
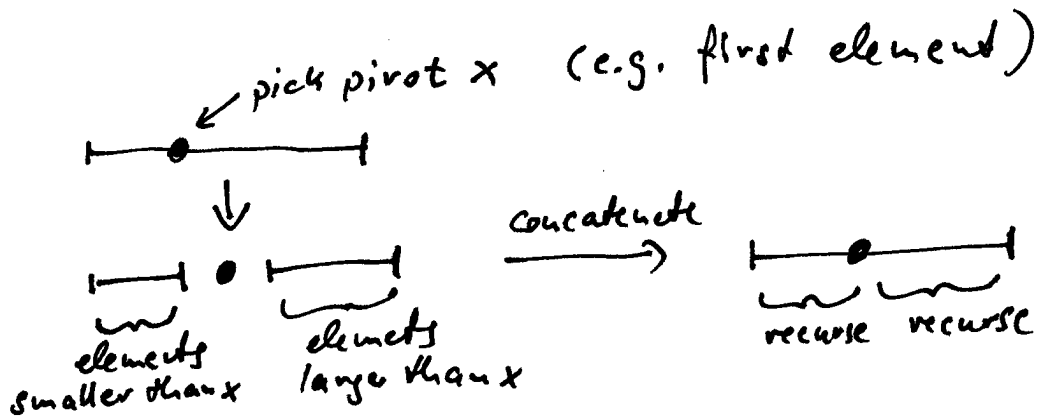


# Sorting

We assume an array  $A$  of  $N$  integers to be sorted:  
 $A[1], \dots, A[N]$   
visualized: 

## Quick sort

Basic idea:



Better version: in place

show for 3 7 8 5 2 9 5 4

Analysis:

best case:  $O(N \log(N))$

(always pick a pivot that divides 50/50:  
 $C(N) = C(N/2) + O(N)$ )

worst case:  $O(N^2)$   
(when)

(always partition  $1 + N - 1$   
 $C(N) = C(N-1) + O(N)$ )

average case:

$\approx 1.39 N \log_2(N) + O(N)$  comparisons

+ best among comparison-based algos  
+ locality (spatial and temporal)

- worst case  $O(N^2)$

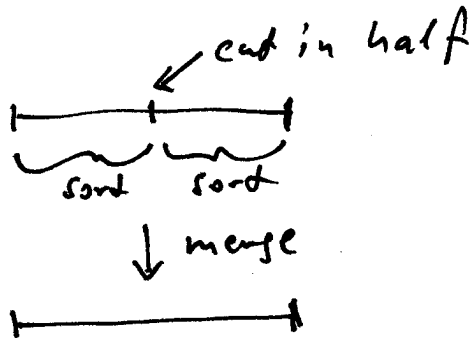
- not good for small sizes (empirical)

Optimizations (Sedgwick 78)

- choose pivot = median (first, middle, last)
- use other sorting algos for small sizes
- choose multiple pivots (not worth it?)

# Merge sort

Basic idea:



Show merge, is  $O(N)$

Analysis:  $C(N) = 2C(N/2) + O(N)$

$\Rightarrow C(N) = O(N \log(N))$

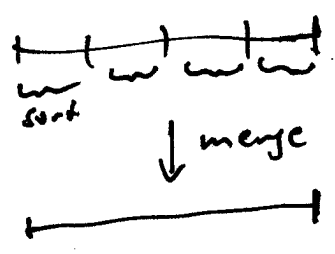
- + locality (temporal and spatial)
- $O(N)$  extra storage

Optimizations:

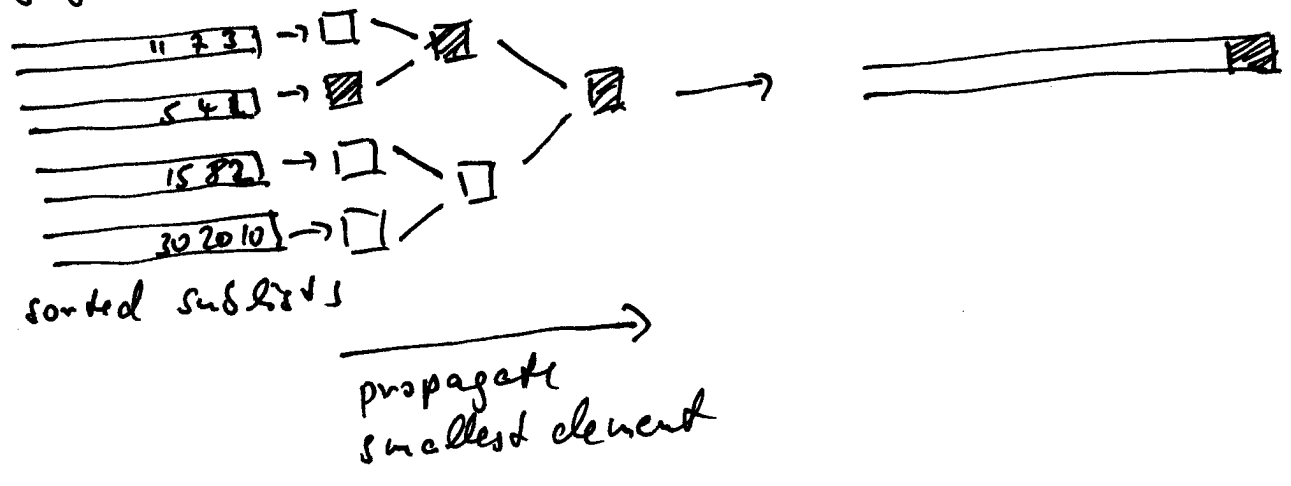
- other search for smaller problems
- divide into  $p$  chunks ( $N/p$  fits in cache, less overhead)  $\rightarrow$  Multi-way merge sort

## Multi-way Merge sort

Basic idea:



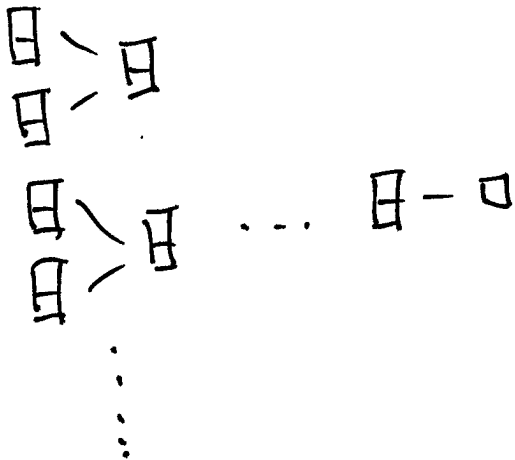
Merging:



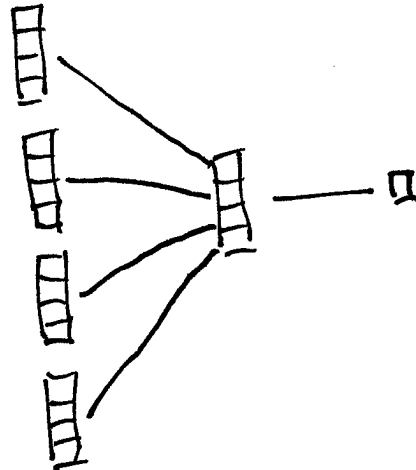
## Optimizations

- use  $p$  as degree of freedom (e.g.,  $M/p$  and priority queue fit into cache)
- other search for smaller problems
- increase fan-out of priority queue to match cacheline size  
e.g. cacheline = 4 elements, then

instead of



do



Next, two algorithms suitable for small sizes

## Insertion Sort

Basic idea: move through  $A$  and sort iteratively by swapping

Show code and an example

Analysis:

best:  $O(N)$  (already sorted)

worst:  $O(N^2)$  (reverse sorted)

average:  $O(N^2)$

general:  $O(N+d)$   $d = \{ (i,j) \mid i < j \text{ and } A[i] > A[j] \}$

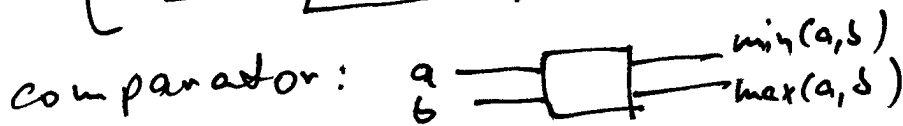
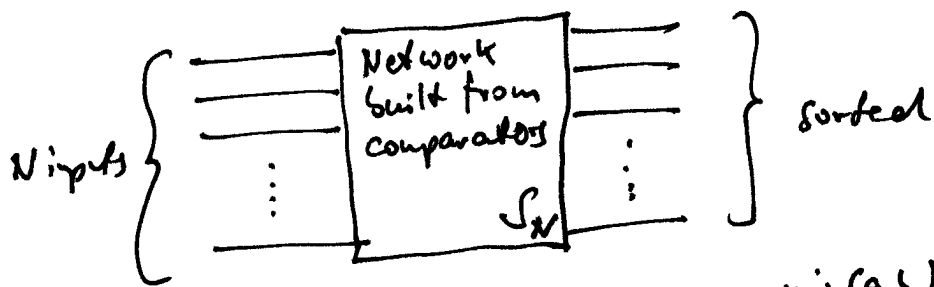
+ fast on almost sorted lists

- bad average cost

+ simple, in place

# Sorting Networks

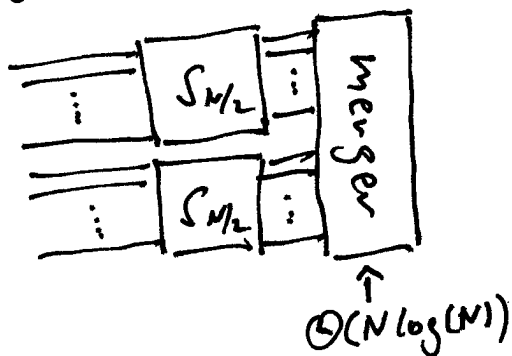
Basic idea:



Show example

Constructions:

- best known uses  $O(N \log N)$  comparators but huge constant
- useful constructions have  $O(N \log^2 N)$  comparators construction: (recursive)



$$C(N) = 2C(N/2) + O(N \log N)$$
$$\Rightarrow C(N) = O(N \log^2 N)$$

Analysis:

- + independent of input data, in place
- +  $O(N \log^2 N)$  worst case
- " best case

Optimizations:

- schedule comparisons, e.g., for instruction level parallelism