# Sorting

Data Structures and Algorithms for Computational Linguistics III (ISCL-BA-07)

Çağrı Çöltekin ccoltekin@sfs.uni-tuebingen.de

University of Tübingen Seminar für Sprachwissenschaft

Winter Semester 2024/25

# Why study sorting

- Sorting is one of the most studied (and common) problems in computing
- It is important to understand strengths and weaknesses of algorithms for sorting
- Many problems look like sorting. Learning sorting algorithms will help you solve other problems
- Available implementations are highly optimized (we are not just talking about asymptotic performance guarantees)
- In some (rare) cases, implementing your own sorting algorithm may be beneficial

- We start with an 'educational' sorting algorithm
- Bubble sort is easy to understand, but performs bad not used in practice
- We start from bubble sort, and see the improvements over it
- The idea is simple:
  - compare first two elements, swap if not in order
  - shift and compare the next two elements, again swap if needed
  - when you reach to the end, repeat the process from the beginning unless there were no swaps in the last iteration

#### demonstration

89 67 88 12 72 76 93 57

#### demonstration

89 67 88 12 72 76 93 57

#### demonstration

67 89 88 12 72 76 93 57

#### demonstration

67 88 89 12 72 76 93 57

#### demonstration

67 88 12 89 72 76 93 57

#### demonstration

67 88 12 72 89 76 93 57

#### demonstration

67 88 12 72 76 89 93 57

#### demonstration

67 88 12 72 76 89 93 57

#### demonstration

67 88 12 72 76 89 57 93

```
67 88 12 72 76 89 57 93
```

```
        67
        88
        12
        72
        76
        89
        57
        93
```

#### demonstration

67 88 12 72 76 89 57 93

#### demonstration

67 12 88 72 76 89 57 93

#### demonstration

67 12 72 88 76 89 57 93

```
67 12 72 76 88 89 57 93
```

```
67 12 72 76 88 89 57 93
```

```
67 12 72 76 88 57 89 93
```

```
        67
        12
        72
        76
        88
        57
        89
        93
```

#### demonstration

 12
 67
 72
 76
 57
 88
 89
 93

#### demonstration

#### demonstration

#### demonstration

#### demonstration

12 67 72 57 76 88 89 93

```
12 67 72 57 76 88 89 93
```

#### demonstration

12 67 72 57 76 88 89 93

```
    12
    67
    72
    57
    76
    88
    89
    93
```

```
12 67 72 57 76 88 89 93
```

```
12 67 72 57 76 88 89 93
```

#### demonstration

#### demonstration

#### demonstration

```
12 67 57 72 76 88 89 93
```

```
    12
    67
    57
    72
    76
    88
    89
    93
```

#### demonstration

#### demonstration

#### demonstration

```
12 57 67 72 76 88 89 93
```

```
12 57 67 72 76 88 89 93
```

#### demonstration

#### demonstration

 12
 57
 67
 72
 76
 88
 89
 93

#### demonstration

#### demonstration

#### demonstration

```
12 57 67 72 76 88 89 93
```

```
12 57 67 72 76 88 89 93
```

#### demonstration

#### summary

- Worst case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Average case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Best case: O(n)
   O(n) comparisons, O(1) swaps
- Space complexity: O(1)

#### summary

- Worst case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Average case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Best case: O(n)
   O(n) comparisons, O(1) swaps
- Space complexity: O(1)
- There are more concerns than performance
  - Many swaps
  - Bubble sort is *in-place*

#### summary

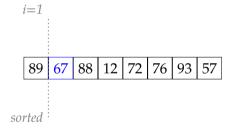
- Worst case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Average case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Best case: O(n)
   O(n) comparisons, O(1) swaps
- Space complexity: O(1)
- There are more concerns than performance
  - Many swaps
  - Bubble sort is *in-place*
- The repetitive algorithm pattern is common

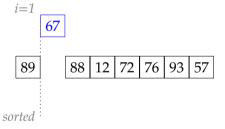
#### summary

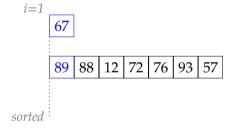
- Worst case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Average case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Best case: O(n)
   O(n) comparisons, O(1) swaps
- Space complexity: O(1)
- There are more concerns than performance
  - Many swaps
  - Bubble sort is *in-place*
- The repetitive algorithm pattern is common

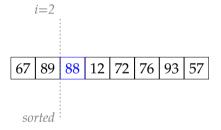
 Not practical – it is not used in practice

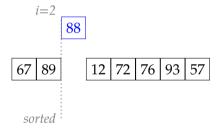
- Insertion sort is one of the simpler sorting algorithms
- It is easy to understand, and reasonably fast for sorting short sequences
- On longer sequences, it performs worse than more advanced algorithms, like merge sort or quicksort (we will study those later)
- The general idea simple:
  - assume the elements arrive one by one, and we have a sorted sequence
  - insert the element to the correct position:
    - shift all elements larger than the new one to the right
    - place the new element in its correct place

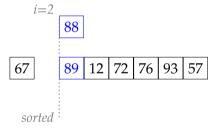


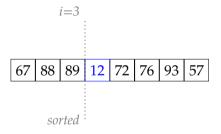


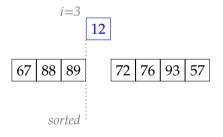


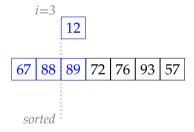


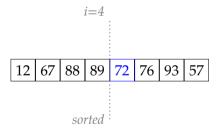


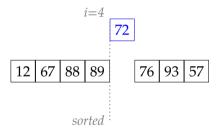


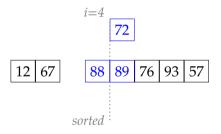


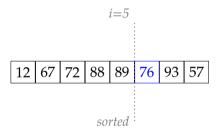


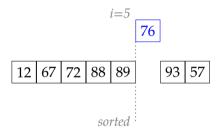


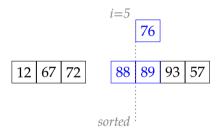


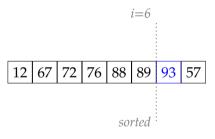


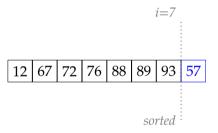


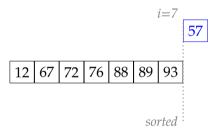


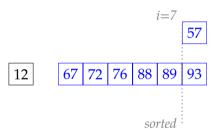


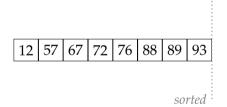












#### performance

- Worst case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Average case: O(n²)
   O(n²) comparisons, O(n²) swaps
- Best case: O(n)
   O(n) comparisons, O(1) swaps
- Space complexity: O(1)
- In practice, insertion sort is faster than the bubble sort (and also selection sort)

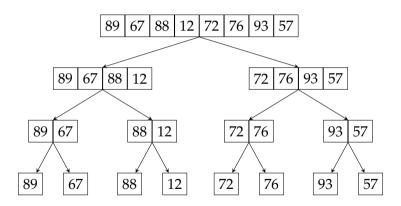
#### summary

- Insertion sort is simple
- It is efficient for short sequences
- For long sequences it is much worse than more advanced algorithms like merge sort or quicksort (coming next)
- It is in-place
- It is *online*: it can sort items as they arrive
- It is *stable*: it does not swap elements with equal keys
- It is *adaptive*: faster if order of elements is closer to the sorted sequence

8 / 28

- Merge sort is a divide-and-conquer algorithm for sorting
- It is relatively easy to understand (once you get your head around recursion)
- It has good asymptotic performance
- There are many practical cases where merge sort is used
- Basic idea is divide-and-conquer:
  - split the sequence
  - sort the subsequences
  - merge the sorted lists

#### demonstration - divide

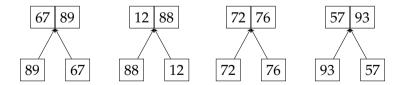


demonstration - combine

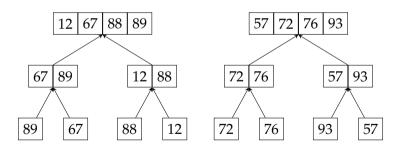
89 67 88 12 72 76 93 57

Ç. Çöltekin, SfS / University of Tübingen

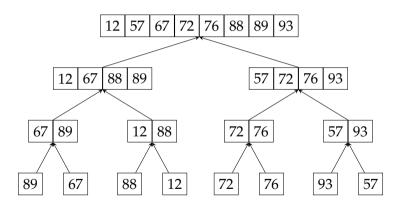
demonstration - combine



#### demonstration - combine



#### demonstration - combine

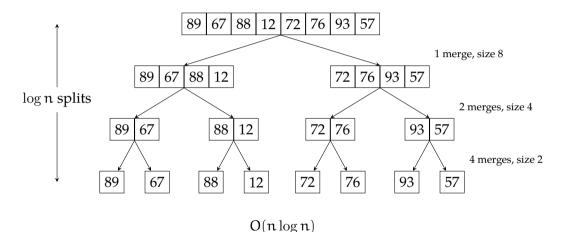


## Merging sequences

```
# s1, s2: sequences to be merged
# s: target sequence
i, j = 0, 0
n = len(s1) + len(s2)
while i + j < n:
  if j == len(s2) or \
      i < len(s1) and s1[i] < s2[j]:
    s[i+j] = s1[i]
    i += 1
  else:
    s[i+j] = s2[j]
    i += 1
```

- Keep two indices on both sequences, starting from the beginning
- Pick the smallest, place it in the target sequence
- The algorithm requires O(n) steps to complete

## Complexity of the merge sort



### the implementation

```
def merge_sort(s):
    n = len(s)
    if n <= 1: return
    s1, s2 = s[:n//2], s[n//2:]
    merge_sort(s1)
    merge_sort(s2)
    merge(s1, s2, s)</pre>
```

- Once we have merge(), the rest is trivial:
  - Split the array into two
  - Recursively sort both sides
  - Stop when the input is length 1

## Merge sort: summary

- Straightforward application of divide-and-conquer
- Worst case  $O(n \log n)$  complexity (best/average cases are the same)
- Merge sort is not in-place: requires O(n) additional space
- It is particularly useful for settings with low random-access memory, or sequential access
- Merge sort is stable
- It is a well studied algorithm, there are many variants (in-place, non-recursive)

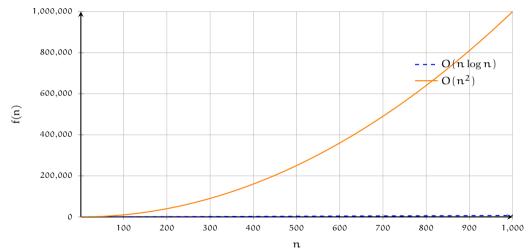
## A short divergence to complexity

the difference between  $O(n^2)$  and  $n\log n$ 

n	$n \log n$	n <sup>2</sup>		
2	2	4		
8	24	64		
64	384	4096		
1K	10 240	1 048 576		
1M	20 971 520	1 099 511 627 776		
1G	32 212 254 720	1 152 921 504 606 846 976		

## A short divergence to complexity

the difference between  $O(n^2)$  and  $n\log n$ 



#### introduction

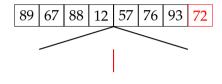
- Quicksort is another popular divide-and-conquer sorting algorithm
- The main difference from the merge sort is that big the part of the work is done before splitting
- Its worse time complexity is  $O(\mathfrak{n}^2)$ , but in practice it performs better than merge sort on average
- General idea: pick a pivot p, and divide the sequence into three parts as
  - L smaller than the pivot p
  - E equal to the pivot p
  - G larger than the pivot p
- sort L and G recursively
- combination is simple concatenation

#### demonstration - divide

89	67	88	12	57	76	93	72
----	----	----	----	----	----	----	----

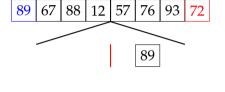
- Pick a pivot
- Recursively call quicksort twice
  - $\ensuremath{\mathsf{L}}$  for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



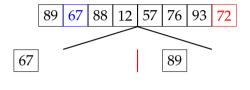
- Pick a pivot
- Recursively call quicksort twice
  - $\ensuremath{\mathsf{L}}$  for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



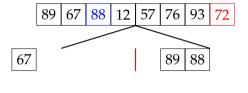
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



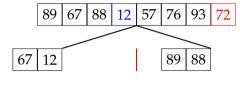
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



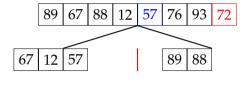
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



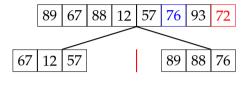
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



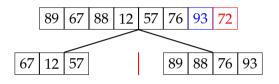
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



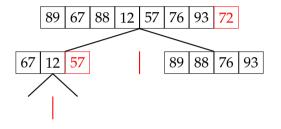
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



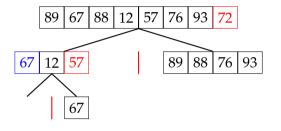
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



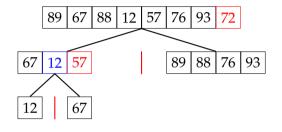
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



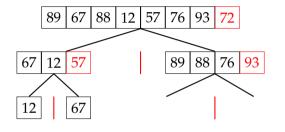
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



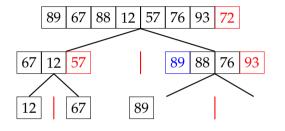
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



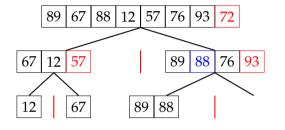
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



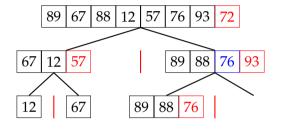
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



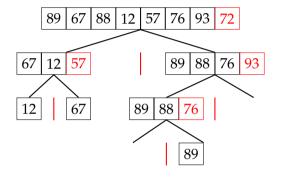
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



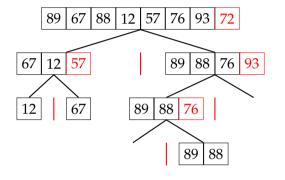
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



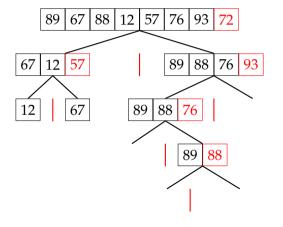
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - divide



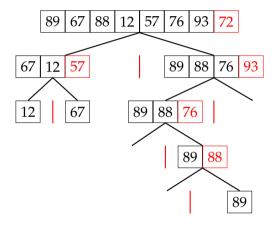
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



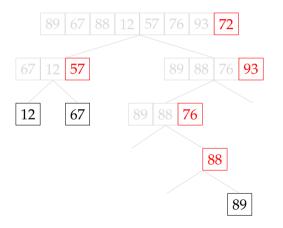
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - $\ensuremath{\mathsf{G}}$  for items greater than the pivot
- O(n) operations

#### demonstration - divide



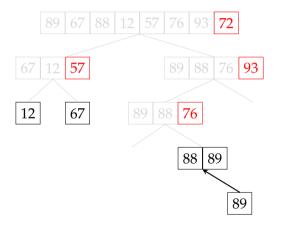
- Pick a pivot
- Recursively call quicksort twice
  - L for items less than the pivot
  - G for items greater than the pivot
- O(n) operations

#### demonstration - combine



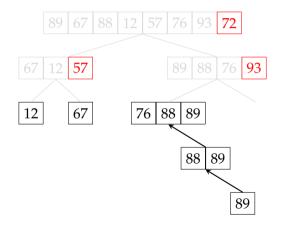
- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### demonstration - combine



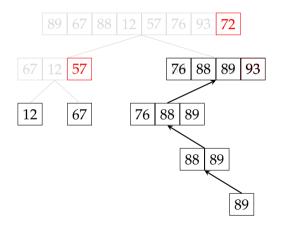
- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### demonstration - combine



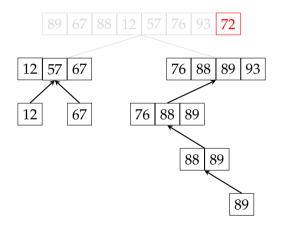
- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### demonstration - combine



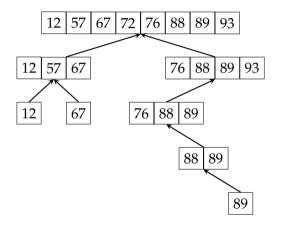
- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### demonstration - combine



- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### demonstration - combine



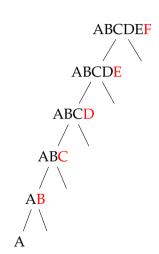
- Simply concatenate
  - L the sorted items less than p
  - E items equal to p
  - G the sorted items greater than p
- No need for O(n) merging

#### Python three-liner implementation

- Practical implementations are not very different
- Common improvements include
  - in-place sorting
  - selecting the pivot more carefully

## analysis

- Similar to the merge sort, quicksort performs O(n) operations at each level in recursion
- The overall complexity is proportional to  $n \times \ell$ , where  $\ell$  is depth of the tree
- The recursion tree of merge sort is balanced, so depth is  $\log n$ .
- For quicksort, we do not have a balanced-tree guarantee
- In the worst case, the depth of the tree can be n, resulting in  $O(n^2)$  complexity



#### average-case complexity and preventing the worst case

- Worst case of the quicksort is when the input sequence is sorted
- If the input sequence is (approximately) random, the *expected* number of elements in each divide is n/2
- To reduce the probability of worst case, *randomized* quicksort picks the pivot randomly
- Best case happens if we pick the *median* of the sequence as the pivot, but finding median already requires  $O(n \log n)$  (or O(n), but not very practical)
- A common approach is picking three values (typically first, middle and last) from the sequence, and selecting the 'median of three' as the pivot

summary

- Complexity:  $O(n \log n)$  average,  $O(n^2)$  worst
- Despite its worst-case  $O(n^2)$  complexity, quicksort is faster than merge sort on average (in practice)
- The algorithm can easily be implemented in-place (in-place version is more common)
- Quicksort is not stable
- Quicksort is one of the most-studied algorithms: there are many variants, its properties are well known

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort	$n^2$	$n^2$	n	1	yes	yes
Insertion sort	$n^2$	$n^2$	n	1	yes	yes
Merge sort	$n \log n$	$n \log n$	$n \log n$	n	no	yes
Quicksort	$n^2$	$n \log n$	$n \log n$	$\log n$	yes	no

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort	n <sup>2</sup>	n <sup>2</sup>	n	1	yes	yes
Insertion sort Merge sort	n- n log n	n- n log n	$n \log n$	n	yes no	yes yes
Quicksort	$n^2$	$n \log n$	$n \log n$	$\log n$	yes	no

• Can we do better than  $O(n \log n)$ ?

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort Insertion sort	n <sup>2</sup> n <sup>2</sup>	$n^2$ $n^2$	n n	1	yes yes	yes yes
Merge sort Quicksort	$n \log n$ $n^2$	$n \log n$	$n \log n$ $n \log n$	$rac{n}{\log n}$	no yes	yes no

- Can we do better than  $O(n \log n)$ ?
- If our sorting algorithms requires comparing individual elements, the answer turns out to be 'no'

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort	$n^2$	$n^2$	n	1	yes	yes
Insertion sort	$n^2$	$n^2$	n	1	yes	yes
Merge sort	$n \log n$	$n \log n$	$n \log n$	n	no	yes
Quicksort	$n^2$	$n \log n$	$n \log n$	$\log n$	yes	no

- Can we do better than  $O(n \log n)$ ?
- If our sorting algorithms requires comparing individual elements, the answer turns out to be 'no'
- Lower bound of worst-case sorting is  $\Omega(n \log n)$

Algorithm	worst	average	best	memory	in-place	stable
Bubble sort	$n^2$	$n^2$	n	1	yes	yes
Insertion sort	$n^2$	$n^2$	n	1	yes	yes
Merge sort	$n \log n$	$n \log n$	$n \log n$	n	no	yes
Quicksort	$n^2$	$n \log n$	$n \log n$	$\log n$	yes	no

- Can we do better than  $O(n \log n)$ ?
- If our sorting algorithms requires comparing individual elements, the answer turns out to be 'no'
- Lower bound of worst-case sorting is  $\Omega(n \log n)$
- In some special cases, linear-time complexity is possible

introduction

- Bucket sort puts elements of the input into a pre-defined number of ordered 'buckets'
- Elements in each bucket is sorted (typically using insertion sort)
- We can than retrieve the sorted elements by visiting each bucket
- The bucket sort *does not compare elements* to each other when deciding which bucket to place them in
- In special cases, this results in O(n) worst-case complexity

#### demonstration

89 67 88 12 57 76 93 72 64 53 89 54 43 92 47 21 4

0-9

10-19

20-29

30-39

40-49

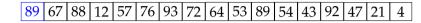
50-59

60-69

70-79

80-89

#### demonstration



0-9

10-19

20-29

30-39

40-49

50-59

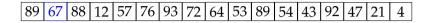
60-69

00-03

70-79

80-89

#### demonstration



0-9

10-19

20-29

30-39

40-49

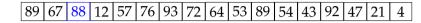
50-59

60-69 67

70-79

80-89

#### demonstration



0-9

10-19

20-29

30-39

40-49

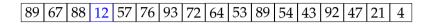
50-59

60-69 67

70-79

80-89 88 89

#### demonstration



0-9 10-19 12

20-29

30-39

40-49

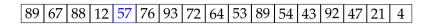
50-59

60-69 67

70-79

80-89 88 89

#### demonstration



0-9 10-19 20-29

30-39

40-49

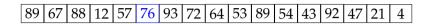
50-59 57

60-69 67

70-79

80-89 88 89

#### demonstration



0-9 10-19 20-29

30-39

40-49

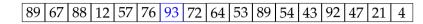
50-59 57

60-69 67

70-79 76

80-89 88 89

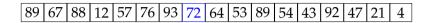
#### demonstration



0-9 10-19 12 20-29 30-39 40-49 50-59 57 67 60-69 70-79 76 80-89 88 | 89

93

#### demonstration



0-9 10-19 12 20-29 30-39 40-49 50-59 57 67 60-69 70-79 72 | 76 80-89 88 | 89

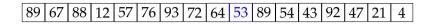
93

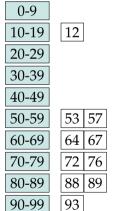
#### demonstration



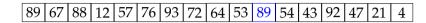
0 - 910-19 12 20-29 30-39 40-49 50-59 57 60-69 64 67 70-79 72 | 76 80-89 88 | 89 90-99 93

#### demonstration





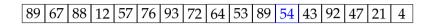
#### demonstration

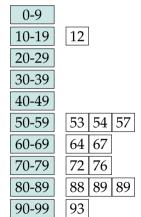


0 - 910-19 12 20-29 30-39 40-49 50-59 53 | 57 64 67 60-69 70-79 72 | 76 80-89 88 | 89 | 89

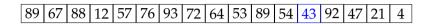
93

#### demonstration

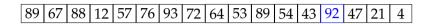


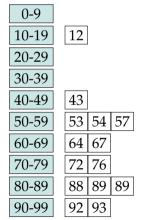


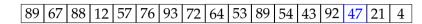
#### demonstration

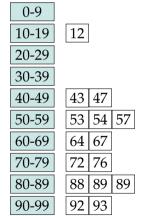


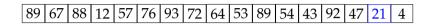
0-910-19 12 20-29 30-39 40-49 43 50-59 53 | 54 | 57 | 64 67 60-69 70-79 72 | 76 80-89 88 | 89 | 89 90-99 93

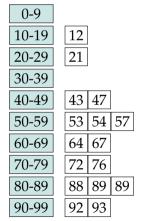


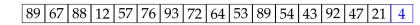


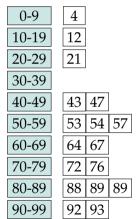








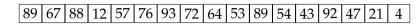




	89	67	88	12	57	76	93	72	64	53	89	54	43	92	47	21	4
--	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	---

- 0-9 4 10-19 12 20-29 21 30-39
- 40-49 43 47
- 50-59 53 54 57
- 60-69 64 67
- 70-79 72 76
- 80-89 88 89 89
- 90-99 92 93

- While placing the elements into the buckets, no comparisons between the keys
- Inside the buckets worst-case  $O(n^2)$  (insertion sort)
- What if we had as many buckets as the keys?



- 0 910-19 20-29 21
- 30-39
- 40-49 43 47
- 50-59 53 | 54 | 57
- 64 67 60-69
- 70-79 72 | 76
- 80-89 88 | 89 | 89
- 90-99 92 | 93

- While placing the elements into the buckets, no comparisons between the keys
- Inside the buckets worst-case  $O(n^2)$  (insertion sort)
- What if we had as many buckets as the keys?
  - n insertion operations
    - n retrieval operations

    - O(n) sorting time

# Radix sort

- In a large number of cases, we want to sort objects with multiple keys
- In such cases, we define the order of key pairs as  $(k_1, l_1) < (k_2, l_2)$  if  $k_1 < k_2$ , or  $k_1 = k_2$  and  $l_1 < l_2$
- This definition can be generalized to key tuples of any length
- This ordering is known as *lexicographic* or dictionary order
- Radix sort is the name for the technique that uses multiple stable bucket sorts for this purpose

# Summary

- Sorting is an important and well-studied computational problem
- Most sorting algorithms/applications used in practice are highly optimized, often based on multiple basic algorithms
- Naive sorting algorithms run in  $O(n^2)$  time
- Lower bound on worst-case sorting time is  $\Omega(n \log n)$ , divide-and-conquer algorithms achieve this
- Reading: Goodrich, Tamassia, and Goldwasser (2013, chapter 12)
- And a fun way to see sorting in action:
   https://www.youtube.com/user/AlgoRythmics

#### Next:

- Trees
- Reading: Goodrich, Tamassia, and Goldwasser (2013, chapter 8)

# Acknowledgments, credits, references



Goodrich, Michael T., Roberto Tamassia, and Michael H. Goldwasser (2013). Data Structures and Algorithms in Python. John Wiley & Sons, Incorporated. ISBN: 9781118476734.