# Sorting in Linear Time

CSE 5311: Design and Analysis of Algorithms

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Establishing a Lower Bound on Comparison Sorts

Counting Sort

Radix Sort

**Bucket Sort** 

All sorting algorithms discussed up to this point are **comparison based**.

It may be intuitive to think that sorting cannot be done without a comparison.

If you have no way to evaluate the relative ordering of two different objects, how can you possibly arrange them in any order?

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It turns out that comparison based sorts cannot possibly reach linear time.

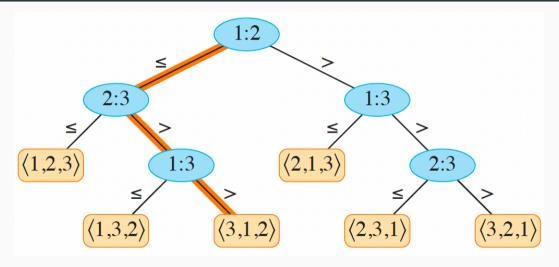
Any comparison sort must make  $\Omega(n \lg n)$  comparisons in the worst case.

# Establishing a Lower Bound on Comparison Sorts

The basis of the proof is to consider that all comparison sorts can be viewed as a decision tree.

Each leaf represents a unique permutation of the input array.

If there are n elements in the input array, there are n! possible permutations.



A decision tree for a comparison sort on a 3-element array.

#### Interpreting the tree

- Each node compares two values as a : b.
- If  $a \le b$ , the left path is taken.
- The worst case of a comparison sort can be determined by the height of the tree.

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- A binary tree with height h has no more than  $2^h$  leaves, so  $n! \le l \le 2^h$ .
- Taking the logarithm of this inequality implies that  $h \ge \lg n!$ .
- Since  $\lg n! = \Theta(n \lg n)$ , and is a lower bound on the height of the tree, then any comparison sort must make  $\Omega(n \lg n)$  comparisons.

Counting sort can sort an array of integers in O(n + k) time, where  $k \ge 0$  is the largest integer in the set.

It works by counting the number of elements less than or equal to each element x.

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```
def counting_sort(A, k):
    n = len(A)
    B = [0 \text{ for i in } range(n)]
    C = [0 \text{ for i in } range(k+1)]
    for i in range(n):
        C[A[i]] += 1
    for i in range(1, k):
        C[i] = C[i] + C[i-1]
    for i in range(n - 1, -1, -1):
        B[C[A[i]]-1] = A[i]
        C[A[i]] = C[A[i]] - 1
```

return B

#### Walkthrough

- The first two loops establish the number of elements less than or equal to i
  for each element i.
- The main sticking point in understanding this algorithm is the last loop.
- It starts at the very end of loop, placing the last element from A into the output array B in its correct position as determined by C.

#### Example

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- On the first iteration of the last loop, A[4] = 4 is used as the index into C, which yields 3 since the value 4 is greater than or equal to 3 elements in the original array.
- It is then placed in the correct spot B[3-1]=4.

Class Exercise: Sort the array  $A = \{2, 5, 3, 0, 2, 3, 0, 3\}$  using counting sort.

Do similar values maintain their relative order?

Dating back to 1887 by Herman Hollerith's work on tabulating machines

- Places numbers in one of k bins based on their radix, or the number of unique digits.
- It was used for sorting punch cards via multi-column sorting.
- It works by iteratively sorting a series of inputs based on a column starting with the least-significant digit.

329	720	7 <mark>2</mark> 0	329
457	35 <mark>5</mark>	3 <mark>2</mark> 9	355
657	436	4 <mark>3</mark> 6	<mark>4</mark> 36
839 ->	457 ->	8 <mark>3</mark> 9 ->	<mark>4</mark> 57
436	65 <mark>7</mark>	3 <mark>5</mark> 5	<b>6</b> 57
720	329	4 <mark>5</mark> 7	720
355	839	6 <mark>5</mark> 7	839

An example of radix sort sorting a list of integers.

```
def radix_sort(A, d):
    for i in range(d):
        A = counting_sort(A, len(A), 9)
    return A
```

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- Therefore, the time complexity of radix sort is  $\Theta(d(n+k))$ .
- If k = O(n), then the time complexity is  $\Theta(dn)$ .

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The keys themselves can be broken up into digits.

#### Consider a 32-bit word.

- To sort n of these words with b=32 bits per word, break the words into r=8 bit digits.
- This yields  $d = \lceil b/r \rceil = 4$  digits.
- The largest value for each digit is then  $k = 2^r 1 = 255$ .
- Plugging these values into the analysis from above yields  $\Theta((b/r)(n+2^r))$ .

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- As r increases,  $2^r$  increases.
- As it decreases,  $\frac{b}{r}$  increases.
- The best choice depends on whether  $b < \lfloor \lg n \rfloor$ .

If 
$$b < \lfloor \lg n \rfloor$$
, then  $r \le b$  implies  $(n + 2^r) = \Theta(n)$  since  $2^{\lg n} = n$ .

If  $b \ge \lfloor \lg n \rfloor$ , then we should choose  $r \approx \lg n$ .

This would yield  $\Theta((b/\lg n)(n+n)) = \Theta(bn/\lg n)$ .

#### Another perspective...

Choosing  $r < \lg n$  implies  $\frac{b}{r} > \frac{b}{\lg n}$ ; the  $n + 2^r$  term doesn't increase.

Choosing  $r > \lg n$  implies an increase in  $n + 2^r$ .

If we are given  $2^{16}$  32-bit words, we should use  $r = \lg 2^{16} = 16$  bits.

This would result in  $\lceil \frac{32}{16} \rceil = 2$  passes.

# Comparison to Quicksort and Merge sort

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- Merge sort:  $\lg n = 20$  passes, each with O(n) time.

Use radix sort to sort the following list of names: "Beethoven", "Bach", "Mozart", "Chopin", "Liszt", "Schubert", "Haydn", "Brahms", "Wagner", "Tchaikovsky".

First, we need to figure out how to encode the names as integers.

- If we convert the input to lowercase, we only have to deal with k=26 unique characters.
- This only requires 5 bits.
- Since each name has varying length, we can use a sentinel value of 0 to pad the shorter names.
- That is, 0 represents a padding character and the alphabet starts at 1.

Original Name	Encoded Name
Beethoven	[2, 5, 5, 20, 8, 15, 22, 5, 14, 0, 0]
Bach	[2, 1, 3, 8, 0, 0, 0, 0, 0, 0, 0]
Mozart	[13, 15, 26, 1, 18, 20, 0, 0, 0, 0, 0]
Chopin	[3, 8, 15, 16, 9, 14, 0, 0, 0, 0, 0]
Liszt	[12, 9, 19, 26, 20, 0, 0, 0, 0, 0, 0]
Schubert	[19, 3, 8, 21, 2, 5, 18, 20, 0, 0, 0]
Haydn	[8, 1, 25, 4, 14, 0, 0, 0, 0, 0, 0]
Brahms	[2, 18, 1, 8, 13, 19, 0, 0, 0, 0, 0]
Wagner	[23, 1, 7, 14, 5, 18, 0, 0, 0, 0, 0]
Tchaikovsky	[20, 3, 8, 1, 9, 11, 15, 22, 19, 11, 25]

No changes are made in the first 2 iterations. Iteration 3 yields:

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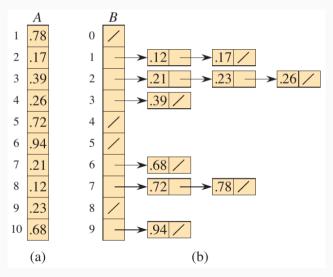
As the name suggests, bucket sort distributes the input into a number of distinct buckets based on the input value.

- The key here is the assumption that the data is uniformly distributed.
- If the data were not uniformly distributed, then more elements would be concentrated.
- The uniformity ensures that a relatively equal number of data points are placed in each bucket.
- This is also a convenient assumption to have for a parallelized implementation.

- Bucket sort places values into a bucket based on their most significant digits.
- Once the values are assigned, then a simple sort such as insertion sort is used to sort the values within each bucket.
- Once sorted, the buckets are concatenated together to produce the final output.

Under the assumption of uniformity, each bucket will contain no more than 1/n of the total elements.

This implies that each call to  $insertion\_sort$  will take O(1) time.



An example of bucket sort sorting a list of floats.

```
def bucket_sort(A):
    n = len(A)
    B = [[] for i in range(n)]
    for i in range(n):
        B[int(n * A[i])].append(A[i])
    for i in range(n):
        insertion_sort(B[i])
    return B
```

Initializing the array and placing each item into a bucket takes  $\Theta(n)$  time.

The call to each insertion sort is  $O(n^2)$ .

The recurrence is given as

$$T(n) = \Theta(n) + \sum_{i=0}^{n-1} O(n_i^2).$$

The key is to determine the expected value  $E[n_i^2]$ .

We will frame the problem as a binomial distribution, where a success occurs when an element goes into bucket *i*.

- p is the probability of success:  $p = \frac{1}{n}$ .
- q is the probability of failure:  $q = 1 \frac{1}{n}$ .

Under a binomial distribution, we have that  $E[n_i] = np = n(1/n) = 1$  and  $Var[n_i] = npq = 1 - 1/n$ , where p = 1/n and q = 1 - 1/n.

The expected value is then

$$E[n_i^2] = Var[n_i] + E[n_i]^2 = 1 - 1/n + 1 = 2 - 1/n.$$

This gives way to the fact that

$$E[T(n)] = \Theta(n) + \sum_{i=0}^{n-1} O(2 - 1/n)$$
$$= \Theta(n) + O(n)$$
$$= \Theta(n).$$