

# BACS2063 Data Structures and Algorithms

## OPTIONAL ALGORITHMS FOR SORTING

### CHAPTER 8C (EXTRA READING)

# RADIX SORT

Treats array elements as if they were strings of the same length or numbers with the same fixed number of digits

- Groups elements by a specified digit or character of the string
- Elements placed into "buckets" which match the digit (character)
- It sorts by processing the numbers digit by digit.
- The numbers are sorted according to the rightmost digit, then middle digit, and so on.

It is not appropriate for all data.

Radix sort is  $O(n)$  algorithm for **certain data**.

# RADIX SORT

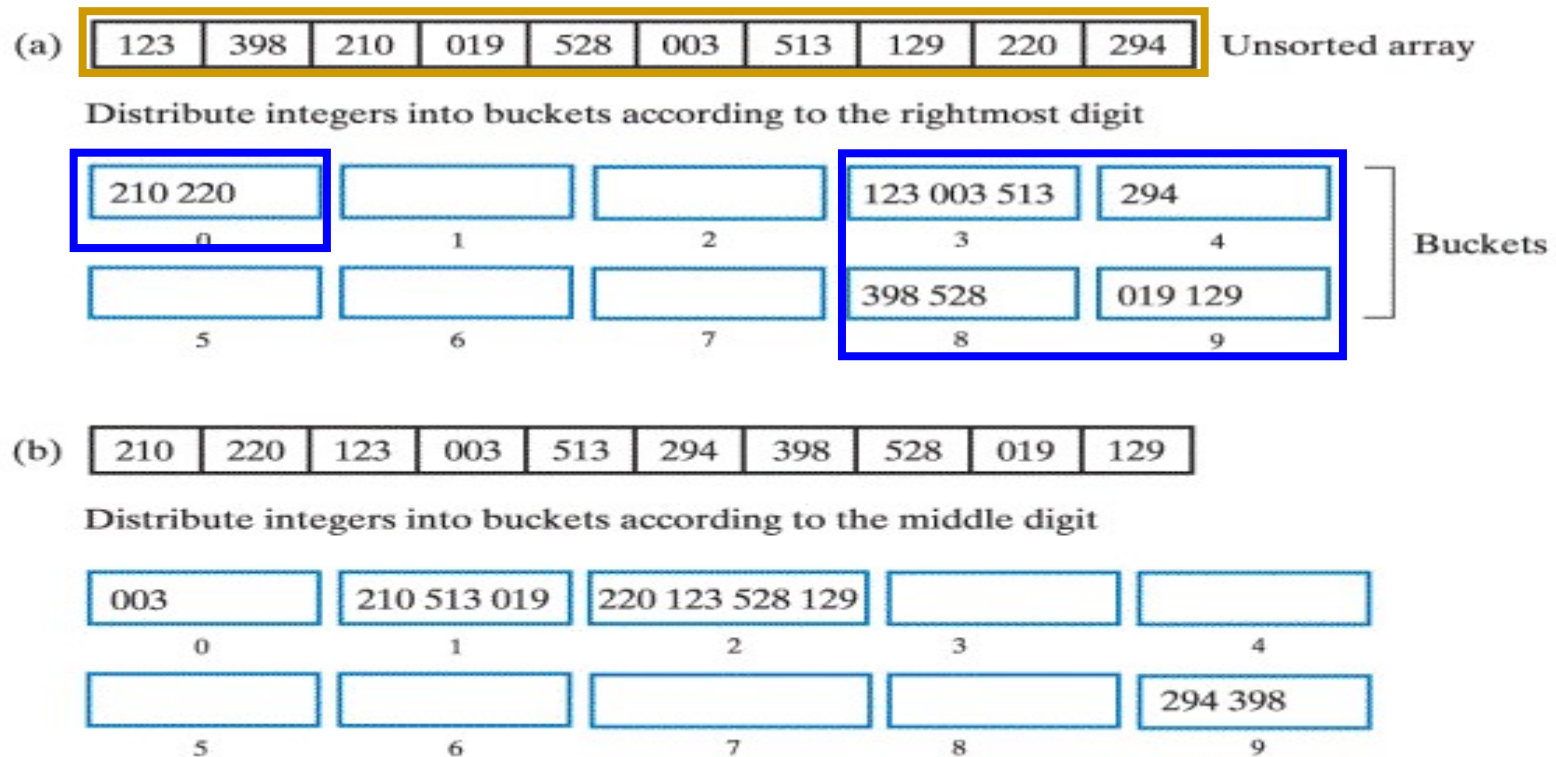


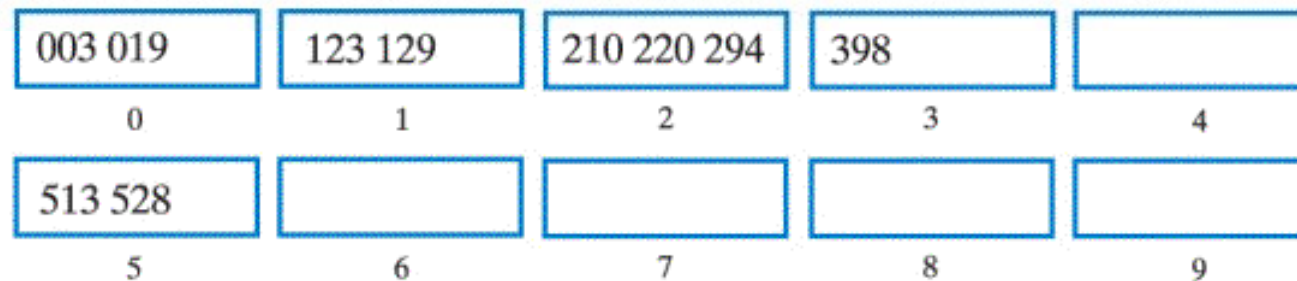
Fig. 12-9 (a) Original array and buckets after first distribution; (b) reordered array and buckets after second distribution ... continued →

# RADIX SORT

(c) 

003	210	513	019	220	123	528	129	294	398
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Distribute integers into buckets according to the leftmost digit



(d) 

003	019	123	129	210	220	294	398	513	528
-----	-----	-----	-----	-----	-----	-----	-----	-----	-----

Fig. 12-9 (c) reordered array and buckets after third distribution; (d) sorted array

# ALGORITHM FOR RADIX SORT

```
Algorithm radixSort (a, first, last, maxDigits) /  
/ Sorts the array of positive decimal integers a[first..last] into ascending  
order;  
// maxDigits is the number of digits in the longest integer.  
    for (i = 0 to maxDigits - 1) {  
        Clear bucket [0], bucket [1], . . . , bucket [9]  
        for (index = first to last) {  
            digit = digit i of a [index]  
            Place a [index] at end of bucket [digit]  
        }  
        Place contents of bucket [0], bucket [1], . . . , bucket [9] into  
the array a  
    }
```

# SHELL SORT

A variation of the insertion sort

- But faster than  $O(n^2)$

Done by sorting subarrays of **equally spaced indices**.

Faster than the bubble sort, selection sort and insertion sort

Instead of moving an element to an adjacent location, it moves several locations away

- Results in an almost sorted array
- This array sorted efficiently with ordinary insertion sort

# SHELL SORT

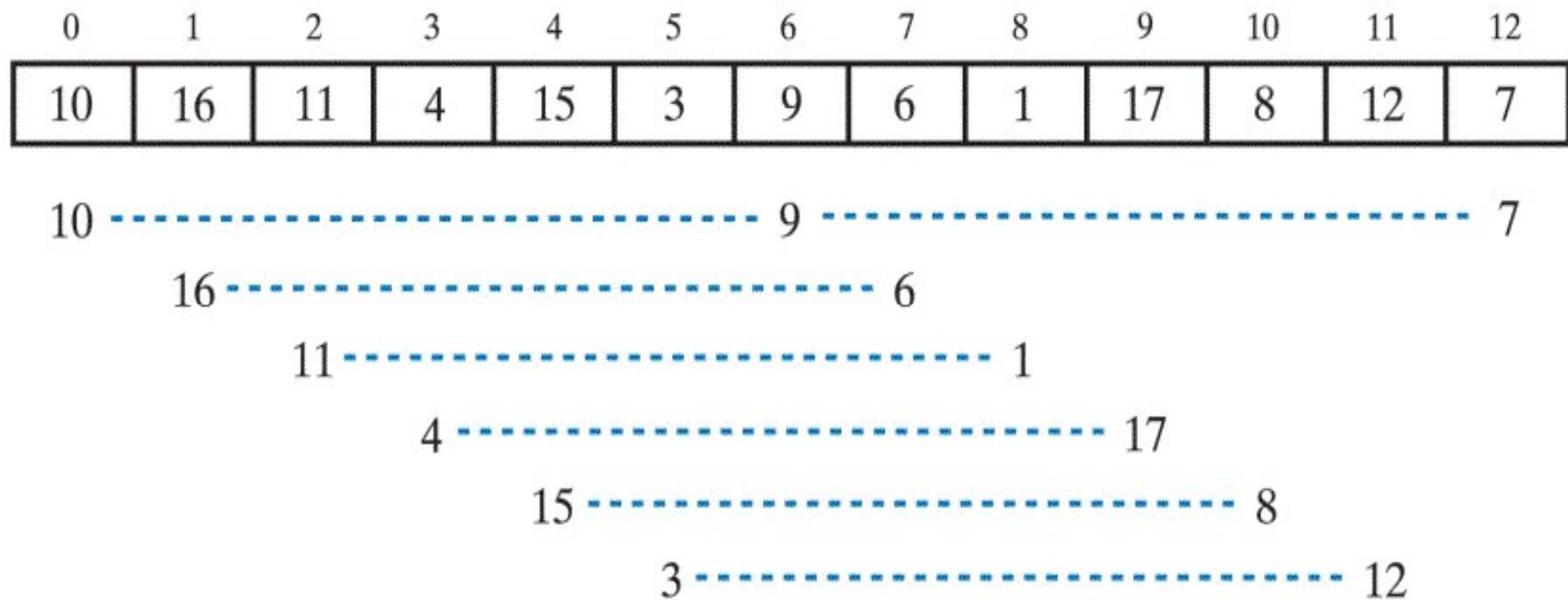


Fig. 11-12 An array and the subarrays formed by grouping elements whose indices are 6 apart.

# SHELL SORT

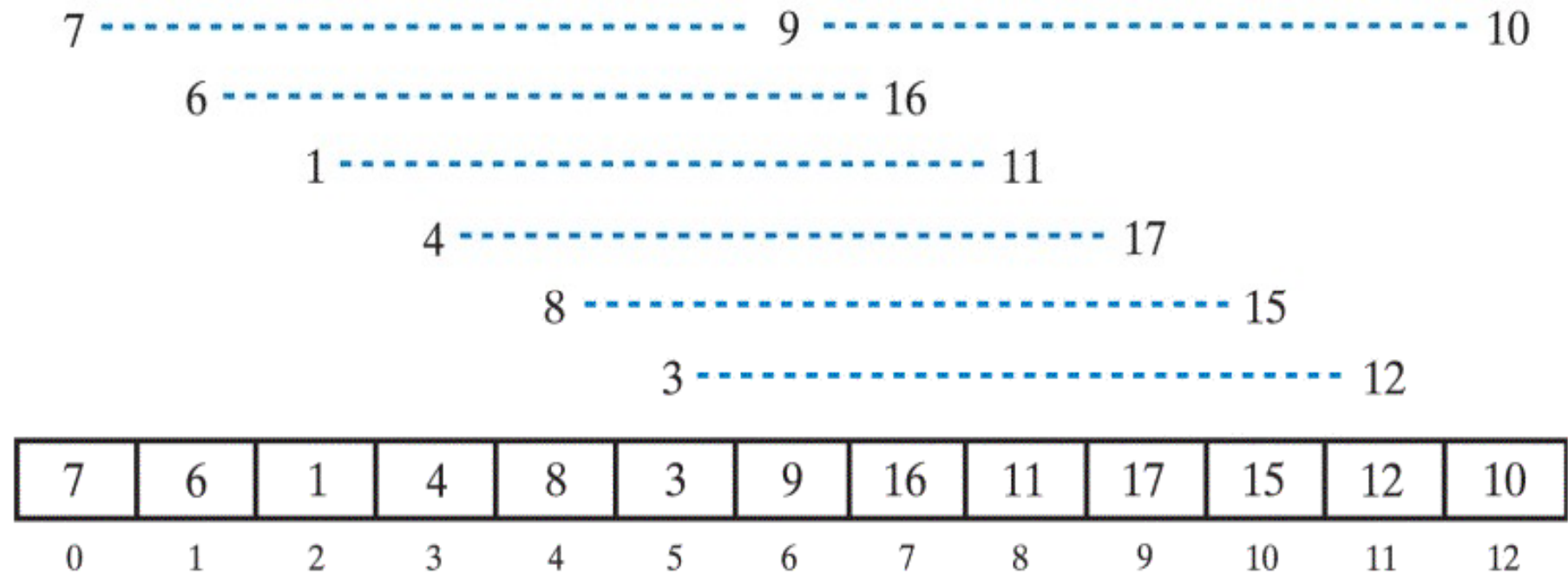


Fig. 11-13 The subarrays of Fig. 11-12 after they are sorted, and the array that contains them.



# SHELL SORT

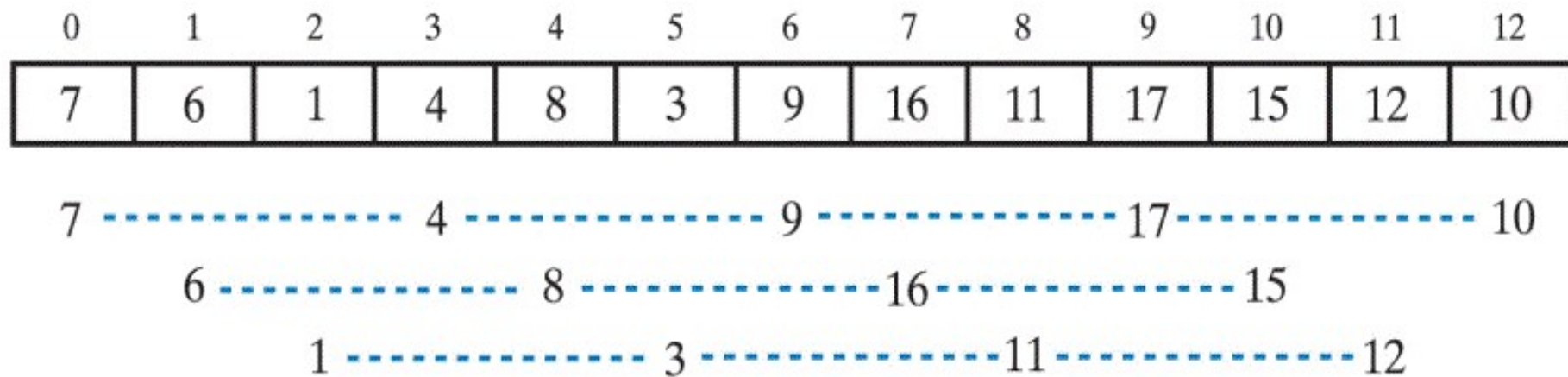


Fig. 11-14 The subarrays of the array in Fig. 11-13 formed by grouping elements whose indices are 3 apart

# SHELL SORT

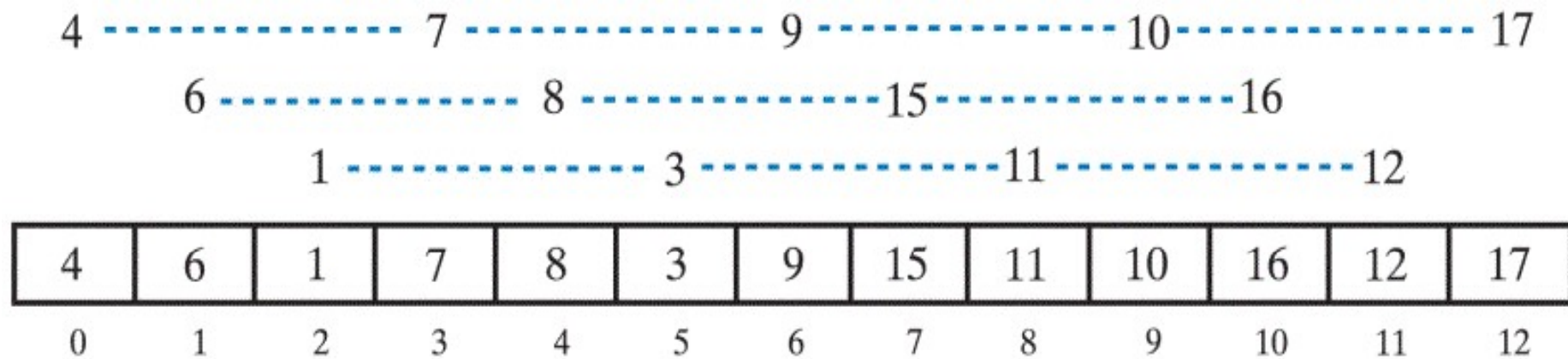


Fig. 11-15 The subarrays of Fig. 11-14 after they are sorted, and the array that contains them.

# SOURCE CODE FOR INCREMENTALINSERTIONSORT

```
private static < T extends Comparable < ? super T >>
void incrementalInsertionSort (T[] a, int first, int last, int space) {
    int unsorted, index;
    for (unsorted = first + space ; unsorted <= last ; unsorted = unsorted + space) {
        T firstUnsorted = a [unsorted];
        for (index = unsorted - space ; (index >= first) &&
            (firstUnsorted.compareTo (a [index]) < 0) ; index = index - space) {
            a[index + space] = a [index];
        } // end for
        a [index + space] = firstUnsorted;
    } // end for
} // end incrementalInsertionSort
```

# SOURCE CODE FOR SHELLSORT

```
public static < T extends Comparable < ? super T >>
    void shellSort (T [] a, int first, int last) {
        int n = last - first + 1; // number of array elements
        for (int space = n / 2 ; space > 0 ; space = space / 2) {
            for (int begin = first ; begin < first + space ; begin++)
                incrementalInsertionSort (a, begin, last, space);
        } // end for
    } // end shellSort
```

# EFFICIENCY OF SHELL SORT

Efficiency is  $O(n^2)$  for worst case

If  $n$  is a power of 2

- Average-case behavior is  $O(n^{1.5})$

**When the variable space index is even, add 1 to space. This results in consecutive increments that have no factor in common.**

- Improve the worst case behavior to  $O(n^{1.5})$

# COMPARING THE SORTING ALGORITHMS

	<b>Best Case</b>	<b>Average Case</b>	<b>Worst Case</b>
Selection sort	$O(n^2)$	$O(n^2)$	$O(n^2)$
Insertion sort	$O(n)$	$O(n^2)$	$O(n^2)$
Shell sort	$O(n)$	$O(n^{1.5})$	$O(n^{1.5})$ or $O(n^2)$
Bubble sort	$O(n)$	$O(n^2)$	$O(n^2)$
Radix sort	$O(n)$	$O(n)$	$O(n)$
Quick sort	$O(n \log n)$	$O(n \log n)$	$O(n^2)$
Merge sort	$O(n \log n)$	$O(n \log n)$	$O(n \log n)$

Fig. 11-16 The time efficiencies of sorting algorithms, expressed in Big Oh notation.