CSE373: Data Structure & Algorithms

Lecture 22: More Sorting

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Announcements

- HW 5 due June 1
- Final Exam June 7

Divide-and-Conquer Sorting

Two great sorting methods are fundamentally divide-and-conquer

1. Merge sort: 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. Quick sort: Pick a "pivot" element
   Divide elements into less-than pivot
   and greater-than pivot
   Sort the two divisions (recursively on each)
   Answer is sorted-less-than then pivot then
   sorted-greater-than

Quick sort

- A divide-and-conquer algorithm
  - Recursively chop into two pieces
  - Instead of doing all the work as we merge together, we will do all the work as we recursively split into halves
  - Unlike merge sort, does not need auxiliary space

- $O(n$ **`log`** $n)$ on average ☺, but $O(n^2)$ worst-case ☹

- Faster than merge sort in practice?
  - Often believed so
  - Does fewer copies and more comparisons, so it depends on the relative cost of these two operations!

Quicksort Overview

1. Pick a pivot element

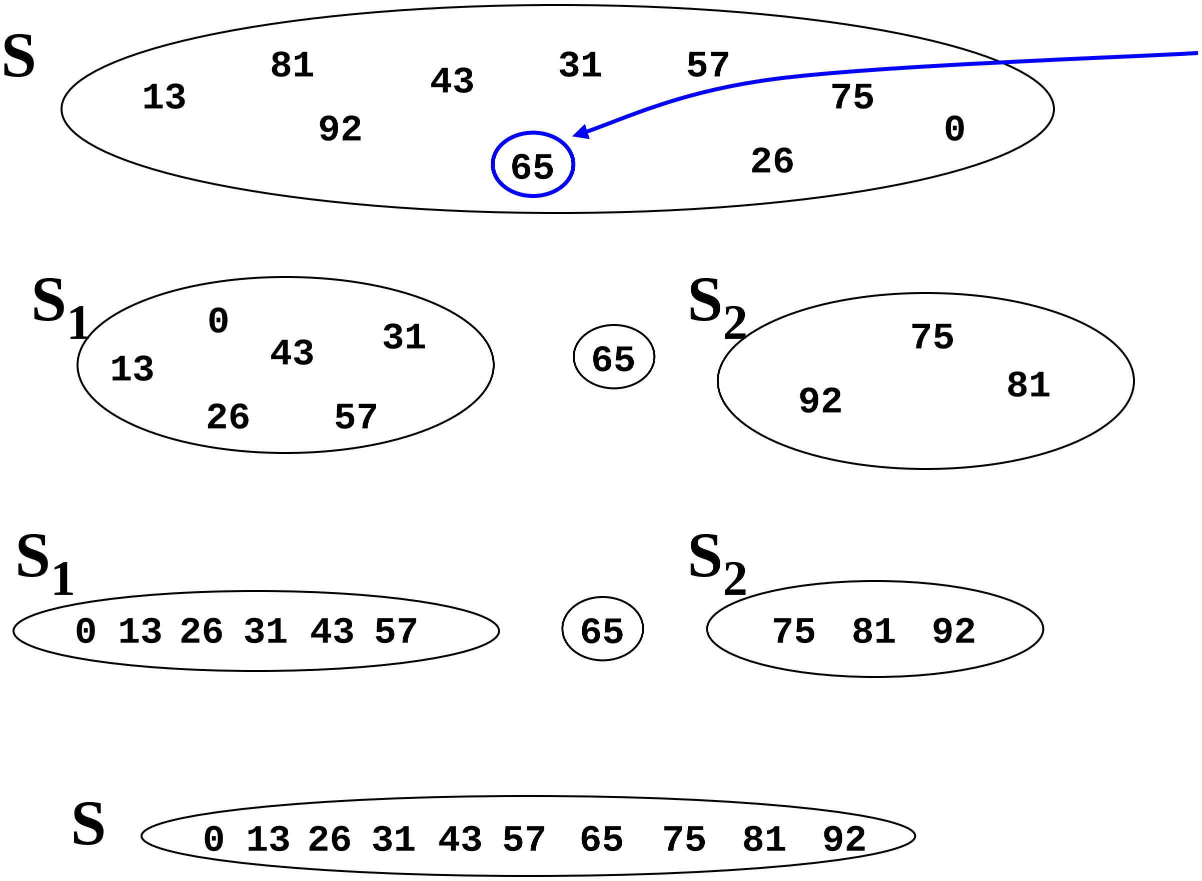
2. Partition all the data into:
   A. The elements less than the pivot
   B. The pivot
   C. The elements greater than the pivot

3. Recursively sort A and C

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

Think in Terms of Sets

Notice: S_1 and S_2 are not of equal sizes.



select pivot value

⇩

partition S

⇩

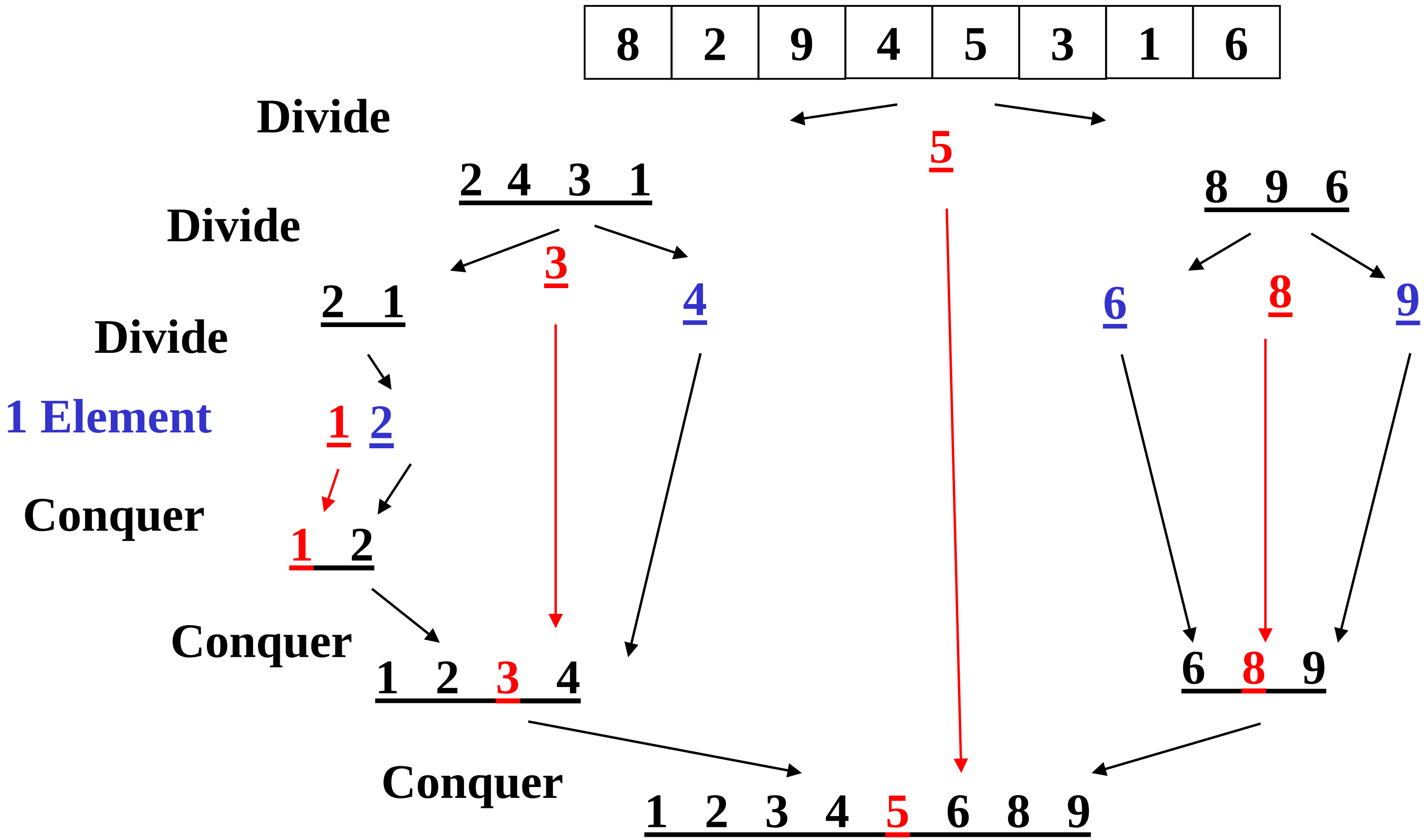
Quicksort(S_1) and Quicksort(S_2)

⇩

Presto! S is sorted

[Weiss]

Example, Showing Recursion



8	2	9	4	5	3	1	6

Divide

5

2 4 3 1

8 9 6

Divide

3

2 1

4

6

8

9

Divide

1 Element

1 2

Conquer

1 2

Conquer

1 2 3 4

6 8 9

Conquer

1 2 3 4 5 6 8 9

Details

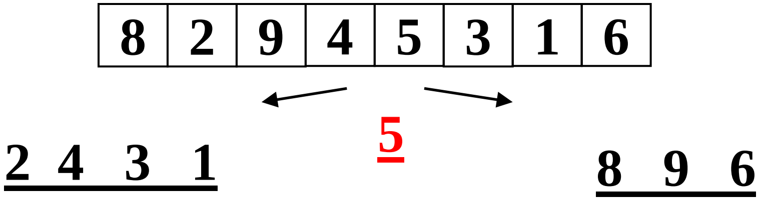
Have not yet explained:

- 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

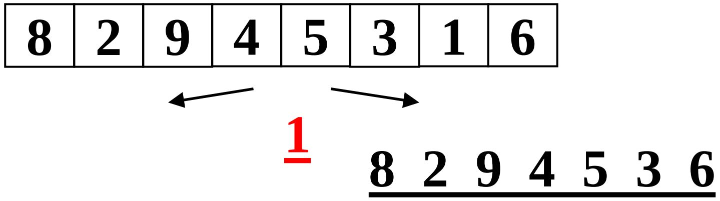
- How to implement partitioning
  - In linear time
  - In place

Pivots

- Best pivot?
  - Median
  - Halve each time
  - Why can’t we use it?



- Worst pivot?
  - Greatest/least element
  - Problem of size n - 1
  - $O(n^2)$



Potential pivot rules

While sorting **`arr`** from **`lo`** to **`hi-1`** …

- Pick **`arr[lo]`** or **`arr[hi-1]`**
  - Fast, but worst-case occurs with 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., **`arr[lo], arr[hi-1], arr[(hi+lo)/2]`**
  - Common heuristic that tends to work well

Partitioning

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

- One approach (there are slightly fancier ones):
  1. Swap pivot with `arr[lo]`
  2. Use two pointers `i` and `j`, starting at `lo+1` and `hi-1`

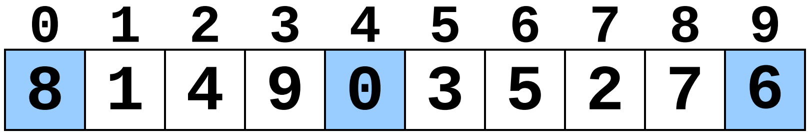
```
3. while (i < j)
       if (arr[j] > pivot) j--
       else if (arr[i] < pivot) i++
       else swap arr[i] with arr[j]
```

  4. Swap pivot with `arr[i]` *

*skip step 4 if pivot ends up being least element

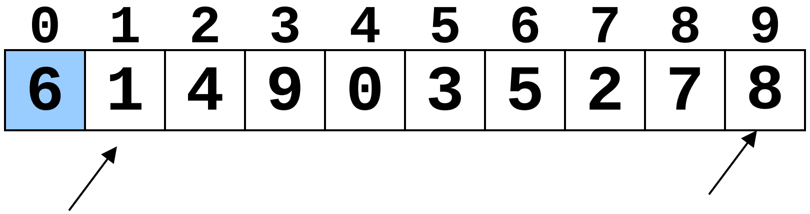
Example

- Step one: pick pivot as median of 3
  - **`lo`** = 0, **`hi`** = 10



0	1	2	3	4	5	6	7	8	9
8	1	4	9	0	3	5	2	7	6

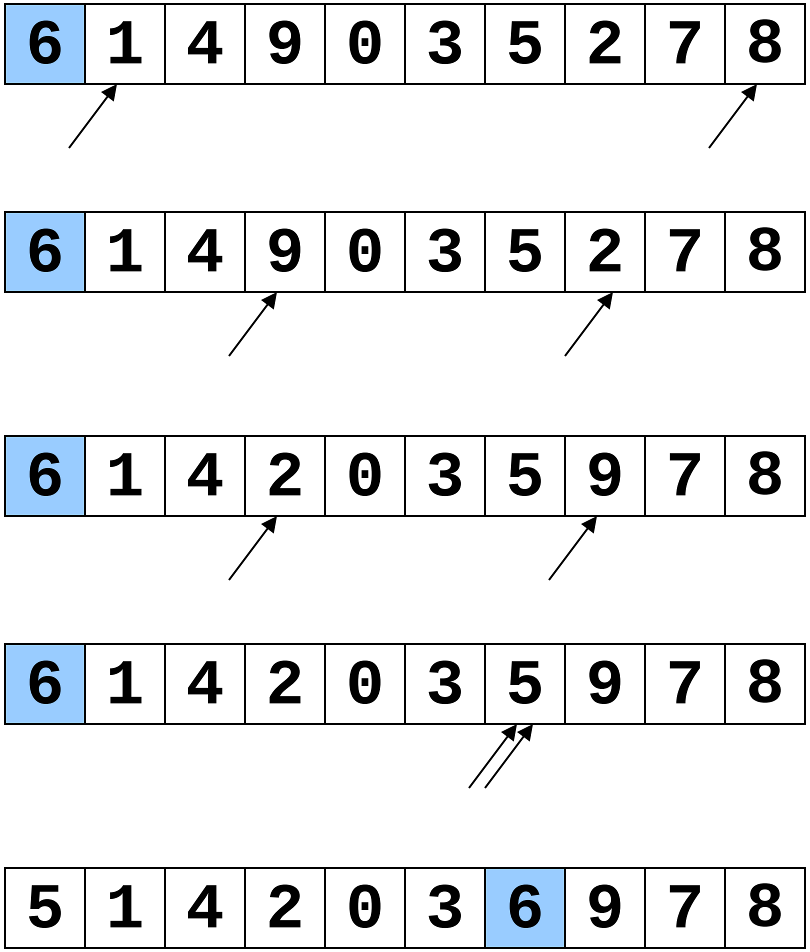
- Step two: move pivot to the **`lo`** position



0	1	2	3	4	5	6	7	8	9
6	1	4	9	0	3	5	2	7	8

Example

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



Now partition in place

6 1 4 9 0 3 5 2 7 8

Move pointers

6 1 4 9 0 3 5 2 7 8

Swap

6 1 4 2 0 3 5 9 7 8

Move pointers

6 1 4 2 0 3 5 9 7 8

Move pivot

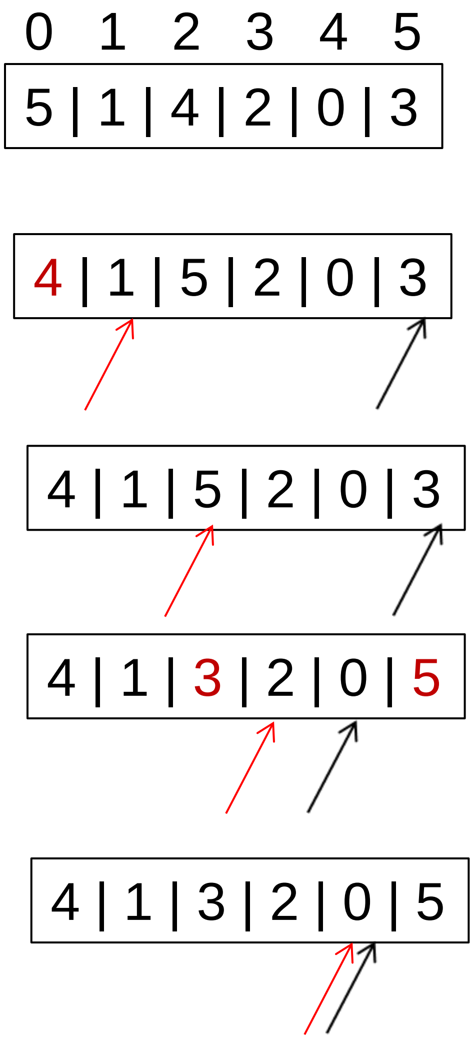
5 1 4 2 0 3 6 9 7 8

Practice on the left half

0	1	2	3	4	5
5	1	4	2	0	3

Three values for pivot: 5, 3, 4; median 4

Practice on the left half



0 1 2 3 4 5

5 | 1 | 4 | 2 | 0 | 3

Three values for pivot: 5, 3, 4; median 4

4 | 1 | 5 | 2 | 0 | 3

Swap the pivot with the lo position.

Set up pointers at beginning and end.

4 | 1 | 5 | 2 | 0 | 3

Left pointer can move, since 1 < 4,
but right pointer can't, since 3 not > 4.

4 | 1 | 3 | 2 | 0 | 5

SWAP and move pointers

Left pointer can move, since 2 < 4

4 | 1 | 3 | 2 | 0 | 5

SWAP with the pivot

0 | 1 | 3 | 2 | 4 | 5

Quick sort visualization

- http://www.cs.usfca.edu/~galles/visualization/ComparisonSort.html

Analysis

- Best-case: Pivot is always the median

  $T(0)=T(1)=1$

  $T(n)=2T(n/2) + n$ -- linear-time partition

  Same recurrence as merge sort: $O(n \log n)$

- Worst-case: Pivot is always smallest or largest element

  $T(0)=T(1)=1$

  $T(n) = 1T(n-1) + n$

  Basically same recurrence as selection sort: $O(n^2)$

- Average-case (e.g., with random pivot)
  - O(n `log` n), not responsible for proof (in text)

Cutoffs

- For small *n*, all that recursion tends to cost more than doing a quadratic sort
  - Remember asymptotic complexity is for large *n*

- Common engineering technique: switch algorithm 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

How Fast Can We Sort?

- Heapsort & mergesort have $O(n \log n)$ worst-case running time
- Quicksort has $O(n \log n)$ average-case running time
- These bounds are all tight, actually $\Theta(n \log n)$
- Comparison sorting in general is $\Omega(n \log n)$
  - An amazing computer-science result: proves all the clever programming in the world cannot comparison-sort in linear time

The Big Picture

Surprising amount of juicy computer science: 2-3 lectures…

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

How???

- Change the model – assume more than “compare(a,b)”

Bucket Sort (a.k.a. BinSort)

- If all values to be sorted are known to be integers between 1 and *K* (or any small range):
  - Create an array of size *K*
  - Put each element in its proper bucket (a.k.a. bin)
  - *If* data is only integers, no need to store more than a *count* of how times that bucket has been used
- Output result via linear pass through array of buckets

`count` array	
1	3
2	1
3	2
4	2
5	3

- Example:

  K=5

  input (5,1,3,4,3,2,1,1,5,4,5)

  output: 1,1,1,2,3,3,4,4,5,5,5

Visualization

- http://www.cs.usfca.edu/~galles/visualization/CountingSort.html

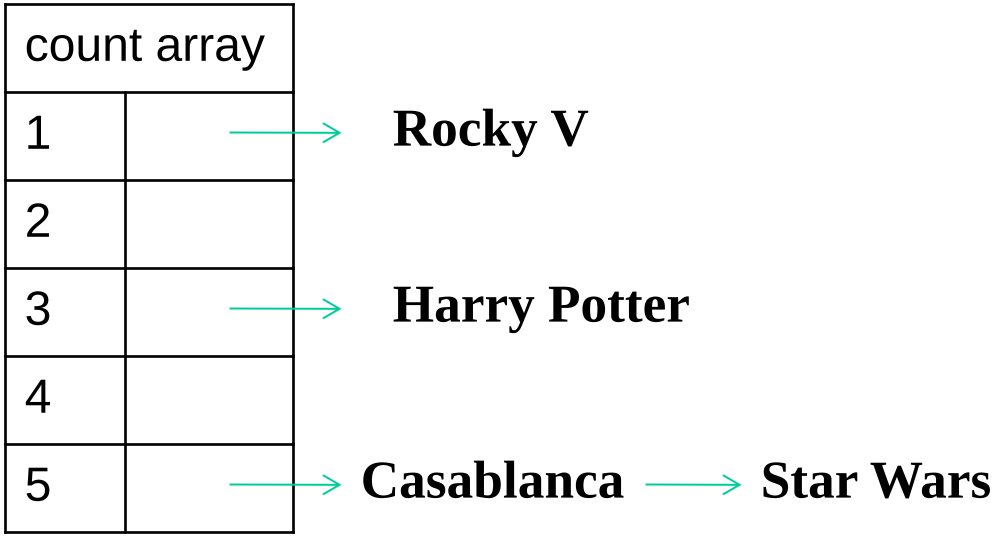
Analyzing Bucket Sort

- Overall: $O(n+K)$
  - Linear in n, but also linear in K
  - $\Omega(n \log n)$ lower bound does not apply because this is not a comparison sort
- Good when K is smaller (or not much larger) than n
  - We don’t spend time doing comparisons of duplicates
- Bad when K is much larger than n
  - Wasted space; wasted time during linear $O(K)$ pass
- For data in addition to integer keys, use list at each bucket

Bucket Sort with Data

What does this look like?

- Most real lists aren't just keys; we have data
- Each bucket is a list (say, linked list)
- To add to a bucket, insert in *O*(1) (at beginning, or keep pointer to last element)



count array

1 → **Rocky V**

2

3 → **Harry Potter**

4

5 → **Casablanca** → **Star Wars**

- Example: Movie ratings; scale 1-5;1=bad, 5=excellent

  Input=

  5: Casablanca

  3: Harry Potter movies

  5: Star Wars Original Trilogy

  1: Rocky V

•Result: 1: Rocky V, 3: Harry Potter, 5: Casablanca, 5: Star Wars

•Easy to keep 'stable'; Casablanca still before Star Wars

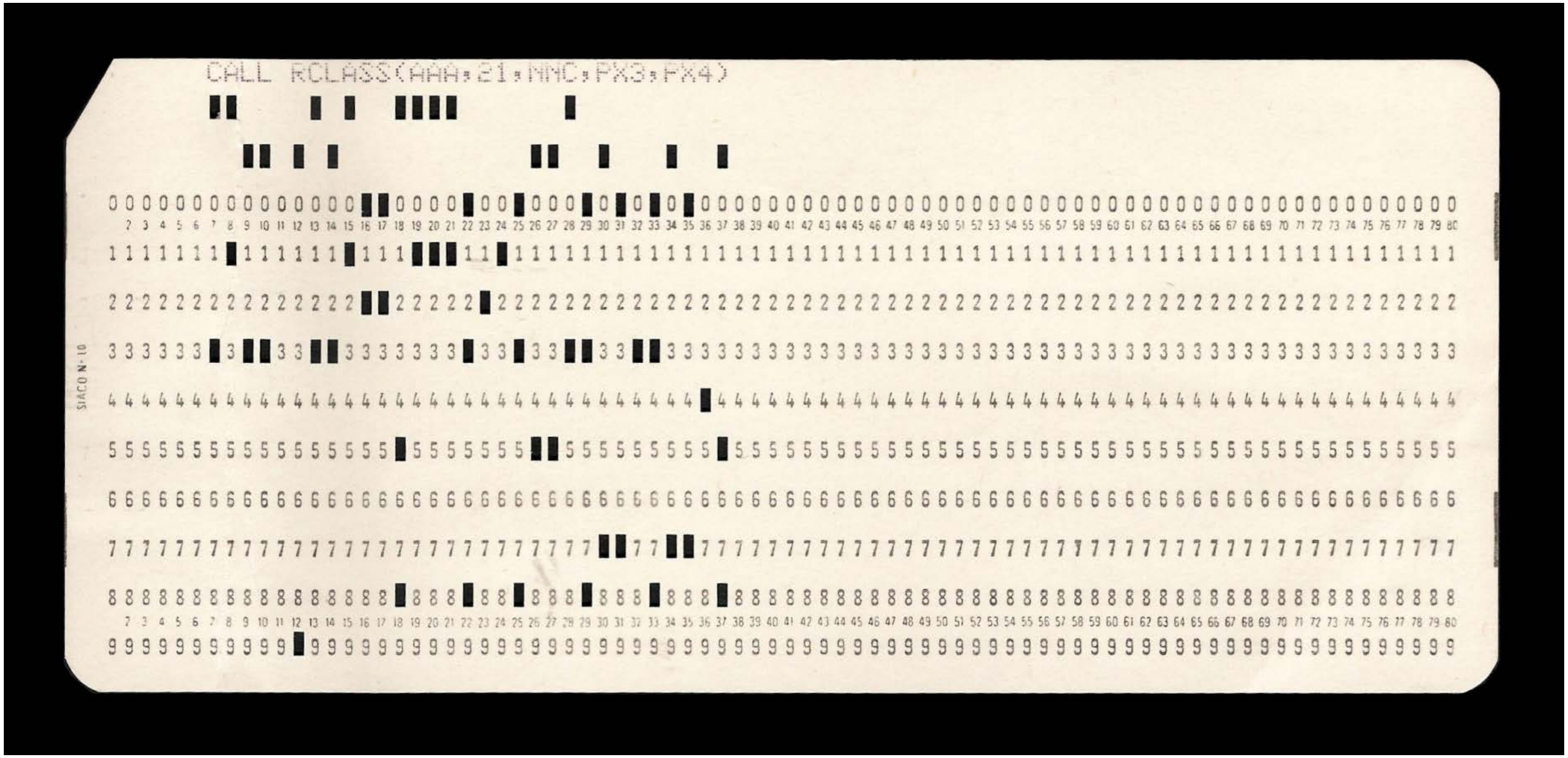
Radix sort

- Radix = “the base of a number system”
  - Examples will use 10 because we are used to that
  - In implementations use larger numbers
    - For example, for ASCII strings, might use 128

- Idea:
  - Bucket sort on one digit at a time
    - Number of buckets = radix
    - Starting with *least* significant digit
    - Keeping sort *stable*
  - Do one pass per digit
  - Invariant: After *k* passes (digits), the last *k* digits are sorted

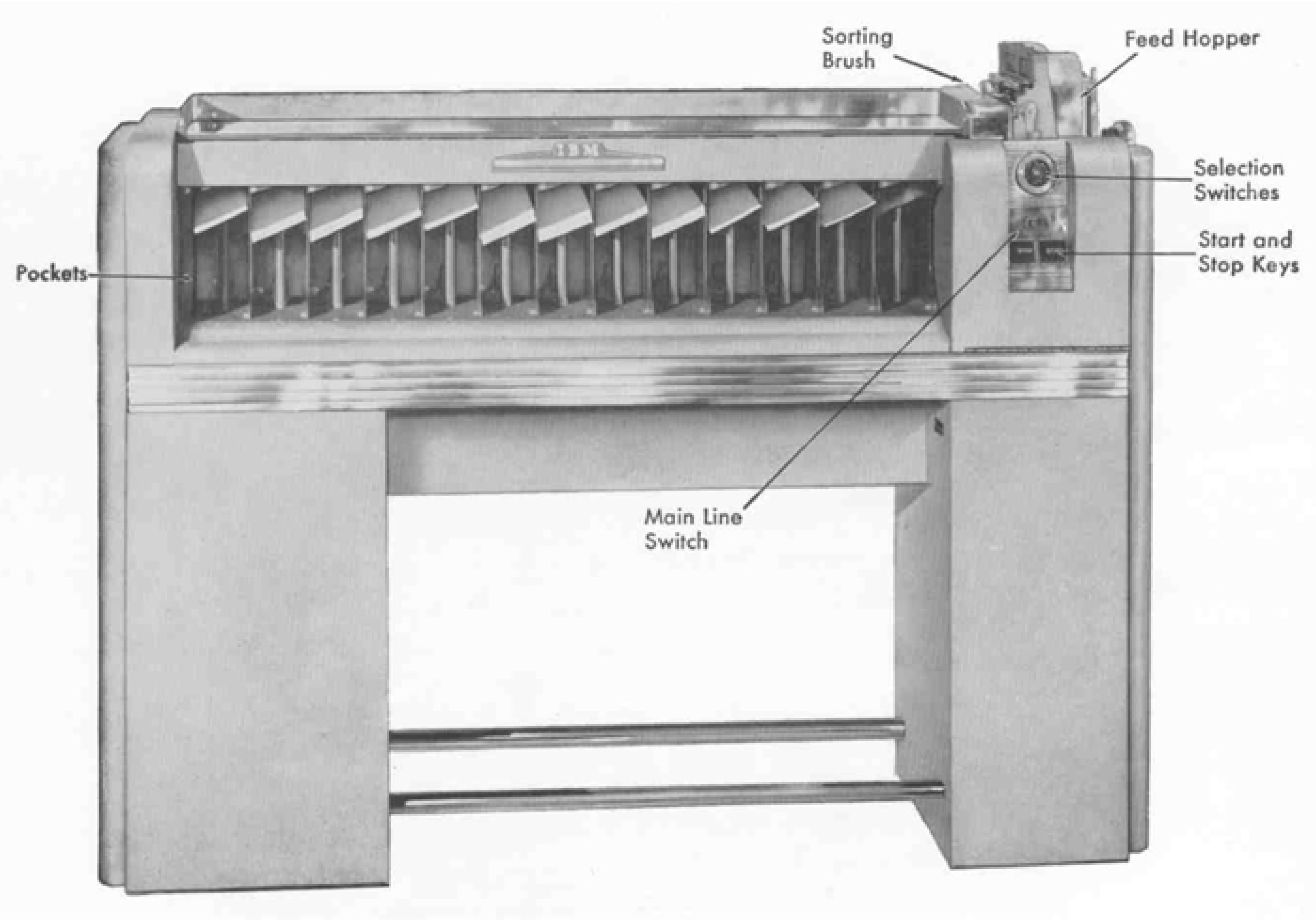
- Aside: Origins go back to the 1890 U.S. census

History: Punched Card



```
CALL RCLASS(AAA,21,NNC,PX3,PX4)
```

History: IBM Sorting Machine



Example

Radix = 10

0	1	2	3	4	5	6	7	8	9
	721		3 143				537 67	478 38	9

Input:
478
537
9
721
3
38
143
67

First pass:

bucket sort by ones digit

Order now:
721
3
143
537
67
478
38
9

Example

Radix = 10

0	1	2	3	4	5	6	7	8	9
	721		3 143				537 67	478 38	9

0	1	2	3	4	5	6	7	8	9
3 9		721	537 38	143		67	478		

Order was:
721
3
143
537
67
478
38
9

Second pass:

stable bucket sort by tens digit

Order now:
3
9
721
537
38
143
67
478

Example

Radix = 10

0	1	2	3	4	5	6	7	8	9
3 9		721	537 38	143		67	478		

0	1	2	3	4	5	6	7	8	9
3 9 38 67	143			478	537		721		

Order was:

3
9
721
537
38
143
67
478

Third pass:

stable bucket sort by 100s digit

Order now:

3
9
38
67
143
478
537
721

Analysis

Input size: n

Number of buckets = Radix: B

Number of passes = “Digits”: P

Work per pass is 1 bucket sort: $O(B+n)$

Total work is $O(P(B+n))$

Compared to comparison sorts, sometimes a win, but often not

- Example: Strings of English letters up to length 15
  - Run-time proportional to: 15*(52 + n)
  - This is less than n log n only if n > 33,000
  - Of course, cross-over point depends on constant factors of the implementations
    - And radix sort can have poor locality properties

Sorting massive data

- Need sorting algorithms that minimize disk/tape access time:
  - Quicksort and Heapsort both jump all over the array, leading to expensive random disk accesses
  - Merge sort scans linearly through arrays, leading to (relatively) efficient sequential disk access

- Merge sort is the basis of massive sorting

- Merge sort can leverage multiple disks

External Merge Sort

- Sort 900 MB using 100 MB RAM
  - Read 100 MB of data into memory
  - Sort using conventional method (e.g. quicksort)
  - Write sorted 100MB to temp file
  - Repeat until all data in sorted chunks (900/100 = 9 total)
- Read first 10 MB of each sorted chuck, merge into remaining 10MB
  - writing and reading as necessary
  - Single merge pass instead of *log n*
  - Additional pass helpful if data much larger than memory
- Parallelism and better hardware can improve performance
- Distribution sorts (similar to bucket sort) are also used

Last Slide on Sorting

- Simple $O(n^2)$ sorts can be fastest for small n
  - Selection sort, Insertion sort (latter linear for mostly-sorted)
  - Good for “below a cut-off” to help divide-and-conquer sorts
- $O(n \log n)$ sorts
  - Heap sort, in-place but not stable nor parallelizable
  - Merge sort, not in place but stable and works as external sort
  - Quick sort, in place but not stable and $O(n^2)$ in worst-case
    - Often fastest, but depends on costs of comparisons/copies
- $\Omega(n \log n)$ is worst-case and average lower-bound for sorting by comparisons
- Non-comparison sorts
  - Bucket sort good for small number of possible key values
  - Radix sort uses fewer buckets and more phases
- Best way to sort? It depends!