



Sorting Algorithms



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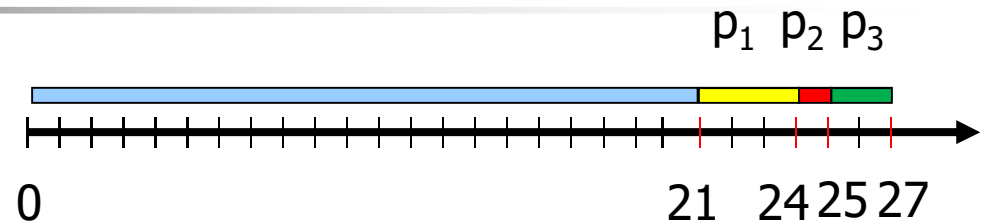


On the importance of sorting

- On an average application 30% of CPU time is spent on sorting data
- Example
 - CPU scheduling
 - processes p_i with duration
 - p_0 21, p_1 3, p_2 1, p_3 2
 - Impact of sorting on average wait time

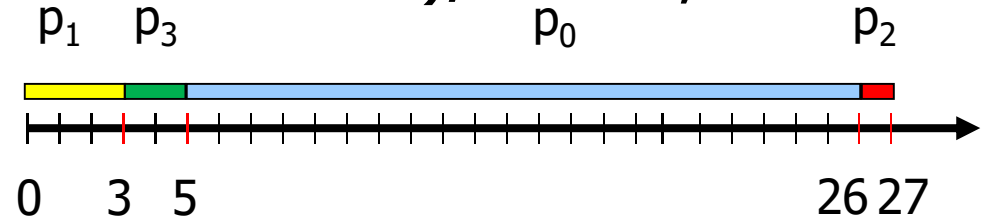
On the importance of sorting

- $p_0-p_1-p_2-p_3$



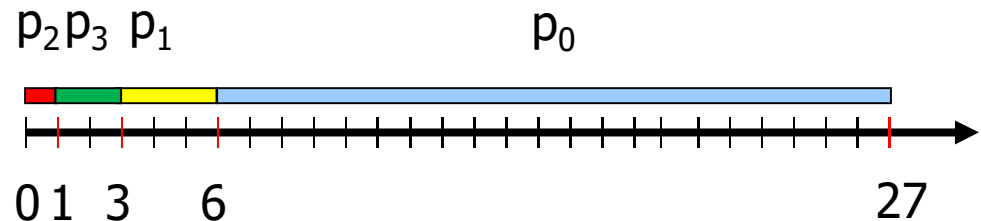
average wait time $(0+21+24+25)/4 = 17,5$

- $p_1-p_3-p_0-p_2$

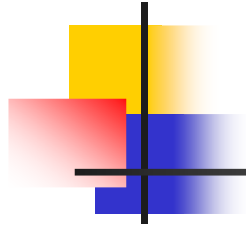


average wait time $(0+3+5+26)/4 = 8,5$

- (sorted) $p_2-p_3-p_1-p_0$

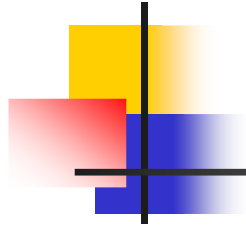


average wait time $(0+1+3+6)/4 = 2,5$



Sorting applications

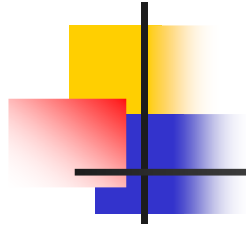
- Trivial applications
 - Sorting a list of names, organizing an MP3 library, displaying Google PageRank results, etc.
- Simple problems if data are sorted
 - Find the median, binary search in a database, find duplicates in a mailing list, etc.
- Non trivial applications
 - Data compression, computer graphics (eg. convex hull), computational biology, etc.



Classification

- Internal sorting
 - Data are in main memory
 - Direct access to elements

- External sorting
 - Data are on mass memory
 - Sequential access to elements



Classification

- In place sorting
 - n data in array + constant number of auxiliary memory locations

- Stable sorting
 - For data with duplicated keys the relative ordering is unchanged



Example

- Record with 2 keys
 - Name (key is first letter)
 - Group (key is an integer)

Example

First sorting
according to first letter

Andrea	3
Barbara	4
Chiara	3
Fabio	3
Franco	1
Giada	4
Lucia	3
Roberto	2

Second sorting
according to group
NON stable algorithm

Franco	1
Roberto	2
Chiara	3
Fabio	3
Andrea	3
Lucia	3
Giada	4
Barbara	4

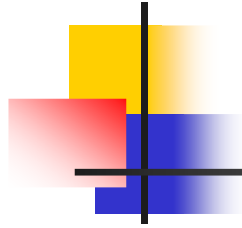
Second sorting
according to group
Stable algorithm

Franco	1
Roberto	2
Andrea	3
Chiara	3
Fabio	3
Lucia	3
Barbara	4
Giada	4



Classification: complexity

- $O(n^2)$
 - Simple, iterative, based on comparison
 - Insertion sort, Selection sort, Exchange/Bubble sort
- $O(n^{3/2})$
 - Shellsort (with certain sequences)
- $O(n \log n)$
 - More complex, recursive, based on comparison
 - Merge sort, Quicksort, Heapsort
- $O(n)$
 - Applicable with restrictions on data, based on computation
 - Counting sort, Radix sort, Bin/Bucket sort



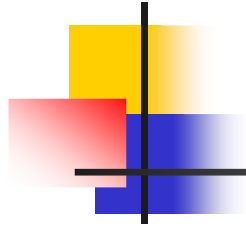
Classification: complexity

A more detailed analysis is possible, distinguishing between

- Comparison and
- Exchange operations

When data are large, exchanging them may be expensive

Asymptotic complexity however doesn't change



Lower bound

Algorithms based on comparison

- Elementary operation

- Comparison $a_i : a_j$

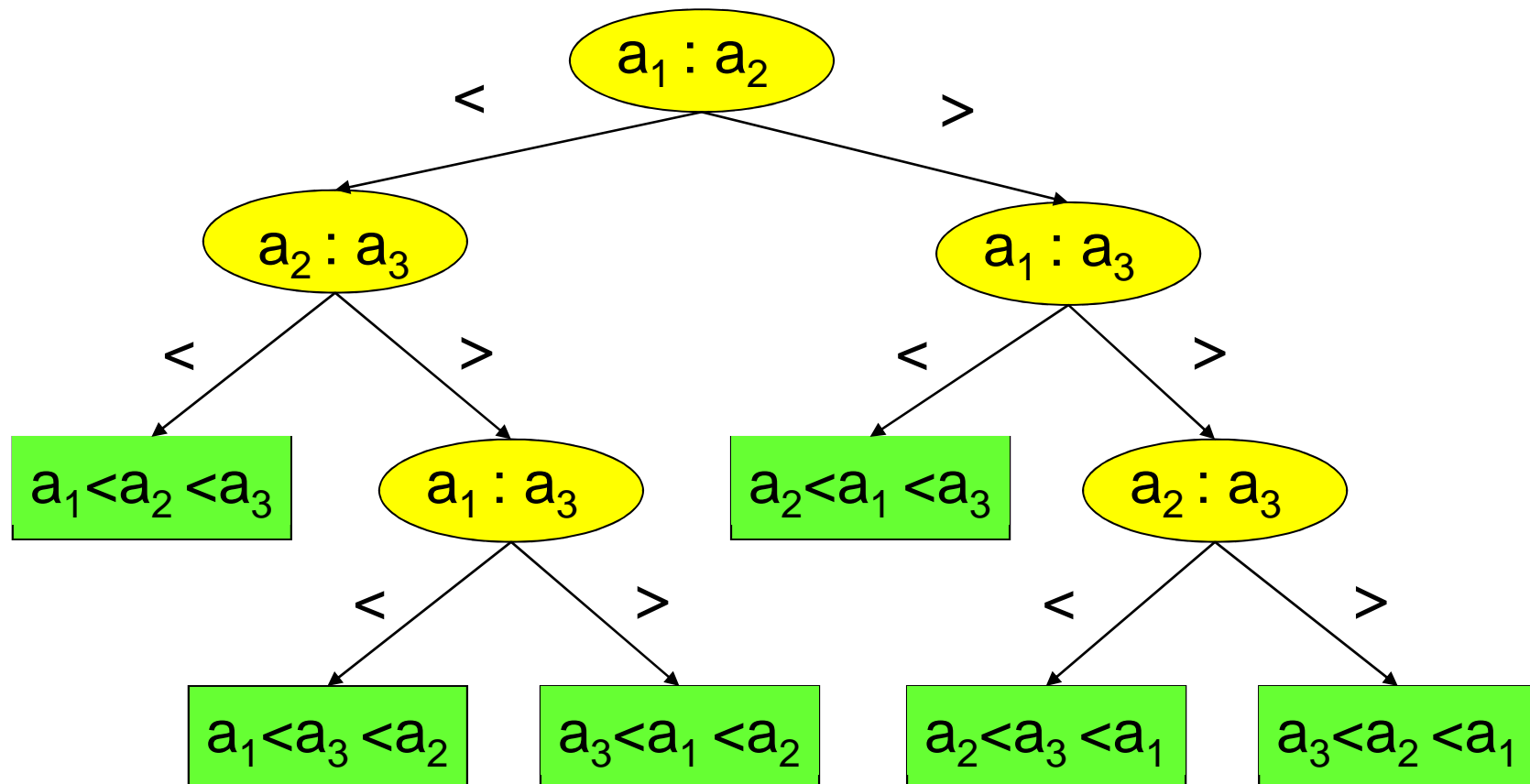
- Outcome

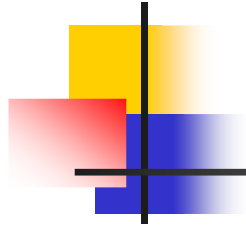
- Decision ($a_i > a_j$ or $a_i \leq a_j$), organized as a decision tree



Lower bound

Sort array of 3 distinct elements a_1, a_2, a_3





Lower bound

- For n distinct integers
 - Number of possible sortings = number of permutations $n!$
- Complexity
 - Number h of comparisons (tree height)
- Each solution = tree leaf
- Number of leaves = 2^h
- Stirling's approximation: $n! > (n/e)^n$

$$2^h \geq n! > (n/e)^n$$

$$h > \lg(n/e)^n = n \lg n - n \lg e = \Omega(n \lg n)$$