Spaghetti Sort

An algorithm every Italian and Italy lover and algorithms lover should know.

My implementation using <u>bitwise</u> <u>operations</u>... yep no arithmetic or comparisons.

GitHub inside

Non-trivial bitwise implementation inside

Running this on your machine causes the following:

- 1) Full stomach: Memory eager
- 2) Demanding digestion: CPU intense

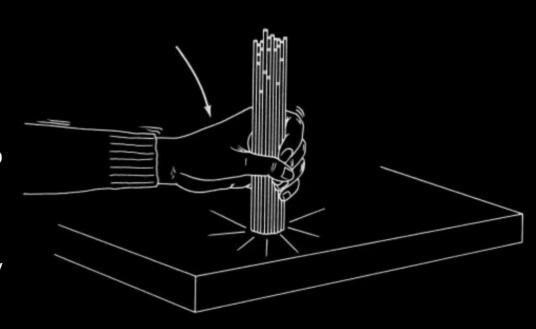


From Wikipedia:

Spaghetti sort is a linear-time, analog algorithm for sorting a sequence of items, introduced by A. K. Dewdney in his Scientific American column. **This is possible because the hand, the spaghetti rods and the table work as a fully parallel computing device**.

The sorting method is illustrated using uncooked rods of spaghetti:

- 1) For each number x in the list, obtain a rod of length x.
- 2) Once you have all your spaghetti rods, take them loosely in your fist and lower them to the table, so that they all stand upright, resting on the table surface.
- 3) Now, for each rod, lower your other hand from above until it meets with a rod—this one is clearly the longest, take it. Repeat until all rods have been removed.



My Misson

Freaky Implementation of Spaghetti Sort: Binary Spaghetti Sort

Note: Instead of one hand we will be using a mask of bits

```
# Spaghetti sort implementation using binary operations. Because of its
# nature, it sorts N+ numbers {1, 2, 3, ...}
# Key points:
# 1) Mimic the spaghetti sort main steps
# 1 - Spaghetti creation
# 2 - Spaghetti alignments according to length
# 3 - Hand moving down to collect spaghetti by length
# 2) Don't use imports
# 3) Use as many bitwise operations as possible
```

Functions we need

```
def bitwiseRoundedLog2(x):
    # Calculates rounded log2
    k = -1
    while x > 0:
        x = x >> 1
        k += 1
    return k
```

Example

$$x = 6$$
 $log2(x) = 2.585$
 $x >> 1 = 3$
 $3 >> 1 = 1$
 $1 >> 1 = 0$

```
def bitwiseBooleanToInteger(bitlist):
    # Turns a list of bit into an integer
    v = 0
    for bit in bitlist:
     v = (v << 1) | bit # sets the right most bit return v</pre>
```

Example

```
bitlist = [1, 0, 1]

v = 0 << 1 | 1 = 1

v = 1 << 1 | 0 = 10 = 2

v = 10 << 1 | 1 = 101 = 5
```

<pre>Step 1 Take array column = [0, 0, 1, 0, 0] make it a number. S = bitwiseBooleanToInteger(Column) = 4 = 100 S = S ^ mask = 100 mask = S mask = 100</pre>	<pre>Step 3 Take array column = [1, 1, 1, 1, 0] make it a number. S = bitwiseBooleanToInteger(Column) = 30 = 11110 S = S ^ mask = 1000 mask = S mask = 11110</pre>
Processing bits in S 100 K = bitwiseRoundedLog2(S) = 2 Take value at index length+(-k-1) 2 => 5 Updating S, setting processed bit to zero S = S ^ 1 << K = 0	Processing bits in S 1000 $K = bitwiseRoundedLog2(S) = 3$ Take value at index length+(-k-1) 1 => 3 Updating S, setting processed bit to zero $S = S ^ 1 << K = 0$
<pre>Step 2 Take array column = [1, 0, 1, 1, 0] make it a number. S = bitwiseBooleanToInteger(Column) = 22 = 10110 S = S ^ mask = 10010 mask = S mask = 10110</pre>	<pre>Step 4 Take array column = [1, 1, 1, 1, 1] make it a number. S = bitwiseBooleanToInteger(Column) = 31 = 11111 S = S ^ mask = 1 mask = S mask = 11111</pre>
Processing bits in S 10010 $K = bitwiseRoundedLog2(S) = 4$ Take value at index length+(-k-1) 0 => 4 Updating S, setting processed bit to zero $S = S ^ 1 << K = 10$	Processing bits in S 1 K = bitwiseRoundedLog2(S) = 0 Take value at index length+(-k-1) 4 => 2 Updating S, setting processed bit to zero S = S ^ 1 << K = 0
Processing bits in S 10 K = bitwiseRoundedLog2(S) = 1 Take value at index length+(-k-1) 3 => 4 Updating S, setting processed bit to zero S = S ^ 1 << K = 0	END sorted array [5, 4, 4, 3, 2] sinnefa@gmail.com

https://github.com/Sinnefa/binary-spaghetti-sort-using-bitwise-operations

Full implementation available at: