

Sorting Algorithms

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About Sorting

- We have covered
 - Selection sort
 - Insertion sort
 - Bubble sort
 - Heap sort

$\left. \begin{array}{l} \text{Selection sort} \\ \text{Insertion sort} \\ \text{Bubble sort} \end{array} \right\} O(n^2) \text{ in worse case}$

 $\left. \begin{array}{l} \text{Heap sort} \end{array} \right\} O(n \log n) \text{ in worse case}$
- Other efficient sorting algorithms
 - Merge sort → $O(n \log n)$ in worse case
 - Quick sort → $O(n \log n)$ in average case, $O(n^2)$ in worse case

TERMINOLOGIES FOR SORTING

○ In-place sorting

Quiz!

- Sorting a sequence with $O(1)$ extra space to store intermediate results

○ Stable sorting

Quiz!

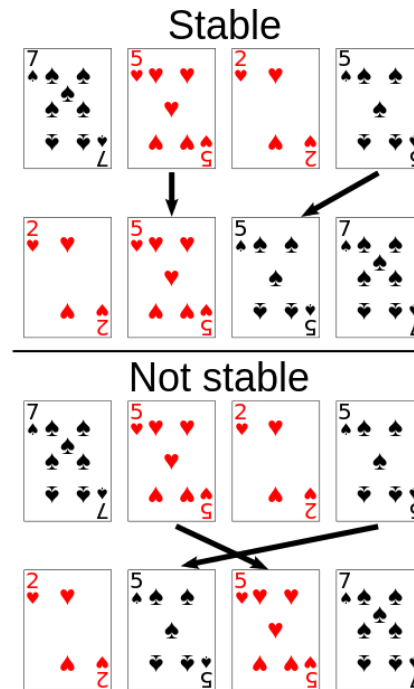
- If the same element is presented multiple time, then they remain the original relative order of positions after sorting

Important for
Multiple-key sorting!

○ External sorting

- Sorting records not stored in memory

Slow access!
Locality important!



C++ STL Sorting Functions

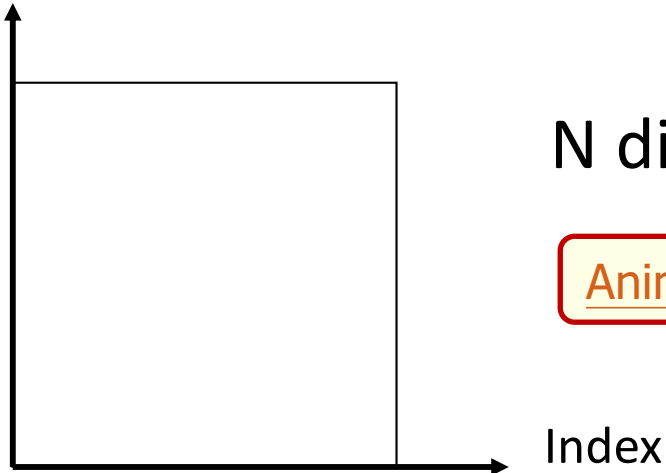
○ `sort` function template

- `void sort(iterator begin, iterator end)`
- `void sort(iterator begin, iterator end, Comparator cmp)`
- `begin` and `end` are start and end marker of a container (or a range of it)
- Container needs to support random access such as `vector`
- `sort()` is not a stable sorting
 - `stable_sort()` is stable

What methods are use here?
Please post to FB!

Animation for Sorting

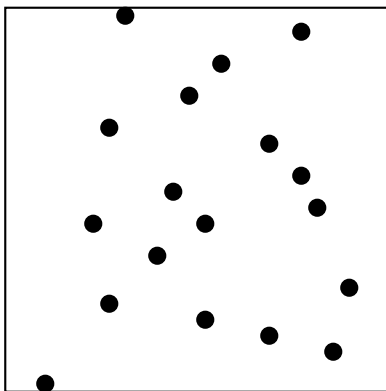
Key value



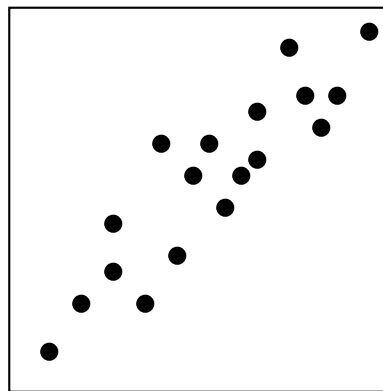
N distinct keys within $[1, N]$

Animation of sorting algorithms

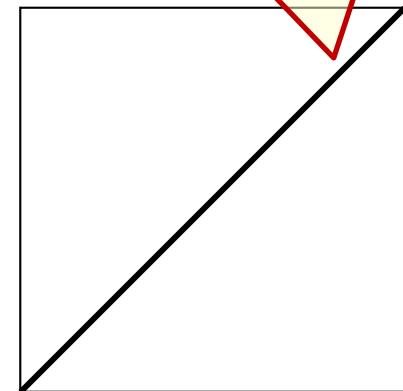
45-degree line after sorting



before execution



during execution

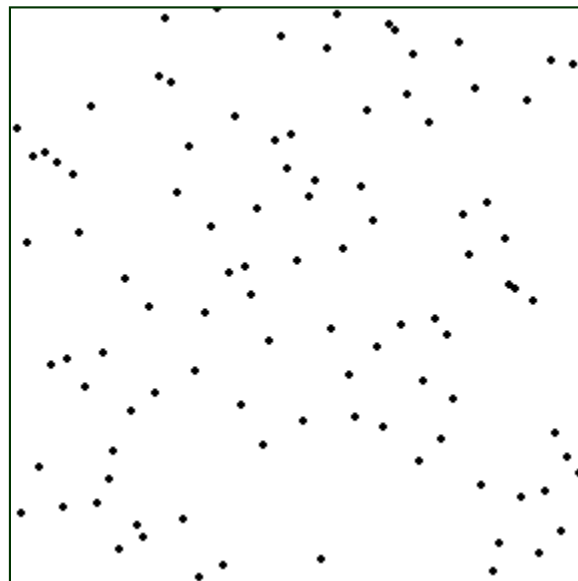
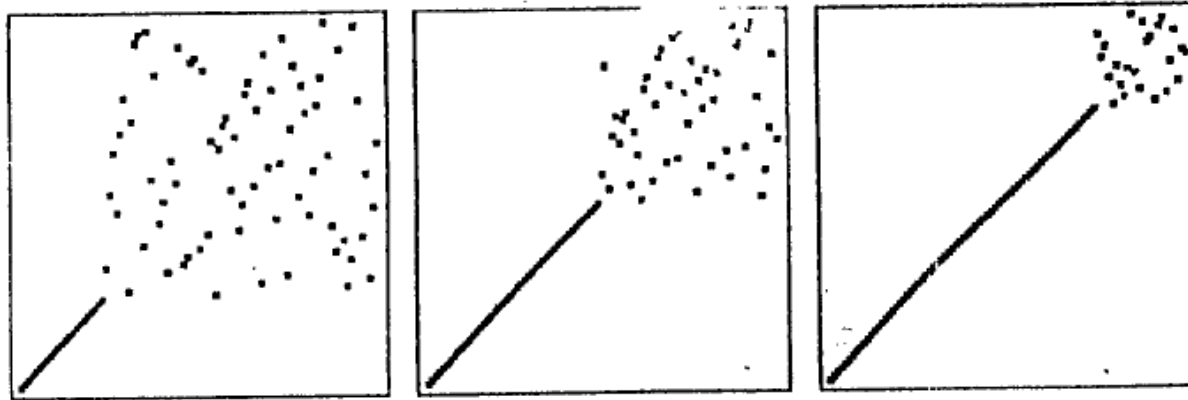


after execution

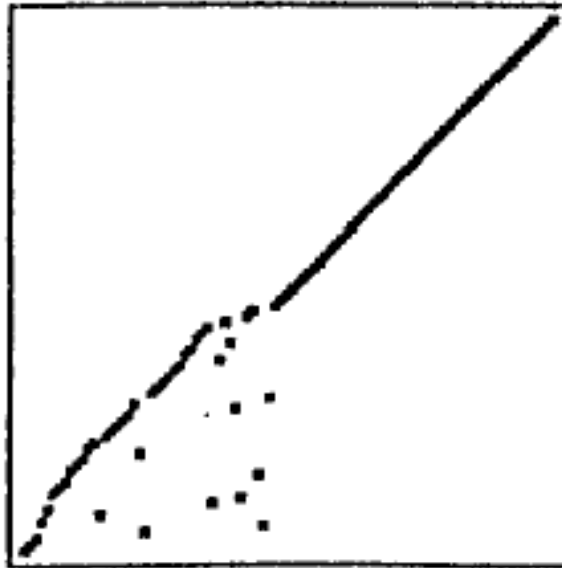
Insertion Sort



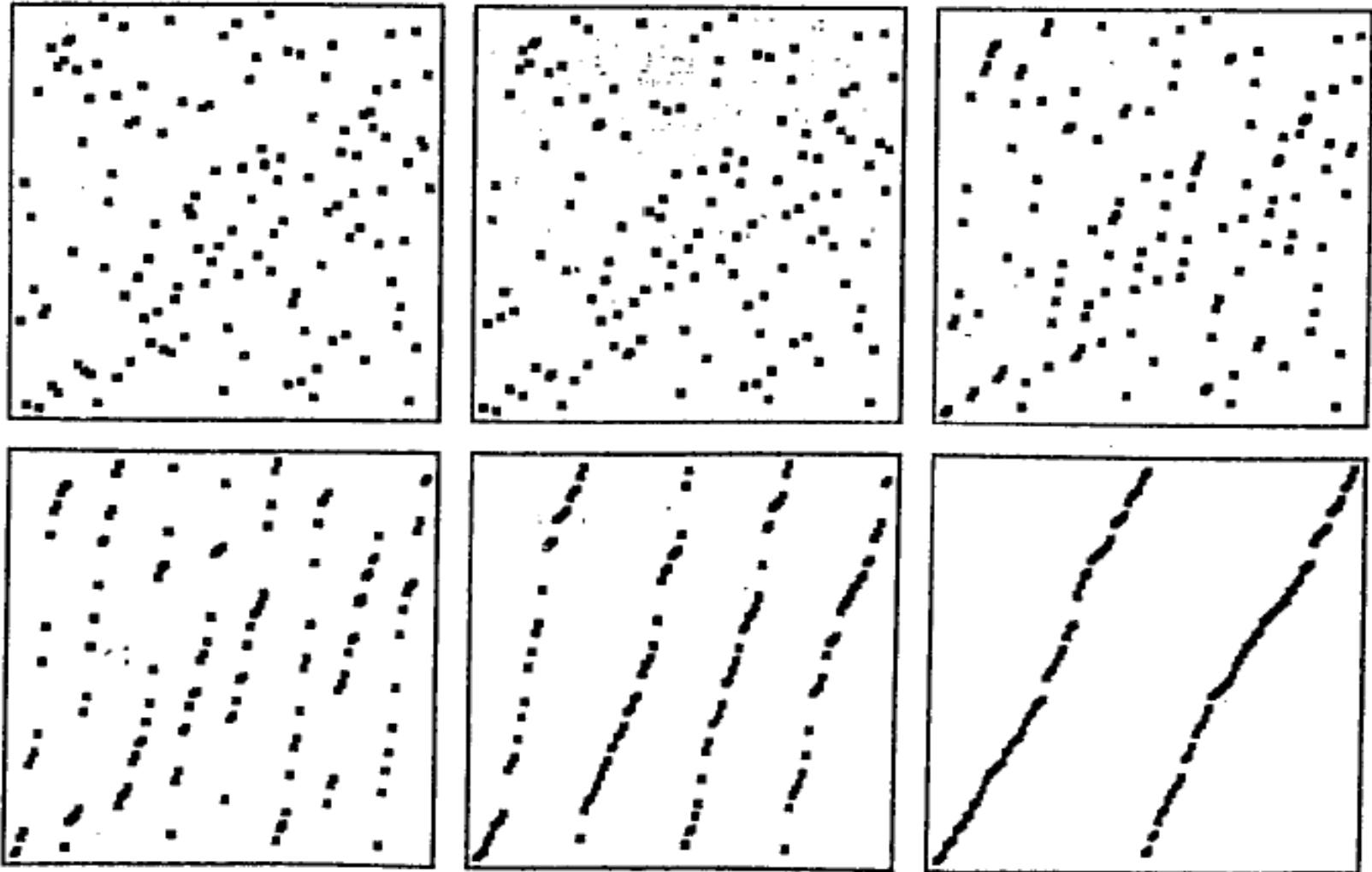
Selection Sort



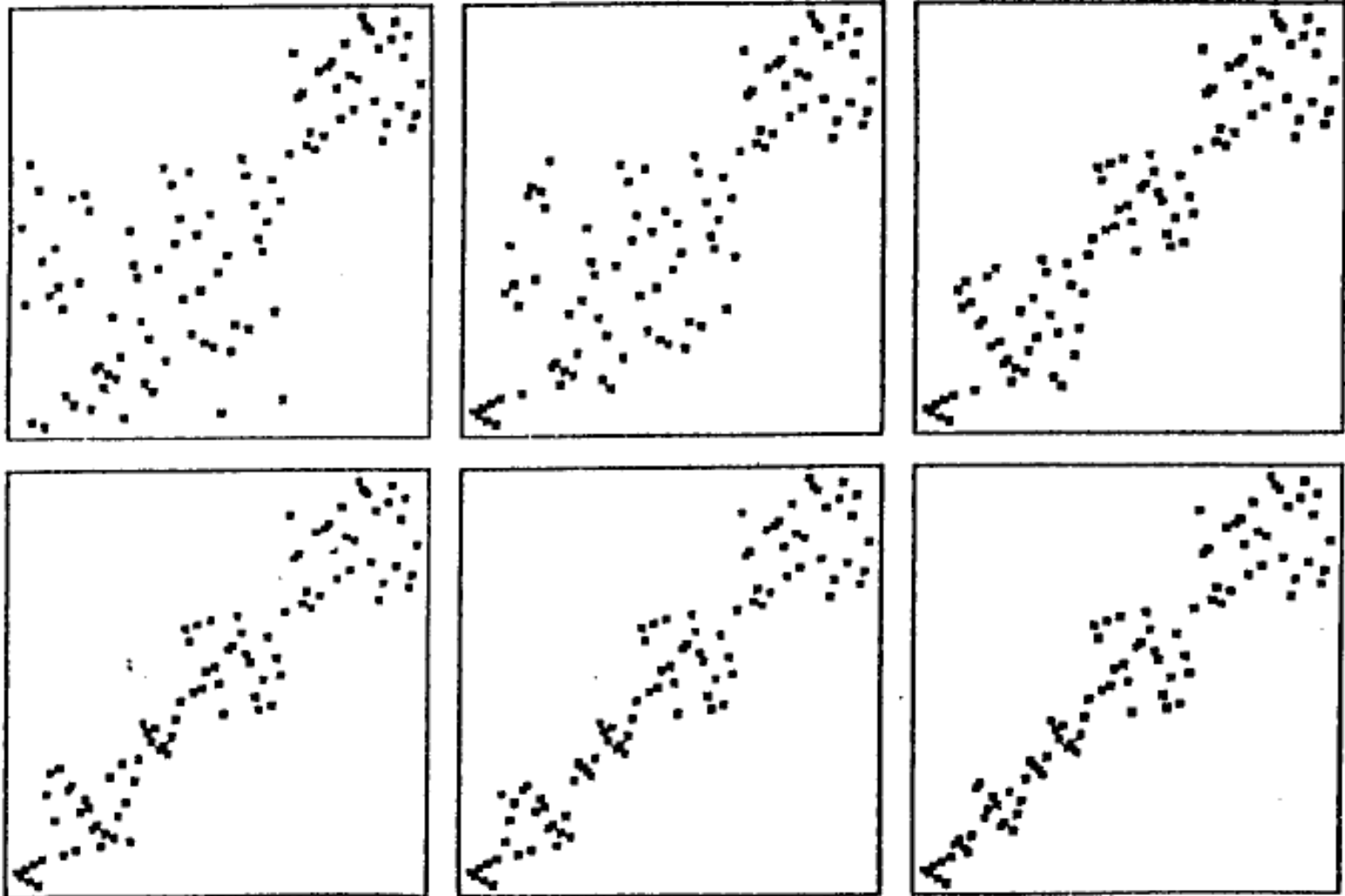
Bubble Sort



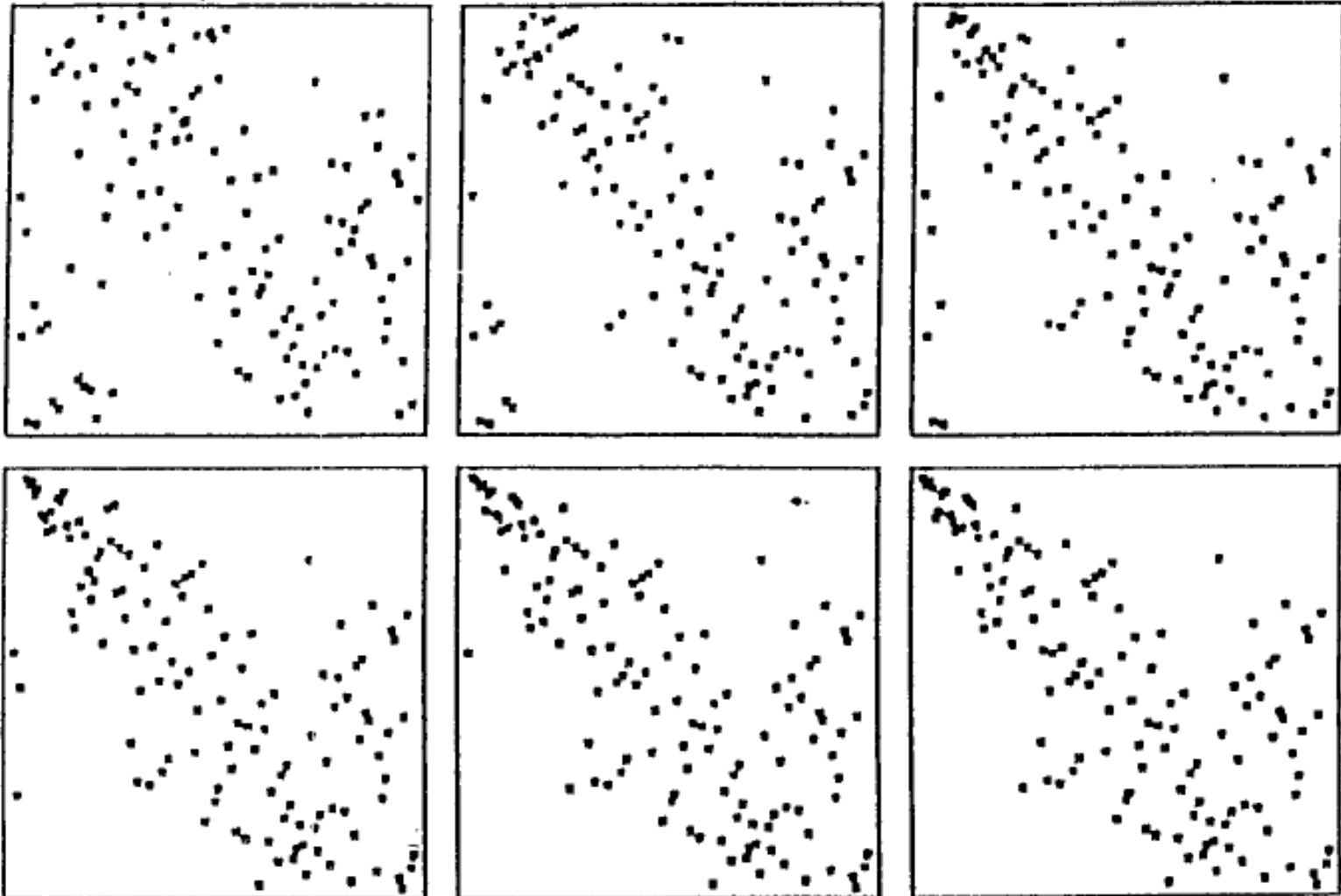
Merge Sort



Quicksort



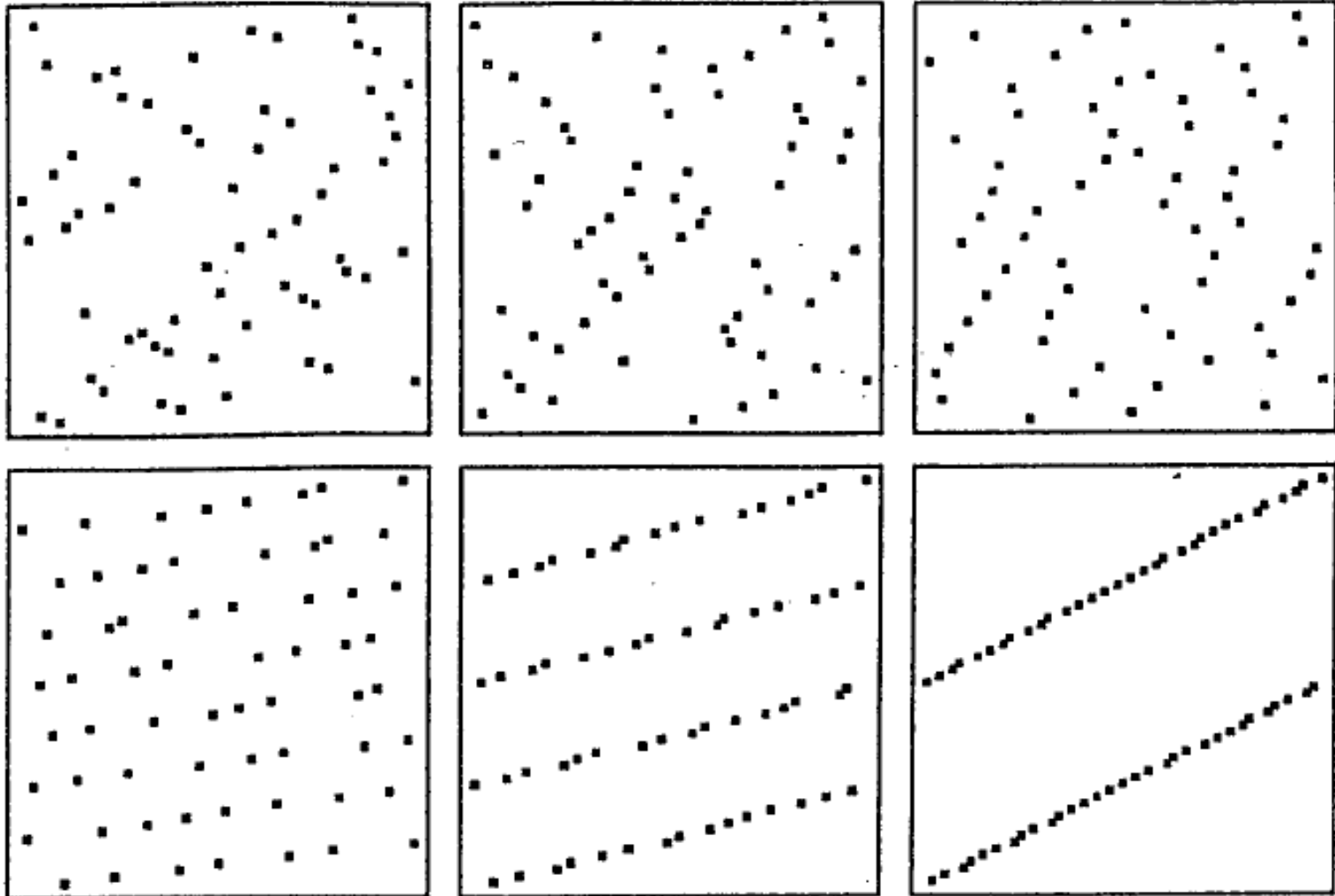
Heap Sort: Heap Construction



Heap Sort: Sorting Phase



Straight Radix Sort



Shell Sort

