

4

Efficient Sorting

3 November 2025

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Learning Outcomes

Unit 4: Efficient Sorting

1. Know principles and implementation of *mergesort* and *quicksort*.
2. Know properties and *performance characteristics* of mergesort and quicksort.
3. Know the comparison model and understand the corresponding *lower bound*.
4. Understand *counting sort* and how it circumvents the comparison lower bound.
5. Know ways how to exploit *presorted* inputs.

Outline

4 Efficient Sorting

- 4.1 Mergesort
- 4.2 Quicksort
- 4.3 Comparison-Based Lower Bound
- 4.4 Integer Sorting
- 4.5 Adaptive Sorting
- 4.6 Python's list sort

Why study sorting?

- ▶ fundamental problem of computer science that is still not solved
- ▶ building brick of many more advanced algorithms
 - ▶ for preprocessing
 - ▶ as subroutine
- ▶ playground of manageable complexity to practice algorithmic techniques

Algorithm with optimal #comparisons in worst case?

Here:

- ▶ “classic” fast sorting method
- ▶ exploit **partially sorted** inputs
- ▶ **parallel** sorting ↗ later

Part I

The Basics

Rules of the game

- ▶ **Given:**

- ▶ array $A[0..n] = A[0..n - 1]$ of n objects
- ▶ a total order relation \leq among $A[0], \dots, A[n - 1]$

(a comparison function)

Python: elements support `<=` operator (`__le__()`)

Java: Comparable class (`x.compareTo(y) <= 0`)

- ▶ **Goal:** rearrange (i. e., permute) elements within A ,
so that A is *sorted*, i. e., $A[0] \leq A[1] \leq \dots \leq A[n - 1]$

- ▶ for now: A stored in main memory (*internal sorting*)
single processor (*sequential sorting*)

Clicker Question



$\Theta(n \log n)$

What is the complexity of sorting? Type your answer, e.g., as
"Theta(sqrt(n))"

- (a) $O(n \log n)$ algorithm solving the problem
- (b) lower bound for problem $\Omega(n \log n)$



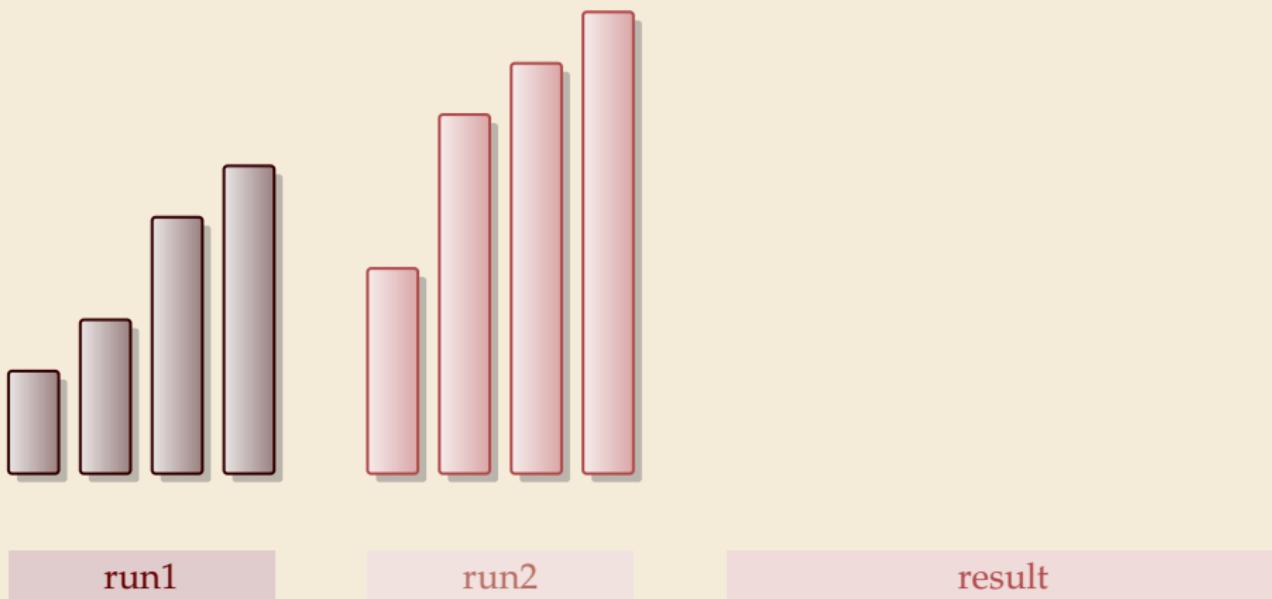
→ sli.do/cs566

4.1 Mergesort

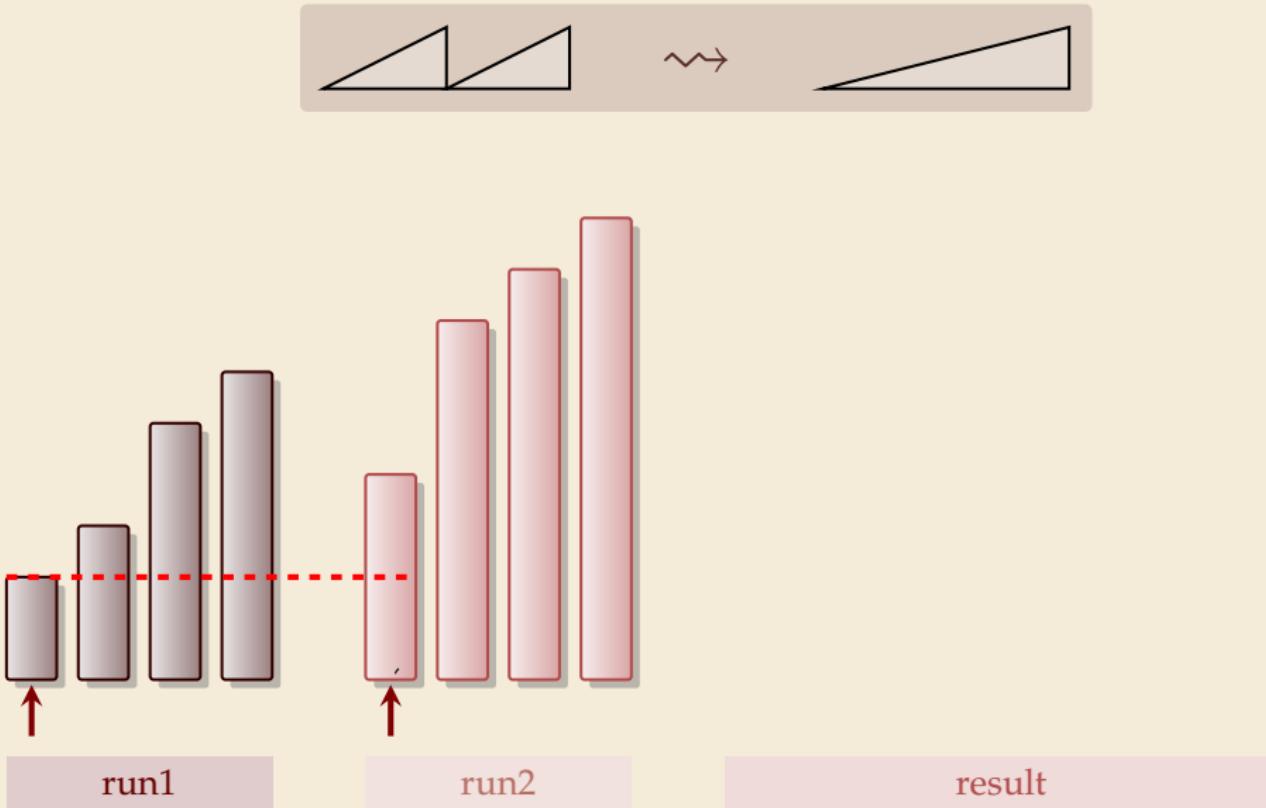
Merging sorted lists



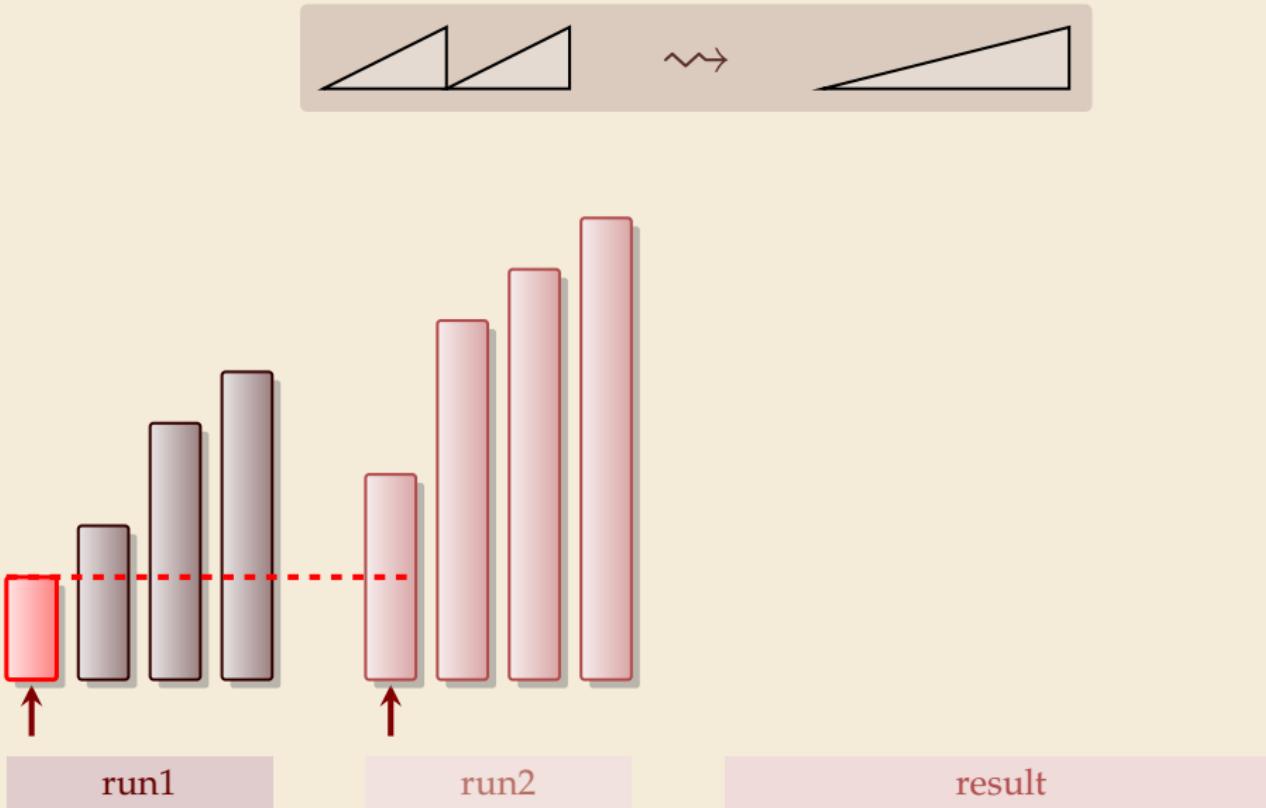
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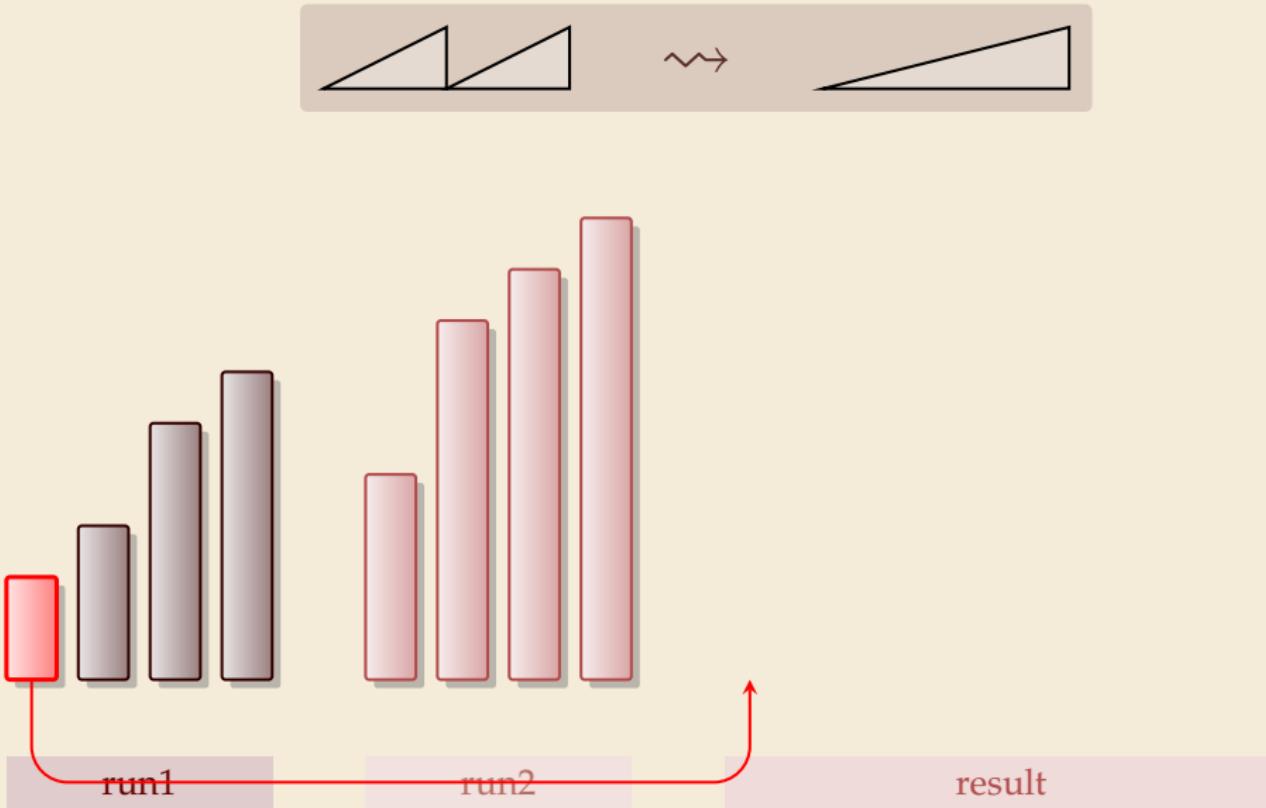
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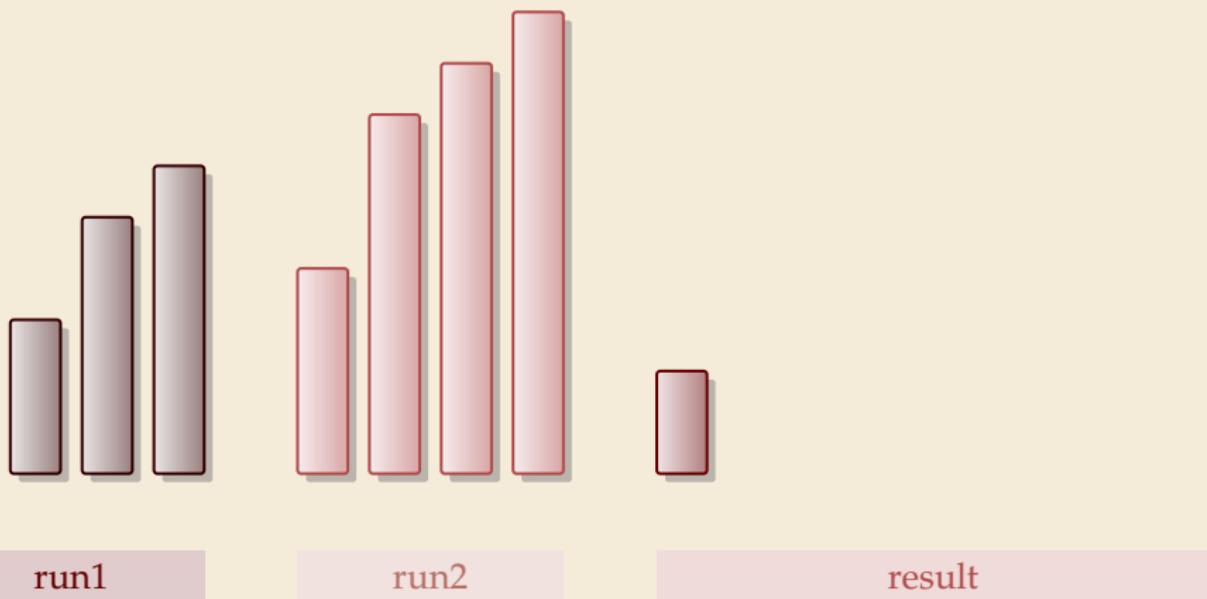
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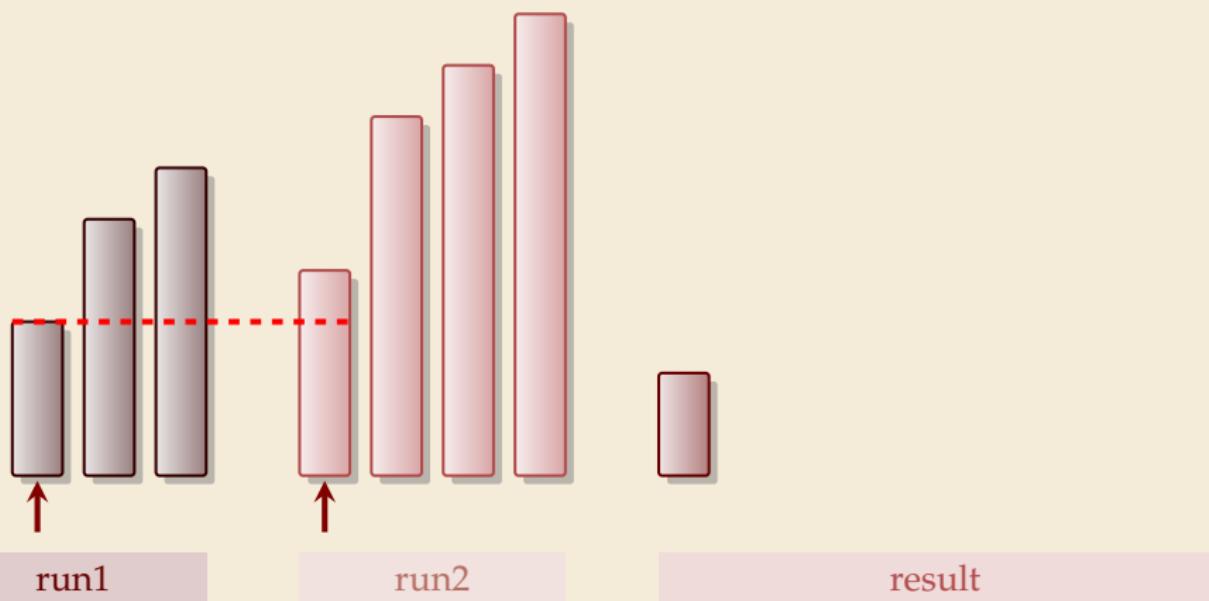
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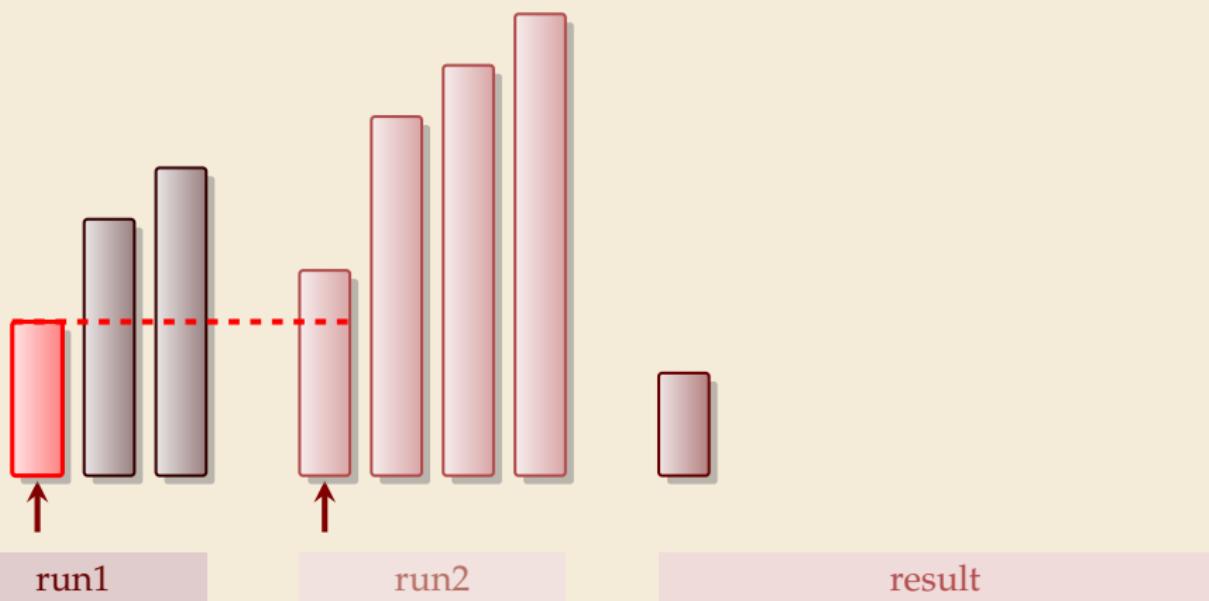
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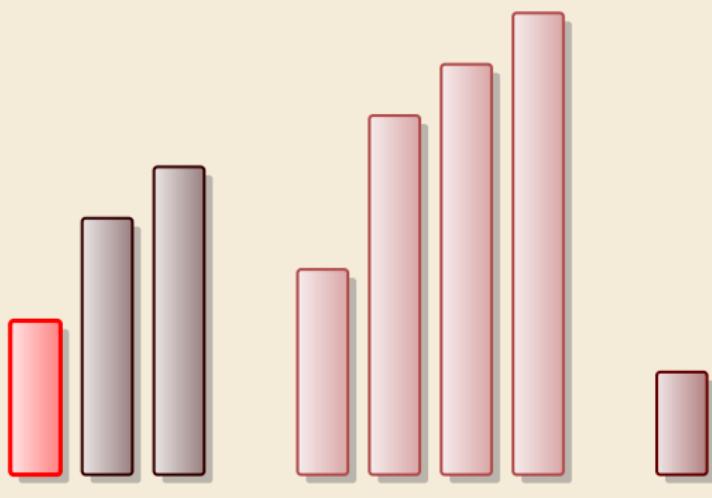
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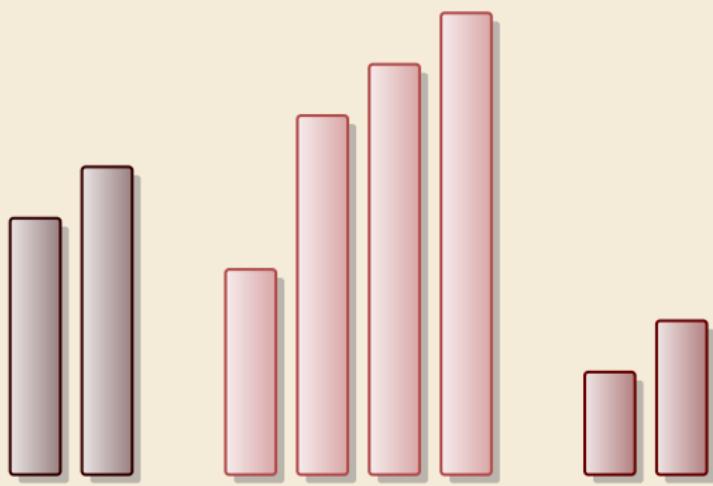
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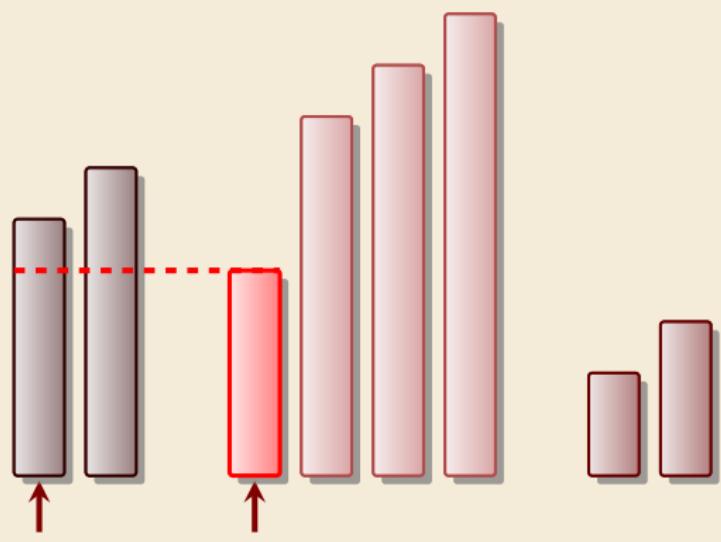


run1

run2

result

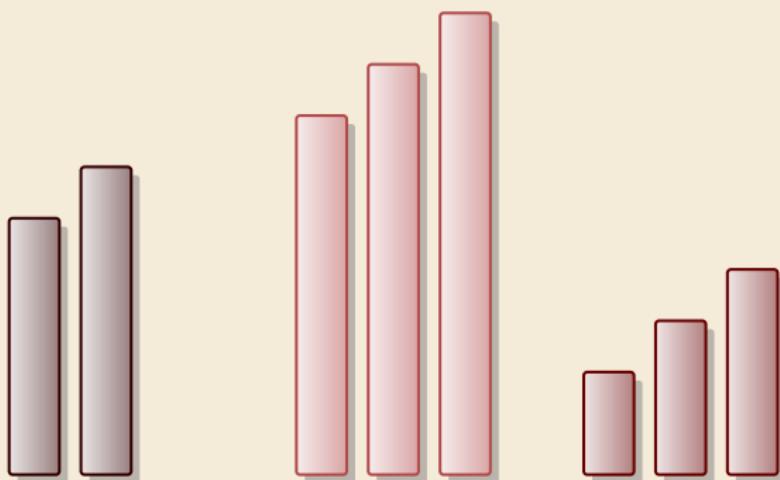
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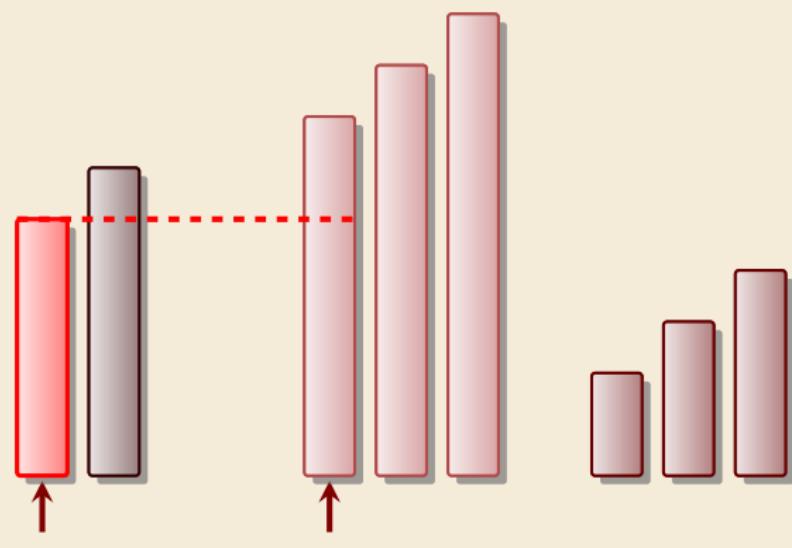


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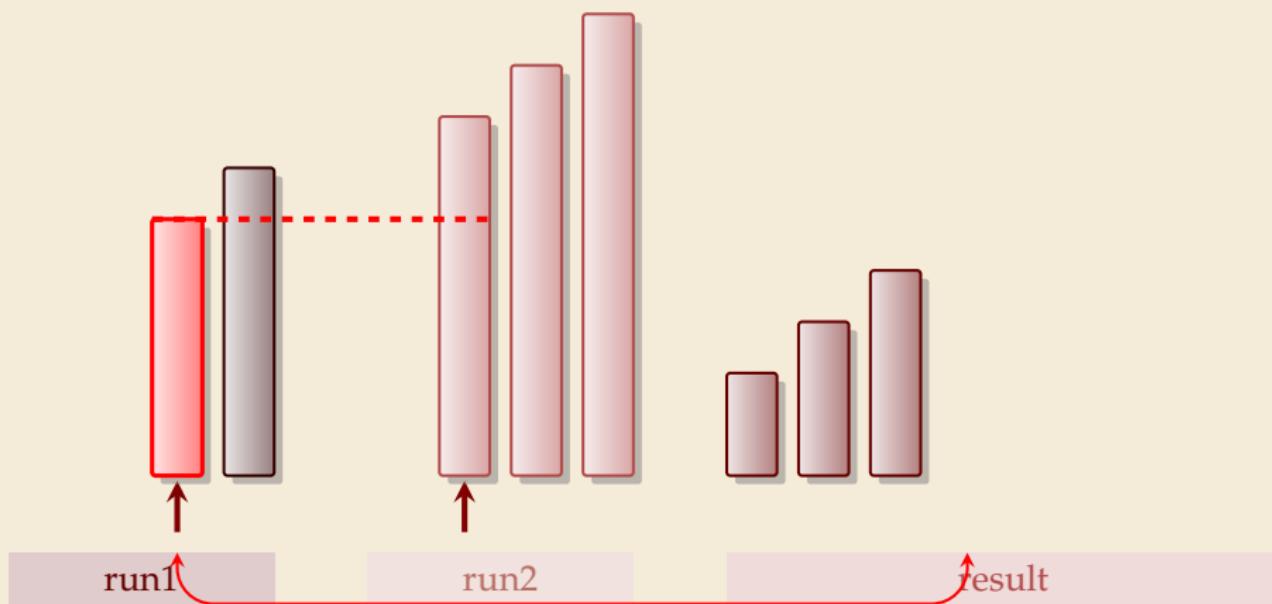


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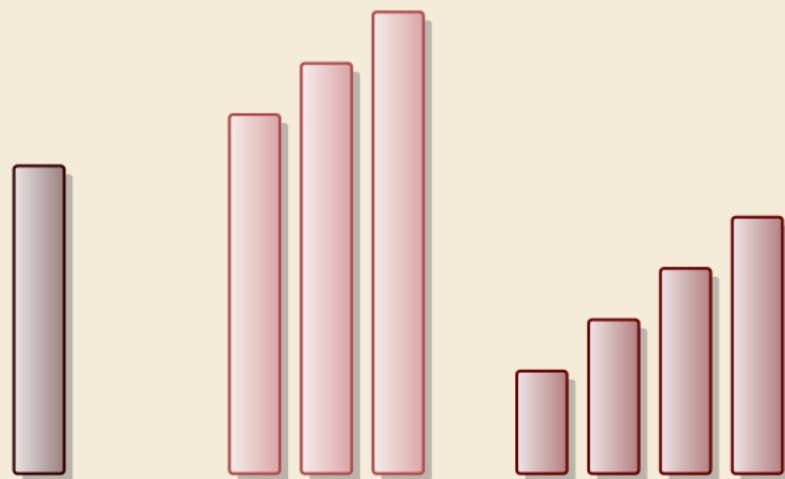
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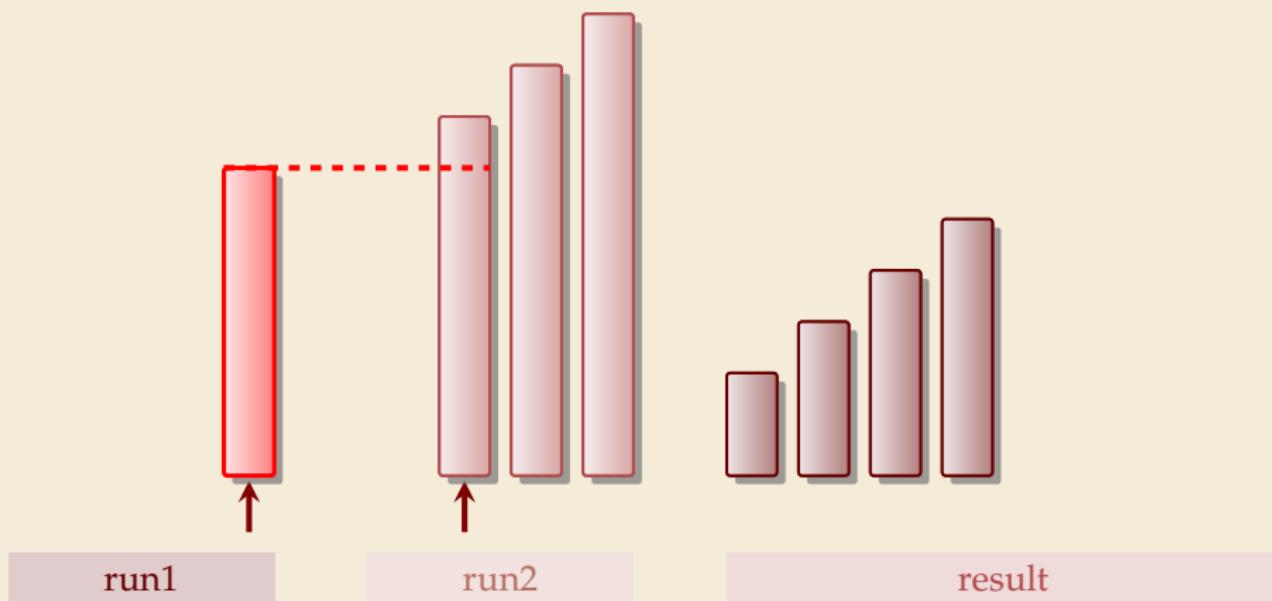


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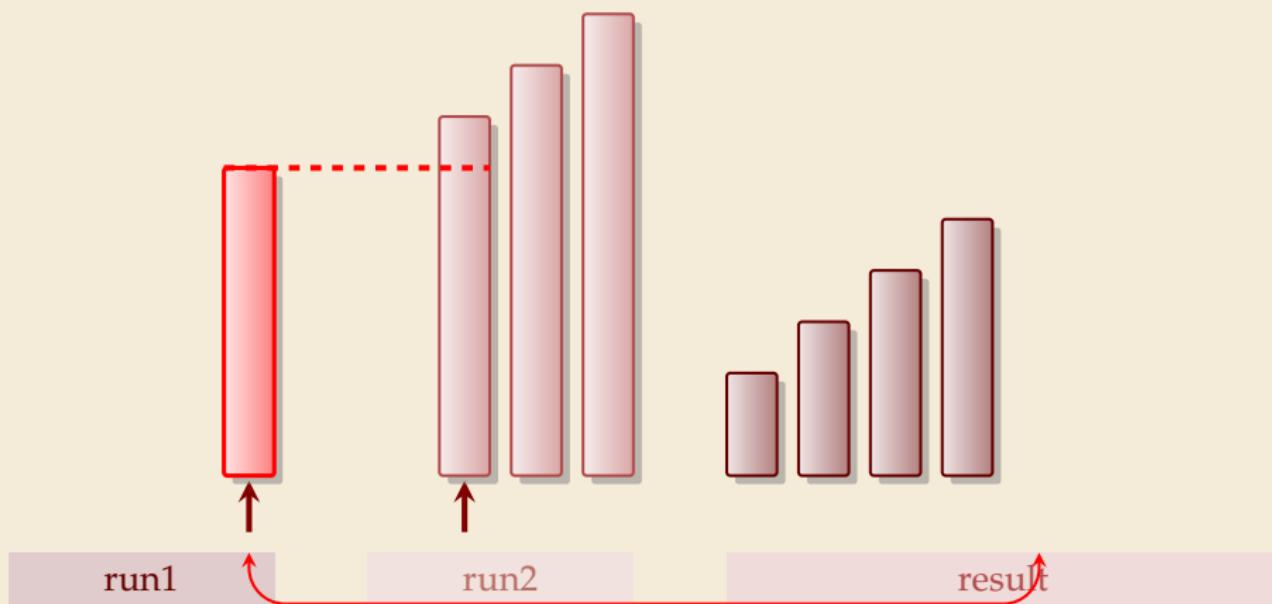
run2

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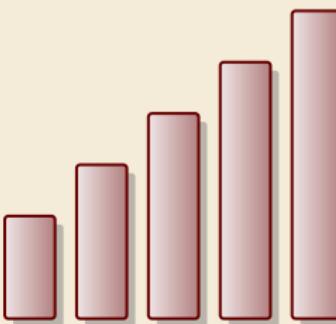
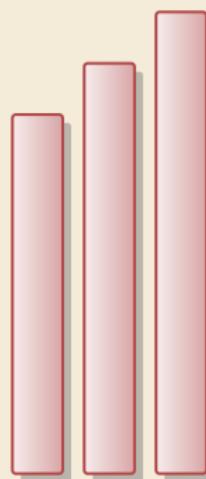
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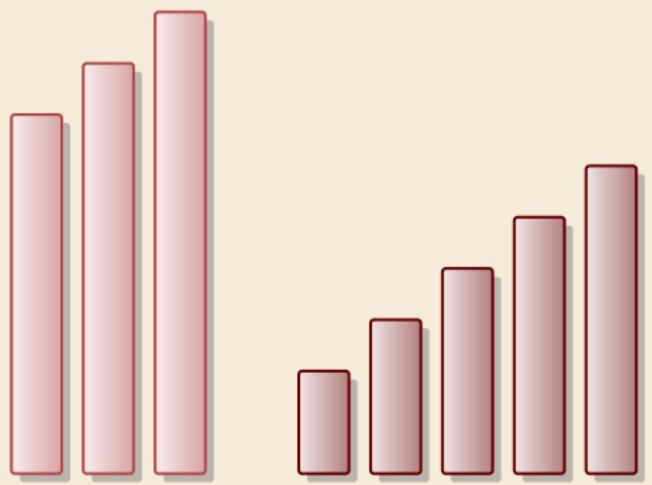


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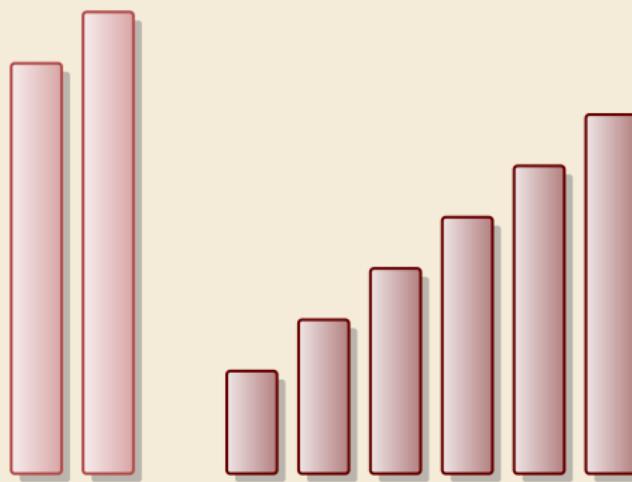


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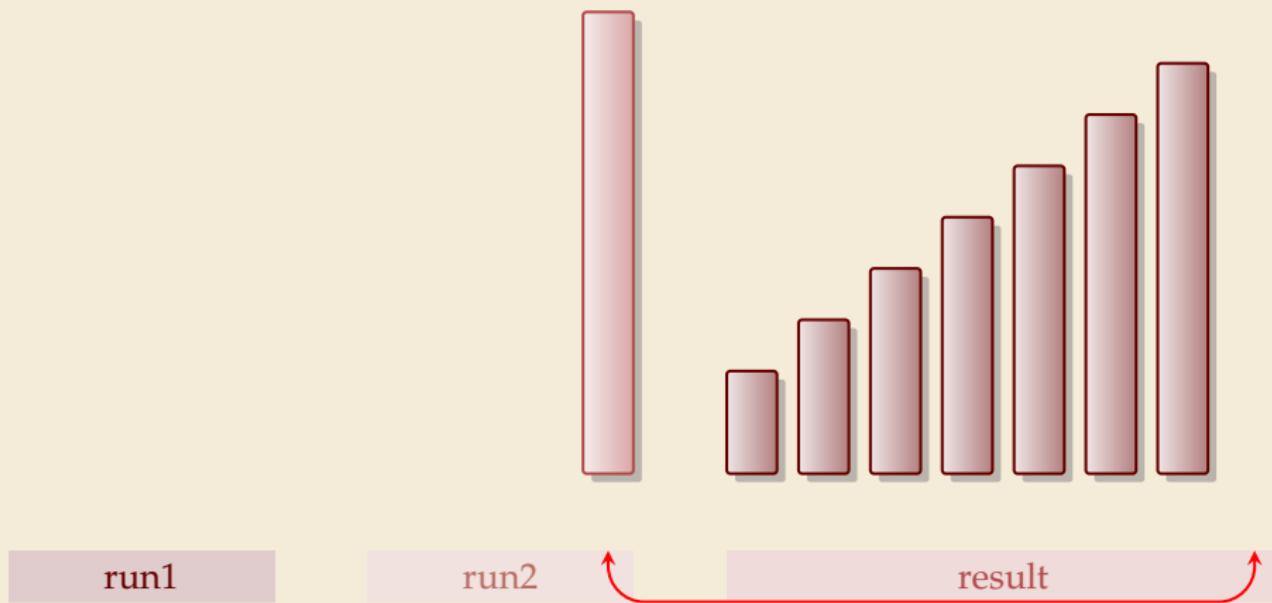


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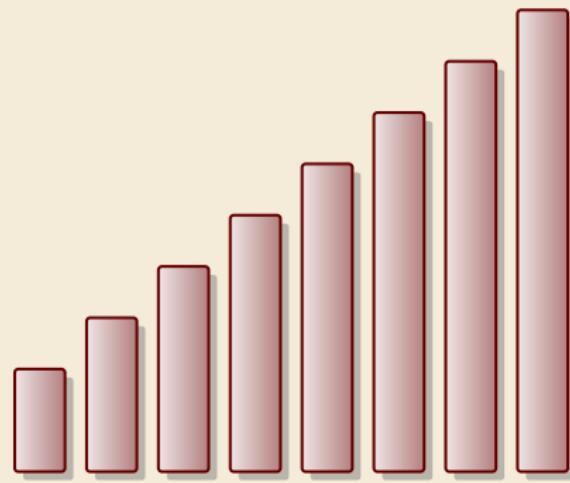
run2

result

Merging sorted lists



Merging sorted lists



run1

run2

result

Clicker Question

What is the worst-case running time of mergesort?



A $\Theta(1)$

B $\Theta(\log n)$

C $\Theta(\log \log n)$

D $\Theta(\sqrt{n})$

E $\Theta(n)$

F $\Theta(n \log \log n)$

G $\Theta(n \log n)$

H $\Theta(n \log^2 n)$

I $\Theta(n^{1+\epsilon})$

J $\Theta(n^2)$

K $\Theta(n^3)$

L $\Theta(2^n)$



→ *sli.do/cs566*

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F ~~$\Theta(n \log \log n)$~~

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L ~~$\Theta(2^n)$~~



→ *sli.do/cs566*

Mergesort

```
1 procedure mergesort(A[l..r]):  
2     n := r - l  
3     if n ≤ 1 return  
4     m := l + ⌊ n / 2 ⌋  
5     mergesort(A[l..m))  
6     mergesort(A[m..r))  
7     merge(A[l..m), A[m..r), buf)      
8     copy buf to A[l..r)
```

- ▶ recursive procedure
- ▶ merging needs
 - ▶ temporary storage *buf* for result
(of same size as merged runs)
 - ▶ to read and write each element twice
(once for merging, once for copying back)

Mergesort

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- ▶ recursive procedure
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 - ▶ temporary storage *buf* for result (of same size as merged runs)
 - ▶ to read and write each element twice (once for merging, once for copying back)

Analysis: count “element visits” (read and/or write)

$$C(n) = \begin{cases} 0 & n \leq 1 \\ C(\lfloor n/2 \rfloor) + C(\lceil n/2 \rceil) + 2n & n \geq 2 \end{cases}$$

Simplification $n = 2^k$ same for best and worst case!

$$\begin{aligned} C(2^k) &= \begin{cases} 0 & k \leq 0 \\ 2 \cdot C(2^{k-1}) + 2 \cdot 2^k & k \geq 1 \end{cases} = \underbrace{2 \cdot 2^k}_{\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq 4n \lg(n) + 2n = \Theta(n \log n)} + \underbrace{2^2 \cdot 2^{k-1}}_{\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq 4n \lg(n) + 2n = \Theta(n \log n)} + \underbrace{2^3 \cdot 2^{k-2}}_{\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq 4n \lg(n) + 2n = \Theta(n \log n)} + \cdots + 2^k \cdot 2^1 = \underbrace{2k \cdot 2^k}_{\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq 4n \lg(n) + 2n = \Theta(n \log n)} \end{aligned}$$

$$C(n) = \underline{2n \lg(n)} = \Theta(n \log n) \quad (\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq 4n \lg(n) + 2n = \Theta(n \log n))$$

Mergesort

```

1 procedure mergesort( $A[l..r]$ ):
2    $n := r - l$ 
3   if  $n \leq 1$  return
4    $m := l + \lfloor \frac{n}{2} \rfloor$ 
5   mergesort( $A[l..m]$ )
6   mergesort( $A[m..r]$ )
7   merge( $A[l..m]$ ,  $A[m..r]$ ,  $buf$ )
8   copy  $buf$  to  $A[l..r]$ 

```

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$$C(n) = \begin{cases} 0 & n \leq 1 \\ C(\lfloor n/2 \rfloor) + C(\lceil n/2 \rceil) + 2n & n \geq 2 \end{cases}$$

↑ same for best and worst case!

precisely(!) solvable *without* assumption $n = 2^k$:

$$\left(\begin{array}{l} C(n) = 2n \lg(n) + (2 - \{ \lg(n) \} - 2^{1-\{\lg(n)\}}) 2n \\ \text{with } \{x\} := x - \lfloor x \rfloor \end{array} \right)$$

Simplification $\boxed{n = 2^k}$

$$C(2^k) = \begin{cases} 0 & k \leq 0 \\ 2 \cdot C(2^{k-1}) + 2 \cdot 2^k & k \geq 1 \end{cases} = 2 \cdot 2^k + 2^2 \cdot 2^{k-1} + 2^3 \cdot 2^{k-2} + \dots + 2^k \cdot 2^1 = 2k \cdot 2^k$$

$$C(n) = 2n \lg(n) = \Theta(n \log n) \quad (\text{arbitrary } n: C(n) \leq C(\text{next larger power of 2}) \leq \underline{4n \lg(n) + 2n} = \Theta(n \log n))$$

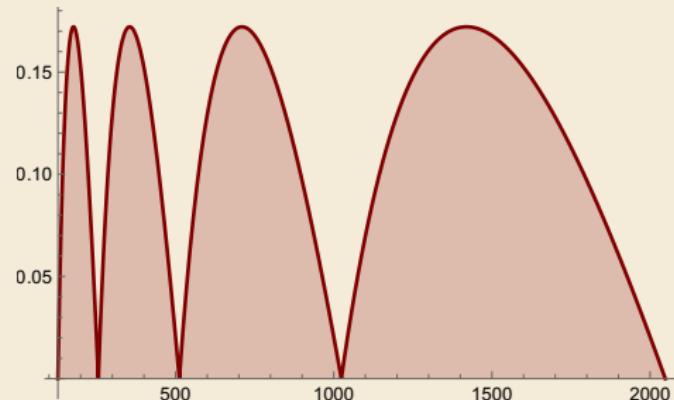
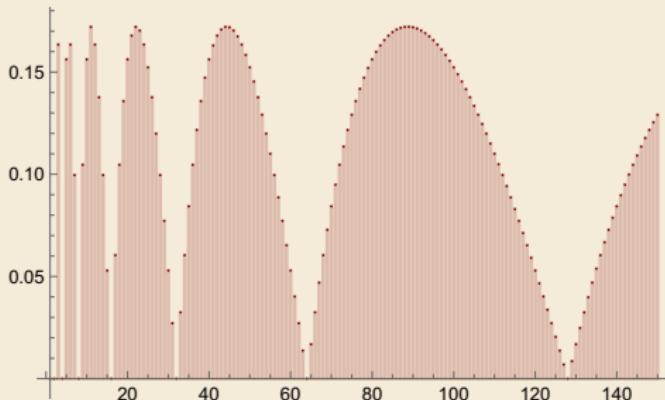
Linear Term of $C(n)$

notin exam

Recall:

$$C(n) = 2n \lg(n) + \underbrace{(2 - \{\lg(n)\} - 2^{1-\{\lg(n)\}})}_{\text{with } \{x\} := x - \lfloor x \rfloor} 2n$$

Plot of $2(2 - \{\lg(n)\} - 2^{1-\{\lg(n)\}})$



Can prove: $C(n) \leq 2n \lg n + 0.172n$

Mergesort – Discussion

- thumb up optimal time complexity of $\Theta(n \log n)$ in the worst case
- thumb up *stable* sorting method i. e., retains relative order of equal-key items
- thumb up memory access is sequential (scans over arrays)
- thumb down requires $\Theta(n)$ extra space

there are in-place merging methods,
but they are substantially more complicated
and not (widely) used