Class 28

Introduction

- two of the most fundamental concepts in computer science are, given an array of values:
 - search through the values to see if a specific value is present and, if so, where
 - sort the values into order

Introduction

- two of the most fundamental concepts in computer science are, given an array of values:
 - search through the values to see if a specific value is present and, if so, where
 - sort the values into order
- you must be able to understand and program several different algorithms for each of these tasks

Introduction

- two of the most fundamental concepts in computer science are, given an array of values:
 - search through the values to see if a specific value is present and, if so, where
 - sort the values into order
- you must be able to understand and program several different algorithms for each of these tasks
- in all of these slides, "array" is a generic term
- it means either an old-fashioned C-array or a C++ vector

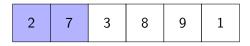
- the most-studied algorithm category in all of computer science
- literally hundreds of sorting algorithms have been invented, some very simple, some incredibly complex

- the most-studied algorithm category in all of computer science
- literally hundreds of sorting algorithms have been invented, some very simple, some incredibly complex
- values may be sorted in ascending or descending order

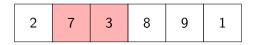
- the most-studied algorithm category in all of computer science
- literally hundreds of sorting algorithms have been invented, some very simple, some incredibly complex
- values may be sorted in ascending or descending order
- we will study two of the simplest
 - bubble sort
 - selection sort



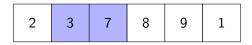
 bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped



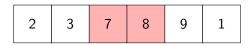
• bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped



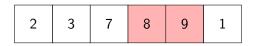
- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped



- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped



- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped



- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped
- nor do elements 3 and 4



- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped
- nor do elements 3 and 4
- finally, elements 4 and 5 are compared and swapped



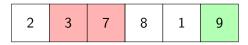
- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped
- nor do elements 3 and 4
- finally, elements 4 and 5 are compared and swapped



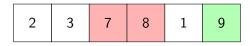
- bubble sort starts by comparing elements 0 and 1; if they are out of order (here, they are) they are swapped
- this is repeated with elements 1 and 2, which are also swapped
- elements 2 and 3 are compared; they do not need to be swapped
- nor do elements 3 and 4
- finally, elements 4 and 5 are compared and swapped
- at the end of the first pass, the largest element, 9, has bubbled up to the end of the array



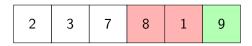
 the second pass begins exactly like the first: compare elements 0 and 1 — no swap



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap
- compare elements 2 and 3 no swap



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap
- compare elements 2 and 3 no swap
- compare elements 3 and 4; swap



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap
- compare elements 2 and 3 no swap
- compare elements 3 and 4; swap



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap
- compare elements 2 and 3 no swap
- compare elements 3 and 4; swap
- the second pass stops at elements 3 and 4 because we know element 5 is in the correct place at the end of the first pass



- the second pass begins exactly like the first: compare elements 0 and 1 — no swap
- compare elements 1 and 2 no swap
- compare elements 2 and 3 no swap
- compare elements 3 and 4; swap
- the second pass stops at elements 3 and 4 because we know element 5 is in the correct place at the end of the first pass
- after the second pass, both elements 4 and 5 have bubbled up to their proper place

Bubble Sort

- if there are 6 elements in the array, bubble sort takes 5 passes to complete
- when elements 1 through 5 have bubbled up to their correct place, then element 0 must also be correct

Bubble Sort Algorithm

```
// swaps the values of the first and last
1
   void swap(int & first, int & last)
   {
3
     int temp = first;
4
     first = last:
     last = temp;
6
7
   }
8
   // implementation of the bubble sort algorithm
   void bubble_sort(vector<int> & vector_values)
   {
      for(int pass=vector_values.size()-1;pass>0;pass--)
13
        for(int index=0;index<pass; index++)</pre>
          if (vector_values[index]>vector_values[index+1])
14
            swap(vector_values[index], vector_values[index+1]);
15
   }
16
```

Bubble Sort Algorithm

```
// swaps the values of the first and last
   void swap(int & first, int & last)
3
     int temp = first;
     first = last;
     last = temp;
6
7
   }
8
    // implementation of the bubble sort algorithm
    void bubble sort(vector<int> & vector values)
11
      for(int pass=vector_values.size()-1;pass>0;pass--)
        for(int index=0;index<pass: index++)</pre>
13
          if (vector_values[index]>vector_values[index+1])
14
            swap(vector_values[index], vector_values[index+1]);
15
16
   }
```

• in fact swap is built in to C++11, so we can just use it without writing a function

Bubble Sort

Bubble Sort Pros

- very easy algorithm to understand
- easy algorithm to code correctly (just have to get the indices correct)
- pretty decent algorithm for an array that's already mostly sorted

Bubble Sort Cons

- a very inefficient algorithm in general
- typically performs many swaps to get each element into position



- selection sort also proceeds by passes
- in pass 1, select the smallest element in the entire array
- this is essentially identical to the "find minimum" algorithm you have coded in previous labs



- selection sort also proceeds by passes
- in pass 1, select the smallest element in the entire array this
- is essentially identical to the "find minium" algorithm you have coded in previous labs
- the smallest element is found in position 5; swap it with the element in position 0



- selection sort also proceeds by passes
- in pass 1, select the smallest element in the entire array this
- is essentially identical to the "find smallest" algorithm you have coded in previous labs
- the smallest element is found in position 5; swap it with the element in position 0
- at the end of the first pass, the smallest element is in its correct place



• in pass 2, select the smallest element in positions 1 to 5



- in pass 2, select the smallest element in positions 1 to 5
- swap this element with the element in position 1 (here, value 2 is swapped with itself!)



- in pass 2, select the smallest element in positions 1 to 5
- swap this element with the element in position 1 (here, value 2 is swapped with itself!)
- now the first two elements are correct



- in pass 2, select the smallest element in positions 1 to 5
- swap this element with the element in position 1 (here, value 2 is swapped with itself!)
- now the first two elements are correct
- proceed this way through passes 3 through 6
- the same number of passes as the bubblesort algorithm
- but each element is only swapped once into its final position

Selection Sort Algorithm

```
// implementation of the selection sort algorithm
   void selection sort(vector<int> & vector values)
2
3
      for(int pass = 0; pass<vector_values.size()-1; pass++)</pre>
4
      { int minimum = vector_values[pass];
        int minimum_index = pass;
        for(int index= pass + 1; index<vector_values.size(); index++)</pre>
          if (minimum> vector values[index])
9
            minimum = vector_values[index];
12
            minimum_index = index;
14
15
        swap(vector_values[minimum_index], vector_values[pass]);
16
17
```

A Note on Swap

• some students will complain that it's silly to swap a value with itself

A Note on Swap

- some students will complain that it's silly to swap a value with itself
- but the built-in swap is smart enough to know that if the two array positions are the same, no swap is needed, and so it doesn't actually swap something with itself

Selection Sort

Selection Sort Pros

- easy algorithm to understand
- easy algorithm to code correctly (just have to get the indices correct)
- typically far fewer swaps than bubble sort

Selection Sort Cons

 not as efficient as more sophisticated sort algorithms that we will study later