

Sorting

2. External Sorting:

-The data that is to be sorted cannot be accommodated in the memory at the same time and require some additional auxiliary memory, then it is called external sorting.

```
arr = {1,2,6,9,3,5,8};
```

Stable and Not stable sorting:

arr = {1,2,6,9,3,5,8,6,9,3,5,8};

arr = {1,2,3,3,5,5,6,6,8,8,9,9};

Stable : Sorting

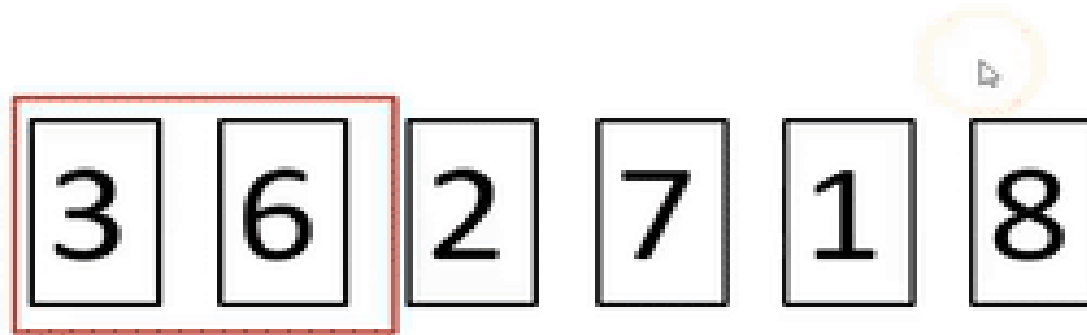
or

arr = {1,2,6,9,3,5,8,6,9,3,5,8};

arr = {1,2,3,3,5,5,6,6,8,8,9,9};

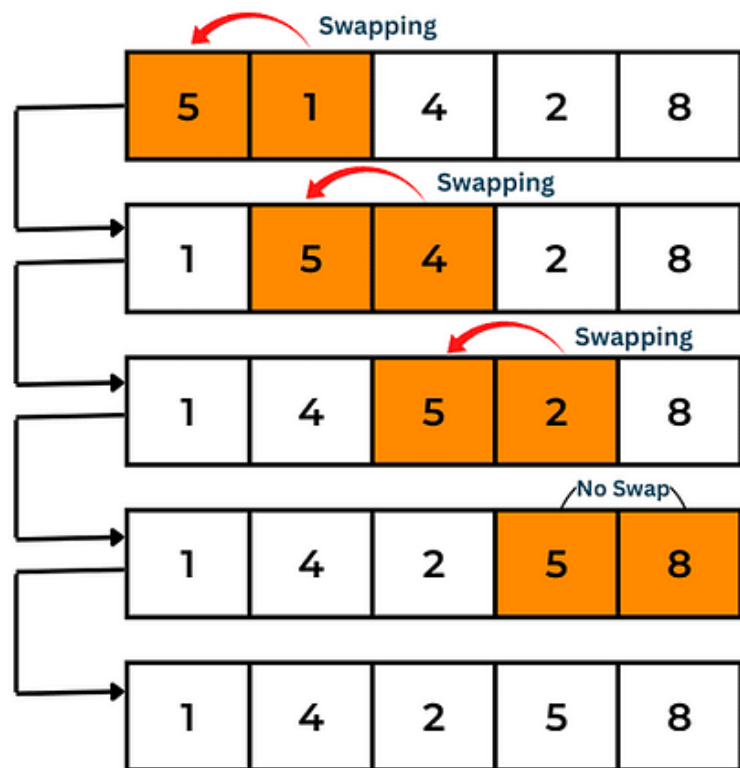
Not stable : sorting

Bubble Sort:



BUBBLE SORTING

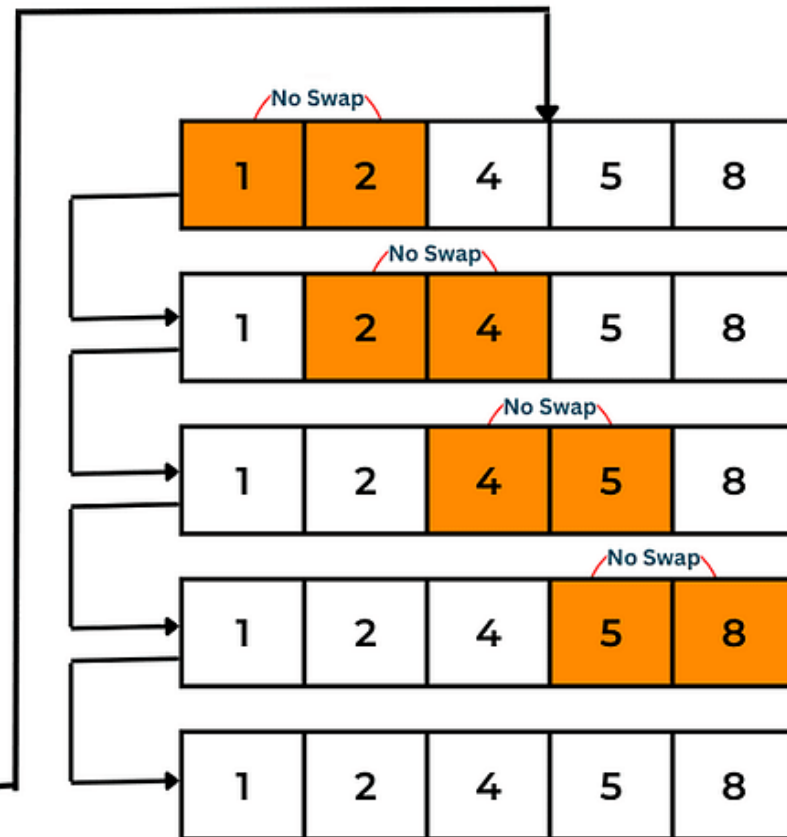
First Pass



Second Pass



Third Pass



Algorithm 1: Bubble sort

Data: Input array $A[]$

Result: Sorted $A[]$

int i, j, k ;

$N = \text{length}(A)$;

for $j = 1$ **to** N **do**

for $i = 0$ **to** $N-1$ **do**

if $A[i] > A[i+1]$ **then**

$\text{temp} = A[i]$;

$A[i] = A[i+1]$;

$A[i+1] = \text{temp}$;

end

end

end

```

class Bsort{
    void bsort(int arr[])
    {
        int n = arr.length;
        for(int i = 0 ; i < n - 1 ; i++) {
            for(int j = 0 ; j < n - i - 1 ; j++) {
                if(arr[j] > arr[j+1])
                {
                    int temp = arr[j];
                    arr[j] = arr[j+1];
                    arr[j+1] = temp;
                }
            }
        }
    }
}

```

Best case: 11,22,33,44,...99

Average case:

Worst case

$O(n^2)$

No of comparisons: $n-1$

Space complexity: $O(n)$

```

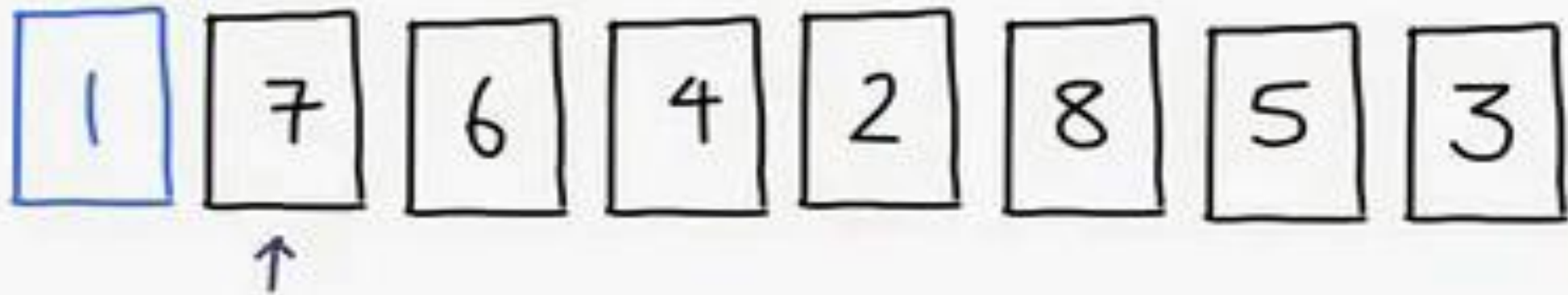
void display(int arr[]) {
    int n = arr.length;
    for(int i = 0 ; i < n ; i++) {

```

length: 638 lines: 47

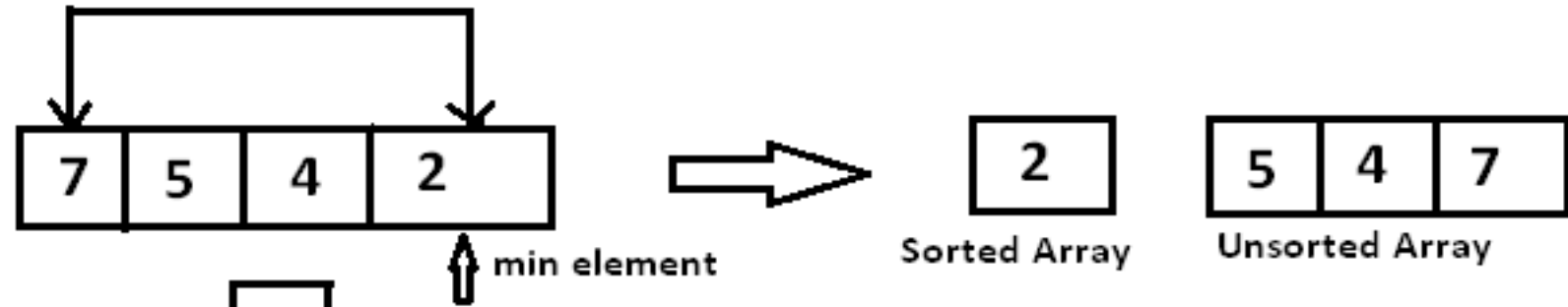
Ln: 17 Col: 13 Pos: 257

Window

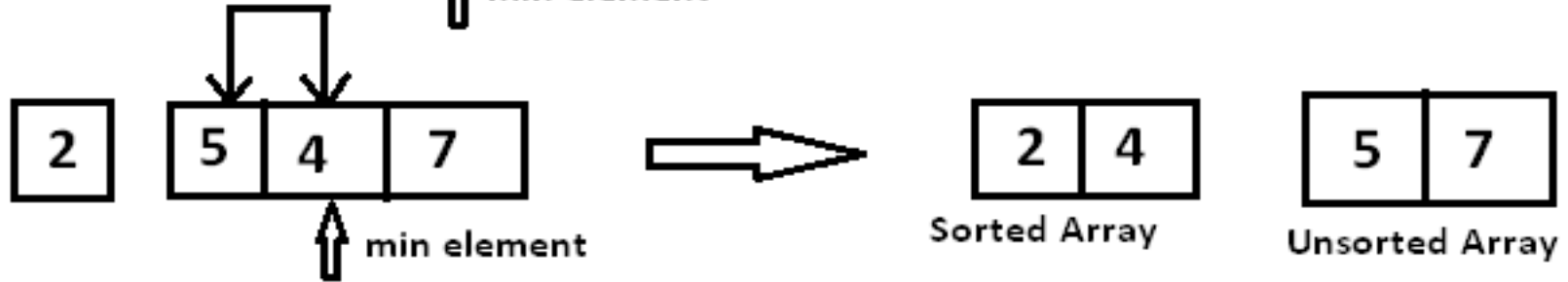


Minimum : 7

STEP 1.



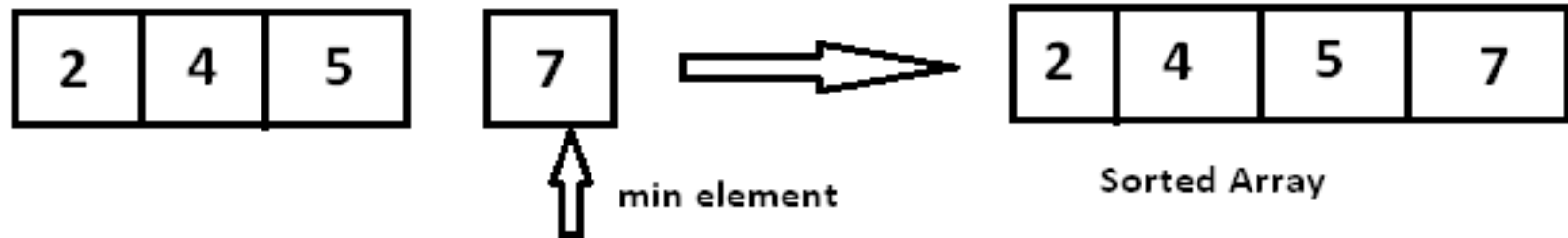
STEP 2.



STEP 3.



STEP 4.



Algorithm:

SelectionSort(A)

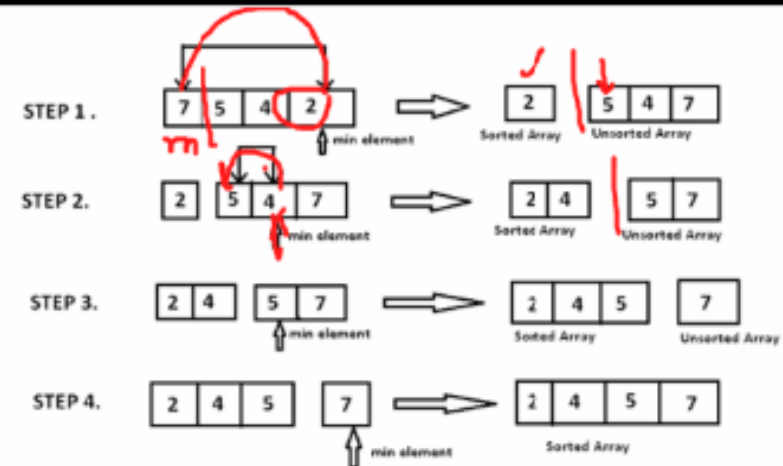
```
{
    for( i = 0; i < n ; i++)
    {
        least=A[i];
        p=i;
        for ( j = i + 1; j < n ; j++)
        {
            if (A[j] < A[i])
                least= A[j]; p=j;
        }
    }
    swap(A[i],A[p]);
}
```

```

}

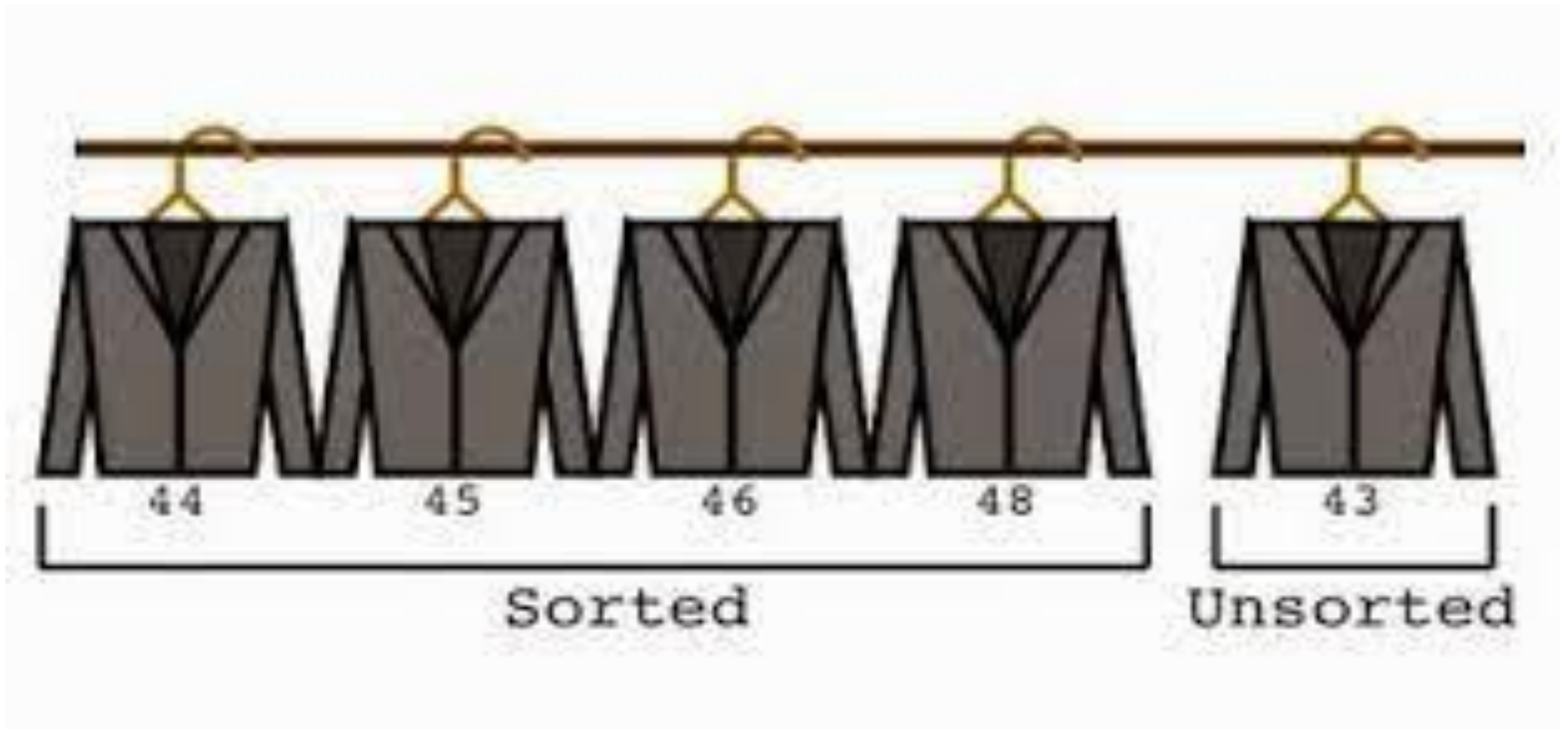
void ssort(int arr[]){
    int n = arr.length;
    for(int i=0;i<n-1;i++){
        int min = i;
        for(int j=i+1;j<n;j++){
            if(arr[j] < arr[min])
                min = j;
        }
        int temp = arr[min];
        arr[min] = arr[i];
        arr[i] = temp;
    }
}

void display(int arr[]){
    int n = arr.length;
    for(int i=0;i<n;i++){
        System.out.print(arr[i]+" ");
    }
}
    
```

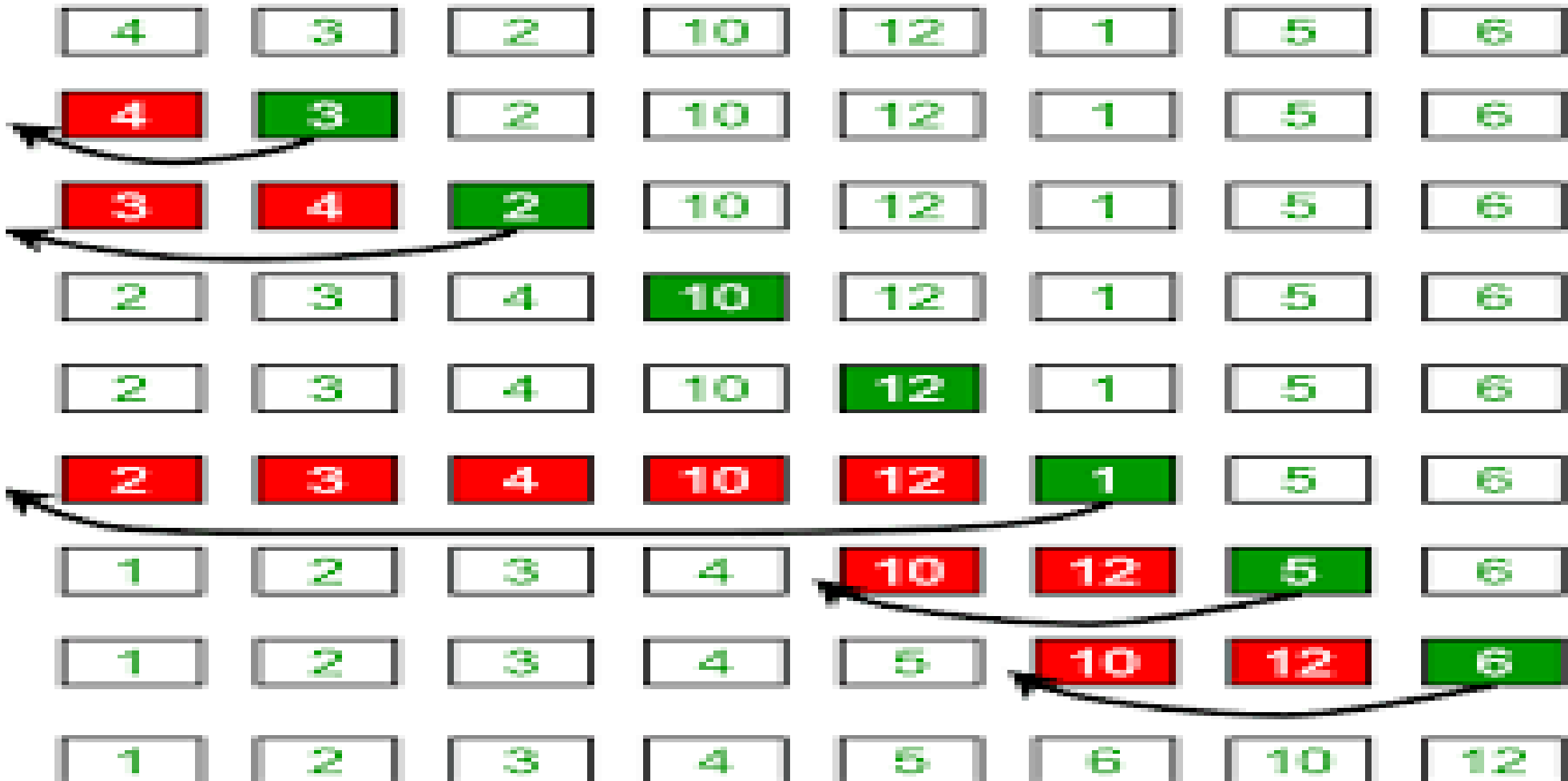


CDAC MUMBAI - Kiran Waghmare

5



Insertion Sort Execution Example



INSERTION-SORT(A)

for $j \leftarrow 2$ to n

do $\text{key} \leftarrow A[j]$

▷ Insert $A[j]$ into the sorted sequence $A[1 \dots j-1]$

$i \leftarrow j - 1$

while $i > 0$ and $A[i] > \text{key}$

do $A[i + 1] \leftarrow A[i]$

$i \leftarrow i - 1$

$A[i + 1] \leftarrow \text{key}$

cost

times

c_1

n

c_2

$n-1$

0

$n-1$

c_4

$n-1$

c_5

$\sum_{j=2}^n t_j$

c_6

$\sum_{j=2}^n (t_j - 1)$

c_7

$\sum_{j=2}^n (t_j - 1)$

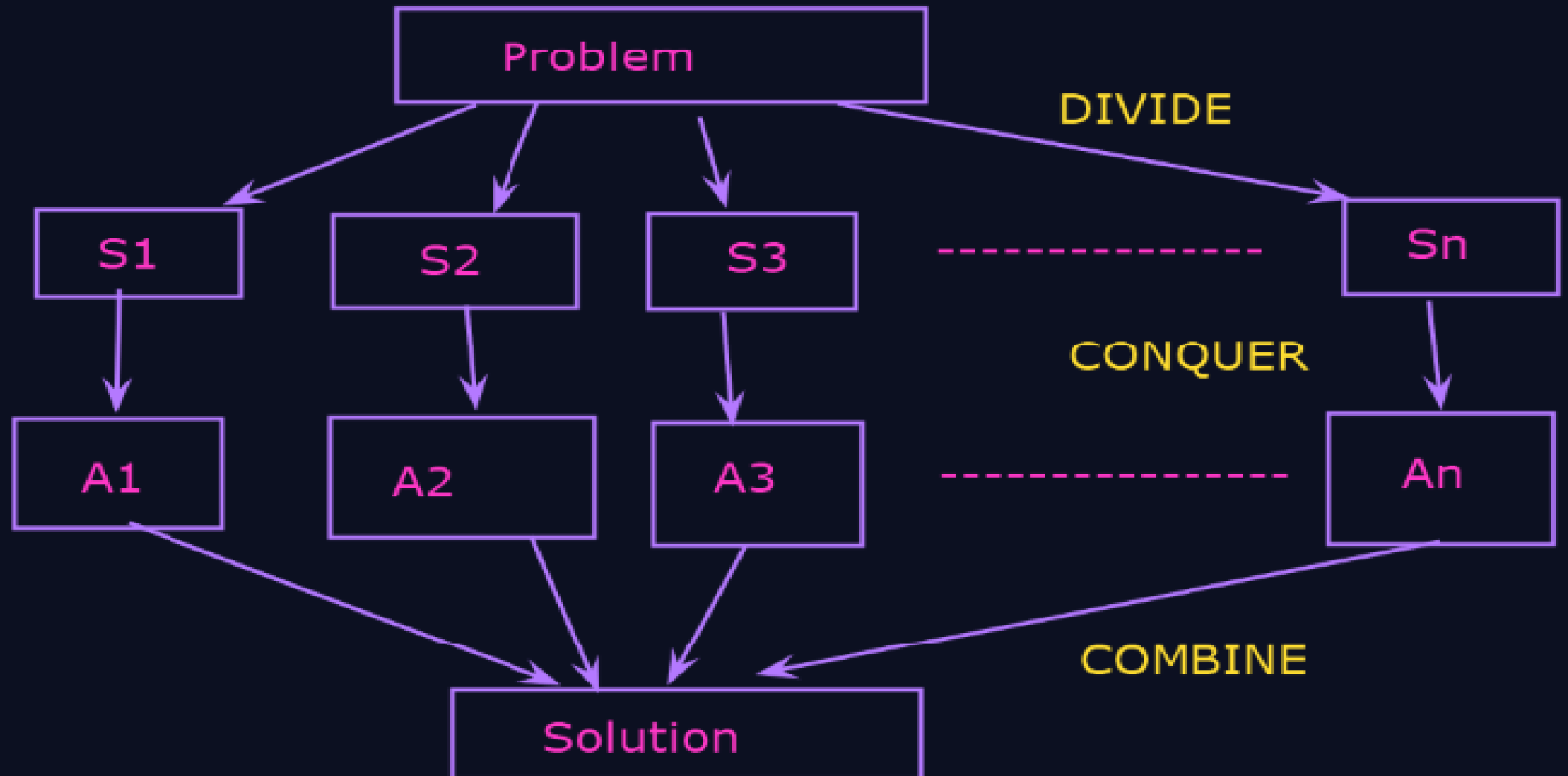
c_8

$n-1$

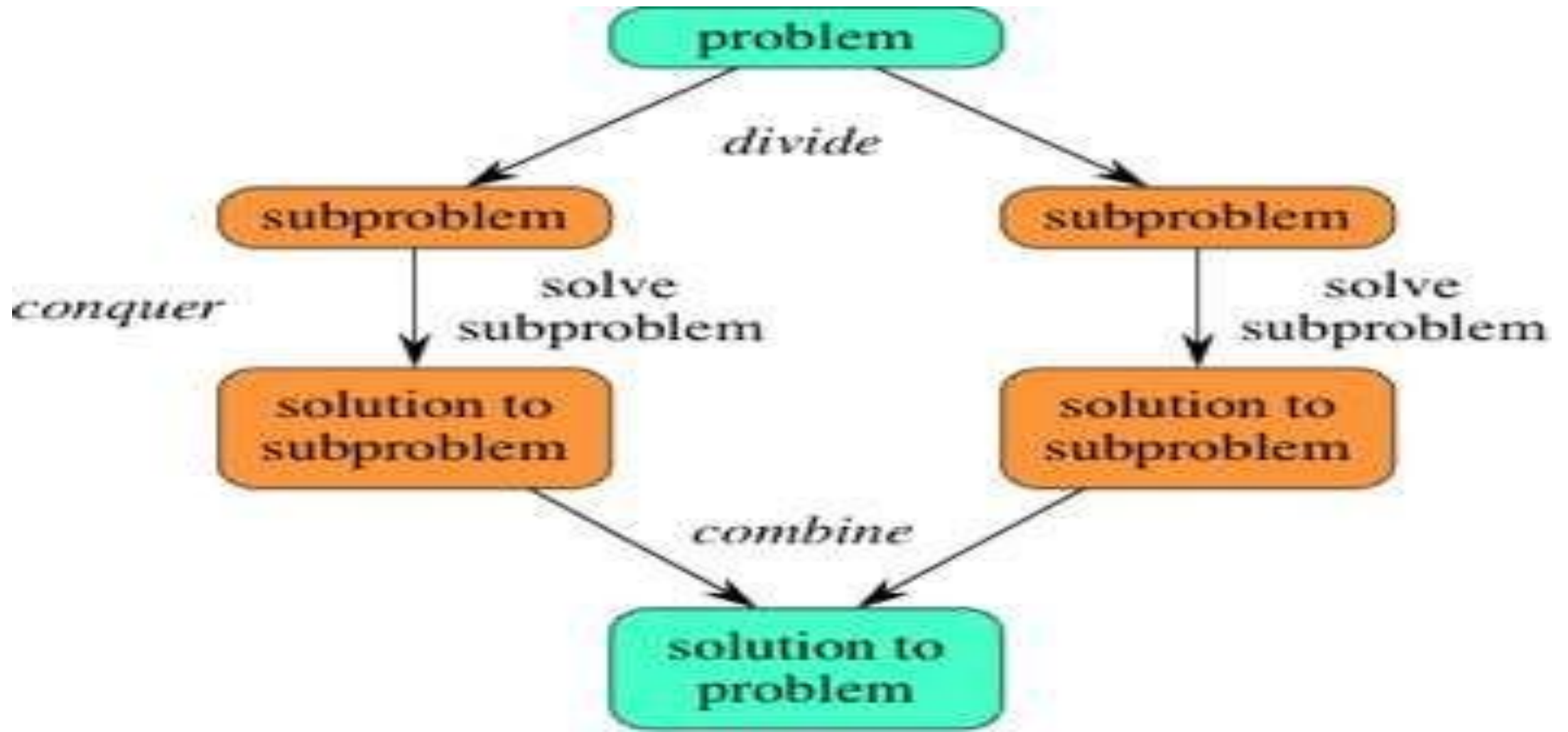
t_j : # of times the while statement is executed at iteration j

$$T(n) = c_1 n + c_2 (n-1) + c_4 (n-1) + c_5 \sum_{j=2}^n t_j + c_6 \sum_{j=2}^n (t_j - 1) + c_7 \sum_{j=2}^n (t_j - 1) + c_8 (n-1)$$

Divide and conquer:



Divide-and-conquer



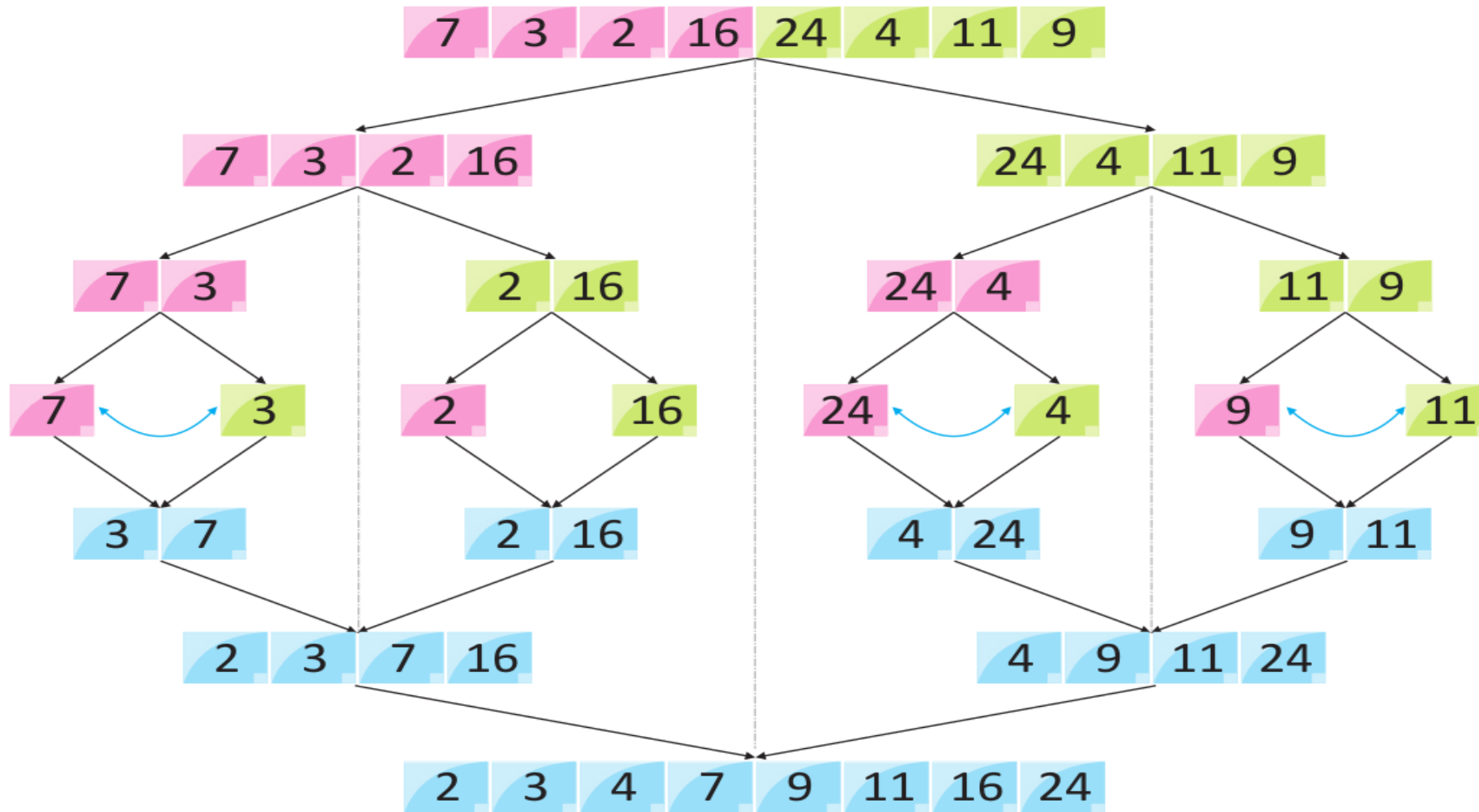
Merge Sort:

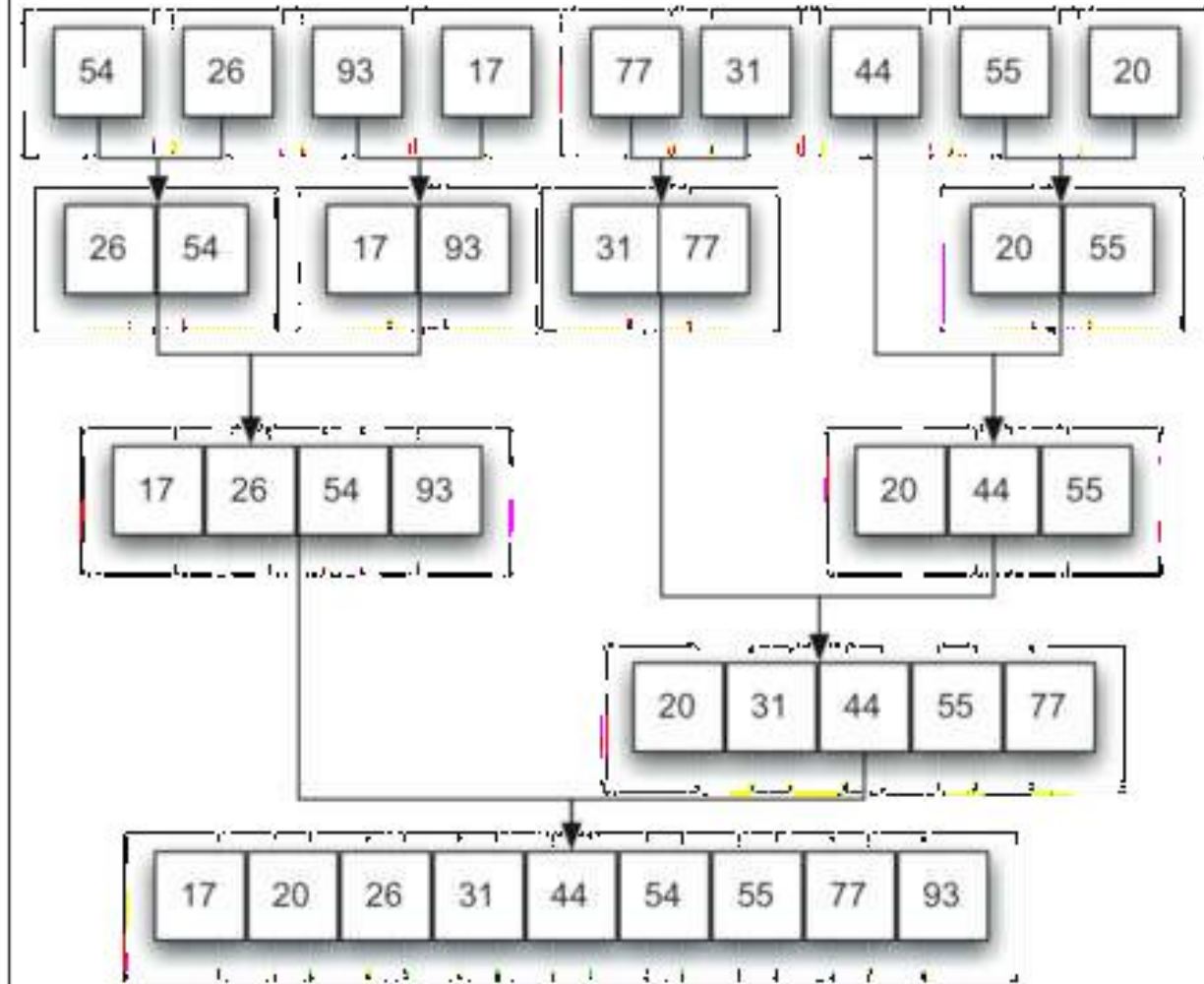
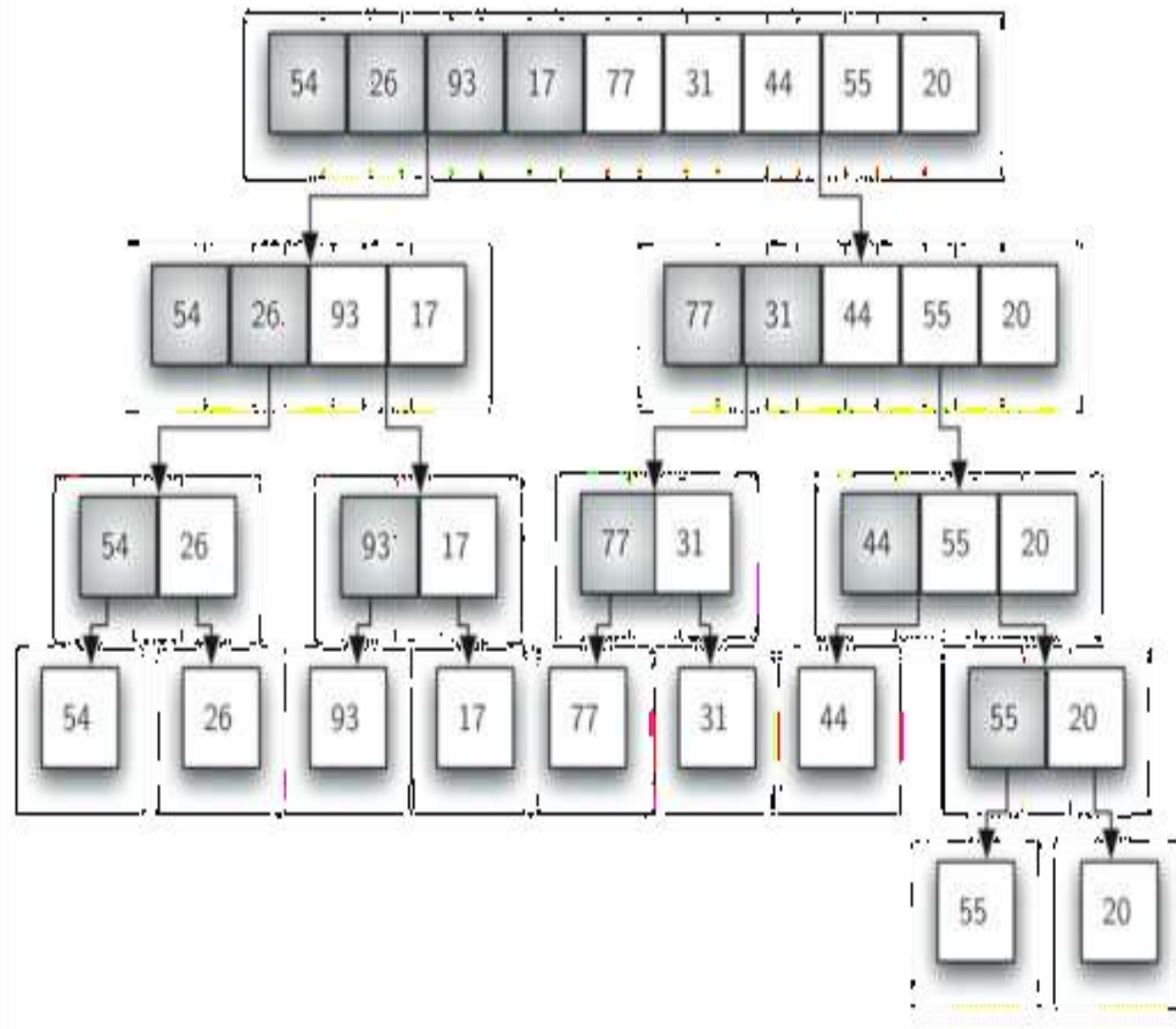
3 1 6 8 4 5 7 2

method call

return value

merge
↓





Merge Sort:

Here is the pseudocode for Merge Sort, modified to include a counter:

```
count ← 0
Merge_Sort(A, p, r)
1   if p < r
2       then q ← ⌊(p + r)/2⌋
3           Merge-Sort (A, p, q)
4           Merge-Sort (A, q+1, r)
5           Merge (A, p, q, r)
```

And here is the modified algorithm for the Merge function used by Merge Sort:

```
Merge (A, p, q, r)
1   n1 ← (q - p) + 1
2   n2 ← (r - q)
3   create arrays L[1..n1+1] and R[1..n2+1]
4   for i ← 1 to n1 do
5       L[i] ← A[(p + i) - 1]
6   for j ← 1 to n2 do
7       R[j] ← A[q + j]
8   L[n1 + 1] ← ∞
9   R[n2 + 1] ← ∞
10  i ← 1
11  j ← 1
12  for k ← p to r do
12.5    count ← count + 1
13      if L[i] ≤ R[j]
14          then A[k] ← L[i]
15              i ← i + 1
16      else A[k] ← R[j]
17          j ← j + 1
```

Day 10: Algorithms and Data Structures

Date : 4-April-2025

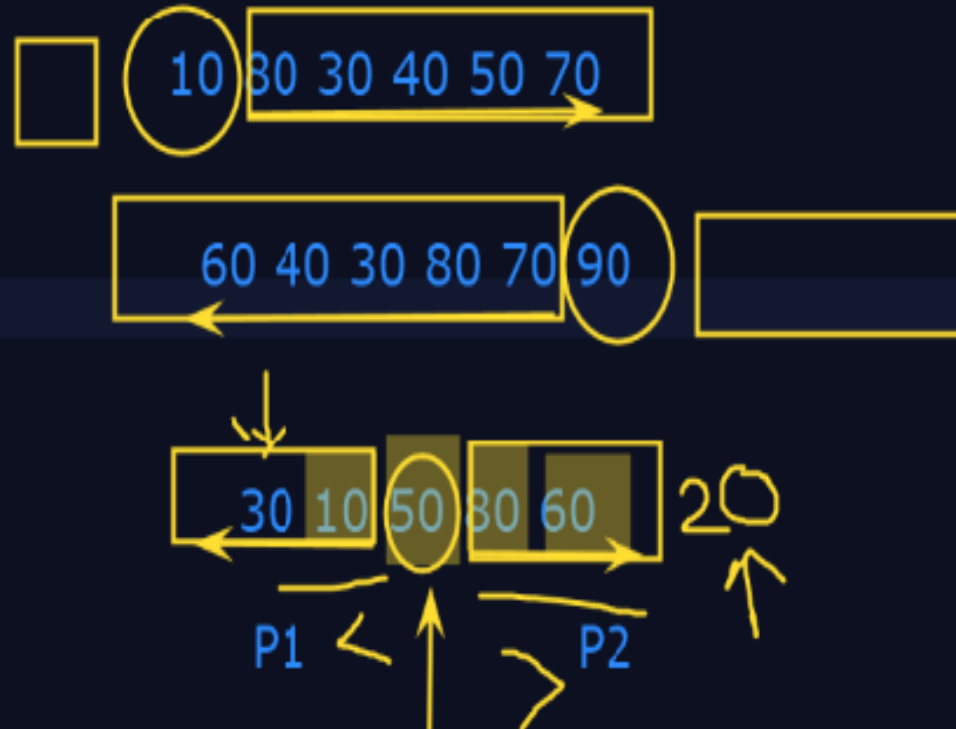
You are screen sharing

Stop share

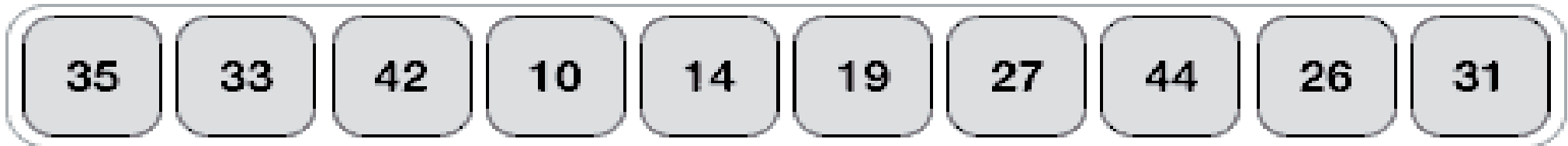
Topics:

- Quick Sort
- Queue
- Circular Queue
- Hashing

Pivot



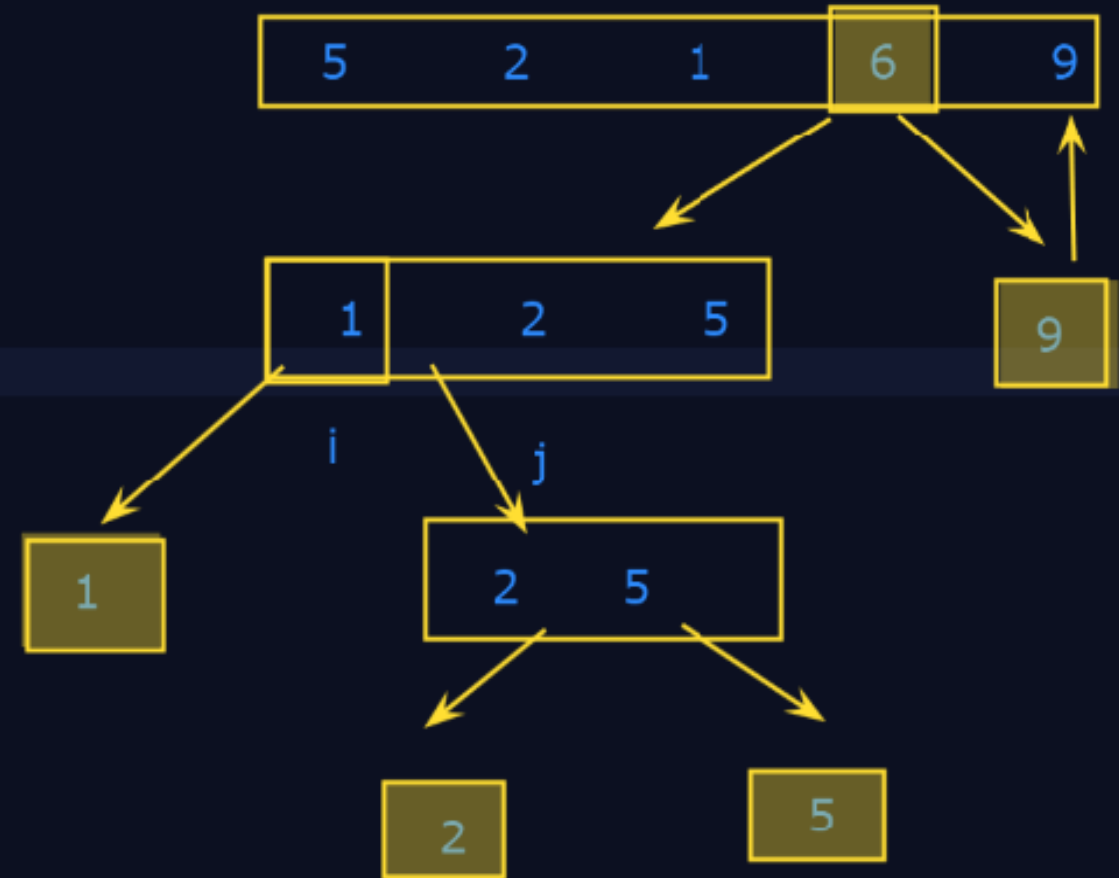
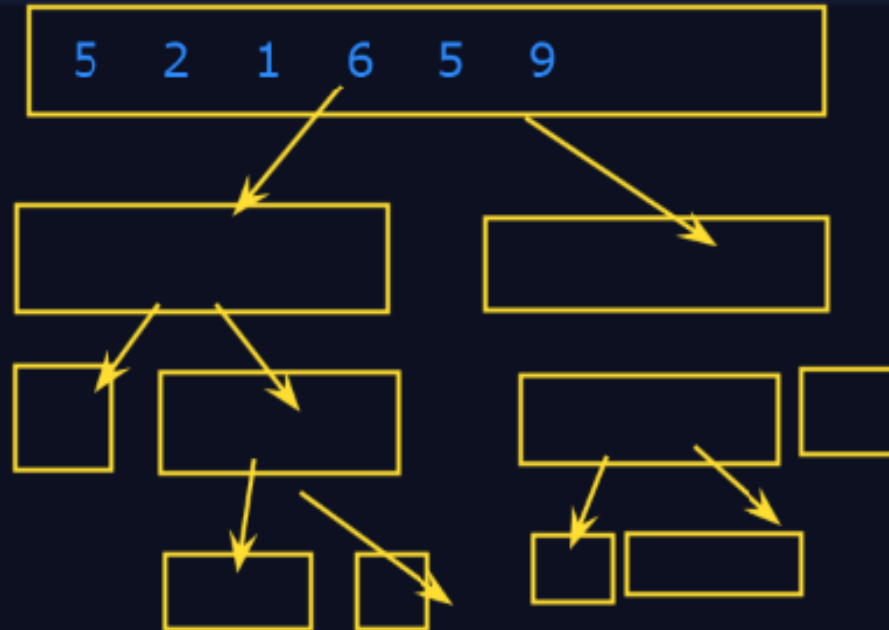
Unsorted Array

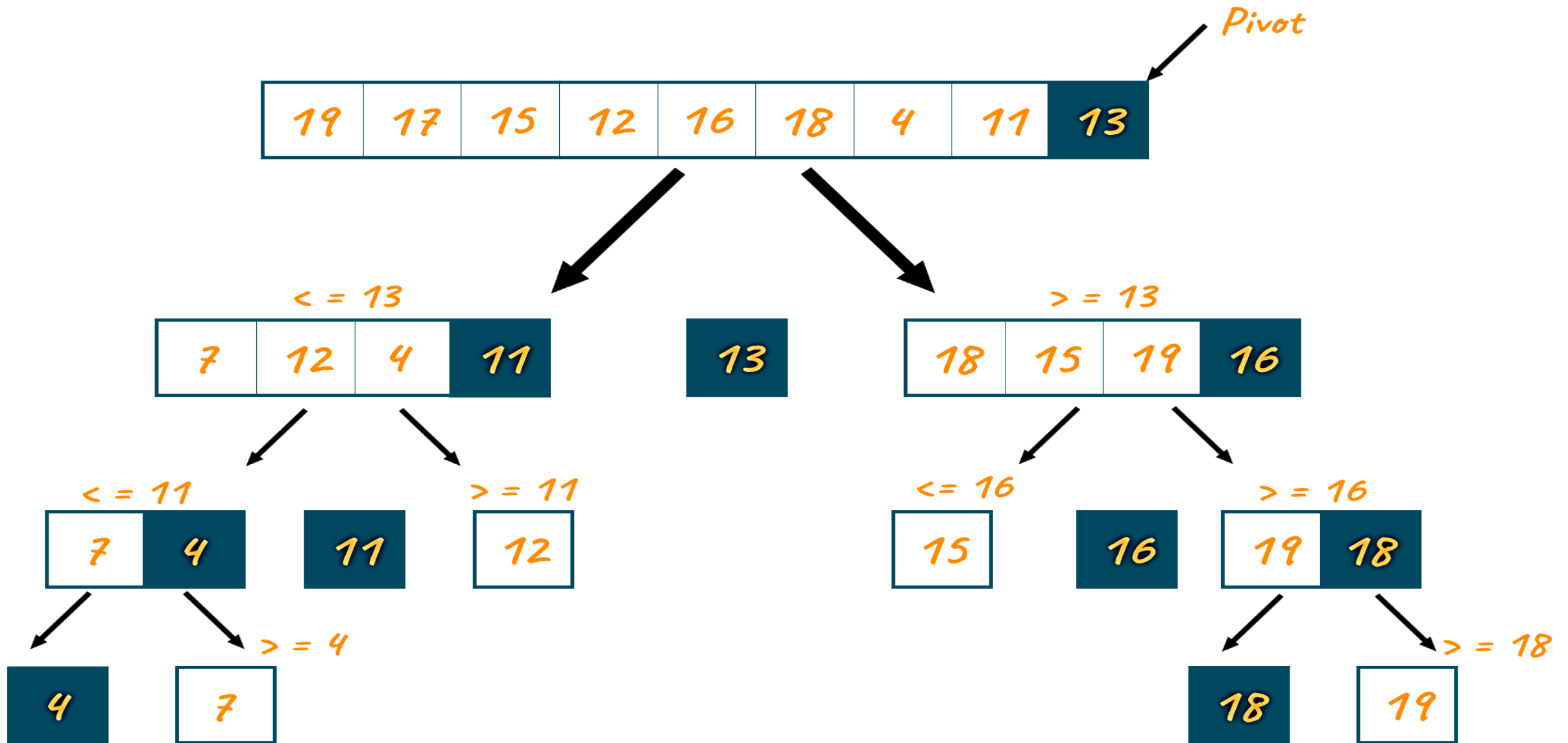


Day 10: Algorithms and Data Structures
Date : 4-April-2025

Topics:

- Quick Sort
- Queue
- Circular Queue
- Hashing





The following procedure implements quicksort:

QUICKSORT(A, p, r)

```
1  if  $p < r$ 
2       $q = \text{PARTITION}(A, p, r)$ 
3      QUICKSORT( $A, p, q - 1$ )
4      QUICKSORT( $A, q + 1, r$ )
```

To sort an entire array A , the initial call is QUICKSORT($A, 1, A.length$).

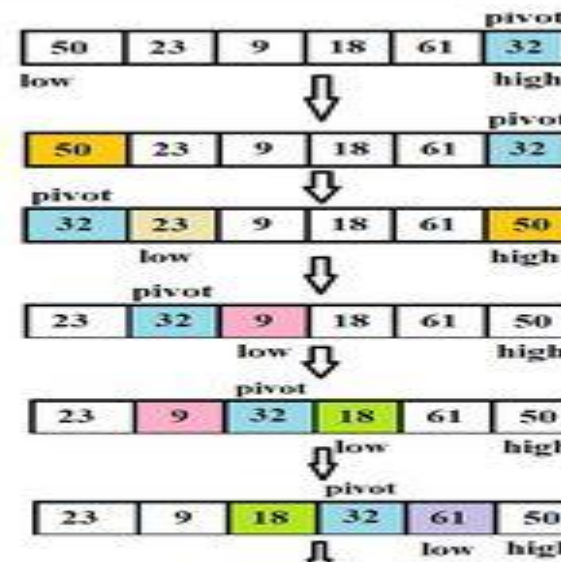
Partitioning the array

The key to the algorithm is the PARTITION procedure, which rearranges the subarray $A[p \dots r]$ in place.

PARTITION(A, p, r)

```
1   $x = A[r]$ 
2   $i = p - 1$ 
3  for  $j = p$  to  $r - 1$ 
4      if  $A[j] \leq x$ 
5           $i = i + 1$ 
6          exchange  $A[i]$  with  $A[j]$ 
7  exchange  $A[i + 1]$  with  $A[r]$ 
8  return  $i + 1$ 
```

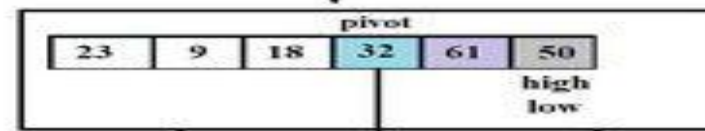

Quick Sort



```

if arr[low] > arr[pivot]:
    swap(arr[low], arr[pivot])
    low++
else:
    continue;

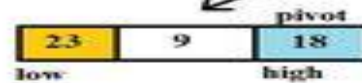
```



if low >= high:
stop;

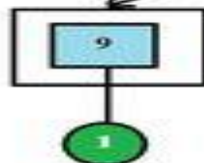
Quick Sort
on Left side

Quick Sort
on Right side

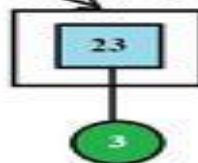


Quick Sort
on Left side

Quick Sort
on Right side



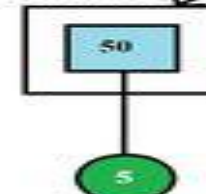
2



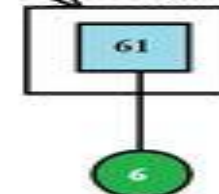
3

Quick Sort
on Left side

Quick Sort
on Right side



5



6

Final Sorted Array:



Pooja Nalawade raised hand View ×

```
static void quicksort(int arr[], int low, int high){
```

```
    if(low < high)
```

```
    {
        int pi = partition(arr, low, high);
```

```
        quicksort(arr, low, pi-1); //Left array : P1
```

```
        quicksort(arr, pi+1, high); //Right array : P2
```

```
    }
```

```
static int partition(int arr[], int low, int high){
```

```
    int pivot = arr[high];
```

```
    int i = low-1;
```

```
    for(int j=low; j<=high-1; j++){
```

```
        if(arr[j] < pivot)
```

```
        {
```

```
            i++;
```

```
            swap(arr, i, j);
```

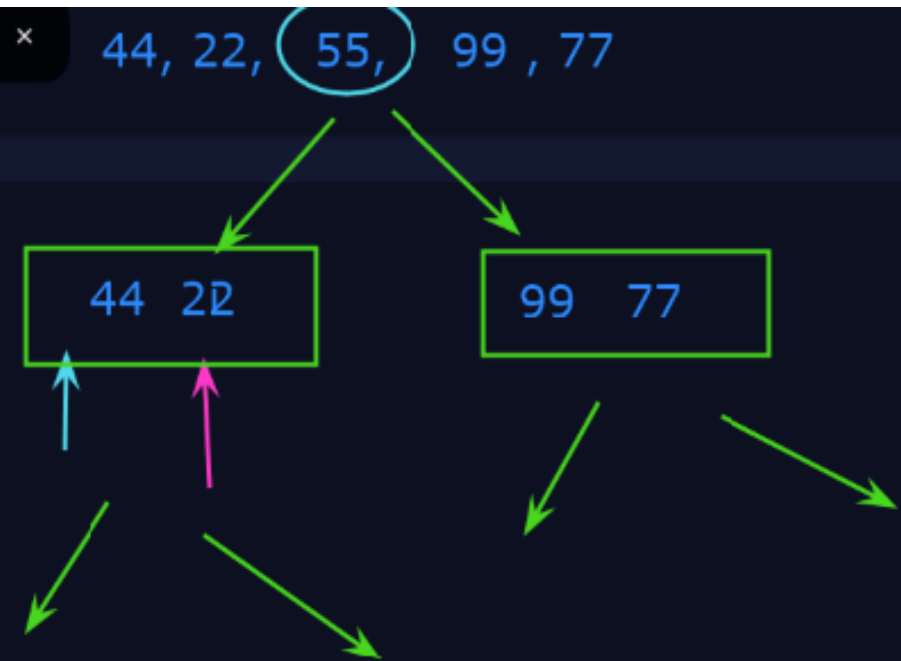
```
        }
```

```
    }
```

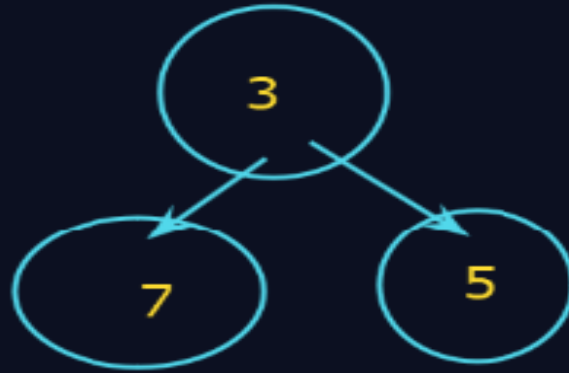
```
    swap(arr, i+1, high);
```

```
    return(i+1);
```

```
}
```



HEap Sort:



Min Heap



Max Heap

Heap:

-A special form of complete binary tree such that the key value of each is either smaller or greater than the root node.

Types of heap:

1. Max heap:

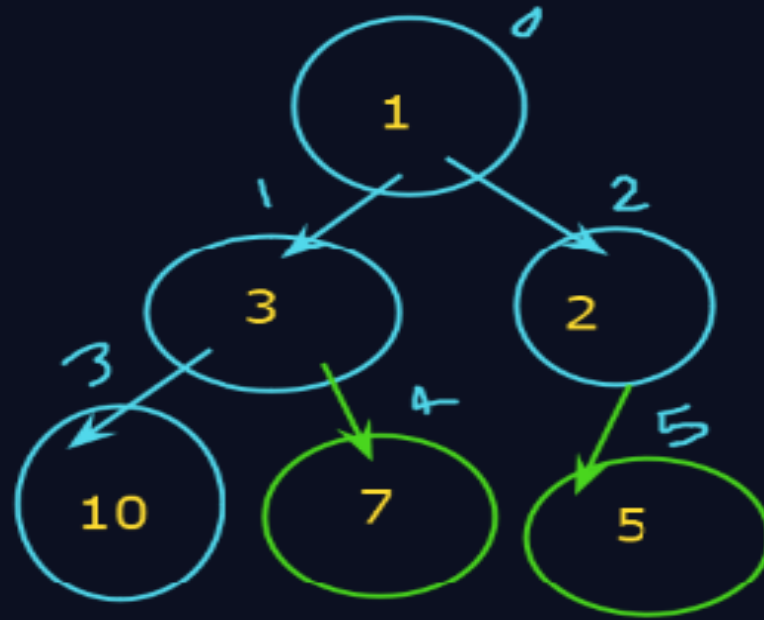
-A max heap in which the key value of the root node is greater than the other nodes.

2. Min heap:

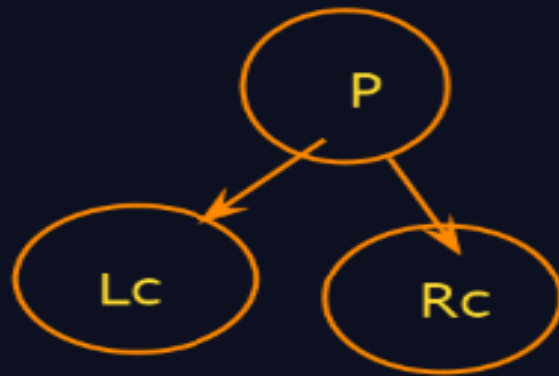
-A min heap in which the key value of the root node is smaller than the other nodes.

Heap

Min Heap



Max Heap

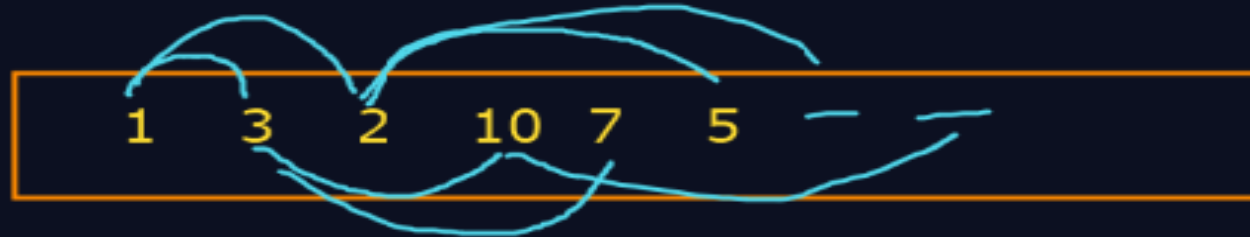


$i = 0$

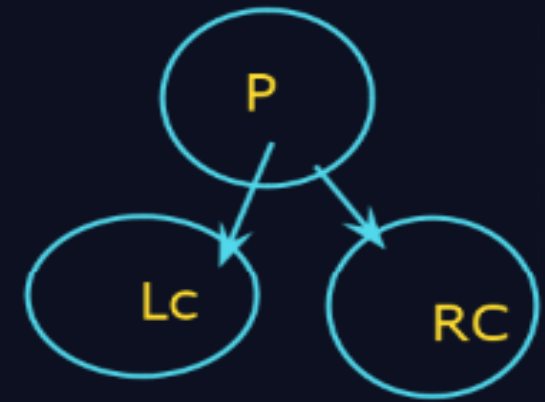
Parent : i
 LC : $2*i + 1 = 1$
 RC : $2*i + 2 = 2$

$i = 1$

Parent : $i/2$
 LC : $2*i$
 RC : $2*i + 1$



```
class Hsort{  
    void heapify(int arr[],int n, int i){  
        int largest = i; //Parent  
        int l = 2*i+1; //LC  
        int r = 2*i+2; //RC  
  
        if(l < n && arr[l] > arr[largest])  
            largest = l;  
        if(r < n && arr[r] > arr[largest])  
            largest = r;  
  
        if( largest != i){  
            int temp = arr[i];  
            arr[i] = arr[largest];  
            arr[largest] = temp;  
            heapify(arr, n, largest);  
        }  
    }  
}
```



HEAP SORT

Best	Average	Worst
$O(n \log n)$	$O(n \log n)$	$O(n \log n)$



Array



Recursion



Binary Heap

sort (A)

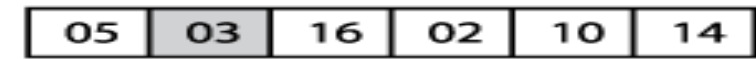
1. **buildHeap(A)**
2. **for** $i = n - 1$ **downto** 1 **do**
3. swap $A[0]$ with $A[i]$
4. **heapify** (A, 0, i)
- end**

buildHeap (A)

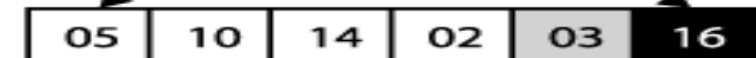
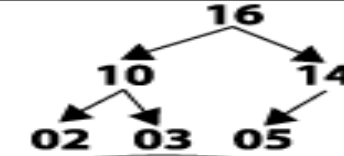
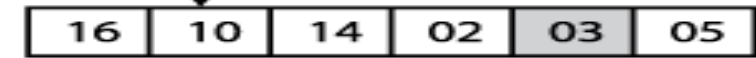
1. **for** $i = \lfloor n/2 \rfloor - 1$ **downto** 0 **do**
2. **heapify** (A, i, n)
- end**

heapify (A, idx, max)

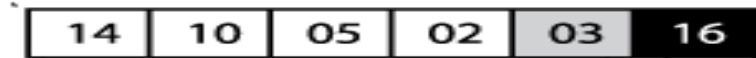
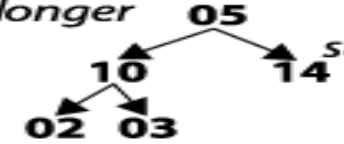
1. $left = 2 * idx + 1$
2. $right = 2 * idx + 2$
3. **if** ($left < max$ **and** $A[left] > A[idx]$) **then**
4. $largest = left$
5. **else** $largest = idx$
6. **if** ($right < max$ **and** $A[right] > A[largest]$) **then**
7. $largest = right$
8. **if** ($largest \neq idx$) **then**
9. swap $A[i]$ and $A[largest]$
10. **heapify** (A, largest, max)
- end**



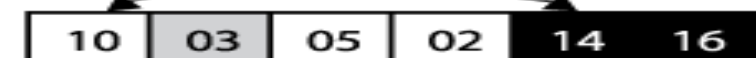
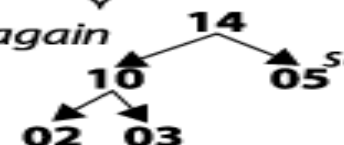
buildHeap



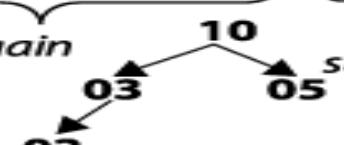
Might no longer be a heap



A heap again



A heap again



Heap

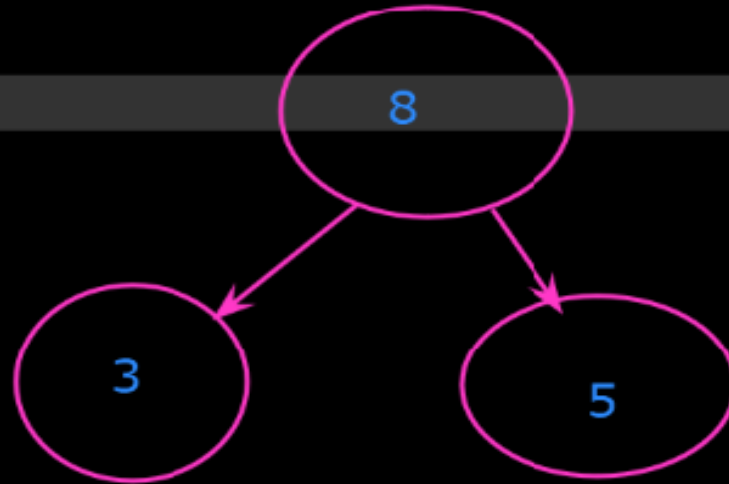
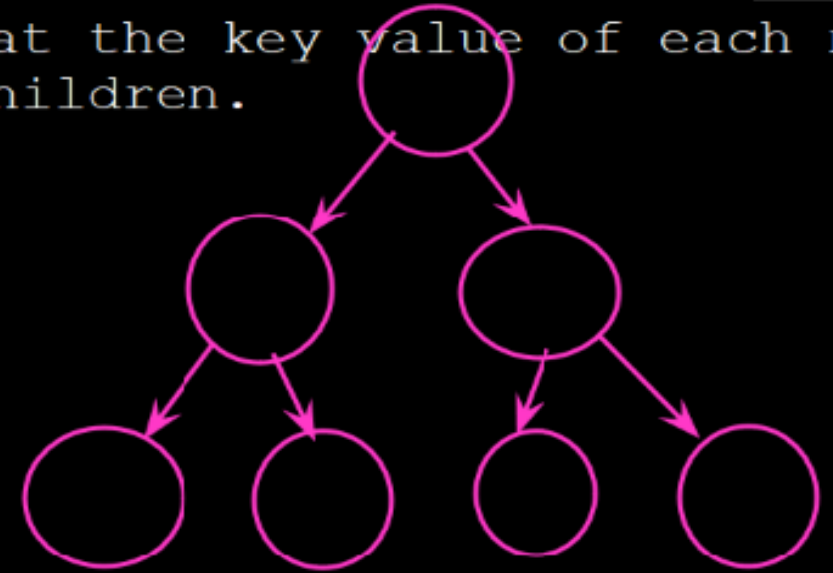


Definition:

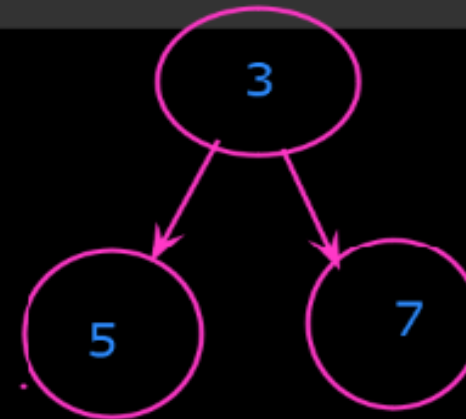
-a special form of complete binary tree that the key value of each node is smaller (larger) than the key value of its children.

Types of heap:

1. Max-Heap: root node has largest value
2. Min-Heap: root node has smallest value



Max Heap



Min Heap

Heap

Heap

- **Definition in Data Structure**

- **Heap:** A special form of **complete binary tree** that key value of each node is no smaller (larger) than the key value of its children (if any).

- **Max-Heap: root node has the largest key.**

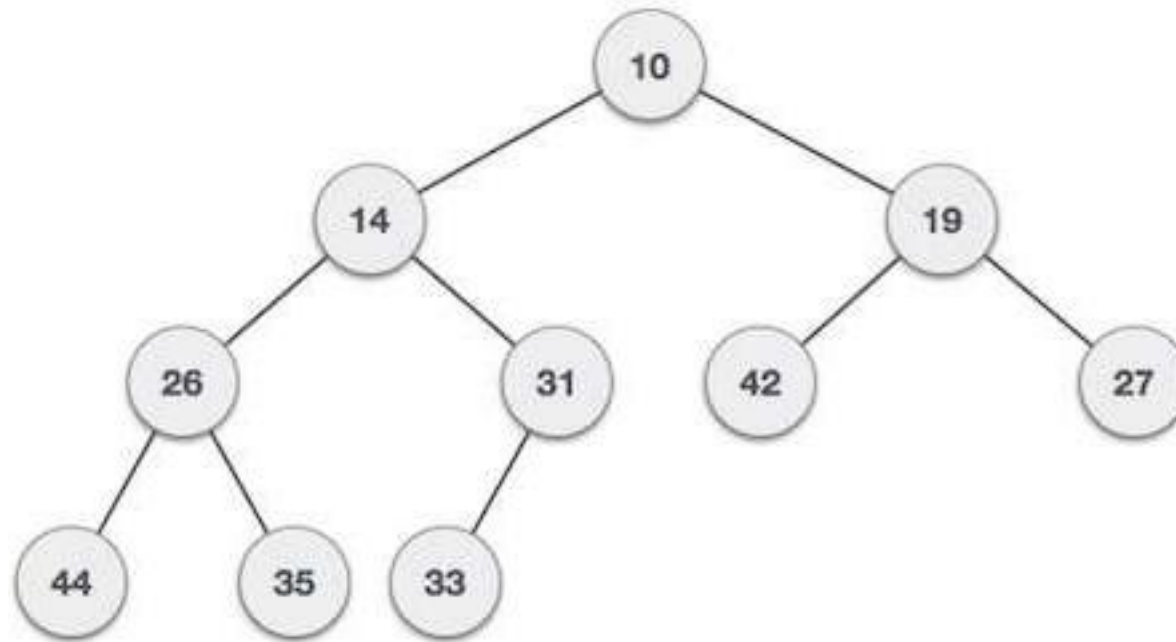
- A **max tree** is a tree in which the key value in each node is **no smaller than** the key values in its children.
- A **max heap** is a **complete binary tree** that is also a max tree.

- **Min-Heap: root node has the smallest key.**

- A **min tree** is a tree in which the key value in each node is **no larger than** the key values in its children.
- A **min heap** is a **complete binary tree** that is also a min tree.

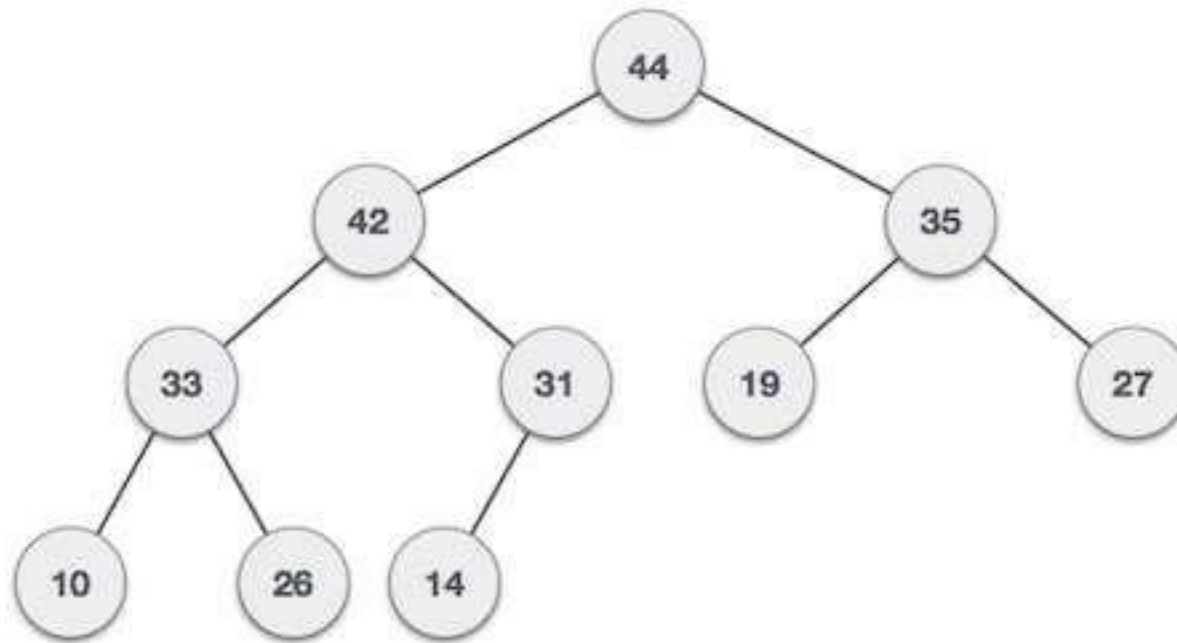
Heap

- Min-Heap
 - Where the value of the root node is less than or equal to either of its children
 - For input 35 33 42 10 14 19 27 44 26 31



Heap

- Max-Heap –
 - where the value of root node is greater than or equal to either of its children.
 - For input 35 33 42 10 14 19 27 44 26 31



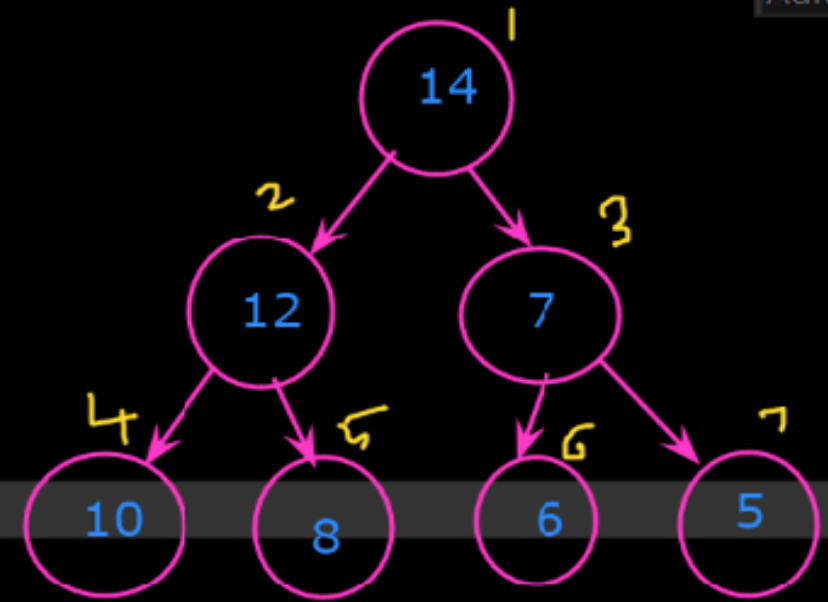
Types of heap:

1. Max-Heap: root node has largest value
2. Min-Heap: root node has smallest value

$$\text{Parent} = i/2$$

$$\text{Lc} = 2i$$

$$\text{RC} = 2i+1$$



Max heap

14 12 7 10 8 6 5

1 2 3 4 5 6 7

Types of heap:

1. Max-Heap: root node has largest value
2. Min-Heap: root node has smallest value

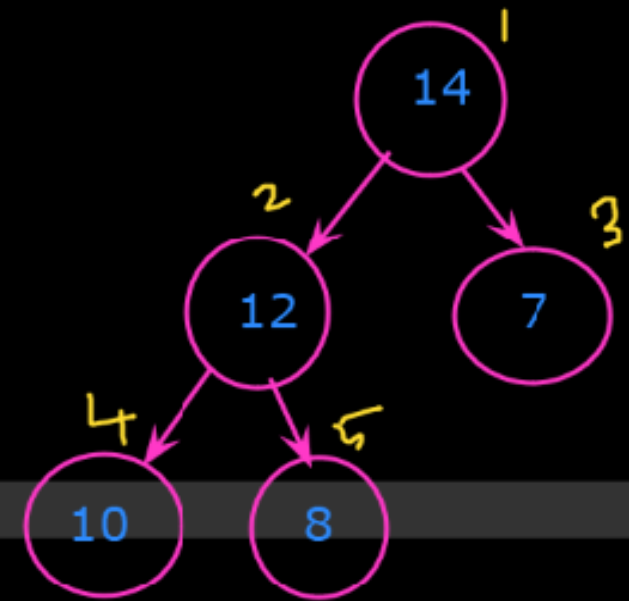
$$\text{Parent} = i/2$$

$$\text{Lc} = 2i$$

$$\text{RC} = 2i+1$$

14 12 7 10 8

1 2 3 4 5 6 7



Max heap

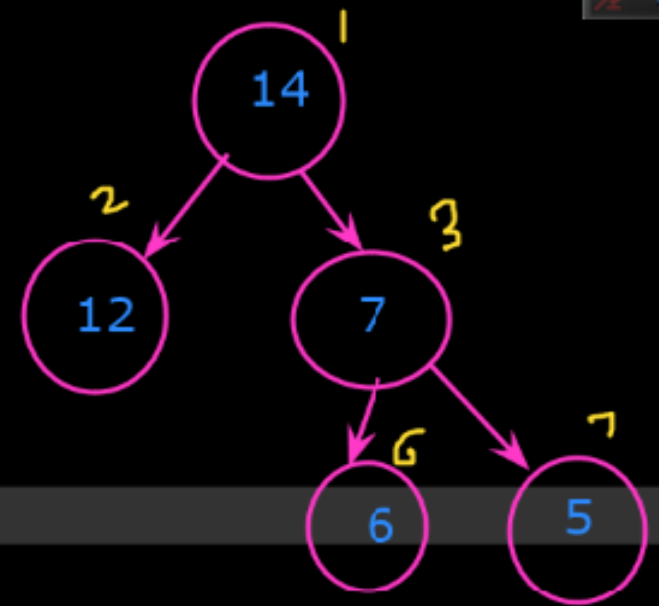
Types of heap:

1. Max-Heap: root node has largest value
2. Min-Heap: root node has smallest value

$$\text{Parent} = i/2$$

$$\text{Lc} = 2i$$

$$\text{RC} = 2i+1$$



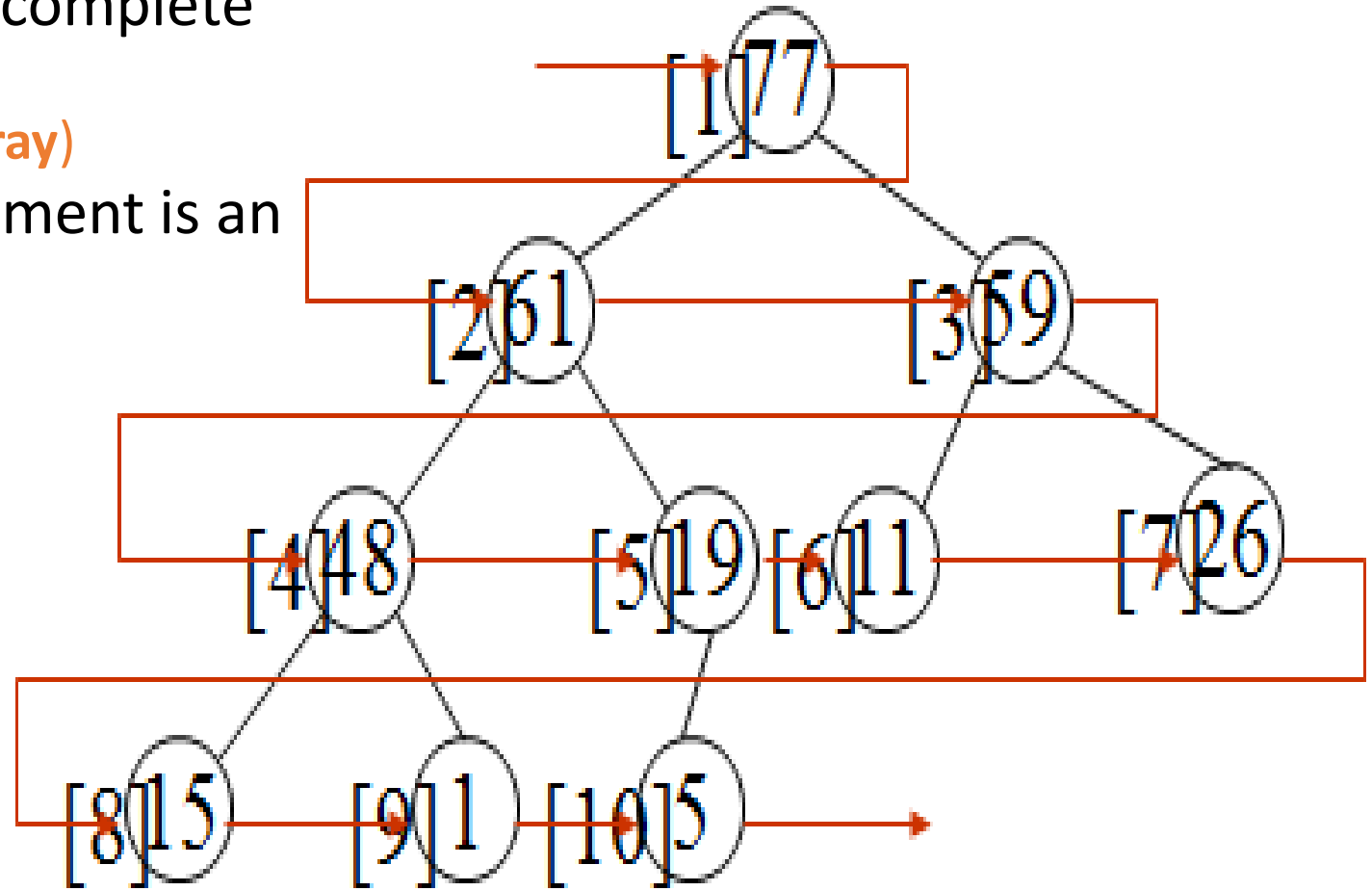
Max heap

14 12 7 - - 6 5

1 2 3 4 5 6 7

- **Note:**

- Heap in data structure is a complete binary tree!
 - (Nice representation in Array)
- Heap in C program environment is an array of memory.



— Stored using array in C

index	1	2	3	4	5	6	7	8	9	10
value	77	61	59	48	19	11	26	15	1	5

Example:- The fig. shows steps of heap-sort for list (2 3 7 1 8 5 6)

