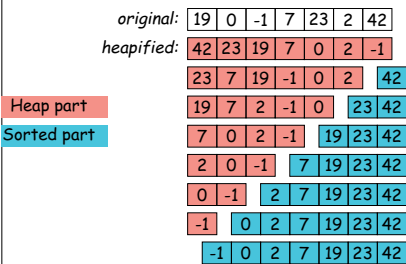
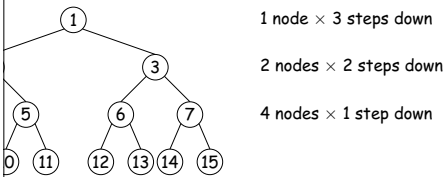


Sorting by Selection: Heapsort

selecting smallest (or largest) element.
heap on a simple list or vector.
easily seen it in action: use heap.
 $O(N)$ algorithm (N remove-first operations).
move items from end of heap, we can use that area to result:



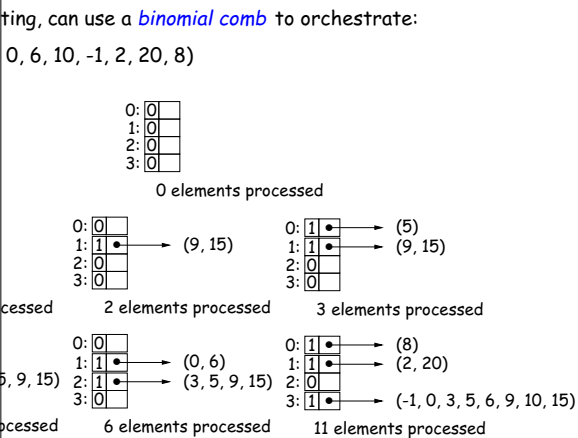
Cost of Creating Heap



Worst-case cost for a heap with $h + 1$ levels is
$$h + 2^1 \cdot (h - 1) + \dots + 2^{h-1} \cdot 1$$
$$+ 2^1 + \dots + 2^{h-1} + (2^0 + 2^1 + \dots + 2^{h-2}) + \dots + (2^0)$$
$$= 1 + (2^{h-1} - 1) + \dots + (2^1 - 1)$$
$$= 1 - h$$
$$h) = \Theta(N)$$

the rest of heapsort still takes $\Theta(N \lg N)$, this does not asymptotic cost.

Illustration of Internal Merge Sort



CS61B Lectures #27

Heapsort, heap sort
Day: DS(IJ), Chapter 8; Next topic: Chapter 9.

Sorting By Selection: Initial Heapifying

Before creating heaps, we created them by insertion in any heap.
If an array of unheaped data to start with, there is a procedure (assume heap indexed from 0):

```
void heapify(int[] arr) {  
    int n = arr.length;  
    for (int k = n / 2; k >= 0; k -= 1) {  
        for (int p = k, c = 0; 2 * p + 1 < n; p = c) {  
            c = 2 * k + 1 or 2 * k + 2, whichever is < n  
            and indexes larger value in arr;  
            swap elements c and k of arr;  
        }  
    }  
}
```

The procedure for re-inserting an element after the top of the heap is removed, repeated $N/2$ times.
If being $\Theta(N \lg N)$, it's just $\Theta(N)$.

Merge Sorting

Divide data into 2 equal parts; recursively sort halves; merge results.
Time analysis: $\Theta(N \lg N)$.
Internal sorting:
Divide data into small enough chunks to fit in memory and recursively merge into bigger and bigger sequences.
Store sequences of arbitrary size on secondary storage using external sorting.
Merge sort:
1. Create an array of N slots.
2. Set $V[i]$ to the first data item of sequence i .
3. Merge the data left to sort:
4. Find k so that $V[k]$ is smallest.
5. Output $V[k]$, and read new value into $V[k]$ (if present).

Example of Quicksort

ple, we continue until pieces are size ≤ 4 .

xt step are starred. Arrange to move pivot to dividing e.

insertion sort.

18	-4	-7	12	-5	19	15	0	22	29	34	-1*
-1	18	13	12	10	19	15	0	22	29	34	16*
-1	15	13	12*	10	0	16	19*	22	29	34	18
-1	10	0	12	15	13	16	18	19	29	34	22

ing is "close to" right, so just do insertion sort:

-1	0	10	12	13	15	16	18	19	22	29	34
----	---	----	----	----	----	----	----	----	----	----	----

Quick Selection

problem: for given k , find k^{th} smallest element in data.

hod: sort, select element $\#k$, time $\Theta(N \lg N)$.

constant, can easily do in $\Theta(N)$ time:

h array, keep smallest k items.

$\Theta(N)$ time for all k by adapting quicksort:

around some pivot, p , as in quicksort, arrange that pivot t dividing line.

that in the result, pivot is at index m , all elements \leq indices $\leq m$.

you're done: p is answer.

recursively select k^{th} from left half of sequence.

, recursively select $(k - m - 1)^{\text{th}}$ from right half of

Selection Performance

rithm, if m roughly in middle each time, cost is

$$C(N) = \begin{cases} 1, & \text{if } N = 1, \\ N + C(N/2), & \text{otherwise.} \end{cases}$$

$$= N + N/2 + \dots + 1$$

$$= 2N - 1 \in \Theta(N)$$

case, get $\Theta(N^2)$, as for quicksort.

non-obvious algorithm, can get $\Theta(N)$ worst-case time e CS170).

icksort: Speed through Probability

ta into pieces: everything $>$ a pivot value at the high equence to be sorted, and everything \leq on the low end.

rsively on the high and low pieces.

top when pieces are "small enough" and do insertion sort thing.

rtion sort has low constant factors. By design, no item of its will move out of its piece [why?], so when pieces nversions is, too.

ose pivot well. E.g.: *median* of first, last and middle uence.

Performance of Quicksort

c time:

of pivots good, divide data in two each time: $\Theta(N \lg N)$ d constant factor relative to merge or heap sort.

of pivots bad, most items on one side each time: $\Theta(N^2)$.

in best case, so insertion sort better for nearly or-ut sets.

point: randomly shuffling the data before sorting makes ery unlikely!

Selection Example

just item #10 in the sorted version of array:

s:

4	37	4	49	10	40*	59	0	13	2	39	11	46	31
---	----	---	----	----	-----	----	---	----	---	----	----	----	----

0 to left of pivot 40:

4	37	4*	11	10	39	2	0	40	59	51	49	46	60
---	----	----	----	----	----	---	---	----	----	----	----	----	----

to right of pivot 4:

4	37	13	11	10	39	21	31*	40	59	51	49	46	60
---	----	----	----	----	----	----	-----	----	----	----	----	----	----

to right of pivot 31:

4	21	13	11	10	31	39	37	40	59	51	49	46	60
---	----	----	----	----	----	----	----	----	----	----	----	----	----

nts: just sort and return #1:

4	21	13	11	10	31	37	39	40	59	51	49	46	60
---	----	----	----	----	----	----	----	----	----	----	----	----	----