

# **Implementation of Bucket sort** **using RISC-V assembly**

**RISC-V**  
**UE21EC352A**

# Team Composition

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# Contents

- Introduction
- Problem Statement
- Algorithm of Bucket sort
- Time and Space complexity analysis
- Hardware /Software used
- Code
- Result
- Applications
- References



# Introduction

- Efficient sorting algorithms for large size data.
- In order to tackle the high time complexity and space complexity, we have Bucket sort algorithm that can help us.

## Sorting Algorithms





# Problem Statement

- The design of Sorting algorithms has always been carried out since many years.
- But, multiple sorting algorithms do not satisfy time and space complexities in some critical cases.
- In order to alleviate this issue, we have Bucket sort algorithm.



# Algorithm - Bucket sort

- Bucket sort, or bin sort, is a sorting algorithm that works by distributing the elements of an array into a number of buckets.
- The computational complexity depends on the algorithm used to sort each bucket, the number of buckets to use, and whether the input is uniformly distributed.



# Algorithm - Bucket sort

Consider the following array:



Create buckets with a range from 0 to 25. The buckets range are 0-5, 5-10, 10-15, 15-20, 20-25



Now, sort each bucket individually. The elements of each bucket can be sorted by using any of the stable sorting algorithms.



# Algorithm - Bucket sort



Finally, gather the sorted elements from each bucket in order







# Time complexity analysis

<b>Best case</b>	$O(n + k)$
<b>Average Case</b>	$O(n + k)$
<b>Worst case</b>	$O(n^2)$



# Space complexity analysis

<b>Space complexity</b>	$O(n * k)$
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$$O(n * k)$$



# Software

- RIPES Simulator



# Code

```
.data
array: .word 3,1,8,7,64,7,10,9
n: .word 8

.text

start:
    la x6,array #x6 contains the array
    lw x7,n # x7 = 8
    #but we need to start from only
    addi x7,x7,-1 #x7=7
    li x8,4 # a common multiplier
    mul x9,x7,x8 # we will start checking from here
    add x10, x6,x9 # we are traversing from here
    #initialising loop variable with 0
    addi x14,x7,0 #x14 => loop variable
    addi x19,x0,7 # another loop variable
    lw x11,0(x10) #loading the last element
    li x23,0 #initialising a checking variable
```

```
smallest: # loop to find the smallest element in a certain array iteration
```

```
    beq x14,x0,check #loop variable
    addi x10,x10,-4 # to traverse through array backwards
    # we had loaded x11 with the last value in the array, now we consider
    #that to be the smallest and then traverse backwards by comparing it
    lw x12,0(x10)
    addi x14,x14,-1
    blt x12,x11,small_assign # if we find an element smaller than x11 then
    beq x0,x1,smallest
```

```
small_assign: #assigns x11 with smallest value
#note: this loop will be traversed only if the smallest element is not found
# to account for the case when the smallest element is at the end , we
    addi x11,x12,0 # put in the new small number value( it will be in x11)
    sub x20,x7,x19 # x20 will give the array position where we are supposed to
    add x16,x14,x20 # x16 value will give the array position that we are supposed to
    addi x23,x23,1 #x23 is the checking variable
    beq x0,x1,smallest
```



# Code

check:

```
bne x23,x0,next
```

do:

```
sub x20,x7,x19 # enter this loop if small
add x16,x19,x20
```

next:

```
addi x19,x19,-1 # x19 was initialised to 0
la x15,array
```

```
mul x17,x16,x8 # to get array location
# x17 = x16*4
add x15,x15,x17 # x15 is array variable
lw x18,0(x15) # we are temporarily storing
```

```
mul x21,x20,x8 # similarly x21 will be
la x20,array
add x20,x20,x21
```

```
lw x22,0(x20) # temporarily storing that value
```

#swapping them both

```
sw x22,0(x15)
```

```
sw x18,0(x20)
```

#step2: Next time, x14 value decreases to 6, so the  
# till the 2nd element of the array ie,"smallest" i  
# 1st element is already in correct place

```
add x14,x0,x19
```

# and the 5,4,3,2,1 => this would check these many

```
la x10,array
```

```
mul x9,x7,x8
```

```
add x10, x6,x9 # once again traversing to end of
```



# Code

```
lw x11,0(x10) # storing that value in x11  
addi x23,x0,0 # resetting this check vairable  
bne x19,x0,smallest # going back to smallest
```

# Results

Before execution:

0x10000020	8	8	0	0	0
0x1000001c	9	9	0	0	0
0x10000018	10	10	0	0	0
0x10000014	7	7	0	0	0
0x10000010	64	64	0	0	0
0x1000000c	7	7	0	0	0
0x10000008	8	8	0	0	0
0x10000004	1	1	0	0	0
0x10000000	3	3	0	0	0

After execution:

0x10000020	8	8	0	0	0
0x1000001c	64	64	0	0	0
0x10000018	10	10	0	0	0
0x10000014	9	9	0	0	0
0x10000010	8	8	0	0	0
0x1000000c	7	7	0	0	0
0x10000008	7	7	0	0	0
0x10000004	3	3	0	0	0
0x10000000	1	1	0	0	0

## Execution info

Cycles:

379

Instrs. retired:

379

CPI:

1

IPC:

1

Clock rate:

7.58 Hz





# Applications

- Sorts floating-point numbers efficiently within range.
- External sorting for large datasets in chunks.
- Efficient for sorting integers within limited range.
- Used in graphics for histogram sorting.



# References

1. Z. Zhao and C. Min, "An Innovative Bucket Sorting Algorithm Based on Probability Distribution," 2009 WRI World Congress on Computer Science and Information Engineering, Los Angeles, CA, USA, 2009, pp. 846-850, doi: 10.1109/CSIE.2009.376.
2. RISC-V ISA specifications :  
<https://riscv.org/technical/specifications/>

# THANK YOU