

A decorative graphic on the left side of the slide, consisting of a network of white lines and small circles on a dark blue background, resembling a circuit board or a neural network.

LECTURE 10

SORTING ALGORITHMS

OUTLINE

- Bubble Sort
- Insertion Sort
- Merge Sort
- Quick Sort

SORTING RUNTIME

| Algorithm | Worst Case | Best Case |
|-------------------------------|------------|-----------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | | |
| Insertion Sort | | |
| Merge Sort | | |
| Quick Sort | | |

BUBBLE SORT

- Iterate through array one element at a time
 - If the next element is larger (or smaller, depending on sorting) than the current element, swap them
- Repeat until sorted

First Pass Example: Sort From Largest to smallest

Starting Array

| | | | | | | |
|----|----|----|----|----|----|----|
| 87 | 68 | 99 | 71 | 66 | 59 | 60 |
|----|----|----|----|----|----|----|



Don't swap

| | | | | | | |
|----|----|----|----|----|----|----|
| 87 | 68 | 99 | 71 | 66 | 59 | 60 |
|----|----|----|----|----|----|----|



Swap

| | | | | | | |
|----|----|----|----|----|----|----|
| 87 | 99 | 68 | 71 | 66 | 59 | 60 |
|----|----|----|----|----|----|----|



Swap

| | | | | | | |
|----|----|----|----|----|----|----|
| 87 | 99 | 71 | 68 | 66 | 59 | 60 |
|----|----|----|----|----|----|----|

On the second pass, this will be swapped

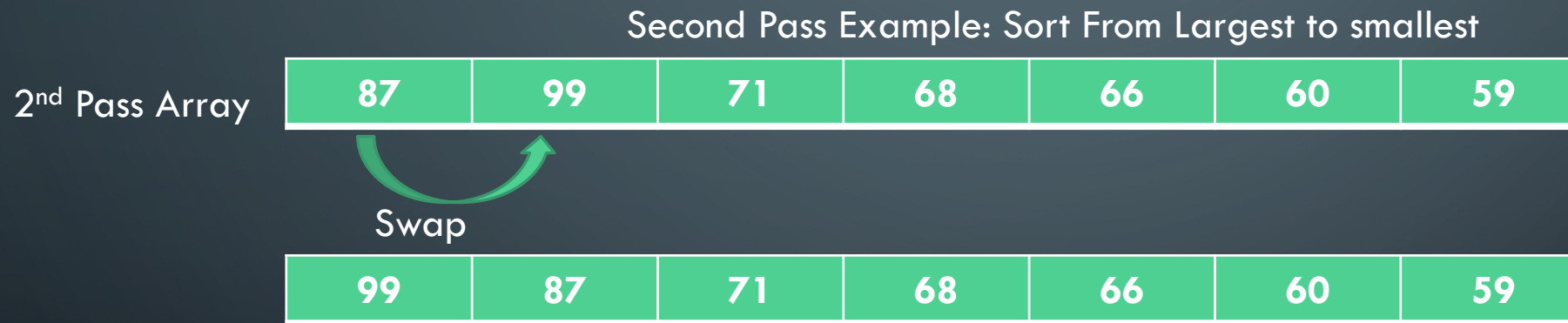
...



Swap

BUBBLE SORT

- Iterate through array one element at a time
 - If the next element is larger (or smaller, depending on sorting) then the current element, swap them
- Repeat until sorted



Continuing thru array, it is in sorted order...

BUBBLE SORT IMPLEMENTATION

- What is the best and worst case runtime?

```
int swaps;
do
{
    swaps = 0;
    for(int i=0; i<N-1; i++) //N is my_array size
    {
        if (my_array[i+1]>my_array[i])
        {
            swap(my_array[i+1], my_array[i]);
            swaps++;
        }
    }
}while(swaps>0);
```

How many passes on the original array?

| | | | | | | |
|----|----|----|----|----|----|----|
| 87 | 68 | 99 | 71 | 66 | 59 | 60 |
|----|----|----|----|----|----|----|

SORTING RUNTIME

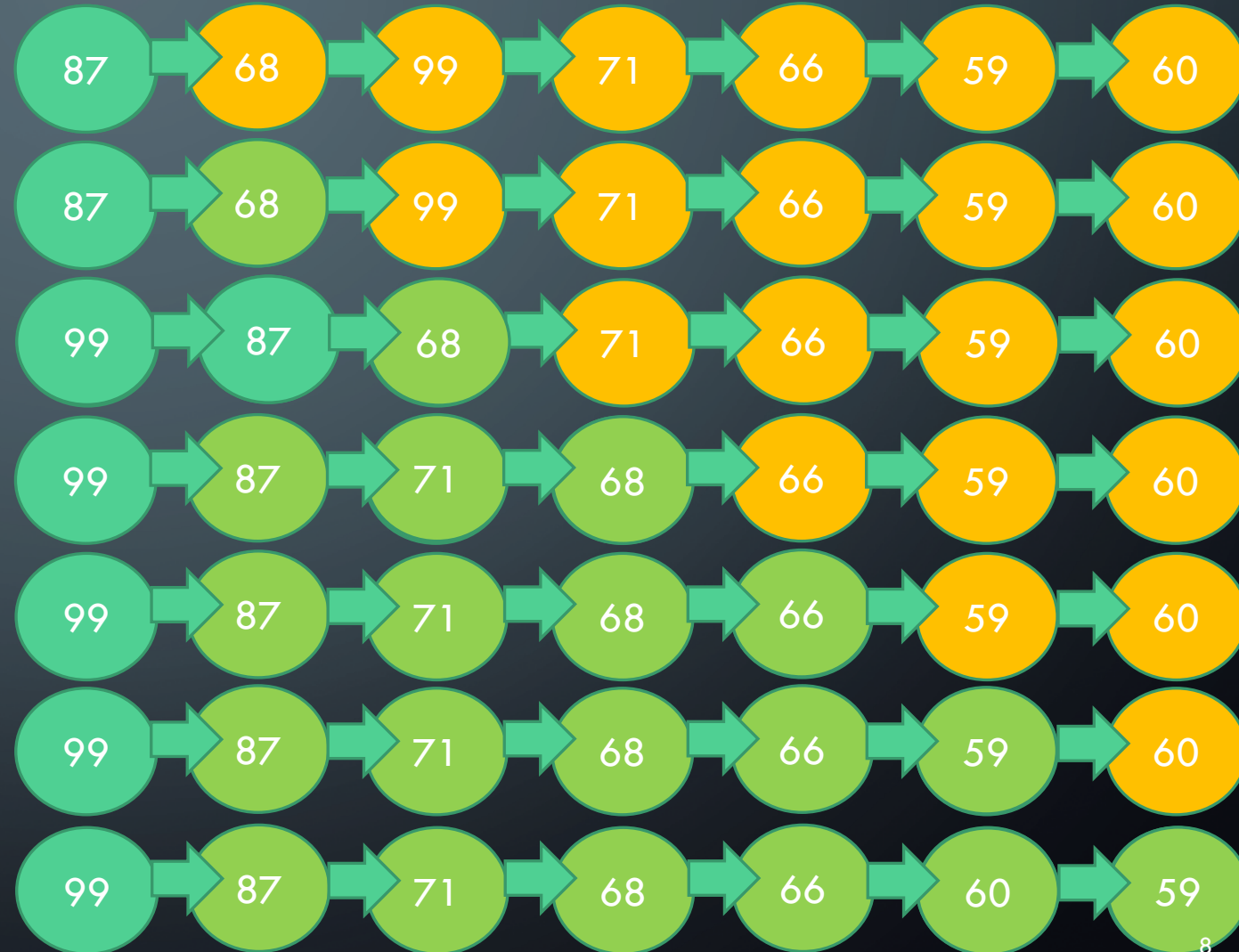
| Algorithm | Worst Case | Best Case |
|-------------------------------|------------|-----------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | $O(n^2)$ | $O(n)$ |
| Insertion Sort | | |
| Merge Sort | | |
| Quick Sort | | |

INSERTION SORT

- Treat the list as broken into a sorted and unsorted section, starting with first element as the sorted section
- One-by-one, grab the next element in the unsorted section and insert it into the position it belongs in the sorted section



Example: Sort From Largest to smallest



INSERTION SORT IMPLEMENTATION

- What is the best and worst case runtime?
 - What happens if the list starts in reverse sorted order?

```
for (int i=1; i<N; i++)  
{  
    T val = list[i];  
    for (int j = i-1; j>=0; j--)  
    {  
        if (val < list[j])  
            break;  
        swap(val, list[j]);  
    }  
}
```

SORTING RUNTIME

| Algorithm | Worst Case | Best Case |
|-------------------------------|------------|-----------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | $O(n^2)$ | $O(n)$ |
| Insertion Sort | $O(n^2)$ | $O(n)$ |
| Merge Sort | | |
| Quick Sort | | |

MERGE SORT

Locally
Sorted

Unsorted

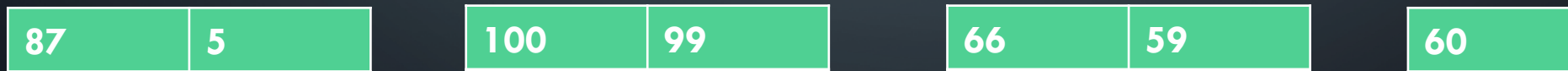
- Recursively sort sub-lists in the list



Step 1: Separate Into Groups



Step 2: Merge

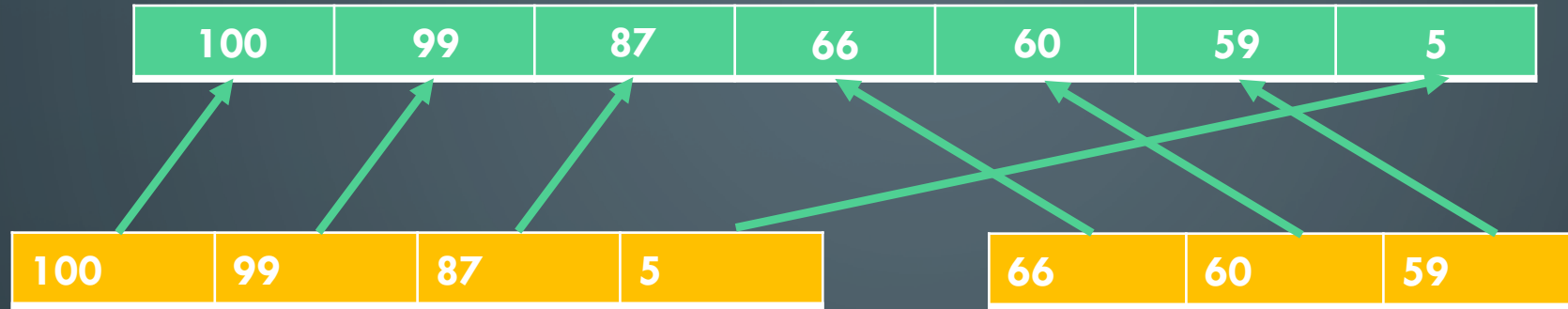


MERGE OPERATION

Sorted

Locally
Sorted

- Recursively sort sub-lists in the list



- $100 > 66$, move 100 from the left list to the merged list
- $99 > 66$, move 99 from left list to merged list
- $87 > 66$, move 87 from left list to merged list
- $5 < 66$, move 66 from right list to merged list
- $5 < 60$, move 60 from right list to merged list
- $5 < 59$, move 59 from right list to merged list
- Right list is empty, move 5 from left list to merged list

How many operations?

MERGE SORT IMPLEMENTATION

- What is the runtime?
 - With an optimal algorithm, what is the runtime of Merge?
 - What is the depth of MergeSort?

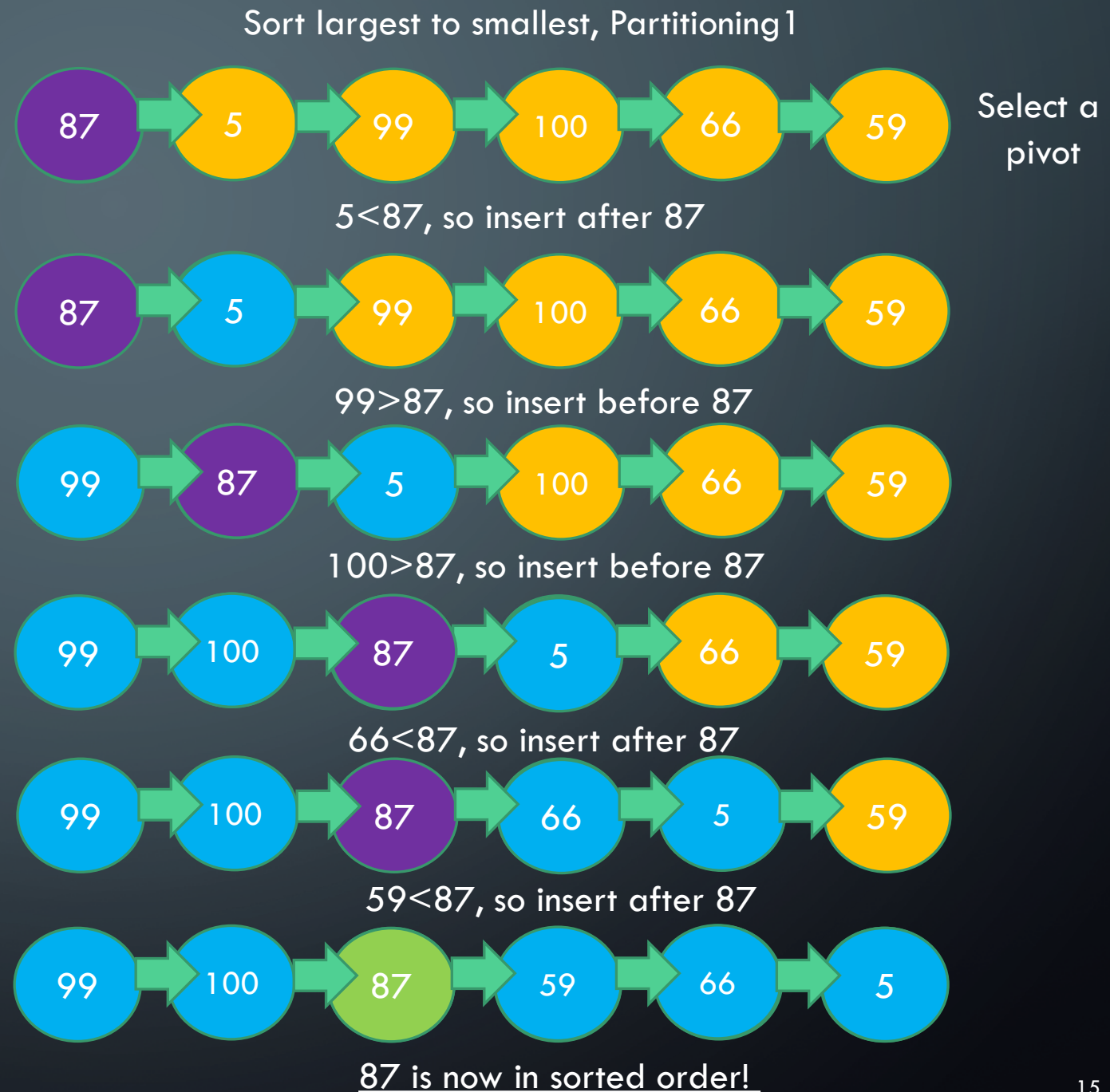
```
function MergeSort(list, first, last)
{
    // first and last are indices
    // defining the sublist
    if(first < last)
    {
        mid = floor ( (first + last)/2);
        MergeSort(list, first, mid);
        MergeSort(list, mid+1, last);
        Merge(list, first, mid, last);
    }
}
```

SORTING RUNTIME

| Algorithm | Worst Case | Best Case |
|-------------------------------|----------------|----------------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | $O(n^2)$ | $O(n)$ |
| Insertion Sort | $O(n^2)$ | $O(n)$ |
| Merge Sort | $O(n \log(n))$ | $O(n \log(n))$ |
| Quick Sort | | |

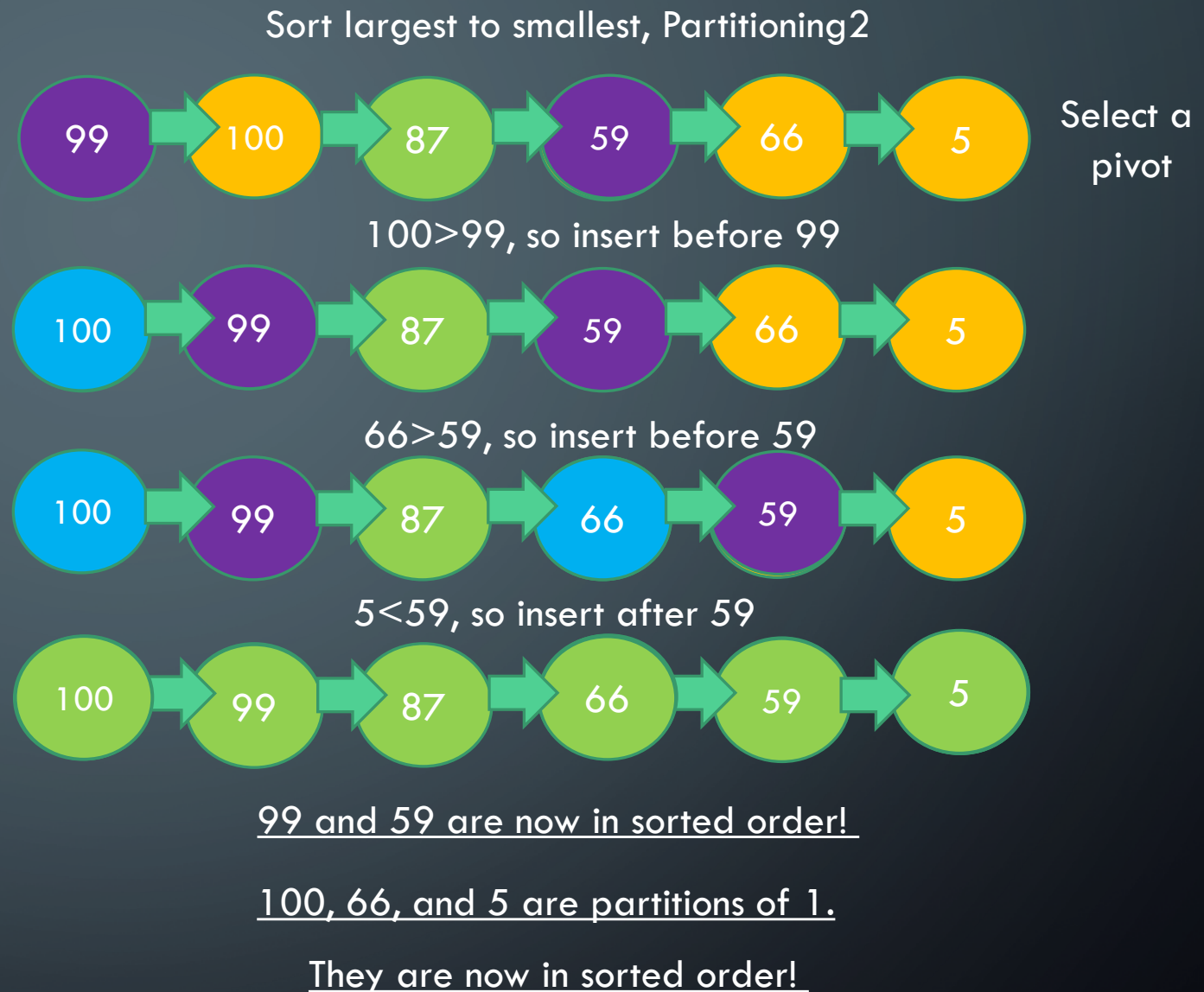
QUICK SORT

- Pick an element from the list
- Partition so that everything to the left of the pivot is greater (lesser) than the pivot, and everything to the right is lesser (greater) than the pivot
- Recursively apply to sub-lists on the left and right of pivot



QUICK SORT

- Pick an element from the list
- Partition so that everything to the left of the pivot is greater (lesser) than the pivot, and everything to the right is lesser (greater) than the pivot
- Recursively apply to sub-lists on the left and right of pivot



QUICK SORT IMPLEMENTATION

- What is the runtime of partition (shown on previous slide)?
- What is the best and worst case depth of calls to QuickSort?
- What is the worst case for quick sort, and its runtime?

```
function QuickSort(list, first, last)
{
    if first < last
    {
        pivot = partition(list, first, last);
        QuickSort(list, first, pivot);
        QuickSort(list, pivot + 1, last);
    }
}
```

SORTING RUNTIME

| Algorithm | Worst Case | Best Case |
|-------------------------------|----------------|----------------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | $O(n^2)$ | $O(n)$ |
| Insertion Sort | $O(n^2)$ | $O(n)$ |
| Merge Sort | $O(n \log(n))$ | $O(n \log(n))$ |
| Quick Sort | $O(n^2)$ | $O(n \log(n))$ |

RADIX SORT

- Binned sort, sorting by one factor one after another.
- Consider a deck of cards
 - Create 4 bins
 - In each bin put one card in order from 2, 3, ..., 10, J, Q, K, A.
 - From each “bin” place in final array in suit order
 - Clubs, Diamonds, Hearts, Spades
- Now in sorted order
- What's the complexity?

| | | | | | | | |
|------|------|------|------|------|------|------|------|
| 123 | 2154 | 222 | 4 | 283 | 1560 | 1061 | 2150 |
| 0123 | 2154 | 0222 | 0004 | 0283 | 1560 | 1061 | 2150 |
| 1560 | 2150 | 1061 | 0222 | 0123 | 0283 | 2154 | 0004 |
| 0004 | 0222 | 0123 | 2150 | 2154 | 1560 | 1061 | 0283 |
| 0004 | 1061 | 0123 | 2150 | 2154 | 0222 | 0283 | 1560 |
| 0004 | 0123 | 0222 | 0283 | 1061 | 1560 | 2150 | 2154 |

SORTING RUNTIME

| Algorithm | Worst Case | Best Case |
|-------------------------------|----------------|----------------|
| Selection Sort (Last Lecture) | $O(n^2)$ | $O(n^2)$ |
| Bubble Sort | $O(n^2)$ | $O(n)$ |
| Insertion Sort | $O(n^2)$ | $O(n)$ |
| Merge Sort | $O(n \log(n))$ | $O(n \log(n))$ |
| Quick Sort | $O(n^2)$ | $O(n \log(n))$ |
| Radix Sort | $O(n)$ | $O(n)$ |

IMPORTANT CONSIDERATIONS

- Through information theory, can prove best possible sort on average is $O(n \log(n))$ runtime (excl. radix)
- Concept: stability. If you perform the sort multiple times, you will get the same results. True for all sorting algorithms, except the variation of QuickSort where the pivot is chosen randomly
- Space overhead: all sorting algorithms except MergeSort and RadixSort sort in-place

| Algorithm | Added Space Overhead |
|-------------------------------|----------------------|
| Selection Sort (Last Lecture) | $O(1)$ |
| Bubble Sort | $O(1)$ |
| Insertion Sort | $O(1)$ |
| Merge Sort | $O(n)$ |
| Quick Sort | $O(1)$ |
| Radix Sort | $O(d*n)$ |

ASSIGNMENT/HOMEWORK

- Read Carrano pp 353 – 366, 435-443
- HW4 due on Tuesday
- HW5 released:
 - Carrano Exercises Chapter 11: 3, 4, 15
 - Carrano Programming Problem Chapter 11: 1