



Java Sorting and Search

2019 Lecture 5

Review of search

```
public static int indexOf(int[] a, int key)
{
    int lo = 0;
    int hi = a.length - 1;
    while (lo <= hi)
    {
        // Key is in a[lo..hi] or not present.
        int mid = lo + (hi - lo) / 2; // do this to avoid overflow
        if (key < a[mid])
        {
            hi = mid - 1;
        }
        else if (key > a[mid])
        {
            lo = mid + 1;
        }
        else
        {
            return mid;
        }
    }
    return -1;
}
```

Search for 7



12 > 7



3 < 7



Find 7

Effective Search

- With chaos order, search has to be done linearly
- With order search, we can apply algorithm like binary search to find the target efficiently
- The key pre condition of binary search is that the list has to be sorted
- Sort algorithm therefore is very important

Sorting

- The process to make a random ordered list to a ordered list
- Speed is the most important aspect of sorting
- Some sorting method require extra memory allocation
- For sorting algorithm that require no extra space we call it in place sorting

Need to know for the test

- Selection Sort
- Insertion Sort
- Merge Sort

Selection sort

- Slowest but most easy to understand
- For each iteration, find the next smallest item in the **remaining** list and put to the front.

Before selection sort

- Write program to find the minimum value in a list and return its index.

List	7	3	4	2	6	9	8	1
Iteration 1	7	3	4	2	6	9	8	1
	1	3	4	2	6	9	8	7
Iteration 2	1	3	4	2	6	9	8	7
	1	2	4	3	6	9	8	7
Iteration 3	1	2	4	3	6	9	8	7
	1	2	3	4	6	9	8	7
End	1	2	3	4	6	7	8	9

```
public static void selectionSort(int[] a) {  
  
    int length = a.length;  
  
    for (int i = 0; i < length - 1; ++i) {  
  
        int minIndex = i;  
        for (int j = i + 1; j < length; ++j) {  
            if (a[j] < a[minIndex]) {  
                minIndex = j;  
            }  
        }  
  
        // swap to the top  
        int tmp = a[i];  
        a[i] = a[minIndex];  
        a[minIndex] = tmp;  
    }  
}
```

Before insertion sort

- Put a new item at the end of a sorted list.
- Move the new item to the correct position

List



```
private static int[] testTarget = new int[10];
private static int size = 0;
private static int next = 0;

public static boolean insert(int value) {
    if (size == testTarget.length) {
        return false;
    }

    testTarget[next] = value;
    for (int i = next; i > 0; i--) {
        if (testTarget[i] < testTarget[i - 1]) {
            int temp = testTarget[i - 1];
            testTarget[i - 1] = testTarget[i];
            testTarget[i] = temp;
        } else {
            break; // since all previous list are sorted
        }
    }

    next++;
    size++;
    return true;
}
```

Insertion sort

- Most common used in place sort for short list
- For each iteration, treat the next item as new insertion value, and move to it's right location

List	7	3	4	2	6	9	8	1
Iteration 1	7	3	4	2	6	9	8	1
	7	3	4	2	6	9	8	1
Iteration 2	7	3	4	2	6	9	8	1
	3	7	4	2	6	9	8	1
Iteration 3	3	7	4	2	6	9	8	1
	3	4	7	2	6	9	8	1
Iteration 4	3	4	7	2	6	9	8	1
	2	3	4	7	6	9	8	1
End	1	2	3	4	6	7	8	9

```

public static void insertionSort(int[] a) {
    int length = a.length;

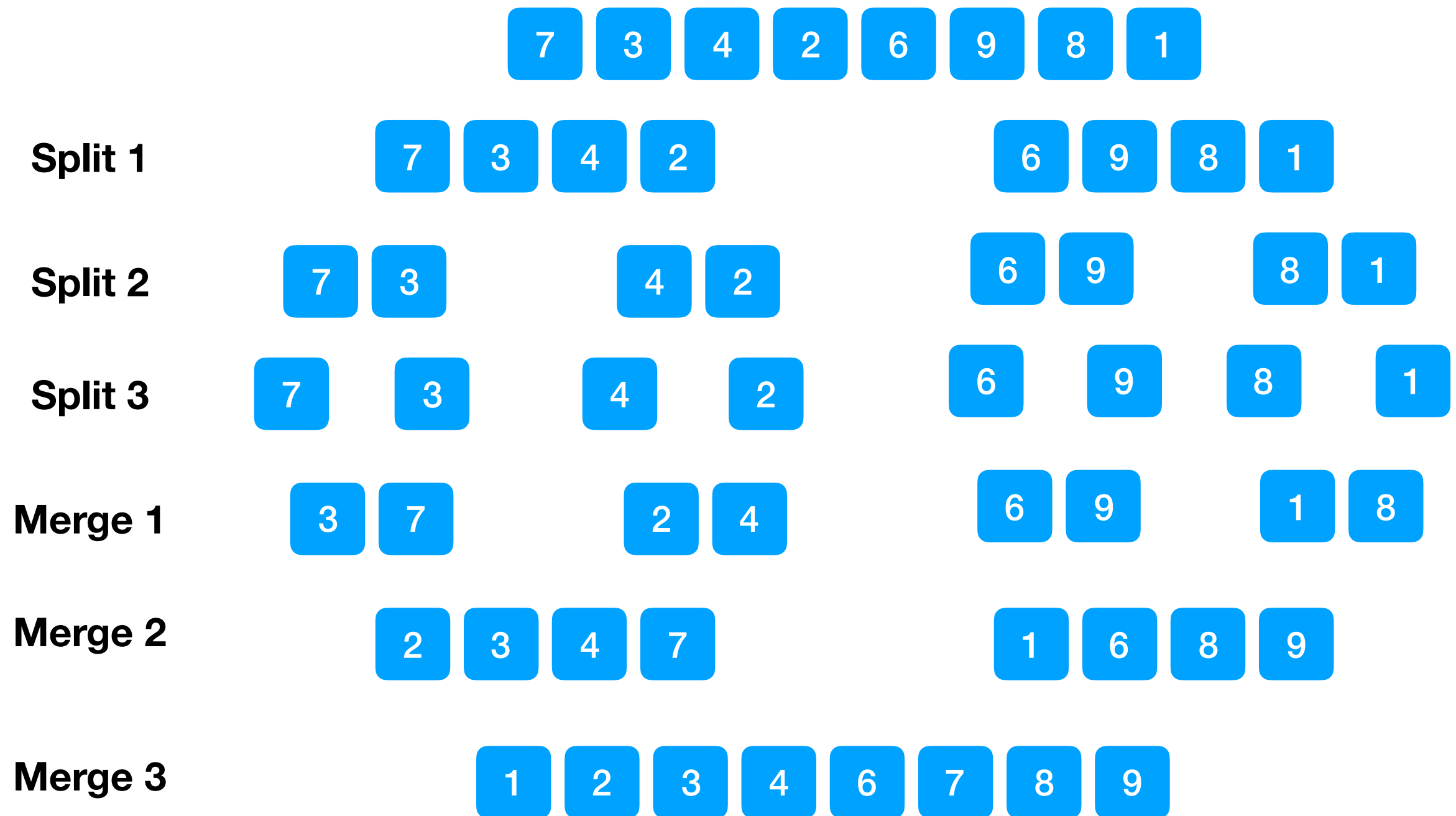
    for (int i = 1; i < length; ++i) {
        int insertValue = a[i];

        for (int j = i; j > 0; j--) {
            if (a[j] < a[j - 1]) {
                int temp = a[j - 1];
                a[j - 1] = a[j];
                a[j] = temp;
            } else {
                break; // since all previous list are sorted
            }
        }
    }
}

```


Merge sort

- Fastest sorting method that you need to know for this class
- Require additional memory to finish the sort
- Using recursion method
- Divide and conquer solution.
 - split the list into smaller list
 - And merge them one by one



Merge two sorted list

```

public int[] merge(int[] arr1, int[] arr2) {
    int[] result = new int[arr1.length + arr2.length];

    int index1 = 0;
    int index2 = 0;

    int indexResult = 0;

    while (index1 < arr1.length && index2 < arr2.length) {
        if (arr1[index1] <= arr2[index2]) {
            result[indexResult] = arr1[index1];
            index1++;
        }
        else {
            result[indexResult] = arr2[index2];
            index2++;
        }
        indexResult++;
    }

    /* Copy remaining elements of L[] if any */
    while (index1 < arr1.length)
    {
        result[indexResult] = arr1[index1];
        index1++;
        indexResult++;
    }

    /* Copy remaining elements of R[] if any */
    while (index2 < arr2.length)
    {
        result[indexResult] = arr2[index2];
        index2++;
        indexResult++;
    }

    return result;
}

```

Merge sort

```
private void split(int arr[], int start, int end)
{
    if (start >= end) {
        return;
    } else {
        // Find the middle point
        int mid = (start + end) / 2;

        // Sort left
        split(arr, start, mid);
        // Sort right
        split(arr, mid + 1, end);

        // Merge the sorted halves
        merge(arr, start, mid, end);
    }
}
```

```
private void merge(int arr[], int start, int mid, int end)
{
    int leftSize = mid - start + 1;
    int rightSize = end - mid;

    /* Create temp arrays */
    int L[] = new int[leftSize];
    int R[] = new int[rightSize];

    /* Copy data to temp arrays */
    for (int i = 0; i < leftSize; ++i)
        L[i] = arr[start + i];
    for (int j = 0; j < rightSize; ++j)
        R[j] = arr[mid + 1 + j];

    int i = 0, j = 0;

    int currentWalker = start;
    while (i < leftSize && j < rightSize)
    {
        if (L[i] <= R[j])
        {
            arr[currentWalker] = L[i];
            i++;
        }
        else
        {
            arr[currentWalker] = R[j];
            j++;
        }
        currentWalker++;
    }

    /* Copy remaining elements of L[] if any */
    while (i < leftSize)
    {
        arr[currentWalker] = L[i];
        i++;
        currentWalker++;
    }

    /* Copy remaining elements of R[] if any */
    while (j < rightSize)
    {
        arr[currentWalker] = R[j];
        j++;
        currentWalker++;
    }
}
```