Algorithms and Data Structures

Sorting (Ch. 7)

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Today

- » Sorting
- » Simple sorts: Selection, Insert, Bubble, Shell
- » Merge
- » Quick
- » Specialized
 - » Radix

Sorting

Preliminaries

- » We consider comparison-based sorting
 - » I.e., Comparable and compareTo in Java
- » To keep it simple, we generally assume int
 - » But we can sort any type that is comparable
- » and arrays (Python lists)
 - » But we can obviously sort linked structures

Total order

- » A total order is a binary relation ≤ that satisfies
 - » Antisymmetry: if $v \le w$ and $w \le v$, then v = w
 - » Transitivity: if $v \le w$ and $w \le x$, then $v \le x$
 - » Totality: either $v \le w$ or $w \le v$ or both
- » Standard order for, e.g., natural or real numbers

A sorted list

- » Total order holds
- » So, if [a,b,c,d] is sorted, ...
- \Rightarrow ... $a \le b \le c \le d$ should hold

Check if sorted

```
1 def is_sorted(l:list[int]) -> bool:
2   for i in range(1, len(l)):
3     if l[i - 1] > l[i]:
4     return False
5   return True
```

Testing it

```
import random

limport random.

lim
```

Some sorting terminology

- » In-place: the list is sorted in-place, i.e., it does not require any additional storage to sort the list
- » Stable: Elements with the same value maintains their relative order

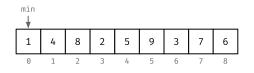
Simple algorithms

Selection sort

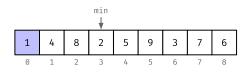
- » Simple idea: in iteration i, find the index of the smallest remaining entry
- » Swap the element at index i and the smallest value

Selection sort

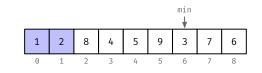
Iteration 0: find the smallest element in [0, 8] and swap with index 0



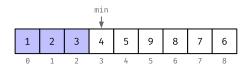
Iteration 1: find the smallest element in [1, 8] and swap with index 1



Iteration 2: find the smallest element in [2, 8] and swap with index 2

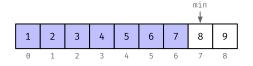


Iteration 3: find the smallest element in [3, 8] and swap with index 3



Iterations 4 to 6

Iteration 7: find the smallest element in [7, 8] and swap with index 7



Implementation

```
1 def selection_sort(l:list[int]) -> None:
2    n = len(l)
3    for i in range(n):
4        mn = i
5        for j in range(i + 1, n):
6         if l[mn] > l[j]:
7         mn = j
8        l[i], l[mn] = l[mn], l[i]
```

Testing it

```
1 lst = random.sample(range(1, 1_001), k=20)
2
3 assert is_sorted(lst) == False
4 selection_sort(lst)
5 assert is_sorted(lst) == True
```

Analysis

- » In-place and unstable
 - \sim Consider [4, 3, 4', 1]
- $(n-1) + (n-2) + ... + 1 + 0 \sim n^2 / 2$ compares and n swaps
- » Insensitive to input, $O(n^2)$ whether sorted or completely random
- » Minimal data movement

Insert sort

- » In iteration i, swap the value at index i with each larger entry to its left
- » So, move the value at index i to the correct place

Insert sort



 1
 4
 8
 2
 5
 9
 3
 7
 6

 0
 1
 2
 3
 4
 5
 6
 7
 8

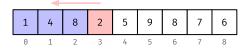
Iteration 1: move 4 left while the elements are larger. In this case, do nothing



Iteration 2: move 8 left while the elements are larger. In this case, do nothing



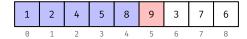
Iteration 3: move 4 left while the elements are larger. Swaps 2 and 8, and 2 and 4



Iteration 4: move 5 left while the elements are larger. Swaps 5 and 8.



Iteration 5: move 9 left while the elements are larger. In this case, do nothing



Implementation

Testing it

```
1 lst = random.sample(range(1, 1_001), k=20)
2
3 assert is_sorted(lst) == False
4 insert_sort(lst)
5 assert is_sorted(lst) == True
```

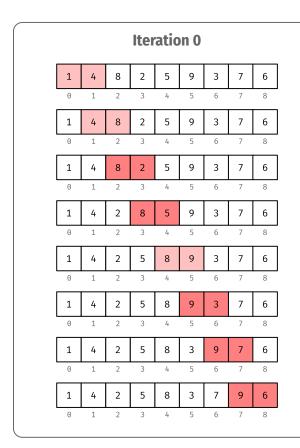
Analysis

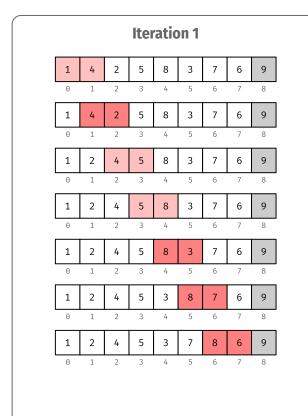
- » In-place and stable
- » Depends on input
 - \rightarrow If sorted, n-1 compares and 0 exchanges
 - » If descending order, ~ $0.5 \cdot n^2$ compares and exchanges
 - » Average case, same but 0.25
- » Still $O(n^2)$, but runs in linear time if partially sorted

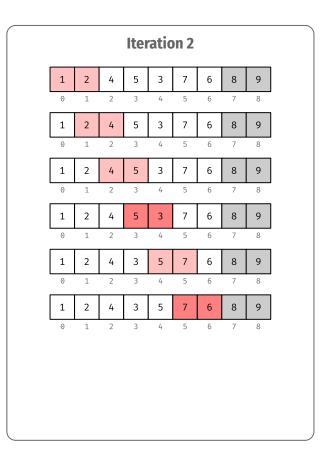
Bubble sort

- » Iterate over the list, compare pairs, and swap if left is smaller than right
- » Keep iterating until there are no swaps

Bubble sort







Implementation

```
1 def bubble_sort(l:list[int]) -> None:
2    n = len(l)
3    for i in range(n):
4       swp = False
5       for j in range(n - i - 1):
6         if l[j] > l[j + 1]:
7         l[j], l[j + 1] = l[j + 1], l[j]
8         swp = True
9    if not swp:
10    break
```

25

Testing it

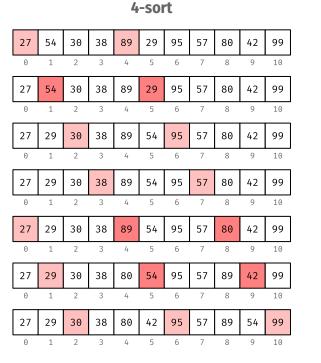
```
1 lst = random.sample(range(1, 1_001), k=20)
2
3 assert is_sorted(lst) == False
4 bubble_sort(lst)
5 assert is_sorted(lst) == True
```

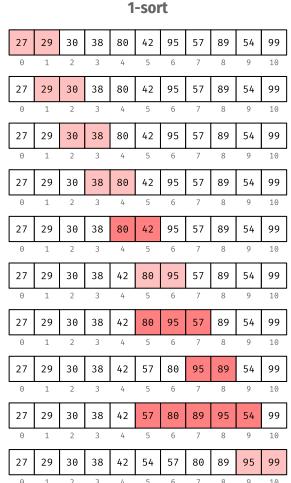
Analysis

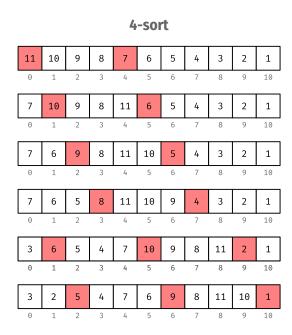
- » In-place and stable
- » Similar to insert sort
 - » Depends on input, if almost sorted, linear
- \rightarrow So, $O(n^2)$

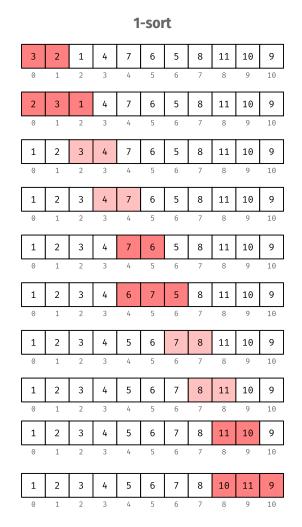
- » Move elements more than one position at a time
- » h-sorting
- » if h is 4
 - \rightarrow Check lst[h] < lst[h + 4]
- » Shellsort
 - » h-sort the array with decreasing values of h
 - » 13 sort, 4 sort, 1 sort

- » We use insertion sort with stride h
- » Big increments, small subarray
- » Small increments, nearly in order









Which sequence of h?

- » Any should work, but there are better and worse
- » Powers of two is bad (only even until 1)
- \Rightarrow 3x 1 is ok
 - » Performs reasonably well and is easy to compute
- » There are better sequences

Implementation

```
1 def shellsort(l:list[int]) -> None:
   h, n = 1, len(1)
  while h < n // 3:
   h = 3 * h + 1
   while h >= 1:
       for i in range(h, n):
         j = i
        while j \ge h and l[j] < l[j - h]:
           l[j], l[j - h] = l[j - h], l[j]
10
        j -= h
11
12
  h = h // 3
```

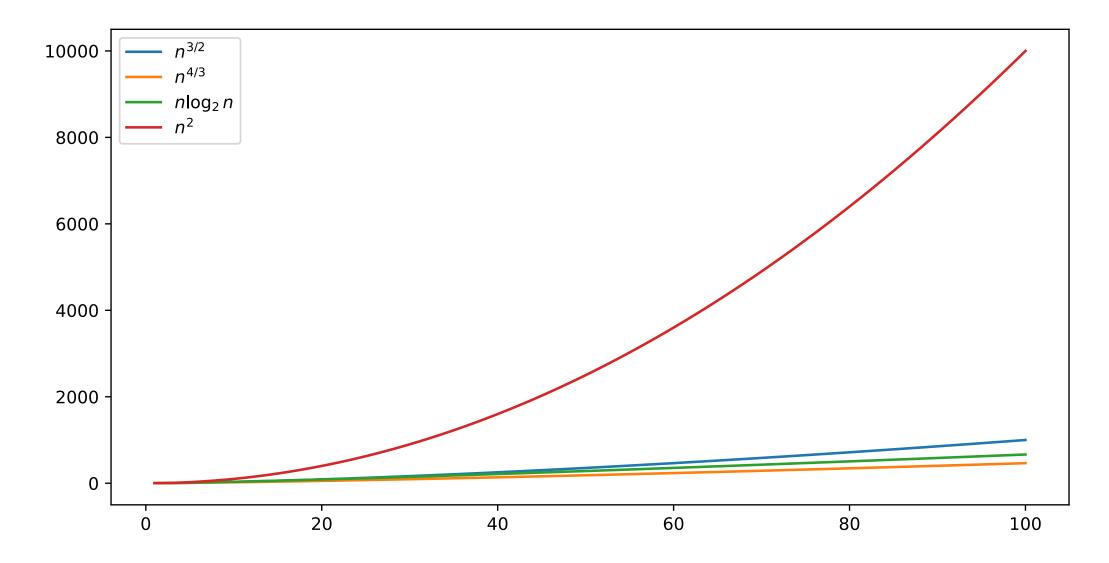
Testing it

```
1 lst = random.sample(range(1, 1_001), k=20)
2
3 assert is_sorted(lst) == False
4 shellsort(lst)
5 assert is_sorted(lst) == True
```

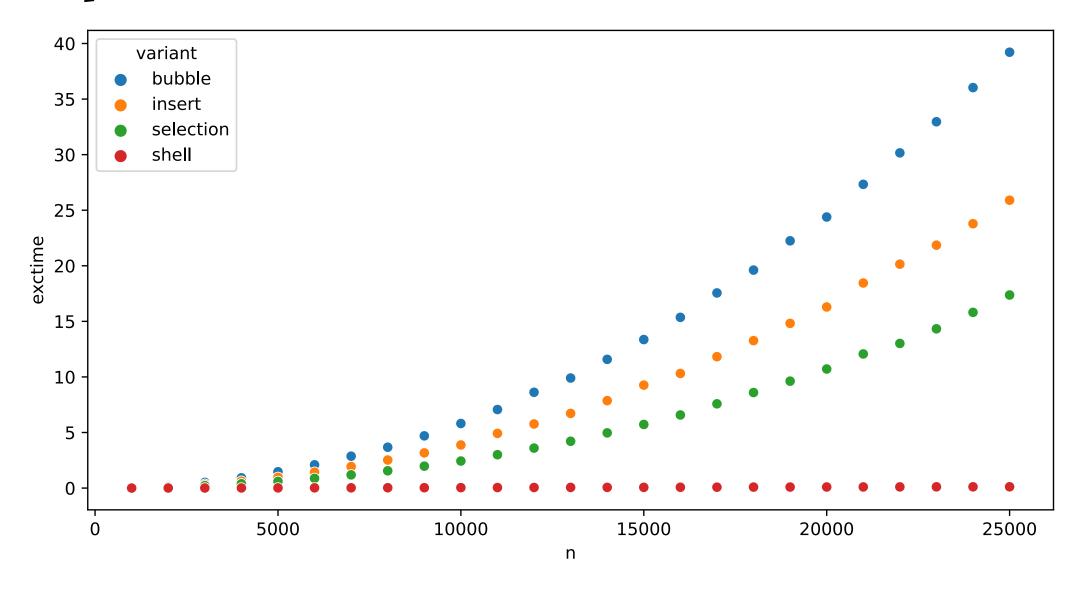
Analysis

- » Quite difficult, depends on the sequence
 - » And we do not know enough about it
- \rightarrow Bad sequence, $O(n^2)$
- \rightarrow Good sequence, $O(n^{4/3})$
- \rightarrow Ours, $O(n^{3/2})$

What does this mean?



In practice?



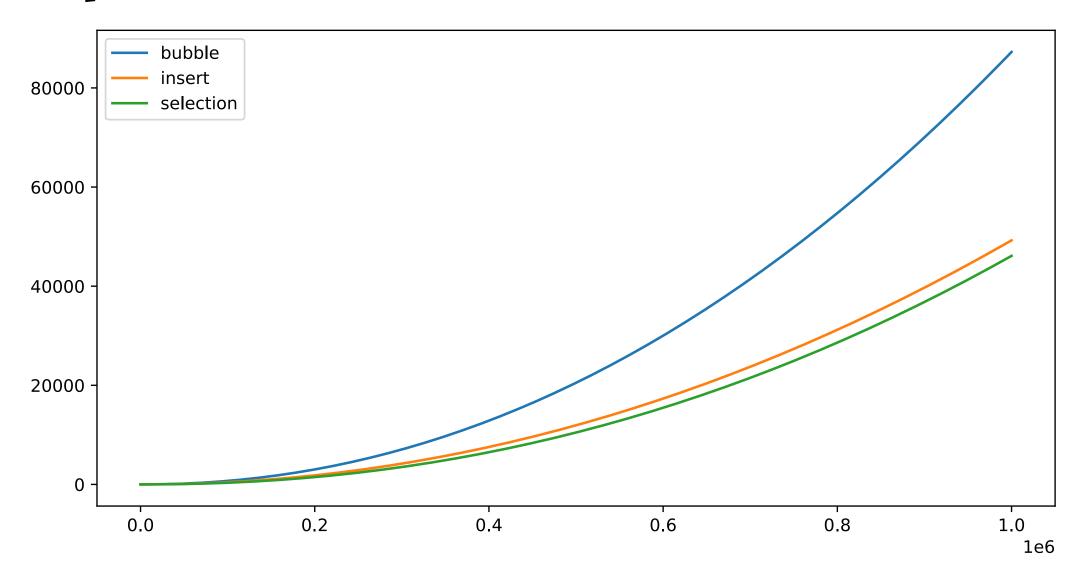
In practice?

Bubble: $2.53952e - 08 \cdot x^{2.08934}$

Insert: $2.60518e - 08 \cdot x^{2.04609}$

Selection: $6.77242e - 09 \cdot x^{2.13885}$

In practice



Mergesort

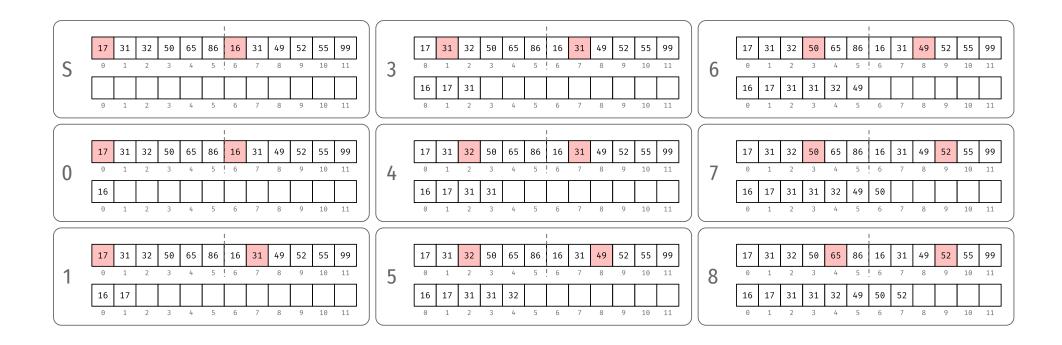
Mergesort

- » Simple idea
 - » Split the list in half
 - » (Merge)Sort both halves (recursively)
 - » Merge the two sorted lists
- » Divide and conquer

Merge

- » We can merge two sorted lists in O(m + n), where m and n are the sizes of the two lists
- » Advance pointers in the two lists independently
- » Pick the smallest and add to the merged list

Merge



Implementation

```
class MergeSort:
     def merge(self, a:list[int], tmp:list[int], \
 2
                lo:int, mid:int, hi:int) -> None:
 3
       for k in range(lo, hi+1):
 4
 5
         tmp[k] = a[k]
 6
 7
       i, j = lo, mid + 1
       for k in range(lo, hi+1):
        if i > mid:
 9
10
           a[k] = tmp[j]
          j += 1
11
     elif j > hi:
12
13
           a[k] = tmp[i]
14
           i += 1
     elif tmp[j] < tmp[i]:</pre>
15
16
        a[k] = tmp[j]
17
          j += 1
18
     else:
         a[k] = tmp[i]
19
20
           i += 1
```

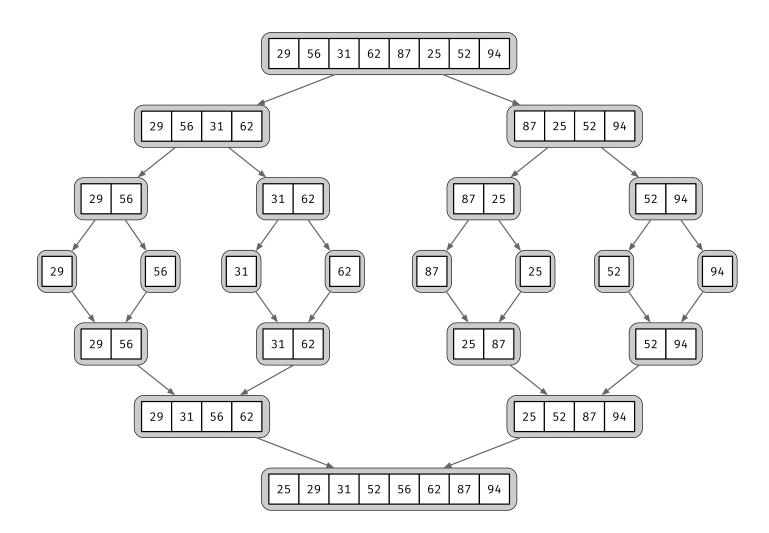
Testing it

```
1 lst = [17, 31, 32, 50, 65, 86, 16, 31, 49, 52, 55, 99]
2 tmp = [0] * len(lst)
3 ms = MergeSort()
4 ms._merge(lst, tmp, 0, len(lst) // 2 - 1, len(lst) - 1)
5 assert is_sorted(lst) == True
```

Sorting

- » When is a random list sorted?
 - » When it has 1 (or 0) elements
- » Divide lists until they have one element
- » Then merge them together in sorted order

Mergesort



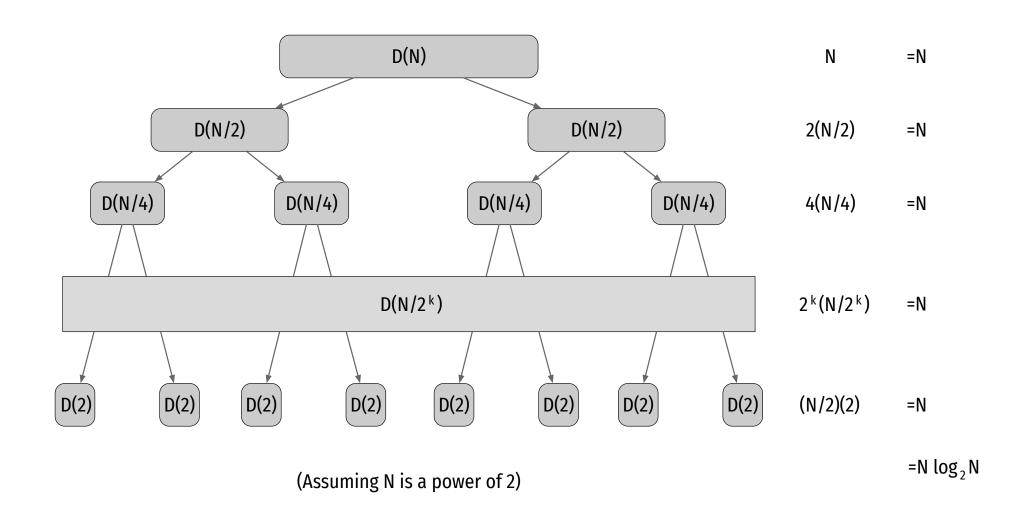
Implementation

```
1 from fastcore.basics import patch
 2
   @patch
   def sort(self:MergeSort, a:list[int], tmp:list[int], \
             lo:int, hi:int) -> None:
 5
    if hi <= lo:
 6
     return
 8
     mid = lo + (hi - lo) // 2
 9
     self. sort(a, tmp, lo, mid)
10
     self. sort(a, tmp, mid+1, hi)
11
12
     self. merge(a, tmp, lo, mid, hi)
13
14
   @patch
   def sort(self:MergeSort, a:list[int]) -> None:
16
    tmp = [0] * len(a)
     self. sort(a, tmp, 0, len(a) -1)
17
```

Testing it

```
1 lst = [29, 56, 31, 62, 87, 25, 52, 94]
2 ms = MergeSort()
3 ms.sort(lst)
4 assert is_sorted(lst) == True
```

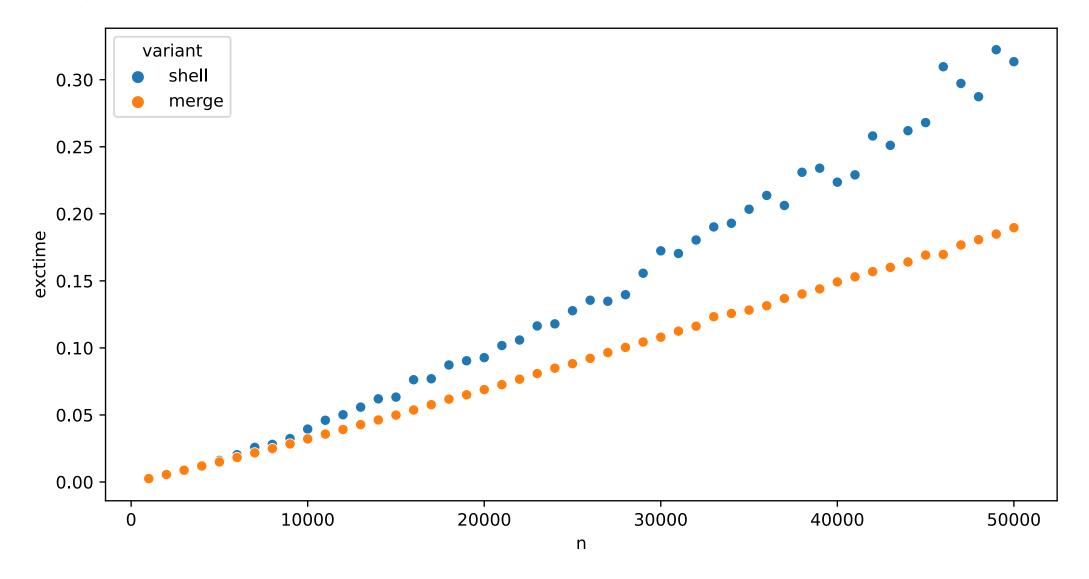
Analysis



Analysis

- » Not in place, but can be
- » Stable
- » Almost perfect in terms or comparisons
- \rightarrow O(n log n)

In practice

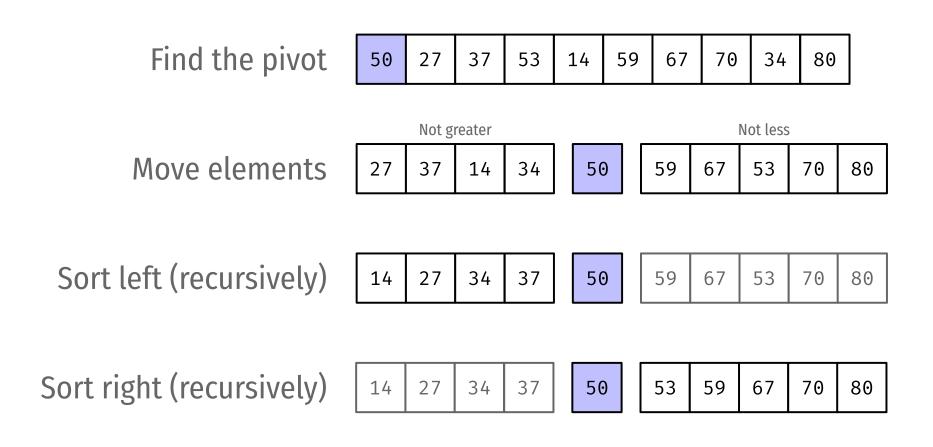


Quicksort

Quicksort

- » Divide and conquer, just like Mergesort
- » Split the input into two smaller parts
- » But split around a pivot value and ensure that
 - » Values to the left are not greater than ...
 - » .. and values to the right not less than the pivot
- » Avoids the merge step

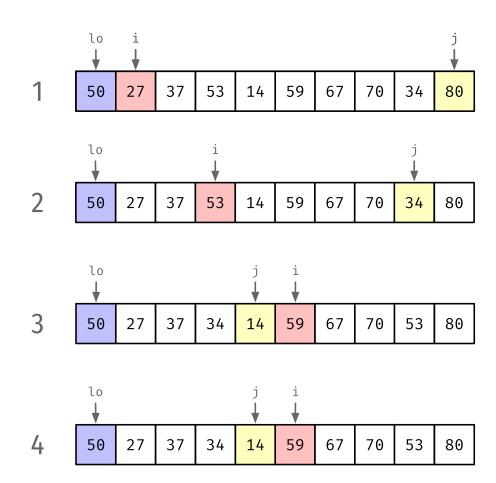
Quicksort



Implementation

```
1 class Quicksort:
 2
     def partition(self, a:list[int], lo:int, hi:int) -> int:
       i, j = lo, hi + 1
 3
 4
       while True:
 5
      i += 1
 6
 7
        while a[i] < a[lo]:
        if i == hi: break
 9
          i += 1
10
    j -= 1
11
12
    while a[lo] < a[j]:</pre>
13
        if j == lo: break
           i -= 1
14
15
16
     if i >= j: break
17
         a[i], a[j] = a[j], a[i]
18
19
       a[lo], a[j] = a[j], a[lo]
20
       return j
```

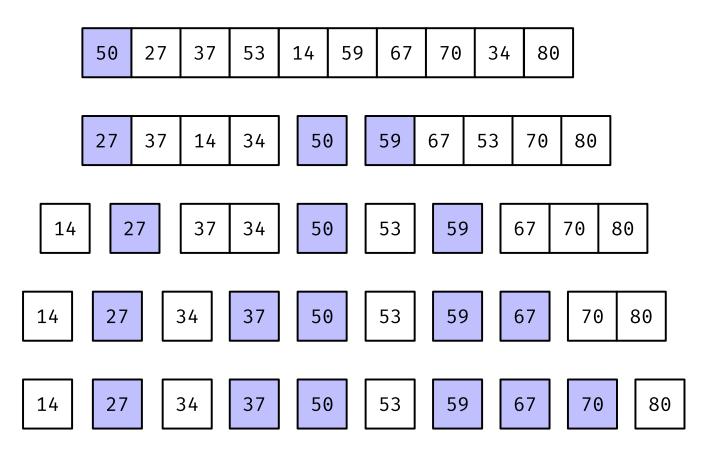
Partition



Implementation

```
1 @patch
   def sort(self:Quicksort, a:list[int], \
 3
             lo:int, hi:int) -> None:
   if hi <= lo:</pre>
      return
  j = self. partition(a, lo, hi)
 7 self. sort(a, lo, j - 1)
     self. sort(a, j + 1, hi)
 9
   @patch
10
   def sort(self:Quicksort, a:list[int]) -> None:
12 self._sort(a, 0, len(a) - 1)
```

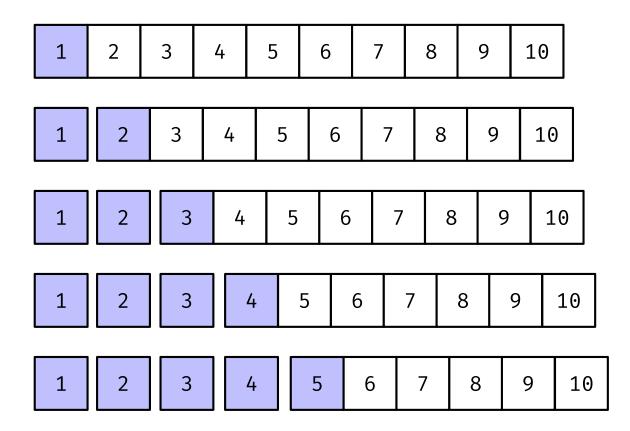
Partition and sort



Analysis

- » In-place, not stable
- » ~ n log n average case
- \rightarrow \sim $n^2/2$ worst case

Worst case?



Improving the worst case?

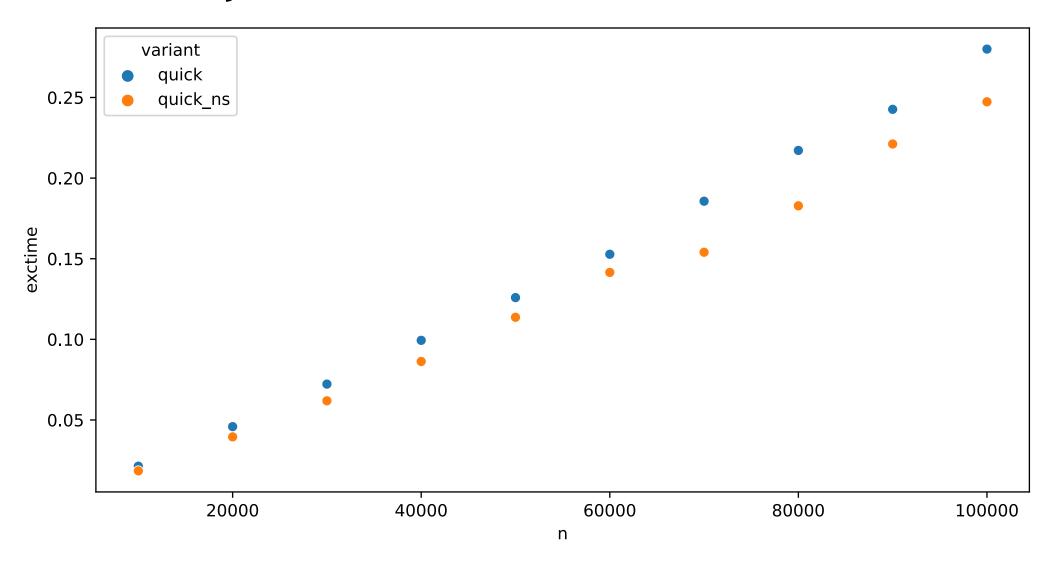
- » The worst case is extremely rare
- » Ideally, we want the pivot to be the median
 - \rightarrow Too expensive to compute (O(n))
- » We can shuffle
- » Or approximate the median from [lo, mid, hi]

Implementation

```
1 @patch
2 def sort(self:Quicksort, a:list[int]) -> None:
3   random.shuffle(a)
4   self._sort(a, 0, len(a) - 1)
```

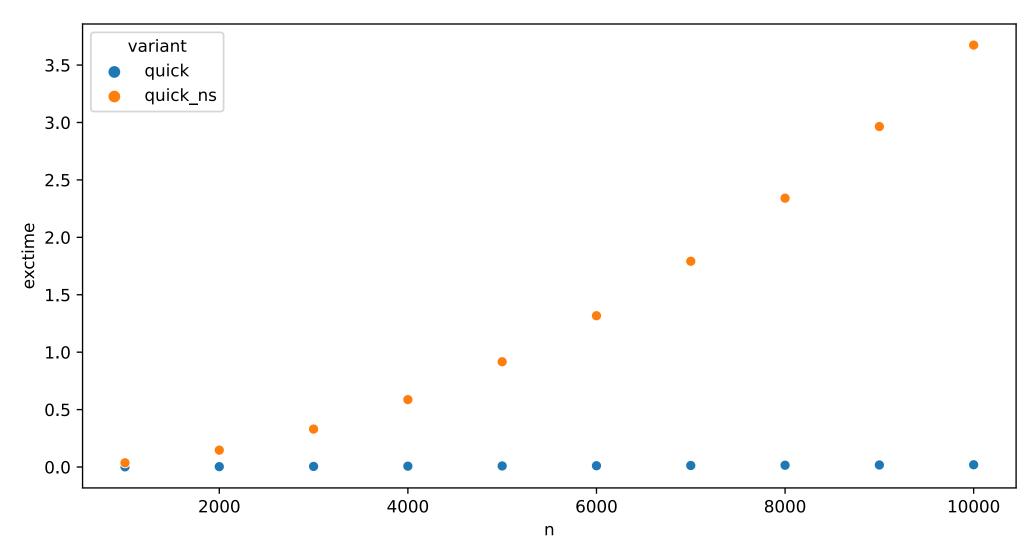
Does it matter in reality?

Random arrays



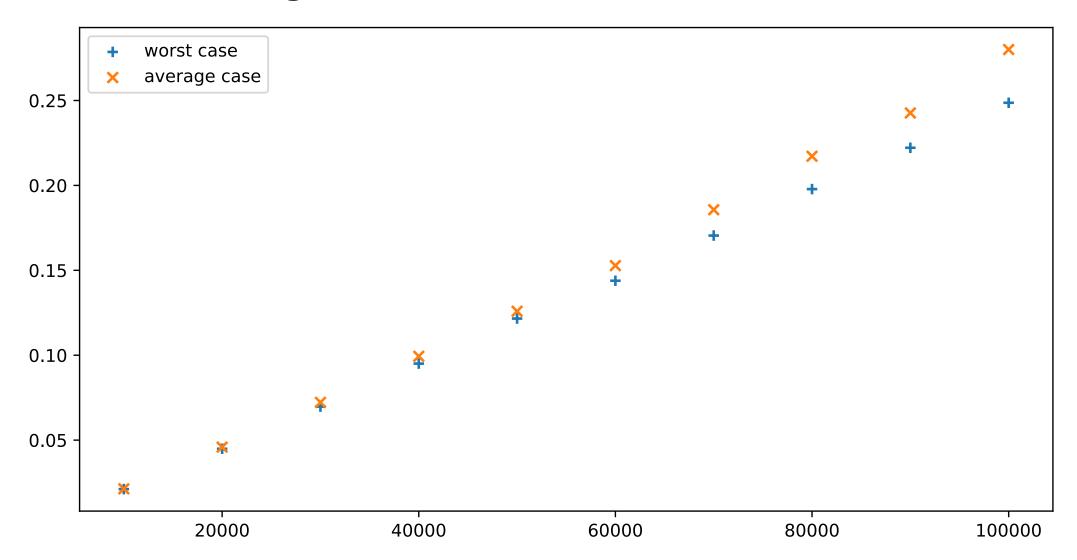
Does it matter in reality?

Worst case

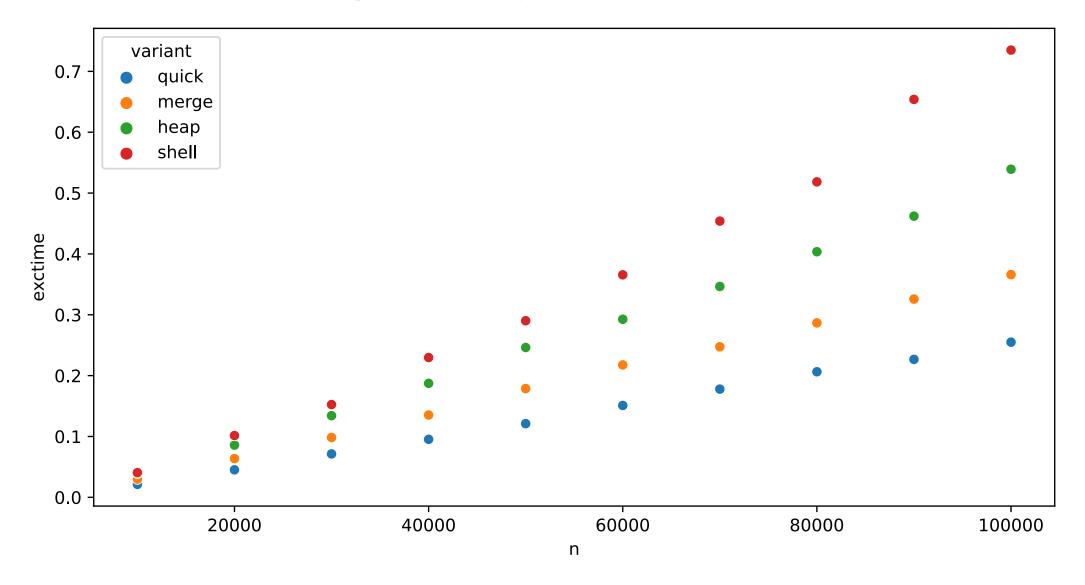


Does it matter in reality?

Worst and average case (shuffle)

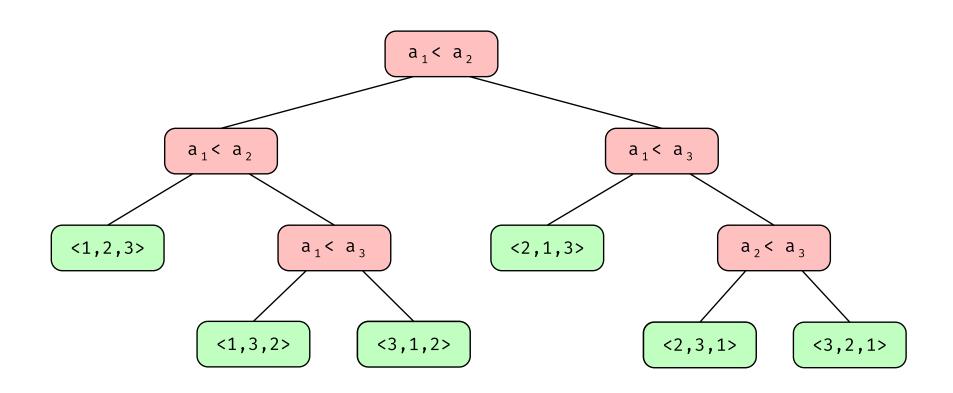


Heap vs merge vs quick



- » What is the lower bound of comparison-based sorting?
- » Compare each value with every other value
 - **»** Would suggest $\Omega(n^2)$
 - \rightarrow We know that some algorithms are $O(n \log n)$
- $\Omega(n \log n)$?
 - » Would mean that merge and heap sort are (asymptotically) optimal

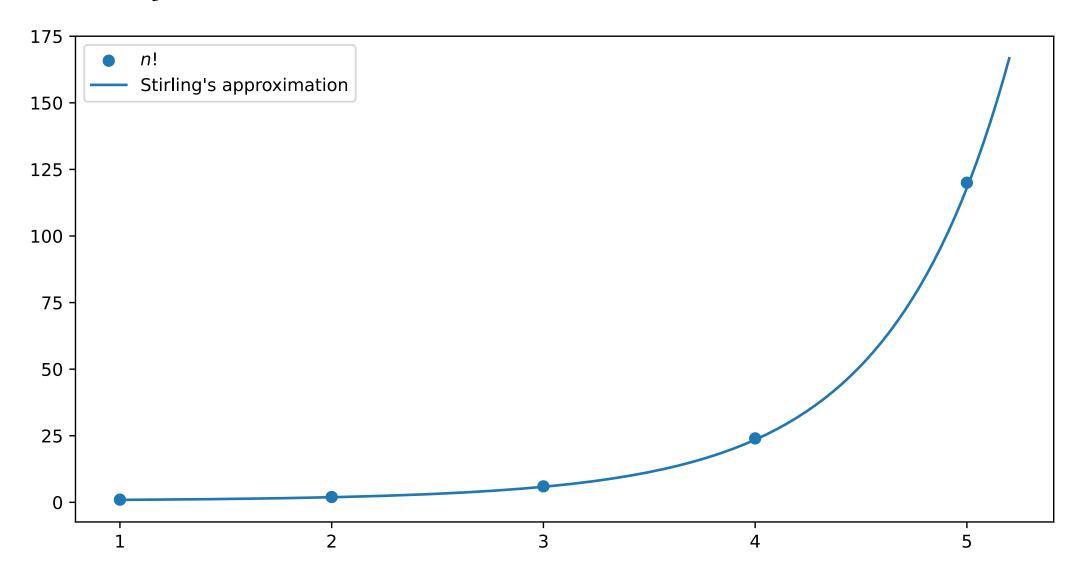
- » How do we determine the lower bound?
- » Sorting is a sequence of decisions
 - $a_0 < a_1, a_1 > a_2, ..., a_{n-1} < a_n$
 - » How many decisions?



The maximal height of the tree is the number of comparisons performed in the worst case

- » Assume we sort the (distinct) numbers 1, 2, ... n
- » Since there are n! permutations, the decision tree must contain n! leaves
- » A binary tree of height h has at most 2h leaves
- » So,
- » $log_2(n!) = n log_2 n n log_2 e + O(log_2 n)$ (Stirling's approximation)

Really?



Remember Lecture 2

First, we show that $\log n!$ is less than or equal to $n \log n$. This is true for all n > 0.

$$log(n!) = log(1 \cdot 2 \cdot 3 \cdot ... \cdot n)$$

$$= log 1 + log 2 + log 3 + ... + log n$$

$$\leq log n + log n + log n + ... + log n$$

$$= n log n$$

Remember Lecture 2

Next, we show that $\log n!$ is greater than or equal to a constant multiple of $n \log n$.

$$\log(n!) \ge \log \frac{n}{2} + \log \left(\frac{n}{2} + 1\right) + \log \left(\frac{n}{2} + 2\right) + \dots + \log n$$

$$\ge \log \frac{n}{2} + \log \frac{n}{2} + \log \frac{n}{2} + \dots + \log \frac{n}{2}$$

$$= \frac{n}{2} \log \frac{n}{2} = \frac{n}{2} (\log n - 1) = \frac{n}{2} \log n - \frac{n}{2}$$

This is less than $(n/2) \log n$, so we pick a multiple less than 1/2, for example 1/4. For $n \ge 4$,

Remember Lecture 2

$$\log n \ge 2$$

$$\frac{1}{4}\log n \ge \frac{1}{2}$$

$$\frac{1}{4}n\log n \ge \frac{1}{2}n$$

$$\frac{1}{4}n\log n - \frac{1}{2}n \ge 0$$

$$\frac{1}{2}n\log n - \frac{1}{2}n \ge \frac{1}{4}n\log n$$

Remember Lecture 2

$$\log(n!) \ge \frac{n}{2} \log \frac{n}{2}$$

$$= \frac{n}{2} (\log n - 1)$$

$$= \frac{n}{2} \log n - \frac{n}{2}$$

$$\ge \frac{n}{4} \log n$$

$$= \frac{1}{4} n \log n$$

Remember Lecture 2

$$\frac{1}{4}n\log n \le \log n! \le n\log n$$

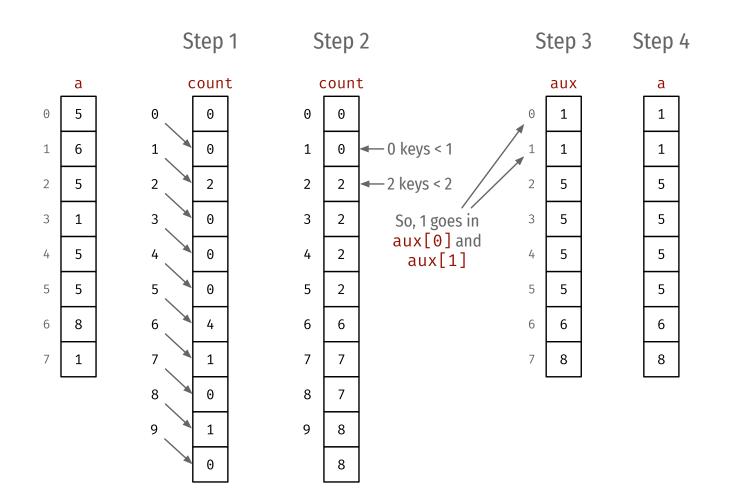
So, $\log n! = \Theta(n \log n)$

Radix sort

"Counting" sorts

- **»** We know that comparison-based sort is $\Omega(n \log n)$
- » We can reduce this if we avoid comparing
- » But how can we sort without comparing?
 - » We can count...

Illustrating the idea



Implementation

```
def bucketsort(a:list[int], mx:int) -> None:
 2
     n = len(a)
     cnt, aux = [0] * (mx + 1), [0] * n
 3
 4
 5
     for i in range(n):
       cnt[a[i] + 1] += 1
 6
     for i in range(mx):
 9
       cnt[i+1] += cnt[i]
10
11
     for i in range(n):
12
       aux[cnt[a[i]]] = a[i]
13
       cnt[a[i]] += 1
14
     for i in range(n):
15
       a[i] = aux[i]
16
```

Testing

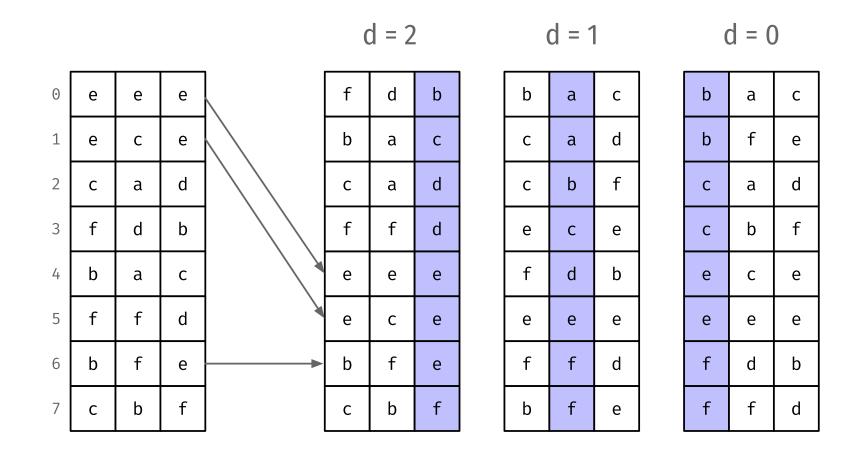
```
1 lst = random.choices(range(0, 10), k=10)
2 print(lst)
3 print(sorted(lst))
4 bucketsort(lst, 10)
5 print(lst)

[4, 6, 5, 6, 3, 0, 8, 2, 0, 6]
[0, 0, 2, 3, 4, 5, 6, 6, 6, 8]
[0, 0, 2, 3, 4, 5, 6, 6, 6, 8]
```

Extending to characters/strings

- » We can use the same idea to sort a list of strings
- » We just to it character per character
- » To keep it simple, we assume fixed length strings
- » And 8-bit characters

Illustrating the idea



Implementation

```
def radixsort(a:list[str]) -> None:
 2
     n, W = len(a), len(a[0])
     aux = [0] * n
 3
 4
 5
     for d in range(W-1, -1, -1):
       cnt = [0] * (256 + 1)
 6
       for i in range(n):
          cnt[ord(a[i][d]) + 1] += 1
 9
10
11
       for i in range(256):
12
         cnt[i+1] += cnt[i]
13
14
       for i in range(n):
15
          aux[cnt[ord(a[i][d])]] = a[i]
          cnt[ord(a[i][d])] += 1
16
17
18
       for i in range(n):
19
         a[i] = aux[i]
```

Testing it

['bac', 'bfe', 'cad', 'cbf', 'ece', 'eee', 'fdb', 'ffd']

Analysis

- » Not in-place, must be stable
- » String length · number of strings
 - \rightarrow O(w · n)
- » Linear for short strings
- » Can be effective for sorting, e.g., "personnummer" (strings with 12 digits)

Reading instructions

Reading instructions

» Ch. 7.1 - 7.11