

Data Structure and Algorithms [CO2003]

Chapter 10 - Sort

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Contents

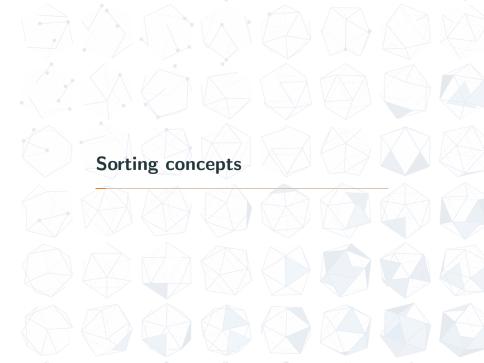


- 1. Sorting concepts
- 2. Insertion Sort
- 3. Selection Sort
- 4. Exchange Sort
- 5. Divide-and-Conquer

Outcomes

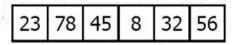


- **L.O.6.1** Depict the working steps of sorting algorithms step-by-steps.
- L.O.6.2 Describe sorting algorithms by using pseudocode.
- L.O.6.3 Implement sorting algorithms using C/C++ .
- L.O.6.4 Analyze the complexity and develop experiment (program) to evaluate sorting algorithms.
- L.O.6.5 Use sorting algorithms for problems in real-life.
- **L.O.8.4** Develop recursive implementations for methods supplied for the following structures: list, tree, heap, searching, and graphs.
- L.O.1.2 Analyze algorithms and use Big-O notation to characterize the computational complexity of algorithms composed by using the following control structures: sequence, branching, and iteration (not recursion).





One of the most important concepts and common applications in computing.





8 23 32 45 56 78



Sort stability: data with equal keys maintain their relative input order in the output.



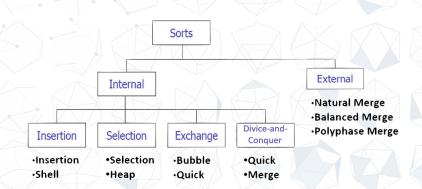


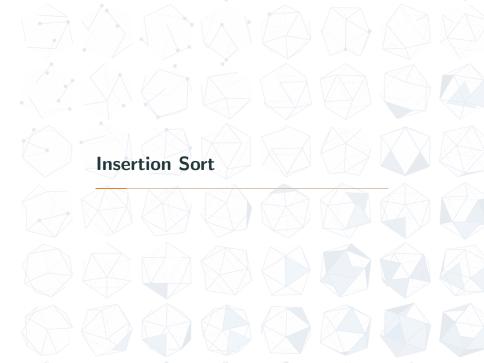
8 8 32 45 56 78



Sort efficiency: a measure of the relative efficiency of a sort = number of comparisons + number of moves.

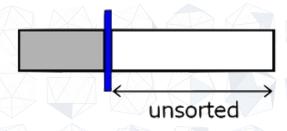




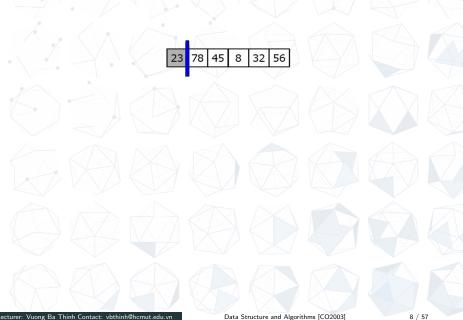




- The list is divided into two parts: sorted and unsorted.
- In each pass, the first element of the unsorted sublist is inserted into the sorted sublist.



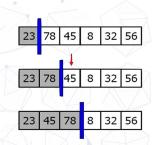




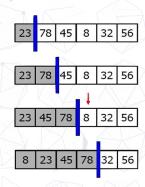




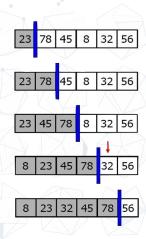




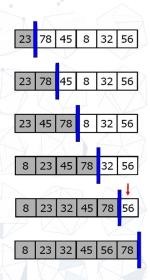














Algorithm InsertionSort()

Sorts the contiguous list using straight insertion sort.

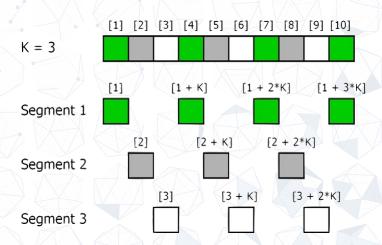
```
if count > 1 then
   current = 1
   while current < count do
       temp = data[current]
       walker = current - 1
       while walker >= 0 AND temp.key < data[walker].key do
          data[walker+1] = data[walker]
          walker = walker - 1
       end
       data[walker+1] = temp
       current = current + 1
   end
end
```

End InsertionSort

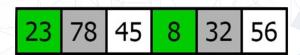


- Named after its creator Donald L. Shell (1959).
- Given a list of N elements, the list is divided into K segments (K is called the increment).
- ullet Each segment contains N/K or more elements.
- Segments are dispersed throughout the list.
- Also is called diminishing-increment sort.





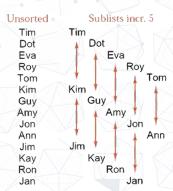




- ullet For the value of K in each iteration, sort the K segments.
- ullet After each iteration, K is reduced until it is 1 in the final iteration.

Example of Shell Sort









Jon

Tom

Tim

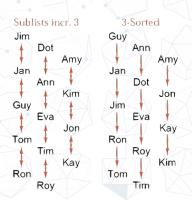
Kay

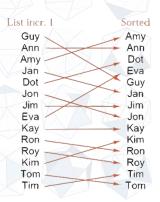
Ron

Roy

Example of Shell Sort







Choosing incremental values



- From more of the comparisons, it is better when we can receive more new information.
- Incremental values should not be multiples of each other, other wise, the same keys compared on one pass would be compared again at the next.
- The final incremental value must be 1.

Choosing incremental values



• Incremental values may be:

$$1, 4, 13, 40, 121, \dots$$

 $k_t = 1$
 $k_{i-1} = 3 * k_i + 1$
 $t = |\log_3 n| - 1$

• or:

$$1, 3, 7, 15, 31, \dots$$

$$k_t = 1$$

$$k_{i-1} = 2 * k_i + 1$$

$$t = |\log_2 n| - 1$$



Algorithm ShellSort()

Sorts the contiguous list using Shell sort.

```
k = first _incremental_value
while k >= 1 do
    segment = 1
    while segment <= k do
        SortSegment(segment)
        segment = segment + 1
    end
        k = next_incremental_value
end
End ShellSort</pre>
```



Algorithm SortSegment(val segment <int>, val k <int>)
Sorts the segment beginning at segment using insertion sort, step between elements in the segment is k.

```
current = segment + k
while current < count do
   temp = data[current]
   walker = current - k
   while walker >=0 AND temp.key < data[walker].key do
      data[walker + k] = data[walker]
      walker = walker - k
   end
   data[walker + k] = temp
   current = current + k
end
End SortSegment
```

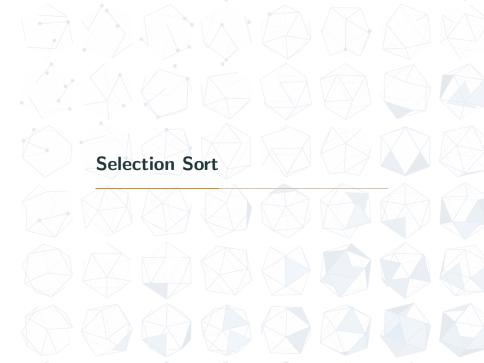
Insertion Sort Efficiency



• Straight insertion sort:

$$f(n) = n(n+1)/2 = O(n^2)$$

• Shell sort: $O(n^{1.25})$ (Empirical study)



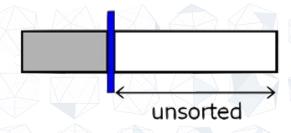
Selection Sort



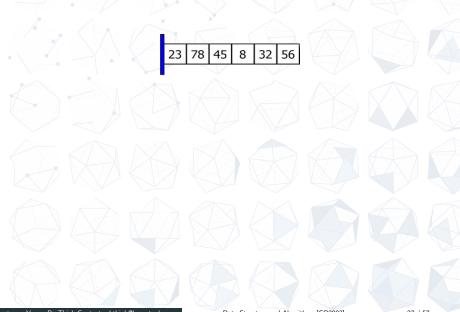
In each pass, the smallest/largest item is selected and placed in a sorted list.



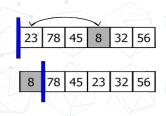
- The list is divided into two parts: sorted and unsorted.
- In each pass, in the unsorted sublist, the smallest element is selected and exchanged with the first element.



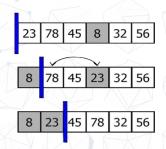




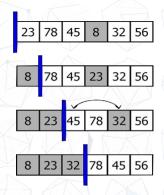




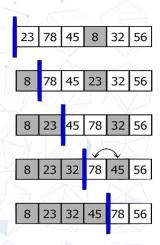




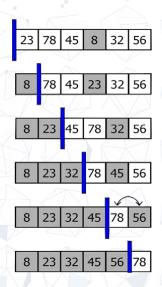












Straight Selection Sort



Algorithm SelectionSort()

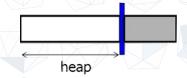
Sorts the contiguous list using straight selection sort.

```
current = 0
while current < count - 1 do
   smallest = current
   walker = current + 1
   while walker < count do
      if data [walker].key < data [smallest].key then
          smallest = walker
       end
       walker = walker + 1
   end
   swap(current, smallest)
   current = current + 1
end
```

End SelectionSort

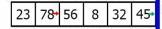


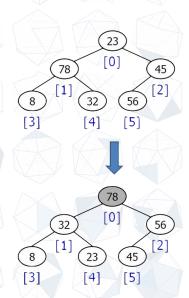
- The unsorted sublist is organized into a heap.
- In each pass, in the unsorted sublist, the largest element is selected and exchanged with the last element.
- The the heap is reheaped.



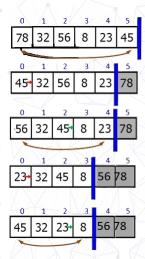


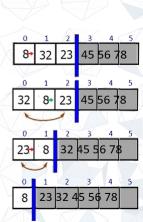
23 78 45 8	3 32 56
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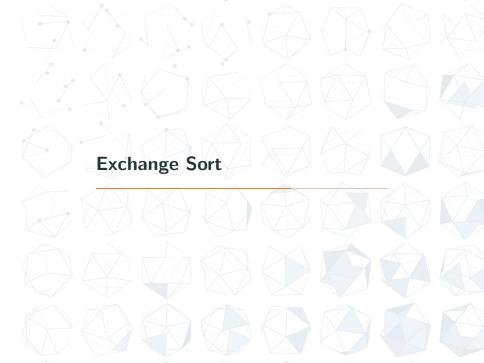
```
Algorithm HeapSort()
Sorts the contiguous list using heap sort.
```

```
position = count/2 - 1
while position >= 0 do
   ReheapDown(position, count - 1)
   position = position - 1
end
last = count - 1
while last > 0 do
   swap(0, last)
   last = last - 1
   ReheapDown(0, last - 1)
end
End HeapSort
```

Selection Sort Efficiency



- Straight selection sort: $O(n^2)$
- Heap sort: $O(nlog_2n)$



Exchange Sort

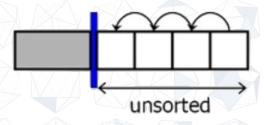


- In each pass, elements that are out of order are exchanged, until the entire list is sorted.
- Exchange is extensively used.

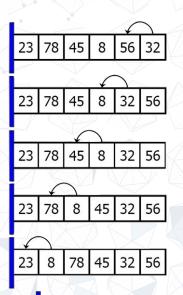
Bubble Sort



- The list is divided into two parts: sorted and unsorted.
- In each pass, the smallest element is bubbled from the unsorted sublist and moved to the sorted sublist.

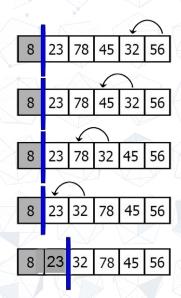






Bubble Sort





Bubble Sort



Algorithm BubbleSort()

Sorts the contiguous list using bubble sort.

```
current = 0, flag = False
while current < count AND flag = False do
   walker = count - 1
   flag = True
   while walker > current do
       if data [walker].key < data [walker-1].key then
          flag = False
          swap(walker, walker - 1)
       end
       walker = walker - 1
   end
   current = current + 1
end
```

End BubbleSort

Exchange Sort Efficiency



Bubble sort:

$$f(n) = n(n+1)/2 = O(n^2)$$



Divide-and-Conquer Sort



```
Algorithm DivideAndConquer()

if the list has length > 1 then

partition the list into lowlist and highlist lowlist.DivideAndConquer()
highlist.DivideAndConquer()
combine(lowlist, highlist)

end
```

End DivideAndConquer

Divide-and-Conquer Sort



	Partition	Combine
Merge Sort	easy	hard
Quick Sort	hard	easy

Quick Sort



Algorithm QuickSort()

Sorts the contiguous list using quick sort.

recursiveQuickSort(0, count - 1)

End QuickSort

Quick Sort



Algorithm recursiveQuickSort(val left <int>, val right <int>) Sorts the contiguous list using quick sort.

Pre: left and right are valid positions in the list

Post: list sorted

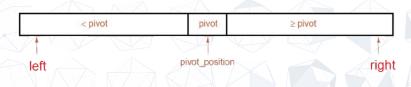
```
if left < right then
    pivot_position = Partition(left, right)
    recursiveQuickSort(left, pivot_position - 1)
    recursiveQuickSort(pivot_position + 1, right)</pre>
```

end

End recursiveQuickSort



Given a pivot value, the partition rearranges the entries in the list as the following figure:

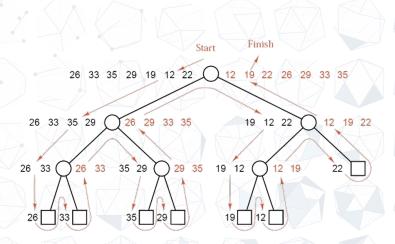


Quick Sort Efficiency



- Quick sort:
 - $O(nlog_2n)$







Algorithm MergeSort()

Sorts the linked list using merge sort.

recursiveMergeSort(head)

End MergeSort



Algorithm recursiveMergeSort(ref sublist <pointer>) Sorts the linked list using recursive merge sort.

```
if sublist is not NULL AND sublist->link is not NULL then
    Divide(sublist, second_list)
    recursiveMergeSort(sublist)
    recursiveMergeSort(second_list)
    Merge(sublist, second_list)
end
End recursiveMergeSort
```

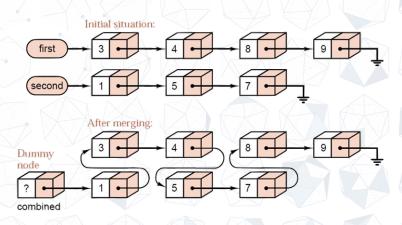


Algorithm Divide(val sublist <pointer>, ref second_list <pointer>) Divides the list into two halves.

```
midpoint = sublist
position = sublist->link
while position is not NULL do
   position = position->link
   if position is not NULL then
       midpoint = midpoint->link
       position = position->link
   end
end
second list = midpoint->link
midpoint->link = NULL
End Divide
```

Merge two sublists





Merge two sublists



Algorithm Merge(ref first <pointer>, ref second <pointer>) Merges two sorted lists into a sorted list.

```
lastSorted = address of combined
while first is not NULL AND second is not NULL do
   if first->data.key <= second->data.key then
       lastSorted->link = first
       lastSorted = first
       first = first > link
   else
       lastSorted->link = second
       lastSorted = second
       second = second->link
   end
```

Merge two sublists

