Sorting

Victor Milenkovic

Department of Computer Science University of Miami

CSC220 Programming II - Spring 2019







▶ We will study four sorting algorithms:





- ▶ We will study four sorting algorithms:
 - Insertion Sort





- ▶ We will study four sorting algorithms:
 - ► Insertion Sort
 - Quick Sort





- ▶ We will study four sorting algorithms:
 - Insertion Sort
 - Quick Sort
 - Heap Sort





- ▶ We will study four sorting algorithms:
 - Insertion Sort
 - Quick Sort
 - Heap Sort
 - Merge Sort





- ▶ We will study four sorting algorithms:
 - ► Insertion Sort
 - Quick Sort
 - Heap Sort
 - Merge Sort
- Each is useful in a different way.









- ▶ Insertion Sort
 - Inserts each element, one at a time, into a sorted array.





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.



- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - ► The trick is you do it multiple times.
 - The elements you are inserting are already in the array.





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - ▶ The trick is you do it multiple times.
 - ► The elements you are inserting are already in the array.
- Starting list:

3 1 4 1 5 9 2 6



- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - ► The trick is you do it multiple times.
 - ▶ The elements you are inserting are already in the array.
- Starting list:
 - 3 1 4 1 5 9 2 6
- ▶ Let's say we have sorted the first 6 elements and are inserting the 2.



- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.
 - ► The elements you are inserting are already in the array.
- Starting list:
 - 3 1 4 1 5 9 2 6
- ▶ Let's say we have sorted the first 6 elements and are inserting the 2.
- ▶ I put a dash in to indicate that we are ignoring the 6.

```
1 1 3 4 5 9 2 | 6
```





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.
 - ▶ The elements you are inserting are already in the array.
- Starting list:
 - 3 1 4 1 5 9 2 6
- ▶ Let's say we have sorted the first 6 elements and are inserting the 2.
- I put a dash in to indicate that we are ignoring the 6.
 - 1 1 3 4 5 9 2 | 6
- ▶ Take the 2 out and put it here: 2





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.
 - ▶ The elements you are inserting are already in the array.
- Starting list:

```
3 1 4 1 5 9 2 6
```

- Let's say we have sorted the first 6 elements and are inserting the 2.
- I put a dash in to indicate that we are ignoring the 6.

```
1 1 3 4 5 9 2 | 6
```

- ▶ Take the 2 out and put it here: 2
- Copy elements forward until you get to where the 2 goes:

```
1 1 3 4 5 9 9 | 6
1 1 3 4 5 5 9 | 6
1 1 3 4 4 5 9 | 6
1 1 3 3 4 5 9 | 6
```





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.
 - ► The elements you are inserting are already in the array.
- Starting list:

```
3 1 4 1 5 9 2 6
```

- Let's say we have sorted the first 6 elements and are inserting the 2.
- I put a dash in to indicate that we are ignoring the 6.

```
1 1 3 4 5 9 2 | 6
```

- Take the 2 out and put it here: 2
- Copy elements forward until you get to where the 2 goes:

```
1 1 3 4 5 9 9 | 6
1 1 3 4 5 5 9 | 6
1 1 3 4 4 5 9 | 6
1 1 3 3 4 5 9 | 6
```

Now put the 2 back in:

```
1 1 2 3 4 5 9 | 6
```





- Insertion Sort
 - Inserts each element, one at a time, into a sorted array.
 - To insert an element, you move elements forward until you get to where it goes.
 - The trick is you do it multiple times.
 - ▶ The elements you are inserting are already in the array.
- Starting list:

```
3 1 4 1 5 9 2 6
```

- ▶ Let's say we have sorted the first 6 elements and are inserting the 2.
- I put a dash in to indicate that we are ignoring the 6.

```
1 1 3 4 5 9 2 | 6
```

- Take the 2 out and put it here: 2
- Copy elements forward until you get to where the 2 goes:

Now put the 2 back in:

```
1 1 2 3 4 5 9 | 6
```

We are ready to insert the 6.





► Good:





- ► Good:
 - Easy to implement.





- ► Good:
 - Easy to implement.
 - ► Fast if *n* is very small





- ► Good:
 - Easy to implement.
 - Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"





- ► Good:
 - Easy to implement.
 - Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - ► STABLE: doesn't flip elements if it doesn't have to





- ► Good:
 - Easy to implement.
 - ► Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - ▶ STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array





- ► Good:
 - Easy to implement.
 - ► Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - ▶ STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
- Bad:





▶ Good:

- Easy to implement.
- Fast if *n* is very small
- ► Fast on large *n* if input is "almost sorted"
- ► STABLE: doesn't flip elements if it doesn't have to
- IN PLACE: doesn't require a second array

▶ Bad:

 O(n²) running time in general, so slow on large n when input is not nearly sorted







▶ What's the deal with STABLE?





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- ▶ I am looking for a pdf file created somewhere around last October.





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- ▶ I am looking for a pdf file created somewhere around last October.
 - Sort by date.





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".



- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".
- But if the sort is STABLE, then it won't swap two pdf files from the first sort.





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".
- But if the sort is STABLE, then it won't swap two pdf files from the first sort.
- So the pdf files will be presented to me in order of increasing date, making it





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".
- But if the sort is STABLE, then it won't swap two pdf files from the first sort.
- So the pdf files will be presented to me in order of increasing date, making it
- easy to look for ones created in October.





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".
- But if the sort is STABLE, then it won't swap two pdf files from the first sort.
- So the pdf files will be presented to me in order of increasing date, making it
- easy to look for ones created in October.
- Is that how it happens in Finder on my Mac?





- What's the deal with STABLE?
- Suppose I have a directory (folder) on my computer with a lot of files of all different sorts.
- I am looking for a pdf file created somewhere around last October.
 - Sort by date.
 - Sort by type (dmg, doc, pdf, txt, etc.)
- As far as the second sort is concerned, all pdf files are "equal".
- But if the sort is STABLE, then it won't swap two pdf files from the first sort.
- So the pdf files will be presented to me in order of increasing date, making it
- easy to look for ones created in October.
- Is that how it happens in Finder on my Mac?
- ► No!







Quick Sort is recursive.



- Quick Sort is recursive.
 - Pick an pivot element, say the first one.



- Quick Sort is recursive.
 - Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.





- Quick Sort is recursive.
 - Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.





- Quick Sort is recursive.
 - ▶ Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.
 - Put it together.



- Quick Sort is recursive.
 - Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.
 - Put it together.
- ► Input:

```
3 1 4 1 5 9 2 6
```



- Quick Sort is recursive.
 - Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.
 - Put it together.
- Input:

```
3 1 4 1 5 9 2 6
```

Pick 3 and partition the others

```
3
1 1 2
4 5 9 6
```

- Quick Sort is recursive.
 - ▶ Pick an pivot element, say the first one.
 - ► Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.
 - Put it together.
- Input:

Pick 3 and partition the others

```
3
1 1 2
4 5 9 6
```

Sort the other two groups recursively:

```
3
1 1 2
4 5 6 9
```



- Quick Sort is recursive.
 - ▶ Pick an pivot element, say the first one.
 - ▶ Compare all the other elements to it and separate into those <= and those >.
 - Sort those two groups recursively.
 - Put it together.
- Input:

Pick 3 and partition the others

Sort the other two groups recursively:

```
3
1 1 2
4 5 6 9
```

▶ Put it together

```
1 1 2 3 4 5 6 9
```







► Running time?





- ▶ Running time?
 - ▶ It takes n (actually n-1) comparisons to split.



- ► Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - ► Each level of the recursion uses less than *n* comparisons.





- Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - Each level of the recursion uses less than *n* comparisons.
 - ▶ If the splits are even, then there are about $log_2 n$ levels.





- Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - Each level of the recursion uses less than *n* comparisons.
 - ▶ If the splits are even, then there are about log_2 n levels.
- ▶ So $O(n \log n)$.





- Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - Each level of the recursion uses less than *n* comparisons.
 - ▶ If the splits are even, then there are about $log_2 n$ levels.
- ► So O(*n* log *n*).
- ▶ But if the splits are very uneven, it could be $O(n^2)$ again.





- Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - Each level of the recursion uses less than *n* comparisons.
 - ▶ If the splits are even, then there are about log_2 n levels.
- ► So O(*n* log *n*).
- ▶ But if the splits are very uneven, it could be $O(n^2)$ again.
- What is the worst possible input?





- Running time?
 - ▶ It takes n (actually n-1) comparisons to split.
 - ▶ Each level of the recursion uses less than *n* comparisons.
 - ▶ If the splits are even, then there are about log_2 n levels.
- ► So O(*n* log *n*).
- ▶ But if the splits are very uneven, it could be $O(n^2)$ again.
- What is the worst possible input?
- ► Why?







Can Quick Sort be done without a second array?





- Can Quick Sort be done without a second array?
- Yes.





- Can Quick Sort be done without a second array?
- Yes.

Invariants:





- Can Quick Sort be done without a second array?
- Yes.

- Invariants:
 - Everything to the left of i should be <=3.</p>



- Can Quick Sort be done without a second array?
- Yes.

- Invariants:
 - Everything to the left of i should be <=3.</p>
 - ► Everything to the right of j should be >3.





- Can Quick Sort be done without a second array?
- Yes.

- Invariants:
 - ▶ Everything to the left of i should be <=3.
 - Everything to the right of j should be >3.
- It is safe to increment i and decrement j:



- Can Quick Sort be done without a second array?
- Yes.

- Invariants:
 - ► Everything to the left of i should be <=3.
 - Everything to the right of j should be >3.
- It is safe to increment i and decrement j:

▶ This is bad, we cannot increment i nor decrement j. What to do?





- Can Quick Sort be done without a second array?
- Yes.

- Invariants:
 - ▶ Everything to the left of i should be <=3.
 - Everything to the right of j should be >3.
- It is safe to increment i and decrement j:

- This is bad, we cannot increment i nor decrement j. What to do?
- Swap!





Partitioning continued



Partitioning continued

▶ Eventually they pass each other!



Partitioning continued

Eventually they pass each other!

Now we swap [0] and [j]

Partitioning continued

Eventually they pass each other!

Now we swap [0] and [j]

Recursively sort 0 to j-1 and i to size-1





Partitioning continued

Eventually they pass each other!

Now we swap [0] and [j]

Recursively sort 0 to j-1 and i to size-1

▶ Done!







► Good:



- ► Good:
 - $ightharpoonup O(n \log n)$ on average





- ► Good:
 - O(n log n) on averageFastest in practice





- ► Good:
 - O(n log n) on averageFastest in practice
- ► Bad:





- ► Good:
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
- ▶ Bad:
 - $ightharpoonup O(n^2)$ if input is sorted.





- Good:
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
- ► Bad:
 - $ightharpoonup O(n^2)$ if input is sorted.
 - If you do it IN PLACE then it won't be STABLE





- Good:
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
- ▶ Bad:
 - $ightharpoonup O(n^2)$ if input is sorted.
 - If you do it IN PLACE then it won't be STABLE
- ▶ Easy to fix $O(n^2)$ case:





- Good:
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
- ▶ Bad:
 - $ightharpoonup O(n^2)$ if input is sorted.
 - If you do it IN PLACE then it won't be STABLE
- ▶ Easy to fix $O(n^2)$ case:
 - just swap first element with random element





- Good:
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
- ▶ Bad:
 - $ightharpoonup O(n^2)$ if input is sorted.
 - If you do it IN PLACE then it won't be STABLE
- ▶ Easy to fix $O(n^2)$ case:
 - just swap first element with random element
 - or just the middle element





► Heap Sort uses the heap idea.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant O(n log n) sorting algorithm. Guaranteed!
- There are two additional tricks.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - ▶ So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.
 - 2. Each poll puts the polled element into the spot just vacated.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.
 - 2. Each poll puts the polled element into the spot just vacated.
- To heapify in place, work from the bottom.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - ▶ So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.
 - 2. Each poll puts the polled element into the spot just vacated.
- To heapify in place, work from the bottom.
- Remember: even though I am writing it like a tree, it is still just an array.

```
3
1 4
1 5 9 2
```





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant $O(n \log n)$ sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.
 - 2. Each poll puts the polled element into the spot just vacated.
- To heapify in place, work from the bottom.
- ▶ Remember: even though I am writing it like a tree, it is still just an array.

► The 6 has no kids, and neither do 2, 9, nor 5.





- Heap Sort uses the heap idea.
 - We already know that we can insert and remove from a heap in O(log n) time.
 - So insert n elements and remove them, and they will be sorted.
 - ▶ Instant O(n log n) sorting algorithm. Guaranteed!
- There are two additional tricks.
 - 1. We can heapify the contents of an array in place.
 - 2. Each poll puts the polled element into the spot just vacated.
- To heapify in place, work from the bottom.
- ▶ Remember: even though I am writing it like a tree, it is still just an array.

- ► The 6 has no kids, and neither do 2, 9, nor 5.
- ▶ 1 has 6 as a kid, which is o.k.







▶ 4 has 9 and 2, not good.





- 4 has 9 and 2, not good.
- ▶ Swap 4 and 2.

```
3
1 2
1 5 9 4
```





- 4 has 9 and 2, not good.
- ▶ Swap 4 and 2.

```
3
1 2
1 5 9 4
```

▶ 1 is o.k. (kids are 1 and 5). 3 is not. Swap with 1:

```
1
3 2
1 5 9
```

- 4 has 9 and 2, not good.
- ▶ Swap 4 and 2.

```
3
1 2
1 5 9 4
```

▶ 1 is o.k. (kids are 1 and 5). 3 is not. Swap with 1:

```
1
3 2
1 5 9 4
```

Still not good, swap with 1 again:

```
1
1 2
3 5 9
```

- 4 has 9 and 2, not good.
- Swap 4 and 2.

```
3
1 2
1 5 9 4
```

▶ 1 is o.k. (kids are 1 and 5). 3 is not. Swap with 1:

```
1
3 2
1 5 9 4
```

Still not good, swap with 1 again:

```
1
1 2
3 5 9 4
```

Now it is a heap.







Now, let's remove the root and put it in the last element.



- Now, let's remove the root and put it in the last element.
- We were going to put the 6 at the root for the removal process anyway



- Now, let's remove the root and put it in the last element.
- We were going to put the 6 at the root for the removal process anyway
- So swap them:

```
6
1 2
3 5 9 4
```



- Now, let's remove the root and put it in the last element.
- We were going to put the 6 at the root for the removal process anyway
- So swap them:

```
6
1 2
3 5 9 4
```

▶ Now swap down the 6, but ignore the 1 at the bottom. (Decrement size.)

```
1 6 2 3 5 9 4 1 1 3 2 6 5 9 4
```







Swap the 1 and the last element, which is the 4 now, and ignore that 1 thereafter (decrement size):

```
4
3 2
6 5 9 1
1
```



Swap the 1 and the last element, which is the 4 now, and ignore that 1 thereafter (decrement size):

```
4
3 2
6 5 9 1
```

Fix the 4:

```
2
3 4
6 5 9 1
```

Swap the 1 and the last element, which is the 4 now, and ignore that 1 thereafter (decrement size):

```
4
3 2
6 5 9 1
```

Fix the 4:

```
2
3 4
6 5 9 1
```

Can you continue?





Swap the 1 and the last element, which is the 4 now, and ignore that 1 thereafter (decrement size):

```
4
3 2
6 5 9 1
```

Fix the 4:

```
2
3 4
6 5 9 1
```

- Can you continue?
- ▶ The result is the array sorted in reverse order.





Swap the 1 and the last element, which is the 4 now, and ignore that 1 thereafter (decrement size):

```
4
3 2
6 5 9 1
```

Fix the 4:

```
2
3 4
6 5 9 1
```

- ► Can you continue?
- The result is the array sorted in reverse order.
- ▶ But if you can do that, you can do it right!







► Good:



- ► Good:
 - ► Guaranteed O(n log n)





- ► Good:
 - ► Guaranteed O(n log n)
 - ► Heapifying is O(n), actually.





- ► Good:
 - ► Guaranteed O(n log n)
 - ▶ Heapifying is O(n), actually.
 - ► IN PLACE





- ► Good:
 - ► Guaranteed O(n log n)
 - ▶ Heapifying is O(n), actually.
 - ► IN PLACE
- ► Bad:





- ► Good:
 - Guaranteed $O(n \log n)$
 - ▶ Heapifying is O(n), actually.
 - ► IN PLACE
- ▶ Bad:
 - not stable





- ► Good:
 - Guaranteed $O(n \log n)$
 - ▶ Heapifying is O(n), actually.
 - ► IN PLACE
- ▶ Bad:
 - not stable
 - apparently slower than quick sort in practice







Merge Sort is a little like quick sort but backwards.





- Merge Sort is a little like quick sort but backwards.
- Just split the array in two:

```
3 1 4 1 5 9 2 6
```



- Merge Sort is a little like quick sort but backwards.
- Just split the array in two:

```
3 1 4 1
5 9 2 6
```

Sort each recursively:

```
1 1 3 4
2 5 6 9
```



Merging



Merging

▶ Now merge them. You only have to look at the front of each list:

```
1 3 4
2 5 6 9
2 5 6 9
3 4
5 6 9
1 1 2
5 6 9
1 1 2 3
```



Merging continued



Merging continued

► Since the first list is empty, we can just copy the rest of the second list:

```
1 1 2 3 4 5 6 9
```







► Good:



- ► Good:
 - $ightharpoonup O(n \log n)$ guaranteed





- ► Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly





- ► Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists





- ► Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks





- ► Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ▶ Bad:





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ► Bad:
 - Very hard to do in place





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ▶ Bad:
 - Very hard to do in place
- Regarding linked lists:





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ▶ Bad:
 - Very hard to do in place
- Regarding linked lists:
 - Notice that when we merge two lists together,





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ▶ Bad:
 - Very hard to do in place
- Regarding linked lists:
 - Notice that when we merge two lists together,
 - we only access and/or remove the head of each (half) list





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ▶ Bad:
 - Very hard to do in place
- Regarding linked lists:
 - Notice that when we merge two lists together,
 - we only access and/or remove the head of each (half) list
 - and add at the tail of the merged list.





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ► Bad:
 - Very hard to do in place
- Regarding linked lists:
 - Notice that when we merge two lists together,
 - we only access and/or remove the head of each (half) list
 - and add at the tail of the merged list.
 - These are O(1) operations for a linked list.





- Good:
 - ► O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks
- ► Bad:
 - Very hard to do in place
- Regarding linked lists:
 - Notice that when we merge two lists together,
 - we only access and/or remove the head of each (half) list
 - and add at the tail of the merged list.
 - ► These are O(1) operations for a linked list.
- So the running time is the same.







▶ Here is how to do it on the hard disk.





- ▶ Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.



- Here is how to do it on the hard disk.
 - ▶ This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.





- Here is how to do it on the hard disk.
 - ▶ This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - ► This is a "Big Data" technique.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - ► This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - ▶ 3452





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - ▶ 1196





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - Read in 4 and 1 and write out 14.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - ▶ Read in 4 and 1 and write out 14.
 - Read in 5 and 9 and write out 59.





- Here is how to do it on the hard disk.
 - ► This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - ▶ Read in 4 and 1 and write out 14.
 - Read in 5 and 9 and write out 59.
 - Read in 2 and 6 and write out 26.





- Here is how to do it on the hard disk.
 - This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - Read in 4 and 1 and write out 14.
 - Read in 5 and 9 and write out 59.
 - ▶ Read in 2 and 6 and write out 26.
- "Deal out" to different files:





- Here is how to do it on the hard disk.
 - This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - ► Read in 4 and 1 and write out 14.
 - Read in 5 and 9 and write out 59.
 - ▶ Read in 2 and 6 and write out 26.
- "Deal out" to different files:
 - 1359





- Here is how to do it on the hard disk.
 - This is sometimes called "out of core" computing.
 - "Core" is what they used to call RAM.
 - This is a "Big Data" technique.
- First, let's assume we have FOUR hard drives connected to the computer. (Not so unusual.)
- "Deal out" the elements of the file to two different files on different hard disks.
 - 3452
 - 1196
- Open both files and read elements from the files, merging them and writing them out.
 - Read in 3 and 1 and write out 13.
 - ▶ Read in 4 and 1 and write out 14.
 - Read in 5 and 9 and write out 59.
 - ► Read in 2 and 6 and write out 26.
- "Deal out" to different files:
 - 1359
 - **1426**







Next we will merge groups of two.





- Next we will merge groups of two.
 - ► Read in 1 and 1.

- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.



- Next we will merge groups of two.
 - ▶ Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ▶ The second 1 is smaller so write it out and read in 4.



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ▶ The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ▶ The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ▶ The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.



- Next we will merge groups of two.
 - Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ▶ The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- So now we have 1134 in one file.



- Next we will merge groups of two.
 - Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ► The 2 is smaller so write it out and read in the 6.



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.



- Next we will merge groups of two.
 - Read in 1 and 1.
 - ► The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - ▶ The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ▶ The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.



- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - ► The 6 is smaller so write it out.
 - Write out the 9.



- Next we will merge groups of two.
 - ► Read in 1 and 1.
 - ► The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.



- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- ▶ Now we need to merge 1134 and 2569 into a single file.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ▶ The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - ► The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ▶ The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - ▶ The 1 is smaller so write it out and read in 1.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ▶ The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - ▶ The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - ► The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - ▶ We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - The 2 is smaller so write it out and read in 5.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - ▶ We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - ▶ The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - ▶ The 2 is smaller so write it out and read in 5.
 - The 3 is smaller so write it out and read in 4.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - ► The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ▶ The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - ▶ The 2 is smaller so write it out and read in 5.
 - ▶ The 3 is smaller so write it out and read in 4.
 - ▶ The 4 is smaller so write it out.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - ► The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - ▶ The 2 is smaller so write it out and read in 5.
 - ▶ The 3 is smaller so write it out and read in 4.
 - ► The 4 is smaller so write it out.
 - Write out the 5 and read in the 6.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ▶ The 4 is all we have left, so write it out.
- ▶ So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - ► The 5 is smaller so write it out and read in 9.
 - ► The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - ▶ The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - ▶ The 2 is smaller so write it out and read in 5.
 - The 3 is smaller so write it out and read in 4.
 - ► The 4 is smaller so write it out.
 - Write out the 5 and read in the 6.
 - Write out the 6 and read in the 9.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - ▶ The first 1 wins the tie so write it out and read in 3.
 - ► The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - ► The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - ▶ The 2 is smaller so write it out and read in the 6.
 - The 5 is smaller so write it out and read in 9.
 - ► The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - ▶ The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - ▶ The 2 is smaller so write it out and read in 5.
 - The 3 is smaller so write it out and read in 4.
 - ► The 4 is smaller so write it out.
 - Write out the 5 and read in the 6.
 - Write out the 6 and read in the 9.
 - Write out the 9.





- Next we will merge groups of two.
 - Read in 1 and 1.
 - The first 1 wins the tie so write it out and read in 3.
 - The second 1 is smaller so write it out and read in 4.
 - The 3 is smaller so write it out, but don't read any more
 - because that group of two is done.
 - The 4 is all we have left, so write it out.
- So now we have 1134 in one file.
 - Read in the 5 and 2.
 - The 2 is smaller so write it out and read in the 6.
 - The 5 is smaller so write it out and read in 9.
 - The 6 is smaller so write it out.
 - Write out the 9.
 - We have 2569.
- Now we need to merge 1134 and 2569 into a single file.
 - Read in the 1 and 2.
 - The 1 is smaller so write it out and read in 1.
 - The 1 is smaller so write it out and read in 3.
 - The 2 is smaller so write it out and read in 5.
 - The 3 is smaller so write it out and read in 4.
 - The 4 is smaller so write it out.
 - Write out the 5 and read in the 6.

 - Write out the 6 and read in the 9.
 - Write out the 9.
- Result: 11234569.





► Time?





- ► Time?
 - We read through each file sequentially, which is very fast.





- ► Time?
 - We read through each file sequentially, which is very fast.
 - Just put the read-head in the right place and spin the disk.





- ► Time?
 - We read through each file sequentially, which is very fast.
 - Just put the read-head in the right place and spin the disk.
 - ▶ We have to do log₂ *n* rounds (why?).





- ► Time?
 - We read through each file sequentially, which is very fast.
 - Just put the read-head in the right place and spin the disk.
 - ▶ We have to do log₂ *n* rounds (why?).
- ► So O(*n* log *n*).







▶ Insertion Sort



- ▶ Insertion Sort
 - ► Easy to implement.

- ▶ Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small





- ▶ Insertion Sort
 - Easy to implement.
 - Fast if *n* is very small
 - Fast on large *n* if input is "almost sorted"



- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - Fast on large *n* if input is "almost sorted"
 - ► STABLE: doesn't flip elements if it doesn't have to





- Insertion Sort
 - Easy to implement.
 - Fast if *n* is very small
 - Fast on large n if input is "almost sorted"
 - ► STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array





- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - Fast on large n if input is "almost sorted"
 - ▶ STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted





- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort





- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - $ightharpoonup O(n \log n)$ on average





- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice





- Insertion Sort
 - Easy to implement.
 - ► Fast if *n* is very small
 - ► Fast on large *n* if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
 - $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- ► If you do it IN PLACE then it won't be STABLE





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
 - $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
 - ► If you do it IN PLACE then it won't be STABLE
- ▶ Heap Sort





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - ► Fast on large *n* if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - $ightharpoonup O(n \log n)$ on average
 - Fastest in practice
 - $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
 - If you do it IN PLACE then it won't be STABLE
- Heap Sort
 - ► Guaranteed O(n log n)





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - ► Fast on large *n* if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - ► IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- ▶ If you do it IN PLACE then it won't be STABLE
- Heap Sort
 - ► Guaranteed O(n log n)
 - Heapifying is O(n), actually.





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - O(n²) running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE
- Heap Sort
 - Guaranteed $O(n \log n)$
 - Heapifying is O(n), actually.
 - ► IN PLÁCE





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- Guaranteed $O(n \log n)$
- Heapifying is O(n), actually.
- ► IN PLÁCE
- not stable





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- $ightharpoonup O(n \log n)$ on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- ► Guaranteed O(n log n)
- Heapifying is O(n), actually.
- ► IN PLACE
- not stable
- apparently slower than quick sort in practice





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - \triangleright O($n \log n$) on average
 - Fastest in practice
 - $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
 - If you do it IN PLACE then it won't be STABLE
- Heap Sort
 - Guaranteed $O(n \log n)$
 - Heapifying is O(n), actually.
 - ► IN PLACE
 - not stable
 - apparently slower than quick sort in practice
- ► Merge Sort





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- Guaranteed $O(n \log n)$
- Heapifying is O(n), actually.
- ► IN PLACE
- not stable
- apparently slower than quick sort in practice
- Merge Sort
 - ▶ O(n log n) guaranteed





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- ► Guaranteed O(n log n)
- Heapifying is O(n), actually.
- ► IN PLACE
- not stable
- apparently slower than quick sort in practice

Merge Sort

- ► O(n log n) guaranteed
- STABLE if you break ties correctly





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- \triangleright O($n \log n$) on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- Guaranteed $O(n \log n)$
- Heapifying is O(n), actually.
- ► IN PLACE
- not stable
- apparently slower than quick sort in practice

Merge Sort

- ▶ O(n log n) guaranteed
- STABLE if you break ties correctly
- Works great for sorting linked lists





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted
- Quick Sort
 - \triangleright O($n \log n$) on average
 - Fastest in practice
 - $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
 - If you do it IN PLACE then it won't be STABLE
- Heap Sort
 - Guaranteed $O(n \log n)$
 - Heapifying is O(n), actually.
 - ► IN PLACE
 - not stable
 - apparently slower than quick sort in practice
- Merge Sort
 - ▶ O(n log n) guaranteed
 - STABLE if you break ties correctly
 - Works great for sorting linked lists
 - Works great for sorting files on hard disks





- Insertion Sort
 - Easy to implement.
 - Fast if n is very small
 - Fast on large n if input is "almost sorted"
 - STABLE: doesn't flip elements if it doesn't have to
 - IN PLACE: doesn't require a second array
 - $ightharpoonup O(n^2)$ running time in general, so slow on large n when input is not nearly sorted

Quick Sort

- $ightharpoonup O(n \log n)$ on average
- Fastest in practice
- $ightharpoonup O(n^2)$ if input is sorted and you don't randomize somehow.
- If you do it IN PLACE then it won't be STABLE

Heap Sort

- Guaranteed $O(n \log n)$
- Heapifying is O(n), actually.
- ► IN PLACE
- not stable
- apparently slower than quick sort in practice

Merge Sort

- ▶ O(n log n) guaranteed
- STABLE if you break ties correctly
- Works great for sorting linked lists
- Works great for sorting files on hard disks
- Very hard to do in place

