



Sorting Algorithms



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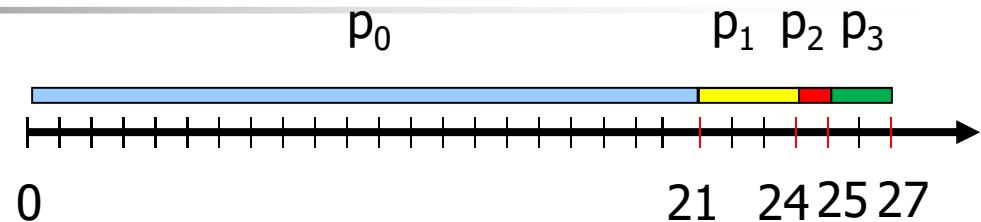


On the importance of sorting

- On an average application 30% of CPU time is spent on sorting data
- Example
 - CPU scheduling
 - Processes p_i with duration
 - p_0 21, p_1 3, p_2 1, p_3 2
 - Impact of sorting on average wait time

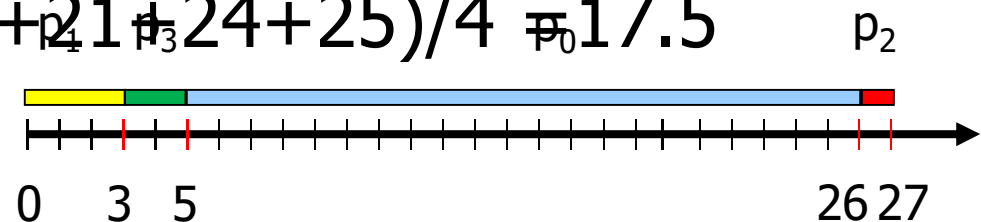
On the importance of sorting

- $p_0 - p_1 - p_2 - p_3$



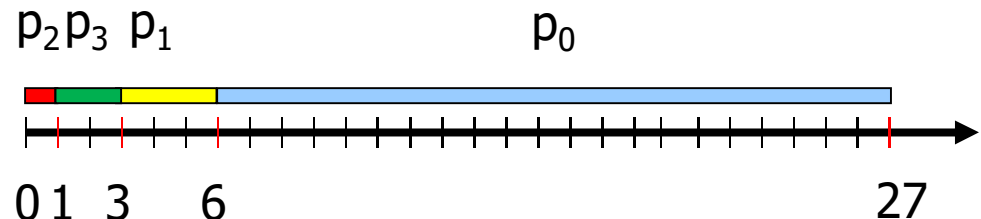
average wait time $(0+21+24+25)/4 = 17.5$

- $p_1 - p_3 - p_0 - p_2$



average wait time $(0+3+5+26)/4 = 8.5$

- (sorted) $p_2 - p_3 - p_1 - p_0$



average wait time $(0+1+3+6)/4 = 2.5$



Sorting applications

- Trivial applications
 - Sorting a list of names, organizing an MP3 library, displaying Google PageRank results, etc.
- Simple problems if data are sorted
 - Find the median, binary search in a database, find duplicates in a mailing list, etc.
- Non trivial applications
 - Data compression, computer graphics (e.g., convex hull), computational biology, etc.



Definitions

Sorting

■ Input

- Symbols $\langle a_1, a_2, \dots, a_n \rangle$
- Symbols belong to a set having an order relation

■ Output

- Permutation $\langle a'_1, a'_2, \dots, a'_n \rangle$ of the input
- Such that the order relation $a'_1 \leq a'_2 \leq \dots \leq a'_n$ holds



Definitions

Order relation \leq

- Binary relation between elements of a set A satisfying the following properties
 - Reflexivity $\forall x \in A \rightarrow x \leq x$
 - Antisymmetry $\forall x, y \in A \rightarrow x \leq y \wedge y \leq x \Rightarrow x = y$
 - Transitivity $\forall x, y, z \in A \rightarrow x \leq y \wedge y \leq z \Rightarrow x \leq z$

A is a partially ordered set (poset)

If relation \leq holds $\forall x, y \in A$, A is totally ordered set



Classification

- Internal sorting
 - Data are in main memory
 - Direct access to elements

- External sorting
 - Data are on mass memory
 - Sequential access to elements



Classification

- In place sorting
 - n data in array + constant number of auxiliary memory locations
- Stable sorting
 - For data with duplicated keys the relative ordering is unchanged



Example

- Record with 2 keys
 - Name (key is first letter)
 - Group (key is an integer)

Unsorted data

Chiara	3
Barbara	4
Andrea	3
Roberto	2
Giada	4
Franco	1
Lucia	3
Fabio	3

Example

First sorting
according to first letter

Andrea	3
Barbara	4
Chiara	3
Fabio	3
Franco	1
Giada	4
Lucia	3
Roberto	2

Second sorting
according to group
NON stable algorithm

Franco	1
Roberto	2
Chiara	3
Fabio	3
Andrea	3
Lucia	3
Giada	4
Barbara	4

Second sorting
according to group
Stable algorithm

Franco	1
Roberto	2
Andrea	3
Chiara	3
Fabio	3
Lucia	3
Barbara	4
Giada	4



Classification: complexity

- $O(n^2)$
 - Simple, iterative, based on comparison
 - Insertion sort, Selection sort, Exchange/Bubble sort
- $O(n^{3/2})$
 - Shellsort (with certain sequences)
- $O(n \log n)$
 - More complex, recursive, based on comparison
 - Merge sort, Quicksort, Heapsort
- $O(n)$
 - Applicable with restrictions on data, based on computation
 - Counting sort, Radix sort, Bin/Bucket sort



Classification: complexity

A more detailed analysis is possible, distinguishing between

- Comparison and
- Exchange operations

When data are large, exchanging them may be expensive

Asymptotic complexity however doesn't change



Lower bound

Algorithms based on comparison

- Elementary operation

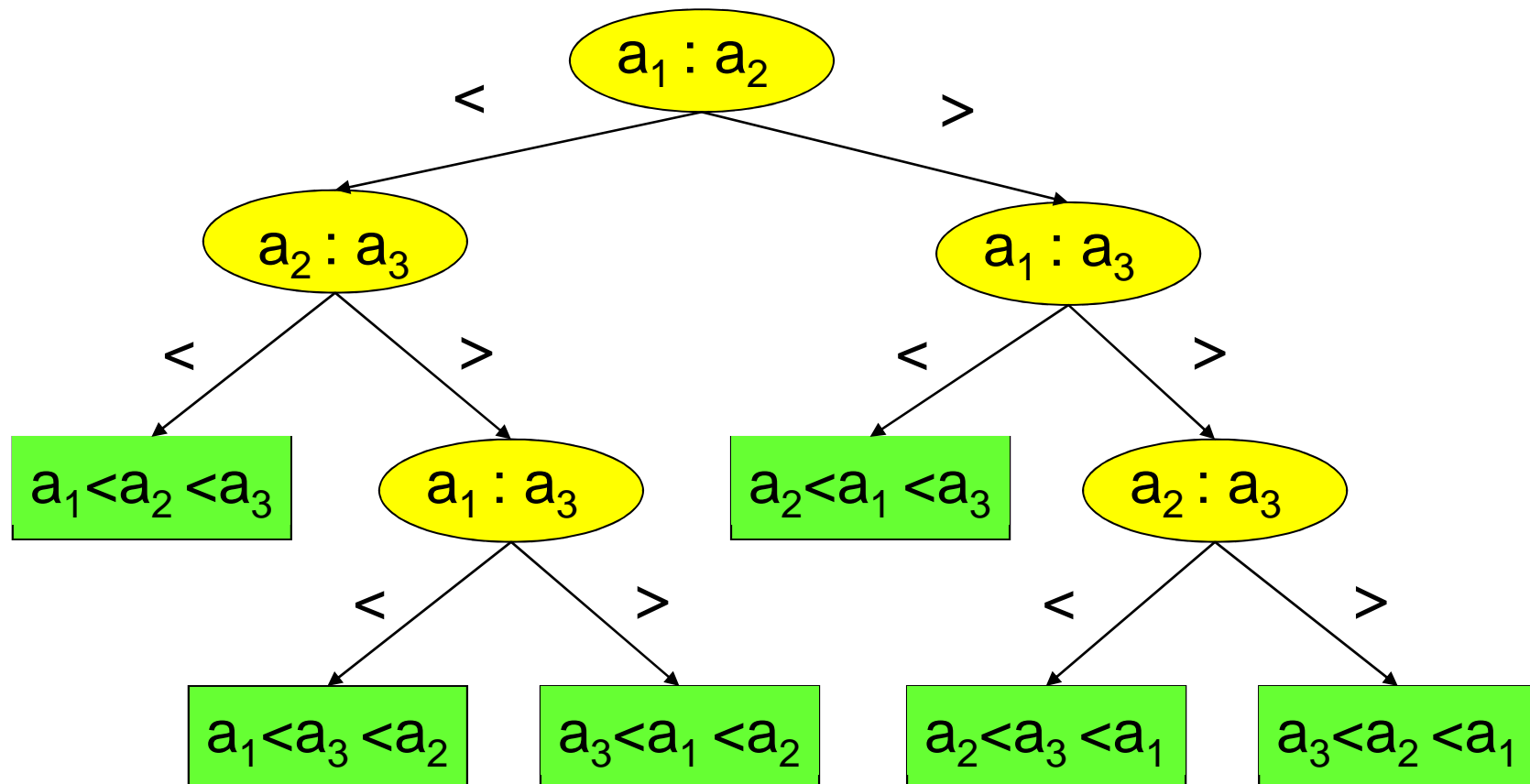
- Comparison $a_i : a_j$

- Outcome

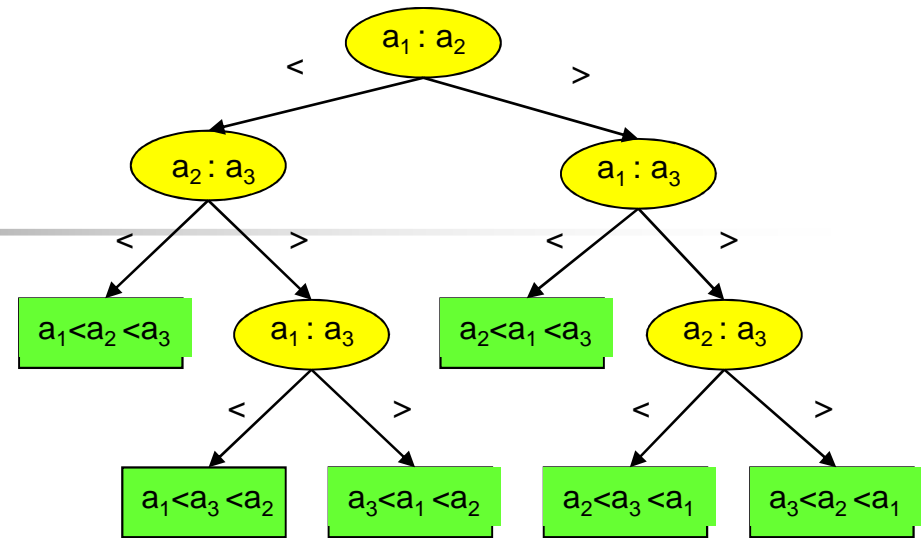
- Decision ($a_i > a_j$ or $a_i \leq a_j$)
- Decisions organized as a decision tree

Lower bound

Sort array of 3 distinct elements a_1, a_2, a_3



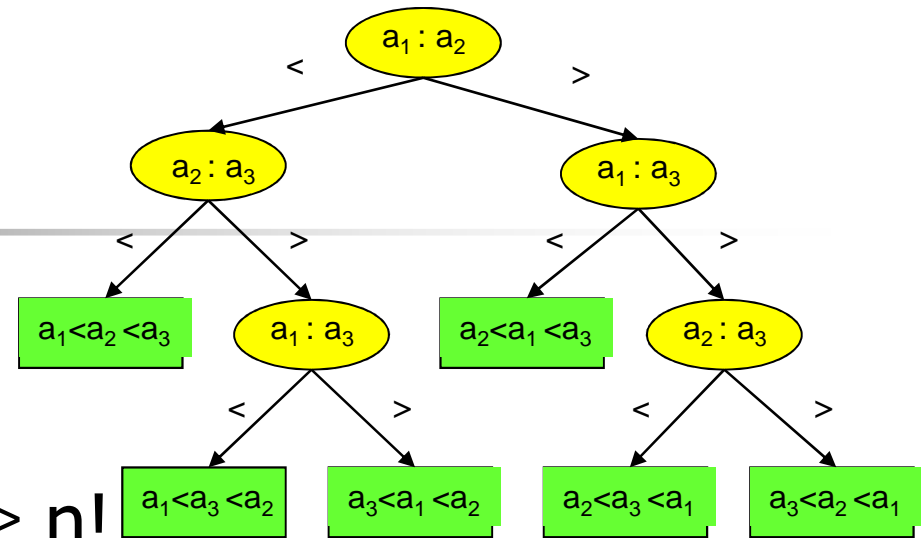
Lower bound



sortings = number of

- For n distinct integers
 - Number of possible permutations = $n!$
- Each solution
 - Sits on a tree leaf
- Complexity
 - Number h of comparisons, that is, the tree height h
- For a complete tree
 - Number of leaves = 2^h

Lower bound



- Then we must have

$$2^h \geq n!$$

- Stirling's approximation

- $n! > (n/e)^n$

- Then we have

$$2^h \geq n! > (n/e)^n$$

$$2^h > (n/e)^n$$

$$h > \lg(n/e)^n$$

$$h > n (\lg n - \lg e) = \Omega(n \lg n)$$