

## Sorting

*David Croft*

Introduction

Bubblesort

Stable sort

In-place

Selection sort

Other  
algorithms

Quicksort

Divide & Conquer

Comparing

Recap

# Sorting algorithms

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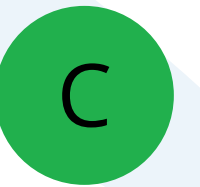
# Overview

- 1 Introduction
- 2 Bubblesort
  - Stable sort
  - In-place
- 3 Selection sort
- 4 Other algorithms
- 5 Quicksort
  - Divide & Conquer
- 6 Comparing
- 7 Recap

Sorting is one of the classic problems for learning algorithms.

- Requirement for everything.
- Obvious applications like sorting text, statistics (median calculations).
- Less obvious, sorting objects in games for FOV (Field Of View) calculations.
- Route planning.

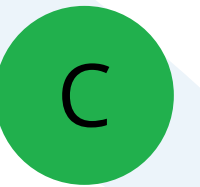
# Bubblesort



Very simple sort.

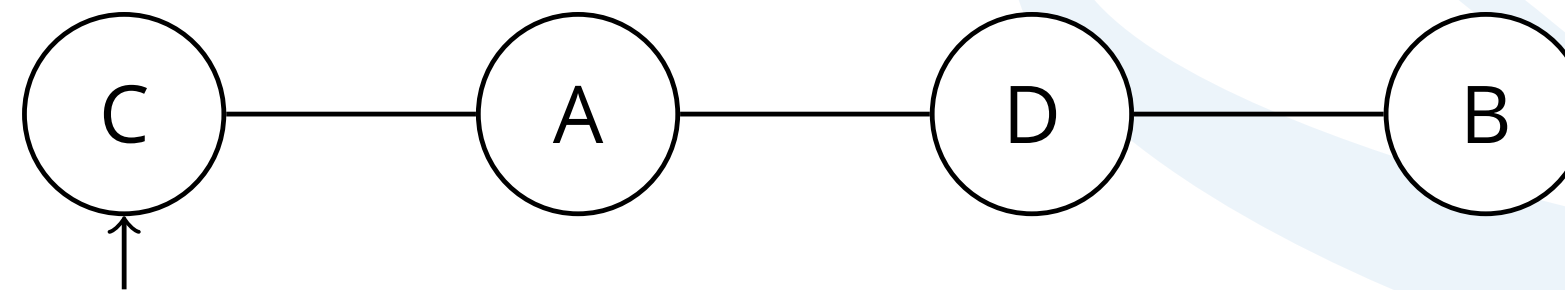
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  - Swap items if in wrong order.

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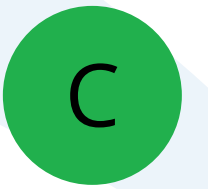


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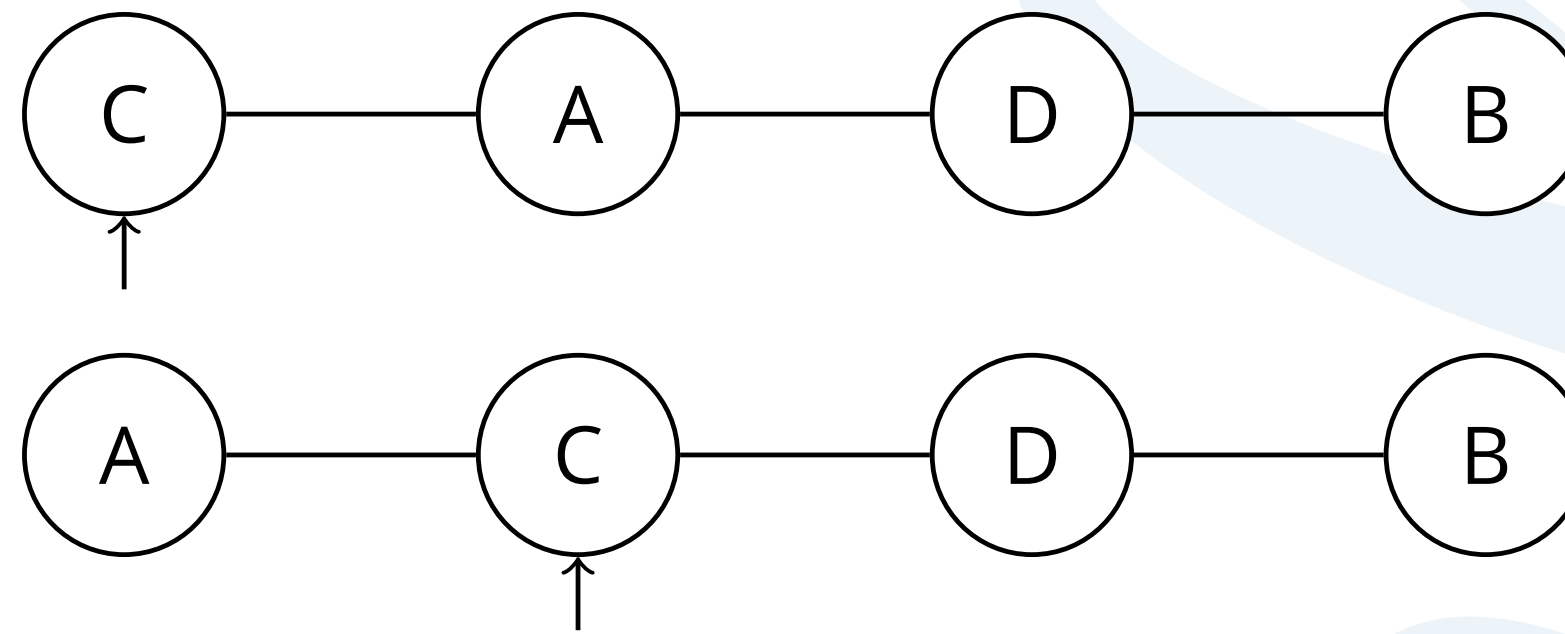


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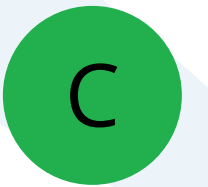


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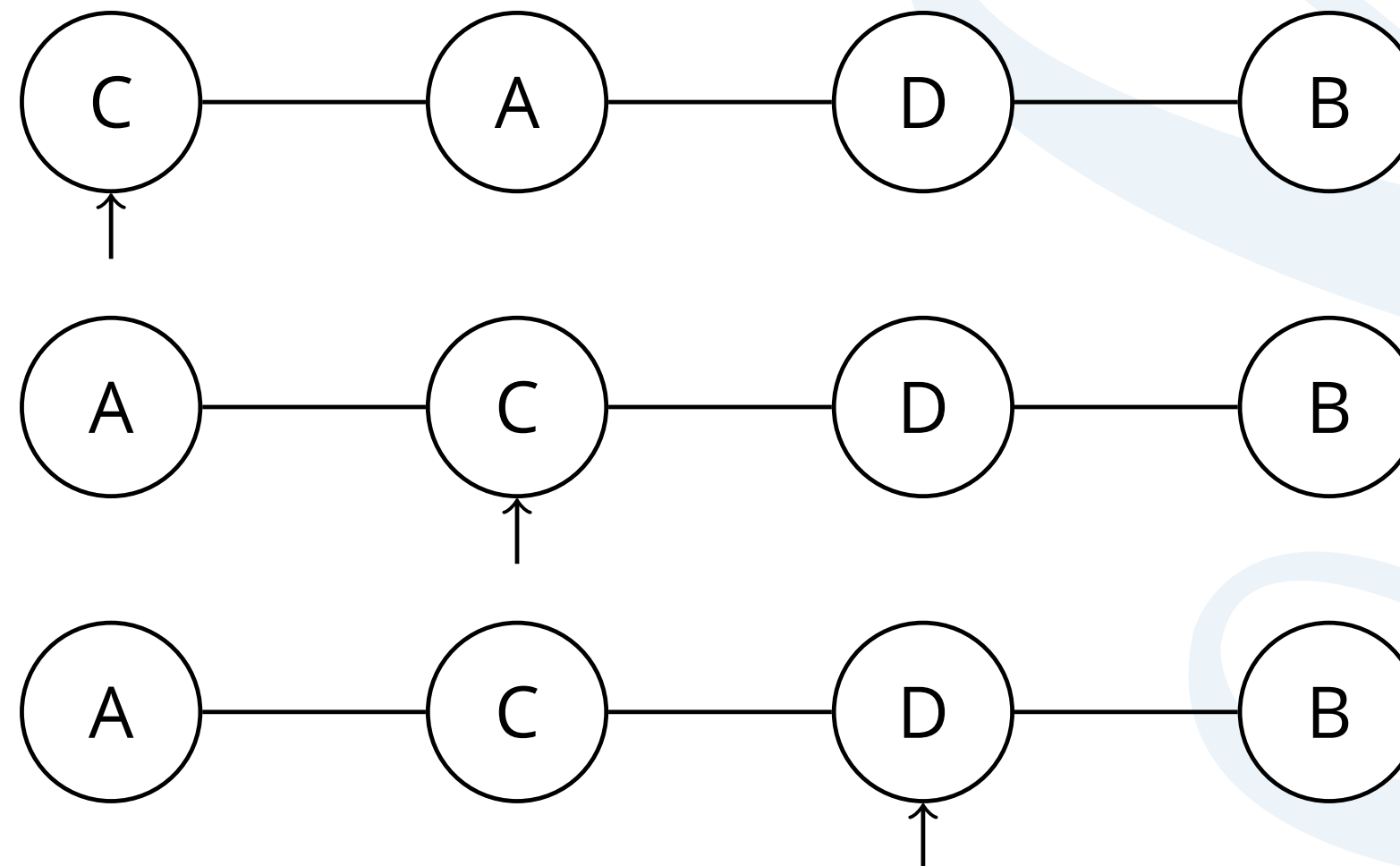


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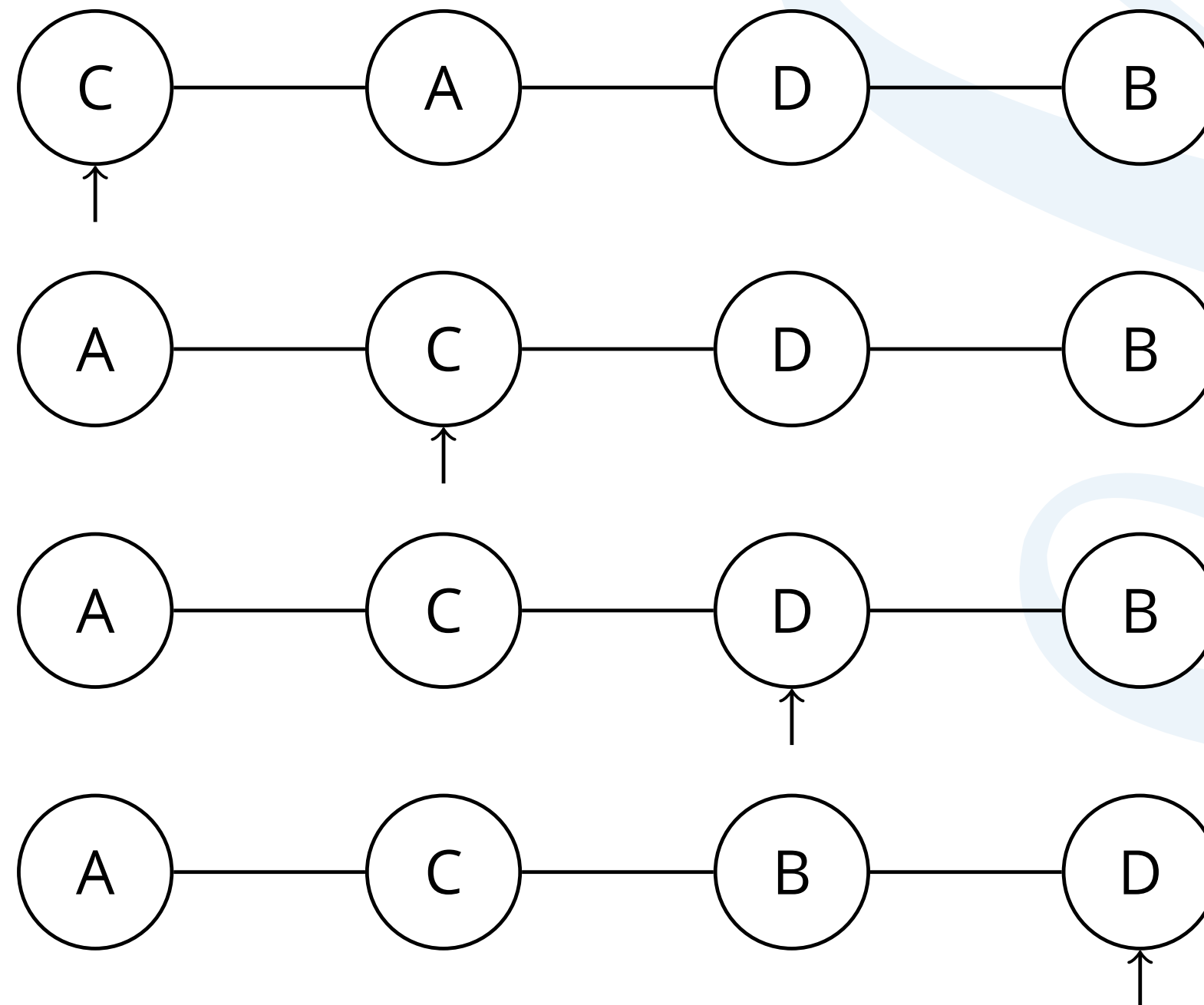


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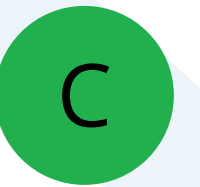
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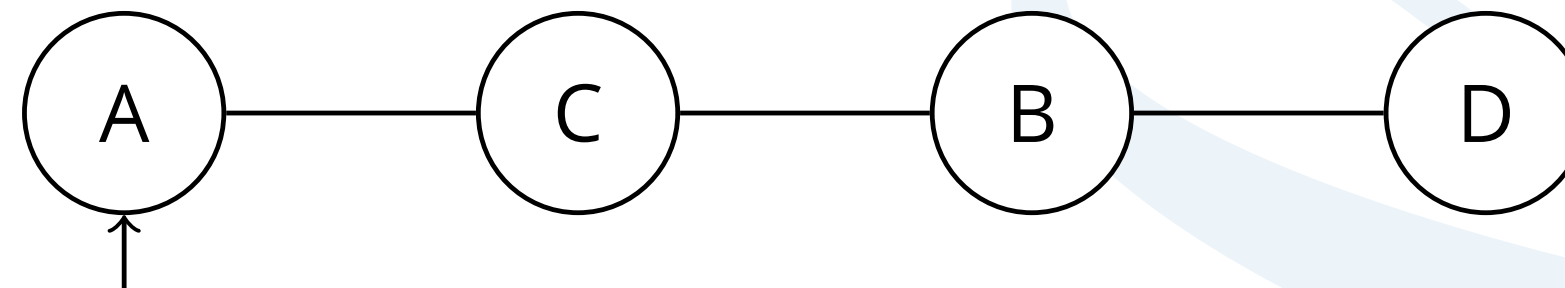


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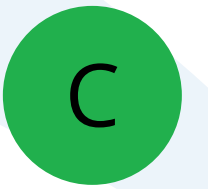


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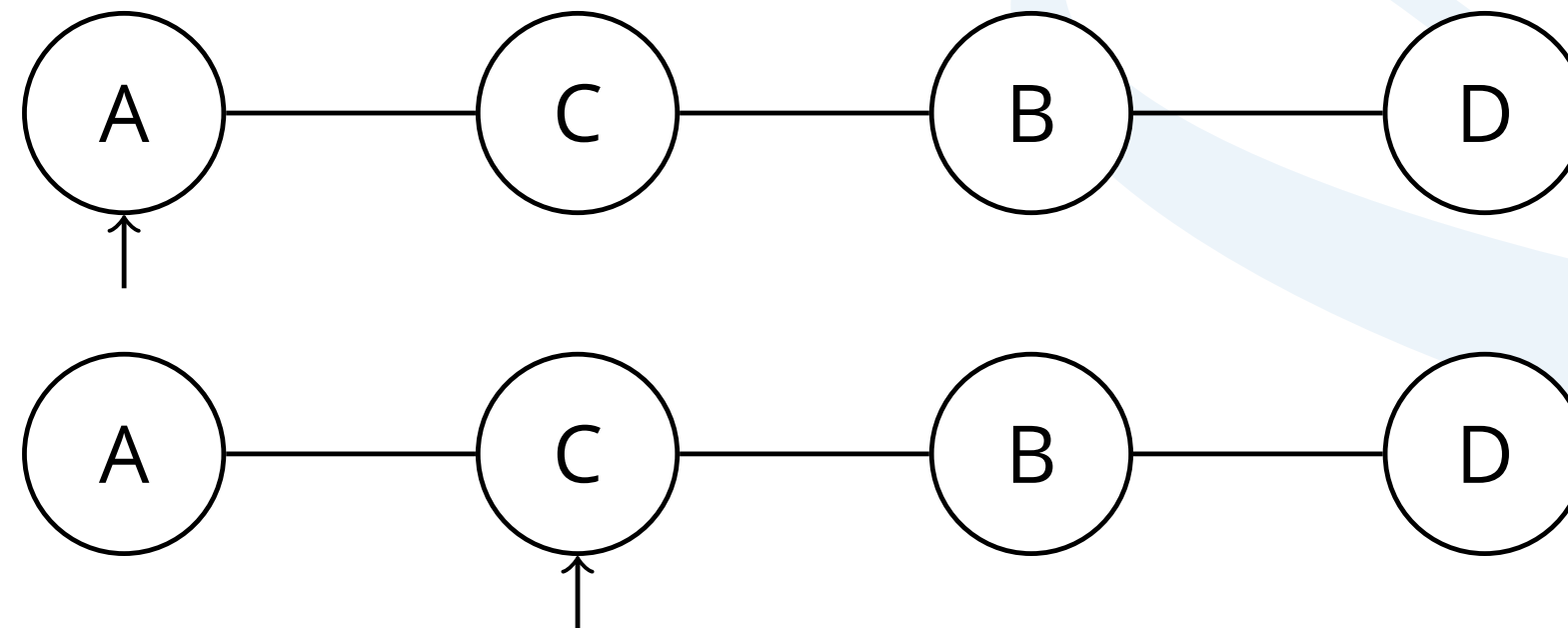


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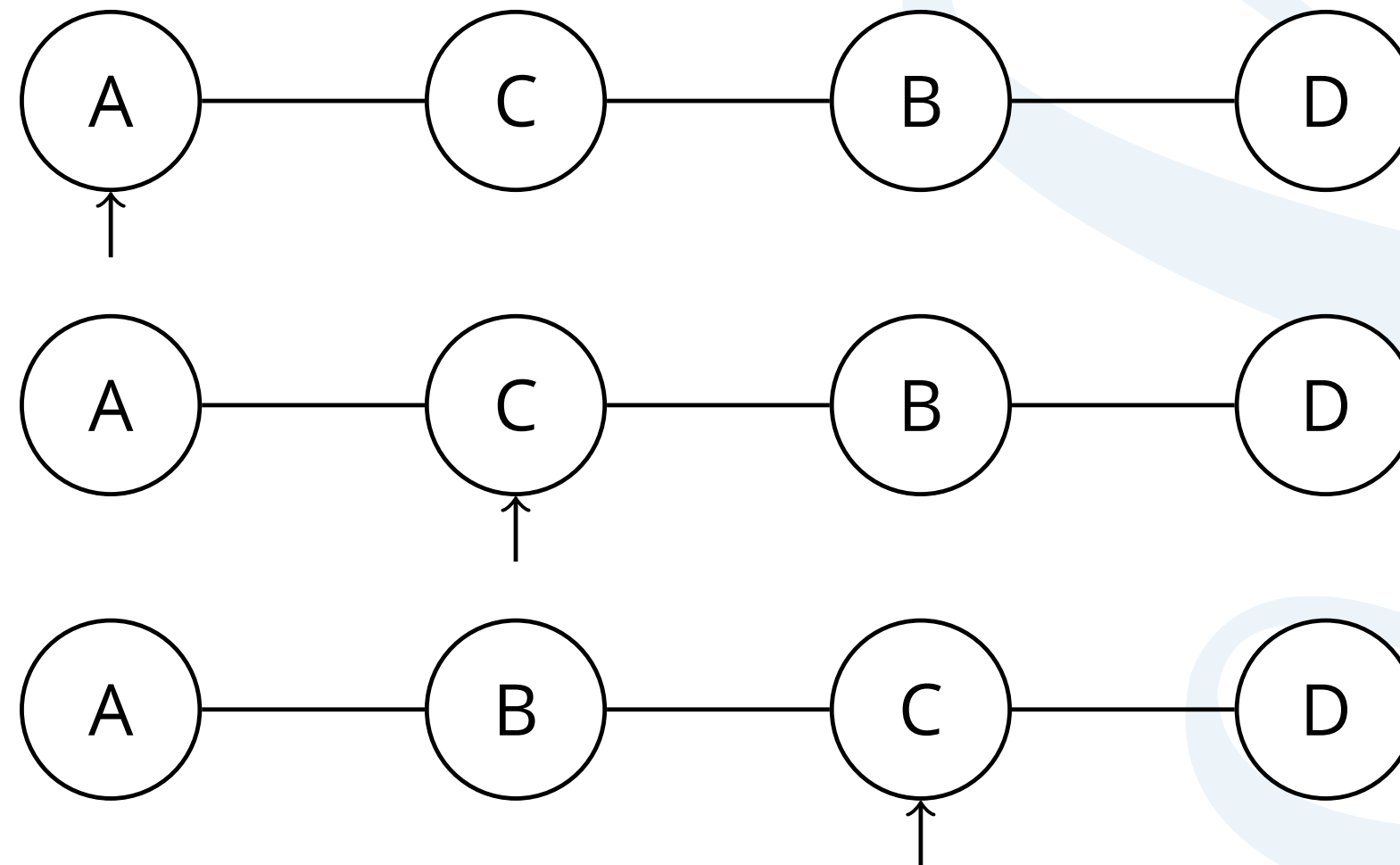


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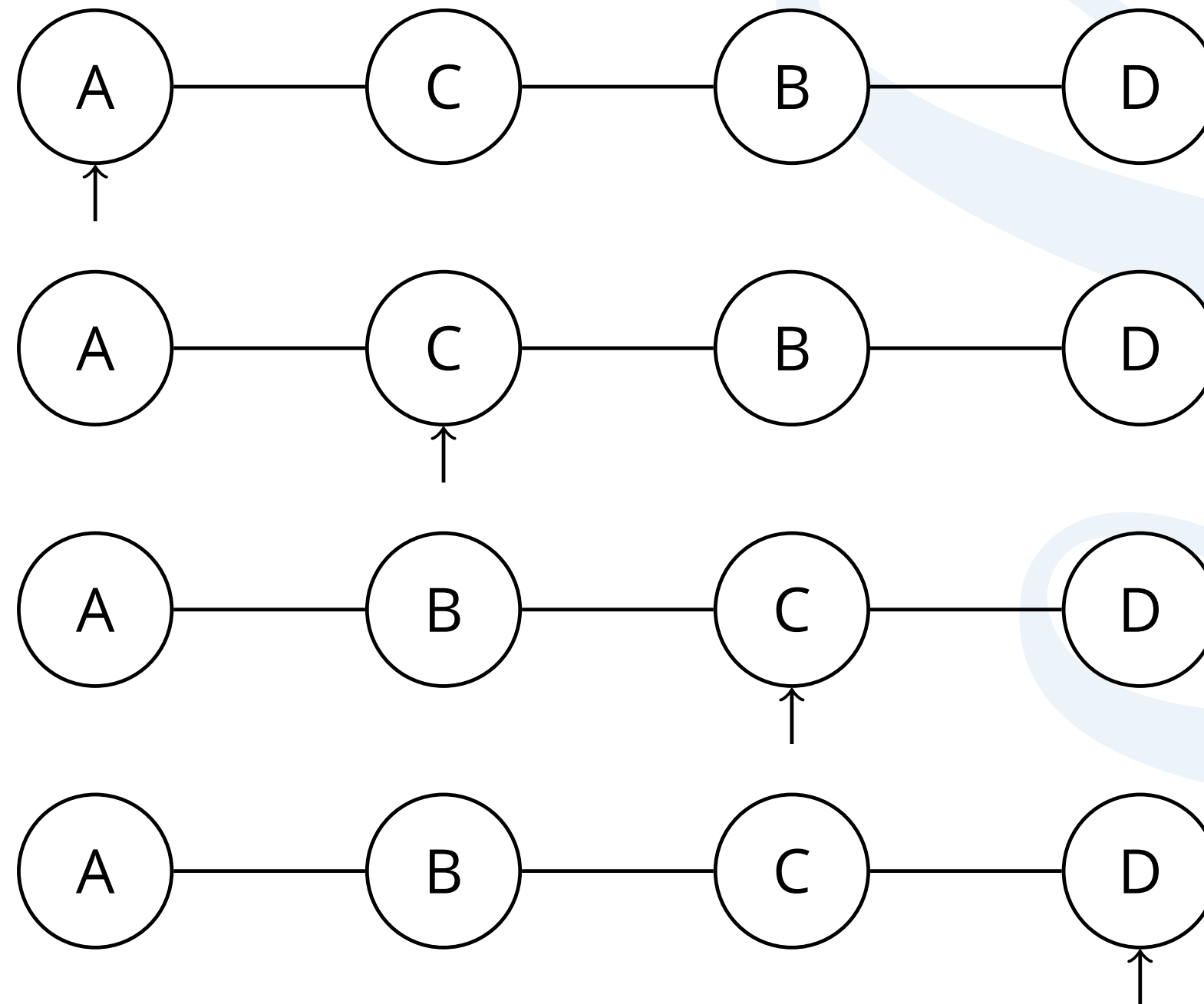
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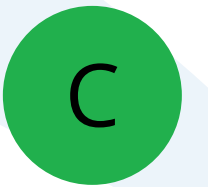
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With unstable sorting algorithm the relative orders of equivalent elements can be changed.

In-place meaning that it only needs a small amount of additional memory in order to work.

- More memory efficient than the alternative.
- Can be important if...
  - ...dealing with large amounts of data.
  - ...have limited resources (i.e. embedded systems).
- Bubble sort only needs a few extra variables to swap the elements and to step through the sequence.

# Bubblesort



# One of the simplest sorting algorithms.

- Explained here to introduce you to sorting concepts.
  - In-place, stable.

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  - But best case is only  $O(n)$ .



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- Average case, random order.
  - Somewhere in between.

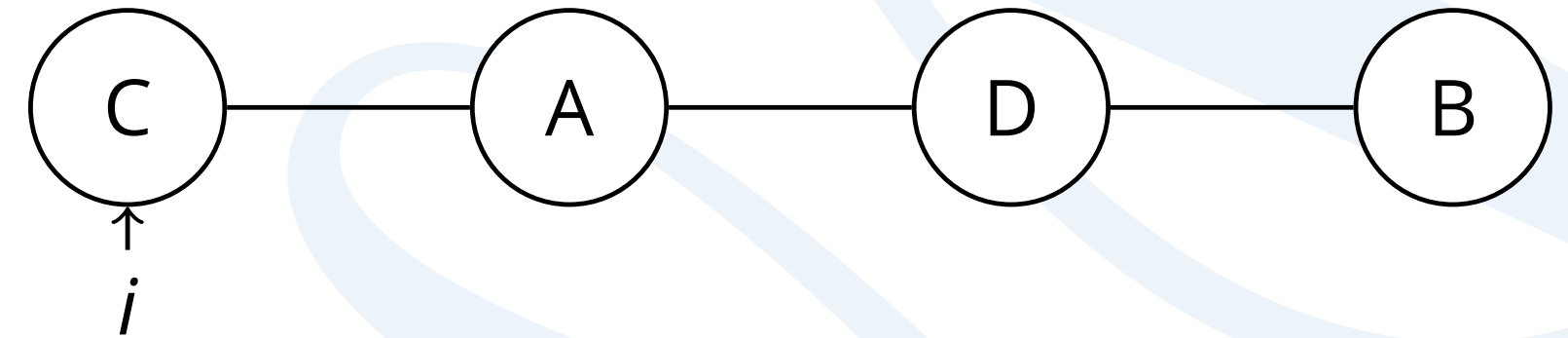
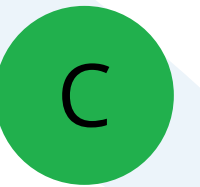
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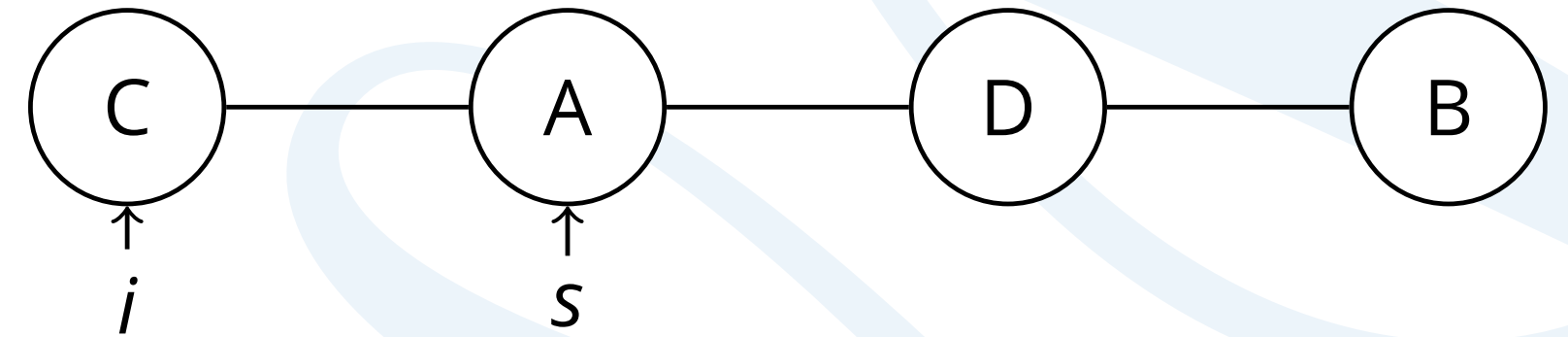
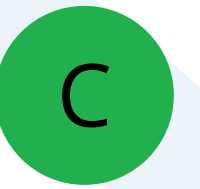
- Divides sequence into sorted and unsorted regions.
  - Not stable.
  - In place.
- 1 Iterate over sequence.
  - 2 For each element search the remaining elements on its right for the smallest value.
  - 3 Swap smallest element with current element.

## Selection sort II



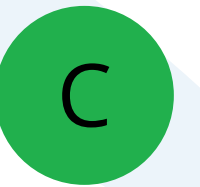
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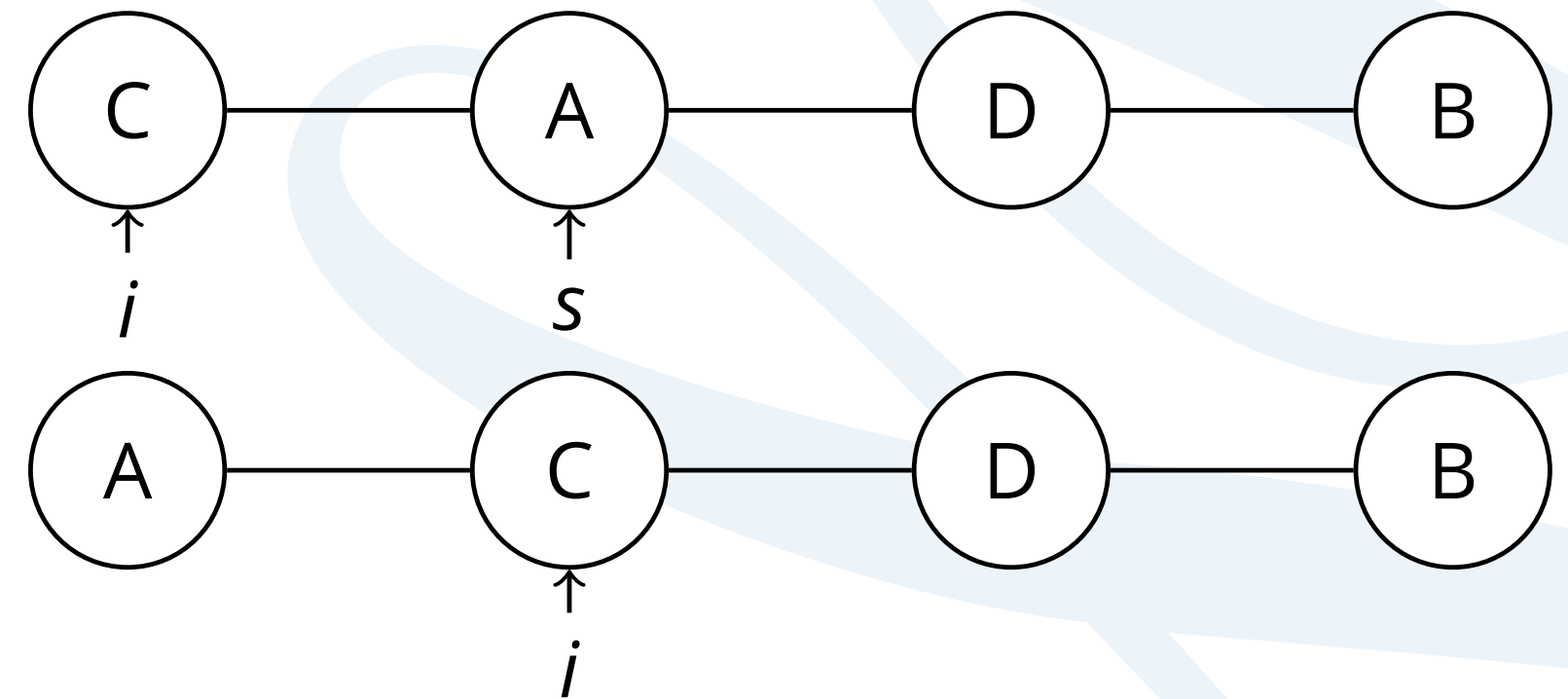


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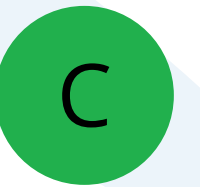
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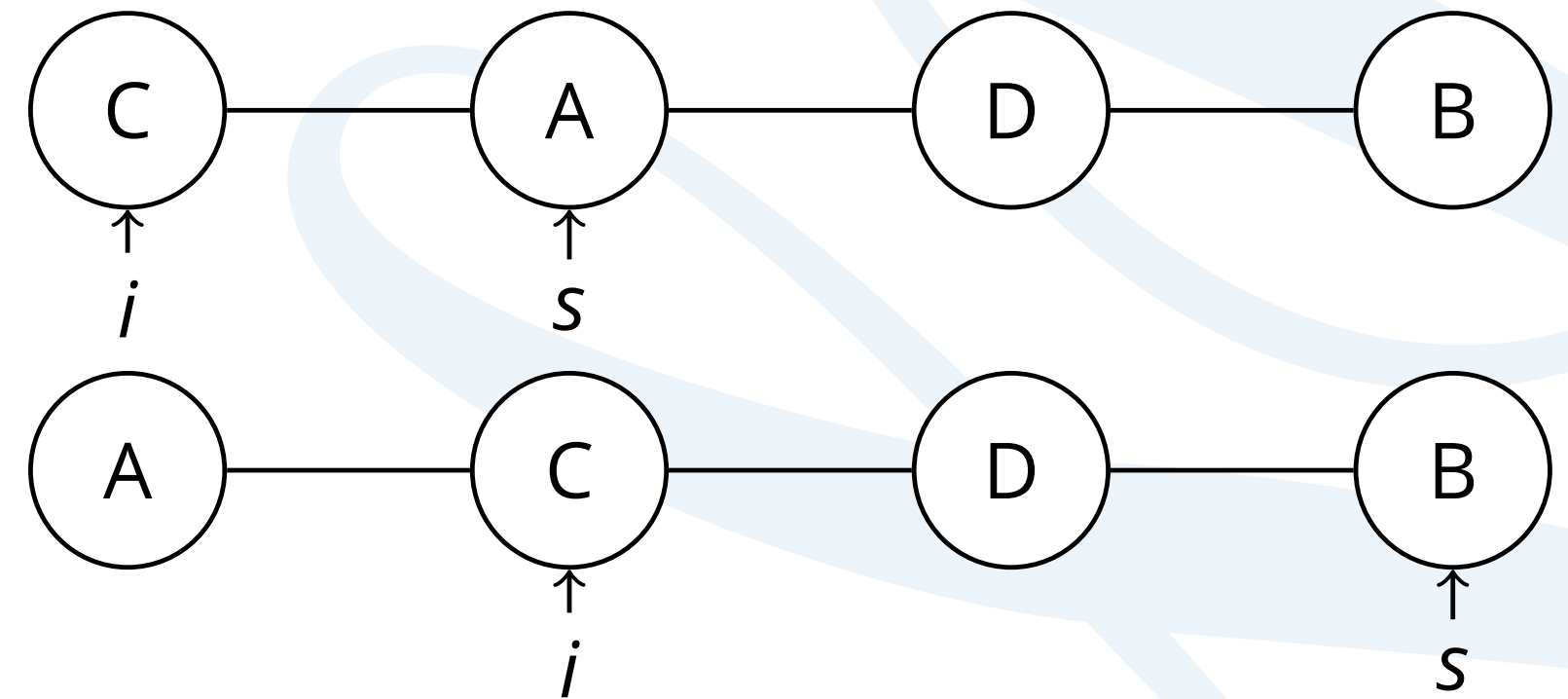
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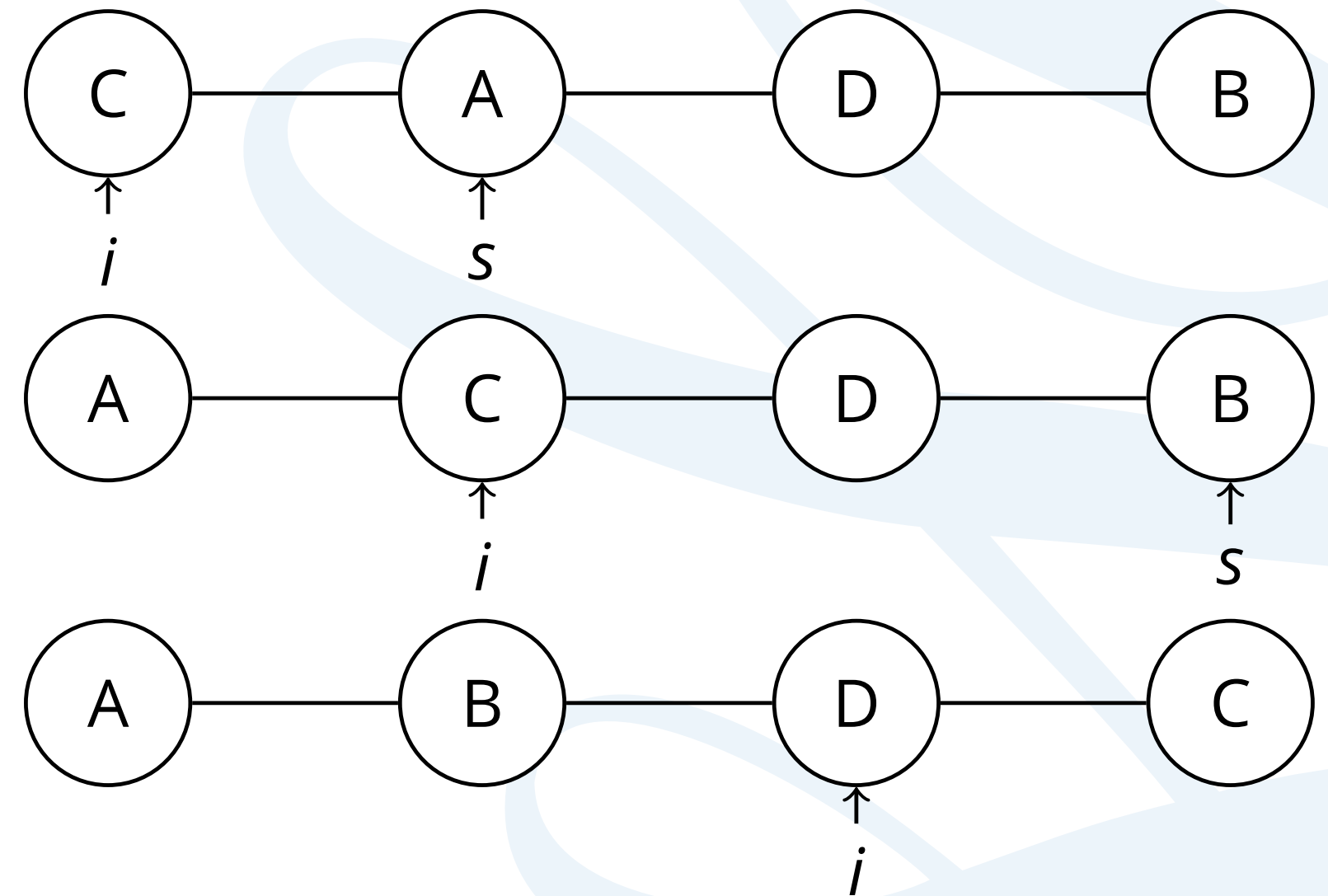
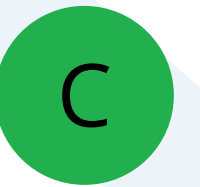
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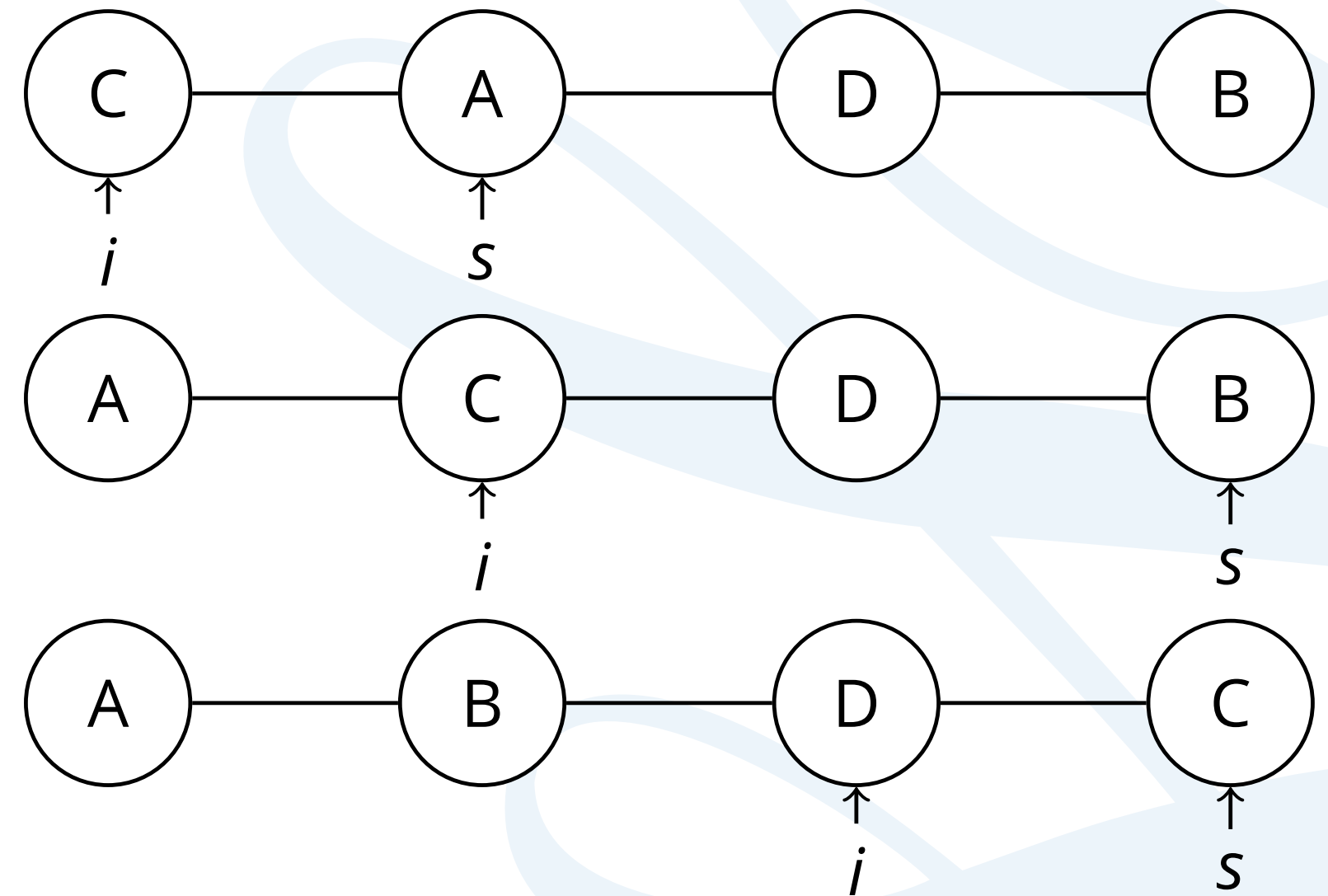
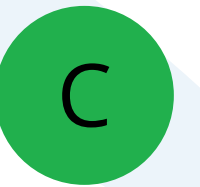
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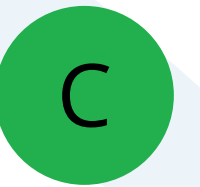


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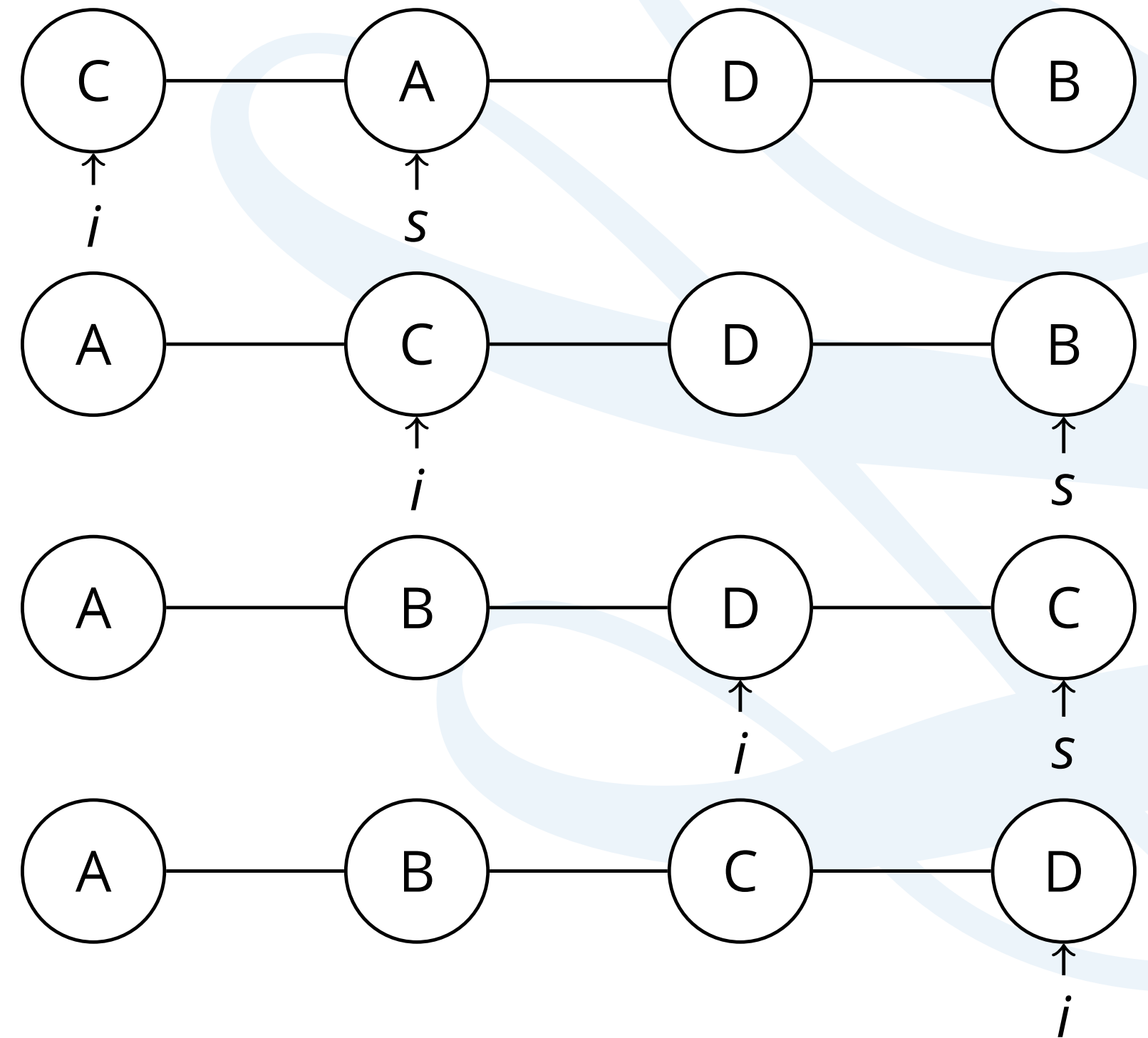
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- Selection sort is generally faster than bubble.
  - But have same  $O()$  complexity.
  - What?

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  - What?
- $O()$  notation describes how an algorithm will grow.
- Not good at absolute performances.
- Selection sort typically does fewer comparisons and swaps than bubblesort.
  - Therefore typically faster.
- Best case bubblesort is  $O(n)$ , selection is  $O(n^2)$ .
  - Occasionally faster.

# Sorting Algorithms

A

## Many sorting algorithms

- Different trade-offs, performances. <https://www.youtube.com/watch?v=ZZuD6iUe3Pc>
- Some are just jokes.

1 Bead

2 Bogo

3 Bubble

4 Circle

5 Cocktail

6 Comb

7 Counting

8 Cycle

9 Gnome

10 Heap

11 Insert

12 Merge

13 Pancake

14 Patience

15 Permutation

16 Quick

17 Radix

18 Selection

19 Shell

20 Sleep

21 Stooge

22 Strand

23 Tree

# Quicksort

C

Neither bubble or selection sort are very good.

- Simple algorithms but slow.
- Not used in real life.

One of the fastest sorting algorithms.

- Used in real life.
- Recursively breaks the sequence in half.
  - Divide & Conquer.

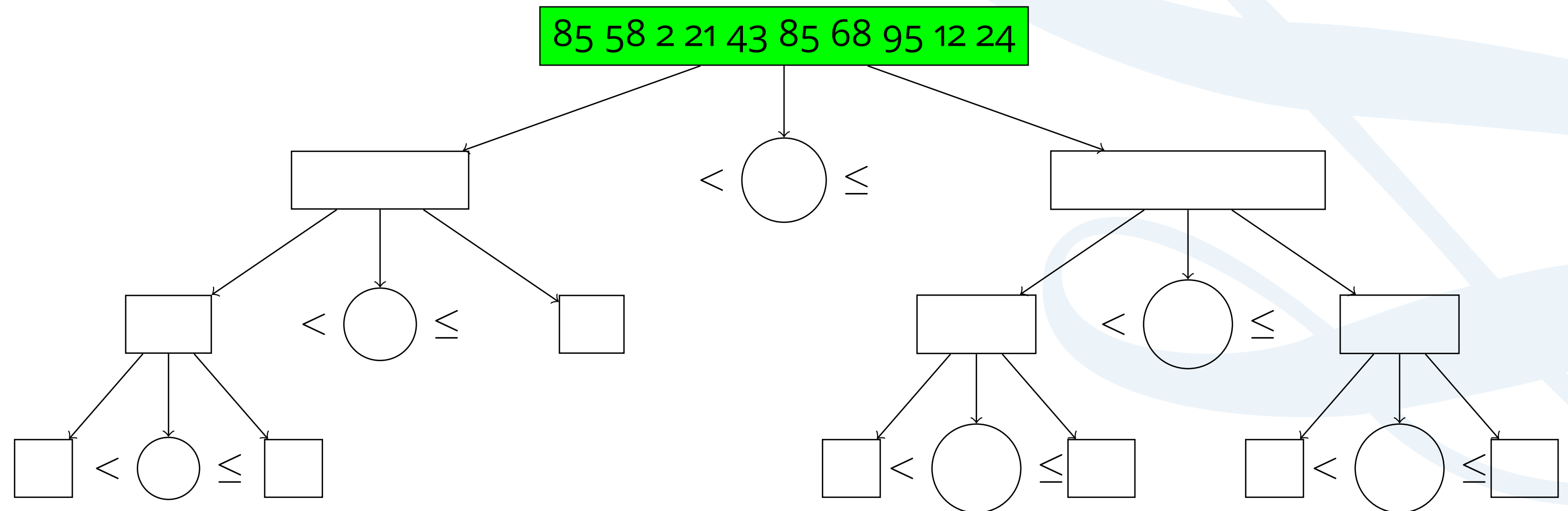
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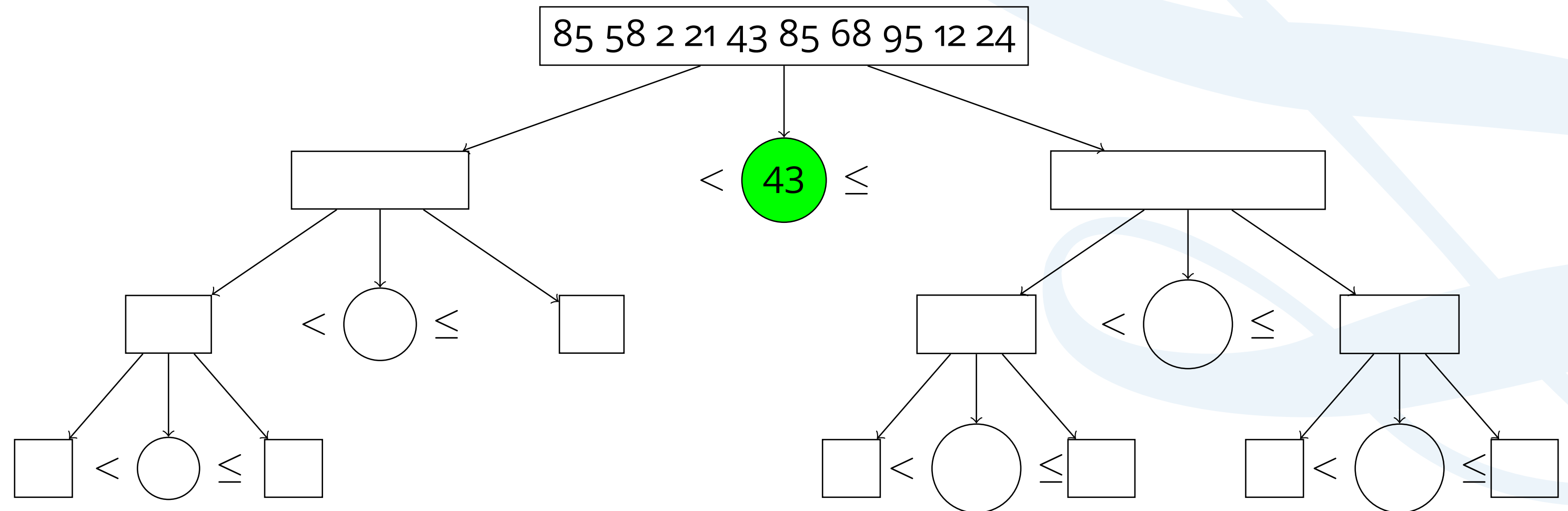
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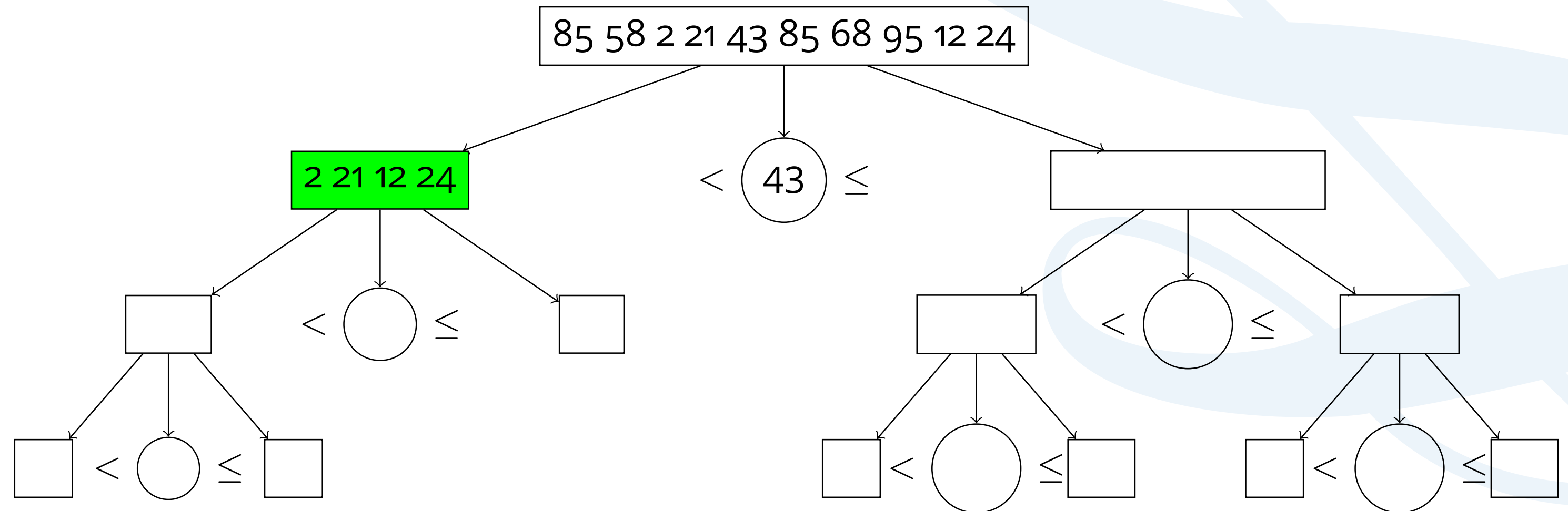
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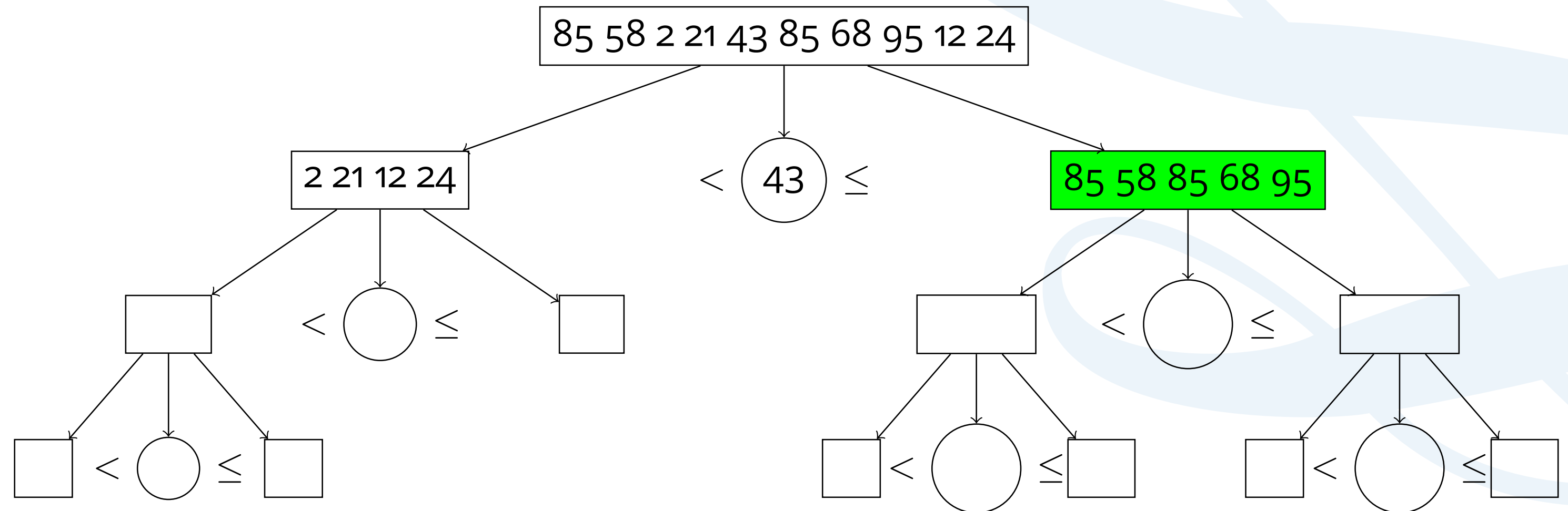
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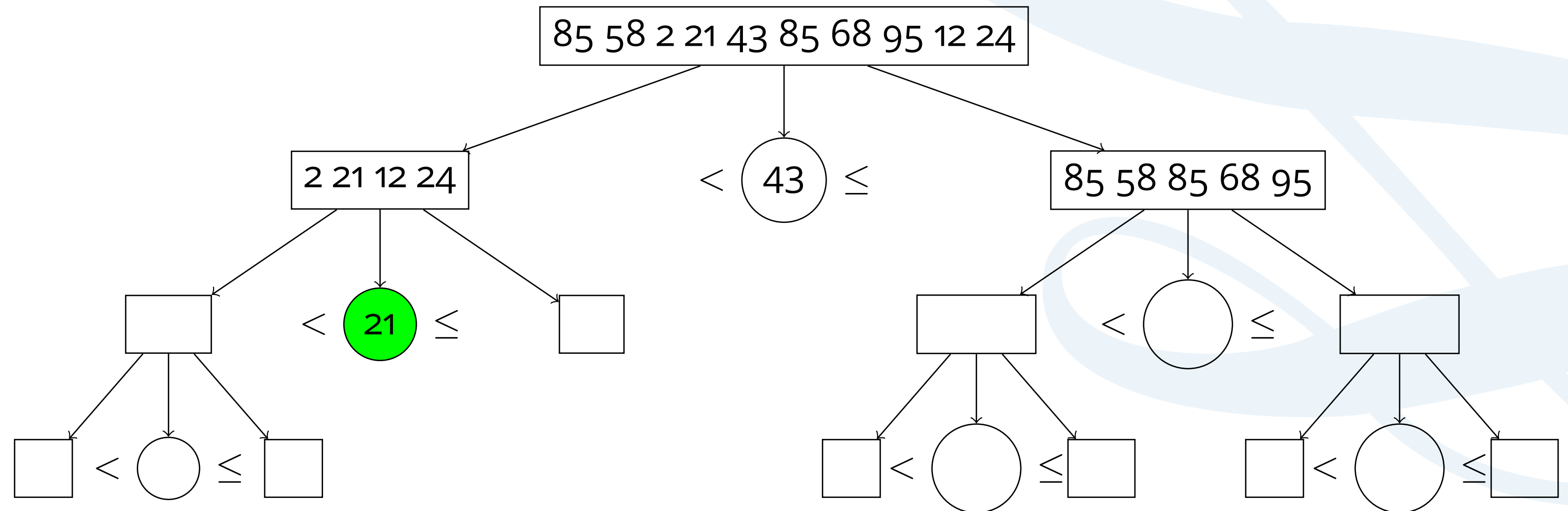
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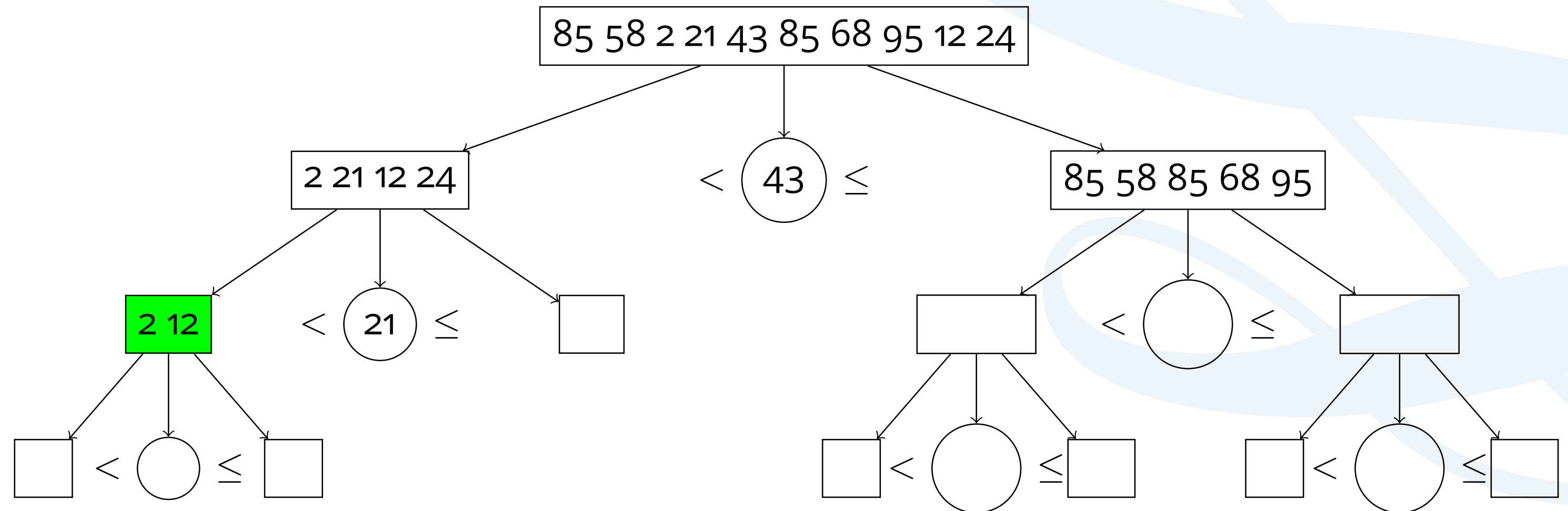
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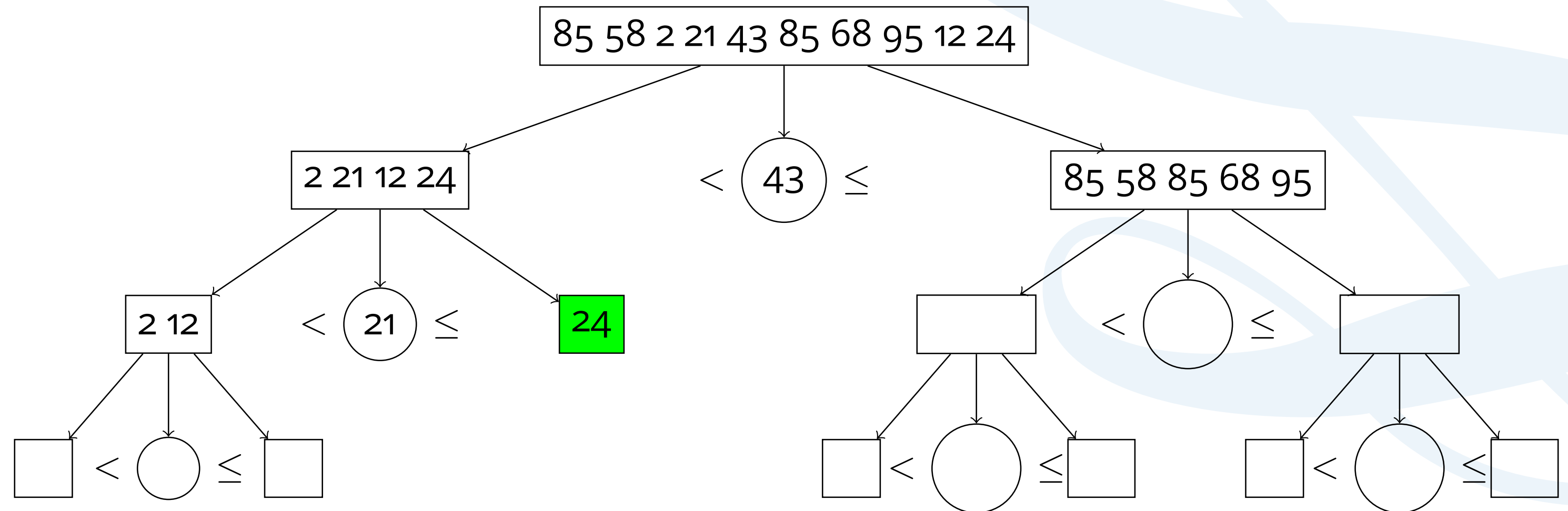
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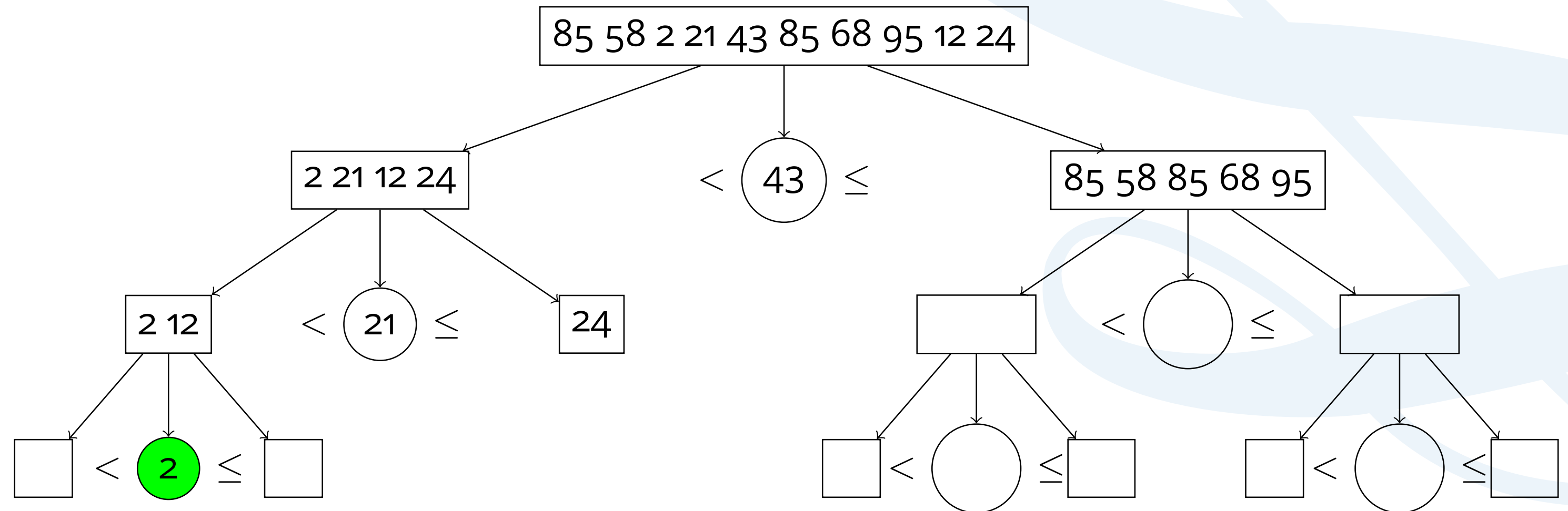


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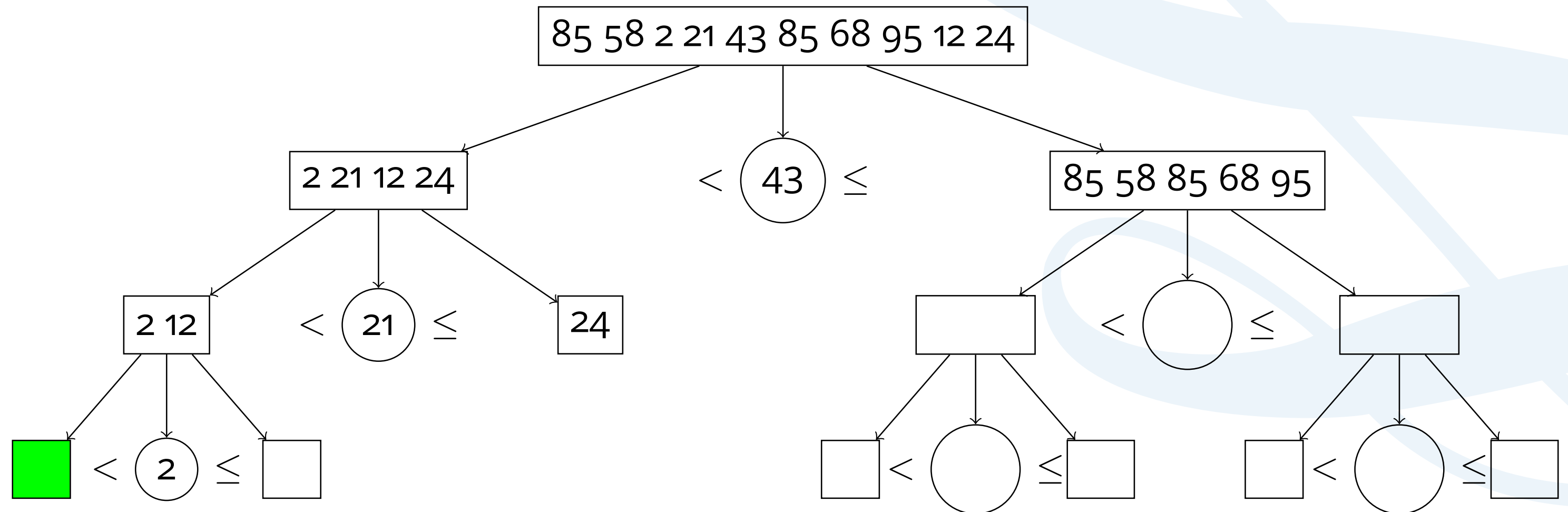


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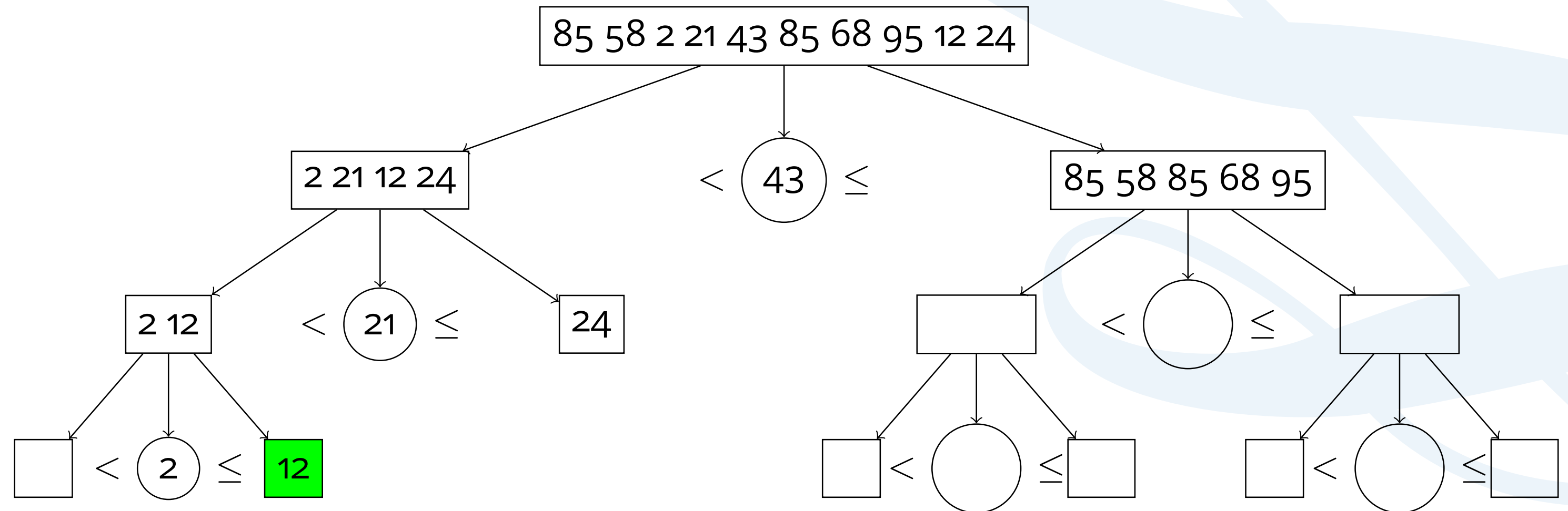




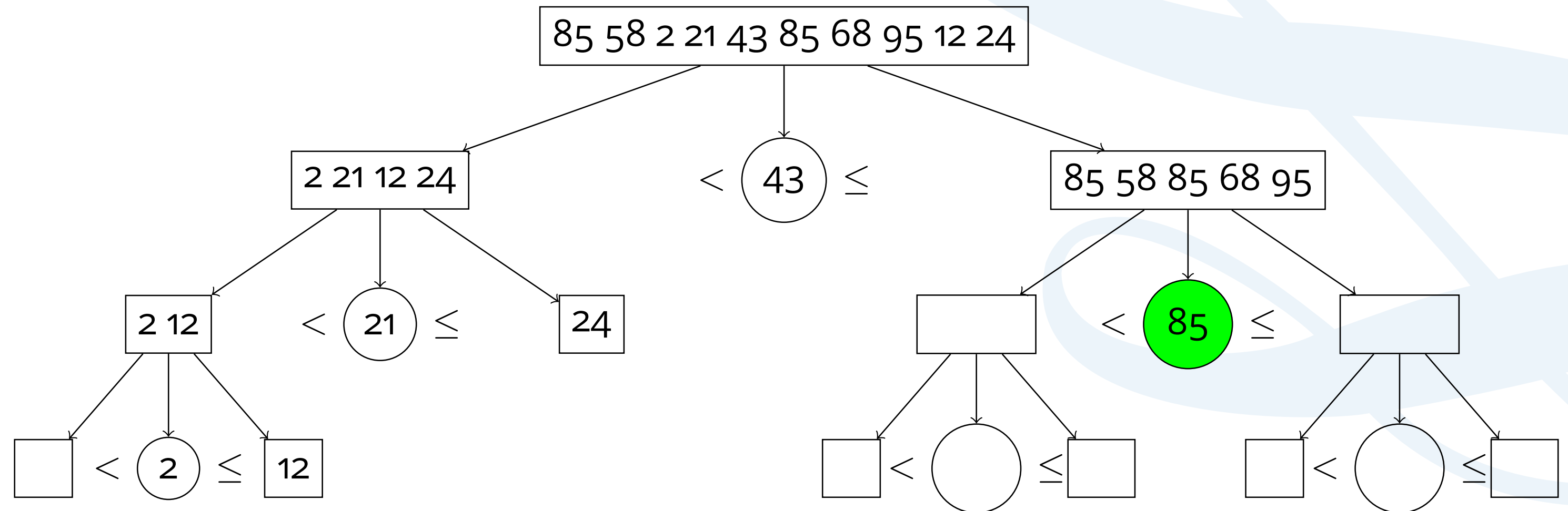
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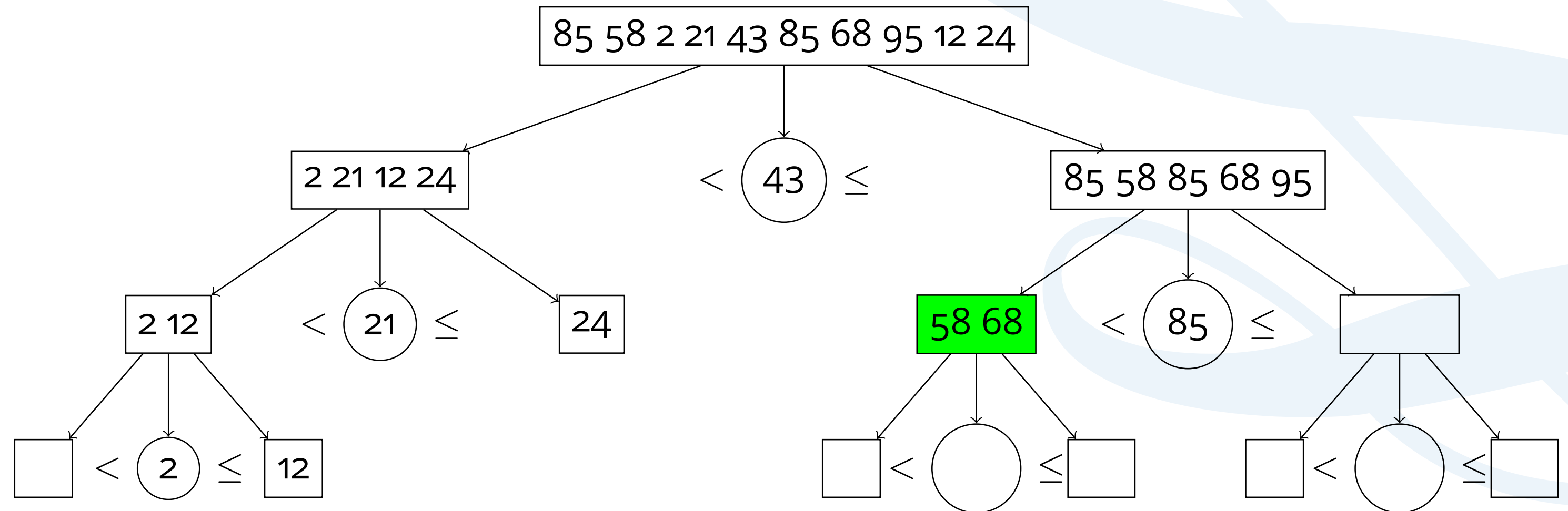
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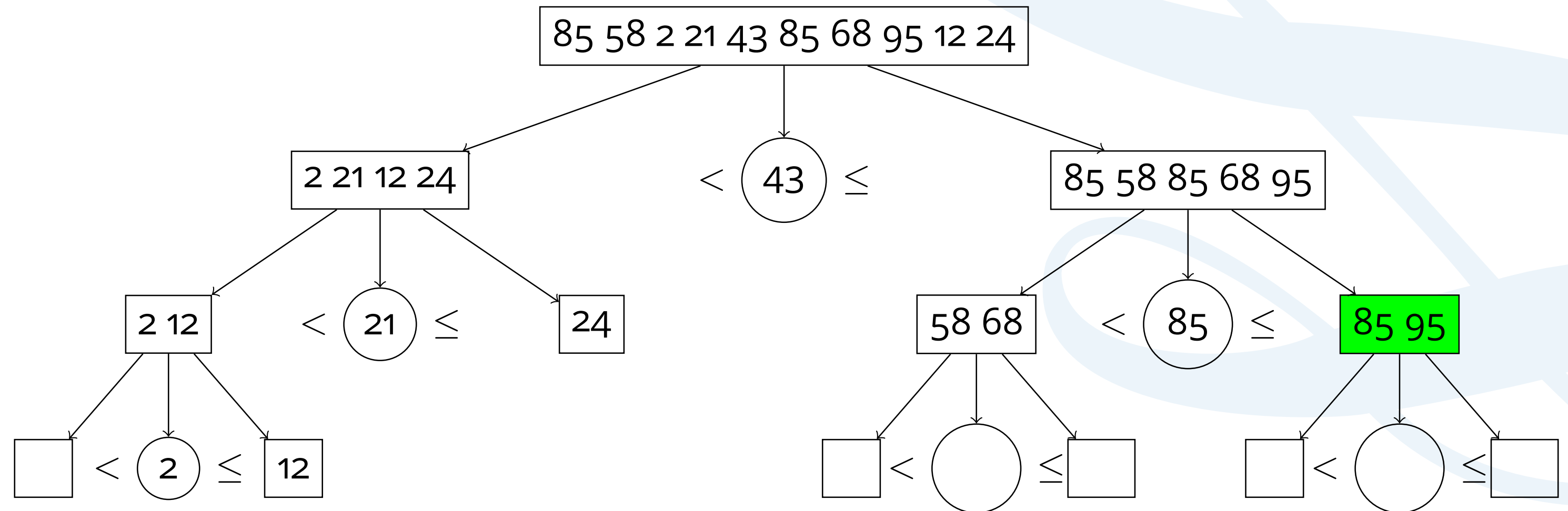
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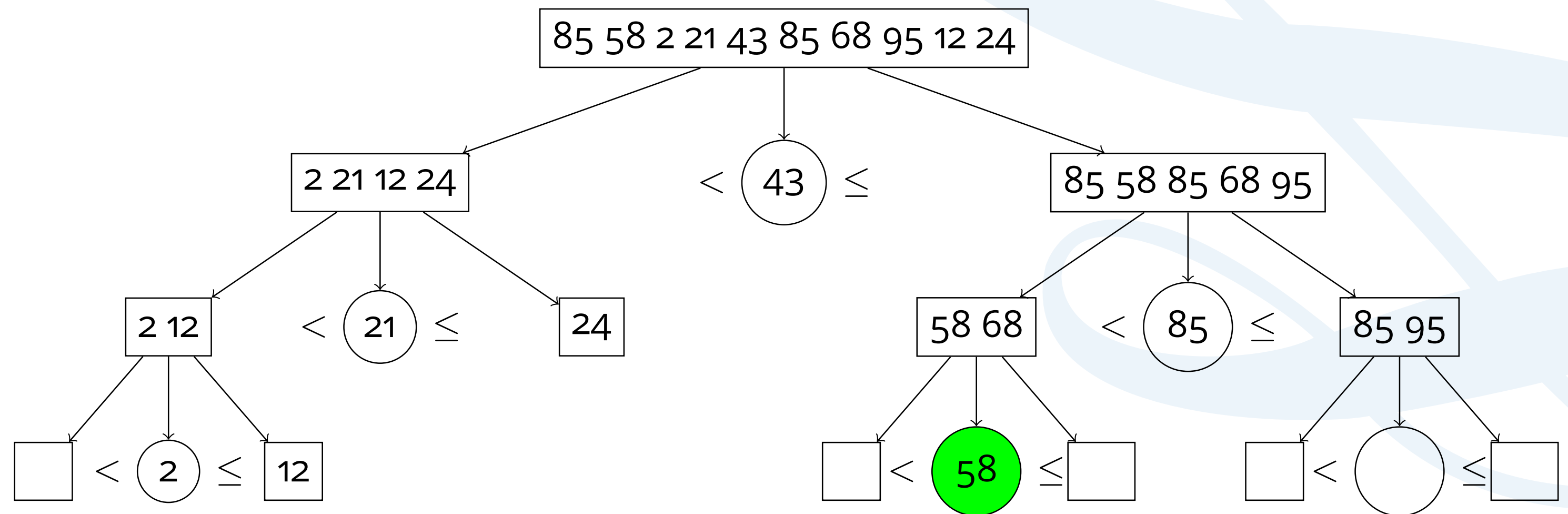
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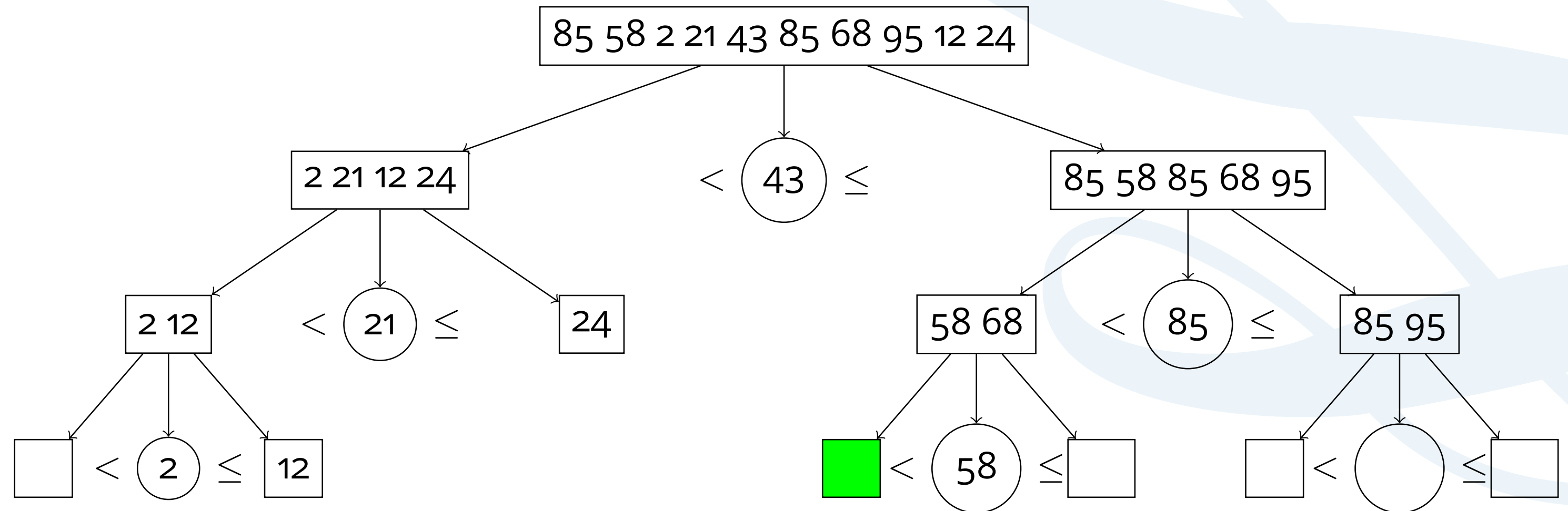
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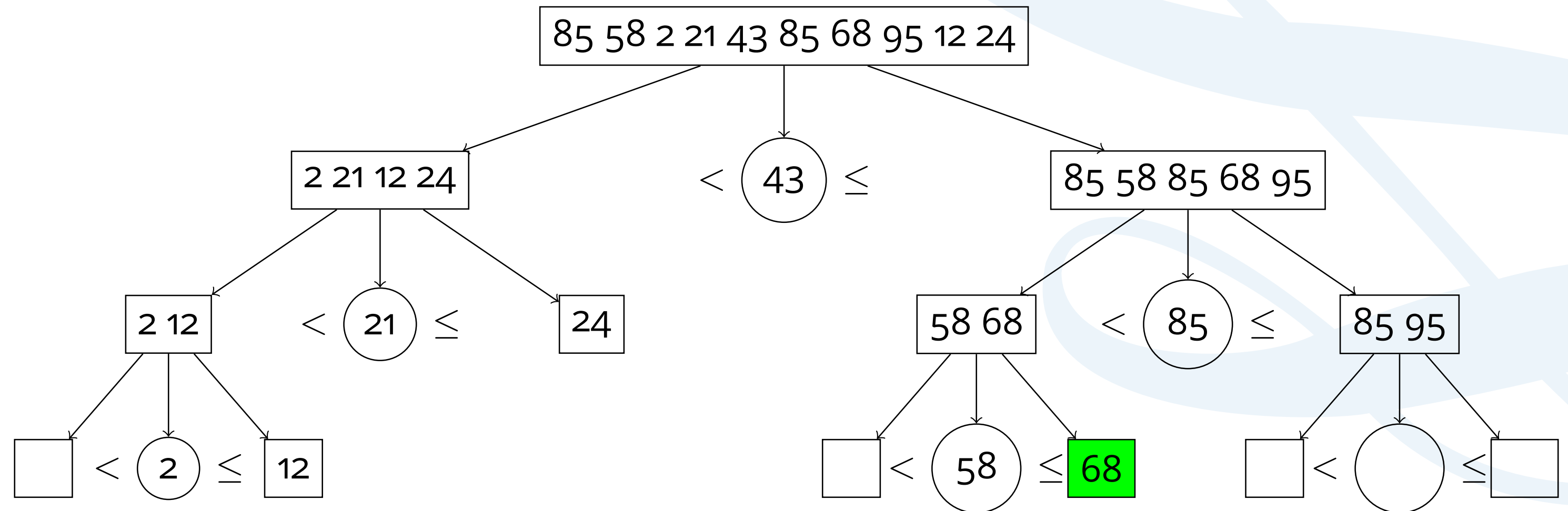


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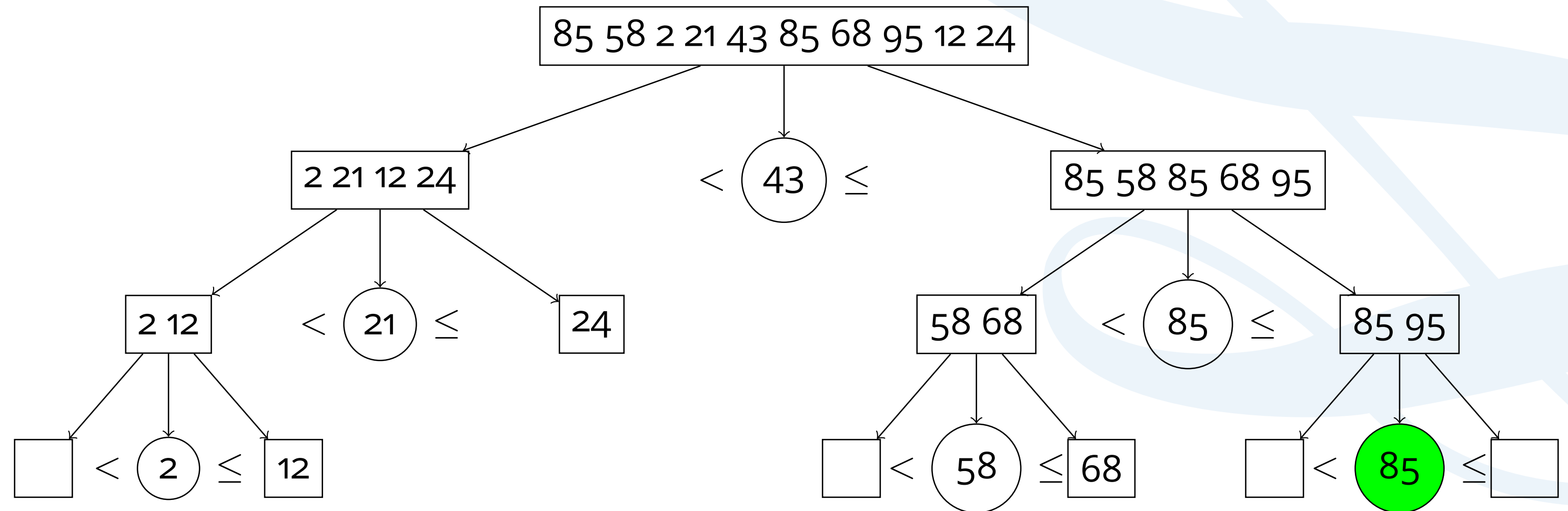


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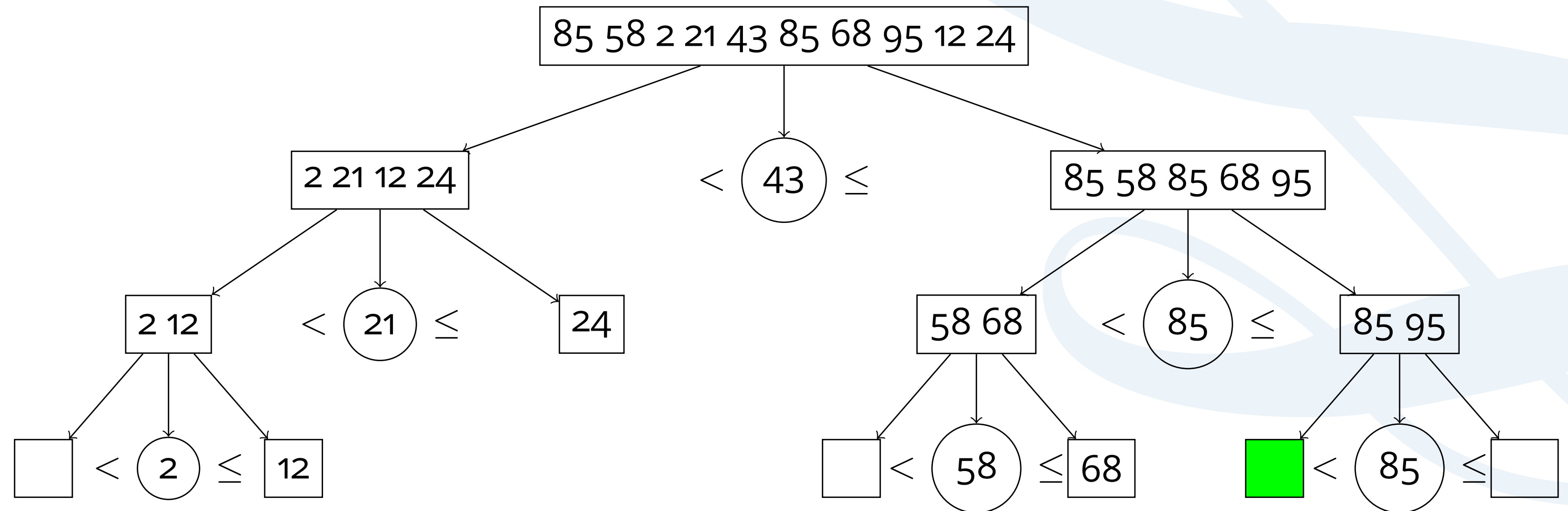




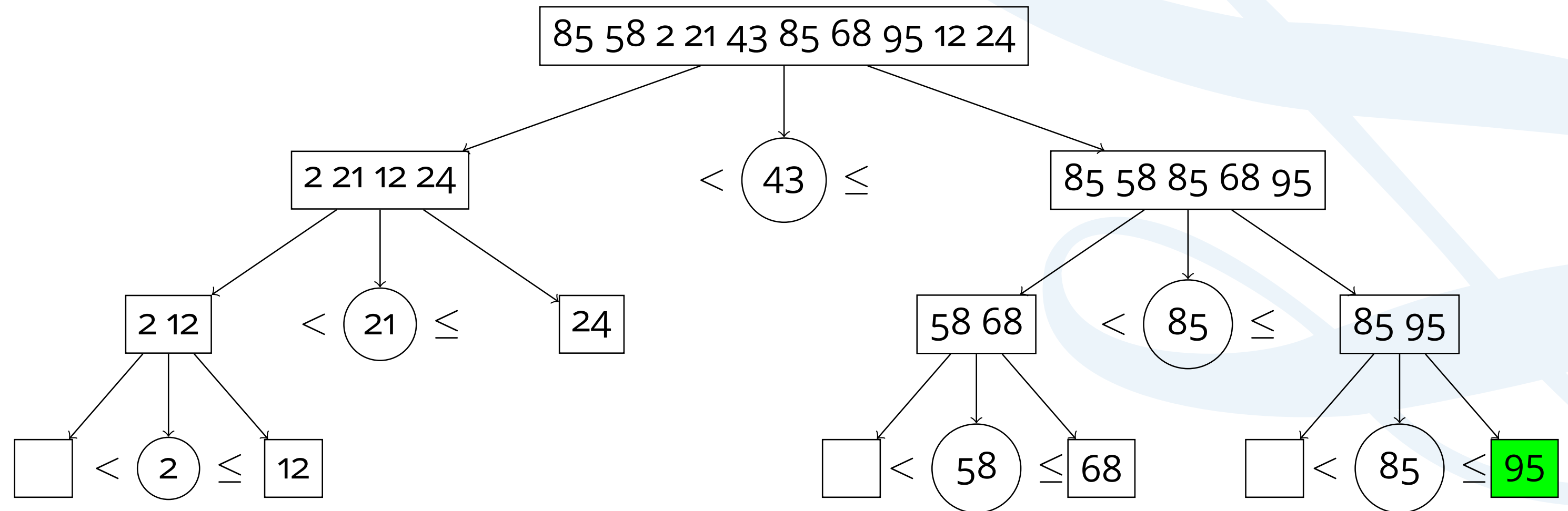
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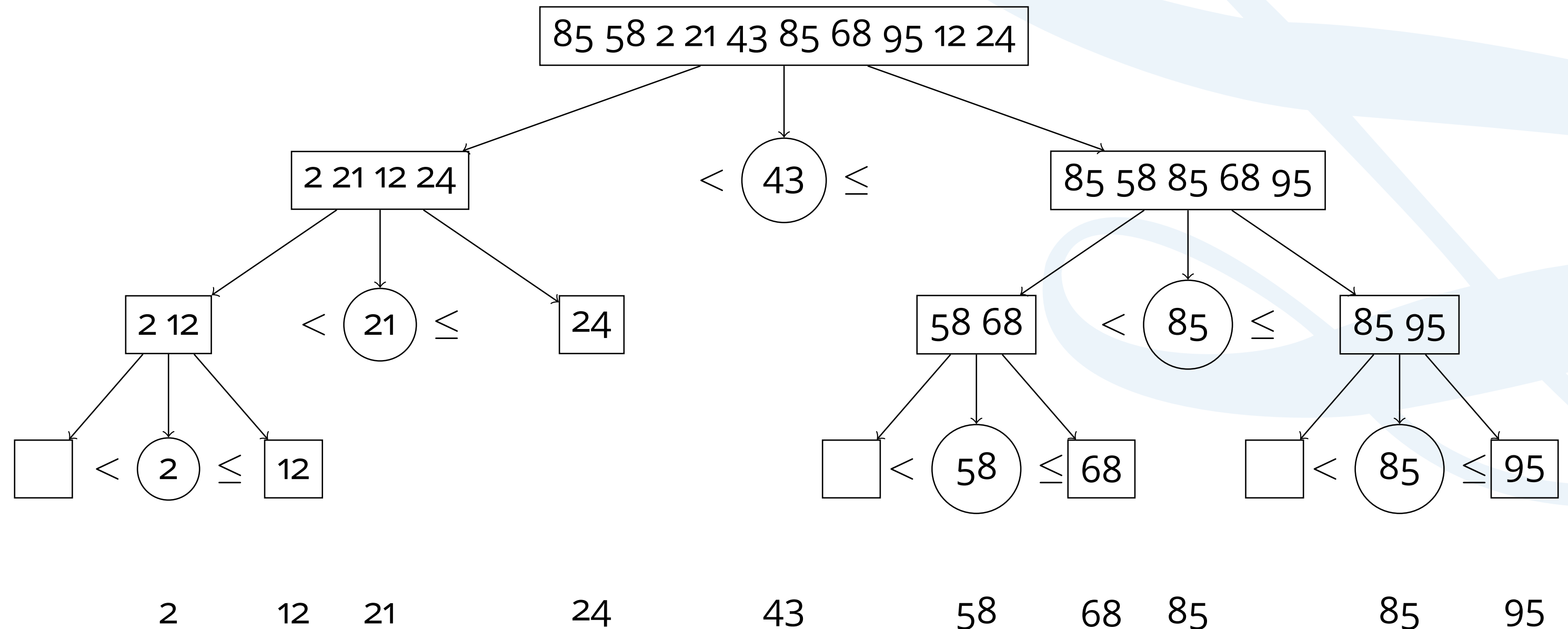
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Quicksort is...

- ...sometimes in-place.
  - Depends on implementation.
- ...sometimes stable.
  - Depends on implementation.

Some issues with the original algorithms (1959).

- Choosing the pivot.
  - First element.
  - Middle element.
  - Average of first, middle and last.
- Repeated elements.
  - Fat partition.

# Divide and Conquer

C

Quicksort is a divide and conquer algorithm.

- Too hard to sort the whole sequence?
- Divide the problem.
  - Still too hard?
  - Divide the problem.
    - Still too hard?
    - Divide the problem.
    - Etc, etc, etc.

Naturally suited for parallelism.

# Comparing algorithms

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Have seen there are many ways to sort.

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# Quiz

# Recap

- Many sorting algorithms.
- Bubblesort.
- Selection sort.
- Quicksort
- Advantages/disadvantages.
  - In place.
  - In order.
  - Divide and Conquer.
- Performance
  - $O()$
  - Sequence type.
  - Read/writes.
  - Size of  $n$ .

# The End