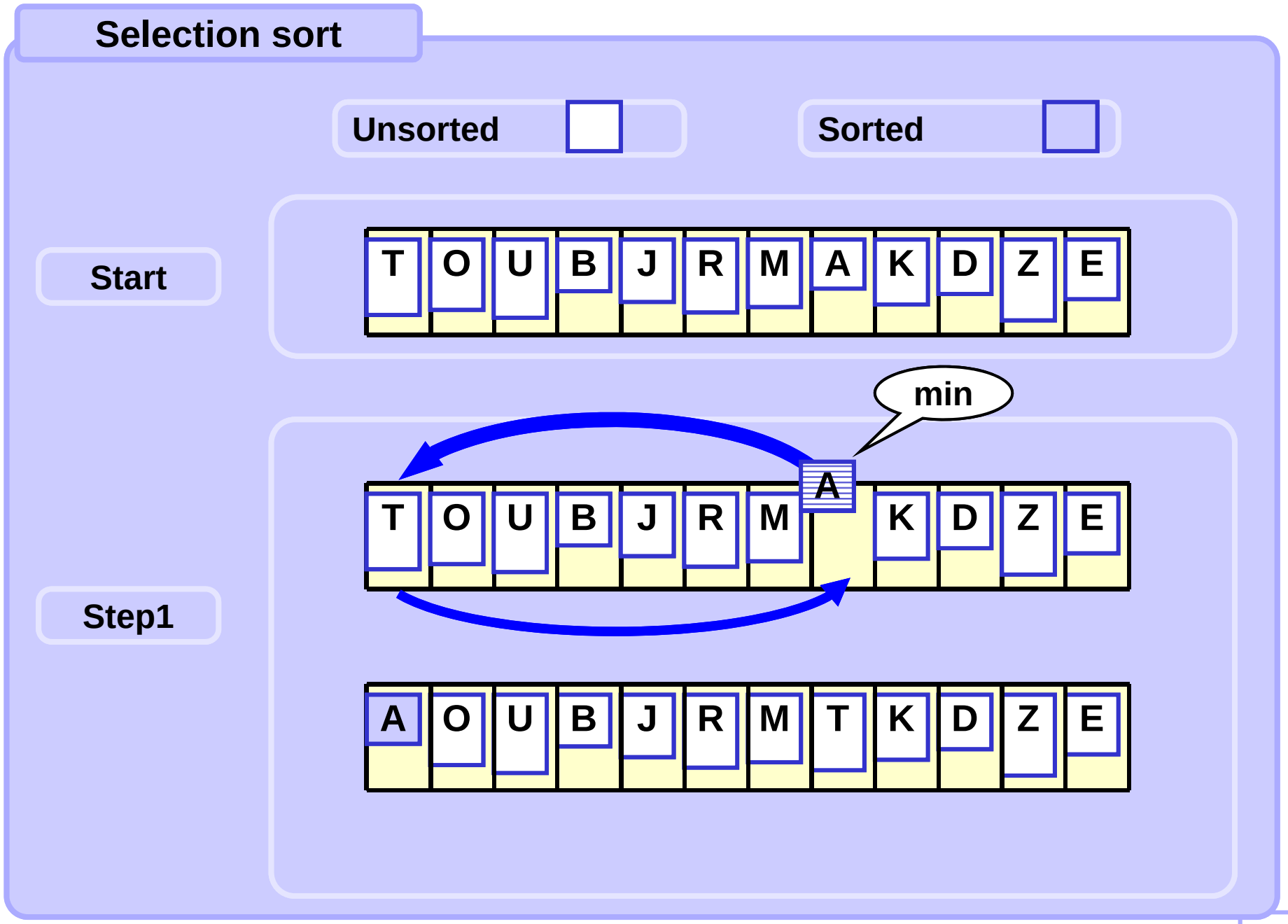
ALG 07

Selection sort (Select sort)
Insertion sort (Insert sort)
Bubble sort deprecated

Quicksort

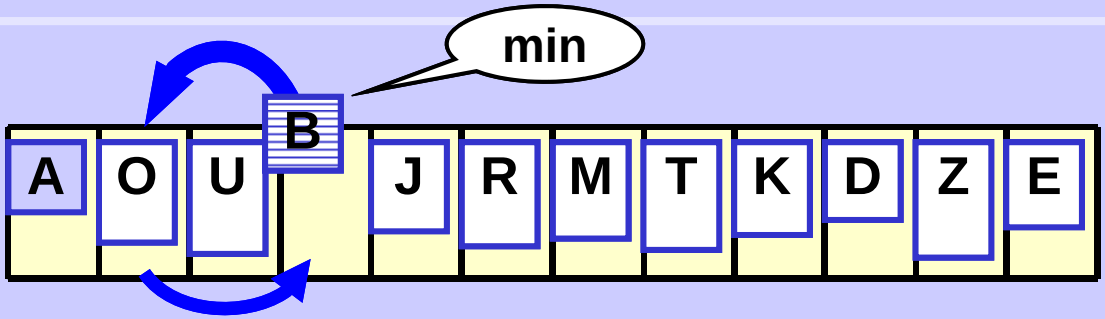
Sort stability

Selection sort

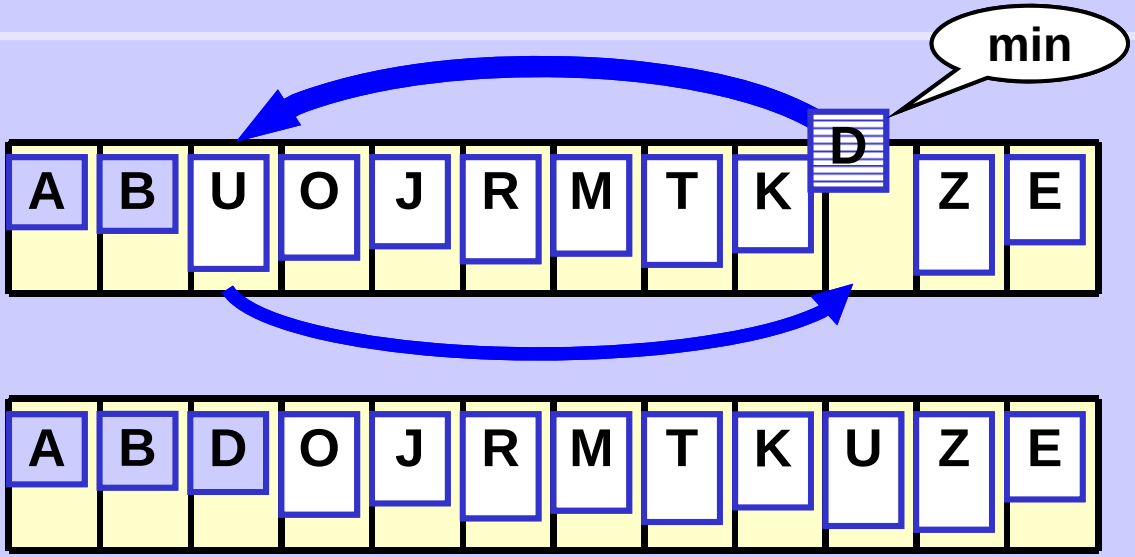


Selection sort

Step 2



Step 3

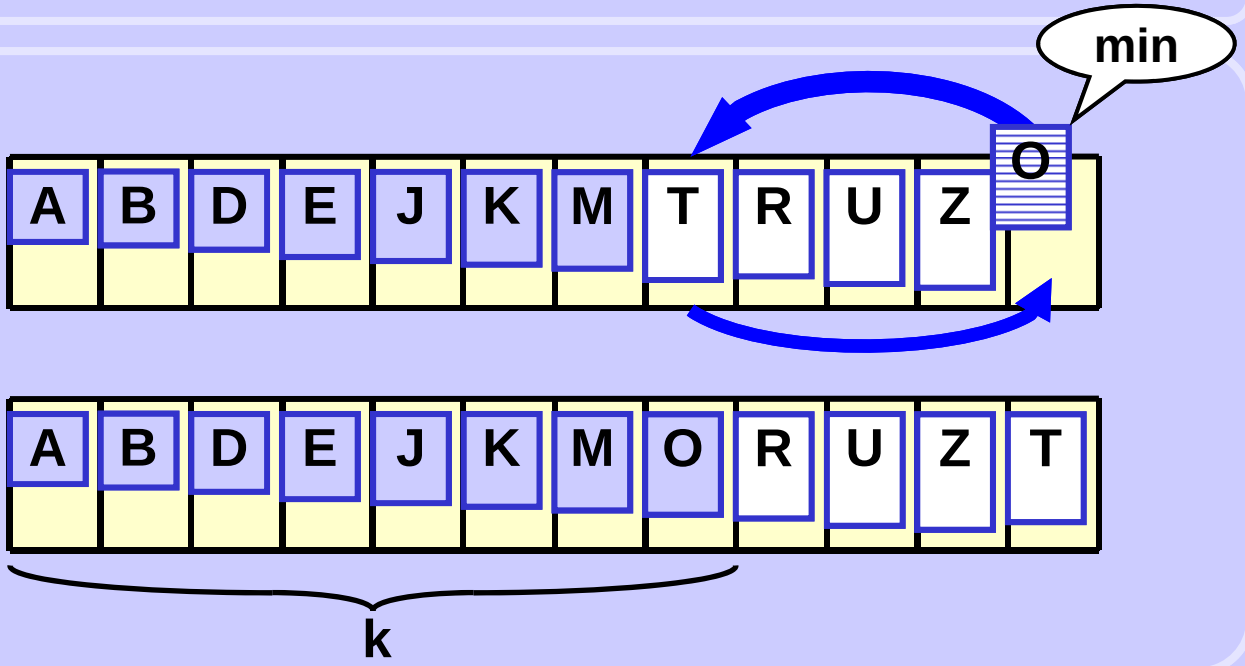


Selection sort

. . .

. . .

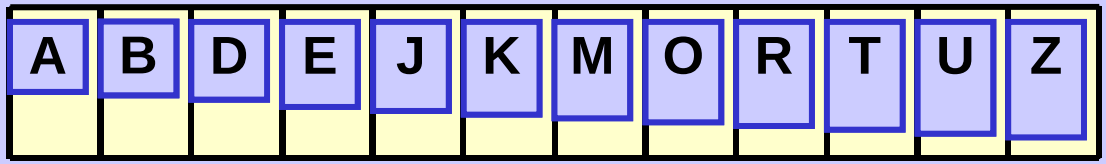
Step k



. . .

. . .

All sorted

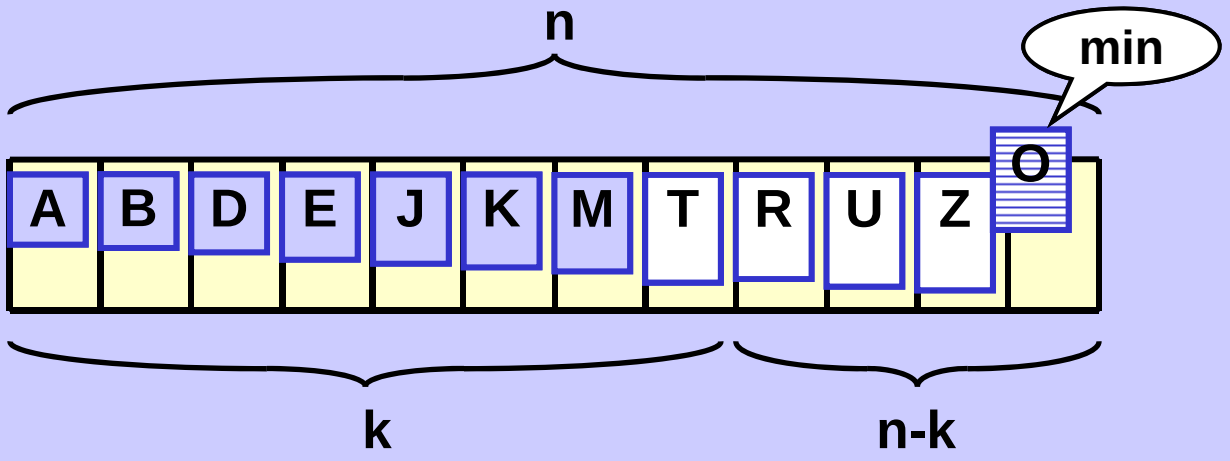


Selection sort

```
for (i = 0; i < n-1; i++) {
                                        // select min
  jmin = i;
  for (j = i+1; j < n; j++)
    if (a[j] < a[jmin])
      jmin = j;
                                        // put min
  min = a[jmin];
  a[jmin] = a[i];
  a[i] = min;
}
```

Selection sort

Step k



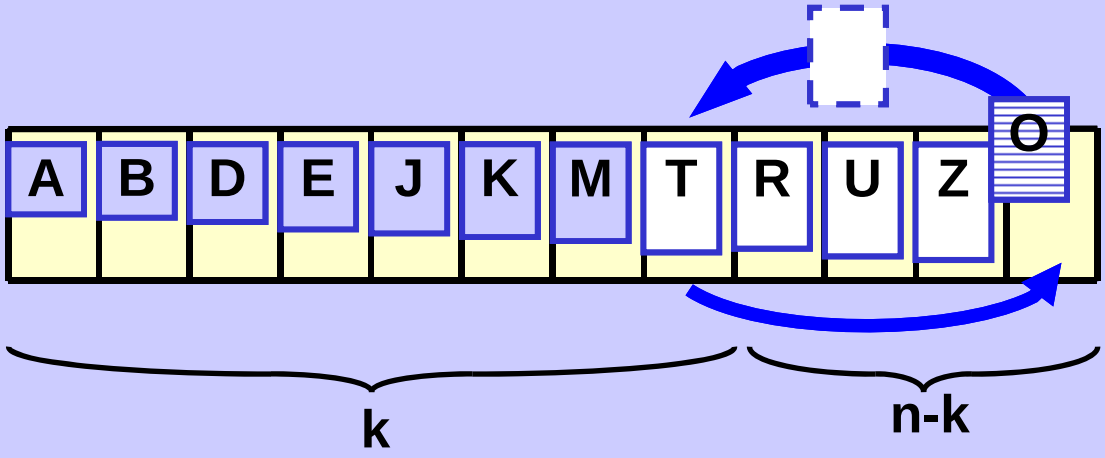
Select minimum ……. **(n-k) tests**

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

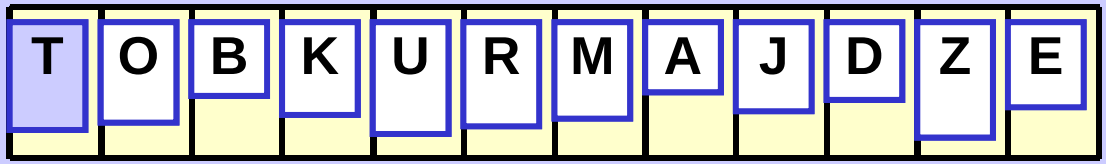
Resume

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

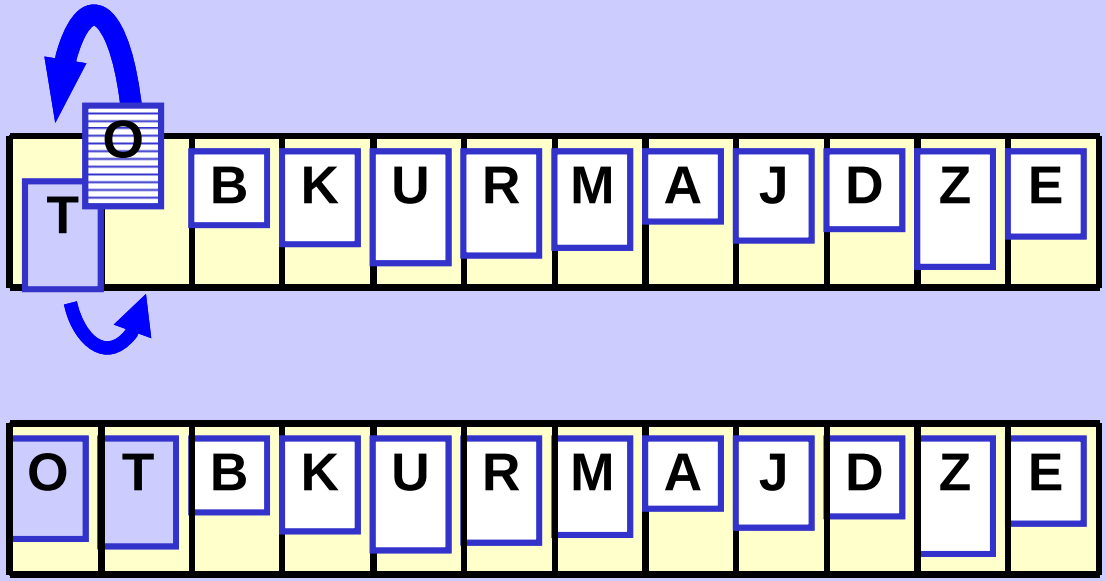
Asymptotic complexity of Selection Sort is $\Theta(n^2)$

Insertion sort

Start

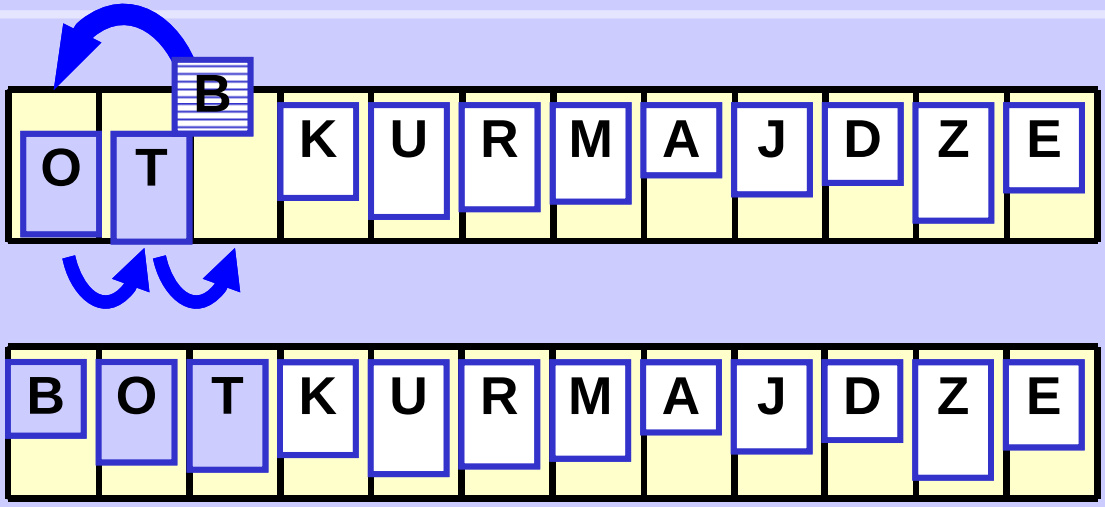


Step 1

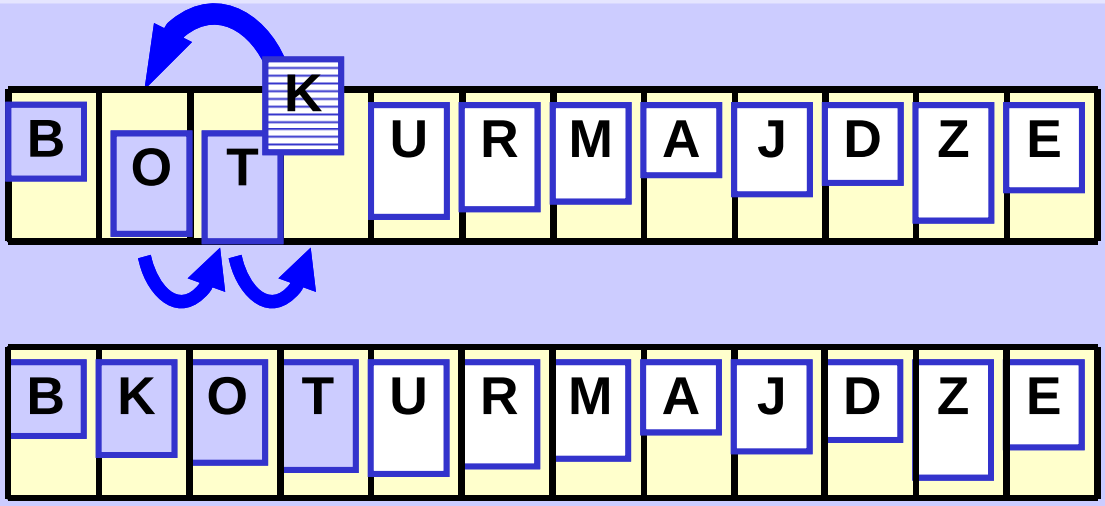


Insertion sort

Step 2



Step 3

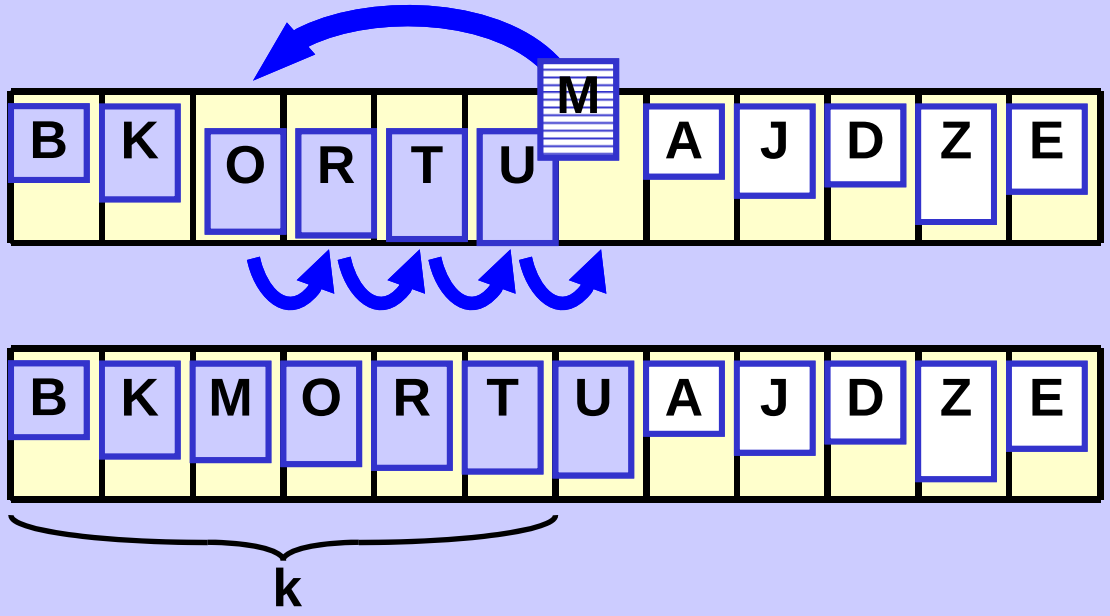


Insertion sort

. . .

. . .

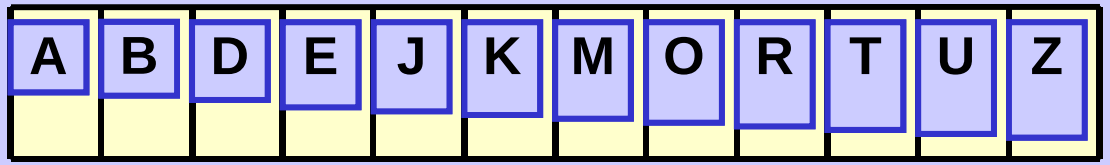
Step k



. . .

. . .

All sorted

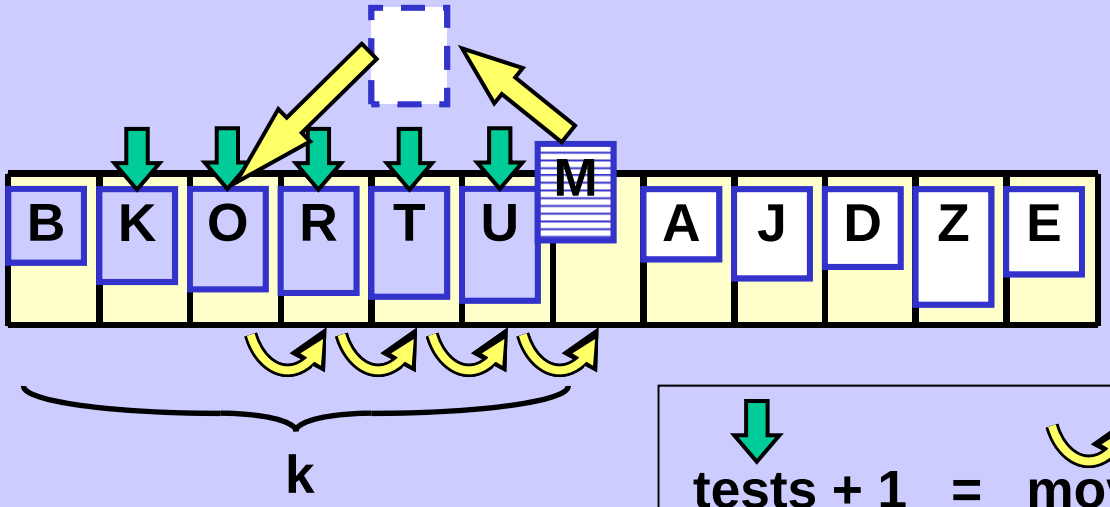


Insertion sort

```
for (i = 1; i < n; i++) {
                                    // find & make
                                    // place for a[i]
  insVal = a[i];
  j = i-1;
  while ((j >= 0) && (a[j] > insVal)) {
    a[j+1] = a[j];
    j--;
  }
                                    // insert a[i]
  a[j+1] = insVal;
}
```

Insertion sort

Step k



tests + 1 = moves

tests …….	1	best case
	k	worst case
	(k+1)/2	“average” case

moves …….	2	best case
	k+1	worst case
	(k+3)/2	“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

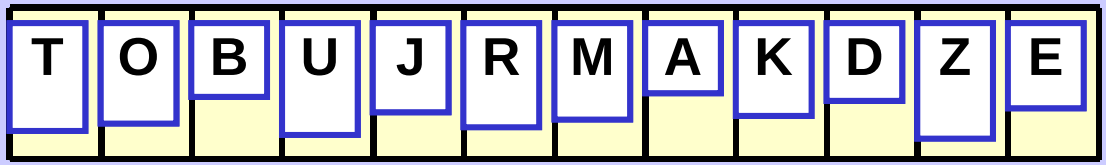
Moves total

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

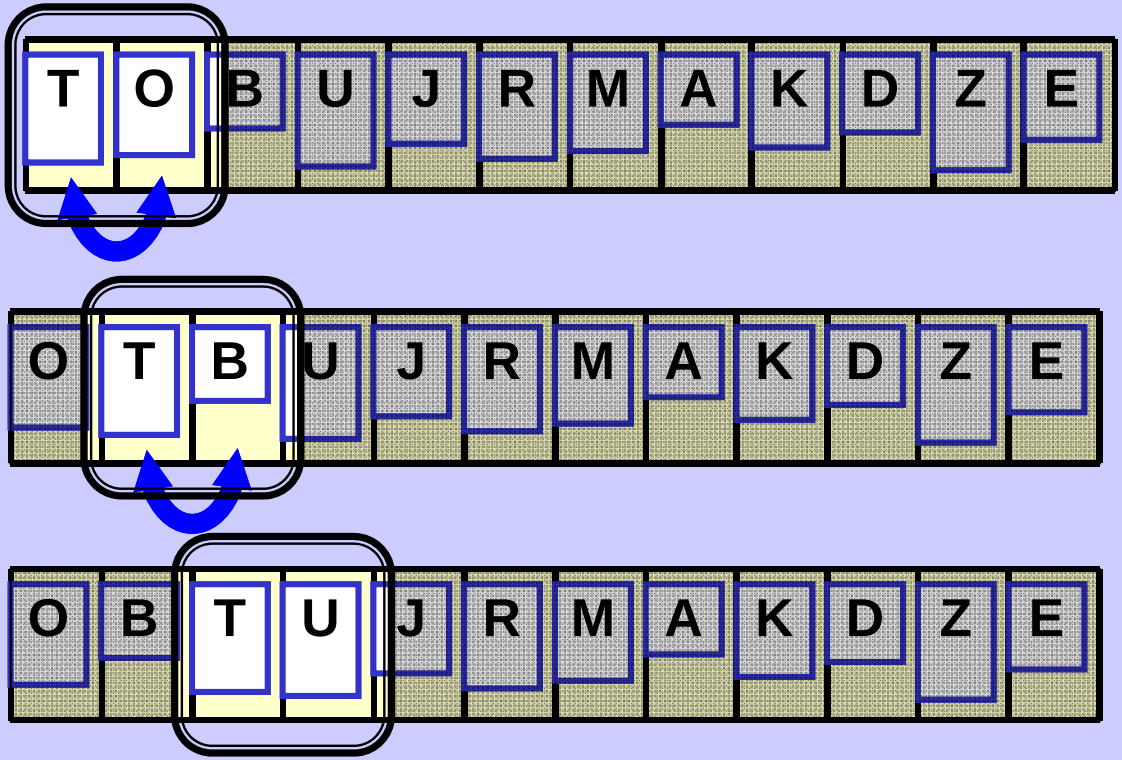
Asymptotic complexity of Insertion sort is $O(n^2)$ (!!)

Bubble sort

Start

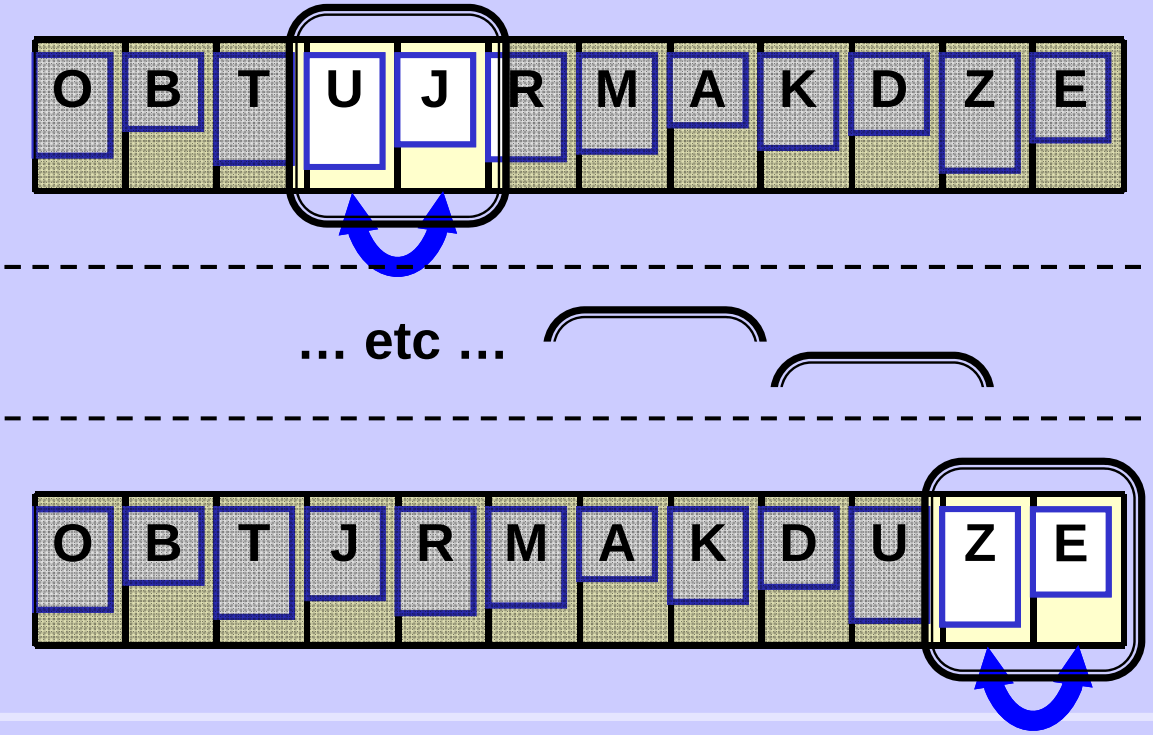


Phase 1

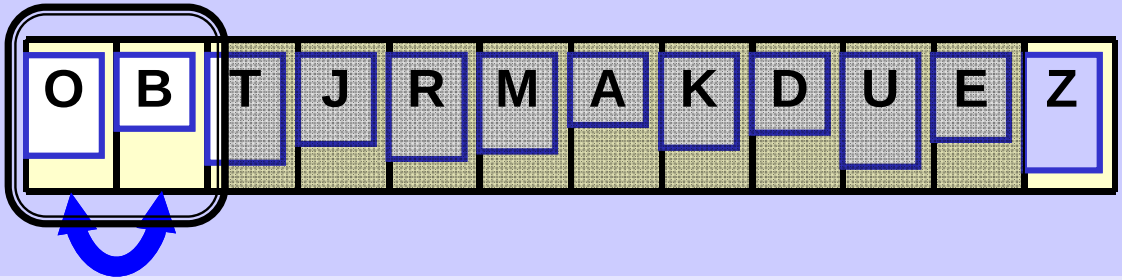


Bubble sort

Phase 1

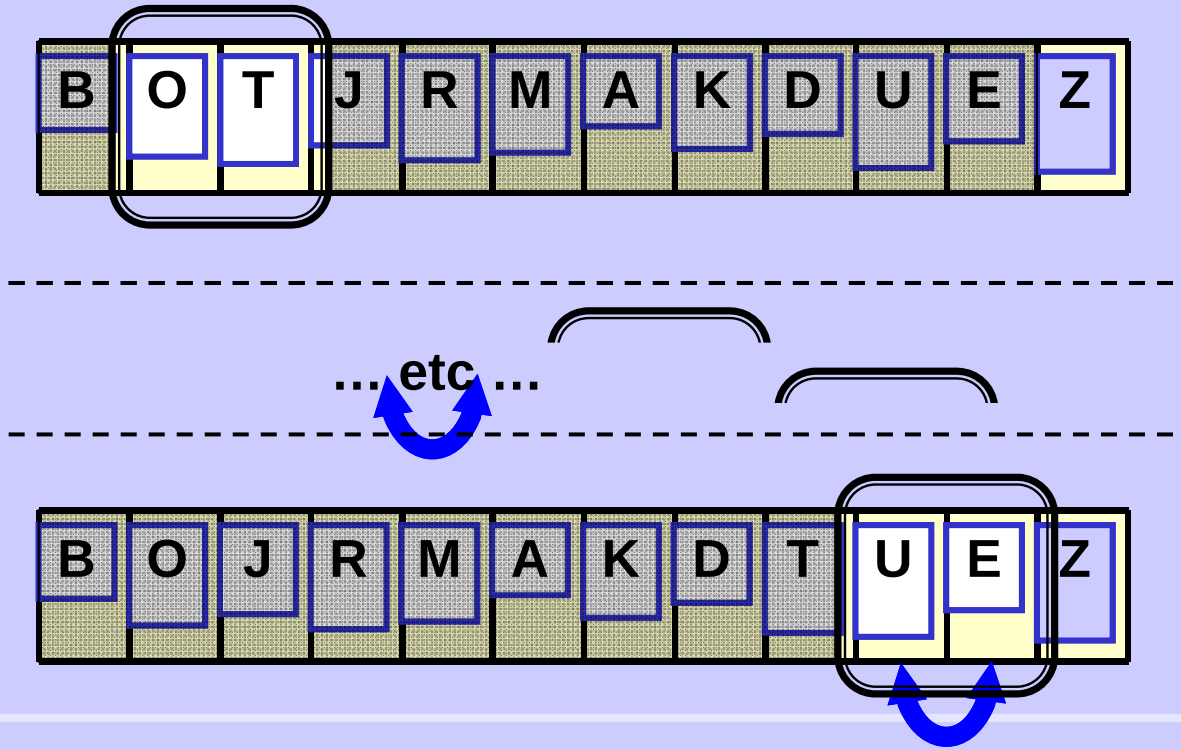


Phase 2

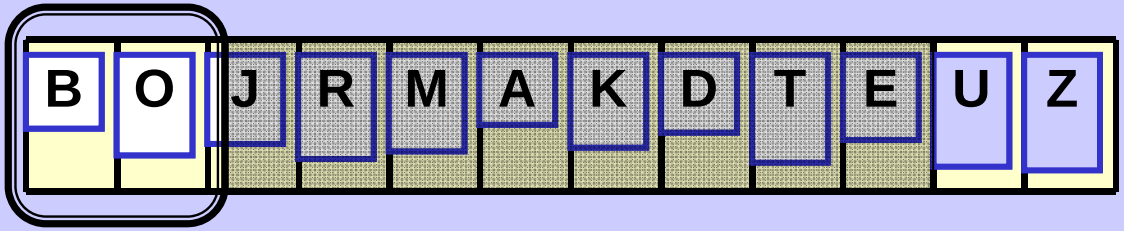


Bubble sort

Phase 2

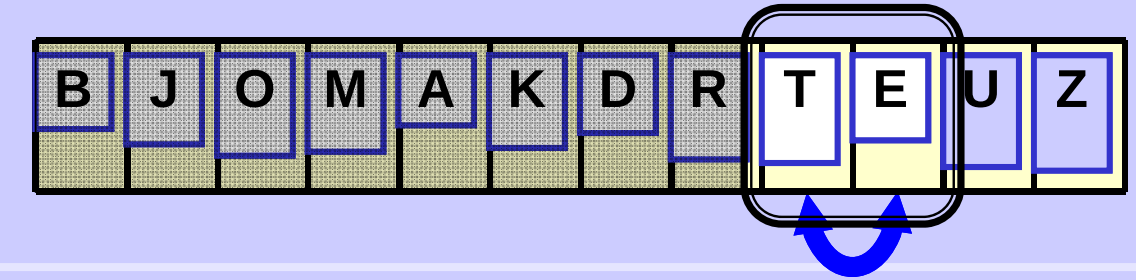


Phase 3



Bubble sort

Phase 3



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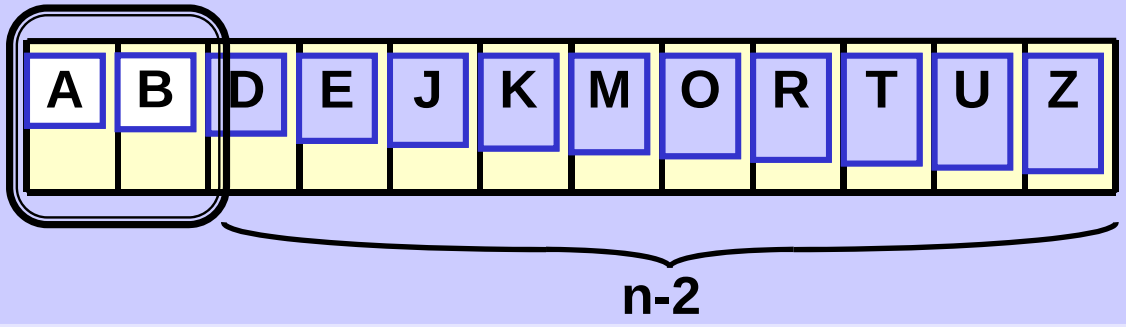
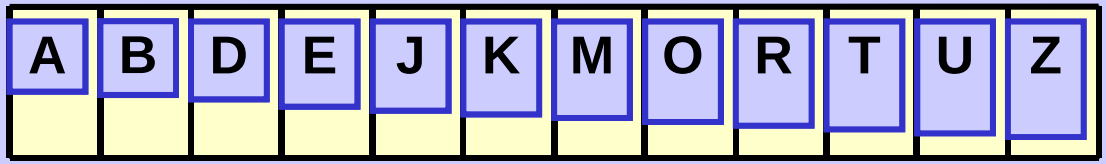


All sorted



Bubble sort

```
for (lastPos = n-1; lastPos > 0; lastPos--)
  for (j = 0; j < lastPos; j++)
    if (a[j] > a[j+1]) swap(a, j, j+1);
```

Resume

Tests total

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

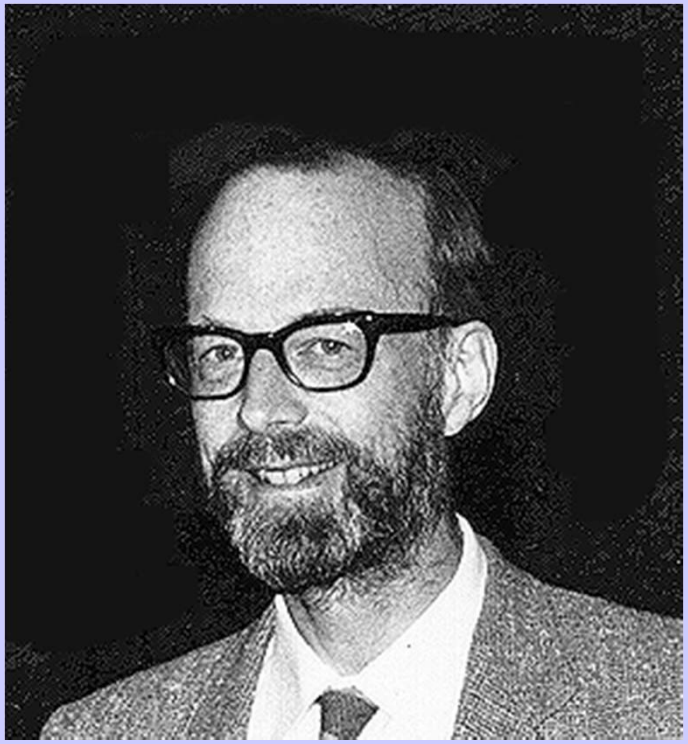
Moves total

$0 = \Theta(1)$ best case

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

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

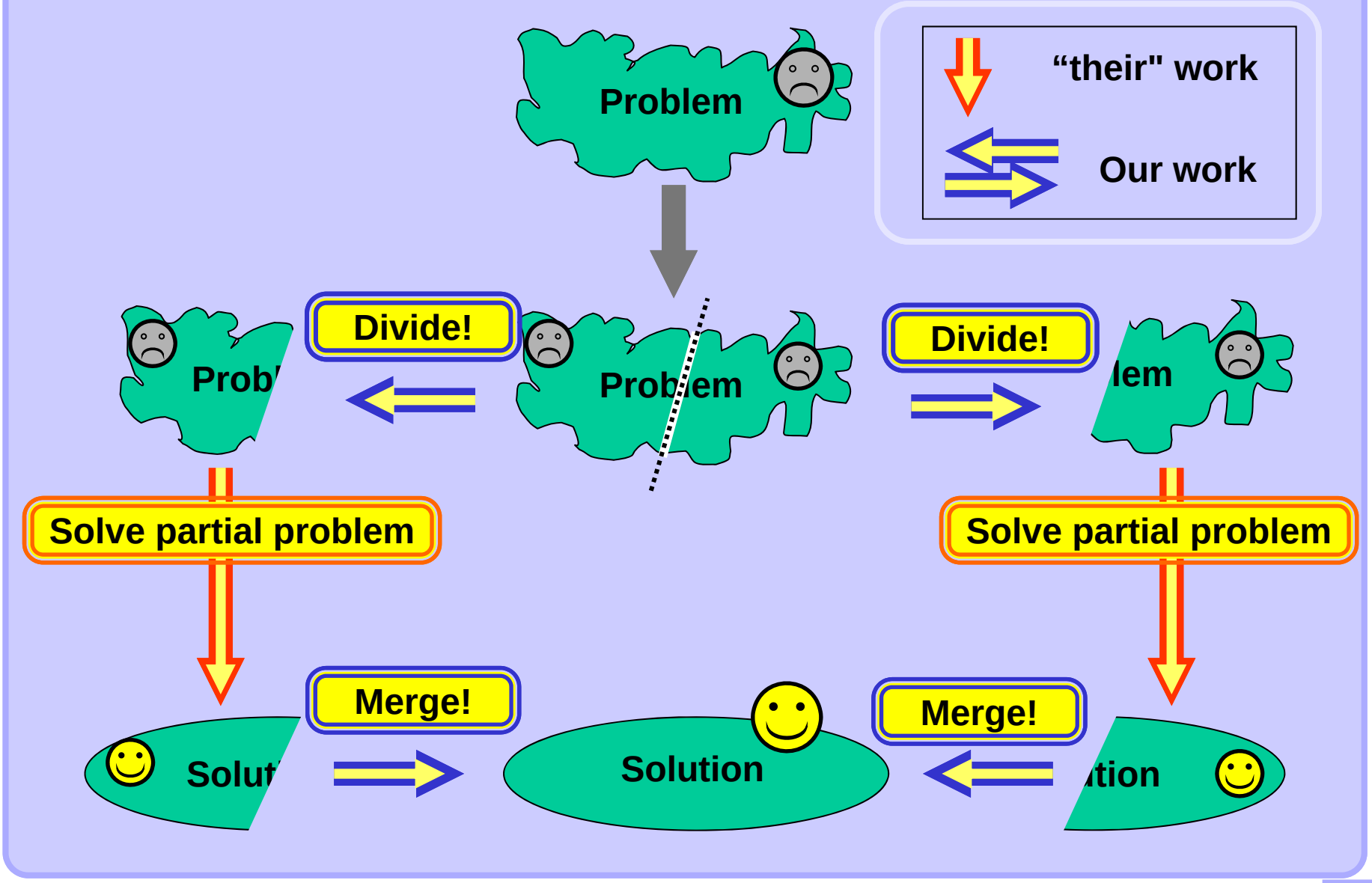
Quicksort



Sir Charles Antony Richard Hoare

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

Divide and conquer! Divide et impera!

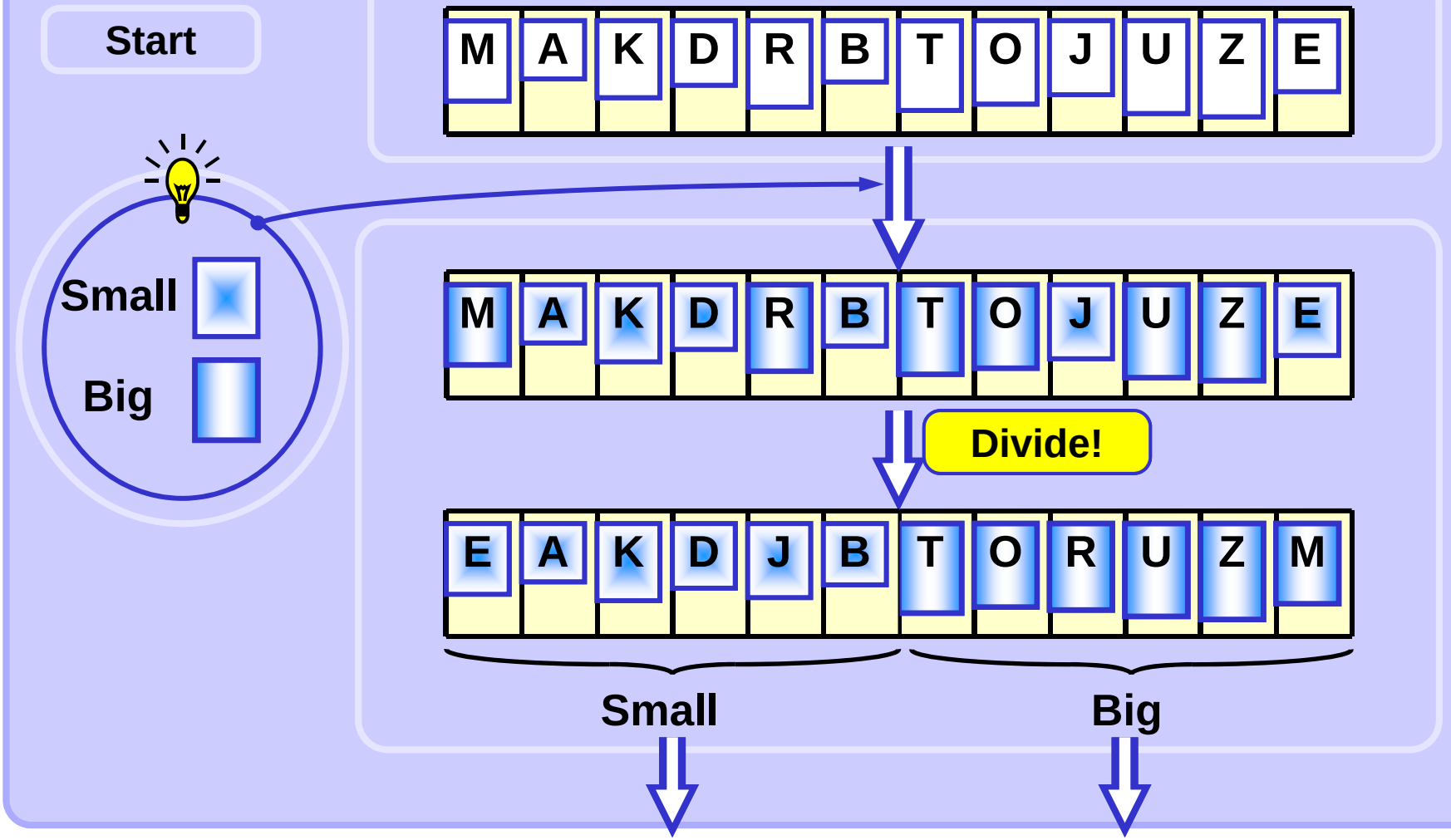


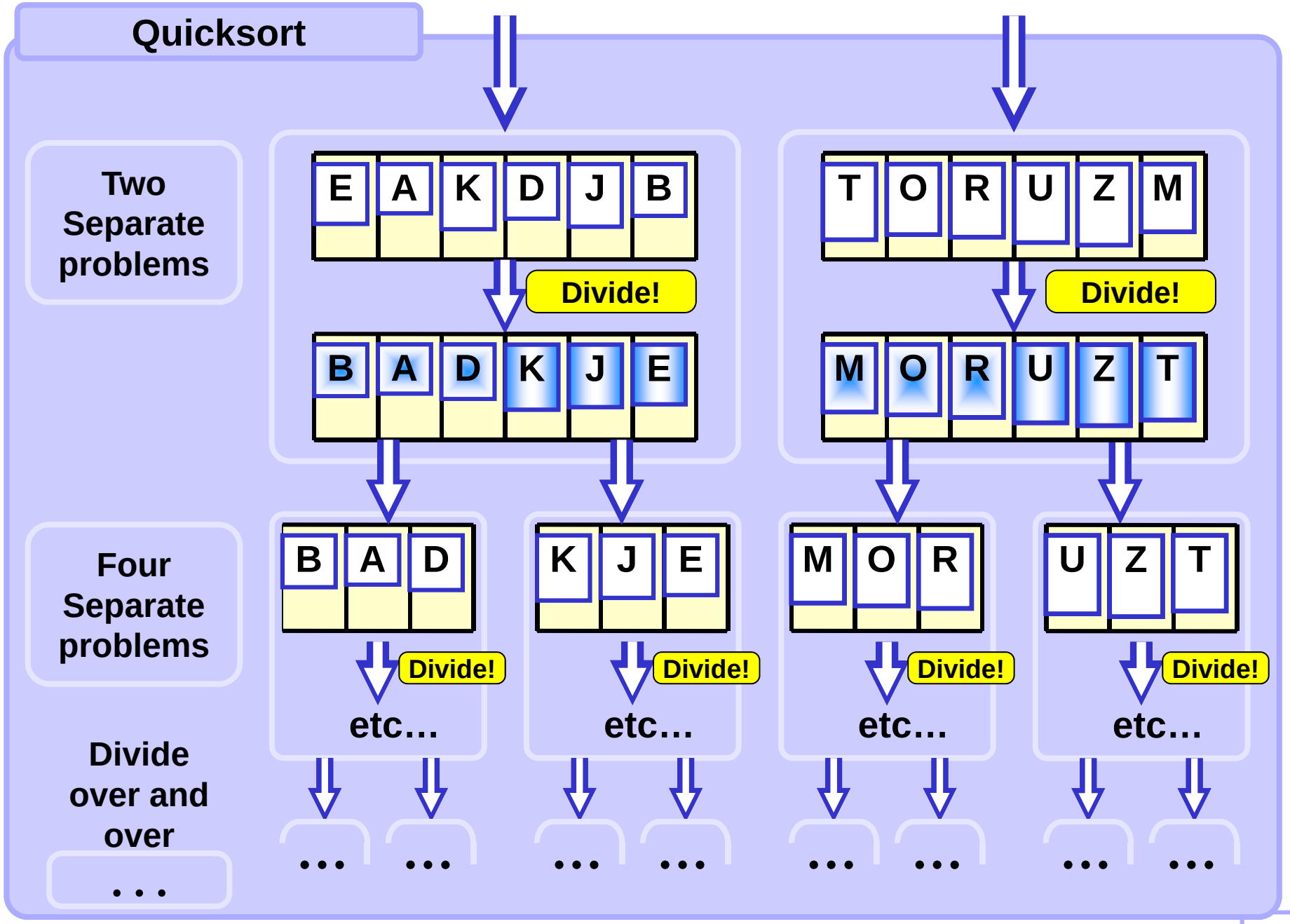
Quicksort

The idea

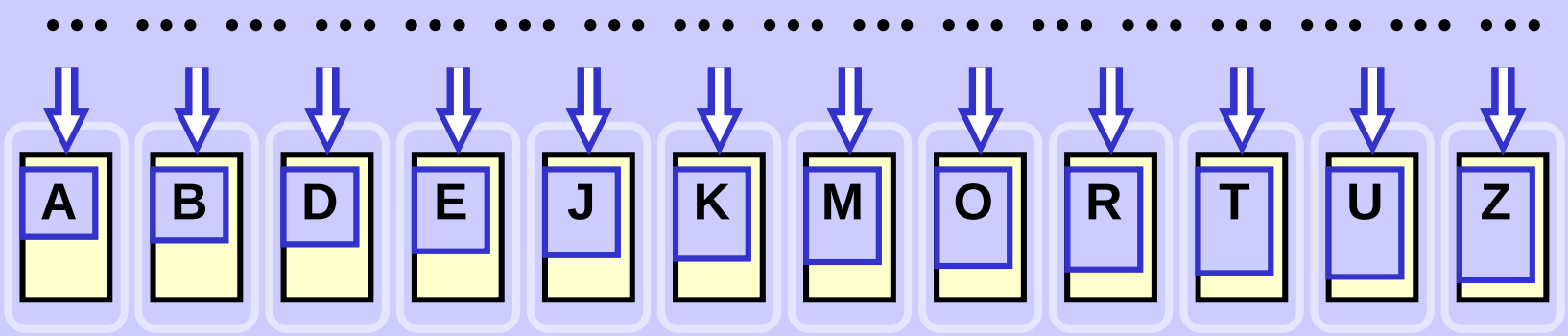
Divide & Conquer!

Start




Quicksort
Two Separate problems
Four Separate problems
Divide over and over
. . .
E A K D J B
T O R U Z M
Divide!
Divide!
B A D K J E
M O R U Z T
B A D
K J E
M O R
U Z T
Divide!
Divide!
Divide!
Divide!
etc…
etc…
etc…
etc…
… … … … … … … …

Quicksort

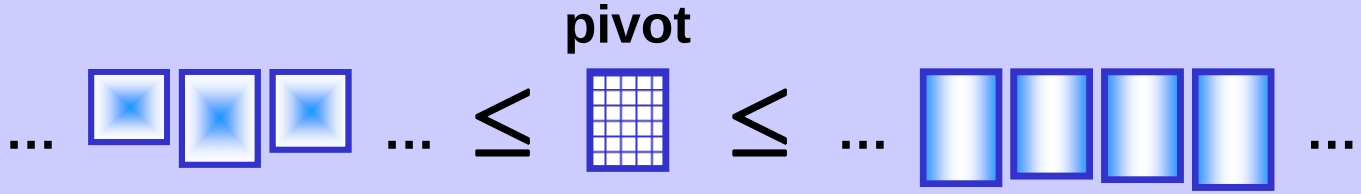


Conquered!

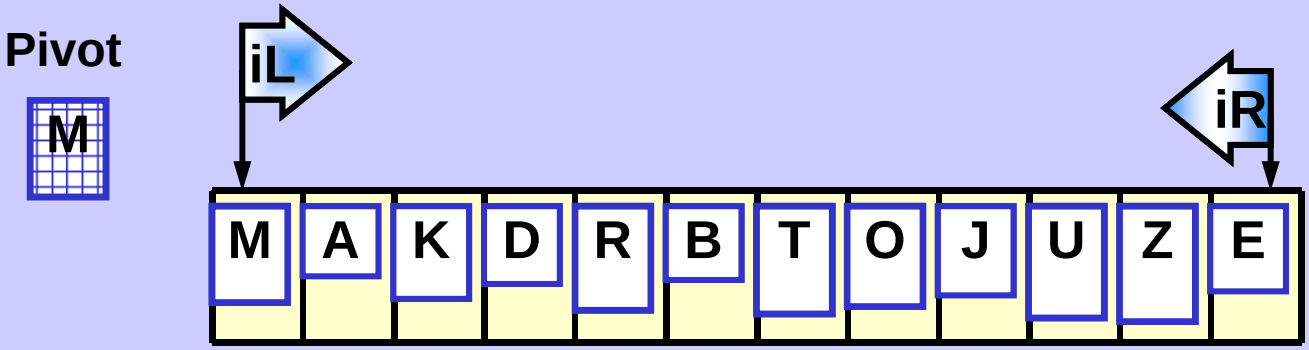
Quicksort

Dividing

Pivot



Init

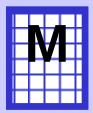


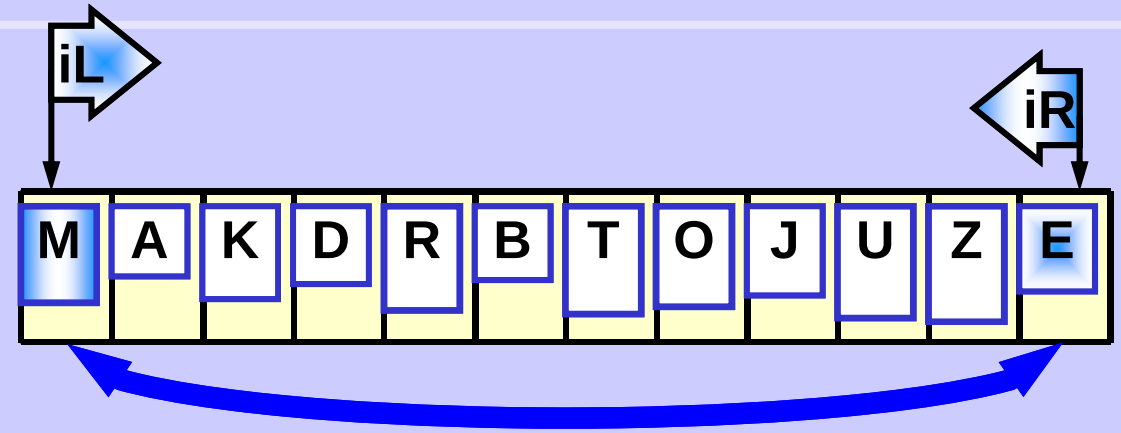
Quicksort

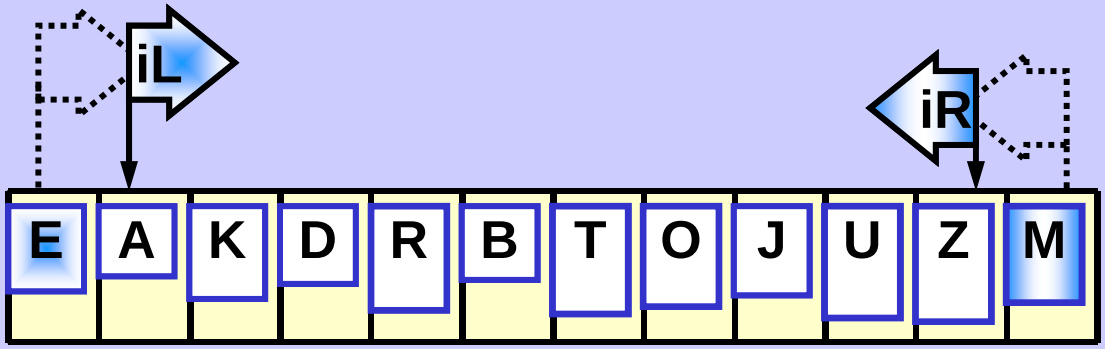
Dividing

Step 1

Pivot







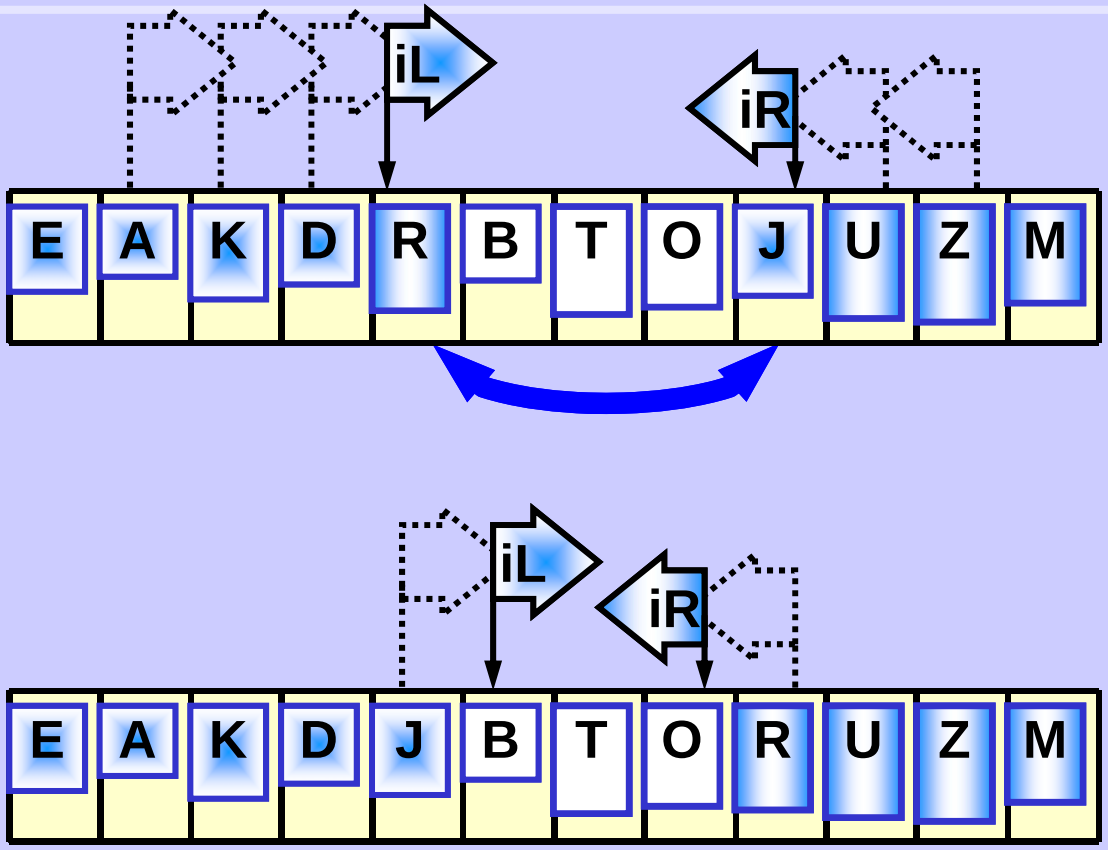
Quicksort

Dividing

Step 2

Pivot

M



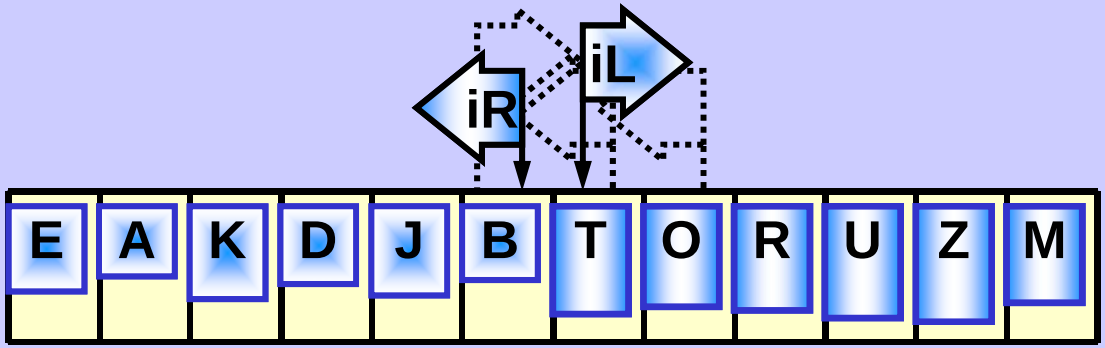
Quicksort

Dividing

Step 3

Pivot

M



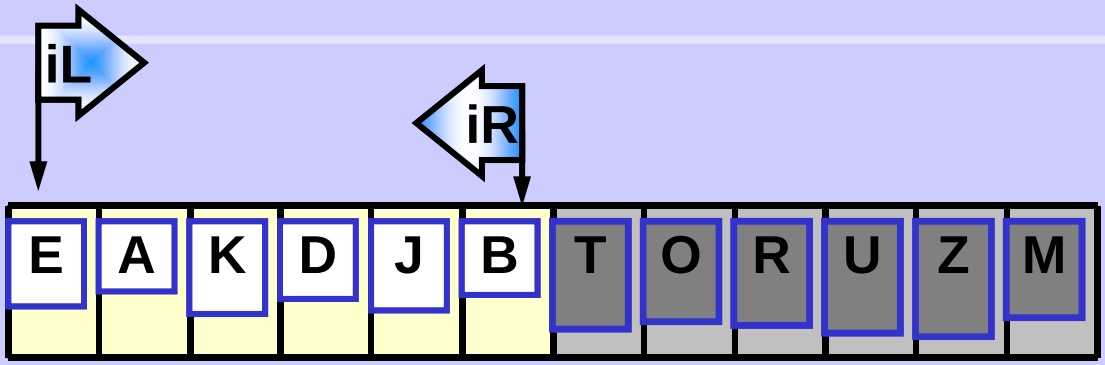
iR < iL Stop

Divide!

Init

Pivot

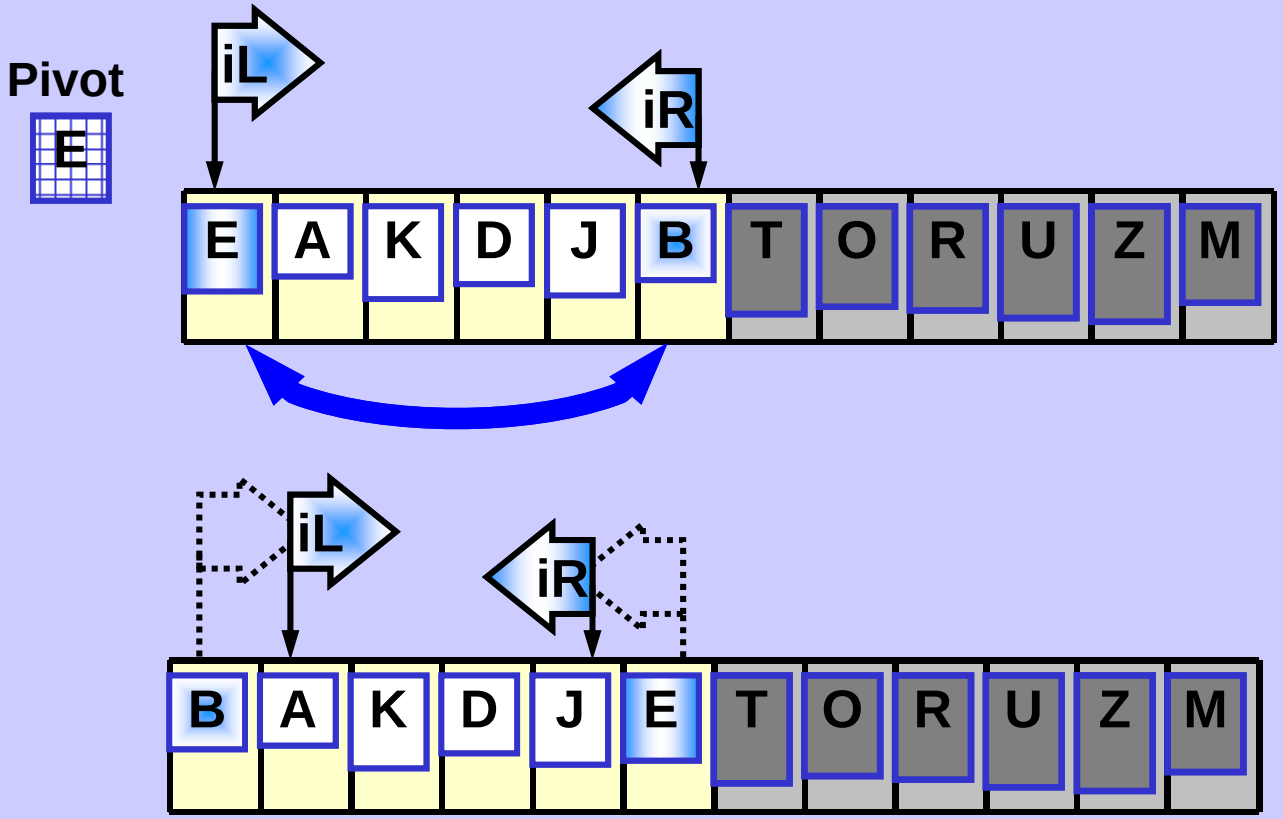
E



Quicksort

Dividing

Step 1

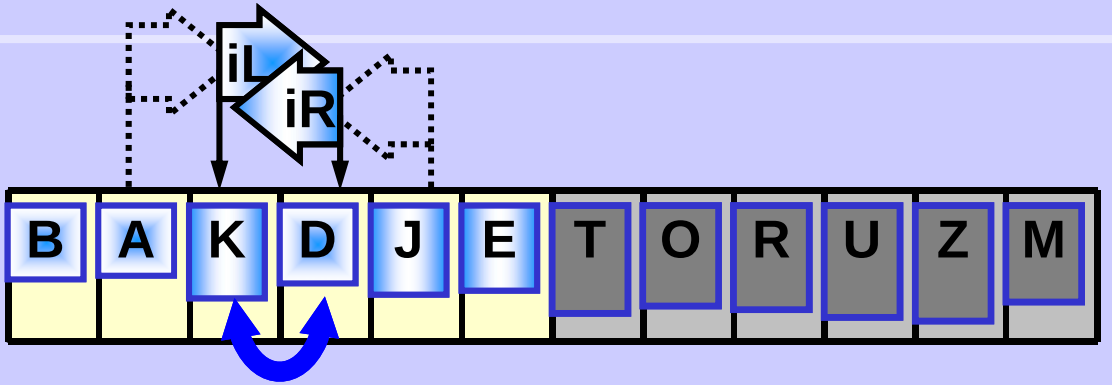


Quicksort

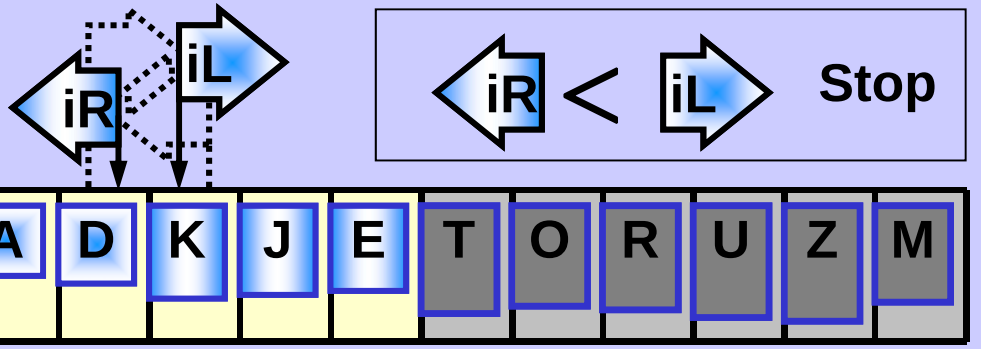
Dividing

Pivot

E



Step 2

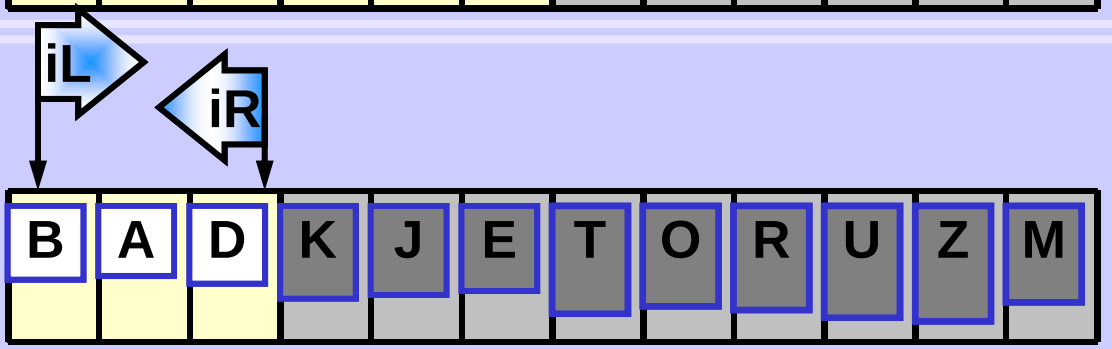


Divide!

Pivot

B

Init



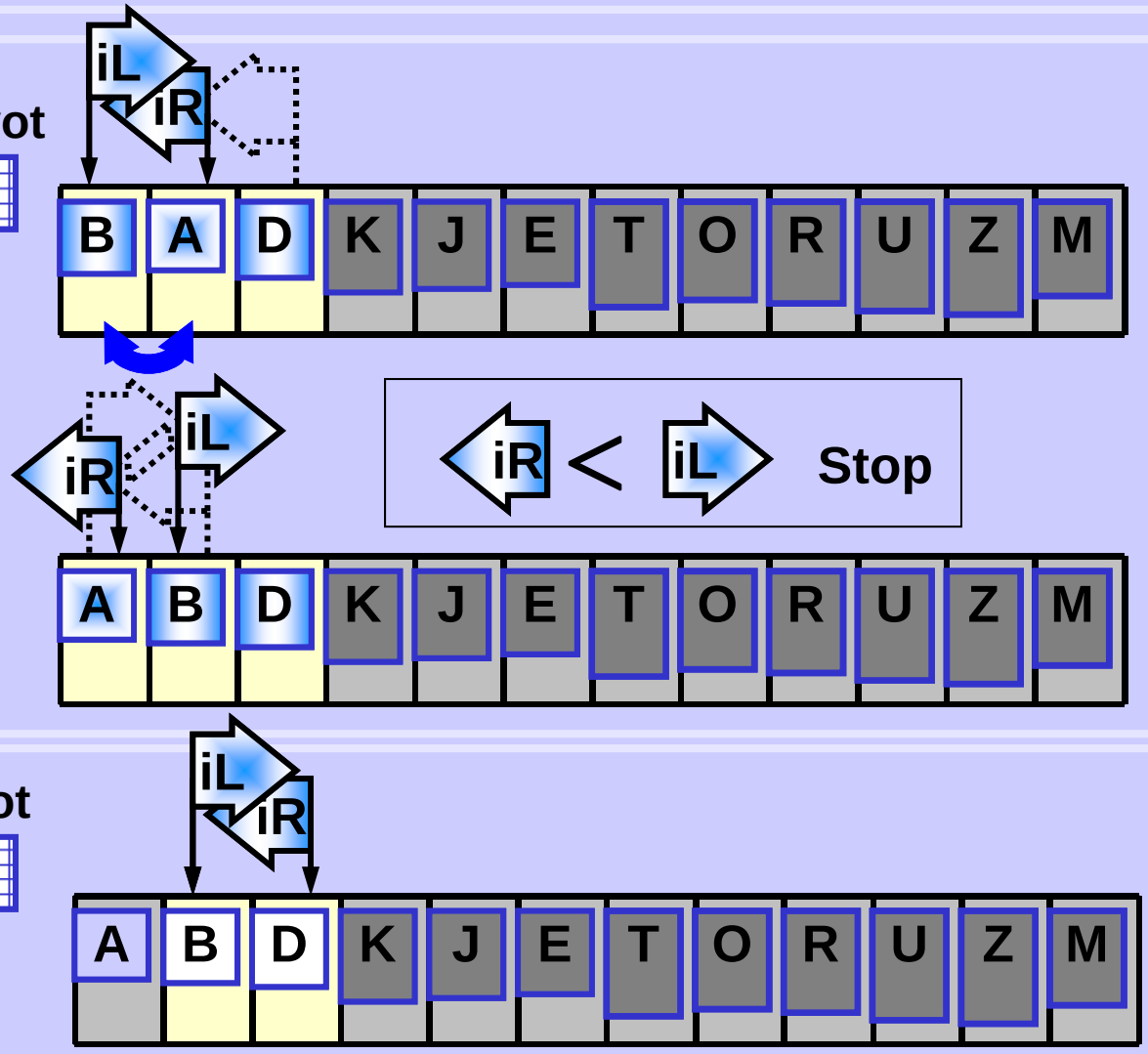
Quicksort

Dividing

Step 1

Divide!

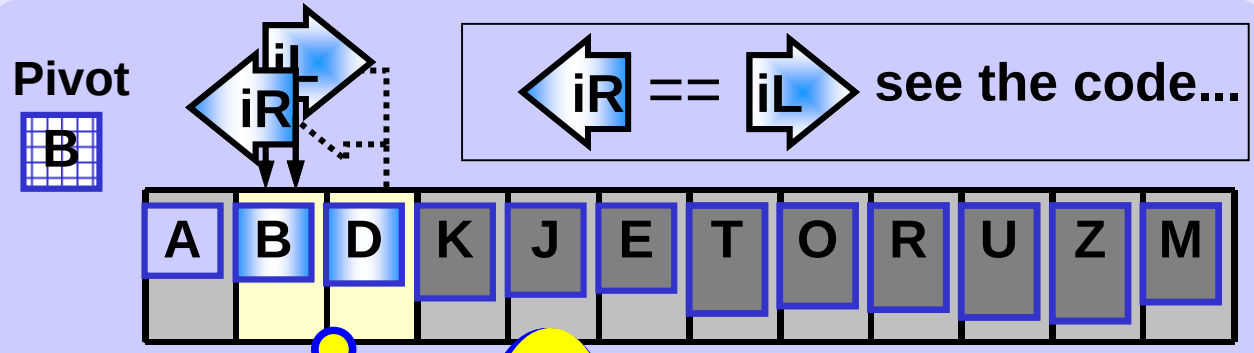
Init



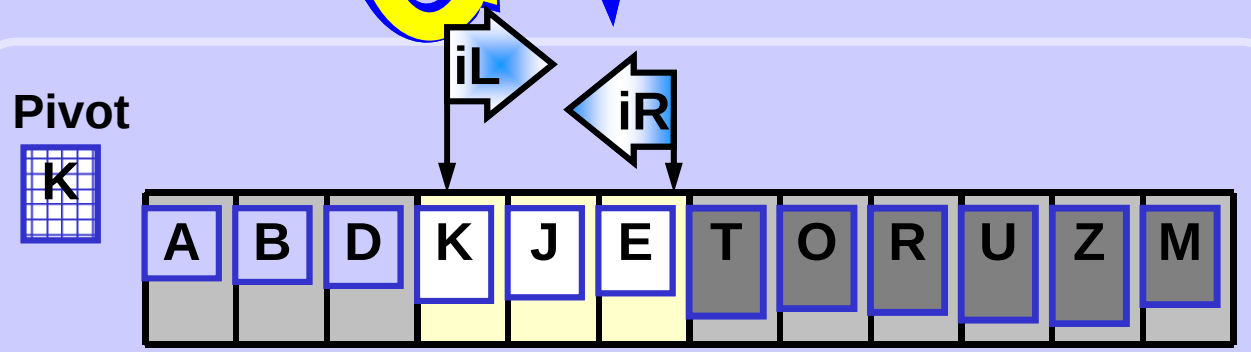
Quicksort

Dividing

Step 1



Next part



Init

etc...

etc…

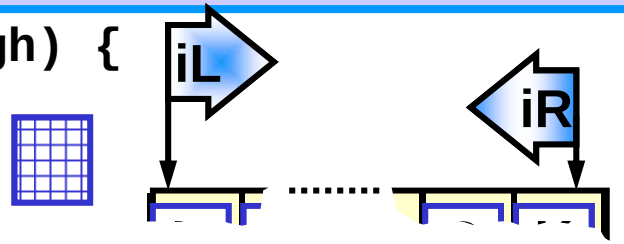
Quicksort

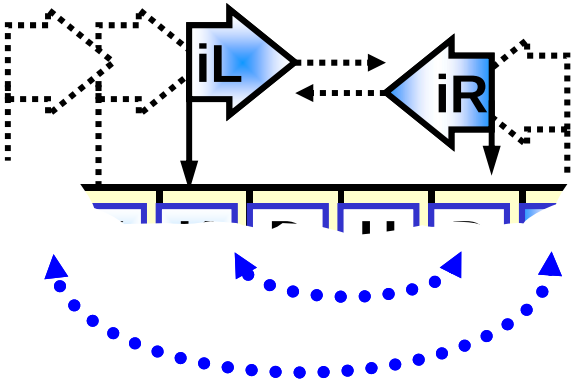
```
void qSort(Item a[], int low, int high) {
  int iL = low, iR = high;
  Item pivot = a[low];

  do {
    while (a[iL] < pivot) iL++;
    while (a[iR] > pivot) iR--;
    if (iL < iR) {
      swap(a,iL, iR);
      iL++; iR--;
    }
    else
      if (iL == iR) { iL++; iR--;}

  } while( iL <= iR);

  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 smaller or equal to the pivot.
- Right index moves to the left
  - and stops at element which value is grater 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

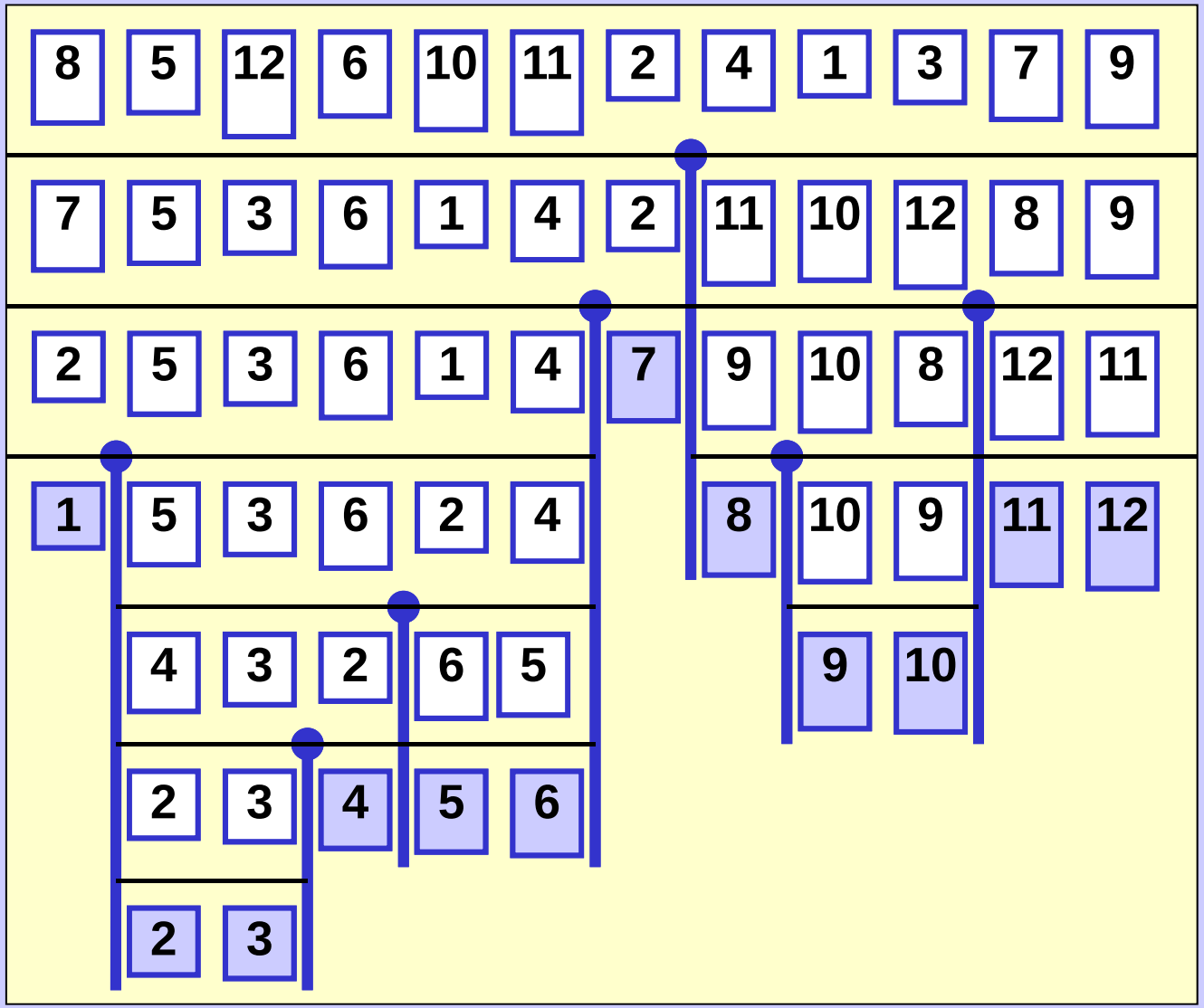
N	N^2	$N \times \log_2(N)$	$\frac{N^2}{N \times \log_2(N)}$
1	1	0	
10	100	33.2	3.0
100	10 000	6 64.4	15.1
1 000	1 000 000	9 965.8	100.3
10 000	100 000 000	132 877.1	752.6
100 000	10 000 000 000	1 660 964.0	6 020.6
1 000 000	1 000 000 000 000	19 931 568.5	50 171.7
10 000 000	100 000 000 000 000	232 534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

Tab. 1

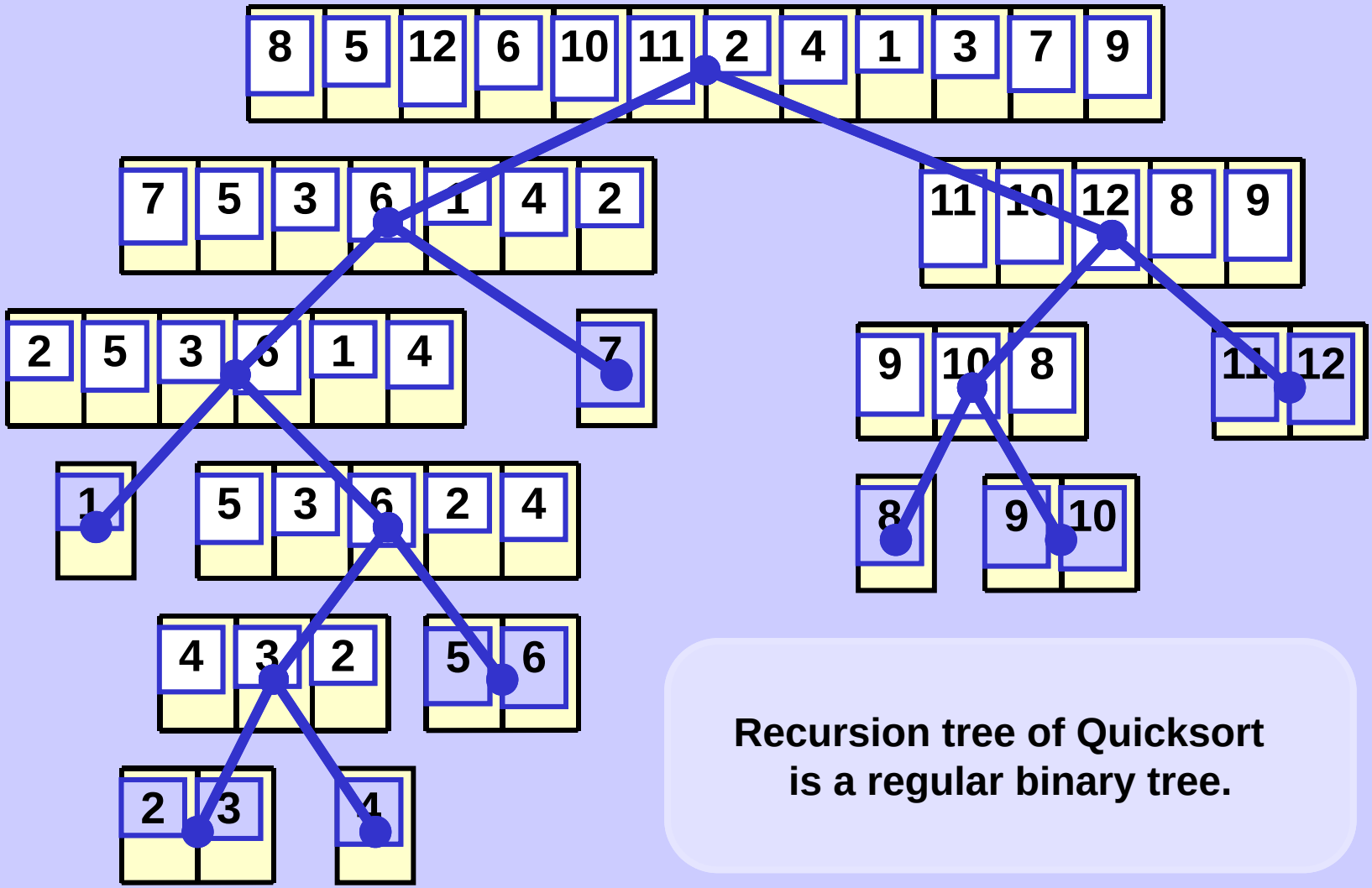
Quicksort

Example

pivot =
= first
in the
segment



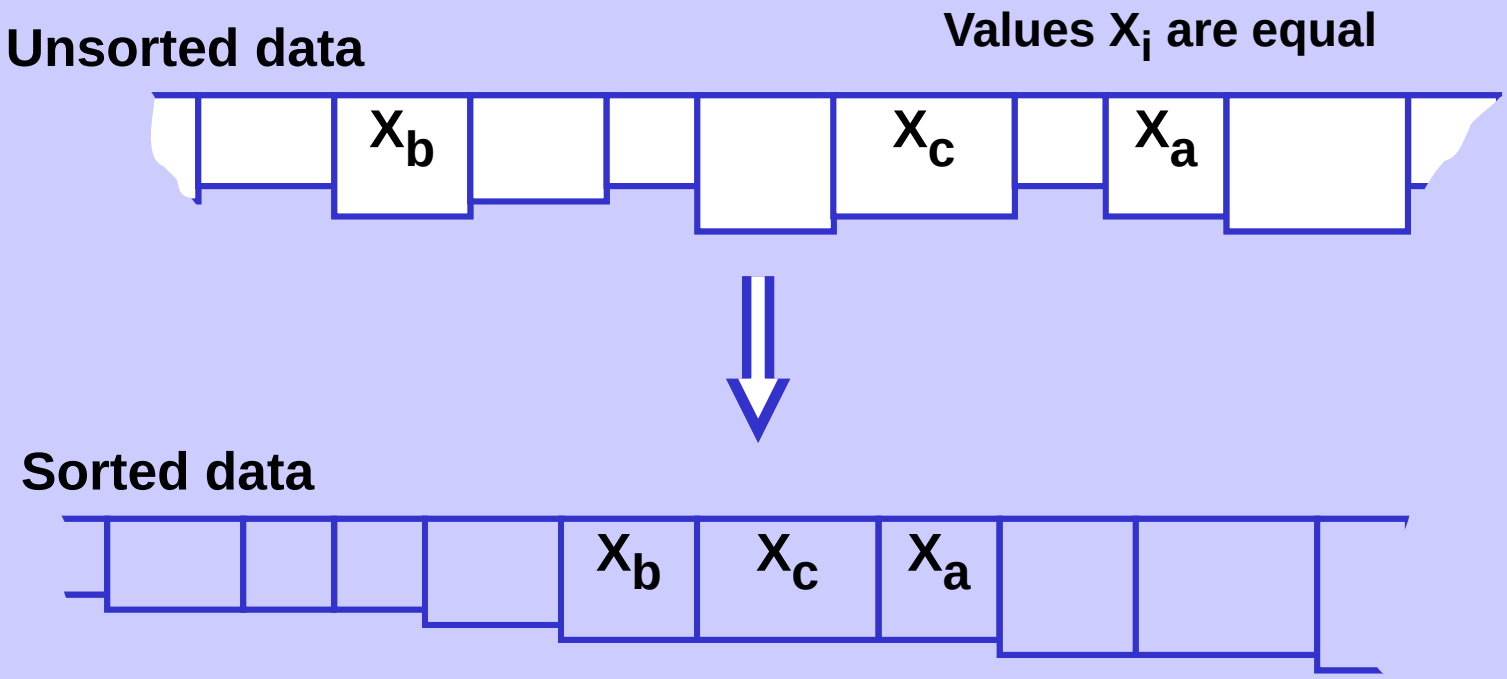
Quicksort



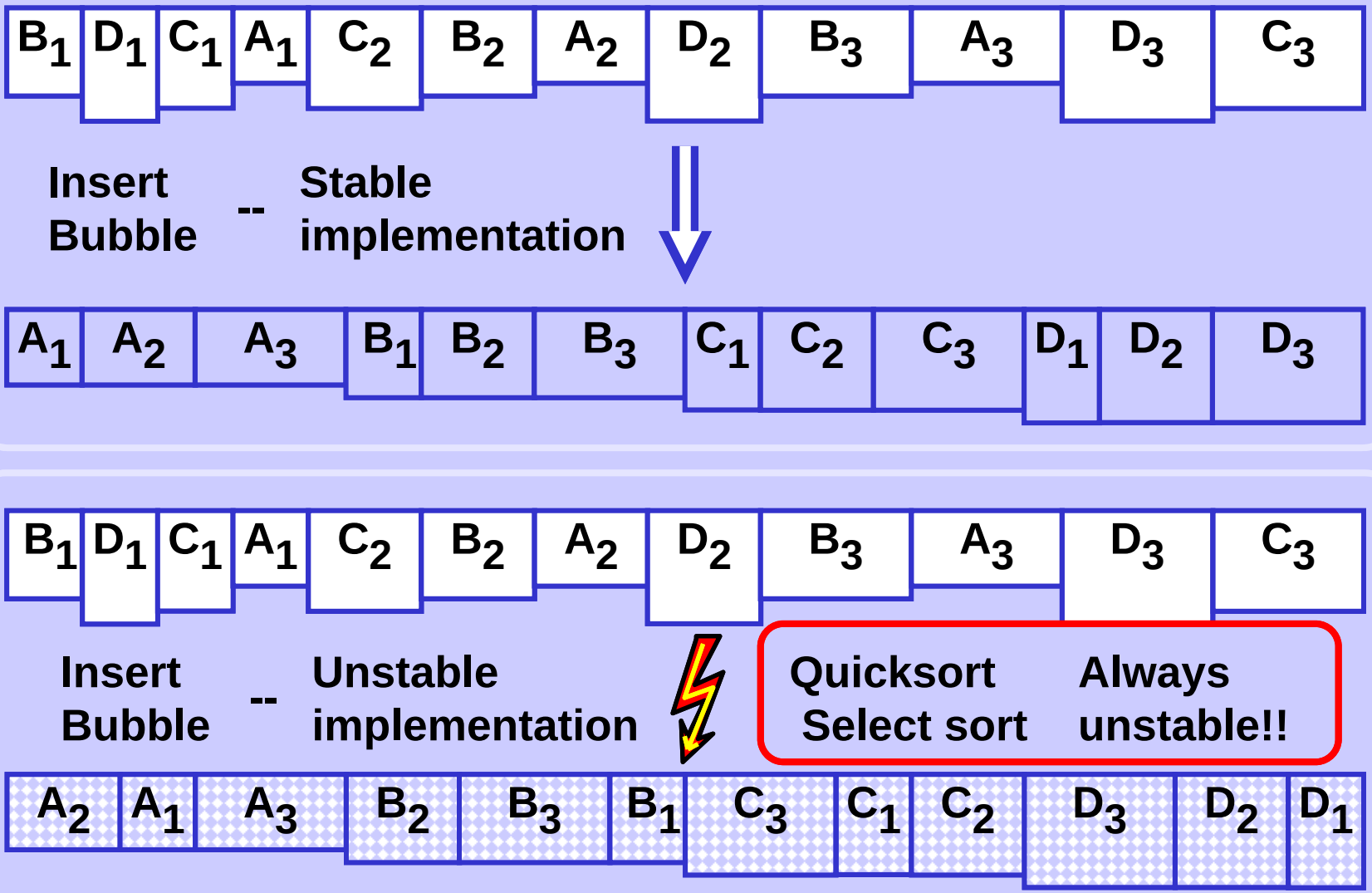
Recursion tree of Quicksort is a regular binary tree.

Stable sort

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



Sort stability



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.

Output: Original order of names is lost.

Sorted

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

QuickSort

Sort records only by surnames

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.