

Sorting

CSC 212: Data Structures

King Saud University



- The sorting problem.
- Properties of sorting algorithms.
- General purpose sorting algorithms:
 - Quadratic sorting algorithms: selection sort and bubble sort.
 - Sub-quadratic sorting algorithms: merge sort.

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Often, the elements to be sorted contain keys and data:

$$((5, A), (2, C), (7, A), (2, B), (1, B)) \rightarrow ((1, B), (2, C), (2, B), (5, A), (7, A)).$$

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- $\{(1, B), (2, C), (2, B), (5, A), (7, A)\}$ is a stable sorting.
- $\{(1, B), (2, B), (2, C), (5, A), (7, A)\}$ is not a stable sorting, since the order of $(2, B)$ and $(2, C)$ is reversed.

- Algorithms which can be used to sort any type of keys.
- They are based on comparison only and do not assume any other property in the keys (for example, they do not require the keys to be integers or strings).

Selection sort gradually builds the sorted array by finding the correct key for each new position.

```
public static void selectionSort(int[] A, int n) {  
    for (int i = 0; i < n - 1; i++) {  
        int min = i;  
        for (int j = i + 1; j < n; j++) { // Search for the minimum  
            if (A[j] < A[min])  
                min = j;  
        }  
        // Swap A[i] with A [min]  
        int tmp = A[i];  
        A[i] = A[min];  
        A[min] = tmp;  
    }  
}
```

Example

$\uparrow\uparrow$ indicates i , \uparrow indicates min .

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- Worst case time complexity: $O(n^2)$ (quadratic).
- Average case time complexity: $O(n^2)$.
- Space complexity: $O(1)$.
- In-place: Yes.
- Stable: No.

Example

The array $\{(2, A), (2, B), (1, C)\}$ will be sorted as $\{(1, C), (2, B), (2, A)\}$.

Bubble sort sorts the array by repeatedly swapping non-ordered adjacent keys. After each for loop iteration, the maximum is moved (or *bubbled*) towards the end.

```
public static void bubbleSort(int A[], int n) {  
    for (int i = 0; i < n - 1; i++) {  
        for (int j = 0; j < n - 1 - i; j++) {  
            if (A[j] > A[j + 1]) {  
                // Swap A[j] with A[j + 1]  
                int tmp = A[j];  
                A[j] = A[j + 1];  
                A[j + 1] = tmp;  
            }  
        }  
    }  
}
```

Example

(12, 5, 8, 16, 9, |31)

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- Worst case time complexity: $O(n^2)$ (quadratic).
- Average case time complexity: $O(n^2)$.
- Space complexity: $O(1)$.
- In-place: Yes.
- Stable: Yes.

Remark

Bubble sort performs a lot of swaps, and as a result it has in practice a poor performance compared to selection sort.

Merge sort is a divide-and-conquer algorithms to sort an array of n elements:

- ➊ Divide the array into two equal parts.
- ➋ Sort each part apart (recursively).
- ➌ Merge the two sorted parts.

The key step in merge sort is merging two sorted arrays, which can be done in $O(n)$.

Example

Given two arrays $B = \{1, 4, 6\}$ and $C = \{2, 3, 7, 8\}$, the result of merging B and C is $\{1, 2, 3, 4, 6, 7, 8\}$.

```
public static void mergeSort(int[] A, int l, int r) {  
    if (l >= r)  
        return;  
    int m = (l + r) / 2;  
    mergeSort(A, l, m); // Sort first half  
    mergeSort(A, m + 1, r); // Sort second half  
    merge(A, l, m, r); // Merge  
}
```

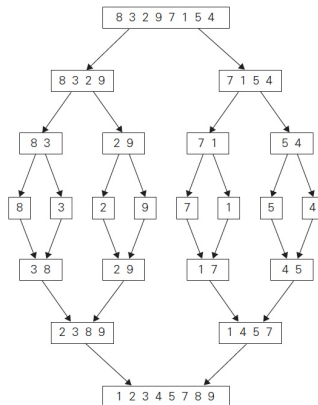
Merge sort

```
private static void merge(int[] A, int l, int m, int r) {  
    int[] B = new int[r - l + 1];  
    int i = l, j = m + 1, k = 0;  
    while (i <= m && j <= r)  
        if (A[i] <= A[j])  
            B[k++] = A[i++];  
        else  
            B[k++] = A[j++];  
    if (i > m)  
        while (j <= r)  
            B[k++] = A[j++];  
    else  
        while (i <= m)  
            B[k++] = A[i++];  
    for (k = 0; k < B.length; k++)  
        A[k + l] = B[k];  
}
```

Merge sort

Example

Sort the array: 8, 3, 2, 9, 7, 1, 5, 4.



- Worst case time complexity: $O(n \log n)$ (sub-quadratic).
- Average case time complexity: $O(n \log n)$.
- Space complexity: $O(n)$ (requires auxiliary memory).
- In-place: No.
- Stable: Yes.