

CS 2100

---

Sorting  
(pt 2)


---

---

---

---

---



# Recap

- Lab tomorrow
- HW due Friday
- Midterms almost done!  
(come tomorrow!)
- HW on Lists - up by  
tomorrow,  
due Friday the 22<sup>nd</sup>
- Also: reading due  
Monday after break
- No class on Friday
- Check blackboard  
over break

# Merge Sort:

if length of A is  $> 2$

divide in half  
Merge sort (left)  
Merge sort (right)

Merge (left + right)

return list

else // (list of length 0 or 1  
done

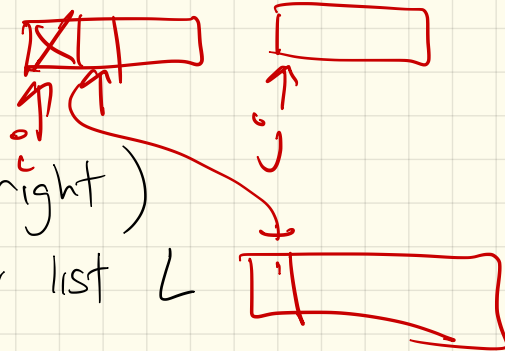
Merge (left, right)

create empty list L

$i \leftarrow 1, j \leftarrow 1$

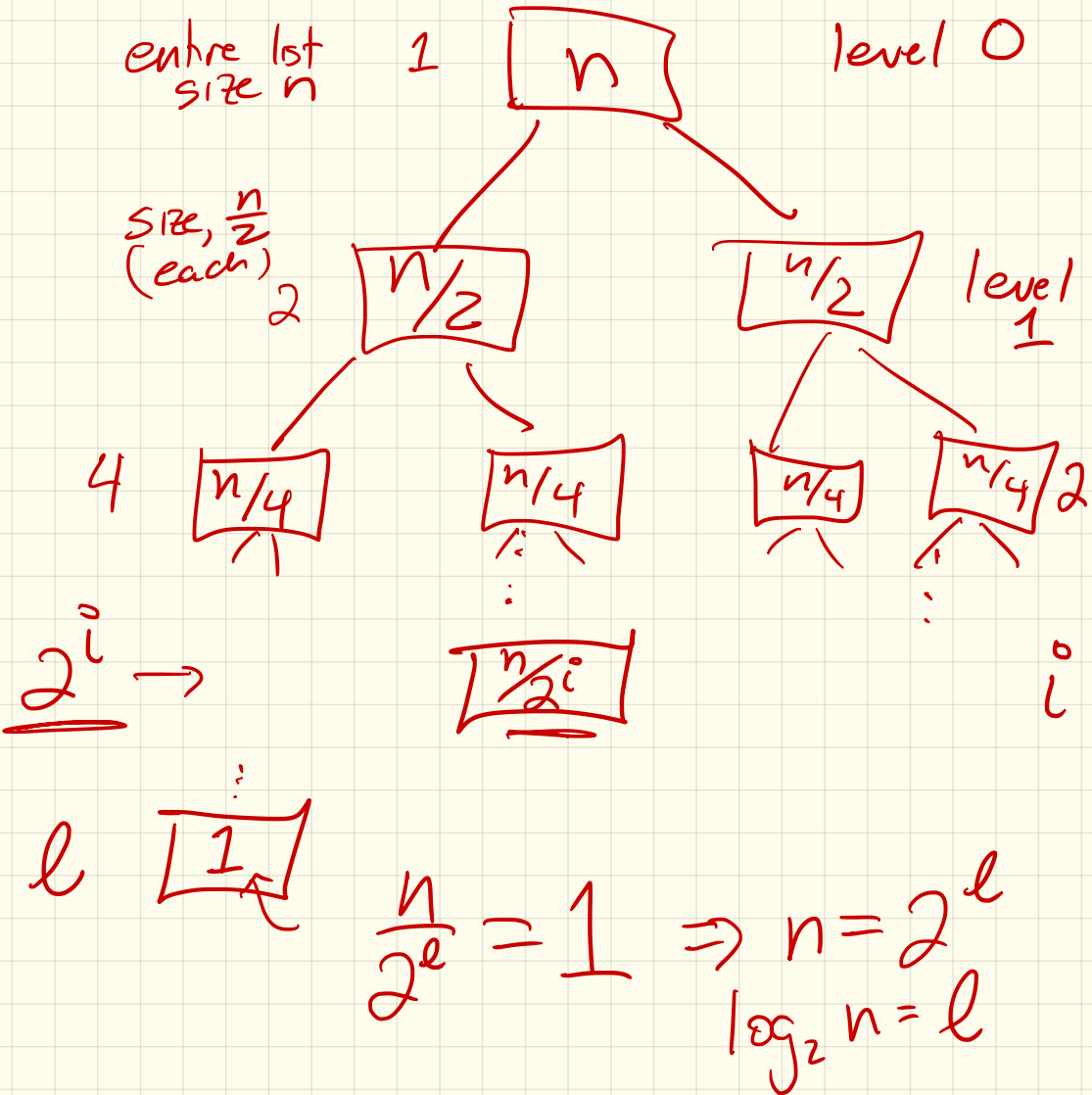
while ( $i$  or  $j < \text{size}$ )

put smallest one  
next in L



Runtime: # of comparisons

$$M(n) \leq 2M\left(\frac{n}{2}\right) + n$$



# comps =

$$\sum_{i=0}^{\log_2 n} (\# \text{ nodes on level } i) (\# \text{ comps inside a single node})$$

$$= \sum_{i=0}^{\log_2 n} (2^i) \left( \frac{n}{2^i} \right)$$

$$= \sum_{i=0}^{\log_2 n} n$$

$$= \underbrace{n + n + n + \dots + n}_{\log_2 n}$$

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

Issue: space!

How much do we need?

Think about merge:

$\swarrow i$   
7 8 10 16 | ~~2~~  $\swarrow j$  4 9 17

(array or linked?)

$L = 2$

↑

new spot

→ need new array!

linked: insert (before)  
first item,  $j$

# Radix Sort

Consider a list of numbers:

~~28~~, ~~11~~, 265, 63, 22, 58, 85, 80

"Sort" first by 1's digit:

80  
0

11  
1

22  
2

63  
3

265  
5

85

58  
28  
8

.

Then by 10's:

10      20      30      .      -

Then by 100's:

Best application: Strings!

How many "buckets"?

26 buckets

How many phases:  
length of longest  
string



Can show this will always work:

◦ Last round put in order of most significant digit.

◦ Then, in each digit, 2<sup>nd</sup> to last round, ensured correct order

◦ etc

Formally - induction

Runtime:

~~digits~~  
(~~# of bits~~)  $(n + b)$   
# rounds

↑  
"buckets"

Looks linear!  
(Is it?)

Largest # =  $X$   
→  $\log_2 X$  bits to write it down

# Takeaways

- Sorting is a fundamental CS problem
- Many ways + "optimal" can depend upon the data + the setting
- Low level issues can drastically affect speed
- Other constraints: space, size of each value, etc.  
(array vs. linked)