Saikrishna Arcot (edits by M. Hudachek-Buswell)

March 10, 2017

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- However, a computer cannot simply look at more than two items and easily sort them (whereas people can). Because of this, computers need to use an algorithm to sort items.
- There are multiple such algorithms for sorting items. Some are easier to implement, but take longer to run.

### In-place Sorts

• An in-place sort is a sorting algorithm that doesn't copy over elements into another array/list. (Creating variables to store a fixed number of items is allowed.) In other words, regardless of the length of the array to be sorted, a fixed amount of (additional) space is used.

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- An out-of-place sort is a sorting algorithm that does allocate a variable amount of additional space.

#### Stable Sorts

A stable sort is a sort in which the order of duplicate items is preserved. For example, in the array, if there is a 4 near the starting of the array (let's call this 4a) and another 4 near the ending of the array (let's call this 4b), then after the array is sorted, 4a is guaranteed to be before 4b.

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- An unstable sort is a sort in which the order of duplicate items may change.

• Six sorting algorithms will be covered:

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  - Bubble sort
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- All of the above algorithms except for the last one are known as comparison sorts because they directly compare two items; radix sort does not directly compare two items.
- The first three sorting algorithms may also be referred to as  $O(n^2)$  sorts because they run in  $O(n^2)$  time for the average case.



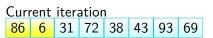
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- At this point, the largest item in the array is in the last spot. Run the previous two steps on the array again, but don't include the last spot. Now, the two largest items are at the end of the array (in the correct spots). Repeat until the array is sorted.

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- If you do not make any swaps during an iteration, then this
  means that the array is sorted, and you can terminate early.

		ite					
86	6	31	72	38	43	93	69



Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69 |

Cur	rent	itera	atior	1			
86	6	31	72	38	43	93	69
6	86	31	72	38	43	93	69

			ratio				
86	6	31	72	38	43	93	69

				atior				
8	36	6	31	72	38	43	93	69
	6	86	31	72	38	43	93	69
	6	31	86	72	38	43	93	69

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69 |

	rent						
86	6	31	72	38	43	93	69
6	86	31	72	38	43	93	69
6	31	86	72	38	43	93	69
6	31	72	86	38	43	93	69

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69

Cur	rent						
86	6	31	72	38	43	93	69
6	86	31	72	38	43	93	69
6	31	86	72	38	43	93	69
6	31	72	86	38	43	93	69
6	31	72	38	86	43	93	69

 Previous iterations

 86
 6
 31
 72
 38
 43
 93
 69

Current iteration 

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69

Curi	rent	itera	atior	1			
86	6	31	72	38	43	93	69
6	86	31	72	38	43	93	69
6	31	86	72	38	43	93	69
6	31	72	86	38	43	93	69
6	31	72	38	86	43	93	69
6	31	72	38	43	86	93	69
6	31	72	38	43	86	93	69

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69

Cur	rent			_			
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6	31	72	38	86	43	93	69
6	31	72	38	43	86	93	69
6	31	72	38	43	86	93	69
6	31	72	38	43	86	69	93

Prev	vious	ite	ratio	ns			
86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93

6 31 72 38 43 86 69 <b>93</b>			itera					
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		ite					
86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93

	rent						
6	31	72	38	43	86	69	93
6	31	72	38	43	86	69	93

Previous iterations							
86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93

(	Current iteration								
	6	31	72	38	43	86	69	93	
	6	31	72	38	43	86	69	93	
	6	31	72	38	43	86	69	93	

Previous iterations									
86	6	6 31 72 38 43 93 69							
6	31	72	38	43	86	69	93		

Current iteration								
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6	31	72	38	43	86	69	93	
6	31	72	38	43	86	69	93	
6	31	38	72	43	86	69	93	

Previous iterations							
86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93

	Current iteration								
6	31	72	38	43	86	69	93		
6	31	72	38	43	86	69	93		
6	31	72	38	43	86	69	93		
6	31	38	72	43	86	69	93		
6	31	38	43	72	86	69	93		

Previous iterations							
86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93

Current iteration  6 31 72 38 43 86 69 93								
6	31	72	38	43	86	69	93	
6	31	72	38	43	86	69	93	
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6	31	38	43	72	86	69	93	
6	31	38	43	72	86	69	93	

Previous iterations								
86	6	31	31 72 38 43 93 69					
6	31	72	38	43	86	69	93	

Cur	Current iteration  6 31 72 38 43 86 69 93								
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6	31	72	38	43	86	69	93		
6	31	72	38	43	86	69	93		
6	31	38	72	43	86	69	93		
6	31	38	43	72	86	69	93		
6	31	38	43	72	86	69	93		
6	31	38	43	72	69	86	93		

Notice how the 86 and 93 weren't compared; this is because 93 is guaranteed to be the largest item in the array, and is guaranteed to be in the correct spot.

	Previous iterations									
86	6	31	72	38	43	93	69			
6	31	72	38	43	86	69	93			
6	31	38	43	72	69	86	93			

3

	Previous iterations										
86	6	31	72	38	43	93	69				
6	31	72	38	43	86	69	93				
6	31	38	43	72	69	86	93				

	rent			•			
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

86	6	31	72	38	43	93	69
				43			
6	31	38	43	72	69	86	93

Cur	rent	itera	atior	1			
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

86	6	31	72	38	43	93	69
				43			
6	31	38	43	72	69	86	93

	Current iteration  6 31 38 43 72 69 86 93									
6	31	38	43	72	69	86	93			
6	31	38	43	72	69	86	93			
6	31	38	43	72	69	86	93			
6	31	38	43	72	69	86	93			

	Previous iterations										
86	6	31	72	38	43	93	69				
6	31	72	38	43	86	69	93				
6	31	38	43	72	69	86	93				

	Current iteration										
6	31	38	43	72	69	86	93				
6	31	38	43	72	69	86	93				
6	31	38	43	72	69	86	93				
6	31	38	43	72	69	86	93				
6	31	38	43	72	69	86	93				

	Previous iterations									
86	6	31	72	38	43	93	69			
6	31	72	38	43	86	69	93			
6	31	38	43	72	69	86	93			

Curi 6	31				69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

Notice how the 69 and 86 weren't compared; this is because 86 and 93 are guaranteed to be the largest items in the array, and are guaranteed to be in the correct spots.

Previous iterations

86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

Current iteration

**31** 38 43 72 **69** 86 **93** 

Previous iterations

86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

Current iteration

	31				69	86	93
6	31	38	43	72	69	86	93

	Previous iterations								
Į	86	6	31	72	38	43	93	69	
	6	31	72	38	43	86	69	93	

80	b	31	72	38	43	93	69
6	31	72	38	43	86	69	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

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6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

Prev	Previous iterations									
86	6	31	72	38	43	93	69			
6	31	72	38	43	86	69	93			
6	31	38	43	72	69	86	93			
6	31	38	43	72	69	86	93			

(		rent						
	6	31	38	43	72	69	86	93
	6	31	38	43	72	69	86	93
	6	31	38	43	72	69	86	93
	6	31	38	43	72	69	86	93

ч	revious	iterations

86	6	31	72	38	43	93	69
6	31	72	38	43	86	69	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

#### Current iteration

			atior				
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93
6	31	38	43	72	69	86	93

Because no swaps were made in this iteration, the array must be sorted.

```
procedure BubbleSort(array)
    length \leftarrow length of array
    i \leftarrow 0
    swapped \leftarrow TRUE
    while i < length - 1 and swappedis TRUE do
        swapped \leftarrow FALSE
        for i \leftarrow 0, length - i - 1 do
           if array[i] > array[i+1] then
               swap array[j] and array[j+1]
                swapped \leftarrow TRUE
            end if
        end for
    end while
end procedure
```

• In the best case, if the array is already sorted in the correct order, only one iteration of bubble sort will be done because no swaps will be made on that iteration. This means that n-1 comparisons will be done and therefore the best case big-O of bubble sort is O(n).

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- In the worst case, if the array is sorted, but in the reverse order, then all n-1 iterations of bubble sort will need to be done because at least one swap will be made on each iteration. This means that  $\frac{n(n-1)}{2}$  comparisons will be done and therefore the worst case big-O of bubble sort is  $O(n^2)$ .

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- In the average case, bubble sort runs in  $O(n^2)$  time, because the actual number of comparisons that would be done is somewhere between n-1 and  $\frac{n(n-1)}{2}$ .
- Bubble sort runs in-place and is a stable sort.

• In insertion sort, assume the first item is sorted. Then, take the second item, and "slide" it to the left so that it is correctly placed in the sorted portion of the array. The first two items are now considered sorted, and one iteration has been done.

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- Unlike bubble sort, a fixed number of iterations are done for insertion sort.

Prev	Previous iterations									
86	6	31	72	38	43	93	69			
86	6	31	72	38	43	93	69			

Current iteration										
6	31	72	38	43	93	69				
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	Previous iterations										
86	6	31	72	38	43	93	69				
86	6	31	72	38	43	93	69				

Current iteration										
86	6	31	72	38	43	93	69			
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Previous iterations										
86	6	31	72	38	43	93	69			
86	6	31	72	38	43	93	69			

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6	86	31	72	38	43	93	69

6 86 31 72 38 43 93 69

Prev	Previous iterations										
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86	6	31	72	38	43	93	69				
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Prev	/ious	ite	ratio	ns			
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	Previous iterations										
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 Current iteration

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Prev	/ious	ite	ratio	ns			
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Cur	rent	itera	atior	1			
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Previous iterations										
86	6	31	72	38	43	93	69			
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6 31	38	43	72	86	93	69

Previous iterations									
86	6	31	72	38	43	93	69		
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Prev	Previous iterations										
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 Current iteration
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6	31	38	43	72	86	69	93

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Previous iterations										
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6	31	38	43	69	72	86	93		

```
procedure InsertionSort(array)
    length \leftarrow length of array
    for i \leftarrow 1, length - 1 do
       i \leftarrow i
       while j > 0 and array[j-1] > array[j] do
           swap array[i-1] and array[i]
           j \leftarrow j - 1
        end while
    end for
end procedure
```

• In the best case, if the array is already sorted in the correct order, then only one comparison will be done for each iteration of insertion sort (because the item will be already in the right slot). This means that n − 1 comparisons will be done and therefore the best case big-O of insertion sort is O(n).

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- In the worst case, if the array is sorted, but in the reverse order, then each iteration of insertion sort will do the maximum number of comparisons possible (because each item has to slide all the way to the left). Specifically, this means that  $\frac{n(n-1)}{2}$  comparisons will be done and therefore the worst case big-O of insertion sort is  $O(n^2)$ .

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- In the average case, insertion sort runs in  $O(n^2)$  time.

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- In the worst case, if the array is sorted, but in the reverse order, then each iteration of insertion sort will do the maximum number of comparisons possible (because each item has to slide all the way to the left). Specifically, this means that  $\frac{n(n-1)}{2}$  comparisons will be done and therefore the worst case big-O of insertion sort is  $O(n^2)$ .
- In the average case, insertion sort runs in  $O(n^2)$  time.
- Insertion sort runs in-place and is a stable sort.

 In selection sort, search the entire array for the smallest item (start by assuming the first item you see is the smallest item).
 Swap that item with the first item.

- In selection sort, search the entire array for the smallest item (start by assuming the first item you see is the smallest item).
   Swap that item with the first item.
- Then, search the entire array (excluding the first item) for the next smallest item. Swap that item with the second item.

- In selection sort, search the entire array for the smallest item (start by assuming the first item you see is the smallest item).
   Swap that item with the first item.
- Then, search the entire array (excluding the first item) for the next smallest item. Swap that item with the second item.
- Repeat until the entire array is sorted.

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69 |

Current iteration 86 6 31 72 38 43 93 69

Previous iterations | 86 | 6 | 31 | 72 | 38 | 43 | 93 | 69

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Previous iterations

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Previous iterations											
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Previous iterations										
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Cur	rent						
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Prev	Previous iterations												
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Current iteration										
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6	31	38	43	86	72	93	69
6	31	38	43	69	72	93	86
6	31	38	43	69	72	93	86

Current recrution								
	6	31	38	43	69	72	93	86
	6	31	38	43	69	72	93	86
	6	31	38	43	69	72	93	86
	6	31	38	43	69	72	86	93

Pre۱	/ious	ite	ratio	ns
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i revious iterations								
86	6	31	72	38	43	93	69	
6	86	31	72	38	43	93	69	
6	31	86	72	38	43	93	69	
6	31	38	72	86	43	93	69	
6	31	38	43	86	72	93	69	
6	31	38	43	69	72	93	86	
6	31	38	43	69	72	93	86	

Current iteration							
6	31	38	43	69	72	93	86
6	31	38	43	69	72	93	86
6	31	38	43	69	72	93	86
6	31	38	43	69	72	86	93
6	31	38	43	69	72	86	93

```
procedure SelectionSort(array)
    length \leftarrow length of array
    for i \leftarrow 0, length do
        minIndex \leftarrow i
        for i \leftarrow i, length -1 do
            if array[j] < array[minIndex] then
                minIndex \leftarrow i
            end if
        end for
        swap array[minIndex] and array[i]
    end for
end procedure
```

### Selection Sort Performance

• Selection sort does the same number of comparisons in all cases  $(\frac{n(n-1)}{2})$ , since there is no early termination of any kind. The big-O of selection sort is  $O(n^2)$ .

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- Selection sort runs in-place, but is **not** a stable sort.

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- To be more specific, these two sorts are also known as divide-and-conquer sorts, which means that the array is divided into two (or more) parts, and those parts are then sorted. If needed, at the end, the sorted parts are merged together.

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- One major advantage of this is that portions of the sorting algorithm can be done in parallel (i.e. in multiple threads).
- In both cases, remember that an array of length 1 is always sorted.

• In merge sort, divide the array into 2 equal parts; one part contains the elements from the left half of the array while the other part contains the elements from the right half of the array. (If there is an odd number of elements, the middle element will go to either the first part or the second part.)

- In merge sort, divide the array into 2 equal parts; one part contains the elements from the left half of the array while the other part contains the elements from the right half of the array. (If there is an odd number of elements, the middle element will go to either the first part or the second part.)
- Then, perform merge sort on each half of the array. After this is done, each part should be sorted.

Finally, merge the two parts together. To do this, have a marker on the first item in each part. Take the smaller of the two items and add that into the larger (merged) array, and move that marker forward. Repeat until all of the items have been added into the merged array.

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- Note that while merging the two parts together, if all of the items in one of the parts have been added into the larger array, you can directly copy over the remaining items from the other part into the larger array.

86 6 31 72 38 43 93

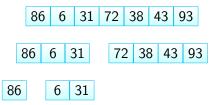
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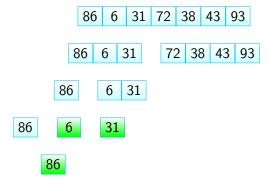
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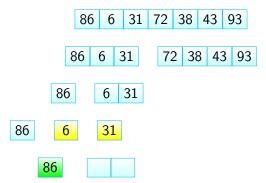
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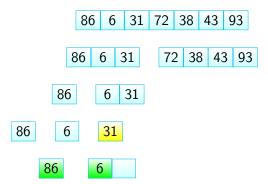
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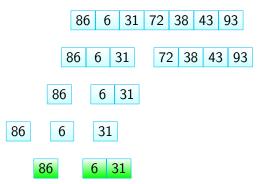
86 6 31

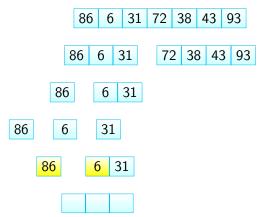


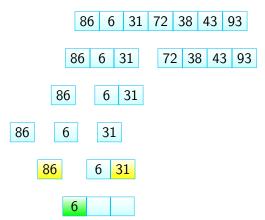


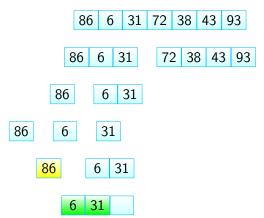


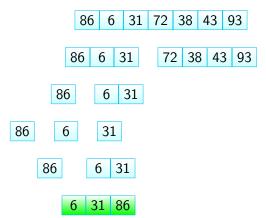


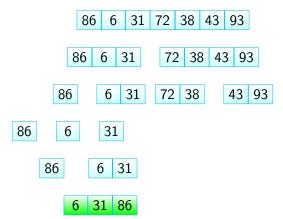


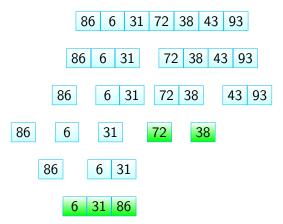


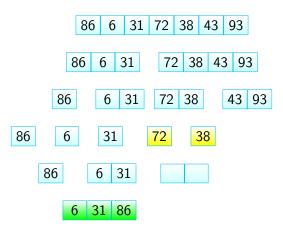


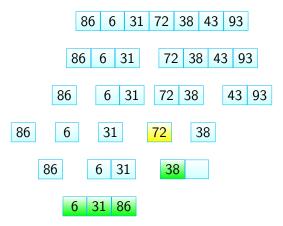


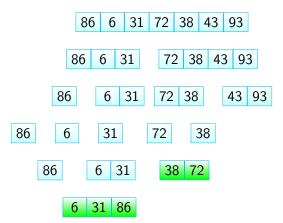


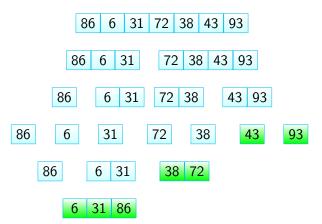


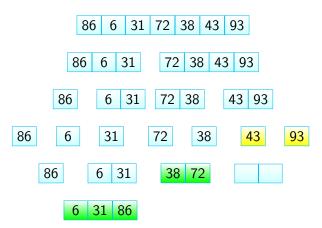


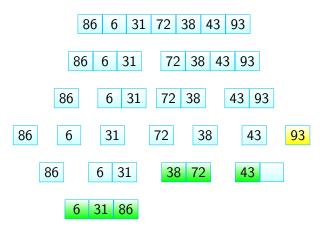


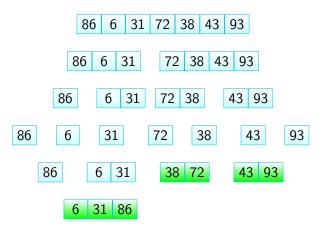


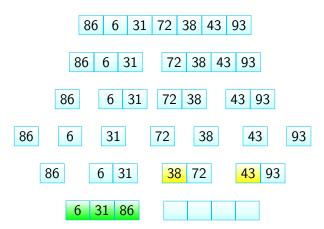


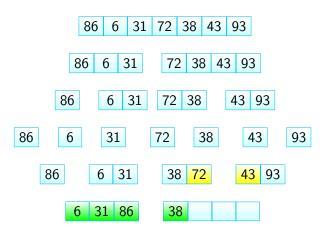


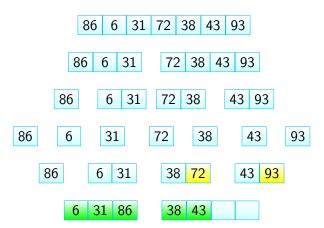


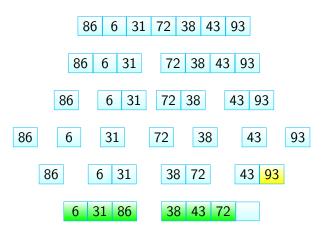


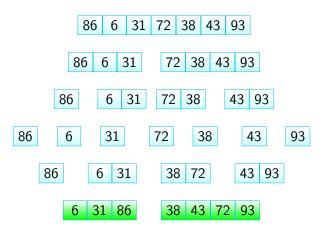


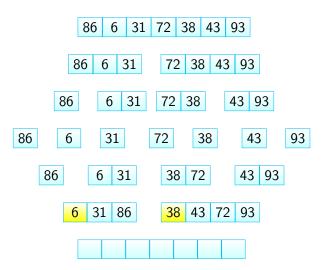


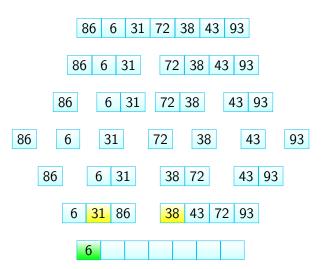


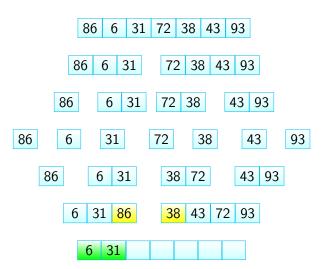


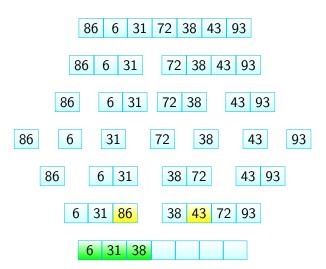


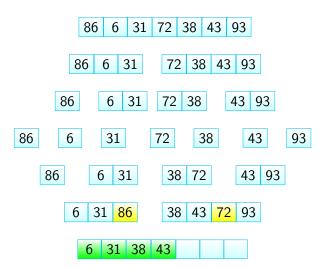


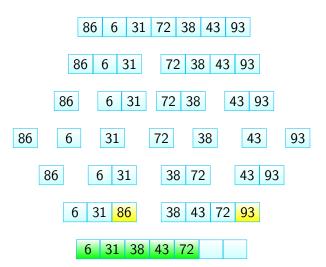


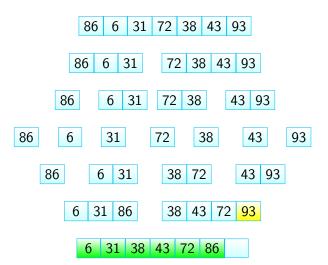


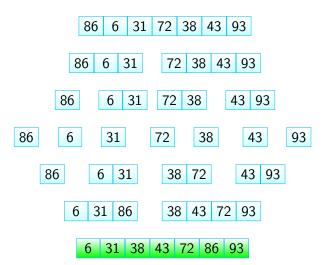












```
procedure MERGESORT(array)

length \leftarrow length of array

midIndex \leftarrow length/2

leftArray \leftarrow array[0..midIndex - 1]

rightArray \leftarrow array[midIndex..length - 1]

MERGESORT(leftArray)

MERGESORT(rightArray)

leftIndex \leftarrow 0

rightIndex \leftarrow 0

currentIndex \leftarrow 0
```

```
while leftIndex < midIndex and
rightIndex < length - midIndex do
       if leftArray[leftIndex] < rightArray[rightIndex] then
           array[currentIndex] \leftarrow leftArray[leftIndex]
            leftIndex \leftarrow leftIndex + 1
       else
           array[currentIndex] \leftarrow rightArray[rightIndex]
            rightIndex \leftarrow rightIndex + 1
       end if
        currentIndex \leftarrow currentIndex + 1
   end while
```

```
while leftIndex < midIndex do
        array[currentIndex] \leftarrow leftArray[leftIndex]
        leftIndex \leftarrow leftIndex + 1
        currentIndex \leftarrow currentIndex + 1
    end while
    while rightIndex < length - midIndex do
        array[currentIndex] \leftarrow rightArray[rightIndex]
        rightIndex \leftarrow rightIndex + 1
        currentIndex \leftarrow currentIndex + 1
   end while
end procedure
```

## Merge Sort Performance

• In the worst case (when the array is sorted in reverse order, for example), merge sort will run in  $O(n \log n)$  time.

# Merge Sort Performance

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- The best case for merge sort is when, for example, you are merging two arrays, and all of the items in one array are smaller than all of the items in the other array. In this case, you will make *m* comparisons, where *m* is the length of the smaller array. However, even in this case, the big-O of merge sort is *O*(*n* log *n*).

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- Merge sort is out-of-place, but it is stable.

• In quick sort, choose an item at random to be the pivot.

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- Swap the pivot with the first item.
- Have a left "marker" that starts with the second item (the item after the pivot), and a right "marker" that starts at the last item.
- If the item pointed to by the left marker is smaller than the pivot, move the marker one item to the right. Repeat this step until the marker points to an item that is larger than the pivot or goes beyond the right marker (they cross over). (If the item and the pivot are equal, then either can be done.)

• If the item pointed to by the right marker is larger than the pivot, move the marker one item to the left. Repeat this step until the marker points to an item that is smaller than the pivot or goes beyond the left marker. (If the item and the pivot are equal, then either can be done.)

- If the item pointed to by the right marker is larger than the pivot, move the marker one item to the left. Repeat this step until the marker points to an item that is smaller than the pivot or goes beyond the left marker. (If the item and the pivot are equal, then either can be done.)
- After the markers cross over, swap the pivot with the right marker (note that the right marker is now to the left of the left marker).

- If the item pointed to by the right marker is larger than the pivot, move the marker one item to the left. Repeat this step until the marker points to an item that is smaller than the pivot or goes beyond the left marker. (If the item and the pivot are equal, then either can be done.)
- After the markers cross over, swap the pivot with the right marker (note that the right marker is now to the left of the left marker).
- The pivot is now in the right place within the final sorted array. All items to the left of the pivot (if there are any) are smaller than the pivot, and all items to the right of the pivot (if there are any) are larger than the pivot. Perform quicksort on the smaller items and on the larger items.

(Randomly-selected pivots are in yellow.)

86 6 31 72 38 43 93 69

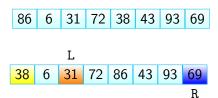
86	6	31	72	38	43	93	69
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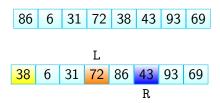
86 6	31	72	38	43	93	69
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(Randomly-selected pivots are in yellow.)

L

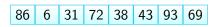
R



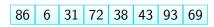


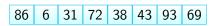
86 6 31 72 38 43 93 69
------------------------

(Randomly-selected pivots are in yellow.)



31 6 38 72 86 43 93 69





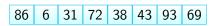
(Randomly-selected pivots are in yellow.)

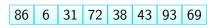
L

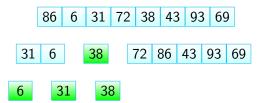
31 6

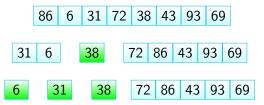
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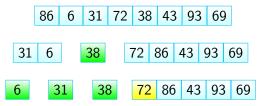


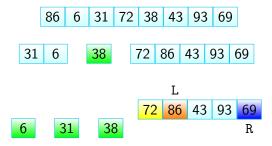


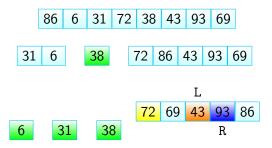


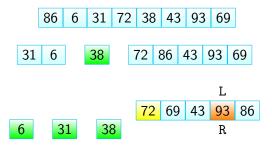


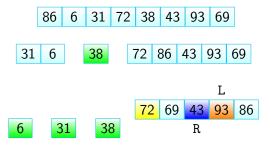


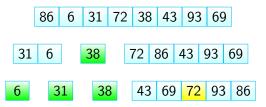


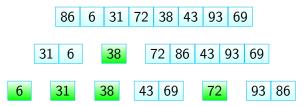


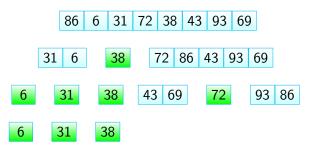


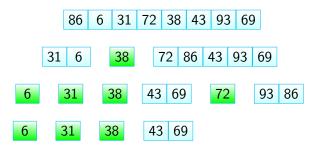


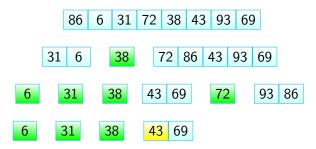


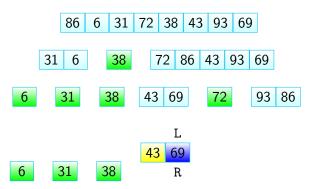


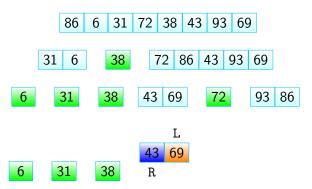


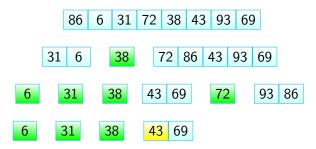


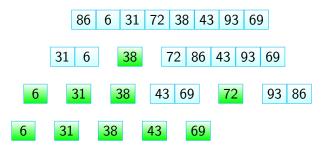


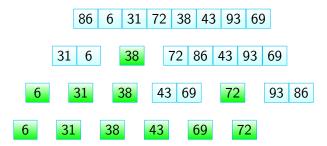


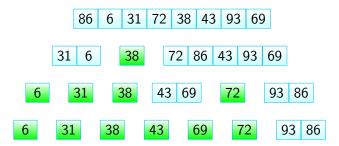


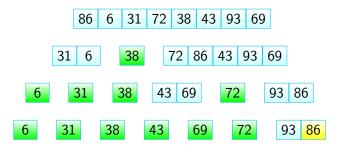


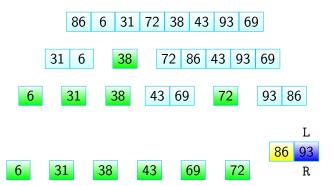




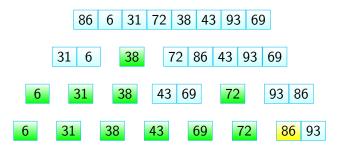


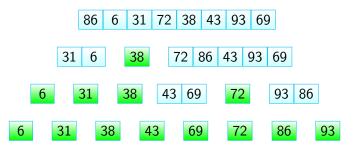


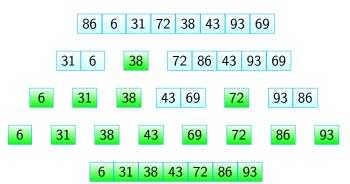












```
procedure QUICKSORT(array)
   QUICKSORT(array, 0, length of array)
end procedure
procedure QUICKSORT(array, left, right)
   pivotIndex ← randomly-selected index within bounds of
region being sorted
   pivot \leftarrow array[pivotIndex]
   Swap array[left] and array[pivotIndex]
   leftIndex \leftarrow left + 1
   rightIndex \leftarrow right - 1
```

```
while leftIndex < rightIndex do
    while leftIndex < rightIndex and
    array[leftIndex] <= pivot do
    leftIndex \leftarrow leftIndex + 1
    end while
    while leftIndex < rightIndex and array[rightIndex] >= pivot do
    rightIndex \leftarrow rightIndex - 1
    end while
```

```
if leftIndex < rightIndex then
           Swap array[leftIndex] and array[rightIndex]
           leftIndex \leftarrow leftIndex + 1
           rightIndex \leftarrow rightIndex - 1
       end if
   end while
   Swap pivot and array[rightIndex]
   QuickSort(array, left, rightIndex -1)
   QuickSort(array, rightIndex +1, right)
end procedure
```

### **Quick Sort Performance**

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- This quick sort is in-place, but it is not stable. Quick sort can also be done such that it is stable, but it must be out-of-place.

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- However, radix sort can only be done on numbers of some base (base 10, base 8, base 16, base 256 (this lets you perform radix sort on ASCII letters), etc.)
- There are two variants of radix sort:
  - One variant starts by looking at the least significant digit and works upwards. This is called Least Significant Digit (LSD) Radix Sort.

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- However, radix sort can only be done on numbers of some base (base 10, base 8, base 16, base 256 (this lets you perform radix sort on ASCII letters), etc.)
- There are two variants of radix sort:
  - One variant starts by looking at the least significant digit and works upwards. This is called Least Significant Digit (LSD) Radix Sort.
  - The other variant starts by looking at the most significant digit and works downwards. This is called Most Significant Digit (MSD) Radix Sort.

• (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. Treat each bucket as a queue.

- (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. Treat each bucket as a queue.
- For each number, take the first digit (least significant digit), and add the number into the appropriate bucket. (For example, if the number is 27, then the first digit is 7, and add the number into bucket 7.)

- (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. Treat each bucket as a queue.
- For each number, take the first digit (least significant digit), and add the number into the appropriate bucket. (For example, if the number is 27, then the first digit is 7, and add the number into bucket 7.)
- After all of the numbers have been added, remove all of the numbers one at a time, starting from bucket 0.

- (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. Treat each bucket as a queue.
- For each number, take the first digit (least significant digit), and add the number into the appropriate bucket. (For example, if the number is 27, then the first digit is 7, and add the number into bucket 7.)
- After all of the numbers have been added, remove all of the numbers one at a time, starting from bucket 0.
- Repeat this process for each digit in the *longest* (not necessarily the *largest*) number. (In other words, if the longest number has 4 digits, then you would repeat this process 3 more times.)

86 6 31 72 38 43 93 69

0 1 2 3 4 5 6 7 8 9

 86
 6
 31
 72
 38
 43
 93
 69

0 1 2 3 4 5 6 7 8 9

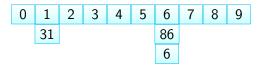
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0 1 2 3 4 5 6 7 8 9

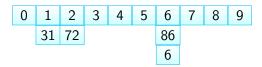
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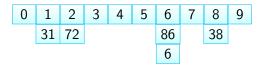
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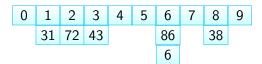
86 6 31 72 38 43 93 69



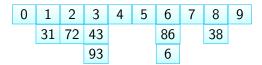
86 6 31 72 38 <mark>43</mark> 93 69



86 6 31 72 38 43 <mark>93</mark> 69

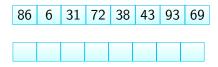


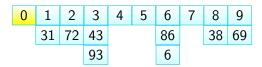
86 6 31 72 38 43 93 69

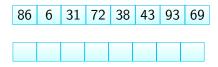


86 6 3	31 72	38 43	93	69
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0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			





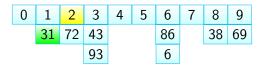


0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			

86	6	31	72	38	43	93	69
~ -							

0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			

86	6	31	72	38	43	93	69
~ -							



86	6	31	72	38	43	93	69
31	72						

0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			

86	6	31	72	38	43	93	69
31	72						

0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			

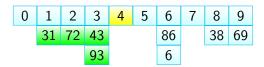
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31	72	43					

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			93			6			

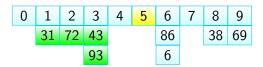
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31	72	43	93				

0	1	2	3	4	5	6	7	8	9
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			93			6			

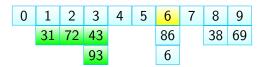
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31	72	43	93				



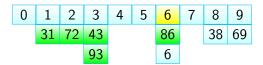
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31	72	12	02				
	1/	4.7	9.5				



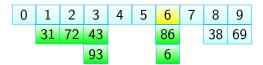
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0.1	70	10	00				
31	72	43	93				



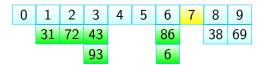
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21	70	42	02	06			
31	12	43	93	80			



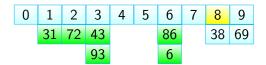
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31	72	43	93	86	6		



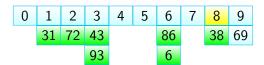
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31	72	43	93	86	6		
31	12	73	90	00	U		



	86	6	31	72	38	43	93	69
ſ	21	72	13	03	86	6		
н	$^{\rm DT}$	12	43	93	οu	U		



86	6	31	72	38	43	93	69
31	72	43	93	86	6	38	

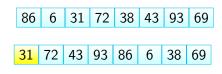


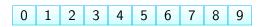
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31	72	43	93	86	6	38	

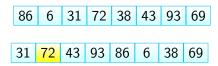


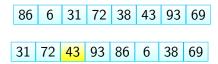
	86	6	31	72	38	43	93	69
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	31	72	43	93	86	6	38	69

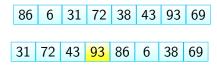
0	1	2	3	4	5	6	7	8	9
	31	72	43			86		38	69
			93			6			

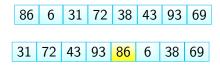


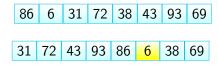


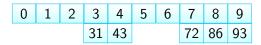


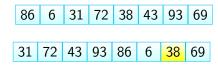


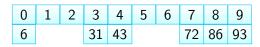


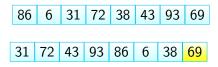


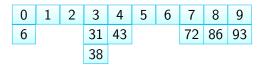






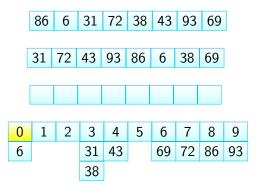


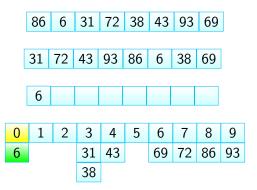


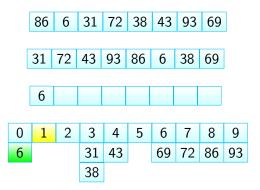


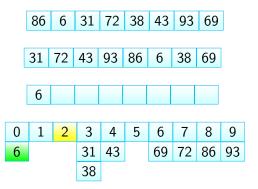
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31	72	43	93	86	6	38	69

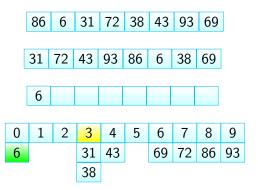




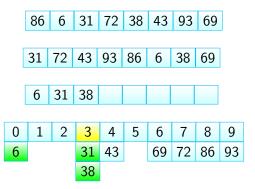


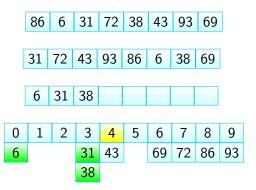


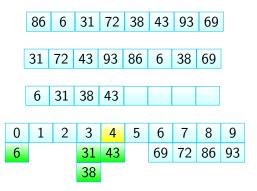


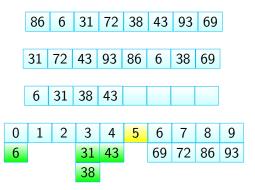


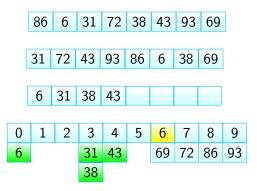


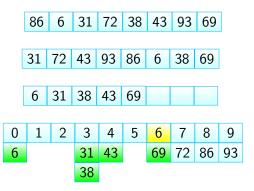




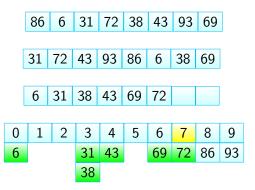


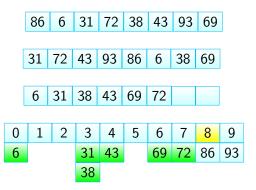


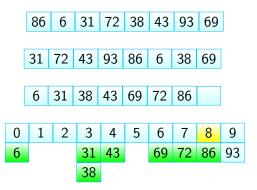


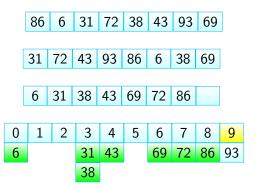


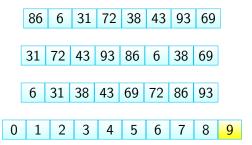


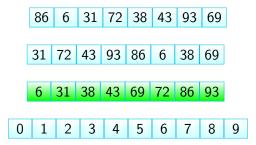












```
procedure LSDRADIXSORT(array)

buckets \leftarrow list of 10 lists

iterations \leftarrow length of longest number

length \leftarrow length of array

for i \leftarrow 1, iterations do

for j \leftarrow 0, length -1 do

bucket \leftarrow i^{th} digit of array[j]

add array[j] to the end of buckets[bucket]

end for

index \leftarrow 0
```

```
\begin{aligned} & \textbf{for } \textit{bucket} \leftarrow 0, 10 \textbf{ do} \\ & \textbf{while } \textit{buckets}[\textit{bucket}] \textit{ isn't empty } \textbf{do} \\ & \textit{array}[\textit{index}] \leftarrow \textit{remove first item from} \\ & \textit{buckets}[\textit{bucket}] \\ & \textit{index} \leftarrow \textit{index} + 1 \\ & \textbf{end while} \\ & \textbf{end for} \\ & \textbf{end procedure} \end{aligned}
```

#### LSD Radix Sort Performance

 Unlike the previous sorting algorithms, the efficiency of radix sort depends on the number of items in the array (n) and on the length of the longest number (k).

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- In the best, worst, and average case, LSD radix sort runs in O(kn) time.
- LSD radix sort is stable, but not in-place.

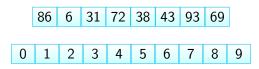
 (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. (Note that the buckets here aren't exactly queues.)

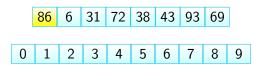
- (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. (Note that the buckets here aren't exactly queues.)
- Find the length of the longest number. This will be the digit you start with.

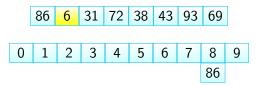
- (Assuming radix sort is done in base 10) Create 10 "buckets", and label them from 0 to 9. (Note that the buckets here aren't exactly queues.)
- Find the length of the longest number. This will be the digit you start with.
- For each number, take the digit in the position you found in the previous step, and add the number into the appropriate bucket. (For example, if the longest number has 4 digits, then you would get the 4th digit (most significant digit) of each number.)

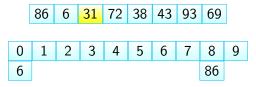
 After all of the numbers have been added into the buckets, for each bucket, if there are two or more numbers in the bucket, run MSD radix sort again, but use the next smaller/lower digit. After this is done, the numbers in each bucket should be sorted in ascending order.

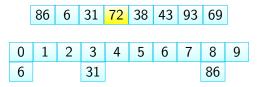
- After all of the numbers have been added into the buckets, for each bucket, if there are two or more numbers in the bucket, run MSD radix sort again, but use the next smaller/lower digit. After this is done, the numbers in each bucket should be sorted in ascending order.
- Starting with the first bucket, remove the first number of each bucket until the bucket is empty. The numbers should now be sorted.

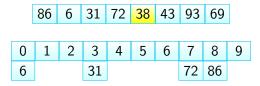


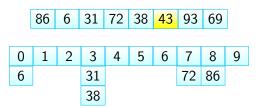


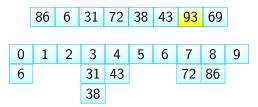






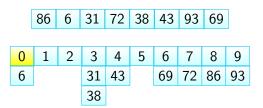




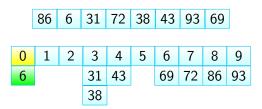


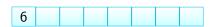
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0	1	2	3	4	5	6	7	8	9
6			31	43			72	86	93
	_		38						

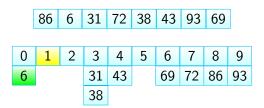
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0	1	2	3	4	5	6	7	8	9
6			31	43		69	72	86	93
			38						



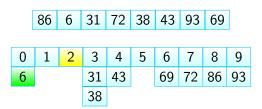


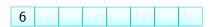




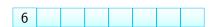


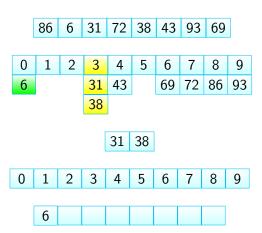


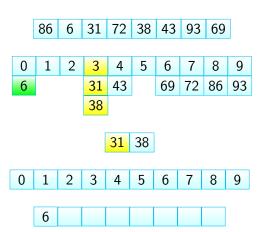


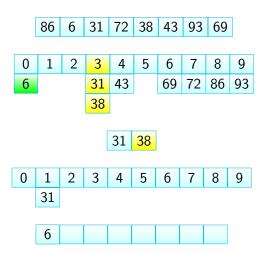


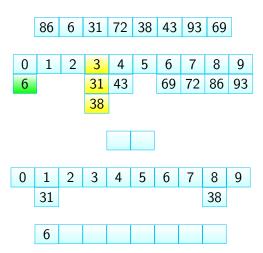


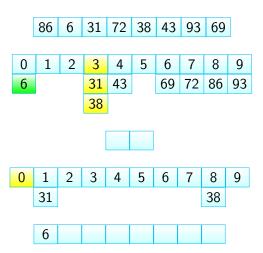


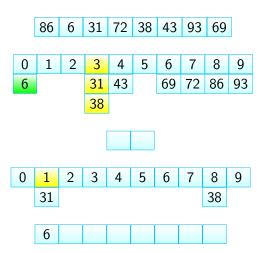


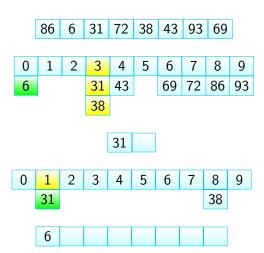


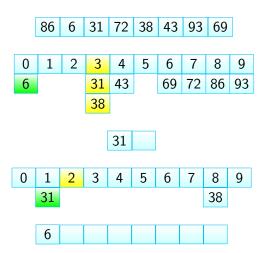


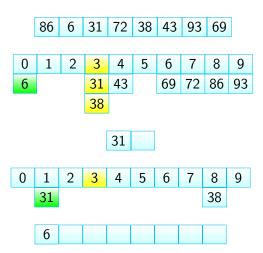


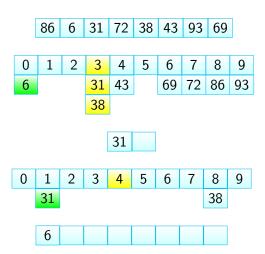


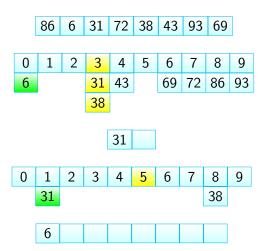


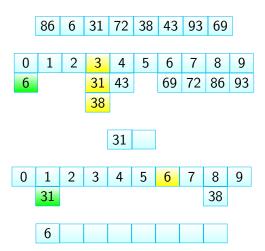


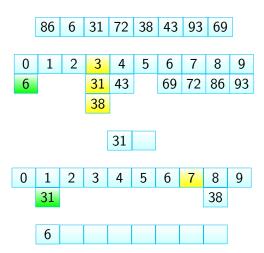


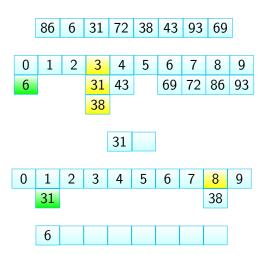


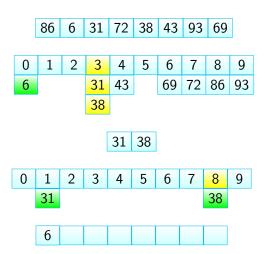


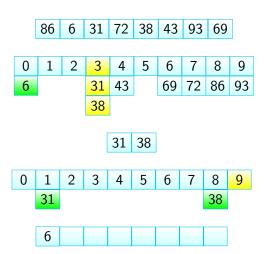


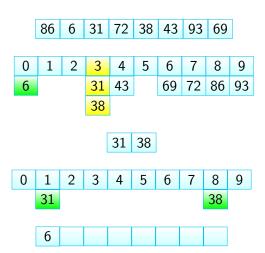






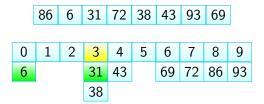




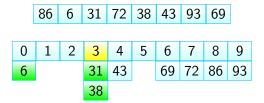


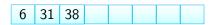


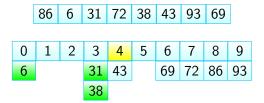


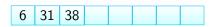




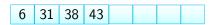






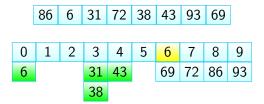


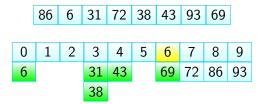


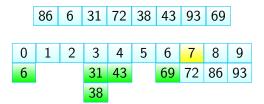


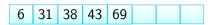


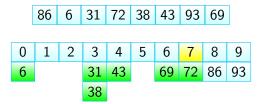
6 31 38 43

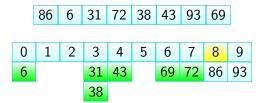


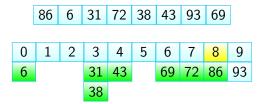


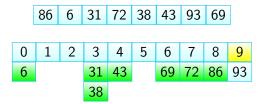


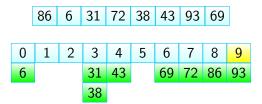


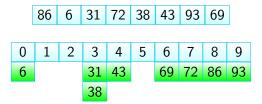












```
procedure MSDRADIXSORT(array)
    maxLength \leftarrow length of longest number
    MSDRADIXSORT(array, maxLength)
end procedure
procedure MSDRADIXSORT(array, i)
    buckets \leftarrow list of 10 lists
    length \leftarrow length of array
    for j \leftarrow 0, length - 1 do
       bucket \leftarrow i^{th} digit of array[i]
       add array[i] to buckets[bucket]
    end for
```

```
index \leftarrow 0
    for bucket \leftarrow 0.9 do
       if number of items in buckets[bucket] > 1 and i > 1
then
           MSDRadixSort(buckets[bucket], i - 1)
       end if
       while buckets[bucket] isn't empty do
           array[index] \leftarrow remove first item from
buckets[bucket]
           index \leftarrow index + 1
       end while
    end for
end procedure
```

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  possibly just one (if there are few numbers).
- MSD radix sort is neither stable nor in-place.