

# FLAT\_STABLE\_SORT

## New stable sort algorithm

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## 1.- INTRODUCTION

**Flat\_stable\_sort** is a new stable sort algorithm created by the author which uses a few low auxiliary memory words of 18 of the data size. The best case is  $O(N)$  and the average and worst case are  $O(N \log N)$ .

The size of the auxiliary memory is : size of the data ; ! <= > 0

Data size	Additional memory	Percent
1%	1! 0	1! 8
1\$	. %	@. 8

The algorithm is last sorting ) sorted elements but has been designed for to be efficient, especially when the data are near sorted. By external :

- Sort elements with ) sorted elements a/e/ at e/ or at the beginning .
- Sort elements with ) sorted elements inserted in internal positions or elements modified which alter the order/ sequential.
- Reverse sort elements
- Combination of the three methods.

The results obtained with the sorting of 1000000 numbers is as a result of the sorting of elements in the array or the memory was

random	10.78
sorted	0.07
sorted + 0.1% end	0.36
sorted + 1% end	0.49
sorted + 10% end	1.39
sorted + 0.1% middle	2.47
sorted + 1% middle	3.06
sorted + 10% middle	5.46
reverse sorted	0.14
reverse sorted + 0.1% end	0.41
reverse sorted + 1% end	0.55
reverse sorted + 10% end	1.46
reverse sorted + 0.1% middle	2.46
reverse sorted + 1% middle	3.16
reverse sorted + 10% middle	5.46

The results obtained with the sorting of several sizes with the memory is as follows

## 2.- DESCRIPTION OF THE ALGORITHM

### 2.1.- INTRODUCTION

The problem of the merge algorithms is where the merge of elements. This is the limitation of the algorithmal memory of the stable sort algorithms is that all the memory is used by the array

This algorithm has a different strategy. The arrays are grouped into blocks of size. All elements in a block are ordered. So, the initial state of the array is a memory of the block size. Further we see whether this is true.

Other important feature is the selection. The array has several blocks or elements but the blocks are not necessarily ordered. The array has a vector of positions indicating the position of the blocks in the array by the vector of positions. The selection is the first or last element of the vector of positions.

Below, an example

5	6	7	8
10	11	?	=

This selection is the first element of the array of positions are the positions of the array. The array in this selection of the array of positions are ordered.

The idea of the algorithms is similar to others merge algorithms. Initially sort N blocks of size N. Merge the selection of the array of positions. The array of positions at the end has N! selection of two blocks. In the new selection obtained merge the array of positions to obtain N! selection.

At the end of this process we have only 1 selection. The logical order is a vector of positions indicating this vector of positions with a similar algorithm to move the elements from their initial position to the logical position of the array. This process is the time of the last operation of the algorithm.

### **2.1.1.- Block merge**

	0	1	2	3
Index	@	1	!	+

	0	1	2	3
Data	<4 14 1!4 ! +	. 4 =4 114 1<	14 E4 1+4 +.	?4 1. 4 1141E

Ce ha6e . se()e\*&es o2 1 blo&' . %erge the se()e\*&es @ with 1 a\*/ ! with +. A2ter this we will ha6e two se()e\*&es o2 two blo&' s. Che\* merge the two se()e\*&es o2 two blo&' s 4 we obtai\* a se()e\*&e o2 . blo&' s4 whi&h is the 2i\*al se()e\*&e.

%erge o2 blo&' s @ a\*/ 1

Mixer	Block 0	Block 1
. 4<4=4! 41141! 41<	! +	

The blo&' 1 is em-t5. Ce 2ill with the eleme\*t 2rom the 2ro\*t o2 the mi, er. A\*/ a// 1 to o)t-)t se()e\*&e. The 2irst se()e\*&e is em-t5. The remai\*i\*g eleme\*t s o2 the mi, er are mo6e/ to the 2ro\*t o2 the blo&' @4 a\*/ a// the @ to the o)t-)t se()e\*&e. The o)t-)t se()e\*&e is 1 @4 ! 9. Ce see i\* the i\*/e,

	0	1	2	3
Index	1	@	!	+

	0	1	2	3
Data	114 1!4 1<4 ! +	. 4<4=4 1	14 E4 1+4 +.	?4 1. 4 1141E

Doi\*g the same with the blo&' s ! a\*/ +4 we obtai\*

	0	1	2	3
Index	1	@	+	!

	0	1	2	3
Data	114 1!4 1<4 ! +	. 4<4=4 1	1. 4 114 1E4 +.	14 ?4 E4 1+

Ce ha6e \*ow4 two se()e\*&es o2 two blo&' s ea&h. The se()e\*&es are /e2i\*e/ i\* the i\*/e, 4 1 @4 ! 9 a\*/ 1 4 . 9. The 2irst se()e\*&e are the -ositio\*s @ a\*/ 1 o2 the i\*/e, 4 a\*/ the se&o\*/ are the -ositio\*s ! a\*/ +.

For to merge4 ta'e the 2irs blo&' o2 the 2irst se()e\*&e 7 1 94 with the 2irst blo&' o2 the se&o\*/ se()e\*&e 7+94 a\*/ begi\* the merge.

The 2irst em-t5 blo&' is the 1. Now we 2ill the blo&' 1 with the 2ro\*t /ata o2 the mi, er4 a\*/ a// 1 to the o)t-)t se()e\*&e. For to s)bsti)te the blo&' 1 4 ta'e the \*e, t o2 the 2irst se()e\*&e4 the blo&' @4 a\*/ &o\*ti\*)e with the merge.

Now the 2irst em-t5 blo&' is the +. Ce 2ill 2rom the 2ro\*t o2 the mi, er4 a\*/ i\*sert the \*)mber i\* the o)t-)t se()e\*&e. For to s)bsti)te the blo&' +4 ta'e the \*e, t blo&' o2 the se()e\*&e4 the !4 a\*/ &o\*ti\*)e with the merge.

The \*e, t em-t5 blo&' is the @. Ce 2ill 2rom the 2ro\*t o2 the mi, er 4 a\*/ a// their \*)mber to the o)t-)t se()e\*&e. The 2irst se()e\*&e is em-t5. Now we ha6e o\*15 the blo&' ! -artial5 2ille/4 we 2ill 2rom the mi, er a\*/ a// their -ositio\* to the o)t-)t list

At e\*/4 we &a\* see

	0	1	2	3
Index	1	+	@	!

	0	1	2	3
Data	1! 4 1+4 1. 4 1<	14 . 4 <4 =	1! 4 1E4 ! +4 +.	14 ?4 E4 11

Now we must move the blocks with a very simple algorithm. The first pass to logical sort is with a pointer, to a pointer of the first element. This is the first pass of the algorithm.

	0	1	2	3
Index	@	1	!	+

	0	1	2	3
Data	14 . 4 <4 =	14 ?4 E4 11	1! 4 1+4 1. 4 1<	1! 4 1E4 ! +4 +.

## 2.1.4.- Internal details

The algorithmic memory of the algorithm are the two blocks of the memory of the list with the pointers of the blocks. The merge two sets of elements and the result is the pointer of the last merge. The size of the size of these two blocks is the same as the pointer. The size of the pointer of the pointer is the same as the pointer.

The merge process is the same as the two blocks of the memory. The size of the pointer is the same as the pointer. The size of the pointer is the same as the pointer. The size of the pointer is the same as the pointer.

The size of the pointer is the same as the pointer. The size of the pointer is the same as the pointer. The size of the pointer is the same as the pointer.

Size of the object	Block Size
.	1@! .
?	<1!
1=	! <=
+!	1! ?
=.	=.

## 2.2.- NUMBER OF ELEMENTS NOT MULTIPLE OF THE BLOCK SIZE

The number of elements to sort is the same as the size of the block. The size of the block is the same as the size of the block. The size of the block is the same as the size of the block.

The first block is the same as the size of the block. The size of the block is the same as the size of the block. The size of the block is the same as the size of the block.

The size of the block is the same as the size of the block. The size of the block is the same as the size of the block. The size of the block is the same as the size of the block.

	0	1	2	3	4	5
Index	1	!	@	.	+	<

	0	1	2	3	4	5
Data	+?4 . !4 . . 4 . =	14 <4 1+4 1E	!+4 !E4 +. 4 +=	!!4 !<4 !14 !?	. 4 1. 4 114 !@	+14 +!

Ce wa\*t to merge the se()e\*&e @4 + 94 5 @ +4 = 9. The blo&' < is i\*&om-lete or tail blo&'.

Begi\* the merge4 a\* / the se&o\* / se()e\*&e is em-t5. I\* this i\*sta\*t the state o2 the /ata is

	0	1	2
Sequence 1		!	@

The blo&' ! is -artial5 em-t5.

	0	1	2
Sequence 2			

	0	1	2	3	4	5
Output sequence	1	.	+			

	0	1	2	3	4	5
Data	+?4 . !4 . . 4 . =	14 . 4 <4 1+	+ . 4 +=	!!4 !+4 !<4 !1	1. 4 114 1E4 !@	

Mixer	! ?4 !E4 +14 +!
-------	-----------------

Now4 we a// the tail blo&' to the e\* / o2 the 2irst se()e\*&e.

	2	0	5
Data pending of the sequence 1	+ . 4 +=	+?4 . !4 . . 4 . =	

The tail blo&' ha6e a si3e o2 two i\* this e, am-le. Ce shi2t to the right the /ata -e\* /i\*g4 the si3e o2 the tail blo&' 7 ! -ositio\*s94 a\* / i\*sert the /ata o2 the mi, er b5 the le2t si/e4 a\* / we ha6e

	2	0	5
Data pending of the sequence 1	! ?4 !E4 +14 +!	+ . 4 +=4 +?4 . !	. . 4 . =

Now4 we ha6e the blo&' s 2ille/4 a\* / \*ow we m)st i\*sert their \*)mbers i\* the o)t-)t se()e\*&e

	0	1	2	3	4	5
Output sequence	1	.	+	!	@	<

	0	1	2	3	4	5
Data	+ . 4 +=4 +?4 . !	14 . 4 <4 1+	! ?4 !E4 +14 +!	!!4 !+4 !<4 !1	1. 4 114 1E4 !@	. . 4 . =

Now4 o\*15 m)st mo6e the blo&' s 2rom the -h5si&al -ositio\* to their logi&al -ositio\*4 a\* / all the /ata are sorte/.

## 2.3.- SPECIAL CASES

The algorithm has to be able to deal with the case where the array is already sorted. Consider the following cases:

- Sort the array in ascending order or the array in descending order.
- Sort the array in ascending order or the array in descending order and then reverse the order of the elements.
- Reverse sort the array
- Combination of the first + cases

Begin from the first position loop through the array or reverse sort the array. If the number of sort or reverse sort the array is greater than a value  $K$  of the number of elements, begin with a selection sort.

For to be able to deal with the case, we use a flag, a variable

If the elements are reverse sort, move between them to be sort.

By using the array of 15 elements with a block size of 6.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+	.	<		?	1@	1+	1.	1	!1	=	1!	E	11	!	1=

Range 1, 10 sorted elements

Range 2, 6 unsorted elements

Sort the range 1 array to obtain

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+	.	<		?	1@	1+	1.	1	!1	!	=	E	11	1!	1=

Range 1, 10 sorted elements

Range 2, 6 sorted elements

The idea is to merge the two ranges and then merge two cases:

1. Check the range 1 is lower or equal than the range 2 of the block size
- ! Check the range 1 is greater than the range 2 of the block size

### 2.3.1.- Number of elements lower or equal than the double of the block size.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+	.	<		?	1@	1+	1.	1	!1	=	1!	E	11	!	1=

Sort the range 1 array after this the idea is to use as a variable, the number of elements of the range 1, the number of elements of the range 2

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
+	.	<		?	1@	1+	1.	1	!1	!	=	E	11	1!	1=

Move the range 1 to the range 2, the number of elements array to obtain

0	1	2	3	4	5
!	=	E	11	1!	1=





### 3.- BENCHMARKS

The measured memory in the sorting of 100 000 000 numbers of 64 bits was:

```
std::stable_sort      1176 MB
Boost spin_sort       1175 MB
Boost flat_stable_sort 787 MB
```

In the time benchmark, the random, sorted and reverse sorted elements are 100000000 numbers of 64 bits. To these numbers, add 0.1%, 1% and 10% of unsorted elements inserted at the end and in the middle, uniformly spaced.

[ 1 ] std::stable\_sort    [ 2 ] Boost spin\_sort    [ 3 ] Boost flat\_stable\_sort

	[ 1 ]	[ 2 ]	[ 3 ]
random	8.51	9.45	10.78
sorted	4.86	0.06	0.07
sorted + 0.1% end	4.89	0.41	0.36
sorted + 1% end	4.96	0.55	0.49
sorted + 10% end	5.71	1.31	1.39
sorted + 0.1% middle	6.51	1.85	2.47
sorted + 1% middle	7.03	2.07	3.06
sorted + 10% middle	9.42	3.92	5.46
reverse sorted	5.10	0.13	0.14
reverse sorted + 0.1% end	5.21	0.52	0.41
reverse sorted + 1% end	5.27	0.65	0.55
reverse sorted + 10% end	6.01	1.43	1.46
reverse sorted + 0.1% middle	6.51	1.85	2.46
reverse sorted + 1% middle	7.03	2.07	3.16
reverse sorted + 10% middle	9.42	3.92	5.46