CS61B Lecture #26

Today:

- Sorting algorithms: why?
- Insertion Sort.
- Inversions

Purposes of Sorting

- Sorting supports searching
- Binary search standard example
- Also supports other kinds of search:
  - Are there two equal items in this set?
  - Are there two items in this set that both have the same value for property X?
  - What are my nearest neighbors?
- Used in numerous unexpected algorithms, such as convex hull (smallest convex polygon enclosing set of points).

Some Definitions

- A *sorting algorithm* (or *sort*) *permutes* (rearranges) a sequence of elements to brings them into order, according to some *total order*.
- A total order, $\preceq$, is:
  - **Total:** $x \preceq y$ or $y \preceq x$ for all x, y.
  - **Reflexive:** $x \preceq x$;
  - **Antisymmetric:** $x \preceq y$ and $y \preceq x$ iff $x = y$.
  - **Transitive:** $x \preceq y$ and $y \preceq z$ implies $x \preceq z$.
- However, our orderings may treat unequal items as equivalent:
  - E.g., there can be two dictionary definitions for the same word. If we sort only by the word being defined (ignoring the definition), then sorting could put either entry first.

– A sort that does not change the relative order of equivalent entries (compared to the input) is called *stable.*

Classifications

- *Internal sorts* keep all data in primary memory.
- *External sorts* process large amounts of data in batches, keeping what won't fit in secondary storage (in the old days, tapes).
- *Comparison-based* sorting assumes only thing we know about keys is their order.
- *Radix sorting* uses more information about key structure.
- *Insertion sorting* works by repeatedly inserting items at their appropriate positions in the sorted sequence being constructed.
- *Selection sorting* works by repeatedly selecting the next larger (smaller) item in order and adding it to one end of the sorted sequence being constructed.

Sorting Arrays of Primitive Types in the Java Library

- The java library provides static methods to sort arrays in the class `java.util.Arrays`.
- For each primitive type `P` other than `boolean`, there are

```
  /** Sort all elements of ARR into non-descen
order. */
  static void sort(P[] arr) { ... }

  /** Sort elements FIRST .. END-1 of ARR
into non-descending
   *  order. */
  static void sort(P[] arr, int first,
int end) { ... }

  /** Sort all elements of ARR into non-descen
order,
   *  possibly using multiprocessing for
speed. */
```

```
  static void parallelSort(P[] arr) { ...
}

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into non-descending
   *  order, possibly using multiprocessing
for speed. */
  static void parallelSort(P[] arr, int
first, int end) {...}
```

Sorting Arrays of Reference Types in the Java Library

- For reference types, `C`, that have a *natural order* (that is, that implement `java.lang.Comparable`), we have four analogous methods (one-argument `sort`, three-argument `sort`, and two `parallelSort` methods):

```
/** Sort all elements of ARR stably into non-descending
 * order. */
static <C extends Comparable<? super C>> sort(C[] arr) {...}
```

etc.

- And for all reference types, `R`, we have four more:

```java
/** Sort all elements of ARR stably into non-descending order
 *  according to the ordering defined by COMP. */
static <R> void sort(R[] arr, Comparator<? super R> comp) {...}
```

etc.

- **Q:** Why the fancy generic arguments?

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- And for all reference types, `R`, we have four more:

```
/** Sort all elements of ARR stably into non-descending order
 *  according to the ordering defined by COMP. */
static <R> void sort(R[] arr, Comparator<? super R> comp) {...}
```

etc.

- **Q:** Why the fancy generic arguments?
- ***A*:** We want to allow types that have `compareTo` methods that apply also to more general types.

Sorting Lists in the Java Library

- The class `java.util.Collections` contains two methods similar to the sorting methods for arrays of reference types:

```
/** Sort all elements of LST stably into
non-descending
 *  order. */
static <C extends Comparable<? super C>>
sort(List<C> lst) {...}
```
etc.

```
/** Sort all elements of LST stably into
non-descending
 *  order according to the ordering
defined by COMP. */
static <R> void sort(List<R> ,
Comparator<? super R> comp) {...}
```
etc.

- Also an instance method in the `List<R>` interface itself:

```
/** Sort all elements of LST stably into
non-descending
 *  order according to the ordering
defined by COMP. */
void sort(Comparator<? super R> comp)
{...}
```

Examples

- Assume:

```
import static java.util.Arrays.*;
import static java.util.Collections.*;
```

- Sort X, a String[] or List<String>, into non-descending order:

```
sort(X);    // or ...
```

- Sort X into reverse order (Java 8):

```
sort(X, (String x, String y) -> { return
y.compareTo(x); });
// or
sort(X, Collections.reverseOrder());
// or
X.sort(Collections.reverseOrder());    //
for X a List
```

- Sort X[10], ..., X[100] in array or List X (rest unchanged):

```
sort(X, 10, 101);
```

- Sort `L[10], ..., L[100]` in list `L` (rest unchanged):

```
sort(L.sublist(10, 101));
```

Sorting by Insertion

- Simple idea:
  - starting with empty sequence of outputs.
  - add each item from input, *inserting* into output sequence at right point.
- Very simple, good for small sets of data.
- With vector or linked list, time for find + insert of one item is at worst $\Theta(k)$, where k is # of outputs so far.
- This gives us a $\Theta(N^2)$ algorithm (worst case as usual).
- Can we say more?

Inversions

- Can run in $\Theta(N)$ comparisons if already sorted.
- Consider a typical implementation for arrays:

```
for (int i = 1; i < A.length; i += 1) {
  int j;
  Object x = A[i];
  for (j = i-1; j >= 0; j -= 1) {
    if (A[j].compareTo(x) <= 0)  /* (1) */
      break;
    A[j+1] = A[j];               /* (2) */
  }
  A[j+1] = x;
}
```

- #times (1) executes for each `j` $\approx$ how far `x` must move.
- If all items within K of proper places, then takes $O(KN)$ operations.
- Thus good for any amount of *nearly sorted* data.

- One measure of unsortedness: # of *inversions:* pairs that are out of order (= 0 when sorted, $N(N-1)/2$ when reversed).
- Each execution of (2) decreases inversions by 1.

Shell's sort

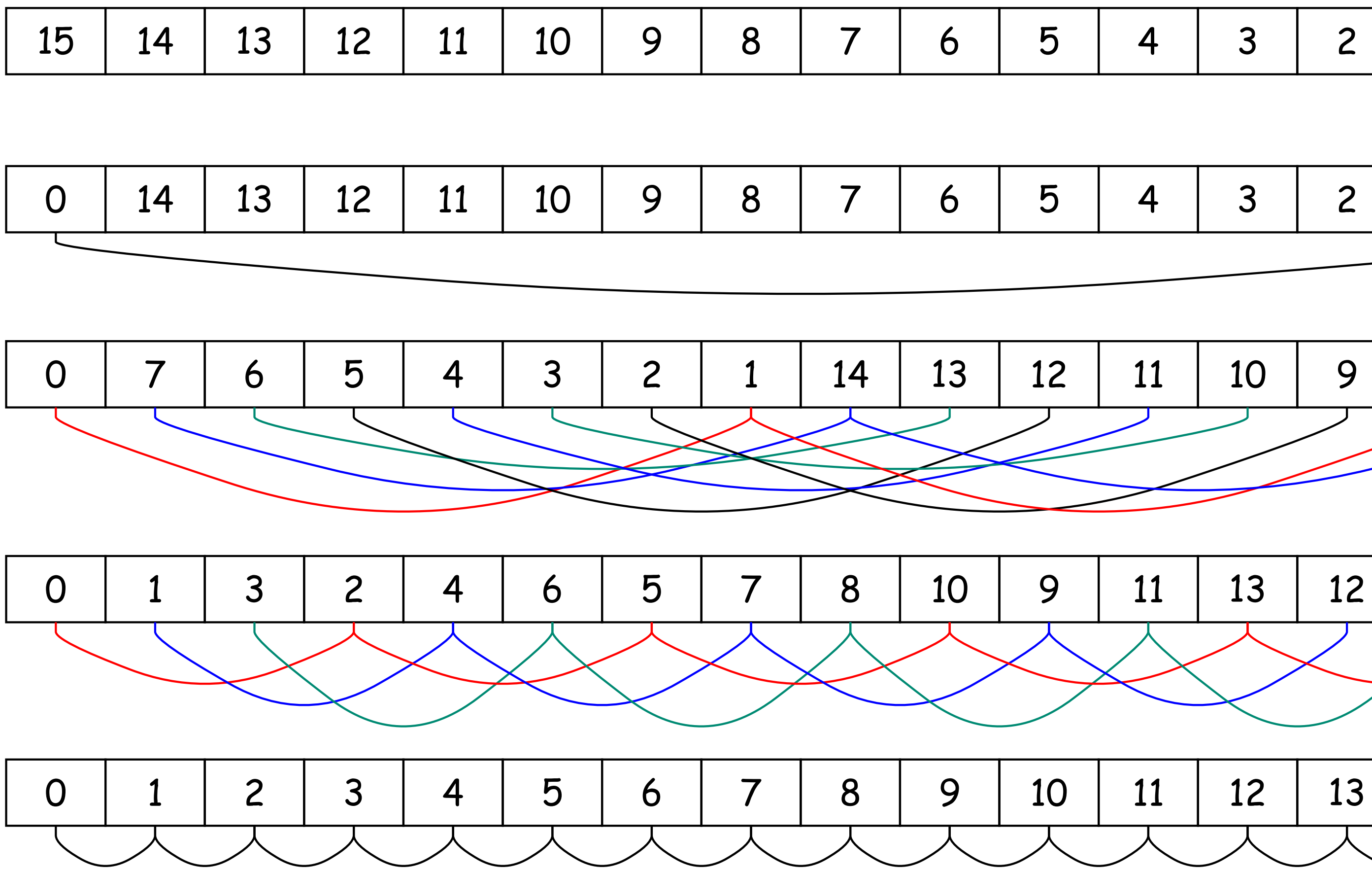
Idea: Improve insertion sort by first sorting *distant* elements:

- First sort subsequences of elements $2^k - 1$ apart:
  - sort items #$0,\ 2^k-1,\ 2(2^k-1),\ 3(2^k-1),\ \ldots$, then
  - sort items #$1,\ 1+2^k-1,\ 1+2(2^k-1),\ 1+3(2^k-1),\ \ldots$, then
  - sort items #$2,\ 2+2^k-1,\ 2+2(2^k-1),\ 2+3(2^k-1),\ \ldots$, then
  - *etc.*
  - sort items #$2^k-2,\ 2(2^k-1)-1,\ 3(2^k-1)-1,\ \ldots$,
  - Each time an item moves, can reduce #inversions by as much as 2^k+1.
- Now sort subsequences of elements $2^{k-1}-1$ apart:

- sort items #$0,\ 2^{k-1}-1,\ 2(2^{k-1}-1),\ 3(2^{k-1}-1),\ \ldots$, then
- sort items #$1,\ 1+2^{k-1}-1,\ 1+2(2^{k-1}-1),\ 1+3(2^{k-1}-1),\ \ldots$,
- $\vdots$

- End at plain insertion sort ($2^0 = 1$ apart), but with most inversions gone.
- Sort is $\Theta(N^{3/2})$ (take CS170 for why!).

Example of Shell's Sort



I: Inversions left.

C: Cumulative comparisons used to sort subsequences by insertion sort.