

# Counting Sort

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Adapted from the CLRS book slides

# SORTING IN LINEAR TIME

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## Counting sort

Depends on a *key assumption*: numbers to be sorted are integers in  $\{0, 1, \dots, k\}$ .

**Input:**  $A[1:n]$ , where  $A[j] \in \{0, 1, \dots, k\}$  for  $j = 1, 2, \dots, n$ . Array  $A$  and values  $n$  and  $k$  are given as parameters.

**Output:**  $B[1:n]$ , sorted.

**Auxiliary storage:**  $C[0:k]$

## PSEUDOCODE

COUNTING-SORT( $A, n, k$ )

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1  let  $B[1:n]$  and  $C[0:k]$  be new arrays
2  for  $i = 0$  to  $k$ 
3       $C[i] = 0$ 
4  for  $j = 1$  to  $n$ 
5       $C[A[j]] = C[A[j]] + 1$ 
6  //  $C[i]$  now contains the number of elements equal to  $i$ .
7  for  $i = 1$  to  $k$ 
8       $C[i] = C[i] + C[i - 1]$ 
9  //  $C[i]$  now contains the number of elements less than or equal to  $i$ .
10 // Copy  $A$  to  $B$ , starting from the end of  $A$ .
11 for  $j = n$  downto 1
12      $B[C[A[j]]] = A[j]$ 
13      $C[A[j]] = C[A[j]] - 1$  // to handle duplicate values
14 return  $B$ 
```

## SORTING IN LINEAR TIME (continued)

Do an example for  $A = \langle 2_1, 5_1, 3_1, 0_1, 2_2, 3_2, 0_2, 3_3 \rangle$ . *[Subscripts show original order of equal keys in order to demonstrate stability.]*

	$i$	0	1	2	3	4	5
$C[i]$ after second <b>for</b> loop		2	0	2	3	0	1
$C[i]$ after third <b>for</b> loop		2	2	4	7	7	8

Sorted output is  $\langle 0_1, 0_2, 2_1, 2_2, 3_1, 3_2, 3_3, 5_1 \rangle$ .

# SORTING IN LINEAR TIME (continued)

Counting sort is *stable* (keys with same value appear in same order they did in input) because of how the last loop works.

## *Analysis*

$\Theta(n + k)$ , which is  $\Theta(n)$  if  $k = O(n)$ .

How big a  $k$  is practical?

- Good for sorting 32-bit values? No.
- 16-bit? Probably not.
- 8-bit? Maybe, depending on  $n$ .
- 4-bit? Probably (unless  $n$  is really small).

Counting sort will be used in radix sort.