

Algorithms and Data Structures (CSci 115)

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Learning outcomes

- Sorting algorithms

- **Mergesort**

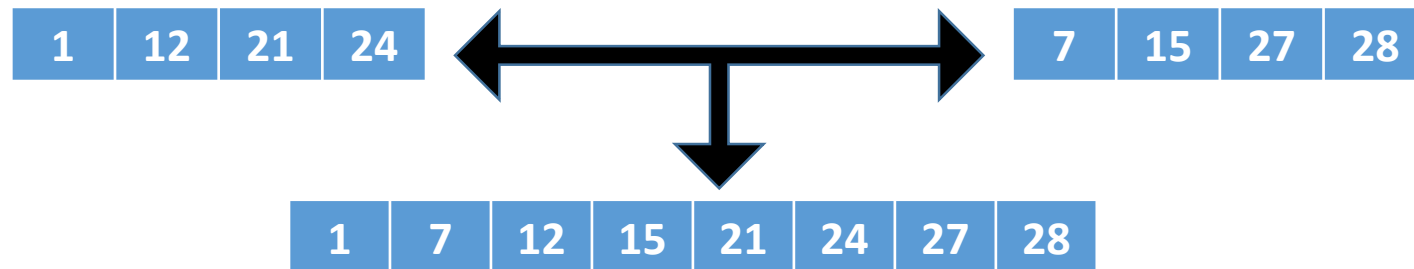
- Merge 2 sorted arrays
 - Split then Merge

- **Quicksort**

- Order 2 arrays based on a pivot
 - Order then split

Algorithm - Merging

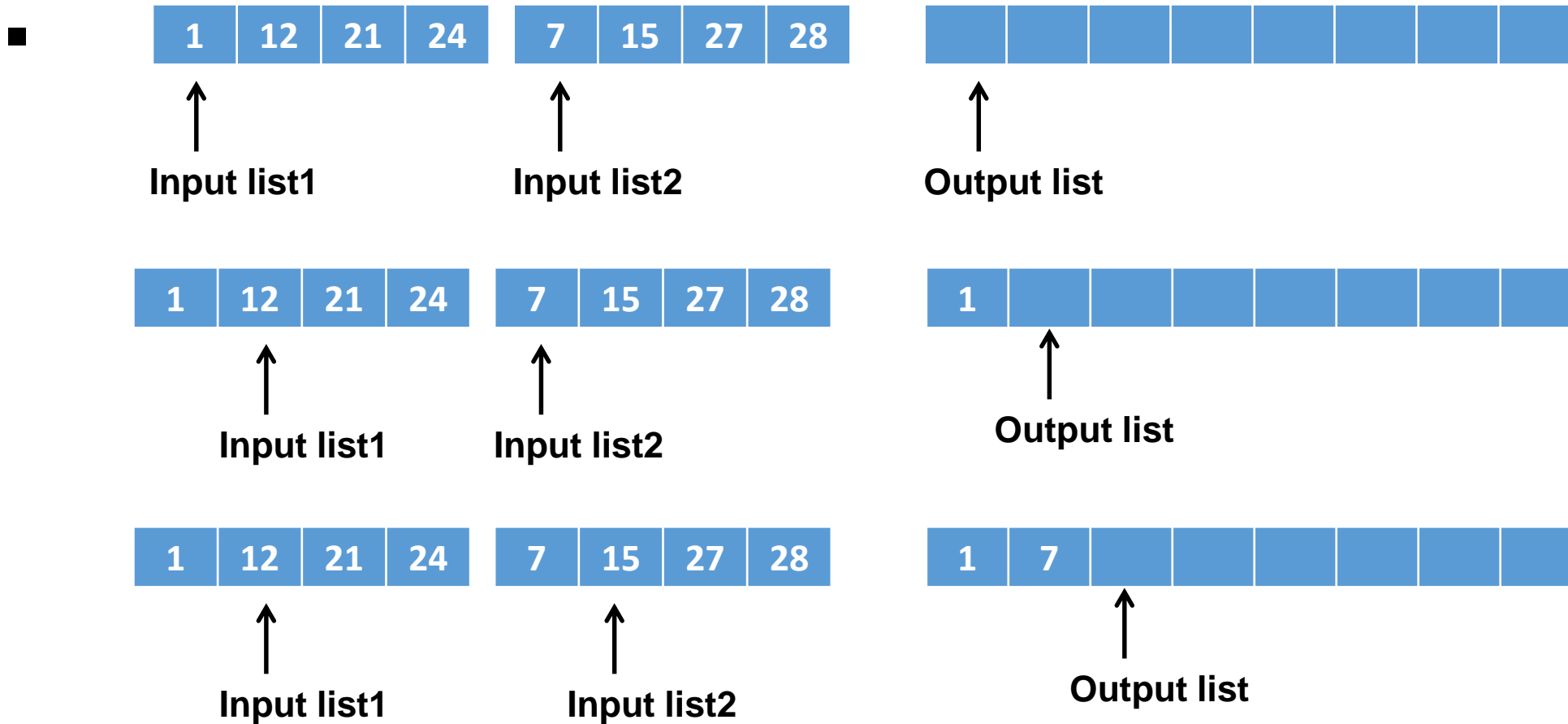
- **Merging** is a process whereby we combine two (or more) **sorted arrays** into a single sorted array
 - Start with a number of sorted (INPUT) arrays and create an OUTPUT array that is also sorted
- The Output array contains the values from the various Input arrays

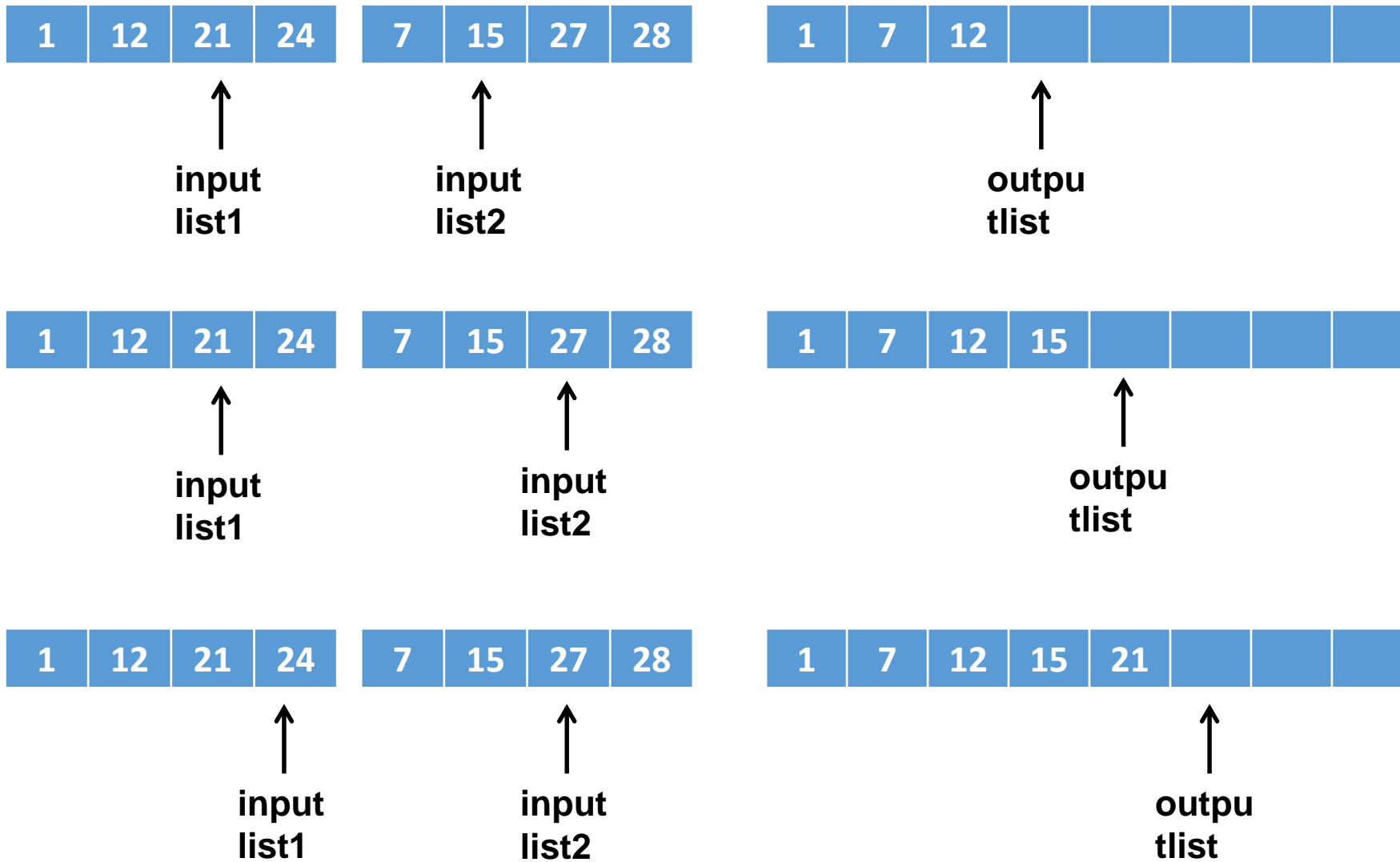


Merging Two Sorted Arrays

- Set **markers** at the 1st items of the 2 sorted (input) arrays AND the output array (the final SORTED array)
- COMPARE the 2 items at the markers of the input arrays to see which of them should be placed into the output array
- Place the identified item within the output array AND THEN ADVANCE the marker in the array from which the item was taken
- Advance the pointer in the output array
- Repeat the comparison until one of the input arrays is exhausted
- COPY all the remaining items from the array which is not exhausted into the output array to complete the operation

Merging - Example







↑
input
list1

↑
input
list2



↑
Output list



↑
input
list1

↑
input
list2



↑
Output list



↑
input
list1

↑
input
list2

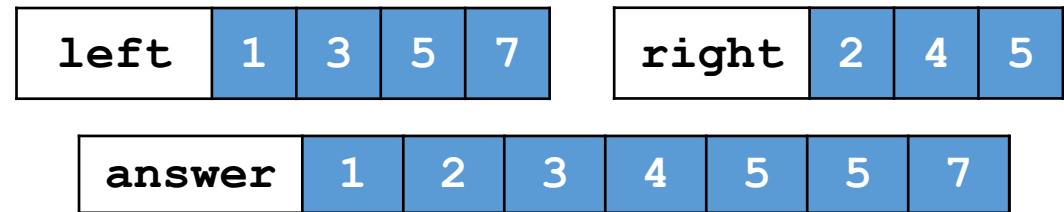


↑
Output list

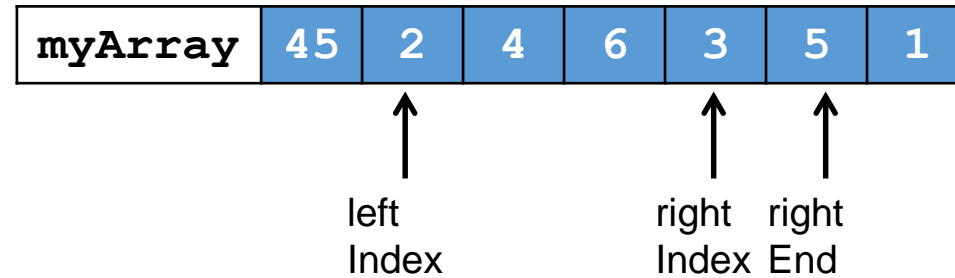
Algorithm - Merging

```
WHILE ( (leftIndex <= leftEnd) AND (rightIndex <= rightEnd))  
    IF (left [leftIndex] < right [rightIndex])  
        answer [answerIndex] = left [leftIndex]  
        Add 1 to answerIndex  
        Add 1 to leftIndex  
    ELSE  
        answer [answerIndex] = right [rightIndex]  
        Add 1 to answerIndex  
        Add 1 to rightIndex  
WHILE (leftIndex <= leftEnd)  
    answer [answerIndex] = left [leftIndex]  
    Add 1 to answerIndex  
    Add 1 to leftIndex  
WHILE (rightIndex <= rightEnd)  
    answer [answerIndex] = right [rightIndex]  
    Add 1 to answerIndex  
    Add 1 to rightIndex
```

```
int leftIndex = 0;  
int leftEnd = left.length - 1;  
int rightIndex = 0;  
int rightEnd = right.length - 1;  
int answerIndex = 0;
```



Algorithm - Merging



`merge (int [] anyArray, int leftIndex, int rightIndex, int rightEnd)`

`merge (myArray, 1, 4, 5);`



Algorithm - Merging

```
WHILE ( (leftIndex <= leftEnd) AND (rightIndex <= rightEnd))  
  IF (anyArray [leftIndex] < anyArray [rightIndex])  
    support [tempPos] = anyArray [leftIndex]  
    Add 1 to tempPos  
    Add 1 to leftIndex  
  ELSE  
    support [tempPos] = anyArray [rightIndex]  
    Add 1 to tempPos  
    Add 1 to rightIndex
```

anyArray	45	2	4	6	3	5	1
----------	----	---	---	---	---	---	---

merge (myArray, 1, 4, 5);

leftIndex = 1; rightIndex = 4; rightEnd = 5;

support							
---------	--	--	--	--	--	--	--

int leftEnd = rightIndex - 1;

```
int [] support = new int  
    [anyArray.length]  
int tempPos = leftIndex;
```

support		2	3	4	5		
---------	--	---	---	---	---	--	--

Algorithm - Merging

```
WHILE (leftIndex <= leftEnd)
    support [tempPos] = anyArray [leftIndex]
    Add 1 to tempPos
    Add 1 to leftIndex
```

```
WHILE (rightIndex <= rightEnd)
    support [tempPos] = anyArray [rightIndex]
    Add 1 to tempPos
    Add 1 to rightIndex
```

Copy relevant part of support array back

```
FOR (int count = 0; count < numElements; count++, rightEnd--)
    anyArray [rightEnd] = support [rightEnd]
```

anyArray	45	2	4	6	3	5	1
-----------------	----	---	---	---	---	---	---

merge (myArray, 1, 4, 5);

leftIndex = 1; rightIndex = 4; rightEnd = 5;

support		2	3	4	5	6	
----------------	--	---	---	---	---	---	--

anyArray	45	2	3	4	5	6	1
-----------------	----	---	---	---	---	---	---

```
int numElements =
    rightEnd - leftIndex + 1;
```

MergeSort

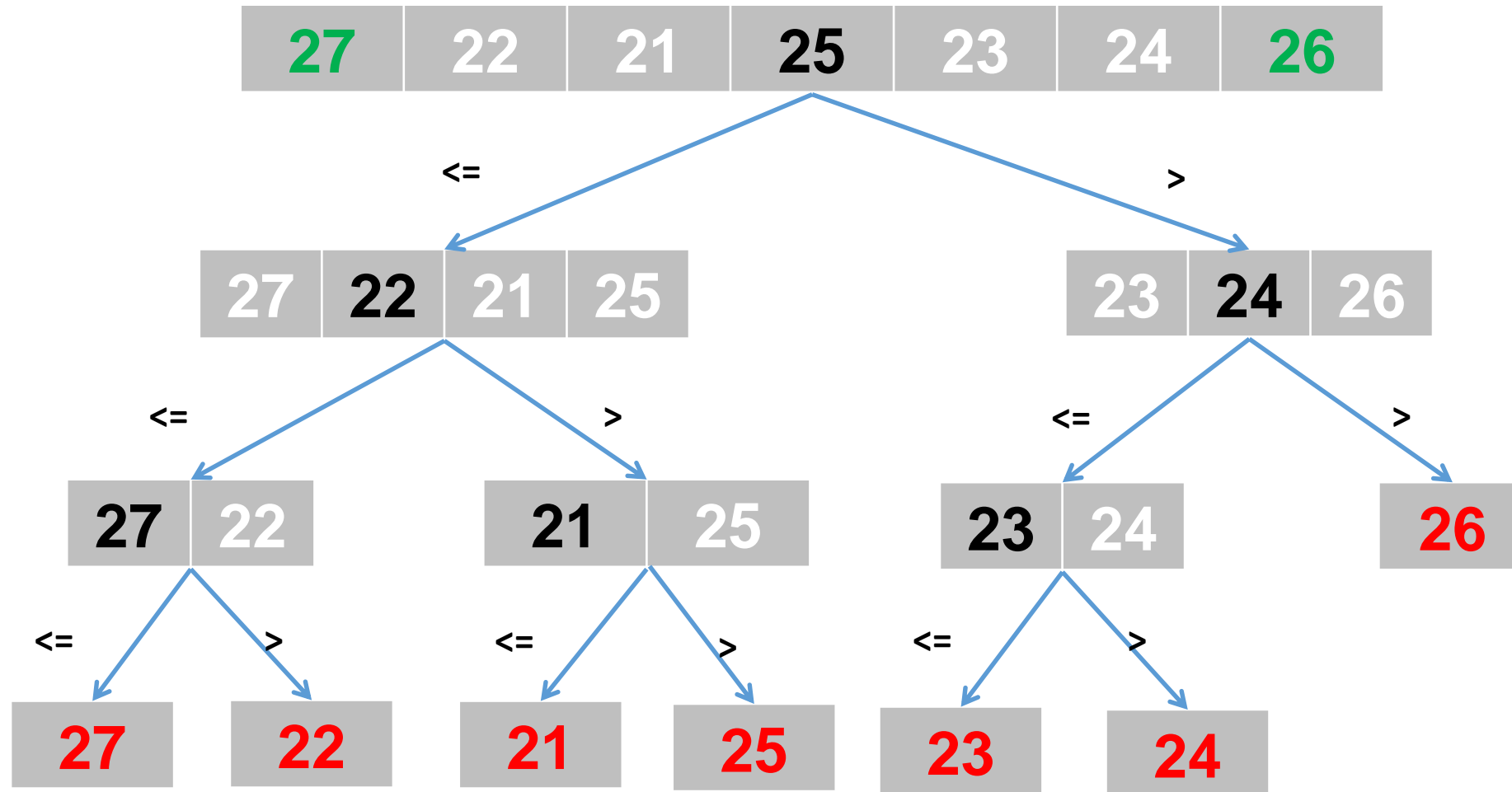
- Assume we are asked to sort an array into ascending order
 - The **MergeSort** of an array is based on the following observations:
- We can split the array into 2 “halves”
- We can sort each half into ascending order
- It is then easy to **merge** the two sorted halves into a single sorted array
 - We simply keep comparing the bottom element in each half and move the smallest into a new array
- Identical principles apply for the descending order problem

MergeSort

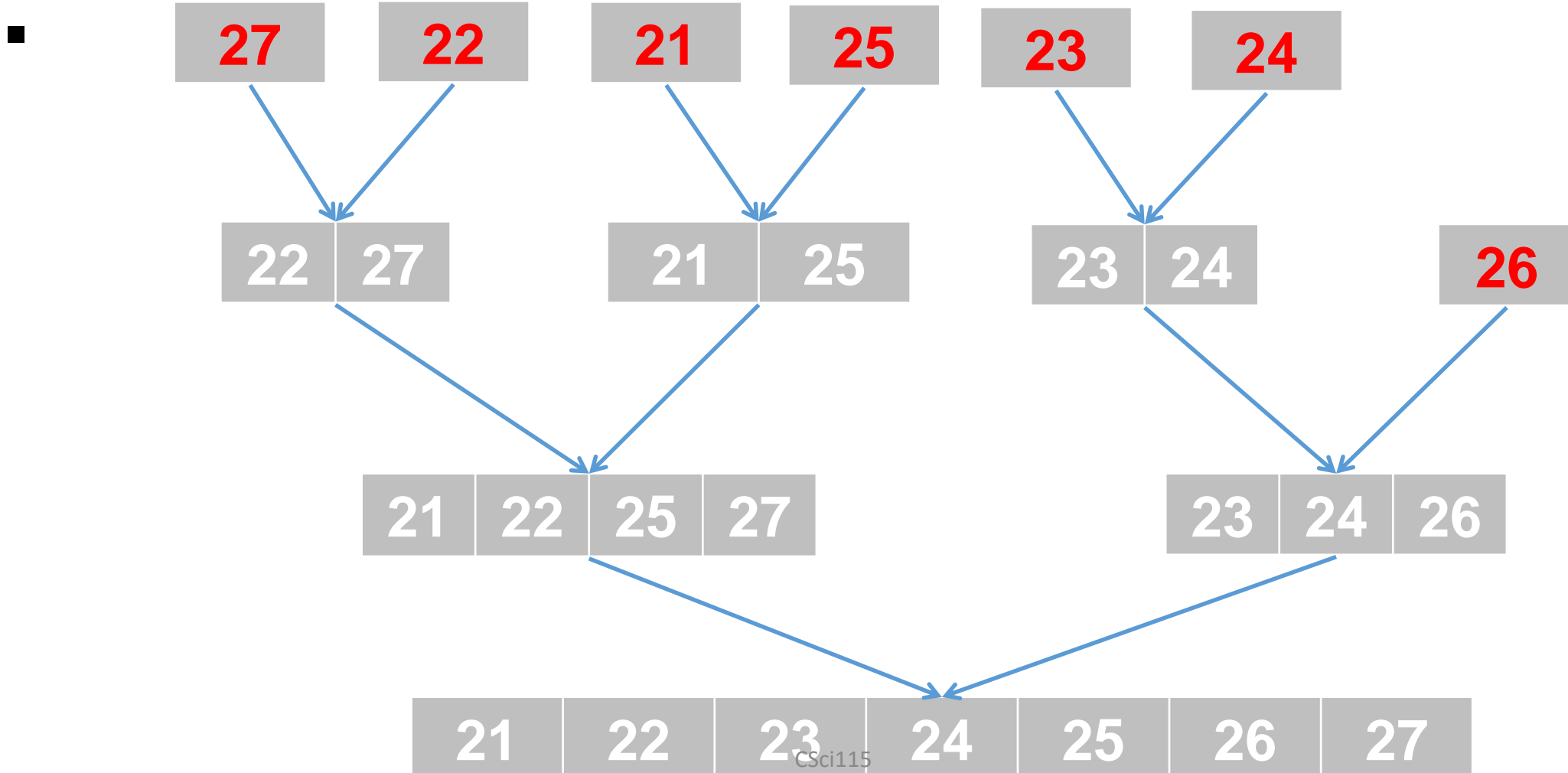
- The MergeSort algorithm involves 3 steps
 1. If the number of items to sort in an array is either 0 or 1 – the array is (by definition) in order - **FINISHED**
 2. We **recursively** sort the first and second halves separately
 3. Merge the two sorted halves into a sorted group
- The MergeSort algorithm is an **$O(N \log N)$** algorithm

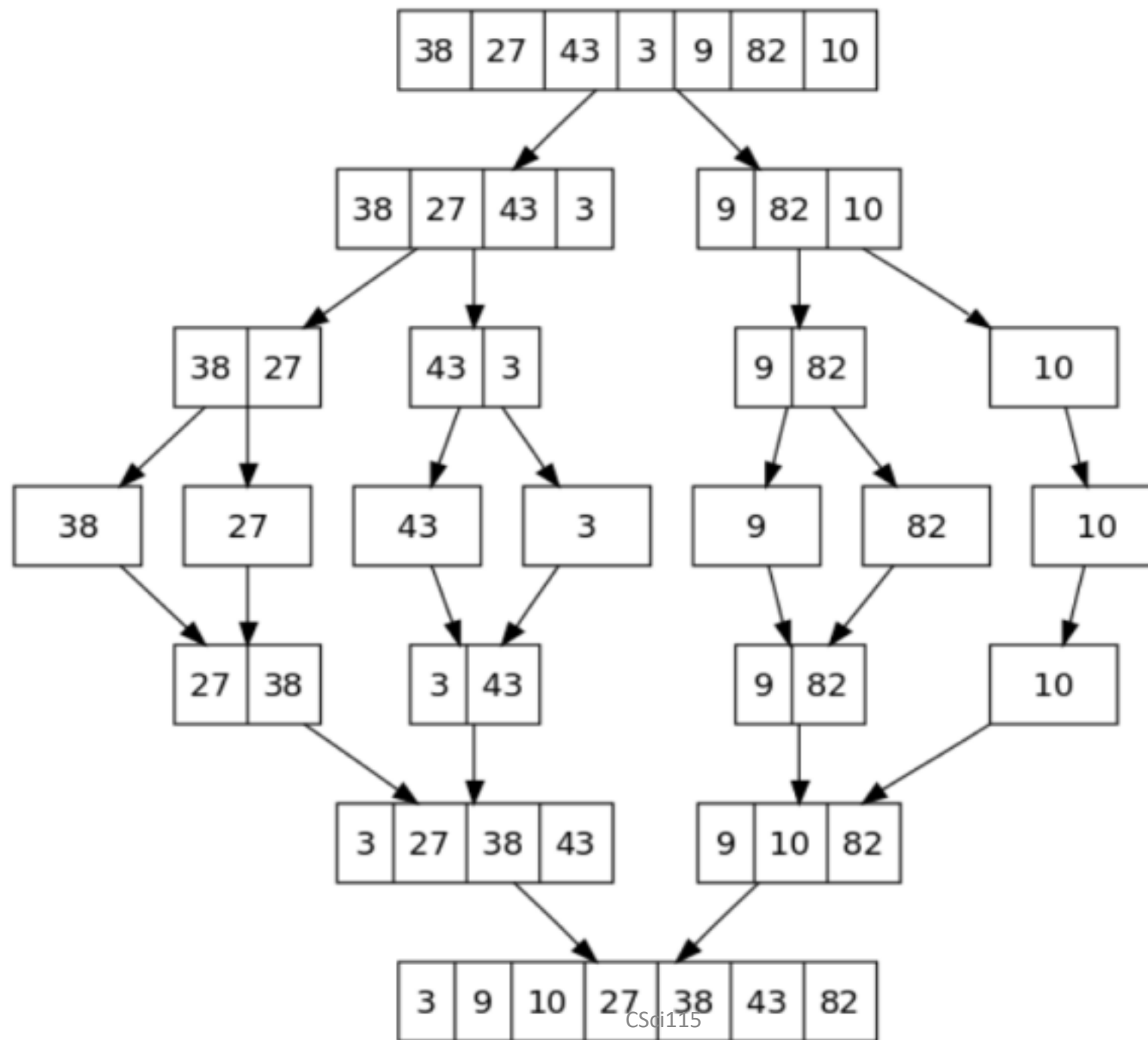
MergeSort

■



MergeSort (ordering as we merge)





MergeSort

- Pseudo-code

```
MergeSort(array A, int p, int r) {  
    if (p < r) {                                // we have at least 2 items  
        q = (p + r) / 2  
        MergeSort(A, p, q)    // sort A[p..q]  
        MergeSort(A, q+1, r) // sort A[q+1..r]  
        Merge(A, p, q, r)    // merge everything together  
    }  
}
```

- Analysis

➤ Master theorem (case 2, $c=1$) $\rightarrow O(n \log n)$

$$T(n) = \begin{cases} 1 & \text{if } n = 1, \\ T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor) + n & \text{otherwise.} \end{cases}$$

QuickSort

- Fastest known sorting algorithm
 - Average running time is: **$O(N \log N)$**
 - Based on a “Divide and Conquer” approach
- Steps
 - We select a “pivot” value:
 - /!\ it is **NOT** the same as the value in the middle of the array!!
 - We use this “pivot” value to generate 2 sub-lists
 - List 1: Values less than the pivot
 - List 2: Values greater than or equal to the pivot
 - We sort the 2 sub-arrays and note that we can have the whole array sorted by arranging the components thus:
sorted sub-list 1, sorted sub-list 2

QuickSort

- Sorting of each of the 'sub-arrays' is once again performed in a recursive manner using the QuickSort technique
- The process continues until each sub-array contains only a single element

Pivot Selection

- ANY VALUE can be selected as the pivot.
- BETTER – to make a ‘educated’ choice

OPTION 1. POPULAR CHOICE

- Use the FIRST element in the list
 - Simple
 - Acceptable if the input is random
 - However, if data is (say) pre-sorted or in reverse order this gives us a poor partitioning
 - NOT NORMALLY RECOMMENDED

Pivot Selection

OPTION 2. SAFE CHOICE

- Use the MIDDLE element
 - i.e. the element at position $(\text{low} + \text{high}) / 2$
 - This is a 'passive' choice
 - we do not try to choose a 'good' pivot - we are merely trying to avoid picking a bad pivot

■ OPTION 3. MEDIAN-OF-THREE partitioning

- Attempts to pick a “better than average” pivot
- Pick the MEDIAN of the *first*, *middle* and *last* elements
- Example:

With input: 8, 11, 14, 19, **16**, 13, 15, 12, 17, 10

These three elements are: **8**, **10** and **16**

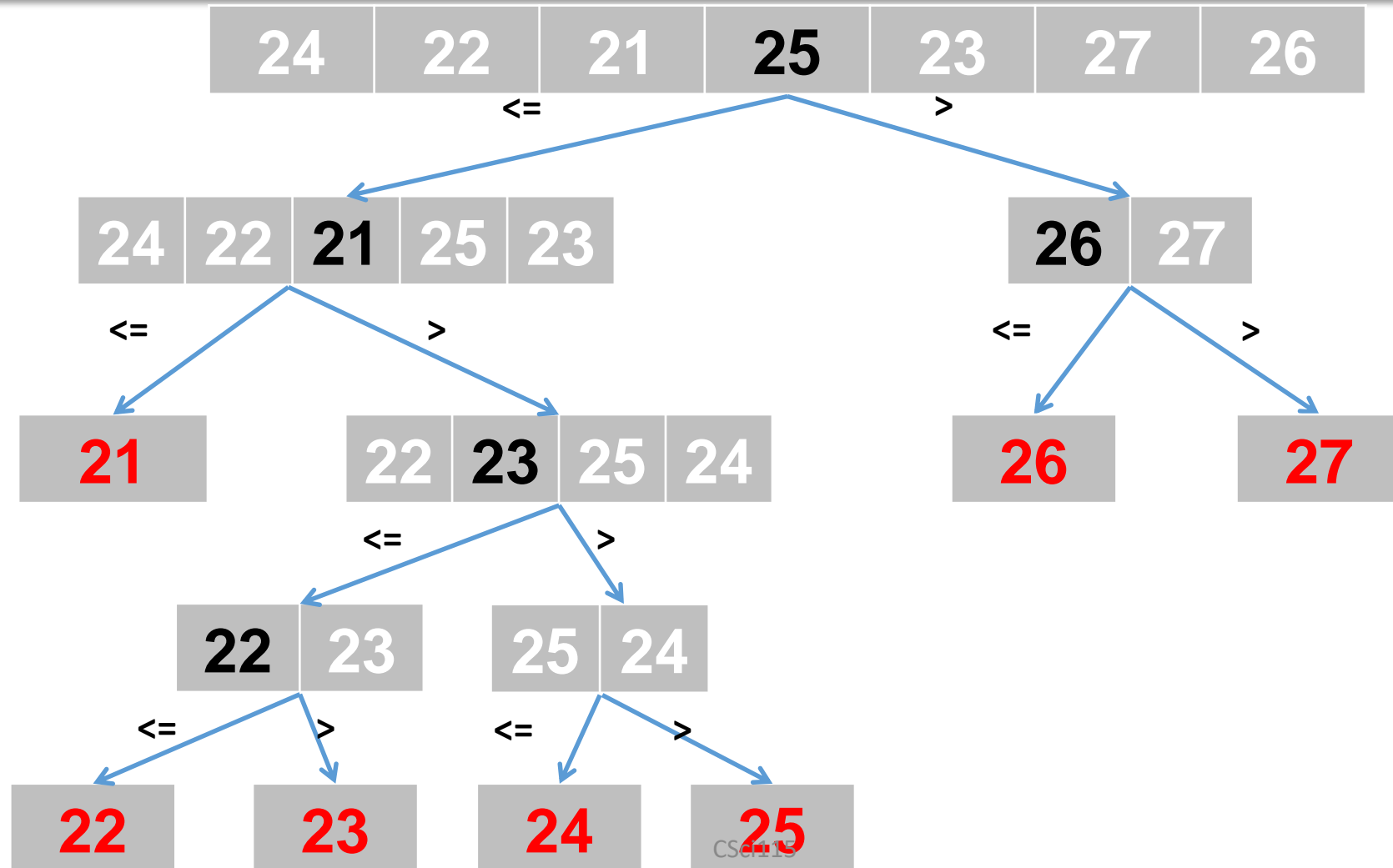
The value **10** is chosen as the pivot

Partition function

- Rearrange the array $A[p..r]$ into 2 (possibly empty) subarrays.
 - From index p to index r
- 2 arrays as outputs: $A[p..q-1]$ and $A[q+1..r]$ such that each element of $A[p..q-1]$ is less than or equal to $A[q]$ (the pivot), which is, in turn, less than or equal to each element of $A[q+1..r]$.
- The index q is evaluated as part of this partitioning procedure.
- Partition function
 - Input: Array A , int p , int r
 - Output: Array A , position of q ,

QuickSort: Using middle element as pivot

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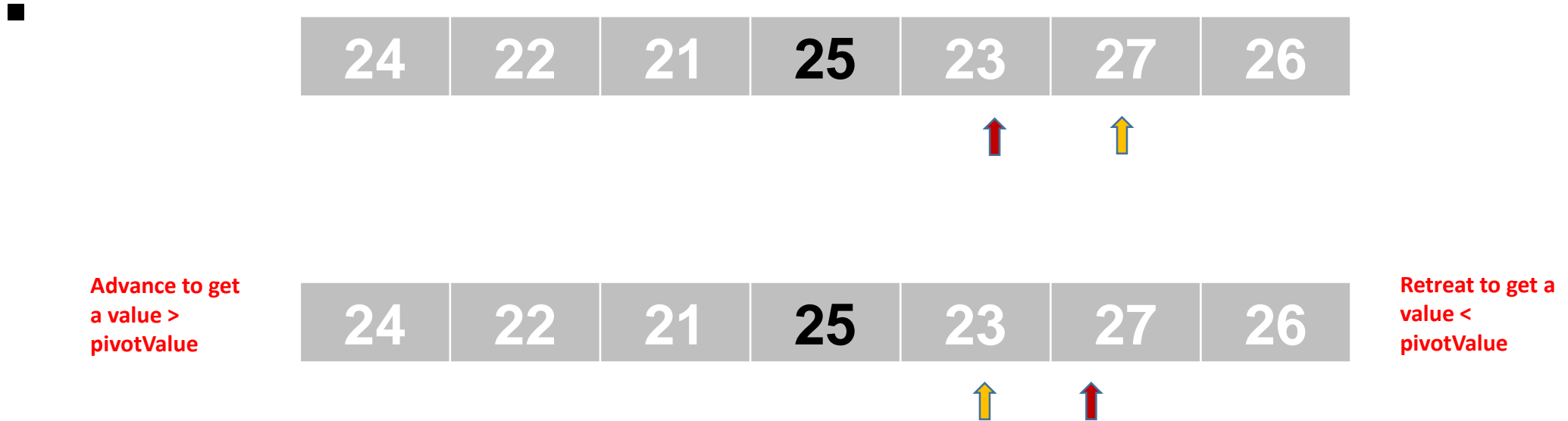


QuickSort: Using middle element as pivot

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QuickSort: Using middle element as pivot



ARROWS HAVE CROSSED SO FINISHED THIS PHASE

Quicksort

```
QUICKSORT(int[] A, int p, int r)
{
    If (p < r)
    {
        q=PARTITION(A,p,r) // return q and update A
        QUICKSORT(A,p,q-1) // apply on the first part of A (all the elements<A[q])
        QUICKSORT(A,q+1,r) // apply on the second part of A (all the elements>A[q])
    }
}
```

- where
 - A: the array
 - p: index of the first element
 - r: index of the last element,
 - q: **index of the pivot** returned by the partition function. (index, not the value !!!)

QuickSort: Performance

- Average performance of QuickSort for both swaps and comparisons
 - **Complexity:** $O(N \log N)$
- Major problem with QuickSort:
 - Under certain conditions the partition phase fails to divide the list at all
- Therefore
 - the QuickSort algorithm is far from quick in the worst case performance, degenerating to an $O(N^2)$ algorithm

Summary of Sorting

- Selection, Insertion and Bubble Sorts are $O(N^2)$ algorithms
 - Not so good
- MergeSort and QuickSort are $O(N \log N)$ for random lists
 - Quite Good
- This does **not** mean that MergeSort or QuickSort are **always** best for all your sorting problems
 - if we introduce immediate checking to see whether the list provided is already ordered the Insertion sort is one of the best algorithms
 - For data that is actually initially sorted, the QuickSort algorithm is one of the worst algorithms

Finally...

- If the elements of the array contain large data records, movement of this data is very expensive
- If this is the case, the Selection Sort (which involves few movements) is probably the best since it is linear **$O(N)$** for assignments.
 - Question: What is your view on this for the Bubble Sort?
 - Memory efficient (just swap values)
- If the data is stored as a linked list (see later) rather than an array, the MergeSort is one of the most efficient algorithms for sorting linked lists

Questions ?

- Midterm question

- Determine the initial conditions of an array so ...
 - It corresponds to the worst case of a given algorithm
 - It corresponds to the best case of an algorithm

- Reading

- See code in the CSci115 book

