

# Algorithms and Data Structures

## A15. Sorting: Overview & Outlook

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# Algorithms and Data Structures

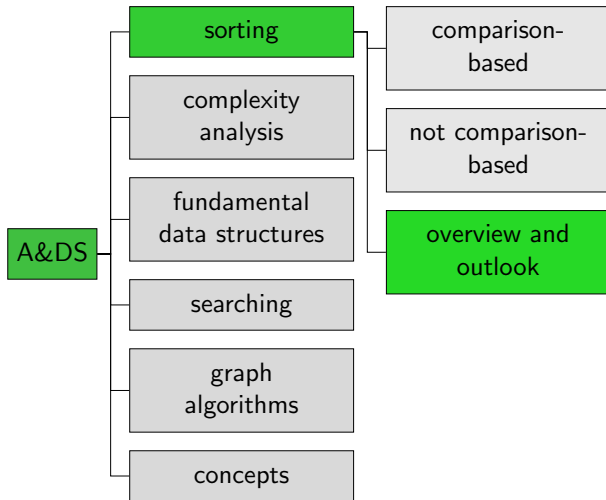
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A15.1 Overview

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# 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
Heap sort	$n \log n$	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 always 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

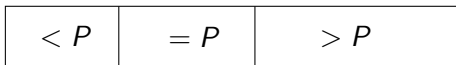
# Partially Sorted Data

- ▶ 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



# 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:])
  // UMMMMMM
  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 ISSORTED(LIST):
      RETURN LIST
  RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"
  
```

```

DEFINE JOBIINTERVIEWQUICKSORT(LIST):
  OK SO YOU CHOOSE A PIVOT
  // ...
  
```

```

DEFINE PANICSORT(LIST):
  IF ISSORTED(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