Chapter 10
Sorting

Data Structures and Algorithms

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Outcomes

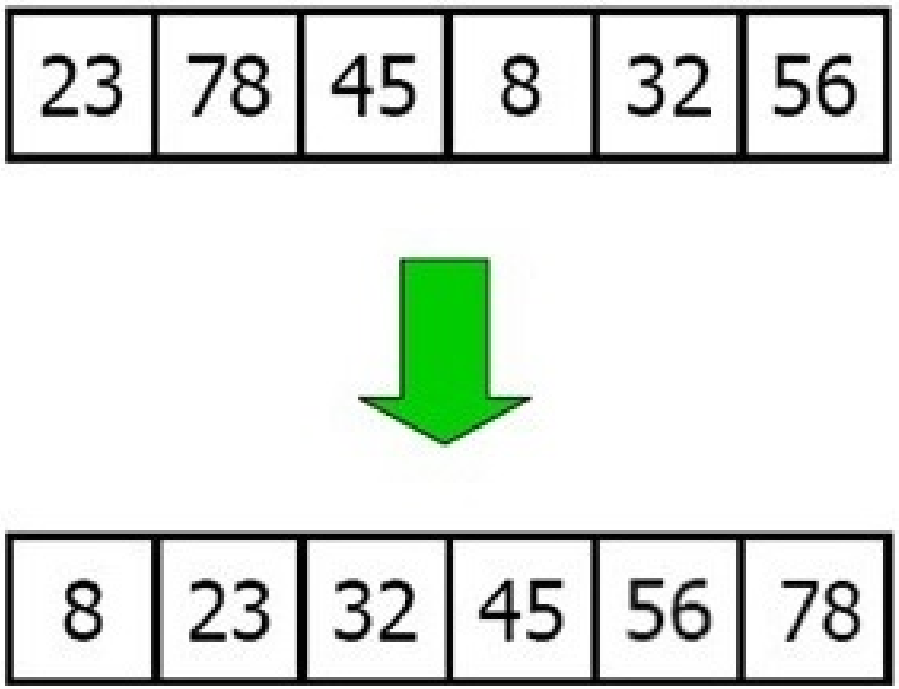
- **L.O.6.1** - Depict the working steps of sorting algorithms step-by-steps.
- **L.O.6.2** - Describe sorting algorithms by using pseudocode.
- **L.O.6.3** - Implement sorting algorithms using C/C++ .
- **L.O.6.4** - Analyze the complexity and develop experiment (program) to evaluate sorting algorithms.
- **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).

Contents

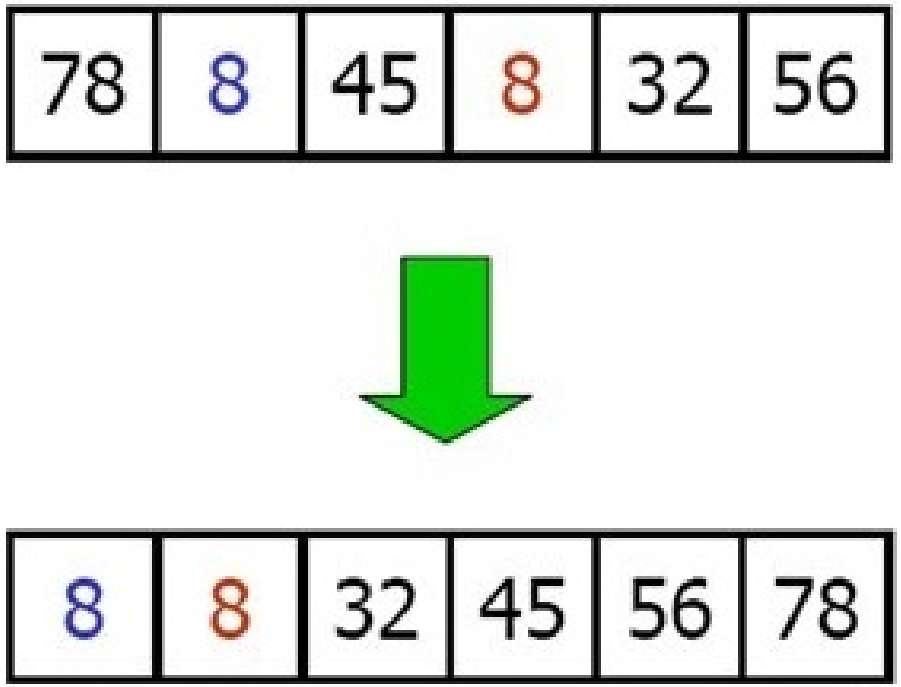
Sorting concepts

Sorting

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



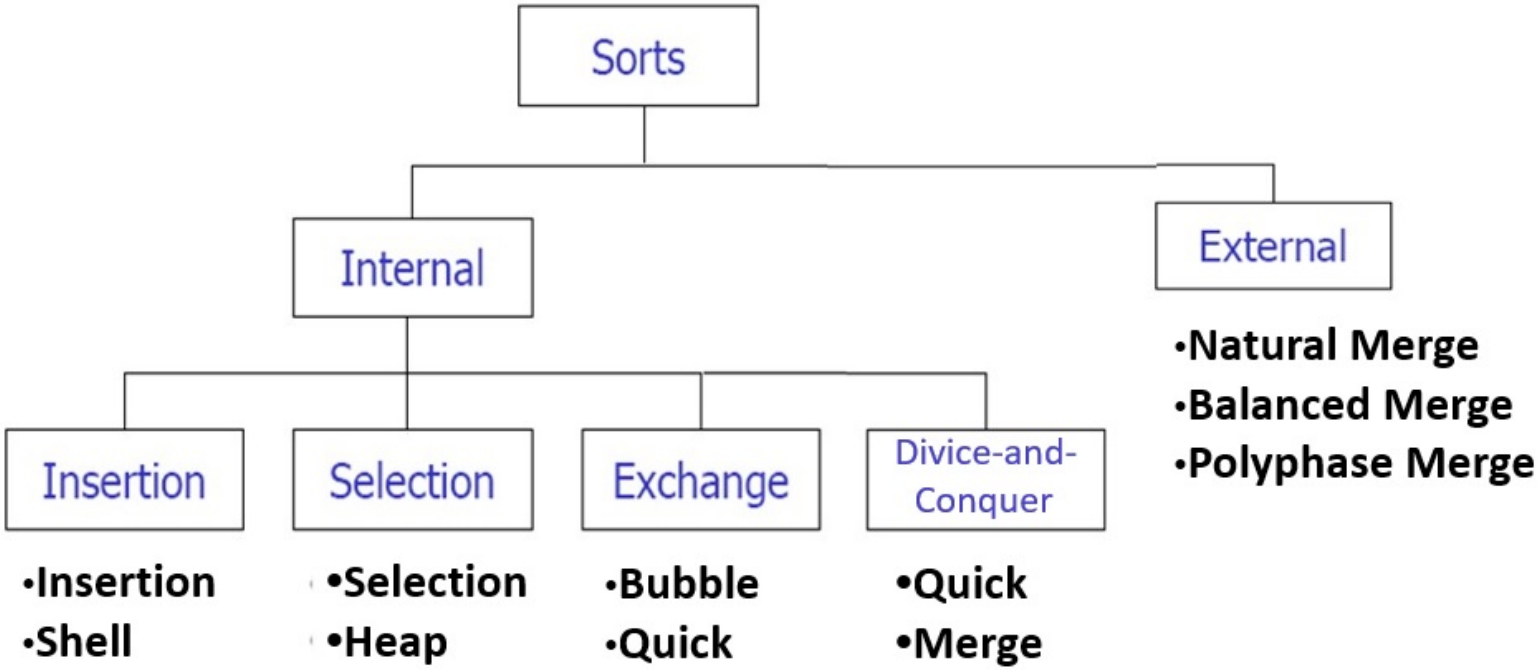
Sort stability: data with equal keys maintain their relative input order in the output.



Sorting

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

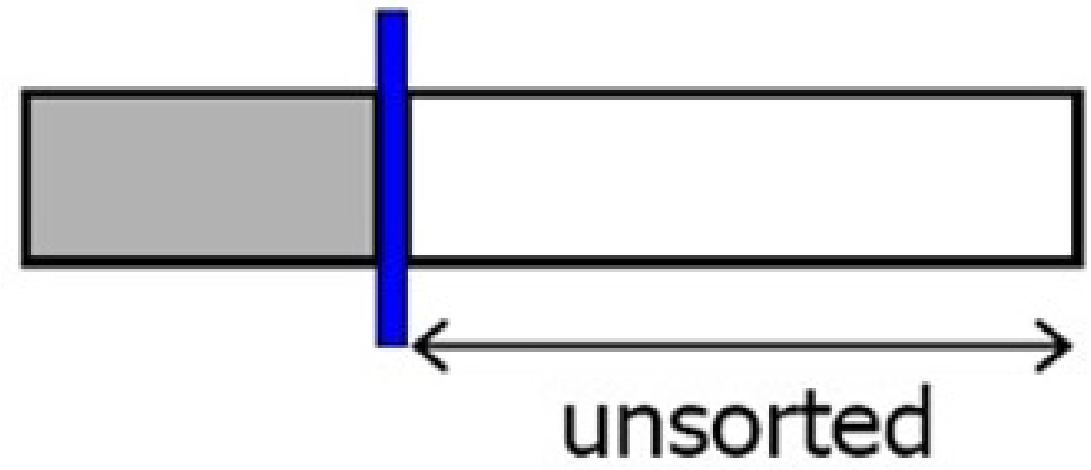
Sorting



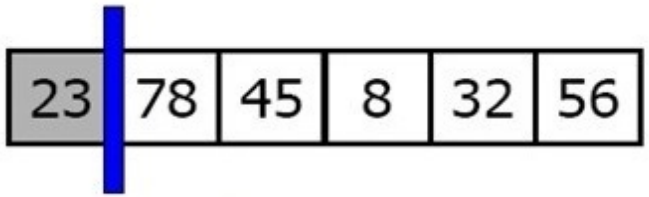
Insertion Sort

Straight Insertion Sort

- 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.



Straight Insertion Sort



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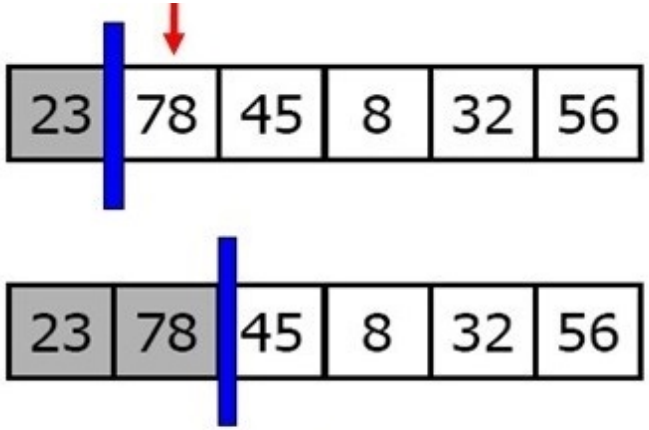
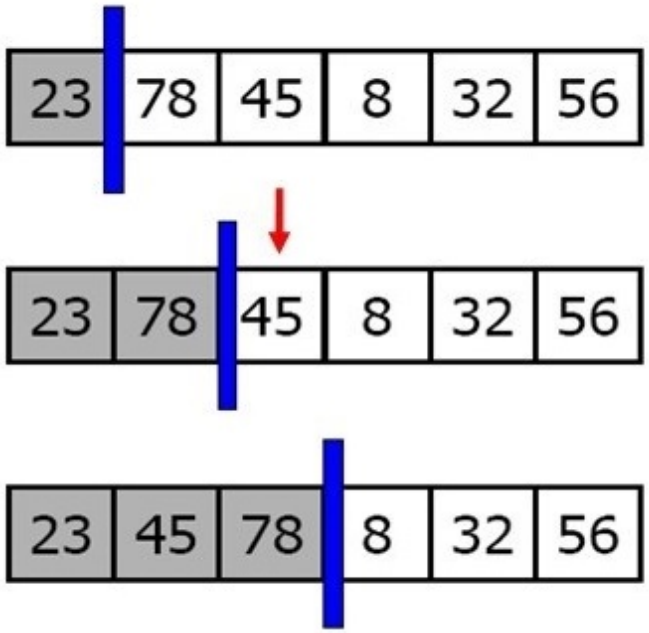
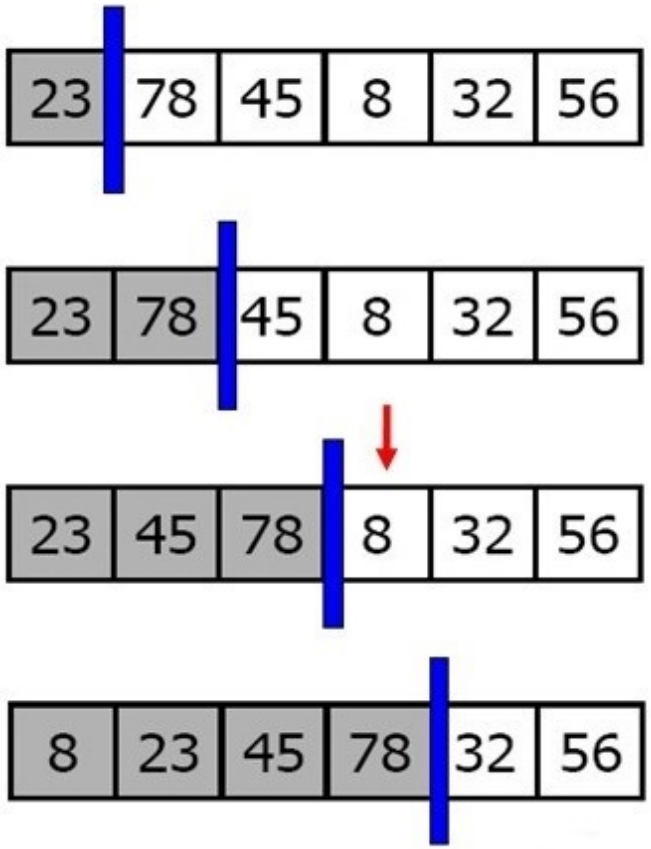


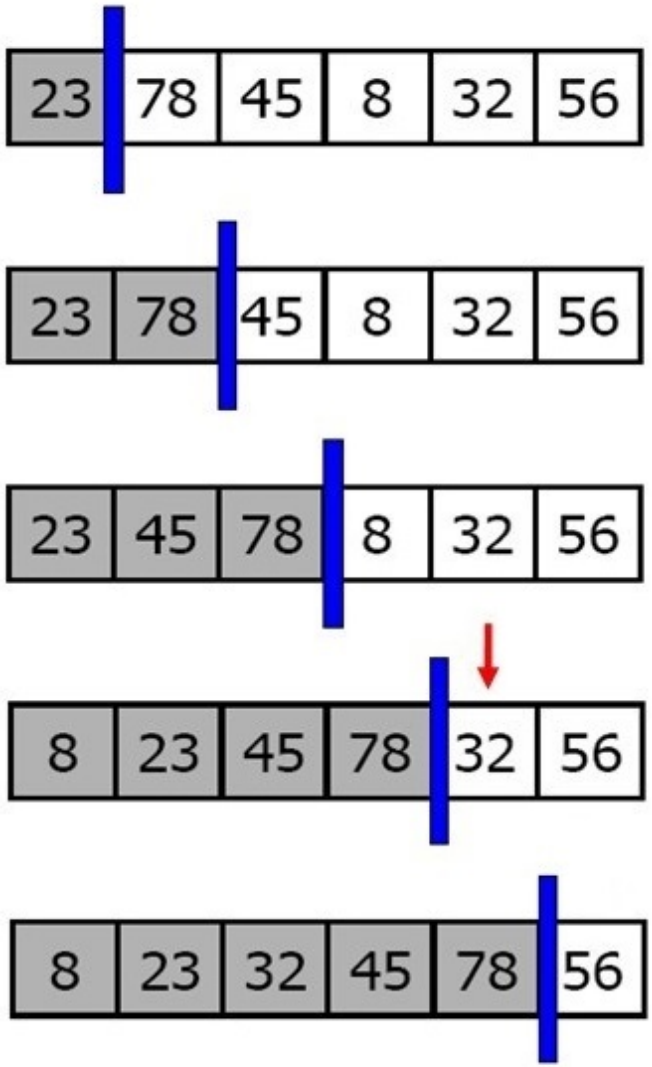
Straight Insertion Sort



Straight Insertion Sort



Straight Insertion Sort



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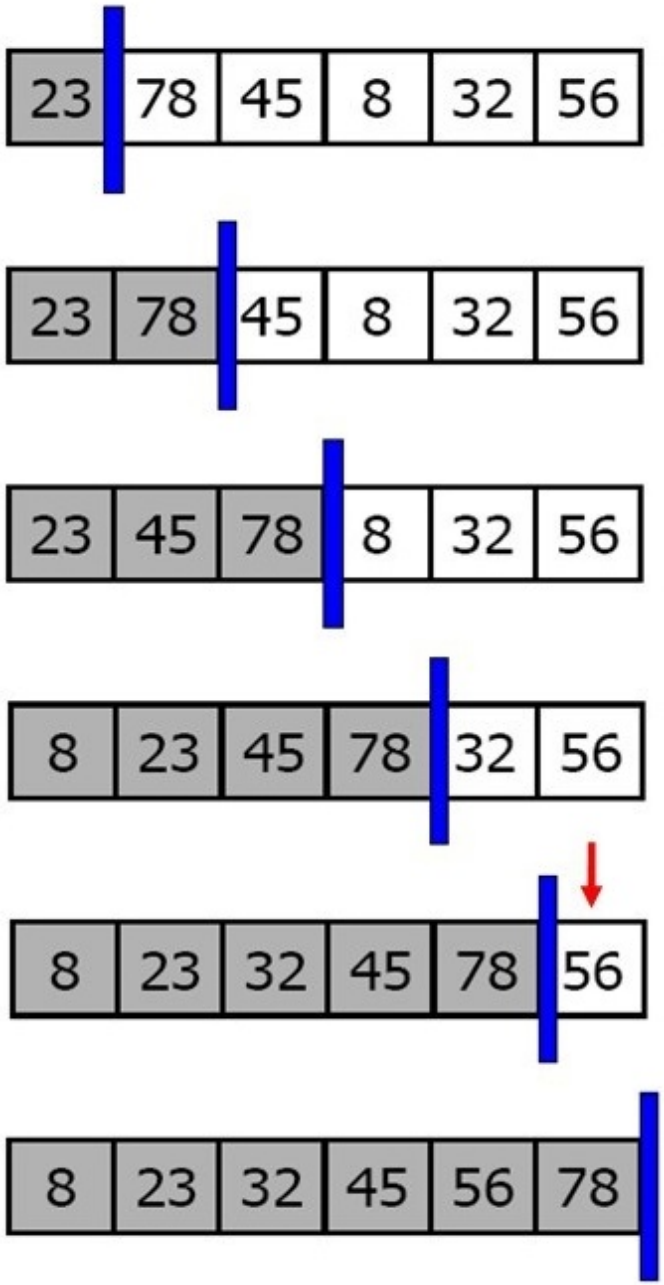


Straight Insertion Sort

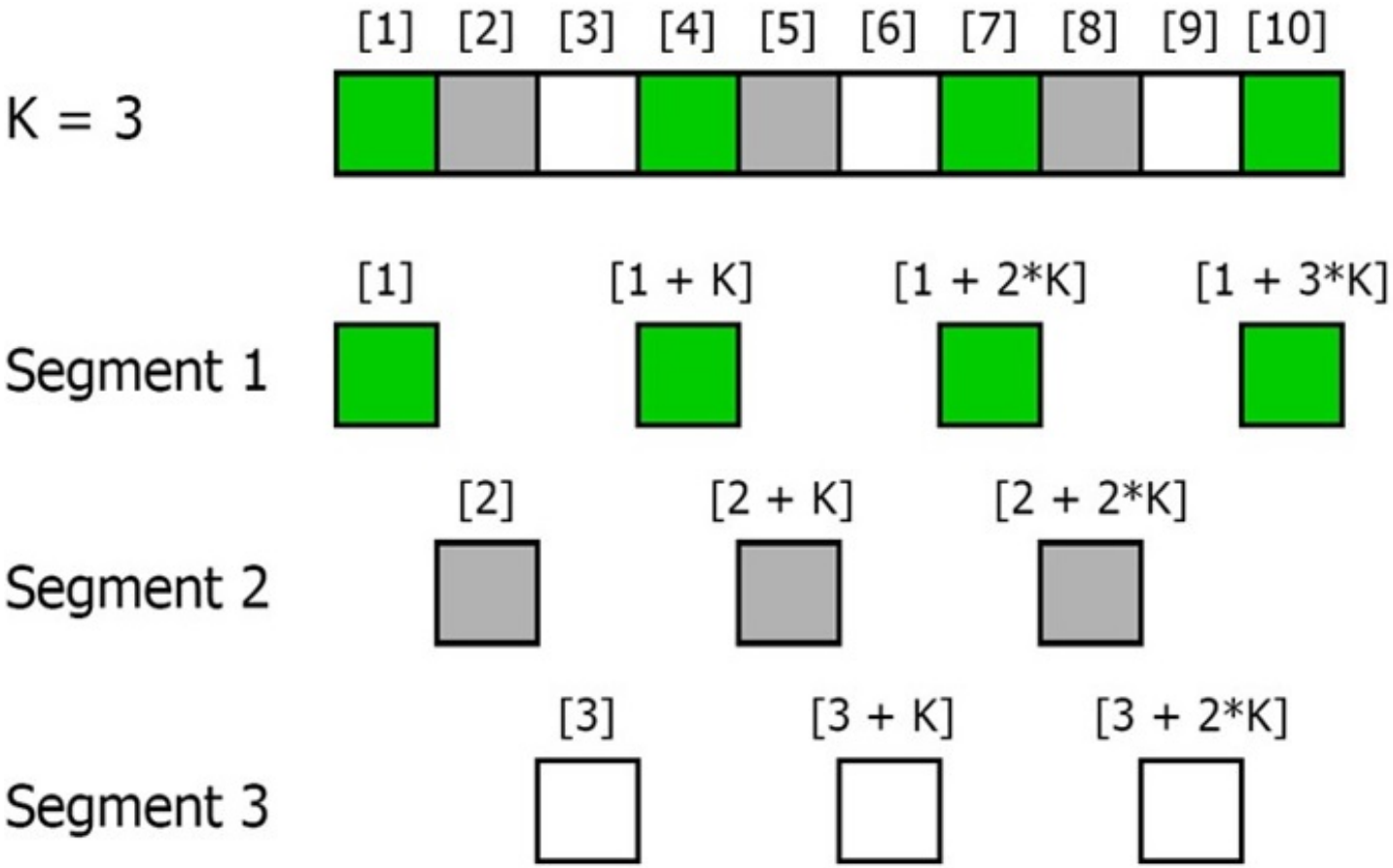
Algorithm InsertionSort()
Sorts the contiguous list using straight insertion sort.

```
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
```

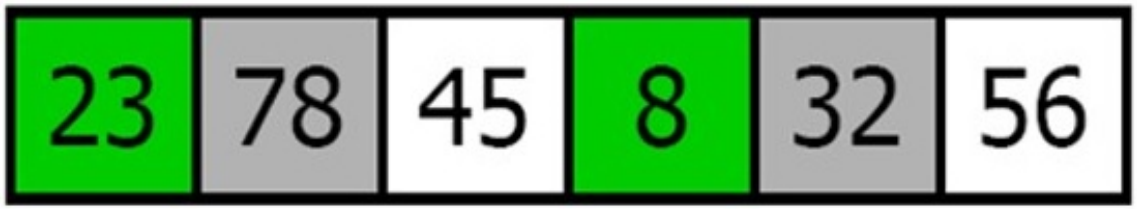

Shell Sort

- 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).
- Each segment contains N/K or more elements.
- Segments are dispersed throughout the list.
- Also is called diminishing-increment sort.

Shell Sort

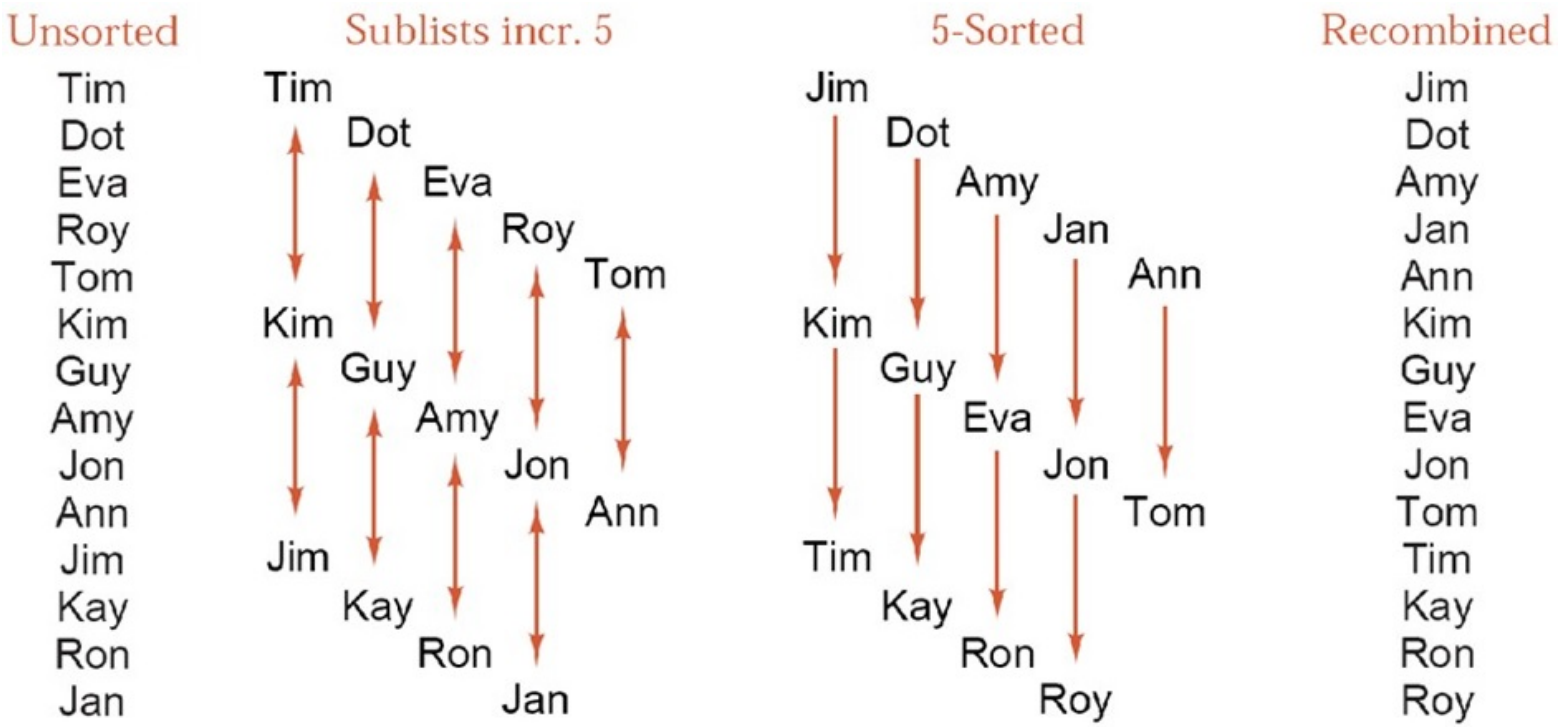


Shell Sort

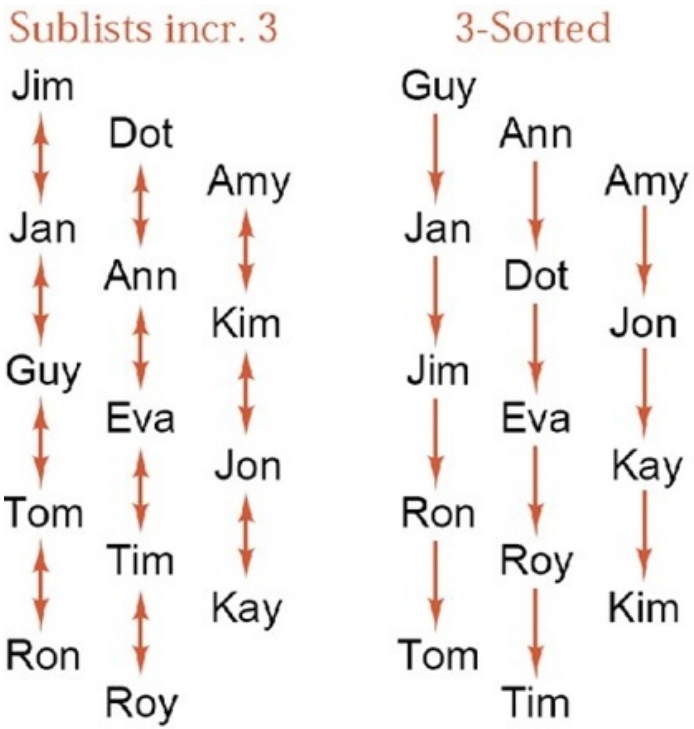


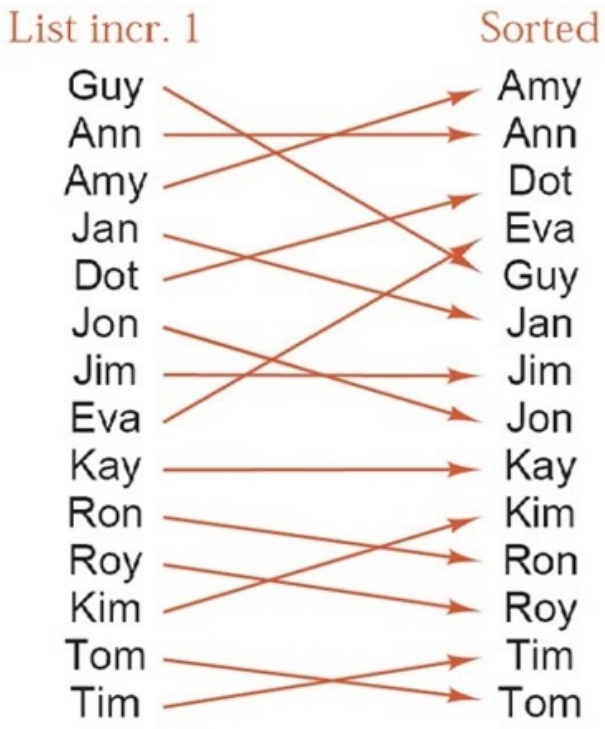
- For the value of K in each iteration, sort the K segments.
- After each iteration, K is reduced until it is 1 in the final iteration.

Example of Shell Sort



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:
  $1, 4, 13, 40, 121, ...$
  $k_t = 1$
  $k_{i-1} = 3 * k_i + 1$
  $t = \lfloor \log_3 n \rfloor - 1$

- or:
  $1, 3, 7, 15, 31, ...$
  $k_t = 1$
  $k_{i-1} = 2 * k_i + 1$
  $t = \lfloor \log_2 n \rfloor - 1$

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
```


Shell Sort

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)

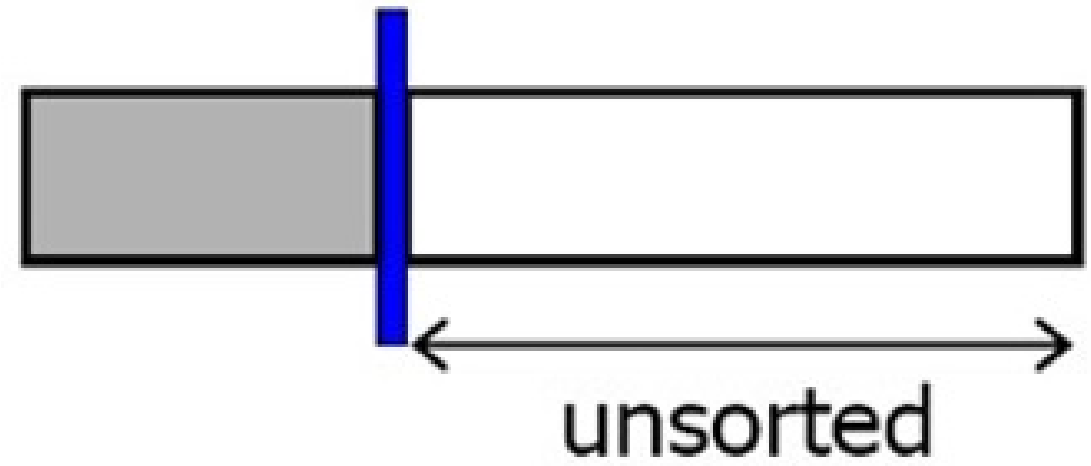
Selection Sort

Selection Sort

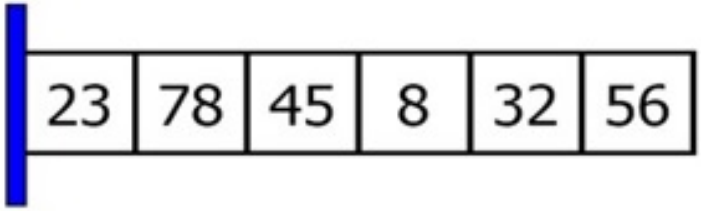
In each pass, the smallest/largest item is selected and placed in a sorted list.

Straight Selection Sort

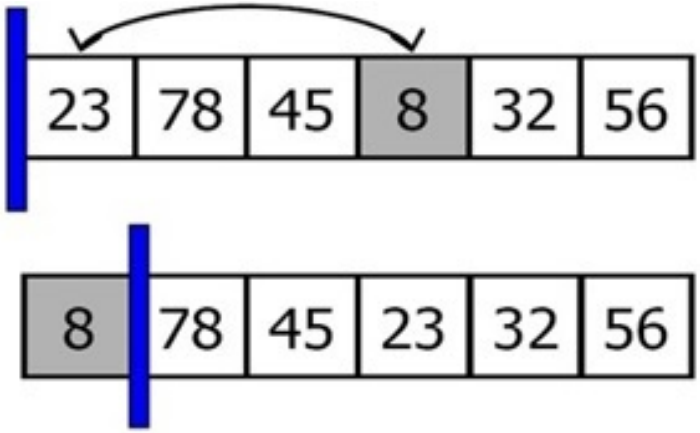
- The list is divided into two parts: sorted and unsorted.
- In each pass, in the unsorted sublist, the smallest element is selected and exchanged with the first element.



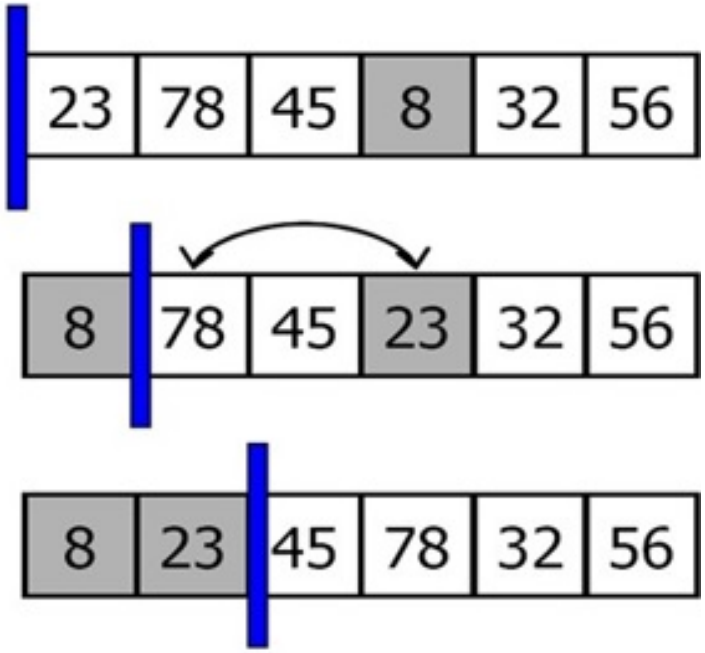
Straight Selection Sort



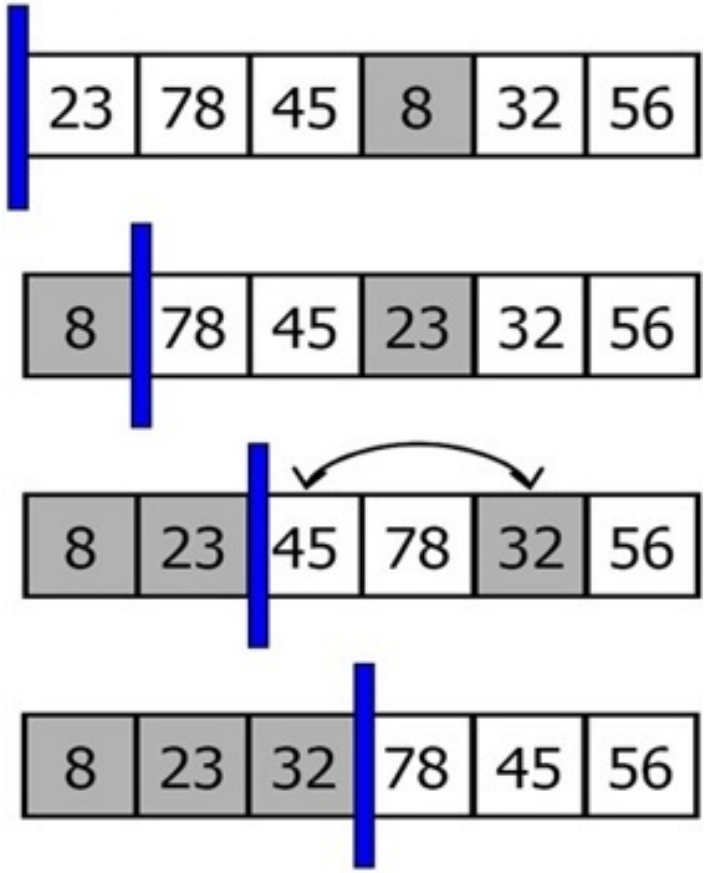
Straight Selection Sort



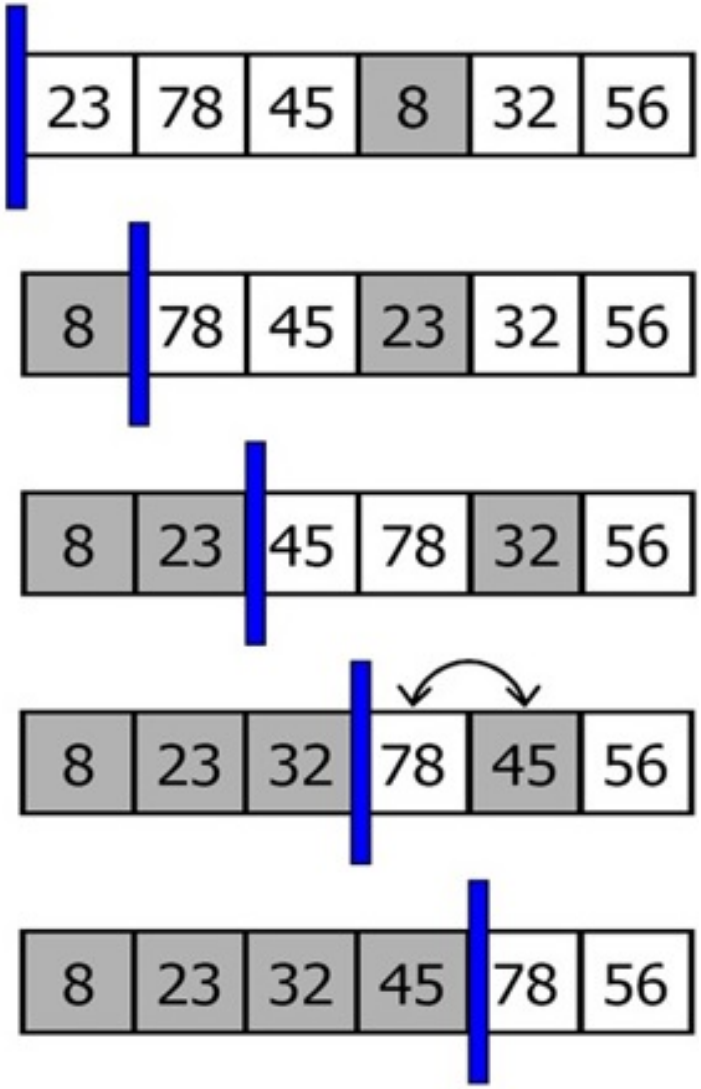
Straight Selection Sort



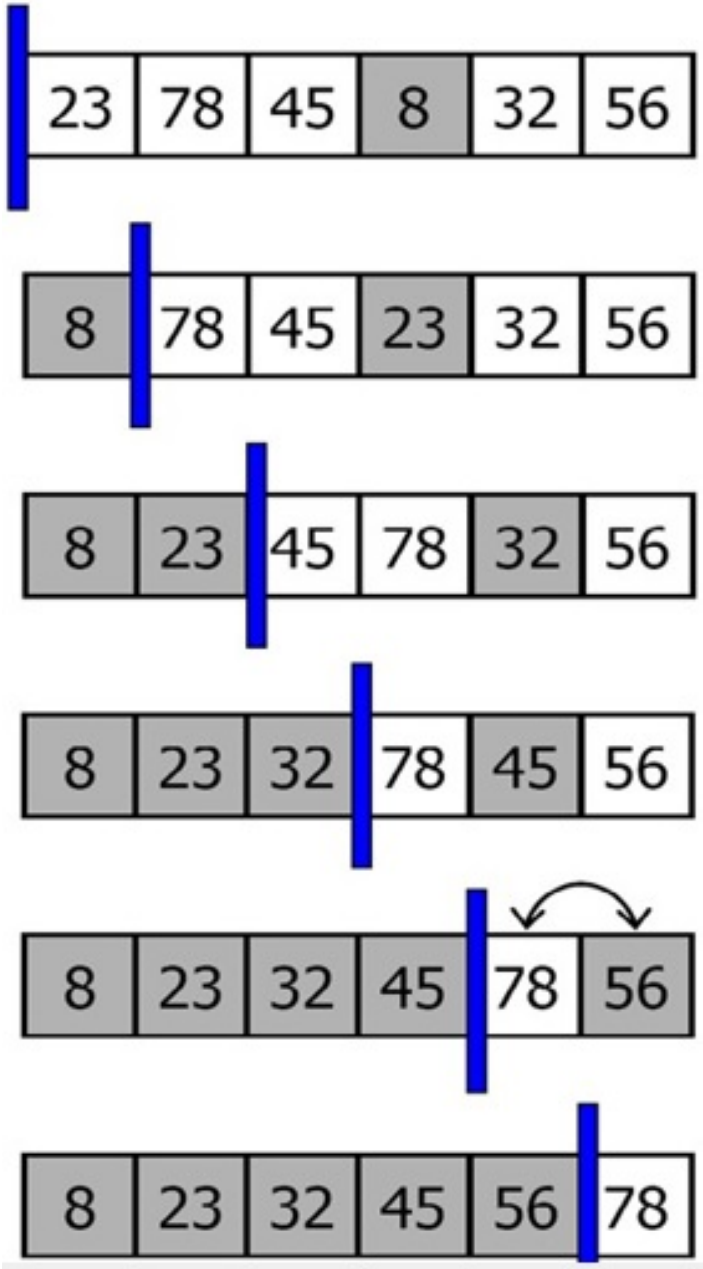
Straight Selection Sort



Straight Selection Sort



Straight Selection Sort



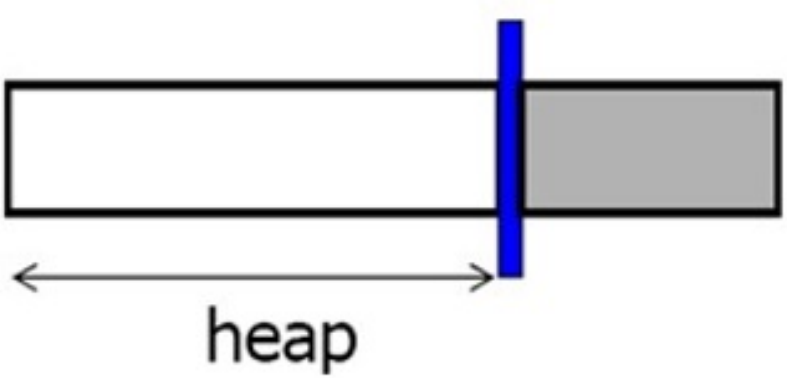
Straight Selection Sort

Algorithm SelectionSort()
Sorts the contiguous list using straight selection sort.

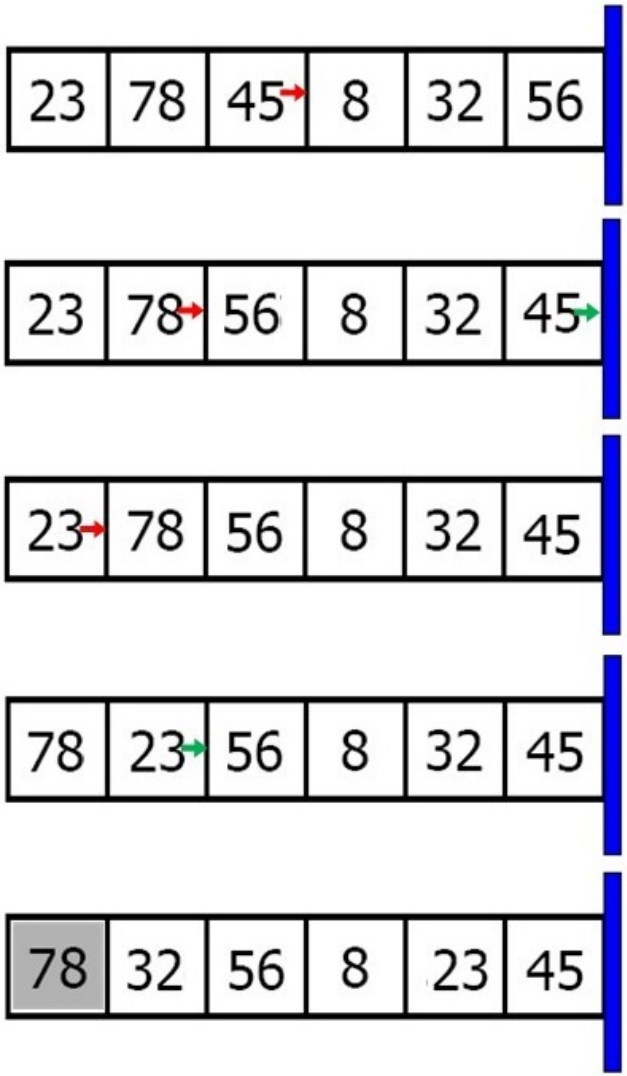
```
current = 0
while current < count - 1 do
    smallest = current
    walker = current + 1
    while walker < count do
        if data [walker].key < data [smallest].key then
            smallest = walker
        end
        walker = walker + 1
    end
    swap(current, smallest)
    current = current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

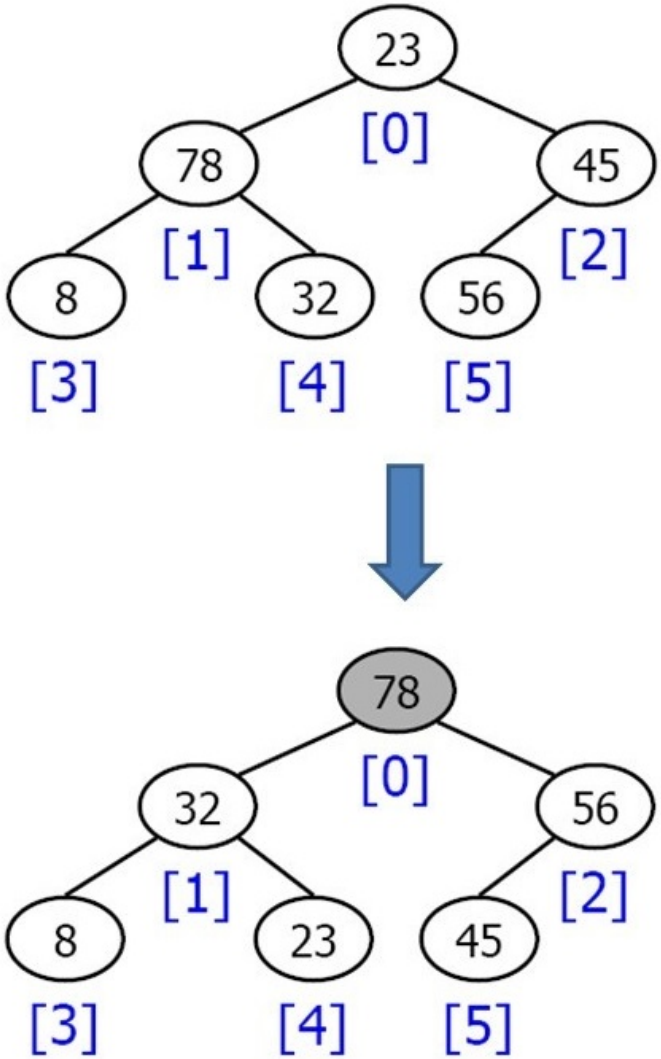

Heap Sort

- 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.

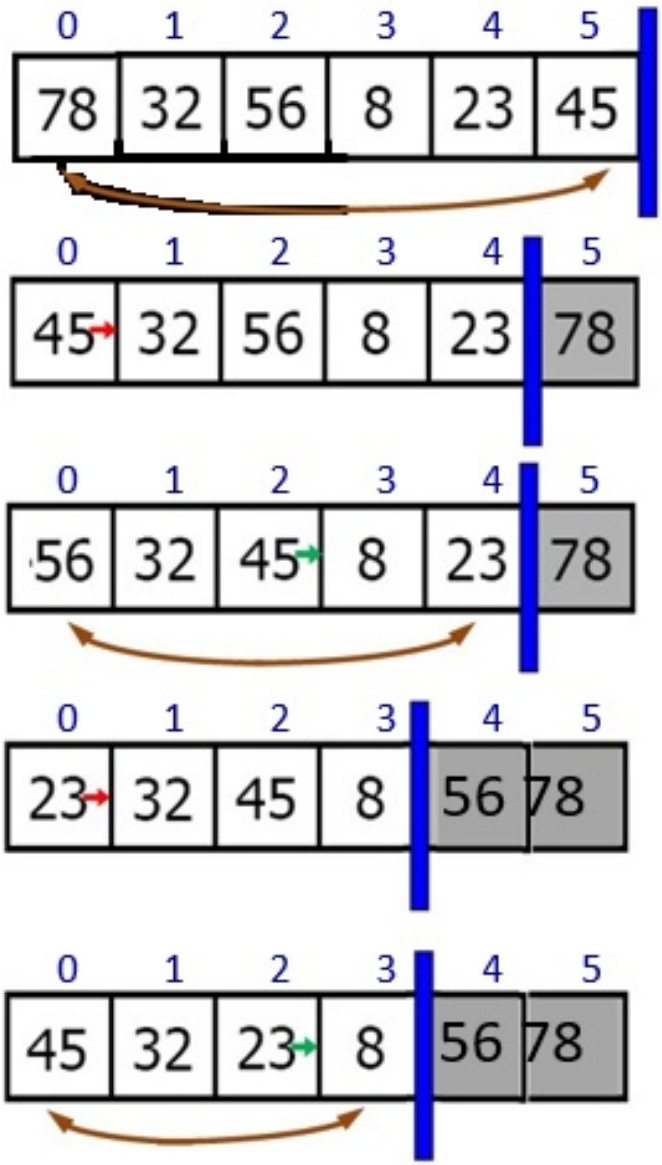


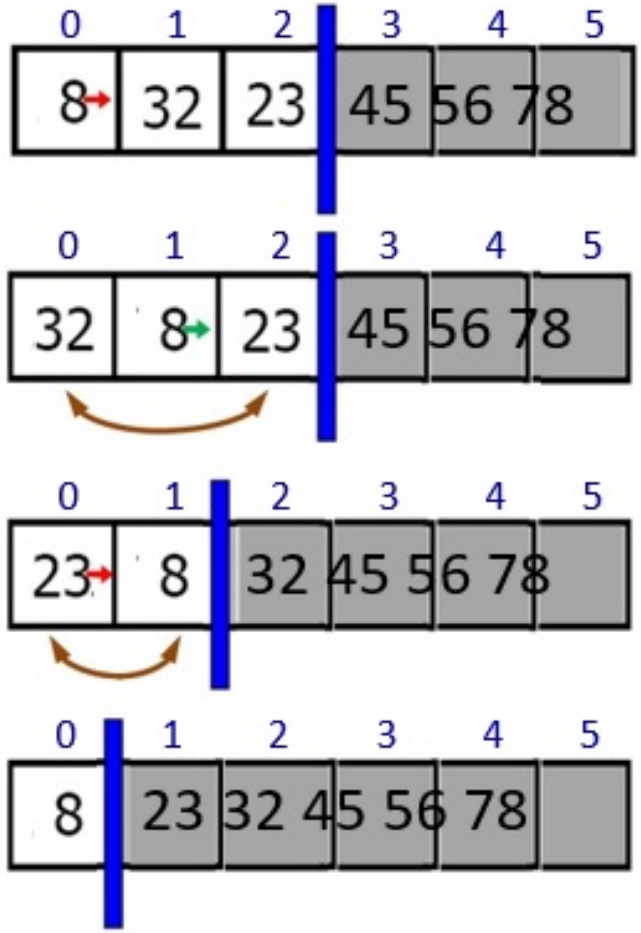
Heap Sort





Heap Sort





Heap Sort

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: $O(nlog_2n)$

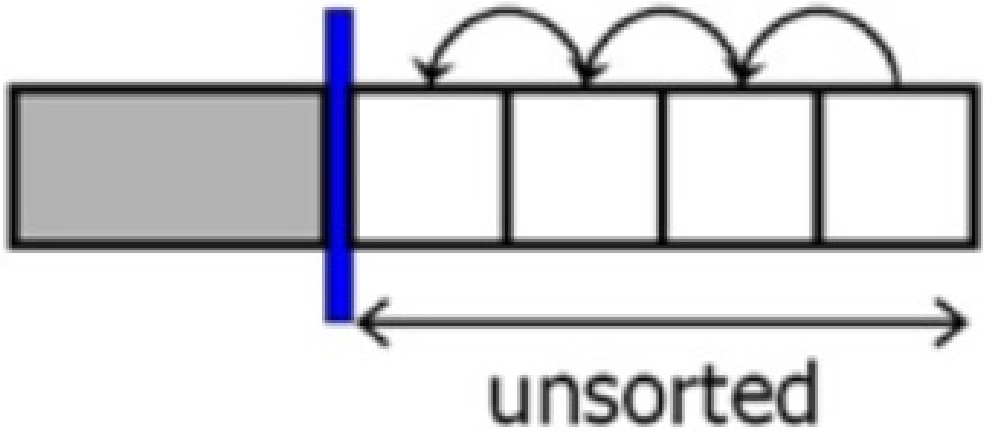
Exchange Sort

Exchange Sort

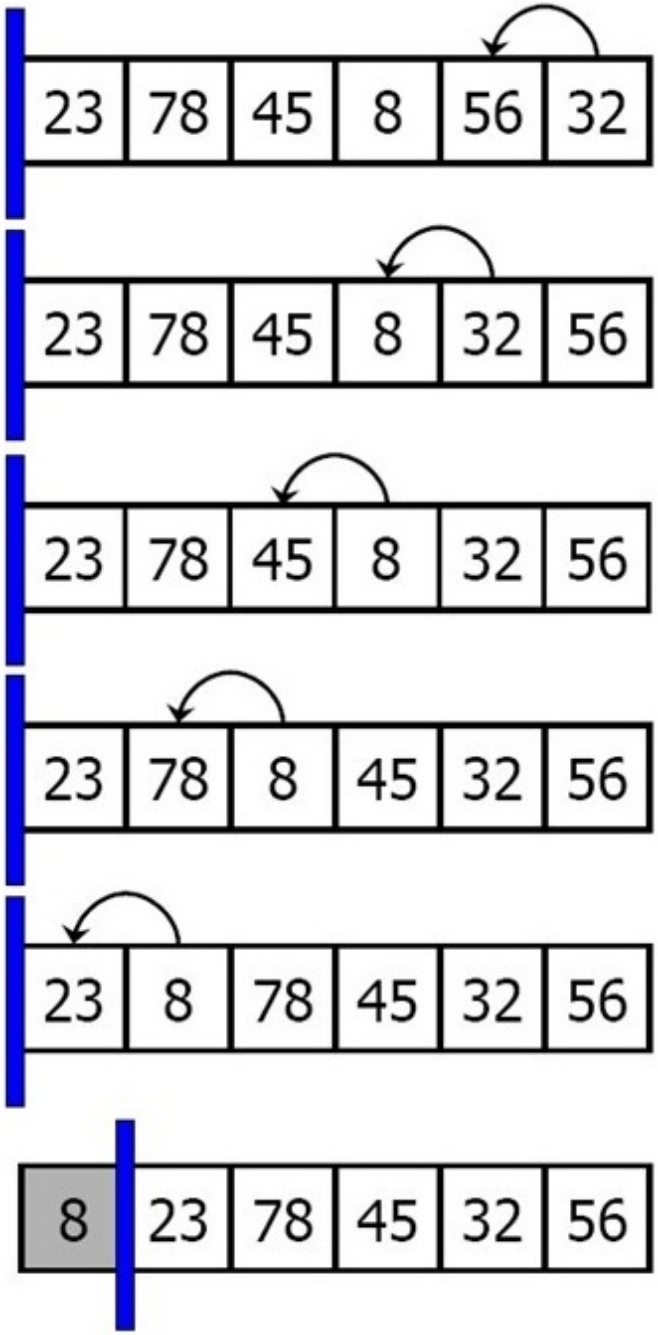
- In each pass, elements that are out of order are exchanged, until the entire list is sorted.
- Exchange is extensively used.

Bubble Sort

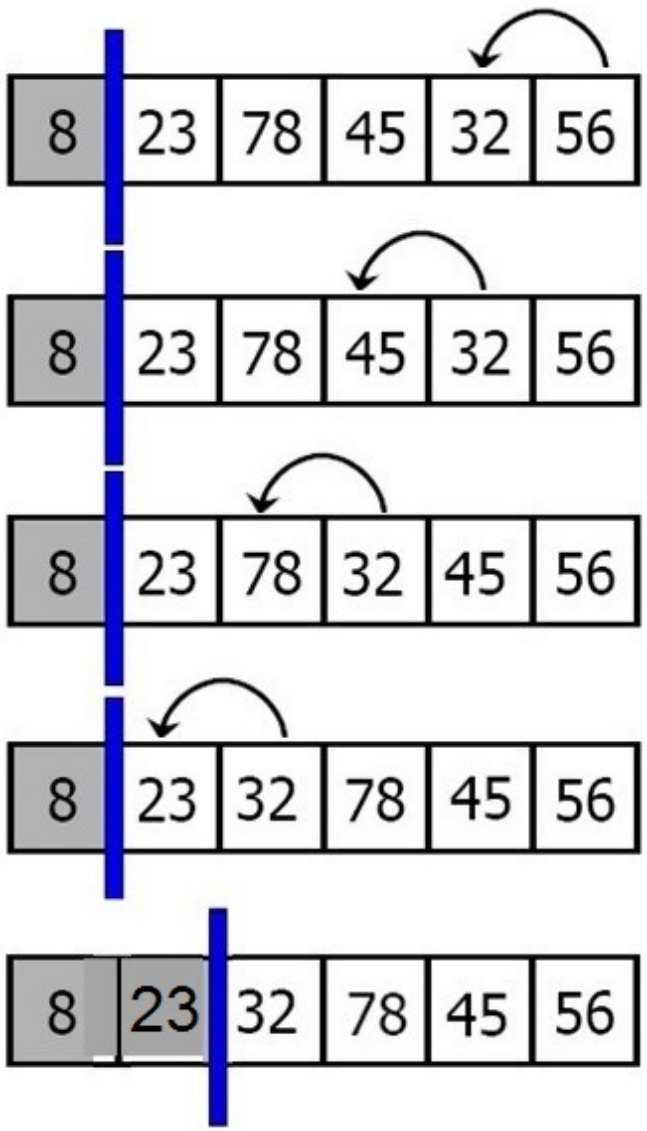
- The list is divided into two parts: sorted and unsorted.
- In each pass, the smallest element is bubbled from the unsorted sublist and moved to the sorted sublist.



Bubble Sort



Bubble Sort



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

Devide-and-Conquer

Devide-and-Conquer Sort

Algorithm DevideAndConquer()
if *the list has length* > 1 **then**
    partition the list into lowlist and highlist
    lowlist.DevideAndConquer()
    highlist.DevideAndConquer()
    combine(lowlist, highlist)
end
End DevideAndConquer

Devide-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

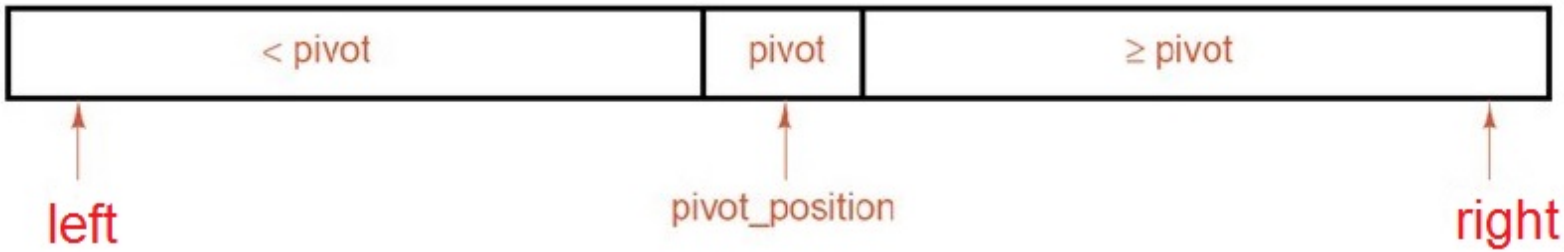
Quick Sort

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)
end
End recursiveQuickSort

Quick Sort

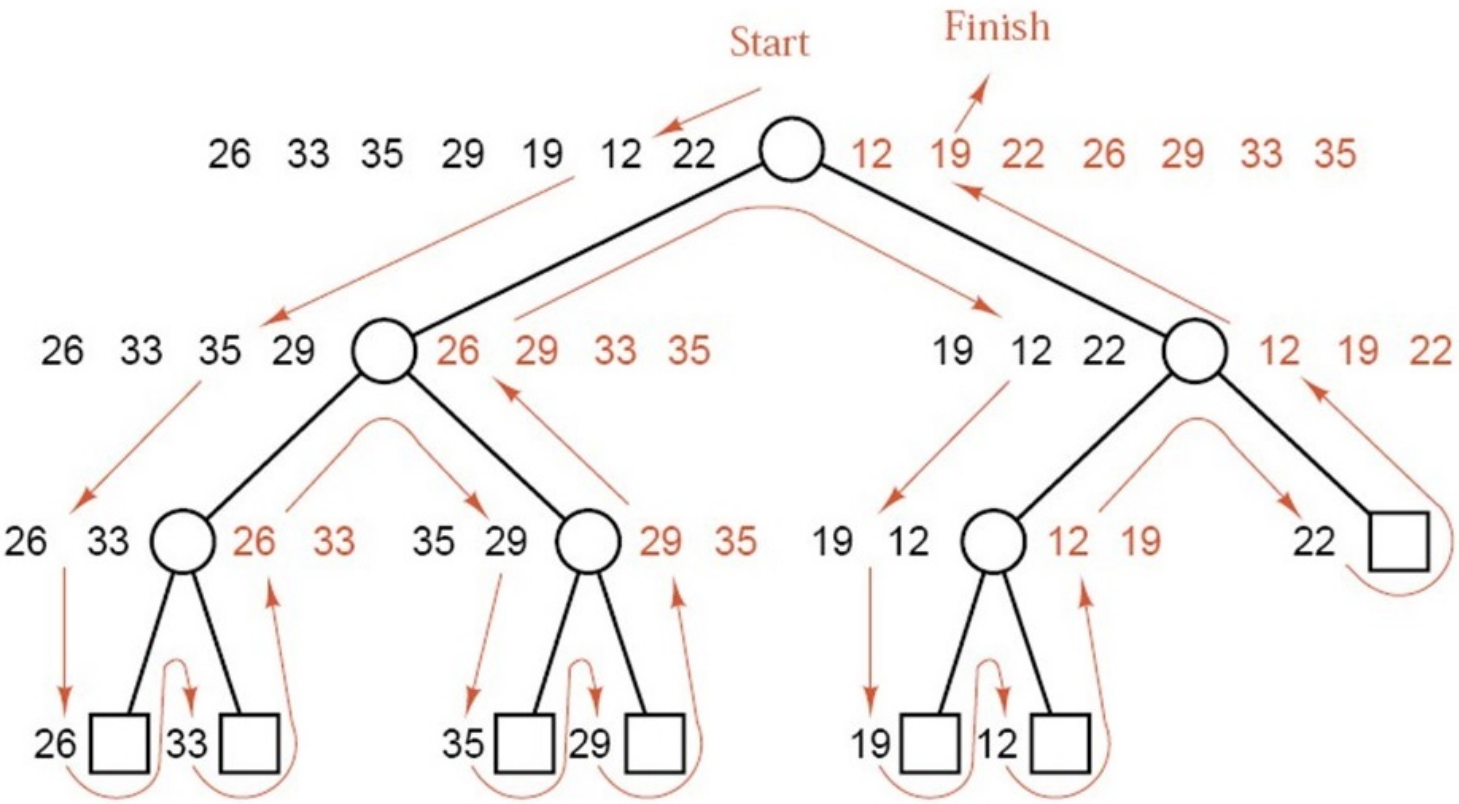
Given a pivot value, the partition rearranges the entries in the list as the following figure:



Quick Sort Efficiency

- Quick sort: $O(nlog_2n)$

Merge Sort



Merge Sort

Algorithm MergeSort()
Sorts the linked list using merge sort.

recursiveMergeSort(head)
End MergeSort

Merge Sort

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

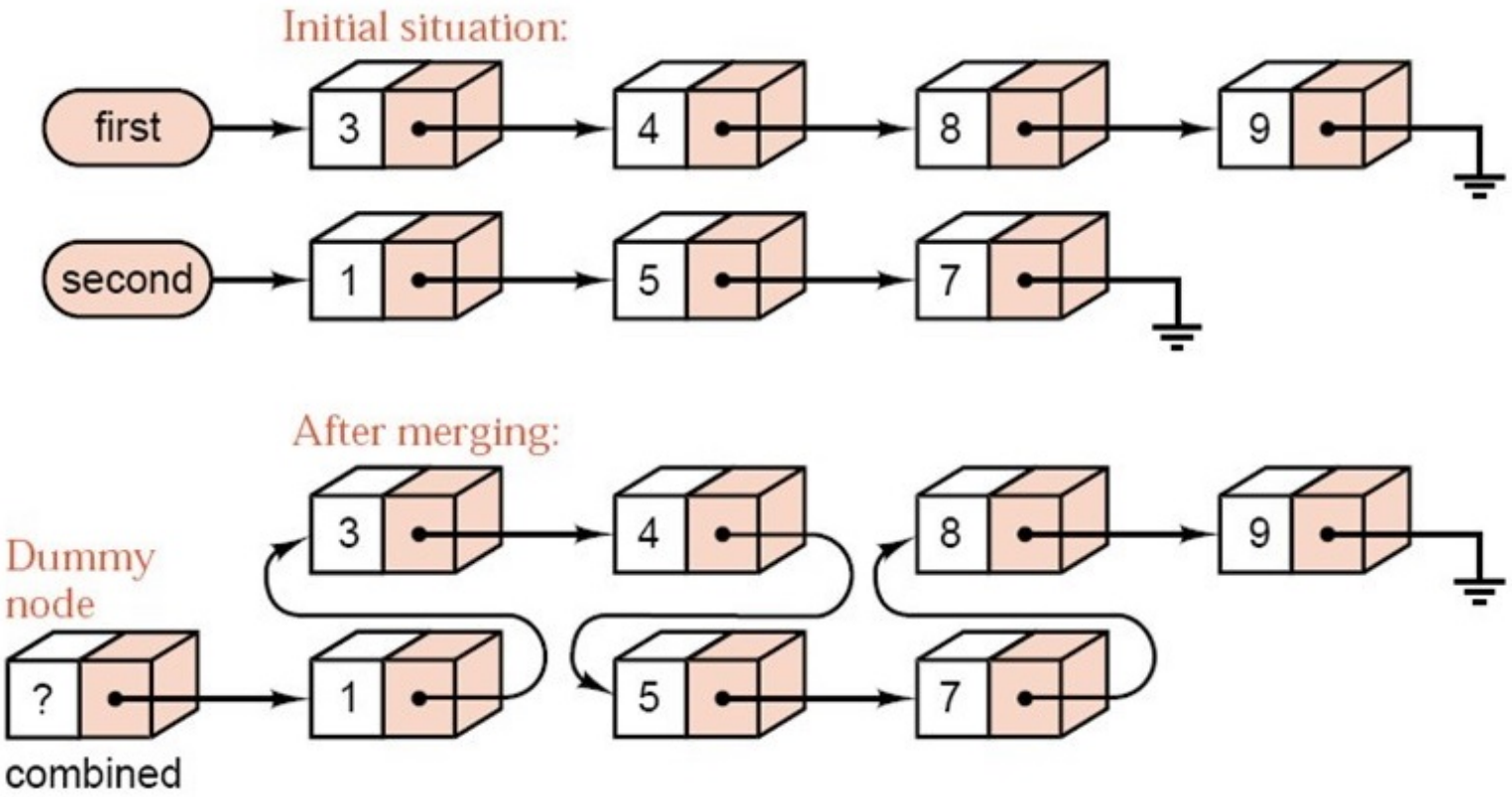
if *sublist is not NULL AND sublist->link is not NULL* **then**
    Divide(sublist, second_list)
    recursiveMergeSort(sublist)
    recursiveMergeSort(second_list)
    Merge(sublist, second_list)
end
End recursiveMergeSort

Merge Sort

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
end

// ...
```


Merge two sublists

```
// ...

if first is NULL then
    lastSorted->link = second
    second = NULL
else
    lastSorted->link = first
end
first = combined.link
End Merge
```