Quiz

Insert 14, 6, 16, 22, and 27 to a hash table of size m = 7
 using h(k) = (k%m + i*h2(k)) % m, where h2(k) = k%(m - 1)

a[0]	
a[1]	
a[2]	
a[3]	
a[4]	
a[5]	
a[6]	



Quiz

Insert 14, 6, 16, 22, and 27 to a hash table of size m = 7 using h(k) = (k%m + i*h2(k)) % m, where h2(k) = k%(m - 1)

a[0]	14
a[1]	22
a[2]	16
a[3]	
a[4]	
a[5]	
a[6]	6



Quiz

Insert 14, 6, 16, 22, and 27 to a hash table of size m = 7
 using h(k) = (k%m + i*h2(k)) % m, where h2(k) = k%(m - 1)

a[0]	14
a[1]	22
a[2]	16
a[3]	
a[4]	
a[5]	27
a[6]	6

$$h(k) = (27\%7 + 0*27\%(7-1)) \% 7 = 6$$

 $h(k) = (6 + 1*3) \% 7 = 2$
 $h(k) = (6 + 2*3) \% 7 = 5$



8. Sorting



Bubble Sort

- the simplest sorting algorithm devised
- objects to be sorted are proportional to their weights and are kept in a tube (with water in it) and held vertically upward.
- several passes are made and for each pass the lightest is bubbled up to the top



Bubble Sort

```
BubbleSort(A,n)

begin

for i = 1 to n-1 do

for j = n downto i+1 do

if A[j]<A[j-1]

swap(A[j],A[j-1])

end
```



Sort:16, 5, 11, 1, 22, 19

initial configuration

1 | 16

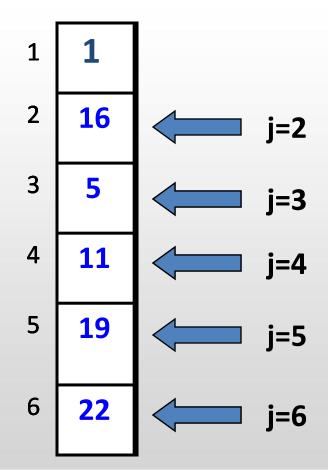
11

22

1 1

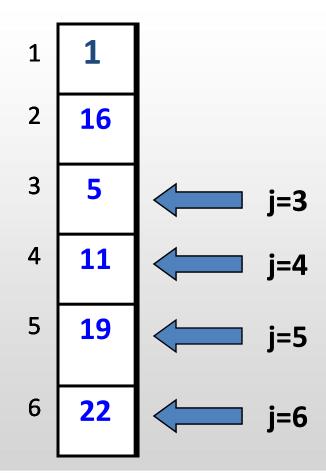


1st pass: i = 1, $j = \{6, 5, 4, 3, 2\}$



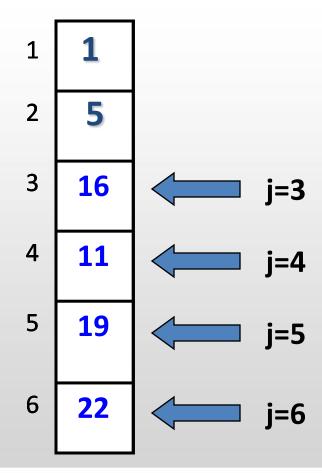


2nd pass: i=2, $j=\{6,5,4,3\}$



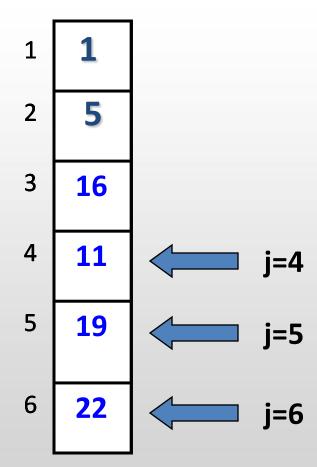


2nd pass: i=2, $j=\{6,5,4,3\}$



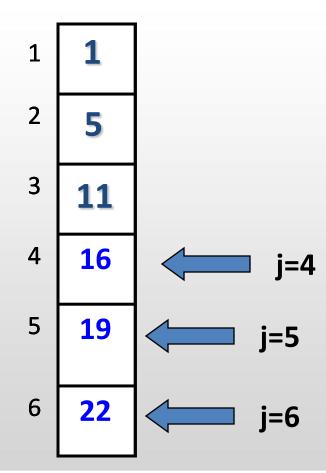


3rd pass: i=3, $j=\{6,5,4\}$



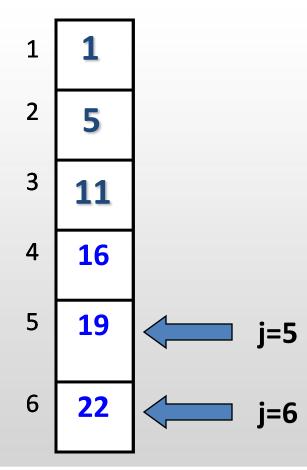


3rd pass: i=3, $j=\{6,5,4\}$



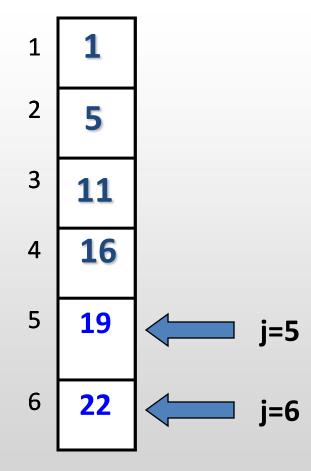


4th pass: i=4, $j=\{6,5\}$



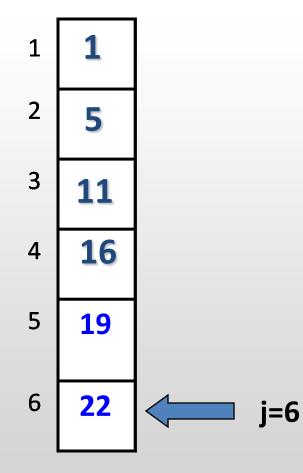


4th pass: i=4, $j=\{6,5\}$





5th pass: i=5, $j=\{6\}$





5th pass: i=5, $j=\{6\}$





Insertion Sort

- this is how most of us logically sort objects
- the fundamental method is to initially sort two observations of the data set, take another observation and insert it in its correct position, repeat the process until the last element has been inserted



Insertion Sort

for i = 2 to n do insert the ith observation in its correct position between the first and the ith observation

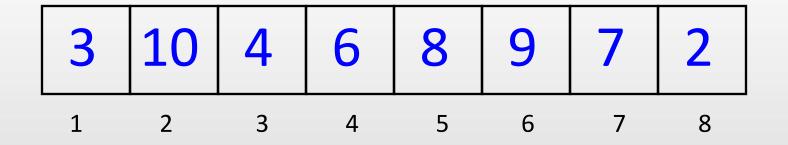


Insertion Sort

```
InsertionSort(n)
begin
  for i = 2 to n do
  begin
      obs = A[i]
      i = i-1
      while (obs < A[j]) and (j>0) do
      begin
             A[j+1] = A[j]
             j = j - 1
      end
      A[i+1] = obs
  end
end
```

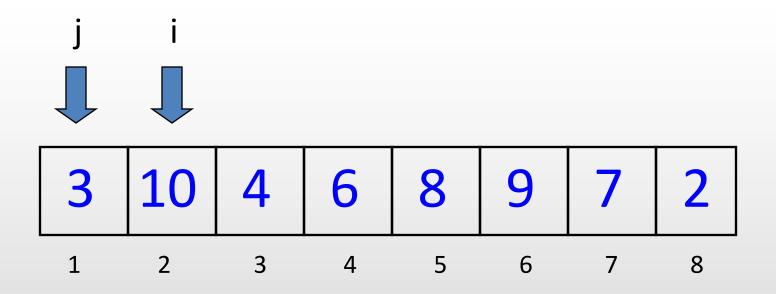


Sort 3, 10, 4, 6, 8, 9, 7, 2 using insertion sort



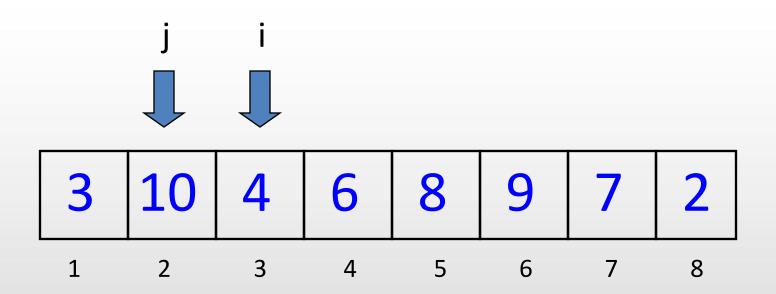


1st pass: i=2, obs= $\overline{10}$ $j = \{1\}$



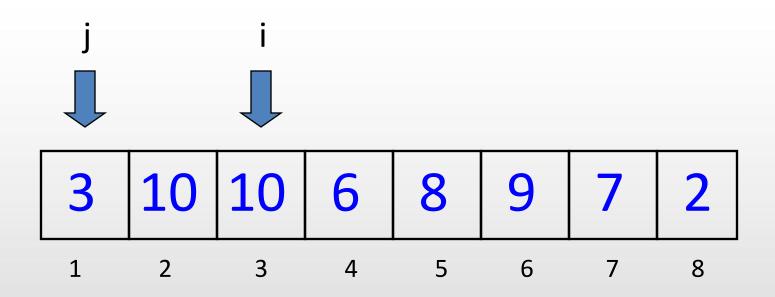


1st pass: i=3, obs=4 $j = \{1,2\}$



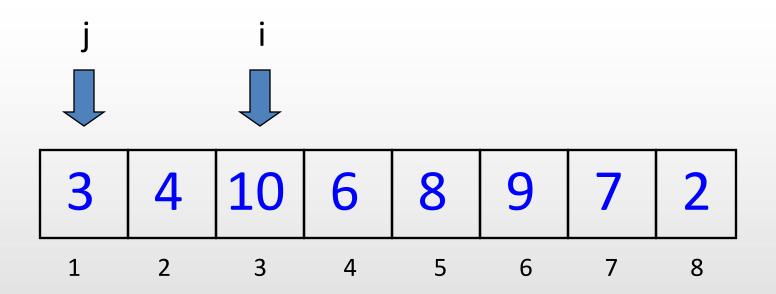


1st pass: i=3, obs=4 $j = \{1,2\}$



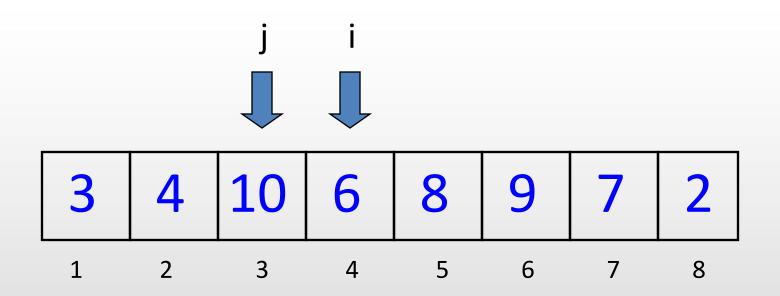


1st pass: i=3, obs=4 $j = \{1,2\}$



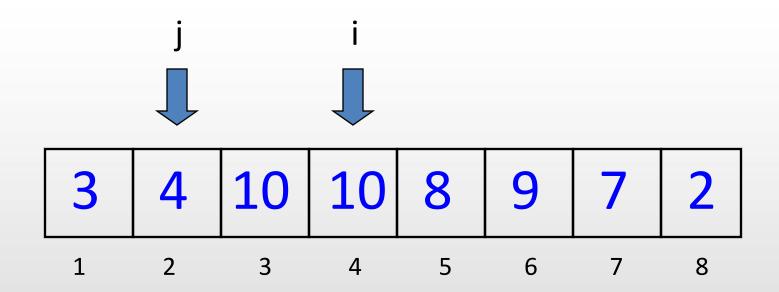


1st pass: i=4, obs=6 $j = \{1,2,3\}$



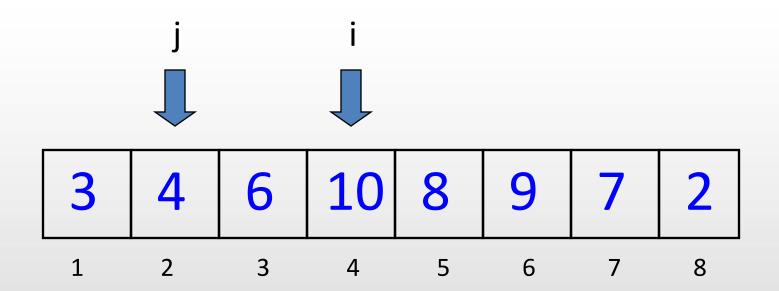


1st pass: i=4, obs=6 $j = \{1,2,3\}$



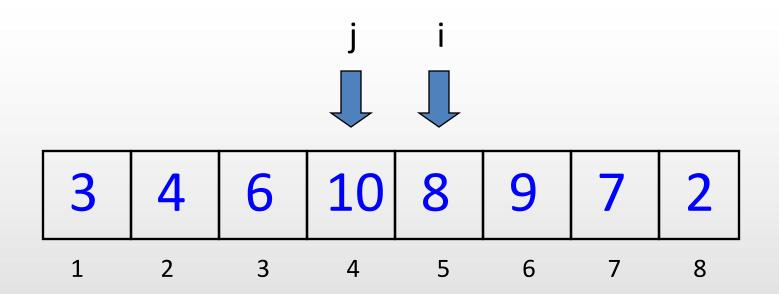


1st pass: i=4, obs=6 $j = \{1,2,3\}$



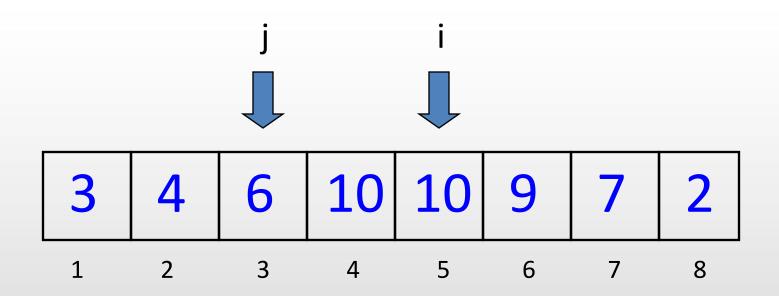


1st pass: i=5, obs=8 $j = \{1,2,3,4\}$



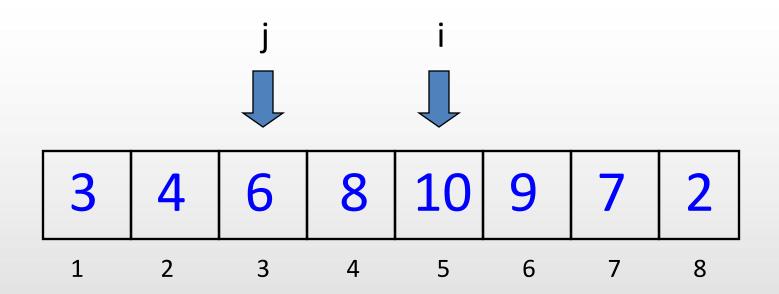


1st pass: i=5, obs=8 $j = \{1,2,3,4\}$



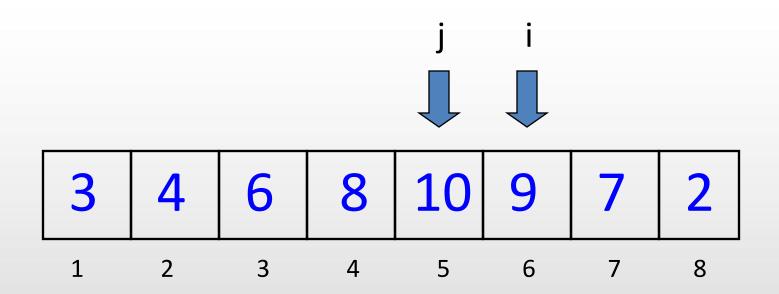


1st pass: i=5, obs=8 $j = \{1,2,3,4\}$



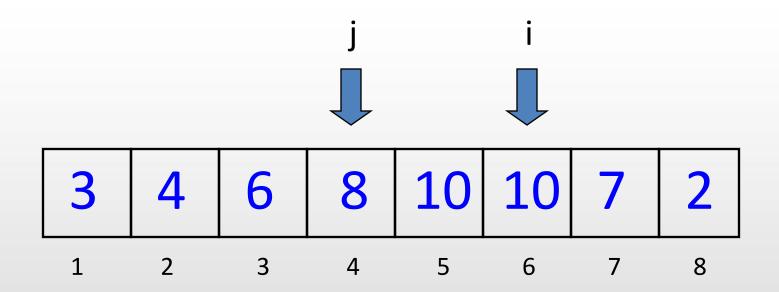


1st pass: i=6, obs=9 $j = \{1,2,3,4,5\}$



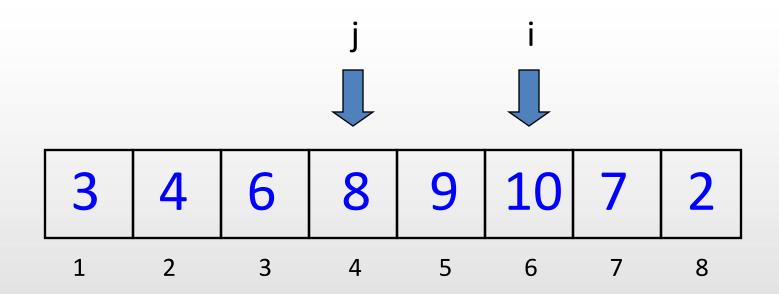


1st pass: i=6, obs=9 $j = \{1,2,3,4,5\}$



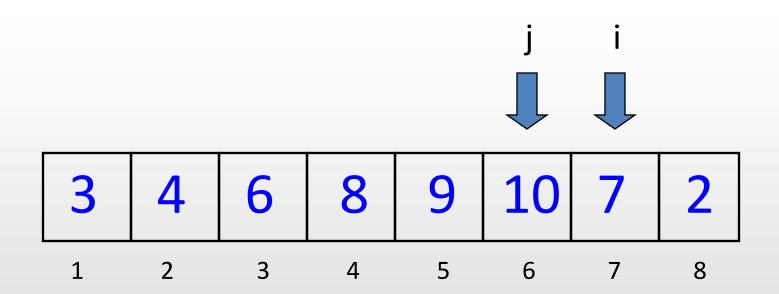


1st pass: i=6, obs=9 $j = \{1,2,3,4,5\}$



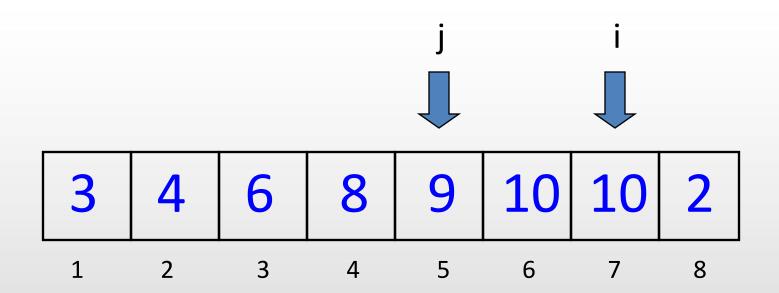


1st pass: i=7, obs=7 $j = \{1,2,3,4,5,6\}$



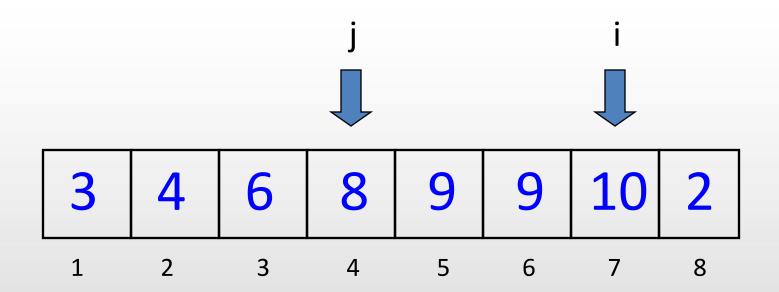


1st pass: i=7, obs=7 $j = \{1,2,3,4,5,6\}$

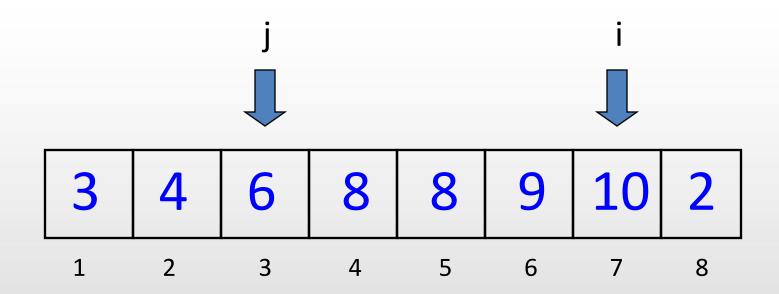




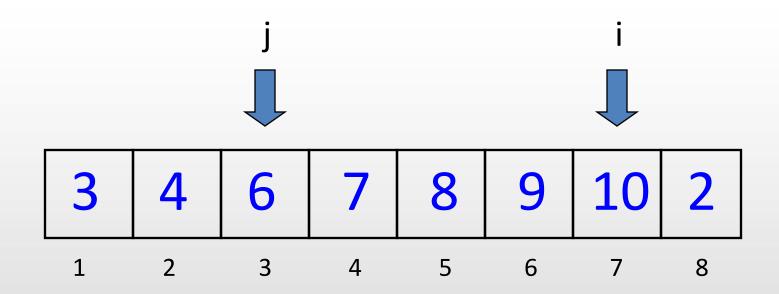
1st pass: i=7, obs=7 $j = \{1,2,3,4,5,6\}$



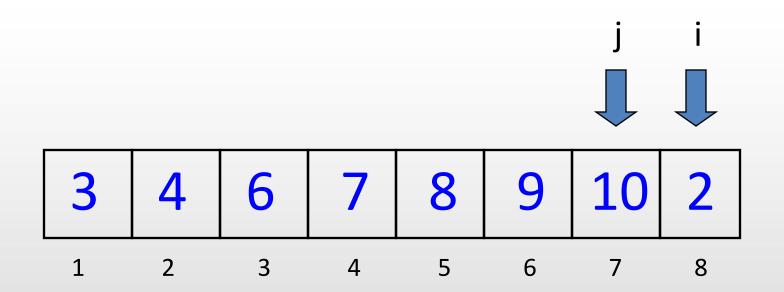




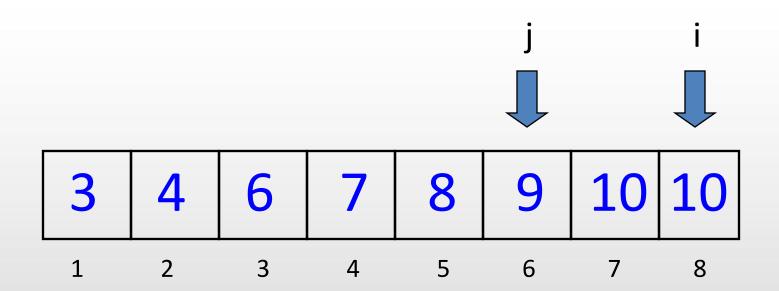




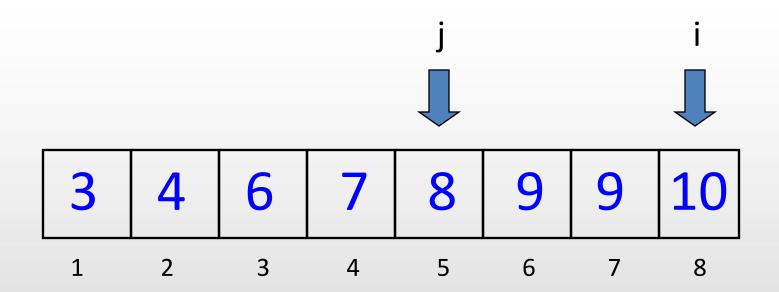




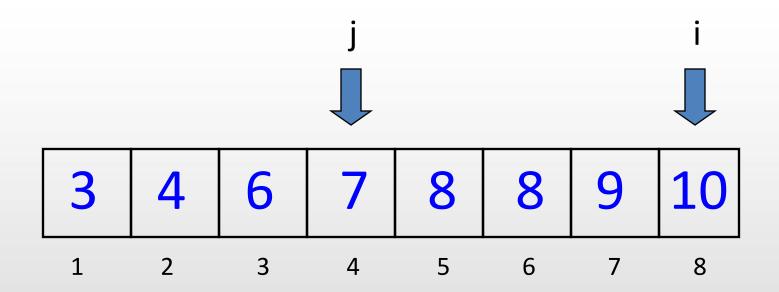




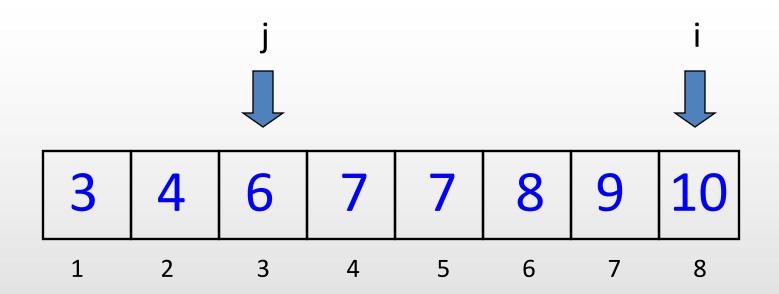




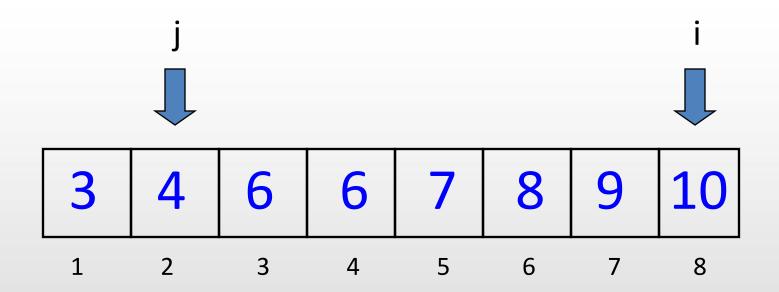




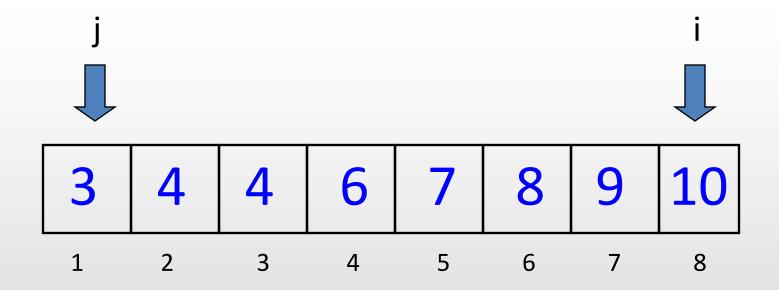




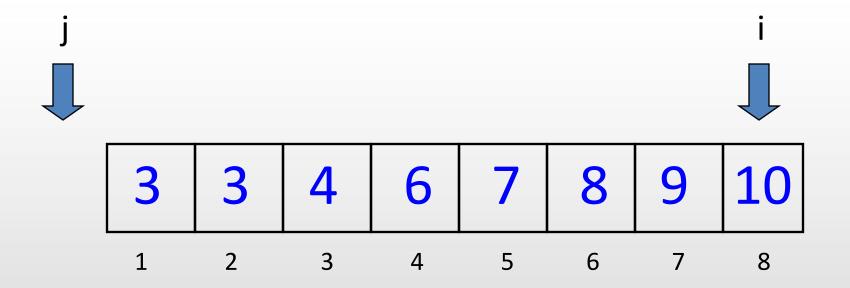




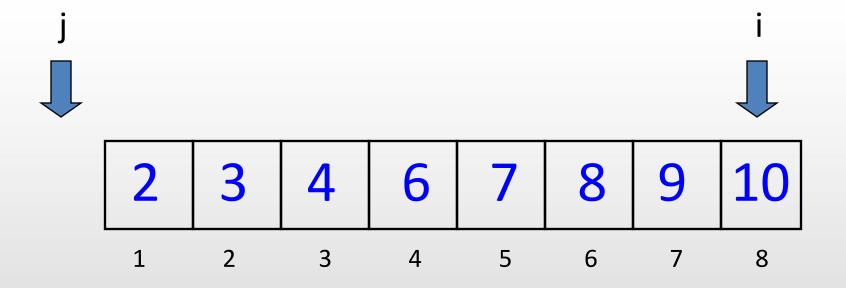














Selection Sort

 Selection sort performs sorting by repeatedly putting the largest element in the unprocessed portion of the array to the end of the unprocessed portion until the whole array is sorted.

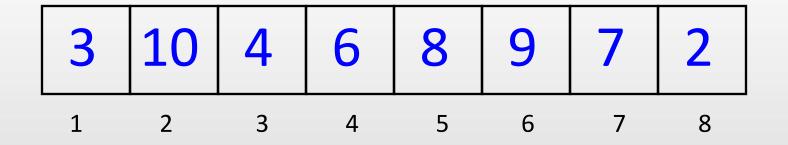


Selection Sort

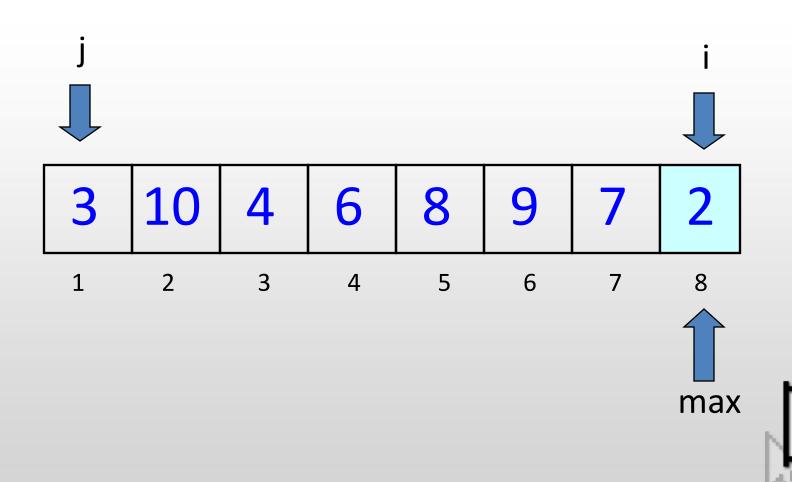
```
SelectionSort(A,n)
begin
  for i = n downto 2 do
     max = i
     for i = 1 to (i-1) do
      if A[i] > A[max]
           max = i
     swap(A[i], A[max])
 end
```

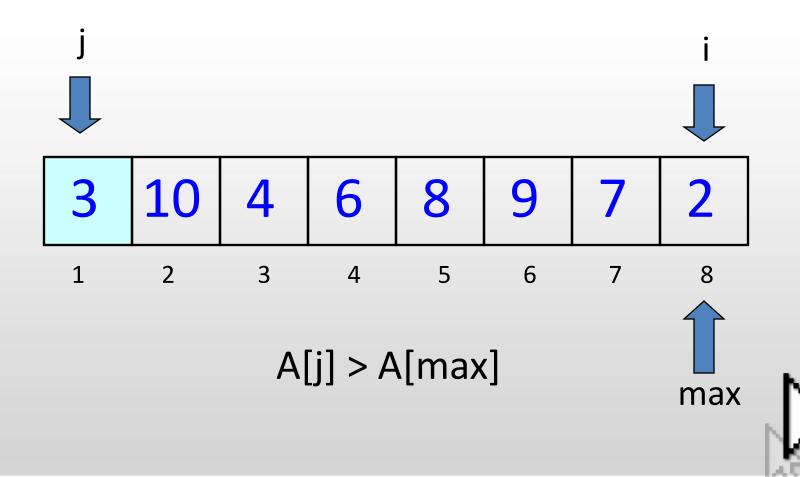


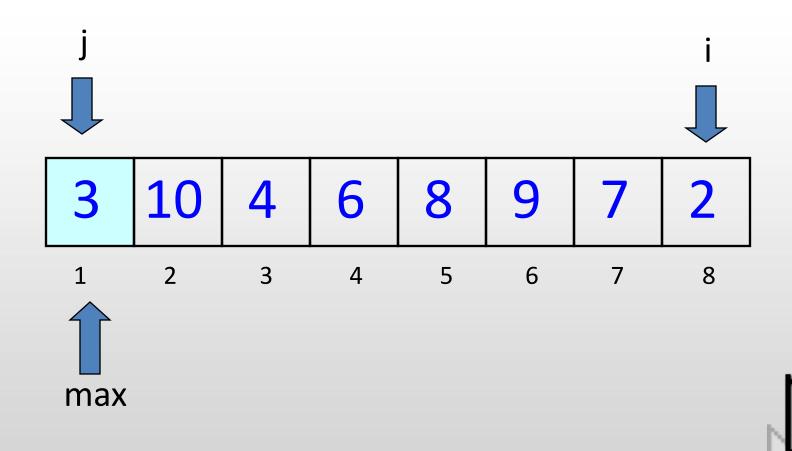
Sort 3, 10, 4, 6, 8, 9, 7, 2 using selection sort

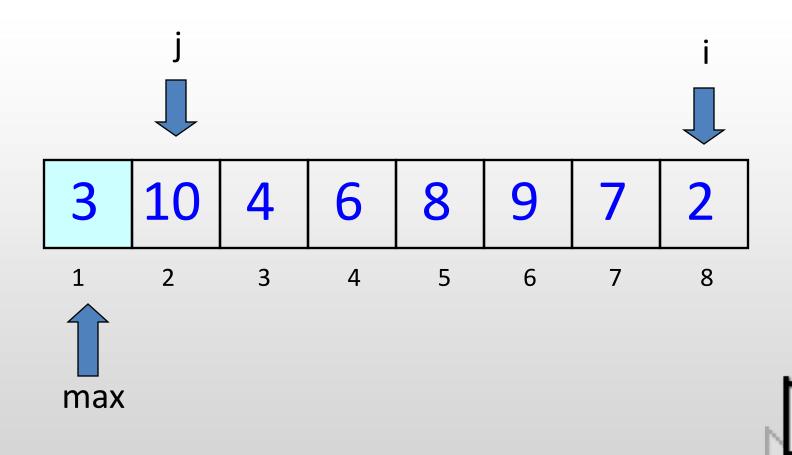


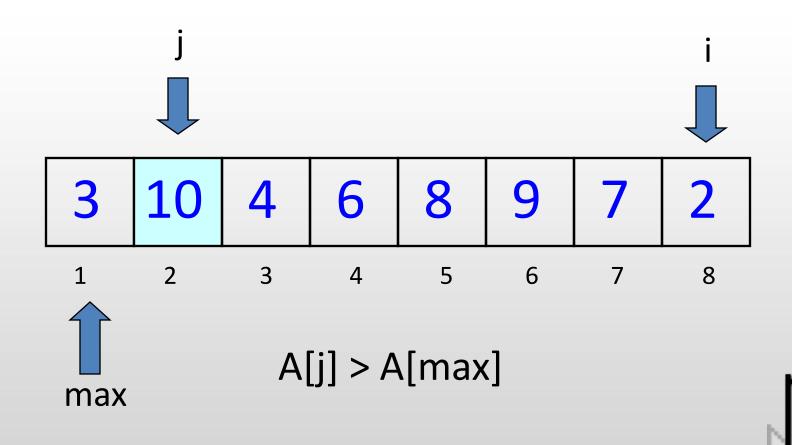


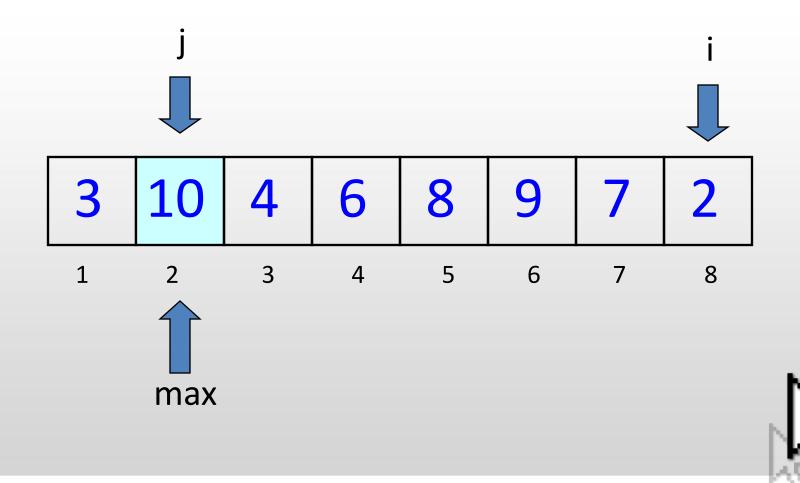


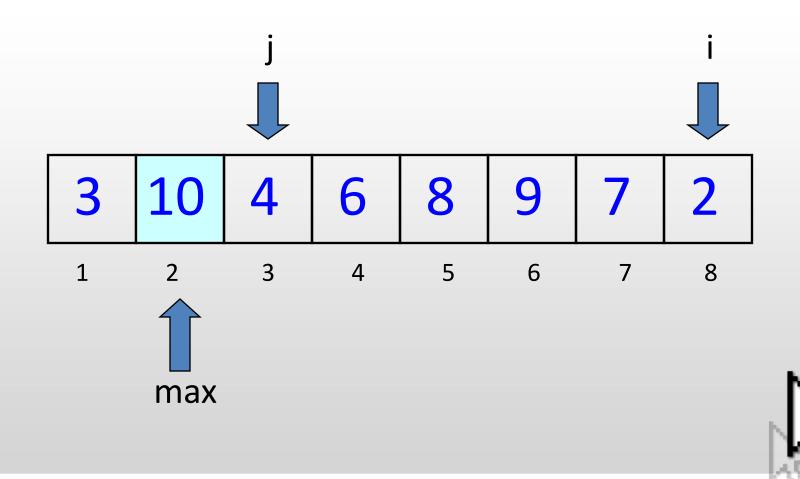


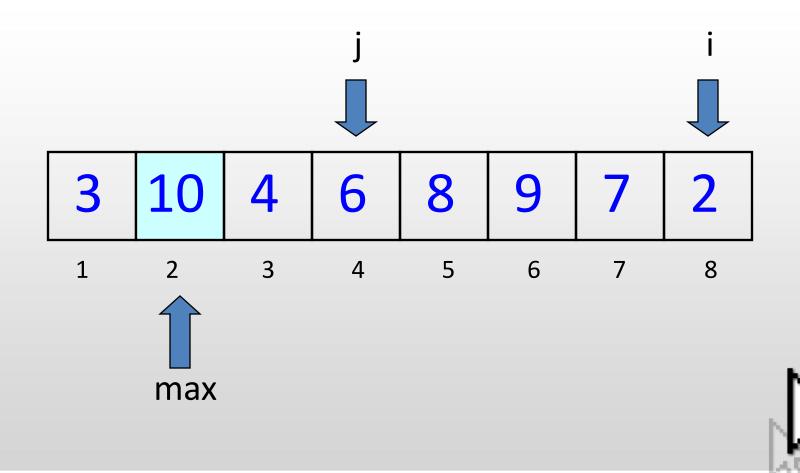


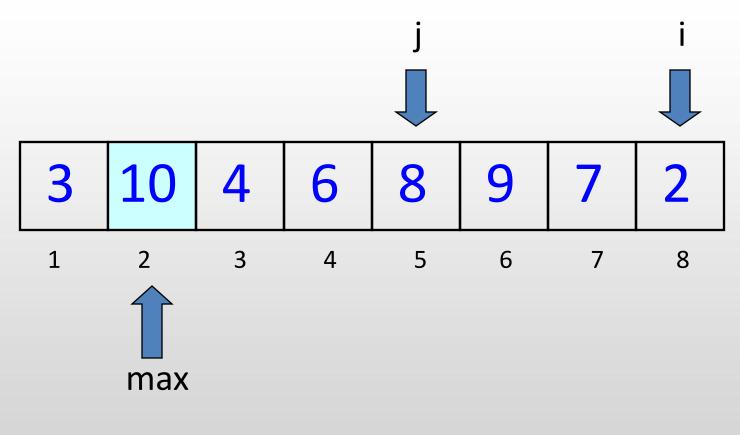




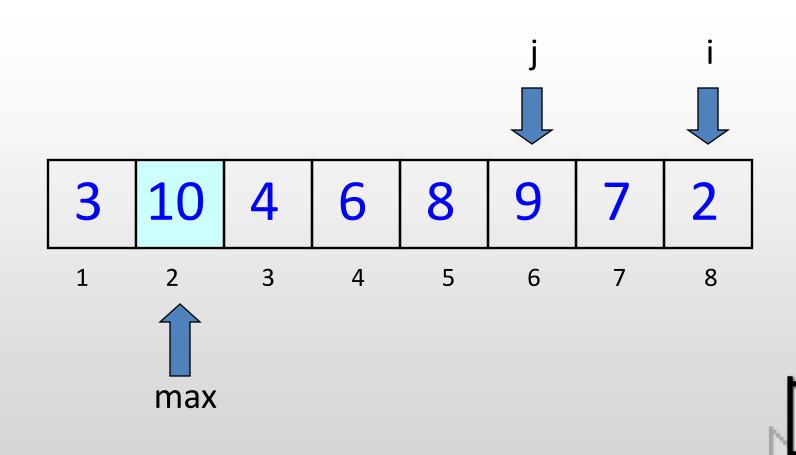


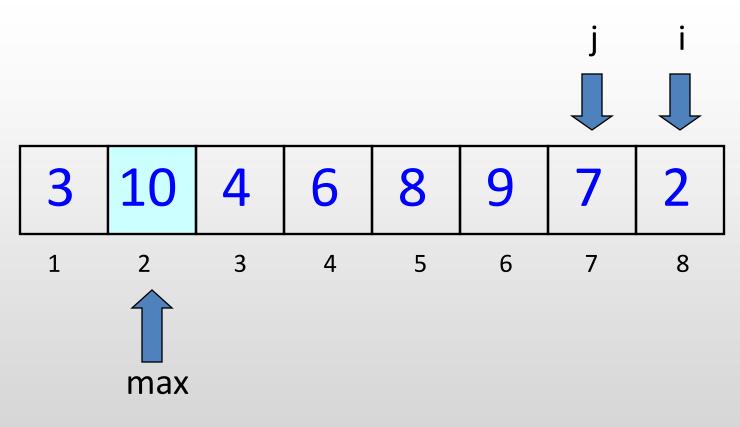




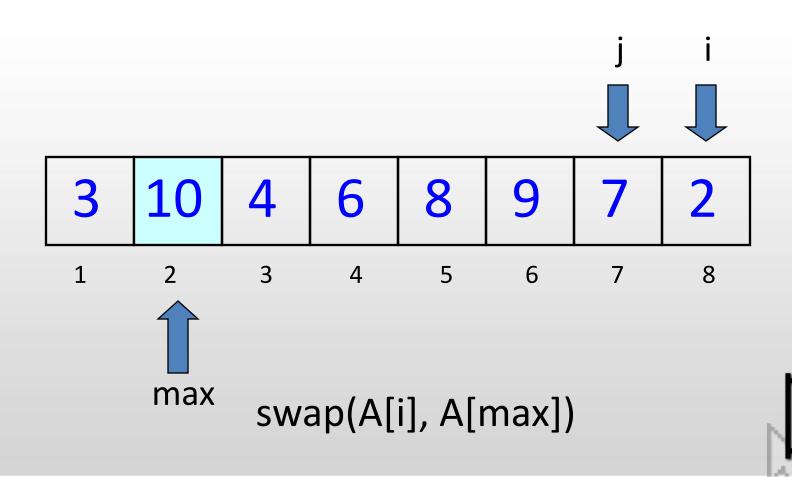


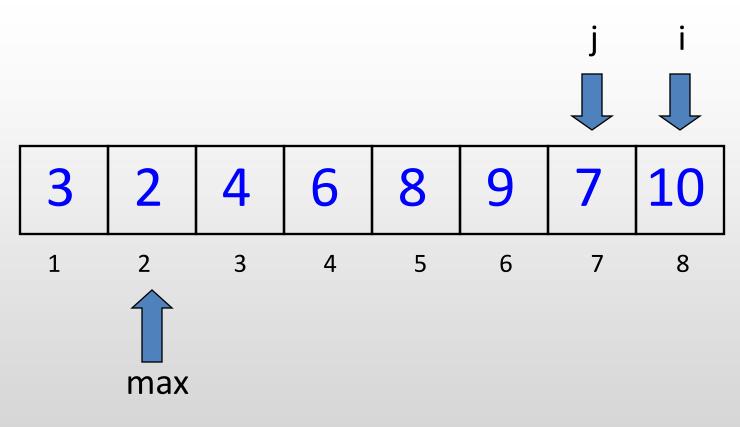




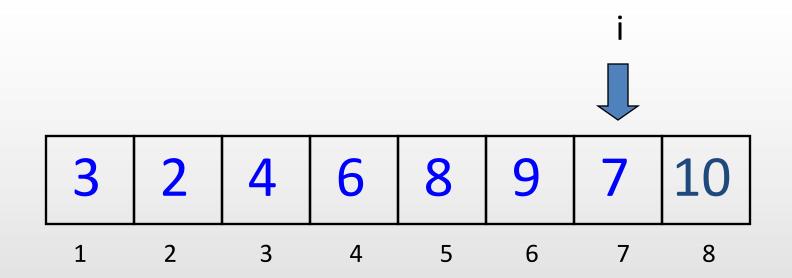




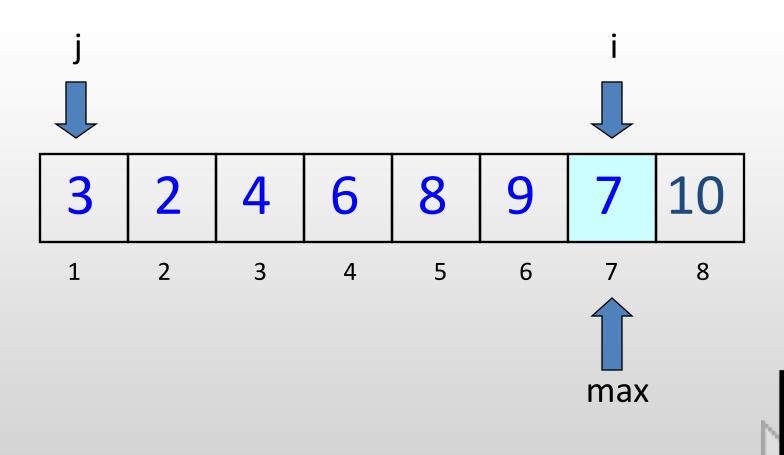


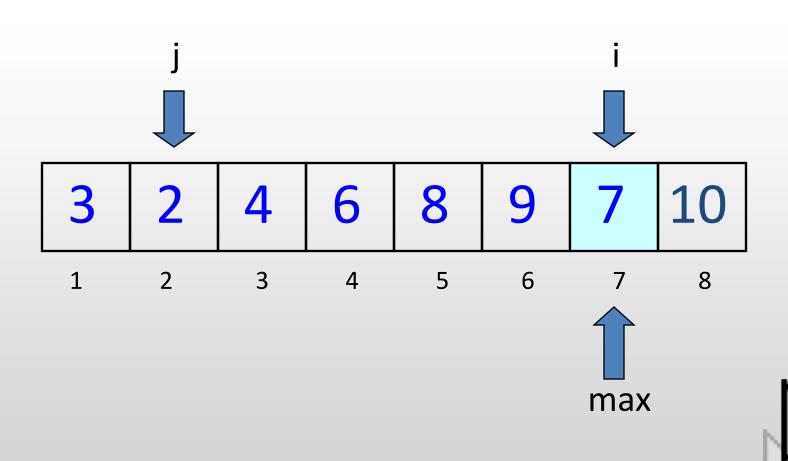


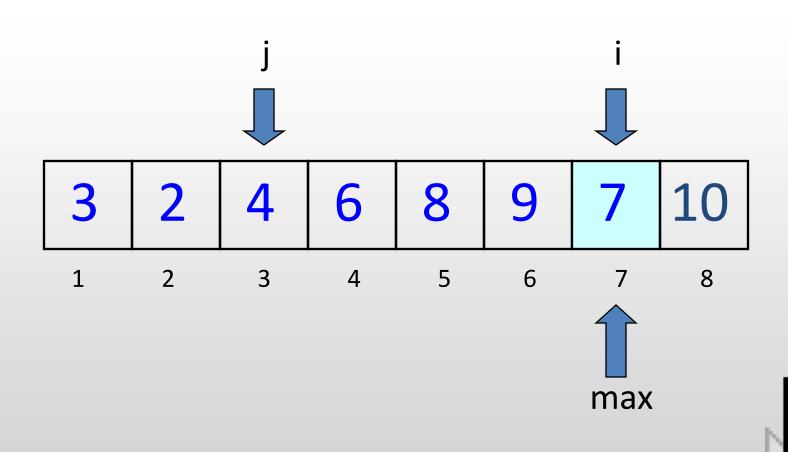


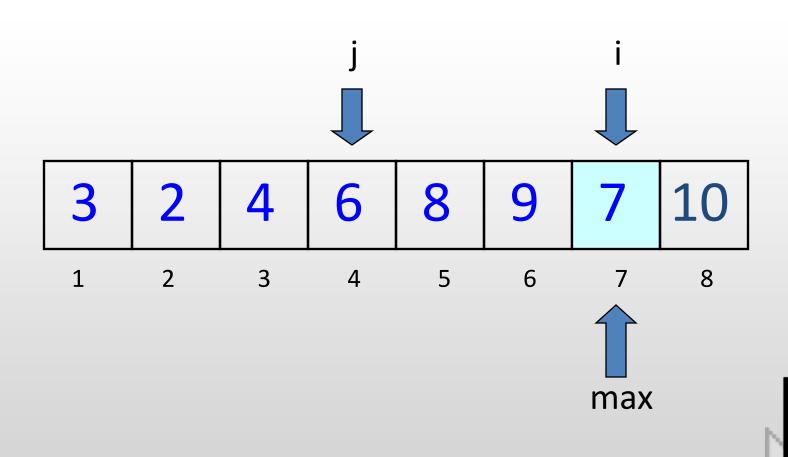


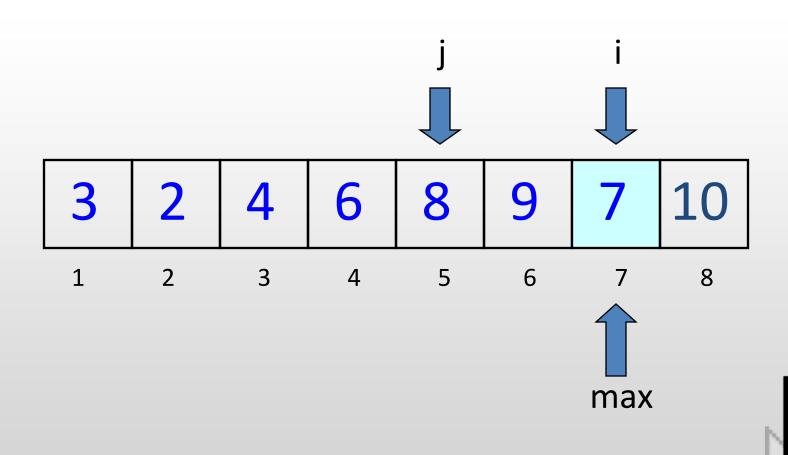


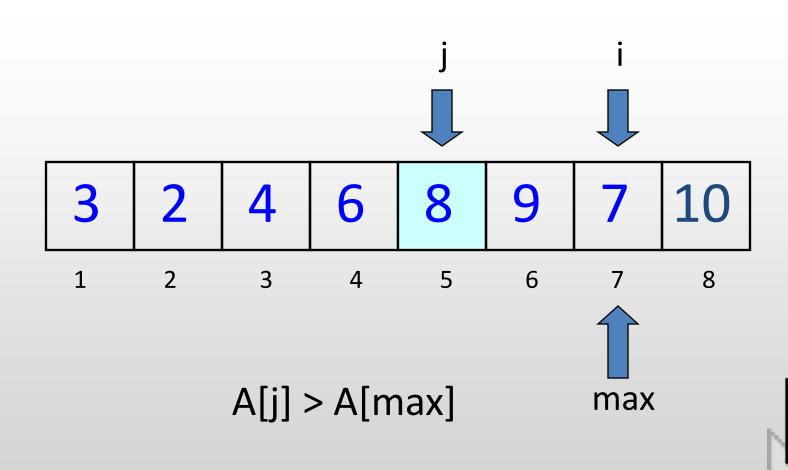


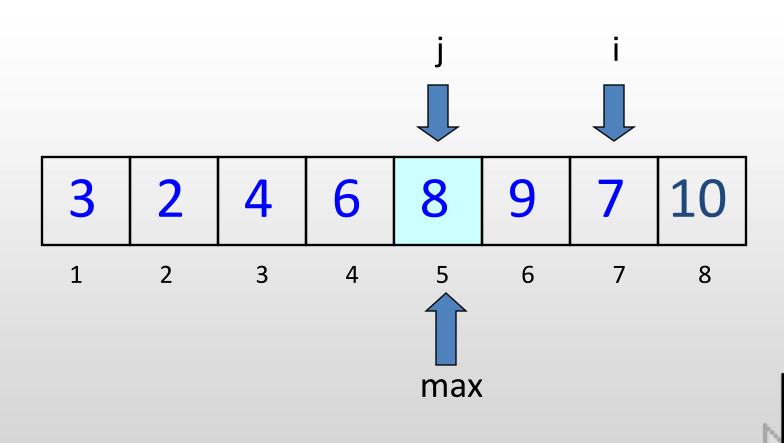


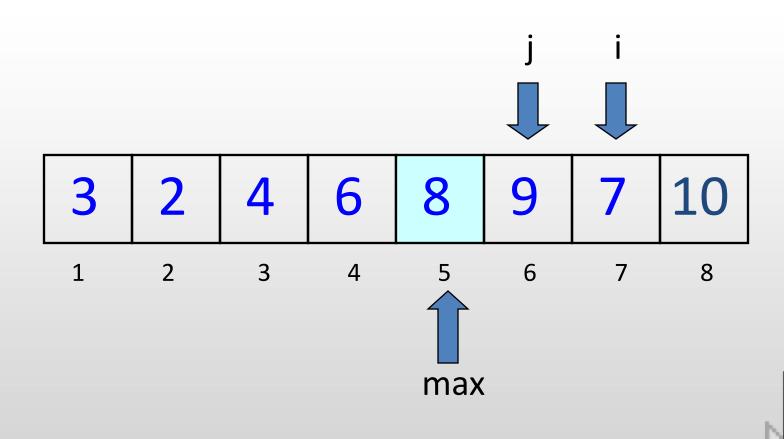






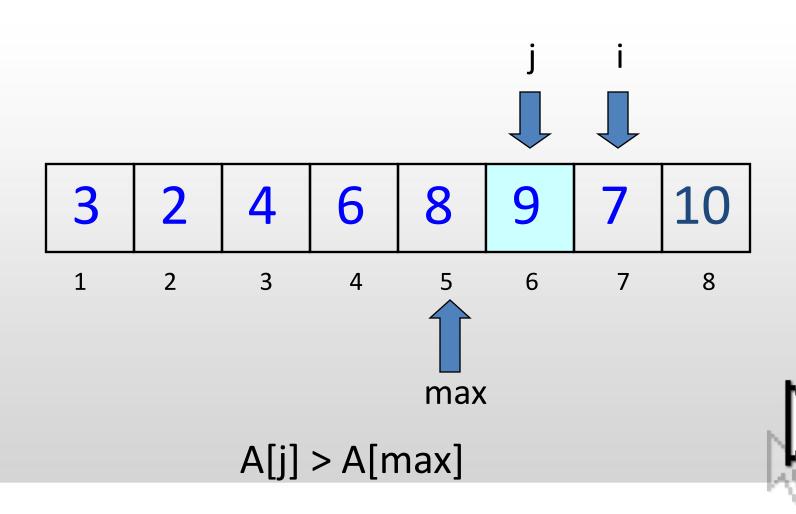




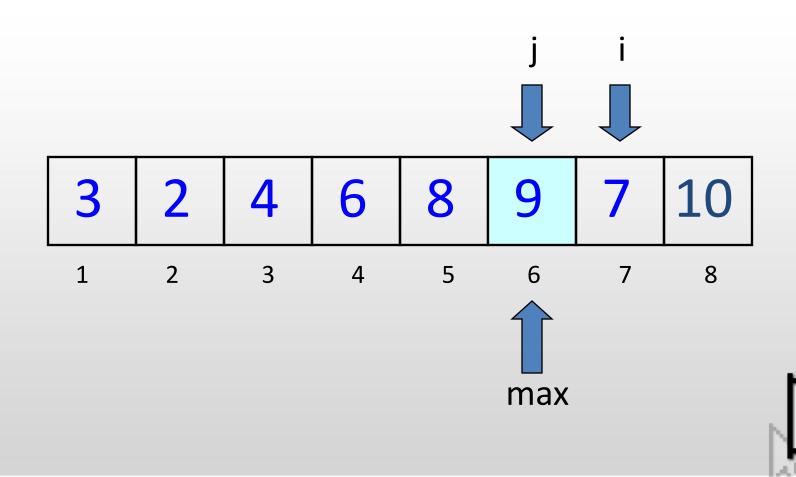


2nd pass:
$$i=7$$

 $j = \{1,2,3,4,5,6\}$

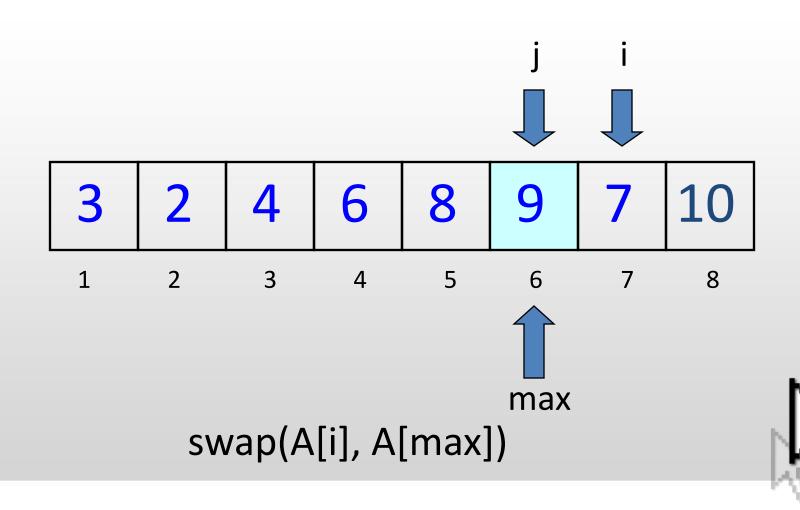


2nd pass: i=7 $j = \{1,2,3,4,5,6\}$

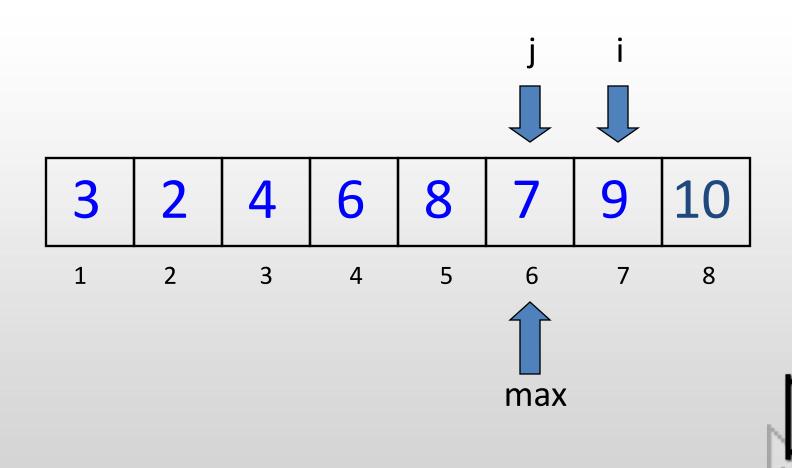


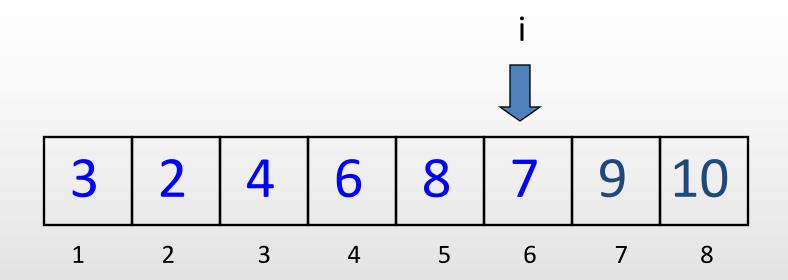
2nd pass:
$$i=7$$

 $j = \{1,2,3,4,5,6\}$

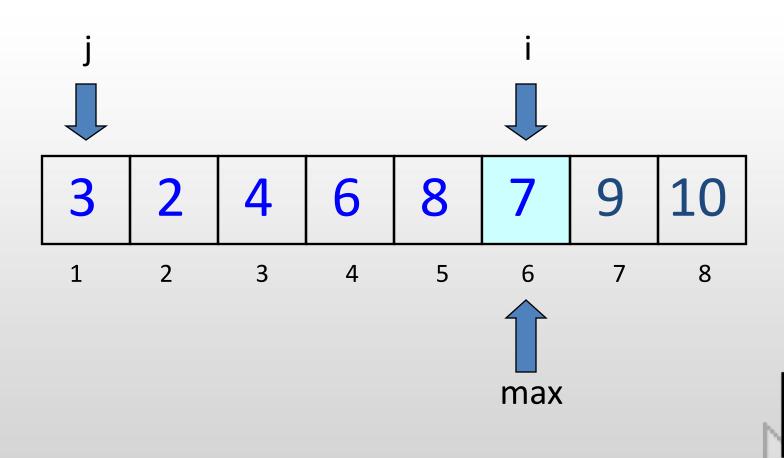


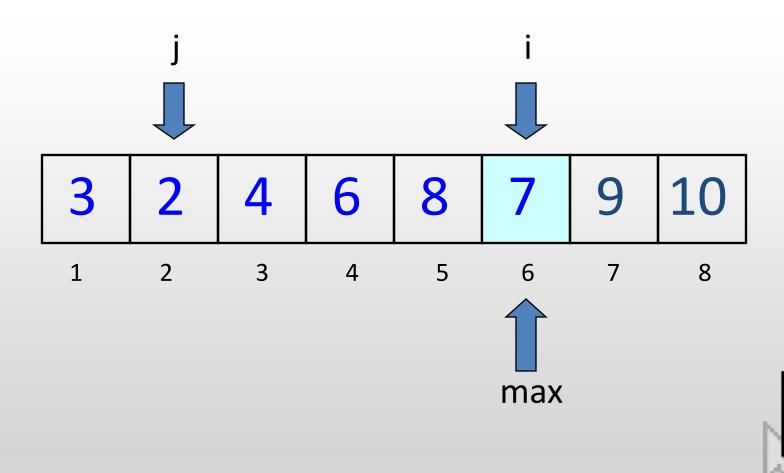
2nd pass: i=7 $j = \{1,2,3,4,5,6\}$

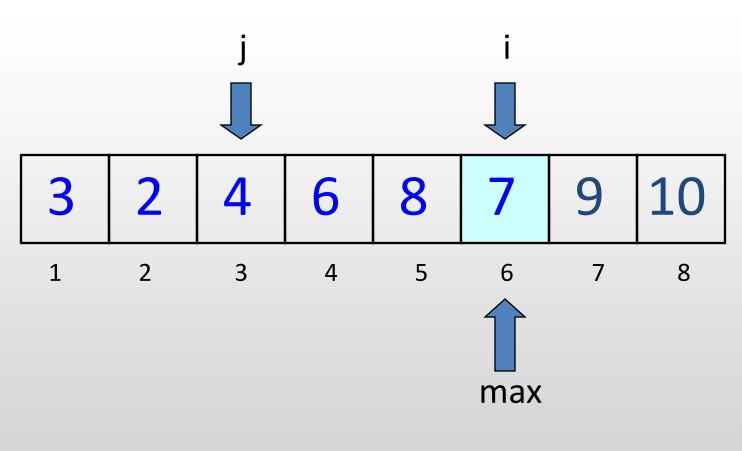




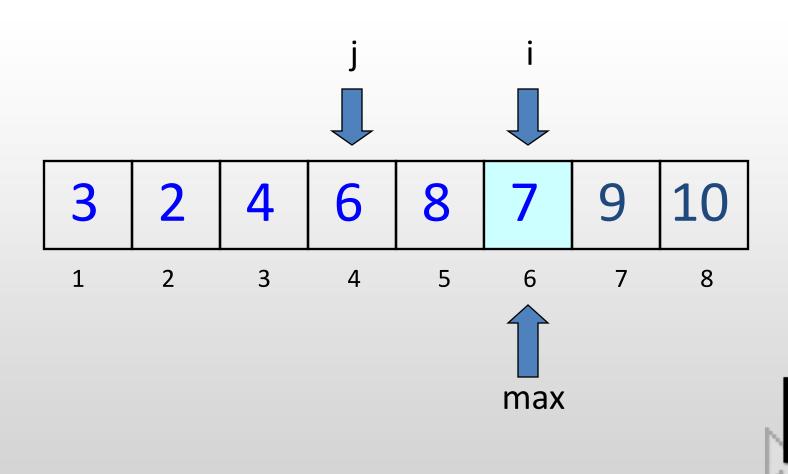


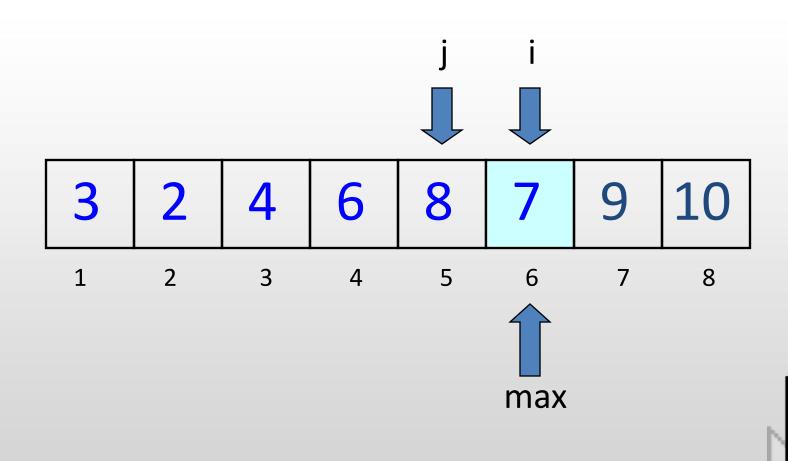






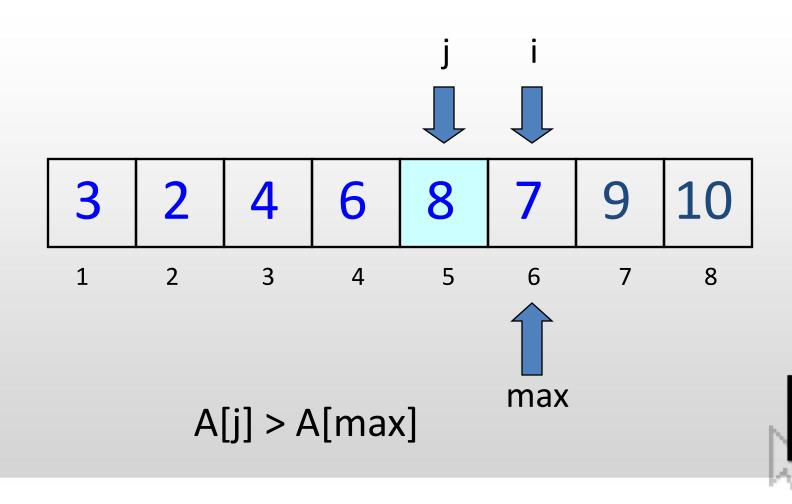


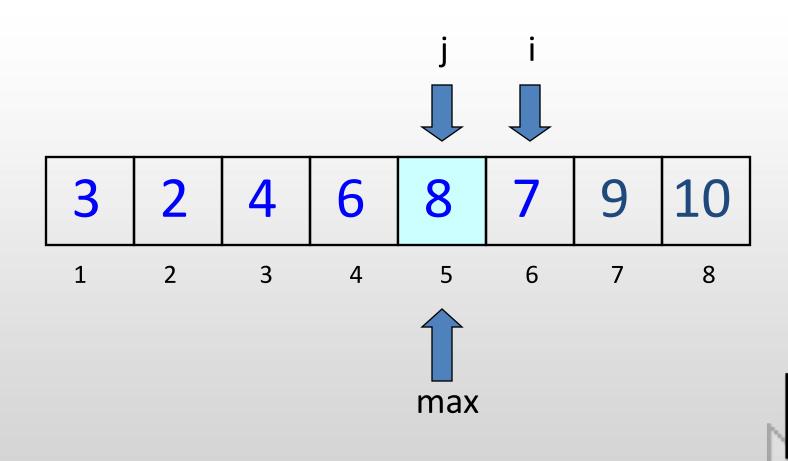




3rd pass:
$$i=6$$

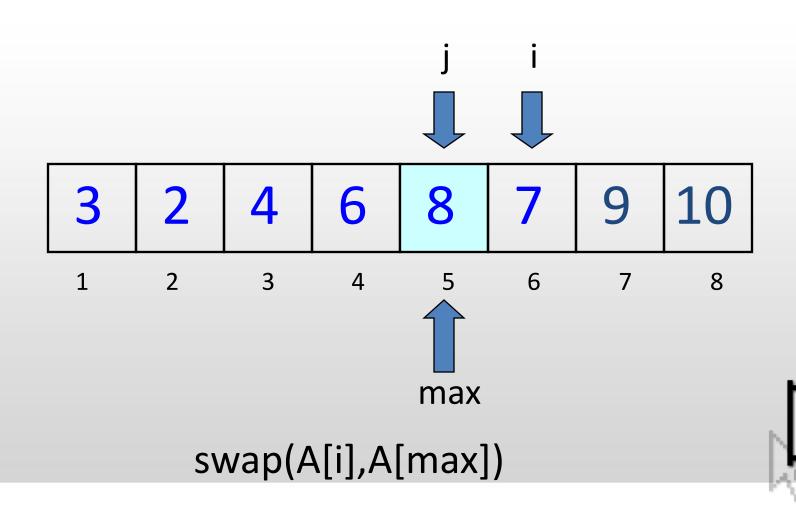
 $j = \{1,2,3,4,5\}$

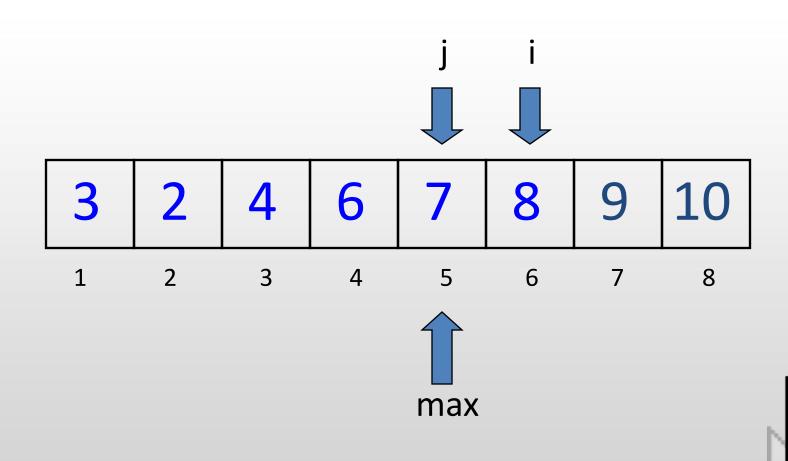


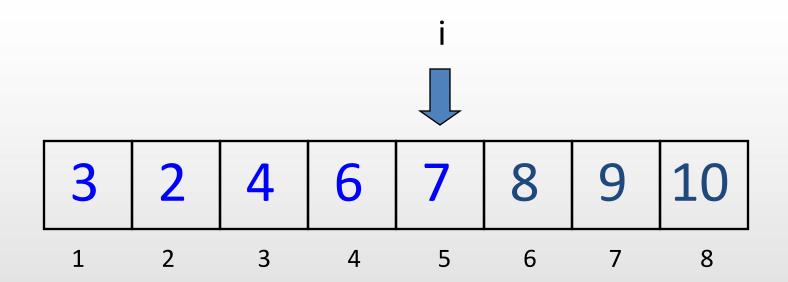


3rd pass:
$$i=6$$

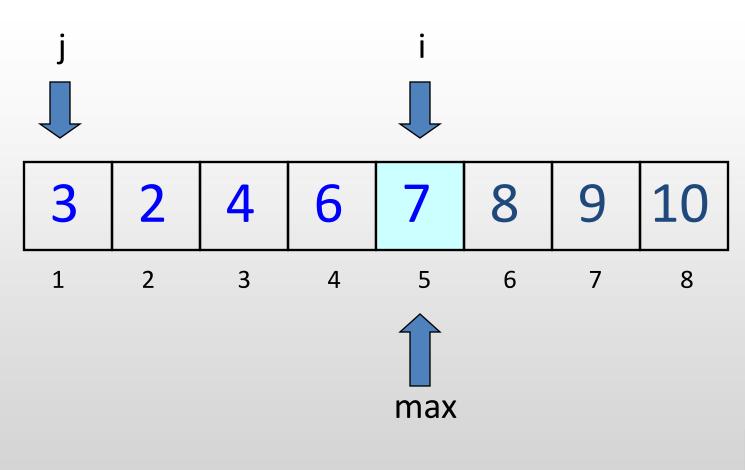
 $j = \{1,2,3,4,5\}$



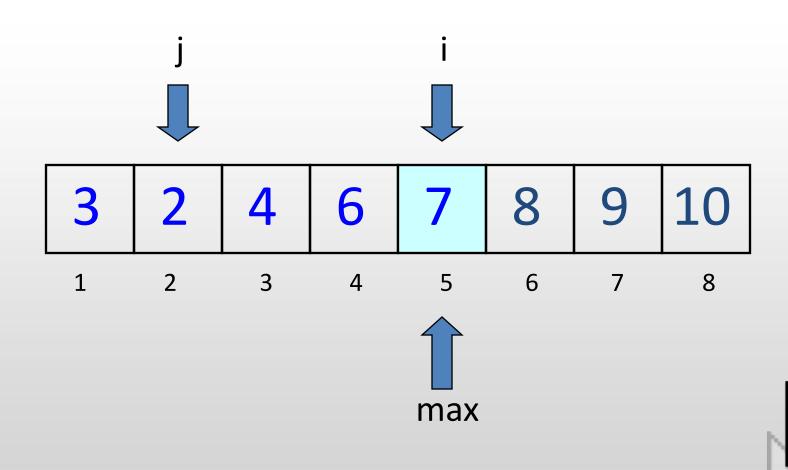


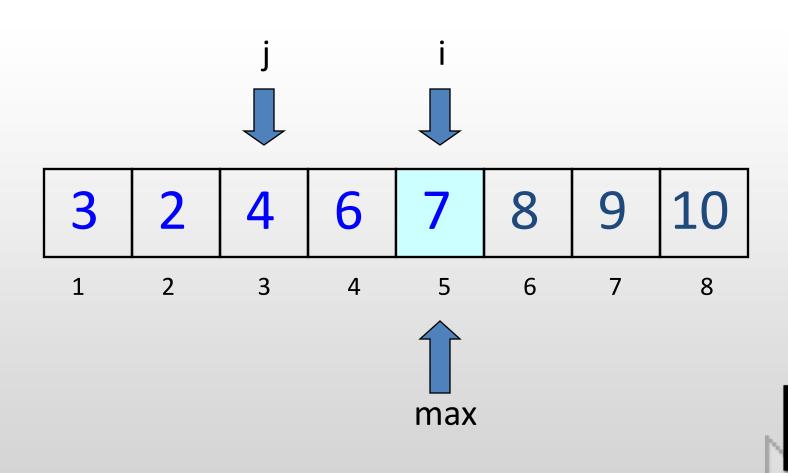


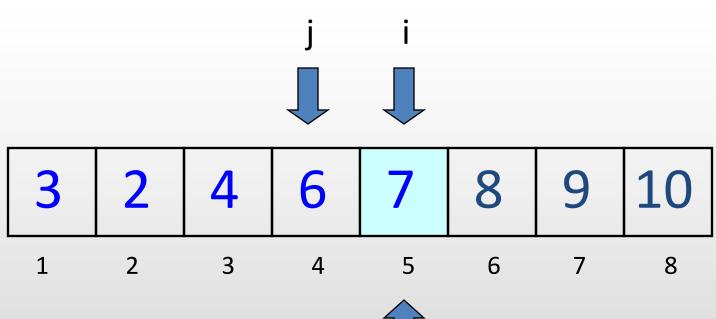








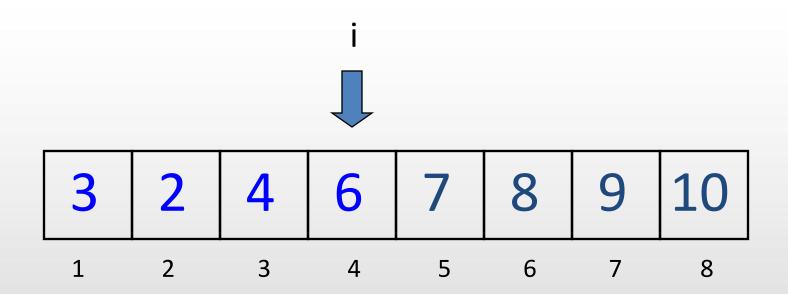




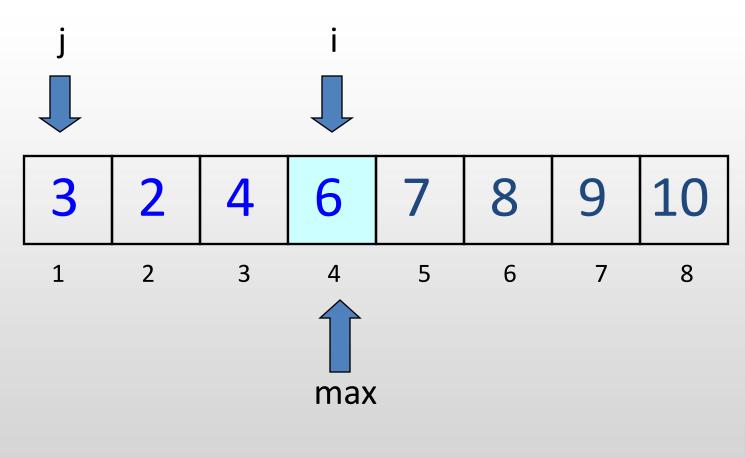
swap(A[i],a[max]) has no effect in the A since i and max have the same value.



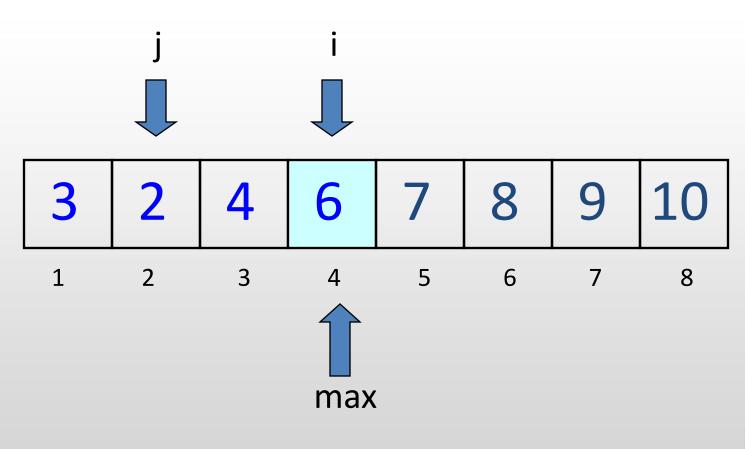




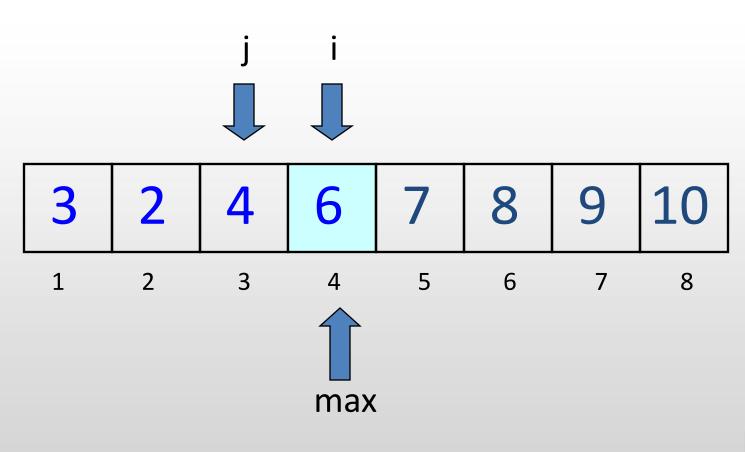








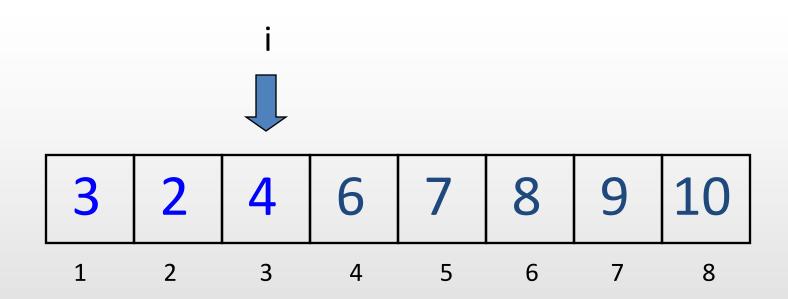




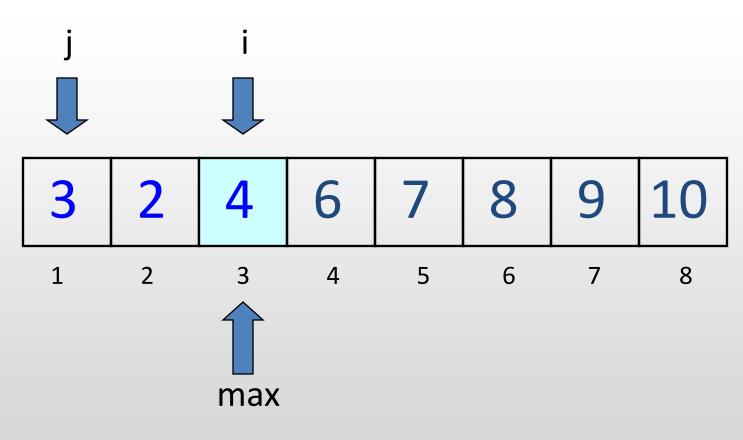


6th pass:
$$i=3$$

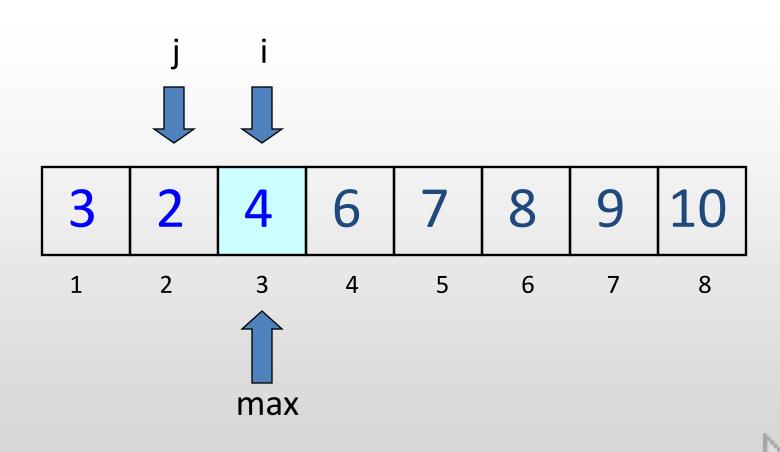
 $j = \{1,2\}$



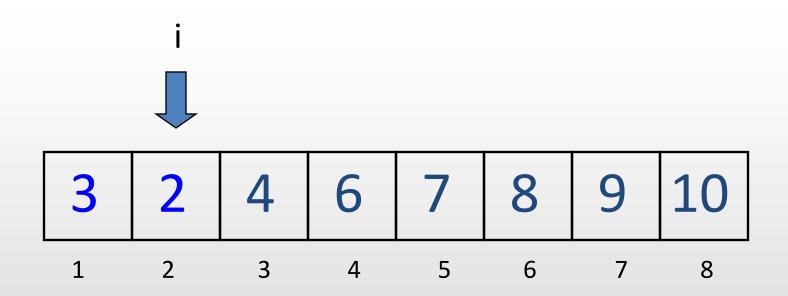






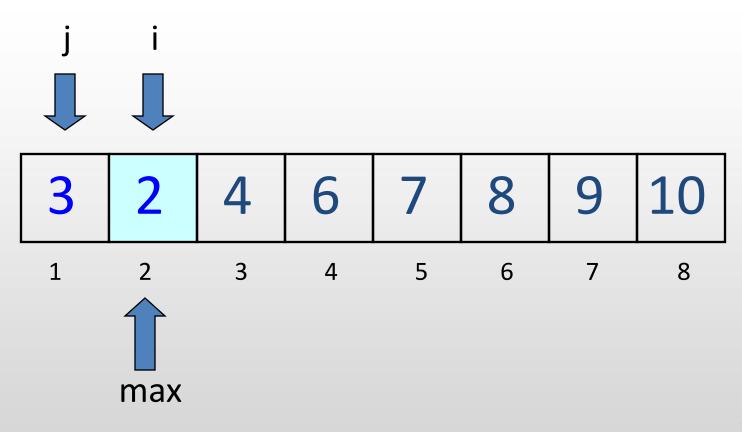


final pass: i=2 j = {1}

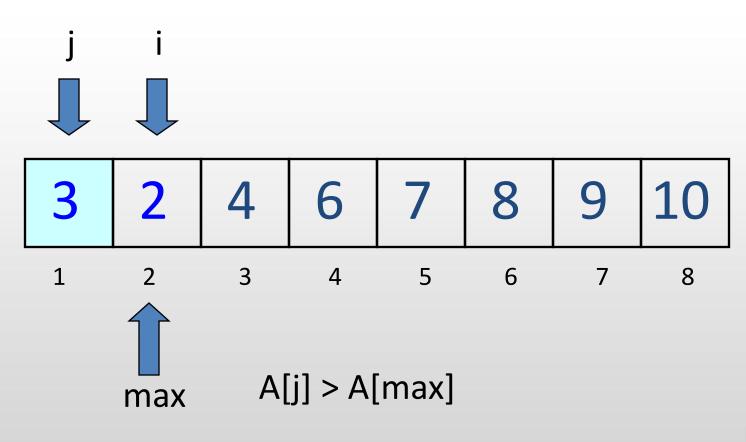




final pass: i=2 j = {1}

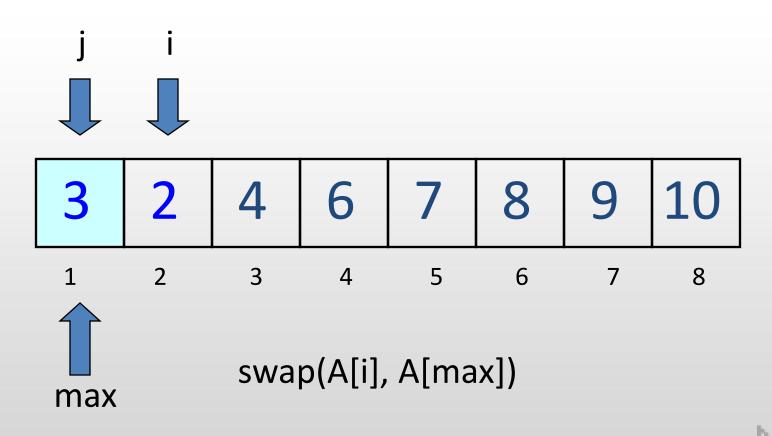




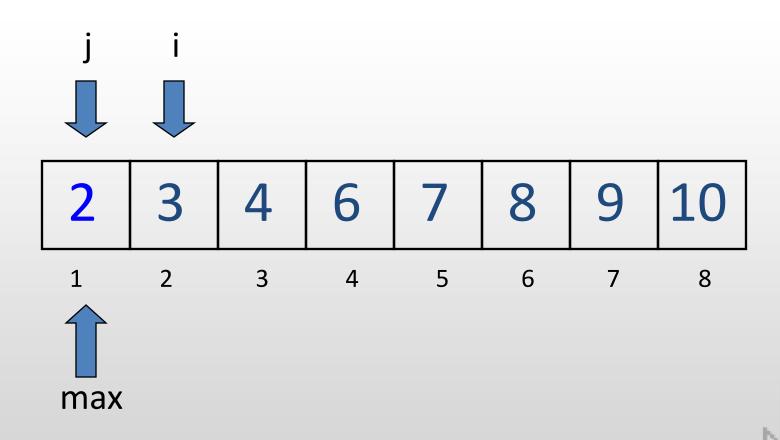




final pass: i=2 $j = \{1\}$



final pass: i=2 $j = \{1\}$



Final array





```
void merge_sort(int a[], int lower, int upper){
   int mid;

if (upper-lower>0) {
    mid=(lower+upper)/2
    merge_sort(a, lower, mid);
    merge_sort(a, mid+1, upper);
    merge(a, lower, mid, upper);
}
```



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]
8	1	5	3	7	2	6	4



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]
8	1	5	3	7	2	6	4



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]
8	1	5	3	7	2	6	4
8	1	5	3	7	2	6	4



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]
8	1	5	3	7	2	6	4
8	1	5	3	7	2	6	4
1	8	5	3	7	2	6	4

→merge←



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]			
8	1	5	3	7	2	6	4			
8	1	5	3	7	2	6	4			
1	8	5	3	7	2	6	4			
→me	→merge←									
1	8	3	5	7	2	6	4			
→merge←										



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]			
8	1	5	3	7	2	6	4			
8	1	5	3	7	2	6	4			
1	8	5	3	7	2	6	4			
→me	→merge←									
1	8	3	5	7	2	6	4			
	→merge←									
1	3	5	8	7	2	6	4			
→ merge ←										



a[0]	a[1]	a[2]	a[3]	a[4]	a[5]	a[6]	a[7]		
1	3	5	8	7	2	6	4		
1	3	5	8	2	7	6	4		
	→merge←								
1	3	5	8	2	7	4	6		
		→merge←							
1	3	5	8	2	4	6	7		
				me	erge	←			
1	2	3	4	5	6	7	8		
-	me	merge			+				

Merge

```
void merge (int a[], int lower, int mid, int upper) {
   int *temp,i,j,k;
   temp=(int *)malloc((upper-lower+1)*sizeof(int));
   for (i=0, j=lower, k=mid+1; j \le mid \mid \mid k \le upper; i++)
       temp[i]=(j<=mid && (k>upper || a[j] < a[k]))?
                  a[j++]:a[k++];
   for (i=0, j=lower; j \leq upper; i++, j++)
       a[j] = temp[i];
   free (temp);
```



Merge

	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	
а	1	3	5	8	2	4	6	7	j++
temp	1								i=0
a	1	3	5	8	2	4	6	7	k++
temp	1	2							i=1
								- -	1
a	1	3	5	8	2	4	6	7	j++
temp	1	2	3						i=2
			i						
a	1	3	5	8	2	4	6	7	k++
temp	1	2	3	4					i= 3
									N.

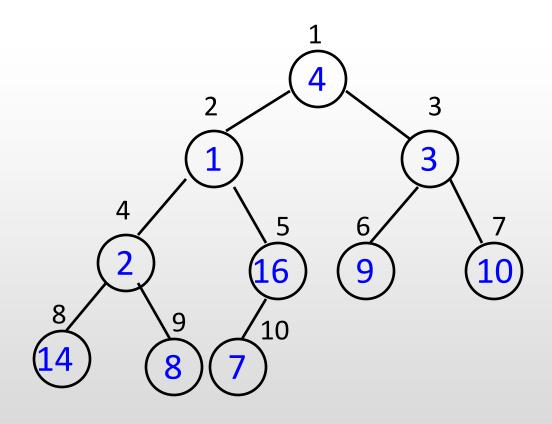
Merge

	[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]	
a	1	3	5	8	2	4	6	7	j++
temp	1	2	3	4	5				i=4
a	1	3	5	8	2	4	6	7	k++
temp	1	2	3	4	5	6			i=5
a	1	3	5	8	2	4	6	7	k++
temp	1	2	3	4	5	6	7		i=6
·									
a	1	3	5	8	2	4	6	7	j++
temp	1	2	3	4	5	6	7	8	i= T
'									N .

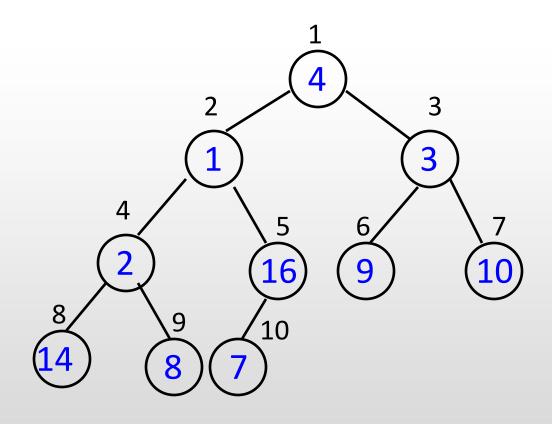
Heapsort

```
HeapSort(A,n)
begin
  BuildHeap(A)
  for i=n downto 2 do
     swap(A[1],A[i])
     Heapify(A,1,(i-1))
end
```

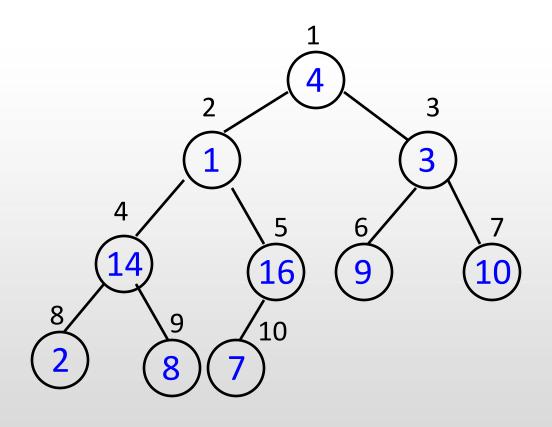




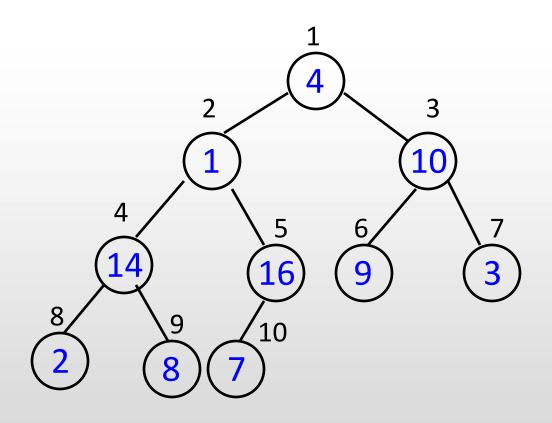




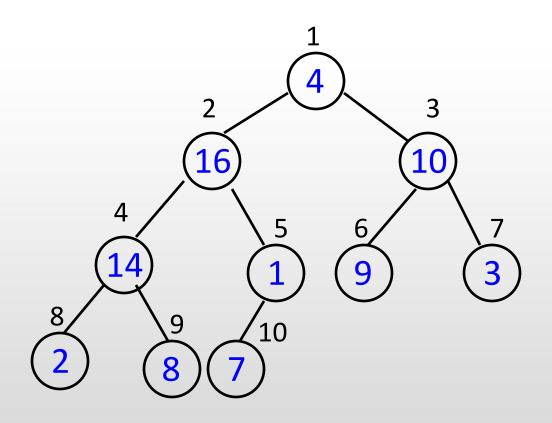




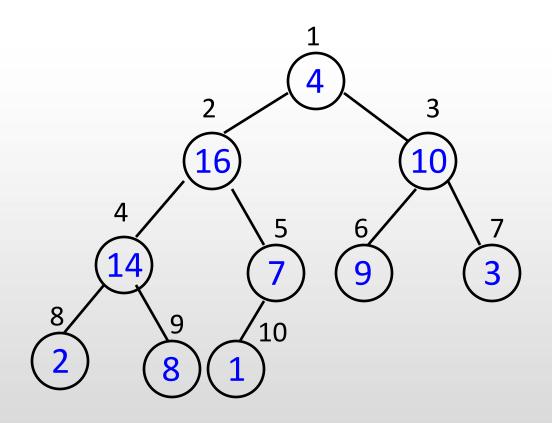




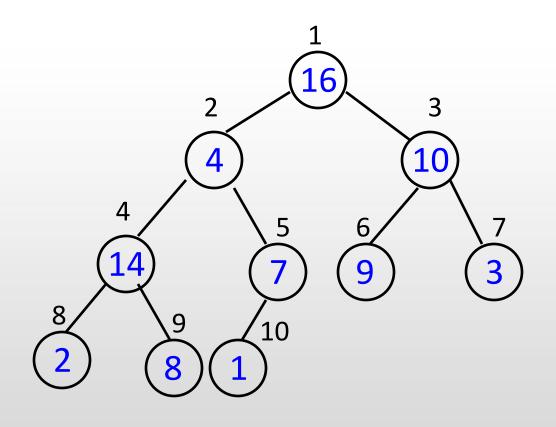




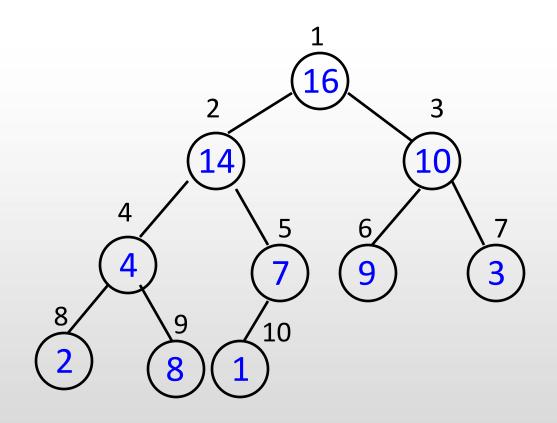






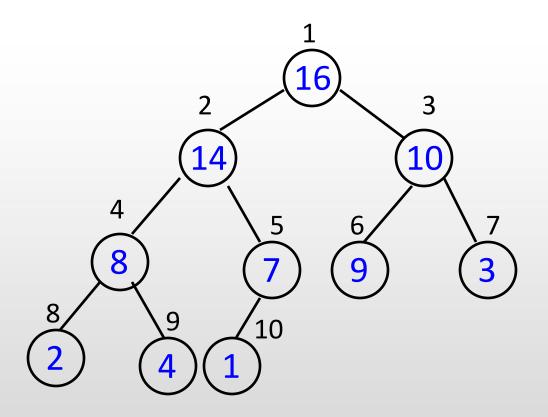




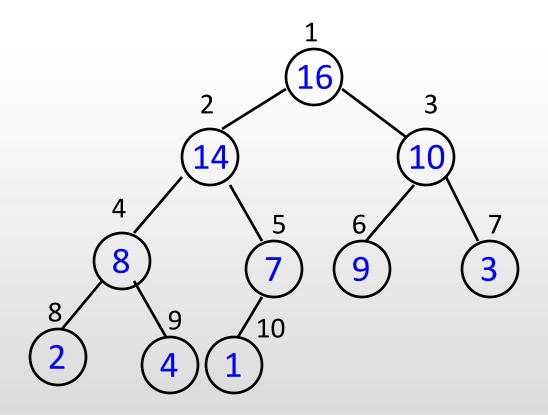




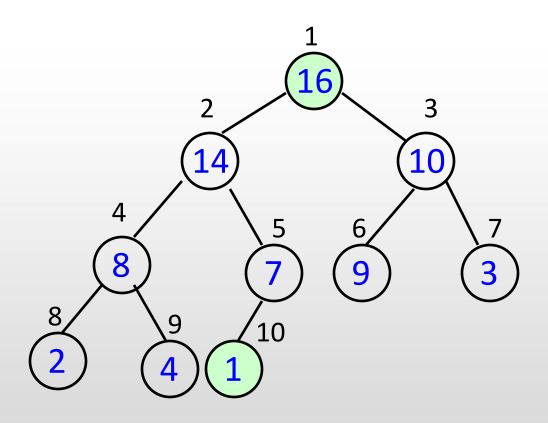
Resulting Max-Heap





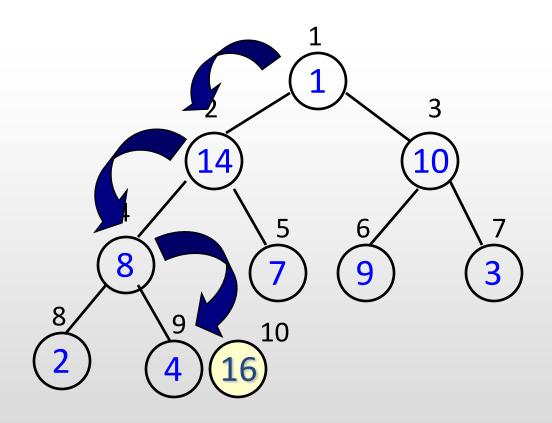






swap(A[1],A[i])

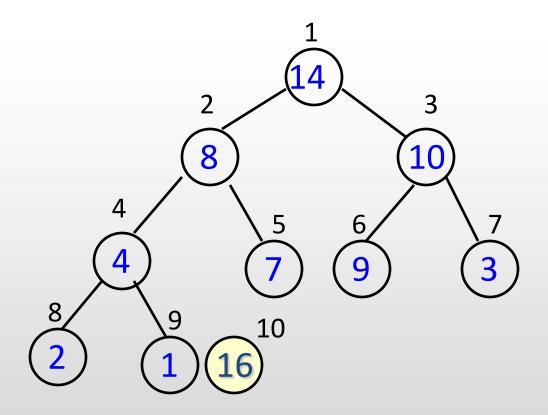




Heapify(A,1,9)

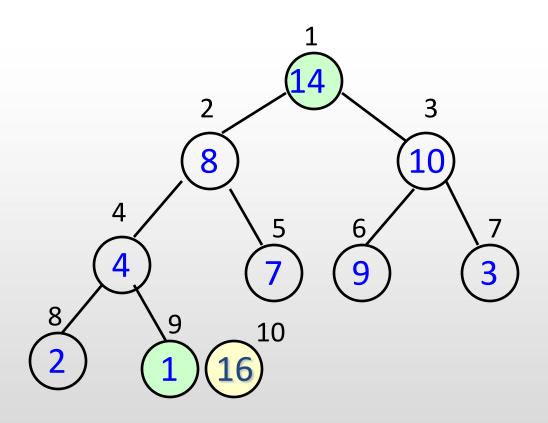


2nd pass: i=9





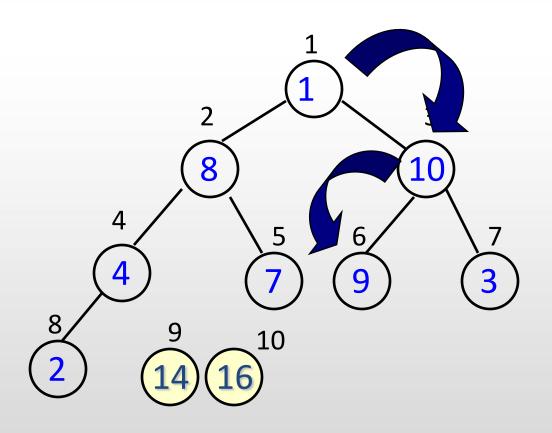
2nd pass: i=9



swap(A[1],A[9])



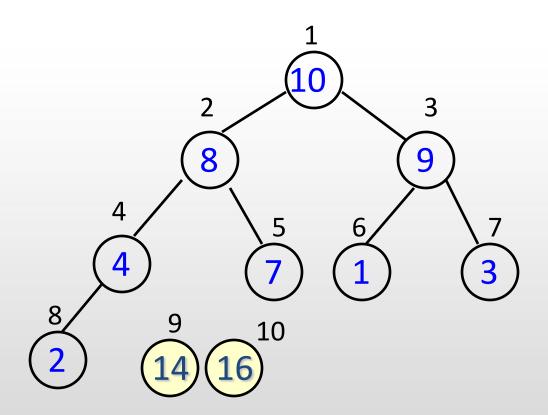
2nd pass: i=9



Heapify(A,1,8)

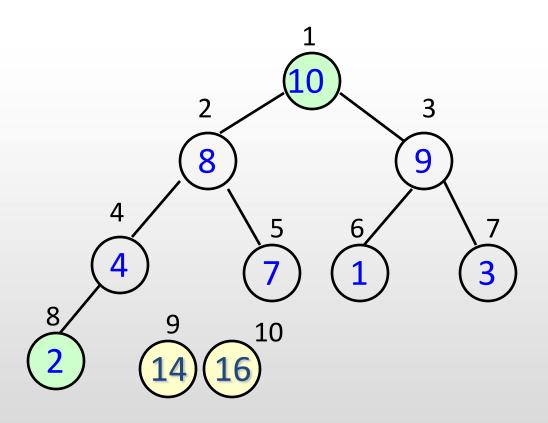


3rd pass: i=8





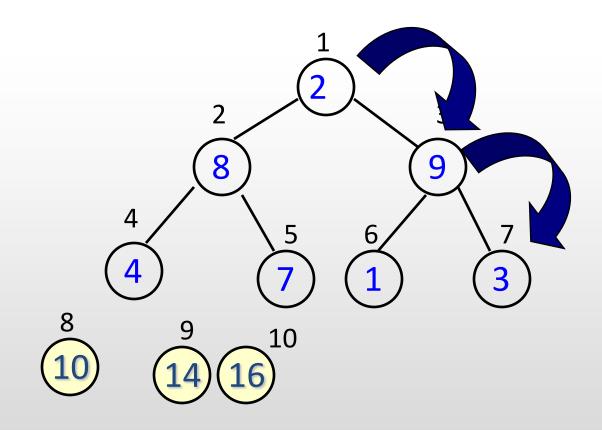
3rd pass: i=8



swap(A[1],A[8])

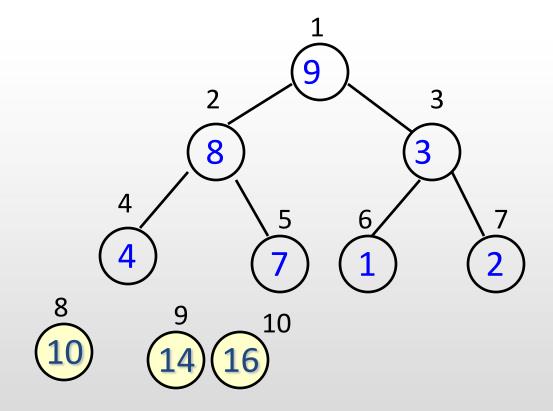


3rd pass: i=8

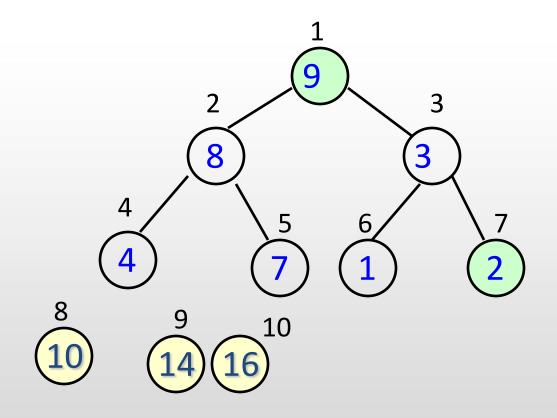


Heapify(A,1,7)



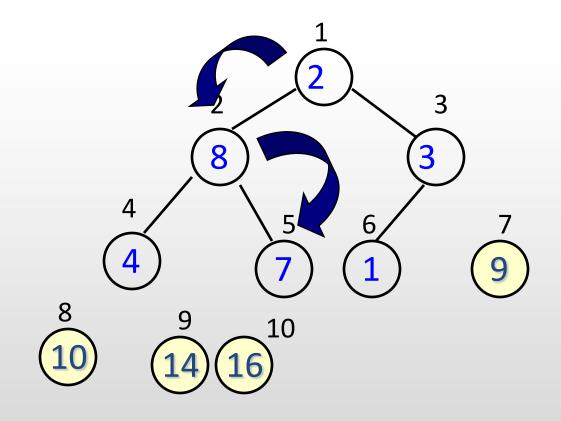






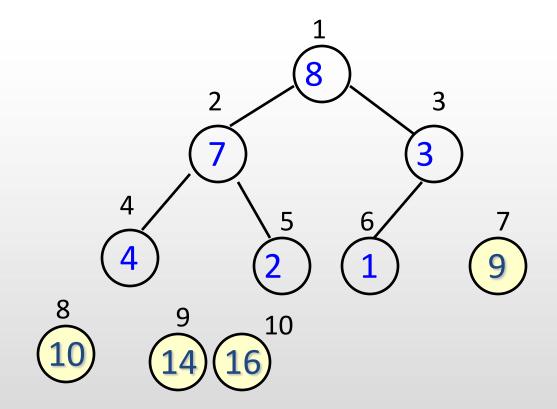
swap(A[1],A[7])



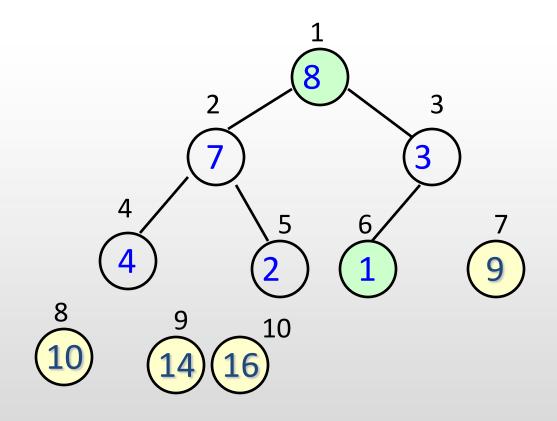


Heapify(A,1,6)



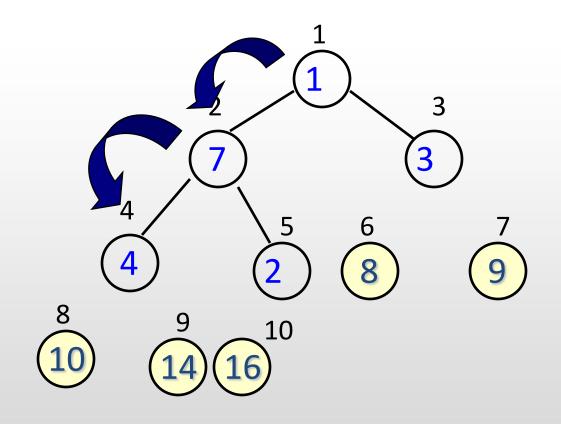






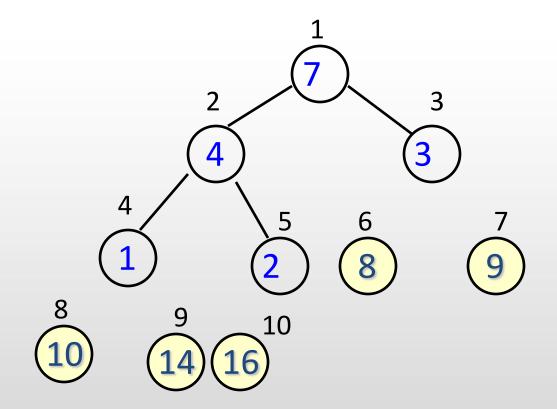
swap(A[1],A[6])



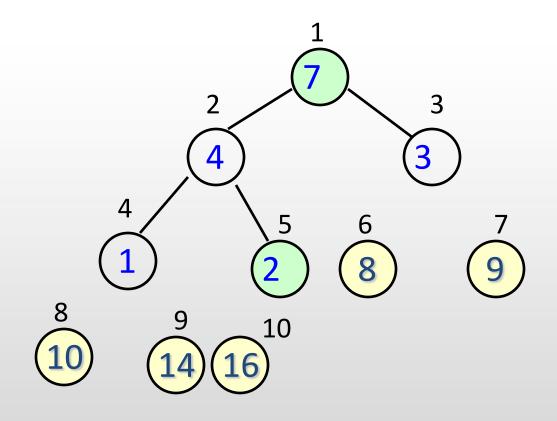


Heapify(A,1,5)



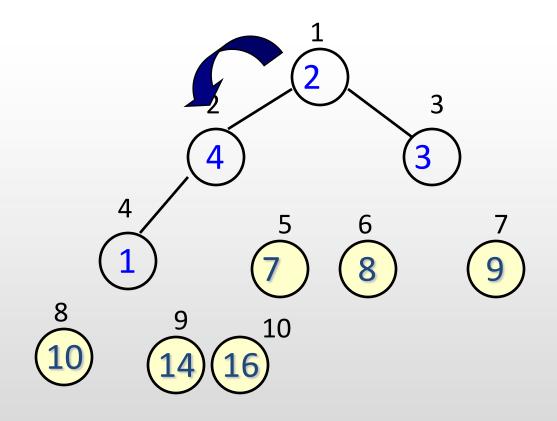






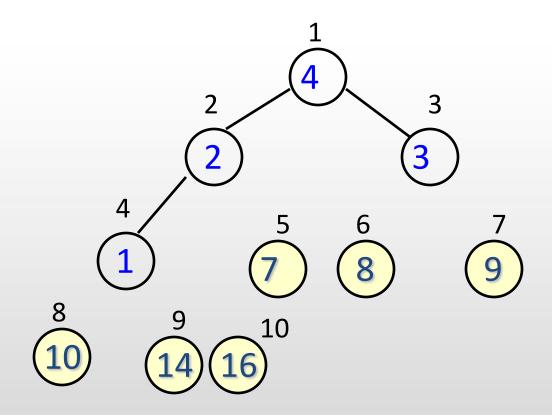
swap(A[1],A[5])



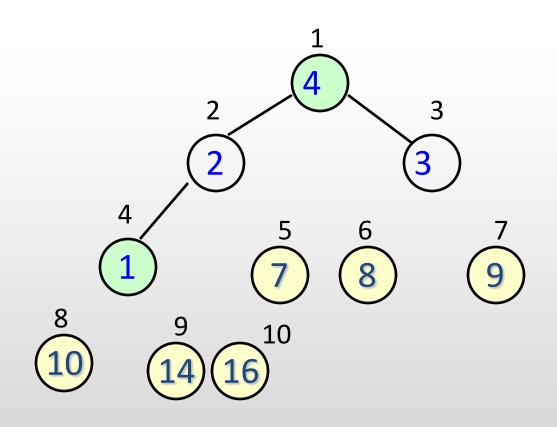


Heapify(A,1,4)



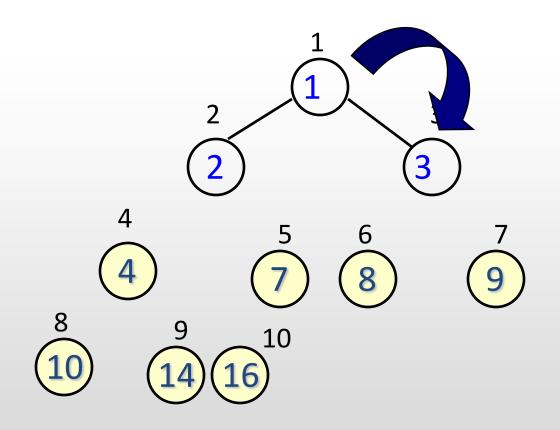






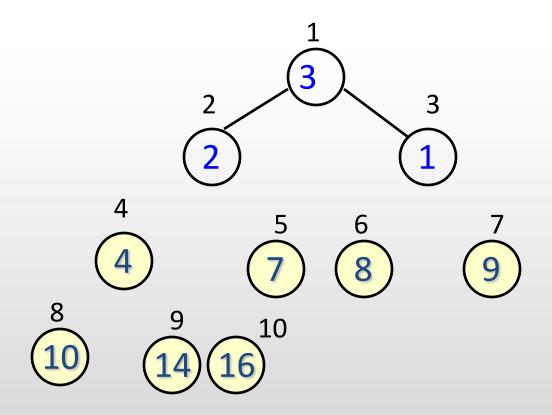
swap(A[1],A[4])



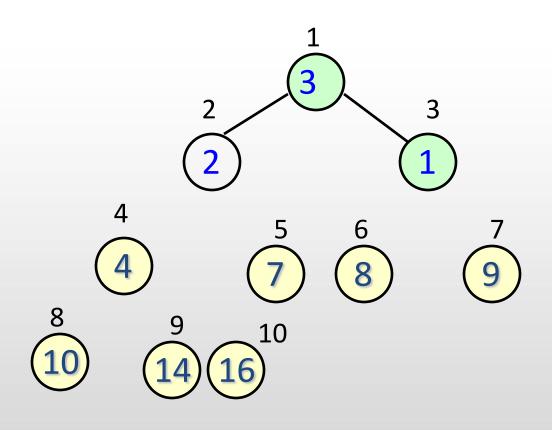


Heapify(A,1,3)



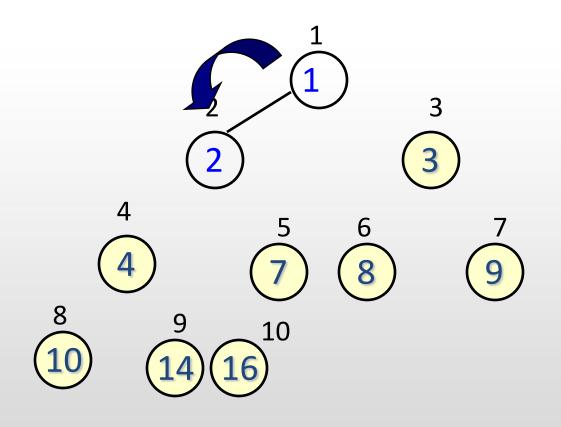






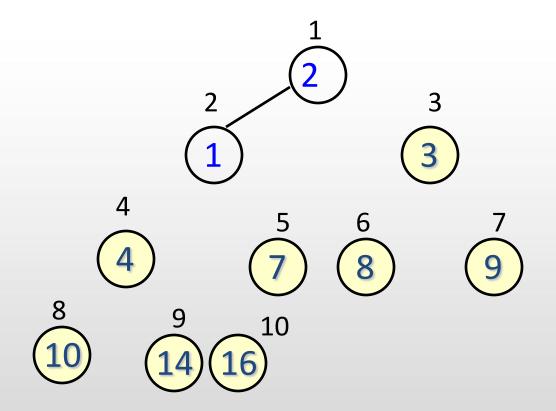
swap(A[1],A[3])



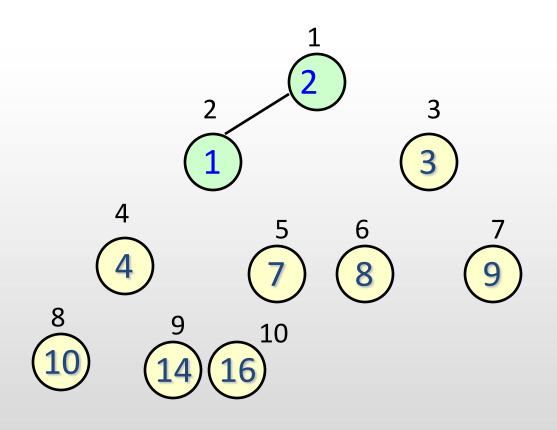


Heapify(A,1,2)



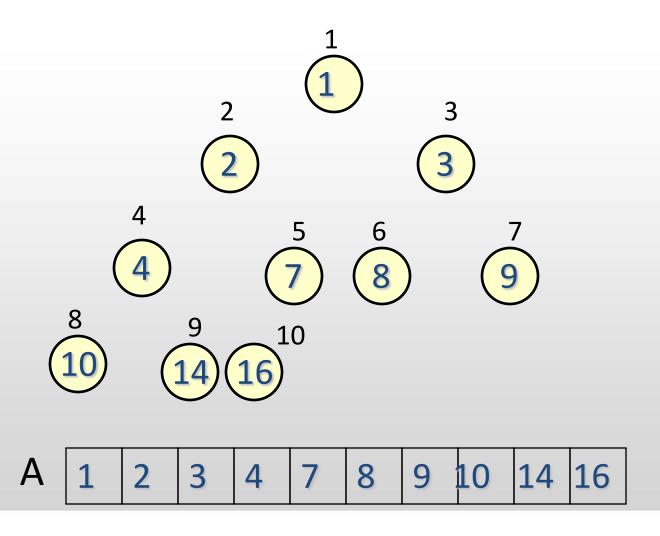






swap(A[1],A[2])







Quicksort

Basic algorithm to sort an array S:

- 1. If no. of elements in S is 0 or 1, return.
- 2. Pick any element v in S. This is called the pivot.
- 3. Partition S-{v} into two disjoint groups. $S_1=\{x\in S-\{v\}\mid x\leq v\}, \text{ and } S_2=\{x\in S-\{v\}\mid x\geq v\}$
- 4. Return {quicksort(S₁), v, quicksort(S₂)}.



Quicksort

```
quicksort(int start, int end) {
  int pivot;
  pivot=select_pivot();
  partition;
  quicksort(partition1);
  quicksort(partition2);
```



Picking the pivot

- Choice of pivot is a factor on the performance of the algorithm
- Wrong way: first element provides poor partition if input is presorted or in reverse order
- Safe course: random
- Median-of-three Partitioning
 - Pick three elements randomly and use the median as pivot
 - OR median of the left, right and center elements

Partitioning Strategy

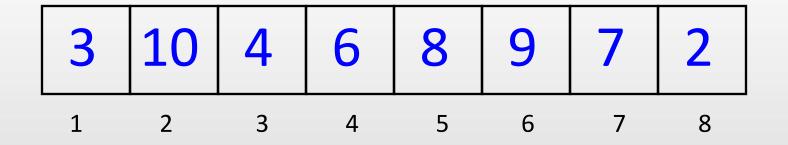
- 1. Get the pivot element out of the way by swapping it with the last element.
- 2. i = first element, j = next-to-last element
- 3. Move all small elements (relative to the pivot) to the left part of the array and all large elements to the right.
- 4. While i < j, move i to the right, skipping over elements smaller than the pivot. Move j to the left, skipping over elements larger than the pivot.

Partitioning Strategy

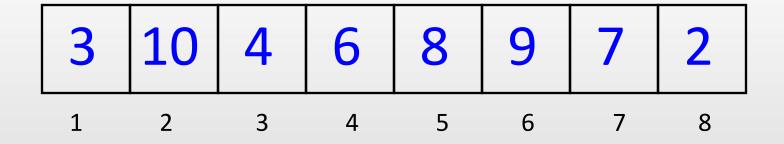
- 5. When i and j have stopped, i is pointing at a large element and j is pointing at a small element. If i is to the left of j, swap the elements.
- 6. Repeat the process until i and j cross.
- 7. Swap the pivot element with the element pointed to by i.



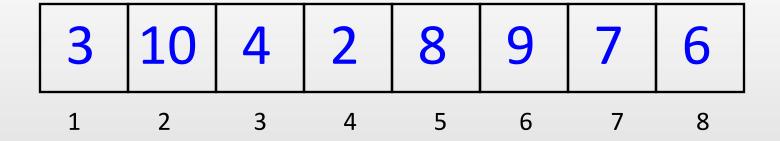
Sort 3, 10, 4, 6, 8, 9, 7, 2 using quicksort (random pivot)



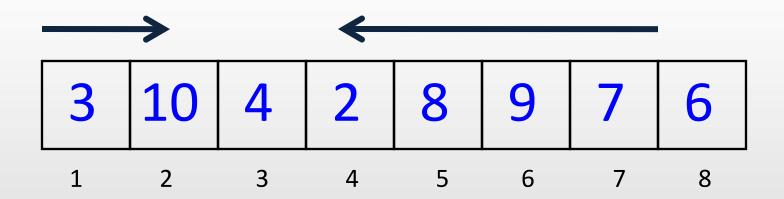




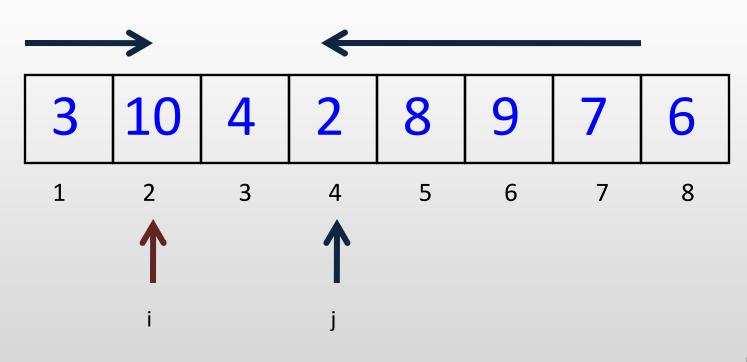




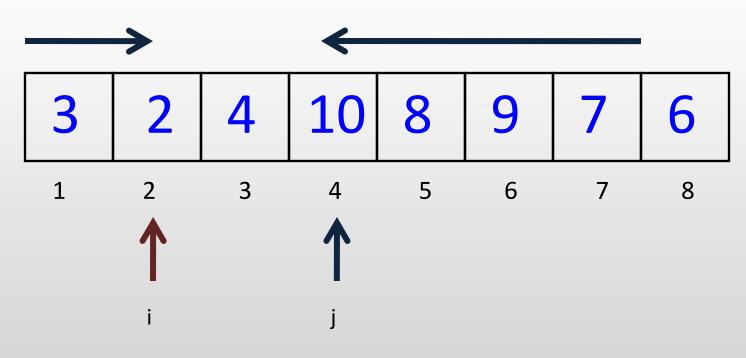




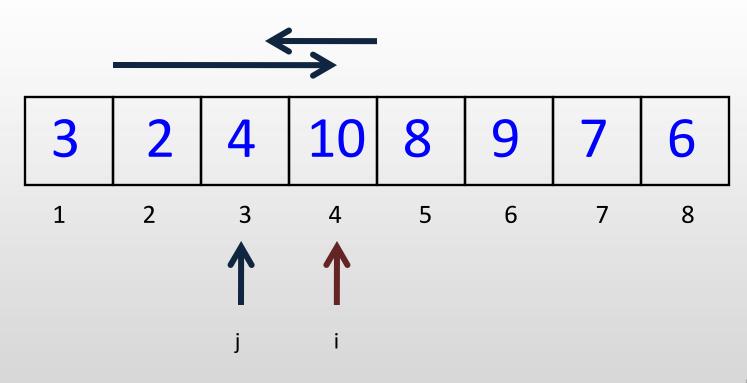




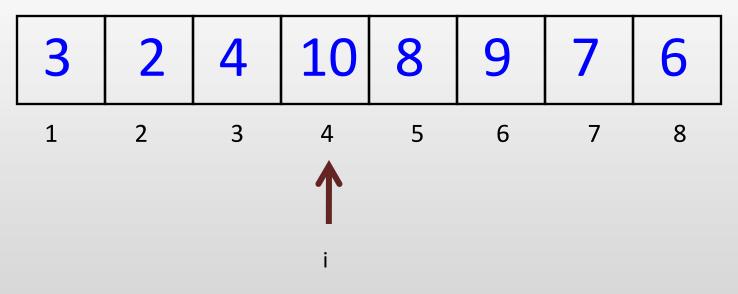




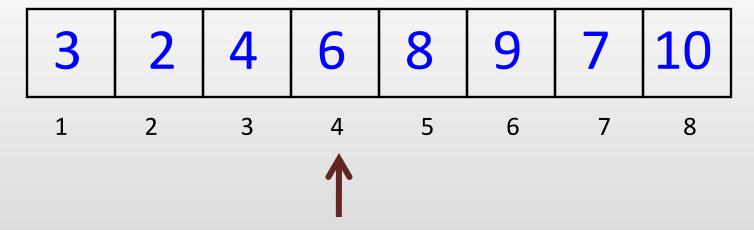




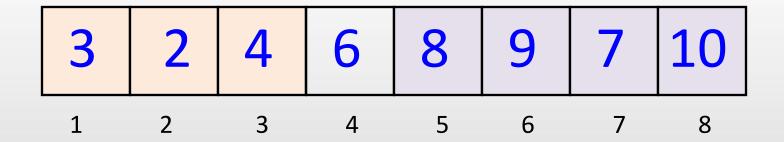




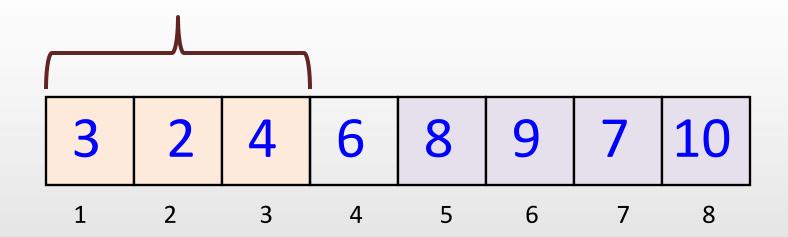




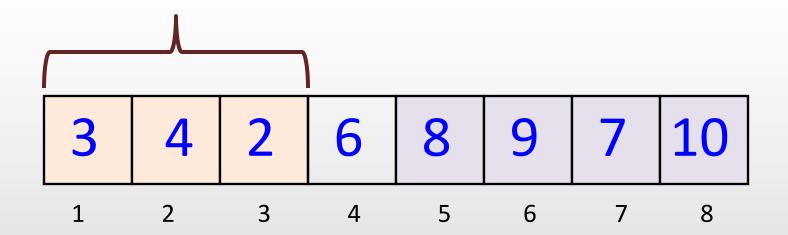




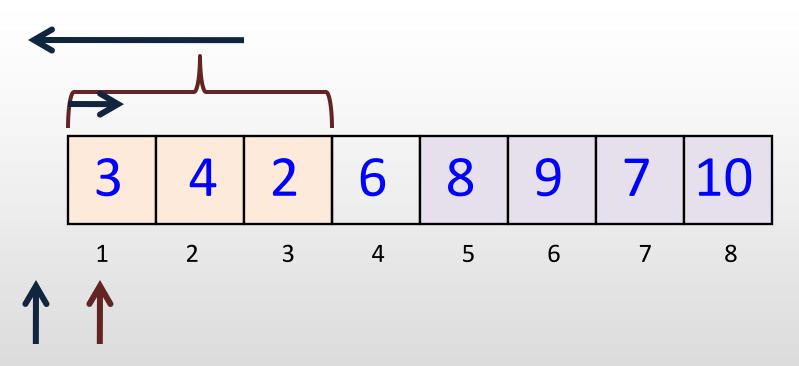




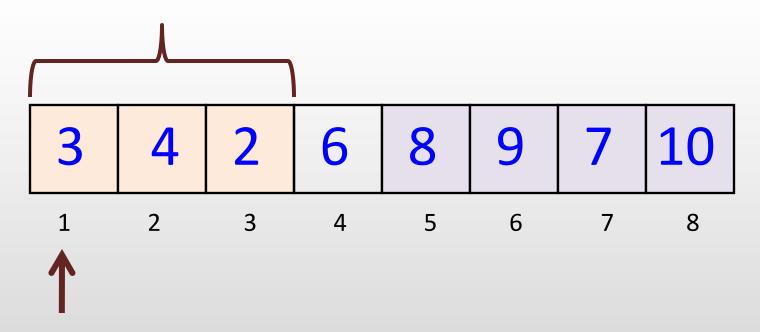




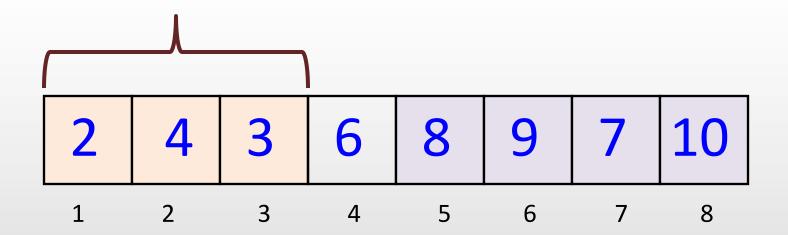




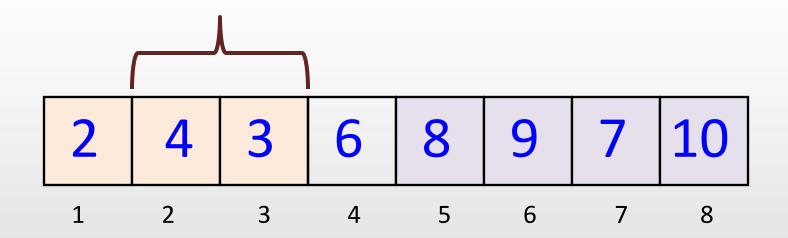




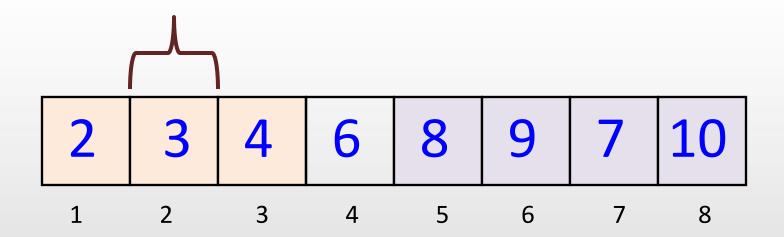




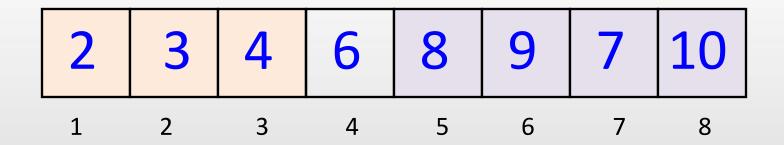




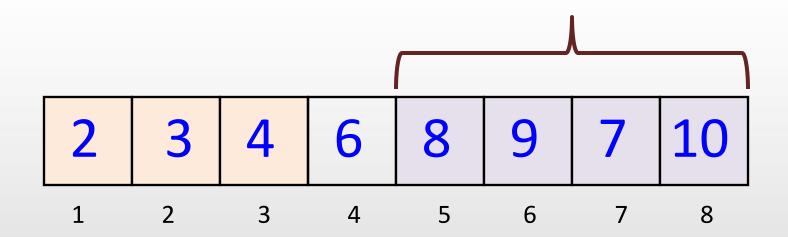




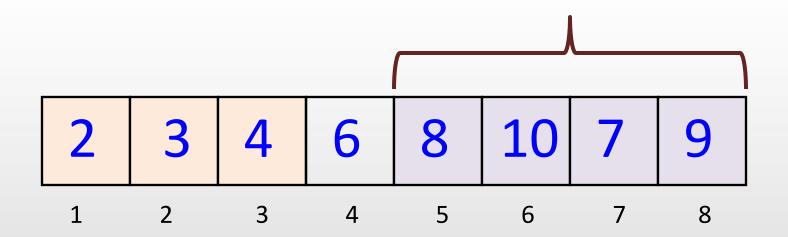




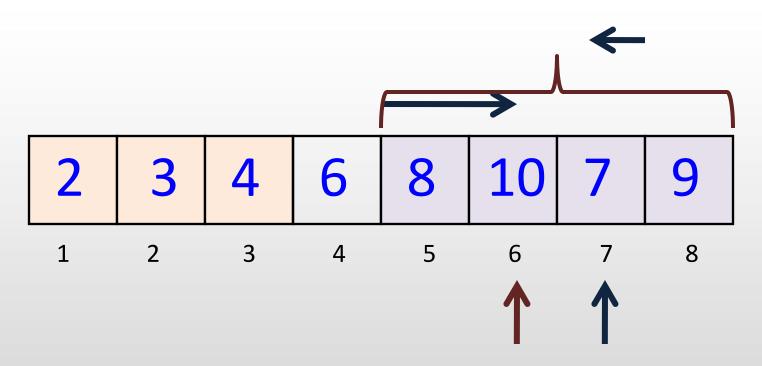




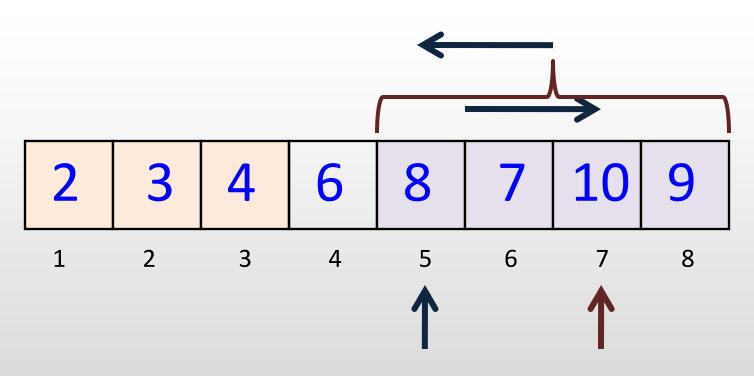




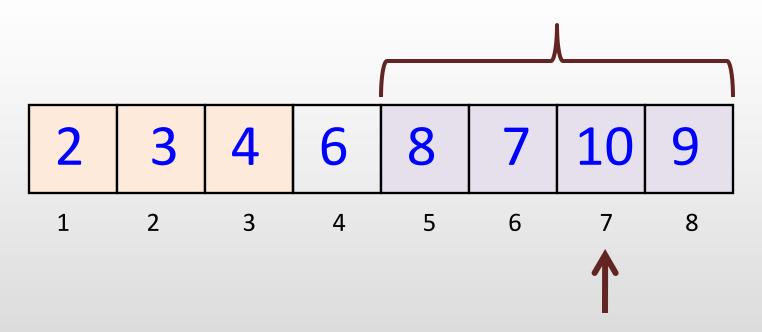




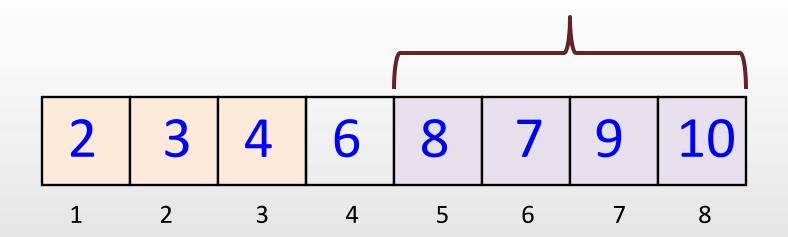




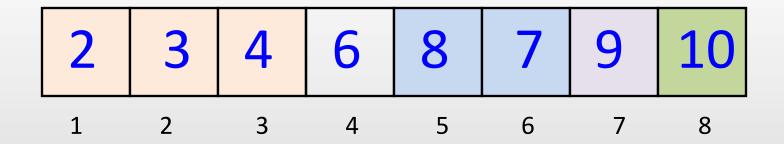




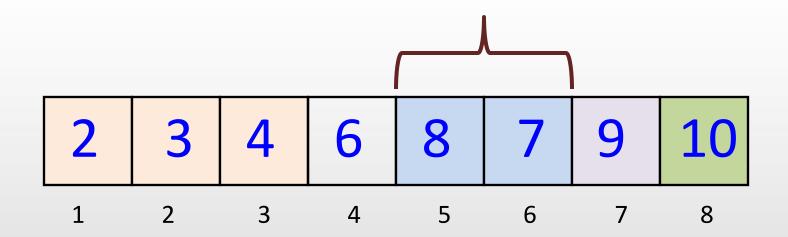




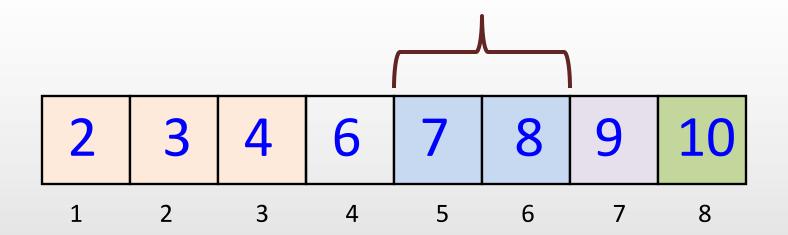














Shell Sort

- works by comparing elements that are distant
- distance between comparisons decreases as the algorithm runs until the last phase, in which adjacent elements are compared
- uses a sequence $h_1, h_2, ..., h_t$, called the increment sequence
- any increment sequence will do as long as $h_1 = 1$
- after a phase, using some increment h_k, for every i,
 a[i] ≤ a[i+h_k]

Shell Sort

 A popular choice for increment sequence is to use the sequence suggested by Shell:

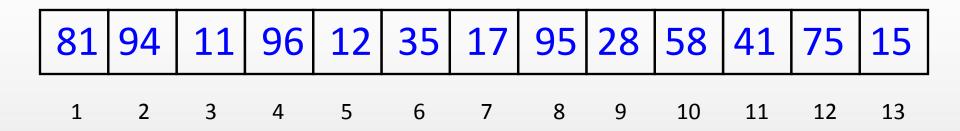
$$h_t = \lfloor n/2 \rfloor$$
 and $h_k = \lfloor h_{k+1}/2 \rfloor$



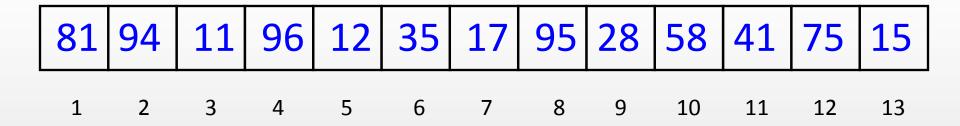
Shell Sort

```
void shellsort(int a[],int n) {
  int hk, tmp, i, j;
   for (hk=n/2; hk>0; hk/=2)
       for(i=hk+1; i<=n; i++){
                tmp = a[i];
               for(j=i; j>hk; j-=hk)
                       if (tmp < a[j-hk])
                               a[i] = a[i-hk];
                        else
                                break;
                a[j] = tmp;
```



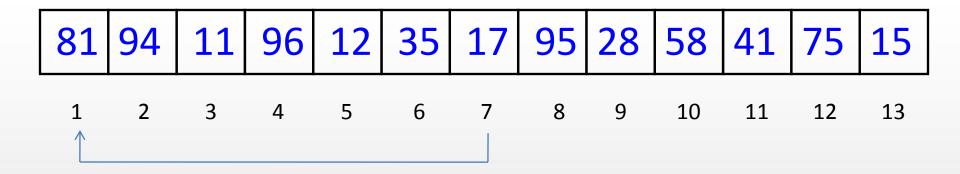






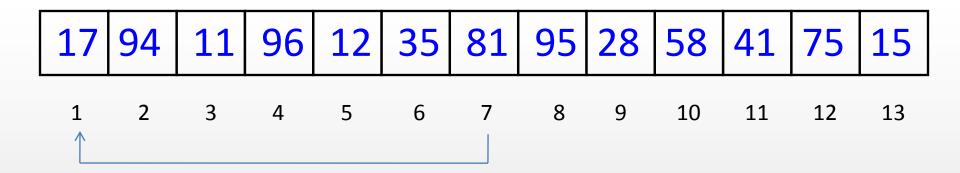
- hk = 6
- i = 7
- tmp = 17





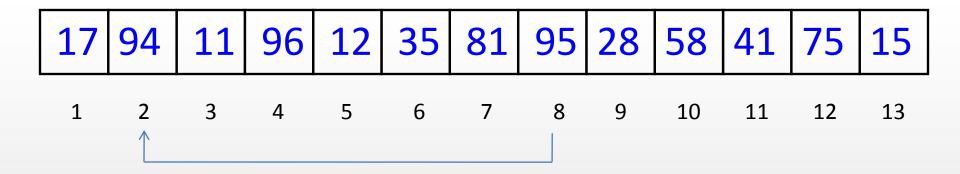
- hk = 6
- i = 7
- tmp = 17





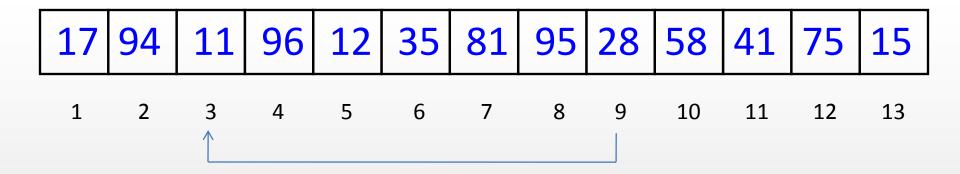
- hk = 6
- i = 7
- tmp = 17





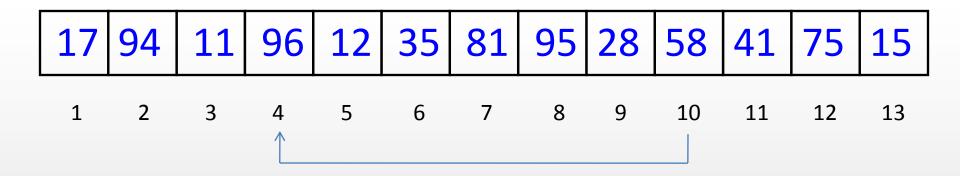
- hk = 6
- i = 8
- tmp = 95





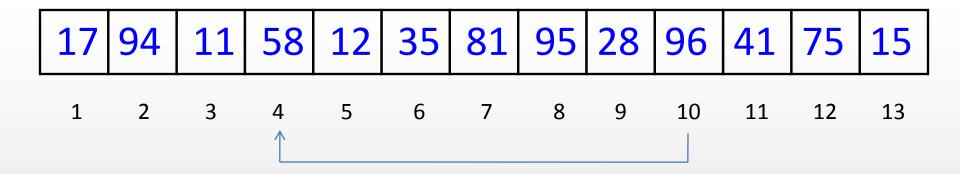
- hk = 6
- i = 9
- tmp = 28





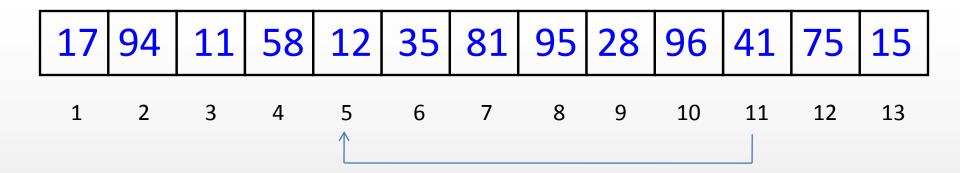
- hk = 6
- i = 10
- tmp = 58





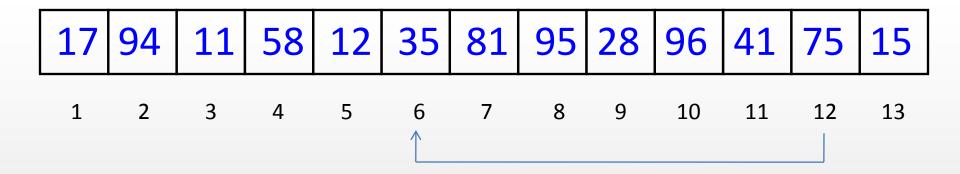
- hk = 6
- i = 10
- tmp = 58





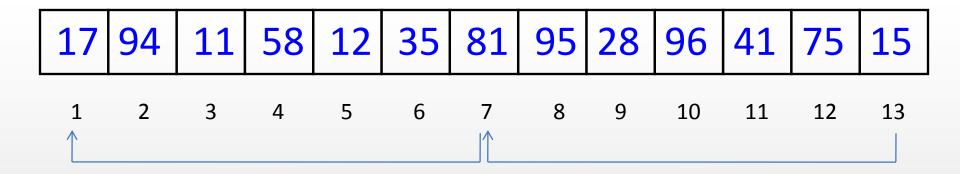
- hk = 6
- i = 11
- tmp = 41





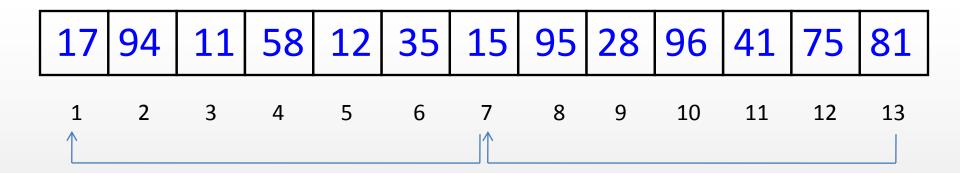
- hk = 6
- i = 12
- tmp = 75





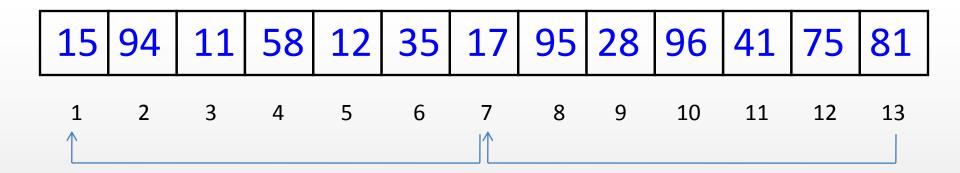
- hk = 6
- i = 13
- tmp = 15





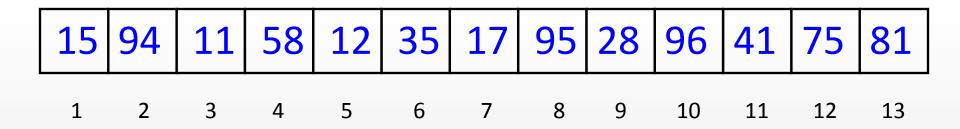
- hk = 6
- i = 13
- tmp = 15



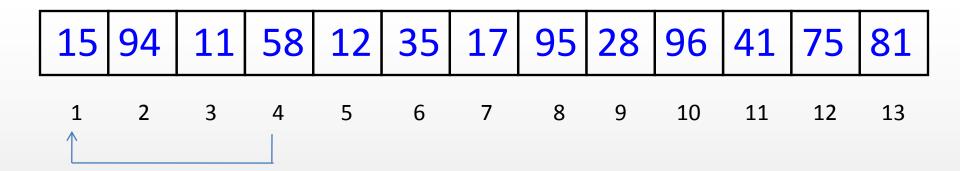


- hk = 6
- i = 13
- tmp = 15



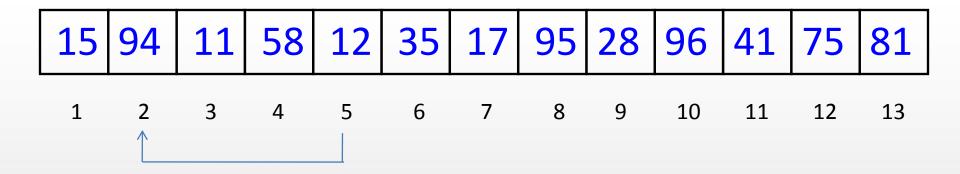






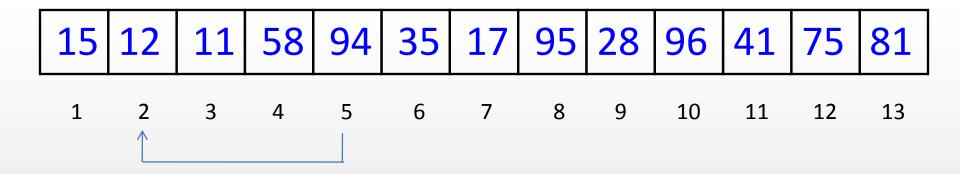
- hk = 6/2 = 3
- i = 4
- tmp = 58





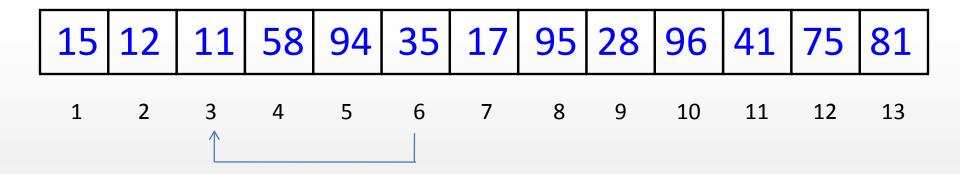
- hk = 3
- i = 5
- tmp = 12





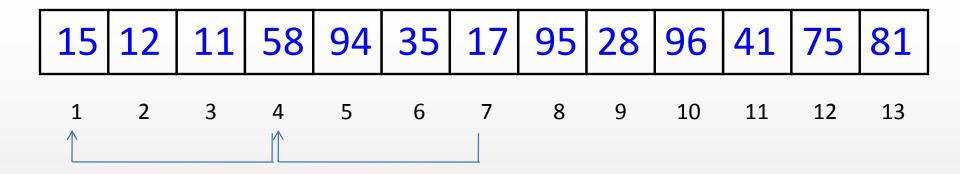
- hk = 3
- i = 5
- tmp = 12





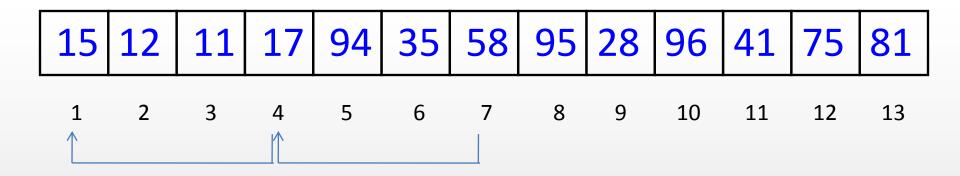
- hk = 3
- i = 6
- tmp = 35





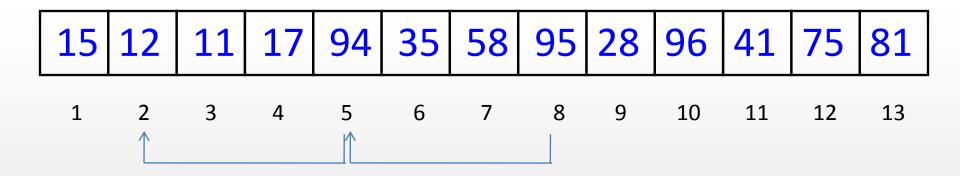
- hk = 3
- i = 7
- tmp = 17





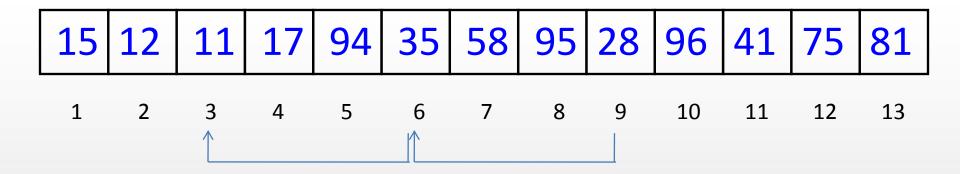
- hk = 3
- i = 7
- tmp = 17





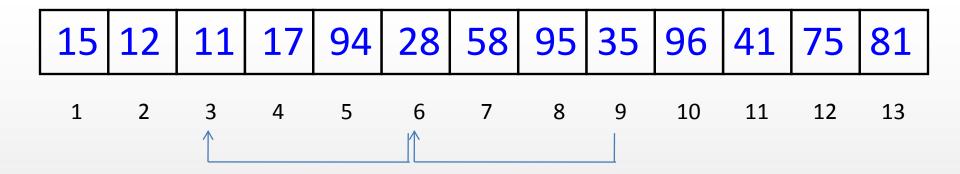
- hk = 3
- i = 8
- tmp = 95





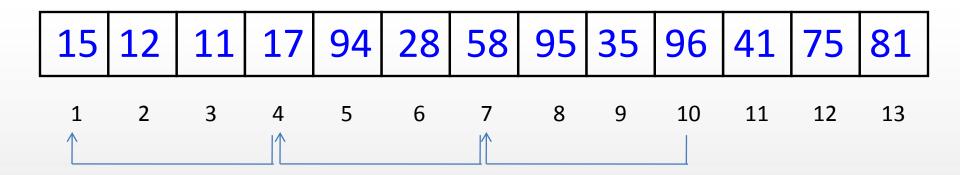
- hk = 3
- i = 9
- tmp = 28





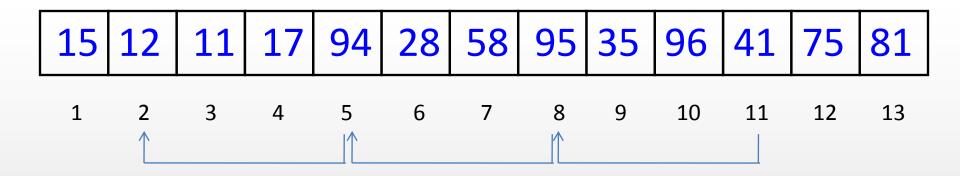
- hk = 3
- i = 9
- tmp = 28





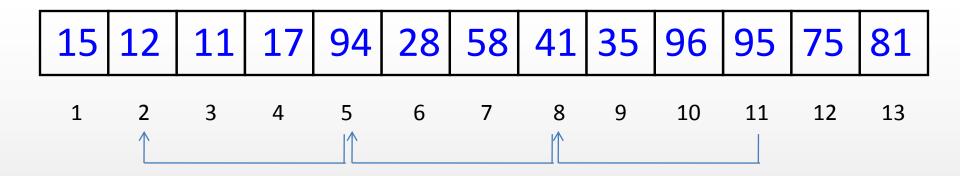
- hk = 3
- i = 10
- tmp = 96





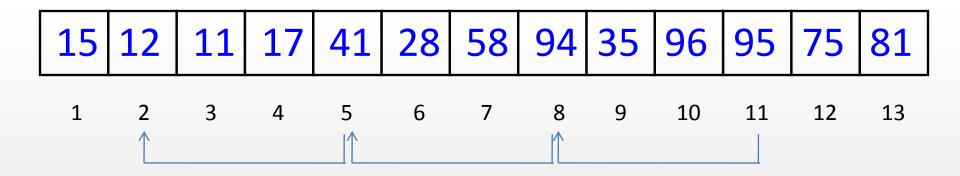
- hk = 3
- i = 11
- tmp = 41





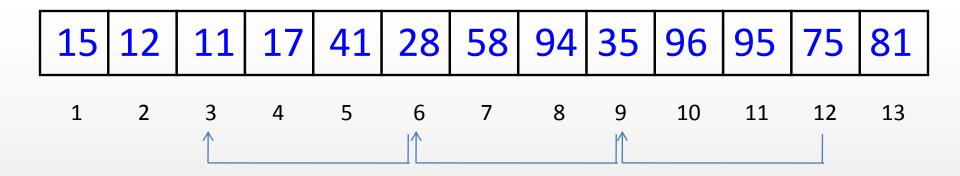
- hk = 3
- i = 11
- tmp = 41





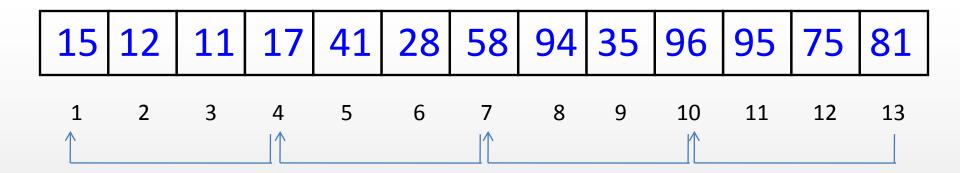
- hk = 3
- i = 11
- tmp = 41





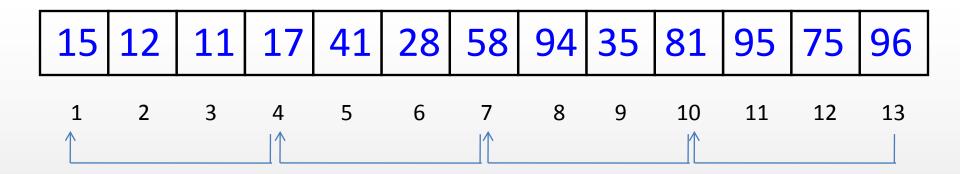
- hk = 3
- i = 12
- tmp = 75





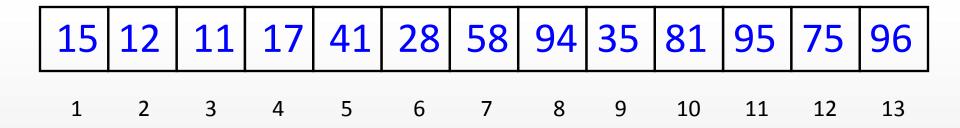
- hk = 3
- i = 13
- tmp = 81





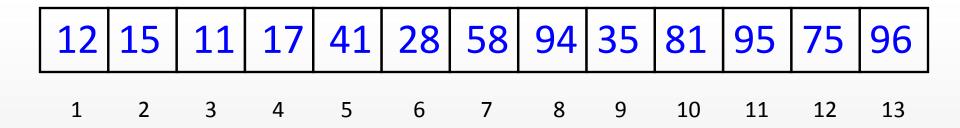
- hk = 3
- i = 13
- tmp = 81





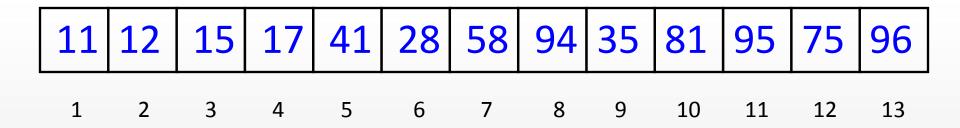
- hk = 1
- i = 2
- tmp = 12





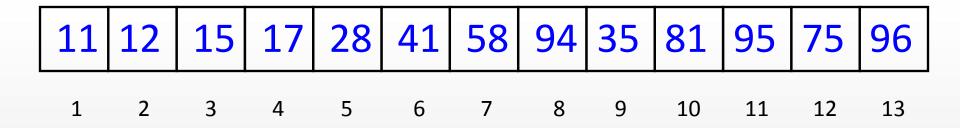
- hk = 1
- i = 2
- tmp = 12





- hk = 1
- i = 1
- tmp = 11





- hk = 1
- i = 6
- tmp = 28



11	12	15	17	28	35	41	58	94	81	95	75	96
	2											

- hk = 1
- i = 9
- tmp = 35



11	12	15	17	28	35	41	58	81	94	95	75	96
	2											

- hk = 1
- i = 10
- tmp = 81



11	12	15	17	28	35	41	58	75	81	94	95	96
												13

- hk = 1
- i = 12
- tmp = 75



Linear Time Sorting

- Sorting in linear time is possible in some special cases.
- Extra information must be available.



Bucket sort

- Works by partitioning an array into a number of buckets.
- Each bucket is then sorted individually, either using a different sorting algorithm, or by recursively applying the bucket sort algorithm.



Bucket sort

Algorithm:

- Set up an array of initially empty "buckets."
- Go over the original array, putting each object in its bucket.
- Sort each non-empty bucket.
- Visit the buckets in order and put all elements back into the original array.



Bucket Sort

```
Bucketsort(A,n) {

for(i=1; i<=n; i++)

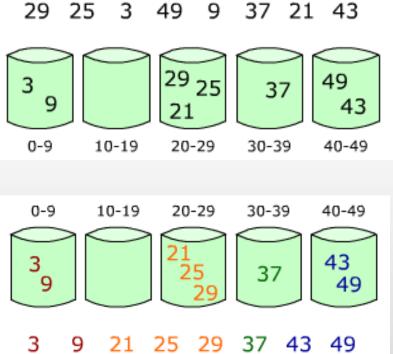
insert(A[i], B[getpos(A[i])])

for(i=0; i<n; i++)

insertion_sort(B[i])

concatenate B[0], B[1],...B[n]

}
```





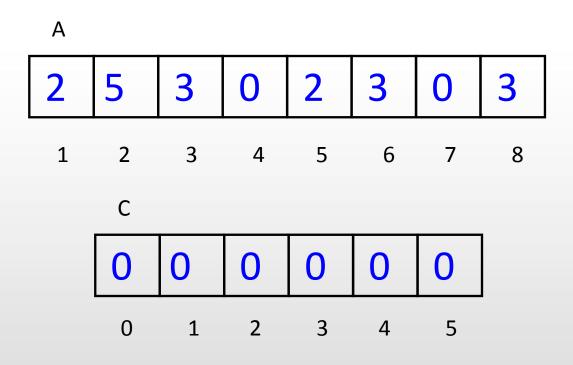
- Bucket sort can be seen as a generalization of counting sort.
- If each bucket has size 1 then bucket sort degenerates to counting sort.



- Suppose that the values to be sorted are all between 0 and k, where k is some (small) integer. Assume the values are in the array A[1..n].
- Algorithm:
 - 1. Use an array C[0..k] to count how many times each key occurs in A.
 - 2. Calculate cumulative totals in C.
 - 3. Copy data into the target array B.

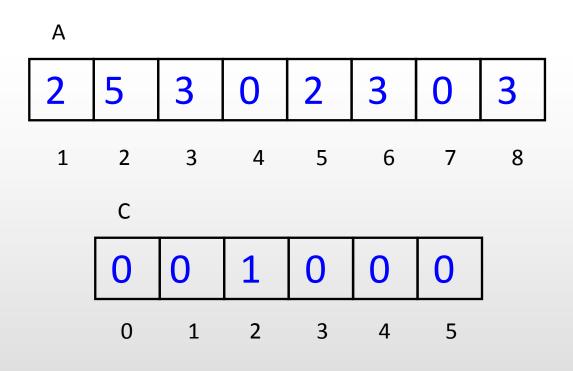


```
Counting Sort(A,n) {
   k=findmax(A)
   for(i=0; i<=k; i++)
       C[i]=0;
   for(i=1; i<=n; i++)
       C[A[i]]+=1;
   for(i=1; i<=k; i++)
       C[i]+=C[i-1];
  for(i=n; i>=1; i--) {
       B[C[A[i]]]=A[i];
       C[A[i]] = 1
```



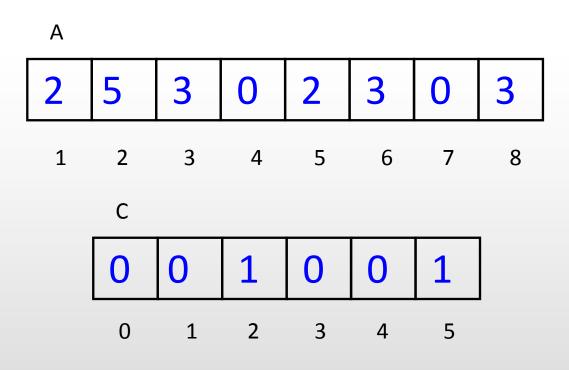


```
Counting Sort(A,n) {
   k=findmax(A)
   for(i=0; i<=k; i++)
       C[i]=0;
   for(i=1; i<=n; i++)
       C[A[i]]+=1;
   for(i=1; i<=k; i++)
       C[i]+=C[i-1];
  for(i=n; i>=1; i--) {
       B[C[A[i]]]=A[i];
       C[A[i]] = 1
```



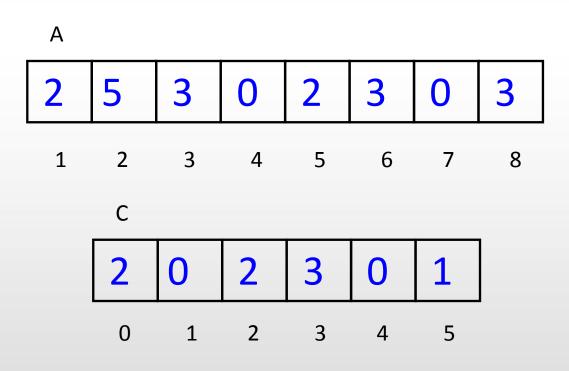


```
Counting Sort(A,n) {
   k=findmax(A)
   for(i=0; i<=k; i++)
       C[i]=0;
   for(i=1; i<=n; i++)
       C[A[i]]+=1;
   for(i=1; i<=k; i++)
       C[i]+=C[i-1];
  for(i=n; i>=1; i--) {
       B[C[A[i]]]=A[i];
       C[A[i]] = 1
```



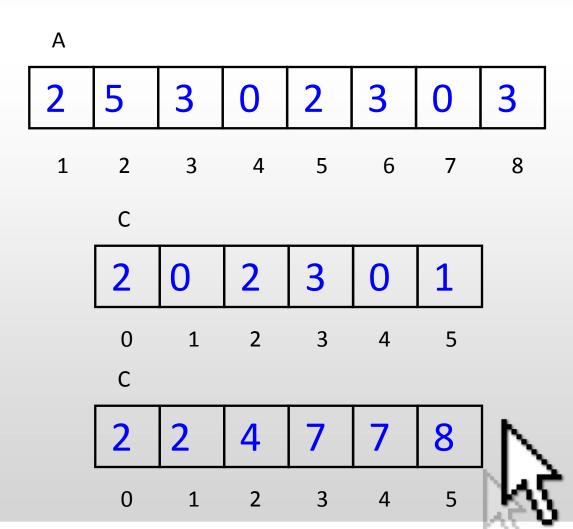


```
Counting Sort(A,n) {
   k=findmax(A)
   for(i=0; i<=k; i++)
       C[i]=0;
   for(i=1; i<=n; i++)
       C[A[i]]+=1;
   for(i=1; i<=k; i++)
       C[i]+=C[i-1];
  for(i=n; i>=1; i--) {
       B[C[A[i]]]=A[i];
       C[A[i]] = 1
```

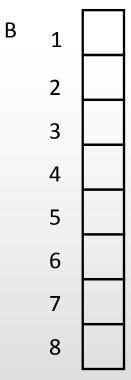




```
Counting Sort(A,n) {
  k=findmax(A)
  for(i=0; i<=k; i++)
       C[i]=0;
  for(i=1; i<=n; i++)
       C[A[i]]+=1;
  for(i=1; i<=k; i++)
       C[i]+=C[i-1];
  for(i=n; i>=1; i--) {
       B[C[A[i]]]=A[i];
       C[A[i]] = 1
```

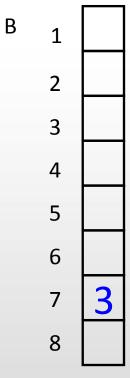


```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
         3
```





```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
```



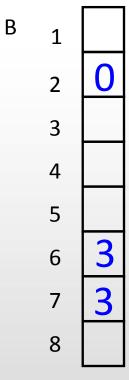


```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
  C
```



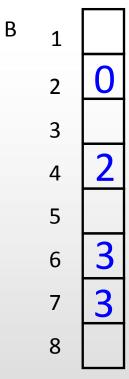


```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
                  5
  C
```





```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
                  5
  C
```



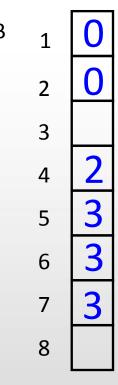


```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
```





```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
          3
                  5
  C
```





```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
         3
```





```
for(i=n; i>=1; i--) {
    B[C[A[i]]]=A[i];
    C[A[i]] = 1
         3
```



