Linear Sorting

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Recalling Comparison Sorts

The running time of these comparison sort algorithms

- Mergesort
- Heapsort
- Quicksort (expected)

are all $O(N \log N)$.

Not possible for a comparison sort algorithm to do better

However, there are sorting methods that achieve O(N) performance.

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The Counting Sort algorithm sorts integers from a known range

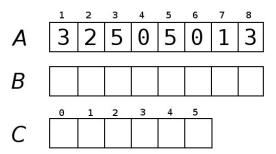
The key operation is to count the occurrences of all values

Counting Sort(Input: $A = [A_1, ..., A_N], k$)

- For i = 0 to k
 - C[i] = 0

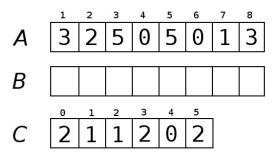
 $<\!\!\!-\!\!\!\!-$ one entry per value in the range

- For i = 1 to N
 - C[A[j]] = C[A[j]] + 1 <-- count how many A[j] there are
- For i = 0 to k
 - C[i] = C[i] + C[i-1] <-- how many less than or equal to i
- For j = N to 1
 - B[C[A[j]]] = A[j]
 - C[A[j]] = C[A[j]] 1
- Return B

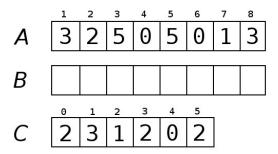


- Counts of each value are saved into C
- Next the counts are accumulated
- Now C[i] holds number of values $\leq i$
- Finally copy contents of A to correct positions in B using C

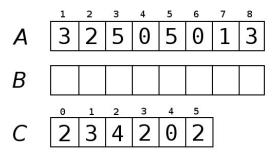
Algorithms (580) Linear Sorting



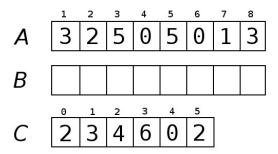
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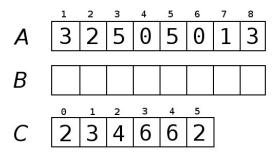
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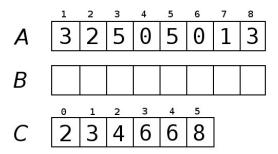
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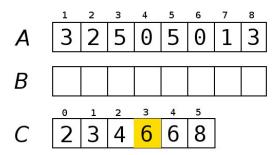
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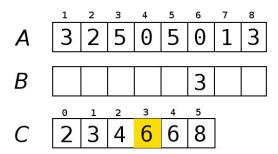
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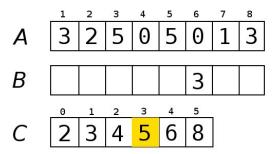
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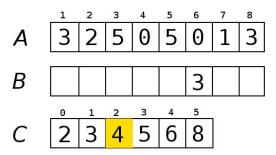
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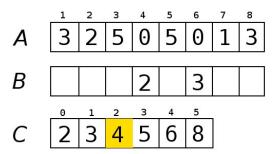
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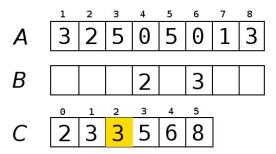
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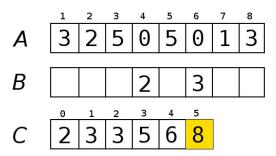
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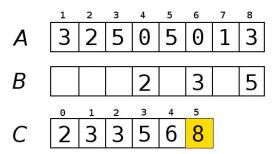
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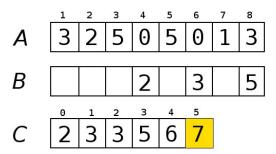
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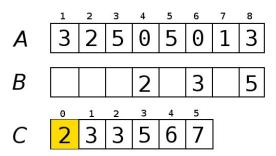
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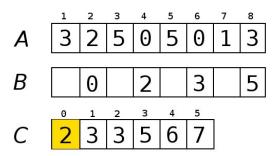
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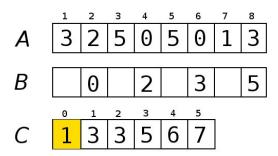
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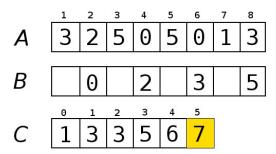
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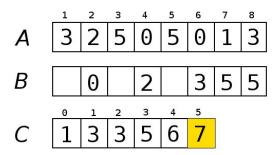
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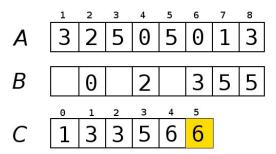
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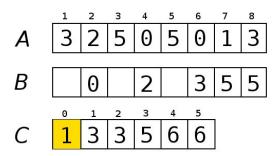
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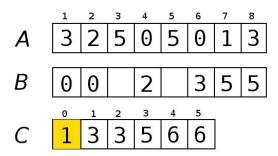
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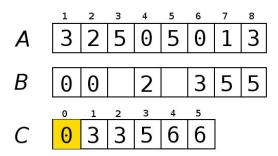
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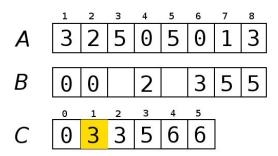
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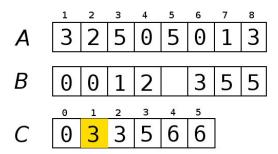
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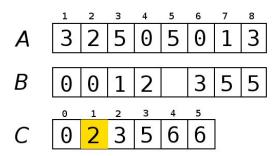
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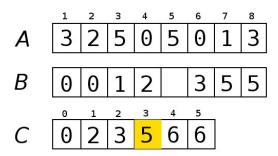
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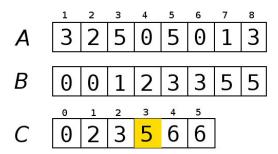
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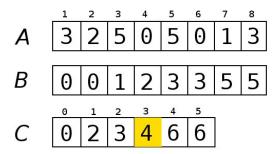
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Performance

Counting Sort runs in $\Theta(N + k)$ time.

• Assuming k = O(N) this bound becomes $\Theta(N)$

Counting Sort is also stable

- 'Different' 3s stay in the same order
- The animation gets this wrong! (Sorry)
- ullet Copying should iterate from A[N] to A[1]

Radix Sort is used to sort a set of *d*-digit values

535		089
158		134
189		158
134	\rightarrow	189
840		535
558		558
089		840

- It makes d passes through the data
- Each pass sorts on the ith digit only

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Radix Sort is used to sort a set of *d*-digit values

- Counter-intuitively, the first sort is on the least significant digit
- The sort used must be stable

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> **1**89 **0**89

> **1**34

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The algorithm is simple to state

Radix Sort(Input:
$$A = [A_1, ..., A_N], d$$
)

- For i = 0 to d
 - Use a stable sort to sort A on digit i
- Counting Sort can implement the stable sort efficiently
- e.g. For decimal numbers there are 10 values to sort on

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Performance

Assuming we have N numbers

- Each comprising b bits
- Where r bits make one digit

Radix Sort runs in $\Theta((b/r)(N+2^r))$ time if the stable sort takes $\Theta(N+k)$ time to sort values in the range $0 \dots k$.

- Each number has b/r digits
- Each digit is in the range $0...2^r 1$
- Counting sort runs in $\Theta(N+k) = \Theta(N+2^r)$ time
- There are d = b/r passes
- The total time is $\Theta((b/r)(N+2^r))$

If b = O(N) then r can be chosen as $\log_2 N$ and the running time is $\Theta(N)$. In practice, constant factors often mean that Quicksort is faster.

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