

# ALG 07

**Selection sort (Select sort)**

**Insertion sort (Insert sort)**

**Bubble sort deprecated**

**Quicksort**

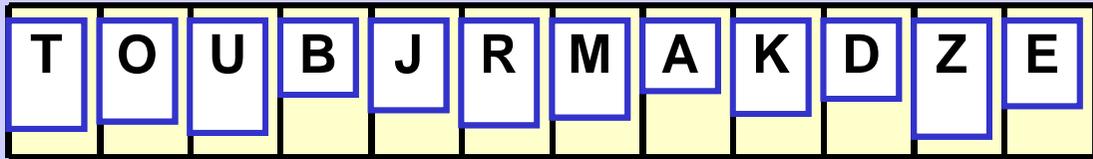
**Sort stability**

# Selection sort

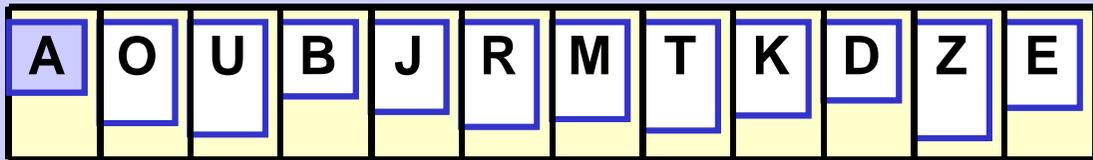
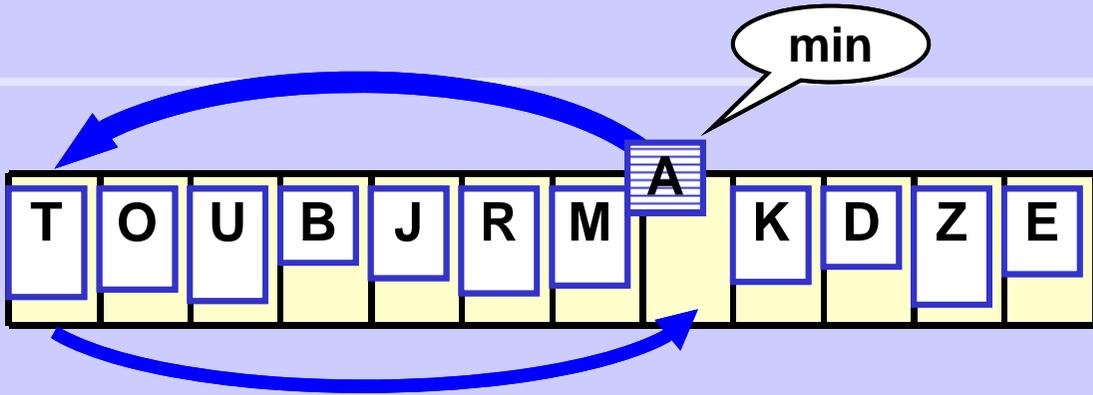
Unsorted

Sorted

Start

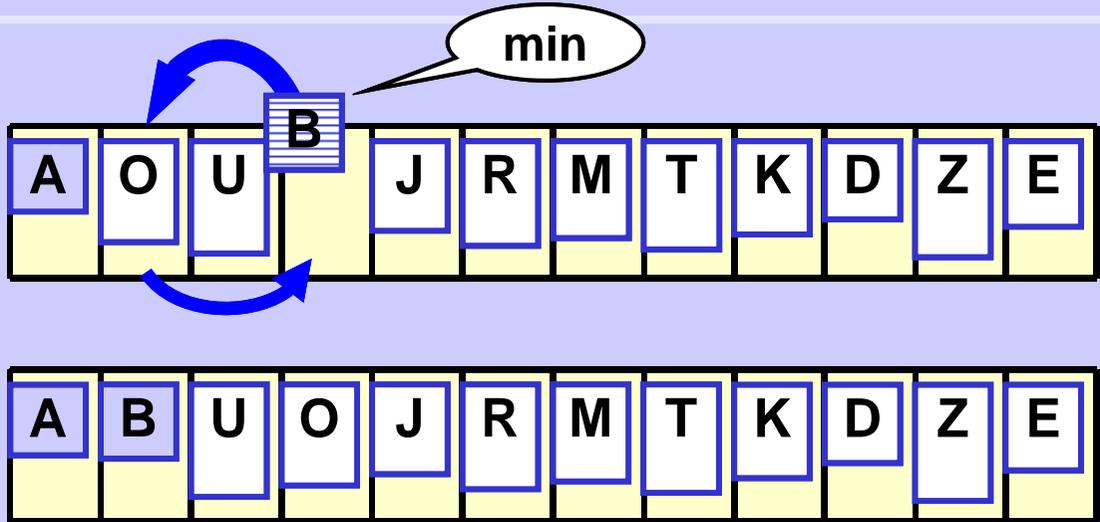


Step1

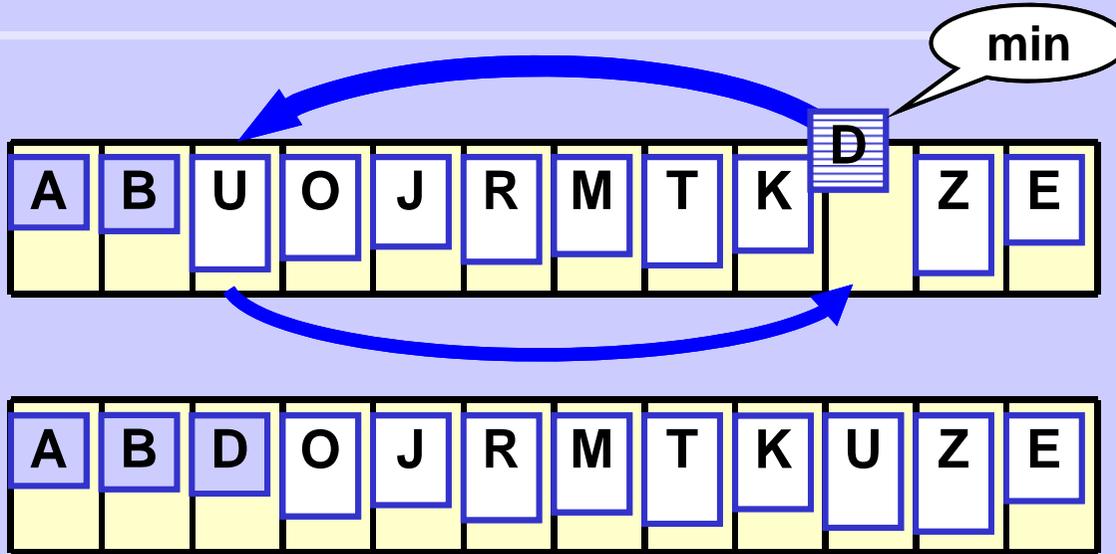


# Selection sort

Step 2



Step 3

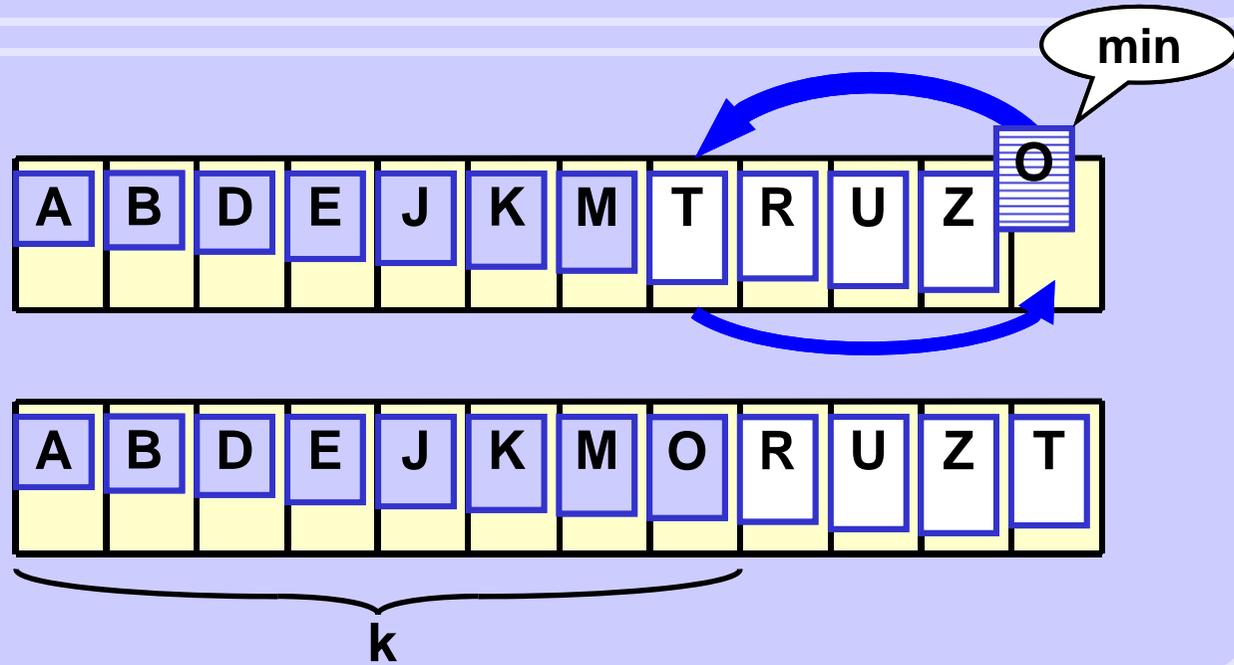


## Selection sort

...

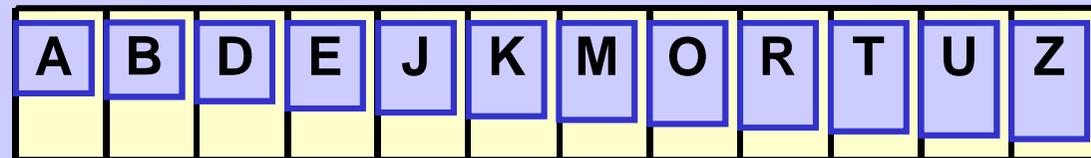
...

Step k



...

...

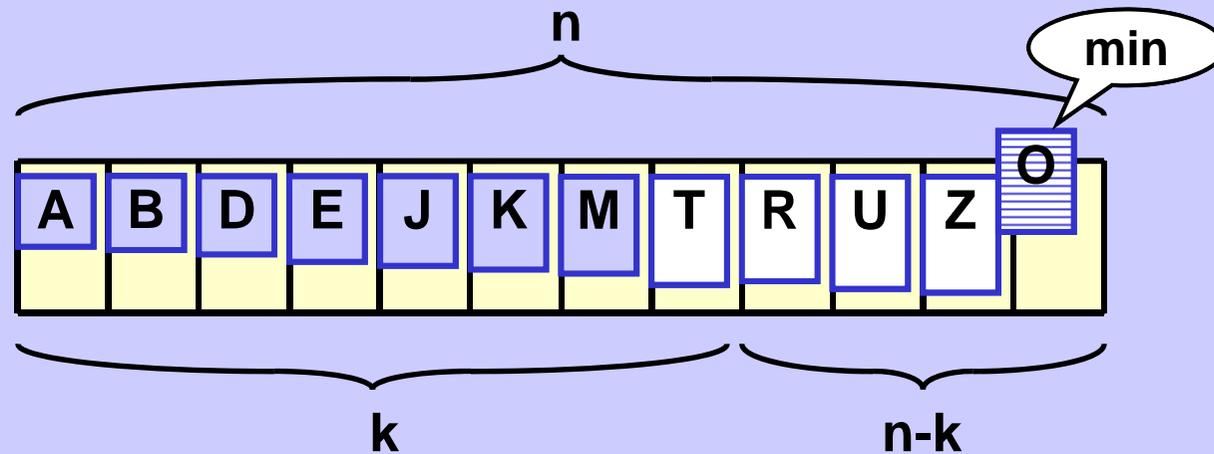
All  
sorted

## Selection sort

```
def selectSort( arr ):
    n = len( arr )
    for i in range( n-1 ):
        jmin = i
        # select minimum
        for j in range( i+1, n ):
            if arr[j] < arr[jmin]:
                jmin = j
        # put minimum to its place
        swap( arr, i, jmin )
```

## Selection sort

Step k



Select minimum



.....

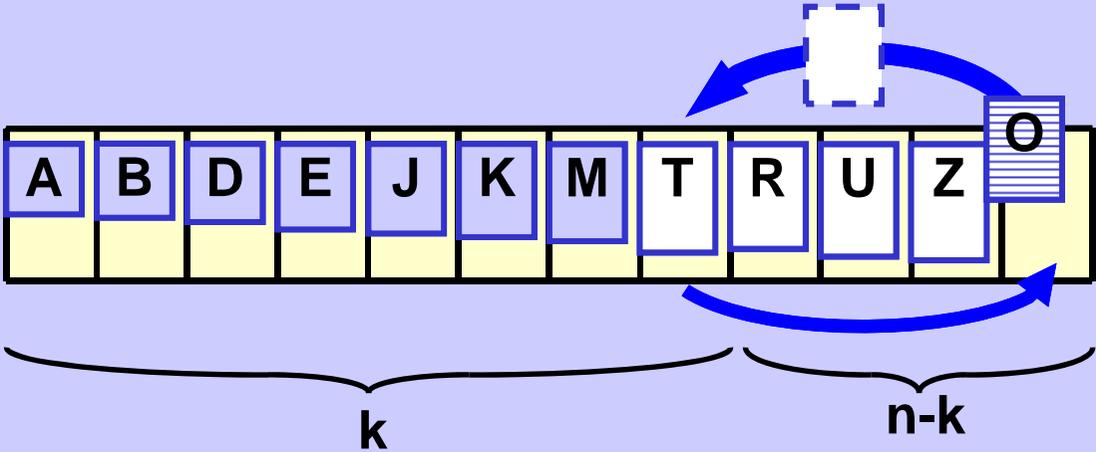
(n-k) tests

Tests  
total

$$\sum_{k=1}^{n-1} (n-k) = \sum_{k=1}^{n-1} n - \sum_{k=1}^{n-1} k = n(n-1) - \frac{n(n-1)}{2} = \frac{1}{2}(n^2 - n)$$

# Selection sort

Step k



Moves ..... 3

Moves total

$$\sum_{k=1}^{n-1} 3 = 3(n-1)$$

**Selection sort****Resume****Tests  
total**

$$\frac{1}{2}(n^2 - n) = \Theta(n^2)$$

**Moves  
total**

$$3(n-1) = \Theta(n)$$

**Operations  
total**

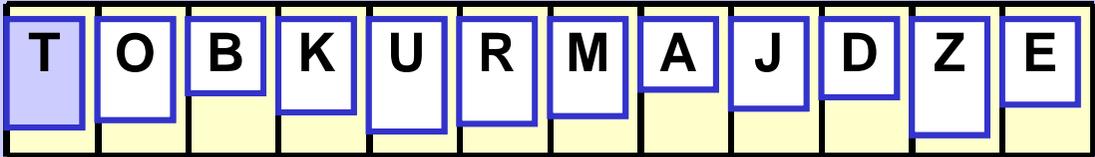
$$\frac{1}{2}(n^2 - n) + 3(n-1) = \Theta(n^2)$$

---

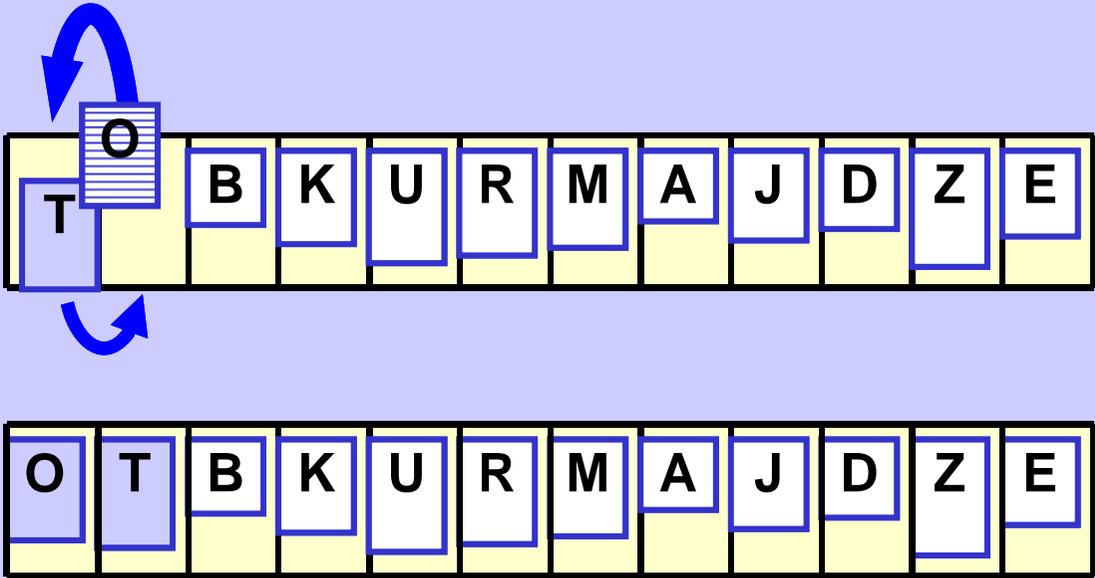
**Asymptotic complexity of Selection Sort is  $\Theta(n^2)$**

# Insertion sort

Start

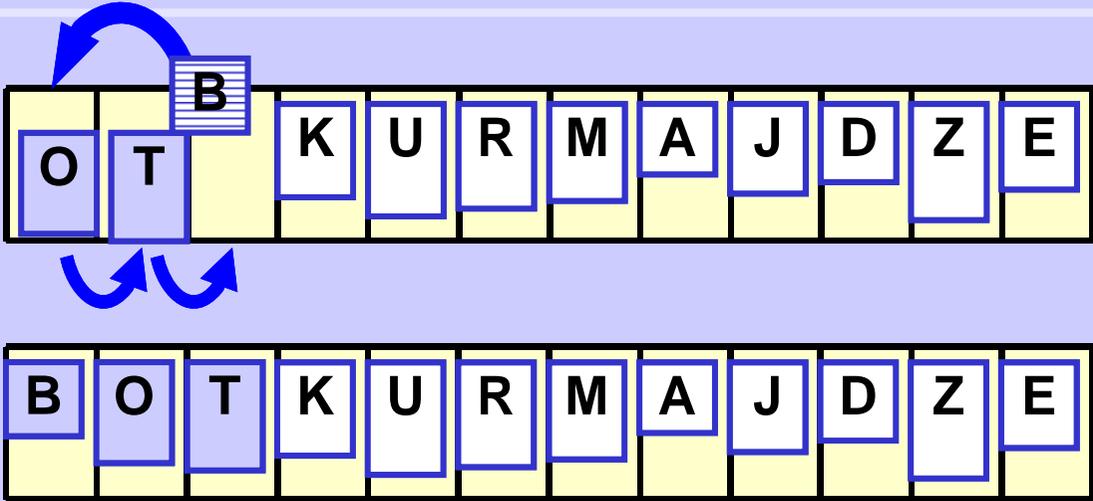


Step 1

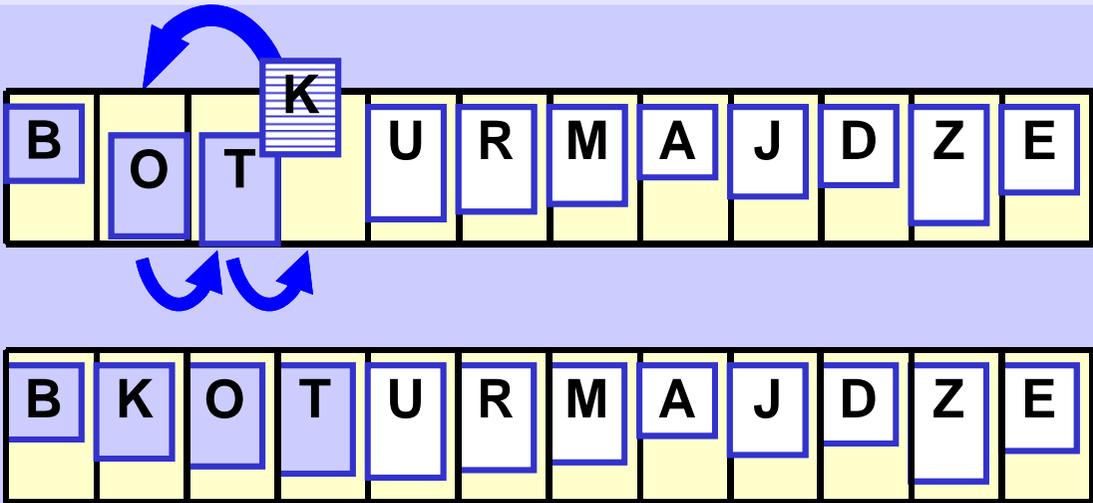


# Insertion sort

Step 2



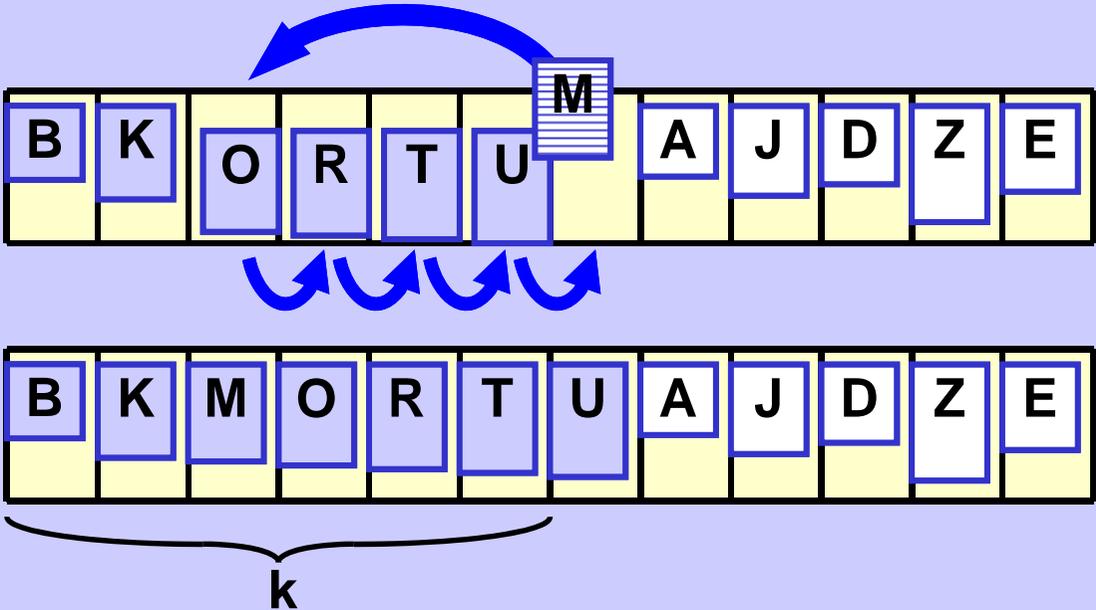
Step 3



# Insertion sort

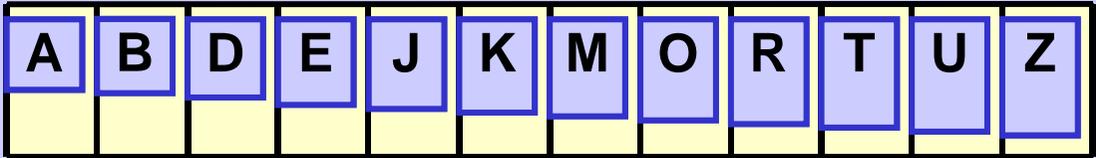
...

Step k



...

All sorted

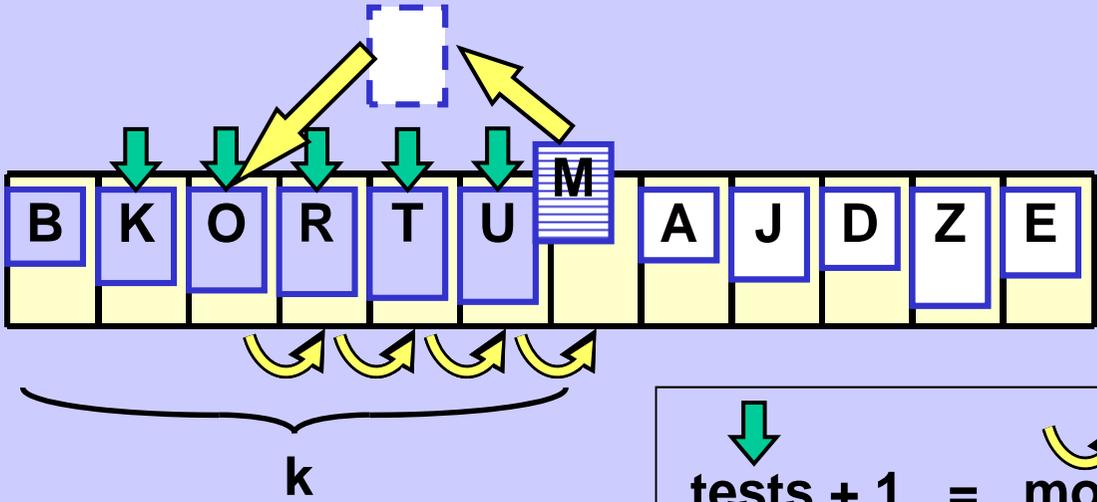


## Insertion sort

```
def insertSort( arr ):
    n = len( arr )
    for i in range( 1, n ):
        # find & make place for arr[i]
        insVal = arr[i]
        j = i-1
        while j >= 0 and arr[j] > insVal:
            arr[j+1] = arr[j]
            j -= 1;
        # insert arr[i] to the correct place
        arr[j+1] = insVal
```

# Insertion sort

Step k



 tests + 1 =  moves 

tests .....	1 k $(k+1)/2$	best case worst case "average" case
moves .....	2 k+1 $(k+3)/2$	best case worst case "average" case

## Insertion sort

### Resume

Tests  
total

$n - 1$	$= \Theta(n)$	best case
$(n^2 - n)/2$	$= \Theta(n^2)$	worst case
$(n^2 + n - 2)/4$	$= \Theta(n^2)$	“average” case

Moves  
total

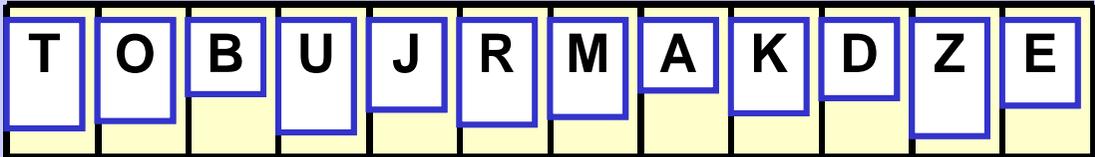
$2n - 2$	$= \Theta(n)$	best case
$(n^2 + n - 2)/2$	$= \Theta(n^2)$	worst case
$(n^2 + 5n - 6)/4$	$= \Theta(n^2)$	“average” case

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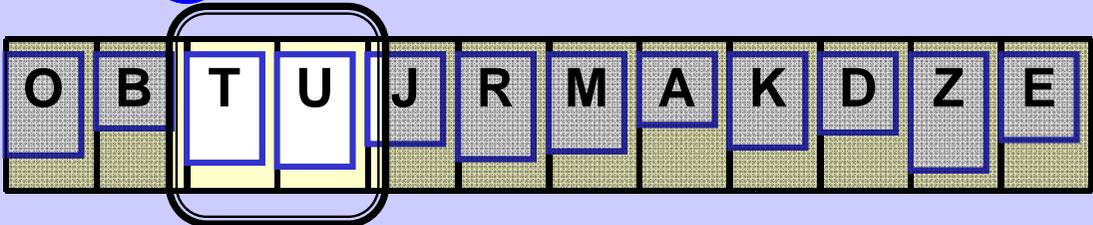
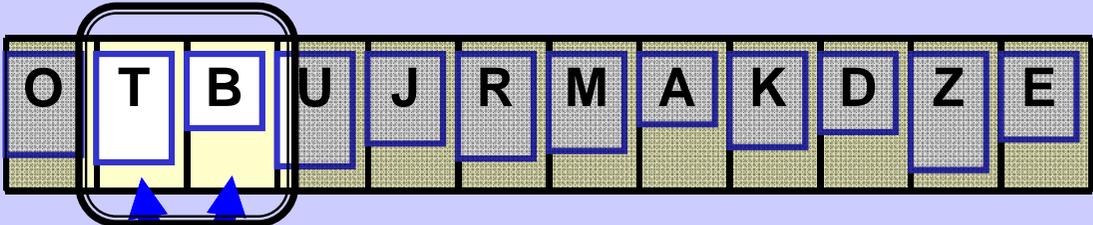
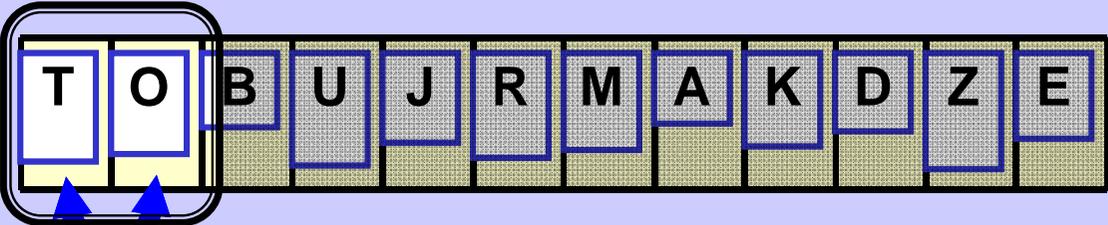
**Asymptotic complexity of Insertion sort is  $O(n^2)$  (!!)**

# Bubble sort

Start

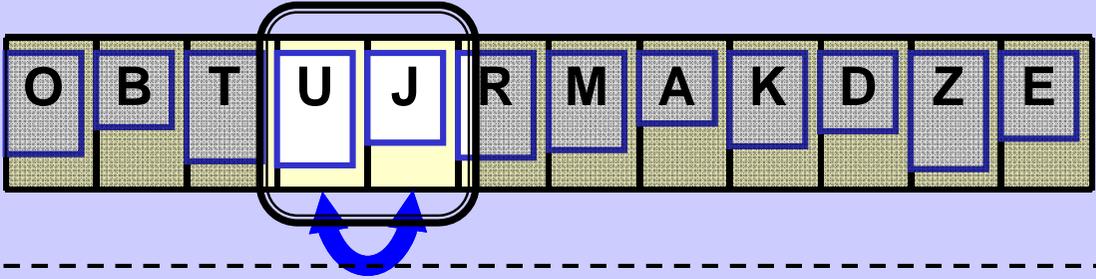


Phase 1

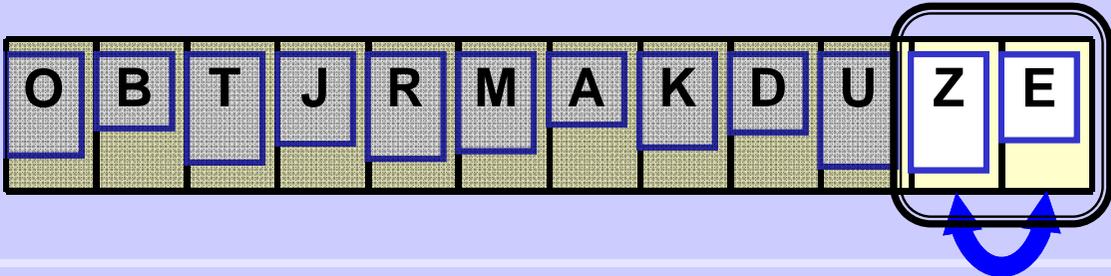


# Bubble sort

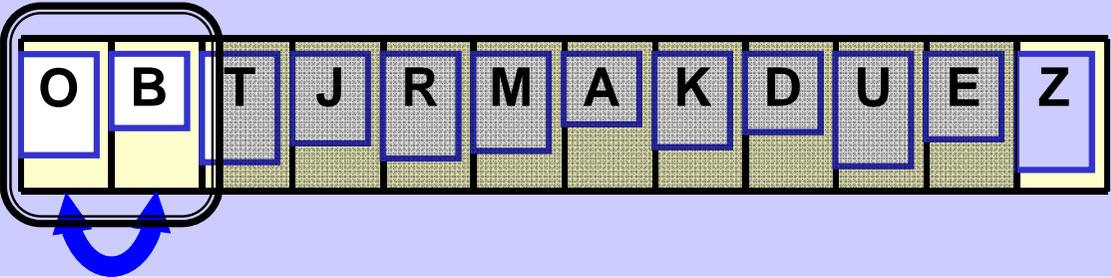
Phase 1



... etc ...

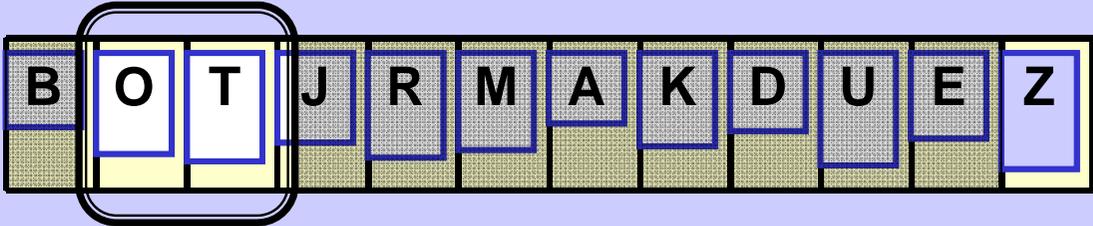


Phase 2

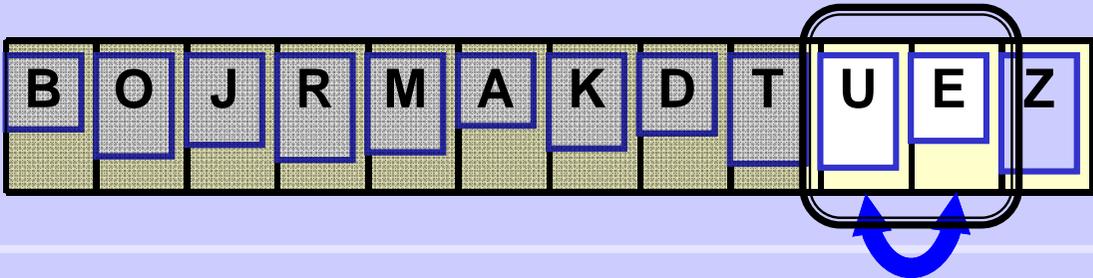


# Bubble sort

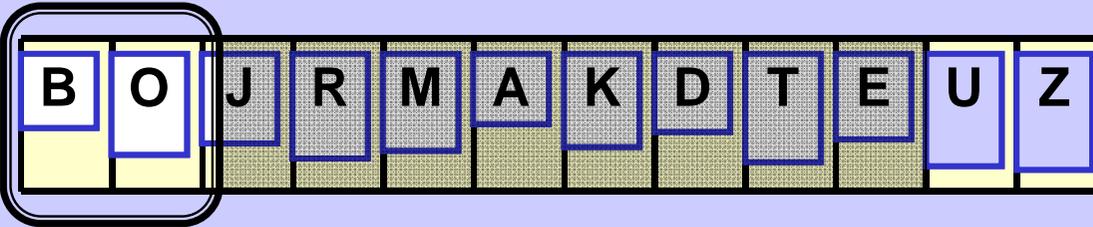
Phase 2



...etc...

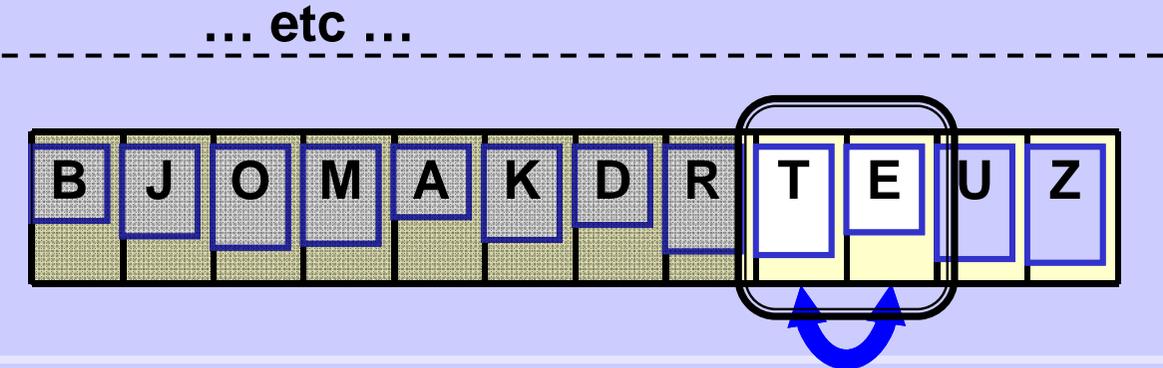


Phase 3



# Bubble sort

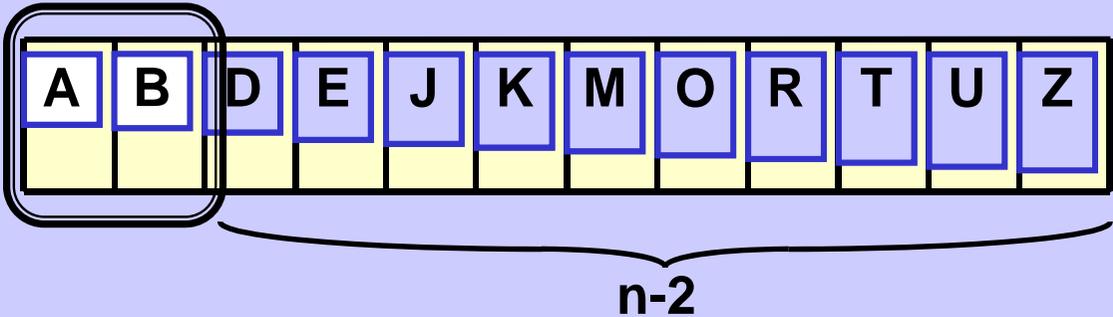
Phase 3



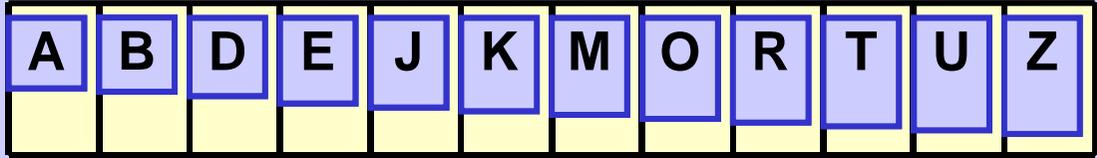
...

...

Phase n-1



All sorted



## Bubble sort

```
#decreasing lastPos
for lastPos in range( len(arr)-1, -1, -1 ):
    for j in range( lastPos ):
        if arr[j] > arr[j+1]: swap( arr, j, j+1 )
```

### Resume

Tests  
total

$$(n-1) + (n-2) + \dots + 2 + 1 = \frac{1}{2}(n^2 - n) = \Theta(n^2)$$

Moves  
total

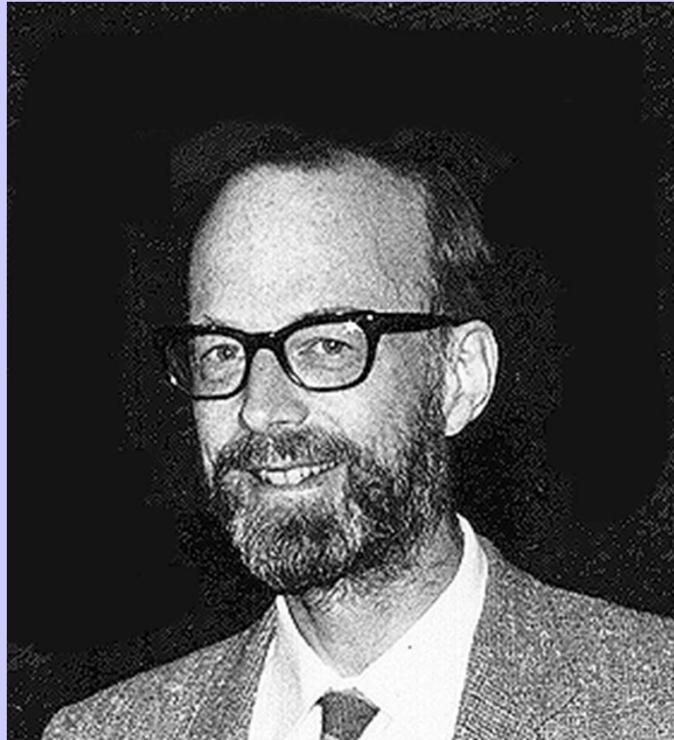
$$0 = \Theta(1) \quad \text{best case}$$

$$\frac{1}{2}(n^2 - n) = \Theta(n^2) \quad \text{worst case}$$

---

**Asymptotic complexity of Bubble sort is  $\Theta(n^2)$**

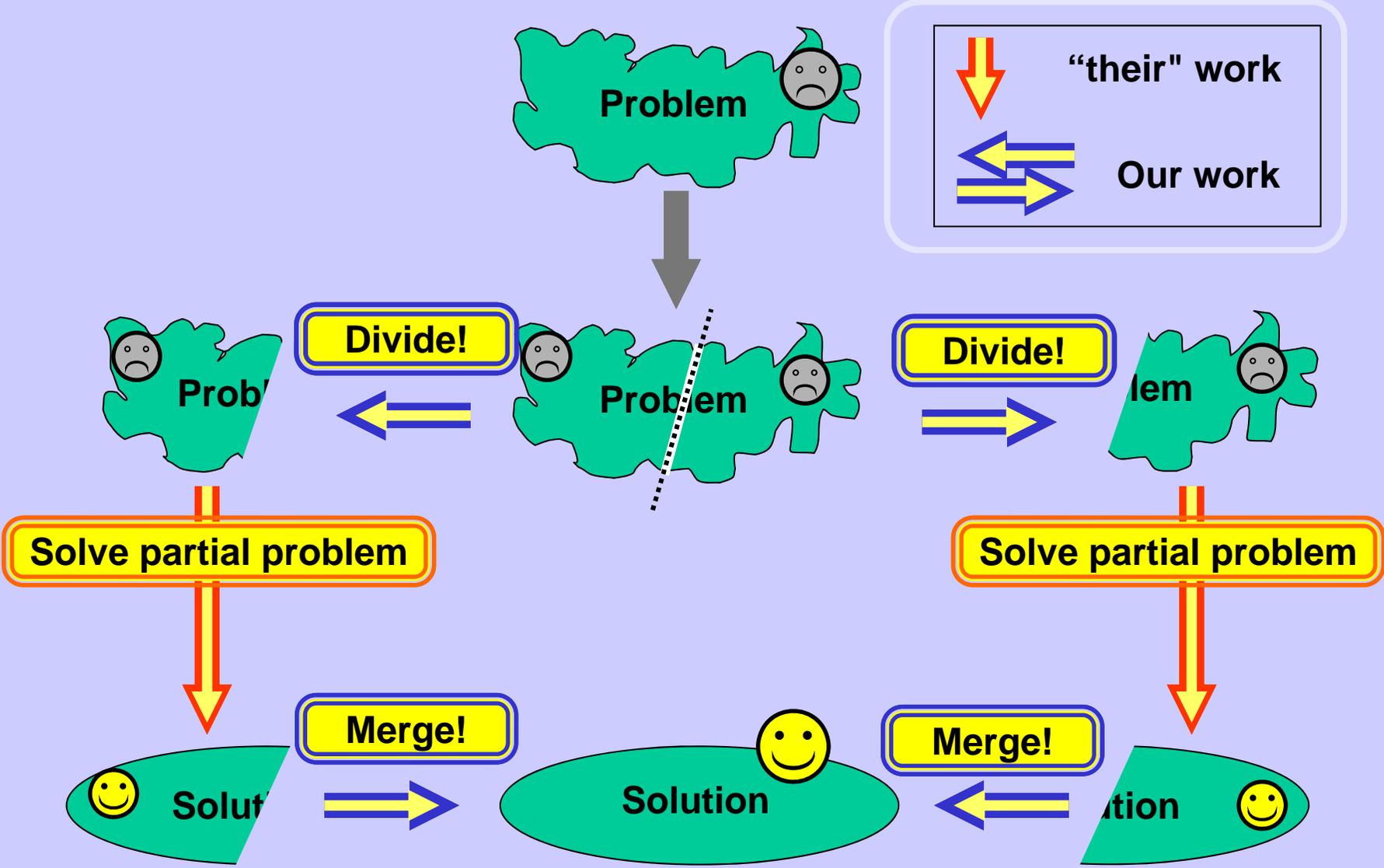
## Quicksort



**Sir Charles Antony Richard Hoare**

**C. A. R. Hoare: Quicksort. Computer Journal, Vol. 5, 1, 10-15 (1962)**

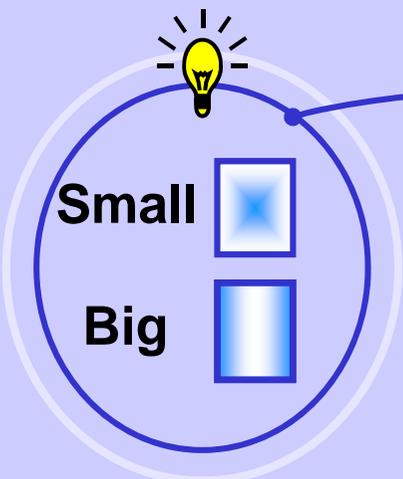
# Divide and conquer! Divide et impera!



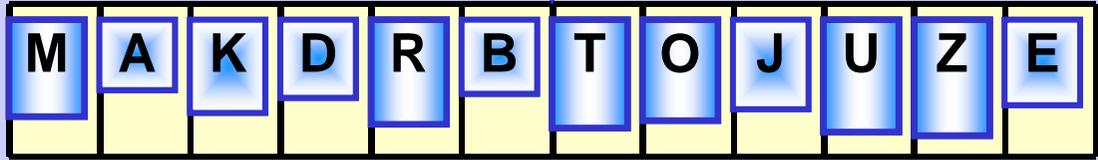
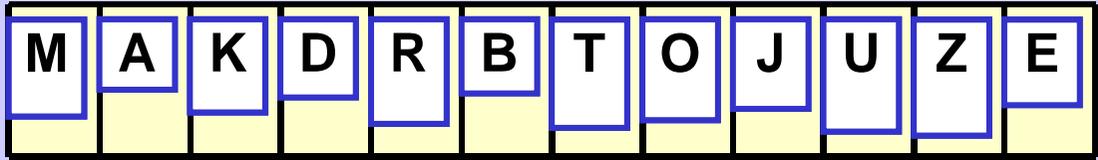
# Quicksort

The idea

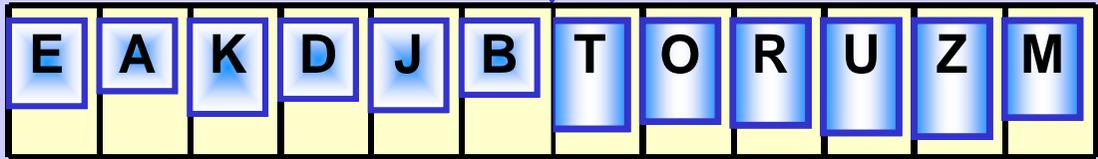
Start



## Divide & Conquer!



Divide!

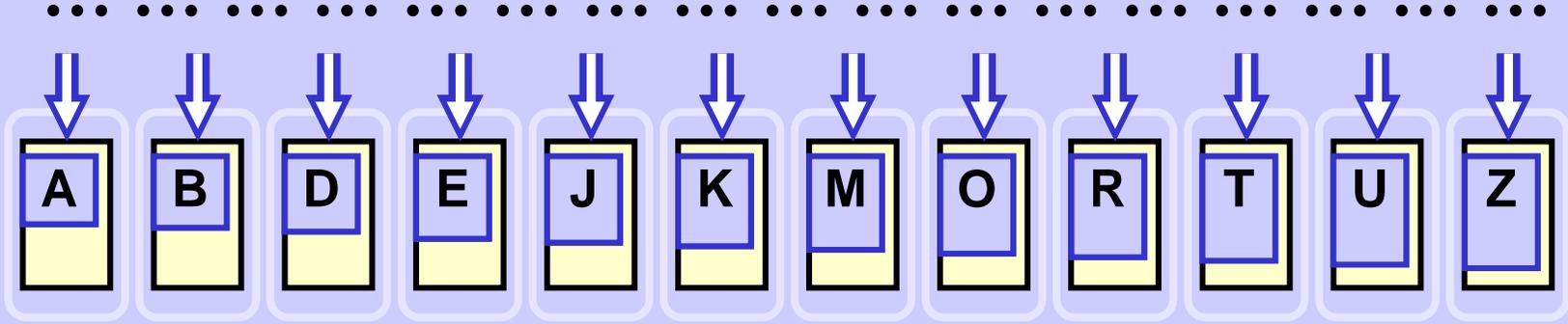


Small

Big



# Quicksort

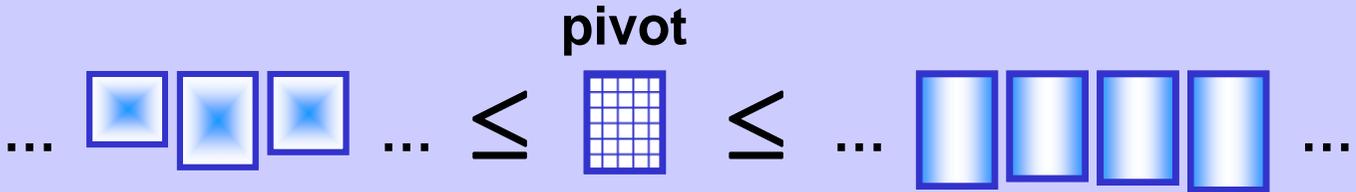


**Conquered!**

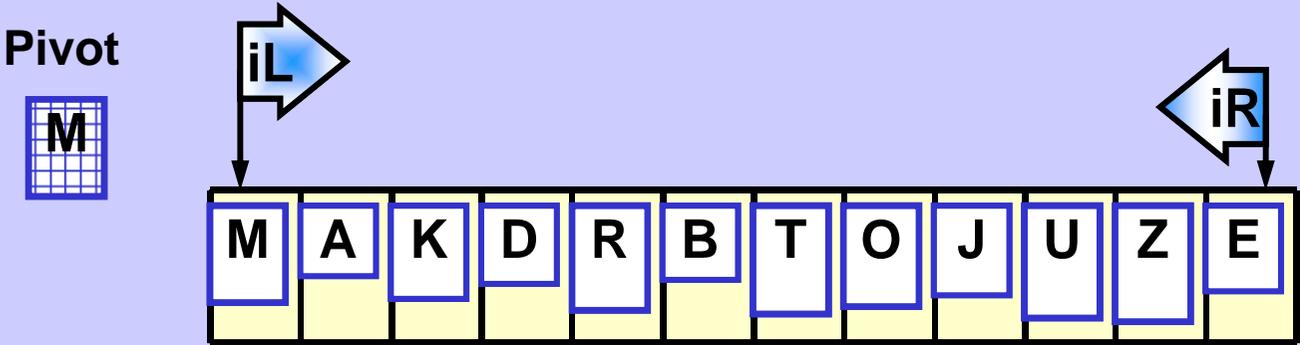
# Quicksort

## Dividing

Pivot



Init



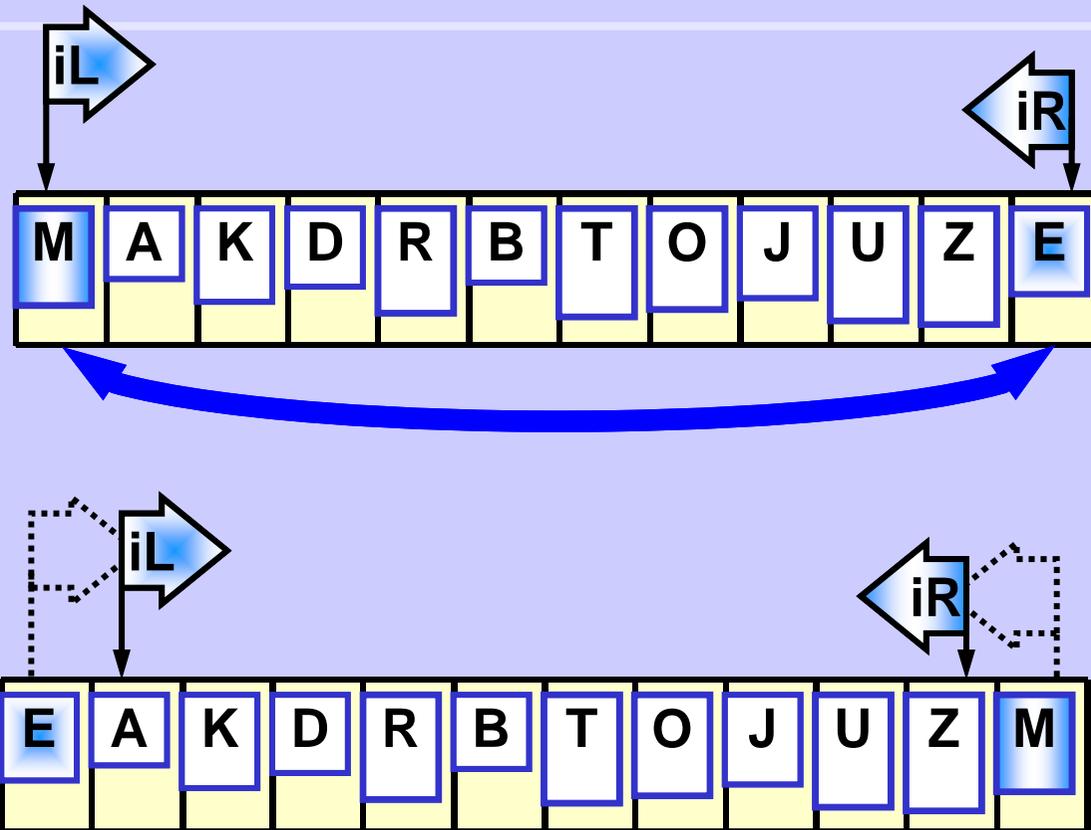
# Quicksort

## Dividing

Step 1

Pivot

M

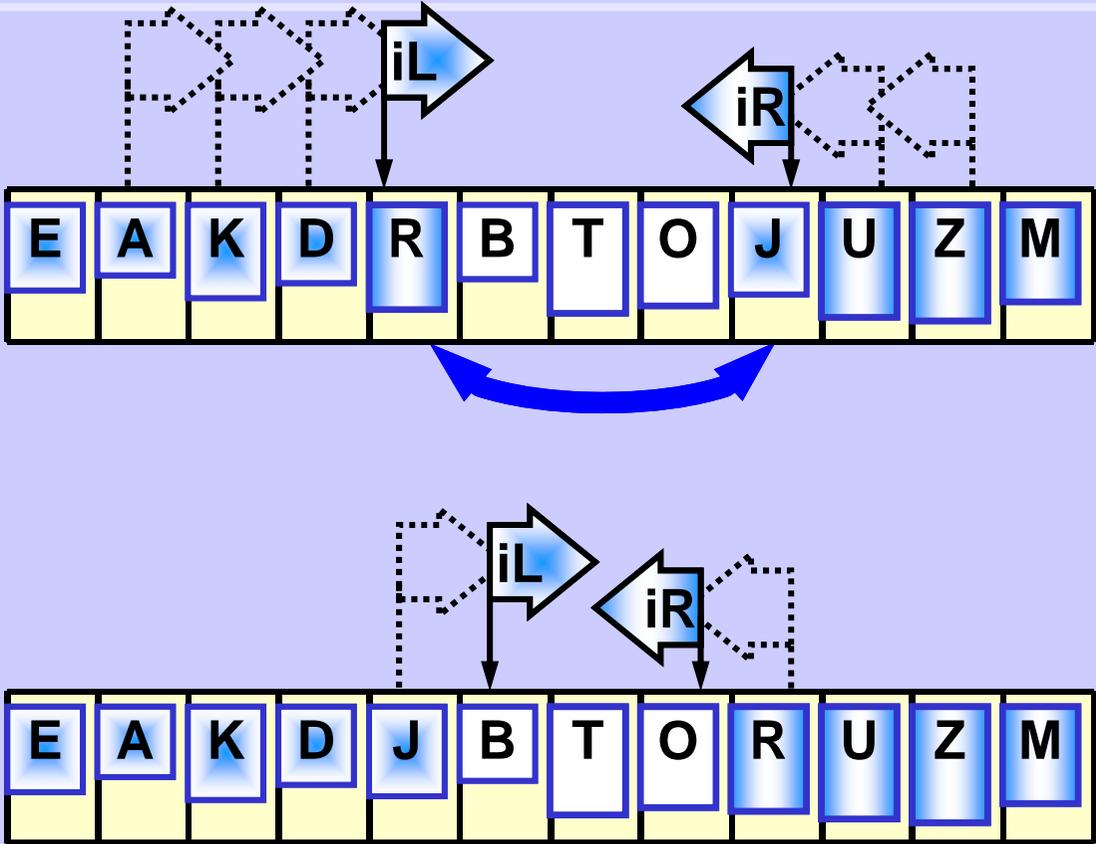


# Quicksort

## Dividing

Step 2

Pivot

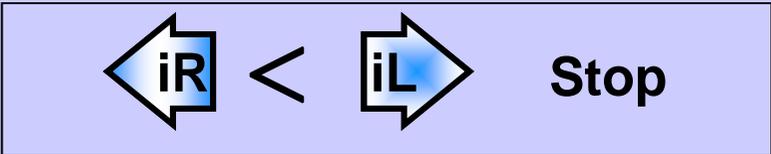
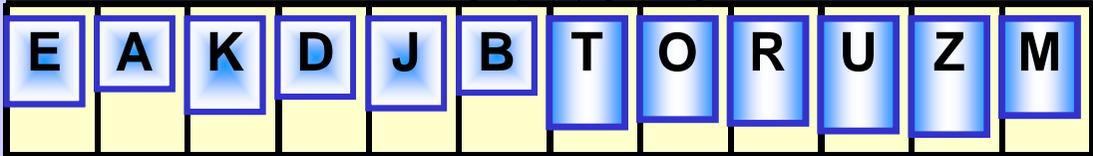


# Quicksort

## Dividing

Step 3

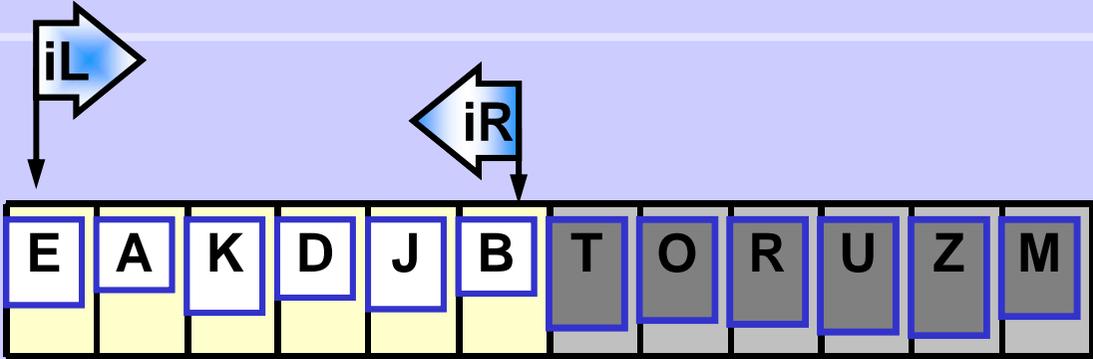
Pivot



Divide!

Init

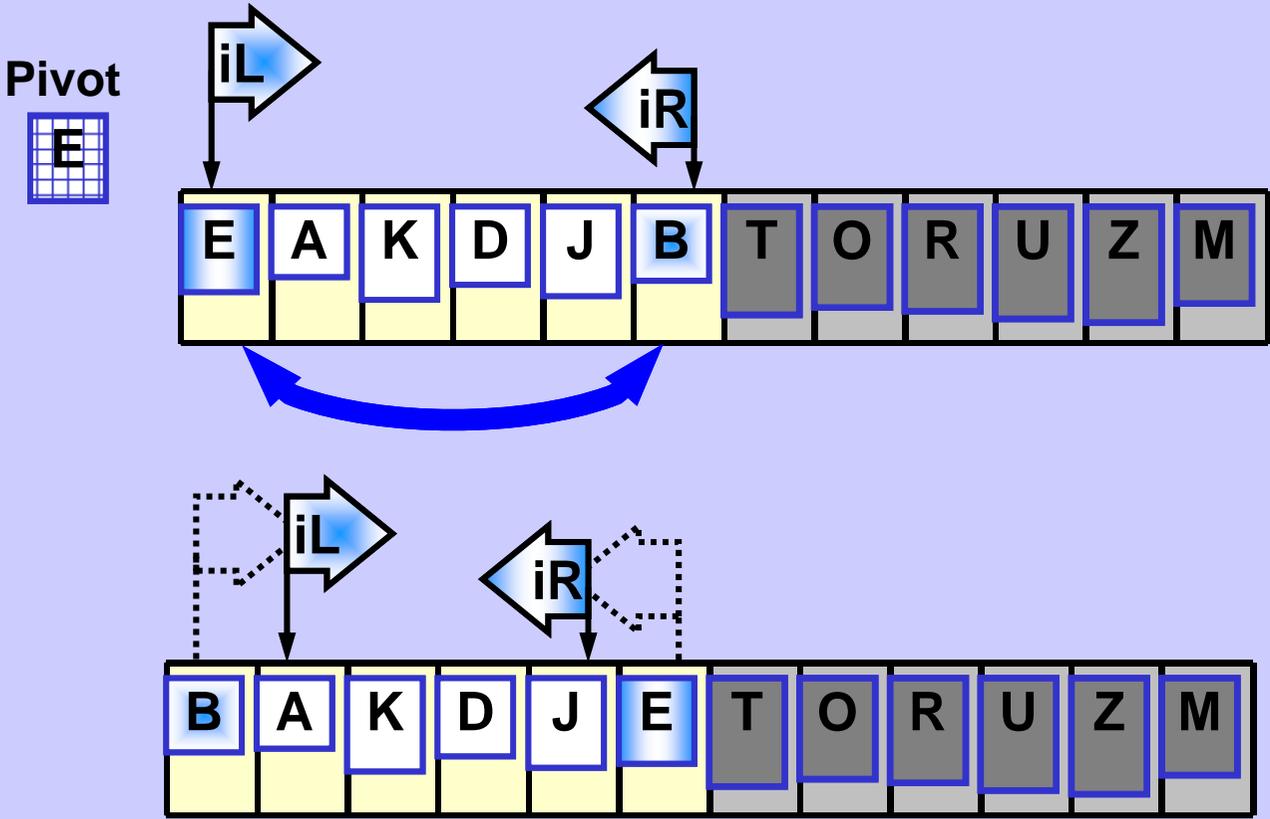
Pivot



# Quicksort

## Dividing

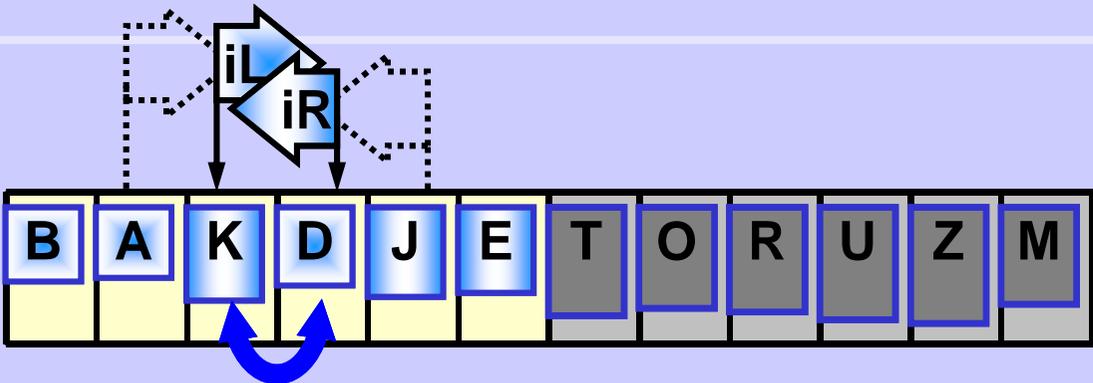
Step 1



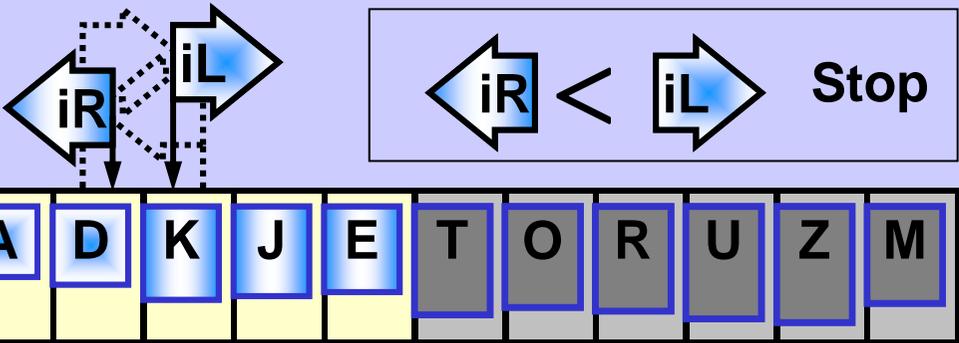
# Quicksort

## Dividing

Pivot

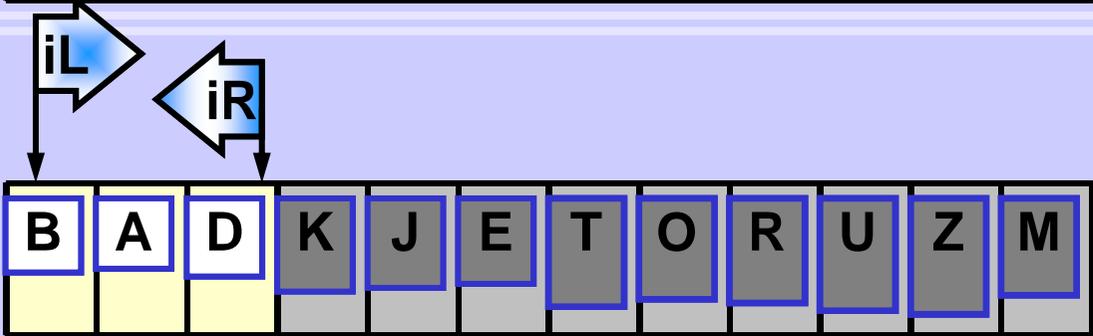


Step 2



Divide!

Pivot



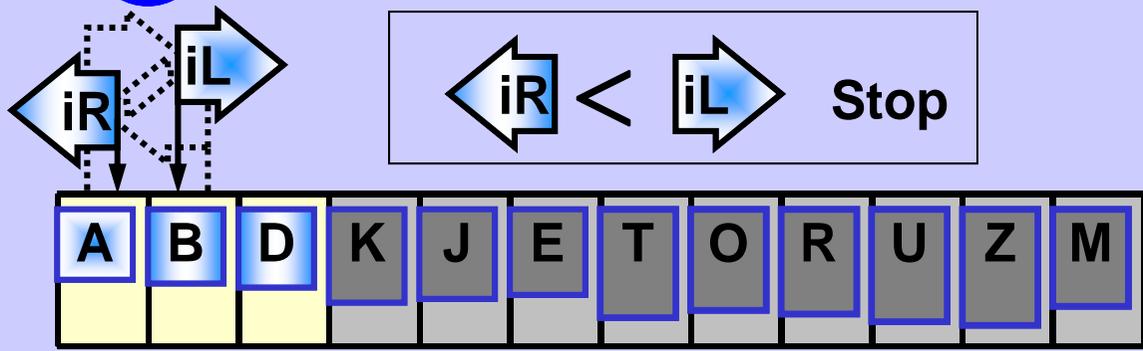
Init

# Quicksort

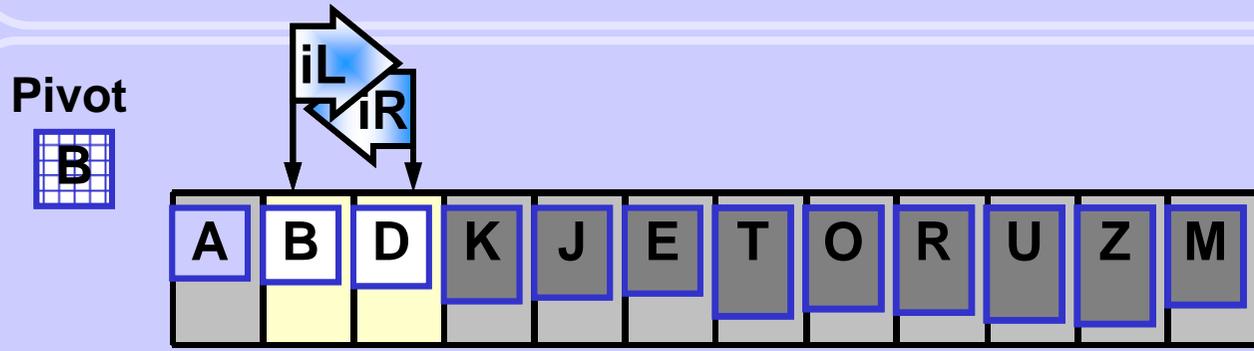
## Dividing



Step 1



Divide!



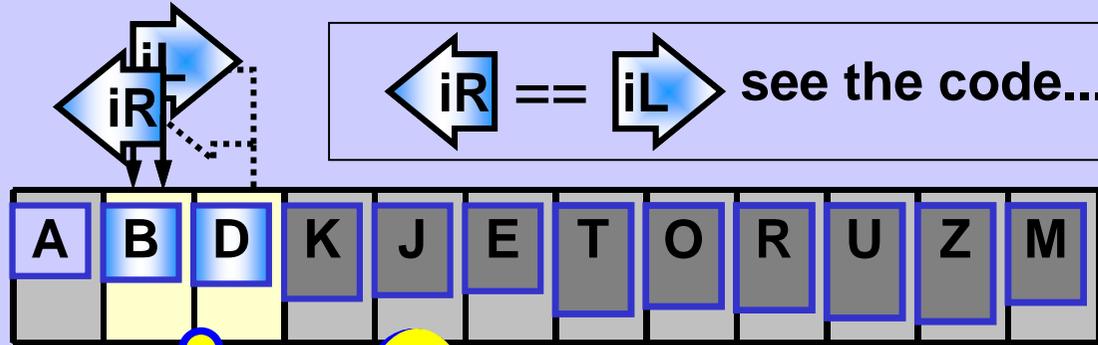
Init

# Quicksort

## Dividing

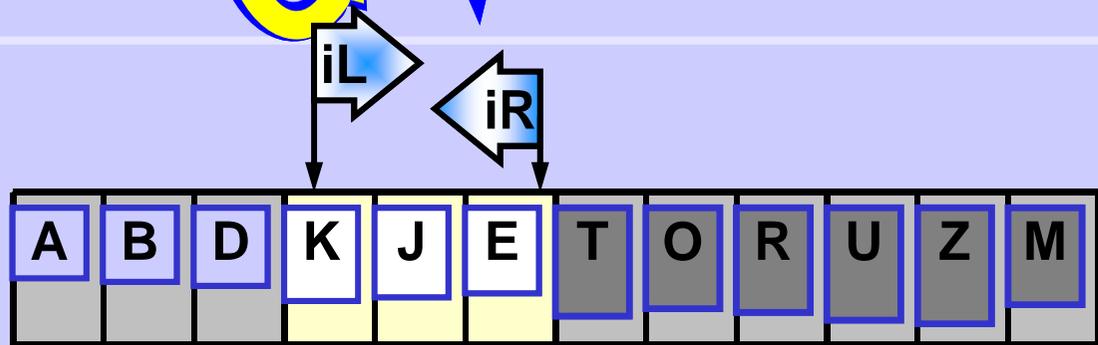
Step 1

Pivot



Next part

Pivot



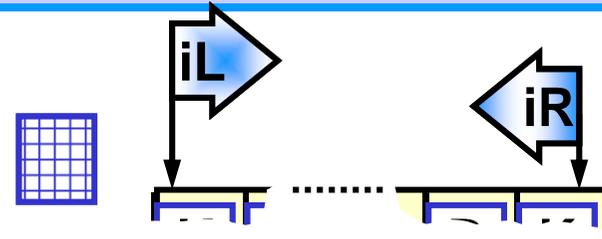
Init

etc...

etc...

## Quicksort

```
def qSort( a, low, high ):
    iL = low; iR = high;
    pivot = a[low]
```



```
while True:
```

```
    if iL > iR: break
```

```
    while a[iL] < pivot: iL += 1
```

```
    while a[iR] > pivot: iR -= 1
```

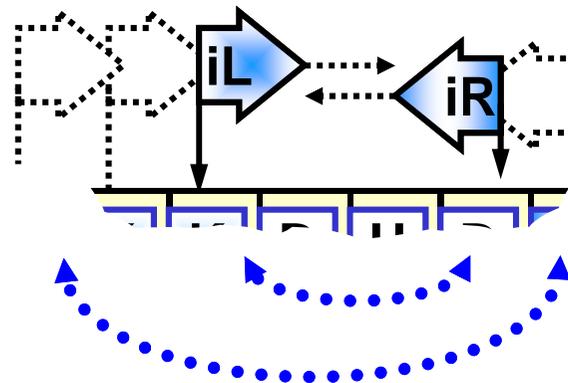
```
    if iL < iR:
```

```
        swap(a, iL, iR)
```

```
        iL += 1; iR -= 1
```

```
    else:
```

```
        if iL == iR: iL += 1; iR -= 1
```



```
if low < iR: qSort( a, low, iR )
```

```
if iL < high: qSort( a, iL, high )
```

**Divide!**

## Quicksort

**Init:** Left index is set to the first element of the current segment, right index is set to its last element, a pivot value is selected.

**Loop (dividing into "small" and "big") :**

Left index moves to the right

and stops at element which value is greater or equal to the pivot.

Right index moves to the left

and stops at element which value is smaller or equal to the pivot.

If the left index is still to the left of the right index then

the corresponding elements are swapped

and both indices are moved by one position in their respective

directions.

Else if the indices are equal then they are just moved by one in their respective directions.

The loop stops when left index is to the right of the right one.

**The recursive calls follow** (processing "small" and „big" separately):

Processing segment <beginning, right index>

and the segment <left index, end>

if the segment length is greater than 1.

## Quicksort

### Asymptotic complexity

Total  
tests and moves

$$\Theta(n \cdot \log_2(n))$$

best case

$$\Theta(n \cdot \log_2(n))$$

expected case

$$\Theta(n^2)$$

worst case

Asymptotic complexity of Quicksort is  $O(n^2)$  ...

... but! :

Expected complexity is  $\Theta(n \cdot \log_2(n))$  (!!)

## Quicksort



## Comparing effectivity



<b>N</b>	<b>N<sup>2</sup></b>	<b>N × log<sub>2</sub>(N)</b>	<b><math>\frac{N^2}{N \times \log_2(N)}</math></b>
<b>1</b>	<b>1</b>	<b>0</b>	
<b>10</b>	<b>100</b>	<b>33.2</b>	<b>3.0</b>
<b>100</b>	<b>10 000</b>	<b>6 64.4</b>	<b>15.1</b>
<b>1 000</b>	<b>1 000 000</b>	<b>9 965.8</b>	<b>100.3</b>
<b>10 000</b>	<b>100 000 000</b>	<b>132 877.1</b>	<b>752.6</b>
<b>100 000</b>	<b>10 000 000 000</b>	<b>1 660 964.0</b>	<b>6 020.6</b>
<b>1 000 000</b>	<b>1 000 000 000 000</b>	<b>19 931 568.5</b>	<b>50 171.7</b>
<b>10 000 000</b>	<b>100 000 000 000 000</b>	<b>232 534 966.6</b>	<b>430 042.9</b>

Tab. 1

## Alternative Partition Method

Literature (e.g. [CLRS] and web as well, e.g. Wikipedia) sometimes mentions the method implemented in the code below. The concept is straightforward, however, in practice it is slower, by factor 2 to 3.

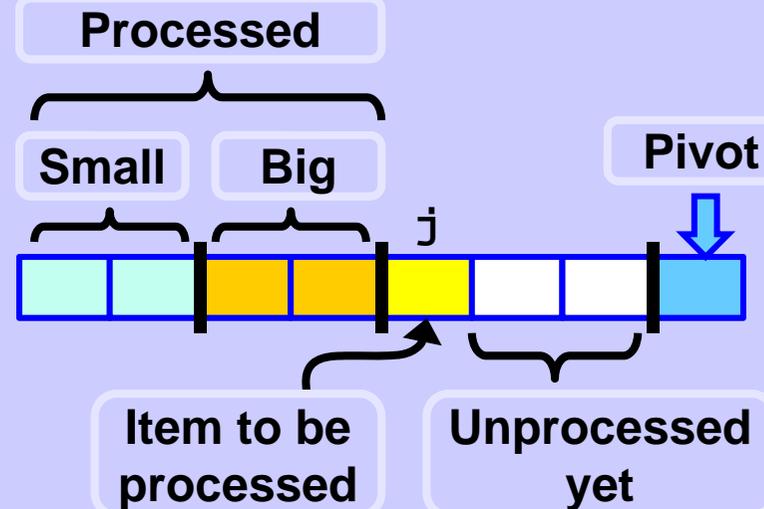
```
# returns index of the first element in the "big" part  
# including the pivot  
def partitionCLRS( a, iL, iR):  
    pivot = a[iR]; iMid = iL-1  
    for j in range(iL, iR):  
        if a[j] <= pivot:  
            iMid += 1  
            swap(a, iMid, j)  
    iMid += 1  
    swap(a, iMid, R)  
    return iMid
```

See the example  
on the next slide.

Each element smaller or equal to the pivot is swapped.  
About half of all entries are expected to be swapped.  
The classic variant performs much less swaps.

## Alternative Partition Method

Process from left to right



```

pivot = a[iR]; iMid = iL-1
for j in range(iL, iR):
    if a[j] <= pivot:
        iMid += 1
        swap(a, iMid, j)
iMid += 1
swap(a, iMid, R)
return iMid

```

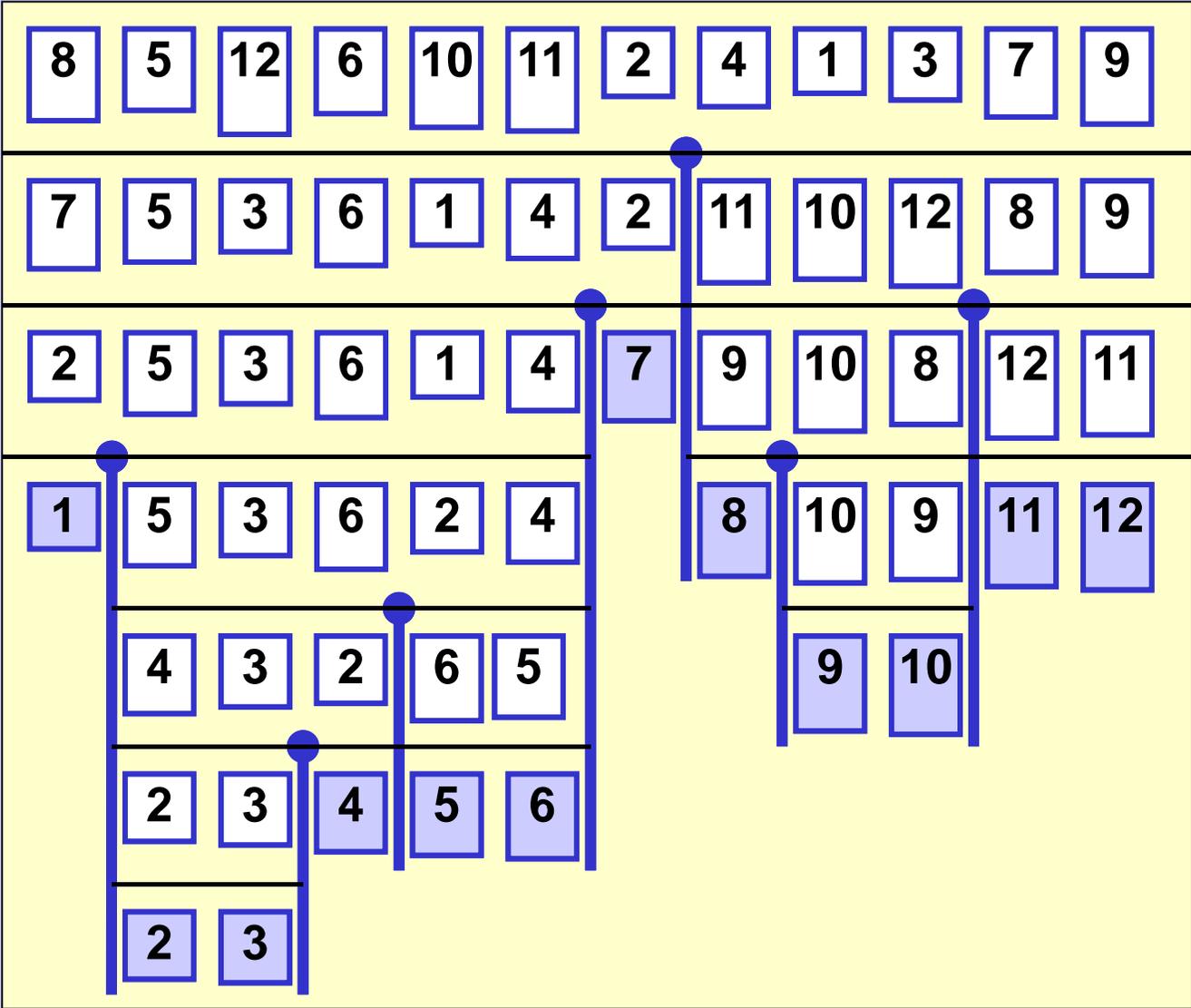
## Example



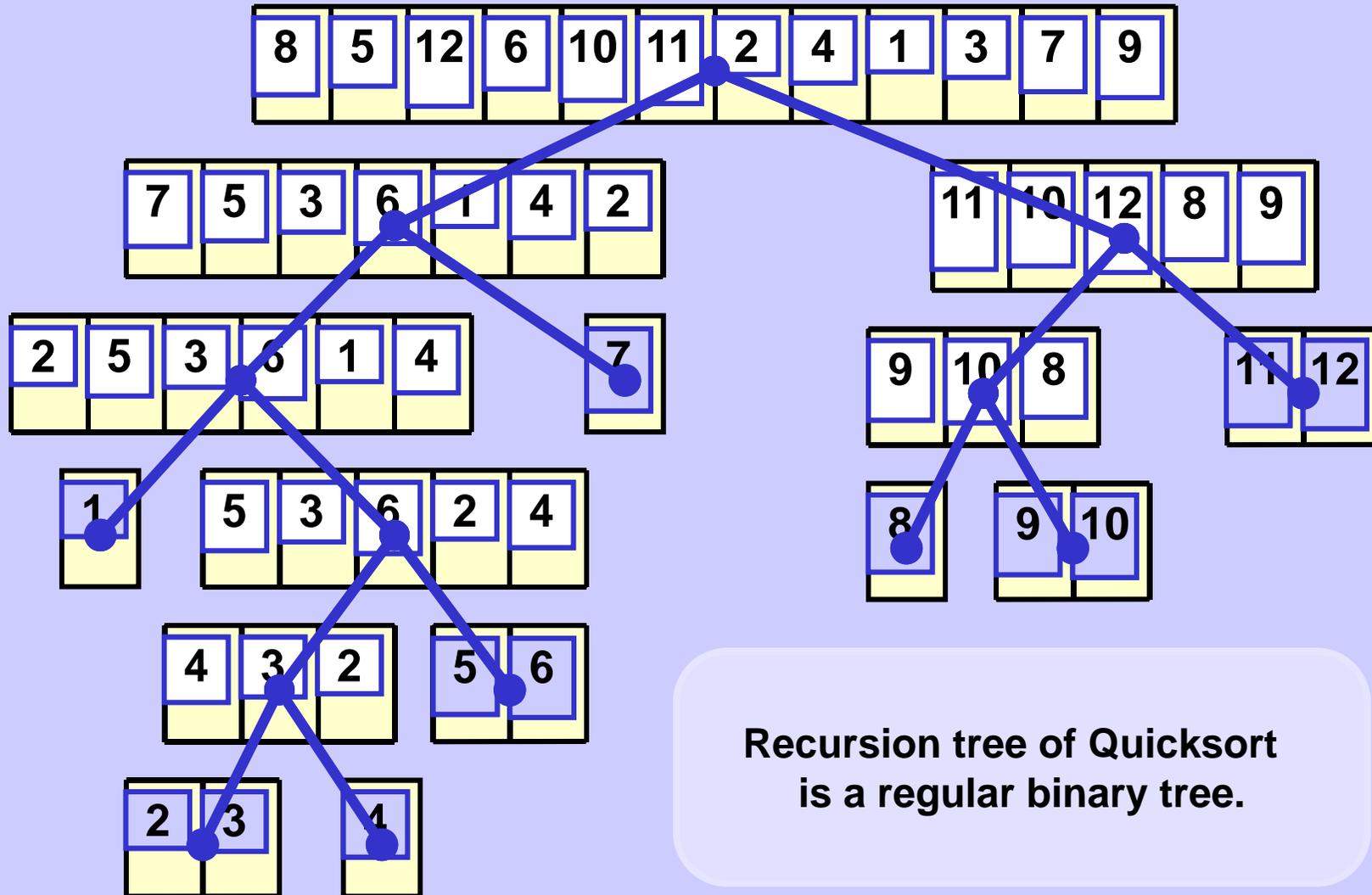
# Quicksort

## Example

pivot =  
= first  
in the  
segment



# Quicksort



## Stable sort

Stable sort does not change the order of elements with the same value.

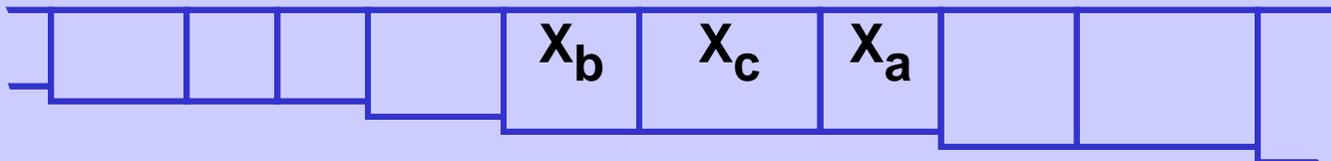
Unsorted data



Values  $X_i$  are equal



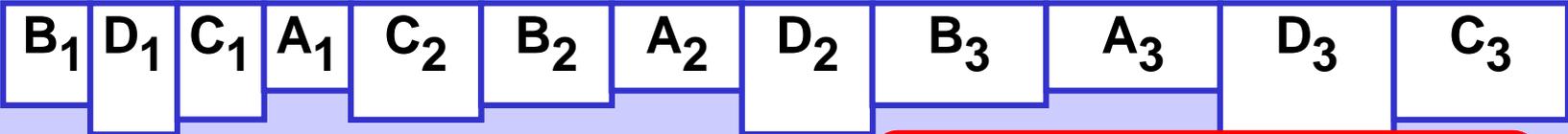
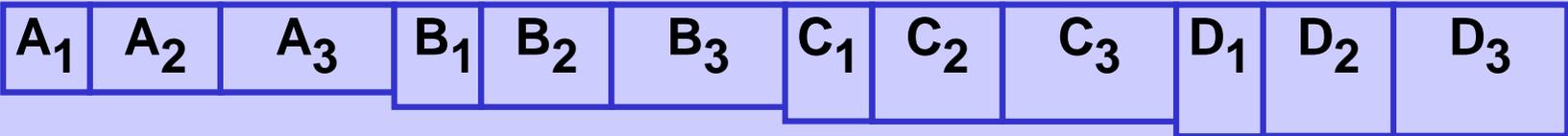
Sorted data



# Sort stability



Insert Bubble -- Stable implementation



Insert Bubble -- Unstable implementation



Quicksort Always unstable!!  
Select sort



## Stable sort

Record: 

Name	Surname
------	---------

Input: List sorted only by names.

Andrew	Cook
Andrew	Amundsen
Andrew	Brown
Barbara	Cook
Barbara	Brown
Barbara	Amundsen
Charles	Amundsen
Charles	Cook
Charles	Brown

Stable sort  
Sort records only by  

surnames
----------

Output: List sorted by surnames and by names

Andrew	Amundsen
Barbara	Amundsen
Charles	Amundsen
Andrew	Brown
Barbara	Brown
Charles	Brown
Andrew	Cook
Barbara	Cook
Charles	Cook

The order of the records with the same name remains unchanged.

## Unstable sort

Record: 

Name	Surname
------	---------

Input: List sorted only by names.

Andrew	Cook
Andrew	Amundsen
Andrew	Brown
Barbara	Cook
Barbara	Brown
Barbara	Amundsen
Charles	Amundsen
Charles	Cook
Charles	Brown

QuickSort



Sort records only by surnames

surnames
----------

Output: Original order of names is lost.

Sorted

Barbara	Amundsen
Andrew	Amundsen
Charles	Amundsen
Barbara	Brown
Charles	Brown
Andrew	Brown
Charles	Cook
Andrew	Cook
Barbara	Cook

The order of the records with the same name is changed.