

# Data Structure and Algorithms [CO2003]

Chapter 10 - Sort

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#### **Contents**



- 1. Sorting concepts
- 2. Insertion Sort
- 3. Selection Sort
- 4. Exchange Sort
- 5. Divide-and-Conquer

#### **Outcomes**



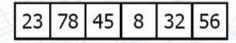
- L.O.6.1 Depict the working steps of sorting algorithms step-by-steps.
- L.O.6.2 Describe sorting algorithms by using pseudocode.
- L.O.6.3 Implement sorting algorithms using C/C++ .
- L.O.6.4 Analyze the complexity and develop experiment (program) to evaluate sorting algorithms.
- L.O.6.5 Use sorting algorithms for problems in real-life.
- **L.O.8.4** Develop recursive implementations for methods supplied for the following structures: list, tree, heap, searching, and graphs.
- L.O.1.2 Analyze algorithms and use Big-O notation to characterize the computational complexity of algorithms composed by using the following control structures: sequence, branching, and iteration (not recursion).



# Sorting



One of the most important concepts and common applications in computing.

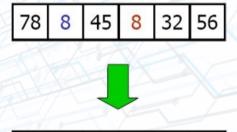




8 23 32 45 56 78



Sort stability: data with equal keys maintain their relative input order in the output.



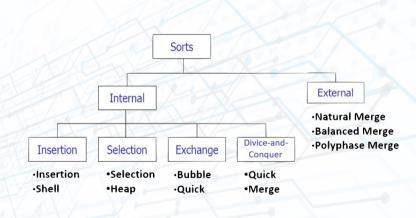
# Sorting



Sort efficiency: a measure of the relative efficiency of a sort = number of comparisons + number of moves.

# Sorting

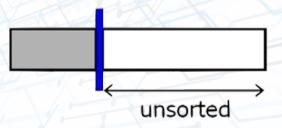








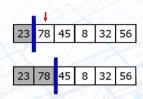
- The list is divided into two parts: sorted and unsorted.
- In each pass, the first element of the unsorted sublist is inserted into the sorted sublist.



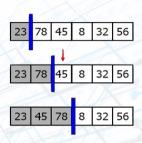


23 78 45 8 32 56

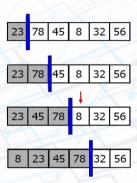




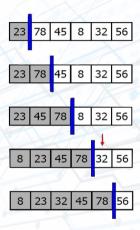




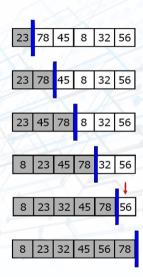














#### **Algorithm** InsertionSort()

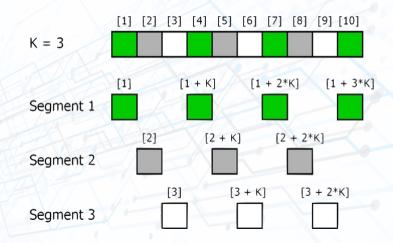
Sorts the contiguous list using straight insertion sort.

```
if count > 1 then
   current = 1
   while current < count do
      temp = data[current]
      walker = current - 1
      while walker >= 0 AND temp.key < data[walker].key do
          data[walker+1] = data[walker]
          walker = walker - 1
       end
      data[walker+1] = temp
       current = current + 1
   end
```



- Named after its creator Donald L. Shell (1959).
- Given a list of N elements, the list is divided into K segments (K is called the increment).
- Each segment contains N/K or more elements.
- Segments are dispersed throughout the list.
- Also is called diminishing-increment sort.





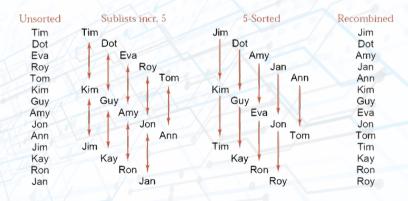


 23
 78
 45
 8
 32
 56

- ullet For the value of K in each iteration, sort the K segments.
- ullet After each iteration, K is reduced until it is 1 in the final iteration.

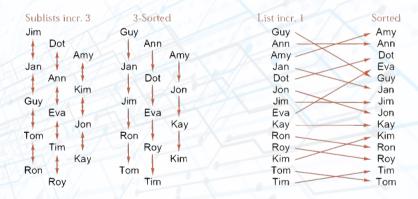
### **Example of Shell Sort**





### **Example of Shell Sort**





### **Choosing incremental values**



- From more of the comparisons, it is better when we can receive more new information.
- Incremental values should not be multiples of each other, other wise, the same keys compared on one pass would be compared again at the next.
- The final incremental value must be 1.

### **Choosing incremental values**



• Incremental values may be:

$$\begin{aligned} &1,4,13,40,121,\dots\\ &k_t=1\\ &k_{i-1}=3*k_i+1\\ &t=|\log_3 n|-1 \end{aligned}$$

· or:

$$1, 3, 7, 15, 31, \dots$$
 $k_t = 1$ 
 $k_{i-1} = 2 * k_i + 1$ 
 $t = |\log_2 n| - 1$ 



```
Algorithm ShellSort()
Sorts the contiguous list using Shell sort.
```

```
\begin{array}{l} \mathsf{k} = \mathsf{first\_incremental\_value} \\ \mathbf{while} \ k >= 1 \ \mathbf{do} \\ | \ \mathsf{segment} = 1 \\ | \ \mathbf{while} \ \mathit{segment} <= k \ \mathbf{do} \\ | \ \mathsf{SortSegment}(\mathsf{segment}) \\ | \ \mathsf{segment} = \mathsf{segment} + 1 \\ | \ \mathbf{end} \\ | \ \mathsf{k} = \mathsf{next\_incremental\_value} \\ | \ \mathbf{end} \\ \end{array}
```

**End** ShellSort



**Algorithm** SortSegment(val segment <int>, val k <int>)

Sorts the segment beginning at segment using insertion sort, step between elements in the segment is k.

```
current = segment + k
while current < count do
   temp = data[current]
   walker = current - k
   while walker >=0 AND temp.key < data[walker].key do
       data[walker + k] = data[walker]
       walker = walker - k
   end
   data[walker + k] = temp
   current = current + k
end
```

### **Insertion Sort Efficiency**



• Straight insertion sort:

$$f(n) = n(n+1)/2 = O(n^2)$$

• Shell sort:

$$O(n^{1.25})$$
 (Empirical study)



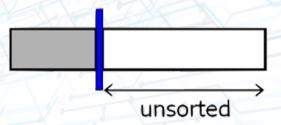
### Selection Sort



In each pass, the smallest/largest item is selected and placed in a sorted list.



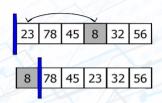
- The list is divided into two parts: sorted and unsorted.
- In each pass, in the unsorted sublist, the smallest element is selected and exchanged with the first element.



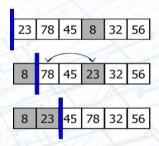


23 78 45 8 32 56

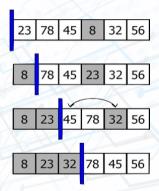




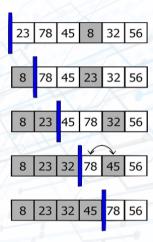




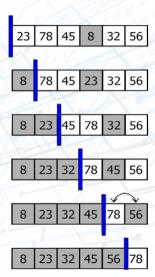












## **Straight Selection Sort**



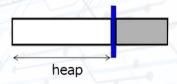
#### **Algorithm** SelectionSort()

Sorts the contiguous list using straight selection sort.

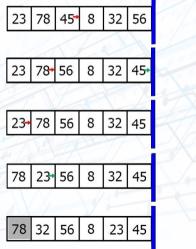
```
current = 0
while current < count - 1 do
   smallest = current
   walker = current + 1
   while walker < count do
      if data [walker].key < data [smallest].key then
       smallest = walker
      end
     walker = walker + 1
   end
   swap(current, smallest)
   current = current + 1
```

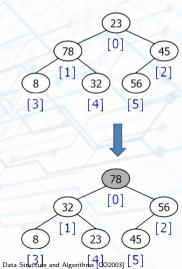


- The unsorted sublist is organized into a heap.
- In each pass, in the unsorted sublist, the largest element is selected and exchanged with the last element.
- The the heap is reheaped.

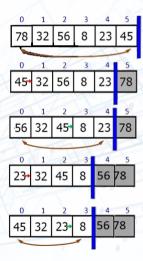


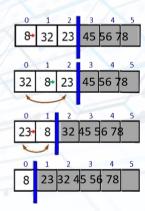














```
Algorithm HeapSort()
Sorts the contiguous list using heap sort.
position = count/2 - 1
while position >= 0 do
   ReheapDown(position, count - 1)
   position = position - 1
end
last = count - 1
while last > 0 do
   swap(0, last)
   last = last - 1
   ReheapDown(0, last - 1)
end
End HeapSort
```

## **Selection Sort Efficiency**



- Straight selection sort:  $O(n^2)$
- Heap sort:  $O(nlog_2n)$



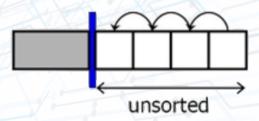
## **Exchange Sort**



- In each pass, elements that are out of order are exchanged, until the entire list is sorted.
- Exchange is extensively used.



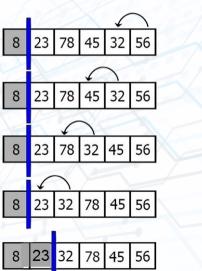
- The list is divided into two parts: sorted and unsorted.
- In each pass, the smallest element is bubbled from the unsorted sublist and moved to the sorted sublist.





4					
23	78	45	8	56	32
		1	-	1	-
23	78	45	8	32	56
23 78 45 8 32 56 23 78 45 8 32 56					
23	78	45	8	32	56
23 78 8 45 32 56					
23	78	8	45	32	56
23 8 78 45 32 56					
23	8	78	45	32	56







# **Algorithm** BubbleSort()

Sorts the contiguous list using bubble sort.

```
current = 0, flag = False
while current < count AND flag = False do
   walker = count - 1
   flag = True
   while walker > current do
       if data [walker].key < data [walker-1].key then
         flag = False
          swap(walker, walker - 1)
       end
       walker = walker - 1
   end
   current = current + 1
```

# **Exchange Sort Efficiency**



• Bubble sort:

$$f(n) = n(n+1)/2 = O(n^2)$$



## **Divide-and-Conquer Sort**



```
Algorithm DivideAndConquer()

if the list has length > 1 then

partition the list into lowlist and highlist lowlist.DivideAndConquer()
highlist.DivideAndConquer()
combine(lowlist, highlist)
end

End DivideAndConquer
```

# Divide-and-Conquer Sort



	Partition	Combine
Merge Sort	easy	hard
Quick Sort	hard	easy

## **Quick Sort**



Algorithm QuickSort()

Sorts the contiguous list using quick sort.

 $recursive Quick Sort (0, \ count \ - \ 1)$ 

End QuickSort

#### **Quick Sort**

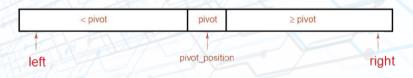


```
Algorithm recursiveQuickSort(val left <int>, val right <int>)
Sorts the contiguous list using quick sort.
Pre: left and right are valid positions in the list
Post: list sorted
if left < right then
   pivot position = Partition(left, right)
   recursiveQuickSort(left, pivot position - 1)
   recursiveQuickSort(pivot position + 1, right)
end
End recursiveQuickSort
```

## **Quick Sort**



Given a pivot value, the partition rearranges the entries in the list as the following figure:

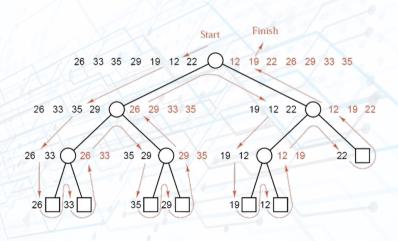


## **Quick Sort Efficiency**



• Quick sort:  $O(nlog_2n)$ 







**Algorithm** MergeSort()
Sorts the linked list using merge sort.

recursiveMergeSort(head)
End MergeSort



```
Algorithm recursiveMergeSort(ref sublist <pointer>)
Sorts the linked list using recursive merge sort.
if sublist is not NULL AND sublist->link is not NULL then
   Divide(sublist, second list)
   recursiveMergeSort(sublist)
   recursiveMergeSort(second list)
   Merge(sublist, second list)
end
End recursiveMergeSort
```

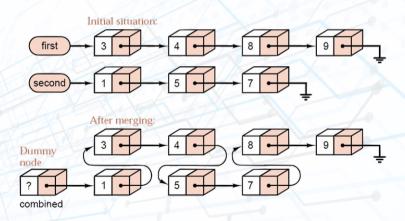


**Algorithm** Divide(val sublist <pointer>, ref second\_list <pointer>) Divides the list into two halves.

```
midpoint = sublist
position = sublist->link
while position is not NULL do
   position = position->link
   if position is not NULL then
       midpoint = midpoint->link
       position = position->link
   end
end
second list = midpoint->link
midpoint->link = NULL
End Divide
```

## Merge two sublists





#### Merge two sublists



```
Algorithm Merge(ref first <pointer>, ref second <pointer>)
Merges two sorted lists into a sorted list.
lastSorted = address of combined
while first is not NULL AND second is not NULL do
   if first->data.key <= second->data.key then
       lastSorted->link = first
      lastSorted = first
       first = first > link
   else
       lastSorted->link = second
       lastSorted = second
       second = second->link
   end
```

end

## Merge two sublists



```
if first is NULL then
   lastSorted->link = second
   second = NULL
else
   lastSorted->link = first
end
first = combined.link
End Merge
```