

SORTING AND SEARCHING

Lecture notes of the course “*Programming Techniques*”

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1 Sorting

- Insertion sort
- Other sorting algorithms

2 Searching

- Linear search
- Binary search

3 Exercises

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Insertion sort

- Insertion sort is a simple sorting algorithm.
- Like bubble sort, it is mostly efficient for small data sets and is often used as part of more sophisticated algorithms.
- How does it work?
 - Take elements from the array one by one
 - Insert them to their correct position
- Insertion is expensive because it requires shifting all following elements over by one.

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Insertion sort

A simple insertion sort: $O(n^2)$

- Iterate through array until an out-of-order element found
- Insert out-of-order element into correct location
- Repeat until end of array reached

Split into two functions for ease-of-use

- `shiftElement()`
- `insertionSort()`

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Shift elements

Shift elements on the left of a position i to find the correct position for $a[i]$:

```
void shiftElement(int a[], int i) {  
    int iValue = a[i];  
    while ((i > 0) && (a[i-1] > iValue)) {  
        a[i] = a[i-1];  
        i--;  
    }  
    a[i] = iValue;  
}
```

Shift elements

Example: $i = 3$, $a = \{17, 25, 31, 18, 2\}$, `iValue` = 18.

i	0	1	2	3	4
$a[i]$	17	25	31	18	2
					↑

\Rightarrow

i	0	1	2	3	4
$a[i]$	17	25	31	31	2
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Run the function with $i = 4$. What does the array look like?

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Insertion sort

Simply shift each element of the array if it is not in the correct position.

```
void insertionSort(int a[], int n) {  
    int i;  
    for (i = 1; i < n; i++) {  
        if (a[i] < a[i-1]) {  
            shiftElement(a, i);  
        }  
    }  
}
```

Insertion sort

- Explain the algorithm on the following arrays:

$$a = \{25, 17, 31, 18, 2\}$$

$$a = \{3, 2, 1, 5, 1, 6\}$$

- Rewrite the algorithm using pointer arithmetic instead of indexing.

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Other sorting algorithms

- We have seen 3 simple sorting algorithms. They are **not** efficient when the data set is large.
- There exists faster and more efficient sorting algorithms: quicksort, heapsort, shell sort, merge sort...
- We shall present these algorithms later when related programming techniques are discussed:
 - Quicksort uses recursive functions
 - Heapsort uses heap data structure

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Linear search – Indexing version

Search for an element in an array:

```
int* linearSearch(int *a, int n, int value) {  
    int i;  
    for (i = 0; i < n; i++) {  
        if (a[i] == value) {  
            return a + i;  
        }  
    }  
    return NULL;  
}
```

- **n** is the number of elements of the array
- **value** is the value to search for (key)
- The function returns a pointer to the element found or NULL

Linear search – Pointer arithmetic version

```
int* linearSearch(int *a, int n, int value) {  
    int *pa;  
    for (pa = a; pa < a + n; pa++) {  
        if (*pa == value) {  
            return pa;  
        }  
    }  
    return NULL;  
}
```

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Binary search

- If the array is already sorted, a better (faster) search algorithm is binary search.
- A binary search (or half-interval search) finds the position of a specified within a sorted array.
- How does it work?

Binary search

At each stage, the algorithm compares the input key value with the value of the middle element of the array.

- If the key matches, its position is returned.
- If the key is less than the middle element's key, the algorithm repeats its action on the sub-array to the left of the middle element.
- If the key is greater than the middle element's key, the algorithm repeats its action on the sub-array to the right of the middle element.
- If the remaining array to be searched is reduced to zero, then the key cannot be found.

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Binary search

```
int* binarySearch(int *a, int n, int value) {  
    int i, j, m;  
    i = 0; j = n - 1;  
    while (i <= j) {  
        m = (i+j)/2;  
        if (a[m] == value) {  
            return a + m;  
        } else {  
            if (a[m] < value) {  
                i = m + 1;  
            } else {  
                j = m-1;  
            }  
        }  
    }  
    return NULL;  
}
```

Binary search – `bsearch()` in `stdlib.h`

The prototype for the function `bsearch()`:

```
void* bsearch(const void *value, const void *array,  
             size_t arrayLength, size_t size,  
             int(*comparator)(const void *, const void *));
```

- `value` is the value to search for (key).
- `array` is the array which is *sorted in increasing order*.
- `size_t` is an unsigned integral type.
- `arrayLength` is the number of elements in the array.
- `size` is the size of each element (in bytes) in the array.
- `comparator` is a *function* that compares two elements of the array.
- The function returns a pointer or null.

Comparator function

A general comparator function looks like this:

```
int comparator(const void *a, const void *b) {  
    if (*(AType*)a > *(AType*)b) {  
        return 1;  
    }  
    if (*(AType*)a == *(AType*)b) {  
        return 0;  
    }  
    if (*(AType*)a < *(AType*)b) {  
        return -1;  
    }  
}
```

Note: If you want to compare C strings you can directly use the function `strcmp()` as the comparator.

Comparator function

An integer comparator function:

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

Comparator function

Why this integer comparator does not work?

```
int comparator(const void *a, const void *b) {  
    return (*(int*)a - *(int*)b);  
}
```

Using bsearch() on a sorted array

```
#include <stdlib.h>

int main() {
    int array[] = {1, 2, 5, 7, 12, 19};

    int value = 7;
    int *result = (int*)bsearch(&value, array,
        6, sizeof(int), comparator);
    if (result != NULL) {
        printf("%d is found in the array.\n", *result);
    }
    else {
        printf("%d is not found in the array.\n", value);
    }
    return 0;
}
```

Exercises

- ➊ Implement the insertion sort algorithm.
- ➋ Implement the linear search algorithm.
- ➌ Implement the binary search algorithm.
- ➍ Using the `bsearch()` function provided by `stdlib.h`.

For each of the algorithms above, you need to write two versions using two techniques, either indexing or pointer arithmetic, and

- Test your programs on data of different types (integers, double, strings). These data are read from a file.
- Use dynamic memory for allocating the arrays.