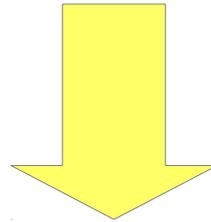


Sorting

(Weiss chapter 8.1 – 8.3, 8.5)

Sorting

5	3	9	2	8	7	3	2	1	4
---	---	---	---	---	---	---	---	---	---



1	2	2	3	3	4	5	7	8	9
---	---	---	---	---	---	---	---	---	---

Zillions of sorting algorithms
(bubblesort, insertion sort, selection
sort, quicksort, heapsort, mergesort,
shell sort, counting sort, radix sort, ...)

Sorting

Why is sorting important? Because sorted data is much easier to deal with!

- Searching – use binary instead of linear search
- Finding duplicates – takes linear instead of quadratic time
- etc.

Most sorting algorithms are based on *comparisons*

- Compare elements – is one bigger than the other? If not, do something about it!
- Advantage: they can work on all sorts of data
- Disadvantage: specialised algorithms for e.g. sorting lists of integers can be faster

Insertion sort

Imagine someone is dealing you cards. Whenever you get a new card you put it into the right place in your hand:



This is the idea of *insertion sort*.

Insertion sort

Sorting



:

Start by “picking up” the 5:



Insertion sort

Sorting

5	3	9	2	8
---	---	---	---	---

 :

Then insert the 3 into the right place:

3	5
---	---

Insertion sort

Sorting



:

Then the 9:



Insertion sort

Sorting



:

Then the 2:



Insertion sort

Sorting

5	3	9	2	8
---	---	---	---	---

:

Finally the 8:

2	3	5	8	9
---	---	---	---	---

Complexity of insertion sort

Insertion sort does n insertions for an array of size n

Does this mean it is $O(n)$? *No!* An insertion is not constant time.

To insert into a sorted array, you must move all the elements up one, which is $O(n)$.

Thus total is $O(n^2)$.

In-place insertion sort

This version of insertion sort needs to make a new array to hold the result

An *in-place* sorting algorithm is one that doesn't need to make temporary arrays

- Has the potential to be more efficient

Let's make an in-place insertion sort!

Basic idea: loop through the array, and insert each element into the part which is already sorted

In-place insertion sort

5	3	9	2	8
---	---	---	---	---

The first element of the array is sorted:

5	3	9	2	8
---	---	---	---	---

White bit: sorted

In-place insertion sort

5	3	9	2	8
---	---	---	---	---

Insert the 3 into the correct place:

3	5	9	2	8
---	---	---	---	---

In-place insertion sort

3	5	9	2	8
---	---	---	---	---

Insert the 9 into the correct place:

3	5	9	2	8
---	---	---	---	---

In-place insertion sort

3	5	9	2	8
---	---	---	---	---

Insert the 2 into the correct place:

2	3	5	9	8
---	---	---	---	---

In-place insertion sort

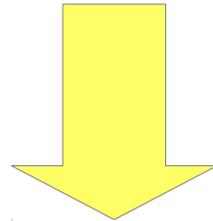
2	3	5	9	8
---	---	---	---	---

Insert the 8 into the correct place:

2	3	5	8	9
---	---	---	---	---

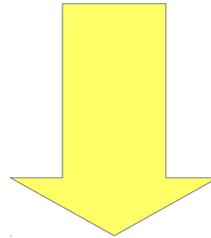
In-place insertion

One way to do it: repeatedly swap the element with its neighbour on the left, until it's in the right position



In-place insertion

2	3	5	4	9
---	---	---	---	---

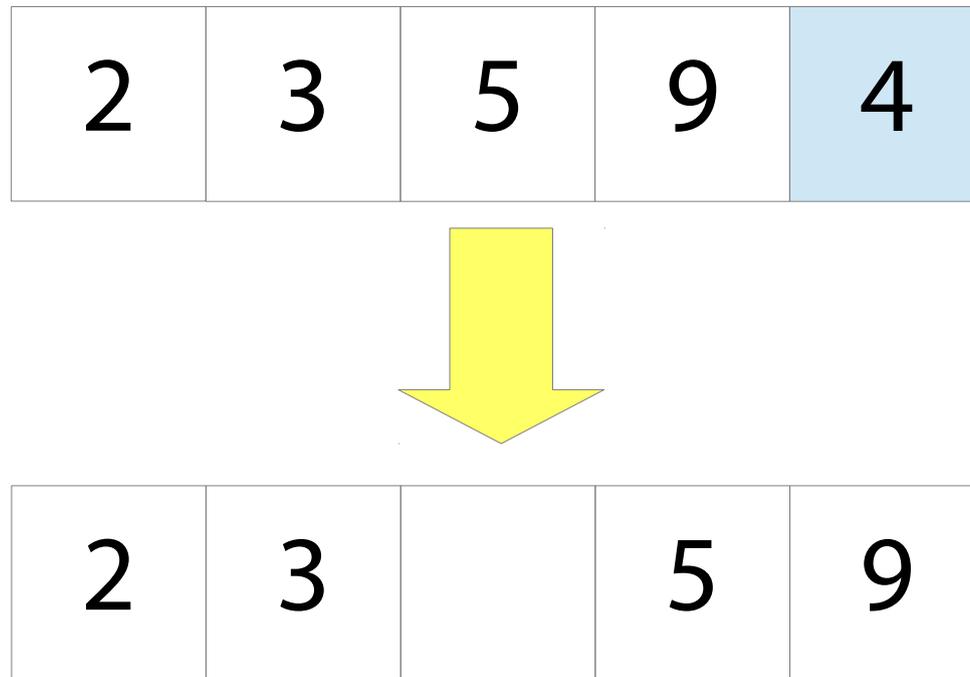


2	3	4	5	9
---	---	---	---	---

```
while n > 0 and array[n] > array[n-1]  
    swap array[n] and array[n-1]  
    n = n-1
```

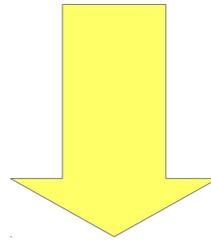
In-place insertion

An improvement: instead of swapping, move elements upwards to make a “hole” where we put the new value

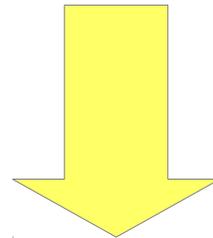


In-place insertion

2	3	5	9	4
---	---	---	---	---



2	3	5		9
---	---	---	--	---



2	3		5	9
---	---	--	---	---

In-place insertion sort

This notation
means
 $0, 1, \dots, i-1$

for $i = 1$ to n

 insert $\text{array}[i]$ into $\text{array}[0..i-1)$

An aside: we have the *invariant* that
 $\text{array}[0..i)$ is sorted

- An invariant is something that holds whenever the loop body starts to run
- Initially, $i = 1$ and $\text{array}[0..1)$ is sorted
- As the loop runs, more and more of the array becomes sorted
- When the loop finishes, $i = n$, so $\text{array}[0..n)$ is sorted – the whole array!

Selection sort

Find the smallest element of the array,
and delete it

Find the smallest remaining element, and
delete it

And so on

Finding the smallest element is $O(n)$, so
total complexity is $O(n^2)$

Selection sort

Sorting

5	3	9	2	8
---	---	---	---	---

 :

The smallest element is 2:

2

We also delete 2 from the input array.

Selection sort

Sorting

5	3	9	8
---	---	---	---

 :

Now the smallest element is 3:

2	3
---	---

We delete 3 from the input array.

Selection sort

Sorting

5	9	8
---	---	---

 :

Now the smallest element is 5:

2	3	5
---	---	---

We delete 5 from the input array.

(...and so on)

In-place selection sort

Instead of deleting the smallest element, *swap it* with the first element!

The next time round, ignore the first element of the array: we know it's the smallest one.

Instead, find the smallest element of the *rest* of the array, and swap it with the second element.

In-place selection sort

Sorting

5	3	9	2	8
---	---	---	---	---

 :

The smallest element is 2:

2	3	9	5	8
----------	---	---	----------	---

In-place selection sort

2	3	9	5	8
---	---	---	---	---

The smallest element in the rest of the array is 3:

2	3	9	5	8
---	---	---	---	---

In-place selection sort

2	3	9	5	8
---	---	---	---	---

The smallest element in the rest of the array is 5:

2	3	5	9	8
---	---	----------	---	---

In-place selection sort

2	3	5	9	8
---	---	---	---	---

The smallest element in the rest of the array is 8:

2	3	5	8	9
---	---	---	----------	---

In-place selection sort

```
for i = 0 to a.length-1  
  find the smallest element in a[i..a.length)  
  swap it with a[i]
```

Comparing the sorting algorithms

All the algorithms so far are $O(n^2)$ in the worst case

One of them is $O(n)$ in the best case (a sorted array) – which?

Comparing the sorting algorithms

All the algorithms so far are $O(n^2)$ in the worst case

One of them is $O(n)$ in the best case (a sorted array) – which?

- Answer: insertion sort
- Insertion sort is actually the fastest sorting algorithm in general for small lists – it has low constant factors
- Selection sort is bad but it's the basis for a better algorithm, heapsort

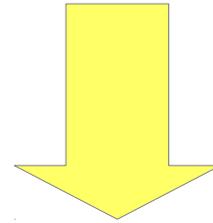
Divide and conquer

Very general name for a type of recursive algorithm

You have a problem to solve.

- *Split* that problem into smaller subproblems
- *Recursively* solve those subproblems
- *Combine* the solutions for the subproblems to solve the whole problem

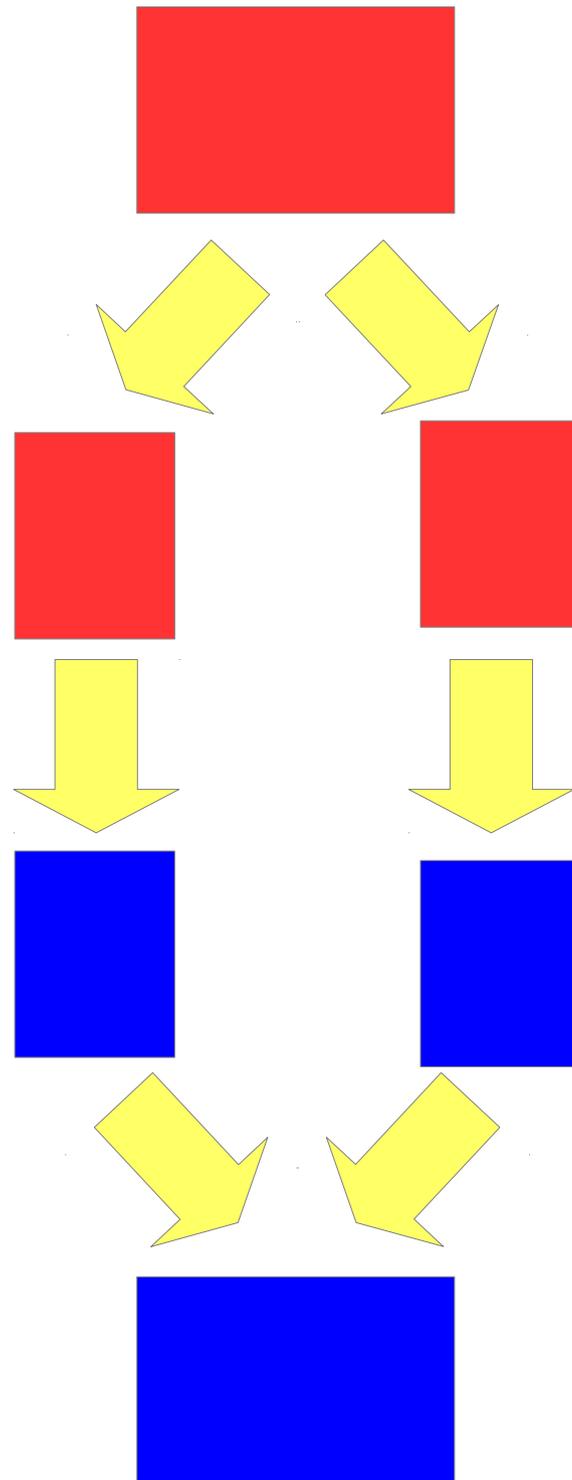
To solve this...



1. *Split* the problem into subproblems

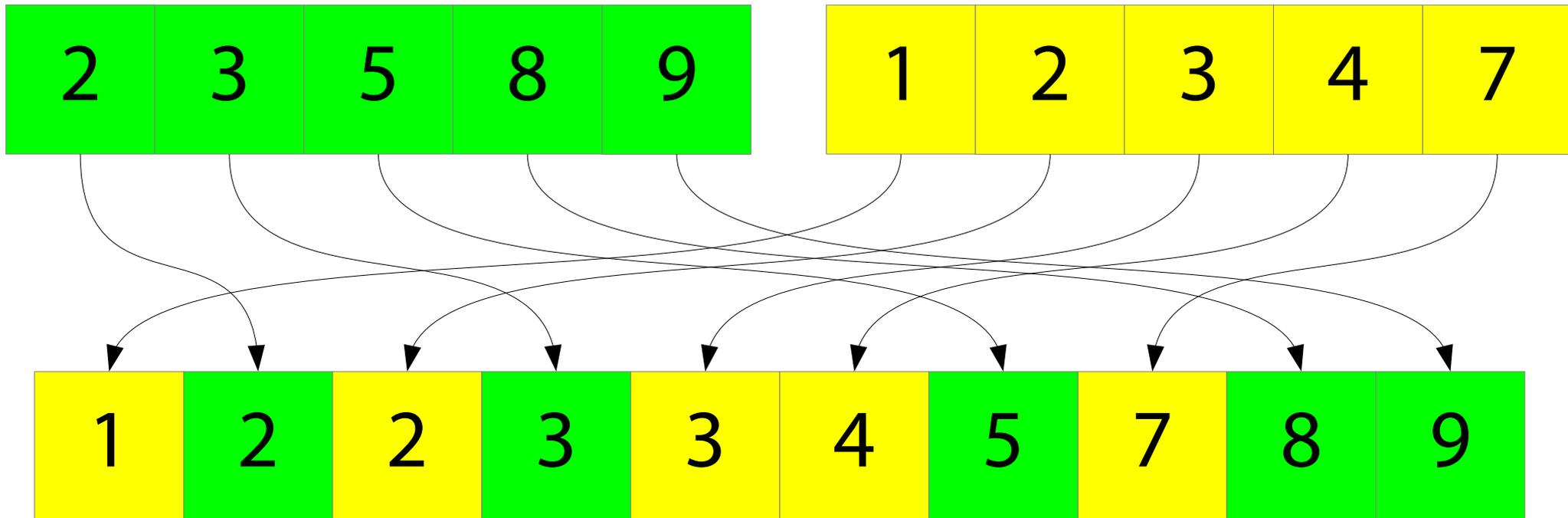
2. *Recursively* solve the subproblems

3. *Combine* the solutions



Mergesort

We can *merge* two sorted lists into one in linear time:



Mergesort

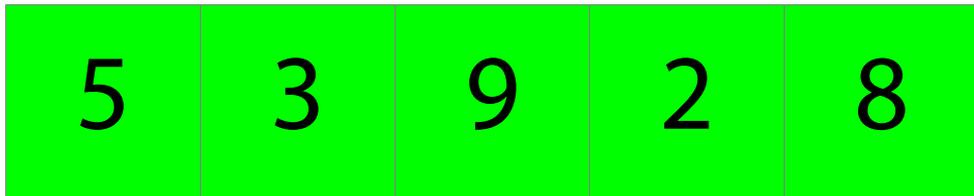
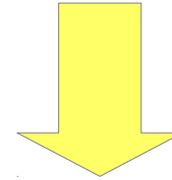
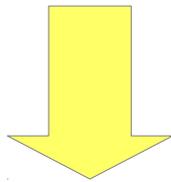
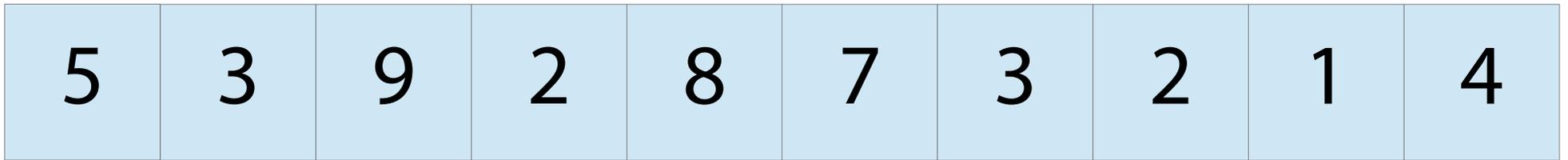
A divide-and-conquer algorithm

To mergesort a list:

- *Split* the list into two equal parts
- *Recursively* mergesort the two parts
- *Merge* the two sorted lists together

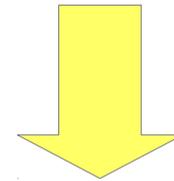
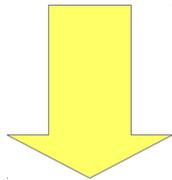
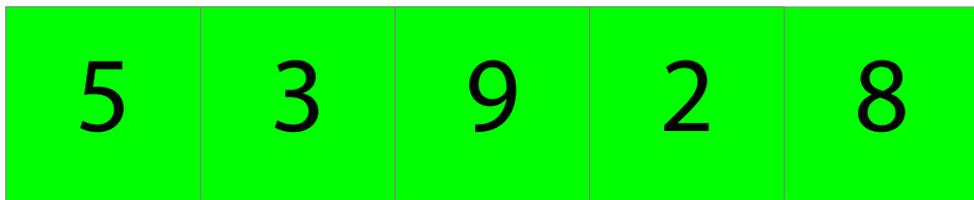
Mergesort

1. *Split* the list into two equal parts



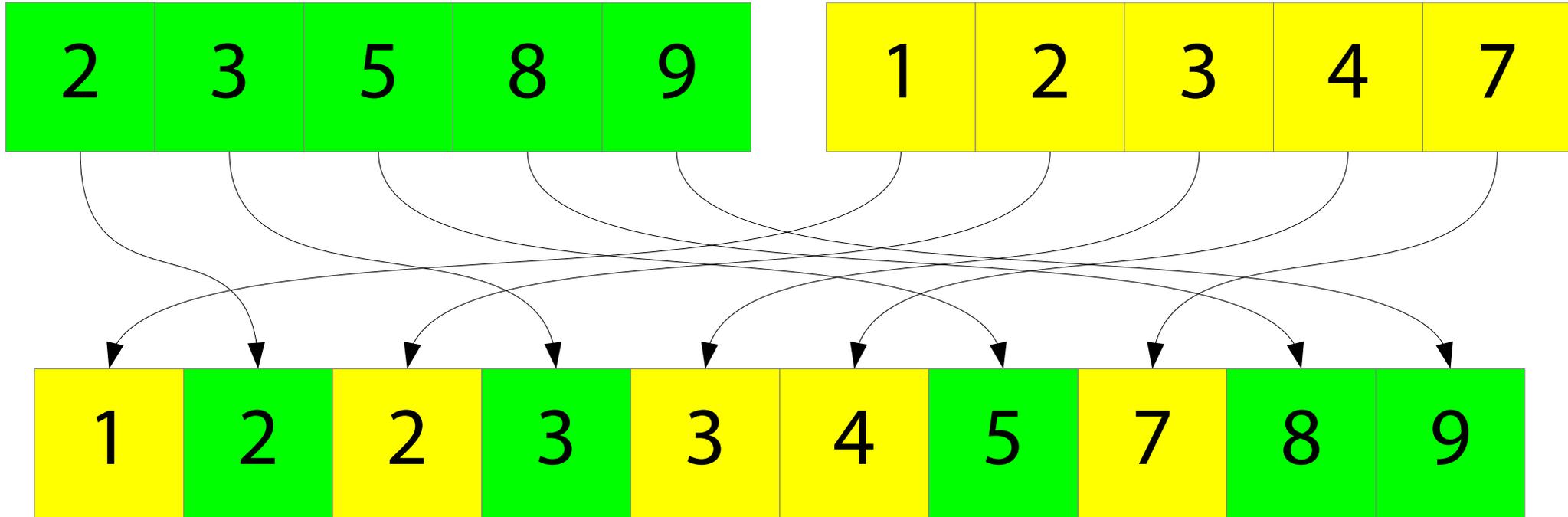
Mergesort

2. *Recursively* mergesort the two parts



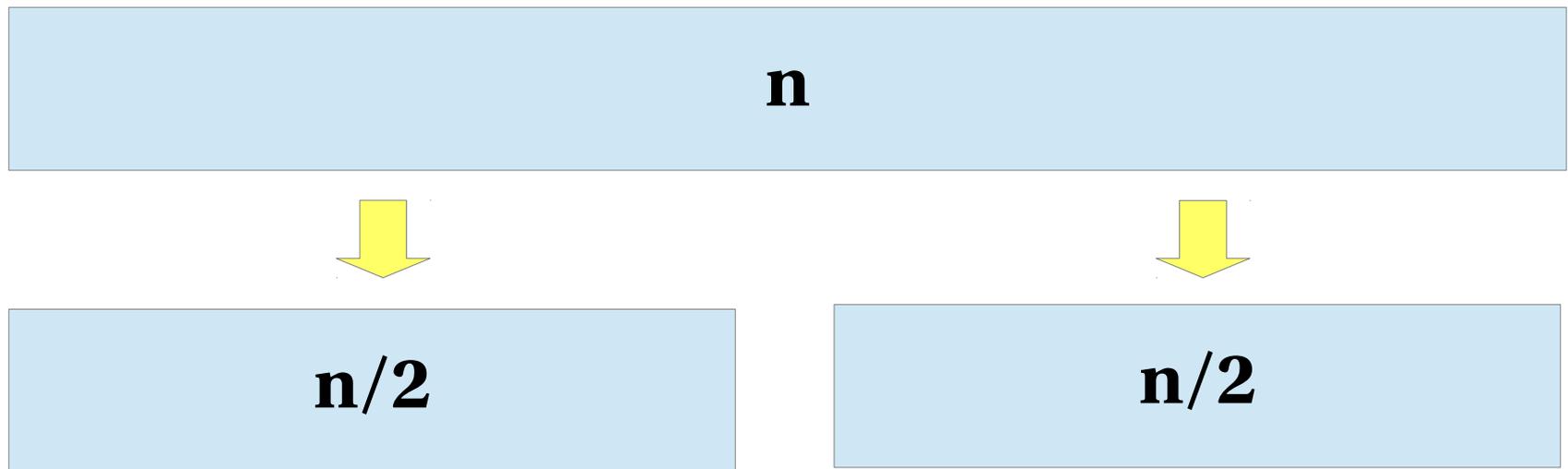
Mergesort

3. *Merge* the two sorted lists together



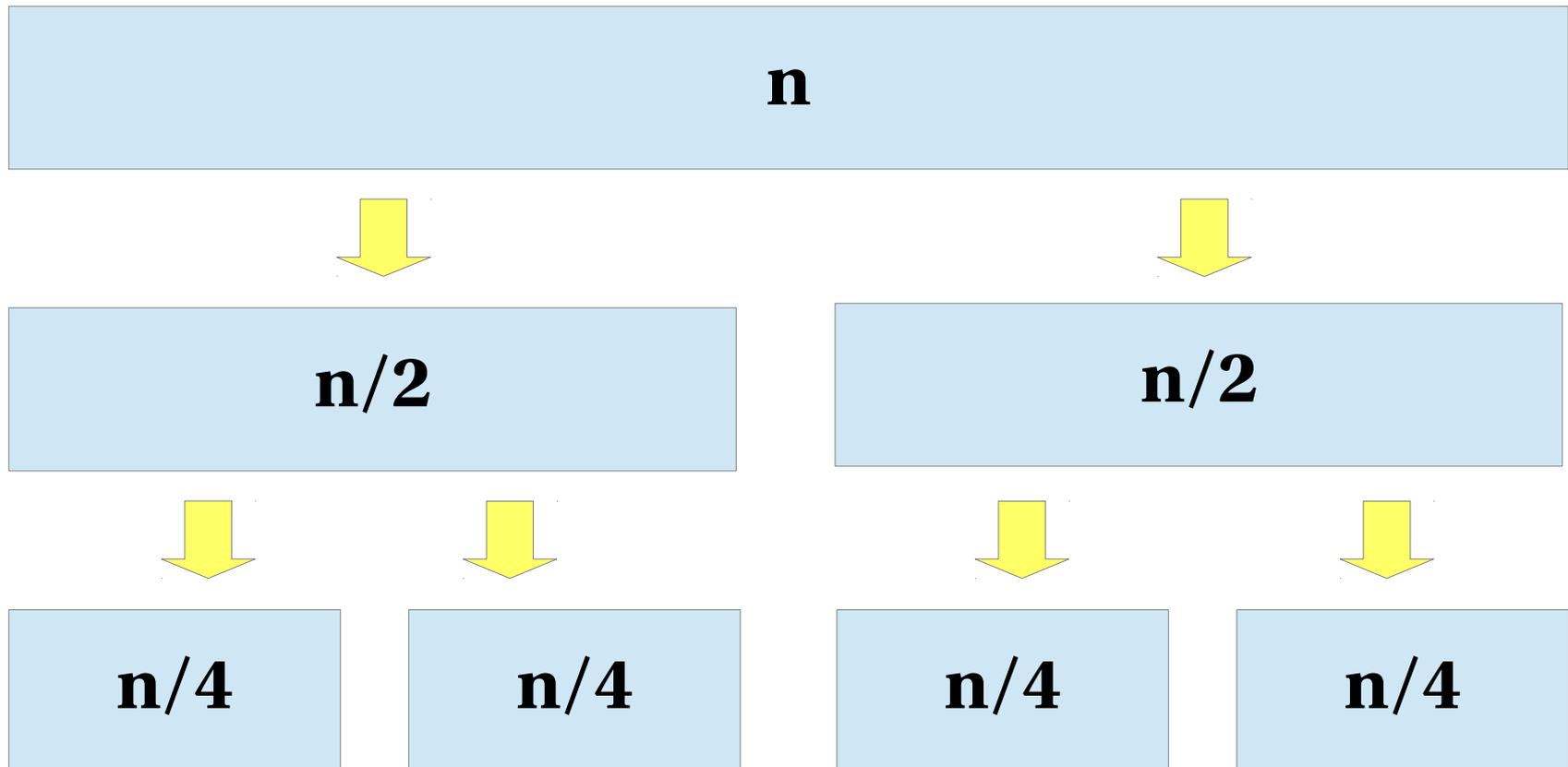
Complexity of mergesort

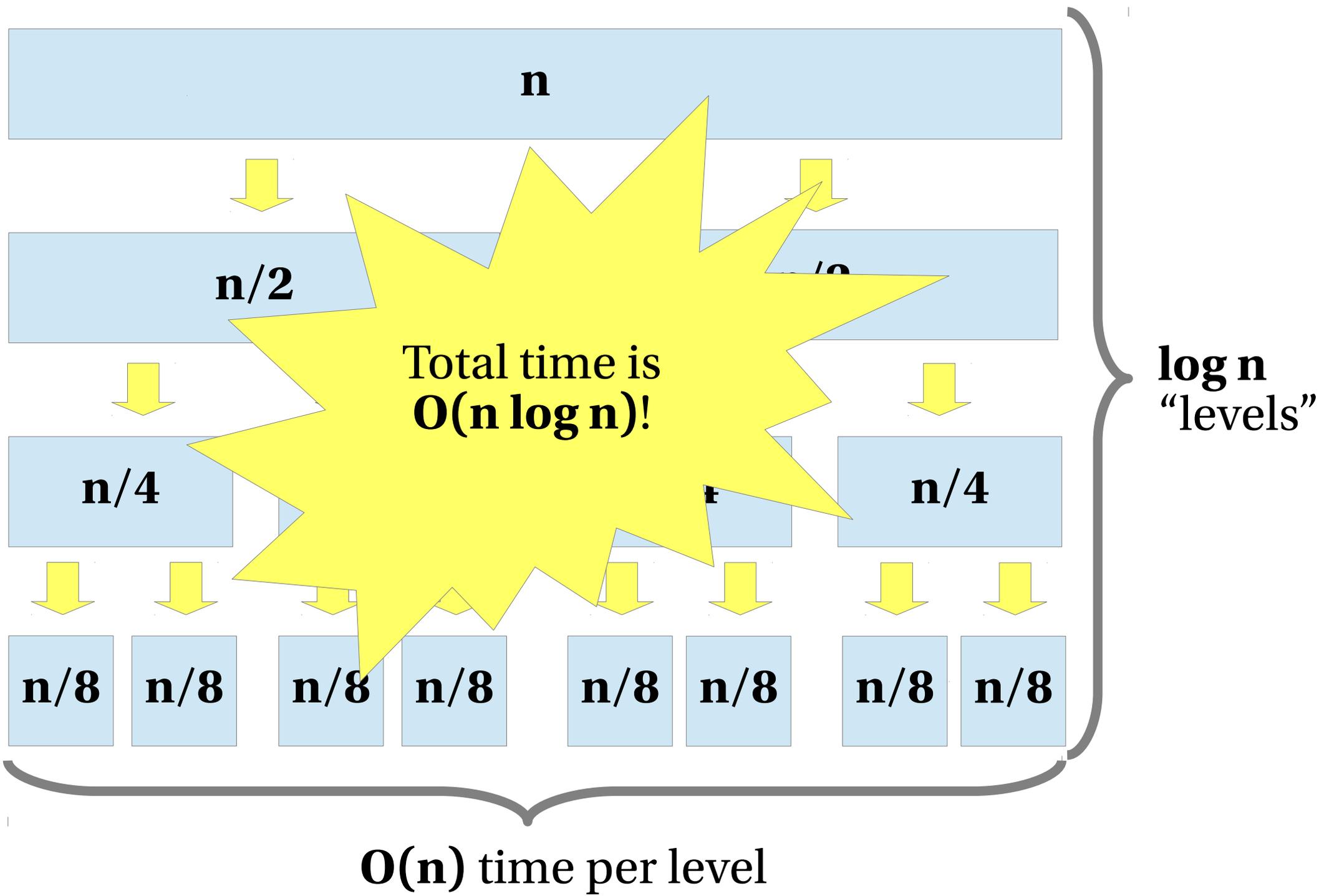
An array of size n gets split into two arrays of size $n/2$:



Complexity of mergesort

The recursive calls will split these arrays into four arrays of size $n/4$:





Complexity analysis

Mergesort's complexity is $O(n \log n)$

- Recursion goes $\log n$ “levels” deep
- At each level there is a total of $O(n)$ work

General “divide and conquer” theorem:

- If an algorithm does $O(n)$ work to split the input into two pieces of size $n/2$ (or k pieces of size n/k)...
- ...then recursively processes those pieces...
- ...then does $O(n)$ work to recombine the results...
- ...then the complexity is $O(n \log n)$

A negative result

Insertion sort is based on *swapping adjacent elements*

- Many other simple sorting algorithms are too (e.g. bubble sort)
- You can also view selection sort this way

No sorting algorithm that works like this can be better than $O(n^2)$!

See section 8.3 for details.

(Not part of the course – an extra for those who are interested)

Sorting so far

There are a *huge* number of sorting algorithms

- No single best one, each has advantages (hopefully) and disadvantages

Insertion sort and selection sort:

- $O(n^2)$ so not good overall
- Insertion sort is good on small arrays though

Merge sort:

- $O(n \log n)$, hooray!
- But not in-place and high constant factors

We'll see more sorting algorithms after Easter!