

Lab 4

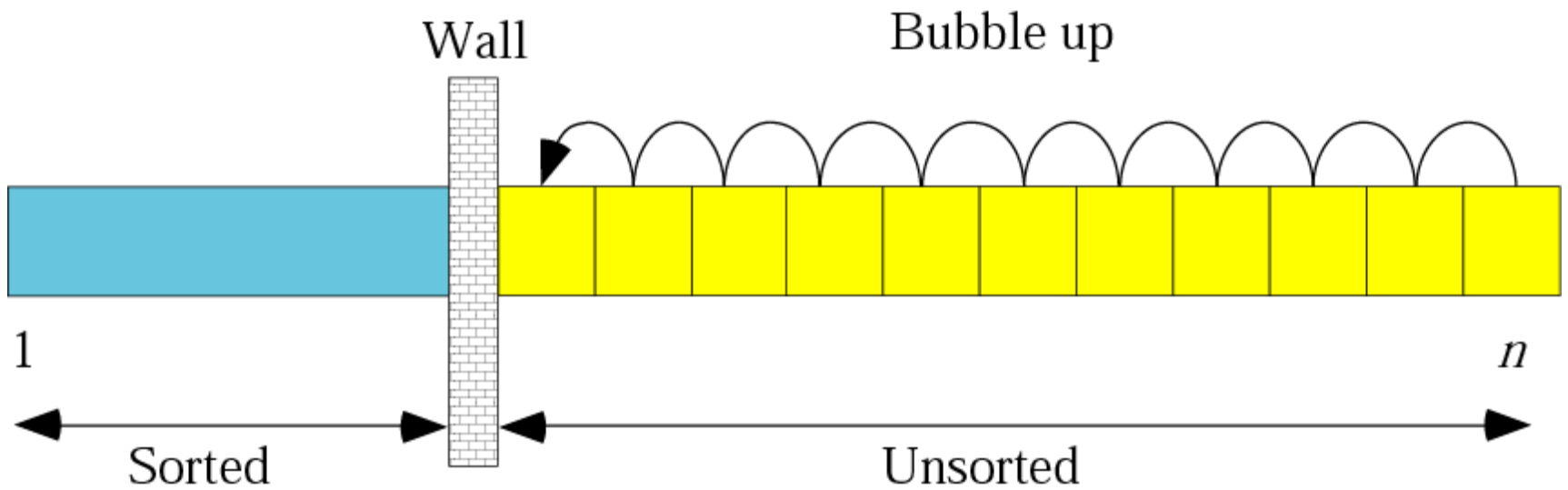
Guideline

Quick Sort with Assembly Language

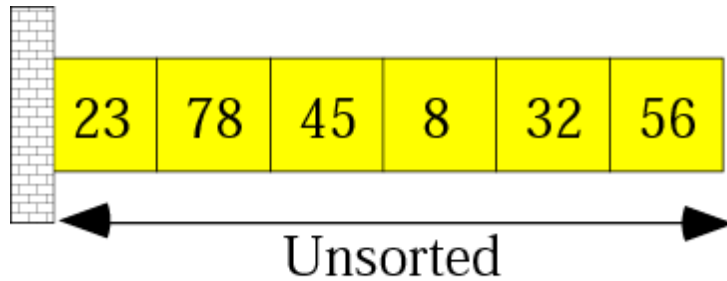
Sorting Algorithm

- Bubble Sort
- Selection Sort
- Insertion Sort
- Quick Sort

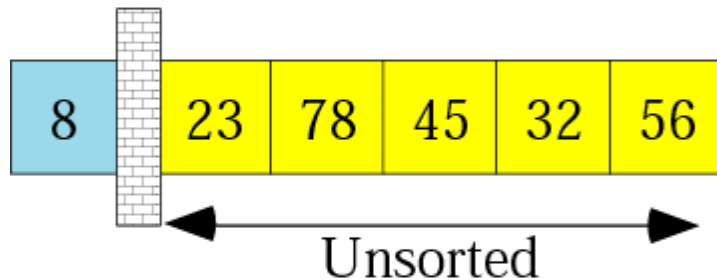
Bubble Sort



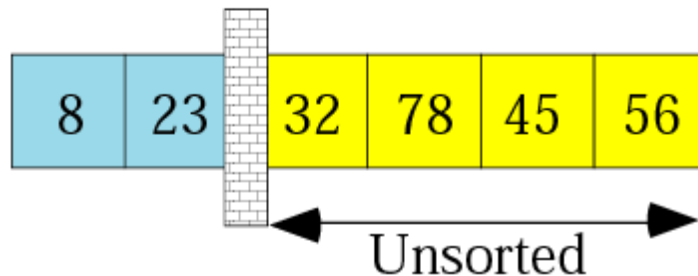
Example of Bubble Sort



Original list

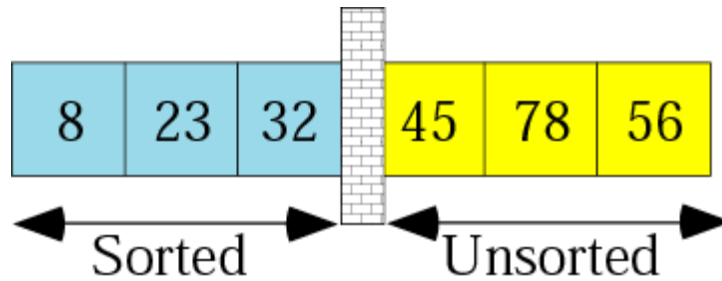


After pass 1

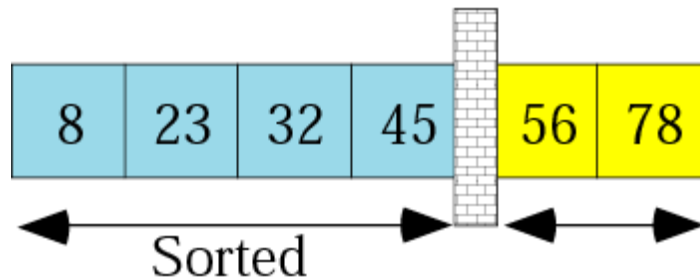


After pass 2

Example of Bubble Sort (con)

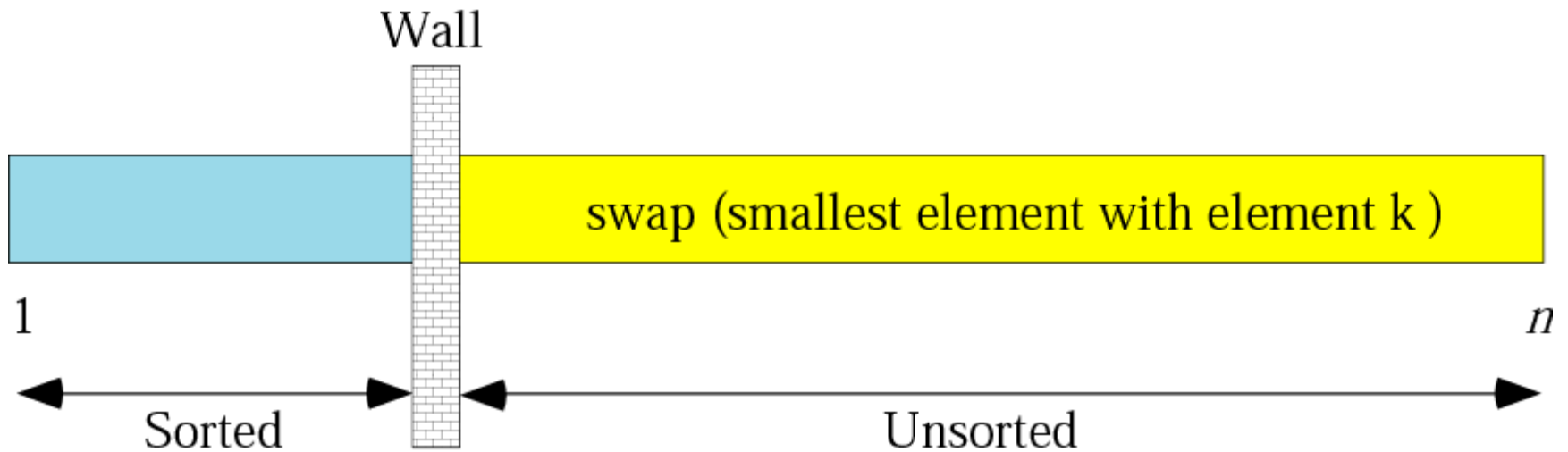


After pass 3

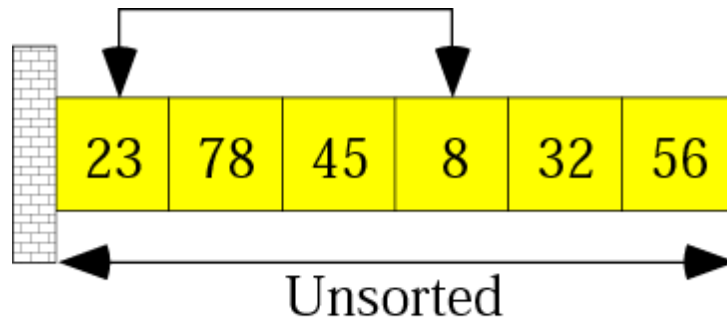


After pass 4
Sorted

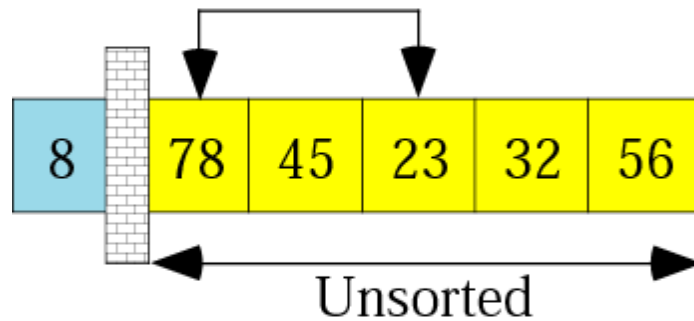
Selection Sort



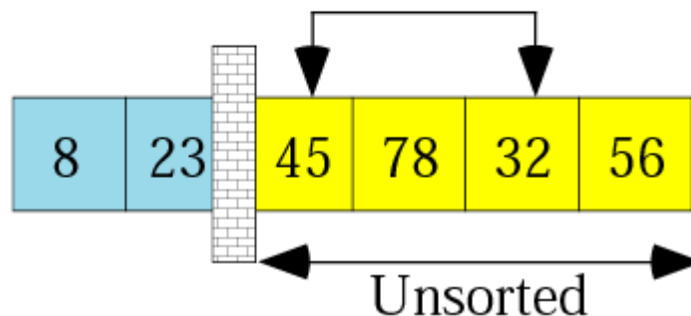
Example of Selection Sort



Original list

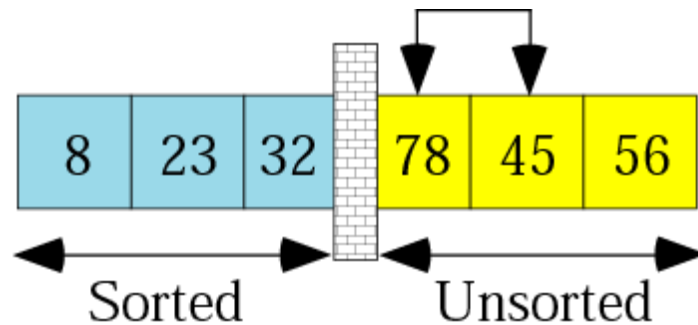


After pass 1

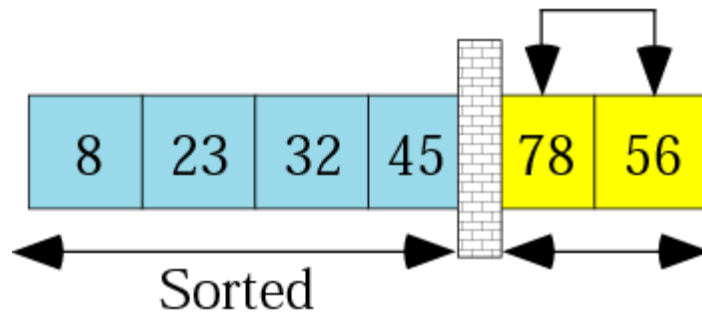


After pass 2

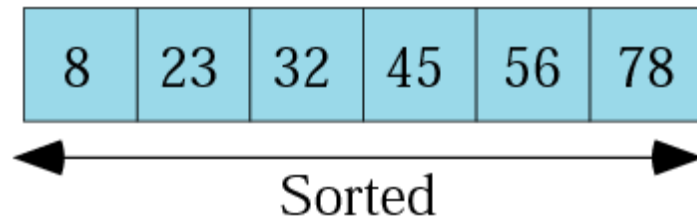
Example of Selection Sort (con)



After pass 3

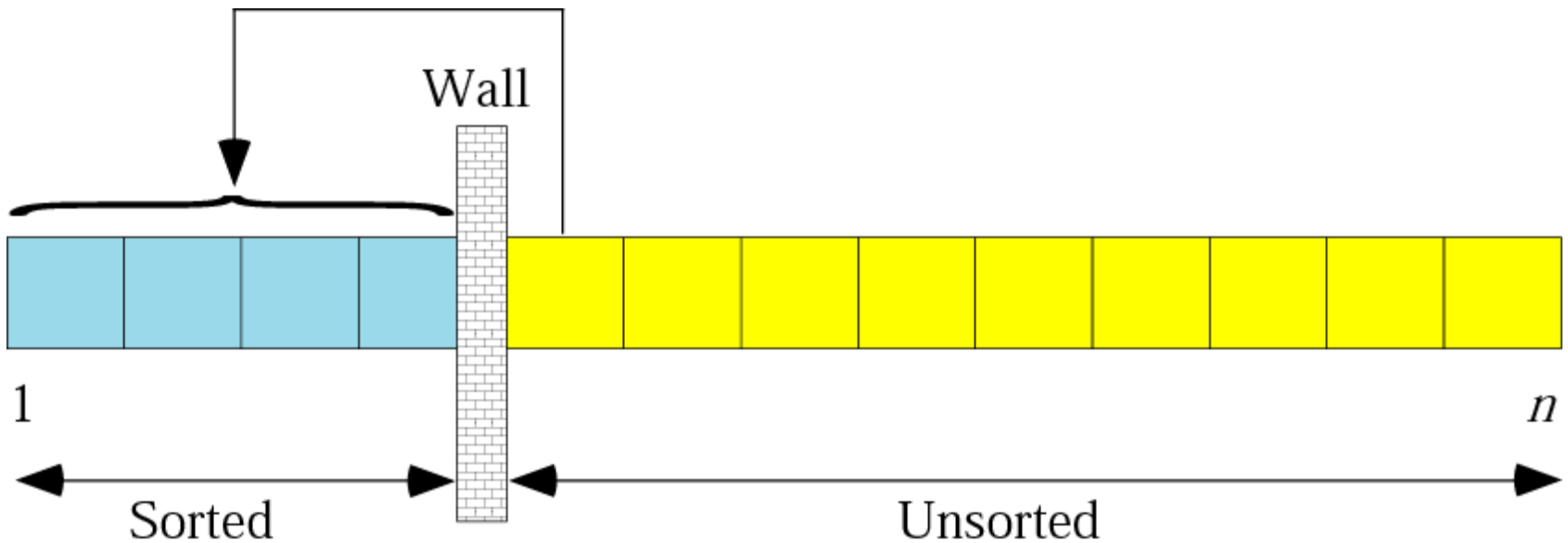


After pass 4

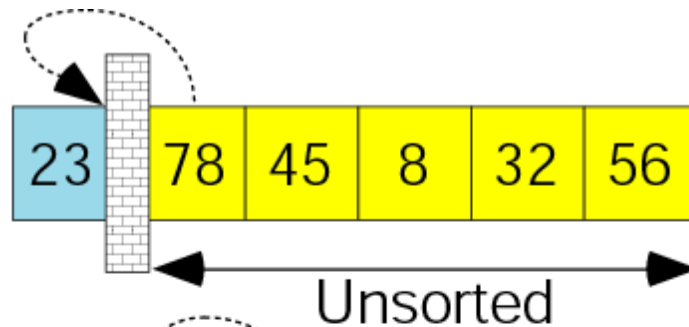


After pass 5

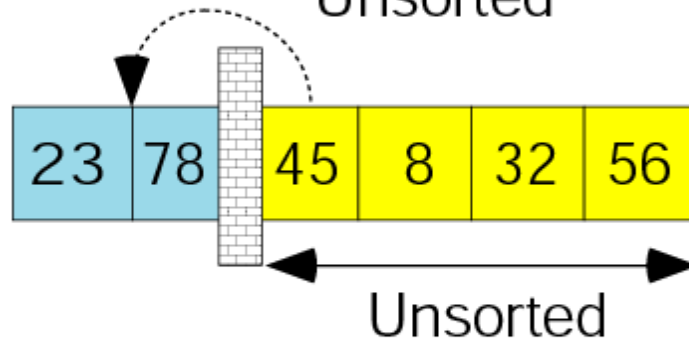
Insertion Sort



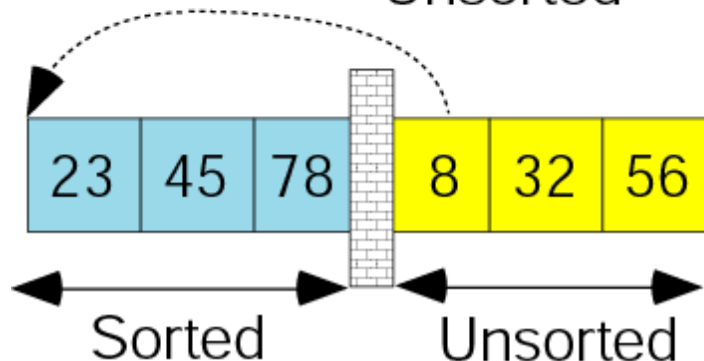
Example of Insertion Sort



Original list

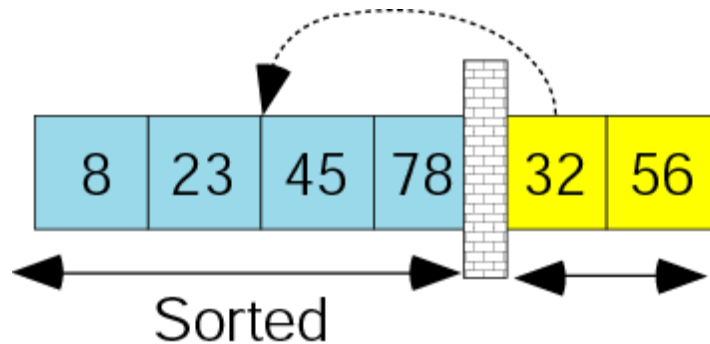


After pass 1

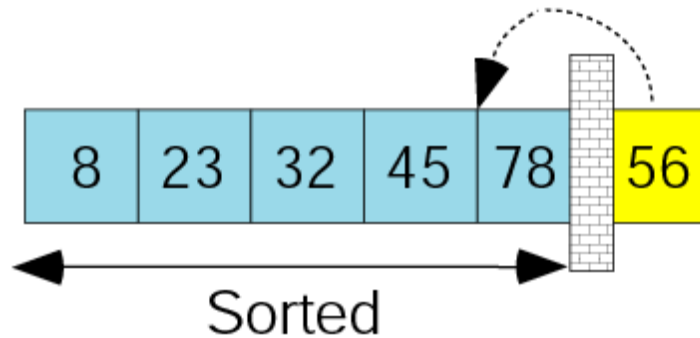


After pass 2

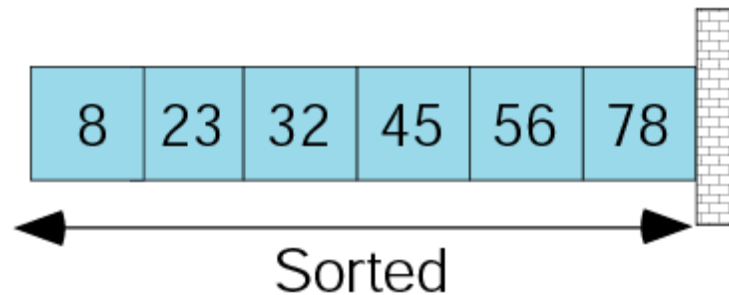
Example of Insertion Sort (con)



After pass 3



After pass 4



After pass 5

Quick Sort

- Quick Sort is the fastest known sorting algorithm in practice.
- The algorithm is based on divide-and-conquer recursive method.
- The general idea is to
 - pick an element, called a pivot.
 - divide the array of elements into two halves excluding the pivot, v .
 - the first half contains all the elements with the value less than v ,
 - the second half has all the elements with the values greater than v .
 - the two halves are then quicksort again recursively.

The Quick Sort Idea

17	14	65	4	22	63	11
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Unordered list of values

The Quick Sort Idea

17	14	65	4	22	63	11
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Choose pivot value

The Quick Sort Idea

14	4	11	17	65	22	63
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Low list
(≤ 17)

High list
(> 17)

The Quick Sort Idea

4	11	14	17	65	22	63
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Recursively
apply quicksort
to low list

The Quick Sort Idea

4	11	14	17	22	63	65
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Recursively
apply quicksort
to high list

The Quick Sort Idea

4	11	14	17	22	63	65
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Sorted list of values

The Quick Sort algorithm

- Pick a pivot, v , and swap it with the last element in an array.
- Start a pointer, i , at position 0 and start a pointer, j , at position $N-1$.
- Move pointer i to the right until i points at an element larger than or equal to v .
- Move pointer j to the left until j points at an element smaller than or equal to v .
- If $i > j$, swap an element that is pointed by i with v .
- If $i < j$, swap an element that is pointed by i with an element that is pointed by j .