Building Java Programs

Chapter 13
Sorting

reading: 13.3, 13.4
## Collections class

<table>
<thead>
<tr>
<th>Method name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>binarySearch(list, value)</code></td>
<td>returns the index of the given value in a sorted list (&lt; 0 if not found)</td>
</tr>
<tr>
<td><code>copy(listTo, listFrom)</code></td>
<td>copies <code>listFrom</code>'s elements to <code>listTo</code></td>
</tr>
<tr>
<td><code>emptyList()</code>, <code>emptyMap()</code>, <code>emptySet()</code></td>
<td>returns a read-only collection of the given type that has no elements</td>
</tr>
<tr>
<td><code>fill(list, value)</code></td>
<td>sets every element in the list to have the given value</td>
</tr>
<tr>
<td><code>max(collection)</code>, <code>min(collection)</code></td>
<td>returns largest/smallest element</td>
</tr>
<tr>
<td><code>replaceAll(list, old, new)</code></td>
<td>replaces an element value with another</td>
</tr>
<tr>
<td><code>reverse(list)</code></td>
<td>reverses the order of a list's elements</td>
</tr>
<tr>
<td><code>shuffle(list)</code></td>
<td>arranges elements into a random order</td>
</tr>
<tr>
<td><code>sort(list)</code></td>
<td>arranges elements into ascending order</td>
</tr>
</tbody>
</table>
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`, ...
Sorting methods in Java

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

```java
String[] words = {"foo", "bar", "baz", "ball"};
Arrays.sort(words);
System.out.println(Arrays.toString(words));
// [ball, bar, baz, foo]

List<String> words2 = new ArrayList<String>();
for (String word : words) {
    words2.add(word);
}
Collections.sort(words2);
System.out.println(words2);
// [ball, bar, baz, foo]
```
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 ...
- ...

...
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:**

<table>
<thead>
<tr>
<th>index</th>
<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>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
</thead>
<tbody>
<tr>
<td>value</td>
<td>22</td>
<td>18</td>
<td>12</td>
<td>-4</td>
<td>27</td>
<td>30</td>
<td>36</td>
<td>50</td>
<td>7</td>
<td>68</td>
<td>91</td>
<td>56</td>
<td>2</td>
<td>85</td>
<td>42</td>
<td>98</td>
<td>25</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>index</th>
<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>
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<td>25</td>
</tr>
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<table>
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<tr>
<th>index</th>
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<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
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<th>16</th>
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<td>12</td>
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<thead>
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<th>0</th>
<th>1</th>
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<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
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<td>42</td>
<td>98</td>
<td>25</td>
</tr>
</tbody>
</table>
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);
    }
}

// swap smallest value its proper place, a[i]
void swap(int[] a, int i, int min) {
Selection sort runtime (Fig. 13.6)

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

<table>
<thead>
<tr>
<th>N</th>
<th>Runtime (ms)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000</td>
<td>0</td>
</tr>
<tr>
<td>2000</td>
<td>16</td>
</tr>
<tr>
<td>4000</td>
<td>47</td>
</tr>
<tr>
<td>8000</td>
<td>234</td>
</tr>
<tr>
<td>16000</td>
<td>657</td>
</tr>
<tr>
<td>32000</td>
<td>2562</td>
</tr>
<tr>
<td>64000</td>
<td>10265</td>
</tr>
<tr>
<td>128000</td>
<td>41141</td>
</tr>
<tr>
<td>256000</td>
<td>164985</td>
</tr>
</tbody>
</table>

Input size (N)
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;
    }
}

Similar algorithms

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

<table>
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<tr>
<th>index</th>
<th>0</th>
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<th>13</th>
<th>14</th>
<th>15</th>
<th>16</th>
</tr>
</thead>
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<tr>
<td>value</td>
<td>22</td>
<td>18</td>
<td>12</td>
<td>-4</td>
<td>27</td>
<td>30</td>
<td>36</td>
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<td>85</td>
<td>42</td>
<td>98</td>
<td>25</td>
</tr>
</tbody>
</table>

   22    50    91    98

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

<table>
<thead>
<tr>
<th>index</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
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<td>98</td>
</tr>
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</table>

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.

- An example of a "divide and conquer" algorithm.
  - Invented by John von Neumann in 1945
Merge sort example

(index) \( n \)  
\( O(n \log n) \)

<table>
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<tr>
<th>index</th>
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</thead>
<tbody>
<tr>
<td>value</td>
<td>22</td>
<td>18</td>
<td>12</td>
<td>-4</td>
<td>58</td>
<td>7</td>
<td>31</td>
<td>42</td>
</tr>
</tbody>
</table>
Merging sorted halves

<table>
<thead>
<tr>
<th>Subarrays</th>
<th>Next include</th>
<th>Merged array</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>14</td>
</tr>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>23 23</td>
</tr>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>14 23 32</td>
</tr>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>14 23 32 41</td>
</tr>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>14 23 32 41 58</td>
</tr>
<tr>
<td>14 32 67 76</td>
<td>23 41 58 85</td>
<td>14 23 32 41 58 67</td>
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<td>23 41 58 85</td>
<td>14 23 32 41 58 67 76</td>
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<td>23 41 58 85</td>
<td>14 23 32 41 58 67 76 85</td>
</tr>
</tbody>
</table>
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.

- An example of a "divide and conquer" algorithm.
  - Invented by John von Neumann in 1945
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++;
        }
    }
}
// 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 = Arrays.copyOfRange(a, 0, a.length/2);
    int[] right = Arrays.copyOfRange(a, a.length/2, a.length);

    // 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  = Arrays.copyOfRange(a, 0, a.length/2);
        int[] right = Arrays.copyOfRange(a, a.length/2, a.length);

        // 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?

<table>
<thead>
<tr>
<th>N</th>
<th>Runtime (ms)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1000</td>
<td>0</td>
</tr>
<tr>
<td>2000</td>
<td>0</td>
</tr>
<tr>
<td>4000</td>
<td>0</td>
</tr>
<tr>
<td>8000</td>
<td>0</td>
</tr>
<tr>
<td>16000</td>
<td>0</td>
</tr>
<tr>
<td>32000</td>
<td>15</td>
</tr>
<tr>
<td>64000</td>
<td>16</td>
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</tr>
<tr>
<td>512000</td>
<td>250</td>
</tr>
<tr>
<td>1e6</td>
<td>532</td>
</tr>
<tr>
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</tr>
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<tr>
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<td>42406</td>
</tr>
<tr>
<td>1.3e8</td>
<td>88344</td>
</tr>
</tbody>
</table>