CSE 332: Data Structures & Parallelism
Lecture 12: Comparison Sorting

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Today

• Dictionaries
  – Hashing

• Sorting
  – Comparison sorting
Introduction to sorting

- Stacks, queues, priority queues, and dictionaries all focused on providing one element at a time
- But often we know we want “all the data items” in some order
  - Anyone can sort, but a computer can sort faster
  - Very common to need data sorted somehow
    - Alphabetical list of people
    - Population list of countries
    - Search engine results by relevance
    - ...
- Different algorithms have different asymptotic and constant-factor trade-offs
  - No single ‘best’ sort for all scenarios
  - Knowing one way to sort just isn’t enough
More reasons to sort

General technique in computing:

*Preprocess* (e.g. sort) data to make subsequent operations faster

Example: Sort the data so that you can
- Find the $k^{th}$ largest in constant time for any $k$
- Perform binary search to find an element in logarithmic time

Whether the benefit of the preprocessing depends on
- How often the data will change
- How much data there is
The main problem, stated carefully

For now we will assume we have $n$ comparable elements in an array and we want to rearrange them to be in increasing order.

Input:
- An array $A$ of data records
- A key value in each data record
- A comparison function (consistent and total)
  - Given keys $a$ & $b$, what is their relative ordering? <, =, >?
  - Ex: keys that implement Comparable or have a Comparator that can handle them

Effect:
- Reorganize the elements of $A$ such that for any $i$ and $j$, if $i < j$ then $A[i] \leq A[j]$
- Usually unspoken assumption: $A$ must have all the same data it started with
- Could also sort in reverse order, of course

An algorithm doing this is a comparison sort
Variations on the basic problem

1. Maybe elements are in a linked list (could convert to array and back in linear time, but some algorithms needn’t do so)
2. Maybe in the case of ties we should preserve the original ordering
   – Sorts that do this naturally are called stable sorts
   – One way to sort twice, Ex: Sort movies by year, then for ties, alphabetically
3. Maybe we must not use more than $O(1)$ “auxiliary space”
   – Sorts meeting this requirement are called ‘in-place’ sorts
   – Not allowed to allocate extra array (at least not with size $O(n)$), but can allocate $O(1)$ # of variables
   – All work done by swapping around in the array
4. Maybe we can do more with elements than just compare
   – Comparison sorts assume we work using a binary ‘compare’ operator
   – In special cases we can sometimes get faster algorithms
5. Maybe we have too much data to fit in memory
   – Use an “external sorting” algorithm
Sorting: The Big Picture

- **Simple algorithms:** $O(n^2)$
  - Insertion sort
  - Selection sort
  - Shell sort
  - ...

- **Fancier algorithms:** $O(n \log n)$
  - Heap sort
  - Merge sort
  - Quick sort (avg)
  - ...

- **Comparison lower bound:** $\Omega(n \log n)$

- **Specialized algorithms:** $O(n)$
  - Bucket sort
  - Radix sort

- **Handling huge data sets**
  - External sorting
**Insertion Sort**

- Idea: At step $k$, put the $k^{th}$ element in the correct position among the first $k$ elements

- Alternate way of saying this:
  - Sort first two elements
  - Now insert 3$^{rd}$ element in order
  - Now insert 4$^{th}$ element in order
  - ...

- "Loop invariant": when loop index is $i$, first $i$ elements are sorted

- Time?
  
  Best-case _____  Worst-case _____  “Average” case _____
Selection sort

• Idea: At step $k$, find the smallest element among the not-yet-sorted elements and put it at position $k$

• Alternate way of saying this:
  – Find smallest element, put it $1^{st}$
  – Find next smallest element, put it $2^{nd}$
  – Find next smallest element, put it $3^{rd}$
  – …

• “Loop invariant”: when loop index is $i$, first $i$ elements are the $i$ smallest elements in sorted order

• Time?
  Best-case _____  Worst-case _____  “Average” case _____
Insertion Sort vs. Selection Sort

• Different algorithms

• Solve the same problem

• Have the same worst-case and average-case asymptotic complexity
  – Insertion-sort has better best-case complexity; preferable when input is “mostly sorted”

• Other algorithms are more efficient for non-small arrays that are not already almost sorted
  – Insertion sort may do well on small arrays
Aside: We won’t cover Bubble Sort

- It doesn’t have good asymptotic complexity: $O(n^2)$
- It’s not particularly efficient with respect to common factors
- Basically, almost everything it is good at, some other algorithm is at least as good at
- Some people seem to teach it just because someone taught it to them

**Sorting: The Big Picture**

**Simple algorithms:** $O(n^2)$
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- Selection sort
- Shell sort
- ...

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**Handling huge data sets**
- External sorting

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10/26/2016
Heap sort

• Sorting with a heap is easy:
  - `insert` each `arr[i]`, better yet use `buildHeap`
  - `for(i=0; i < arr.length; i++)`
    `arr[i] = deleteMin();`

• Worst-case running time:

• We have the array-to-sort and the heap
  - So this is not an in-place sort
  - There’s a trick to make it in-place…
In-place heap sort

- Treat the initial array as a heap (via `buildHeap`)
- When you delete the $i^{th}$ element, put it at `arr[n-i]`
  - It’s not part of the heap anymore!

But this reverse sorts – how would you fix that?
“AVL sort”

- How?
Divide and conquer

Very important technique in algorithm design

1. Divide problem into smaller parts

2. Solve the parts independently
   - Think recursion
   - Or potential parallelism

3. Combine solution of parts to produce overall solution

Ex: Sort each half of the array, combine together; to sort each half, split into halves…
Divide-and-conquer sorting

Two great sorting methods are fundamentally divide-and-conquer

1. Mergesort: Sort the left half of the elements (recursively)
   Sort the right half of the elements (recursively)
   Merge the two sorted halves into a sorted whole

2. Quicksort: Pick a “pivot” element
   Divide elements into those less-than pivot
   and those greater-than pivot
   Sort the two divisions (recursively on each)
   Answer is [sorted-less-than then pivot then sorted-greater-than]
Mergesort

To sort array from position \( lo \) to position \( hi \):
- If range is 1 element long, it’s sorted! (Base case)
- Else, split into two halves:
  - Sort from \( lo \) to \( (hi+lo)/2 \)
  - Sort from \( (hi+lo)/2 \) to \( hi \)
  - Merge the two halves together

- Merging takes two sorted parts and sorts everything
  - \( O(n) \) but requires auxiliary space…
Example, focus on merging

Start with:

After we return from left and right recursive calls (pretend it works for now)

Merge:
Use 3 “fingers” and 1 more array

(After merge, copy back to original array)
Example, focus on merging

Start with:

\[
\begin{array}{cccccccc}
8 & 2 & 9 & 4 & 5 & 3 & 1 & 6 \\
\end{array}
\]

After recursion:

\[
\begin{array}{cccccccc}
2 & 4 & 8 & 9 & 1 & 3 & 5 & 6 \\
\end{array}
\]

(not magic 😊)

Merge:

Use 3 “fingers”
and 1 more array

(After merge, copy back to original array)
Example, focus on merging

Start with:

| 8 | 2 | 9 | 4 | 5 | 3 | 1 | 6 |

After recursion:
(not magic 😊)

| 2 | 4 | 8 | 9 | 1 | 3 | 5 | 6 |

Merge:
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Example, focus on merging

Start with:

```
8 2 9 4 5 3 1 6
```

After recursion:
(not magic ☺)

```
2 4 8 9 1 3 5 6
```

Merge:
Use 3 “fingers”
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Example, focus on merging

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After recursion: (not magic 😊)

Merge:
Use 3 “fingers” and 1 more array

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Example, focus on merging

Start with:  

After recursion:  
(not magic 😊)

Merge:  
Use 3 “fingers”  
and 1 more array  

(After merge,  
copy back to  
original array)
Example, focus on merging

Start with:

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8 2 9 4 5 3 1 6
```

After recursion:

```
2 4 8 9 1 3 5 6
```

(not magic 😊)

Merge:

Use 3 “fingers” and 1 more array

(After merge, copy back to original array)
Example, focus on merging

Start with:

| 8 | 2 | 9 | 4 | 5 | 3 | 1 | 6 |

After recursion:
(not magic 😊)

| 2 | 4 | 8 | 9 | 1 | 3 | 5 | 6 |

Merge:
Use 3 “fingers”
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(After merge, copy back to original array)
Example, focus on merging

Start with:

```
8 2 9 4 5 3 1 6
```

After recursion:
(not magic 😊)

```
2 4 8 9 1 3 5 6
```

Merge:
Use 3 “fingers”
and 1 more array

(After merge, copy back to original array)

```
1 2 3 4 5 6 8 9
```
Mergesort example: Recursively splitting list in half

Divide

Divide

Divide

1 element

8  2  9  4

5  3  1  6

8  2

9  4

8

2

9

4

5

3

1

6

10/26/2016
Mergesort example: Merge as we return from recursive calls

When a recursive call ends, it’s sub-arrays are each in order; just need to merge them in order together

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Mergesort example: Merge as we return from recursive calls

We need another array in which to do each merging step; merge results into there, then copy back to original array.
Mergesort, some details: saving a little time

- What if the final steps of our merging looked like the following:

<table>
<thead>
<tr>
<th>2</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>1</th>
<th>3</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main array</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Auxiliary array</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- Seems kind of wasteful to copy 8 & 9 to the auxiliary array just to copy them immediately back…
Mergesort, some details: saving a little time

- Unnecessary to copy ‘dregs’ over to auxiliary array
  - If left-side finishes first, just stop the merge & copy the auxiliary array:

- If right-side finishes first, copy dregs directly into right side, then copy auxiliary array
Some details: saving space / copying

Simplest / worst approach:
  Use a new auxiliary array of size \((hi-lo)\) for every merge
  Returning from a recursive call? Allocate a new array!

Better:
  Reuse same auxiliary array of size \(n\) for every merging stage
  Allocate auxiliary array at beginning, use throughout

Best (but a little tricky):
  Don’t copy back – at 2\(^{nd}\), 4\(^{th}\), 6\(^{th}\), \ldots\) merging stages, use the
  original array as the auxiliary array and vice-versa
    – Need one copy at end if number of stages is odd
Allocate one auxiliary array, switch each step

First recurse down to lists of size 1
As we return from the recursion, switch off arrays

Merge by 1
Merge by 2
Merge by 4
Merge by 8
Merge by 16

Arguably easier to code up without recursion at all
**Linked lists and big data**

We defined the sorting problem as over an array, but sometimes you want to sort linked lists.

One approach:
- Convert to array: $O(n)$
- Sort: $O(n \log n)$
- Convert back to list: $O(n)$

Or: mergesort works very nicely on linked lists directly
- heapsort and quicksort do not
- insertion sort and selection sort do but they’re slower

Mergesort is also the sort of choice for external sorting
- Linear merges minimize disk accesses
Mergesort Analysis

Having defined an algorithm and argued it is correct, we should analyze its running time (and space):

To sort \( n \) elements, we:

- Return immediately if \( n=1 \)
- Else do 2 subproblems of size \( n/2 \) and then an \( O(n) \) merge

Recurrence relation?
Mergesort Analysis

Having defined an algorithm and argued it is correct, we should analyze its running time (and space):

To sort $n$ elements, we:
- Return immediately if $n=1$
- Else do 2 subproblems of size $n/2$ and then an $O(n)$ merge

Recurrence relation:
\[
T(1) = c_1 \\
T(n) = 2T(n/2) + c_2 n
\]
**MergeSort Recurrence**

(For simplicity let constants be 1 – no effect on asymptotic answer)

\[
T(1) = 1 \\
T(n) = 2T(n/2) + n \\
= 2(2T(n/4) + n/2) + n \\
= 4T(n/4) + 2n \\
= 4(2T(n/8) + n/4) + 2n \\
= 8T(n/8) + 3n \\
.... (after k expansions) \\
= 2^kT(n/2^k) + kn
\]

So total is \(2^kT(n/2^k) + kn\) where \(n/2^k = 1\), i.e., \(\log n = k\)

That is, \(2^{\log n} T(1) + n \log n\)

\[= n + n \log n = O(n \log n)\]
Or more intuitively…

This recurrence comes up often enough you should just “know” it’s $O(n \log n)$

Merge sort is relatively easy to intuit (best, worst, and average):
- The recursion “tree” will have $\log n$ height
- At each level we do a total amount of merging equal to $n$
Quicksort

- Also uses divide-and-conquer
  - Recursively chop into halves
  - But, instead of doing all the work as we merge together, we’ll do all the work as we recursively split into halves
  - Also unlike MergeSort, does not need auxiliary space

- \(O(n \log n)\) on average 😊, but \(O(n^2)\) worst-case 😞
  - MergeSort is always \(O(n\log n)\)
  - So why use QuickSort?

- Can be faster than mergesort
  - Often believed to be faster
  - Quicksort does fewer copies and more comparisons, so it depends on the relative cost of these two operations!
Quicksort Overview

1. Pick a pivot element
   - Hopefully an element ~median
   - Good QuickSort performance depends on good choice of pivot; we’ll see why later, and talk about good pivot selection later

2. Partition all the data into:
   A. The elements less than the pivot
   B. The pivot
   C. The elements greater than the pivot

3. Recursively sort A and C

4. The answer is, “as simple as A, B, C”

(Alas, there are some details lurking in this algorithm)
Quicksort: Think in terms of sets

select pivot value

partition S

QuickSort(S₁) and QuickSort(S₂)

Presto! S is sorted

[Weiss]
Quicksort Example, showing recursion

Divide

Divide

Divide

1 element

Conquer

Conquer

Conquer

1 2 3 4

1 2

5

8 2 9 4 5 3 1 6

5

8 9 6

6 8 9

1 2 3 4

5 6 8 9
MergeSort
Recursion Tree

QuickSort
Recursion Tree

Conquer
Divide
Merge
Conquer
QuickSort Details

We have not yet explained:

• How to pick the pivot element
  – Any choice is correct: data will end up sorted
  – But as analysis will show, want the two partitions to be about equal in size

• How to implement partitioning
  – In linear time
  – In place
Pivots

- Best pivot?
  - Median
  - Halve each time

- Worst pivot?
  - Greatest/least element
  - Reduce to problem of size 1 smaller
  - $O(n^2)$
Quicksort: Potential pivot rules

While sorting $\text{arr}$ from $\text{lo}$ (inclusive) to $\text{hi}$ (exclusive)...

• Pick $\text{arr}[\text{lo}]$ or $\text{arr}[\text{hi}-1]$
  – Fast, but worst-case is (mostly) sorted input

• Pick random element in the range
  – Does as well as any technique, but (pseudo)random number generation can be slow
  – (Still probably the most elegant approach)

• Median of 3, e.g., $\text{arr}[\text{lo}]$, $\text{arr}[\text{hi}-1]$, $\text{arr}[(\text{hi}+\text{lo})/2]$
  – Common heuristic that tends to work well
Partitioning

• That is, given 8, 4, 2, 9, 3, 5, 7 and pivot 5
  – Dividing into left half & right half (based on pivot)

• Conceptually simple, but hardest part to code up correctly
  – After picking pivot, need to partition
    • Ideally in linear time
    • Ideally in place

• Ideas?
Partitioning

• One approach (there are slightly fancier ones):
  1. Swap pivot with $\text{arr}[\text{lo}]$; move it ‘out of the way’
  2. Use two fingers $i$ and $j$, starting at $\text{lo}+1$ and $\text{hi}-1$ (start & end of range, apart from pivot)
  3. Move from right until we hit something less than the pivot; belongs on left side
      Move from left until we hit something greater than the pivot; belongs on right side
      Swap these two; keep moving inward
      while ($i < j$)
        if ($\text{arr}[j] > \text{pivot}$) $j--$
        else if ($\text{arr}[i] < \text{pivot}$) $i++$
        else swap $\text{arr}[i]$ with $\text{arr}[j]$
  4. Put pivot back in middle (Swap with $\text{arr}[\text{i}]$)
**Quicksort Example**

- Step one: pick pivot as median of 3
  - \(lo = 0, hi = 10\)

```
<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>1</td>
<td>4</td>
<td>9</td>
<td>0</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>7</td>
<td>6</td>
</tr>
</tbody>
</table>
```

- Step two: move pivot to the \(lo\) position

```
<table>
<thead>
<tr>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>1</td>
<td>4</td>
<td>9</td>
<td>0</td>
<td>3</td>
<td>5</td>
<td>2</td>
<td>7</td>
<td>8</td>
</tr>
</tbody>
</table>
```
**Quicksort Example**

Now partition in place

moved pivot

Move fingers

Swap

Move fingers

Move pivot

Often have more than one swap during partition – this is a short example
Quicksort Analysis

• Best-case?

• Worst-case?

• Average-case?
Quicksort Cutoffs

• For small $n$, all that recursion tends to cost more than doing a quadratic sort
  – Remember asymptotic complexity is for large $n$
  – Also, recursive calls add a lot of overhead for small $n$
• Common engineering technique: switch to a different algorithm for subproblems below a cutoff
  – Reasonable rule of thumb: use insertion sort for $n < 10$
• Notes:
  – Could also use a cutoff for merge sort
  – Cutoffs are also the norm with parallel algorithms
    • switch to sequential algorithm
  – None of this affects asymptotic complexity
Quicksort Cutoff skeleton

```c
void quicksort(int[] arr, int lo, int hi) {
    if(hi - lo < CUTOFF)
        insertionSort(arr,lo,hi);
    else
        ...
}
```

Notice how this cuts out the vast majority of the recursive calls
– Think of the recursive calls to quicksort as a tree
– Trims out the bottom layers of the tree