

CSE 143

Lecture 14

Sorting

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Sorting

- **sorting**: Rearranging the values in an array or collection into a specific order (usually into their "natural ordering").
 - one of the fundamental problems in computer science
 - bogo sort
 - bubble sort
 - selection sort
 - insertion sort
 - merge sort
 - heap sort
 - quick sort
 - bucket sort
 - radix sort
 - ...
- How would you sort a million integers?

Sorting methods in Java

- The `Arrays` and `Collections` classes in `java.util` have a static method `sort` that sorts the elements of an array/list

```
String[] words = {"foo", "bar", "baz", "ball"};
Arrays.sort(words);
System.out.println(Arrays.toString(words));
// [ball, bar, baz, foo]

List<String> words2 = new ArrayList<String>();
for (String word : words) {
    words2.add(word);
}
Collections.sort(words2);
System.out.println(words2);
// [ball, bar, baz, foo]
```

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Collections class

Method name	Description
<code>binarySearch(list, value)</code>	returns the index of the given value in a sorted list (< 0 if not found)
<code>copy(listTo, listFrom)</code>	copies listFrom 's elements to listTo
<code>emptyList()</code> , <code>emptyMap()</code> , <code>emptySet()</code>	returns a read-only collection of the given type that has no elements
<code>fill(list, value)</code>	sets every element in the list to have the given value
<code>max(collection)</code> , <code>min(collection)</code>	returns largest/smallest element
<code>replaceAll(list, old, new)</code>	replaces an element value with another
<code>reverse(list)</code>	reverses the order of a list's elements
<code>shuffle(list)</code>	arranges elements into a random order
<code>sort(list)</code>	arranges elements into ascending order

Bogo sort

- **bogo sort**: Orders a list of values by repetitively shuffling them and checking if they are sorted.
 - name comes from the word "bogus"

The algorithm:

- Scan the list, seeing if it is sorted. If so, stop.
- Else, shuffle the values in the list and repeat.

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Bogo sort code

```
// Places the elements of a into sorted order.
public static void bogoSort(int[] a) {
    while (!isSorted(a)) {
        shuffle(a);
    }
}

// Returns true if a's elements are in sorted order.
private static boolean isSorted(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        if (a[i] > a[i + 1]) {
            return false;
        }
    }
    return true;
}
```

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Bogo sort code, cont'd.

```
// Shuffles an array of ints by randomly swapping each
// element with an element ahead of it in the array.
private static void shuffle(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        // pick a random index in [i+1, a.length-1]
        int range = a.length - 1 - (i + 1) + 1;
        int j = (int) (Math.random() * range + (i + 1));
        swap(a, i, j);
    }
}

// Swaps a[i] with a[j].
private static void swap(int[] a, int i, int j) {
    int temp = a[i];
    a[i] = a[j];
    a[j] = temp;
}
```

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Selection sort

- **selection sort:** Orders a list of values by repeatedly putting the smallest unplaced value into its final position.

The algorithm:

- Look through the list to find the smallest value.
- Swap it so that it is at index 0.
- Look through the list to find the second-smallest value.
- Swap it so that it is at index 1.
- ...
- Repeat until all values are in their proper places.

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Selection sort example

- Initial array:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	22	18	12	-4	27	30	36	50	7	68	91	56	2	85	42	98	25

- After 1st, 2nd, and 3rd passes:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	18	12	22	27	30	36	50	7	68	91	56	2	85	42	98	25

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	12	22	27	30	36	50	7	68	91	56	18	85	42	98	25

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	22	27	30	36	50	12	68	91	56	18	85	42	98	25

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Selection sort code

```
// Rearranges the elements of a into sorted order using
// the selection sort algorithm.
public static void selectionSort(int[] a) {
    for (int i = 0; i < a.length - 1; i++) {
        // find index of smallest remaining value
        int min = i;
        for (int j = i + 1; j < a.length; j++) {
            if (a[j] < a[min]) {
                min = j;
            }
        }
        // swap smallest value its proper place, a[i]
        swap(a, i, min);
    }
}
```

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Merge halves code

- **Merge sort:**

- divide a list into two halves
- sort the halves

**We're going
to write this
part first**

- recombine the sorted halves into a sorted whole

```
// Merges the left/right elements into a sorted result.  
// Precondition: left/right are sorted  
private static void merge(int[] result, int[] left,  
                           int[] right) {  
    ...  
}
```

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Merge halves code

- So how do we actually merge the two sorted lists into one sorted result list?
- One (wrong) way would just be to blindly copy the values from the two sorted lists into the result list and then sort the result list
 - this doesn't take advantage of the fact that the two lists are already sorted
- Instead, we'll repeatedly select the smallest value from both sorted lists and put this value into the result list
 - because the two sorted lists are sorted, we know that their smallest values are found at the front

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Merge halves code

- So to compare the smallest values, we'll do something like this

```
if (left[0] <= right[0])
    result[0] = left[0];
else
    result[0] = right[0];
```

- Obviously, this only handles the very first value
- We need to use a loop and update our indexes in order to get this working correctly
- But how many indexes do we need?

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Merge halves code

- We have three arrays, so we need three indexes
 - we need an index for `left`, which tells us how many values from `left` we've copied so far
 - we need an index for `right`, which tells us how many values from `right` we've copied so far
 - we need an index for `result`, which tells us how many values total we've copied from `left` and `right`

- So we have the following indexes:

```
int i1 = 0; // index for left
int i2 = 0; // index for right
int i = 0;  // index for result (equals i1 + i2)
```

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Merging sorted halves

Subarrays				Next include				Merged array																
0	1	2	3	0	1	2	3									0	1	2	3	4	5	6	7	
14	32	67	76	23	41	58	85	14 from left	14															
i1				i2					i															
14	32	67	76	23	41	58	85	23 from right	14	23														
i1				i2					i															
14	32	67	76	23	41	58	85	32 from left	14	23	32													
i1				i2					i															
14	32	67	76	23	41	58	85	41 from right	14	23	32	41												
i1				i2					i															
14	32	67	76	23	41	58	85	58 from right	14	23	32	41	58											
i1				i2					i															
14	32	67	76	23	41	58	85	67 from left	14	23	32	41	58	67										
i1				i2					i															
14	32	67	76	23	41	58	85	76 from left	14	23	32	41	58	67	76									
i1				i2					i															
14	32	67	76	23	41	58	85	85 from right	14	23	32	41	58	67	76	85								
i1				i2					i															

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Merge halves code

- So now we'll update our previous code to use a loop and our indexes

```
int i1 = 0;
int i2 = 0;
for (int i = 0; i < result.length; i++) {
    if (left[i1] <= right[i2]) {
        result[i] = left[i1];
        i1++;
    } else {
        result[i] = right[i2];
        i2++;
    }
}
```

But this doesn't quite work!

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Merge halves code

- Right now, our code always compares a value from `left` with a value from `right`
- Because we're copying a single value into `result` per loop iteration, we'll finish copying all the values from one of the sorted lists before the other
- So we also need to check if we've copied all the values from a list
 - if we've already copied all the values from `left`, copy the value from `right`
 - if we've already copied all the values from `right`, copy the value from `left`

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Merge halves code

- Updated merge code:

```
int i1 = 0; // index into left array
int i2 = 0; // index into right array

for (int i = 0; i < result.length; i++) {
    if (i2 >= right.length ||
        (i1 < left.length && left[i1] <= right[i2])) {
        result[i] = left[i1];
        i1++;
    } else {
        result[i] = right[i2];
        i2++;
    }
}
```

This code is a little subtle. It relies on the short-circuiting property of `&&` and `||`

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Merge halves code

```
// Merges the left/right elements into a sorted result.
// Precondition: left/right are sorted
private static void merge(int[] result, int[] left,
                          int[] right) {
    int i1 = 0; // index into left array
    int i2 = 0; // index into right array

    for (int i = 0; i < result.length; i++) {
        if (i2 >= right.length ||
            (i1 < left.length && left[i1] <= right[i2])) {
            result[i] = left[i1]; // take from left
            i1++;
        } else {
            result[i] = right[i2]; // take from right
            i2++;
        }
    }
}
```

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merge's Preconditions

- Our `merge` method has some preconditions
 - Both `left` and `right` must already be sorted
 - `result`'s length must equal `left`'s length plus `right`'s length
- What if the client violates the preconditions?
 - This is a private method—only we can use the method! We can ensure that the method is only called with valid input.
 - We're just going to settle for only commenting these preconditions

- Updated comment:

```
// pre: left and right are sorted
//       result.length == left.length + right.length
// post: copies the values from left and right
//       into result so that the values in result
//       are in sorted order
```

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Merge Sort

- Recall that merge sort consists of the following steps:

- divide a list into two halves
- sort the halves
- recombine the sorted halves into a sorted whole

- Let's define our public sort method:

```
// post: sorts the given array into non-decreasing order
public static void mergeSort(int[] list) {
    ...
}
```

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Dividing the List in Half

- The `Arrays` class has a useful method called `copyOfRange`:

```
// split array into two halves
int[] left = Arrays.copyOfRange(a, 0, a.length/2);
int[] right = Arrays.copyOfRange(a, a.length/2, a.length);
```

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Merge sort code

```
// Rearranges the elements of a into sorted order using
// the merge sort algorithm.
public static void mergeSort(int[] a) {
    // split array into two halves
    int[] left = Arrays.copyOfRange(a, 0, a.length/2);
    int[] right = Arrays.copyOfRange(a, a.length/2, a.length);

    // sort the two halves
    ...

    // merge the sorted halves into a sorted whole
    merge(a, left, right);
}
```

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Merge sort code 2

```
// Rearranges the elements of a into sorted order using
// the merge sort algorithm (recursive).
public static void mergeSort(int[] a) {
    if (a.length >= 2) {
        // split array into two halves
        int[] left = Arrays.copyOfRange(a, 0, a.length/2);
        int[] right = Arrays.copyOfRange(a, a.length/2, a.length);

        // sort the two halves
        mergeSort(left);
        mergeSort(right);

        // merge the sorted halves into a sorted whole
        merge(a, left, right);
    }
}
```

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Complexity of Merge Sort

- To determine the time complexity, let's break our merge sort into pieces and analyze the pieces
- Remember, merge sort consists of:
 - divide a list into two halves
 - sort the halves
 - recombine the sorted halves into a sorted whole
- Dividing the list and recombining the lists are pretty easy to analyze
 - both have $O(n)$ time complexity
- But what about sorting the halves?

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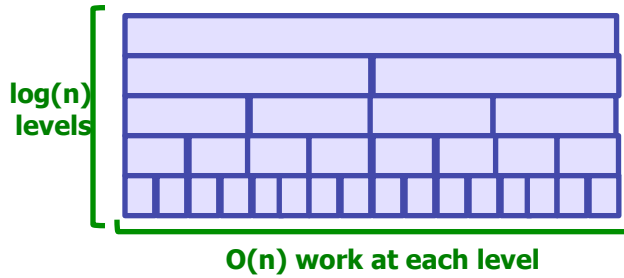
Complexity of Merge Sort

- We can think of merge sort as occurring in levels
 - at the first level, we want to sort the whole list
 - at the second level, we want to sort the two half lists
 - at the third level, we want to sort the four quarter lists
 - ...
- We know there's $O(n)$ work at each level from dividing/recombining the lists
- But how many levels are there?
 - if we can figure this out, our time complexity is just $O(n * \text{num_levels})$

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Complexity of Merge Sort

- Because we divide the array in half each time, there are $\log(n)$ levels



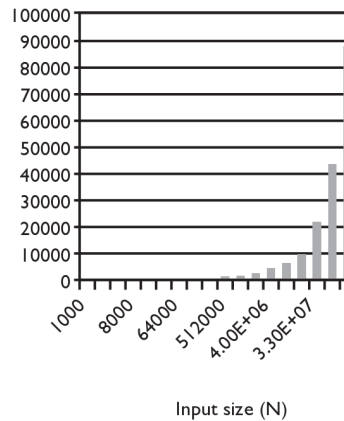
- So merge sort is an $O(n \log(n))$ algorithm
 - this is a big improvement over the $O(n^2)$ sorting algorithms

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Merge sort runtime

- What is the complexity class (Big-Oh) of merge sort?

N	Runtime (ms)
1000	0
2000	0
4000	0
8000	0
16000	0
32000	15
64000	16
128000	47
256000	125
512000	250
1e6	532
2e6	1078
4e6	2265
8e6	4781
1.6e7	9828
3.3e7	20422
6.5e7	42406
1.3e8	88344



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