

Algorithms and Data Structures

A15. Sorting: Overview & Outlook

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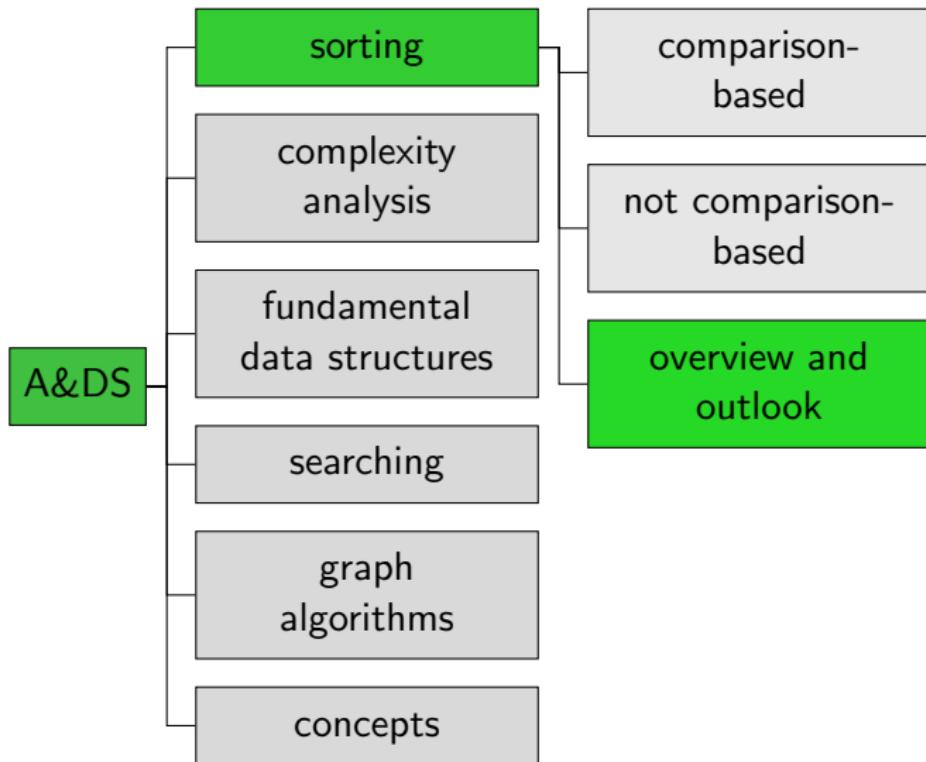
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A15.1 Overview

A15.2 Outlook

A15.3 Quiz

Content of the Course



A15.1 Overview

Comparison-based Sorting: Overview

Algorithm	Running time $O(\cdot)$	Memory $O(\cdot)$	stable
	best/avg./worst	best/avg./worst	
Selection sort	n^2	1	no
Insertion sort	$n/n^2/n^2$	1	yes
Merge sort	$n \log n$	n	yes
Quicksort	$n \log n/n \log n/n^2$	$\log n/\log n/n$	no
Heapsort	$n \log n$	1	no

Very nice [visualization of the algorithms](https://www.toptal.com/developers/sorting-algorithms/) at
<https://www.toptal.com/developers/sorting-algorithms/>

Comparison-based Algorithms: Comments

- ▶ **Insertion sort** is **very fast on short sequences** and can be used to improve merge sort or quicksort for short ranges.
- ▶ **Quicksort** has a very short (= fast) inner loop. With randomization, the worst case almost never happens.
- ▶ **Merge sort** has the advantage of being **stable**.
The merge step is also relevant for external sorting.
Gets for example often used for data base applications.
- ▶ **Heapsort** is in practise slightly slower than merge sort, but interesting because it is an **in-place** approach.
e.g. for embedded systems.
- ▶ Equal asymptotic running time does not mean that algorithms take equally long (different hidden constants in $O(\cdot)$).
Heapsort needs twice as many comparisons as merge sort.

A15.2 Outlook

Partially Sorted Data

- ▶ Often some subsequences of the input are already sorted (so-called runs).
- ▶ Insertion sort directly benefits from this.
- ▶ For some other approaches, there are variants that exploit runs, e.g. [natural merge sort](#).

Many Equivalent Keys

- ▶ Quite common in practical applications.
e.g. sorting students by place of residence
- ▶ There are special variants for some algorithms.
- ▶ For example, 3-way partitioning in quicksort

$< P$	$= P$	$> P$
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Sorting Complex Objects

- ▶ Most of the time, we do not want to sort numbers but **complex objects**.
- ▶ It would be extremely expensive to move them in memory for every swap.
- ▶ **Instead:** Sort elements that only consist of the key and a pointer/reference to the actual object.

Not So Correct Algorithms

INEFFECTIVE SORTS

```
DEFINE HALFHEARTEDMERGESORT(LIST):  
    IF LENGTH(LIST) < 2:  
        RETURN LIST  
    PIVOT = INT(LENGTH(LIST) / 2)  
    A = HALFHEARTEDMERGESORT(LIST[:PIVOT])  
    B = HALFHEARTEDMERGESORT(LIST[PIVOT:])  
    // UMMMMM  
    RETURN[A, B] // HERE. SORRY.
```

```
DEFINE FASTBOGOSORT(LIST):  
    // AN OPTIMIZED BOGOSORT  
    // RUNS IN O(N LOG N)  
    FOR N FROM 1 TO LOG(LENGTH(LIST)):  
        SHUFFLE(LIST);  
        IF ISORTED(LIST):  
            RETURN LIST  
    RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"
```

```
DEFINE JOBINTERVIEWQUICKSORT(LIST):  
    OK SO YOU CHOOSE A PIVOT
```

... etc

```
DEFINE PANICSORT(LIST):  
    IF ISORTED(LIST):
```

full comic at <https://xkcd.com/1185/>
(CC BY-NC 2.5)

Solve other Problems by Sorting

k -smallest element

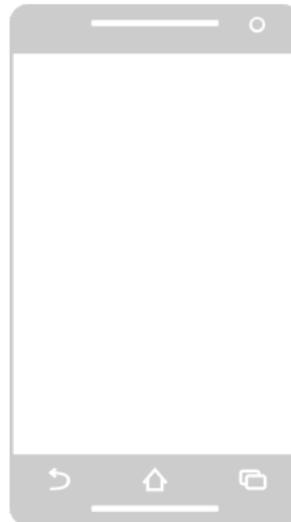
- ▶ For example, identifying the median ($k = \lfloor n/2 \rfloor$).
- ▶ Use quicksort but only perform the recursive call for the relevant range (\rightarrow quickselect).

Duplicates

- ▶ How many different keys are there? Which value is most common? Are there duplicate keys?
- ▶ Can be solved directly with quadratic algorithms.
- ▶ Or – more clever – sort first and then use a single scan.

A15.3 Quiz

Quiz



kahoot.it