

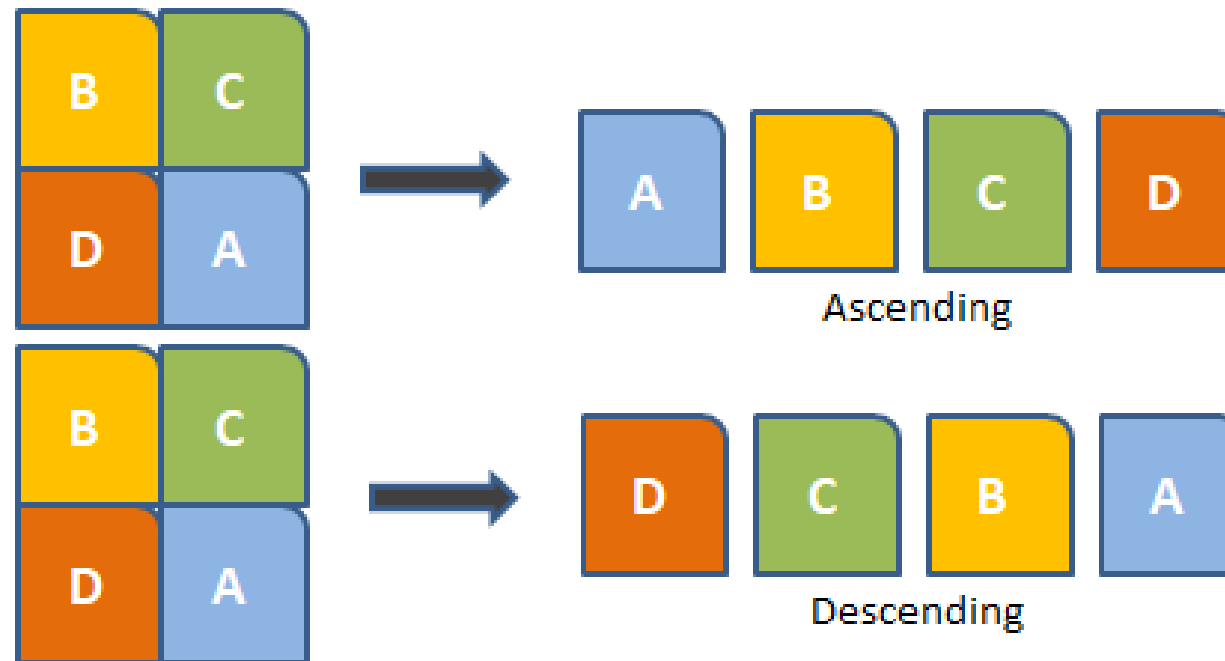
**Session 04**  
**Sorting Algorithms**

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- 1 Bubble Sort
- 2 Insertion Sort
- 3 Selection Sort
- 4 Heap Sort

# Sorting Algorithm

- Sorting is a process organizes **a collection of data** into **ascending/descending** order



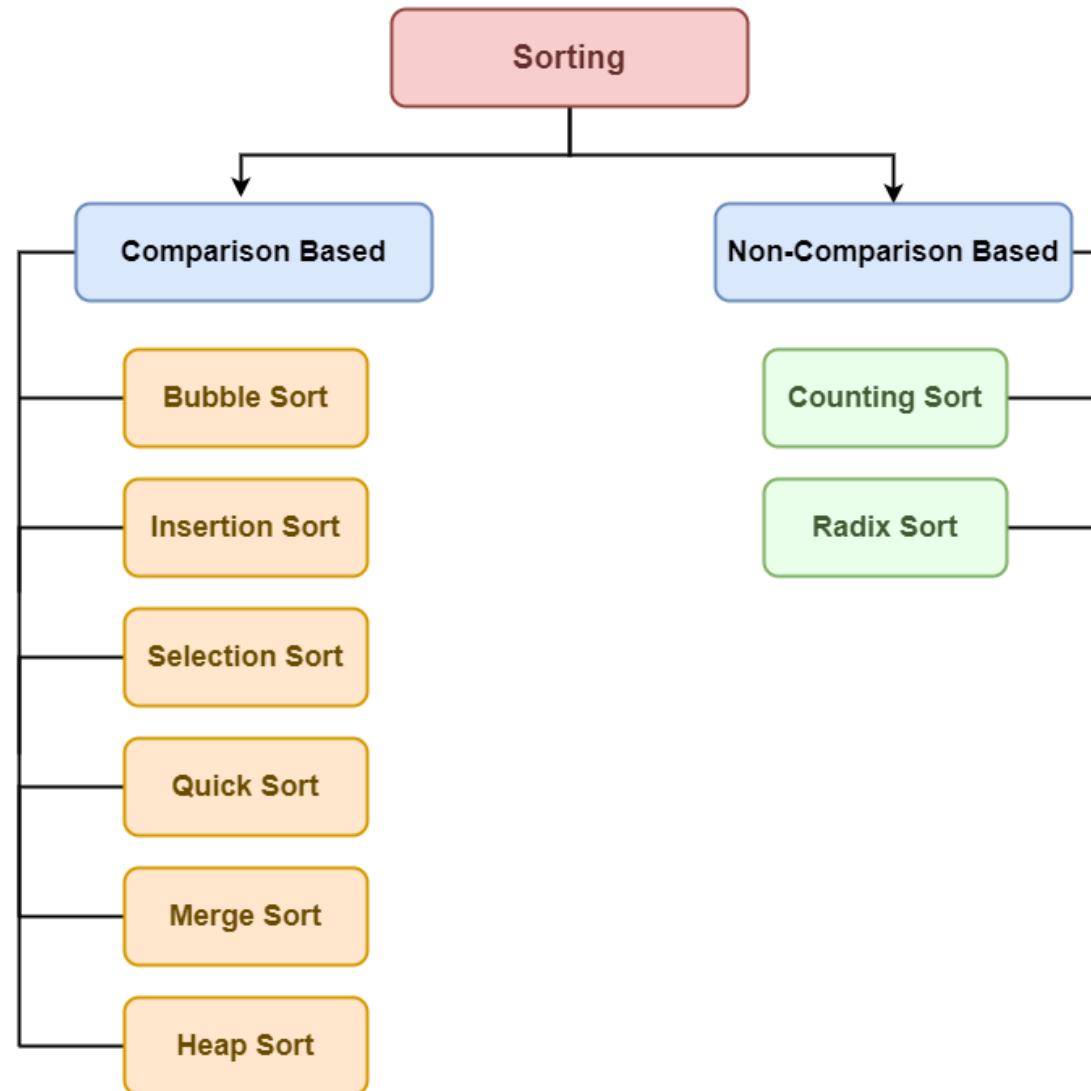
- Sort key: data item which determines order

|   | Name   | Age | Score |
|---|--------|-----|-------|
| 0 | Peter  | 18  | 7     |
| 1 | Riff   | 15  | 6     |
| 2 | John   | 17  | 8     |
| 3 | Michel | 18  | 7     |
| 4 | Sheli  | 17  | 5     |

The sort key can be chosen as

- Name:** arrange student
- Age:** focus on age
- Score:** consider the result

- **Memory usage:** in-place sort / not in-place sort
  - **In-place** (algorithm): sorts the data without using any additional memory.
- **By stability:** maintain the relative order of the records with equal keys
- **Comparison:** utilize comparison or not?
- **Adaptability:** whether the pre-sorted-ness of the input affects the running time or not
- **Data Location:** Internal or external
  - **Internal:** data **fits in** memory
  - **External:** data must reside on **secondary storage**
- We will analyze only **internal** sorting algorithms



- Sorting also has indirect uses. An initial sort of the data can significantly enhance the performance of an algorithm.
- Majority of programming projects use a sort somewhere, and in many cases, the sorting cost determines the running time.
- A comparison-based sorting algorithm makes ordering decisions only based on comparisons.



# Bubble Sort

- **Main idea:** compares two adjacent elements and swaps them until they are in the intended order

5 1 12 -5 16

unsorted

5 1 12 -5 16

5 > 1, swap

1 5 12 -5 16

5 < 12, ok

1 5 12 -5 16

12 > -5, swap

1 5 -5 12 16

12 < 16, ok

1 5 -5 12 16

1 < 5, ok

1 5 -5 12 16

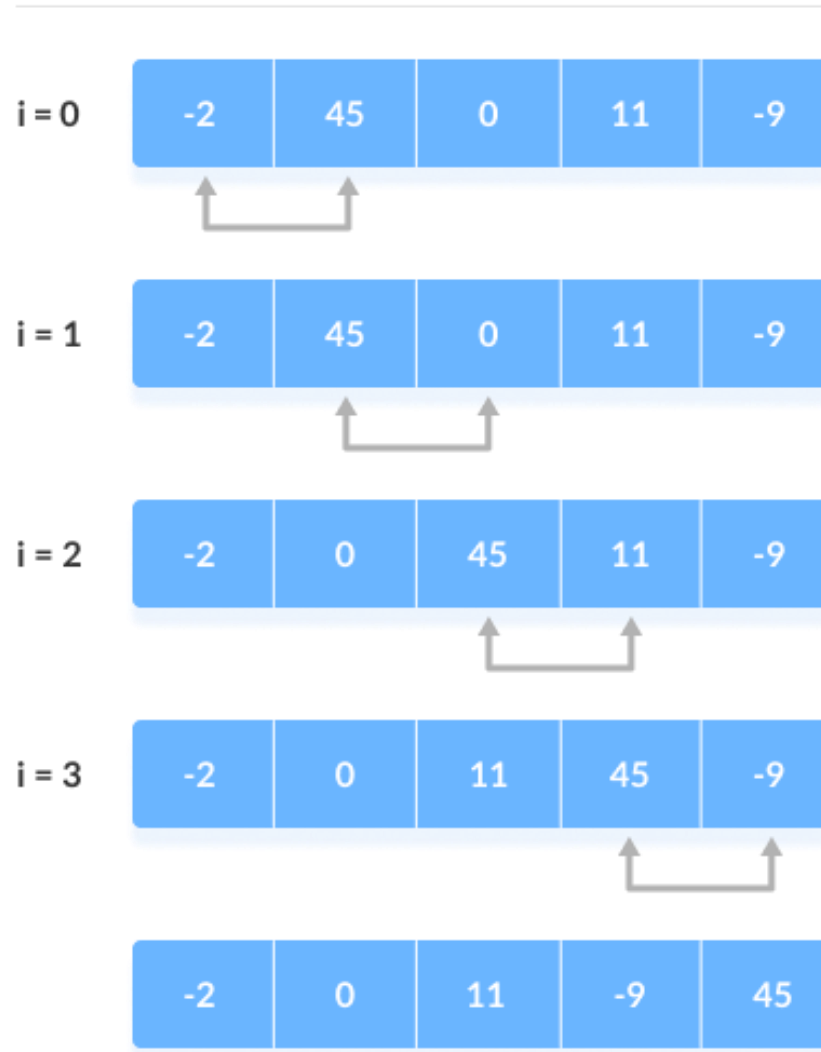
5 > -5, swap

1 -5 5 12 16

5 < 12, ok

- Step 1: Compare and Swap
  - If  $i^{\text{th}}$  and  $(i+1)^{\text{th}}$  elements are in the incorrect positions, swap them

step = 0



- Step 2: Remaining Iteration
  - Repeat Step 1
  - Until sorted list or  $\text{len}(\text{list}) - 1$  times

```
bubbleSort(array)
  for i <- 1 to indexOfLastUnsortedElement-1
    if leftElement > rightElement
      swap leftElement and rightElement
  end bubbleSort
```

**BUBBLE-SORT( $A, n$ )**

//Input: An array  $A[0..n - 1]$  of orderable elements

//Output: Array  $A[0..n - 1]$  sorted in nondecreasing order

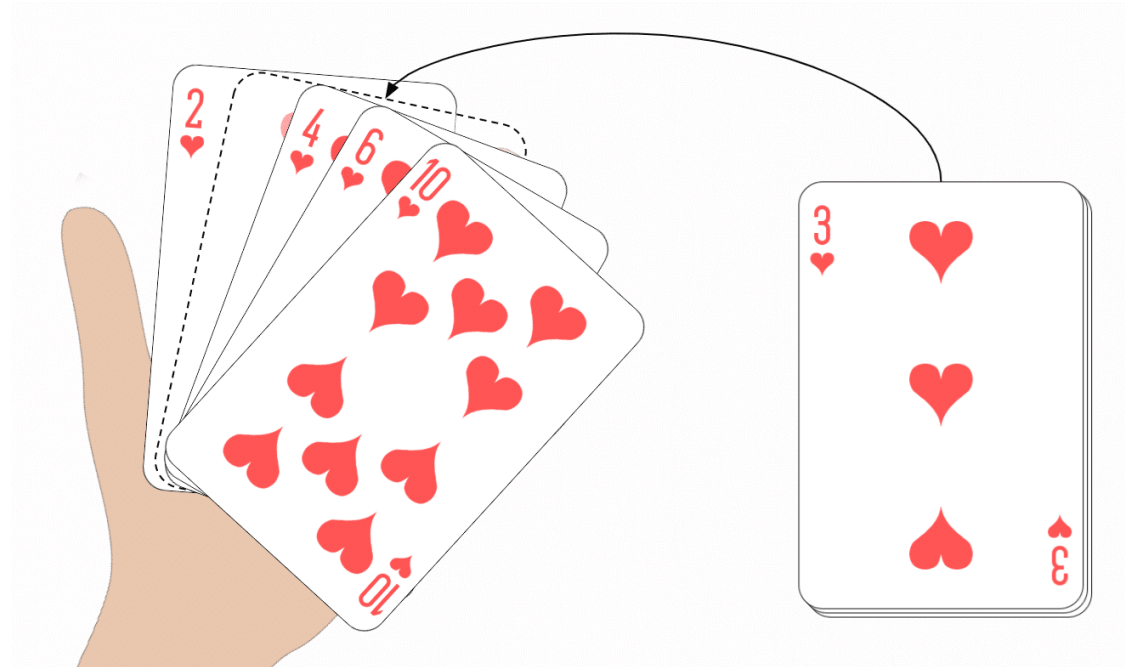
```
1  for i ← 0 to n - 2 do
2    for j ← 0 to n - 2 - i do
3      if  $A[j+1] < A[j]$ 
4        swap  $A[j+1]$  and  $A[j]$ 
```

Basic operation

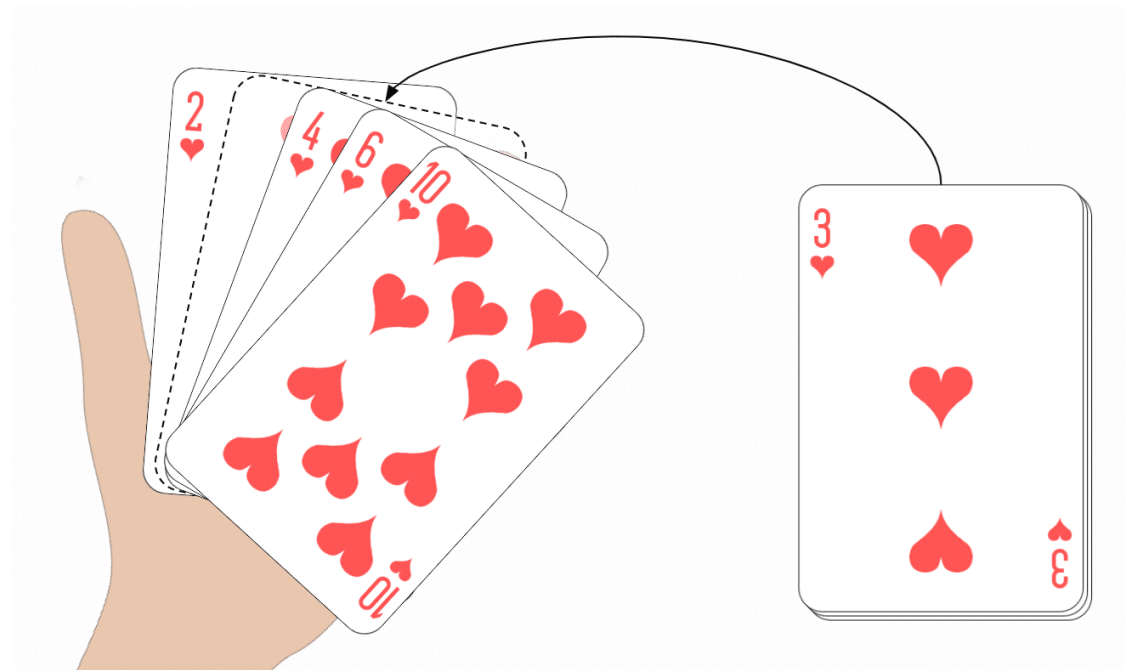
- What is the best and worst case of Bubble Sort
- What is the order of growth function of Bubble Sort ?

# Insertion Sort

- Main idea: Insertion sort works similarly as we sort cards in our hand in a card game



- The first element in the array is assumed to be sorted.
- Try to sort the unsorted element – second card

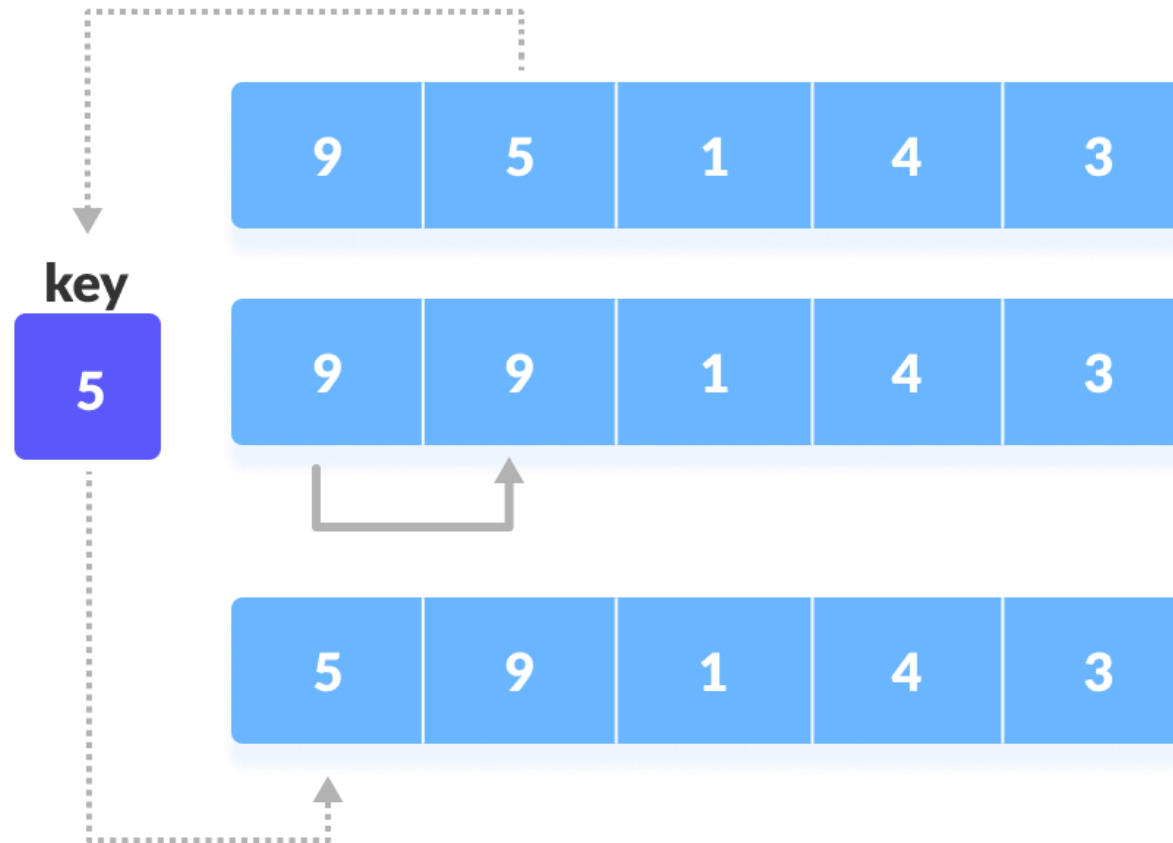




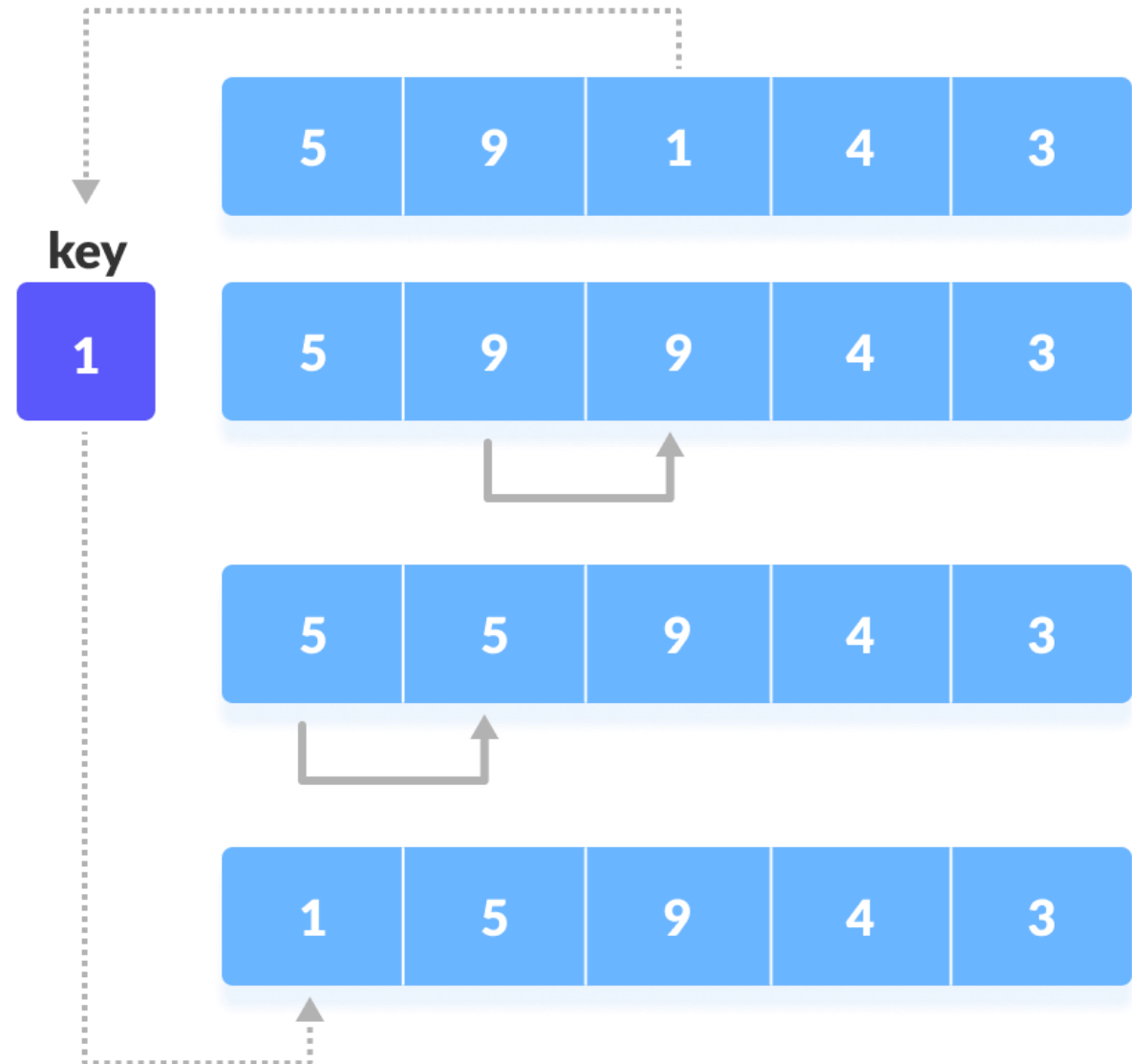
- For example, we consider the following array



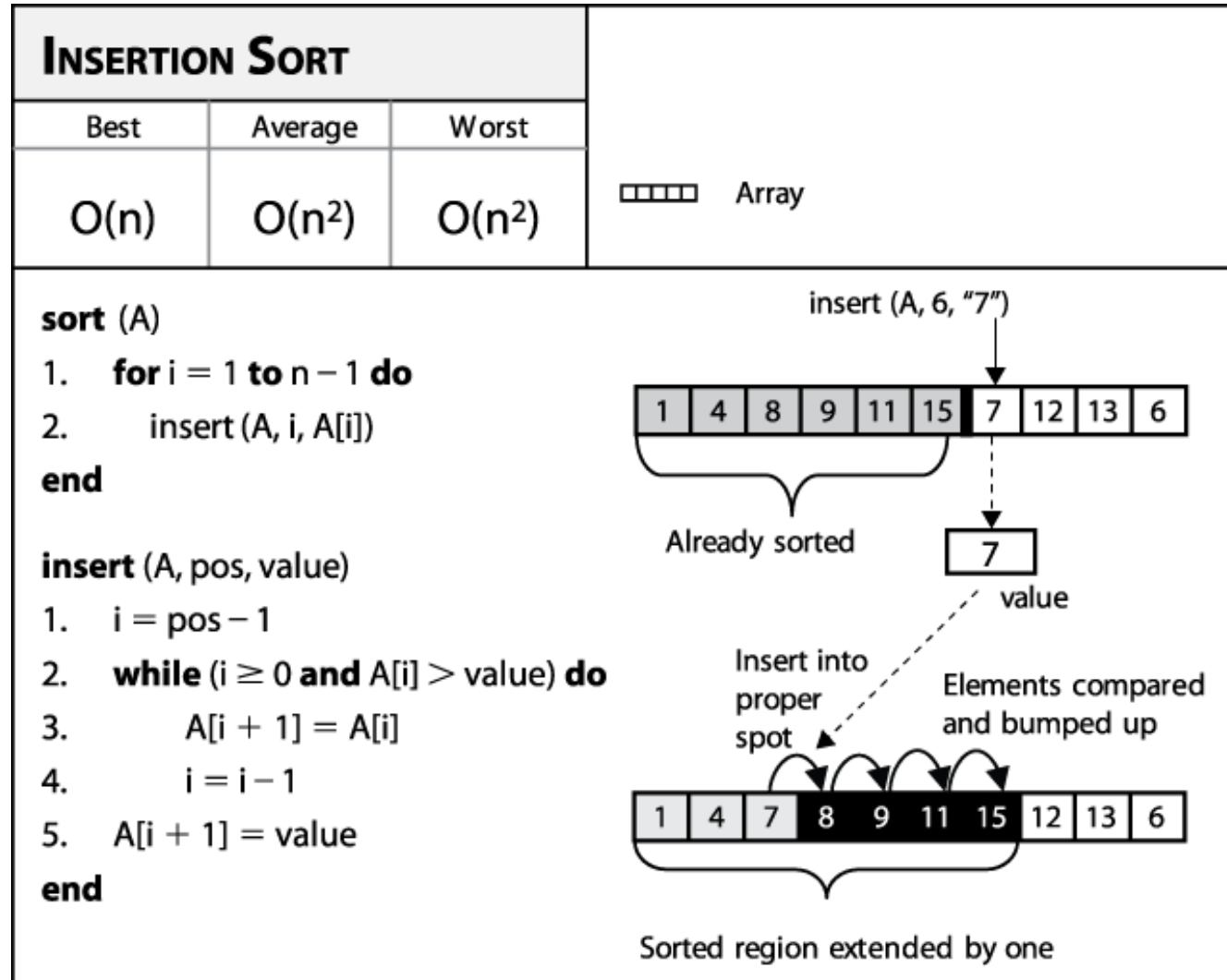
- Consider the first “unsorted” element – 5
  - Find the place to put the unsorted one



- The first two elements are sorted
- Placed the key element just behind the element smaller than it



- Shift the array to right to find the suitable position to put key element



- **What is the best case of insertion sort**

```
void insertionSort(int array[], int size) {  
    for (int step = 1; step < size; step++) {  
        int key = array[step];  
        int j = step - 1;  
        // Compare key with each element on the left of it  
        // until an element smaller than it is found.  
        while (key < array[j] && j >= 0) {  
            array[j + 1] = array[j];  
            --j;  
        }  
        array[j + 1] = key;  
    }  
}
```

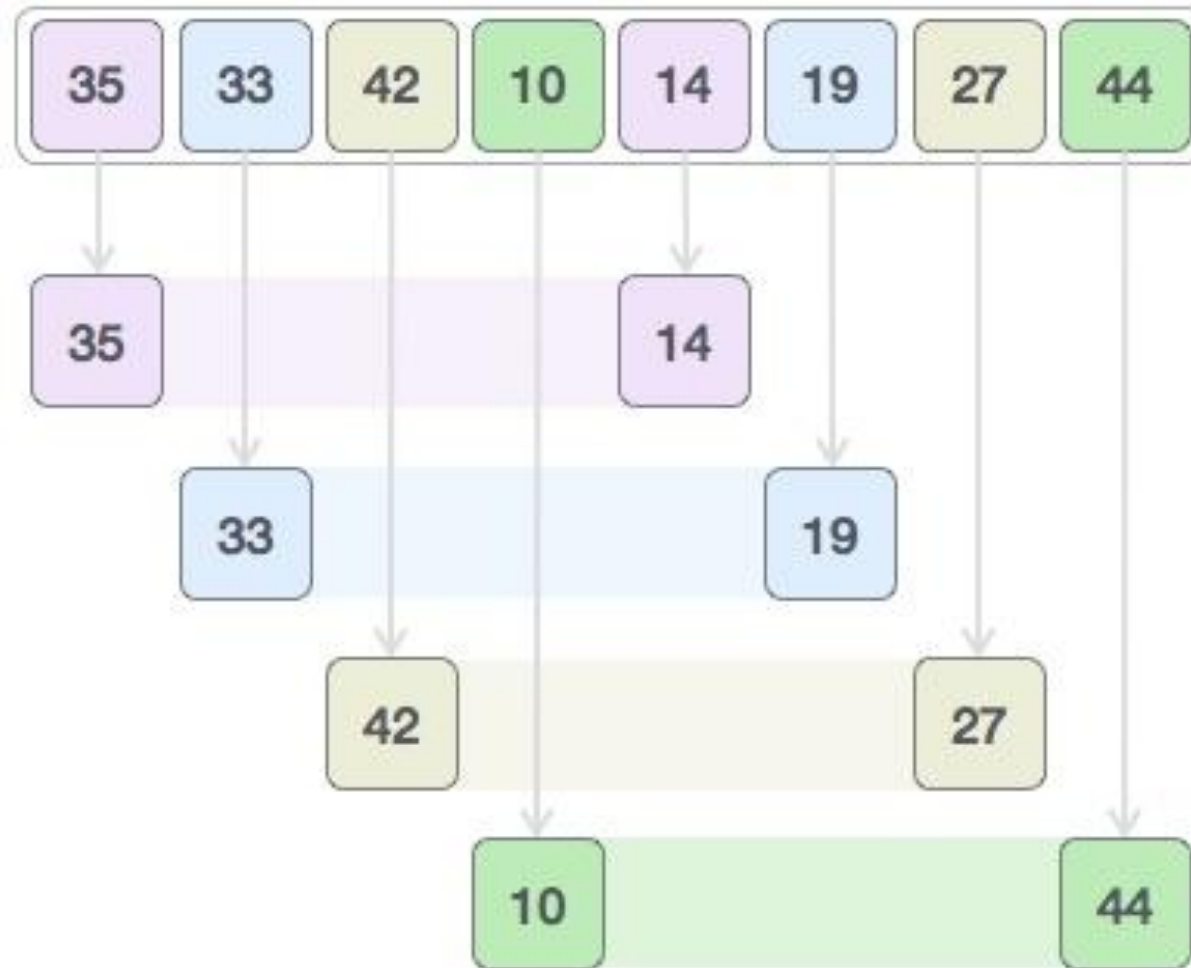
- **What is the worst case of insertion sort**

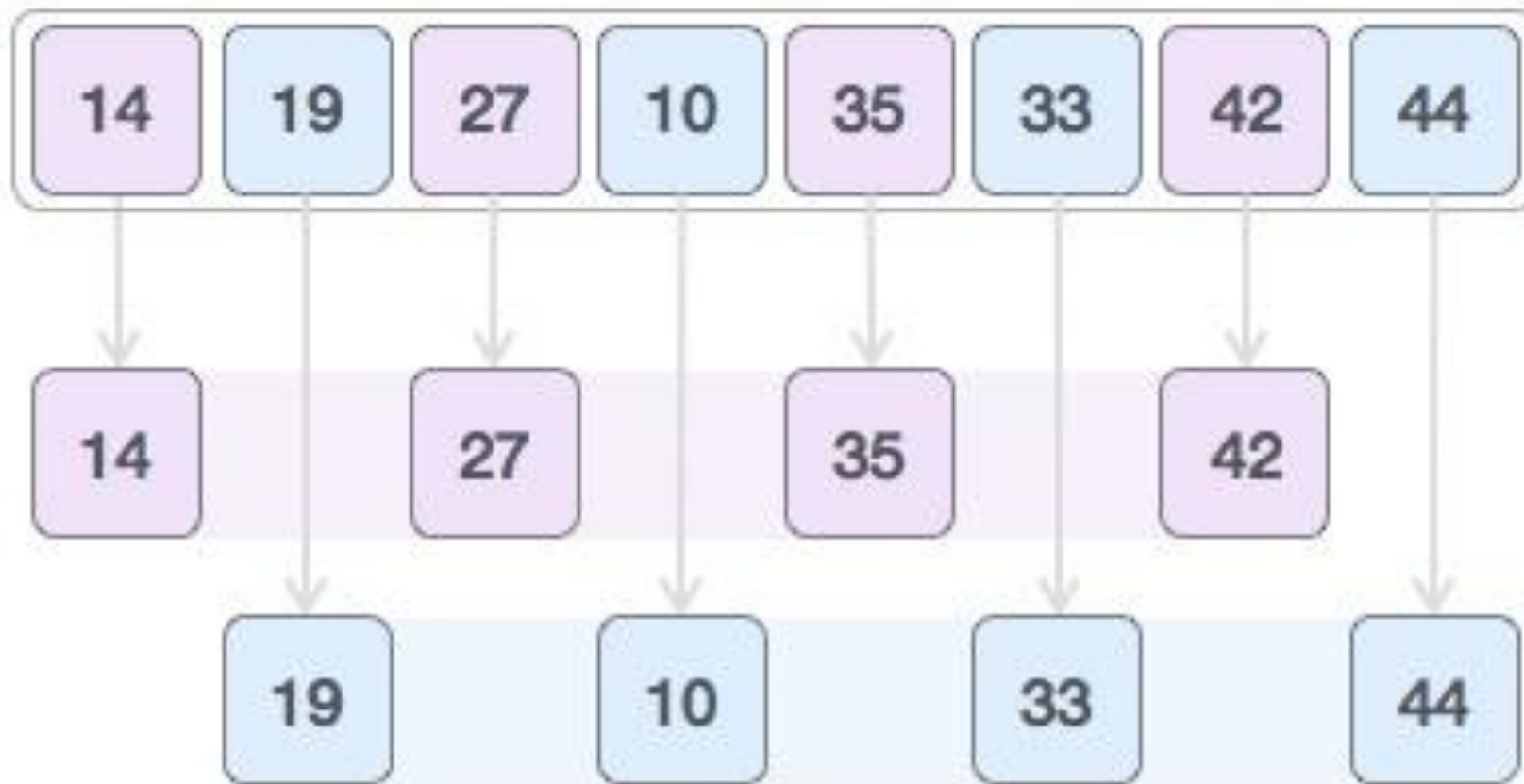
```
void insertionSort(int array[], int size) {  
    for (int step = 1; step < size; step++) {  
        int key = array[step];  
        int j = step - 1;  
        // Compare key with each element on the left of it  
        // until an element smaller than it is found.  
        while (key < array[j] && j >= 0) {  
            array[j + 1] = array[j];  
            --j;  
        }  
        array[j + 1] = key;  
    }  
}
```

# Shell Sort

- Shell sort is mainly a variation of Insertion Sort. In insertion sort, we move elements only one position ahead
- The idea of ShellSort is to allow the exchange of far items
- In Shell sort, we make the array  $h$ -sorted for a large value of  $h$ . We keep reducing the value of  $h$  until it becomes 1. An array is said to be  $h$ -sorted if all sublists of every  $h$ 'th element are sorted







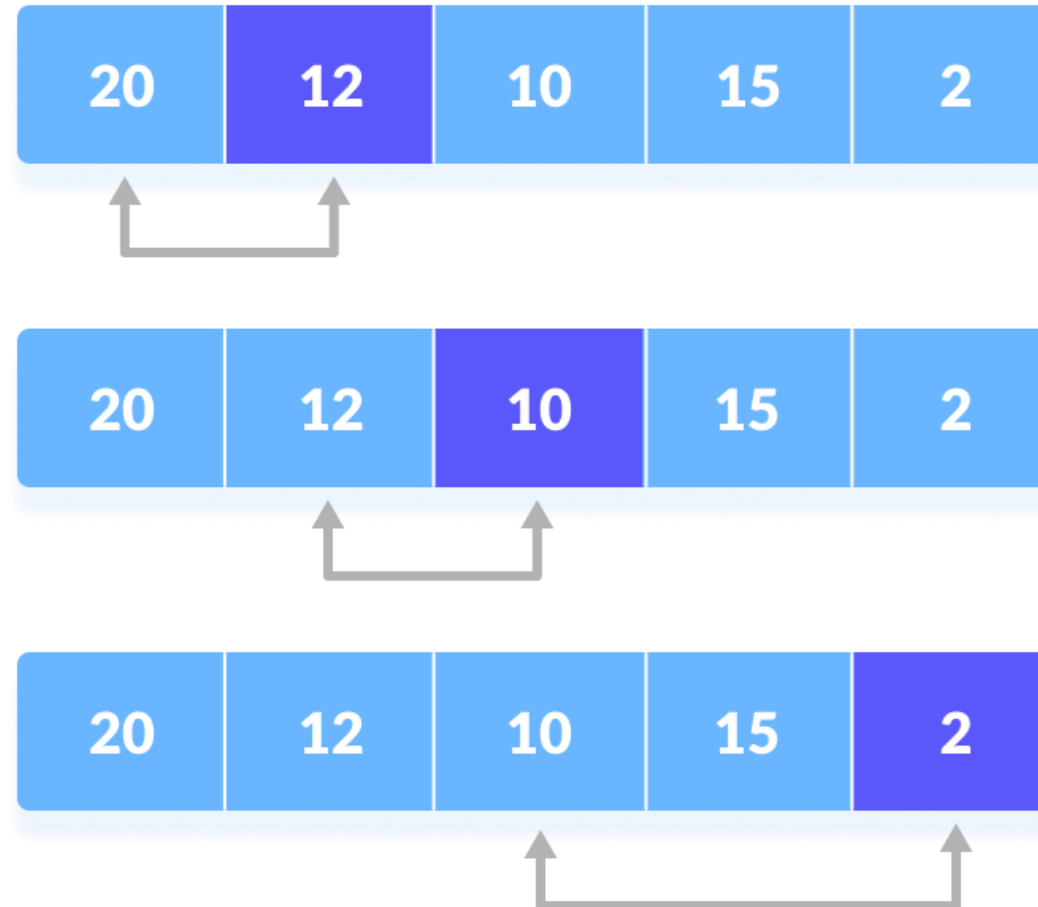
- However, the Shell Sort also depends on the interval length, which is often chosen by Knuth's increments:

$$1, 4, 13, \dots, (3k - 1) / 2$$

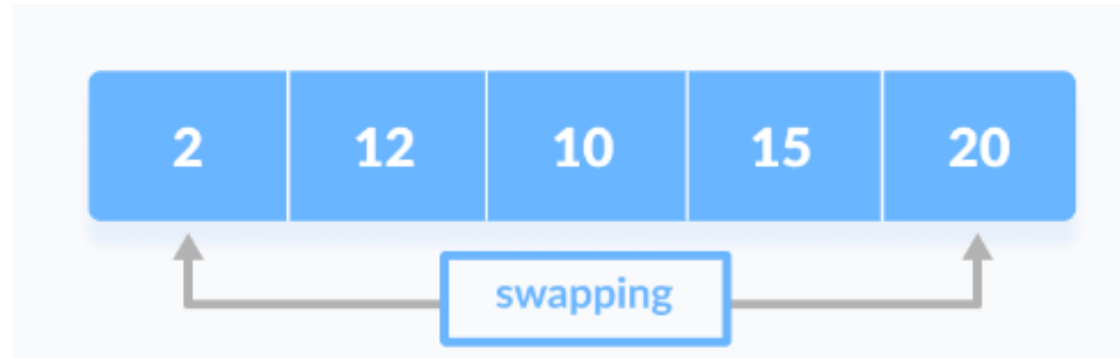
# Selection Sort

- Sort naturally the same as in real-life:
  - The list is divided into two sub-lists, sorted and unsorted, which are divided by an imaginary wall.
  - Find the **smallest element** from the **unsorted sub-list** and move to the correct position (swap it with the element at the beginning of the unsorted data.)
  - After each selection and swapping, increase the number of sorted elements and decrease the number of unsorted ones.
  - Loop those steps until the unsorted list has only 1 element.

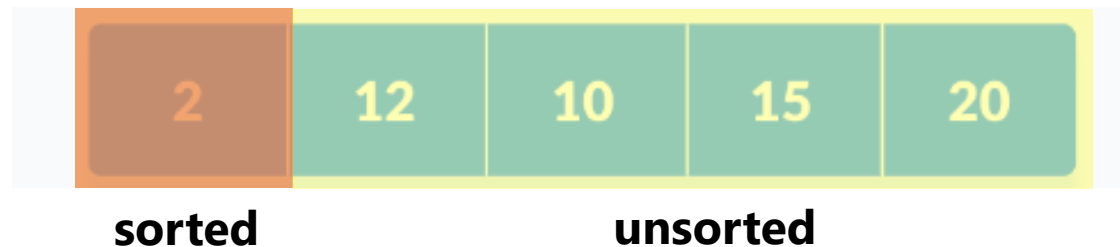
- Step 1: find the minimum value of the list

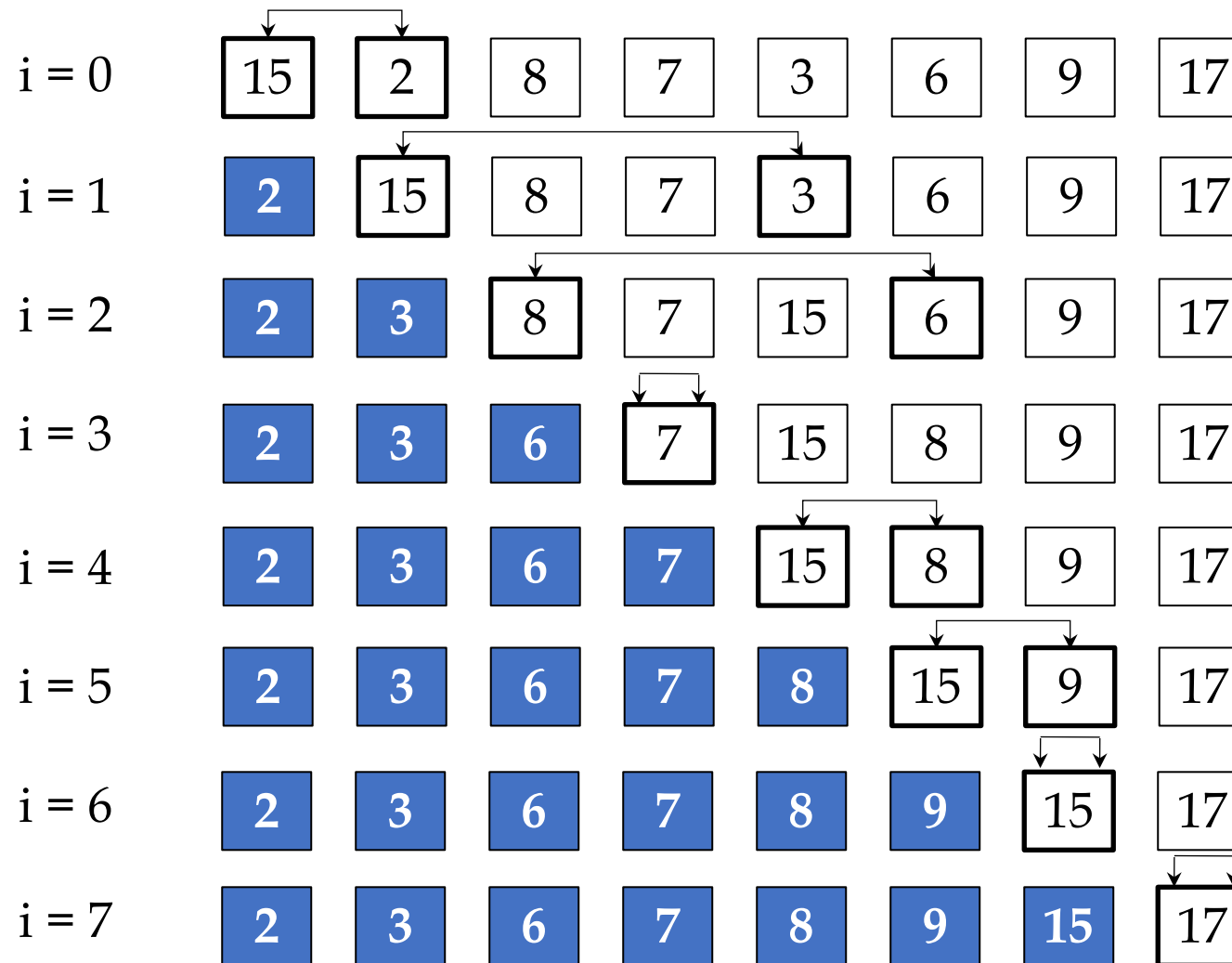


- Step 2: min val is placed in the front of the unsorted list



- Step 3: repeatedly step 1-2 for the unsorted parts







- Which operation should be used for analysis?
- How many operations are there with size of the problem  $n$ ?
- Best case? Worst case?

SELECTION-SORT( $A, n$ )

//Input: An array  $A[0..n - 1]$  of orderable elements

//Output: Array  $A[0..n - 1]$  sorted in nondecreasing order

---

```
1  for  $i \leftarrow 0$  to  $n - 2$  do
2       $\text{min} \leftarrow i$ 
3      for  $j \leftarrow i + 1$  to  $n - 1$  do
4          if  $A[j] < A[\text{min}]$ 
5               $\text{min} \leftarrow j$ 
6      swap  $A[i]$  and  $A[\text{min}]$ 
```



Basic operation

- In general, we compare keys and move items (or exchange items) in a sorting algorithm (which uses key comparisons).
- To analyze a sorting algorithm, we should count the number of key comparisons and the number of moves.
- Ignoring other operations does not affect our result.
- The outer for loop executes  $n-1$  times. We invoke swap function once at each iteration.
  - Total Swaps:  $n-1$
  - Total Moves:  $3*(n-1)$  (Each swap has three moves)

- The inner for loop executes the size of the unsorted part minus 1 (from 1 to  $n-1$ ), and in each iteration we make one key comparison.

$$\text{Number of key comparisons} = 1+2+\dots+n-1 = \frac{n*(n-1)}{2}$$

- The best case, the worst case, and the average case of the selection sort algorithm are same.
- Order of the algorithm:  **$O(n^2)$**

- If sorting a very large array, selection sort algorithm probably too inefficient to use.
- **What is the advantage of this algorithm?**

- If sorting a very large array, selection sort algorithm probably too inefficient to use.
- **What is the advantage of this algorithm?**
  - Since selection sort is an in-place sorting algorithm, it does not require additional storage
  - ...

- The behavior of the selection sort algorithm does not depend on the initial organization of data.
- Although the selection sort algorithm requires  $O(n^2)$  key comparisons, it only requires  $O(n)$  moves.
- A selection sort could be a good choice if data moves are costly but key comparisons are not costly (short keys, long records).



# Heap Sort

- Definition (array-based representation):
  - Heap is a collection of  $n$  elements ( $a_0, a_1, \dots, a_{n-1}$ ) in which every element (at position  $i$ ) in the first half is greater than or equal to the elements at position  $2i+1$  and  $2i+2$ .
    - (if  $2i+2 \geq n$ , just  $a_i \geq a_{2i+1}$  satisfied).
- i.e., for every  $i$  ( $0 \leq i \leq n/2 - 1$ )  
$$a_i \geq a_{2i+1} \text{ and } a_i \geq a_{2i+2}$$
- Heap in above definition is called **max-heap**. (We also have min-heap structure).

- Examples:
  - A max-heap: 9, 5, 6, 4, 5, 2, 3, 3
  - A min-heap: 8, 15, 10, 20, 17, 12, 18, 21, 20
- Give some more examples of:
  - A max-heap with 11 elements
  - A min-heap with 7 elements
- Where is the largest element in max-heap?

- **Property:**
  - The **first element** of the max-heap is always the largest.

- Input: An array  $a[]$ ,  $n$  elements
- Output: A heap  $a[]$ ,  $n$  elements
- Step 1. Start from the middle of the array  
Initialize  $\text{index} = n/2 - 1$
- Step 2. 

```
while (index >= 0) {  
    heapRebuild at position index  
    //heapRebuild(index, a, n)  
    index = index - 1  
}
```

- Step 1. Initialize  $k = \text{pos}$ ,  $v = A[k]$ ,  $\text{isHeap} = \text{false}$
- Step 2.

```
while !isHeap and  $2*k+1 < n$  do
```

```
     $j = 2*k + 1$  //first element
```

```
    if  $j < n - 1$  //has enough 2 elements
```

```
        if  $A[j] < A[j + 1]$  then  $j = j + 1$ 
```

```
        //position of the larger between  $A[2*k+1]$  and  $A[2*k+2]$ 
```

```
    if  $A[k] \geq A[j]$  then  $\text{isHeap} = \text{true}$ 
```

```
    else
```

```
        swap between  $A[k]$  and  $A[j]$ 
```

```
     $k = j$ 
```

- Construct a heap from the following list:

2, 9, 7, 6, 5, 8

- Construct a heap from the following list:

5, 8, 1, 9, 0, 2, 6, 3, 4

5 - 8 - 6 - 9 - 0 - 2 - 1 - 3 - 4      ( $a_3 \rightarrow x, a_2 \rightarrow a_6$ )

5 - 9 - 6 - 8 - 0 - 2 - 1 - 3 - 4      ( $a_1 \rightarrow a_3, a_3 \rightarrow x$ )

9 - 5 - 6 - 8 - 0 - 2 - 1 - 3 - 4      ( $a_0 \rightarrow a_1$ )

9 - 8 - 6 - 5 - 0 - 2 - 1 - 3 - 4      ( $a_1 \rightarrow a_3, a_3 \rightarrow x$ )



- An interesting sorting algorithm discovered by J.W.J. Williams (in 1964).
- Idea is same as Selection Sort.
- It has two stages:
  - Stage 1: (**heap construction**). Construct a heap for a given array.
  - Stage 2: (**maximum deletion**). Apply the maximum key deletion  $n-1$  times to the remaining heap
    - Exchange the first and the last element of the heap.
    - Decrease the heap size by 1.
    - Rebuild the heap at the first position.

```
HeapSort(a[], n)
{
    heapConstruct(a, n);
    r = n - 1;
    while (r > 0)
    {
        swap(a[0], a[r]);
        heapRebuild(0, a, r); //heapConstruct(a, r);
        r = r - 1;
    }
}
```

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  - Stage 1: (**heap construction**). Construct a heap for a given array.
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    - Rebuild the heap at the first position.

Illustrate heap sort to get 3<sup>rd</sup> max element in the below array:

5, 8, 1, 9, 0, 2, 6, 3, 4

After heap construction, we have max heap: 9 – 8 – 6 – 5 – 0 – 2 – 1 – 3 – 4

4 – 8 – 6 – 5 – 0 – 2 – 1 – 3 – **9** (a0 → a8)

**8** – 4 – 6 – 5 – 0 – 2 – 1 – 3 – **9** (a0 → a1)

**8** – 5 – 6 – 4 – 0 – 2 – 1 – 3 – **9** (a1 → a3, a3 → x)

**3** – 5 – 6 – 4 – 0 – 2 – 1 – **8 – 9** (a0 → a7)

**6** – 5 – **3** – 4 – 0 – **2 – 1** – **8 – 9** (a0 → a2, a2 → x)

**1** – 5 – **3** – 4 – 0 – **2** – **6 – 8 – 9** (a0 → a6)

**5** – 1 – **3** – 4 – 0 – **2** – **6 – 8 – 9** (a0 → a1)

**5** – 4 – **3** – 1 – 0 – **2** – **6 – 8 – 9** (a1 → a3)

**2** – 4 – **3** – 1 – 0 – **5** – **6 – 8 – 9** (a0 → a5)

- Best case, Worst case, Average case are the same.
- The order of this algorithm:  $O(n\log_2 n)$

1. The heap construction stage:  $O(n)$
2. The second stage: the number of key comparisons  $C(n)$  needed for eliminating the root keys from the heaps of diminishing sizes from  $n$  to 2, we have:

$$\begin{aligned} C(n) &\leq 2\lfloor \log_2(n-1) \rfloor + 2\lfloor \log_2(n-2) \rfloor + \cdots + 2\lfloor \log_2 1 \rfloor \leq 2 \sum_{i=1}^{n-1} \log_2 i \\ &\leq 2 \sum_{i=1}^{n-1} \log_2(n-1) = 2(n-1) \log_2(n-1) \leq 2n \log_2 n. \in O(n \log_2 n) \end{aligned}$$

3. For both stages, we get:  $O(n) + O(n \log_2 n) = O(n \log_2 n)$

- Advantages:
  - The algorithm is also highly consistent with very low memory usage.
  - In-place sort: does not require extra storage
- Disadvantages:
  - unstable
  - expensive
  - not very efficient when working with highly complex data.

- Utilize Heap Sort to arrange the following array

4, 1, 3, 14, 16, 9, 10



THANK YOU  
for YOUR ATTENTION