

Divide-And-Conquer Sorting

- Small instance.
 - $n \leq 1$ elements.
 - $n \leq 10$ elements.
 - We'll use $n \leq 1$ for now.
- Large instance.
 - Divide into $k \geq 2$ smaller instances.
 - $k = 2, 3, 4, \dots$?
 - What does each smaller instance look like?
 - Sort smaller instances recursively.
 - How do you combine the sorted smaller instances?

Insertion Sort

$a[0]$ $a[n-2]$ $a[n-1]$


- $k = 2$
- First $n - 1$ elements ($a[0:n-2]$) define one of the smaller instances; last element ($a[n-1]$) defines the second smaller instance.
- $a[0:n-2]$ is sorted recursively.
- $a[n-1]$ is a small instance.

Insertion Sort

$a[0]$ $a[n-2]$ $a[n-1]$


- Combining is done by inserting $a[n-1]$ into the sorted $a[0:n-2]$.
- Complexity is $O(n^2)$.
- Usually implemented nonrecursively.

Selection Sort

a[0] a[n-2] a[n-1]



- $k = 2$
- To divide a large instance into two smaller instances, first find the largest element.
- The largest element defines one of the smaller instances; the remaining $n-1$ elements define the second smaller instance.

Selection Sort

a[0] a[n-2] a[n-1]



- The second smaller instance is sorted recursively.
- Append the first smaller instance (largest element) to the right end of the sorted smaller instance.
- Complexity is $O(n^2)$.
- Usually implemented nonrecursively.

Bubble Sort

- Bubble sort may also be viewed as a $k = 2$ divide-and-conquer sorting method.
- Insertion sort, selection sort and bubble sort divide a large instance into one smaller instance of size $n - 1$ and another one of size 1.
- All three sort methods take $O(n^2)$ time.

Divide And Conquer

- Divide-and-conquer algorithms generally have best complexity when a large instance is divided into smaller instances of approximately the same size.
- When $k = 2$ and $n = 24$, divide into two smaller instances of size 12 each.
- When $k = 2$ and $n = 25$, divide into two smaller instances of size 13 and 12, respectively.

Merge Sort

- $k = 2$
- First $\text{ceil}(n/2)$ elements define one of the smaller instances; remaining $\text{floor}(n/2)$ elements define the second smaller instance.
- Each of the two smaller instances is sorted recursively.
- The sorted smaller instances are combined using a process called **merge**.
- Complexity is $O(n \log n)$.
- Usually implemented nonrecursively.

Merge Two Sorted Lists

- $A = (2, 5, 6)$
 $B = (1, 3, 8, 9, 10)$
 $C = ()$
- Compare smallest elements of A and B and merge smaller into C .
- $A = (2, 5, 6)$
 $B = (3, 8, 9, 10)$
 $C = (1)$

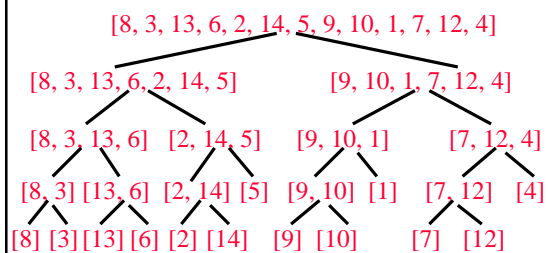
Merge Two Sorted Lists

- $A = (5, 6)$
 $B = (3, 8, 9, 10)$
 $C = (1, 2)$
- $A = (5, 6)$
 $B = (8, 9, 10)$
 $C = (1, 2, 3)$
- $A = (6)$
 $B = (8, 9, 10)$
 $C = (1, 2, 3, 5)$

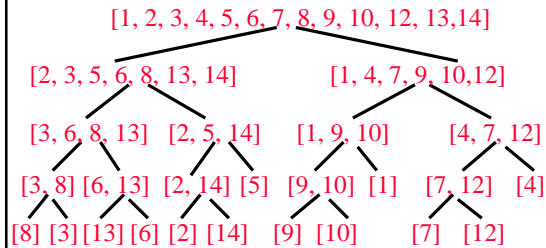
Merge Two Sorted Lists

- $A = ()$
 $B = (8, 9, 10)$
 $C = (1, 2, 3, 5, 6)$
- When one of A and B becomes empty, append the other list to C .
- $O(1)$ time needed to move an element into C .
- Total time is $O(n + m)$, where n and m are, respectively, the number of elements initially in A and B .

Merge Sort



Merge Sort



Time Complexity

- Let $t(n)$ be the time required to sort n elements.
- $t(0) = t(1) = c$, where c is a constant.
- When $n > 1$,
$$t(n) = t(\text{ceil}(n/2)) + t(\text{floor}(n/2)) + dn,$$
where d is a constant.
- To solve the recurrence, assume n is a power of 2 and use repeated substitution.
- $t(n) = O(n \log n)$.

Merge Sort

- Downward pass over the recursion tree.
 - Divide large instances into small ones.
- Upward pass over the recursion tree.
 - Merge pairs of sorted lists.
- Number of leaf nodes is n .
- Number of nonleaf nodes is $n-1$.

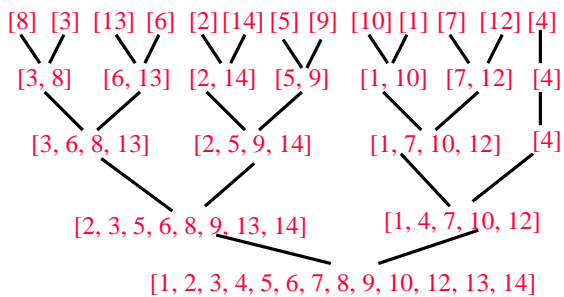
Time Complexity

- Downward pass.
 - $O(1)$ time at each node.
 - $O(n)$ total time at all nodes.
- Upward pass.
 - $O(n)$ time merging at each level that has a nonleaf node.
 - Number of levels is $O(\log n)$.
 - Total time is $O(n \log n)$.

Nonrecursive Version

- Eliminate downward pass.
- Start with sorted lists of size 1 and do pairwise merging of these sorted lists as in the upward pass.

Nonrecursive Merge Sort



Complexity

- Sorted segment size is 1, 2, 4, 8, ...
- Number of merge passes is $\text{ceil}(\log_2 n)$.
- Each merge pass takes $O(n)$ time.
- Total time is $O(n \log n)$.
- Need $O(n)$ additional space for the merge.
- Merge sort is slower than insertion sort when $n \leq 15$ (approximately). So define a small instance to be an instance with $n \leq 15$.
- Sort small instances using insertion sort.
- Start with segment size = 15.

Natural Merge Sort

- Initial sorted segments are the naturally occurring sorted segments in the input.
- Input = [8, 9, 10, 2, 5, 7, 9, 11, 13, 15, 6, 12, 14].
- Initial segments are:
[8, 9, 10] [2, 5, 7, 9, 11, 13, 15] [6, 12, 14]
- 2 (instead of 4) merge passes suffice.
- Segment boundaries have $a[i] > a[i+1]$.

Quick Sort

- Small instance has $n \leq 1$. Every small instance is a sorted instance.
- To sort a large instance, select a pivot element from out of the n elements.
- Partition the n elements into 3 groups left, middle and right.
- The middle group contains only the pivot element.
- All elements in the left group are \leq pivot.
- All elements in the right group are \geq pivot.
- Sort left and right groups recursively.
- Answer is sorted left group, followed by middle group followed by sorted right group.

Example

6 2 8 5 11 10 4 1 9 7 3

Use 6 as the pivot.

2 5 4 1 3 6 7 9 10 11 8

Sort left and right groups recursively.

Choice Of Pivot

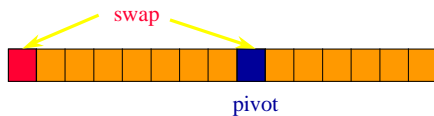
- Pivot is **leftmost** element in list that is to be sorted.
 - When sorting $a[6:20]$, use $a[6]$ as the pivot.
 - Text implementation does this.
- **Randomly** select one of the elements to be sorted as the pivot.
 - When sorting $a[6:20]$, generate a random number r in the range $[6, 20]$. Use $a[r]$ as the pivot.

Choice Of Pivot

- **Median-of-Three rule.** From the leftmost, middle, and rightmost elements of the list to be sorted, select the one with median key as the pivot.
 - When sorting $a[6:20]$, examine $a[6]$, $a[13]$ $((6+20)/2)$, and $a[20]$. Select the element with median (i.e., middle) key.
 - If $a[6].key = 30$, $a[13].key = 2$, and $a[20].key = 10$, $a[20]$ becomes the pivot.
 - If $a[6].key = 3$, $a[13].key = 2$, and $a[20].key = 10$, $a[6]$ becomes the pivot.

Choice Of Pivot

- If $a[6].key = 30$, $a[13].key = 25$, and $a[20].key = 10$, $a[13]$ becomes the pivot.
- When the pivot is picked at random or when the median-of-three rule is used, we can use the quick sort code of the text provided we first swap the leftmost element and the chosen pivot.



Partitioning Into Three Groups

- Sort $a = [6, 2, 8, 5, 11, 10, 4, 1, 9, 7, 3]$.
- Leftmost element (6) is the pivot.
- When another array b is available:
 - Scan a from left to right (omit the pivot in this scan), placing elements \leq pivot at the left end of b and the remaining elements at the right end of b .
 - The pivot is placed at the remaining position of the b .

Partitioning Example Using Additional Array

a

6	2	8	5	11	10	4	1	9	7	3
---	---	---	---	----	----	---	---	---	---	---

b

2	5	4	1	3	6	7	9	10	11	8
---	---	---	---	---	---	---	---	----	----	---

Sort left and right groups recursively.

In-place Partitioning

- Find leftmost element (**bigElement**) $>$ **pivot**.
- Find rightmost element (**smallElement**) $<$ **pivot**.
- Swap **bigElement** and **smallElement** provided **bigElement** is to the left of **smallElement**.
- Repeat.

In-Place Partitioning Example

a

6	2	8	5	11	10	4	1	9	7	3
---	---	---	---	----	----	---	---	---	---	---

a

6	2	3	5	11	10	4	1	9	7	8
---	---	---	---	----	----	---	---	---	---	---

a

6	2	3	5	1	10	4	11	9	7	8
---	---	---	---	---	----	---	----	---	---	---

a

6	2	3	5	1	4	10	11	9	7	8
---	---	---	---	---	---	----	----	---	---	---

bigElement is not to left of **smallElement**,
terminate process. Swap **pivot** and **smallElement**.

a

4	2	3	5	1	6	10	11	9	7	8
---	---	---	---	---	---	----	----	---	---	---

Complexity

- $O(n)$ time to partition an array of n elements.
- Let $t(n)$ be the time needed to sort n elements.
- $t(0) = t(1) = c$, where c is a constant.
- When $t > 1$,
$$t(n) = t(\text{left}) + t(\text{right}) + dn,$$
where d is a constant.
- $t(n)$ is maximum when either $|\text{left}| = 0$ or $|\text{right}| = 0$ following each partitioning.

Complexity

- This happens, for example, when the **pivot** is always the smallest element.
- For the worst-case time,
 $t(n) = t(n-1) + dn, n > 1$
- Use repeated substitution to get $t(n) = O(n^2)$.
- The best case arises when **|left|** and **|right|** are equal (or differ by 1) following each partitioning.
- For the best case, the recurrence is the same as for merge sort.

Complexity Of Quick Sort

- So the best-case complexity is $O(n \log n)$.
- Average complexity is also $O(n \log n)$.
- To help get partitions with almost equal size, change in-place swap rule to:
 - Find leftmost element (**bigElement**) \geq pivot.
 - Find rightmost element (**smallElement**) \leq pivot.
 - Swap **bigElement** and **smallElement** provided **bigElement** is to the left of **smallElement**.
- $O(n)$ space is needed for the recursion stack. May be reduced to $O(\log n)$ (see Exercise 19.22).

Complexity Of Quick Sort

- To improve performance, define a small instance to be one with $n \leq 15$ (say) and sort small instances using insertion sort.

java.util.Arrays.sort

- Arrays of a primitive data type are sorted using quick sort.
 - $n < 7 \Rightarrow$ insertion sort
 - $7 \leq n \leq 40 \Rightarrow$ median of three
 - $n > 40 \Rightarrow$ pseudo median of 9 equally spaced elements
 - divide the 9 elements into 3 groups
 - find the median of each group
 - **pivot** is median of the 3 group medians

java.util.Arrays.sort

- Arrays of a nonprimitive data type are sorted using merge sort.
 - $n < 7 \Rightarrow$ insertion sort
 - skip merge when last element of **left** segment is \leq first element of **right** segment
- Merge sort is **stable** (relative order of elements with equal keys is not changed).
- Quick sort is not stable.
