



CS61BL Tutoring

Sorting algorithms

Hongli (Bob) Zhao



Agenda

- Sorting algorithms
 - Comparison sort vs. Counting sort
 - Runtime analysis
 - Stability
 - Practice problems

Sorting Algorithms

- Main ideas
- Stability
- Practice test problems



Notations

- Stability:

A sorting algorithm is stable if it preserves the original ordering of already sorted items

Ex. $\{2, 3, 1, 4a, 9, 4c, 7, 4b\}$

$\{1, 2, 3, 4a, 4c, 4b, 7, 9\}$

$\{1, 2, 3, 4a, 4b, 4c, 7, 9\}$

- Inversions:

Measures how disordered a sequence of items is

- Number of inversions:

- The minimum number of pair swaps required to sort the list
- Ex. $\{1, 3, 4, 2\}$ has 2 inversions



Comparison sorts

- Does not rely on structure of data; only assumes an order exists
 - Arranges elements in order such that $\text{arr}[i] \leq \text{arr}[i+1]$ is true for all i
- Cannot perform better than $O(N \log N)$
 - Proof by Stirling's approximation
- Important sorts: Insertion sort, Selection sort, Quick sort, Heap sort, Merge sort



Insertion Sort

- In each loop, start from the leftmost unsorted entry, and compare with the entry immediately to its left; Swap the two entries if $\text{arr}[i+1] < \text{arr}[i]$
- Repeat the first step until the entry to the left is not larger than this entry, or this entry has reached the left end of the array
- Repeat the previous two steps until all entries are sorted
- **Runtime:** $O(N)$, $O(N^2)$
 - Best case achieved when list is nearly sorted
 - Worst case when list is in reverse order

{ 53, 26, 94, 18, 70 }

{ 26, 53, 94, 18, 70 }

{ 26, 53, 94, 18, 70 }

{ 26, 53, 18, 94, 70 }

{ 26, 18, 53, 94, 70 }

{ 18, 26, 53, 94, 70 }

{ 18, 26, 53, 70, 94 }

{ 18, 26, 53, 70, 94 }



Briefly on Tree Sort

- Moving elements in an array takes linear time, how can we make it faster?
- Insert all elements into a Binary Search Tree, and perform traversal
 - Recall in-order traversal of a BST would produce a sorted sequence.
- Runtime to sort N elements depends on the runtime to create the tree:
 - Best case: $N \log N$
 - Worst case: N^2



Selection Sort

- Starting from the unsorted array, find the minimum value, and swap with the first value
- Starting from the unsorted (N-1) values, find the minimum value, and swap with the second value
- Repeat the process until all values are sorted
- **Runtime:** $O(N^2)$ in all cases:
 - $O(N)$ for finding minimum value
 - $O(N)$ for running selection sort on each entry

{ 53, 26, 94, 18, 70 }

{ 18, 26, 94, 53, 70 }

{ 18, 26, 94, 53, 70 }

{ 18, 26, 53, 94, 70 }

{ 18, 26, 53, 70, 94 }

{ 18, 26, 53, 70, 94 }

Heap Sort

Better than selection sort

- Assuming we are using a max-heap, starting from the unsorted array, heapify the array
 - Swap smallest value with the root of the heap, pop the largest value and put at the back of the array
 - Re-heapify the (N-1) unsorted array
 - Repeat the previous steps until all values have been popped
 - Runtime:** $O(N \log N)$:
 - Heapifying: $O(N \log N)$
 - Swap: $O(1) * N = O(N)$
 - Question: How to implement Heap Sort using a min-heap?
- { 53, 26, 94, 18, 70 }
- { 94, 70, 53, 26, 18 }
- { 18, 70, 53, 26, 94 }
- { 18, 70, 53, 26 }{94}
- { 70, 26, 53, 18 }{94}
- { 18, 26, 53, 70 }{94}
- { 18, 26, 53 }{70, 94}
- { 53, 26, 18 }{70, 94}
- { 18, 26, 53 }{70, 94}
- {18, 26}{ 53, 70, 94 }



Merge Sort

- **Split:** Recursively splits array into halves until further partitioning is impossible (singleton lists)
- **Merge:** From the bottom level, recursively build up the original sorted list
- **Runtime:** always $\Omega(N \log N)$
 - $O(N)$: merging back every level
 - $O(\log N)$: number of levels

{ 53, 26, 94, 18, 70 }

{53, 26, 94} {18, 70}

{53, 26} {94} {18} {70}

{53} {26} {94} {18} {70}

{26, 53} {94} {18, 70}

{ 26, 53, 94 } {18, 70 }

{ 18, 26, 53, 70, 94 }



Quick Sort

- Select a pivot to partition the array (usually the middle element)
- Smaller value goes left, large value goes right
- Repeat the first two steps until all sub-arrays cannot be partitioned anymore or have met a certain limit
- **Runtime:** Omega($N \log N$), $O(N^2)$
 - Depends on specific choice of pivoting!

{ 53, 26, 94, 18, 70 }

{ 53, 26 } 94 { 18, 70 }

{ 53, 26, 18, 70 } 94

{ 53, 26 } 18 { 70 } 94

18 { 53, 26, 70 } 94

18 { 53 } 26 { 70 } 94

18 26 { 53, 70 } 94

{ 18, 26, 53, 70, 94 }



Counting sorts

- Further takes advantage of structure of data
 - range of data is limited (ex. Alphabet, bits, range of integers)
- Groups objects according to a certain criteria, and use the array structure to indicate ordering
- Can outperform $\Omega(N \log N)$
 - Has linear dependence on size of “dictionary”
 - Runtime: $O(N+K)$, where N is number of items, K is number of digits
- Important sorts: LSD sort, MSD sort

LSD / MSD Radix Sort

- Starting from the most significant / least significant digit, perform counting sort on the digit
 - {1219, 2523, 1311, 4215, 3132}
 - Repeat counting sort on the rest of the digits
 - LSD: from right to left
 - MSD: from left to right
 - **Runtime:**
 - LSD: $O(D(N+K))$, D is the maximum number of digits
 - MSD: Best case $O(N+K)$, Worst case $O(D(N+K))$
- {1311, 3132, 2523, 4215, 1219}
- {1311, 4215, 1219, 2523, 3132}
- {3132, 4215, 1219, 1311, 2523}
- {1219, 1311, 2523, 3132, 4215}

Summary

Algorithm	Best case	Worst case	Stability	Note	
Insertion	N	N^2	Yes	Performance depends on number of inversions	
Selection	N^2	N^2	No	Has constant space. Can be made stable if use linked lists	
Heap	N	$N \log N$	No	Can achieve linear time if didn't start from scratch	
Quick	$N \log N$	N^2	Depends	Runtime depends on choice of pivoting	
Merge	$N \log N$	$N \log N$	Yes	Can be highly parallelized	
LSD Radix	$D(N+R)$	$D(N+K)$	Yes		
MSD Radix	$N+K$	$D(N+K)$	Yes	Can possibly stop early since we sort by the most significant digit (when $N < K$ the size of our radix (or alphabet)	



Tips for Exam Problems

- Pattern matching
 - Heap sort has the greatest “shuffling” when starting out
 - Merge sort does not start sorting until all splitting has finished
 - Look for growing sorted sequence in selection and heap sort
 - insertion sort moves sequentially to the right
- Algorithm comparisons / Choosing algorithms
 - Example facts:
 - When would we prefer insertion sort over merge sort?
 - What algorithm should we use to sort a linked list?
- Details about algorithms:
 - How many inversions are there in {10,9,7,6,1}?
 - Will {1123, 1830, 1960, 1110, 1210, 1390} ever appear in the process of a LSD radix sort?

Thank you!

