CSE 143
Lecture 16

Sorting

reading: 13.1, 13.3 - 13.4

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Sorting

- **sorting**: Rearranging the values in an array or collection into a specific order (usually into their "natural ordering").
  - one of the fundamental problems in computer science
  - can be solved in many ways:
    - there are many sorting algorithms
    - some are faster/slower than others
    - some use more/less memory than others
    - some work better with specific kinds of data
    - some can utilize multiple computers / processors, ...
  - *comparison-based sorting* : determining order by comparing pairs of elements:
    - `<`, `>`, `compareTo`, …

Comparable and sorting

- The `Arrays` and `Collections` classes in `java.util` have a static method `sort` that sorts the elements of an array/list

```
Point[] points = new Point[3];
points[0] = new Point(7, 6);
points[1] = new Point(10, 2)
points[2] = new Point(7, -1);
points[3] = new Point(3, 11);
Arrays.sort(points);
System.out.println(Arrays.toString(points));
// [(3, 11), (7, -1), (7, 6), (10, 2)]

List<Point> points = new ArrayList<Point>();
points.add(...);
Collections.sort(points);
System.out.println(points);
// [(3, 11), (7, -1), (7, 6), (10, 2)]
```

Sorting algorithms

- **bogo sort**: shuffle and pray
- **bubble sort**: swap adjacent pairs that are out of order
- **selection sort**: look for the smallest element, move to front
- **insertion sort**: build an increasingly large sorted front portion
- **merge sort**: recursively divide the array in half and sort it
- **heap sort**: place the values into a sorted tree structure
- **quick sort**: recursively partition array based on a middle value

other specialized sorting algorithms:

- **bucket sort**: cluster elements into smaller groups, sort them
- **radix sort**: sort integers by last digit, then 2nd to last, then ...
- ...

Bogo sort

- **bogo sort**: Orders a list of values by repetitively shuffling them and checking if they are sorted.
  - name comes from the word "bogus"

  The algorithm:
  - Scan the list, seeing if it is sorted. If so, stop.
  - Else, shuffle the values in the list and repeat.

- This sorting algorithm (obviously) has terrible performance!
  - What is its runtime?

Bogo sort code

```
// Places the elements of a into sorted order.
public static void bogoSort(int[] a) {
    while (!isSorted(a)) {
        shuffle(a);
    }
}

// Returns true if a's elements are in sorted order.
public static boolean isSorted(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        if (a[i] > a[i + 1]) {
            return false;
        }
    }
    return true;
}
```

Bogo sort code, cont'd.

```
// Shuffles an array of ints by randomly swapping each
// element with an element ahead of it in the array.
public static void shuffle(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        // pick a random index in [i+1, a.length-1]
        int range = a.length - 1 - (i + 1) + 1;
        int j = (int) (Math.random() * range + (i + 1));
        swap(a, i, j);
    }
}

// Swaps a[i] with a[j].
public static void swap(int[] a, int i, int j) {
    if (i != j) {
        int temp = a[i];
        a[i] = a[j];
        a[j] = temp;
    }
}
```

Selection sort

- **selection sort**: Orders a list of values by repeatedly putting the smallest or largest unplaced value into its final position.

  The algorithm:
  - Look through the list to find the smallest value.
  - Swap it so that it is at index 0.
  - Look through the list to find the second-smallest value.
  - Swap it so that it is at index 1.

    ...

  - Repeat until all values are in their proper places.

Selection sort example

- Initial array:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	22	18	12	-4	27	30	36	50	7	68	91	56	2	85	42	98	25

- After 1st, 2nd, and 3rd passes:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	**-4**	18	12	**22**	27	30	36	50	7	68	91	56	2	85	42	98	25

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	**2**	12	22	27	30	36	50	7	68	91	56	**18**	85	42	98	25

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	**7**	22	27	30	36	50	**12**	68	91	56	18	85	42	98	25

Selection sort code

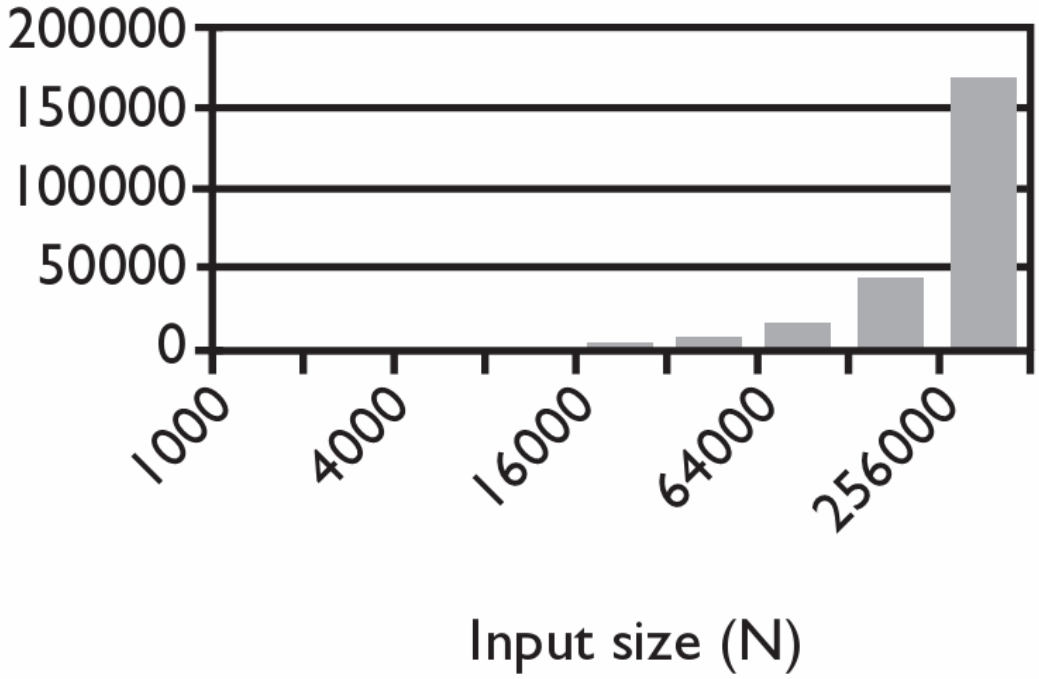
```
// Rearranges the elements of a into sorted order using
// the selection sort algorithm.
public static void selectionSort(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        // find index of smallest remaining value
        int min = i;
        for (int j = i + 1; j < a.length; j++) {
            if (a[j] < a[min]) {
                min = j;
            }
        }

        // swap smallest value its proper place, a[i]
        swap(a, i, min);
    }
}
```

Selection sort runtime (Fig. 13.6)

- What is the complexity class (Big-Oh) of selection sort?

N	Runtime (ms)
1000	0
2000	16
4000	47
8000	234
16000	657
32000	2562
64000	10265
128000	41141
256000	164985



Similar algorithms

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	22	18	12	-4	27	30	36	50	7	68	91	56	2	85	42	98	25

- **bubble sort**: Make repeated passes, swapping adjacent values
  - slower than selection sort (has to do more swaps)

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	18	12	-4	22	27	30	36	7	50	68	56	2	85	42	91	25	98

22 → 50 → 91 → 98 →

- **insertion sort**: Shift each element into a sorted sub-array
  - faster than selection sort (examines fewer values)

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	12	18	22	27	30	36	50	7	68	91	56	2	85	42	98	25

sorted sub-array (indexes 0-7)

← 7

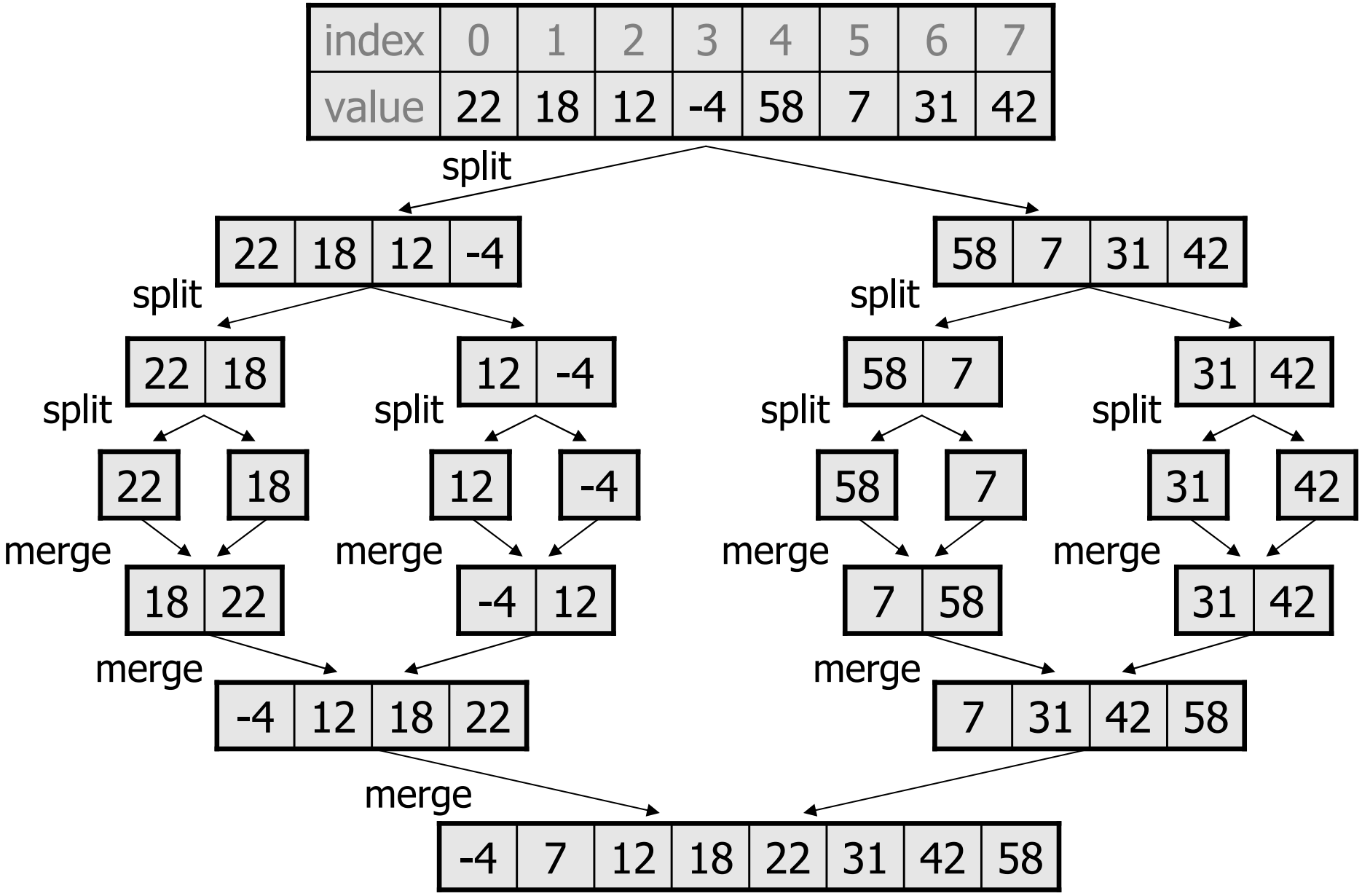
Merge sort

- **merge sort**: Repeatedly divides the data in half, sorts each half, and combines the sorted halves into a sorted whole.

  The algorithm:
  - Divide the list into two roughly equal halves.
  - Sort the left half.
  - Sort the right half.
  - Merge the two sorted halves into one sorted list.

  - Often implemented recursively.
  - An example of a "divide and conquer" algorithm.
    - Invented by John von Neumann in 1945

Merge sort example

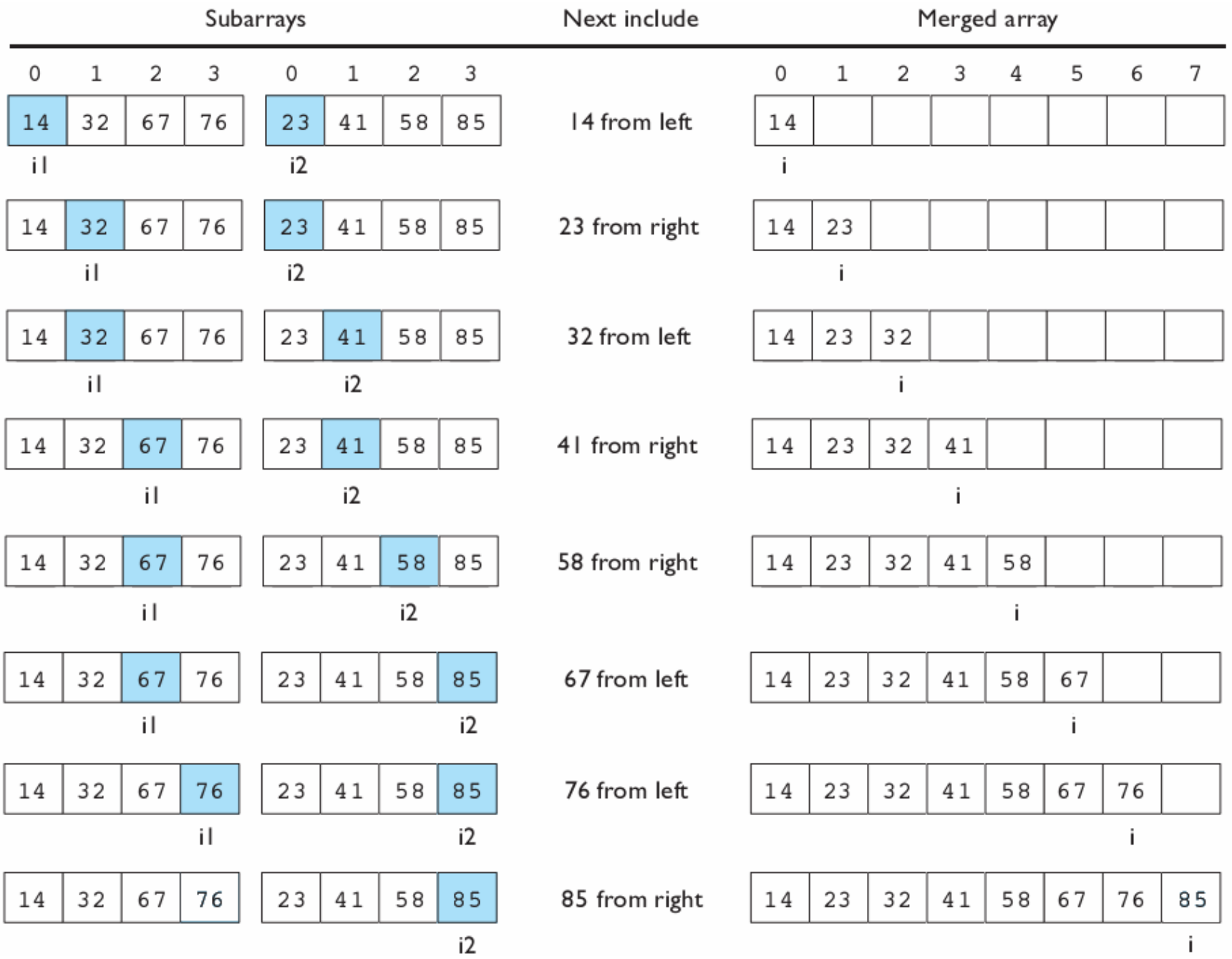


Splitting in half

```
// Returns the first half of the given array.
public static int[] leftHalf(int[] a) {
    int size1 = a.length / 2;
    int[] left = new int[size1];
    for (int i = 0; i < size1; i++) {
        left[i] = a[i];
    }
    return left;
}

// Returns the second half of the given array.
public static int[] rightHalf(int[] a) {
    int size1 = a.length / 2;
    int size2 = a.length - size1;
    int[] right = new int[size2];
    for (int i = 0; i < size2; i++) {
        right[i] = a[i + size1];
    }
    return right;
}
```

Merging sorted halves



Merge halves code

```
// Merges the left/right elements into a sorted result.
// Precondition: left/right are sorted
public static void merge(int[] result, int[] left,
                                       int[] right) {
    int i1 = 0;   // index into left array
    int i2 = 0;   // index into right array

    for (int i = 0; i < result.length; i++) {
        if (i2 >= right.length ||
           (i1 < left.length && left[i1] <= right[i2])) {
            result[i] = left[i1];    // take from left
            i1++;
        } else {
            result[i] = right[i2];   // take from right
            i2++;
        }
    }
}
```

Merge sort code

```
// Rearranges the elements of a into sorted order using
// the merge sort algorithm.
public static void mergeSort(int[] a) {
    // split array into two halves
    int[] left = leftHalf(a);
    int[] right = rightHalf(a);

    // sort the two halves
    ...

    // merge the sorted halves into a sorted whole
    merge(a, left, right);
}
```

Merge sort code 2

```
// Rearranges the elements of a into sorted order using
// the merge sort algorithm (recursive).
public static void mergeSort(int[] a) {
    if (a.length >= 2) {
        // split array into two halves
        int[] left = leftHalf(a);
        int[] right = rightHalf(a);

        // sort the two halves
        mergeSort(left);
        mergeSort(right);

        // merge the sorted halves into a sorted whole
        merge(a, left, right);
    }
}
```

Merge sort runtime

- What is the complexity class (Big-Oh) of merge sort?

N	Runtime (ms)
1000	0
2000	0
4000	0
8000	0
16000	0
32000	15
64000	16
128000	47
256000	125
512000	250
1e6	532
2e6	1078
4e6	2265
8e6	4781
1.6e7	9828
3.3e7	20422
6.5e7	42406
1.3e8	88344