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Radix sort (C)

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An implementation of radix sort (http://en.wikipedia.org/wiki/Radix_sort) for unsigned int in c. It uses counting sort (http://en.wikipedia.org/wiki/Counting_sort) for each iteration (see Category:Counting sort for more implementations of counting sort).

```
</radixsort.c>>=
#include<stdlib.h>
#include<stdio.h>
#include<assert.h>
#include<limits.h>
#include<strings.h>
#include<string.h>
radix_sort_uint
test
```

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radix_sort_uint()

This function takes the pointer to, and size, of an array, and the number of bits used as the key in each iteration.

```
</radix_sort_uint>>=
void radix_sort_uint(unsigned int *a, size_t size, int bits)
{
    unsigned int mask;
    unsigned int rshift=Ou;
    unsigned int *p, *b, *b_orig;
    unsigned int i;
    unsigned int key;
    int cntsize;
    int *cntarray;
```

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Memory

We use an array of the same size as the original array to store the result of each iteration.

```
<<radix_sort_uint>>=
b=b_orig=malloc(size*sizeof(unsigned int));
```

An array is needed to store the count for each key value.

The main algorithm

mask is the bitmask used to extract the sort key. We start with the *bits* least significant bits and left-shift it the same amount at each iteration. When all the bits are shifted out of the word, we are done.

```
<<radix_sort_uint>>=
for(mask=~(UINT_MAX<<bits); mask; mask<<=bits, rshift+=bits) {</pre>
```

Counting sort

We count each key value.

Here, we sum up how many elements there are with lower key values, for each key.

```
<<radix_sort_uint>>=
    for(i=1; i<cntsize; ++i) cntarray[i]+=cntarray[i-1];</pre>
```

The values in *cntarray* are used as indexes for storing the values in b. b will then be completely sorted on this iteration's key. Elements with the same key value are stored in their original internal order.

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Cleanup

We swap the a and b pointers, so that the next iteration works on the current b, which is now partially sorted.

```
<<radix_sort_uint>>=
                  p=b; b=a; a=p;
```

cntarray is cleaned up for the next iteration.

```
<<radix_sort_uint>>=
                 bzero(cntarray, cntsize * sizeof(int));
```

If the completely sorted array is in the malloc'ed array, we must copy it to the array provided by the user.

```
<<radix_sort_uint>>=
        if(a==b_orig) memcpy(b, a, size*sizeof(unsigned int));
        free(b orig);
        free(cntarray);
```

Test driver

This test program uses 4 bits for the key. radix_sort_uint() will accept any number of bits for the key, but it will allocate at least 2^{bits} ints of storage.

```
<<test>>=
int main()
        int i;
        unsigned int a[]={
                123,432,654,3123,654,2123,543,131,653,123,
                 533,1141,532,213,2241,824,1124,42,134,411,
                491,341,1234,527,388,245,1992,654,243,987};
        printf("Before radix sort:\n");
        for(i=0; i<sizeof a/sizeof(unsigned int); ++i)</pre>
                printf(" %d", a[i]);
        putchar('\n');
        radix sort uint(a, sizeof a/sizeof(int), 4);
        printf("After radix sort:\n");
        for(i=0; i<sizeof a/sizeof(unsigned int); ++i)</pre>
                printf(" %d", a[i]);
        putchar('\n');
        return 0;
```

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