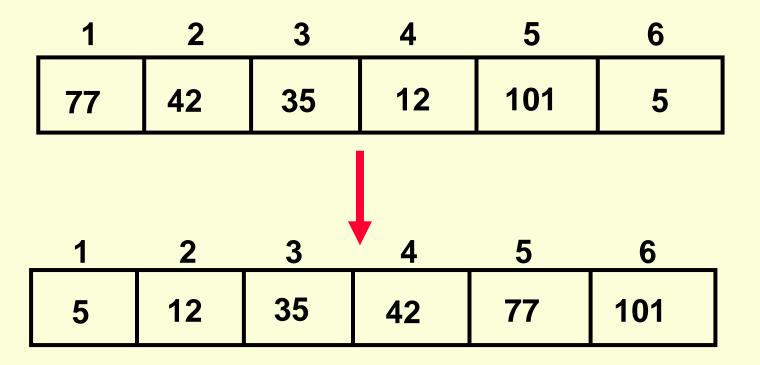
Bubble Sort

Sorting

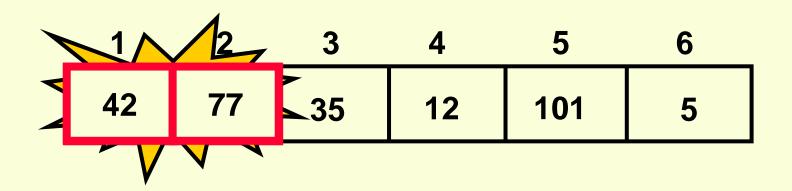
 Sorting takes an unordered collection and makes it an ordered one.



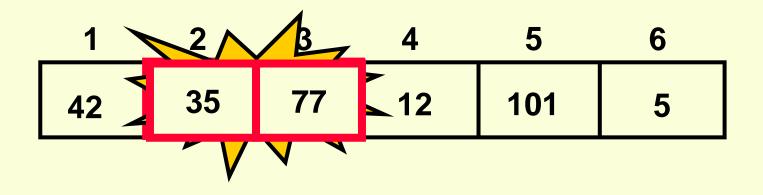
- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping

1	2	3	4	5	6
77	42	35	12	101	5

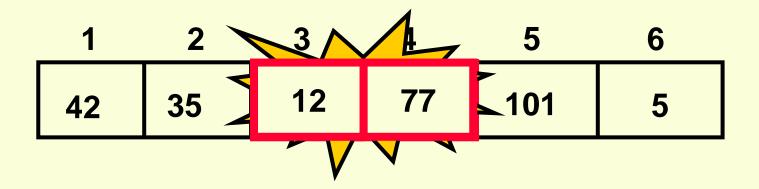
- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping



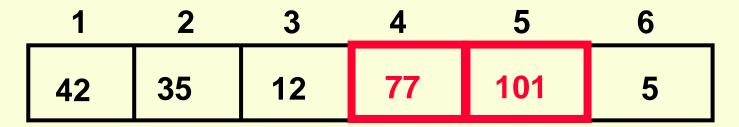
- Traverse a collection of elements
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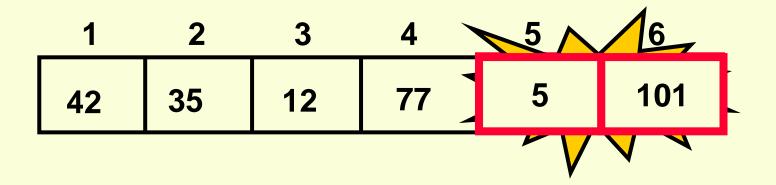


- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping



No need to swap

- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping



- Traverse a collection of elements
 - Move from the front to the end
 - "Bubble" the largest value to the end using pair-wise comparisons and swapping

1	2	3	4	5	6
42	35	12	77	5	101

Largest value correctly placed

The "Bubble Up" Algorithm

```
index <- 1
last compare at <- n - 1
loop
  exitif(index > last compare at)
  if (A[index] > A[index + 1]) then
    Swap(A[index], A[index + 1])
  endif
  index <- index + 1
endloop
```



No, Swap isn't built in.

```
Procedure Swap(a, b isoftype in/out Num)
  t isoftype Num
  t <- a
  a <- b
  b <- t
endprocedure // Swap</pre>
```

```
void sort(int b[], int n){
int t;
for(int k=n-1; k>=1; k--)
{ for(int s=0;s<k;s++)
\{ if(b[s]>b[s+1]) \}
\{t=b[s+1];
b[s+1]=b[s];
b[s]=t; }
```

Items of Interest

- Notice that only the largest value is correctly placed
- All other values are still out of order
- So we need to repeat this process

1	2	3	4	5	6
42	35	12	77	5	101

Largest value correctly placed

Repeat "Bubble Up" How Many Times?

- If we have N elements...
- And if each time we bubble an element, we place it in its correct location...
- Then we repeat the "bubble up" process N – 1 times.
- This guarantees we'll correctly place all N elements.

"Bubbling" All the Elements

1	2	3	4	5	6
42	35	12	77	5	101
1	2	3	4	5	6
35	12	42	5	77	101
1	2	3	4	5	6
12	35	5	42	77	101
1	2	3	4	5	6
12	5	35	42	77	101
1	2	3	4	5	6
5	12	35	42	77	101

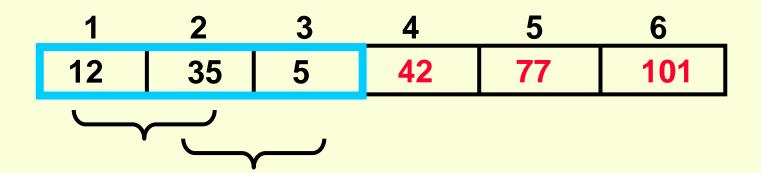
Z

Reducing the Number of Comparisons

1	2	3	4	5	6
77	42	35	12	101	5
1	2	3	4	5	6
42	35	12	77	5	101
1	2	3	4	5	6
35	12	42	5	77	101
1	2	3	4	5	6
12	35	5	42	77	101
1	2	3	4	5	6
12	5	35	42	77	101

Reducing the Number of Comparisons

- On the Nth "bubble up", we only need to do MAX-N comparisons.
- For example:
 - This is the 4th "bubble up"
 - MAX is 6
 - Thus we have 2 comparisons to do



Putting It All Together

```
N is ... // Size of Array
Arr Type definesa Array[1..N] of Num
Procedure Swap (n1, n2 isoftype in/out Num)
  temp isoftype Num
  temp <- n1
 n1 <- n2
 n2 <- temp
endprocedure // Swap
```

```
procedure Bubblesort(A isoftype in/out Arr Type)
  to do, index isoftype Num
  to do <- N - 1
  loop
    exitif(to do = 0)
    index <- 1
    loop -
      exitif(index > to do)
                                            Inner loop
      if(A[index] > A[index + 1]) then
        Swap(A[index], A[index + 1])
      endif
      index <- index + 1
    endloop 

    to do <- to do - 1
  endloop ←
endprocedure // Bubblesort
```

Already Sorted Collections?

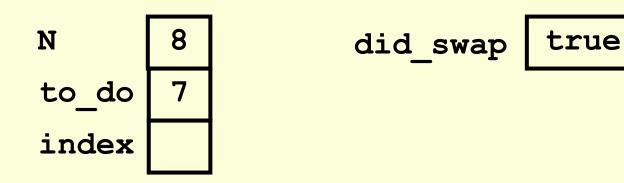
- What if the collection was already sorted?
- What if only a few elements were out of place and after a couple of "bubble ups," the collection was sorted?
- We want to be able to detect this and "stop early"!

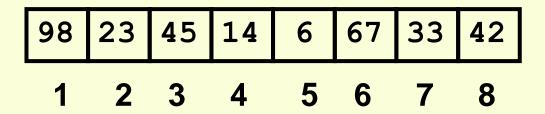
1	2	3	4	5	6
5	12	35	42	77	101

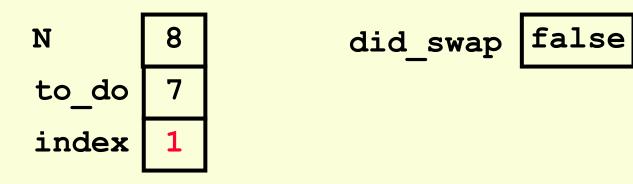
Using a Boolean "Flag"

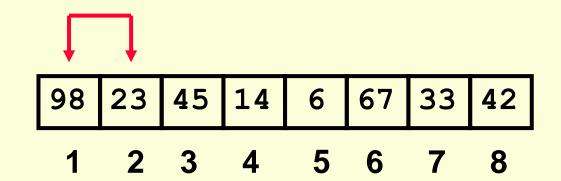
- We can use a boolean variable to determine if any swapping occurred during the "bubble up."
- If no swapping occurred, then we know that the collection is already sorted!
- This boolean "flag" needs to be reset after each "bubble up."

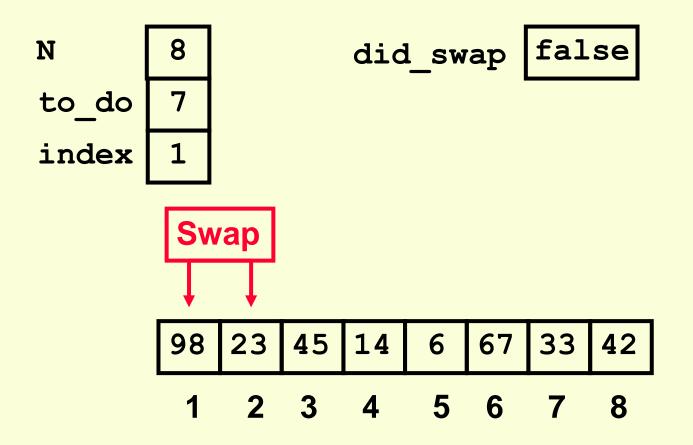
```
did swap isoftype Boolean
did swap <- true</pre>
loop
  exitif ((to do = 0) OR NOT(did swap))
  index <- 1
  did swap <- false
  loop
    exitif(index > to do)
    if(A[index] > A[index + 1]) then
      Swap(A[index], A[index + 1])
      did swap <- true</pre>
    endif
    index <- index + 1
  endloop
  to do <- to do - 1
endloop
```

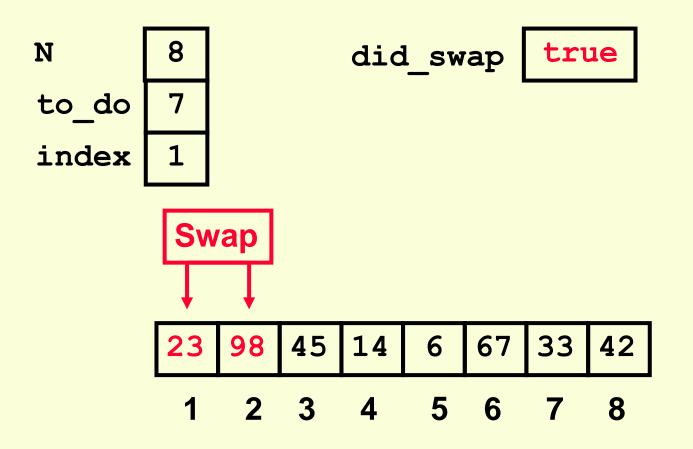


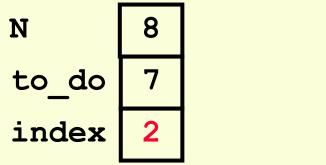


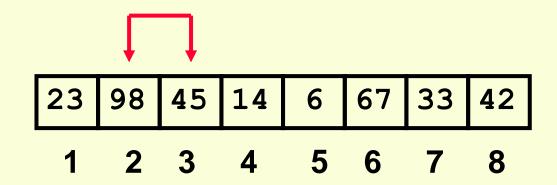


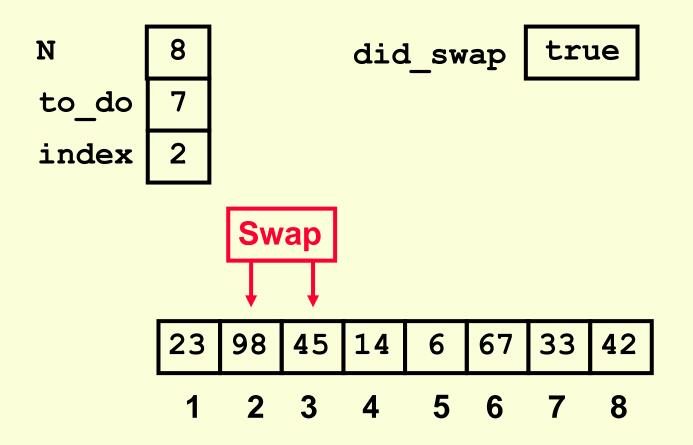


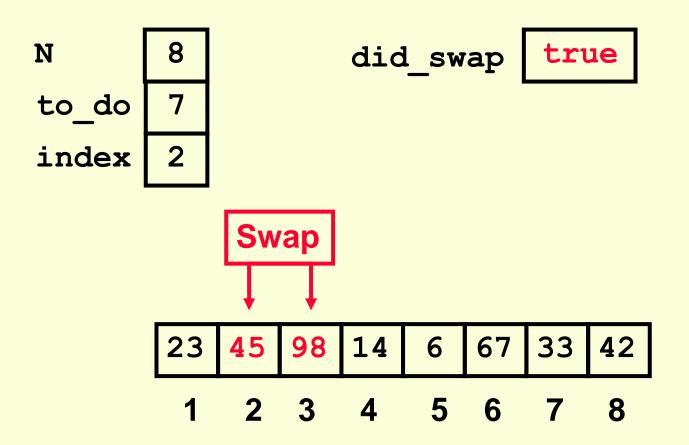


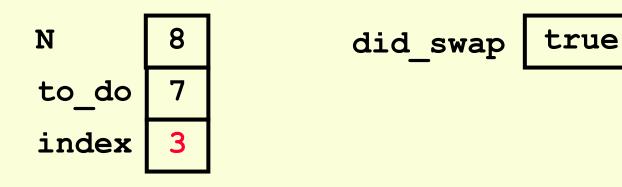


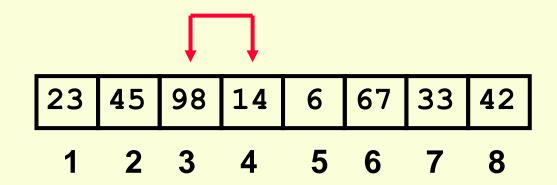


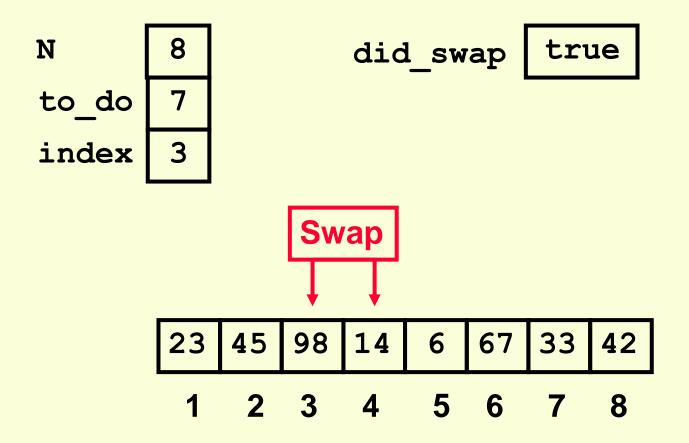


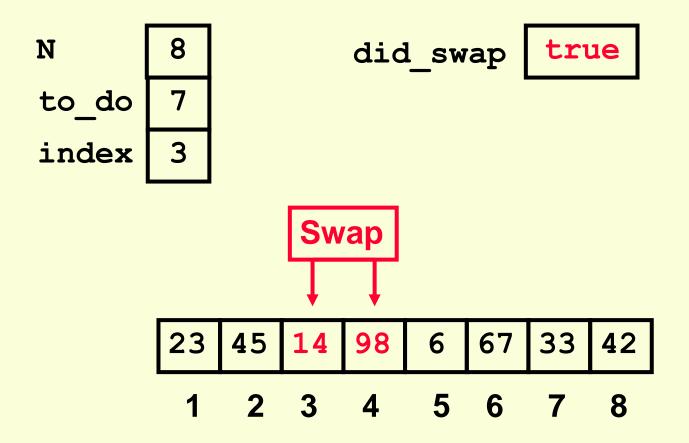


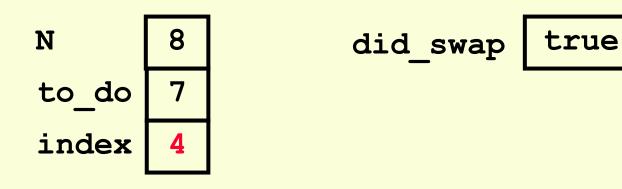


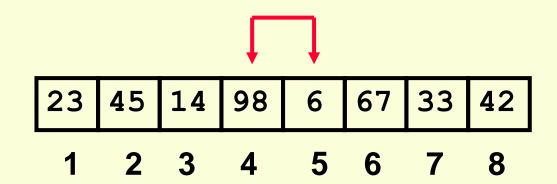


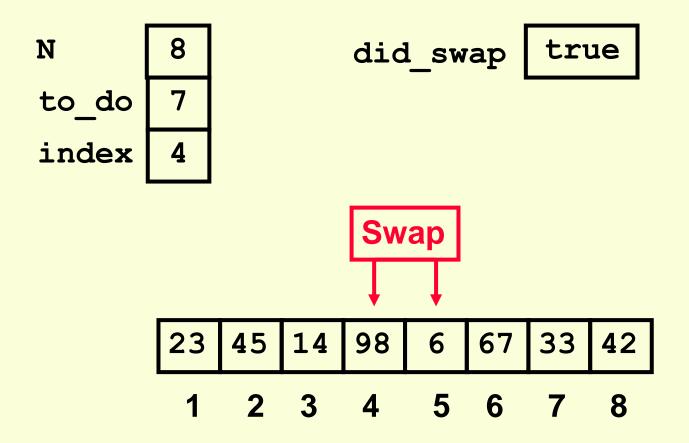


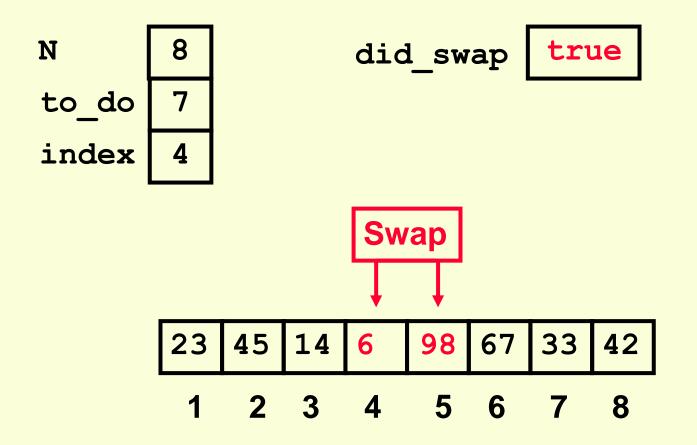


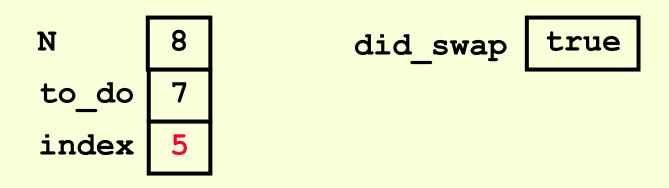


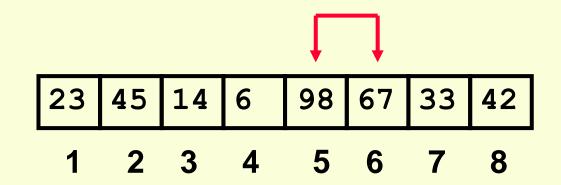


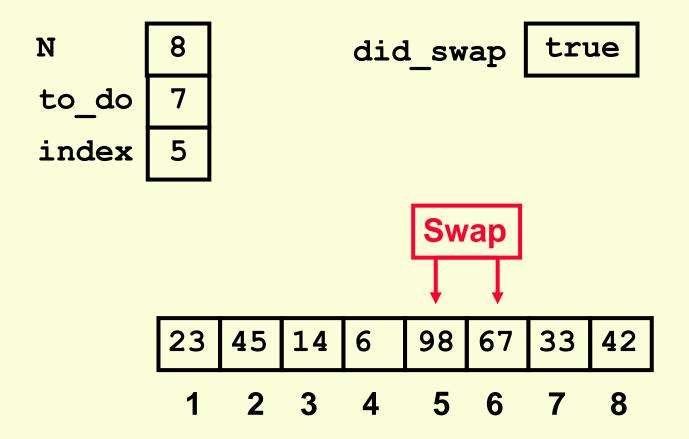


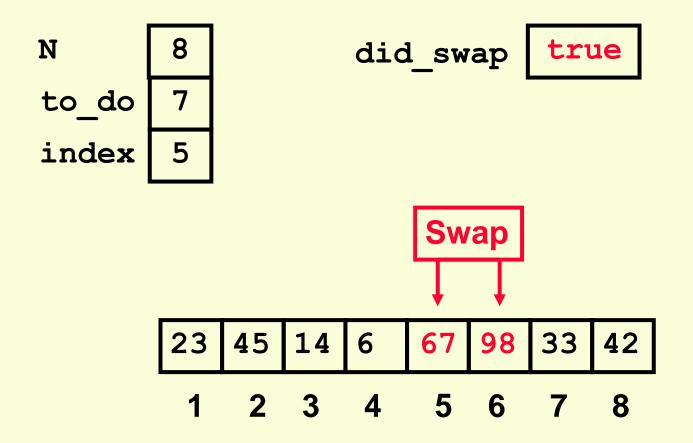


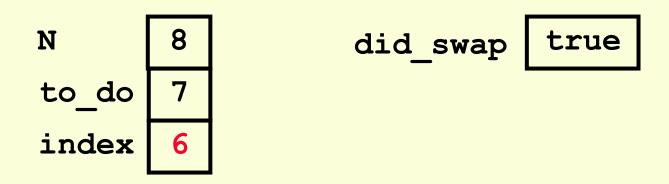


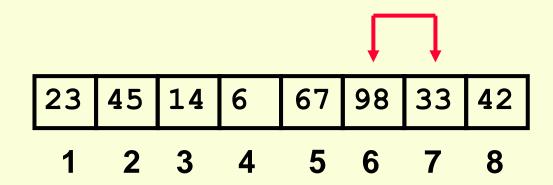


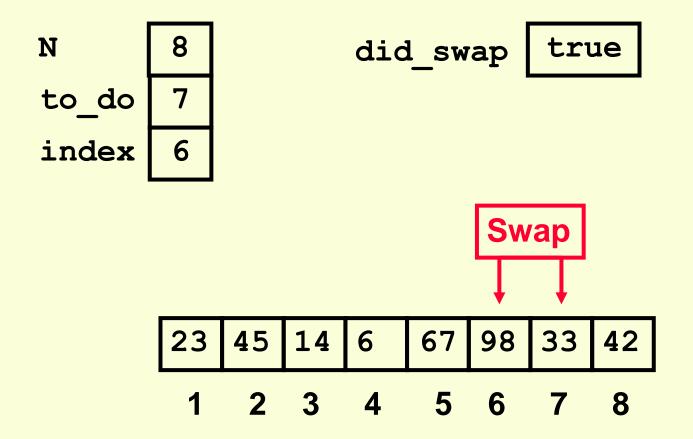


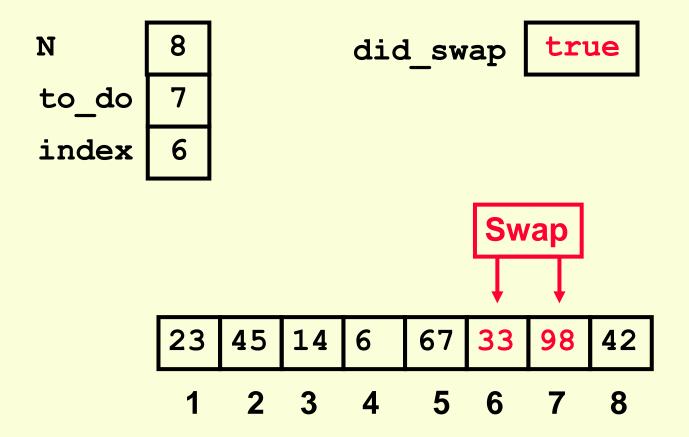


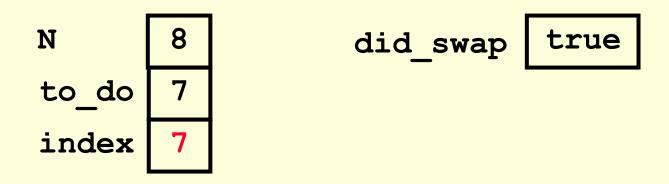


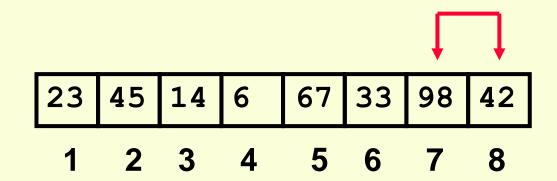


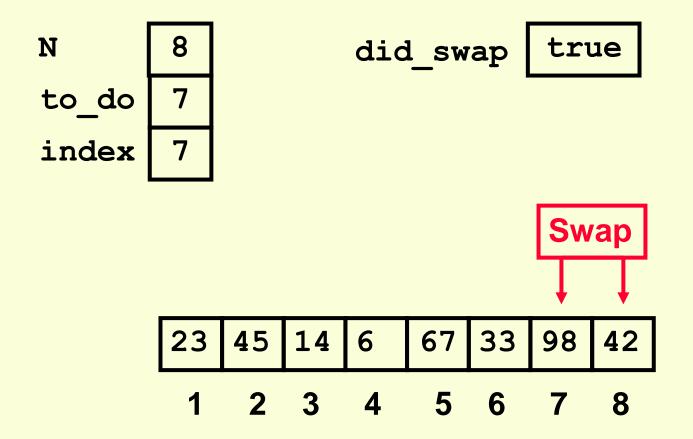


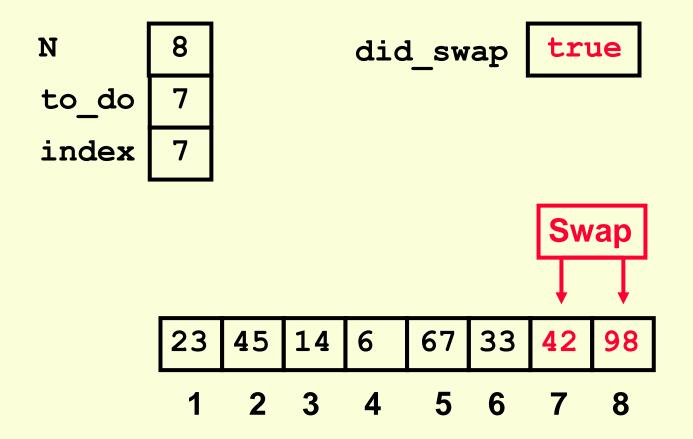




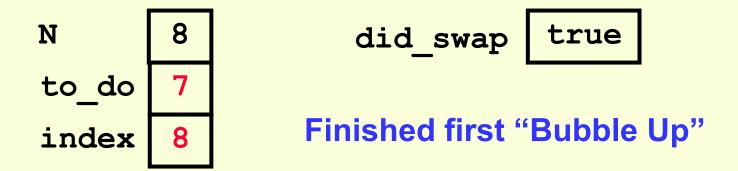


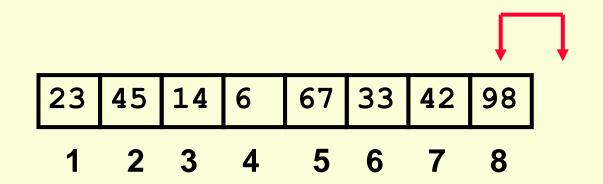


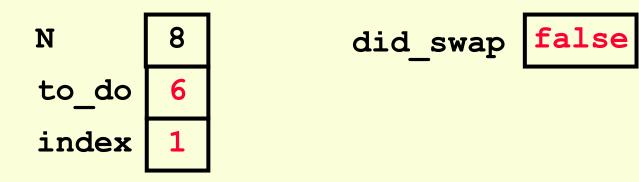


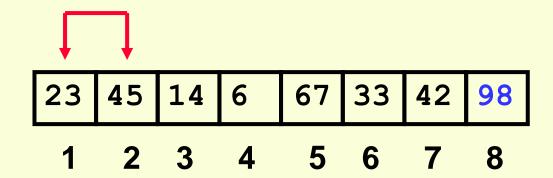


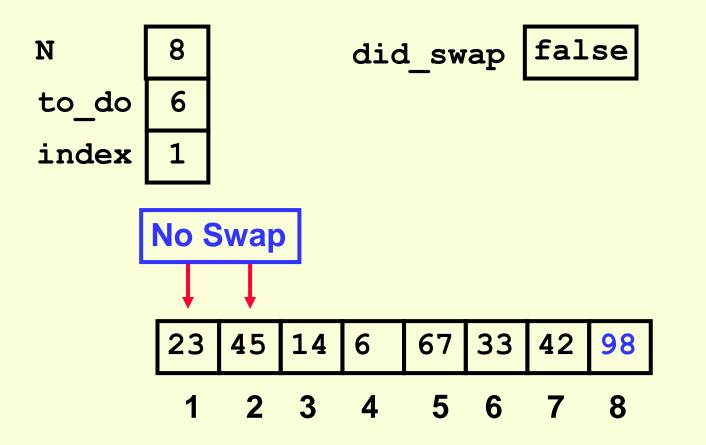
After First Pass of Outer Loop

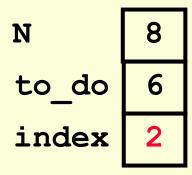


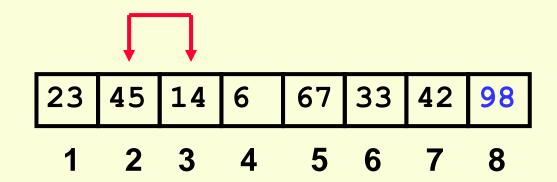


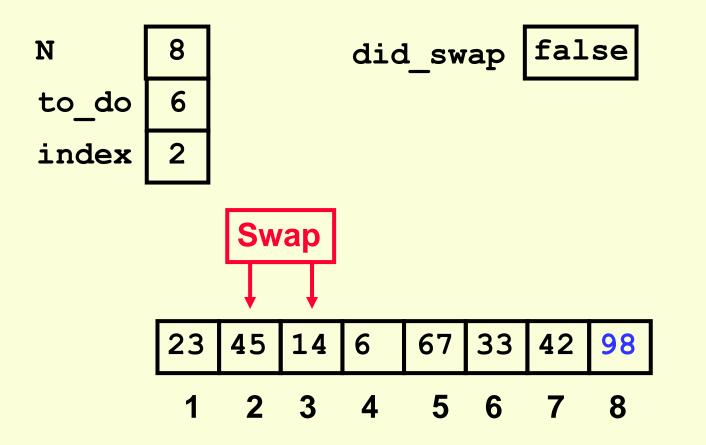


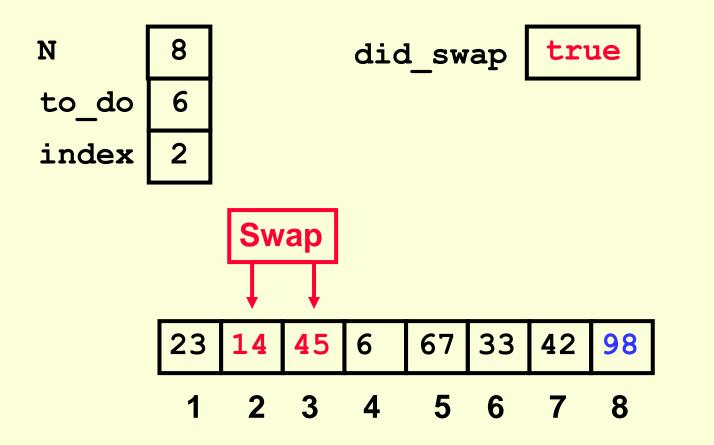


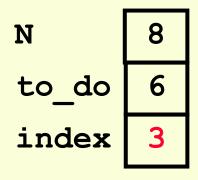


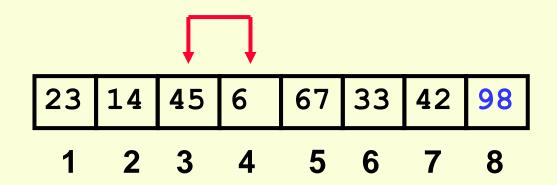


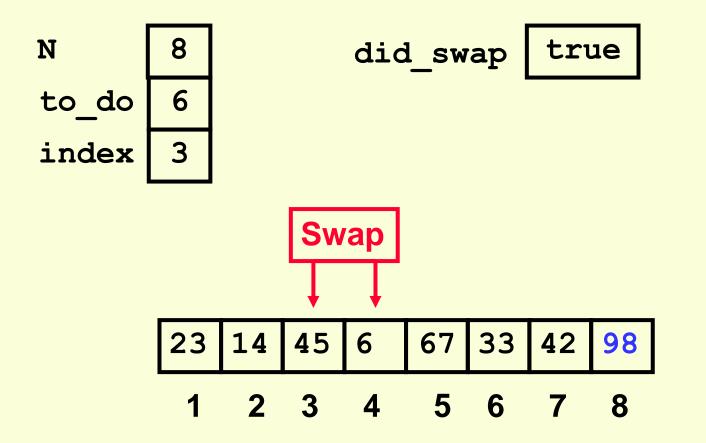


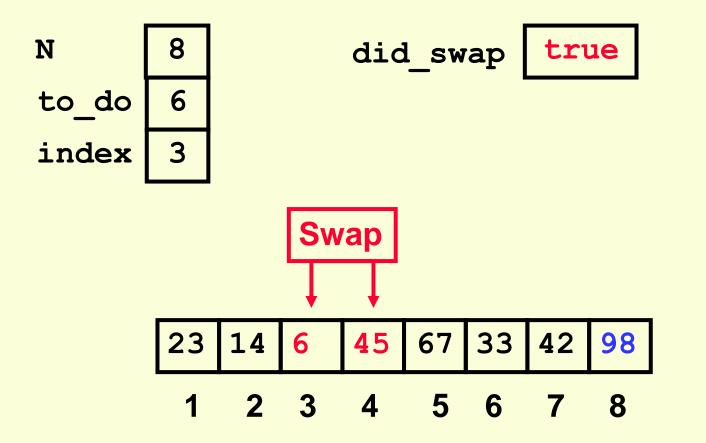


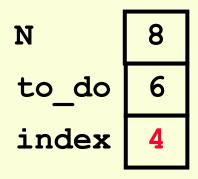


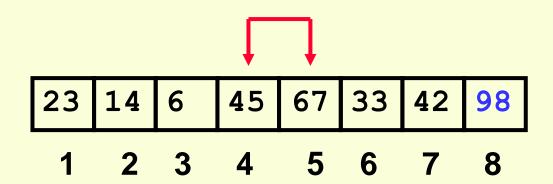


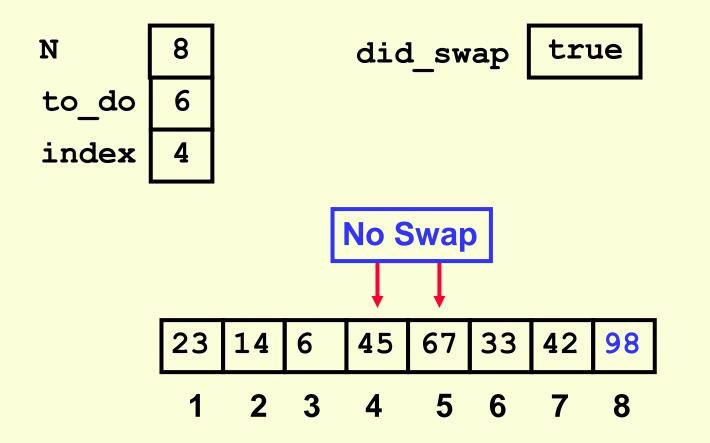


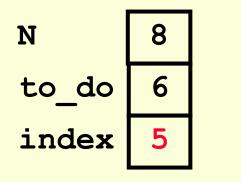


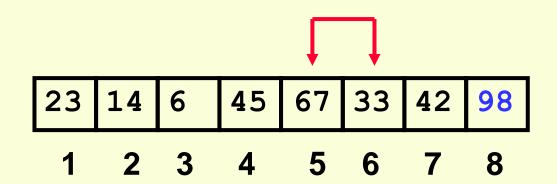


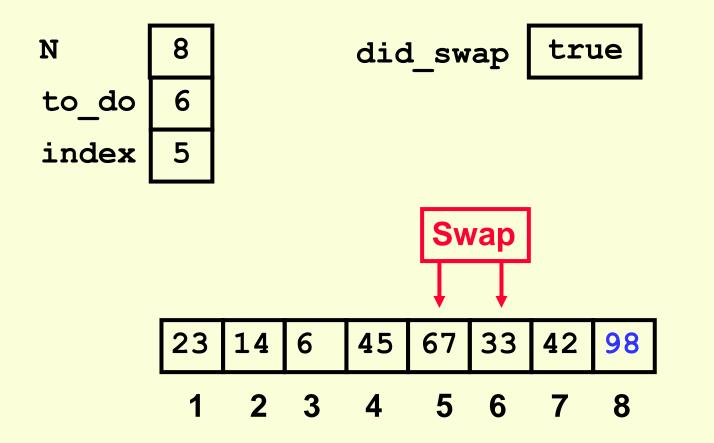


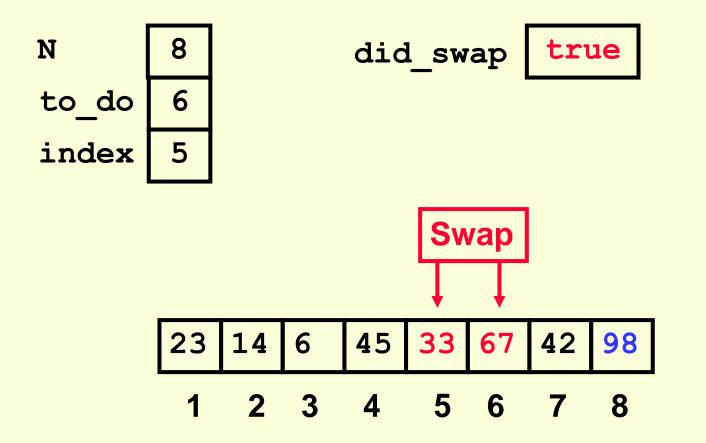


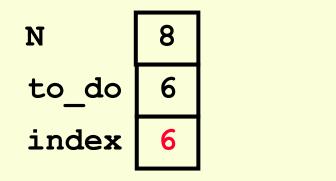


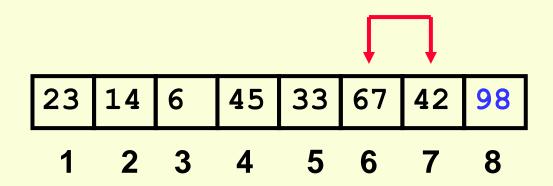


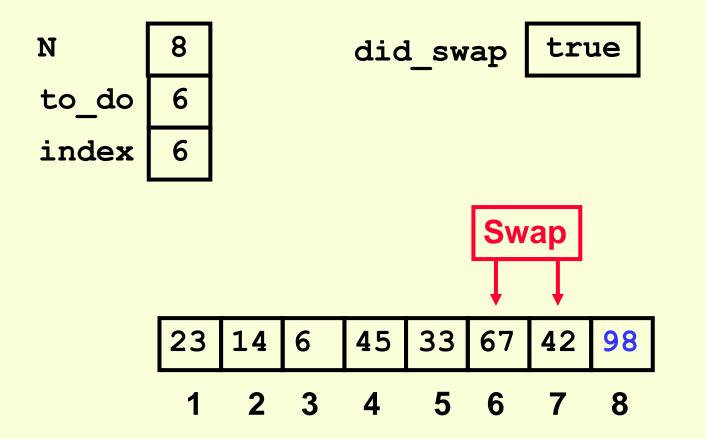


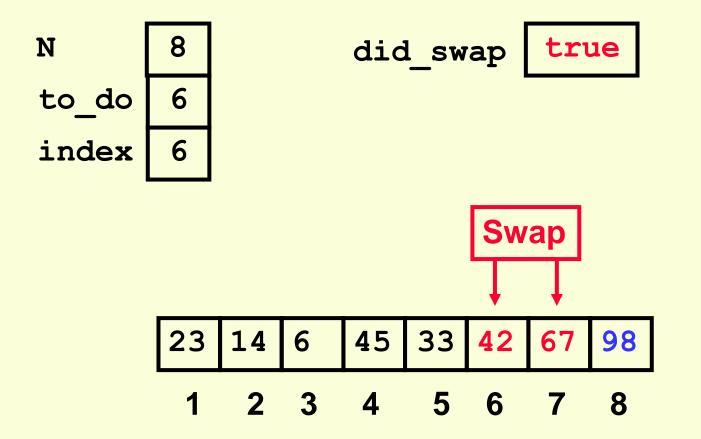




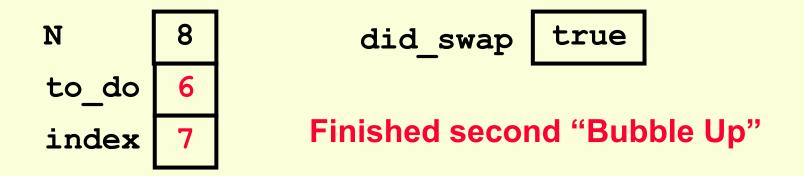


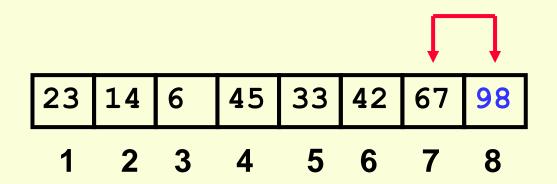


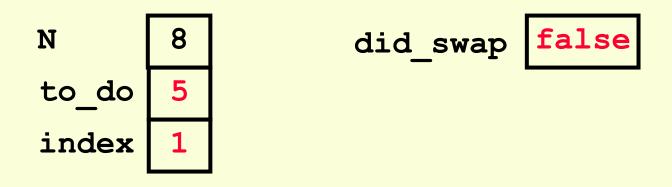


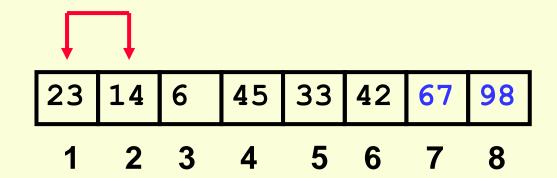


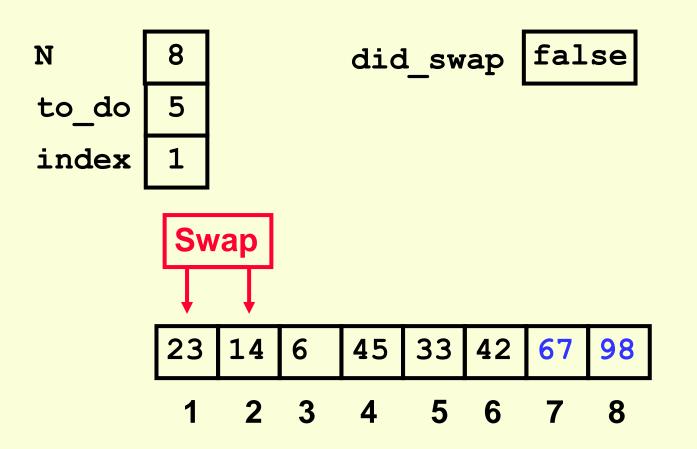
After Second Pass of Outer Loop

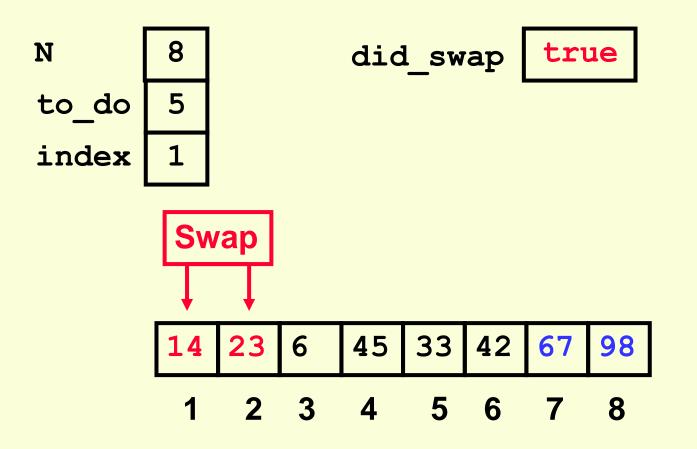




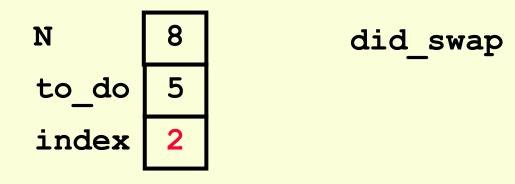


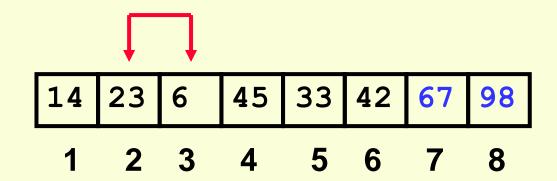


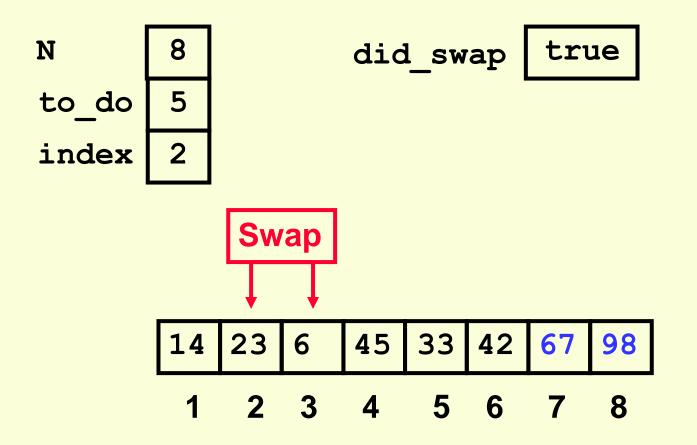


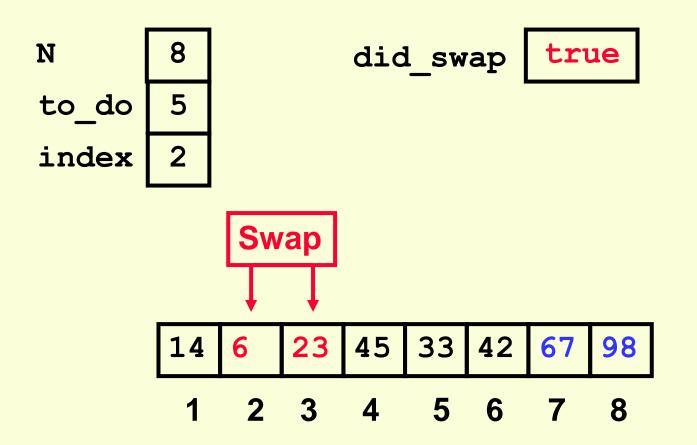


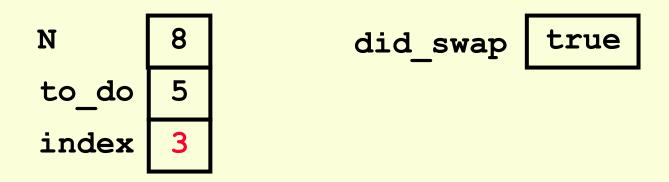
true

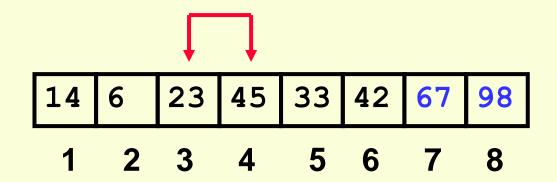


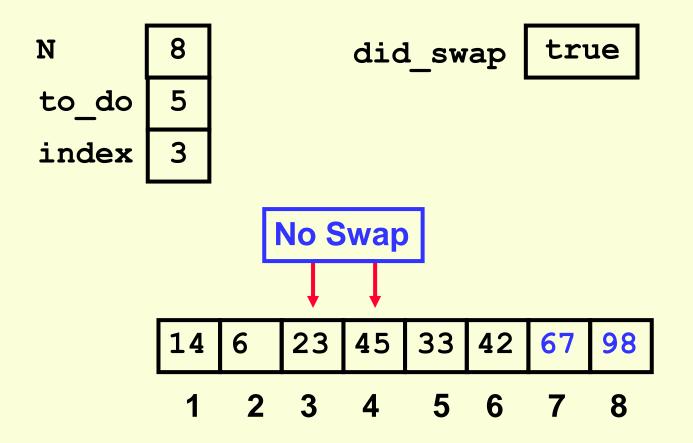


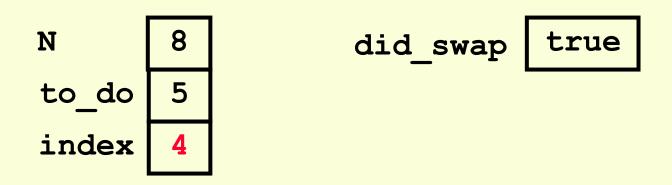


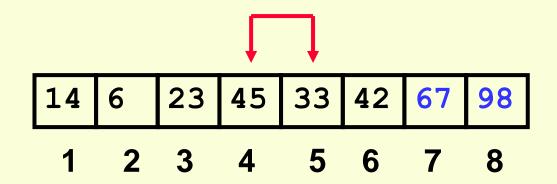


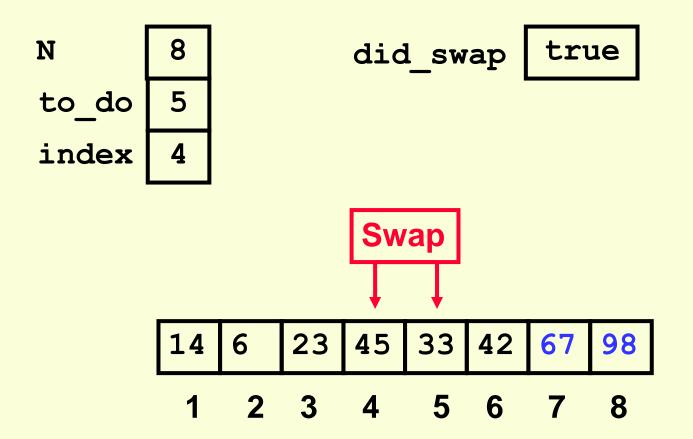


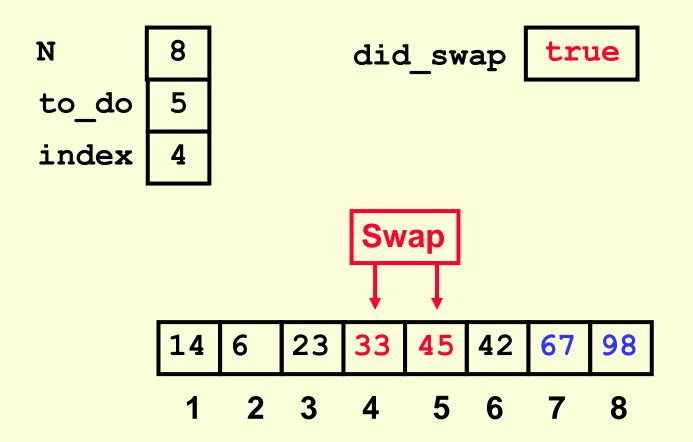


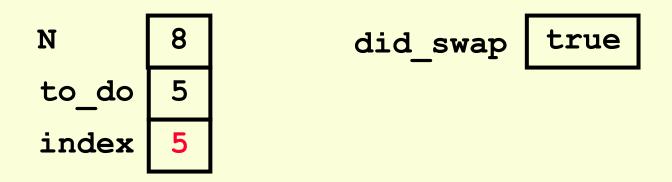


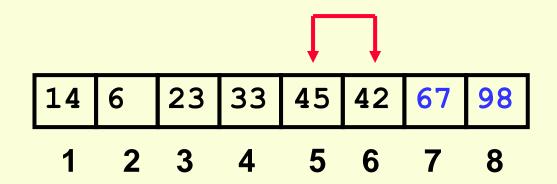


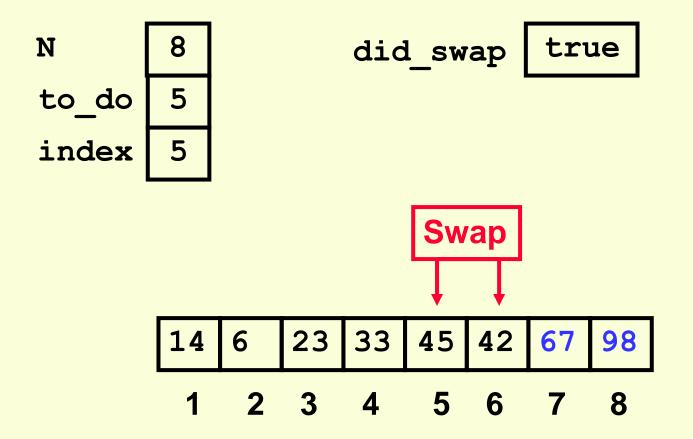


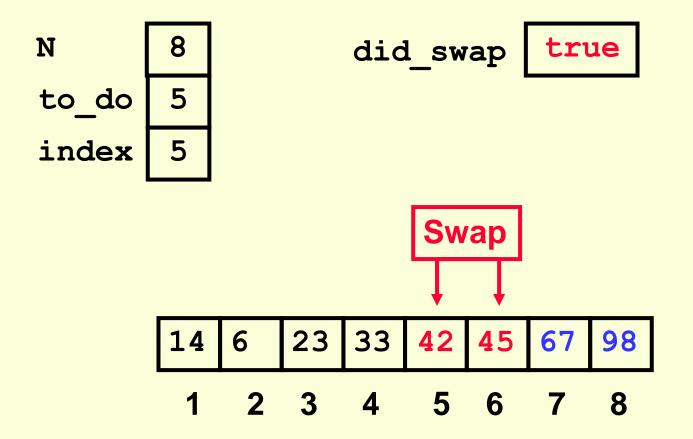




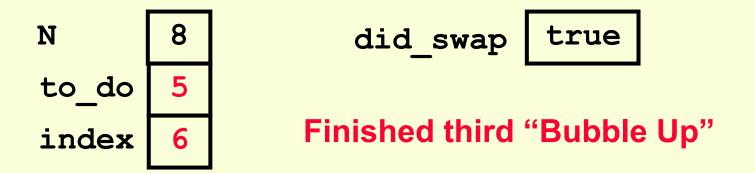


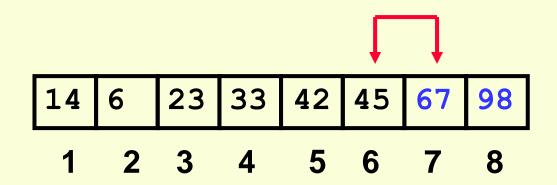


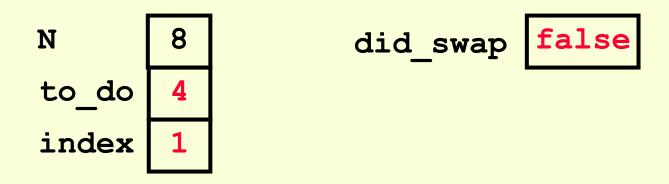


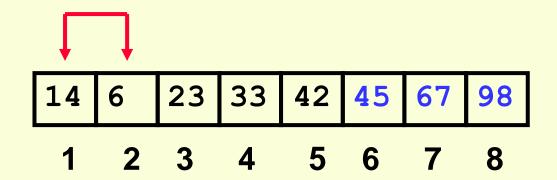


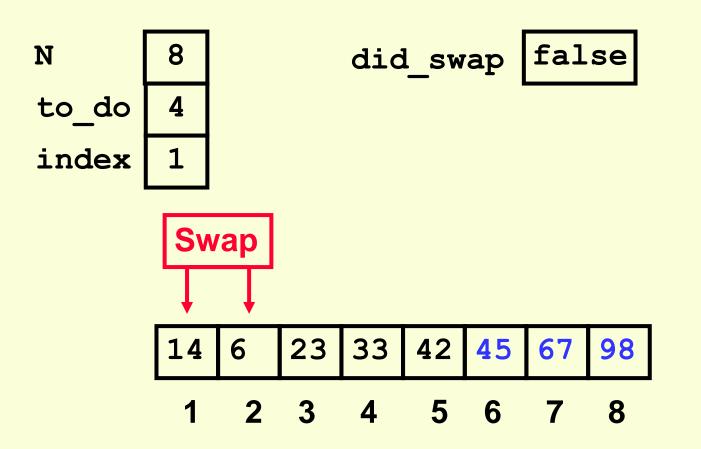
After Third Pass of Outer Loop

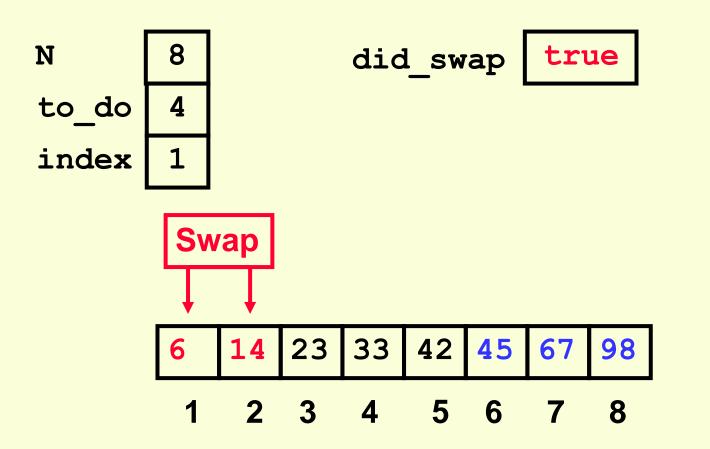


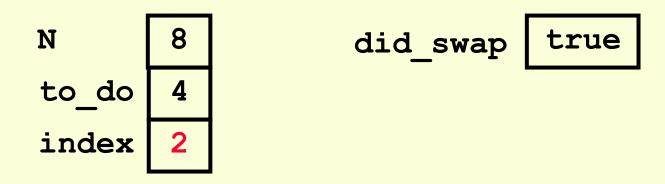


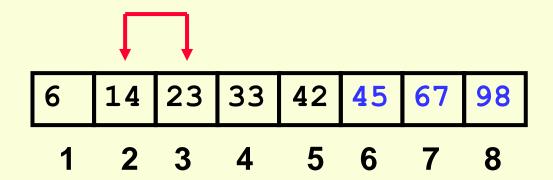


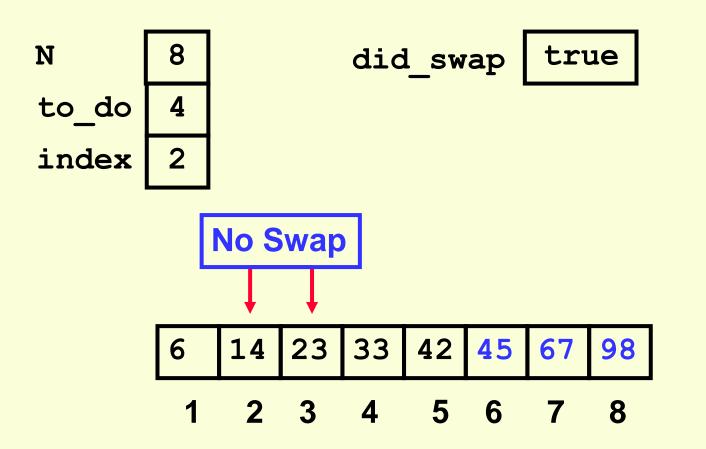


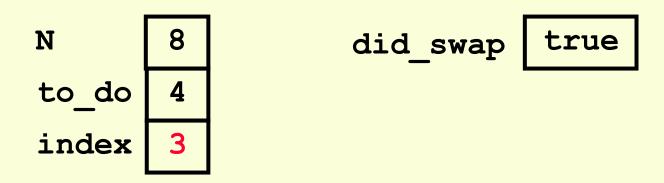


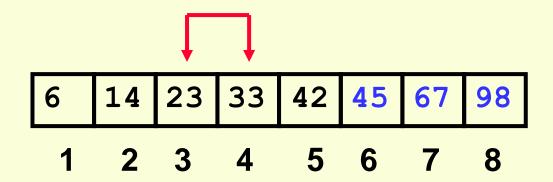


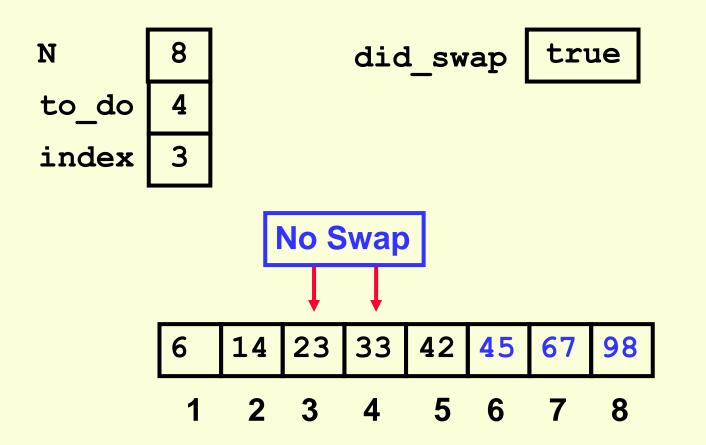


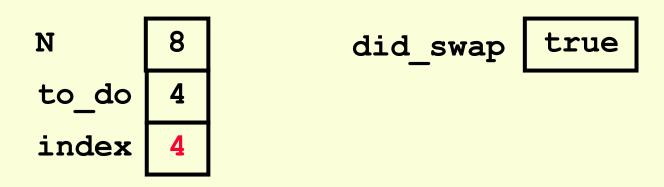


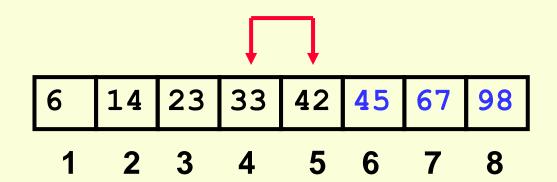


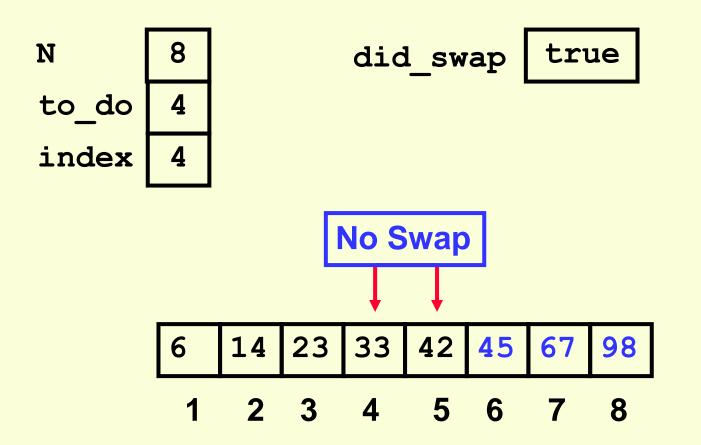






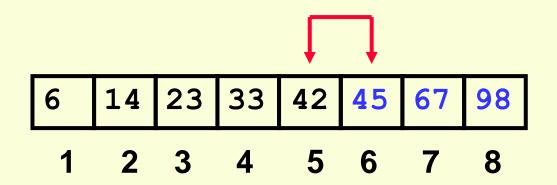


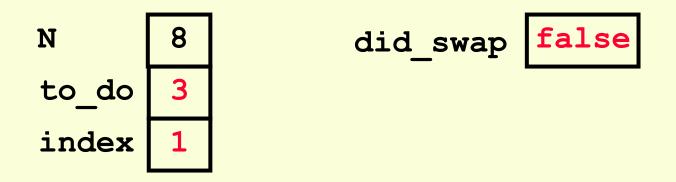


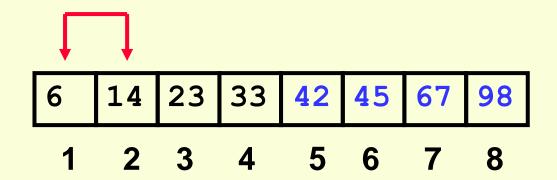


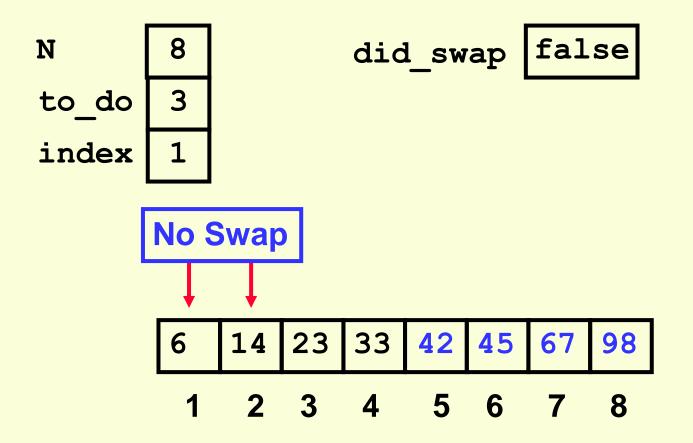
After Fourth Pass of Outer Loop

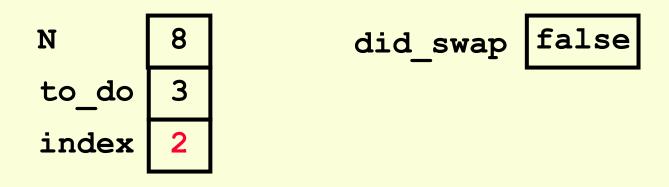


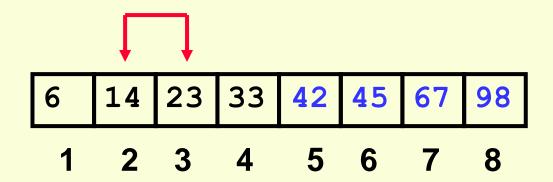


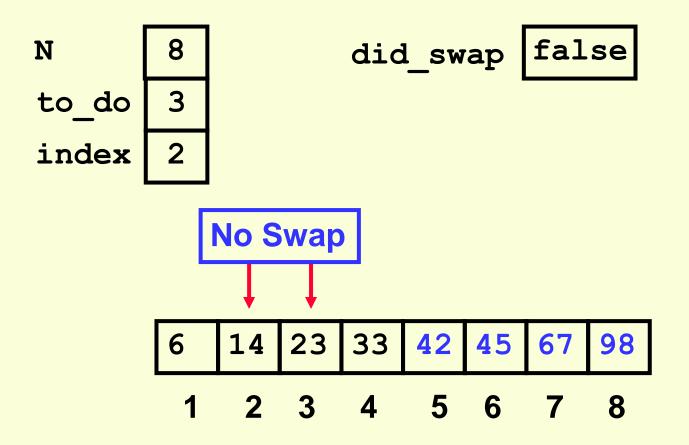


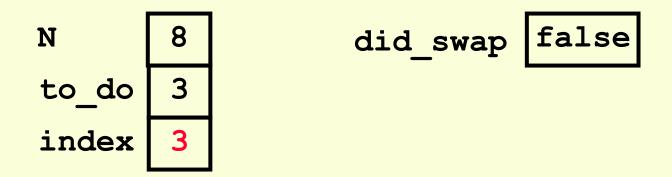


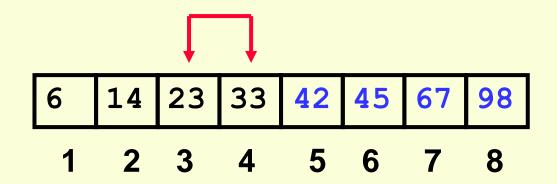


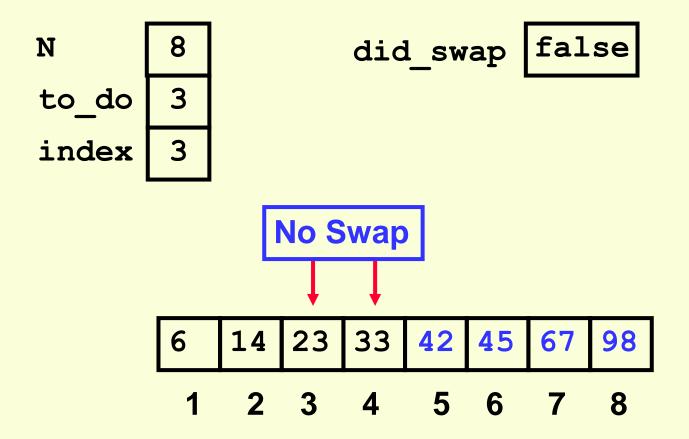




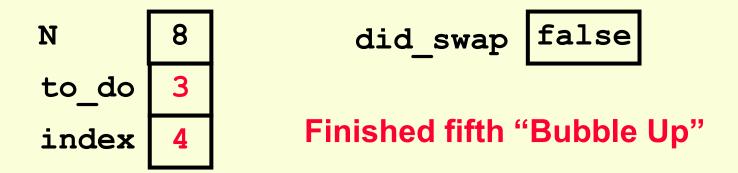


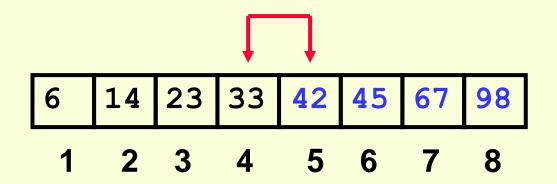




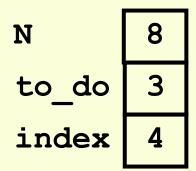


After Fifth Pass of Outer Loop



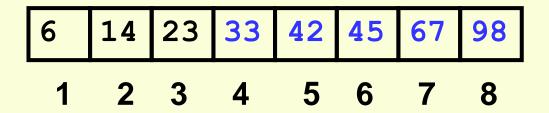


Finished "Early"



We didn't do any swapping, so all of the other elements must be correctly placed.

We can "skip" the last two passes of the outer loop.



Summary

- "Bubble Up" algorithm will move largest value to its correct location (to the right)
- Repeat "Bubble Up" until all elements are correctly placed:
 - Maximum of N-1 times
 - Can finish early if no swapping occurs
- We reduce the number of elements we compare each time one is correctly placed