

# 排序演算法

## 合併排序、快速排序……

nevikw39

點石學園

August 27, 2021

- 1 Abstract
  - Bubble Sort
- 2 Implementation
  - Merge Sort
    - Inversion
  - Quicksort
    - Quickselect
- 3 Easy-to-use built-in functions
  - `std::sort()`
- 4 Appendix

# Section 1

## Abstract

- 1 Abstract
  - Bubble Sort
- 2 Implementation
  - Merge Sort
  - Quicksort
- 3 Easy-to-use built-in functions
- 4 Appendix

# Introduction to Sorting

## Definition (Sort)

Rearrange elements in an array into a sort of order.

- Monotonicity
- Permutation of original array

# Introduction to Sorting

## Definition (Sort)

Rearrange elements in an array into a sort of order.

- Monotonicity
- Permutation of original array

## Reason

- Ranking
- Prerequisite of other algorithms such as binary search, greedy, ...

# Naïve Approach: Bubble Sort

```
procedure BUBBLE SORT( $\{a_0, a_1, \dots, a_{n-1}\}$ )  
  for  $i \in [0, n - 1)$  do  
    for  $j \in [0, n - 1 - i)$  do  
      if  $a_j > a_{j+1}$  then  
        SWAP( $a_j, a_{j+1}$ )  
      end if  
    end for  
  end for  
  return  $a$   
end procedure
```

# Example

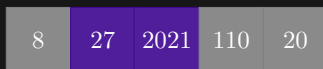
8	27	2021	110	20
---	----	------	-----	----

# Example

8	27	2021	110	20
---	----	------	-----	----



# Example



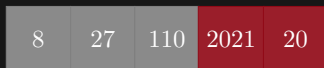
# Example



# Example



# Example



# Example

8	27	110	20	2021
---	----	-----	----	------

# Example

8	27	110	20	2021
---	----	-----	----	------

# Example

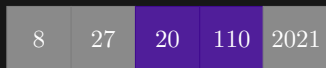


# Example





# Example



# Example

8	27	20	110	2021
---	----	----	-----	------

# Example



# Example



# Example

8	20	27	110	2021
---	----	----	-----	------

# Section 2

## Implementation

- 1 Abstract
  - Bubble Sort
- 2 Implementation
  - Merge Sort
    - Inversion
  - Quicksort
    - Quickselect
- 3 Easy-to-use built-in functions
- 4 Appendix

# 分（而）治（之）法 Divide & Conquer

分治三部曲：

# 分（而）治（之）法 Divide & Conquer

分治三部曲：

**Divide** Split original problem into several subproblems



# 分（而）治（之）法 Divide & Conquer

分治三部曲：

**Divide** Split original problem into several subproblems

**Conquer** Recur to each subproblem until it could be easily solved

# 分（而）治（之）法 Divide & Conquer

分治三部曲：

**Divide** Split original problem into several subproblems

**Conquer** Recur to each subproblem until it could be easily solved

**Combine** Merge the results of subproblems

# 分（而）治（之）法 Divide & Conquer

分治三部曲：

**Divide** Split original problem into several subproblems

**Conquer** Recur to each subproblem until it could be easily solved

**Combine** Merge the results of subproblems

時間複雜度：Master Theorem

# 分（而）治（之）法 Divide & Conquer

分治三部曲：

**Divide** Split original problem into several subproblems

**Conquer** Recur to each subproblem until it could be easily solved

**Combine** Merge the results of subproblems

時間複雜度：Master Theorem

$$T(n) = aT\left(\frac{n}{b}\right) + O(n^d) = \begin{cases} O(n^d), & d > \log_b a \\ O(n^d \log n), & d = \log_b a \\ O(n^{\log_b a}), & d < \log_b a \end{cases}$$

# 合併排序

Divide Split array into *left* and *right* subarrays ( $b = 2, O(1)$ )

# 合併排序

**Divide** Split array into *left* and *right* subarrays ( $b = 2, O(1)$ )

**Conquer** Sort two subarrays recursively ( $a = 2$ )

# 合併排序

**Divide** Split array into *left* and *right* subarrays ( $b = 2, O(1)$ )

**Conquer** Sort two subarrays recursively ( $a = 2$ )

**Combine** Merge two sorted subarrays in  $O(n)$

# 合併

Given two sorted subarrays *left*, *right*, how could we combine them to a sorted array efficiently??



# 合併

Given two sorted subarrays *left*, *right*, how could we combine them to a sorted array efficiently??

Let **itr**, **jtr** point to the begin of *left*, *right* respectively.

# 合併

Given two sorted subarrays *left*, *right*, how could we combine them to a sorted array efficiently??

Let **itr**, **jtr** point to the begin of *left*, *right* respectively.

If **itr**  $\neq$  the end of *left*  $\wedge$  **jtr**  $\neq$  the end of *right*, then we choose the min one and forward the pointer.

# 合併

Given two sorted subarrays *left*, *right*, how could we combine them to a sorted array efficiently??

Let **itr**, **jtr** point to the begin of *left*, *right* respectively.

If **itr**  $\neq$  the end of *left*  $\wedge$  **jtr**  $\neq$  the end of *right*, then we choose the min one and forward the pointer.

Else if **itr**  $\neq$  the end of *left*  $\vee$  **jtr**  $\neq$  the end of *right*, then we choose the pointer and forward it.

# 合併

Given two sorted subarrays *left*, *right*, how could we combine them to a sorted array efficiently??

Let **itr**, **jtr** point to the begin of *left*, *right* respectively.

If **itr**  $\neq$  the end of *left*  $\wedge$  **jtr**  $\neq$  the end of *right*, then we choose the min one and forward the pointer.

Else if **itr**  $\neq$  the end of *left*  $\vee$  **jtr**  $\neq$  the end of *right*, then we choose the pointer and forward it.

Repeat until **itr** = the end of *left*  $\wedge$  **jtr** = the end of *right*.

# Pseudocode

```
procedure MERGE SORT(*begin, *end)
```

# Pseudocode

```
procedure MERGE SORT(*begin, *end)
```

```
  if end - begin = 1 then
```

```
    return
```

```
  end if
```

▷ 0. Recursion boundary

# Pseudocode

**procedure** MERGE SORT(*\*begin, \*end*)

**if** end - begin = 1 **then**

        ▷ 0. Recursion boundary

**return**

**end if**

$mid \leftarrow \frac{begin+end}{2}$ ,  $left \leftarrow [begin, mid)$ ,  $right \leftarrow [mid, end)$  ▷ 1. Divide

# Pseudocode

**procedure** MERGE SORT(*\*begin, \*end*)

**if** end - begin = 1 **then**

        ▷ 0. Recursion boundary

**return**

**end if**

$mid \leftarrow \frac{begin+end}{2}$ , left  $\leftarrow [begin, mid)$ , right  $\leftarrow [mid, end)$  ▷ 1. Divide

    MERGE SORT(left.begin(), left.end())

        ▷ 2. Conquer

    MERGE SORT(right.begin(), right.end())



# Pseudocode

**procedure** MERGE SORT(*\*begin*, *\*end*)

**if**  $\text{end} - \text{begin} = 1$  **then**

        ▷ 0. Recursion boundary

**return**

**end if**

$\text{mid} \leftarrow \frac{\text{begin} + \text{end}}{2}$ ,  $\text{left} \leftarrow [\text{begin}, \text{mid})$ ,  $\text{right} \leftarrow [\text{mid}, \text{end})$  ▷ 1. Divide

    MERGE SORT(*left.begin()*, *left.end()*)

        ▷ 2. Conquer

    MERGE SORT(*right.begin()*, *right.end()*)

$\text{itr} \leftarrow \text{left.begin()}$ ,  $\text{jtr} \leftarrow \text{right.begin()}$

**while**  $\text{begin} \neq \text{end}$  **do**

        ▷ 3. Combine

**if**  $\text{itr} \neq \text{left.end()} \wedge (\text{jtr} = \text{right.end()} \vee *itr < *jtr)$  **then**

$*begin++ \leftarrow *itr++$

**else**

$*begin++ \leftarrow *jtr++$

**end if**

**end while**

**end procedure**

# Example

8	27	2021	110	20
---	----	------	-----	----

# Example

8

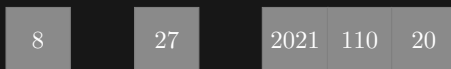
27

2021

110

20

# Example



# Example

8

27

2021

110

20

# Example

8

27

2021

110

20

# Example

8

27

2021

110

20

# Example

8

27

2021

20

110



# Example

8

27

20

110

2021

# Example

8	20	27	110	2021
---	----	----	-----	------

# 類題演練

- AtCoder Beginner Contest 154 p. C - Distinct or Not
- LeetCode 0004. Median of Two Sorted Arrays (Hard!?)

# Distinct or Not

AtCoder Beginner Contest 154 p. C

## Problem

Determine if each element in the array is unique.

# Distinct or Not

AtCoder Beginner Contest 154 p. C

## Problem

Determine if each element in the array is unique.

## Idea

Use nested loop??

# Distinct or Not

AtCoder Beginner Contest 154 p. C

## Problem

Determine if each element in the array is unique.

## Idea

Use nested loop??

## Algorithm

In **combine** process of MERGE SORT, we could check whether **\*itr == \*jtr**.

# Median of Two Sorted Arrays

LeetCode 0004 (Hard!?)

## Definition (Median)

For an sorted array  $a$  whose size is  $n$ , if  $n$  is odd, then its median is  $a_{n/2}$ ; otherwise, it is  $\frac{a_{n/2} + a_{n/2-1}}{2}$

# Median of Two Sorted Arrays

LeetCode 0004 (Hard!?)

## Definition (Median)

For an sorted array  $a$  whose size is  $n$ , if  $n$  is odd, then its median is  $a_{n/2}$ ; otherwise, it is  $\frac{a_{n/2} + a_{n/2-1}}{2}$

## Algorithm

Obviously, all we have to do is to perform **combine** process of MERGE SORT.



# 逆序對 (Inversion) 數量

## Definition (Inversion)

Given a sequence  $S$ . If  $i < j \iff S_i > S_j$ , then  $(i, j)$  or  $(S_i, S_j)$  is called a **inversion** of  $S$ .

# 逆序對 (Inversion) 數量

## Definition (Inversion)

Given a sequence  $S$ . If  $i < j \iff S_i > S_j$ , then  $(i, j)$  or  $(S_i, S_j)$  is called a **inversion** of  $S$ .

## Idea

$\forall i \in [0, |S|), \forall j \in [i, |S|)$ , count whether  $i < j \iff S_i > S_j??$

# 逆序對 (Inversion) 數量

## Definition (Inversion)

Given a sequence  $S$ . If  $i < j \iff S_i > S_j$ , then  $(i, j)$  or  $(S_i, S_j)$  is called a **inversion** of  $S$ .

## Idea

$\forall i \in [0, |S|), \forall j \in [i, |S|)$ , count whether  $i < j \iff S_i > S_j$ ??

## Algorithm

When **combining** two sorted subarrays, if  $*itr > *jtr$ , then a **inversion** exists, and  $*(itr + 1), \dots$  are also greater than  $*jtr$  with a smaller index.

# 類題演練

- AtCoder Beginner Contest 190 p. F - Shift and Inversions
- UVa 10810: Ultra-QuickSort
- UVa 11858: Frosh Week

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- 1  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- 1  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
- 2  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- ①  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
- ②  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$
- ③  $v = \{2, 3, 4, 0, 1\}$ , there are 6 inversions:  
 $(2, 0), (3, 0), (4, 0), (2, 1), (3, 1), (4, 1)$

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- 1  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
- 2  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$
- 3  $v = \{2, 3, 4, 0, 1\}$ , there are 6 inversions:  
 $(2, 0), (3, 0), (4, 0), (2, 1), (3, 1), (4, 1)$
- 4  $v = \{3, 4, 0, 1, 2\}$ , there are 6 inversions:  
 $(3, 0), (3, 1), (4, 0), (4, 1), (3, 2), (4, 2)$



# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- 1  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
- 2  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$
- 3  $v = \{2, 3, 4, 0, 1\}$ , there are 6 inversions:  
 $(2, 0), (3, 0), (4, 0), (2, 1), (3, 1), (4, 1)$
- 4  $v = \{3, 4, 0, 1, 2\}$ , there are 6 inversions:  
 $(3, 0), (3, 1), (4, 0), (4, 1), (3, 2), (4, 2)$
- 5  $v = \{4, 0, 1, 2, 3\}$ , there are 4 inversions:  $(4, 0), (4, 1), (4, 2), (4, 3)$

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- 1  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
- 2  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$
- 3  $v = \{2, 3, 4, 0, 1\}$ , there are 6 inversions:  
 $(2, 0), (3, 0), (4, 0), (2, 1), (3, 1), (4, 1)$
- 4  $v = \{3, 4, 0, 1, 2\}$ , there are 6 inversions:  
 $(3, 0), (3, 1), (4, 0), (4, 1), (3, 2), (4, 2)$
- 5  $v = \{4, 0, 1, 2, 3\}$ , there are 4 inversions:  $(4, 0), (4, 1), (4, 2), (4, 3)$
- When removing  $a$  from the front of the array, the number of inversion would decrease by  $a$  for  $a$  is the  $a$ -th smallest element in the array.

# Shift and Inversions

AtCoder Beginner Contest 190 p. F

- ❶  $v = \{0, 1, 2, 3, 4\}$ , there are 0 inversions.
  - ❷  $v = \{1, 2, 3, 4, 0\}$ , there are 4 inversions:  $(1, 0), (2, 0), (3, 0), (4, 0)$
  - ❸  $v = \{2, 3, 4, 0, 1\}$ , there are 6 inversions:  
 $(2, 0), (3, 0), (4, 0), (2, 1), (3, 1), (4, 1)$
  - ❹  $v = \{3, 4, 0, 1, 2\}$ , there are 6 inversions:  
 $(3, 0), (3, 1), (4, 0), (4, 1), (3, 2), (4, 2)$
  - ❺  $v = \{4, 0, 1, 2, 3\}$ , there are 4 inversions:  $(4, 0), (4, 1), (4, 2), (4, 3)$
- When removing  $a$  from the front of the array, the number of inversion would decrease by  $a$  for  $a$  is the  $a$ -th smallest element in the array.
  - In like manner, when appending  $a$  to the back of the array, the number would increase by  $N - 1 - a$  because  $a$  is less than  $N - 1 - a$  elements in the array.

# 快速排序

**Divide** Select a *pivot* value and separate the array into *less* partition and *greater* partition ( $b = 2$ ,  $O(n)$ )

# 快速排序

**Divide** Select a *pivot* value and separate the array into *less* partition and *greater* partition ( $b = 2, O(n)$ )

**Conquer** Sort two partitions recursively ( $a = 2$ )

# 快速排序

**Divide** Select a *pivot* value and separate the array into *less* partition and *greater* partition ( $b = 2, O(n)$ )

**Conquer** Sort two partitions recursively ( $a = 2$ )

**Combine** Nothing to do, the array have been sorted. ( $O(1)$ )

# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

Suppose two partitions are  $[begin, itr)$  and  $[itr + 1, end)$ .



# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

Suppose two partitions are  $[begin, itr)$  and  $[itr + 1, end)$ .

Initially,  $itr \leftarrow begin$ ,  $pivot \leftarrow end - 1$ .

# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

Suppose two partitions are  $[begin, itr)$  and  $[itr + 1, end)$ .

Initially,  $itr \leftarrow begin$ ,  $pivot \leftarrow end - 1$ .

We traverse from *begin* through *pivot* with *jtr*.

# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

Suppose two partitions are  $[begin, itr)$  and  $[itr + 1, end)$ .

Initially,  $itr \leftarrow begin$ ,  $pivot \leftarrow end - 1$ .

We traverse from *begin* through *pivot* with *jtr*.

If  $*jtr < *pivot$ , then we put it to  $*itr$  and forward *itr*.

# 原地分割 (In-place Division)

How could we separate the array into *less* partition and *greater* partition??

Suppose two partitions are  $[begin, itr)$  and  $[itr + 1, end)$ .

Initially,  $itr \leftarrow begin$ ,  $pivot \leftarrow end - 1$ .

We traverse from *begin* through *pivot* with *jtr*.

If  $*jtr < *pivot$ , then we put it to  $*itr$  and forward *itr*.

Finally, swap  $*itr$  and  $*pivot$ .

# Pivot

The choice of *pivot* plays a significant role when it comes to the efficiency of QUICKSORT.

# Pivot

The choice of *pivot* plays a significant role when it comes to the efficiency of QUICKSORT.

In classical textbook “Introduction to Algorithm”, C., S., L., R. chose the last element to be *pivot*.

# Pivot

The choice of *pivot* plays a significant role when it comes to the efficiency of QUICKSORT.

In classical textbook “Introduction to Algorithm”, C., S., L., R. chose the last element to be *pivot*.

Nevertheless, fixed *pivot* may run into troubles because if unfortunately *pivot* is minimum or maximum every time, the time complexity would decline to  $O(n^2)$ .

# Pivot

The choice of *pivot* plays a significant role when it comes to the efficiency of QUICKSORT.

In classical textbook “Introduction to Algorithm”, C., S., L., R. chose the last element to be *pivot*.

Nevertheless, fixed *pivot* may run into troubles because if unfortunately *pivot* is minimum or maximum every time, the time complexity would decline to  $O(n^2)$ .

With an eye to avoiding this, we can pick *pivot* randomly or use the median of  $\{*\textit{begin}, *(\frac{\textit{begin}+\textit{end}}{2}), *\textit{end} - 1\}$ .



# Pseudocode

```
procedure QUICKSORT(*begin, *end)
```

# Pseudocode

```
procedure QUICKSORT(*begin, *end)  
  if  $end - begin \leq 1$  then  
    return  
  end if
```

▷ 0. Recursion boundary

# Pseudocode

```
procedure QUICKSORT(*begin, *end)  
  if  $end - begin \leq 1$  then  
    return  
  end if  
   $itr \leftarrow begin, pivot \leftarrow end - 1$   
  for  $jtr \leftarrow begin; jtr \neq pivot; jtr++$  do  
    if  $*jtr < *pivot$  then  
      SWAP( $*itr++$ ,  $*jtr$ )  
    end if  
  end for  
  SWAP( $*itr$ ,  $*pivot$ )
```

▷ 0. Recursion boundary

▷ 1. Divide

# Pseudocode

**procedure** QUICKSORT(*\*begin, \*end*)

**if**  $end - begin \leq 1$  **then**

**return**

**end if**

$itr \leftarrow begin, pivot \leftarrow end - 1$

**for**  $jtr \leftarrow begin; jtr \neq pivot; jtr++$  **do**

**if**  $*jtr < *pivot$  **then**

      SWAP( $*itr++$ ,  $*jtr$ )

**end if**

**end for**

  SWAP( $*itr$ ,  $*pivot$ )

  QUICKSORT( $begin, itr$ )

  QUICKSORT( $itr + 1, end$ )

▷ 0. Recursion boundary

▷ 1. Divide

▷ 2. Conquer

# Pseudocode

```
procedure QUICKSORT(*begin, *end)
```

```
    if  $end - begin \leq 1$  then
```

▷ 0. Recursion boundary

```
        return
```

```
    end if
```

```
     $itr \leftarrow begin, pivot \leftarrow end - 1$ 
```

▷ 1. Divide

```
    for  $jtr \leftarrow begin; jtr \neq pivot; jtr++$  do
```

```
        if  $*jtr < *pivot$  then
```

```
            SWAP( $*itr++$ ,  $*jtr$ )
```

```
        end if
```

```
    end for
```

```
    SWAP( $*itr$ ,  $*pivot$ )
```

```
    QUICKSORT( $begin, itr$ )
```

▷ 2. Conquer

```
    QUICKSORT( $itr + 1, end$ )
```

▷ 3. Combine

```
end procedure
```

# Example

8	27	2021	110	20
---	----	------	-----	----

# Example



# Example

8

20

27

110

2021



# Example



# Example

8	20	27	110	2021
---	----	----	-----	------

# 快速選擇 Quickselect

## Problem

Find the  $k$ -th element in the array.

# 快速選擇 Quickselect

## Problem

Find the  $k$ -th element in the array.

## Idea

Sort the array??

# 快速選擇 Quickselect

## Problem

Find the  $k$ -th element in the array.

## Idea

Sort the array??

## Algorithm

When **dividing** array into *less* and *greater* parts in QUICKSORT, we could know the size of them. If  $k < |less|$ , we only need to recur to less part and greater one could be ignored; vice versa.

Note that if we recur to greater part, we should update  $k$  to  $k - |less| - 1$  because the  $k$ -th element in the original array is  $k - |less| - 1$ -th element in the greater part.

# 類題演練

- LeetCode 0215. Kth Largest Element in an Array (Medium)
- AtCoder Beginner Contest 161 p. C - Popular Vote

# Kth Largest Element in an Array

LeetCode 0215 (Medium)

非常單純的模板題，我們以此來示範 *pivot* 之選擇。

Always last 40ms, beats 17.10% submissions

Randomly 8ms, faster than 75.44% codes

# Section 3

## Easy-to-use built-in functions

- 1 Abstract
  - Bubble Sort
- 2 Implementation
  - Merge Sort
  - Quicksort
- 3 Easy-to-use built-in functions
  - `std::sort()`
- 4 Appendix



# std::merge()

```

void merge_sort(vector<int>::iterator begin,
                vector<int>::iterator end)
{
    // 0. recursion boundary
    if (end - begin == 1)
        return;
    // 1. Divide
    auto mid = begin + ((end - begin) >> 1); // equal to
        'begin+(end-begin)/2'
    vector<int> left(begin, mid), right(mid, end);
    // 2. Conquer
    merge_sort(left.begin(), left.end());
    merge_sort(right.begin(), right.end());
    // 3. Combine
    merge(left.begin(), left.end(), right.begin(),
          right.end(), begin);
}

```

# std::partition()

```

int pivot;
bool cmp_partition(int x) { return x < pivot; }
void quicksort(vector<int>::iterator begin,
               vector<int>::iterator end)
{
    // 0. recursion boundary
    if (end - begin <= 1)
        return;
    // 1. Divide
    pivot = *(end - 1);
    auto itr = partition(begin, end - 1, cmp_partition);
    swap(*itr, *(end - 1));
    // 2. Conquer
    quicksort(begin, itr);
    quicksort(itr + 1, end);
    // 3. Combine
    // Nothing to do
}

```

# `std::nth_element()`

```
nth_element(v.begin(), v.begin() + 2, v.end());  
cout << "\n2-nd element (0-indexed) is " <<  
      *(v.begin() + 2) << '\n';
```

# std::sort()

```
sort(v.begin(), v.end());  
for (const int &i : v)  
    cout << '□' << i;
```

# `std::sort()` with `std::string` and other...

```

string s = "hello_world_QWERTY_QAZ_QSC_QQ_wasd";
cout << '\n' + s << '\n';
sort(s.begin(), s.end());
cout << s << '\n';

```

# std::sort() using custom comparator

```

bool cmp_sort(int lhs, int rhs) // result be like: {1,
    3, 5, 4, 2, 0}
{
    if (lhs & 1 ^ rhs & 1) // if l%2 != r%2
        return lhs & 1; // return true if l is odd
            otherwise return false
    else
        return lhs & 1 ? lhs < rhs : lhs > rhs; // if l,
            r are both odd then return l<r else return
            l>r
}

// ...

sort(v.begin(), v.end(), cmp_sort);
for (const int &i : v)
    cout << '□' << i;

```

# Section 4

## Appendix

- 1 Abstract
  - Bubble Sort
- 2 Implementation
  - Merge Sort
  - Quicksort
- 3 Easy-to-use built-in functions
- 4 Appendix

# Stable sorts vs. Unstable sorts

## Definition (Stability)

For non-distinct elements, whether they are outputted in the same order they inputted.



# Comparison sorts vs. Distribution sorts

BUBBLE SORT, MERGE SORT, QUICKSORT and ... are called *Comparison sorts* because all of them are based on a binary boolean relation (oft  $<$ ) and aimed at swapping all inversions. On the other hand, there are other means.

# Age sort

UVa 11462

There are up to  $2 \times 10^6$  people aging between  $[1, 100]$  in the country.  
Our goal is to sort them by their age.

# Counting sort

If the *range* of input is small enough, then we could record the occurrence of for all element in the *range*.