COMP 2611, DATA STRUCTURES LECTURE 21

SORTING

- Performance Analysis of Selection Sort, Bubble Sort, and Insertion Sort
- Mergesort
- Quicksort

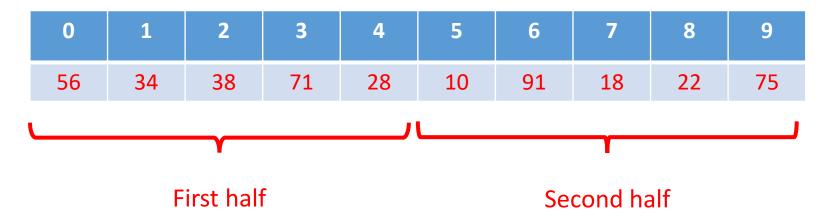
Mergesort Algorithm

> Uses a "divide-and-conquer" approach.

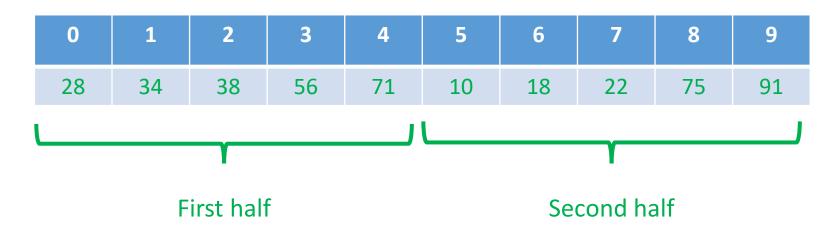
```
Mergesort (A, lengthA) {
  sort the first half of A
  sort the second half of A
  merge the sorted halves
}
```

Mergesort

Suppose we need to sort the following array:



➤ We sort the first half and the second half separately:

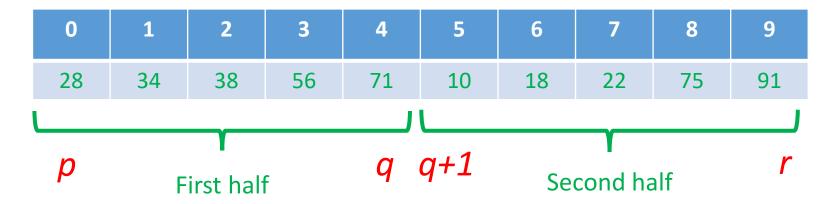


Merge

```
void mergeArray (int A[], int p, int q, int r):
```

This version of *mergeArray* accepts a single array, *A*, as a parameter. The values in *A* from location *p* to location *q* are in sorted order. The values from location *q*+1 to location *r* are also in sorted order. However, the values from location *p* to location *r* are not sorted.

To be done in Lab #10

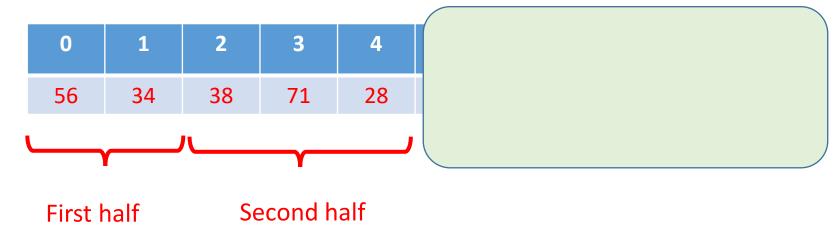


Mergesort

Suppose we need to sort the following array:

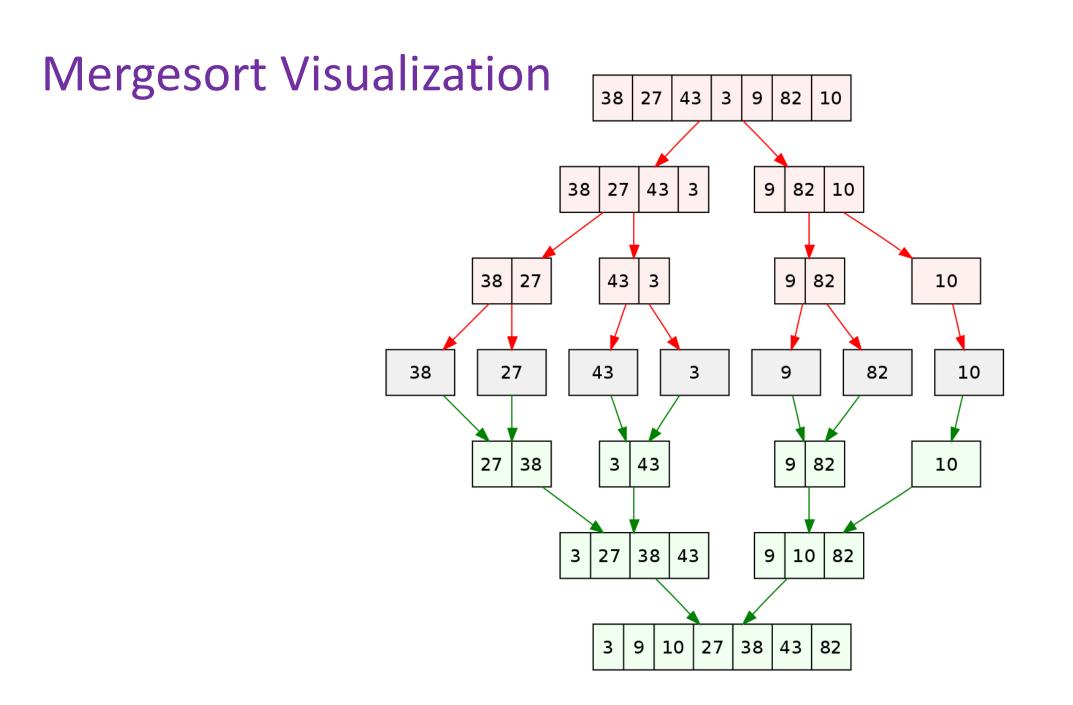


➤ How to sort the first half and the second half?



Mergesort Function

```
void mergeSort (int A[], int start, int end) {
  int mid;
  if (start < end) {</pre>
      mid = (start + end) / 2;
      mergeSort (A, start, mid);
      mergeSort (A, mid+1, end);
      merge (A, start, mid, end);
```



Mergesort Animation

0	1	2	3	4	5	6
38	27	43	3	9	82	10

0	1	2	3
38	27	43	3

0	1
38	27

38

```
mergeSort (A, 0, 6):

mid = (0 + 6) / 2 = 3

mergeSort (A, 0, 3):
```

mid =
$$(0 + 3) / 2 = 1$$

mergeSort (A, 0, 1):

```
mid = (0 + 1) / 2 = 0
mergeSort (A, 0, 0):
   terminates!
mergeSort (A, 1, 1):
   terminates!
merge (A, 0, 0, 1)
```

0	1	2	3	4	5	6
38	27	43	3	9	82	10

0	1	2	3
38	27	43	3

0	1
38	27

1	2
27	12

```
mergeSort (A, 0, 6):
```

mid =
$$(0 + 6) / 2 = 3$$

mergeSort (A, 0, 3):

```
mid = (2 + 3) / 2 = 2
mergeSort (A, 2, 2):
   terminates!
mergeSort (A, 3, 3):
   terminates!
merge (A, 2, 2, 3)
```

0	1	2	3	4	5	6
38	27	43	3	9	82	10

0	1	2	3
38	27	43	3

0 1 38 27 2 3 43 3

0 38 1 2 27 43

3

0 1 27 38 2343

0	1	2	3
3	27	38	43

mergeSort (A, 0, 6):

0	1	2	3	4	5	6
38	27	43	3	9	82	10

0	1	2	3
38	27	43	3

4	5	6
9	82	10

0	1
38	27

1	2
27	43

mid =
$$(4 + 6) / 2 = 5$$

mergeSort (A, 4, 5):

```
mid = (4 + 5) / 2 = 4
mergeSort (A, 4, 4):
   terminates!

mergeSort (A, 5, 5):
   terminates!

merge (A, 4, 4, 5)
```

0	1	2	3	4	5	6
38	27	43	3	9	82	10

0	1	2	3
38	27	43	3

4	5	6
9	82	10

0	1
38	27



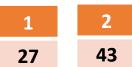
0	1	2	3	4	5	6
38	27	43	3	9	82	10

0 1 2 3 38 27 43 3

4	5	6
9	82	10

0	1
38	27

0 38



mergeSort (A, 0, 6):

0	1	2	3	4	5	6
38	27	43	3	9	82	10

mergeSort (A, 0, 6)

0	1	2	3
38	27	43	3

4	5	6
9	82	10

0	1
38	27

1	2
27	43

0	1
27	38

2	3
3	43

4	5
9	82

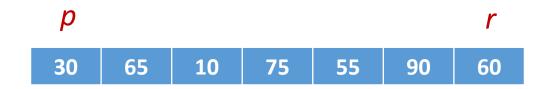
0	1	2	3
3	27	38	43

4	5	6
9	10	82

0	1	2	3	4	5	6
3	9	10	27	38	43	82

Quicksort Algorithm

> Suppose the portion of the array A between p and r needs to be sorted:

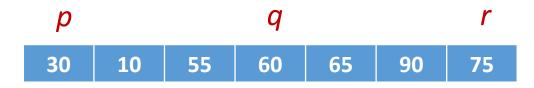


Find an index q and reorganize elements such that:



Achieved by a partition algorithm

- All elements to the left of q are smaller than A[q]
- All elements to the right of q are greater than A[q]



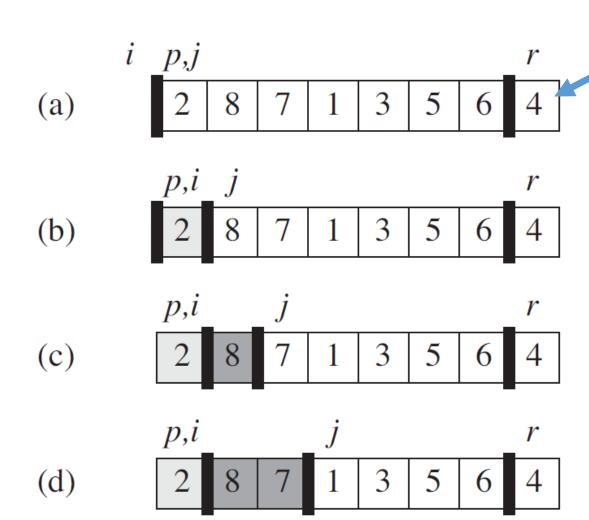
Quicksort Function

➤ Like mergesort, it uses a "divide-and-conquer" approach.

```
void quickSort (int A[], int p, int r) {
   int q;

if (p < r) {
      q = partition (A, p, r);
      quickSort (A, p, q-1);
      quickSort (A, q+1, r);
   }
}</pre>
```

Quicksort: Partition



Pivot

PARTITION (A, p, r)

```
1 x = A[r]

2 i = p - 1

3 for j = p to r - 1

4 if A[j] \le x

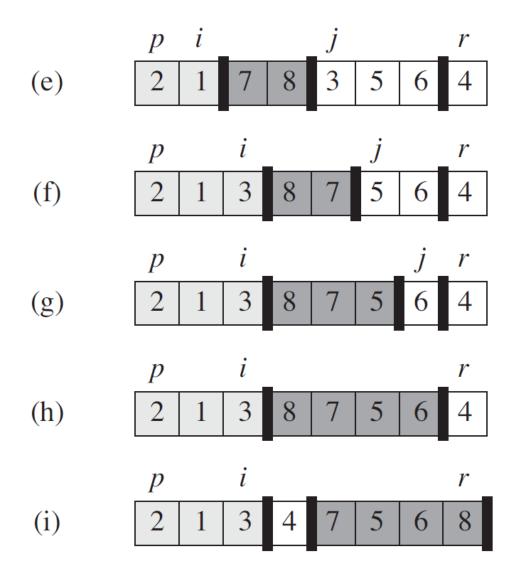
5 i = i + 1

6 exchange A[i] with A[j]

7 exchange A[i + 1] with A[r]

8 return i + 1
```

Quicksort: Partition



```
PARTITION (A, p, r)

1 x = A[r]

2 i = p - 1

3 for j = p to r - 1

4 if A[j] \le x

5 i = i + 1

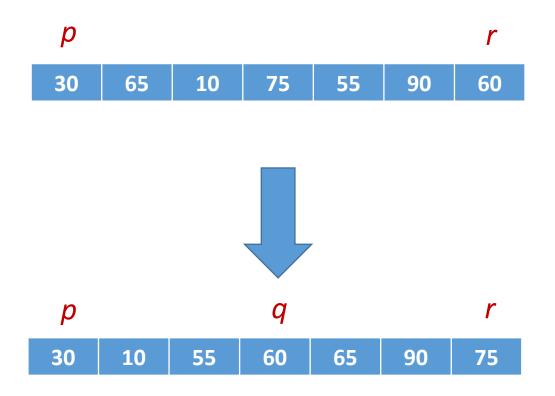
6 exchange A[i] with A[j]

7 exchange A[i + 1] with A[r]

8 return i + 1
```

Quicksort: Partition Exercise

➤ What is the effect of partition (A, p, r) on the following array, A?



```
PARTITION (A, p, r)

1  x = A[r]

2  i = p - 1

3  for j = p to r - 1

4  if A[j] \le x

5  i = i + 1

6  exchange A[i] with A[j]

7  exchange A[i + 1] with A[r]

8  return i + 1
```