Applications of sorting

- fast search
- fast merging
- finding duplicates
- inverting tables
- graphics algorithms
Applications of sorting

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

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 insort = function
| [] -> []
| x::xs -> ins (x, insort xs)
Insertion Sort

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| x, [] -> [x]
| x, y::ys ->
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Input is inserted in the output in the right place to be sorted
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 insort = function
  | [] -> []
  | x::xs -> ins (x, insort xs)
```

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

Then continue to process the remainder of the input
Insertion Sort

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

- 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

- 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
# 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)
Quicksort

```ocaml
# 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)
```

“Divide”
Quicksort

```ocaml
# 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)
```

“Divide”

“Conquer”
Quicksort

```plaintext
# 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)
```

“Divide”

“Conquer”

“Combine”
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)

Complexity is $O(n \log n)$ in the average case
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)
```

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

```ocaml
# 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

```ocaml
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)
```

```ocaml
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

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
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let rec quick = function
  | [] -> []
  | [x] -> [x]
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      | (l, r, x::xs) ->
        if x <= a then
        part (x::l, r, xs)
        else
        part (l, x::r, xs)
    in
    part ([], [], bs)
Mergesort
Merge Two Lists

```ocaml
# 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

- 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

```ocaml
# 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)
```
Top down mergesort

```ocaml
# 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)
```

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

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- Count half the list and divide using `take` and `drop`
Top down mergesort

```ocaml
# 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)
```

- 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

Optimal is $O(n \log n)$ comparisons
Sorting through sorting algorithms

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
Sorting through sorting algorithms

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

Insertion sort: simple to code, quadratic complexity
Quicksort: fast on average, quadratic complexity in worst case
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Match the algorithm to the application
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 practice

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