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## 2.1 ELEMENTARY SORTS

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- ▶ *rules of the game*
- ▶ *selection sort*
- ▶ *insertion sort*
- ▶ *binary search*



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# Sorting problem

---

**Problem.** Given an array of  $n$  elements, rearrange in ascending order by key.

Last ▾	First	House	Year
<b>Longbottom</b>	Neville	Gryffindor	1998
<b>Weasley</b>	Ron	Gryffindor	1998
<b>Abbott</b>	Hannah	Hufflepuff	1998
<i>element</i> → <b>Potter</b>	Harry	Gryffindor	1998
<b>Chang</b>	Cho	Ravenclaw	1997
<b>Granger</b>	Hermione	Gryffindor	1998
<i>key</i> → <b>Malfoy</b>	Draco	Slytherin	1998
<b>Diggory</b>	Cedric	Hufflepuff	1996
<b>Weasley</b>	Ginny	Gryffindor	1999
<b>Parkinson</b>	Pansy	Slytherin	1998



**sorting hat**

# Sorting problem

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<b>Granger</b>	Hermione	Gryffindor	1998
<b>Diggory</b>	Cedric	Hufflepuff	1996
<b>Longbottom</b>	Neville	Gryffindor	1998
<b>Malfoy</b>	Draco	Slytherin	1998
<b>Parkinson</b>	Pansy	Slytherin	1998
<b>Potter</b>	Harry	Gryffindor	1998
<b>Weasley</b>	Ron	Gryffindor	1998
<b>Weasley</b>	Ginny	Gryffindor	1999

*key* →

*element* →

↑  
*sorted by key*



**sorting hat**



# Sorting problem

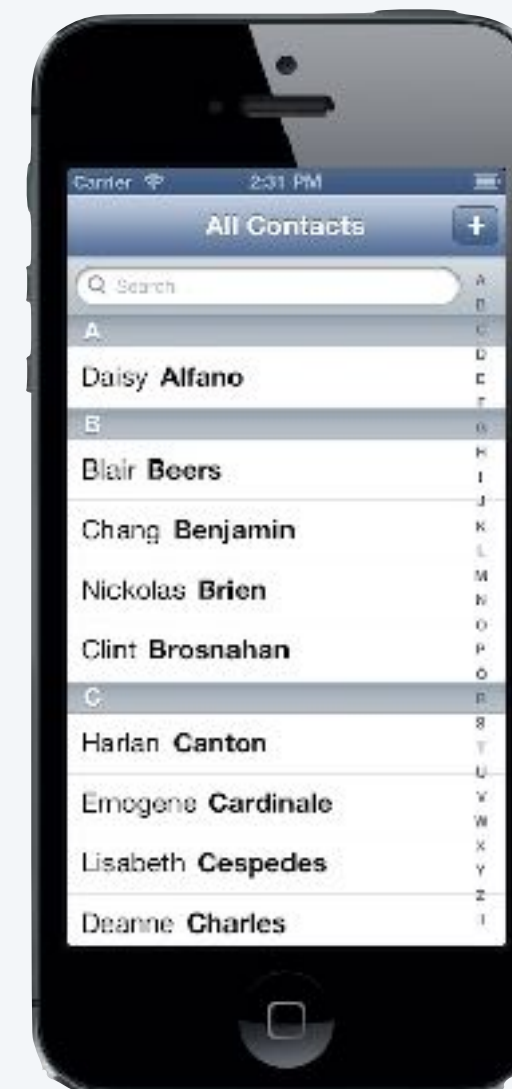
Sorting is a well-defined problem if there is a binary relation  $\leq$  that satisfies:

- Totality: either  $v \leq w$  or  $w \leq v$  or both.
  - Transitivity: if both  $v \leq w$  and  $w \leq x$ , then  $v \leq x$ .
- ← mathematically, a “weak order”

## Examples.

International Departures				
Flight No	Destination	Time	Gate	Remarks
CX7183	Berlin	7:50	A-11	Gate closed
QF3474	London	7:50	A-12	Gate closed
BA372	Paris	7:55	B-10	Boarding
AY6554	New York	8:00	C-33	Boarding
KL3160	San Francisco	8:00	F-15	Boarding
BA8903	Manchester	8:05	B-12	See ticket desk
BA710	Los Angeles	8:10	C-12	Check-in open
QF3371	Hong Kong	8:15	F-10	Check-in open
MA4866	Barcelona	8:15	F-12	Check-in at kiosks
CX7221	Copenhagen	8:20	G-32	Check-in at kiosks

chronological order



alphabetical order

No. ↕	Video name	Views (billions) ▼
1.	"Baby Shark Dance" <sup>[3]</sup>	10.15
2.	"Despacito" <sup>[6]</sup>	7.73
3.	"Johny Johny Yes Papa" <sup>[12]</sup>	6.15
4.	"Shape of You" <sup>[13]</sup>	5.61
5.	"See You Again" <sup>[15]</sup>	5.41

numerical order (descending)

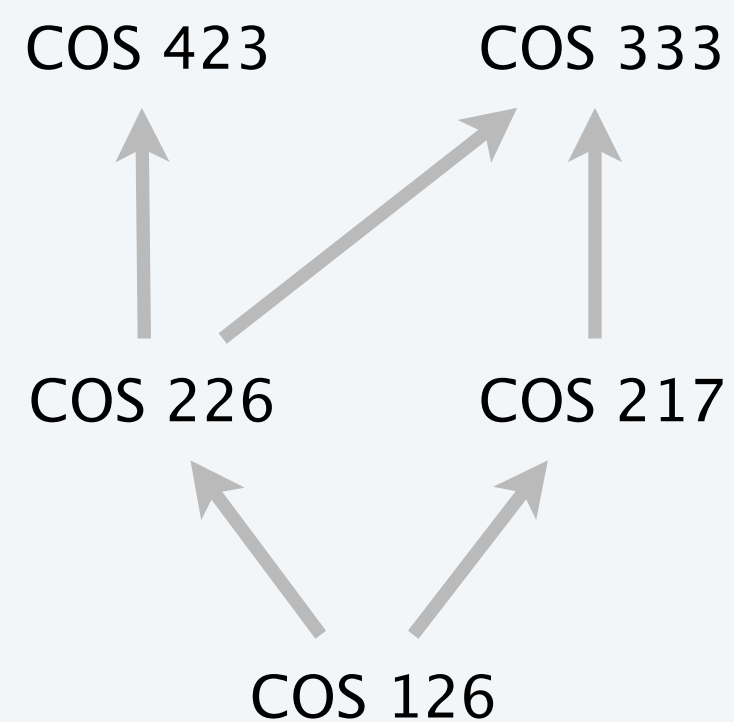
# Sorting problem

---

Sorting is a well-defined problem if there is a binary relation  $\leq$  that satisfies:

- Totality: either  $v \leq w$  or  $w \leq v$  or both.
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- ← mathematically, a “weak order”

## Non-examples.



course prerequisites  
(violates totality)



Ro-sham-bo order  
(violates transitivity)

```
~/cos226/sort> jshe11  
Math.sqrt(-1.0) <= Math.sqrt(-1.0);  
false
```

the  $\leq$  operator for double  
(irreflexive, which violates totality)

# Sample sort clients

---

**Goal.** General-purpose sorting function.

**Ex 1.** Sort strings in **lexicographic order**. ← *alphabetical order, using Unicode character ordering*

```
public class StringSorter {
    public static void main(String[] args) {
        String[] a = StdIn.readAllStrings();
        Insertion.sort(a);
        for (int i = 0; i < a.length; i++)
            StdOut.println(a[i]);
    }
}
```

```
~/cos226/sort> more words3.txt
bed bug dad yet zoo ... all bad yes

~/cos226/sort> java StringSorter < words3.txt
all bad bed bug dad ... yes yet zoo
[suppressing newlines]
```

# Sample sort clients

---

**Goal.** General-purpose sorting function.

**Ex 2.** Sort real numbers in **numerical order (ascending)**.

```
public class Experiment {
    public static void main(String[] args) {
        int n = Integer.parseInt(args[0]);
        Double[] a = new Double[n];
        for (int i = 0; i < n; i++)
            a[i] = StdRandom.uniformDouble();
        Insertion.sort(a);
        for (int i = 0; i < n; i++)
            StdOut.println(a[i]);
    }
}
```

```
~/cos226/sort> java Experiment 10
0.08614716385210452
0.09054270895414829
0.10708746304898642
0.21166190071646818
0.363292849257276
0.460954145685913
0.5340026311350087
0.7216129793703496
0.9003500354411443
0.9293994908845686
```



# Sample sort clients

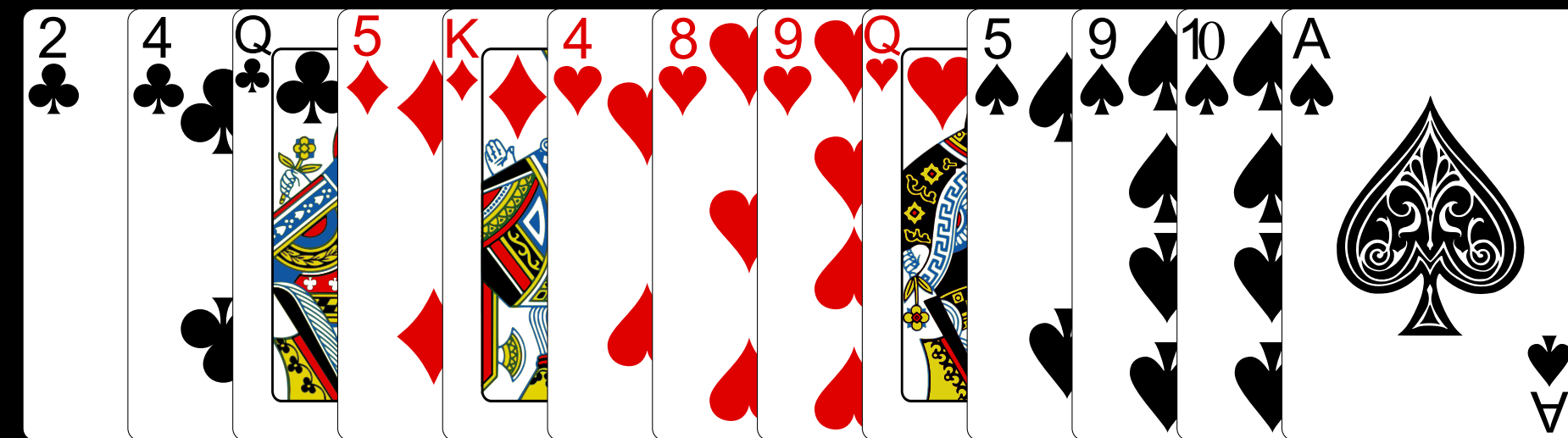
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**Goal.** General-purpose sorting function.

**Ex 3.** Sort playing cards by **suit and rank**.

```
public class Deck {  
    ...  
  
    public static void main(String[] args) {  
        int n = Integer.parseInt(args[0]);  
        PlayingCard[] cards = deal(n);  
        Insertion.sort(cards);  
        draw(cards);  
    }  
}
```

```
~/cos226/sort> java Deck 13
```



# Callbacks

---

**Goal.** General-purpose sorting function.

**Solution.** **Callback** = reference to executable code passed to other code and later executed.

- Client passes array of objects to `sort()` function.
- The `sort()` function calls object's `compareTo()` method as needed.

← *in effect, client passes `compareTo()` method to `sort()` function; the callback occurs when `sort()` invokes `compareTo()`*

**Implementing callbacks.**

- Java: **interfaces**.
- Python, ML, Javascript: first-class functions.
- C#: delegates.
- C: function pointers.
- C++: class-type functors.

## Review: Java interfaces

---

**Interface.** A set of related methods that define some behavior (partial API) for a class.

interface (java.lang.Comparable)

```
public interface Comparable<Item> {  
    public int compareTo(Item that);  
}
```

← *contract: method with this signature  
(and prescribed behavior)*

**Class that implements interface.** Must implement all interface methods.

```
public class String implements Comparable<String> {  
    ...  
    public int compareTo(String that) {  
        ...  
    }  
}
```

← *class promises to  
honor the contract*

← *class abides by  
the contract*

# Callbacks in Java: roadmap

## client (StringSorter.java)

```
public class StringSorter {  
    public static void main(String[] args) {  
        String[] a = StdIn.readAllStrings();  
        Insertion.sort(a);  
        ...  
    }  
}
```

## interface (Comparable.java)

```
public interface Comparable<Item> {  
    int compareTo(Item that);  
}
```

## sort implementation (Insertion.java)

```
public class Insertion {  
    public static void sort(Comparable[] a) {  
        ...  
        if (a[i].compareTo(a[j]) < 0)  
            ...  
    }  
}
```

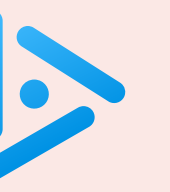
## data type implementation (String.java)

```
public class String implements Comparable<String> {  
    ...  
    public int compareTo(String that) {  
        ...  
    }  
}
```

*String[] is a subtype  
of Comparable[]*

*callback*

*key point: sorting code does not  
depend upon type of data to be sorted*



Suppose that the Java architects left out `implements Comparable<String>` in the class declaration for `String`. What would be the effect?

- A. Compile-time error in `String.java`.
- B. Compile-time error in `StringSorter.java`.
- C. Compile-time error in `Insertion.java`.
- D. Run-time exception in `Insertion.java`.

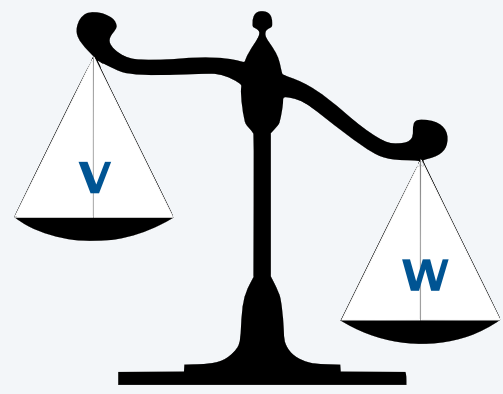


# Comparable API

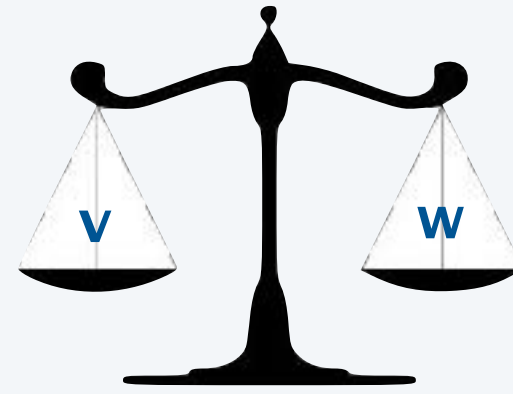
Implement `compareTo()` so that `v.compareTo(w)`

- Returns a negative integer if `v` is less than `w`.
- Returns a positive integer if `v` is greater than `w`.
- Returns zero if `v` is equal to `w`.
- Throws an exception if incompatible types (or either is `null`).

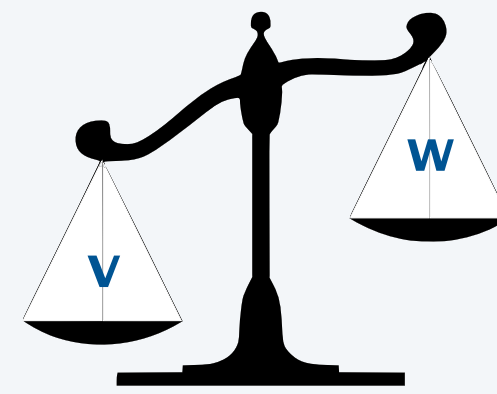
API requirement:  
the binary relation  
`v.compareTo(w) <= 0`  
is a weak order



*v is less than w  
(return negative integer)*



*v is equal to w  
(return 0)*



*v is greater than w  
(return positive integer)*

Built-in comparable types. Integer, Double, String, `java.util.Date`, ...

User-defined comparable types. Implement the `Comparable` interface.

# Implementing the Comparable interface

Date data type. Simplified version of java.util.Date.

```
public class Date implements Comparable<Date> {  
    private final int month, day, year;  
  
    public Date(int m, int d, int y) {  
        month = m;  
        day = d;  
        year = y;  
    }  
  
    public int compareTo(Date that) {  
        if (this.year < that.year ) return -1;  
        if (this.year > that.year ) return +1;  
        if (this.month < that.month) return -1;  
        if (this.month > that.month) return +1;  
        if (this.day < that.day ) return -1;  
        if (this.day > that.day ) return +1;  
        return 0;  
    }  
}
```

*can compare Date objects  
only to other Date objects*



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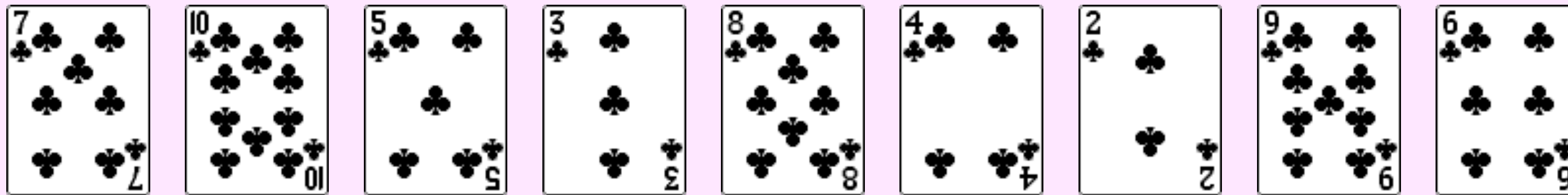
- ▶ *rules of the game*
- ▶ *selection sort*
- ▶ *insertion sort*
- ▶ *binary search*

# Selection sort demo



**Algorithm.** For each index  $i$  from 0 to  $n - 1$  :

- Find index  $min$  of smallest remaining element.
- Swap elements at indices  $i$  and  $min$ .

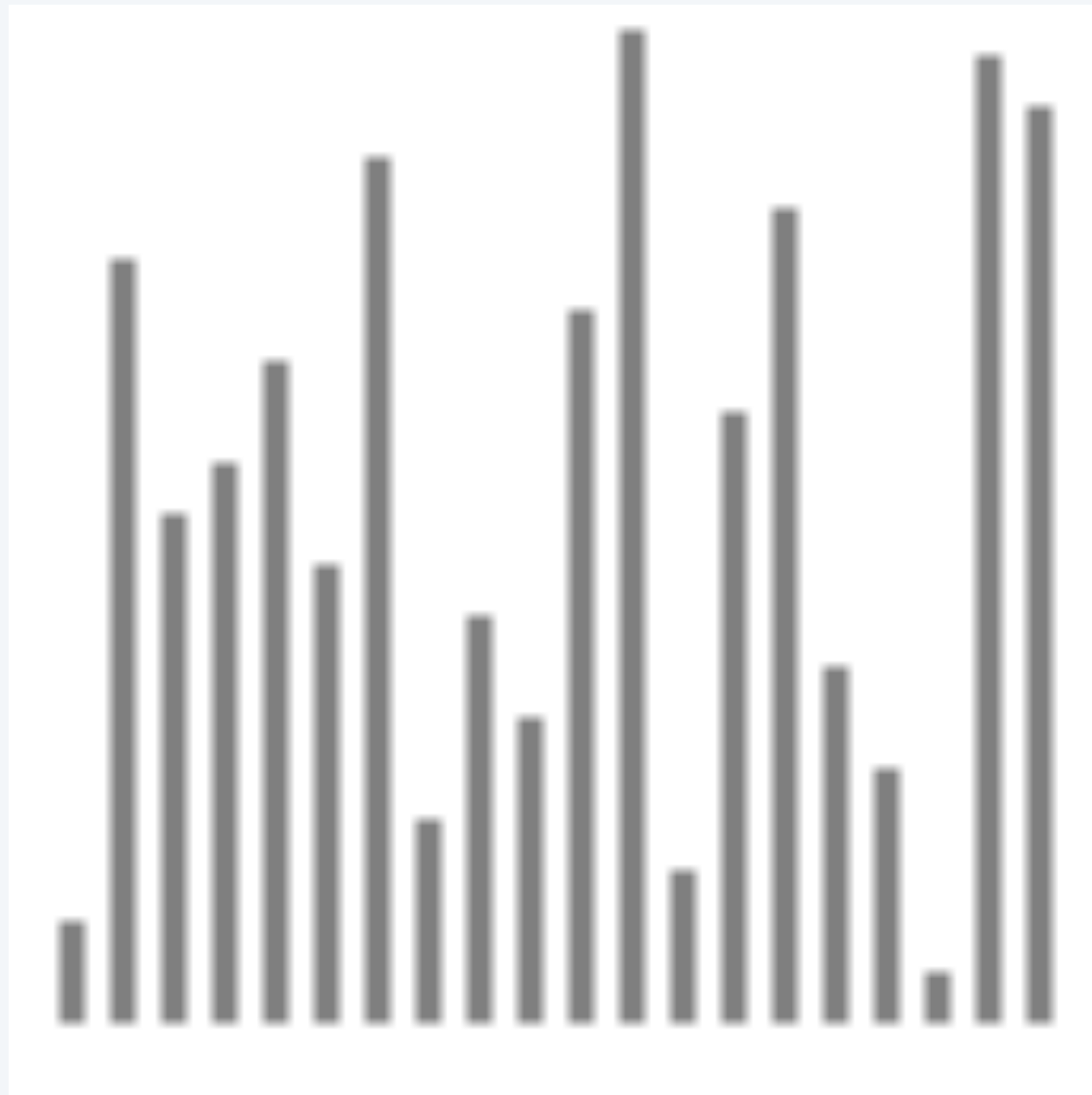


initial array

# Selection sort: visualization

---

Visualization. Sort vertical bars by length.



- ▲ algorithm position
- █ in order
- ▒ not yet seen



# Selection sort invariants

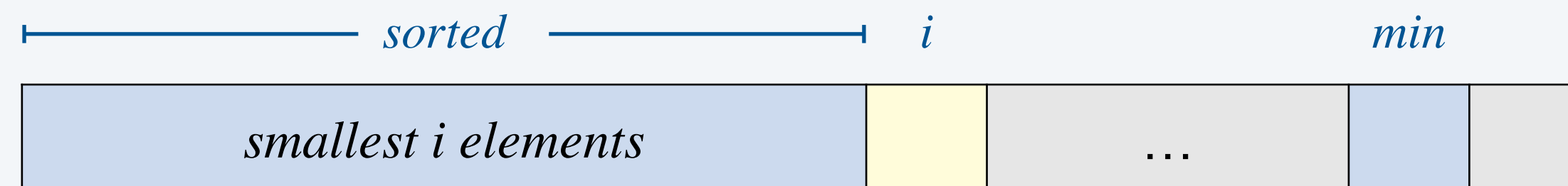
---

**Algorithm.** For each index  $i$  from 0 to  $n - 1$  :

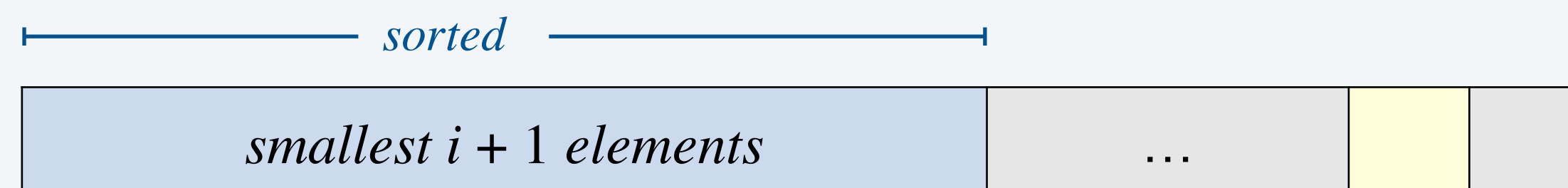
- Find index  $min$  of smallest remaining element.
- Swap elements at indices  $i$  and  $min$ .

**Invariants.**

before iteration  $i$



after iteration  $i$



# Two useful sorting primitives (and a cost model)

Helper functions. Refer to data only through **compares** and **exchanges**. ← e.g., *no calls to equals()*

*use as our cost model for sorting*

Compare. Is item *v* less than item *w*?

```
private static boolean less(Comparable v, Comparable w) {  
    return v.compareTo(w) < 0;  
}
```

*polymorphic method call*

*use interface type as argument  
⇒ method works for all subtypes*

*less("aardvark", "zebra") returns true*

Exchange. Swap array entries *a[i]* and *a[j]*.

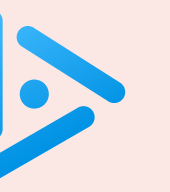
```
private static void exch(Object[] a, int i, int j) {  
    Object swap = a[i];  
    a[i] = a[j];  
    a[j] = swap;  
}
```

*Java arrays are “covariant”  
(e.g., String[] is a subtype of Object[])*

# Selection sort: Java implementation

---

```
public class Selection {  
  
    public static void sort(Comparable[] a) {  
        int n = a.length;  
        for (int i = 0; i < n; i++)  
            int min = i;  
            for (int j = i+1; j < n; j++)  
                if (less(a[j], a[min]))  
                    min = j;  
            exch(a, i, min);  
    }  
  
    private static boolean less(Comparable v, Comparable w) {  
        /* see previous slide */  
    }  
  
    private static void exch(Object[] a, int i, int j) {  
        /* see previous slide */  
    }  
  
}
```



How many compares to selection sort an array of  $n$  distinct items in **reverse order**?

A.  $\sim n$

B.  $\sim 1/4 n^2$

C.  $\sim 1/2 n^2$

D.  $\sim n^2$

# Selection sort: mathematical analysis

**Proposition.** Selection sort makes  $(n-1) + (n-2) + \dots + 1 + 0 \sim \frac{1}{2} n^2$  compares and  $n$  exchanges to sort any array of  $n$  items.

		a[]										
i	min	0	1	2	3	4	5	6	7	8	9	10
		S	O	R	T	E	X	A	M	P	L	E
0	6	S	O	R	T	E	X	A	M	P	L	E
1	4	A	O	R	T	E	X	S	M	P	L	E
2	10	A	E	R	T	O	X	S	M	P	L	E
3	9	A	E	E	T	O	X	S	M	P	L	R
4	7	A	E	E	L	O	X	S	M	P	T	R
5	7	A	E	E	L	M	X	S	O	P	T	R
6	8	A	E	E	L	M	O	S	X	P	T	R
7	10	A	E	E	L	M	O	P	X	S	T	R
8	8	A	E	E	L	M	O	P	R	S	T	X
9	9	A	E	E	L	M	O	P	R	S	T	X
10	10	A	E	E	L	M	O	P	R	S	T	X
		A	E	E	L	M	O	P	R	S	T	X

*entries in black are examined to find the minimum*

*entries in red are a[min]*

*entries in gray are in final position*

Running time insensitive to input.  $\Theta(n^2)$  compares.  $\longleftarrow$  even if input array is sorted

Data movement is minimal.  $\Theta(n)$  exchanges.

In place.  $\Theta(1)$  extra space.





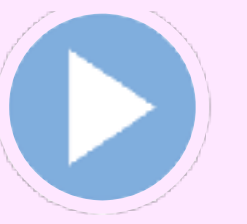
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## 2.1 ELEMENTARY SORTS

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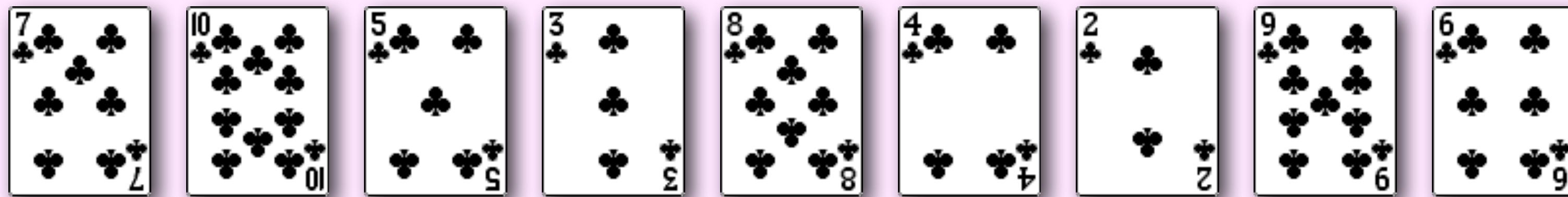
- ▶ *rules of the game*
- ▶ *selection sort*
- ▶ *insertion sort*
- ▶ *binary search*

# Insertion sort demo



**Algorithm.** For each index  $i = 0$  to  $n - 1$  :

- Let  $x$  be the element at index  $i$ .
- Repeatedly exchange  $x$  with each larger element to its immediate left.



initial array

# Insertion sort invariants

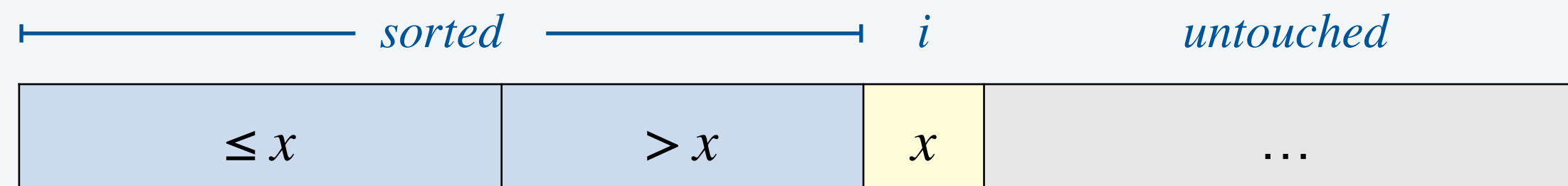
---

**Algorithm.** For each index  $i = 0$  to  $n - 1$  :

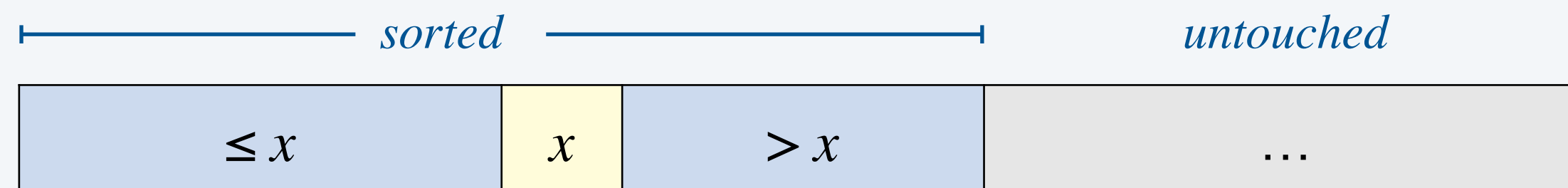
- Let  $x$  be the element at index  $i$ .
- Repeatedly exchange  $x$  with each larger element to its immediate left.

**Invariants.**

before iteration  $i$



after iteration  $i$



# Insertion sort: Java implementation

---

```
public class Insertion {  
  
    public static void sort(Comparable[] a) {  
        int n = a.length;  
        for (int i = 0; i < n; i++)  
            for (int j = i; j > 0; j--)  
                if (less(a[j], a[j-1]))  
                    exch(a, j, j-1);  
                else break;  
    }  
  
    private static boolean less(Comparable v, Comparable w) {  
        /* as before */  
    }  
  
    private static void exch(Object[] a, int i, int j) {  
        /* as before */  
    }  
  
}
```

<https://algs4.cs.princeton.edu/21elementary/Insertion.java.html>



How many compares to insertion sort an array of  $n$  distinct keys in **reverse order**?

- A.  $\sim n$
- B.  $\sim 1/4 n^2$
- C.  $\sim 1/2 n^2$
- D.  $\sim n^2$

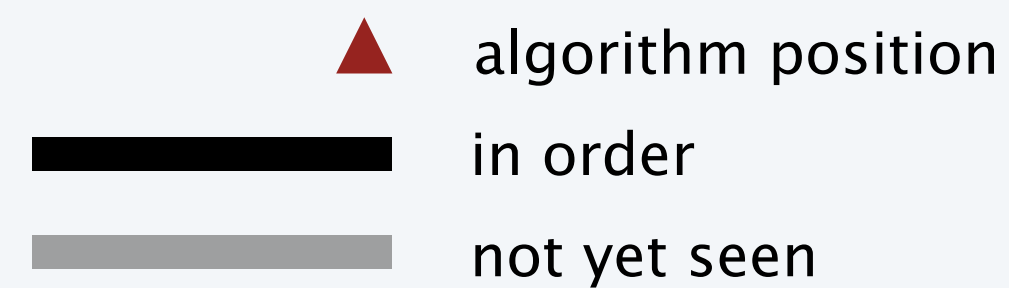
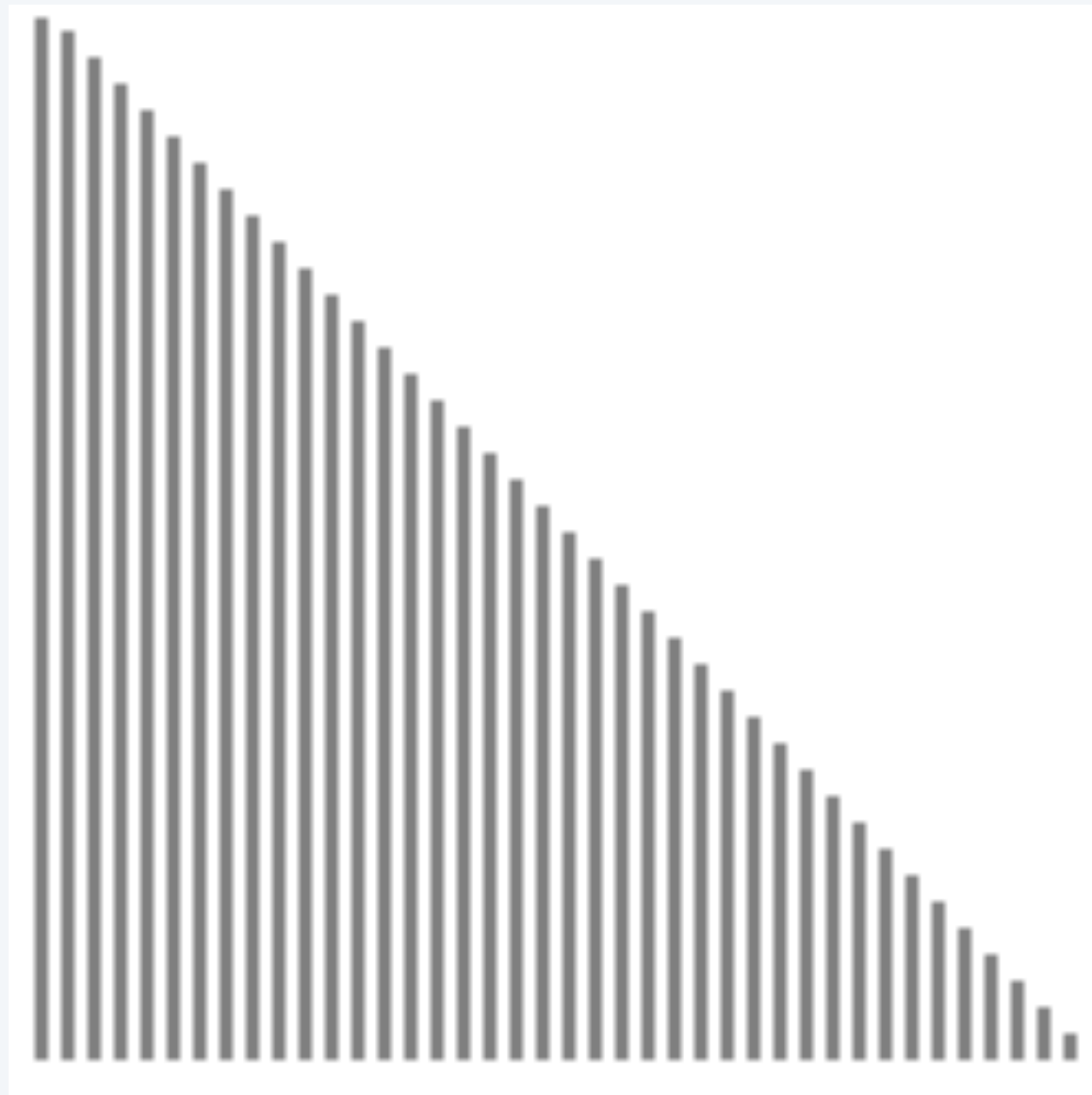


# Insertion sort: running time analysis

**Worst case.** Insertion sort makes  $\sim \frac{1}{2} n^2$  compares and  $\sim \frac{1}{2} n^2$  exchanges to sort an array of  $n$  distinct keys in reverse order.

**Pf.** Exactly  $i$  compares and exchanges in iteration  $i$ .

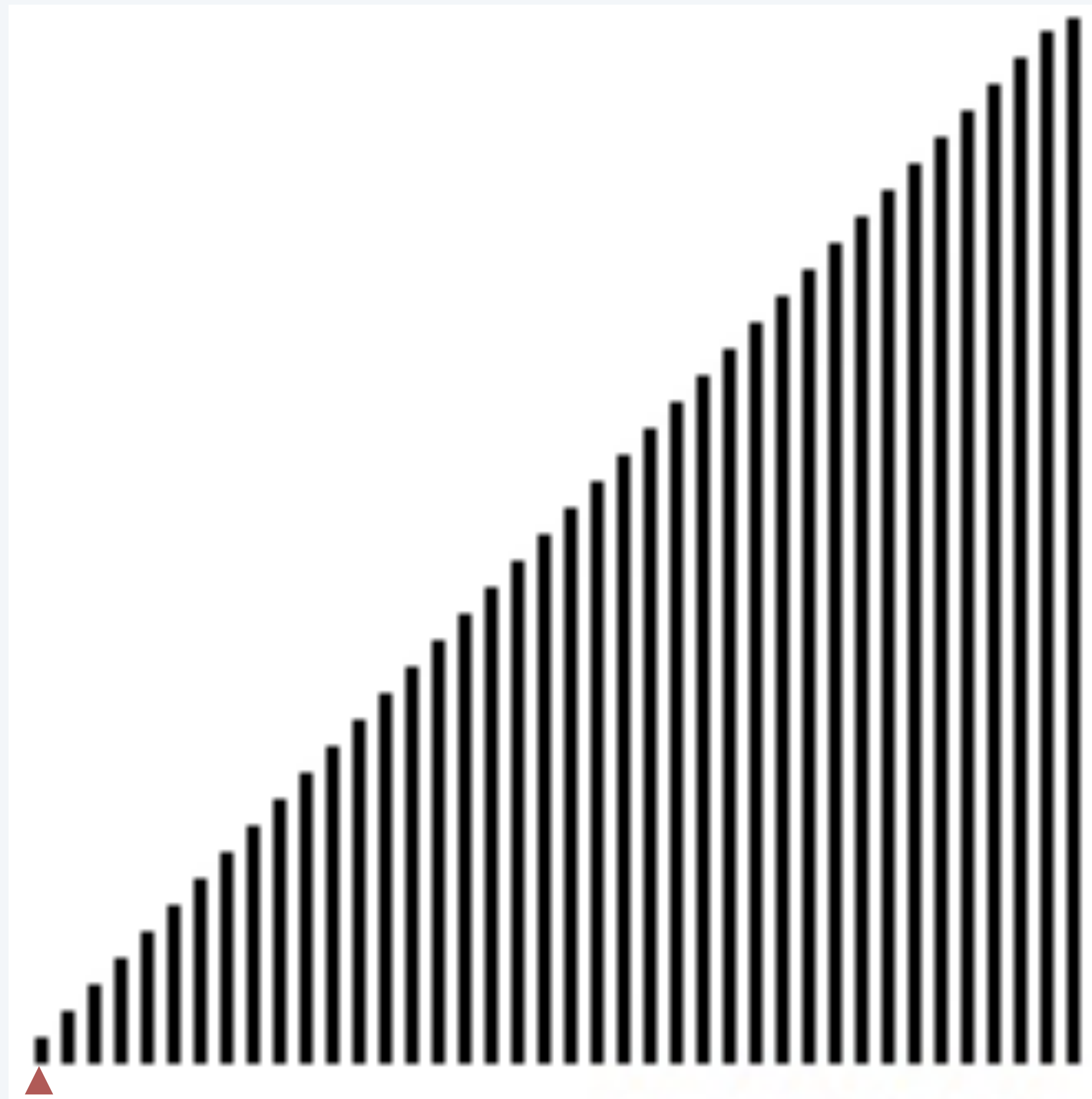
$0 + 1 + 2 + \dots + (n - 1) \sim \frac{1}{2} n^2$


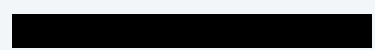
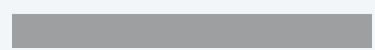


# Insertion sort: running time analysis

---

**Best case.** Insertion sort makes  $n-1$  compares and 0 exchanges to sort an array of  $n$  distinct keys in ascending order.



-  algorithm position
-  in order
-  not yet seen

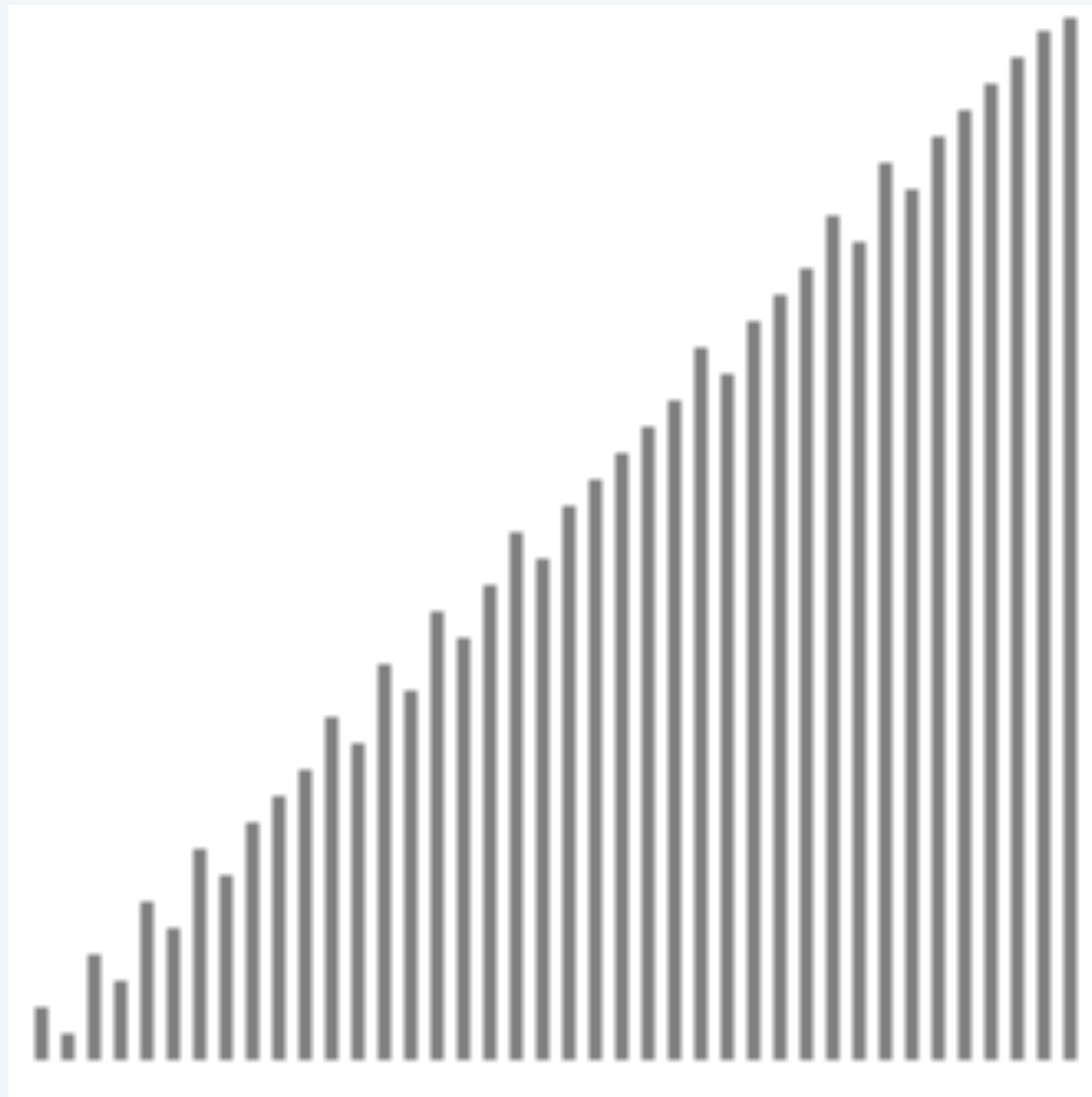
# Insertion sort: running time analysis

---

**Good case.** Insertion sort takes  $\Theta(n)$  time on “partially sorted” arrays.

**Q.** Can we formalize what we mean by partially sorted?

**A.** Yes, in terms of “inversions” (see textbook).



▲ algorithm position  
— in order  
— not yet seen

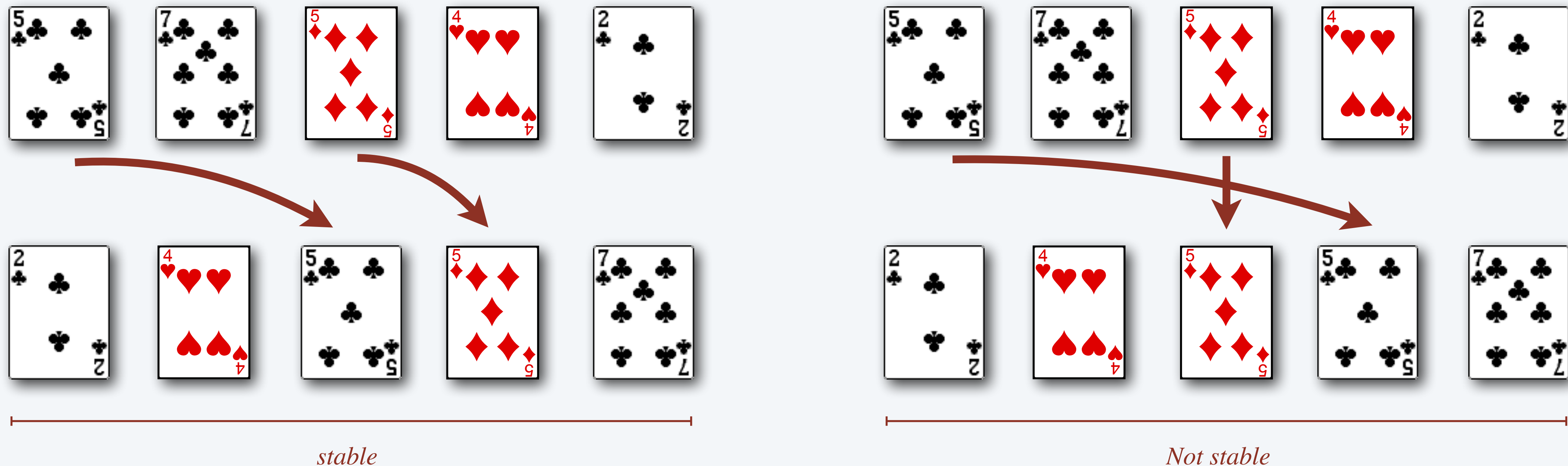
# Stability

**Stable sort.** Every two elements with equal keys appear in the same order in the input and sorted arrays.

**Usage.** Sort by multiple sort keys.

- **Ex.** To sort names primarily by last name and secondarily by first name (Jane Doe before John Doe), sort by first name and then sort by last name using a stable sort.

Insertion sort *is* stable. Selection sort *is not* stable.





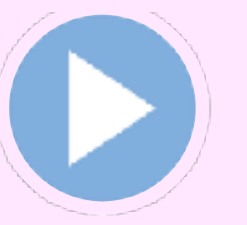
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## 1.4 ANALYSIS OF ALGORITHMS

---

- ▶ *rules of the game*
- ▶ *selection sort*
- ▶ *insertion sort*
- ▶ *binary search*

# Binary search



**Goal.** Given a **sorted array** and a **search key**, find index of the search key in the array?

**Binary search.** Compare search key with middle entry.

- Too small, go left.
- Too big, go right.
- Equal, found.

**sorted array**

6	13	14	25	33	43	51	53	64	72	84	93	95	96	97
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
↑														↑
lo														hi

## Binary search: implementation

---

**Invariant.** If `key` appears in array `a[]`, then  $a[\text{lo}] \leq \text{key} \leq a[\text{hi}]$ .

```
public static int binarySearch(String[] a, String key) {
    int lo = 0, hi = a.length - 1;
    while (lo <= hi) {
        int mid = (lo + hi) >>> 1;
        int compare = key.compareTo(a[mid]);
        if (compare < 0) hi = mid - 1;
        else if (compare > 0) lo = mid + 1;
        else return mid;
    }
    return -1;
}
```

*why not mid = (lo + hi) / 2?*

<https://algs4.cs.princeton.edu/11model/BinarySearch.java.html>



# Binary search: analysis

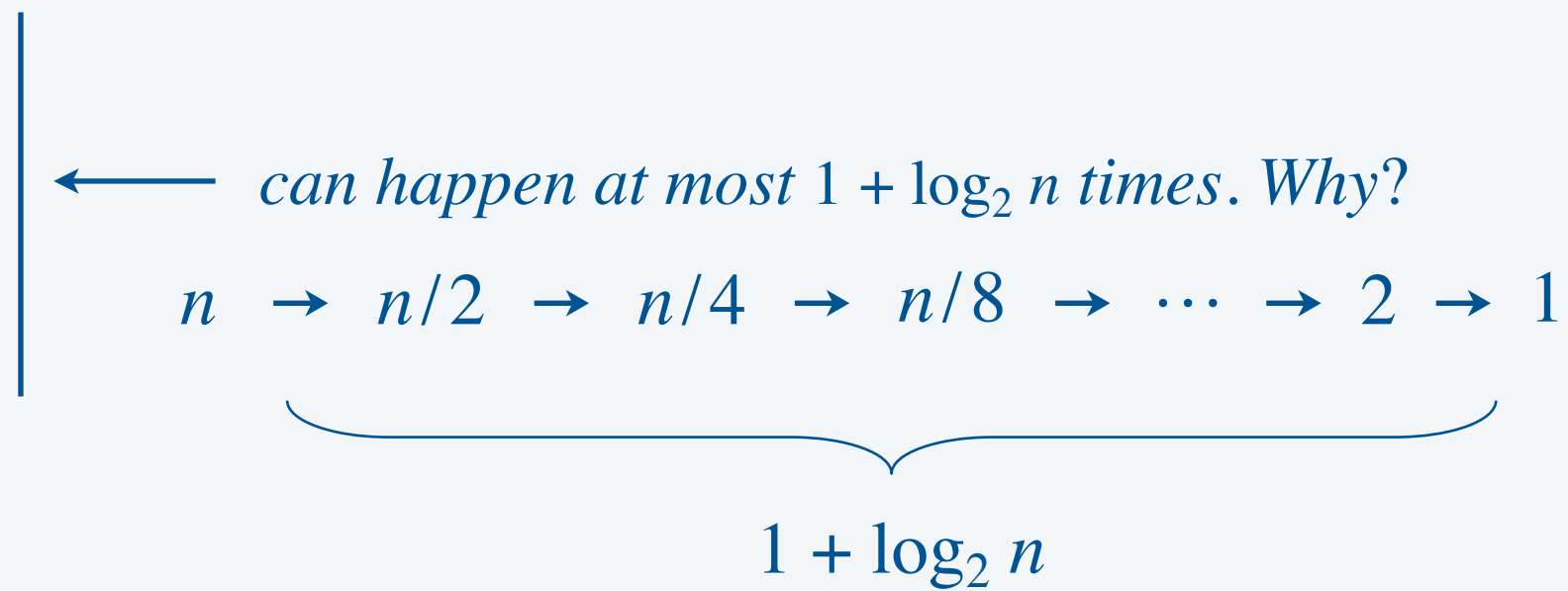
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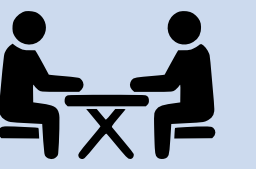
**Proposition.** Binary search makes at most  $1 + \log_2 n$  compares to search in any sorted array of length  $n$ .

Pf.

- Each iteration of `while` loop:
  - calls `compareTo()` once
  - decreases the length of remaining subarray by at least a factor of 2

*slightly better than 2x,  
due to elimination of `a[mid]` from subarray  
(or early termination of `while` loop)*





**3-SUM.** Given an array of  $n$  distinct integers, count number of triples that sum to 0.

**Version 0.**  $\Theta(n^3)$  time in worst case. ✓

**Version 1.**  $\Theta(n^2 \log n)$  time in worst case.

**Version 2.**  $\Theta(n^2)$  time in worst case.

**Note.** For full credit, use only  $\Theta(1)$  extra space.

# Credits

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# Insertion sort with Romanian folk dance

