

# Lab 5

**Due** No Due Date      **Points** 1

You are suggested to use the teaching servers burrow.soic.indiana.edu or hulk.soic.indiana.edu or tank.soic.indiana.edu for practicing C programs.

## Lab 5: Bucket sort with linked list

For this lab, all students must have a good grasp on linked list.

### Random number generation

The following function generates and assign random numbers within the range (0,1) to the array with n elements

```
#include <stdlib.h>

void generateRandomNumbers(double a[], int n)
{
    int i;
    for(i = 0; i < n; ++i)
    {
        // rand() generates a random number from 0 to RAND_MAX, defined in <stdlib.h>
        // After the division with RAND_MAX, the array will have random value within (0,1)
        a[i] = rand() / (double)RAND_MAX;
    }
}
```

### Linked List

We will use one way linked list in this exercise with a floating point value and a pointer to the next node of the linked list. A generic node can be created this way:

```
typedef struct node_struct
{
    double d;
    struct node_struct *next;
} node;
```

An array of node pointers can be created and initialized with NULL the following way which can be used in a bucket sort.

```
node *B[100];
for(i = 0; i < n; ++i)
    B[i] = NULL;
```

Now we have n node pointers that we can use for creating n separated linked lists.

The following function takes a value and inserts it into the index-th linked list.

```

void insert(double value, int index, node *B[])
{
    // This function insert a new node with value into the B[index] linked list. The function
    // inserts the new node in the correct place of the linked list so that the link list is sorted

    node *t;
    if (B[index] == NULL)
    {
        // No elements in the linked list, create and insert the node at the beginning of the list
        t = (node *)malloc(sizeof(node));
        t->d = value;
        t->next = NULL;
        B[index] = t;
    }
    else
    {
        // Take two pointers p0 and p1. p0 always stays one node behind p1
        // The new node t will be inserted either on the end of the linked list
        // or before a node that has a value greater than the new node value.

        node *p0, *p1;
        p0 = B[index];
        p1 = p0->next;

        if (p0->d > value)
        {
            t = (node *)malloc(sizeof(node));
            t->d = value;
            t->next = p0;
            B[index] = t;
        }
        else
        {
            while (p1 != NULL)
            {
                if (p1->d > value)
                {
                    break;
                }

                // Advance both node pointer one node ahead to compare with next element in the lin
                p1 = p1->next;
                p0 = p0->next;
            }
            // Create new node t and insert at the appropriate place
            t = (node *)malloc(sizeof(node));
            t->d = value;
            t->next = p1;
            p0->next = t;
        }
    }
}

```

## Bucket Sort

Bucket sort sorts number drawn from uniform distribution in average  $O(n)$  time. Bucket sort divides the input numbers  $(0,1)$  into  $n$  equal sized separate slot (i.e a linked list) and maps the values to a slot and insert the value into that slot (i.e linked list). Each linked list maintain a sorted order by inserting all values with insertion sort.

**NOTE: For this assignment, you need to implement the data structure linked list yourself, using already existed implementation is NOT accepted.**

```
BUCKET-SORT(A)
    let B[0...n-1] be a new array
    n = A.length
    for i = 0 to n-1
        make B[i] an empty list
    for i = 1 to n
        insert A[i] into the slot B[index] in sorted order using insertion sort, where index=floor
(n*A[i])
    print out the list values of B[0...n-1] to output the sorted numbers
```

## Test

Generate uniformly distributed random array of size 10,100,1000 etc. and test your algorithm on them.