

# Sorting Algorithms

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# About Sorting

## ○ We have covered

- Selection sort
  - Insertion sort
  - Bubble sort
  - Heap sort
- $O(n^2)$  in worse case  
 $O(n \log n)$  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!

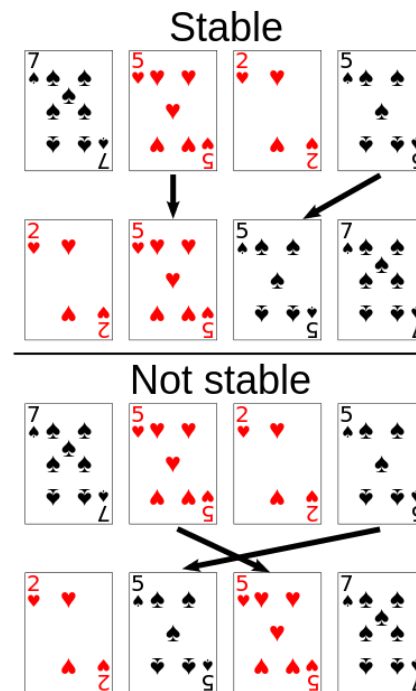
- If the same element is presented multiple time, then they remain the original relative order of positions after sorting

Important for  
Multiple-key sorting!

## ○ External sorting

- Sorting records not stored in memory

Slow access!  
Locality important!



# C++ STL Sorting Functions

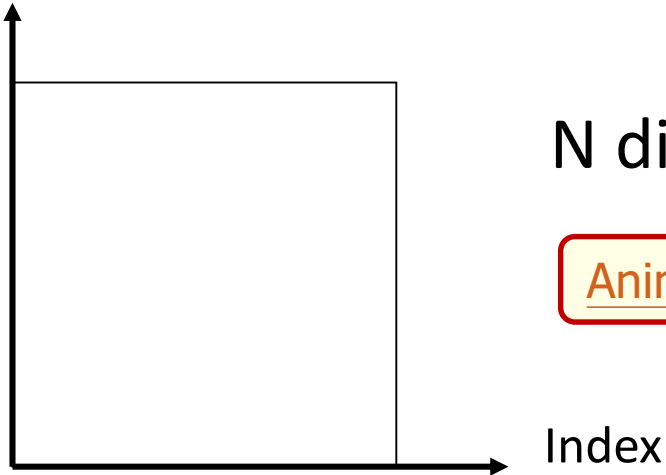
## ○ `sort` function template

- `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

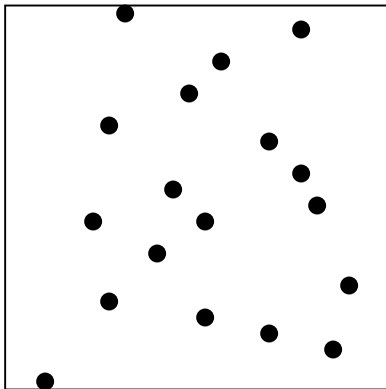
Key value



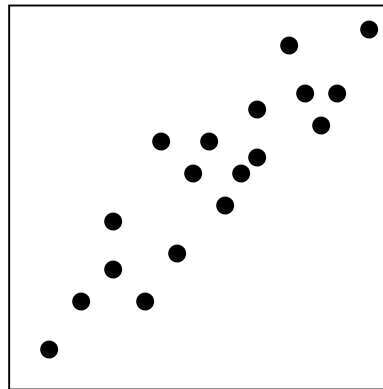
N distinct keys within  $[1, N]$

Animation of sorting algorithms

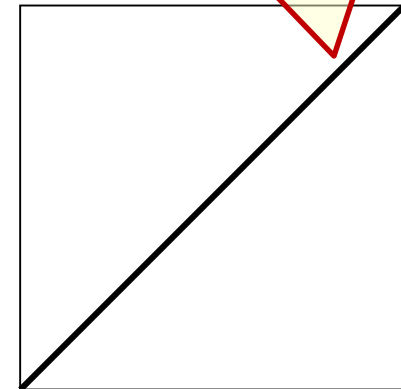
45-degree line after sorting



before execution

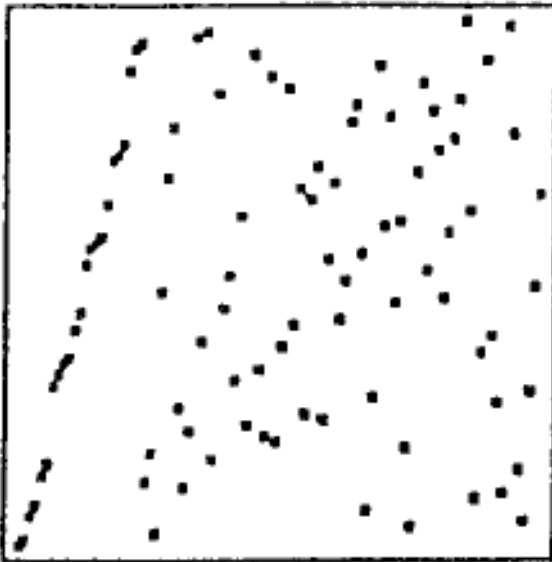


during execution

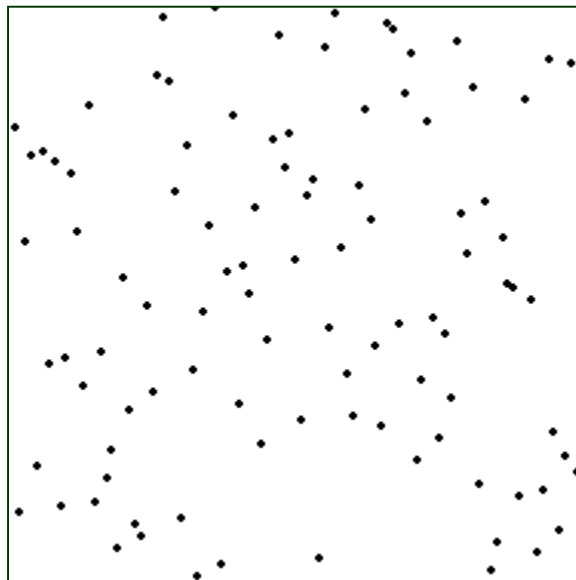
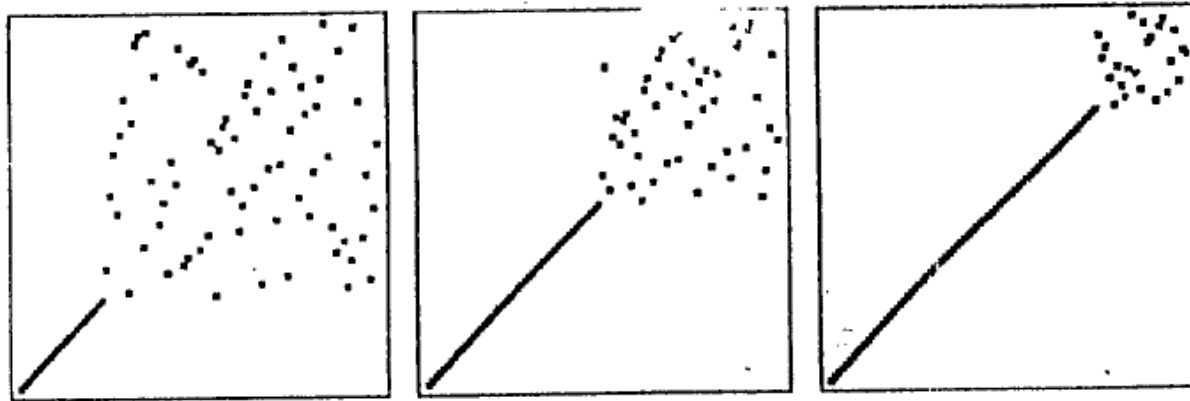


after execution

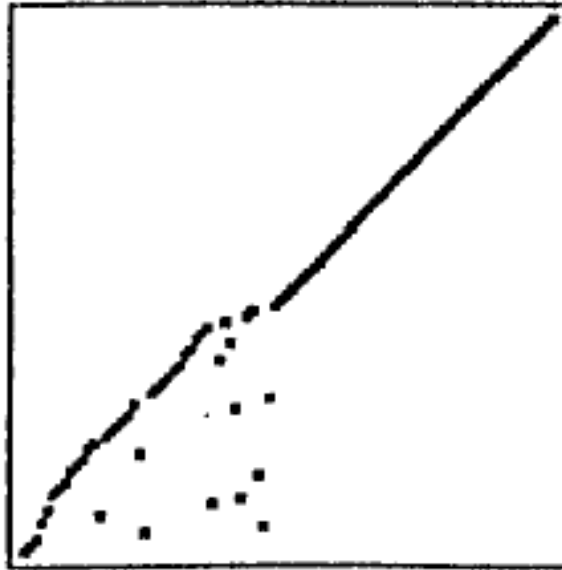
# Insertion Sort



# Selection Sort

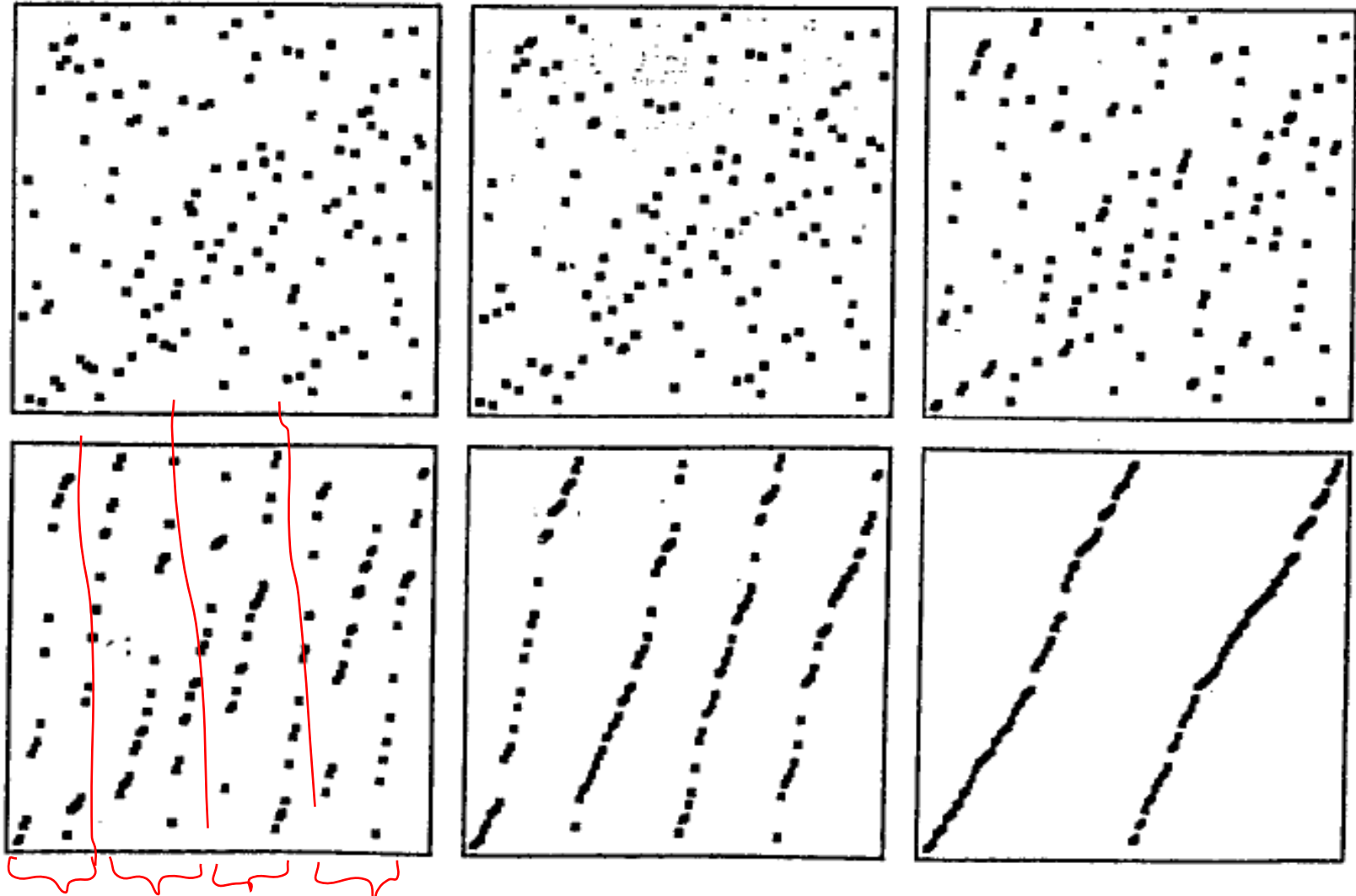


# Bubble Sort

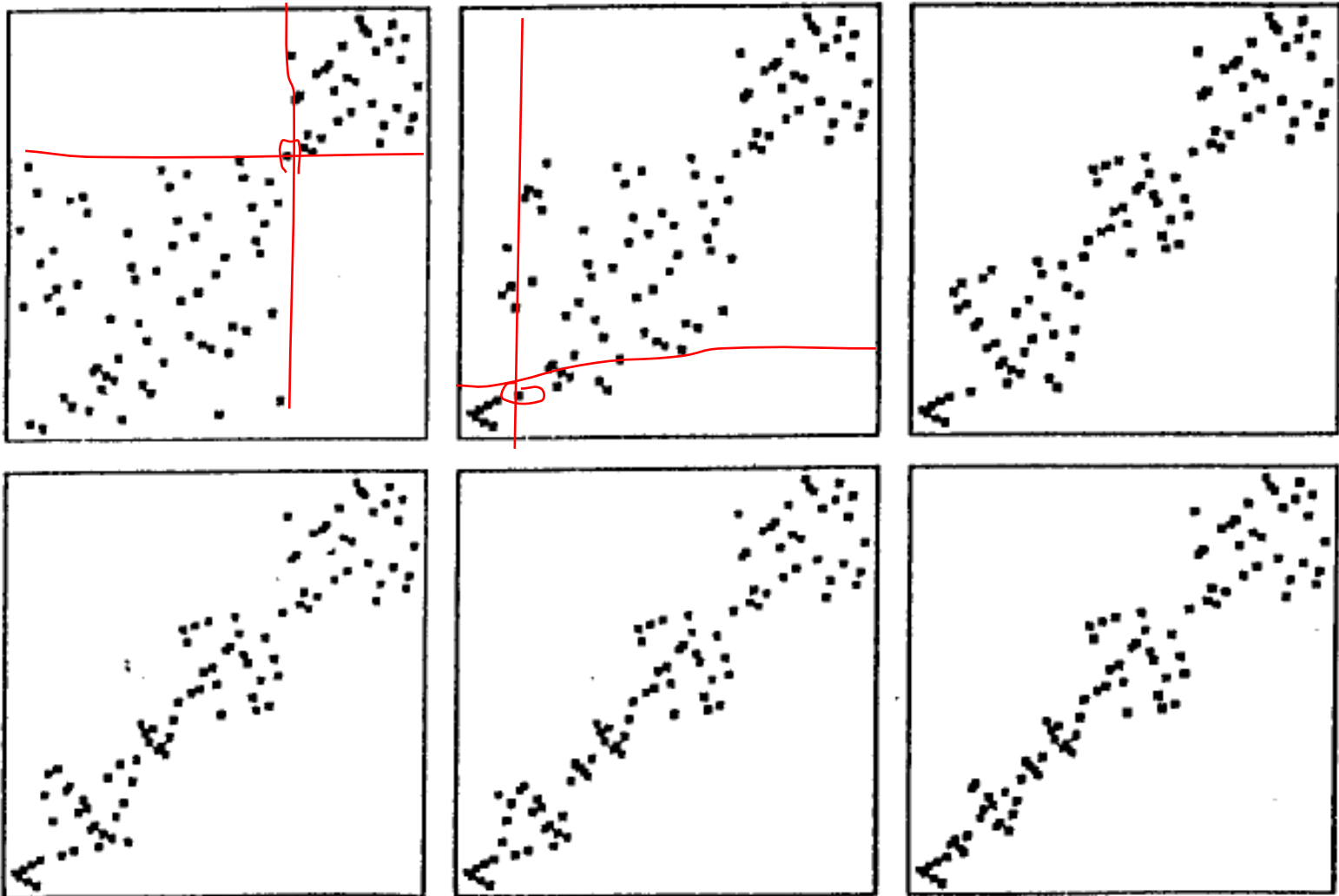




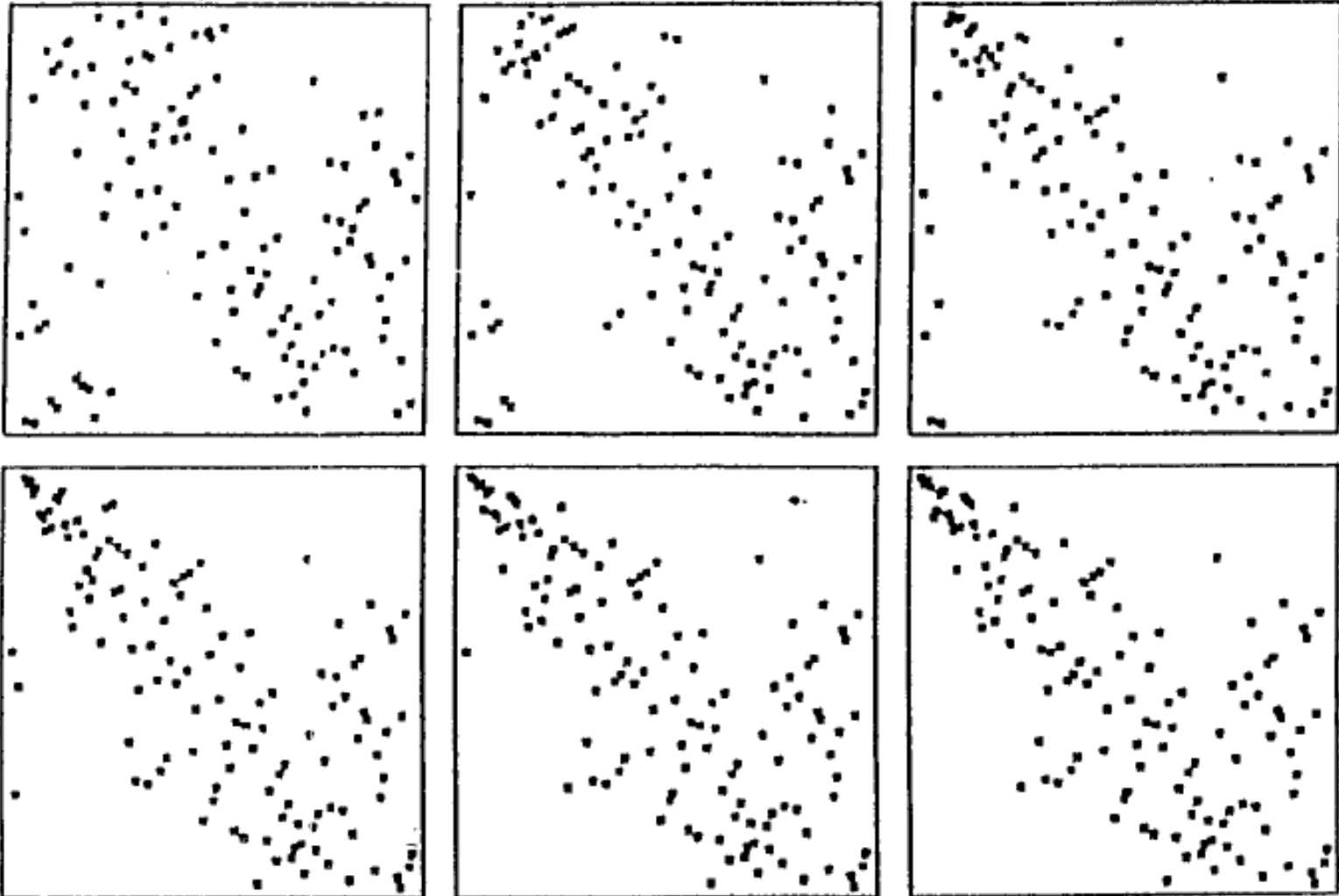
# Merge Sort



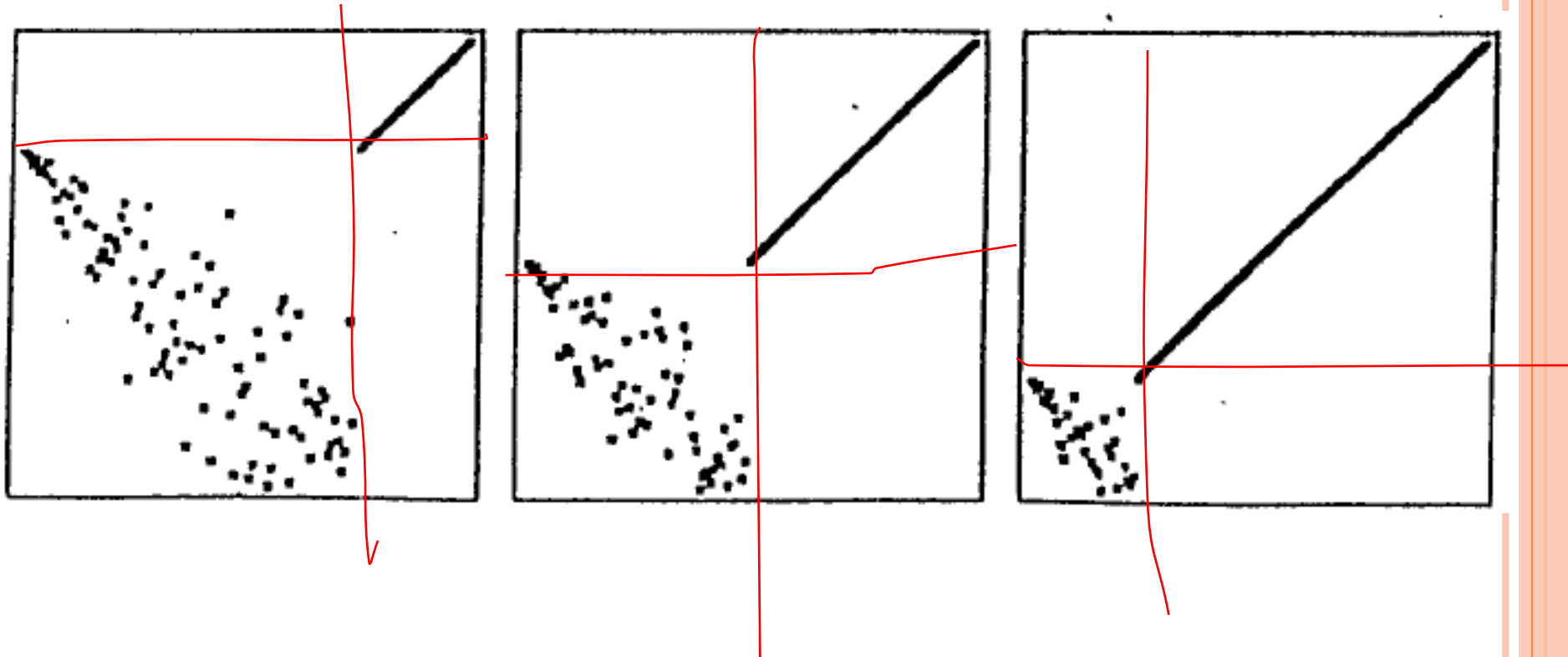
# Quicksort



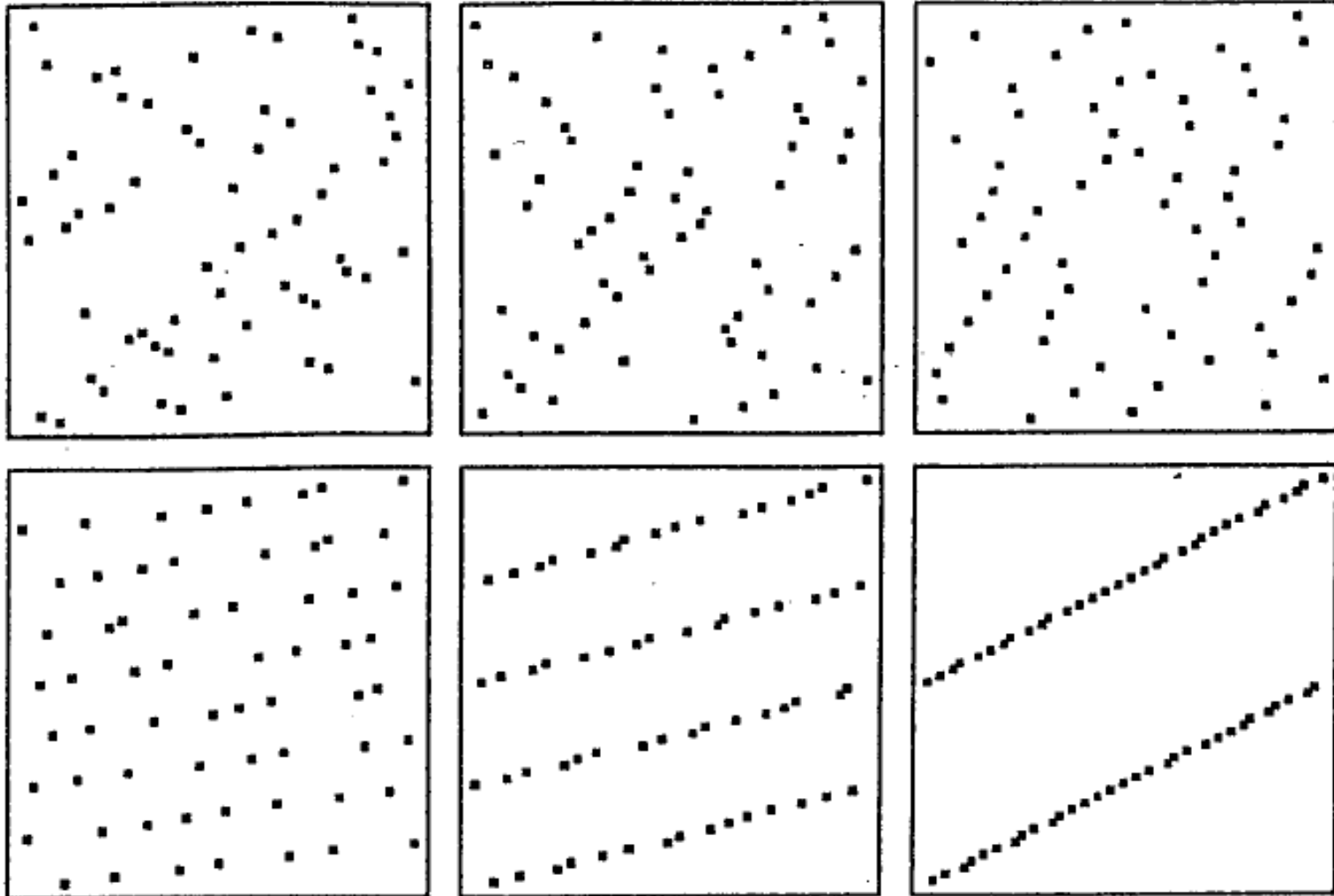
# Heap Sort: Heap Construction



# Heap Sort: Sorting Phase



# Straight Radix Sort



# Shell Sort

