

COMPUTER SCIENCE DEPARTMENT FACULTY
OF ENGINEERING AND TECHNOLOGY

COMP2321

Data Structures

Chapter 7 Sorting Algorithms



GO!



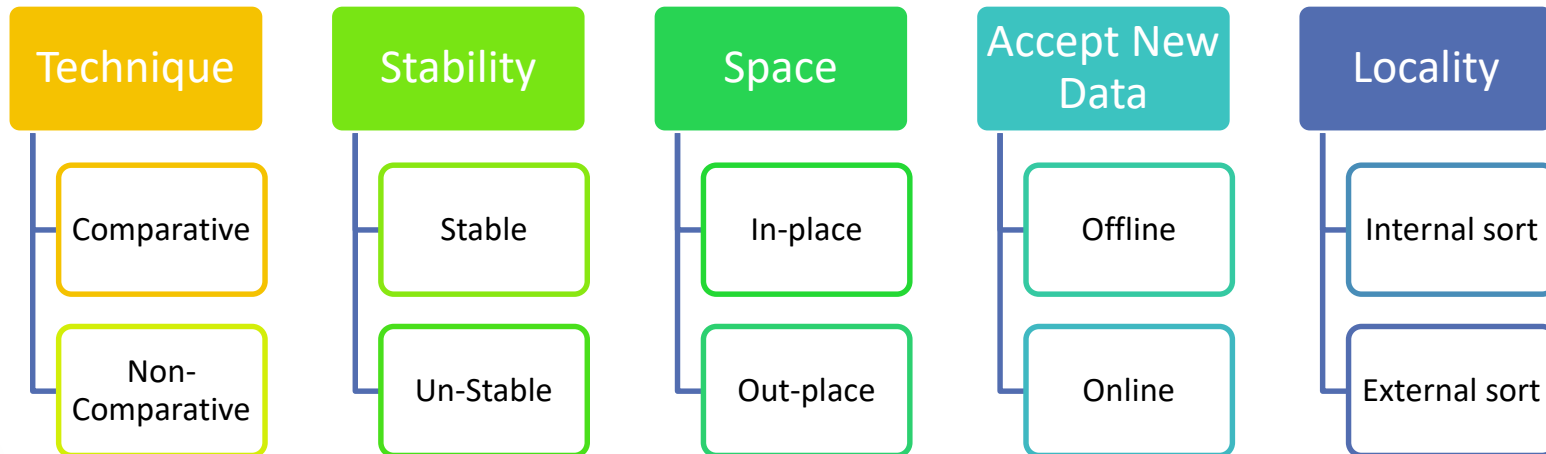
- **Sorting** is a process of arranging a collection of data items into either ascending or descending order.
- Suppose that we want to search for
 - particular record in a database
 - telephone number in telephone directory
 - TV channel in a list of more than 2000 channels.
- Majority of programming projects use a sort somewhere, and in many cases, the sorting cost determines the running time.
- **Sorting** arranges data in a sequence which makes searching easier.

Sort Algorithms



- Selection
 - Bubble
 - Radix/Bucket
 - Heap Sort
-
- Merge Sort
 - Quick Sort
 - insertion sort
 - Shell sort
 - External Sort

Sorting Algorithms



Sorting Algorithms

- **Types regard to the main technique:**
 - **Comparison-based:** the elements are compared with each other to construct the sorted array.
 - E.g. Bubble, Selection, Quick.
 - **Non Comparison-based:** the elements are not compared with each other to construct the sorted array.
 - E.g. Radix, Count.
- **Types regard to the memory used:**
 - **In-place:** the algorithm does not use any extra memory to sort the array. E.g. Bubble, selection.
 - **Out-place:** the algorithm uses any extra memory to sort the array. E.g. Merge, Radix

Sorting Algorithms

- **Online/Offline technique:**
- **Online:** the algorithm can accept new data while the algorithm is running, i.e. complete data is not required to start the sorting operation.
- Insertion Sort is one of the rare algorithm which satisfies this property.
- Insertion sort processes the array from left to right and if new elements are added to the right, it doesn't impact the ongoing operation.
- Most algorithms are offline.

Sorting Algorithms

- **Types regard to the order of elements:**
- **Stable:** if the algorithm does not change the order of elements with the same value.
 - if there are two items F and S with the same key values, and F appear before S in the original list. Then F must appear before S in the sorted list.
- **Unstable:** if the algorithm may change the order of elements with the same value.
- For example, consider the array 4, 4, 1, 3. \rightarrow 4', 4'', 1, 3.
 - Stable : 1, 3, 4', 4''.
 - Unstable: 1, 3, 4'', 4'.
- Bubble sort, insertion sort and merge sort are stable algorithms.
- Selection sort is unstable.

Sorting Algorithms

- An **internal sort** requires that the collection of data fit entirely in the computer's main memory.
- An **external sort is used** when the collection of data cannot fit in the computer's main memory all at once, but must reside in secondary storage such as on a disk.
- The external merge sort is a popular example for external sorting.

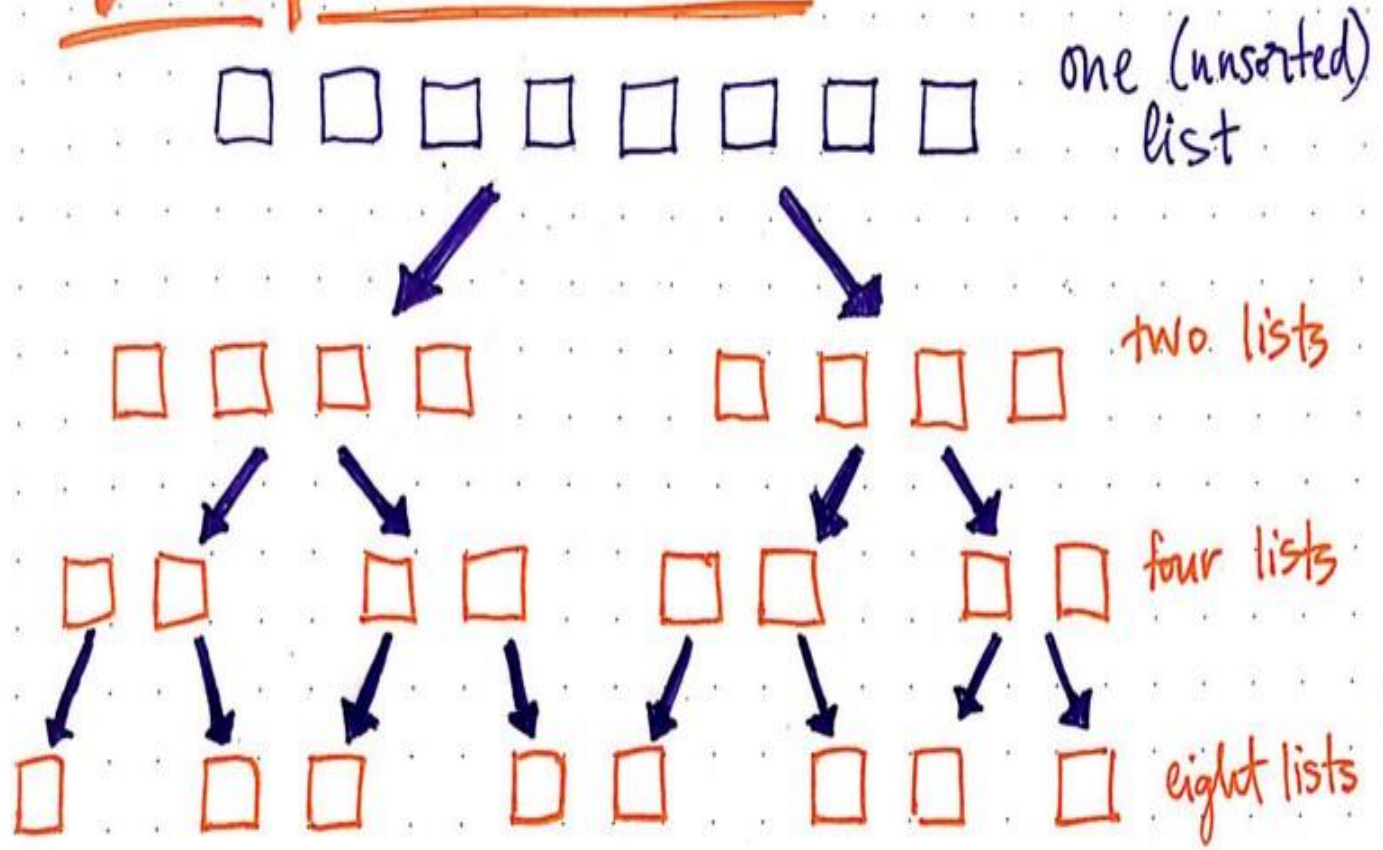
1- Merge Sort

- **Divide and conquer algorithm**
- *The basic idea behind merge sort is this: it tends to be a lot easier to sort two smaller, sorted lists rather than sorting a single large, unsorted one.*
- *It's useful when data set is huge (in Gbytes) and memory is low (in Mega bytes)*

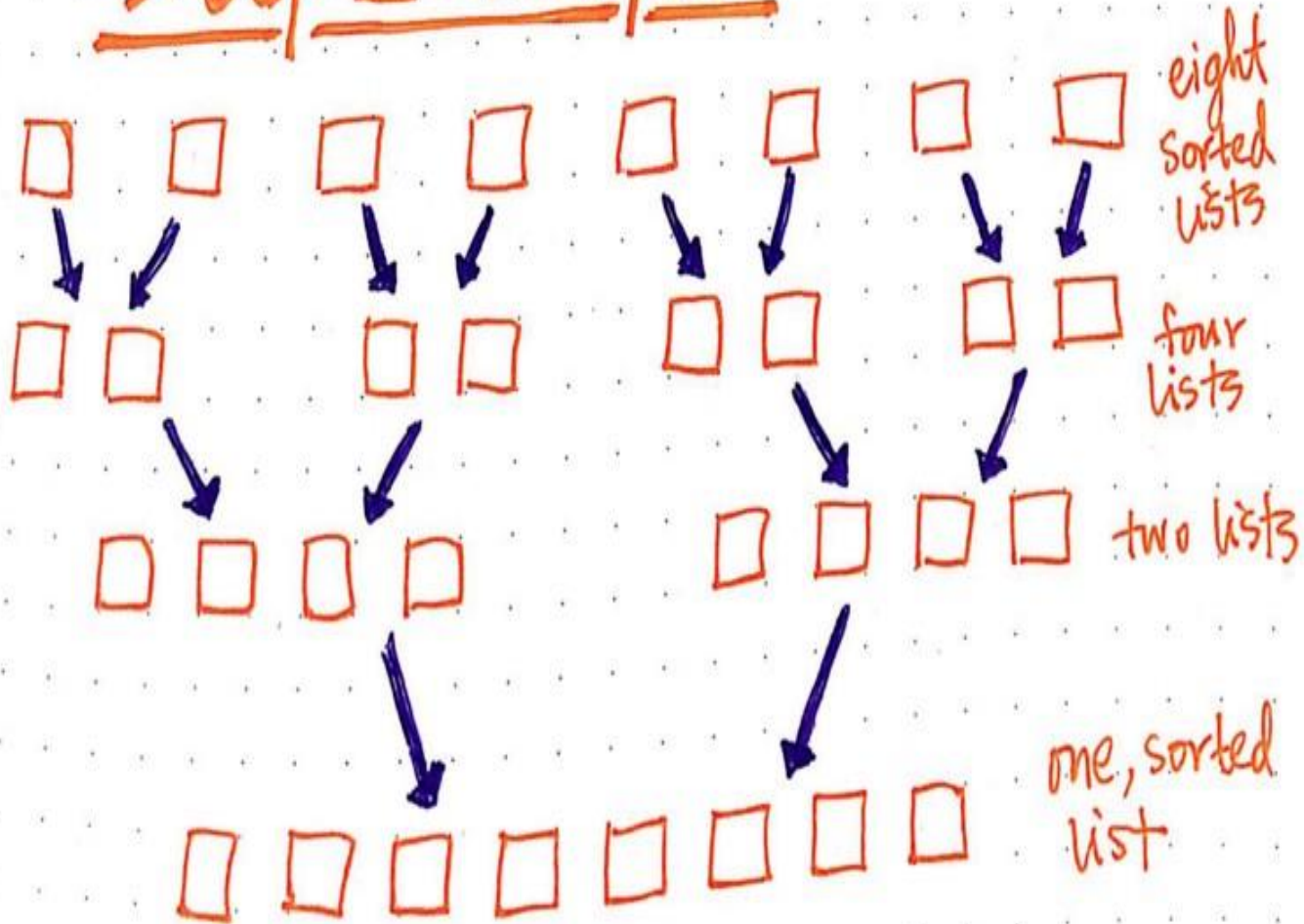
Divide + Conquer!

- ➔ A divide and conquer algorithm divides a problem into simpler versions of itself.
- ➔ By breaking down a problem into smaller parts, they become easier to solve. Usually, the solution for the smaller sub-problems can be applied to the larger, complicated one.
- ➔ Conquering the large problem using the same solution is what makes d+c recursive.

Step 1 : Divide

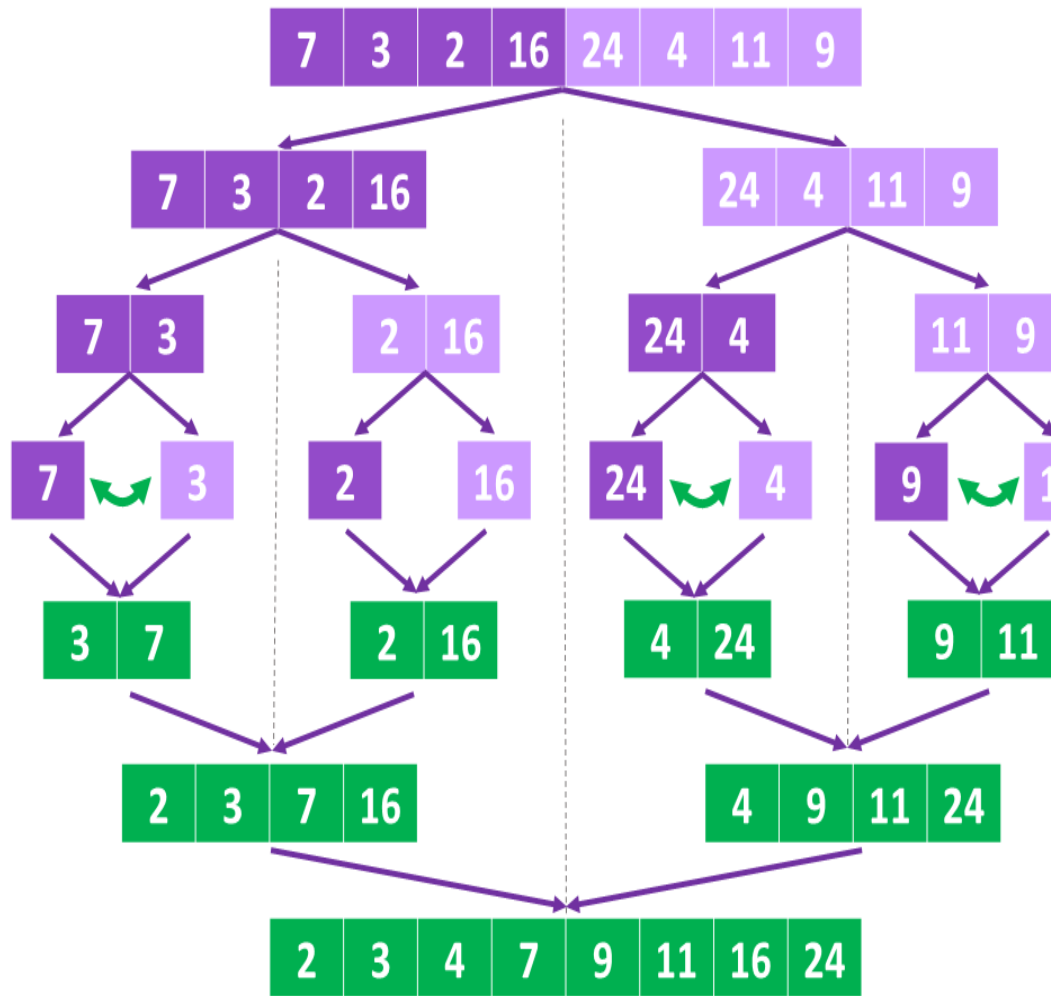


Step 2: Conquer



Example 1

Merge Sort

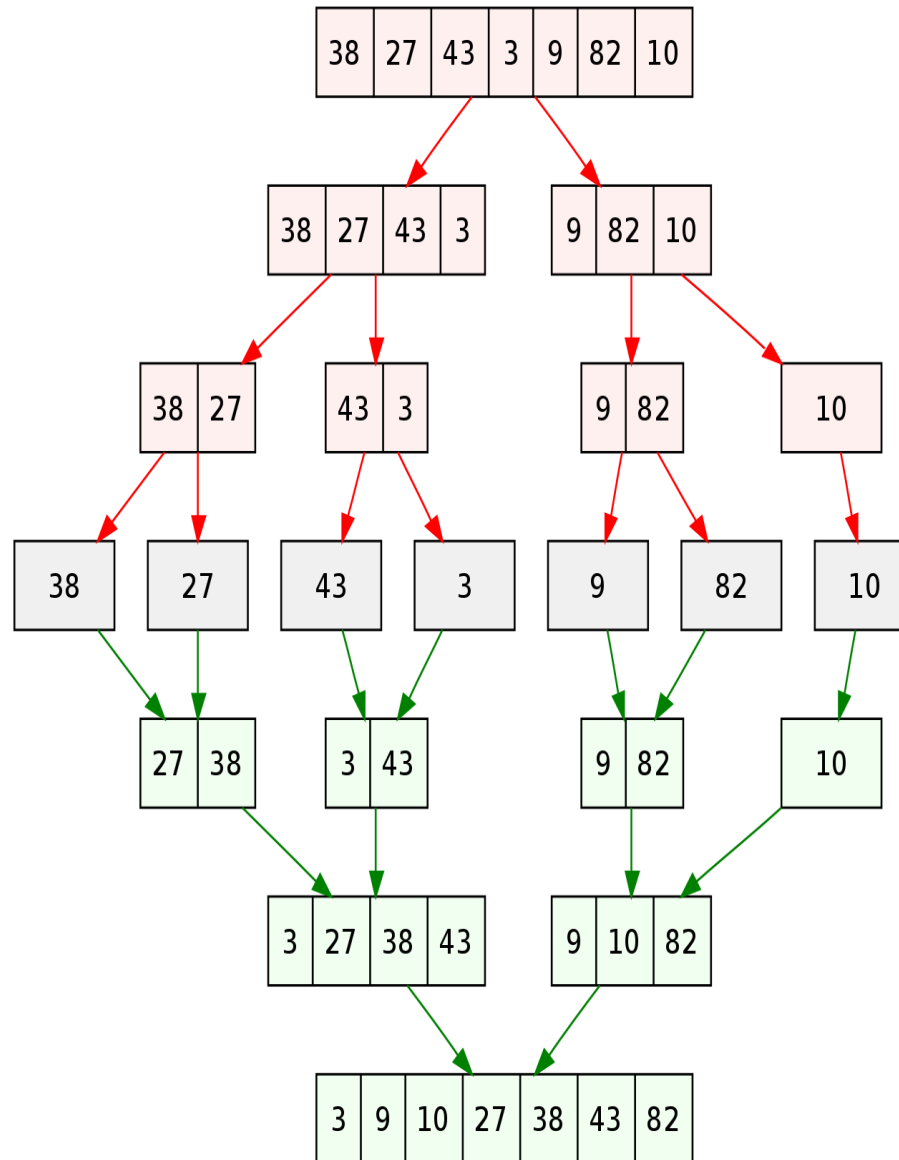


Step 1:
Split sub-lists in two until you reach pair of values.

Step 3:
Sort/swap pair of values if needed.

Step 4:
Merge and sort sub-lists and repeat process till you merge to the full list.

Example 2



Merge Sort Algorithm

/* low is for left index and high is right index of the sub-array of array to be sorted */

```
void mergeSort(int low, int high)
{
    if (low < high)
    {
        int mid = (low + high) / 2;

        // Sort first and second halves
        mergeSort(low, mid);
        mergeSort(mid + 1, high);

        merge(low, mid, high);
    }
}
```

Merge Sort: Time Complexity

/* low is for left index and high is right index of the sub-array of array to be sorted */

```
void mergeSort(int low, int high)
{
    if (low < high)
    {
        int mid = (low + high) / 2;

        // Sort first and second halves
        mergeSort(low, mid);
        mergeSort(mid + 1, high);

        merge(low, mid, high);
    }
}
```

→ Analysis of Merge Sort

$$T(n) = \begin{cases} a & n=1 \\ 2T(n/2) + Cn & n>1 \end{cases}$$

$$T(n/2) = 2T(n/4) + Cn/2$$

$$T(n) = 2[2T(n/4) + Cn/2] + Cn$$

$$= 2^2 T(n/4) + 2Cn$$

$$T(n) = 2^3 T(n/2^3) + 3Cn$$

...

$$T(n) = 2^K T(n/2^K) + KCn$$

$$\text{Let } 2^K = n \rightarrow k = \log n$$

$$T(n) = KT(1) + Cn \log n$$

$$T(n) = O(n \log n)$$


```

void merge(int low, int mid, int high)
{
    int i, j, k;
    i=low; //for Another Array copied
    j=low;
    k=mid+1;

    while (j <=mid && k <=high)
    {
        if (A[j] <= A[k])
        {
            B[i] = A[j];
            j++;
        }
        else
        {
            B[i] = A[k];
            k++;
        }
        i++;
    }
}

```

```

if(j <=mid) // copy all remains elements to Array
{
    for(k=j; k<=mid;k++, i++)
        B[i] = A[k];
}
else{ // copy all remains elements to Array
    for(j=k; j<=high;j++,i++)
        B[i] = A[j];
}

}

/* Copy the remaining elements of B[], back to A[]*
for(i=low; j<=high; i++)
    A[i] = B[i];
}

```

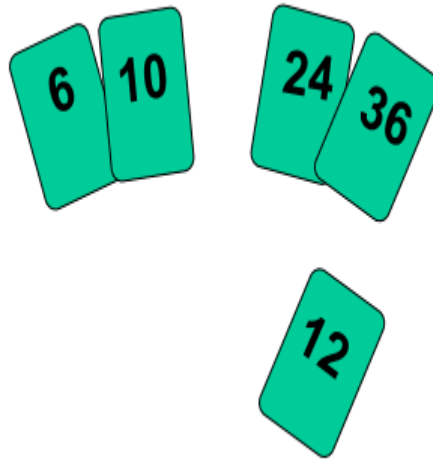
Merge Sort Properties

- **Time complexity:**
 - Best : $O(n \log n)$
 - Average: $O(n \log n)$
 - Worst: $O(n \log n)$
- **Stable or un-stable?**
 - Stable
- **Comparative or Non-Comparative?**
 - Comparative
- **In-place or out-place?**
 - Out-place

2- Insertion Sort

- Insertion sort is a simple sorting algorithm that is appropriate for small inputs.
 - Most common sorting technique used by card players.
 - The list is divided into two parts:
sorted and **unsorted**.
 - In each pass, the first element of the unsorted part is picked up, transferred to the sorted sublist, and inserted at the appropriate place.
 - A list of **n** elements will take at most **n-1** passes to sort the data.

Insertion Sort



Insertion Sort

- | Sorted | | Unsorted | | | |
|-----------|-----------|-----------|-----------|-----------|-----------|
| 50 | 10 | 30 | 60 | 80 | 40 |
| 50 | 10 | 30 | 60 | 80 | 40 |
| 10 | 50 | 30 | 60 | 80 | 40 |
| 10 | 30 | 50 | 60 | 80 | 40 |
| 10 | 30 | 50 | 60 | 80 | 40 |
| 10 | 30 | 50 | 60 | 80 | 40 |
| 10 | 30 | 40 | 50 | 60 | 80 |

Insertion Sort: code

- ```
void insertionSort(float a[], int n)
{
 for (int i = 1; i < n; i++) {
 float tmp = a[i];
 for (int j=i; j>0 && tmp <
a[j-1]; j--)
 a[j] = a[j-1];
 a[j] = tmp;
 }
}
```

# Insertion Sort-Analysis

- Running time depends on not only the size of the array but also the contents of the array.
- **Best-case:**
  - Array is already sorted in ascending order.
  - Inner loop will not be executed.
  - The number of moves:  $2*(n-1) \rightarrow O(n)$
  - The number of key comparisons:  $(n-1) \rightarrow O(n)$
- **Best-case:  $O(n)$**

# Insertion Sort-Analysis

- **Worst-case:**
  - – Array is in reverse order:
    - Inner loop is executed  $i-1$  times, for  $i = 2, 3, \dots, n$
    - The number of moves:  $2*(n-1)+(1+2+\dots+n-1) = 2*(n-1) + n*(n-1)/2 \rightarrow O(n^2)$
    - The number of key comparisons:  $(1+2+\dots+n-1) = n*(n-1)/2 \rightarrow O(n^2)$
  - **Worst-case:  $O(n^2)$**
  - **Average-case:  $O(n^2)$** 
    - We have to look at all possible initial data organizations.
  - **Insertion Sort  $\rightarrow$  Best :  $O(n)$ , Average:  $O(n^2)$ , Worst:  $O(n^2)$**



# Insertion Sort Properties

- **Time complexity:** Best :  $O(n)$ , Average:  $O(n^2)$ , Worst:  $O(n^2)$
- **Stable or un-stable?**
  - Stable
- **Comparative or Non-Comparative?**
  - Comparative
- **In-place or out-place?**
  - In-place

# QuickSort

Like Merge Sort, QuickSort is a **Divide and Conquer** algorithm. It picks an element as pivot and partitions the given array around the picked pivot. There are many different versions of quickSort that pick pivot in different ways.

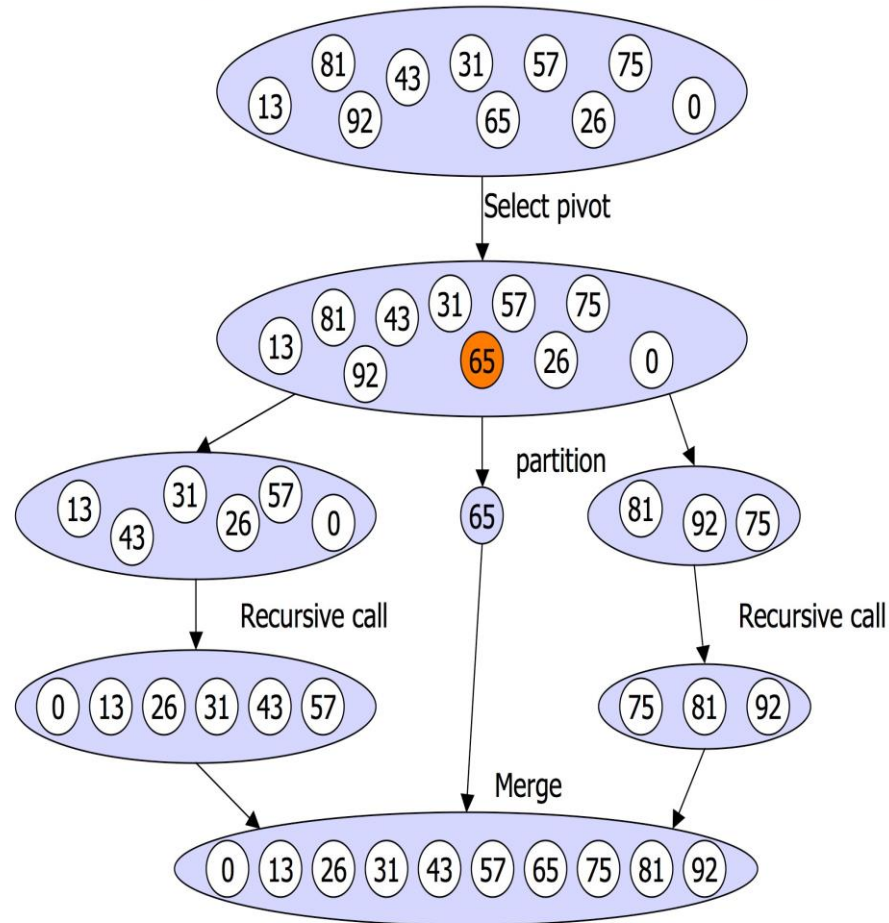
- Always pick first element as pivot.
- Always pick last element as pivot
- Pick a random element as pivot.
- Pick median as pivot.

# Quicksort

- Fastest known sorting algorithm in practice
  - Caveats: not stable
  - Vulnerable to certain attacks
  
- Average case complexity  $\rightarrow O(N \log N)$
  
- Worst-case complexity  $\rightarrow O(N^2)$ 
  - Rarely happens, if coded correctly

# Quick Sort

## Quicksort example



Instructor: Murad Njoum

# Picking the Pivot

- How would you pick one?
- Strategy 1: Pick the **first element** in  $S$ 
  - Works only if input is random
  - What if input  $S$  is sorted, or even mostly sorted?
    - All the remaining elements would go into either  $S_1$  or  $S_2$ !
    - Terrible performance!
  - Why worry about sorted input?
    - Remember  $\rightarrow$  Quicksort is recursive, so sub-problems could be sorted
    - Plus mostly sorted input is quite frequent

## Picking the Pivot (contd.)

- Strategy 2: Pick the pivot **randomly**
  - Would usually work well, even for mostly sorted input
  - Unless the random number generator is not quite random!
  - Plus random number generation is an expensive operation

# Picking the Pivot (contd.)

- Strategy 3: **Median-of-three Partitioning**
  - *Ideally*, the pivot should be the **median** of input array **S**
    - Median = element in the middle of the sorted sequence
  - Would divide the input into two almost equal partitions
  - Unfortunately, its hard to calculate median quickly, without sorting first!
  - So find the approximate median
    - Pivot = median of the **left-most**, **right-most** and **center** element of the array **S**
    - Solves the problem of sorted input

Instructor: Murad Njoum

# Picking the Pivot (contd.)

- Example: Median-of-three Partitioning
  - Let input  $S = \{6, 1, 4, 9, 0, 3, 5, 2, 7, 8\}$
  - $\text{left}=0$  and  $S[\text{left}] = 6$
  - $\text{right}=9$  and  $S[\text{right}] = 8$
  - $\text{center} = (\text{left}+\text{right})/2 = 4$  and  $S[\text{center}] = 0$
  - Pivot
    - = Median of  $S[\text{left}]$ ,  $S[\text{right}]$ , and  $S[\text{center}]$
    - = median of 6, 8, and 0
    - =  $S[\text{left}] = 6$



# Partitioning Algorithm

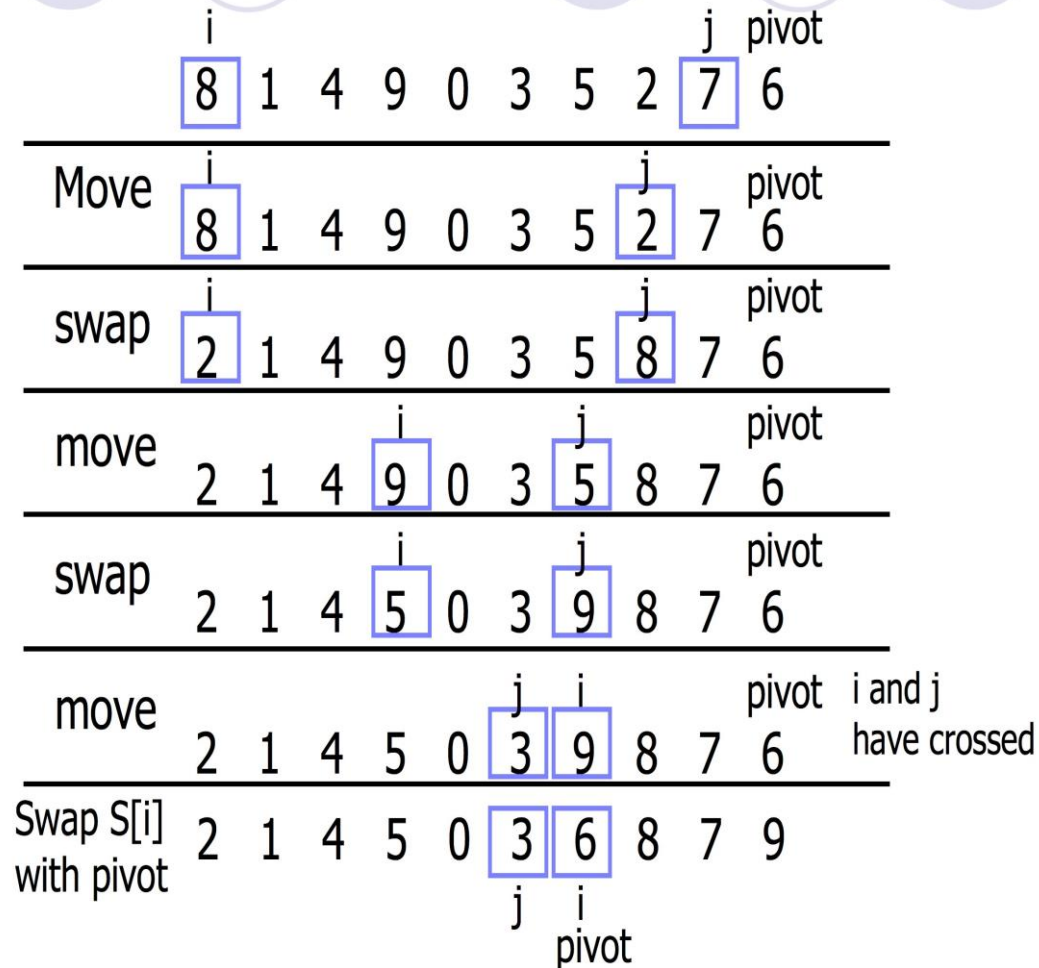
- Original input :  $S = \{6, 1, 4, 9, 0, 3, 5, 2, 7, 8\}$
- Get the pivot out of the way by swapping it with the last element

8 1 4 9 0 3 5 2 7 6  
pivot

- Have two 'iterators' –  $i$  and  $j$ 
  - $i$  starts at first element and moves forward
  - $j$  starts at last element and moves backwards

8 1 4 9 0 3 5 2 7 6  
 $i$   $j$  pivot

# Partitioning Algorithm Illustrated



Instructor: Murad Njoum

# Partitioning Algorithm (contd.)

□ **While** ( $i < j$ )

- Move  $i$  to the right till we find a number greater than **pivot**
- Move  $j$  to the left till we find a number smaller than **pivot**
- If ( $i < j$ ) **swap**( $S[i], S[j]$ )
- (The effect is to push larger elements to the right and smaller elements to the left)

 **Swap** the **pivot** with  $S[i]$

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For instance, with input 8, 1, 4, 9, 6, 3, 5, 2, 7, 0 the left element is 8, the right element is 0, and the center (in position  $(left + right)/2$ ) element is 6. Thus, the pivot would be  $v = 6$ .

## Median of :

8, 1, 4, 9, 6, 3, 5, 2, 7, 0

$$\begin{aligned} \text{center} &= (left + right)/2 \\ &= [0+9]/2 = 4.5 \end{aligned}$$

median

is

Is  $left(8) > center(6)$ , swap them  
 6, 1, 4, 9, 8, 3, 5, 2, 7, 0

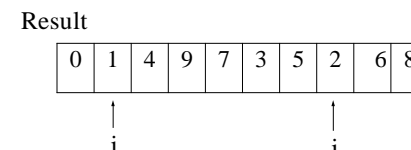
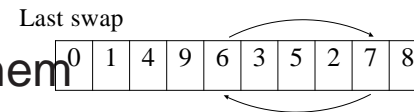
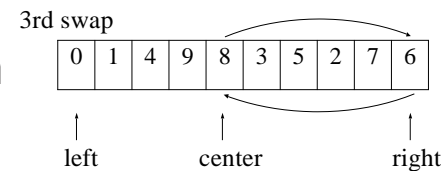
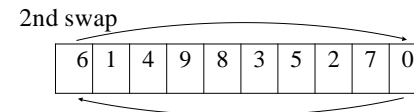
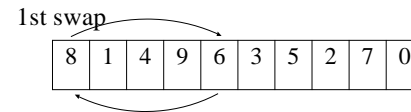
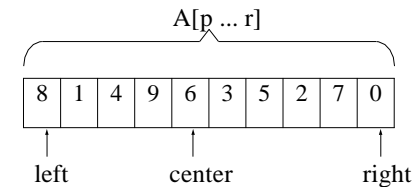
Is  $left(6) > right(0)$ , swap them

0, 1, 4, 9, 8, 3, 5, 2, 7, 6

Is  $center(8) > right(6)$ , swap them

0, 1, 4, 9, 6, 3, 5, 2, 7, 8

0, 1, 4, 9, 8, 3, 5, 2, 7, 6



```

void Q_sort(int A[], int left, int right)
{
int i, j, pivot;
if (left < right)
{
pivot = median3(A, left, right);
i = left;
j = right -1;
for (;;) //while(i<j) omit else, break
{
while(A[i] < pivot) {++i;}
while(A[j] > pivot) {--j;}
if (i < j)
exchange (A, i , j);
else
break;
}
exchange(A, i, right - 1); //swap occur between i and pivot

```

Unsorted Array



```

int median3(int A[], int left, int right)
{
 int center = (left + right)/2;
 if (A[left] > A[center])
 exchange(A, left, center);
 if (A[left] > A[right])
 exchange(A, left, right);
 if (A[center] > A[right])
 exchange(A, center, right); //rearrange
 elements

 exchange(A, center, right - 1); //swap median
 pivot with most right elements in array
 return A[right - 1]; //return the pivot
}

```

$$T(n) = T(k) + T(n-k-1) + (n)$$

The first two terms are for two recursive calls, the last term is for the **partition process**.

**k is** the number of elements which are **smaller than pivot**.

The time taken by QuickSort depends upon the input array and partition strategy.

Following are three cases.

**Worst Case:** The worst case occurs when the partition process always picks greatest or smallest element as pivot. If we consider above partition strategy where last element is always picked as pivot, the worst case would occur when the array is already sorted in increasing or decreasing order. Following is recurrence for worst case.

$$T(n) = T(0) + T(n-1) + (n) \text{ which is equivalent to } T(n) = T(n-1) + (n)$$

The solution of above recurrence is  **$O(n^2)$** .

**Best Case:** The best case occurs when the partition process always picks the **middle element** as pivot. Following is recurrence for best case.

→ Analysis of Quick Sort

- Worst case Analysis

$$T(n) = T(i) + T(n - i - 1) + Cn$$

$$T(n) = T(n-1) + Cn$$

$$T(n-1) = T(n-2) + C(n-1)$$

$$T(n-2) = T(n-3) + C(n-2)$$

...

...

$$T(2) = T(1) + C(2)$$

$$T(n) = T(1) + C \sum_{i=2}^n i = O(n^2)$$

- Best case Analysis

$$T(n) = 2 T(n/2) + Cn$$

...

...

$$T(n) = O(n \log n)$$

$n > 1$



- Average case Analysis

$$T(n) = T(i) + T(n-i-1) + Cn$$

$$\text{Average } T(i) = \frac{1}{n} \sum_{j=0}^{n-1} T(j)$$

$$T(n) = \frac{2}{n} \left[ \sum_{j=0}^{n-1} T(j) \right] + Cn$$

$$nT(n) = 2 \left[ \sum_{j=0}^{n-1} T(j) \right] + Cn^2 \quad \dots (1)$$

$$(n-1) T(n) = 2 \left[ \sum_{j=0}^{n-2} T(j) \right] + C(n-1)^2 \quad \dots (2)$$

$$(1) - (2)$$

$$nT(n) - (n-1) T(n-1) = 2 T(n-1) + 2Cn - C$$

$$nT(n) = 2T(n-1) + (n-1) T(n-1) + 2Cn$$

$$nT(n) = (n+1)T(n-1) + 2Cn \quad 1/n(n+1)$$

$$T(n)/(n+1) = T(n-1)/n + 2C/(n+1)$$

$$T(n-1)/n = T(n-2)/(n-1) + 2C/n$$

...

...

$$T(n)/n+1 = C \sum_{i=1}^n 1/i$$

$$T(n) = (n+1) C \sum_{i=1}^n 1/i$$

$$T(n) = O(n \log n)$$

# Shell Sort

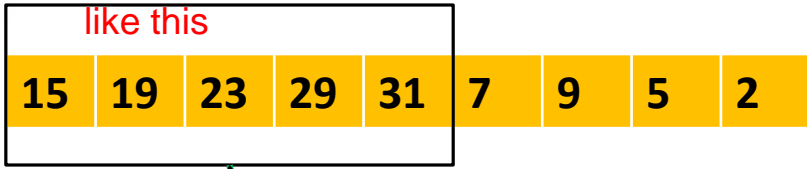
Shell Sort is mainly a variation of Insertion Sort.

In insertion sort, **we move elements only one position ahead**. When an element has to be moved far ahead, **many movements are involved**.

The idea of **shell Sort is to allow exchange of far items**. In shellSort, we make the array h-sorted for a large value of h.

We keep reducing the value of h until it becomes 1. An array is said to be h-sorted if all sublists of every h'th element is sorted.

Suppose we have an array like this



It's case of insertion sort ?

How many shifts we need to move 7 to correct position  
5 shifts

shell techniques:

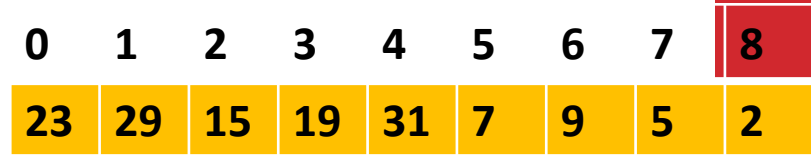
What if we move 7 to first position in just one movement.

This is called **GAP**

We use distinct elements, not near elements

efficiency of algorithm depends on gap

gap = 5, 3, 1, it could be any gap,  
we use  $gap = n/2$



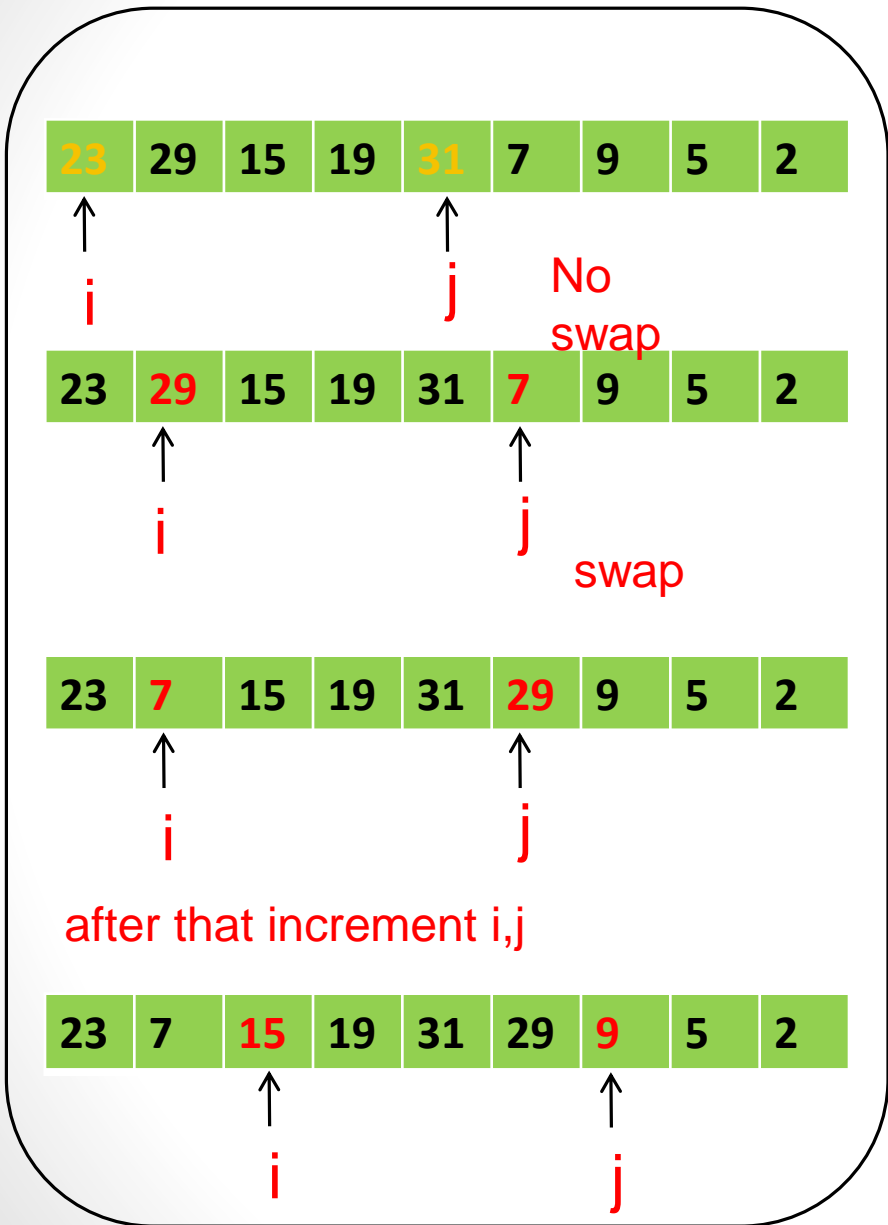
i j

compare  $a[i], a[j]$ , if  $(a[i] > a[j])$ , then swap  
 $i++$ ,  $j++$

# Shell Sort

23 29 15 19 31 7 9 5 2

Solution in class At board



23 7 9 19 31 29 15 5 2

23 7 9 19 31 29 15 5 2

23 7 9 5 31 29 15 19 2

23 7 9 5 31 29 15 19 2

23 7 9 5 2 29 15 19 31



We have to look backward also, in same as gap value(4)

2 7 9 5 23 29 15 19 31

After Complete Phase

2 7 9 5 23 29 15 19 31

# Shell Sort: Gap= 4/2=2

## Solution in class At

board

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|



|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 29 | 23 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 29 | 23 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

After Complete Phase two

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 7 | 9 | 5 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

↑  
i          j

No  
swap

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 7 | 9 | 5 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

↑          ↑  
i          j          swap

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|

↑          ↑  
i          j

after that increment i,j

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 23 | 29 | 15 | 19 | 31 |
|---|---|---|---|----|----|----|----|----|



Shell Sort:  $Gap = 2/2 = 1$

Solution in class At  
board

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

↑ ↑

i j No swap

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

↪ ↑

i j No swap

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 9 | 7 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

↑ ↑

i j swap

after that increment i,j

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

↪ ↑

i j

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

↪

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

After Complete Phase three

|   |   |   |   |    |    |    |    |    |
|---|---|---|---|----|----|----|----|----|
| 2 | 5 | 7 | 9 | 15 | 19 | 23 | 29 | 31 |
|---|---|---|---|----|----|----|----|----|

Gap =  $1/2 = 0$ , stop

# Shell sort

```
void Shellsort(ElementType A[], int N)
```

```
{
 int i, j, Increment;
 ElementType Tmp;

 for(gap = N / 2; gap > 0; gap /= 2)
 for(j = gap; j < N; j++)
 {
 Tmp = ;
 for(i = j - gap; i >= 0; i -= gap)
 if(A[i] < A[i + gap]) //test for
swap
 {temp = A[i + gap];
 A[i + gap] = A[i];
 A[i] = Tmp;
 }
 else
 break;
 }
}
```

| 0  | 1  | 2  | 3  | 4  | 5 | 6 | 7 | 8 |
|----|----|----|----|----|---|---|---|---|
| 23 | 29 | 15 | 19 | 31 | 7 | 9 | 5 | 2 |
| ↑  |    |    |    | ↑  |   |   |   |   |
| i  |    |    |    | j  |   |   |   |   |

**gap=4**

$j=4, i = 4-4=0 \implies$  break

$j=5, i = 5-4=1, \implies$  swap

$i=i-gap=1-4=-3$ , condition is

false

...

$j=8, i=8-4=4$ .....if it true then

swap

$i=i-gap=4-4=0$ ...if it true then

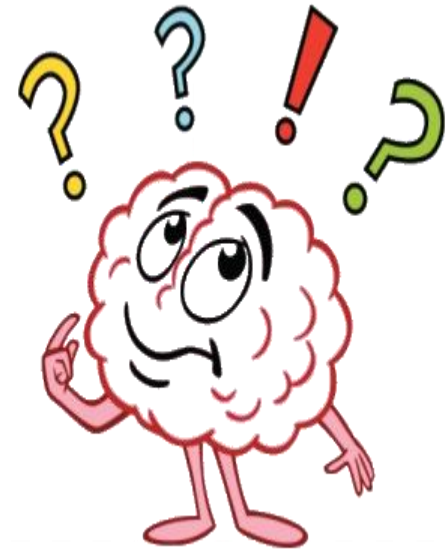
swap

**Time Complexity:** Time complexity of above implementation of **shellsort** is  $O(n^2)$ . In the above implementation gap is reduce by half in every iteration.

There are many other ways to reduce gap which lead to

Suppose we have 5 GB of data using only 1 GB of RAM , what is the best sorting algorithm could you use?

## External Sorting



Solution in class At board (We will Back later)



# External Sorting

- Used when the data to be sorted is so large that we cannot use the computer's internal storage (main memory) to store it
- We use secondary storage devices to store the data
- The secondary storage devices we discuss here are **tape drives**. Any other storage device such as **disk arrays**, etc. can be used

# Two-way Sorting

## Algorithm: Sort Phase

Algorithm:

### I. Sort Phase

1. **Read  $M$  records from one pair** of tape drives.  
Initially, all the records are present only on one tape drive
2. Sort the  $M$  records in the computer's internal storage. If  $M$  is small ( $< 10$ ) **use insertion sort**. For **larger values of  $M$  use quick sort**.
3. **Write the  $M$  sorted records into the other pair of tape drives** (i.e., the pair which does not contain the input records). **While writing the records, alternate between the two tape drives of that pair.**
4. Repeat steps 1-3 until the end of input

## Example 2 For sorting 10 GB of data using only 1 GB of RAM:

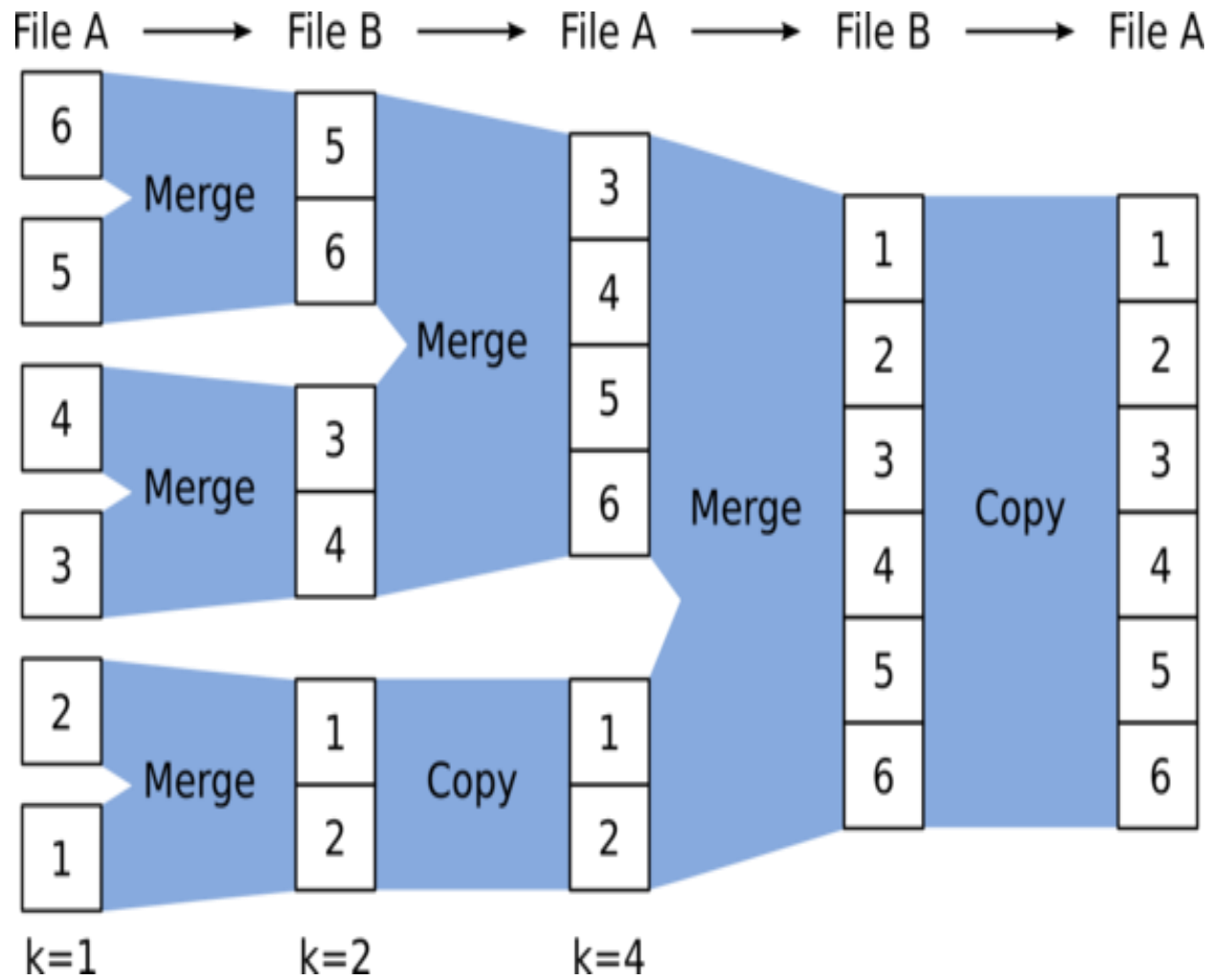
1. Read 1 GB of the data in main memory and sort by using quicksort.
2. Write the sorted data to disk.

3. Repeat steps 1 and 2 until all of the data is in sorted 1 GB chunks (there are  $10 \text{ GB} / 1 \text{ GB} = 10$  chunks), which now need to be merged into one single output file.

4. Read the first 90 MB of each sorted chunk (of 1 GB) into input buffers in main memory and allocate the remaining 100 MB for an output buffer.

(For better performance, we can take the output buffer larger and the input buffers slightly smaller.)

5. Perform a 10-way merge and store the result in the output buffer



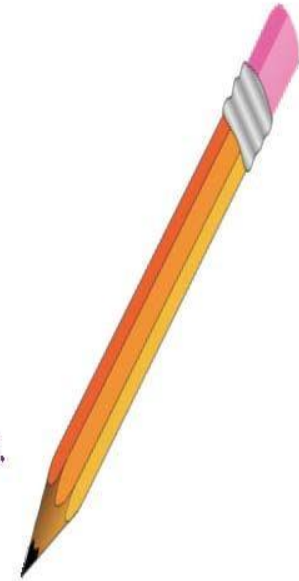
Thank You So Much



Dear Students

Always Remember...

1. You are important.
2. You are special!
3. I believe in you.
4. I trust you.
5. You are listened to.
6. Your opinion matters.
7. I care about you.
8. I respect you.
9. You are a winner!
10. I will help you succeed!



Instructor: Murad Njoum

