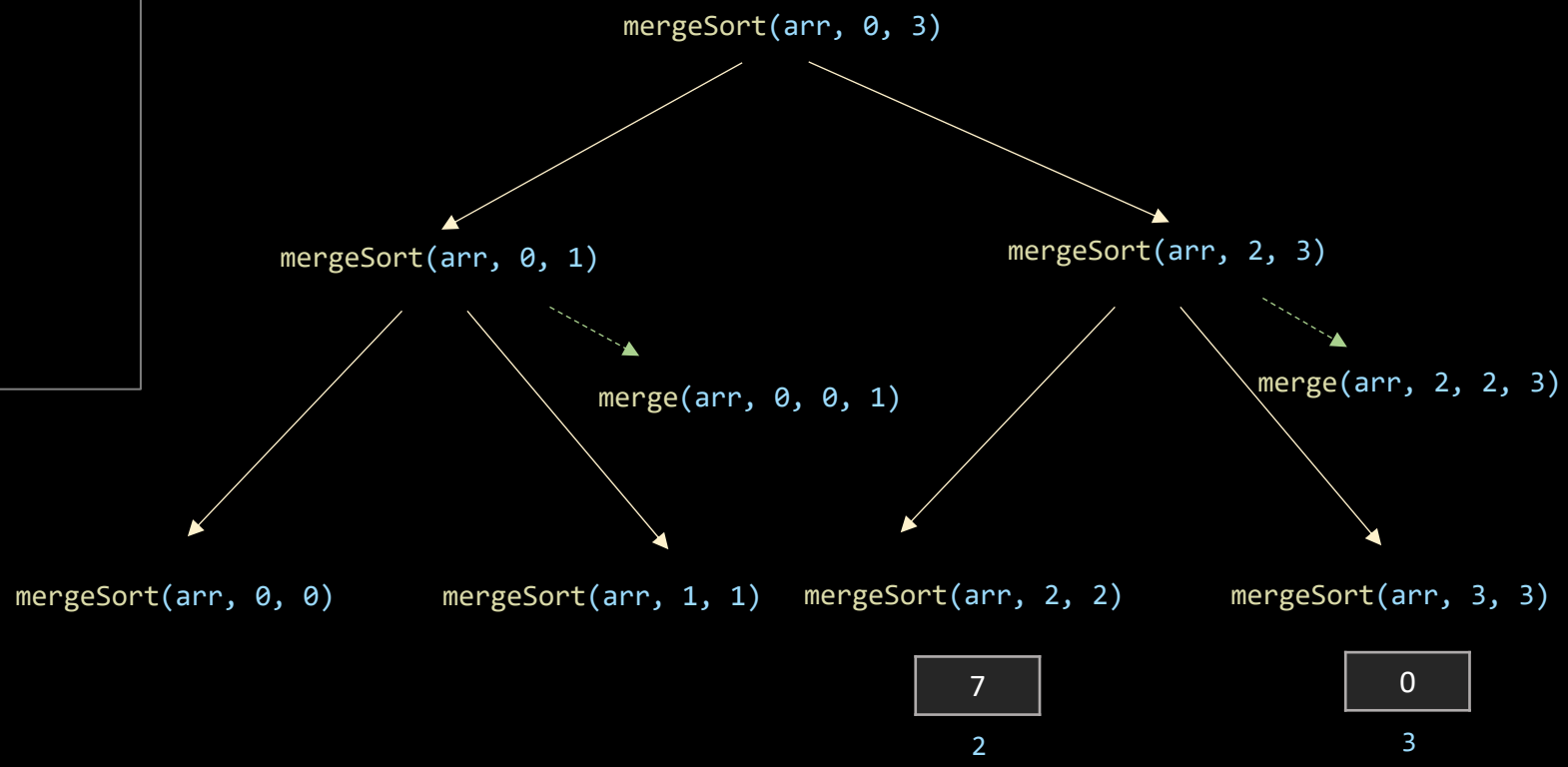

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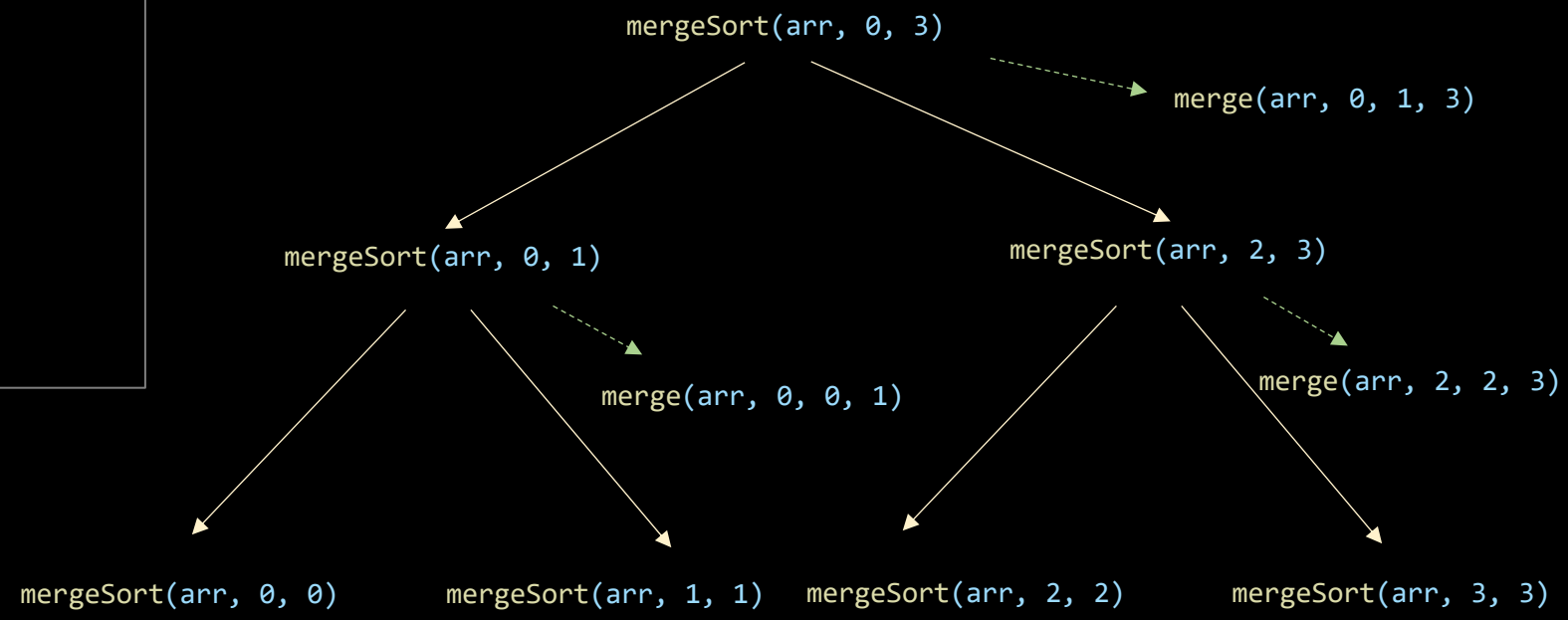

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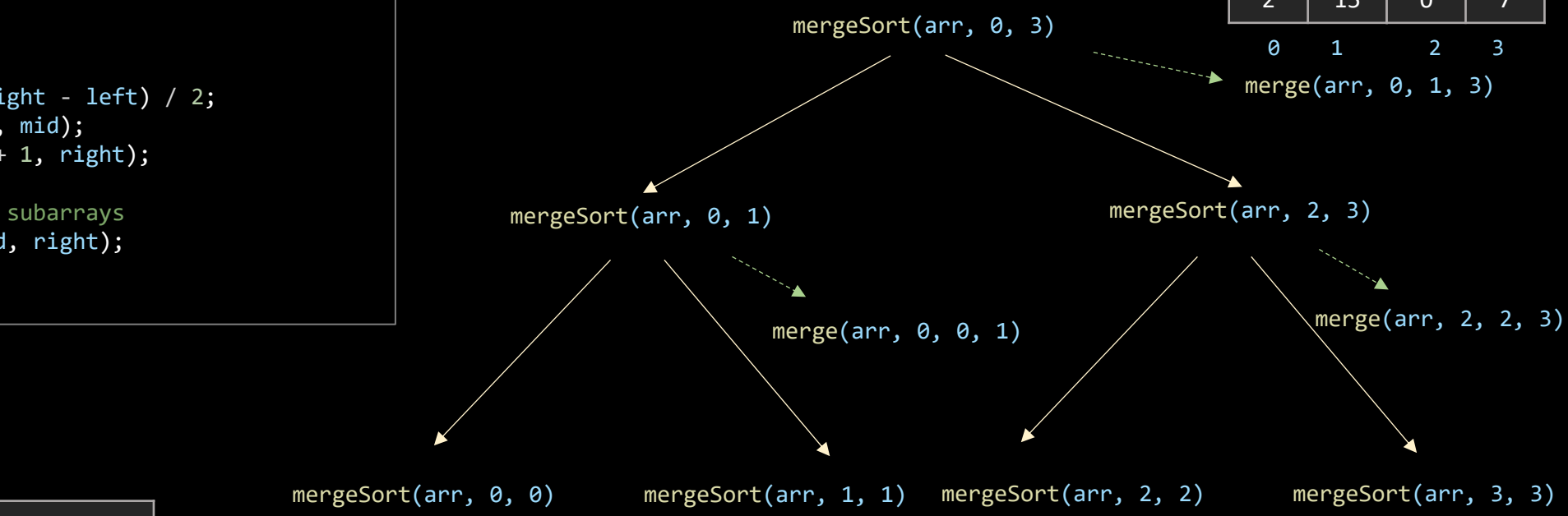

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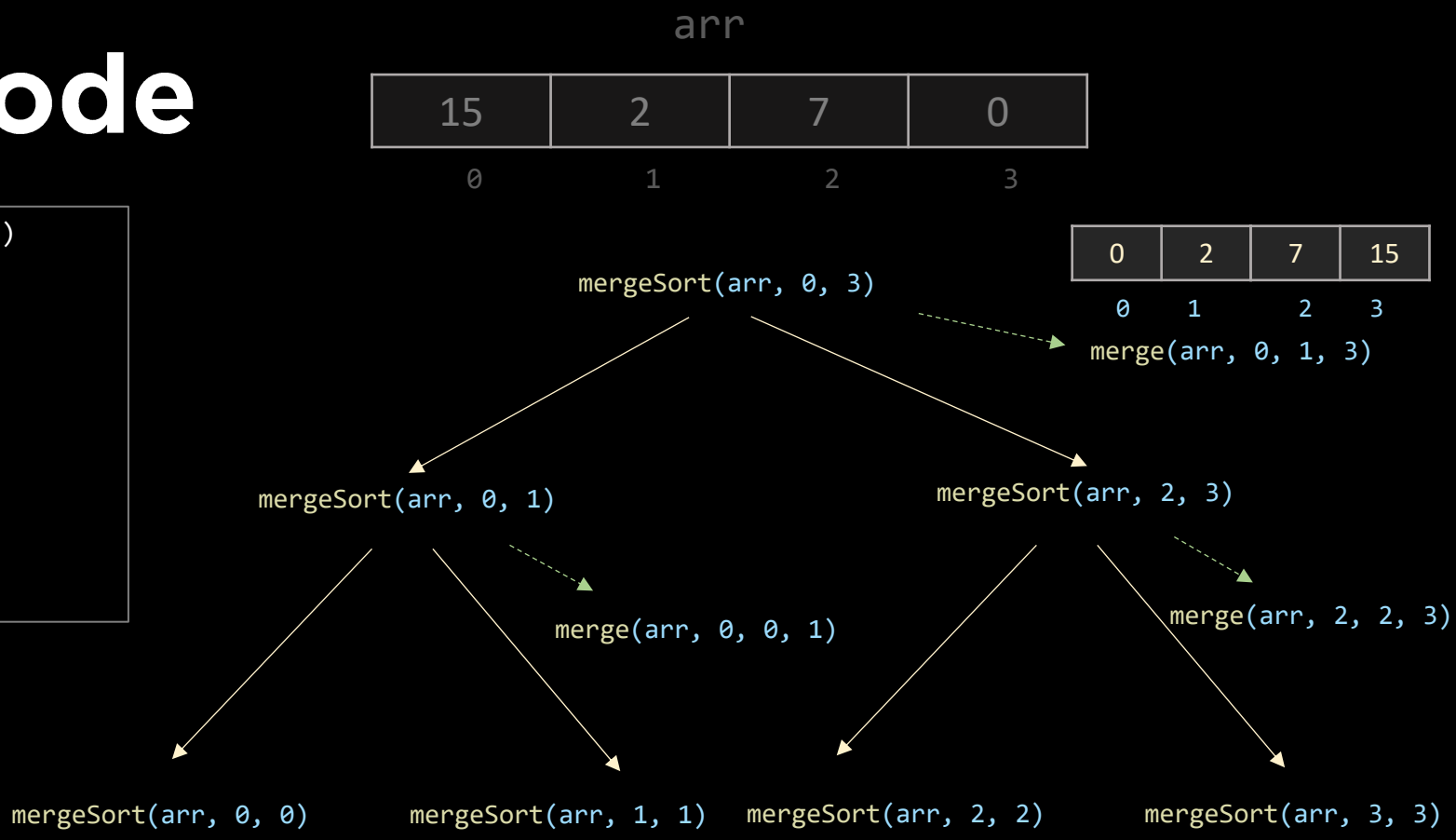

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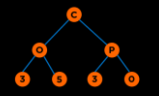
Merge Sort Time Complexity

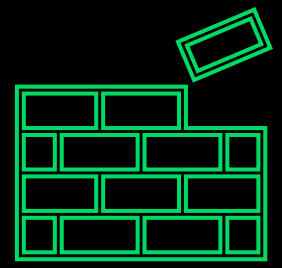
	Merge Sort
Worst Case	O(n*log n)
Average Case	O(n*log n)
Best Case	O(n*log n)
Space	O(n)



BY NC SA

Quick Sort

Quick Sort



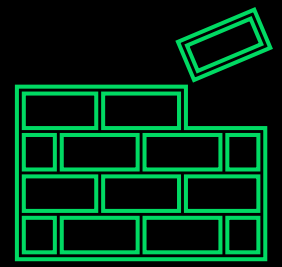
Premise:

- Quicksort rearranges the array into two parts – called partitioning
- A pivot is selected, and the following is executed:
  - All the elements in the left subarray are less than or equal to the pivot
  - All the elements in the right subarray are larger than the pivot

  :
- The process is repeated until the array is sorted

BY NC SA

Quick Sort

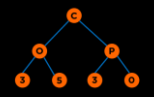


Algorithm for Quicksort

```
if first < last then
```

- Partition the elements in the subarray first . . . last so that the pivot value is in its correct place (subscript pivIndex)
- Recursively apply quicksort to the subarray first . . . pivIndex - 1
- Recursively apply quicksort to the subarray pivIndex + 1 . . . last

7	4	9	3	2	8	6	5



Quick Sort

Example:

Initial array

7	4	9	3	2	8	6	5

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
2. Initialize `up` to `first` and `down` to `last`.
3. `do`
4. Increment `up` until `up` selects the first element greater than the pivot value or `up` has reached `last`.
5. Decrement `down` until `down` selects the first element less than or equal to the pivot value or `down` has reached `first`.
6. `if up < down` then
7. Exchange `table[up]` and `table[down]`.
8. `while up` is to the left of `down`
9. Exchange `table[first]` and `table[down]`.
10. Return the value of `down` to `pivIndex`.

BY NC SA

Quick Sort

Example:

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
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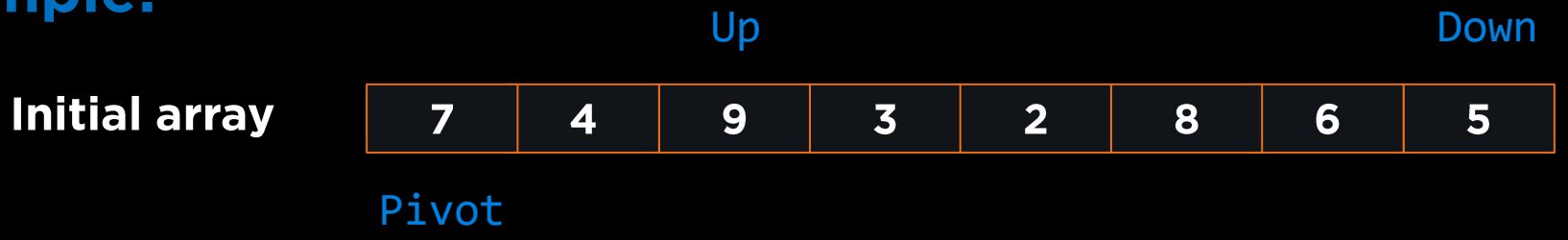
10. Return the value of `down` to `pivIndex`.

Quick Sort

Example:



Algorithm for `partition` Method

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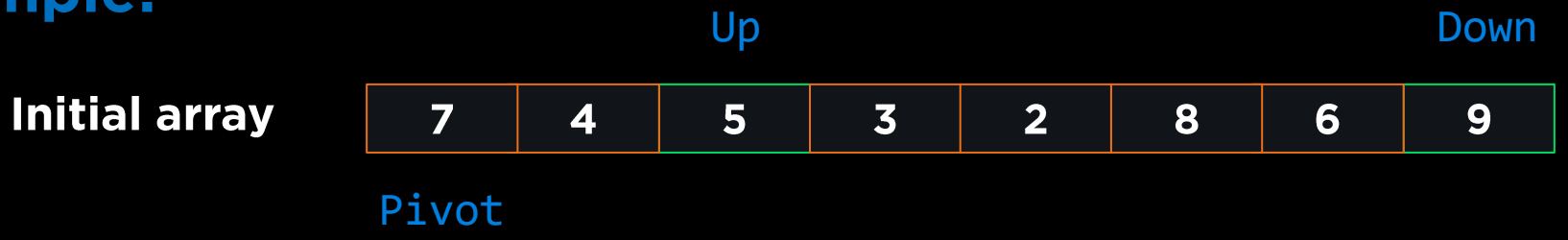
Quick Sort

Example:



Algorithm for `partition` Method

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8. `while up` is to the left of `down`
9. Exchange `table[first]` and `table[down]`.
10. Return the value of `down` to `pivIndex`.

Quick Sort

Example:

Up Down

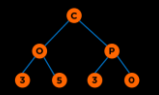
Initial array

7	4	5	3	2	8	6	9

Pivot

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
2. Initialize `up` to `first` and `down` to `last`.
3. `do`
4. Increment `up` until `up` selects the first element greater than the pivot value or `up` has reached `last`.
5. Decrement `down` until `down` selects the first element less than or equal to the pivot value or `down` has reached `first`.
6. `if up < down` then
7. Exchange `table[up]` and `table[down]`.
8. `while up` is to the left of `down`
9. Exchange `table[first]` and `table[down]`.
10. Return the value of `down` to `pivIndex`.



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Quick Sort

Example:

Initial array

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
2. Initialize `up` to `first` and `down` to `last`.
3. `do`
4. Increment `up` until `up` selects the first element greater than the pivot value or `up` has reached `last`.
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8. `while up` is to the left of `down`
9. Exchange `table[first]` and `table[down]`.
10. Return the value of `down` to `pivIndex`.

Quick Sort

Example:

Down Up

Initial array

7	4	5	3	2	6	8	9

Pivot

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
2. Initialize `up` to `first` and `down` to `last`.
3. `do`
4. Increment `up` until `up` selects the first element greater than the pivot value or `up` has reached `last`.
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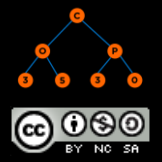

Quick Sort

Example:

Down Up

Initial array

Pivot

Algorithm for `partition` Method

1. Define the pivot value as the contents of `table[first]`.
2. Initialize `up` to `first` and `down` to `last`.
3. `do`
4. Increment `up` until `up` selects the first element greater than the pivot value or `up` has reached `last`.
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Quick Sort

Example:

Algorithm for `partition` Method

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9. Exchange `table[first]` and `table[down]`.
10. Return the value of `down` to `pivIndex`.

Quick Sort Code

```
1.    void quickSort(int array[], int low, int high)
2.    {
3.      if (low < high)
4.      {
5.        int pivot = partition(array, low, high);
6.        quickSort(array, low, pivot - 1);
7.        quickSort(array, pivot + 1, high);
8.      }
9.    }
```

```
36.   int main()
37.   {
38.     int data[] = {15, 0, 5, 6};
39.     int n = sizeof(data) / sizeof(data[0]);
40.     quickSort(data, 0, n - 1);
41.     return 0;
42.   }
```

```
10.   int partition(int array[], int low, int high)
11.   {
12.     // Select the pivot element
13.     int pivot = array[low];
14.     int up = low, down = high;
15.
16.     while(up < down)
17.     {
18.         for (int j = up; j < high; j++)
19.         {
20.           if(array[up] > pivot)
21.               break;
22.           up++;
23.         }
24.         for (int j = high; j > low; j--)
25.         {
26.           if(array[down] < pivot)
27.               break;
28.           down--;
29.         }
30.         if(up < down)
31.           swap(&array[up], &array[down]);
32.     }
33.     swap(&array[low], &array[down]);
34.     return down;
35.   }
```

https://onlinegdb.com/ryRlgsGgD

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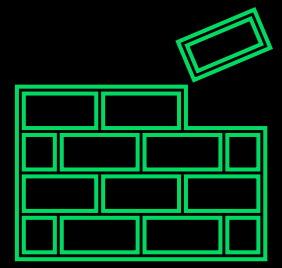
Quick Sort



Time Complexity:

- If the pivot value is a random value selected from the current subarray,
  - then statistically half of the items in the subarray will be less than the pivot and half will be greater
  - thus there will be log n levels of recursion
- Partitioning requires n moves
- Total time: O(n log n) on average
- A quicksort will give very poor behavior if, each time the array is partitioned, a subarray is empty. In that case, the sort will be $O(n^2)$. Under these circumstances, the overhead of recursive calls and the extra run-time stack storage required by these calls makes this version of quicksort a poor performer relative to the quadratic sorts

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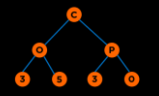
Quick Sort Time Complexity

	Merge Sort	Quick Sort
Worst Case	O(n*log n)	$O(n^2)$
Average Case	O(n*log n)	O(n*log n)
Best Case	O(n*log n)	O(n*log n)
Space	O(n)	O(log n)*

* Recursion Stack



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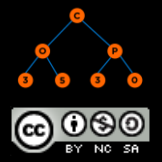
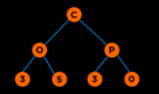
Other Sorts

- Sleep sort
- Counting sort
- Tim Sort
- Radix Sort
- Bucket Sort

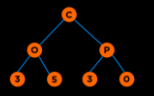


Resources

- https://www.cs.usfca.edu/~galles/visualization/ComparisonSort.html
- https://www.programiz.com/dsa
- https://www.youtube.com/user/AlgoRythmics/videos
- https://www.toptal.com/developers/sorting-algorithms



Questions



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