

# Shell Sort

CSE 373 - Data Structures

May 8, 2002

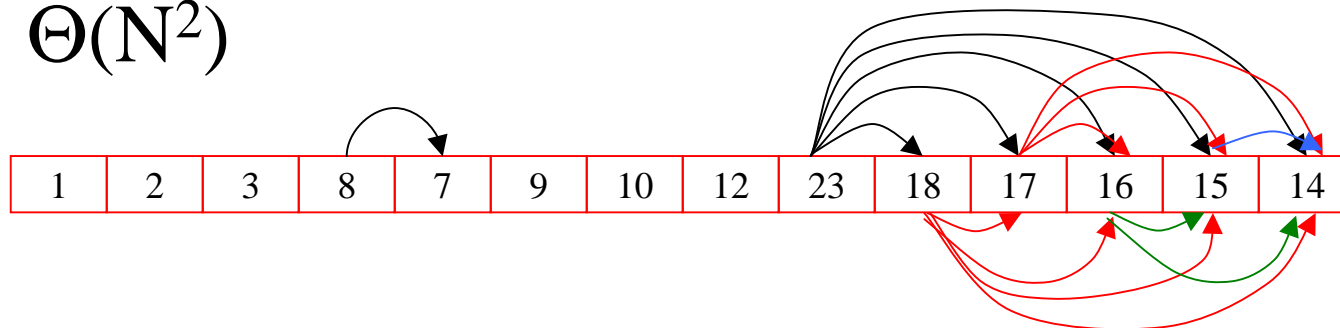
# Readings and References

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- Reading
  - › Sections 7.4, *Data Structures and Algorithm Analysis in C*, Weiss
- Other References

# Swapping adjacent elements

- An "average" list will contain half the max number of inversions =  $\frac{(n-1)(n)}{4}$ 
  - › So the average running time of Insertion sort is  $\Theta(N^2)$



- Any sorting algorithm that only swaps *adjacent elements* requires  $\Omega(N^2)$  time because each swap removes only one inversion

# The search for speed

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- If we are going to do better than  $O(N^2)$ , we are going to have to fix more than one inversion at a time
- How can we fix more than one inversion?
  - › Move the elements further with each swap

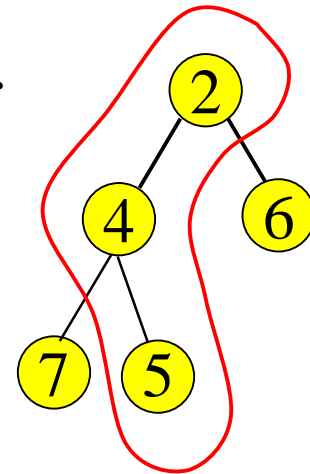
# Shellsort: Better than Quadratic

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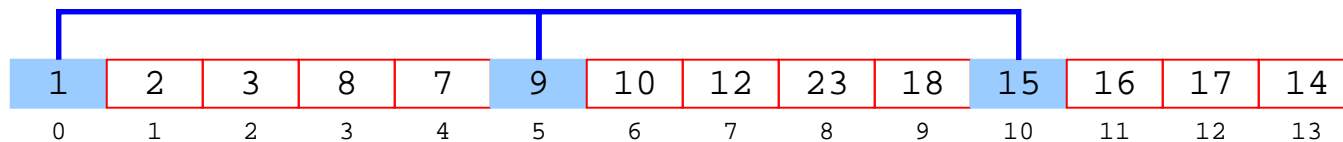
- Named after Donald Shell – inventor of the first algorithm to achieve  $o(N^2)$ 
  - › Running time is  $O(N^x)$  where  $x = 3/2, 5/4, 4/3, \dots$ , or 2 depending on “increment sequence”
- Shell sort uses repeated insertion sorts on selected subarrays of the larger array being sorted
- Multiple passes with changing subarrays

# Subarrays (or subsequences)

- Remember that in the discussion of binary heaps I showed how we could sort a *path* through the tree

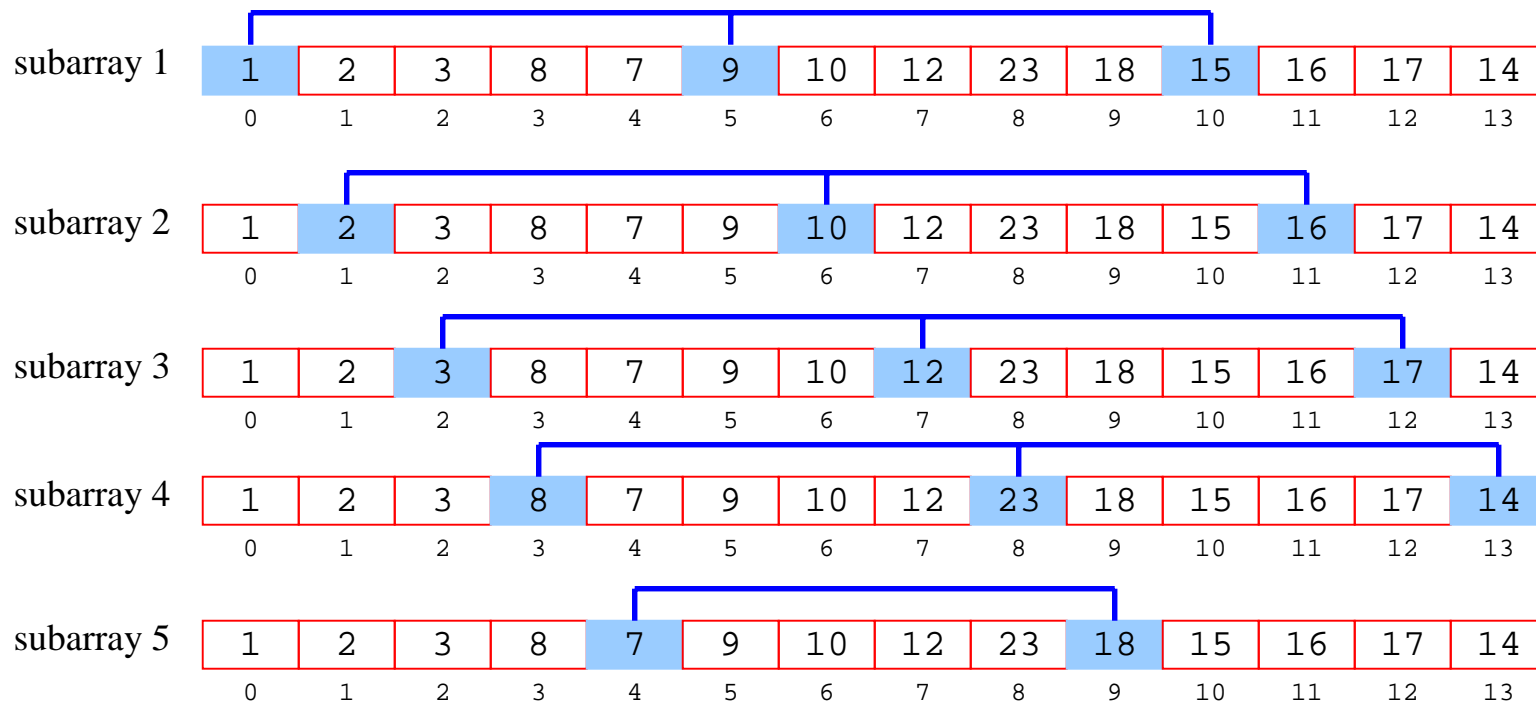


- Similarly, we can sort a *subarray* contained in a larger array



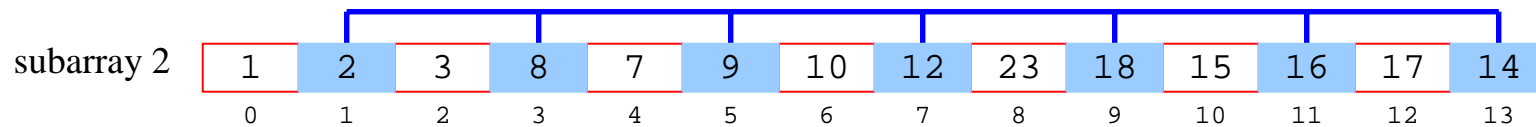
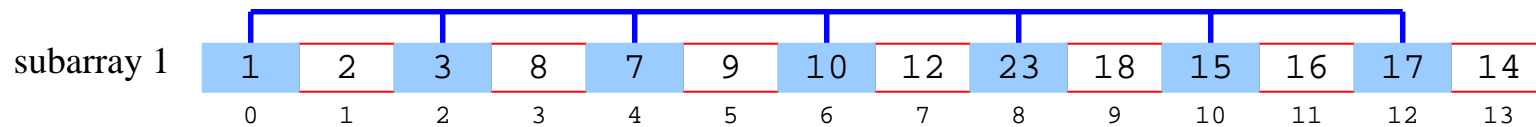
# Subarrays: increment = 5

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# Subarrays: increment = 2

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# Shell Sort: diminishing increments

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- Uses an *increment sequence*  $h_1 < h_2 < \dots < h_t$ 
  - › Start sorting with the largest increment  $h_t$
  - › Sort all subarrays of elements that are  $h_k$  apart so that  $A[i] \leq A[i+h_k]$  for all  $i \rightarrow$  known as an  *$h_k$ -sort*
  - › Go to next smaller increment  $h_{k-1}$  and repeat
- Stop sorting after  $h_1 (=1)$
- Choice of increments is important
  - › and hard to analyze

# Shellsort

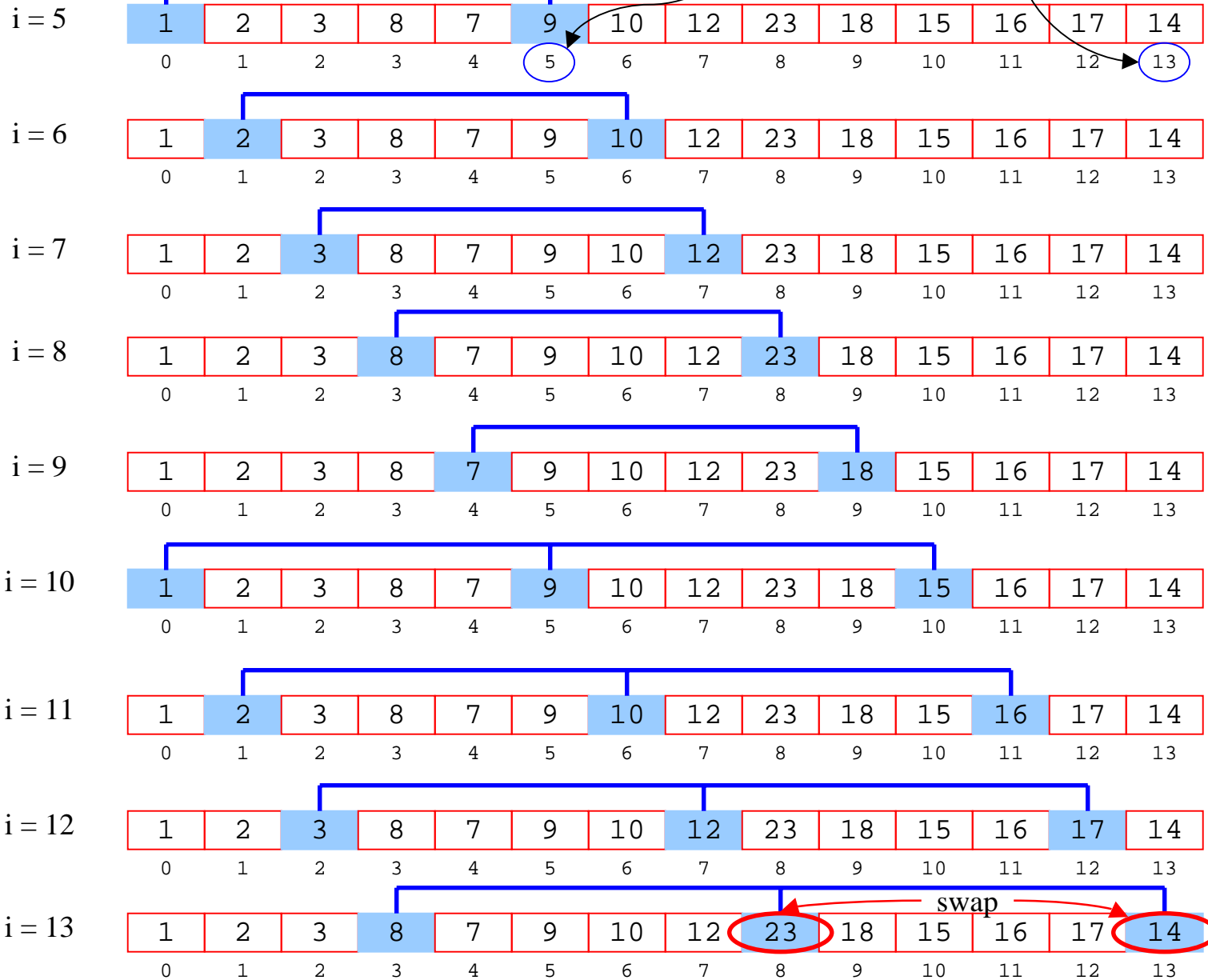
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```
void Shellsort( ElementType A[ ], int N ){
    int i, j, Increment; ElementType Tmp;
    for( Increment = N/2; Increment > 0; Increment /= 2 )
        for( i = Increment; i < N; i++ ) {
            Tmp = A[ i ];
            for( j = i; j >= Increment; j -= Increment )
                if( Tmp < A[ j - Increment ] )
                    A[ j ] = A[ j - Increment ];
                else
                    break;
            A[ j ] = Tmp;
        }
}
```

Note: the actual sorting is done by insertion sort: "copy down and insert the value in the right place" on each subarray in the innermost loop and  $A[j]=\text{Tmp}$

Increment=5

for (i=Increment; i<N; i++)



# Shellsort: Basic Insight

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- Insertion sort runs fast on nearly sorted sequences
  - › immediate termination when proper spot is found
- do *several passes of Insertion sort* on different subsequences of elements
- note that the subsequences stay sorted from pass to pass

# Example

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- Sort 19, 5, 2, 1 with increment sequence 1,2
  - › Insertion sort on subsequences of elements spaced apart by 2: 1<sup>st</sup> and 3<sup>rd</sup>, 2<sup>nd</sup> and 4<sup>th</sup>
    - ↳ 19, 5, 2, 1 → 2, 1, 19, 5
  - › Do Insertion sort on subsequence of elements spaced apart by 1:
    - ↳ 2, 1, 19, 5 → 1, 2, 19, 5 → 1, 2, 19, 5 → 1, 2, 5, 19
- Fewer shifts than plain Insertion sort
  - › 4 versus 6 for this example

# Some increment sequences

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- Some increments that have been studied
  - › Shell's increments  $h_1 = \left\lfloor \frac{N}{2} \right\rfloor, h_k = \left\lfloor \frac{h_{k+1}}{2} \right\rfloor$ 
    - bad choice since the subarrays can coincide and so you end up re-sorting something that is already sorted, and not mixing other elements that need it
  - › Hibbard's increments
    - relatively prime values: 1, 3, 7, 15,  $2^k - 1$
  - › Sedgewick
    - $\{1, 5, 19, 41, 109, \dots\} = 9 \cdot 4^i - 9 \cdot 2^{i+1} \text{ or } 4^i - 3 \cdot 2^{i+1}$

# Example using Shell's Increments

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- Example: Shell's original sequence:  $h_t = N/2$  and  $h_k = h_{k+1}/2$ 
  - › Sort 21, 33, 7, 25 (N = 4, increment sequence = 2, 1)
  - › 7, 25, 21, 33 (after 2-sort)
  - › 7, 21, 25, 33 (after 1-sort)

# Shellsort: Run time

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```
void Shellsort( ElementType A[ ], int N ){
    int i, j, Increment; ElementType Tmp;
    for( Increment = N/2; Increment > 0; Increment /= 2 )
        for( i = Increment; i < N; i++ )
        {
            Tmp = A[ i ];
            for( j = i; j >= Increment; j -= Increment )
                if( Tmp < A[ j - Increment ] )
                    A[ j ] = A[ j - Increment ];
                else
                    break;
            A[ j ] = Tmp;
        }
}
```



# Shellsort: Shell's Increments

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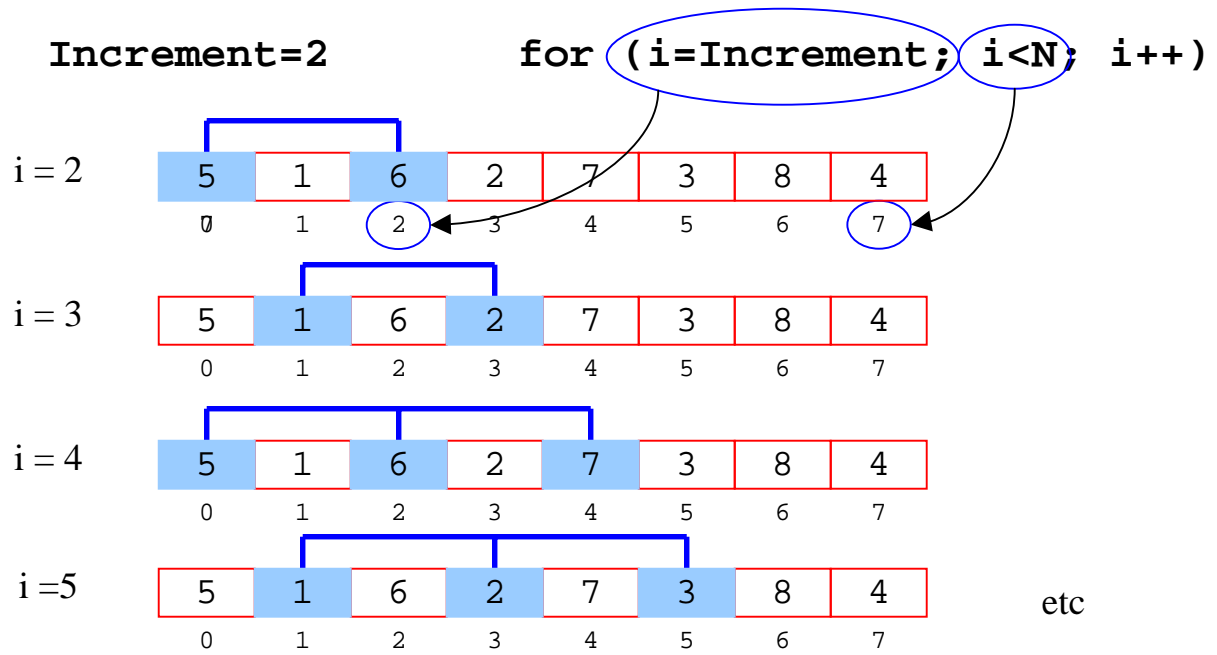
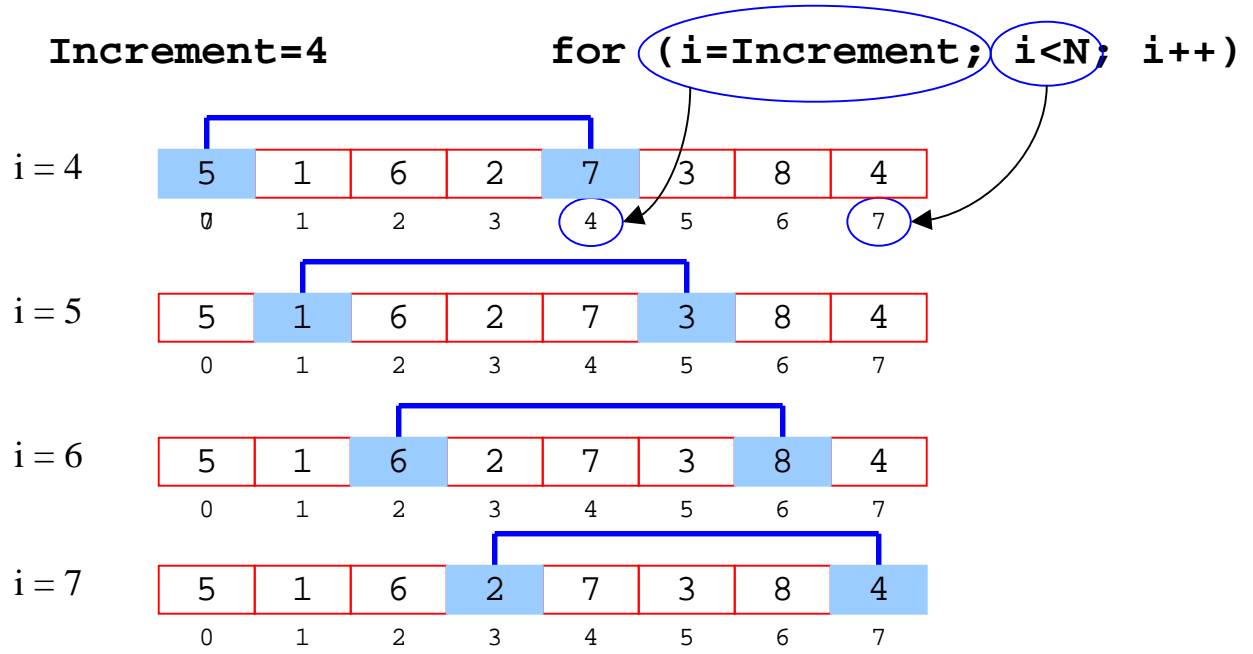
- Algorithm is simple to code but hard to analyze
  - › depends on increment sequence
- Shell's increment sequence 1, 2, 4, ... , N/4, N/2
  - › What is the Upper bound?
  - › Shellsort does  $h_k$  insertion sorts with  $N/h_k$  elements for  $k = 1$  to  $t$
  - › Running time =  $O(\sum_{k=1\dots t} h_k (N/h_k)^2) = O(N^2 \sum_{k=1\dots t} 1/h_k) = \mathbf{O(N^2)}$

# Shellsort: Shell's Increments

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- What is the lower bound?
  - › Worst case is: smallest elements in odd positions, largest in even positions
    - 2, 11, 4, 12, 6, 13, 8, 14
  - › None of the passes  $N/2, N/4, \dots, 2$  do anything!
  - › Last pass ( $h_1 = 1$ ) must shift  $N/2$  smallest elements to first half and  $N/2$  largest elements to second half
  - › at least  $N^2$  steps =  $\Omega(N^2)$

# Shell's increments



# Shell's Increments: $\Omega(N^2)$

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- The reason we got  $\Omega(N^2)$  was because of increment sequence
  - › Adjacent increments have common factors (e.g. 8, 4, 2, 1)
  - › We keep comparing same elements over and over again
  - › Need increments such that different elements are in different passes

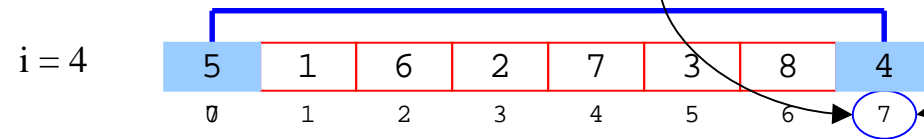
# Hibbard's Increments

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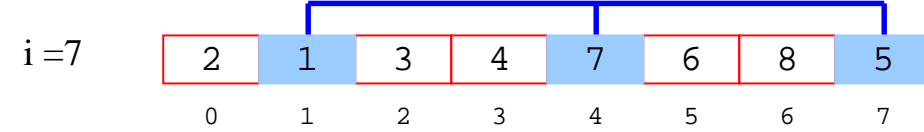
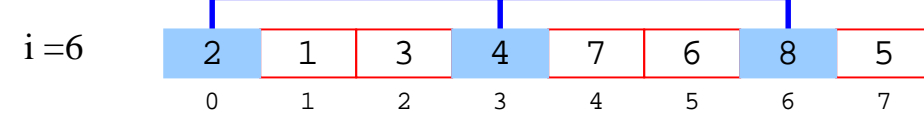
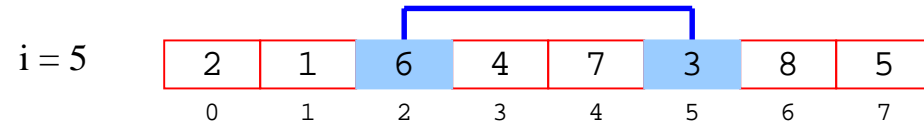
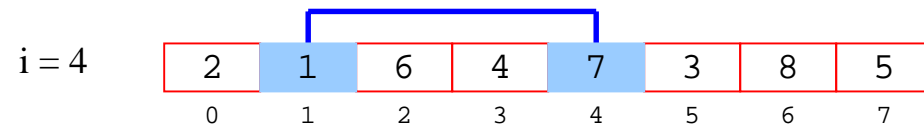
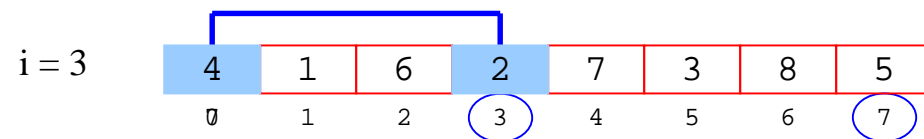
- Hibbard's increment sequence:
  - ›  $2^k - 1, 2^{k-1} - 1, \dots, 7, 3, 1$
  - › Adjacent increments have no common factors
  - › Worst case running time of Shellsort with Hibbard's increments =  $\Theta(N^{1.5})$  (Theorem 7.4 in text)
  - › Average case running time for Hibbard's =  $O(N^{1.25})$  in simulations but nobody has been able to prove it!

Increment=7

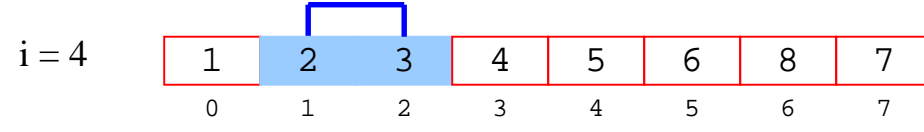
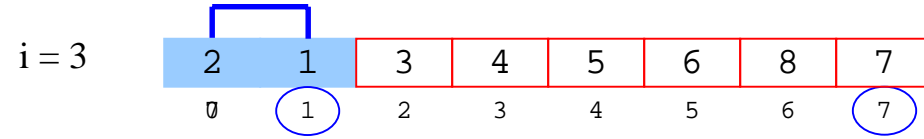
for (i=Increment; i<N; i++)



Increment=3



Increment=1



etc

Hibbard's increments

# General performance

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- Insertion sort good for small input sizes
  - › ~20
  - › often incorporated in other procedures where the list to be sorted is short and is likely to be sorted already
- Shellsort better for moderately large inputs
  - › ~10,000