

Reminders and Topics

- **Project 9 is due this Friday**
- This lecture:
 - **Simple Sorting — $O(N^2)$**
 - **Bubble Sort, Selection Sort, Insertion Sort**
 - **Merge Sort — $O(N \log N)$**

A Familiar Example



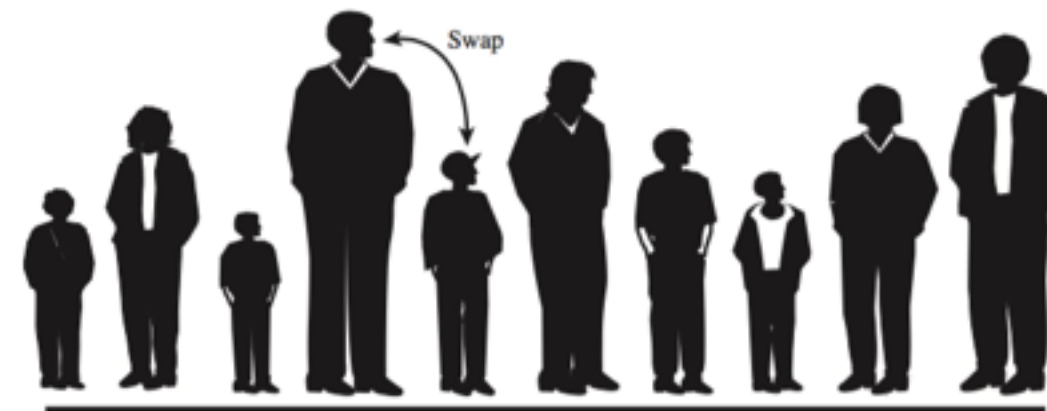
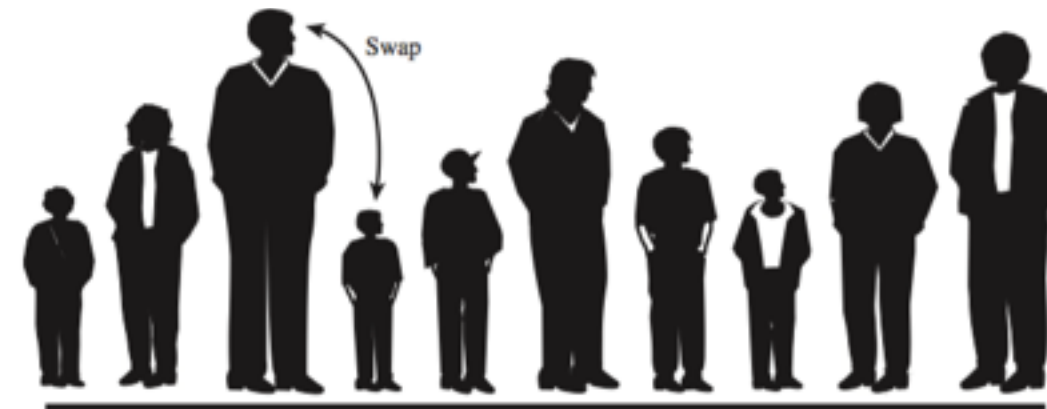
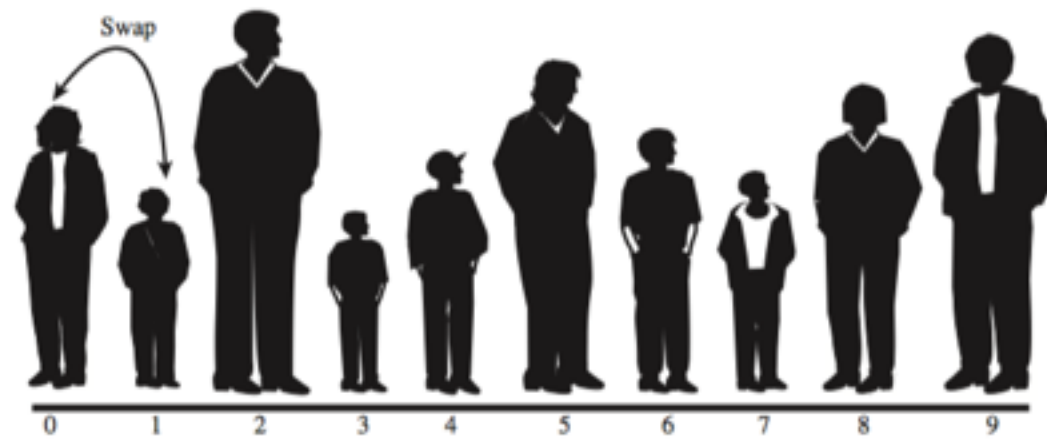
Sorting

- Given an array of comparable objects, sort them in ascending (default) or descending order.
- As a human being, we can perform this task quickly
 - Spot the tallest person / shortest person right away
 - Simultaneously compare multiple persons
- A computer cannot see the big picture all at once
 - It's limited to compare two numbers at a time, swap or copy them, and move on to the next pair
 - However, computers can do these really fast!

Bubble Sort

- **Intuition**

- Round 1: find the largest number
- Round 2: find the second largest number
- Round 3: find the third largest number
- ...
- Bubble sort finds the largest number in each round by repeatedly comparing every two adjacent numbers, and swapping them if the one on the left is larger.



Bubble Sort

- After one pass, we find the largest number in that round



- It's like the biggest 'bubble' floats to the top of the surface, hence the name 'bubble sort'.
- Let's work together on this example: 45 1 9 30 21

Bubble Sort

- In the second pass, we repeat the same process, but have only $N-1$ numbers to work on
- In the third pass, we have only $N-2$ numbers to work on
- ...
- Repeat until we are left with just 1 number.
- How many comparisons in total do we have to perform?
 - How many comparisons in the 1st, 2nd, 3rd round?

$$(N-1) + (N-2) + (N-3) + \dots 1 = N(N-1) / 2 = O(N^2)$$

Bubble Sort

```
// assume elements are stored in T[] array a
// number of elements in variable nElems
public void bubbleSort() {
    int out, in;
    for(out=nElems-1; out>1; out--) // outer loop
        for(in=0; in<out; in++) // inner loop
            if(a[in].compareTo(a[in+1]) > 0)
                swap(in, in+1);
}
```


Bubble Sort

```
// swap elements stored at i and j  
public void swap(int i, int j) {  
    T temp = a[i];  
    a[i] = a[j];  
    a[j] = temp;  
}
```

```

public void bubbleSort() {
    int out, in;
    for(out=nElems-1; out>1; out--)    // outer loop
        for(in=0; in<out; in++)        // inner loop
            if(a[in].compareTo(a[in+1]) > 0)
                swap(a[in], a[in+1]);
}

// swap elements x and y
public void swap(T x, T y) {
    T temp = x;
    x = y;
    y = temp;
}

```

**Wrong! This only swaps the
two local variables x and y,
leaving the array intact!**

Clicker Question #1

- In Bubble Sort, what's the number of swaps it has to perform in the best case and in the worst case? (hint: think about how many times the if statement is true, in the best case and the worst case)

```
public void bubbleSort() {  
    int out, in;  
    for(out=nElems-1; out>1; out--)  
        for(in=0; in<out; in++)  
            if(a[in].compareTo(a[in+1])>0)  
                swap(in, in+1);  
}
```

- a) 0 and $N(N-1)/2$
- b) 1 and $N(N-1)/2$
- c) 1 and $N/2$
- d) $(N-1)$ and N^2
- e) $(N-1)$ and $N(N-1)/2$

Answer on next slide

Clicker Question #1

- In Bubble Sort, what's the number of swaps it has to perform in the best case and in the worst case? (hint: think about how many times the if statement is true, in the best case and the worst case)

```
public void bubbleSort() {  
    int out, in;  
    for(out=nElems-1; out>1; out--)  
        for(in=0; in<out; in++)  
            if(a[in].compareTo(a[in+1])>0)  
                swap(in, in+1);  
}
```

- a) 0 and $N(N-1)/2$
- b) 1 and $N(N-1)/2$
- c) 1 and $N/2$
- d) $(N-1)$ and N^2
- e) $(N-1)$ and $N(N-1)/2$

Bubble Sort

- Number of swaps:
 - Best case: 0 (already in ascending order)
 - Worst case: $N(N-1)/2$ (in descending order)
 - Overall: $O(N^2)$

Selection Sort

- As we've seen on the previous slide, Bubble Sort can lead to a large number of swaps (each 3 assignments).
- We can improve it by doing only one swap per outer loop, reducing the number of swaps to $O(N)$.
- Idea:
 - Keep track of the **index** of the smallest element in each round.
 - Swap the smallest element towards the beginning of the array after each round.
 - Repeat the above two steps.

Selection Sort

```
// assume elements are stored in T[] array a
public void selectionSort() {
    int out, in, min;
    for(out=0; out<nElems-1; out++){ // outer loop
        min = out;
        for(in=out+1; in<nElems; in++){ // inner loop
            if(a[in].compareTo(a[min])<0) min = in;
        }
        swap(out, min);
    }
}
```

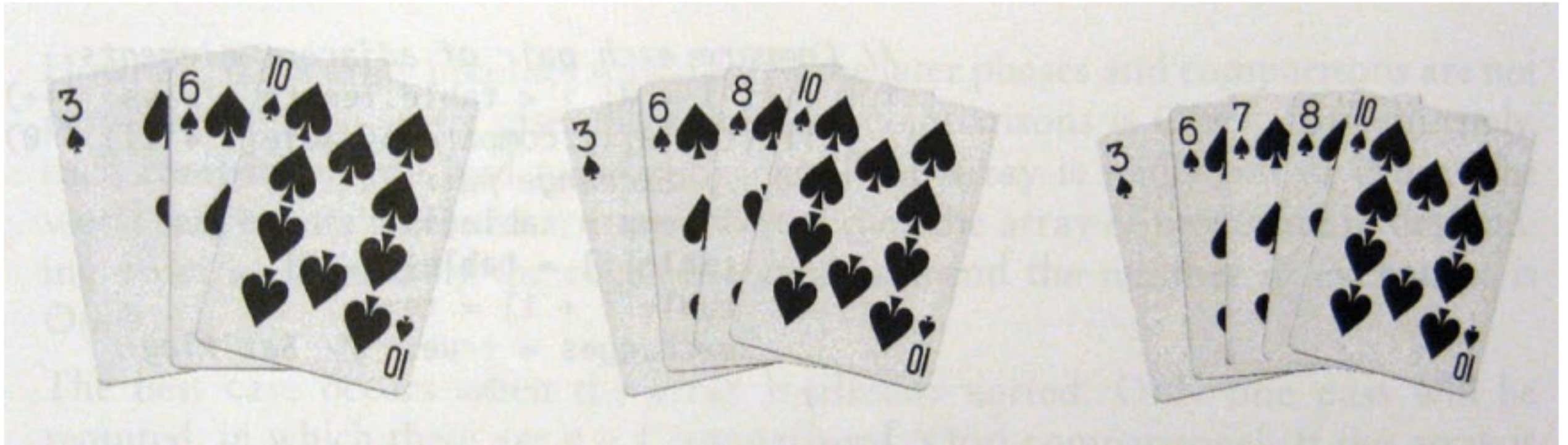

Selection Sort

- Work together on this example: 70 67 3 18 30
- This is slightly different from Bubble Sort as you build up the sorted array from the left (smallest elements)
- Number of swaps?
 - $O(N)$ in all cases
- Number of comparisons?
 - Same as before: $N(N-1)/2 = O(N^2)$

So while selection sort reduces the number of swaps, it does not reduce the number of comparisons.

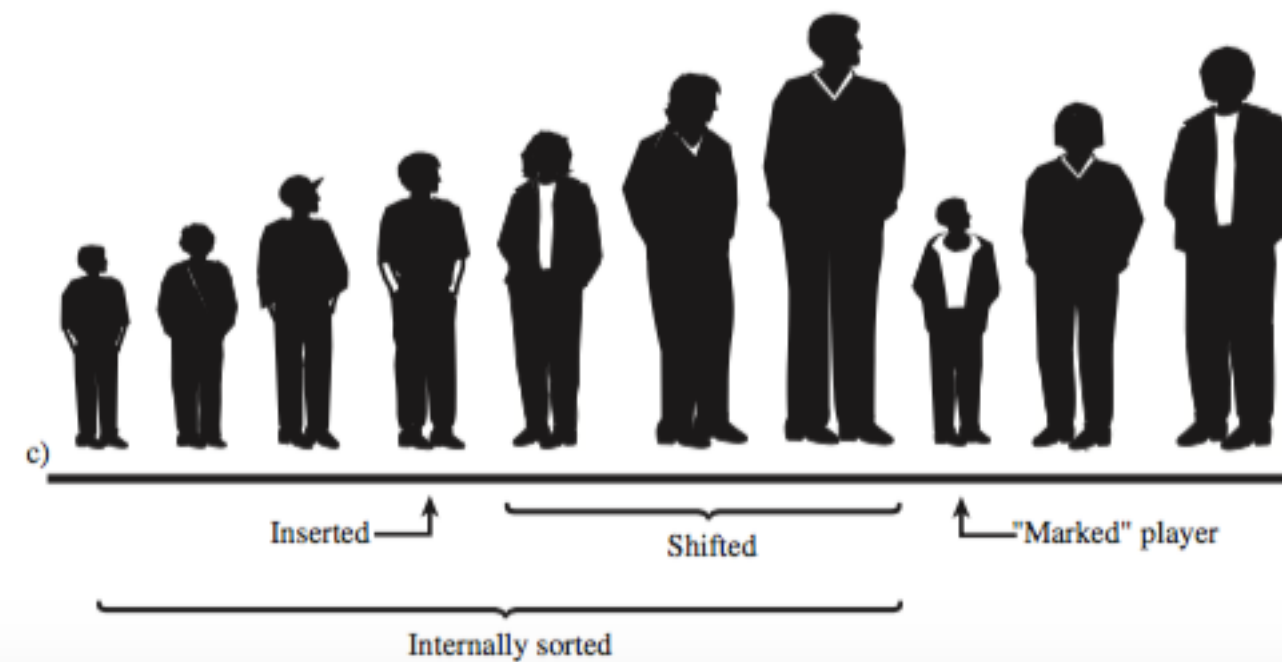
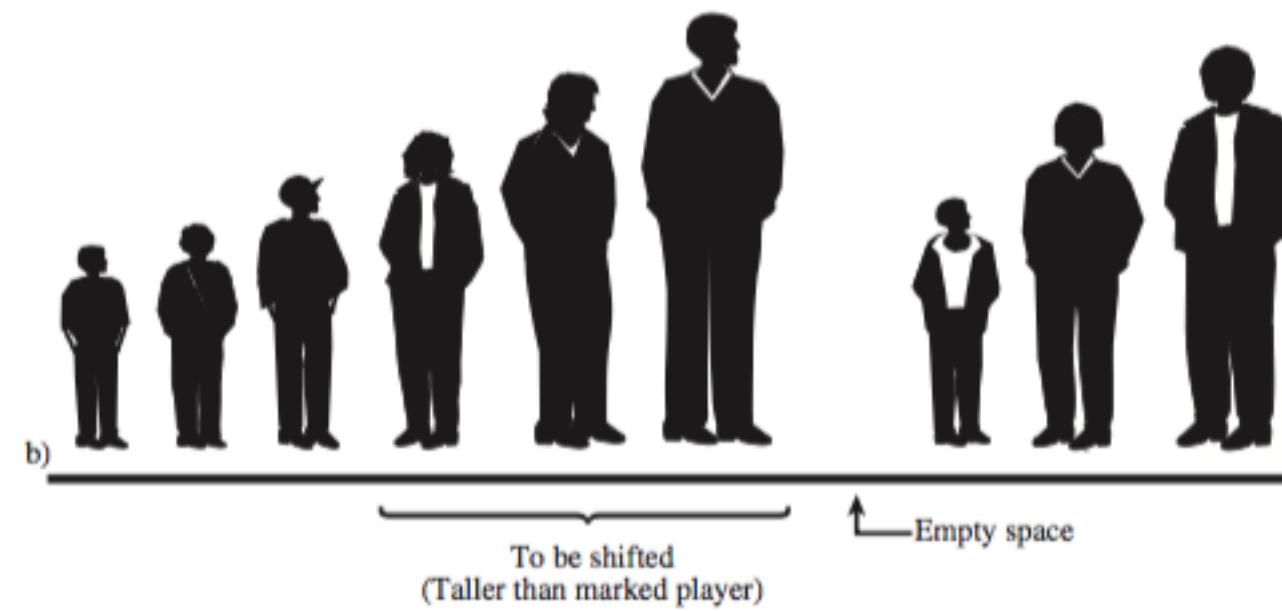
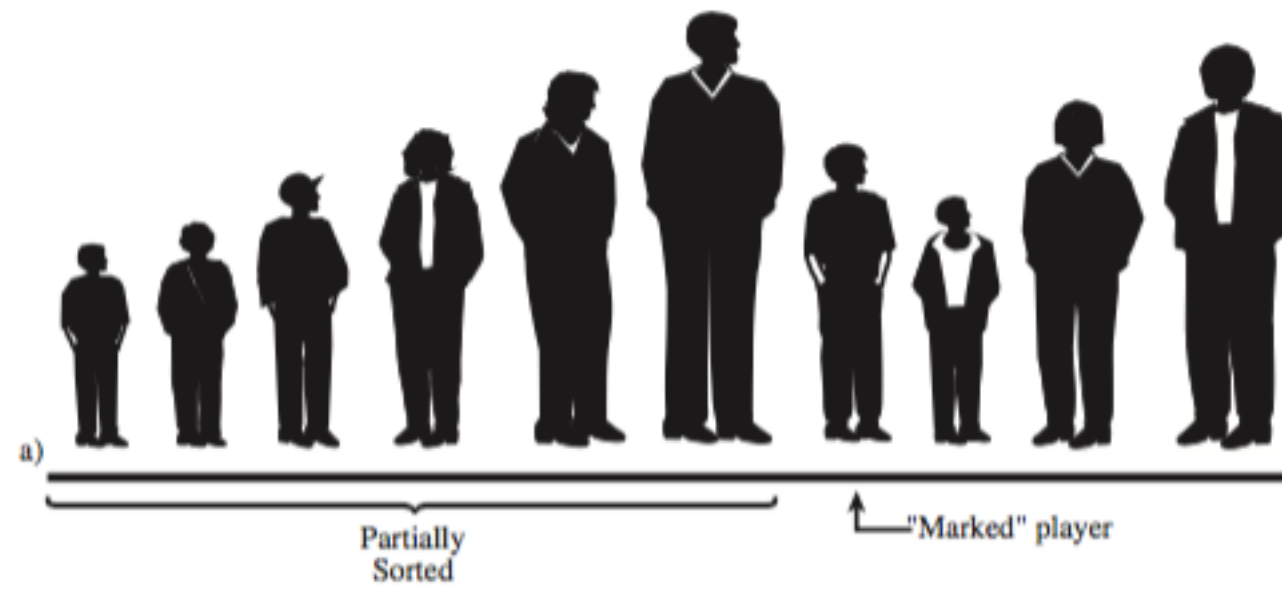
Insertion Sort

- How do you sort a hand of cards?



Insertion Sort

- Idea
 - Build up the sorted array from the left (similar to selection sort).
 - Assume the left portion of the array is partially sorted, take the first element in the right portion, insert it to the left portion at the correct position (just like inserting an element to a sorted array).
 - Repeat until done.



Insertion Sort

```
// assume elements are stored in T[] array a
public void insertionSort() {
    int out, in;
    for(out=1; out<nElems; out++){ // dividing line
        T temp = a[out];
        in = out;                // start shifts at out
        while(in>0 && a[in-1].compareTo(temp)>0) {
            a[in] = a[in-1]; // shift right until the
            in--;           // element that's no longer larger
        }
        a[in] = temp;        // copy
    }
}
```

Insertion Sort

- Work together on this example: **16 8 47 52 9**
- Note that our Insertion Sort code does not use swap (unlike Bubble Sort and Selection Sort). Instead, it uses a copy at the end of the outer loop. How is this a benefit?

Swap involves 3 copies, so triples the cost!

- Number of copies:
 - Best case (while condition never true): N
 - Worst case: $N(N-1)/2$

Clicker Question #2

- In the best-case scenario, how many **comparisons** does Insertion Sort have to perform?

```
public void insertionSort() {  
    int out, in;  
    for(out=1; out<nElems; out++){  
        T temp = a[out];  
        in = out;  
        while(in>0 && a[in-1].compareTo(temp)>0) {  
            a[in] = a[in-1];  
            in--;  
        }  
        a[in] = temp;  
    }  
}
```

- a) 0
- b) 1
- c) N-1
- d) $N(N-1)/2$
- e) $N*N/2$

Answer on next slide

Clicker Question #2

- In the best-case scenario, how many **comparisons** does Insertion Sort have to perform?

```
public void insertionSort() {  
    int out, in;  
    for(out=1; out<nElems; out++){  
        T temp = a[out];  
        in = out;  
        while(in>0 && a[in-1].compareTo(temp)>0) {  
            a[in] = a[in-1];  
            in--;  
        }  
        a[in] = temp;  
    }  
}
```

a) 0

b) 1

c) $N-1$

d) $N(N-1)/2$

e) $N*N/2$

Summary

- **Bubble Sort** uses repeated comparisons and swaps to find the biggest element in each pass, and positions it towards the end of the array.
- **Selection Sort** reduces the number of swaps by only performing one swap at the end of each pass.
- **Insertion Sort** eliminates swaps vs bubble sort and replaces them with copies, which are 3 times faster
- They are all **quadratic cost: $O(N^2)$ in the worst and average cases.**

Merge Sort

- You've already seen Merge Sort in the Queue project.
- Idea
 - **Divide and conquer.**
 - Can be implemented recursively or iteratively.
 - **Cost is $O(N \log N)$** , much faster than simple sorting.
 - Requires additional memory space
 - A temporary array as large as the input array

Merging Two Sorted Arrays

- This is a key step in Merge Sort.
- Assume arrays A and B are already sorted
- Merge them into array C such that C contains all elements from A and B, and remains sorted.
- Note the two arrays may have different sizes. In fact, one of them may be empty! Must correctly handle all cases!
- Example:

A: 23 47 81 95

B: 7 14 39 55 62 74

Merging Two Sorted Arrays

- Summary:
 1. Start from the first elements of A and B.
 2. Compare and copy the smaller of the two to C.
 3. Increment index of C as well as the array where you picked the smaller element from.
 4. Repeat.
 5. If reaching the end of either A or B, quit loop and append the remaining elements to C.

// Input elements are in arrays A and B

// Output merged elements to C.

```
public void merge(T[] A, int sizeA,  
                  T[] B, int sizeB, T[] C) {  
    int ai=0, bi=0, ci=0;  
    while((ai < sizeA) && (bi < sizeB))  
        if(A[ai].compareTo(B[bi]) < 0)  
            C[ci++] = A[ai++];  
        else  
            C[ci++] = B[bi++];  
    } // end of loop  
    while(ai < sizeA) C[ci++] = A[ai++];  
    while(bi < sizeB) C[ci++] = B[bi++];  
}
```

Clicker Question #3

- To merge the following two sorted arrays:

$A = [11, 50];$

$B = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 100];$

How many comparisons (compareTo) will be performed?

- a) 10
- b) 11
- c) 12
- d) 20
- e) 22

Answer on next slide

Clicker Question #3

- To merge the following two sorted arrays:

A = [11, 50];

B = [1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 100];

How many comparisons (compareTo) will be performed?

a) 10

b) 11

c) 12

d) 20

e) 22

Merging Two Sorted Arrays

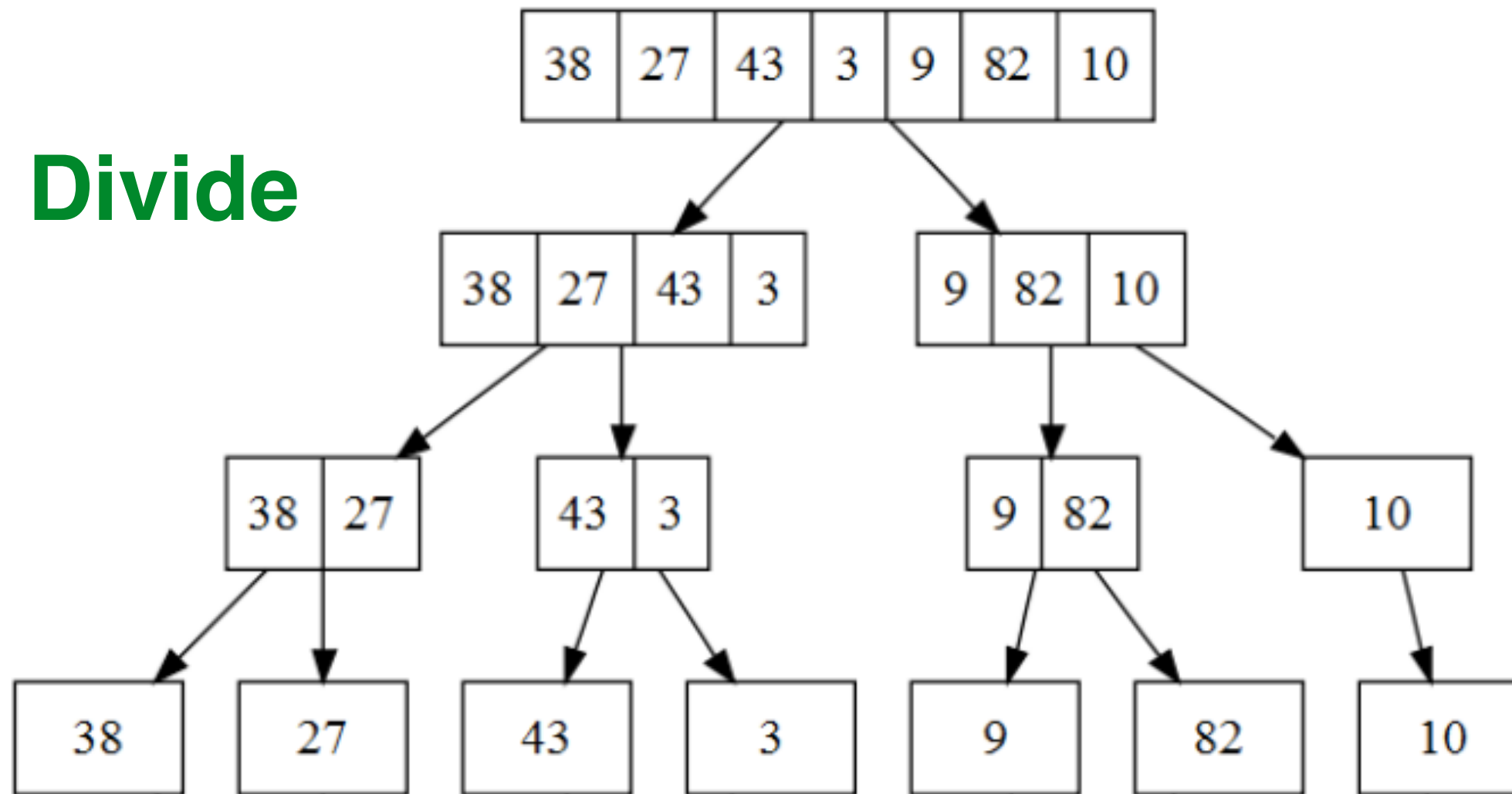
- Is it possible that both A and B have remaining elements after the first while loop?
- What happens if A is empty ($\text{sizeA} = 0$) to begin with?
- How many copy (assignment) instructions?
($\text{sizeA} + \text{sizeB}$)

Merge Sort

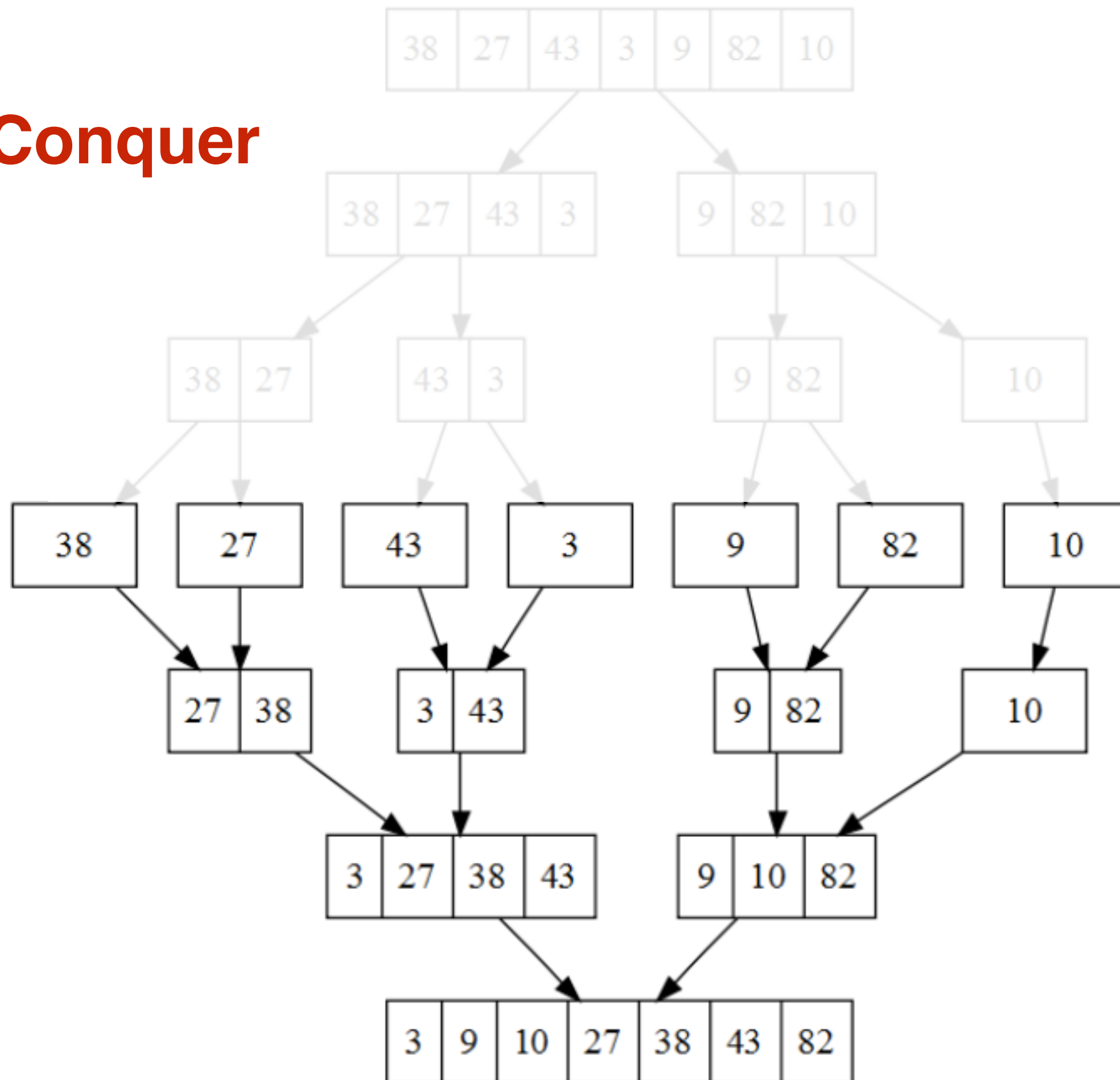
- With the merge() method, Merge Sort is quite simple:
 - **Divide** the array into two halves
 - Sort each half (**Conquer**). How? **Recursion!**
 - Call merge() to merge the two halves.
- What's the base case of the recursion?

When there is only 1 element left to sort, it's trivially sorted, so return immediately.

Divide



Conquer



```
// assume elements are stored in T[] array
// temp: scratch buffer to store merged elements

public void mergeSort() {
    T[] temp = (T[])new Object[nElems];
    recMergeSort(temp, 0, nElem-1);
}

public void recMergeSort(T[] temp,
                        int low, int high) {
    if(low == high) return;
    int mid = (low + high) / 2;
    recMergeSort(temp, low, mid);
    recMergeSort(temp, mid+1, high);
    merge(temp, low, mid+1, high);
}
```