

Lecture 18

Sorting

Slide sources: Leiserson et. al., Introduction to Algorithms, Goodrich et al., Data Structures and Algorithms in C++.

Why sorting?

- ~90% of the times computers just sort
- element uniqueness
- databases
- computer graphics

Sorting Algorithm Characterization

- Memory: In-place
- Complexity: $O(n^2)$ and $O(n \log n)$
- Original order: stable/unstable

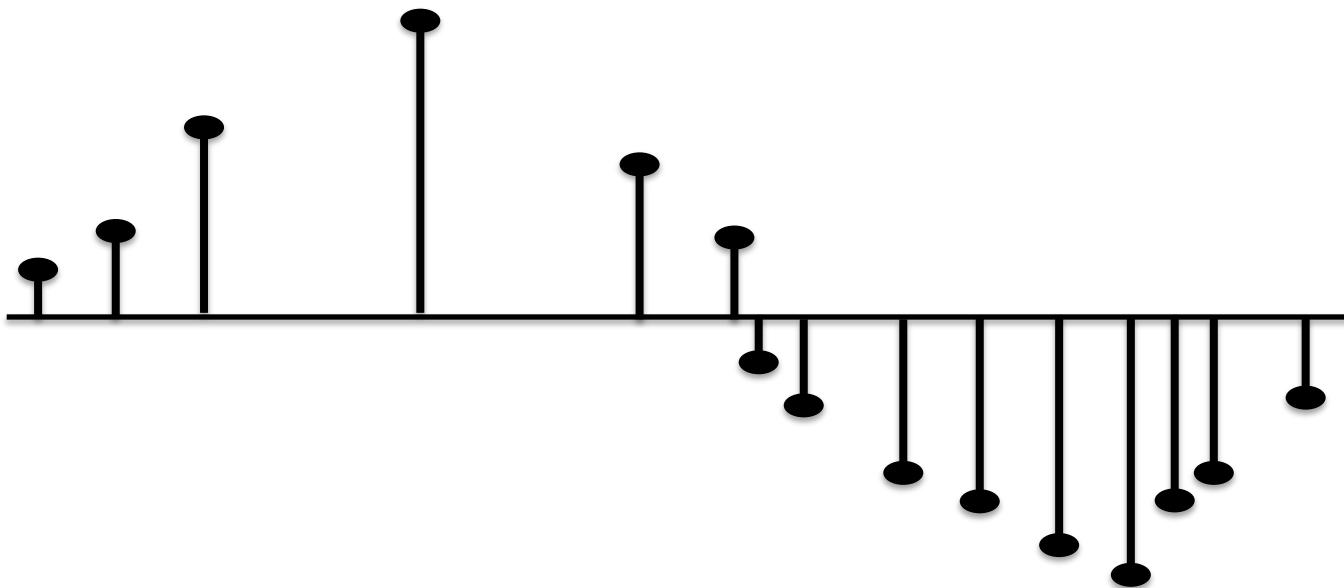
Is insertion sort
stable?

Is heap sort stable?

Is selection sort
stable?

What about in-place
selection sort?

A sine wave was randomly sampled n times during one cycle, find max and min of the samples!



Merge-Sort

- Divide
- Recur
- Conquer

Algorithm *mergeSort*(S , C)

Input sequence S with n elements, comparator C

Output sequence S sorted according to C

if $S.size() > 1$

$(S_1, S_2) \leftarrow partition(S, n/2)$

mergeSort(S_1 , C)

mergeSort(S_2 , C)

$S \leftarrow merge(S_1, S_2)$

Algorithm *merge(A, B)*

Input sequences A and B with

$n/2$ elements each

Output sorted sequence of $A \cup B$

$S \leftarrow$ empty sequence

while $\neg A.\text{empty}() \wedge \neg B.\text{empty}()$

if $A.\text{front}() < B.\text{front}()$

$S.\text{addBack}(A.\text{front}()); A.\text{eraseFront}();$

else

$S.\text{addBack}(B.\text{front}()); B.\text{eraseFront}();$

while $\neg A.\text{empty}()$

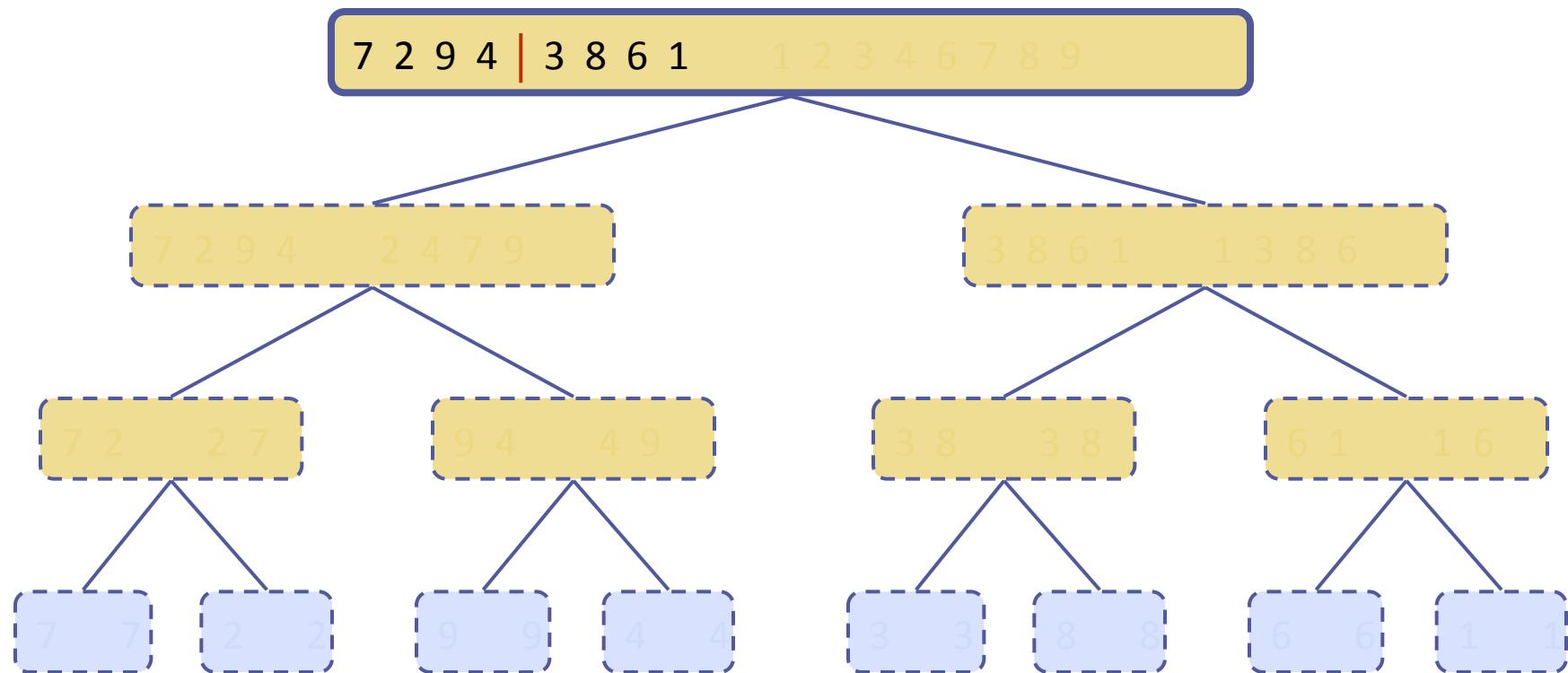
$S.\text{addBack}(A.\text{front}()); A.\text{eraseFront}();$

while $\neg B.\text{empty}()$

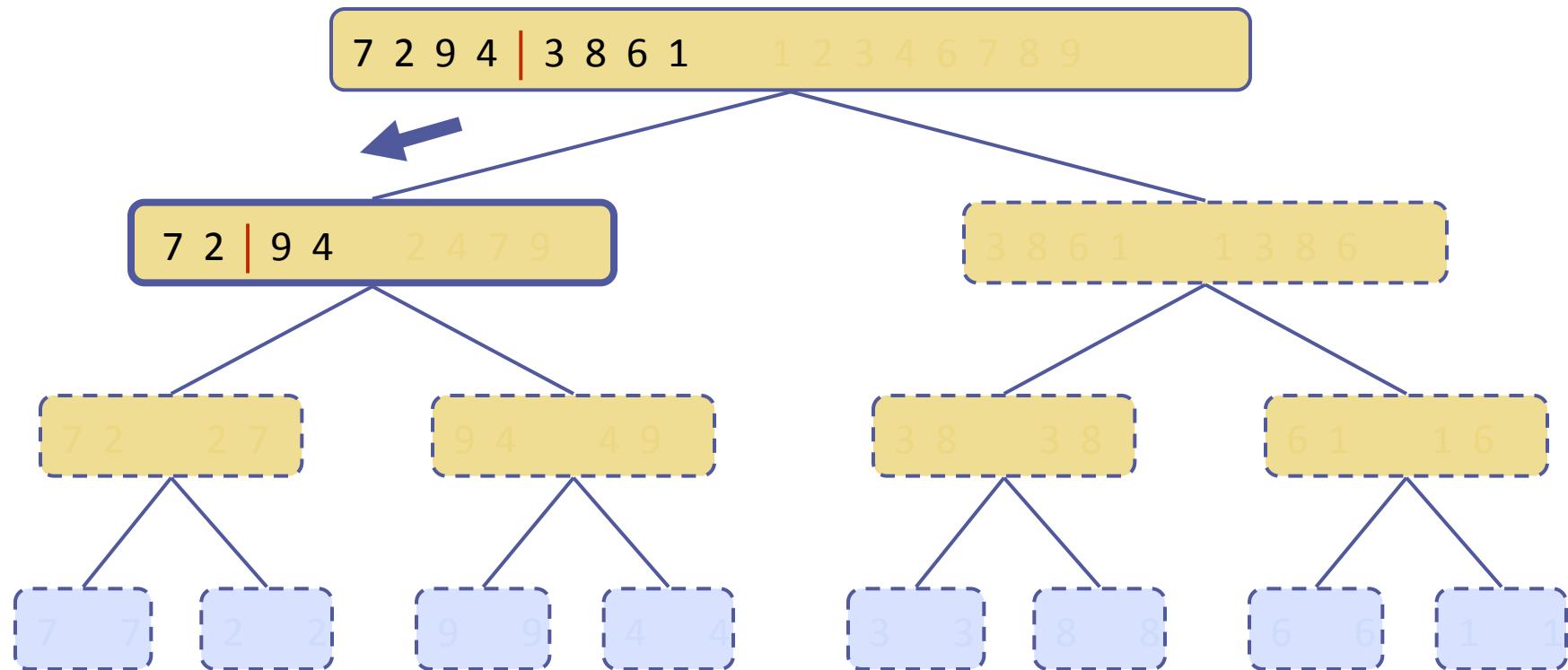
$S.\text{addBack}(B.\text{front}()); B.\text{eraseFront}();$

return S

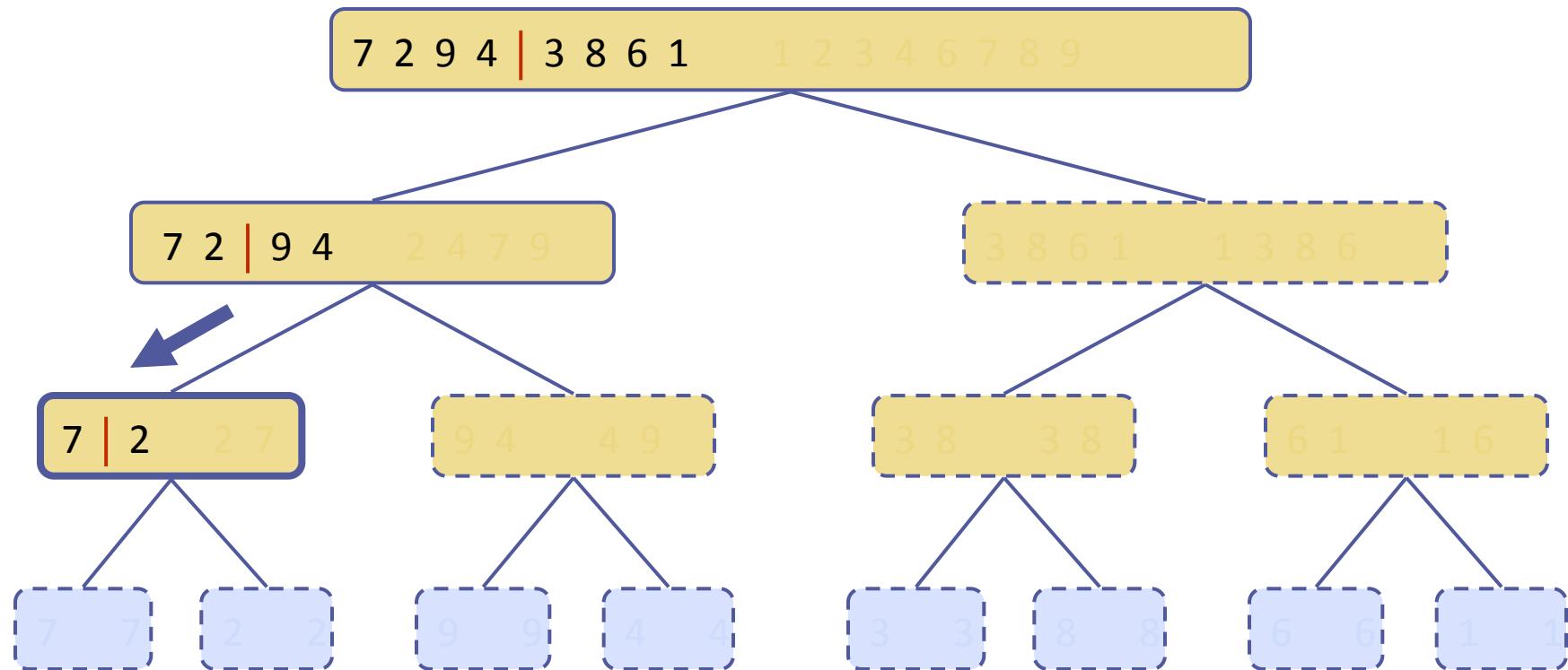
Example



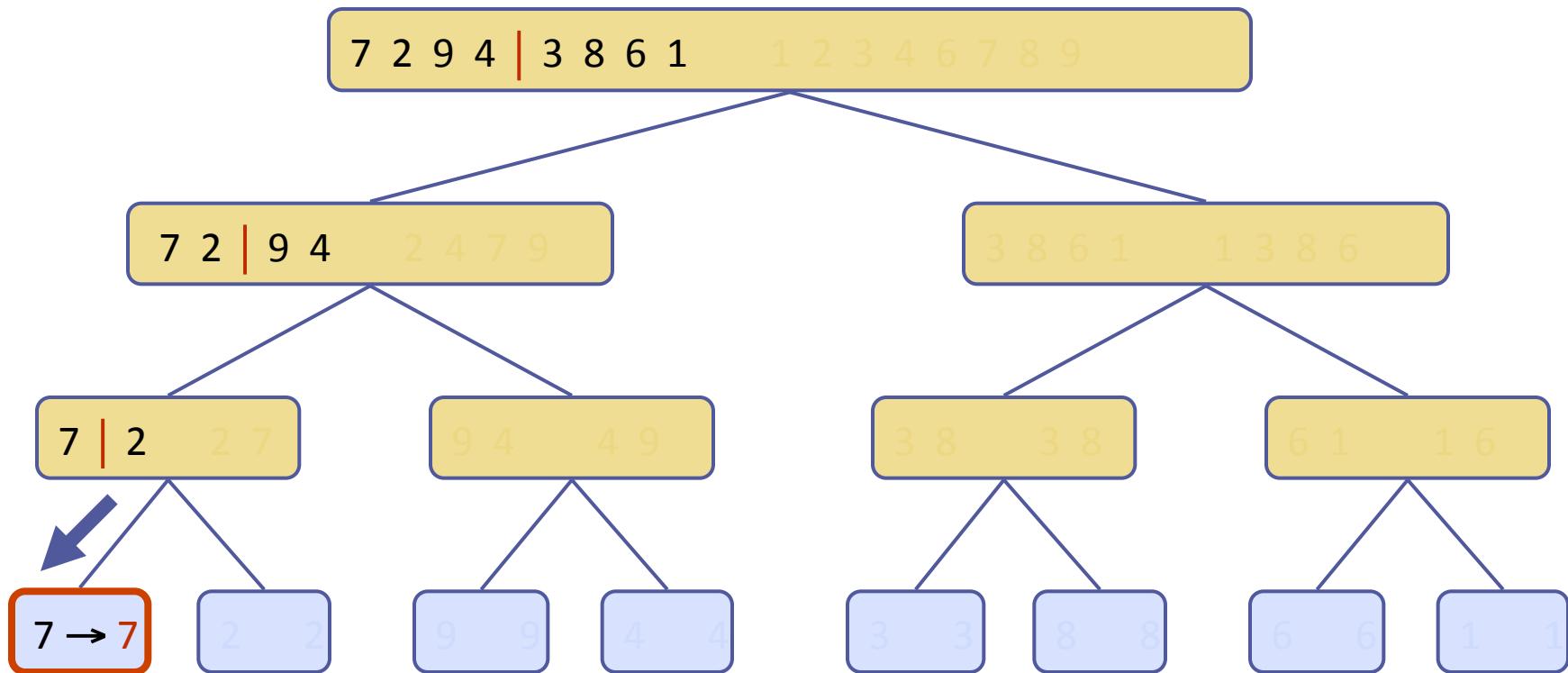
Example



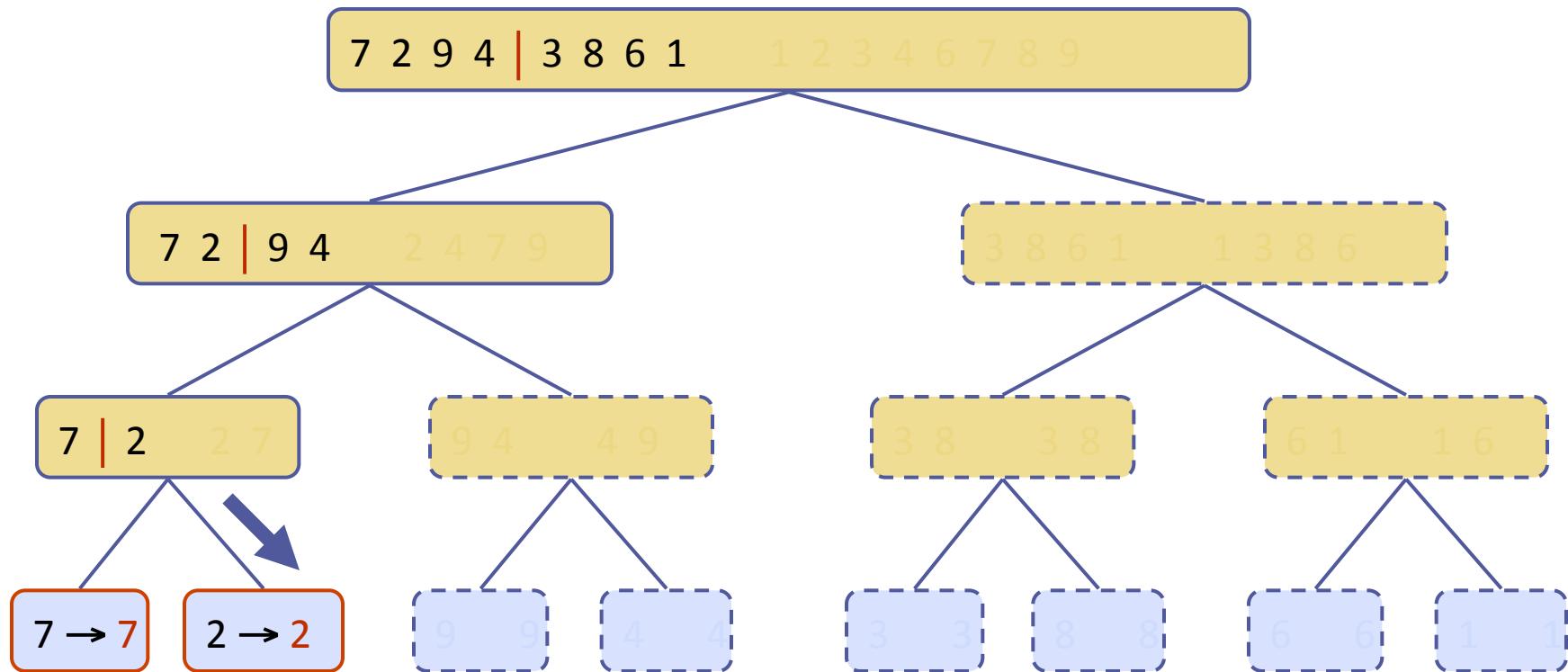
Example



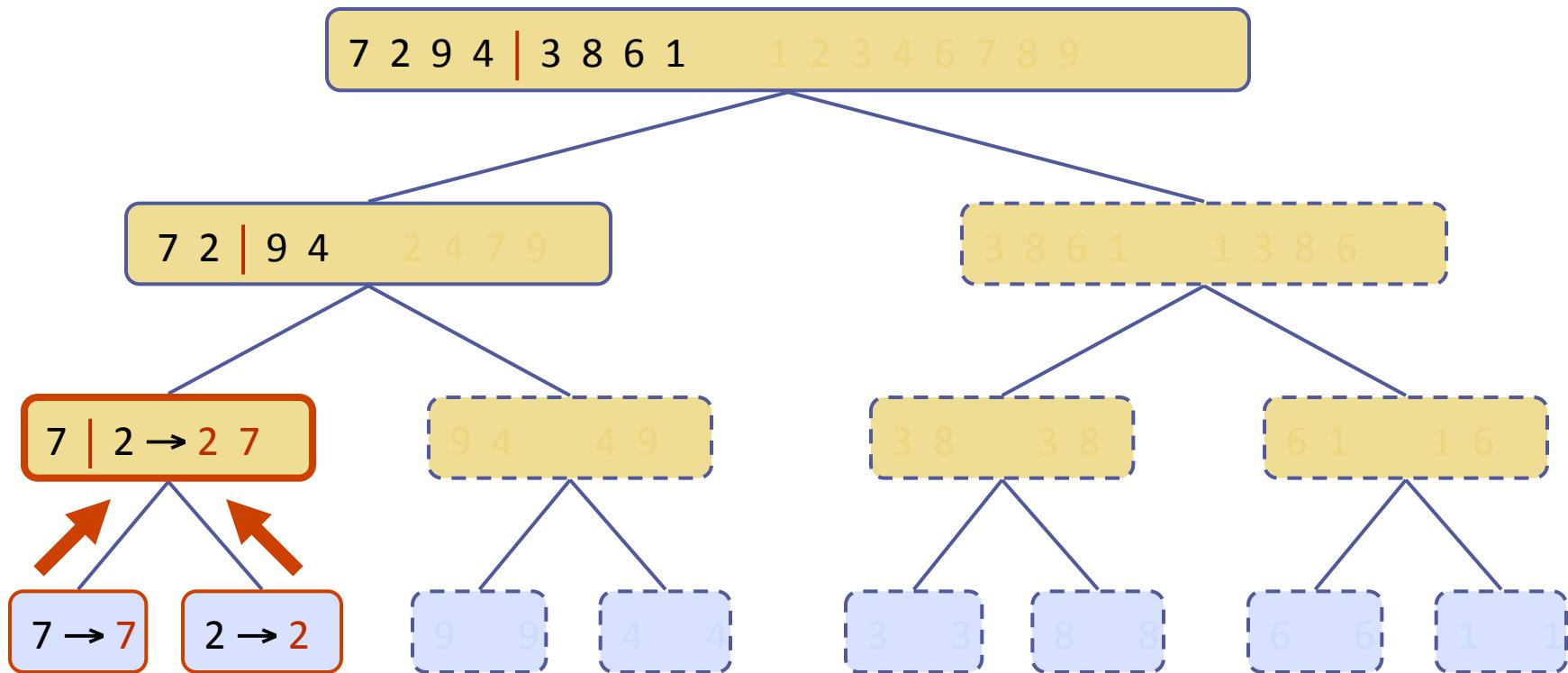
Example



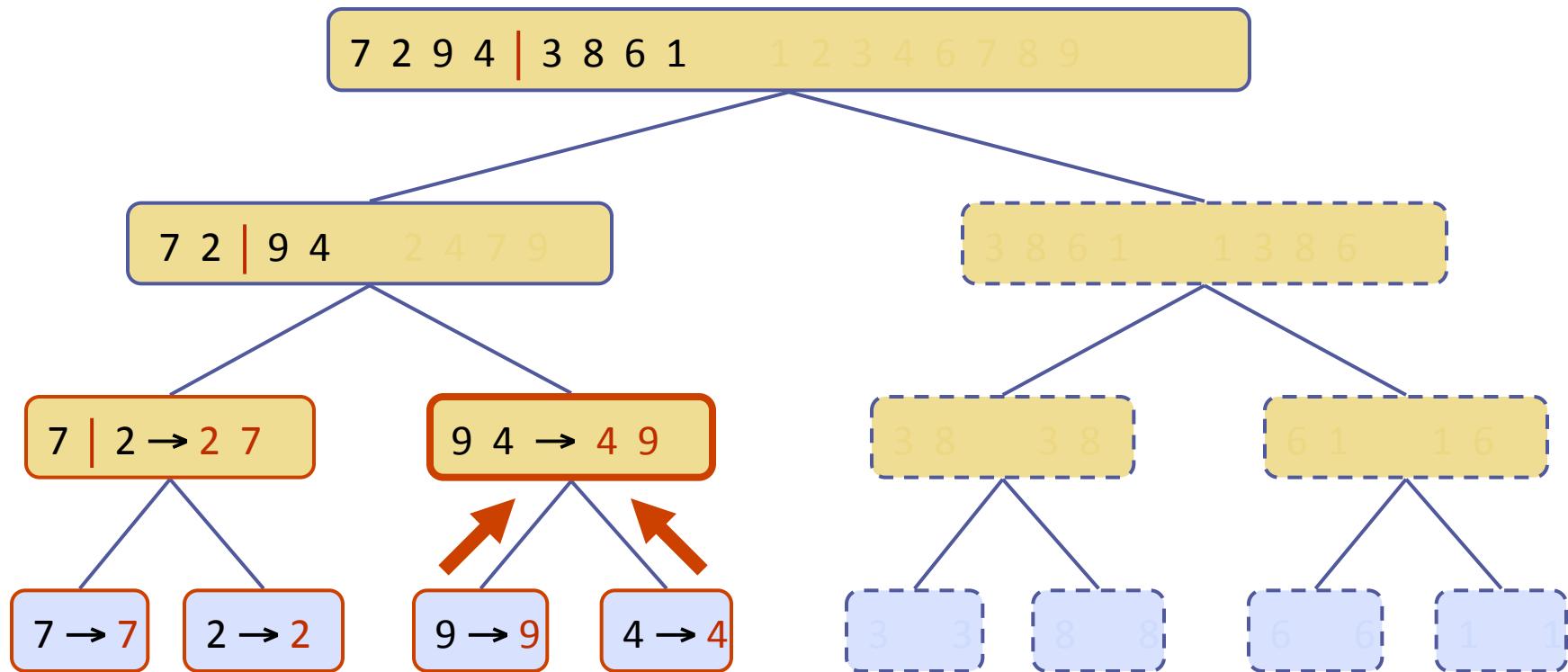
Example



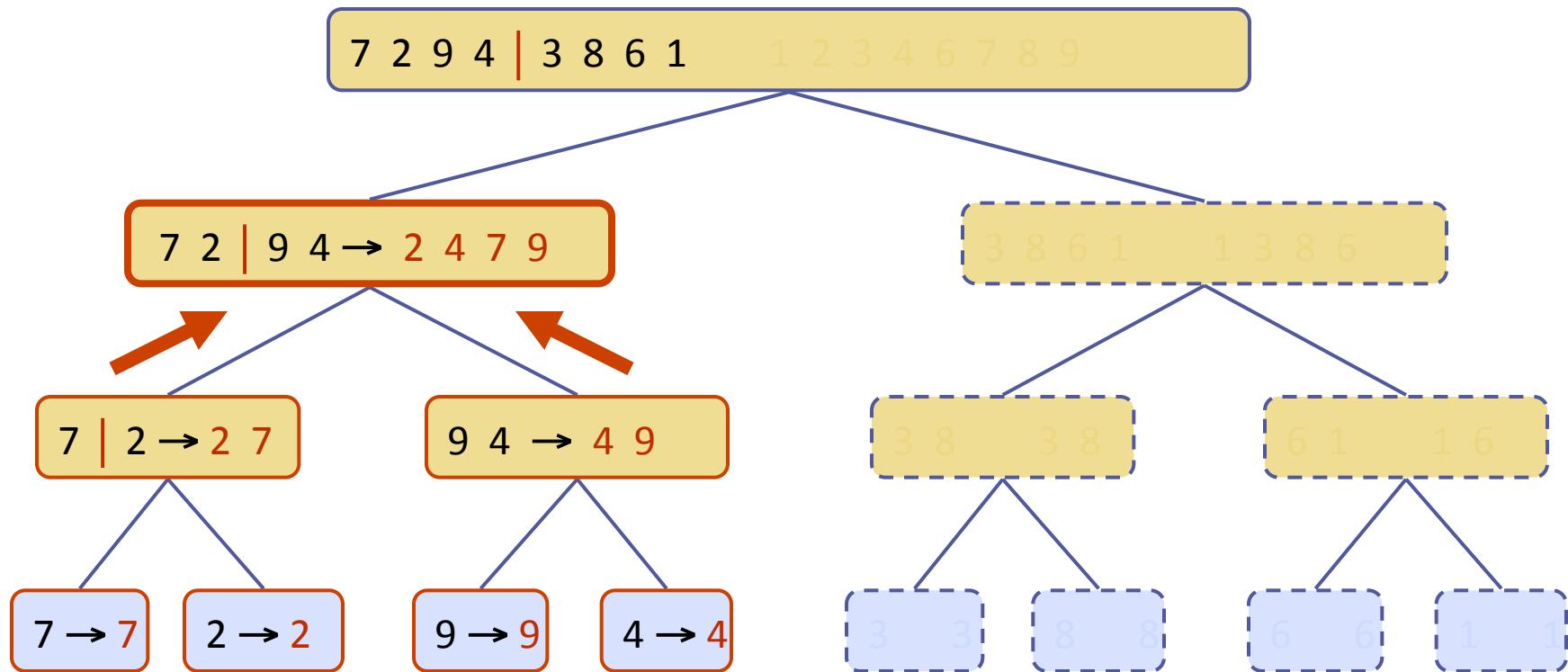
Example



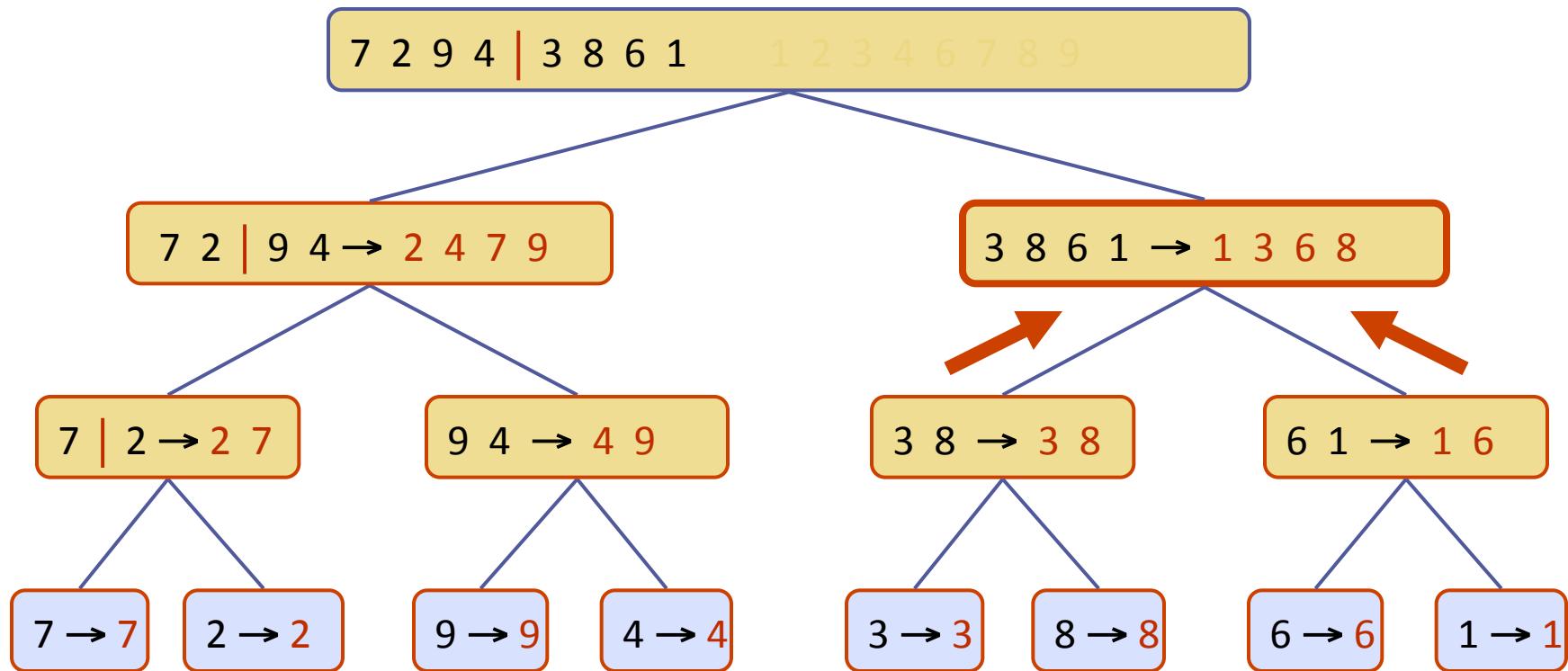
Example



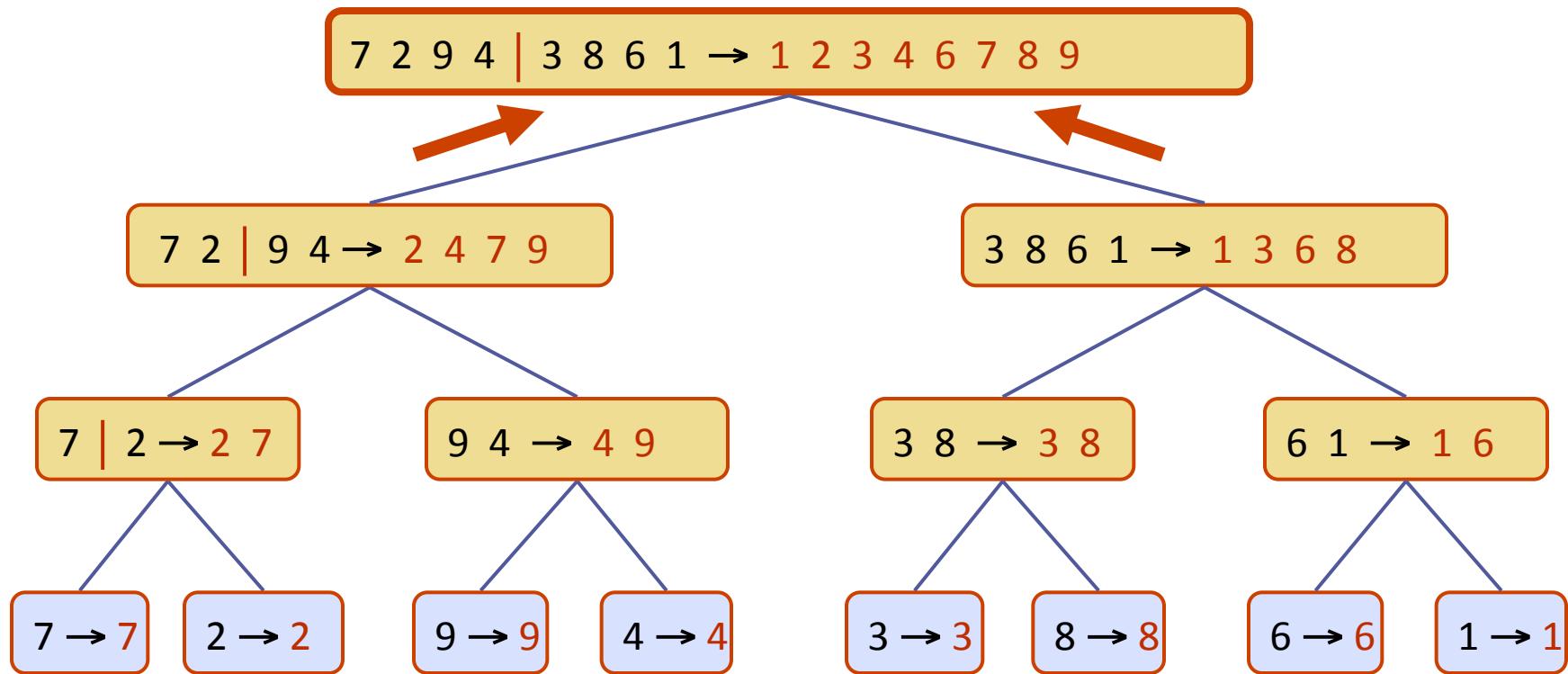
Example



Example



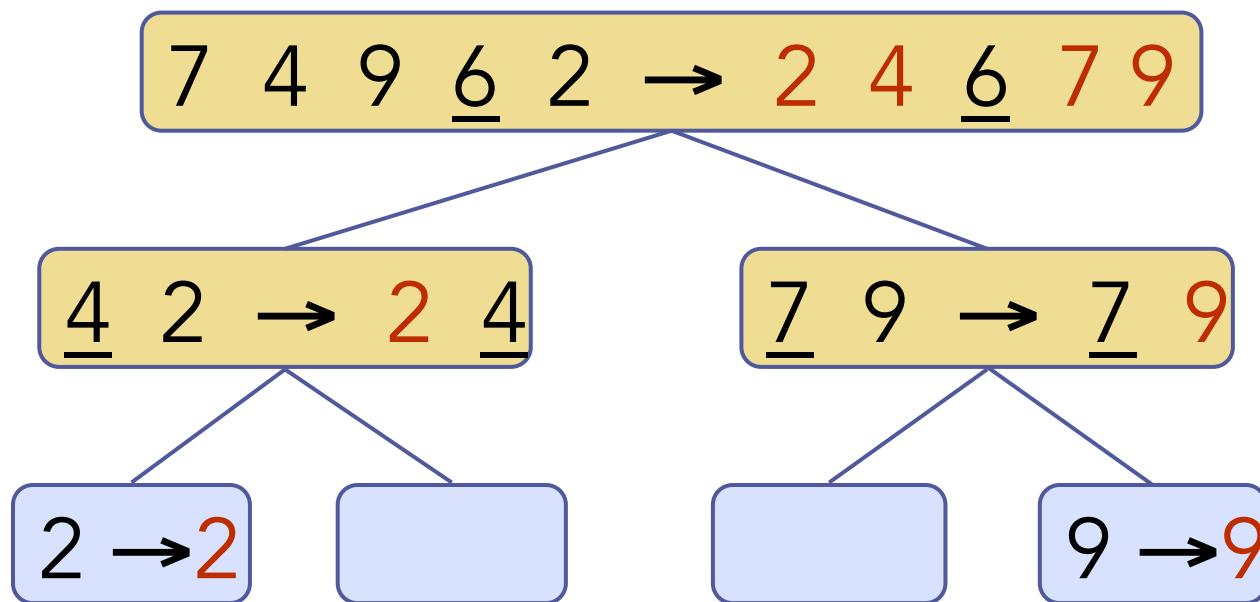
Example

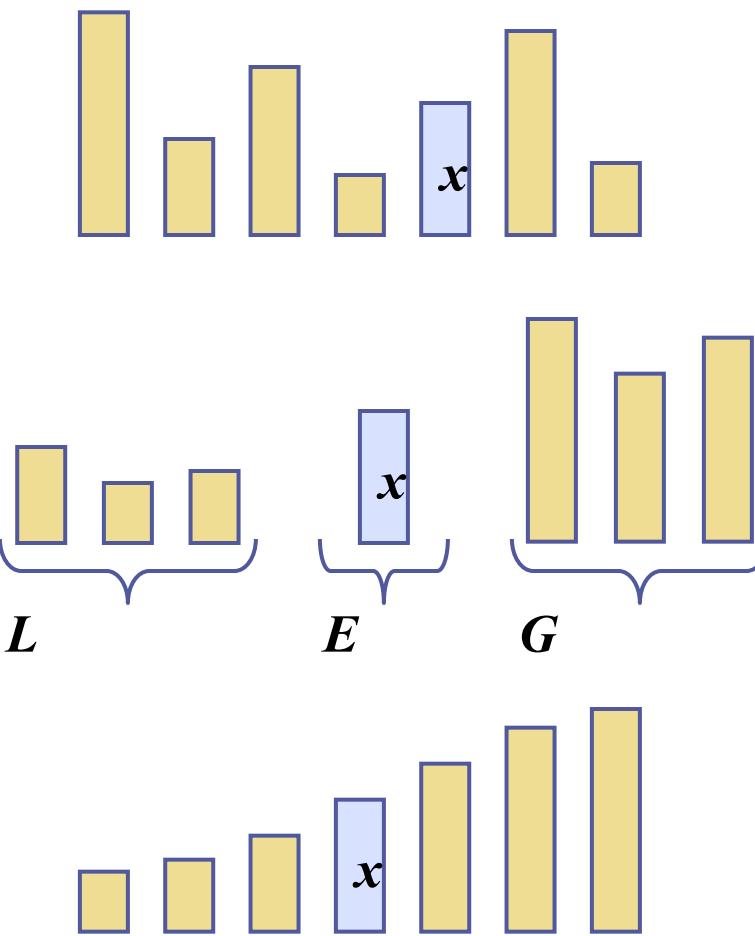


Time complexity?

$$T(n) = 2T(n/2) + cn$$
$$O(n \log n)$$

Quick-Sort





Quicksort

```
QuickSort(A, p, r)
```

```
if p < r
```

```
    q = Partition(A, p, r)
```

```
    QuickSort(A, p, q-1)
```

```
    QuickSort(A, q+1, r)
```

How will you
partition an array?

Partition

```
Partition(A, p, r)
```

```
    x=A(r)
```

```
    i = p-1
```

```
    for j = p to r-1
```

```
        if A(j) ≤ x
```

```
            i = i+1
```

```
            swap(A[i], A[j])
```

```
    swap(A[i+1], A[r])
```

```
    return i+1
```

Partition – Linked List

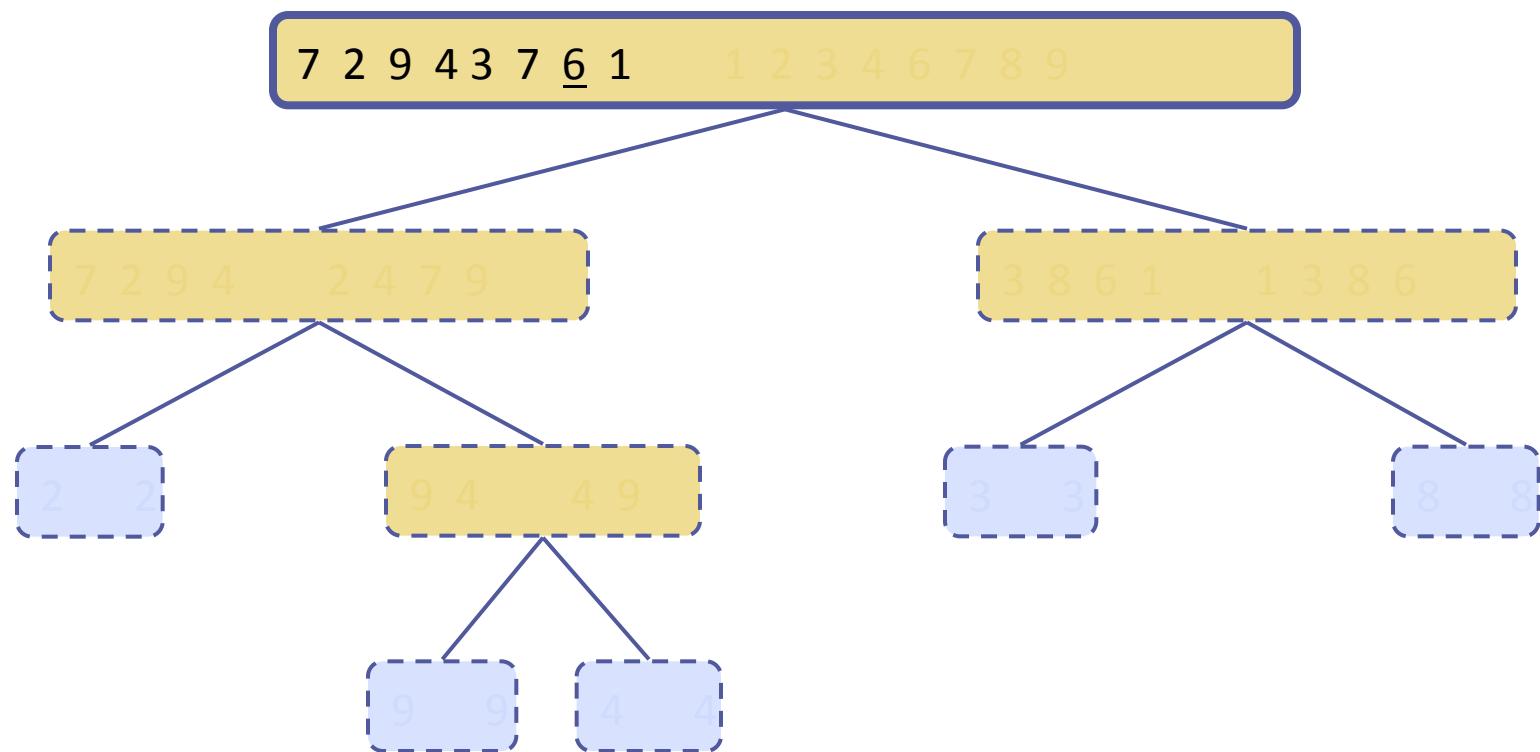
Algorithm *partition(S, p)*

```
L, E, G  $\leftarrow$  empty sequences  
x  $\leftarrow S.\text{remove}(p)$   
while  $\neg S.\text{empty}()$   
    y  $\leftarrow S.\text{removeFront}()$   
    if y  $< x$   
        L.insertBack(y)  
    else if y  $= x$   
        E.insertBack(y)  
    else { y  $> x$  }  
        G.insertBack(y)  
return L, E, G
```

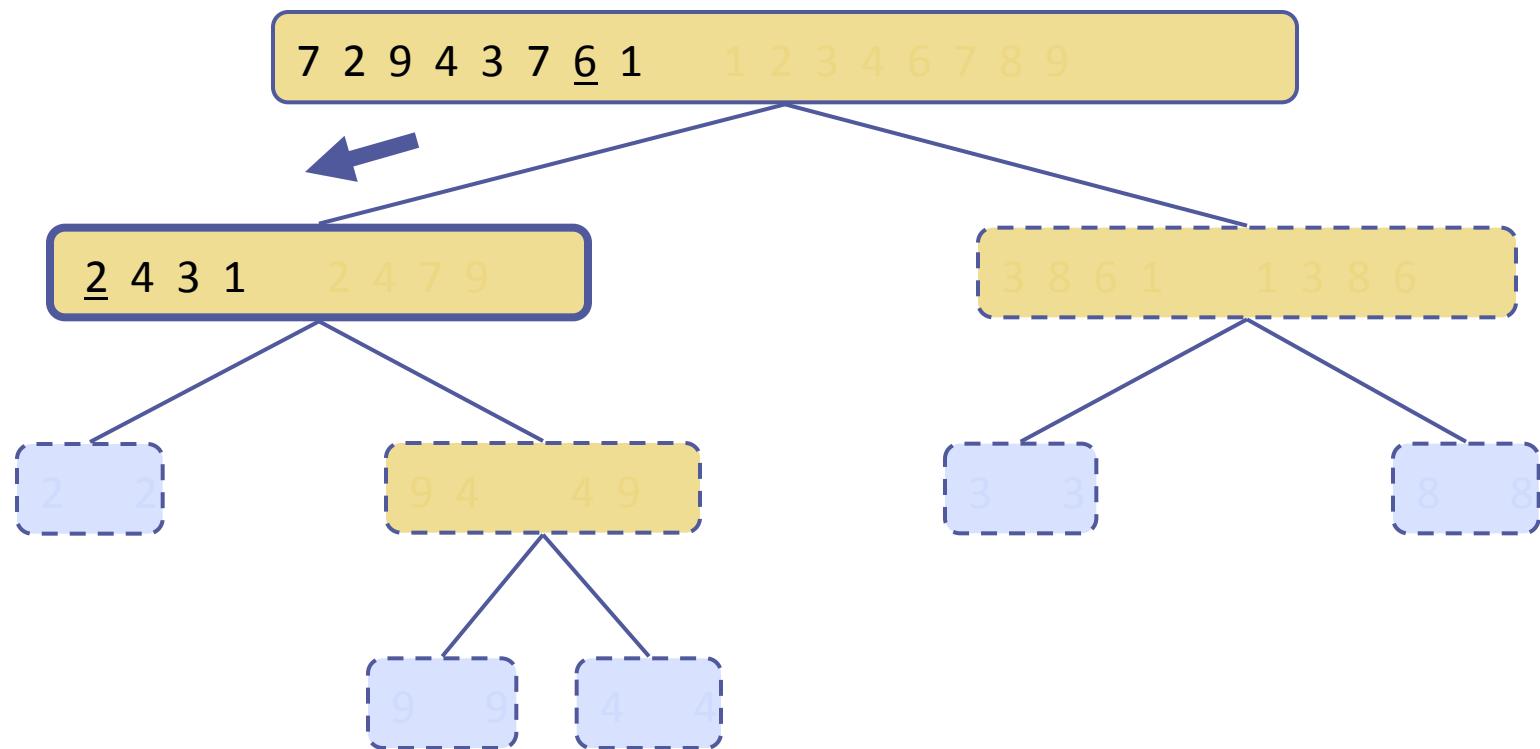
Merge

$\{L\} \cup \{E\} \cup \{G\}$

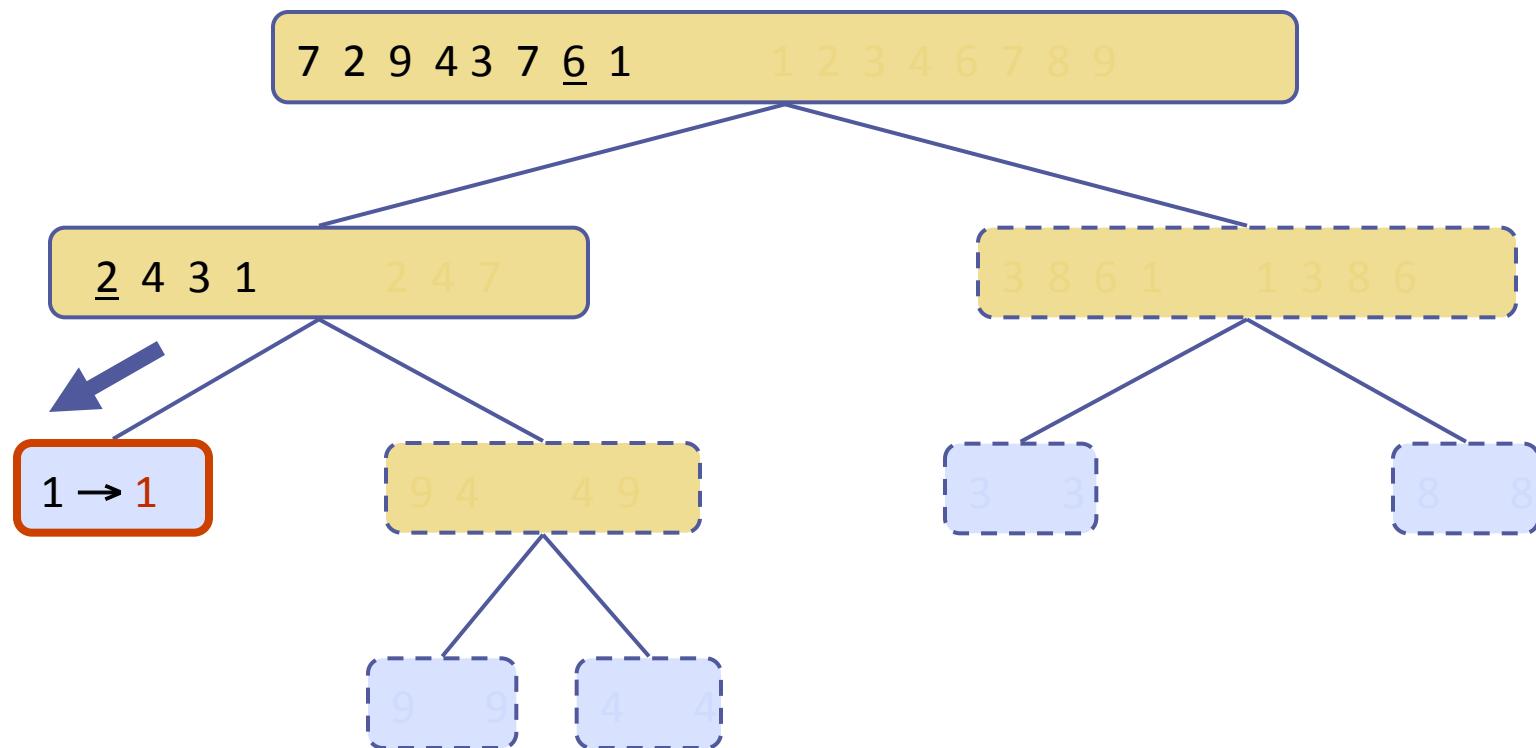
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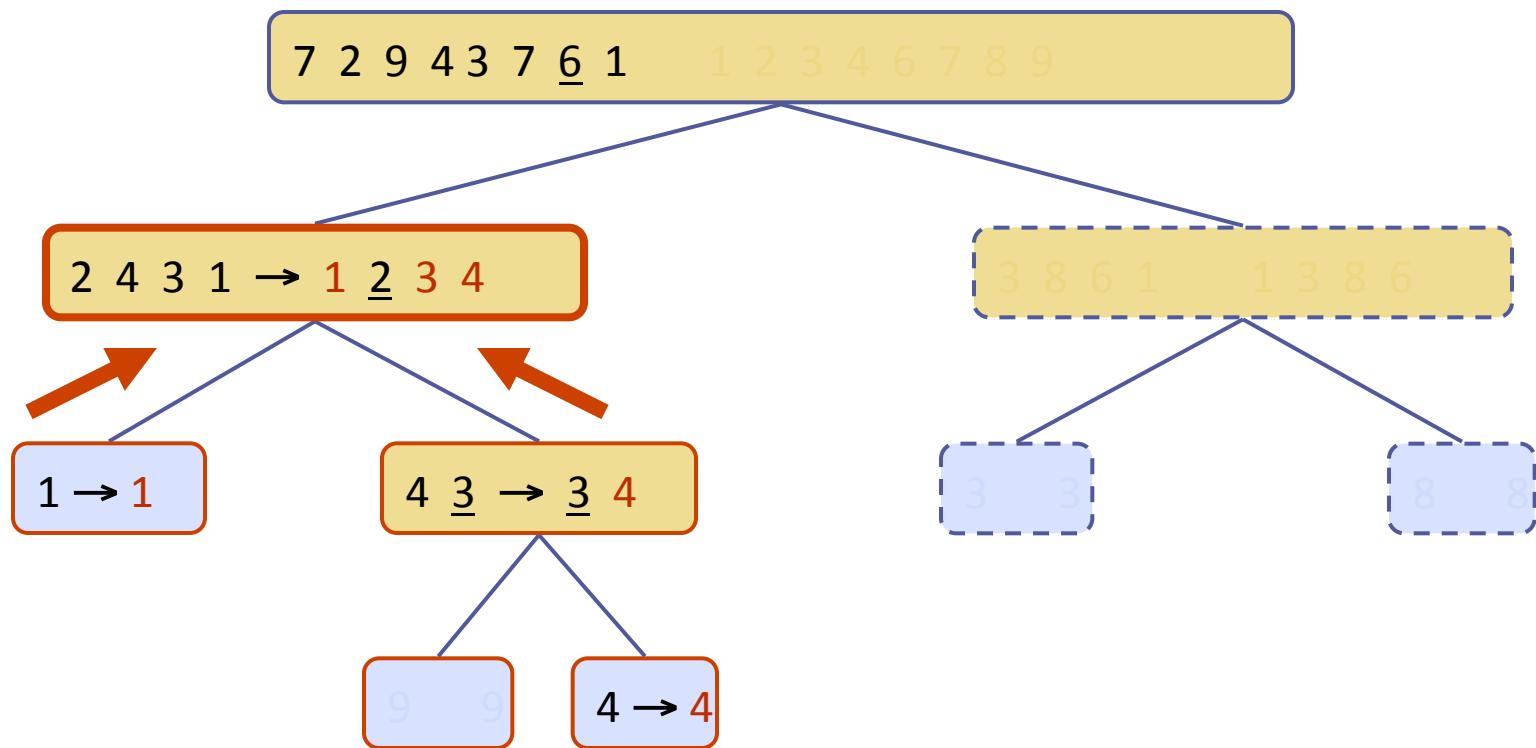
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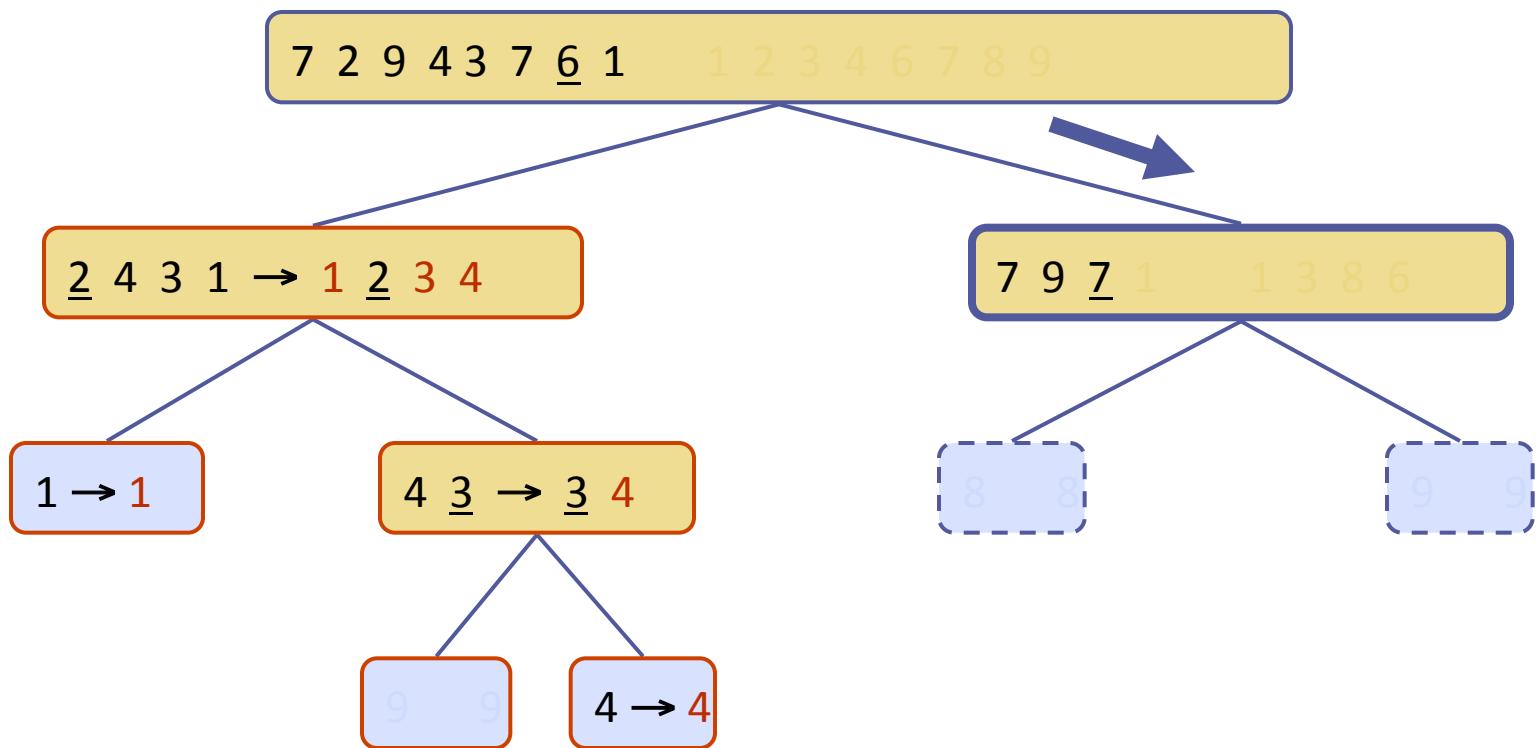
Example



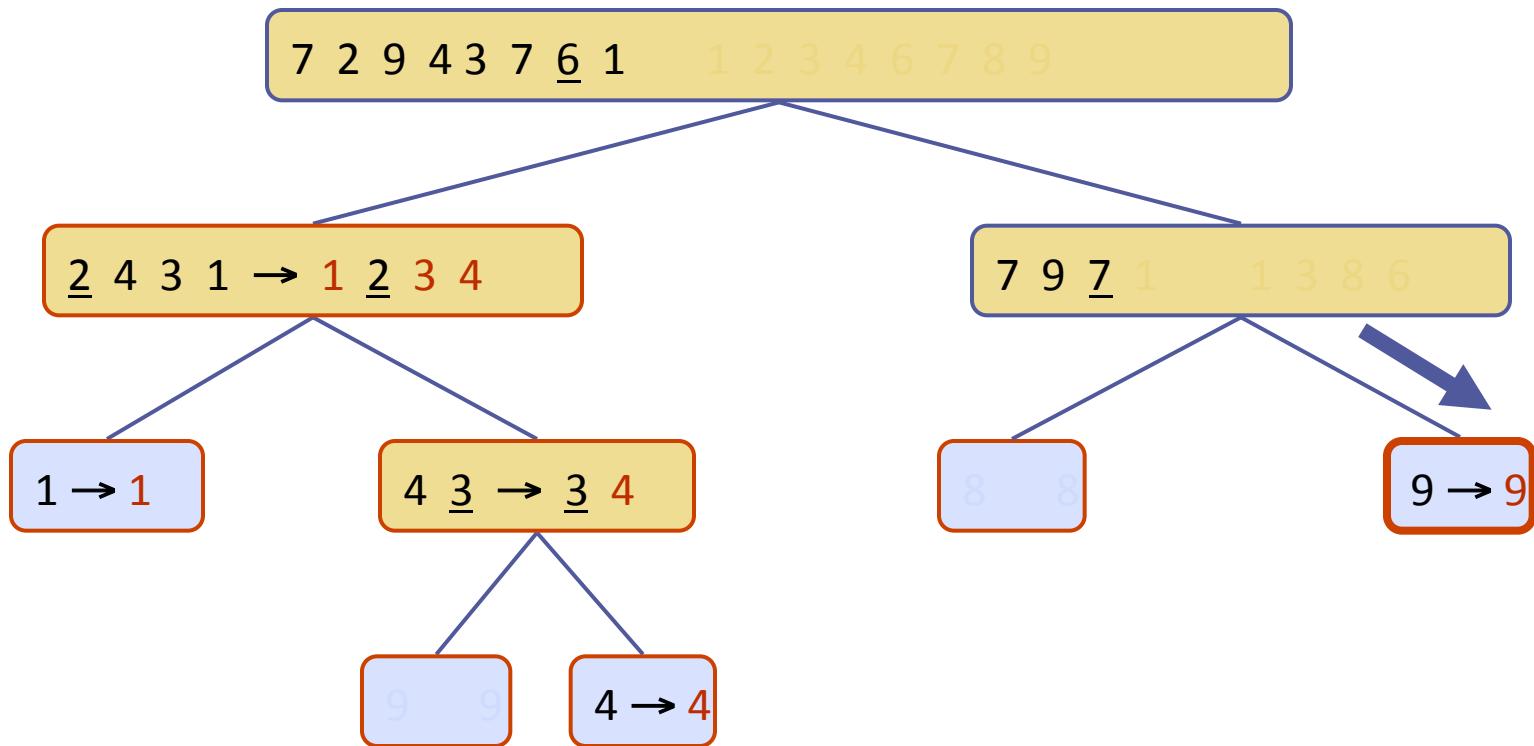
Example



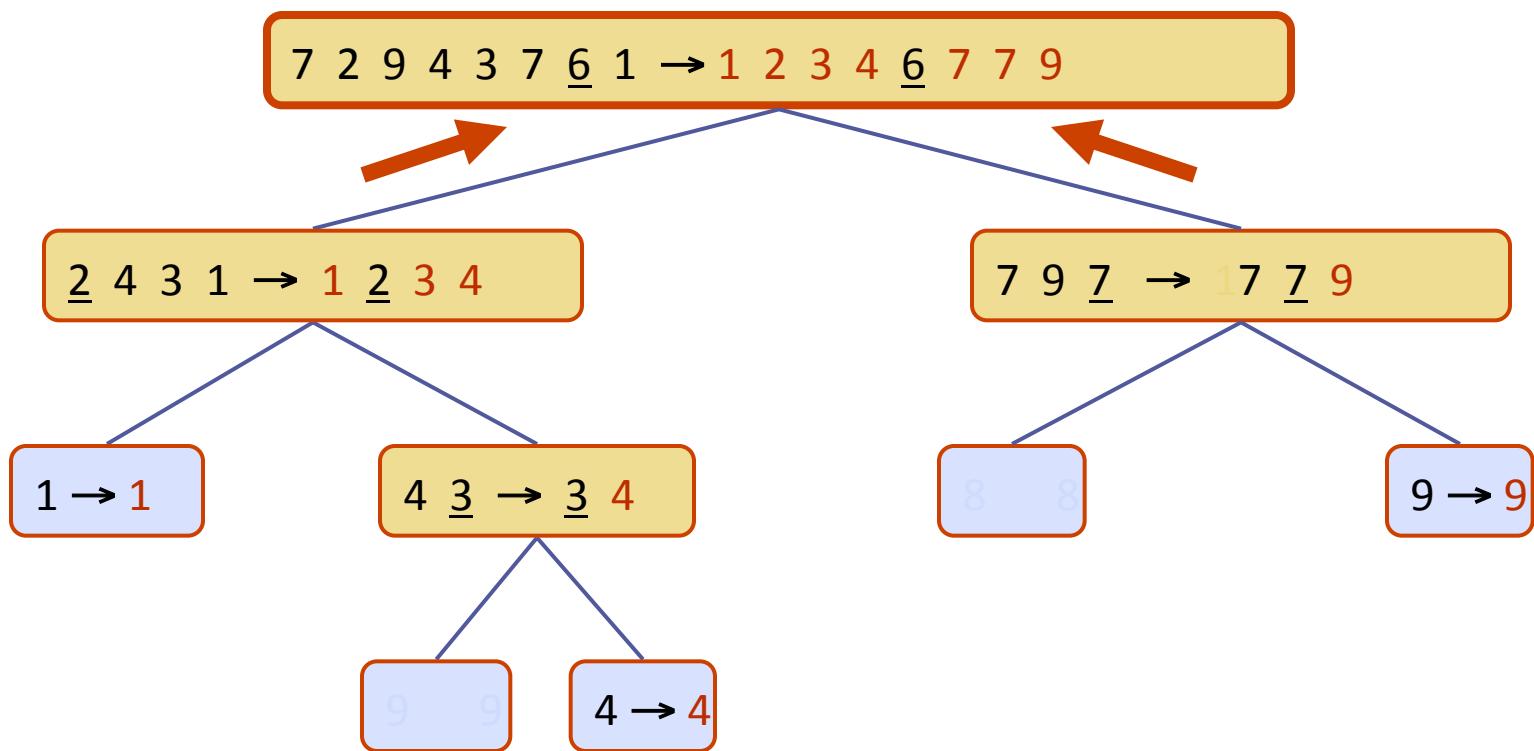
Example



Example



Example



Time Complexity of Quick Sort

What is the worst case for the quick sort?

$$T(n) = T(n-1) + T(1) + cn$$

$$O(n^2)$$

What is the best case?

$$T(n) = 2T(n/2) + cn$$
$$O(n \log n)$$

Average Case

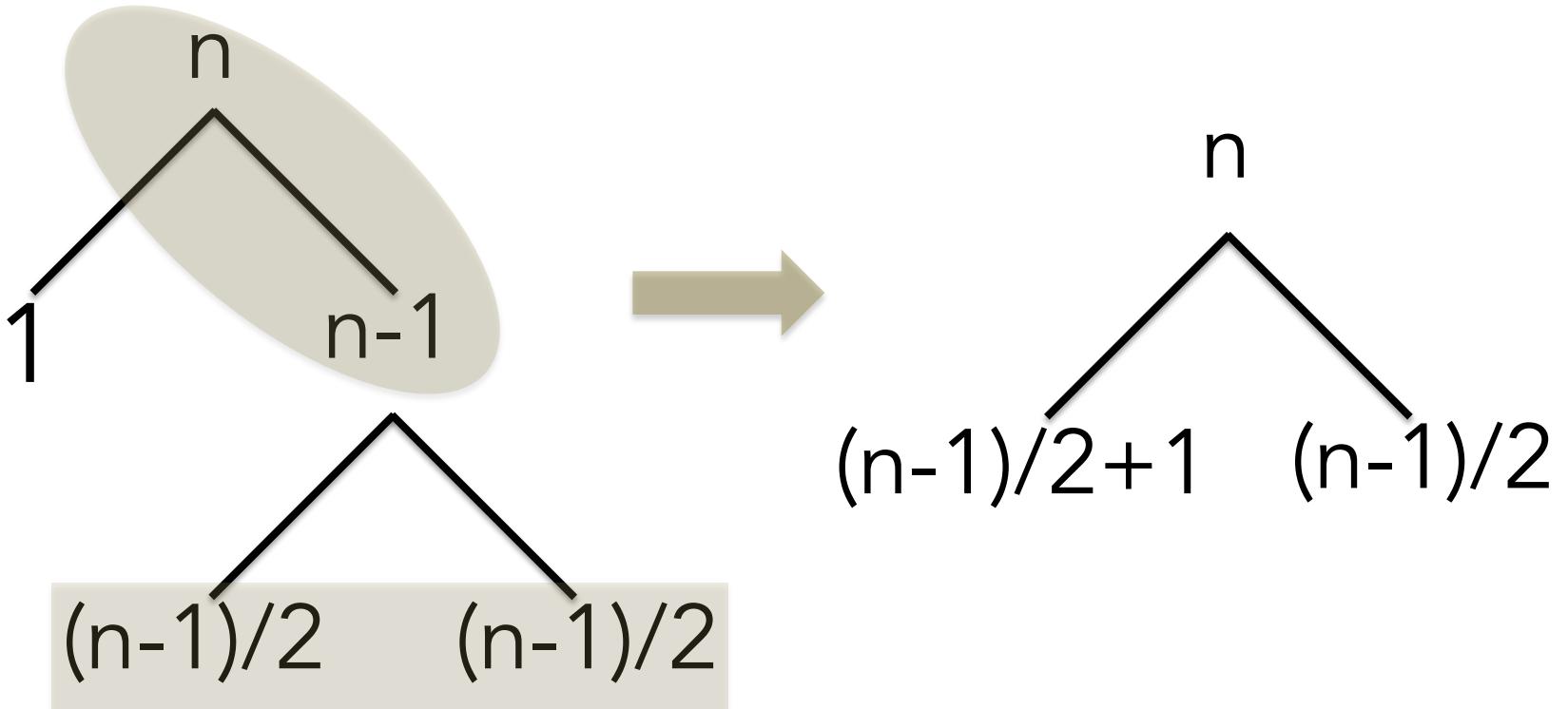
Suppose pivot always produces 9-1 split!

$$T(n) = T(9n/10) + T(n/10) + cn$$

What is complexity?

In case of quick sort,
best case is close to
the average case!

Let's have best case and worst case alternatively!



How do we make sure we are lucky?

- Partition around middle element?
- Randomize the input array?
- Choose pivot randomly?

Randomized Quicksort!

What is the expected
running time of
randomized Quicksort?

Expected Value of x

$$E(X) = \sum_{\forall i} x_i p_i$$

Example:

4 7 2 10 6 5 1 8 9 3

How many times is the partition method called?

```
QuickSort(A, p, r)
```

```
if p < r
```

```
    q = Partition(A, p, r)
```

```
    QuickSort(A, p, q-1)
```

```
    QuickSort(A, q+1, r)
```

How many comparisons
are we doing in each
partition?

Count total number
of comparisons in all
calls of partition!

Are we comparing each
element with each other
element?

Total number of comparisons!

$$X = \sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij}$$

$X_{ij} = 1$ if z_i is compared with z_j , else 0

Expectation

$$E(X) = E\left(\sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij}\right) = \sum_{i=1}^{n-1} \sum_{j=i+1}^n E(X_{ij})$$

$$E(X) = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \Pr(z_i \text{ is compared with } z_j)$$

$E(X)$ is $O(n \log n)$

Time Complexity of Quicksort

- Partitions + Comparisons
 - $O(n) + O(n \log n)$
 - $O(n \log n)$

Quick-Sort Vs Merge-Sort

- The merge step in quick-sort does not need any comparisons!
- Typically, merge-sort is stable while quick-sort isn't!
- Typically, quick-sort is in-place, while merge-sort isn't!

Assumption of random input is
not valid in many cases, so we
drop this assumption and
randomize the algorithm
instead!

Randomization

- Randomize the input
- Randomize the pivot selection,
random sampling!

Sorting algorithms

1. Insertion sort
2. Selection sort
3. Bubble sort
4. Heap sort
5. Merge sort
6. Quicksort

Sort integers that are in
range 0 to k , where k is
 $O(n)$ in linear time!

Counting Sort

- Suppose $\text{range}(A[]) = k$
- take an array C of size k
- use $A[i]$ as index in C to COUNT
- read back the sorted list in B

```
for  $i \leftarrow 1$  to  $k$ 
    do  $C[i] \leftarrow 0$ 
for  $j \leftarrow 1$  to  $n$ 
    do  $C[A[j]] \leftarrow C[A[j]] + 1$ 
for  $i \leftarrow 2$  to  $k$ 
    do  $C[i] \leftarrow C[i] + C[i-1]$ 
for  $j \leftarrow n$  downto 1
    do
         $B[C[A[j]]] \leftarrow A[j]$ 
         $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Counting Sort Example

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:				

B:					
----	--	--	--	--	--

Loop 1

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:	0	0	0	0

B:					
----	--	--	--	--	--

```
for  $i \leftarrow 1$  to  $k$   
do  $C[i] \leftarrow 0$ 
```

Loop 2

1	2	3	4	5
A: 4	1	3	4	3

1	2	3	4
C: 0	0	0	1

B:					
----	--	--	--	--	--

```
for  $j \leftarrow 1$  to  $n$   
do  $C[A[j]] \leftarrow C[A[j]] + 1$   $\triangleright C[i] = |\{key = i\}|$ 
```

Loop 2

1	2	3	4	5	
A:	4	1	3	4	3

1	2	3	4	
C:	1	0	0	1

B:					
----	--	--	--	--	--

```
for  $j \leftarrow 1$  to  $n$   
do  $C[A[j]] \leftarrow C[A[j]] + 1$   $\triangleright C[i] = |\{key = i\}|$ 
```

Loop 2

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:	1	0	1	1

B:					
----	--	--	--	--	--

```
for  $j \leftarrow 1$  to  $n$   
do  $C[A[j]] \leftarrow C[A[j]] + 1$   $\triangleright C[i] = |\{key = i\}|$ 
```

Loop 2

1	2	3	4	5	
A:	4	1	3	4	3

1	2	3	4	
C:	1	0	1	2

B:					
----	--	--	--	--	--

```
for  $j \leftarrow 1$  to  $n$   
do  $C[A[j]] \leftarrow C[A[j]] + 1$   $\triangleright C[i] = |\{key = i\}|$ 
```

Loop 2

1	2	3	4	5
A: 4	1	3	4	3

1	2	3	4
C: 1	0	2	2

B:					
----	--	--	--	--	--

```
for  $j \leftarrow 1$  to  $n$   
do  $C[A[j]] \leftarrow C[A[j]] + 1$   $\triangleright C[i] = |\{key = i\}|$ 
```

Loop 3

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:	1	0	2	2

B:					
----	--	--	--	--	--

C' :	1	1	2	2
--------	---	---	---	---

for $i \leftarrow 2$ **to** k
do $C[i] \leftarrow C[i] + C[i-1]$

▷ $C[i] = |\{key \leq i\}|$

Loop 3

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:	1	0	2	2

B:					
----	--	--	--	--	--

C' :	1	1	3	2
--------	---	---	---	---

for $i \leftarrow 2$ **to** k

do $C[i] \leftarrow C[i] + C[i-1]$

▷ $C[i] = |\{key \leq i\}|$

Loop 3

	1	2	3	4	5
A:	4	1	3	4	3

	1	2	3	4
C:	1	0	2	2

B:					
----	--	--	--	--	--

C' :	1	1	3	5
--------	---	---	---	---

for $i \leftarrow 2$ **to** k
do $C[i] \leftarrow C[i] + C[i-1]$

▷ $C[i] = |\{\text{key} \leq i\}|$

Loop 4

	1	2	3	4	5
A:	4	1	3	4	3

B:			3		
----	--	--	---	--	--

	1	2	3	4
C:	1	1	3	5

C' :	1	1	2	5
--------	---	---	---	---

```
for  $j \leftarrow n$  downto 1  
do  $B[C[A[j]]] \leftarrow A[j]$   
 $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Loop 4

1	2	3	4	5	
A:	4	1	3	4	3

B:			3		4
----	--	--	---	--	---

1	2	3	4	
C:	1	1	2	5

C' :	1	1	2	4
--------	---	---	---	---

```
for  $j \leftarrow n$  downto 1  
do  $B[C[A[j]]] \leftarrow A[j]$   
 $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Loop 4

	1	2	3	4	5
A:	4	1	3	4	3

B:		3	3		4
----	--	---	---	--	---

	1	2	3	4
C:	1	1	2	4

C' :	1	1	1	4
--------	---	---	---	---

```
for  $j \leftarrow n$  downto 1  
do  $B[C[A[j]]] \leftarrow A[j]$   
 $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Loop 4

	1	2	3	4	5
A:	4	1	3	4	3

	1	3	3		4
B:	1	3	3		4

	1	2	3	4
C:	1	1	1	4

	0	1	1	4
C' :	0	1	1	4

```
for  $j \leftarrow n$  downto 1  
do  $B[C[A[j]]] \leftarrow A[j]$   
 $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Loop 4

	1	2	3	4	5
A:	4	1	3	4	3

B:	1	3	3	4	4
----	---	---	---	---	---

	1	2	3	4
C:	0	1	1	4

C' :	0	1	1	3
--------	---	---	---	---

```
for  $j \leftarrow n$  downto 1  
do  $B[C[A[j]]] \leftarrow A[j]$   
     $C[A[j]] \leftarrow C[A[j]] - 1$ 
```

Analysis

$O(k)$

{ **for** $i \leftarrow 1$ **to** k
 do $C[i] \leftarrow 0$

$O(n)$

{ **for** $j \leftarrow 1$ **to** n
 do $C[A[j]] \leftarrow C[A[j]] + 1$

$O(k)$

{ **for** $i \leftarrow 2$ **to** k
 do $C[i] \leftarrow C[i] + C[i-1]$

$O(n)$

{ **for** $j \leftarrow n$ **downto** 1
 do $B[C[A[j]]] \leftarrow A[j]$
 $C[A[j]] \leftarrow C[A[j]] - 1$

$O(n + k)$

Time complexity

Since $k = O(n)$, counting sort is $O(n)!$

How is it different from other sorting algorithms?

Comparison based
sorting algorithms cannot
be faster than $O(n \log n)!$

What if k is NOT $O(n)!$

But numbers are uniformly
distributed!

Bucket Sort

Let $B[0..n-1]$ be a new array

for $i \leftarrow 0$ to $n-1$

 make $B[i]$ an empty list

for $i \leftarrow 0$ to $n-1$

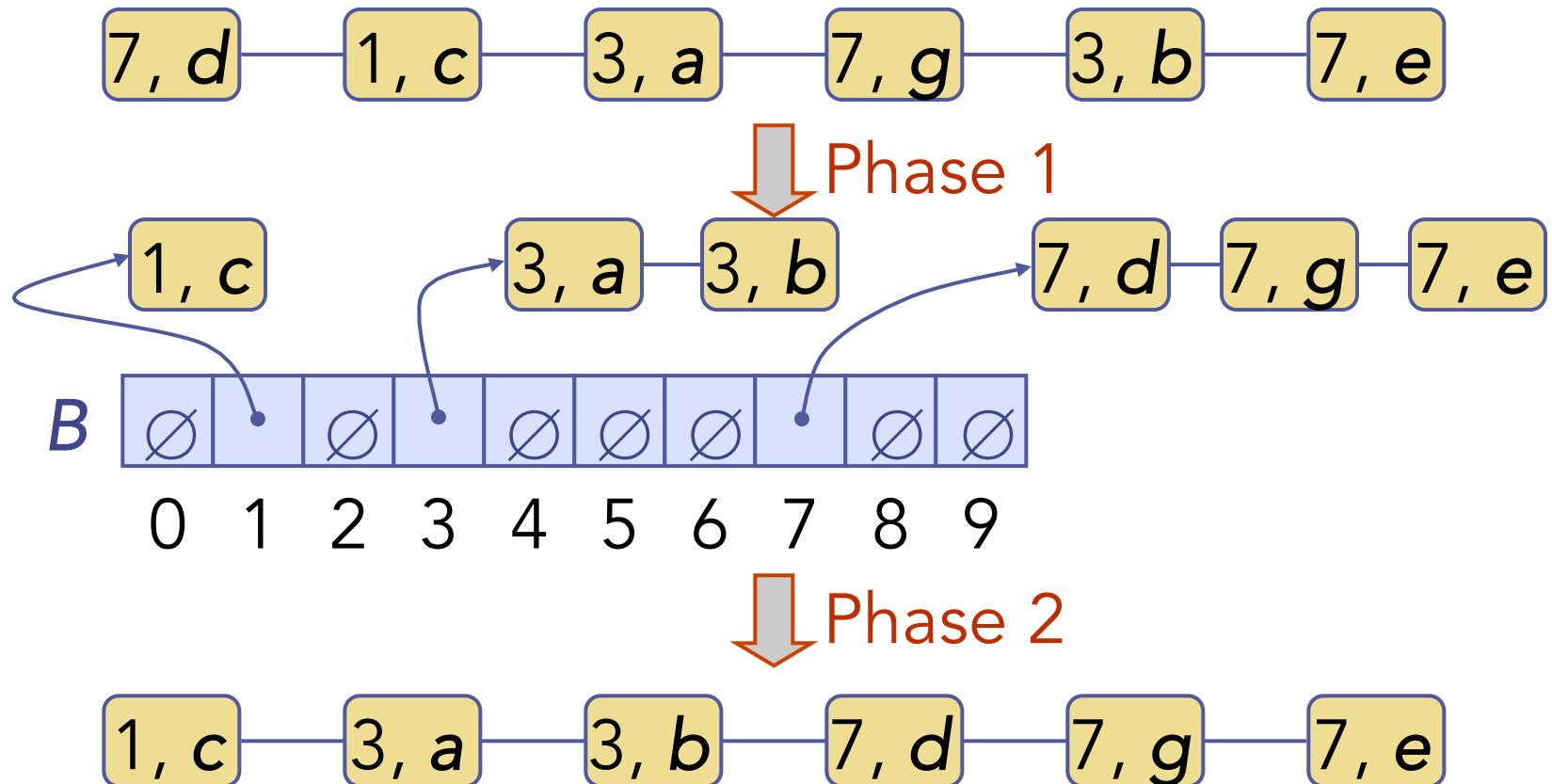
 insert $A[i]$ into list $B[\lfloor nA[i] \rfloor]$

for $i \leftarrow 0$ to $n-1$

 sort list $B[i]$ with insertion sort

concatenate $B[0], B[1], \dots, B[n-1]$

Example



Time complexity

$$T(n) = O(n) + \sum O(n_i^2)$$

$$E(n_i^2) = 2 - 1/n$$

$$\sum O(n_i^2) = n \cdot O(2 - 1/n) = O(n)$$

Hence, bucket sort is $O(n)$

Radix Sort

Operation of radix sort

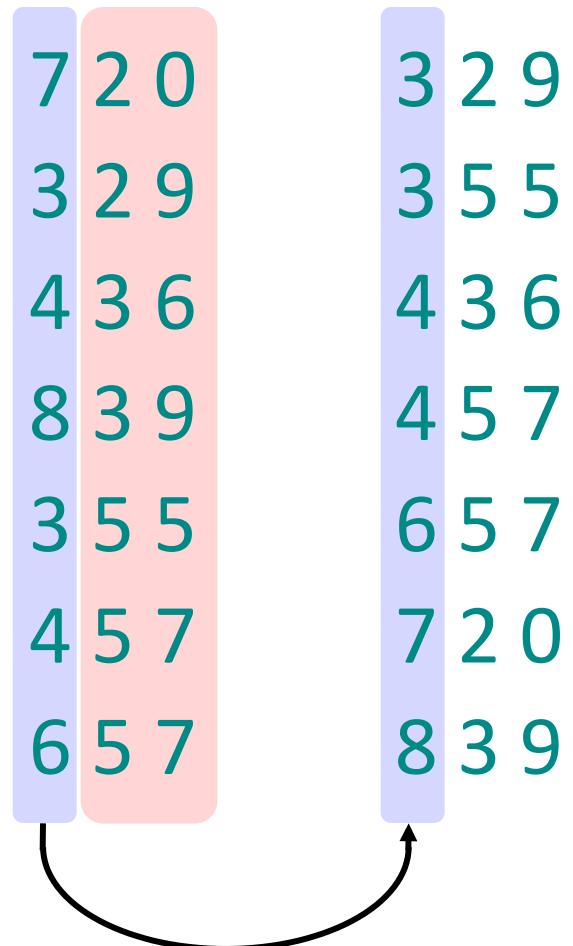
3 2 9	7 2 0	7 2 0	3 2 9
4 5 7	3 5 5	3 2 9	3 5 5
6 5 7	4 3 6	4 3 6	4 3 6
8 3 9	4 5 7	8 3 9	4 5 7
4 3 6	6 5 7	3 5 5	6 5 7
7 2 0	3 2 9	4 5 7	7 2 0
3 5 5	8 3 9	6 5 7	8 3 9



Correctness of radix sort

Induction on digit position

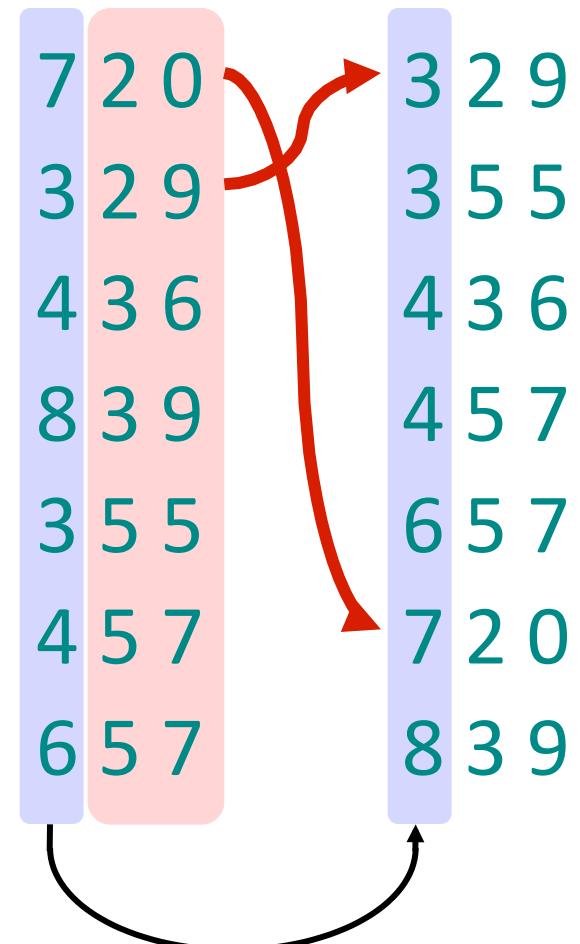
- Assume that the numbers are sorted by their low-order $t - 1$ digits.
- Sort on digit t



Correctness of radix sort

Induction on digit position

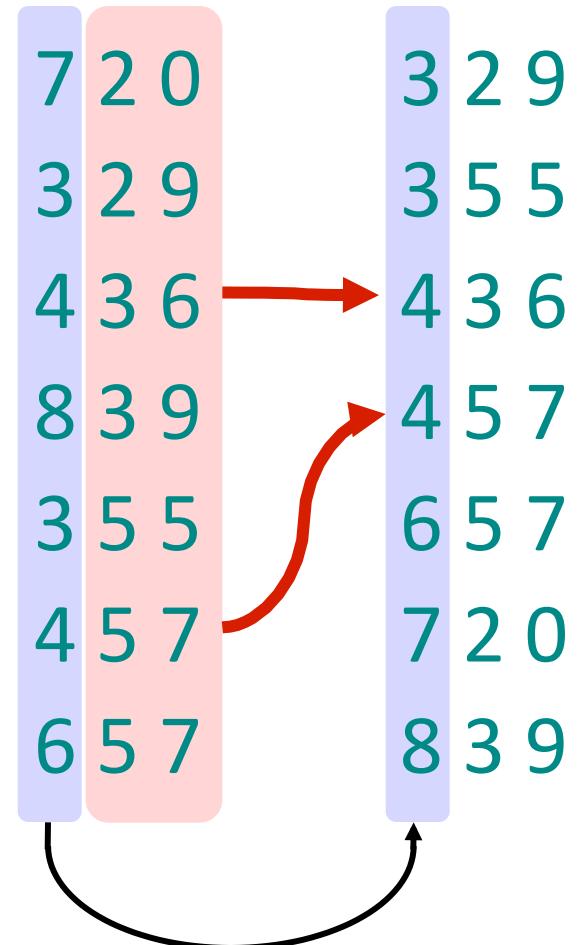
- Assume that the numbers are sorted by their low-order $t - 1$ digits.
- Sort on digit t
 - Two numbers that differ in digit t are correctly sorted.



Correctness of radix sort

Induction on digit position

- Assume that the numbers are sorted by their low-order $t - 1$ digits.
- Sort on digit t
 - Two numbers that differ in digit t are correctly sorted.
 - Two numbers equal in digit t are put in the same order as the input \Rightarrow correct order.



Time complexity of radix sort

3 2 9

4 5 7

6 5 7

8 3 9

4 3 6

7 2 0

3 5 5

7 2 0

3 5 5

4 3 6

4 5 7

6 5 7

3 2 9

8 3 9

7 2 0

3 2 9

4 3 6

8 3 9

3 5 5

4 5 7

6 5 7

3 2 9

3 5 5

4 3 6

4 5 7

6 5 7

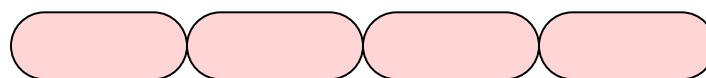
7 2 0

8 3 9

Analysis of radix sort with b bit words

- Assume counting sort is the auxiliary stable sort.
- Sort n computer words of b bits each.
- Each word can be viewed as having b/r base- 2^r digits.

Example: 32-bit word



$r = 8 \Rightarrow b/r = 4$ passes of counting sort on base- 2^8 digits; or $r = 16 \Rightarrow b/r = 2$ passes of counting sort on base- 2^{16} digits.

How many passes should we make?

Analysis (continued)

Recall: Counting sort takes $O(n + k)$ time to sort n numbers in the range from 0 to $k - 1$.

If each b -bit word is broken into r -bit pieces, each pass of counting sort takes $O(n + 2^r)$ time. Since there are b/r passes, we have

Time complexity = is $O(b/r(n + 2^r))$

Choose r to minimize $T(n, b)$:

- Increasing r means fewer passes, but as $r \gg \lg n$, the time grows exponentially.

Choosing r

Choosing $r = \lg n$ implies
time complexity is $O(n)$

Can we implement
counting sort in-
place?

Sorting algorithms

- 1. Insertion sort
- 2. Selection sort
- 3. Bubble sort
- 4. Merge sort
- 5. Quicksort
- 6. Heap sort
- 7. Counting sort
- 8. Radix sort
- 9. Bucket sort