

# CSE 142 Computer Programming I

## Sorting

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## Overview

Sorting defined  
Algorithms for sorting  
Selection Sort algorithm  
Efficiency of Selection Sort

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## Sorting

The problem: put things in order  
Usually smallest to largest: "ascending"  
Could also be largest to smallest:  
"descending"

Lots of applications!  
ordering hits in web search engine  
preparing lists of output  
merging data from multiple sources  
to help solve other problems  
faster search (allows binary search)  
too many to mention!

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## Sorting: More Formally

Given an array  $b[0], b[1], \dots, b[n-1]$ ,  
reorder entries so that  
 $b[0] \leq b[1] \leq \dots \leq b[n-1]$

Shorthand for these slides: the notation  $array[i..k]$   
means all of the elements  
 $array[i], array[i+1] \dots array[k]$   
Using this notation, the entire array would be:  
 $b[0..n-1]$

P.S.: This is not C syntax!

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## Sorting Algorithms

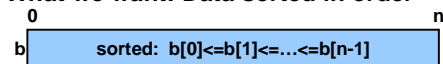
Sorting has been intensively studied for decades  
Many different ways to do it!  
We'll look at only one algorithm, called  
"Selection Sort"

Other algorithms you might hear about in  
other courses include [Bubble Sort](#), [Insertion  
Sort](#), [QuickSort](#), and [MergeSort](#). And that's  
only the beginning!

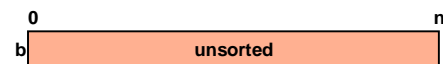
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## Sorting Problem

What we want: Data sorted in order

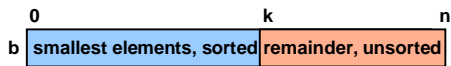


Initial conditions



## Selection Sort

General situation



Strategy of the algorithm:

**Grow** the blue area, **shrink** the pink area

Q-7

## Selection Sort

Step:

Find smallest element  $x$  in  $b[k..n-1]$

Swap smallest element with  $b[k]$ , then increase  $k$



Q-8

## Subproblem: Find Smallest

*/\* Find location of smallest element in  $b[k..n-1]$  \*/*

*/\* Assumption:  $k < n$  \*/*

*/\* Returns **index** of smallest, does not return the smallest value itself \*/*

```
int min_loc (int b[], int k, int n) {
    int j, pos; /* b[pos] is smallest element */
                /* found so far */
    pos = k;
    for (j = k + 1; j < n; j = j + 1)
        if (b[j] < b[pos])
            pos = j;
    return pos;
}
```

Q-9

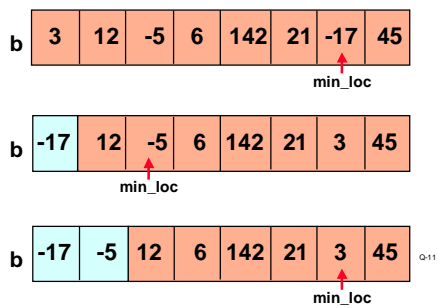
## Code for Selection Sort

*/\* Sort  $b[0..n-1]$  in non-decreasing order  
(rearrange elements in  $b$  so that  
 $b[0] \leq b[1] \leq \dots \leq b[n-1]$ ) \*/*

```
void sel_sort (int b[], int n) {
    int k, m;
    for (k = 0; k < n - 1; k = k + 1) {
        m = min_loc(b, k, n);
        swap(&b[k], &b[m]);
    }
}
```

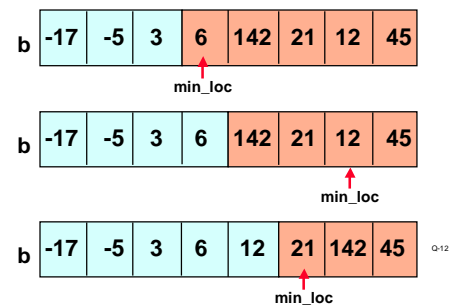
Q-10

## Example



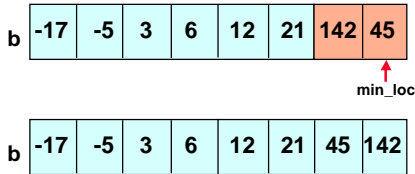
Q-11

## Example (cont.)



Q-12

## Example (concluded)



Q-13

## Sorting Analysis

How many steps are needed to sort  $n$  things?

For each swap, we have to search the remaining array

length is proportional to original array length  $n$

Need about  $n$  search/swap passes

Total number of steps proportional to  $n^2$

Conclusion: selection sort is pretty expensive (slow) for large  $n$

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## Can We Do Better Than $n^2$ ?

*Sure we can!*

Selection, insertion, bubble sorts are all proportional to  $n^2$

Other sorts are proportional to  $n \log n$

Mergesort

Quicksort

etc.

$\log n$  is considerably smaller than  $n$ , especially as  $n$  gets larger

As the size of our problem grows, the time to run a  $n^2$  sort will grow much faster than an  $n \log n$  one.

## Any better than $n \log n$ ?

In general, no. But in special cases, we can do better

Example: Sort exams by score: drop each exam in one of 101 piles; work is proportional to  $n$

**Curious fact:** efficiency can be studied and predicted mathematically, without using a computer at all!

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## Comments about Efficiency

Efficiency means doing things in a way that saves resources

Usually measured by *time* or *memory* used

Many small programming details have little or no measurable effect on efficiency

The big differences comes with the right choice of *algorithm* and/or *data structure*

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## Summary

Sorting means placing things in order  
Selection sort is one of many algorithms

At each step, finds the smallest remaining value

Selection sort requires on the order of  $n^2$  steps

There are sorting algorithms which are greatly more efficient  
It's the algorithm that makes the difference, not the coding details

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