Sorting algorithms

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February 25, 2016

Overview

Sorting

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 calculations.
- Route planning.

Bubblesort

C

Very simple sort.

- Compares each item to the next in the sequence.
  - Swap items if in wrong order.

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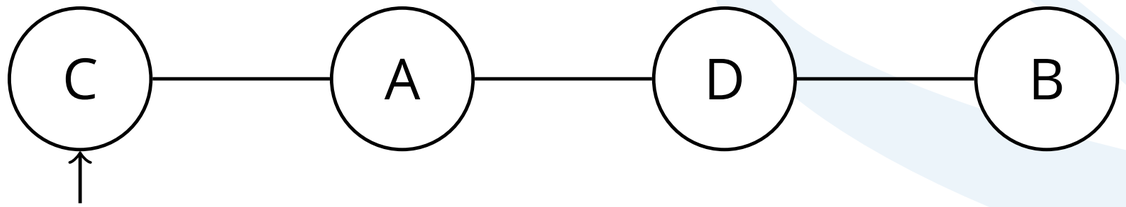

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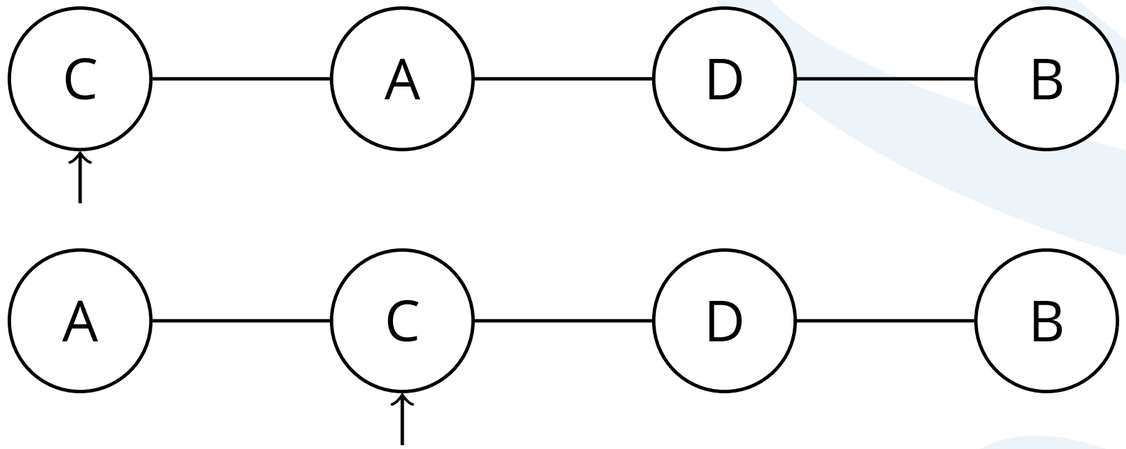

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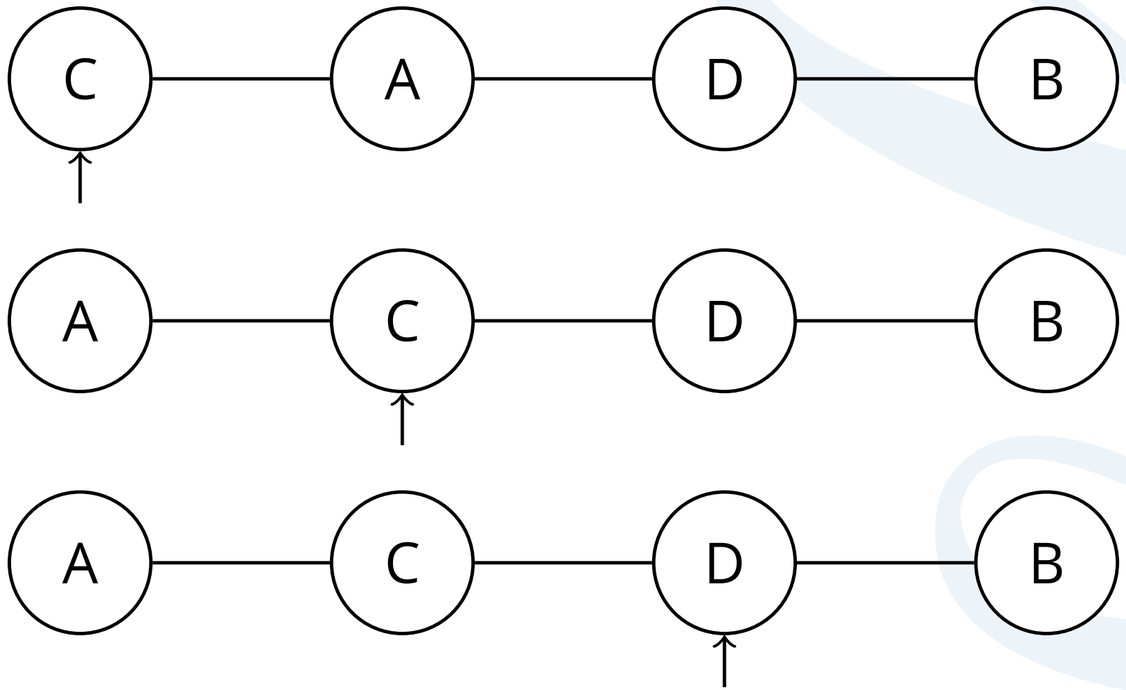

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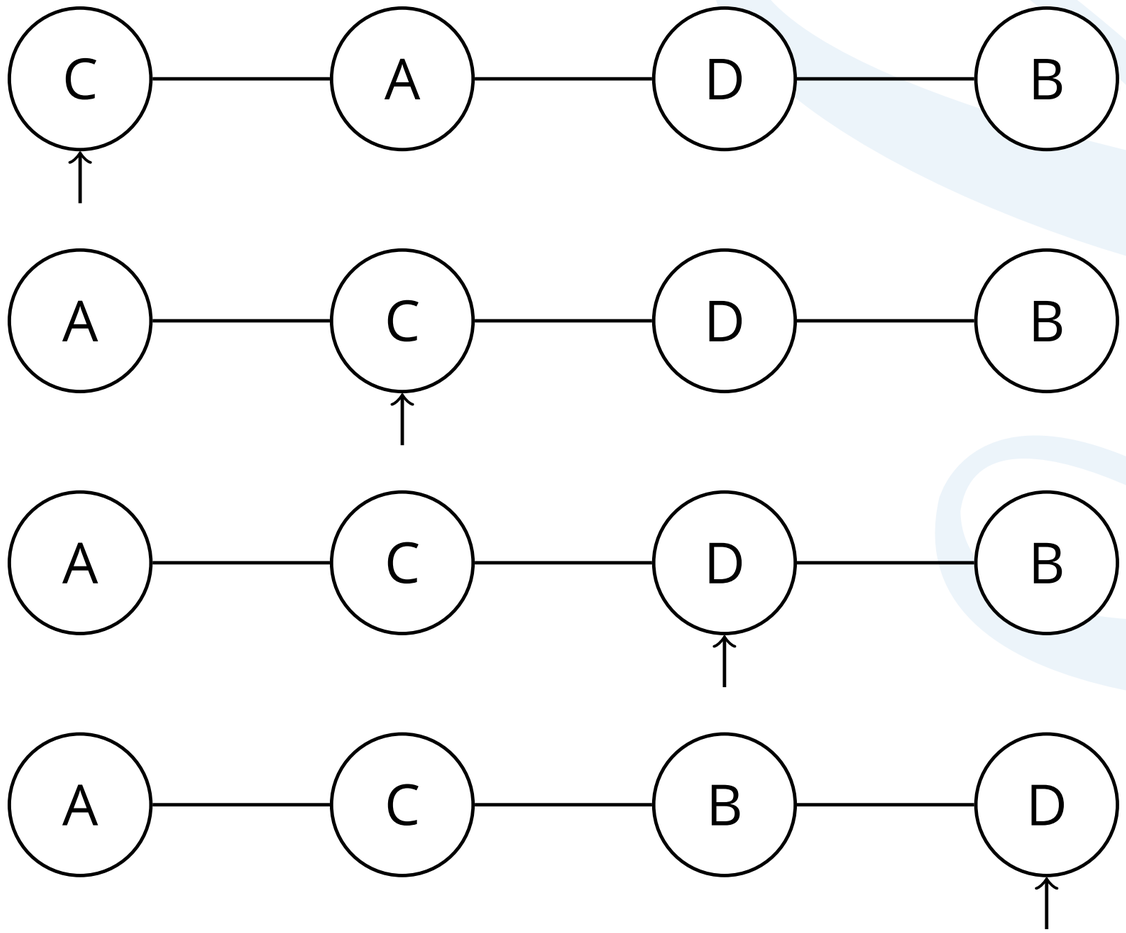

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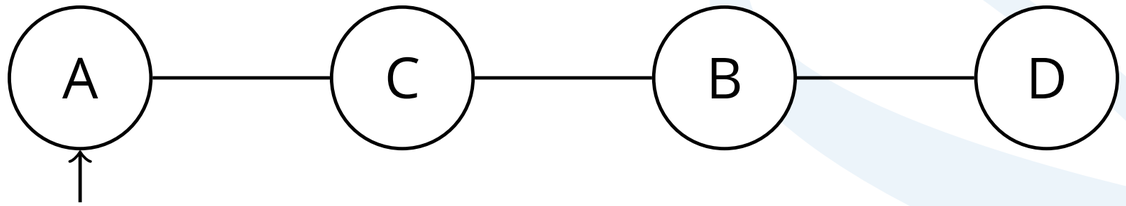

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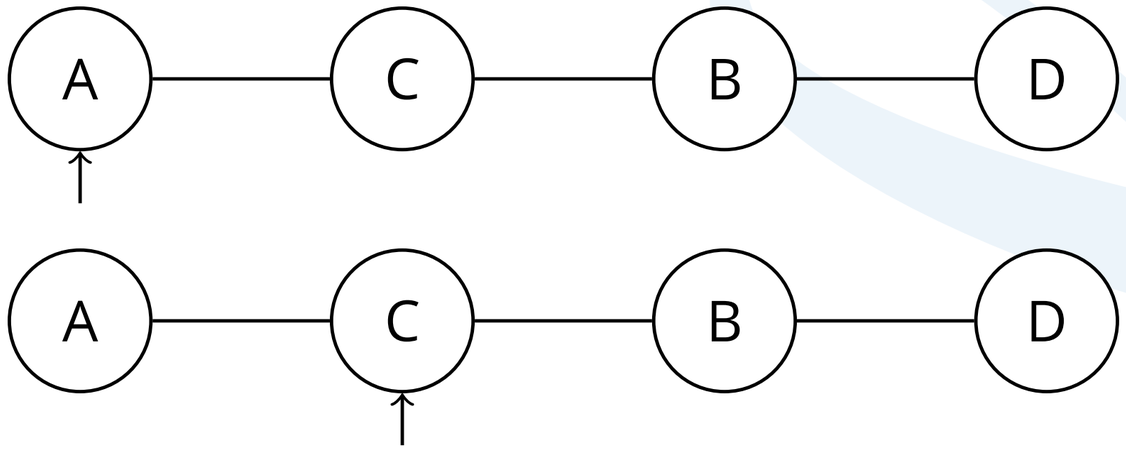

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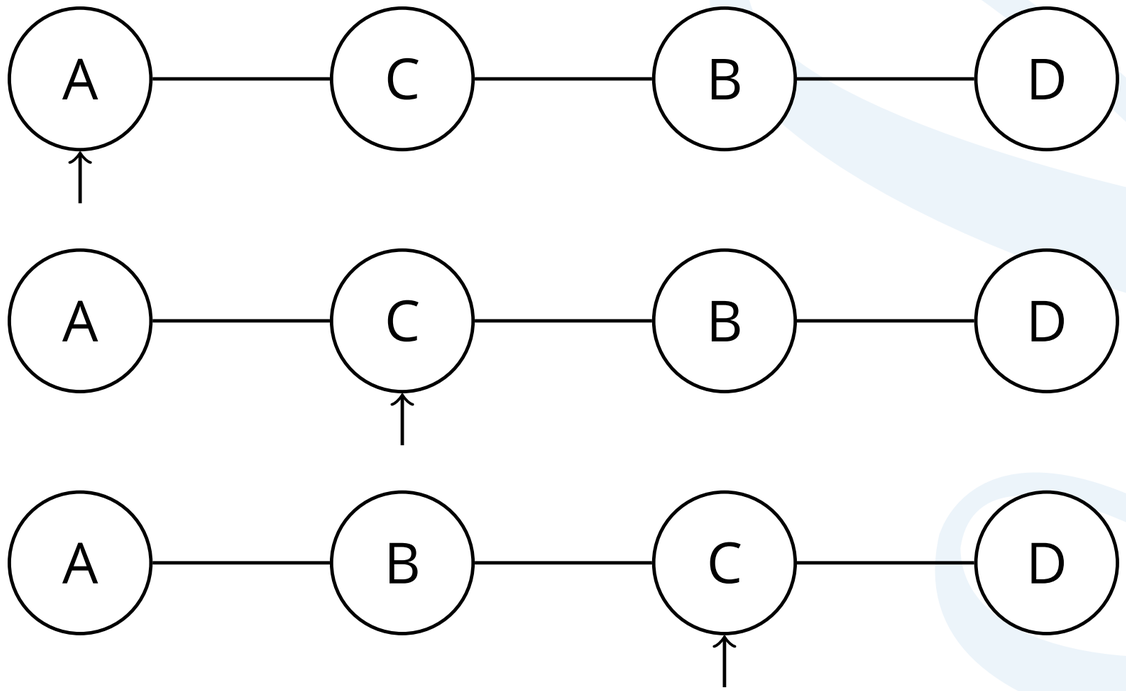

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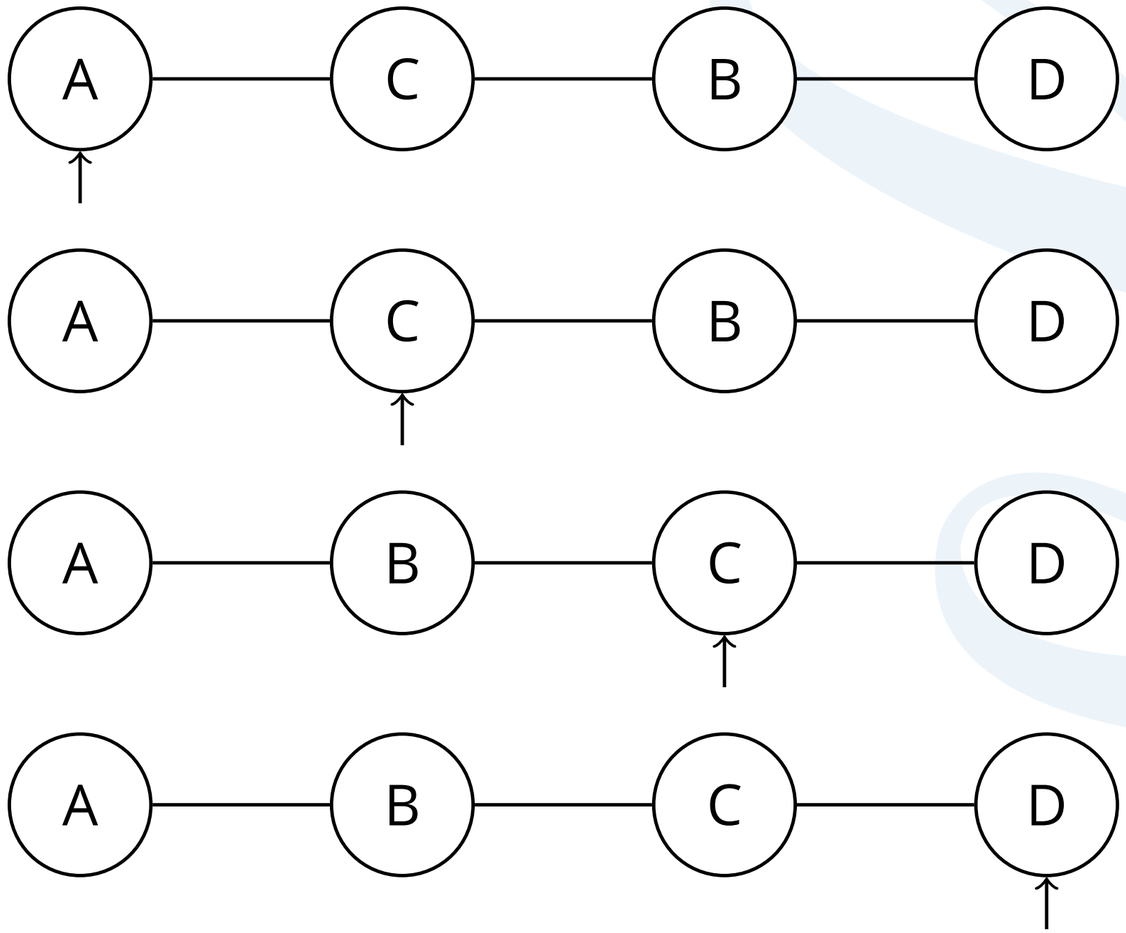

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With unstable sorting algorithm the relative orders of equivalent elements can be changed.

In-place

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

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One of the simplest sorting algorithms.

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

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  - Horrible performance, average is $O(n^2)$.
  - But best case is only $O(n)$.

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The time taken to sort a sequence depends on:

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For example, Bubblesorting a 100 elements:

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  - 10,000 comparisons.

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- Best case, are already sorted.
  - Iterate over sequence once.
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- Worst case, in reverse order.
  - Iterate over sequence 100 times.
  - 10,000 comparisons.
- Average case, random order.
  - Somewhere in between.

So sorting algorithms have 3 *O*() values.

Selection sort

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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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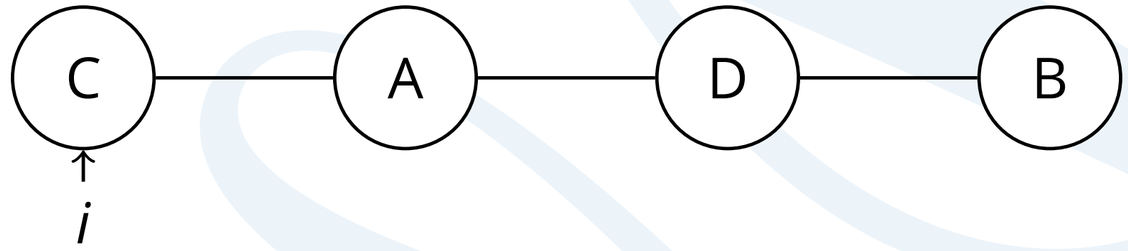

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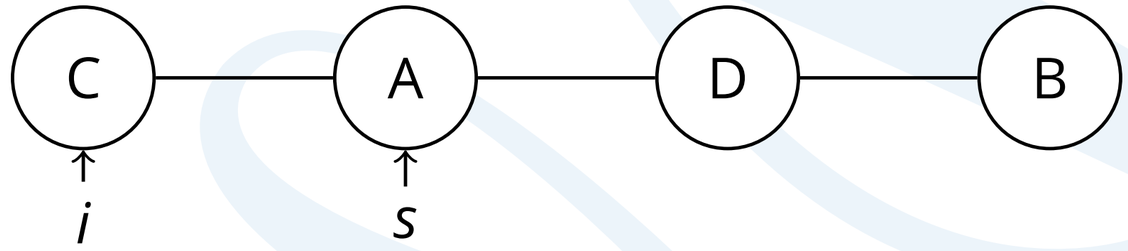

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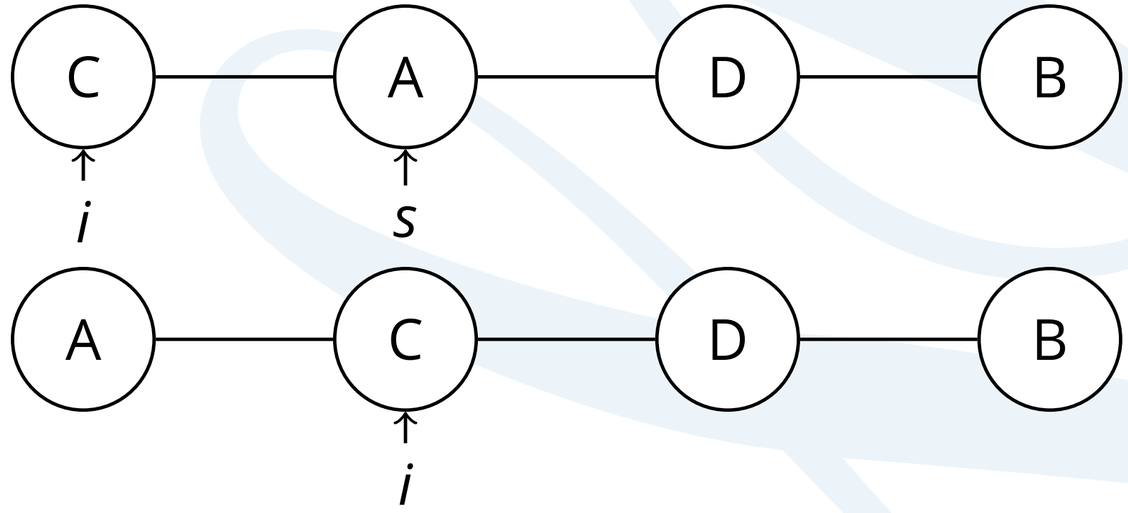

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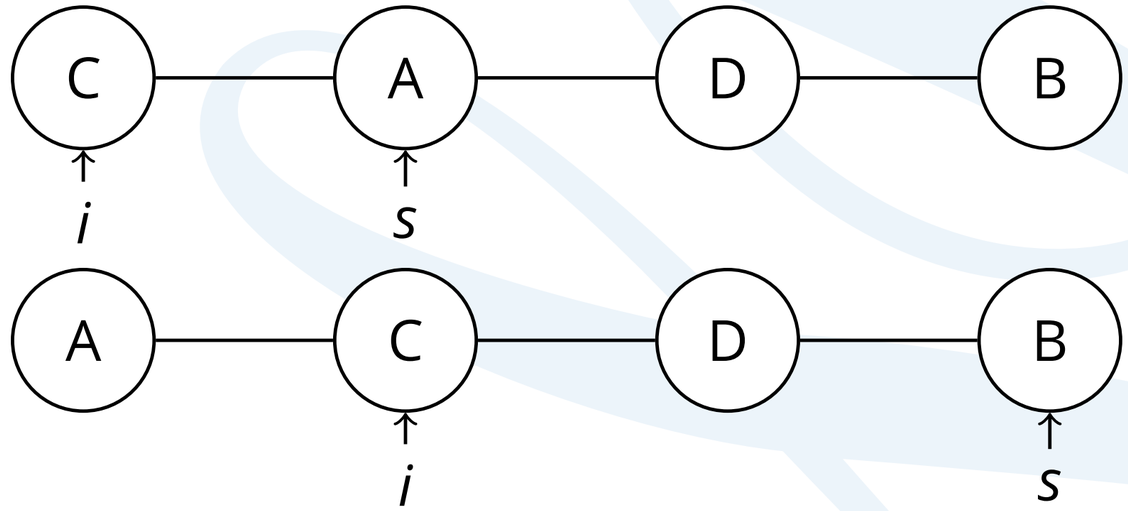

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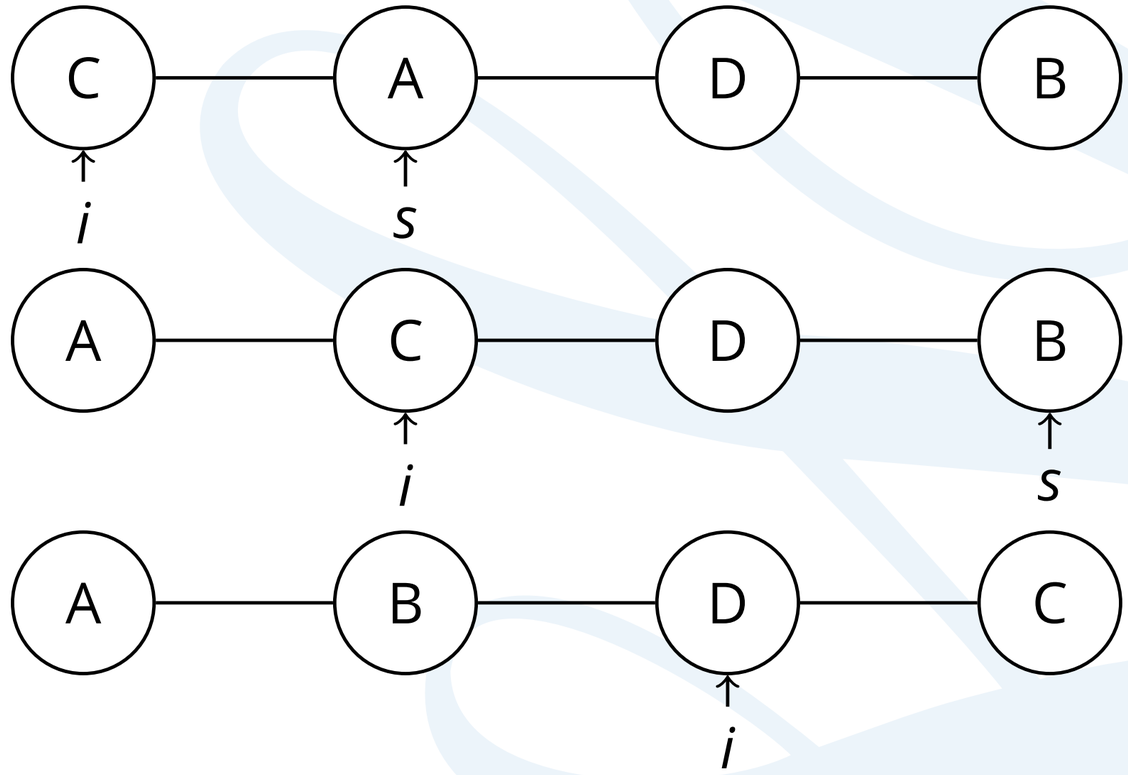

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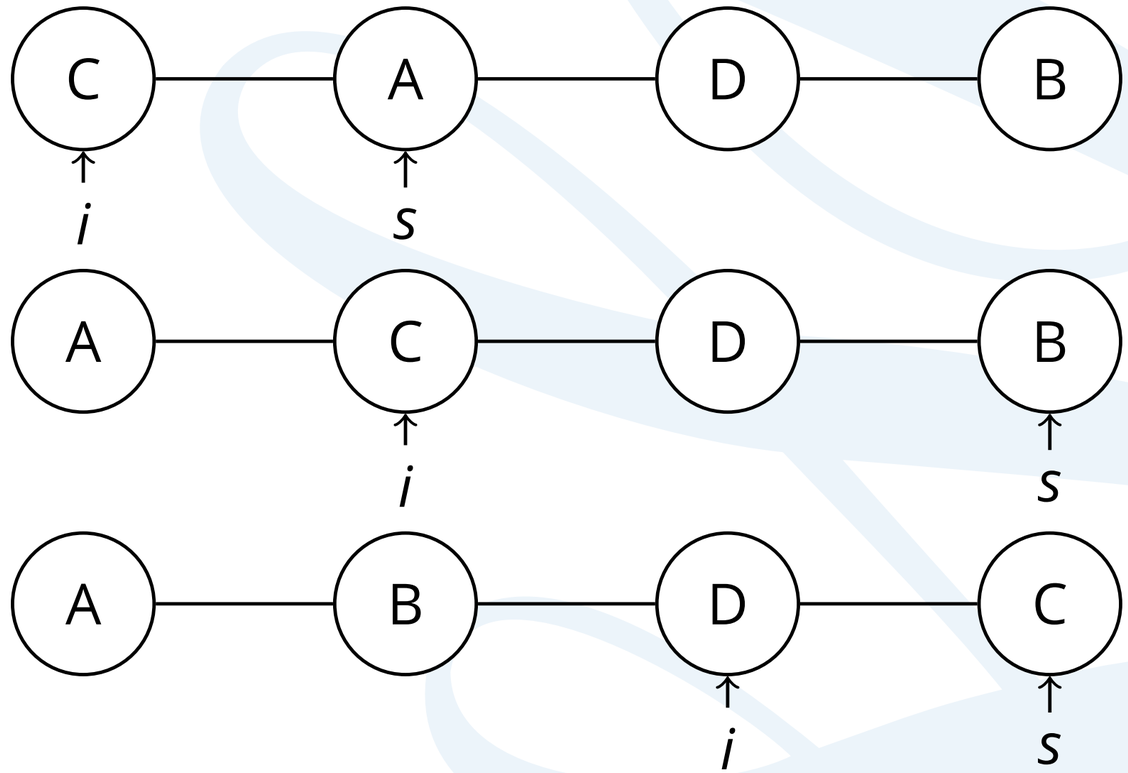

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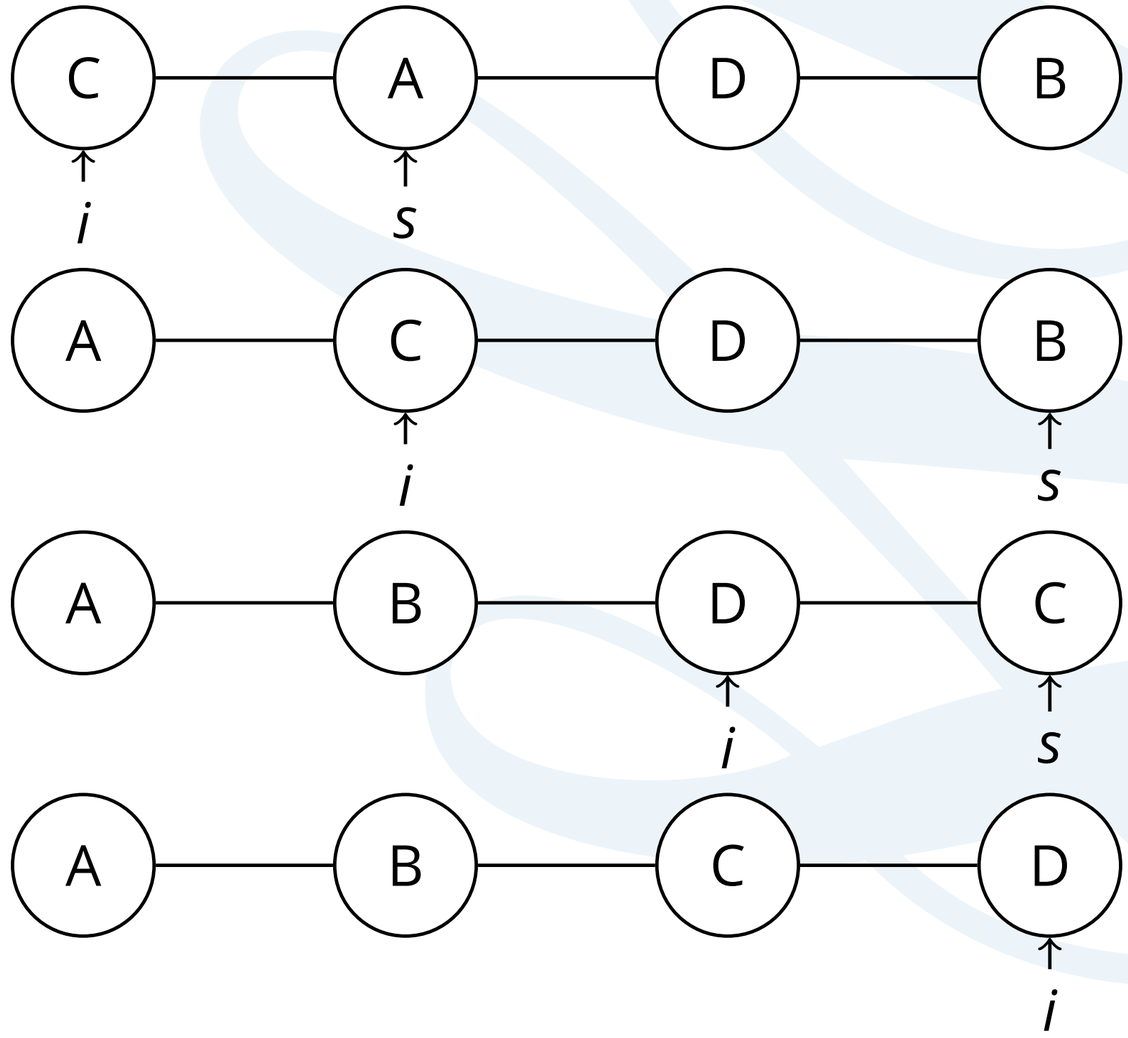

Bubblesort is $O(n^2)$.
Selection sort is $O(n^2)$.

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

Sorting Algorithms

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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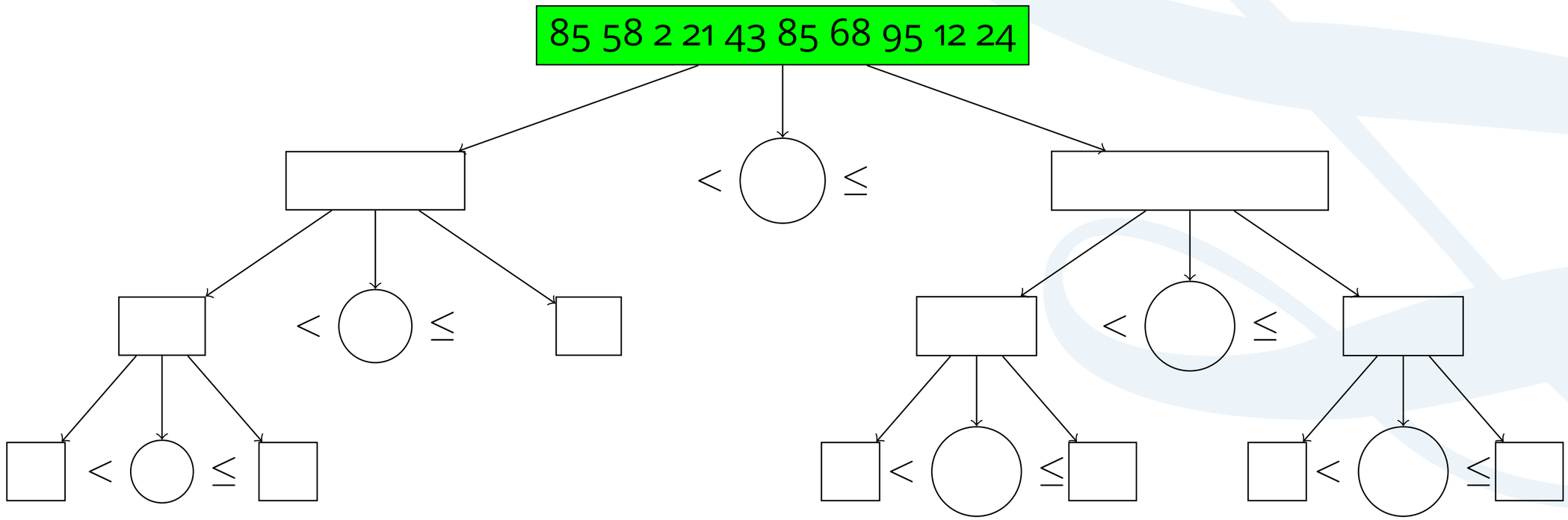

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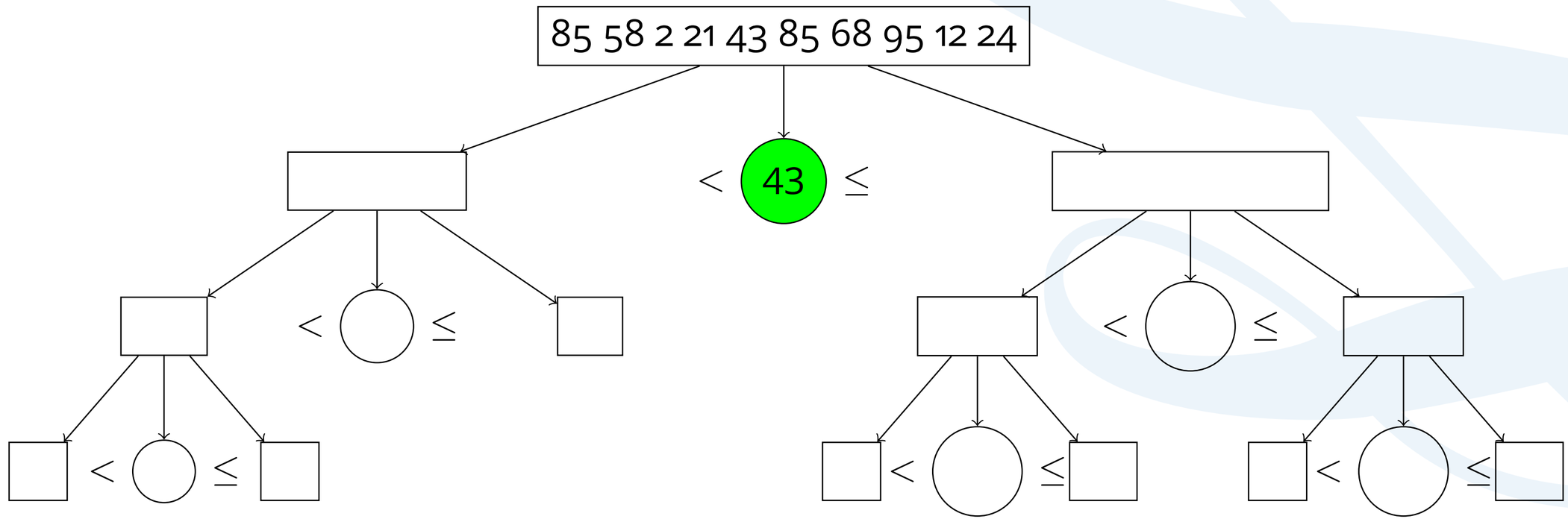

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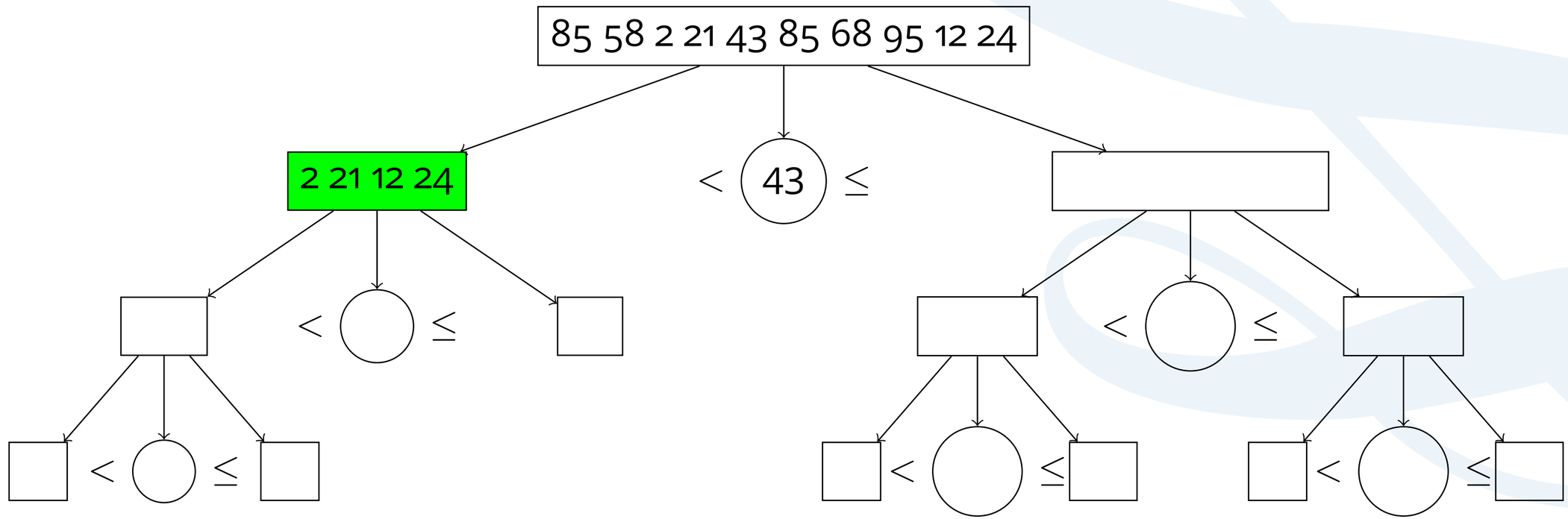

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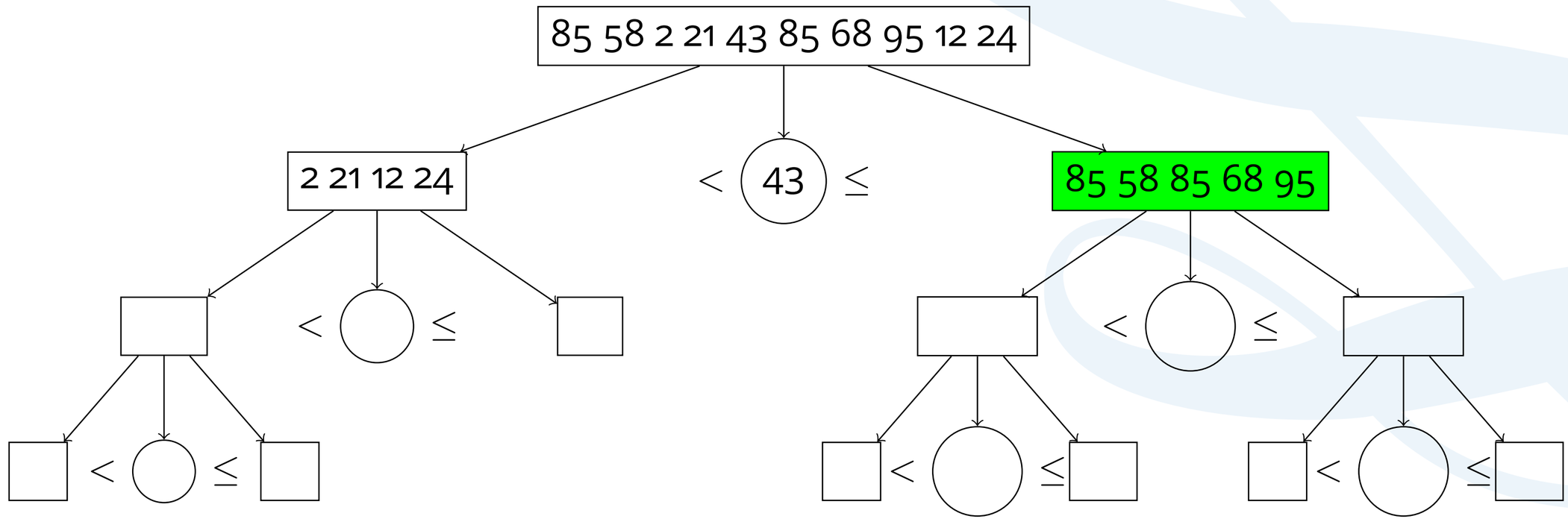

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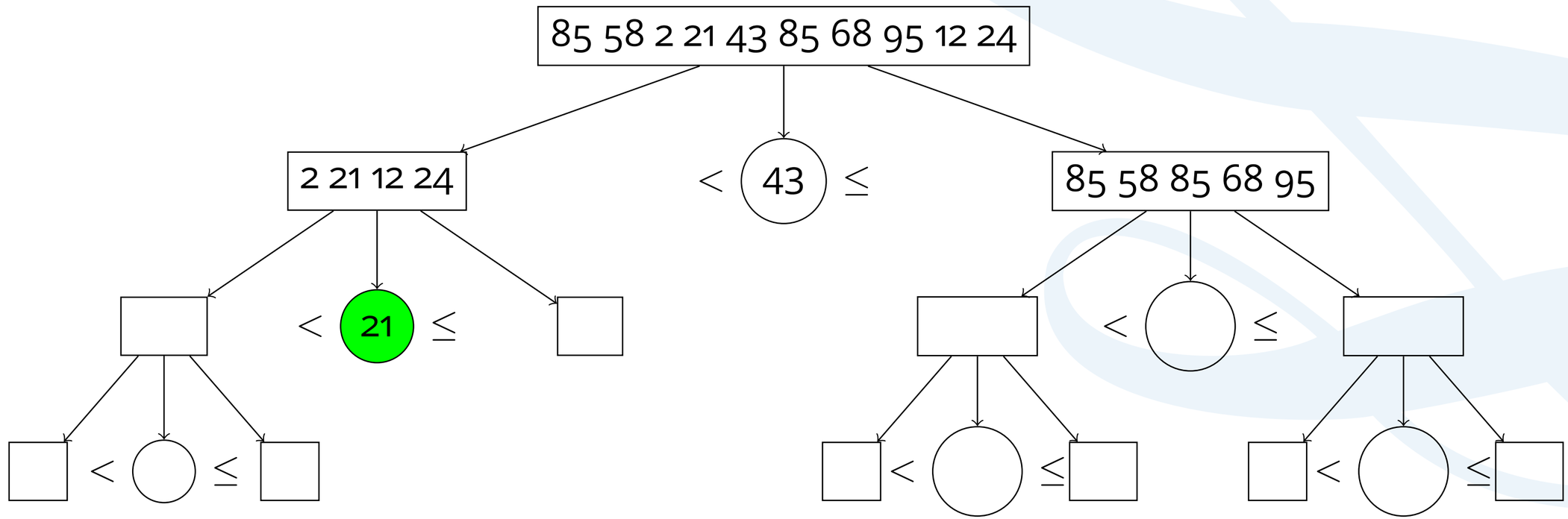

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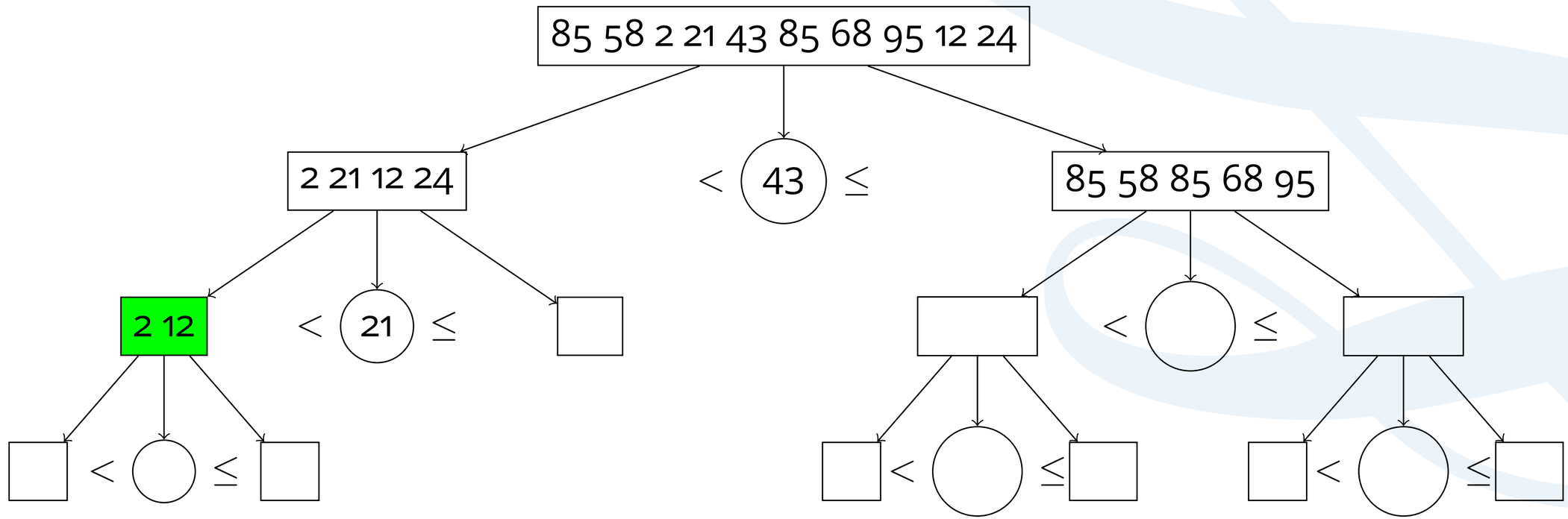

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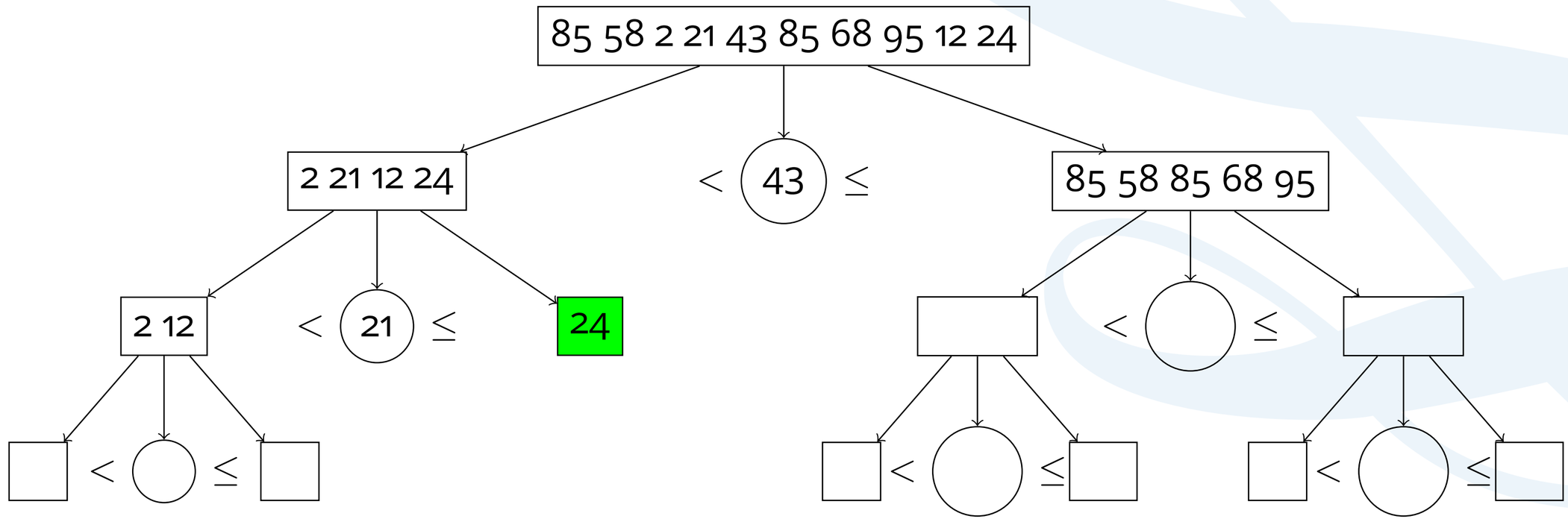

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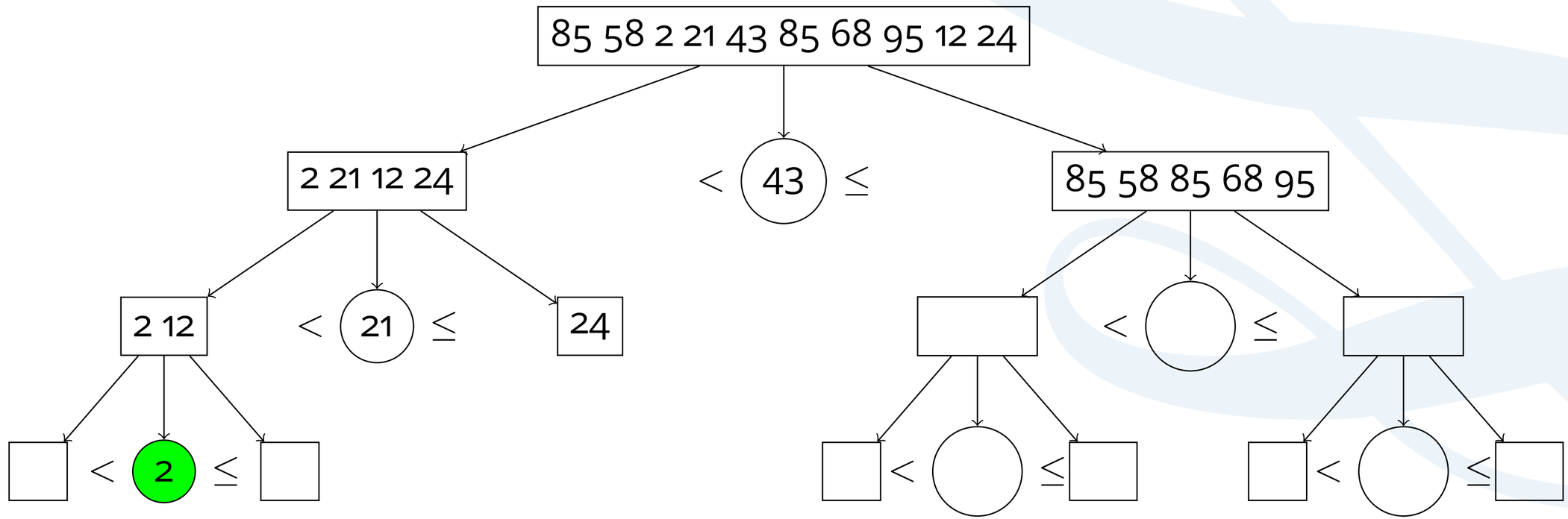

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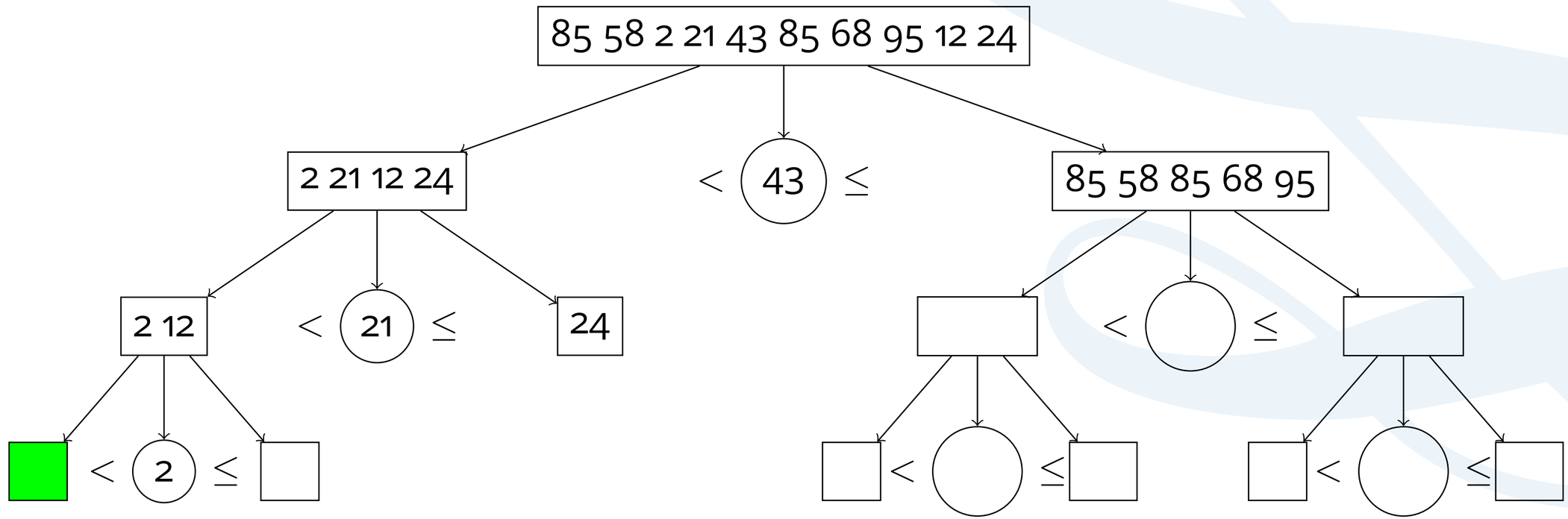

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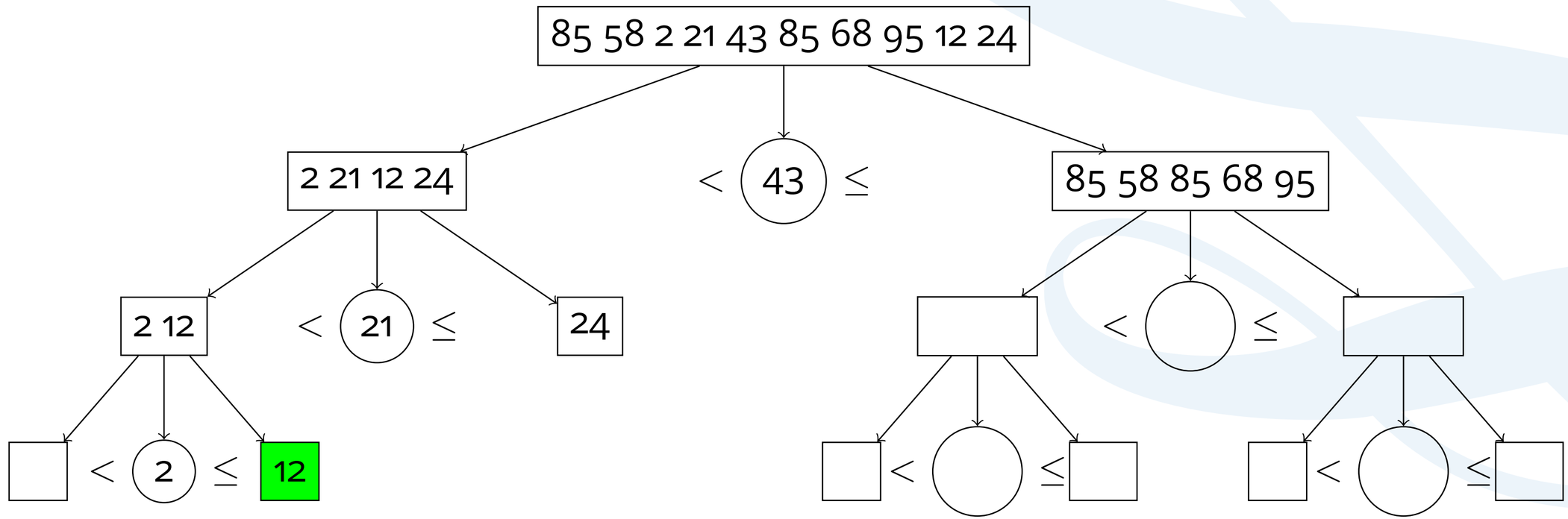

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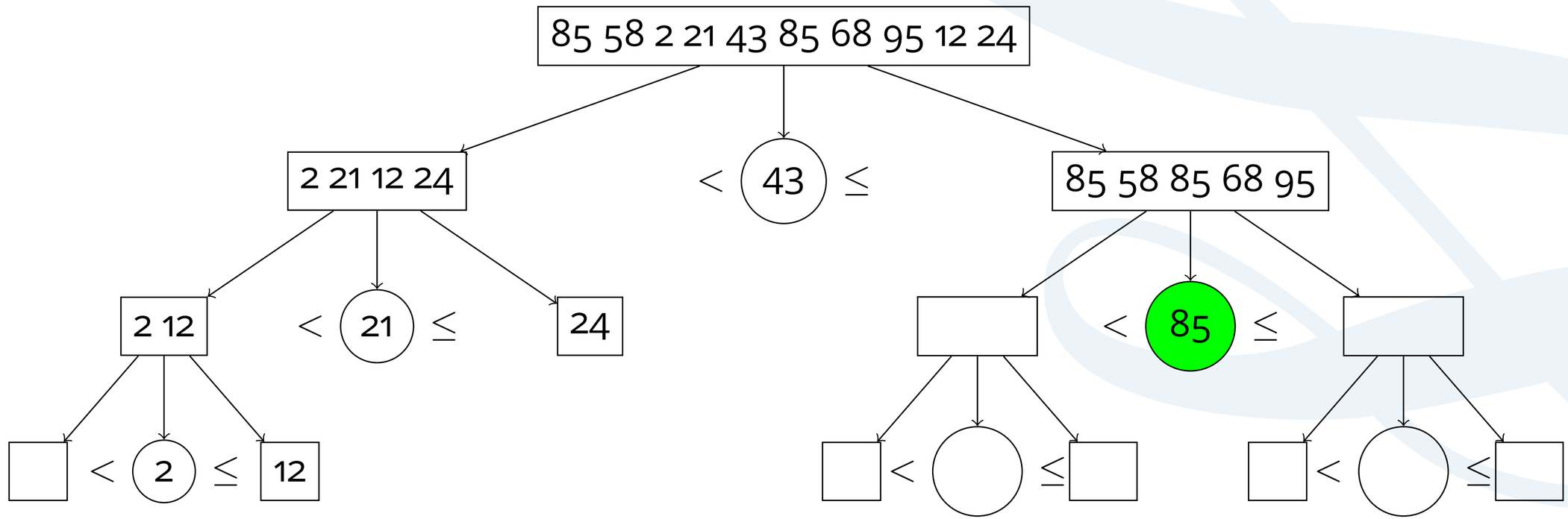

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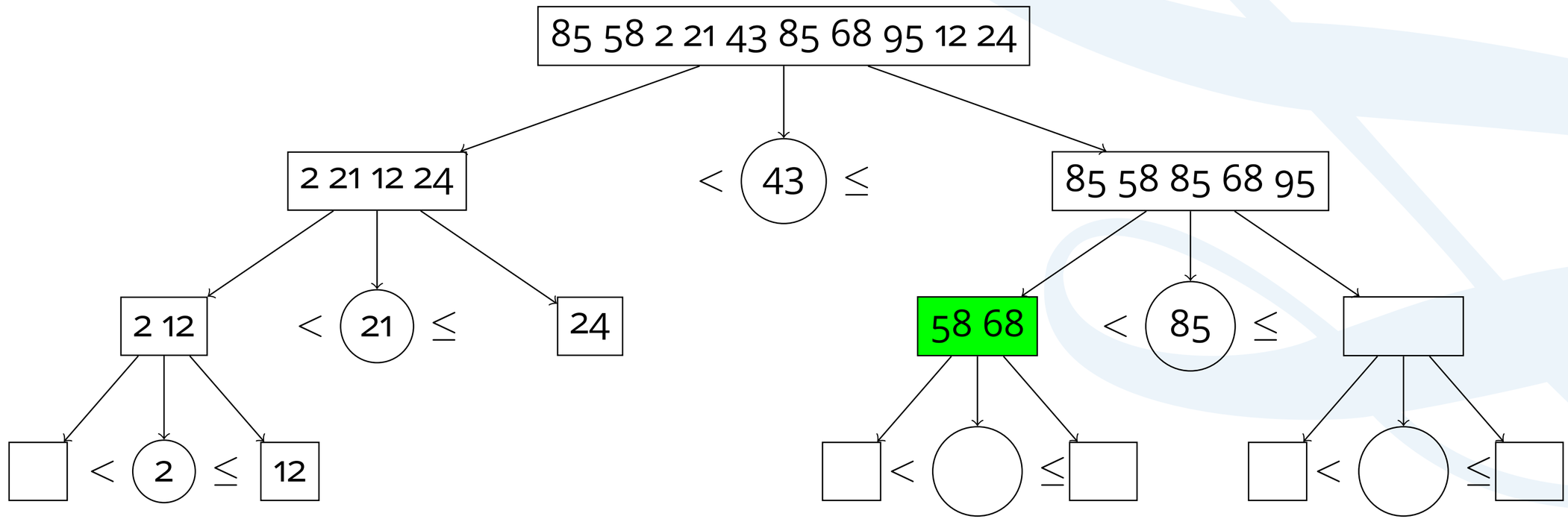

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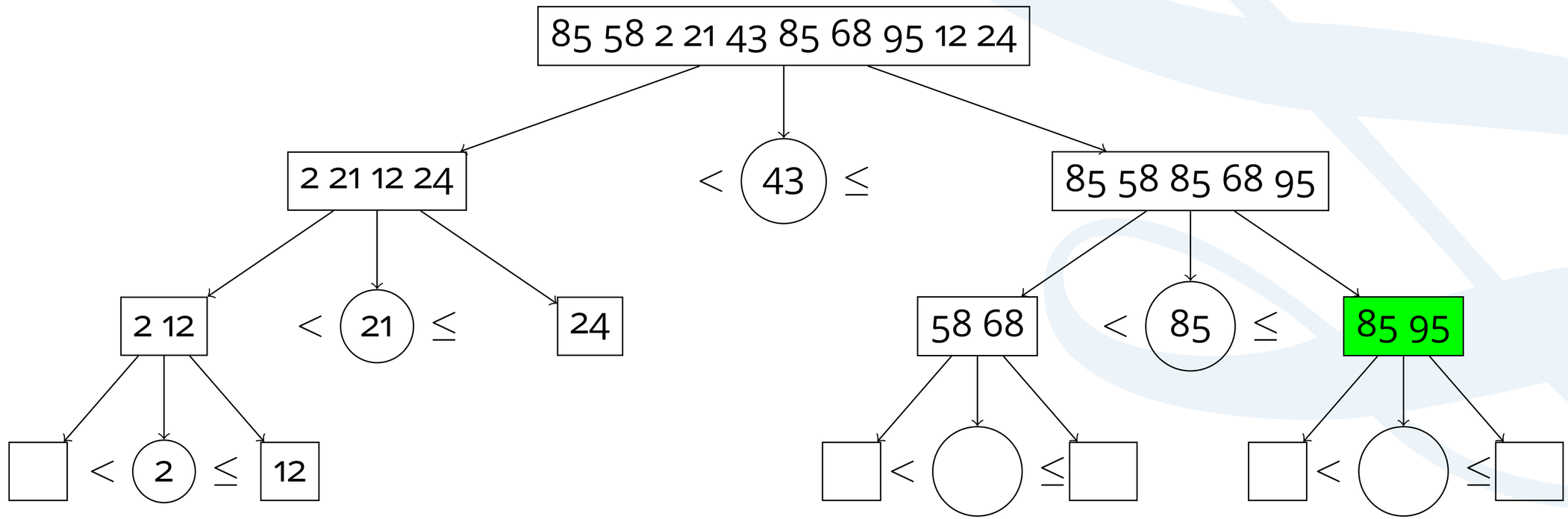

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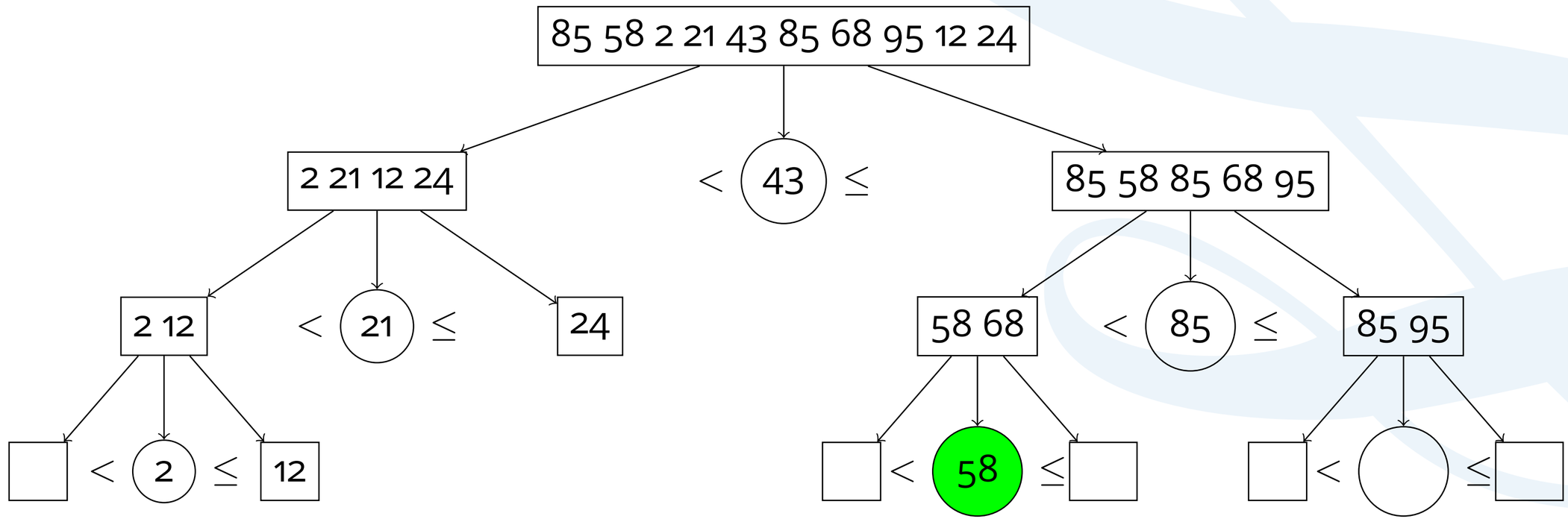

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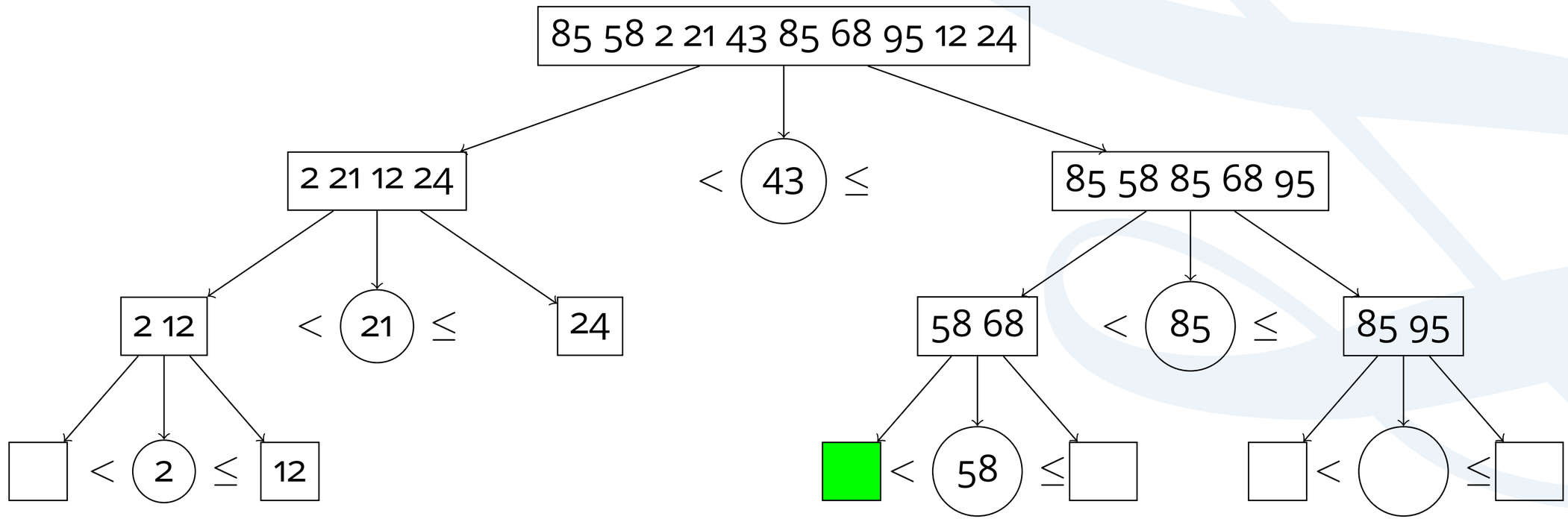

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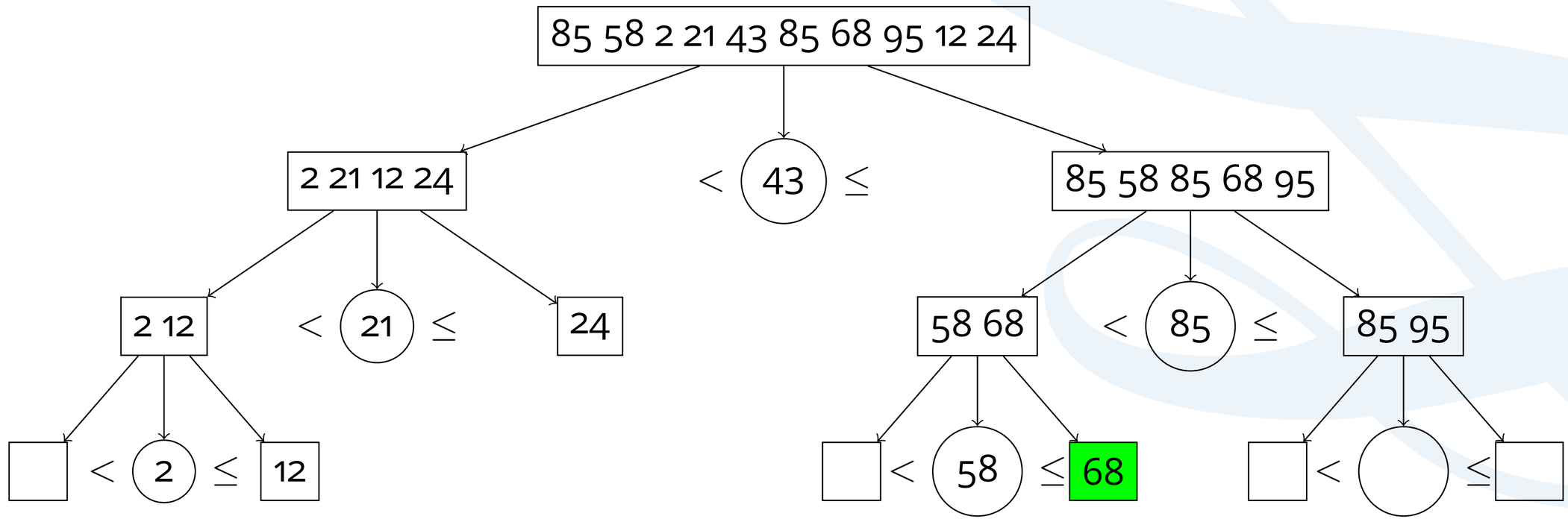

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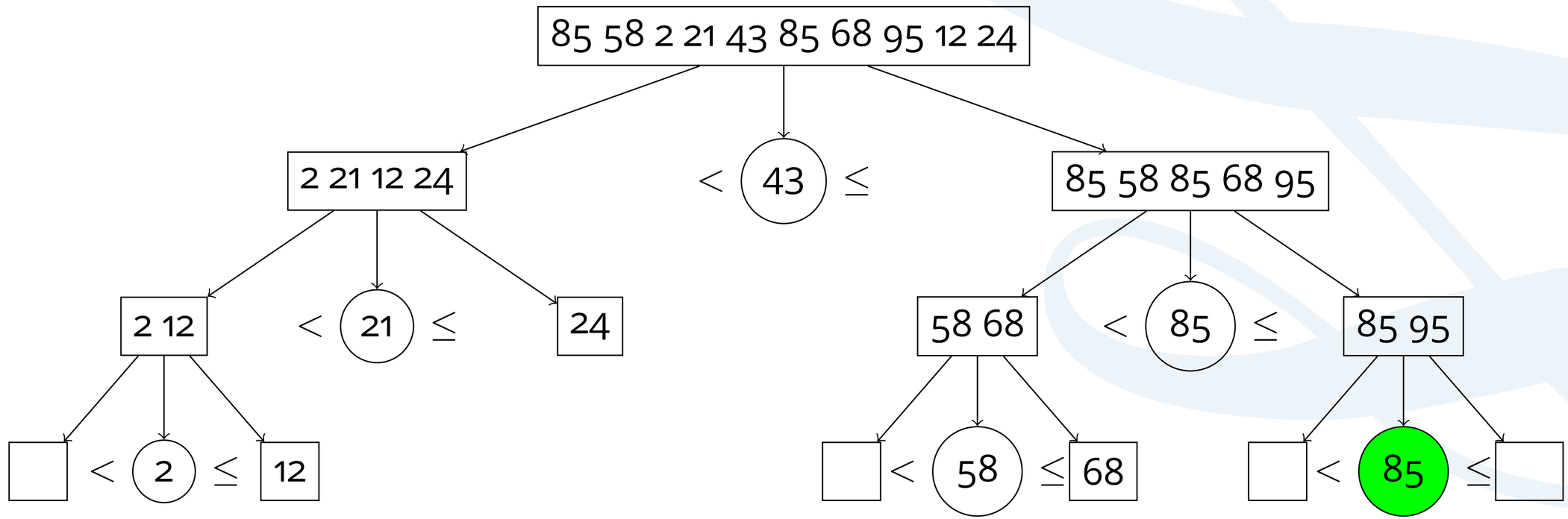

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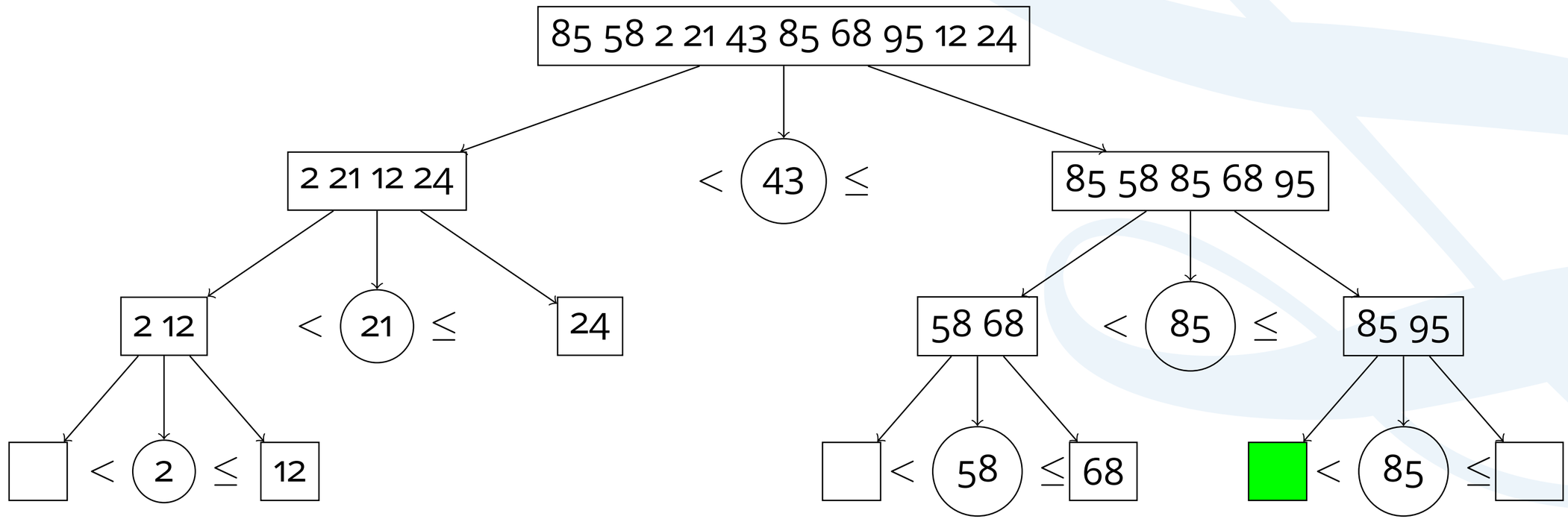

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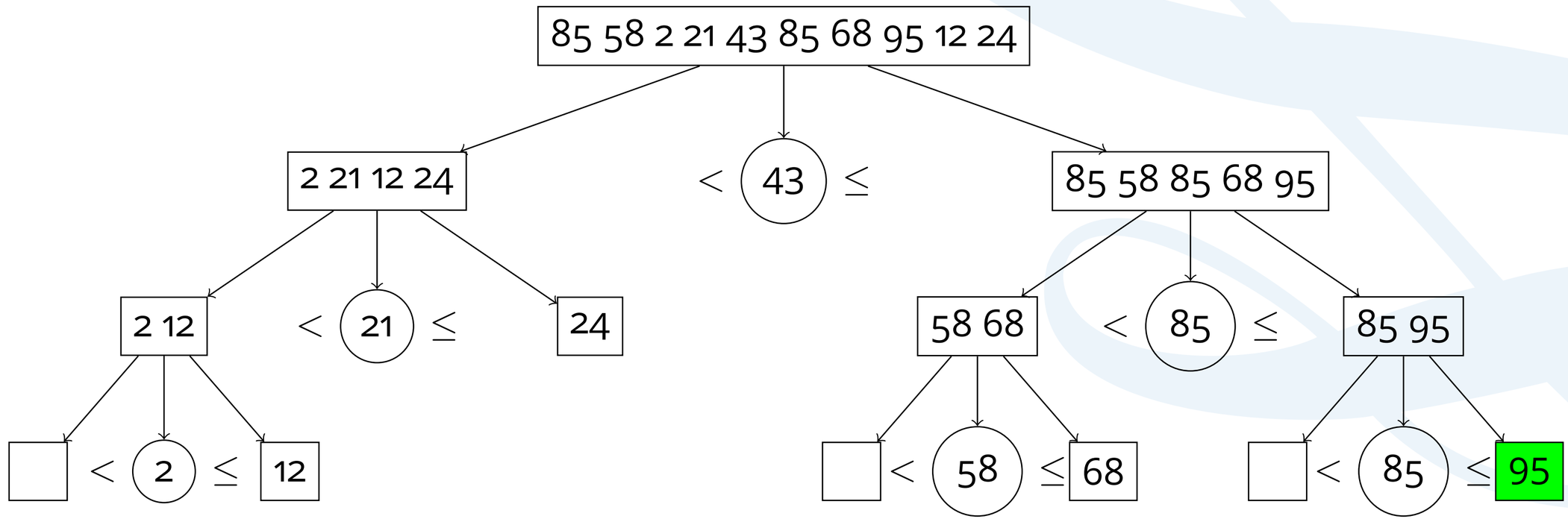

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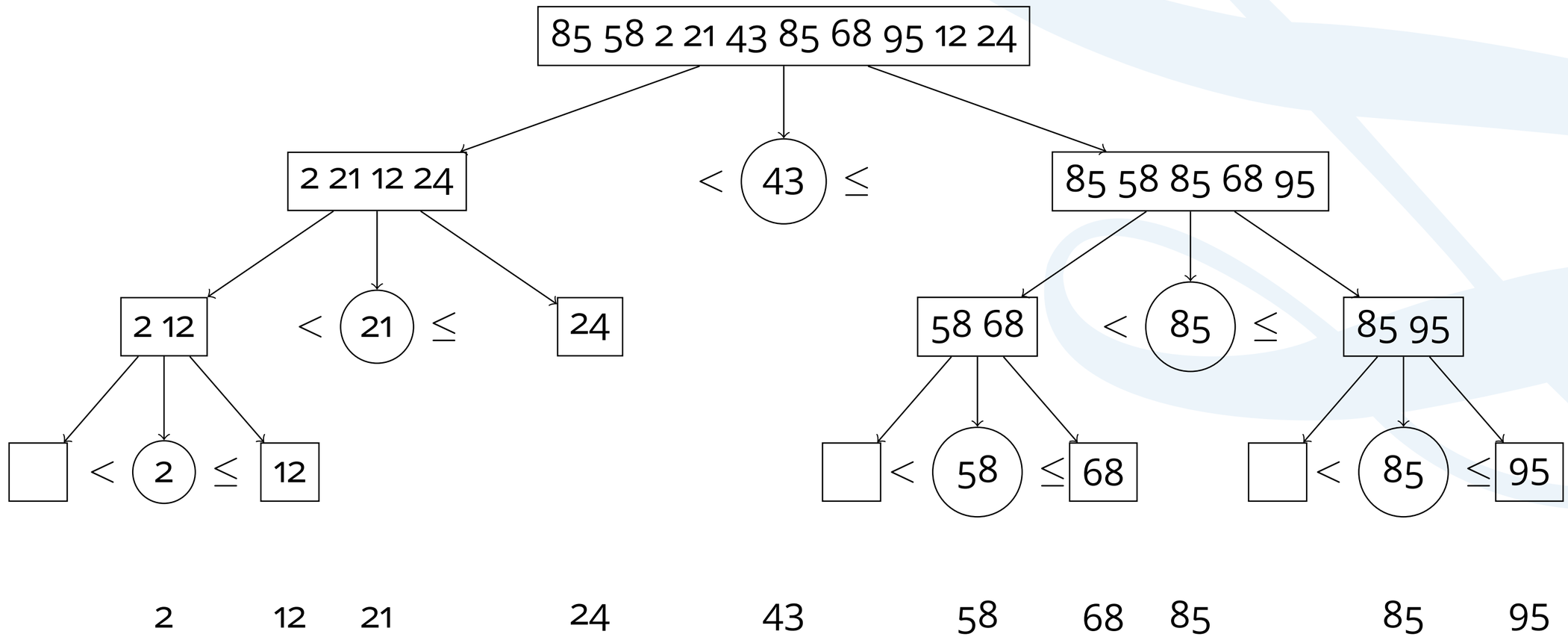

Quicksort

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.

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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