## The Sound of Sorting Algorithm Cheat Sheet

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Function selectionSort(A : Array of Element: n : \mathbb{N})
    for i := 1 to n do
         min := i
         for i := i + 1 to n do
                                                         // find smallest element
             if A[j] < A[min] then
                  \min := j
         endfor
         swap(A[i], A[min])
                                                // swap element to the beginning
        invariant A[1] < \cdots < A[i]
    endfor
Function insertionSort(A : Array of Element; n : \mathbb{N})
    for i := 2 to n do
                                                              // {A[1]} is sorted
         i := i
         while (j > 0) & (A[j-1] < A[j])
                                                          // find right position i
             swap(A[j-1], A[j])
                                             // move larger elements to the back
             i := i - 1
         endwhile
        invariant A[1] \leq \cdots \leq A[i]
    endfor
Function mergeSort(A : Array of Element; lo, hi : \mathbb{N})
    if hi - lo < 1 then return
                                                                    // base case
                                                               // middle element
    mid := (lo + hi)/2
    mergeSort(lo, mid), mergeSort(mid, hi)
                                                                   // sort halves
    B := allocate (Array of Element size hi - lo)
    i := lo, \quad j := mid, \quad k := 1
                                                               // running indexes
    while (i < mid) & (j < hi)
         if A[i] < A[j] B[k++] := A[i++]
                                                                       // merge!
                        B[k++] := A[i++]
    endwhile
    while i < mid do B[k++] := A[i++]
                                                               // copy remainder
    while i < hi do B[k++] := A[j++]
    A[lo, ..., hi - 1] := B[1, ..., (hi - lo)]
                                                                    // copy back
    \mathbf{dispose} (B)
Procedure bubbleSort(A : Array [1...n]  of Element)
    for i := 1 to n do
         for j := 1 to n - i do
             if A[j] > A[j+1] then
                                                            // If right is smaller,
                  swap(A[j], A[j+1])
                                                            // move to the right
```

```
Procedure heapSort(A : Array [1...n] of Element)
    buildHeap(A)
                                             // construct a max-heap in the array
    while n > 1
         swap(A[1], A[n])
                                                                // take maximum
         n := n - 1
                                                      // shrink heap area in array
                                                    // correctly order A[1] in heap
         siftDown(A, 1)
Procedure buildHeap(A : Array [1...n] of Element)
    for i := \lfloor n/2 \rfloor downto 1 do
         siftDown(i)
                                                // reestablish max-heap invariants
Procedure siftDown(A : Array [1...n] of Element; i : \mathbb{N})
    if 2i > n then return
    k := 2i
                                                       // select right or left child
    if (2i + 1 \le n) & (A[2i] \le A[2i + 1]) then
                                                             // find smaller child
         k := k + 1
    if A[i] < A[k] then
                                                     // if child is larger than A[i],
         swap(A[i], A[k])
                                                              // switch with child
         siftDown(A, k)
                                               // and move element further down
Procedure cocktailShakerSort(A : Array [1...n]  of Element)
    lo := 1, hi := n, mov := lo
    while lo < hi do
         for i := hi \text{ downto } lo + 1 \text{ do}
             if A[i-1] > A[i] then
                                                      // move smallest element in
                  swap(A[i-1], A[i]), mov := i
                                                             // A[hi..lo] to A[lo]
         endfor
         lo := mov
         for i := lo to hi - 1 do
             if A[i] > A[i+1] then
                                                       // move largest element in
                  swap(A[i], A[i+1]), mov := i
                                                             //A[lo..hi] to A[hi]
         endfor
         hi := mov
Procedure gnomeSort(A : Array [1...n] of Element)
    i := 2
    while i \le n do
         if A[i] \ge A[i-1] then
                                                            // move to right while
             i++
                                                          // elements grow larger
         else
             swap(A[i], A[i-1])
                                                         // swap backwards while
             if i > 2 then i--
                                                          // element grow smaller
    endwhile
```

```
Procedure quickSort(A : Array of Element; \ell, r : \mathbb{N})
    if \ell > r then return
    q := \mathsf{pickPivotPos}(A, \ell, r)
    m := partition(A, \ell, r, q)
    quickSort(A, \ell, m-1), quickSort(A, m+1, r)
Function partition(A : Array of Element; \ell, r : \mathbb{N}, q : \mathbb{N})
    p := A[q]
                                                                        // pivot element
    swap(A[q], A[r])
                                                                     // swap to the end
    i := \ell
    invariant
    for j := \ell to r - 1 do
         if A[j] \leq p then
              swap(A[i], A[j]), i++
                                                           // move smaller to the front
    assert
                      < p
                                                         // move pivot into the middle
    swap(A[i], A[r])
                             |p|
    assert
                      < p
    return i
Procedure quickSortTernary(A: Array of Element; \ell, r: \mathbb{N})
    if \ell > r then return
    q := \mathsf{pickPivotPos}(A, \ell, r)
    (m, m') := partitionTernary(A, \ell, r, q)
    quickSortTernary(A, \ell, m-1), quickSortTernary(A, m'+1, r)
Function partitionTernary(A : Array of Element; \ell, r : \mathbb{N}; q : \mathbb{N})
    p := A[q]
                                                                        // pivot element
    i := \ell, \quad j := \ell, \quad k := r
    invariant
                                                               // three-way comparison
    while (i \le k)
         if A[j] = p
                           then swap(A[j], A[k]), k--;
         else if A[i] < p then swap(A[i], A[i]), i++, j++;
         else j++;
    assert
    i' := i + r - \overline{k+1}
    swap(A[i \dots i'], A[k+1 \dots r])
                                                       // move = p area to the middle
    assert
    return (i, i')
```

```
Procedure LSDRadixSort(A : Array [1...n]  of Element)
K := 4
                                                      // number of buckets per round
D := \lceil \log_K(\max\{A[i] \mid i = 1, \dots, n\}) \rceil
                                                        // calculate number of rounds
B := allocate (Array of Element size n)
                                                                 // temporary array B
for d := 0 to D - 1 do
                                                           // sort by the d-th K-digit.
     redefine key(x) := (x \operatorname{div} K^d) \operatorname{mod} K
     \mathsf{KSortCopy}(A,B,n), \mathsf{swap}(A,B)
                                                  // sort from A to B, and swap back
     invariant A ist nach den K-Ziffern d..0 sortiert.
\mathbf{dispose} (B)
Procedure KSortCopy(A, B : Array [1...n] of Element; K : \mathbb{N})
     c = \langle 0, \dots, 0 \rangle: Array [0 \dots K - 1] of N
     for i := 1 to n do c[\ker(A[i])] + +
                                                                  // count occurrences
     sum := 1
     for k := 0 to K - 1 do
                                                                // exclusive prefix sum
          next := sum + c[k], \quad c[k] := sum, \quad sum := next
     for i := 1 to n do
          B[c[\ker(A[i])]++]:=A[i] // move element A[i] into bucket of B
Procedure MSDRadixSort(A : Array [1...n] of Element)
K := 4
                                                      // number of buckets per round
D := \lceil \log_K(\max\{A[i] \mid i = 1, \dots, n\}) \rceil
                                                            // count number of round
MSDRadixSortRec(A, D - 1, K)
Procedure MSDRadixSortRec(A : Array [1...n] of Element; d, K : \mathbb{N})
c = \langle 0, \dots, 0 \rangle: Array [0 \dots K - 1] of \mathbb{N}
                                                    // KSort with in-place permuting
redefine key(x) := (x \operatorname{div} K^d) \operatorname{mod} K
for i := 1 to n do c[\ker(A[i])] + +
                                                                  // count occurrences
b = \langle 0, \dots, 0 \rangle: Array [0 \dots K] of \mathbb{N}
sum := 1
for k := 0 to K do
                                                          // inclusive prefix sum into b
     sum := sum + c[k], \quad b[k] := sum
assert b[K] = n
for i := 1 to n do
     while (j := --b[\text{key}(A[i])]) > i
                                                              // walk on cycles until i
          swap(A[i], A[j])
                                                        // move A[i] into right bucket
                                                          // bucket of A[i] is finished
     i := i + c[\ker(A[i])]
invariant A ist nach den K-Ziffern d..(D-1) sortiert
if d = 0 return
                                                                              // done?
for k := 0 to K - 1 do
                                            // recursion into each of the K buckets if
                                                  // it contains two or more elements
     if c[k] > 1
          MSDRadixSortRec(A[b[k]...b[k+1]-1], d-1, K)
dispose (b), dispose (c)
```