

FoCS Lecture 5: ~~Sorting~~Sorting

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Applications of sorting

- fast **search**
- fast **merging**
- finding **duplicates**
- **inverting** tables
- **graphics** algorithms

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Once a set of items is sorted, it simplifies many other problems in computer science.

Complexity of Comparison Sort?

- typically count the number of comparisons $C(n)$
- there are $n!$ permutations of n elements
- each comparison eliminates *half* of the permutations
 $2^{C(n)} \geq n!$
- therefore $C(n) \geq \log(n!) \approx n \log n - 1.44n$
- The lower bound of comparison is $O(n \log n)$

Common sorting algorithms

We begin by examining three in detail:

- Insertion sort
- Quicksort
- Mergesort

Insertion Sort

Insertion Sort

```
# let rec ins = function
  | x, [] -> [x]
  | x, y::ys ->
    if x <= y then
      x :: y :: ys
    else
      y :: ins (x, ys)

# let rec insert = function
  | [] -> []
  | x::xs -> ins (x, insert xs)
```

Insertion Sort

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  | x, [] -> [x]
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# let rec insort = function
  | [] -> []
  | x::xs -> ins (x, insort xs)
```

Input is inserted in the output in the right place to be sorted

Insertion Sort

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Input is inserted in the output in the right place to be sorted

Then continue to process the remainder of the input

Insertion Sort

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- Items from input are copied to the output
- Inserted in order, so the output is always sorted

Insertion Sort

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- Items from input are copied to the output
- Inserted in order, so the output is always sorted

Complexity is $O(n^2)$ comparisons
vs the theoretical best case of $O(n \log n)$

Quicksort

Quicksort

- Choose a *pivot element* a
- **Divide:** partition the input into two sublists
 - those at most a in value
 - those *exceeding* a
- **Conquer:** using recursive calls to sort sublists
- **Combine:** sorted lists by appending them

Quicksort

```
# let rec quick = function
| [] -> []
| [x] -> [x]
| a::bs ->
    let rec part = function
    | (l, r, []) -> (quick l) @ (a :: quick r)
    | (l, r, x::xs) ->
        if (x <= a) then
            part (x::l, r, xs)
        else
            part (l, x::r, xs)
    in
    part ([], [], bs)
```

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Quicksort

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      part ([], [], bs)
```

Complexity is $O(n \log n)$ in the average case
but $O(n^2)$ in the worst case!

Append-free Quicksort

```
# let rec quik = function
  | ([], sorted) -> sorted
  | ([x], sorted) -> x::sorted
  | a::bs, sorted ->
    let rec part = function
      | l, r, [] -> quik (l, a :: quik (r, sorted))
      | l, r, x::xs ->
          if (x <= a) then
            part (x::l, r, xs)
          else
            part (l, x::r, xs)
    in
      part ([], [], bs)
```

Comparing both quicksorts

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let rec quick = function
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```

Call "quick" twice and then append results

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| [x], sorted -> x::sorted
| a::bs, sorted ->
    let rec part = function
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        if x <= a then
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    in
    part ([], [], bs)
```

Call "quik" once, cons "a" to it, then call "quik" again

Mergesort

Merge Two Lists

```
# let rec merge = function
| [], ys -> ys
| xs, [] -> xs
| x::xs, y::ys ->
  if x <= y then
    x :: merge (xs, y::ys)
  else
    y :: merge (x::xs, ys)
```


Merge Two Lists

```
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| xs, [] -> xs
| x::xs, y::ys ->
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  else
    y :: merge (x::xs, ys)
```

- Does at most $(m + n - 1)$ comparisons where m and n are length of input lists
- Fast if lists are roughly equal and >1 length

Useful as the basis for several other divide-and-conquer algorithms.

Top down mergesort

```
# let rec tmergesort = function
| [] -> []
| [x] -> [x]
| xs ->
    let k = List.length xs / 2 in
    let l = tmergesort (take (xs, k)) in
    let r = tmergesort (drop (xs, k)) in
    merge (l, r)
```

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- Unlike quicksort, no need to pick a pivot
- Count half the list and divide using `take` and `drop`

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Top down mergesort

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      merge (l, r)
```

- Complexity of mergesort is $O(n \log n)$
- But unlike quicksort, is *always* that even in the worst case.
- So why not always use mergesort?

Sorting through sorting algorithms

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Mergesort: optimal in theory, often slower than quicksort in practise

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Match the algorithm to the application

Exercises

Optimal is $O(n \log n)$ comparisons

Insertion sort: simple to code, quadratic complexity

Quicksort: fast on average, quadratic complexity in worst case

Mergesort: optimal in theory, often slower than quicksort in practise

Work through selection sort and bubblesort, and examine the complexity and runtime tradeoffs of their approaches