Tutorial #6. Sorting

Theoretical part

Sorting allows us to do multiple tasks:

- Sorted elements can be found in O(log(n)) for search using binary/interpolation search (or even a place they should be inserted)
- They allow us to select linked areas of data in O(n) time (SELECT * FROM T where C1 > V1).
- They allow us to make cool math (Principal Component Analysis include sorts, create a polygon of points, compression with loss algorithms involve sorting)
- They allow us to represent data for humans.

Faster sorts

There's a class of sorts that allow us to do it in T(n*log(n)) time: quick sort, that involves recursive strategy, heap sort and merge sort. Some of them provide O(n*log(n)), some $-\Omega(n*log(n))$.

O(n)-sorts

Unlikely bubble and insertion sort, there's a class of algorithms that does not involve comparison. All O(n) sorts are non-comparative, because it is proven, that comparative sorts cannot perform better then $\Omega(n*\log(n))$. We already know **counting sort**, it takes O(n+k). There are also two well-known non-comparative sorts:

- **Bucket sort (Explain)**. Idea is to
 - Split the range of values into buckets [1-50, 51-100, ...].
 - Then **Scatter**: place items in the buckets according to the value (value / N_{buckets}).
 - Sort each non-empty bucket.
 - Then **Gather**: collect values back into array
 - Worst case: O(n²),
 - best/average case E(n+k) (use count sort inside the bucket)
 - Study this sort and try to implement it for integers.
- Radix sort (Just mention). Similar idea: use digits as buckets.

Practical part (for Students)

- 1) Implement insertion sort using Comparator object for case insensitive string sorting.
- 2) Embed your implementation into **MyFramework.sort**(...) method, reuse the *Comparable.compareTo(...)* in comparator object.
- 3) Run tests in **MyFramework** class. See the output.
- 4) Uncomment line 22 in **MyFrameworkTests.** Measure **select** operation speed before and after this operation.
- 5) *Try to implement O(n) sort