# CSC212 Data Structure

- Section FG

Lecture 22

Recursive Sorting, Heapsort & STL Quicksort

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#### **Topics**

- Recursive Sorting Algorithms
  - Divide and Conquer technique
- An O(NlogN) Sorting Alg. using a Heap
  - making use of the heap properties
- STL Sorting Functions
  - C++ sort function
  - Original C version of qsort

# The Divide-and-Conquer Technique

- Basic Idea:
  - If the problem is small, simply solve it.
  - Otherwise,
    - divide the problem into two smaller sub-problems, each of which is about half of the original problem
    - Solve each sub-problem, and then
    - **Combine** the solutions of the sub-problems

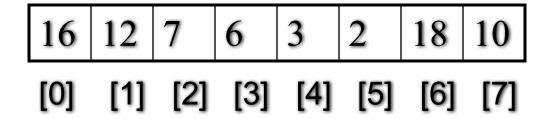
# The Divide-and-Conquer Sorting Paradigm

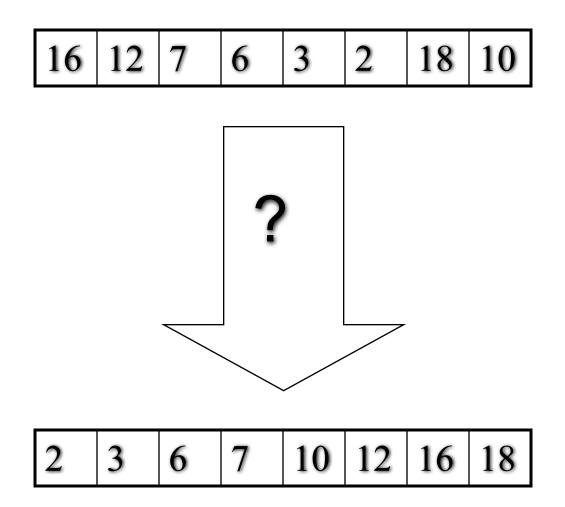
- 1. Divide the elements to be sorted into two groups of (almost) equal size
- 2. Sort each of these smaller groups of elements (by recursive calls)
- 3. Combine the two sorted groups into one large sorted list

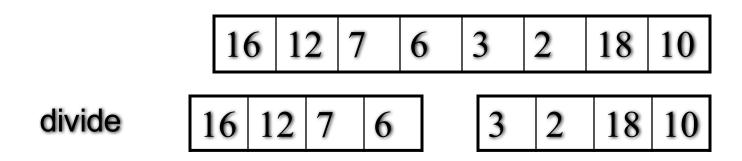
#### Mergesort

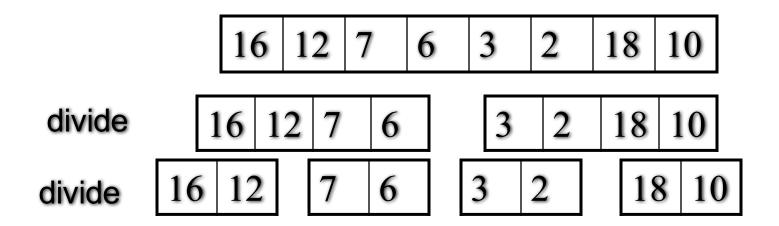
- Divide the array in the middle
- Sort the two halfarrays by recursion
- Merge the two halves

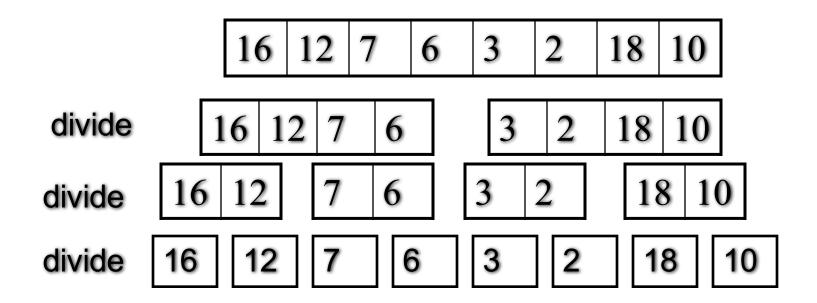
```
void mergesort(int data[], size t n)
  size_t n1; // Size of the first subarray
  size_t n2; // Size of the second subarray
  if (n > 1)
    // Compute sizes of the subarrays.
     n1 = n / 2;
     n2 = n - n1;
    // Sort from data[0] through data[n1-1]
     mergesort(data, n1);
    // Sort from data[n1] to the end
     mergesort((data + n1), n2);
     // Merge the two sorted halves.
     merge(data, n1, n2);
```

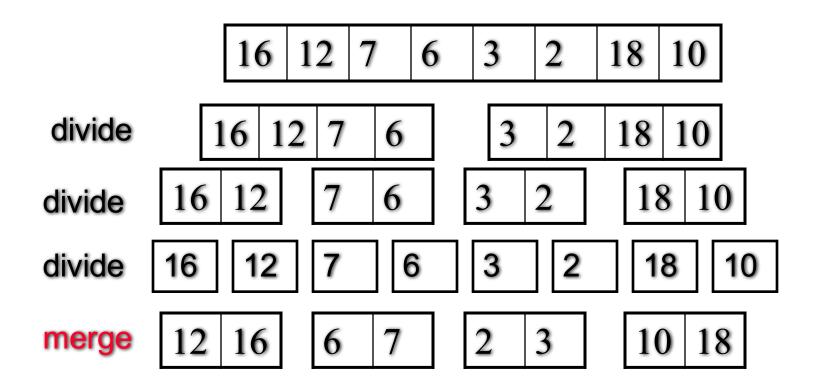




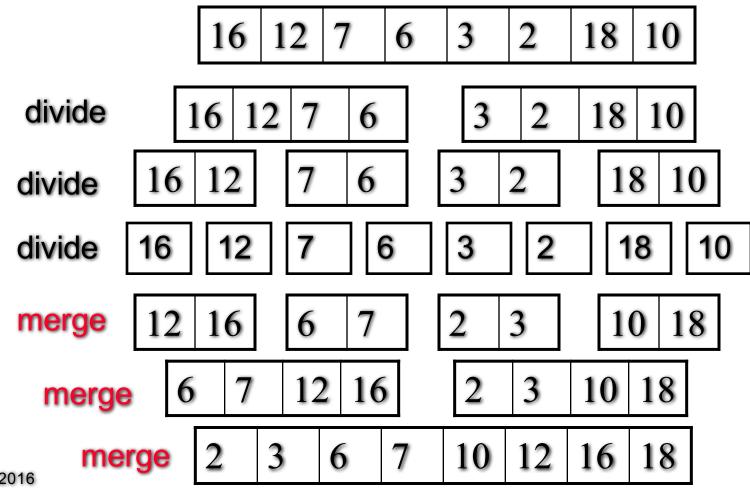






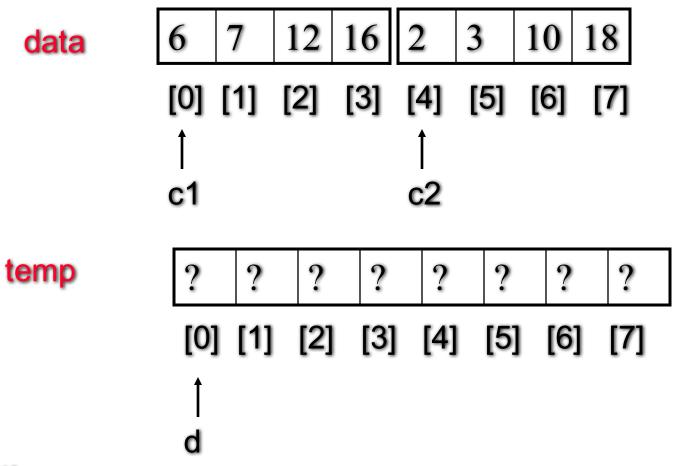


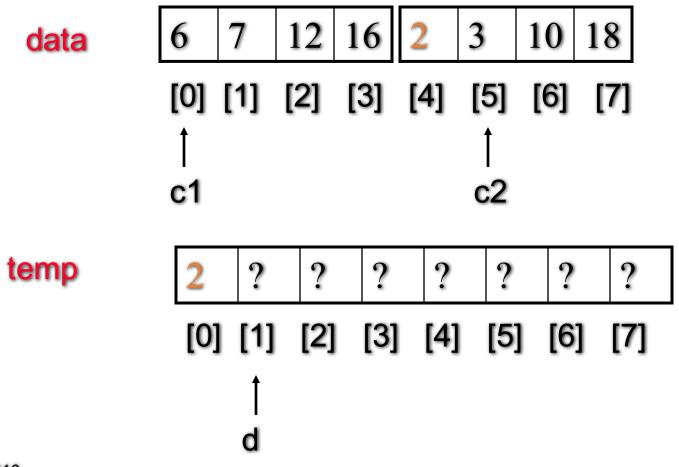
	16   12   7	6 3	2 18	10
divide	16 12 7	6	2 18	10
divide 16	12 7	6 3	2 1	8 10
divide 16	12 7	6 3	2 1	18 10
merge 12	16	7	3	0 18
merge 6	5 7 12 1	2	3 10	18

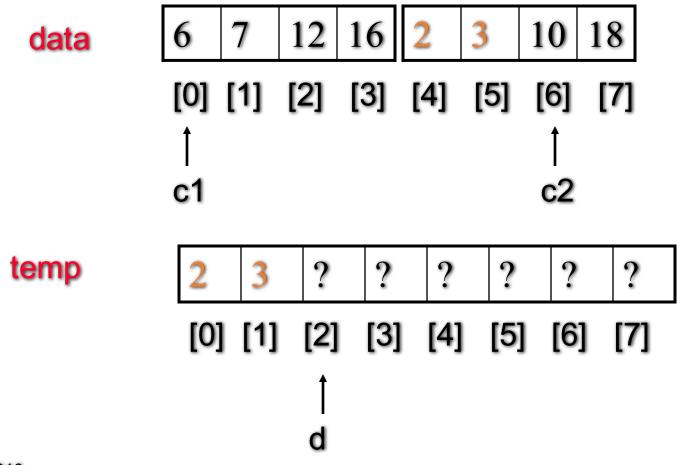


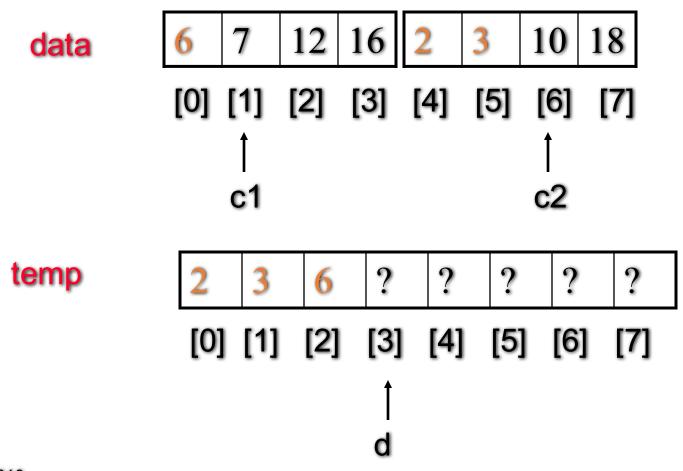
#### Mergesort – two issues

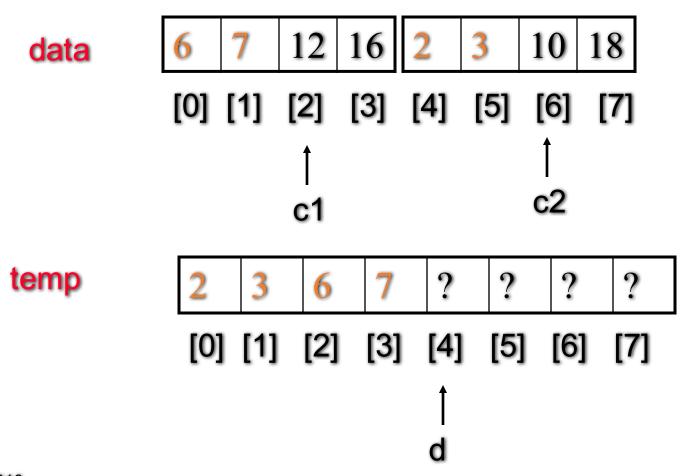
- Specifying a subarray with pointer arithmetic
  - int data[10];
  - (data+i)[0] is the same of data[i]
  - (data+i][1] is the same as data[i+1]
- Merging two sorted subarrays into a sorted list
  - need a temporary array (by new and then delete)
  - step through the two sub-arrays with two cursors, and copy the elements in the right order

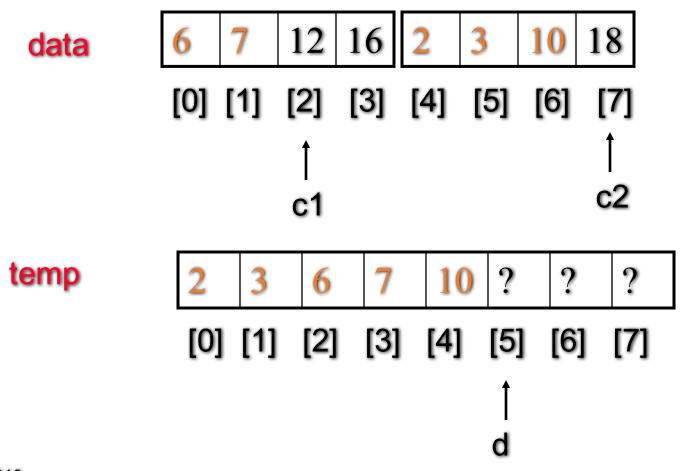


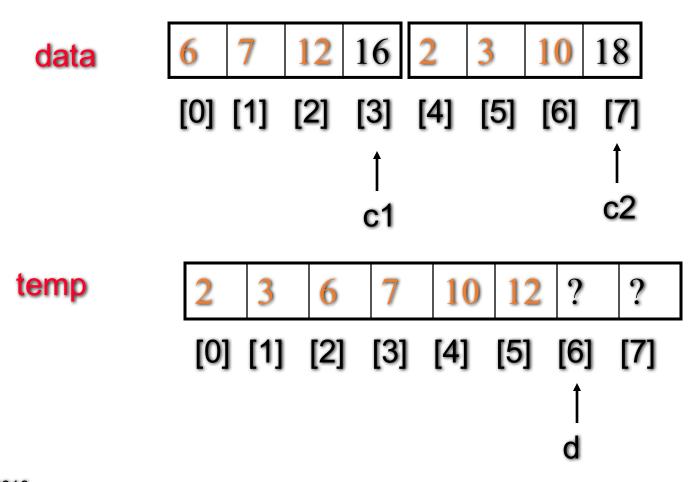


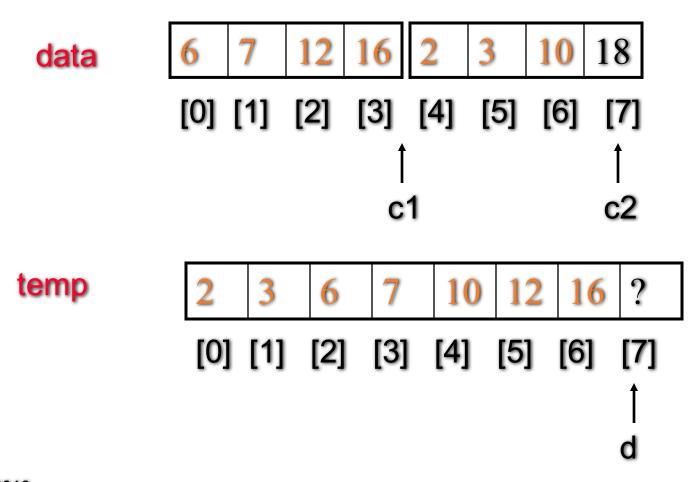


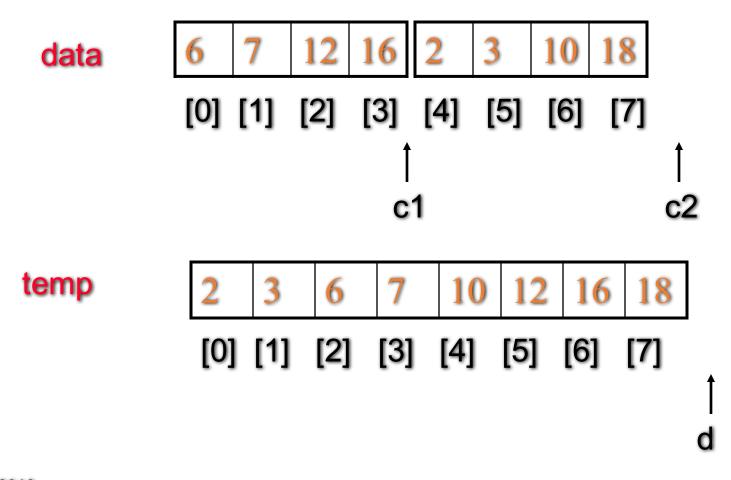


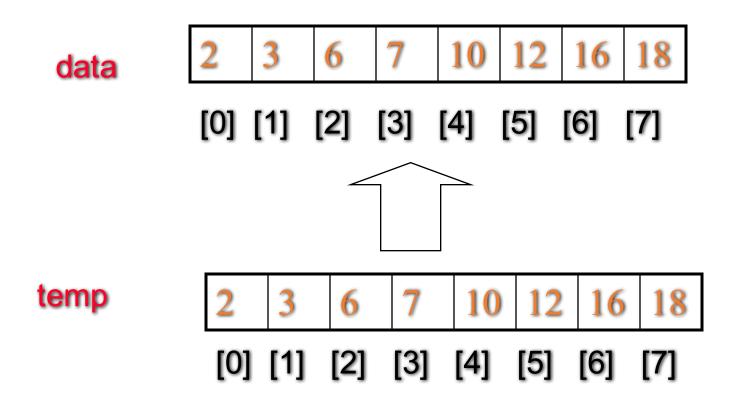


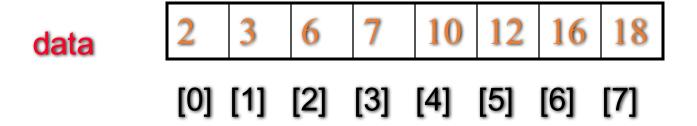












```
void merge(int data[], size_t n1, size_t n2)

// Precondition: The first n1 elements of data are sorted, and the

// next n2 elements of data are sorted (from smallest to largest).

// Postcondition: The n1+n2 elements of data are now completely sorted.

// Idea: (1) Allocate memory for the temporary dynamic array

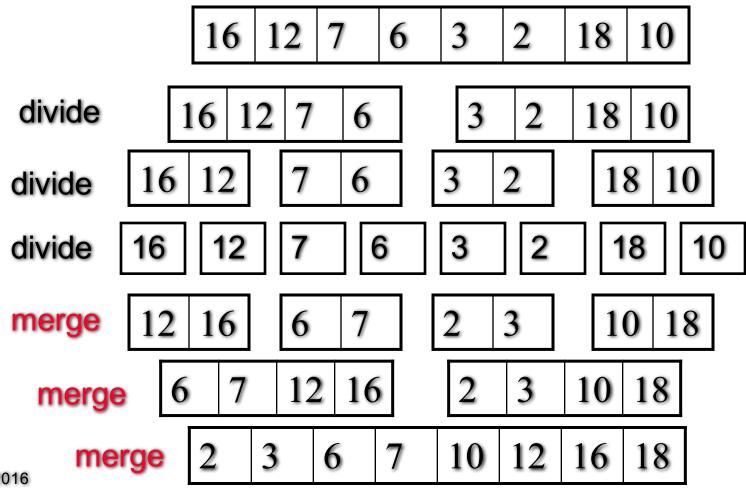
// (2) Merge elements, copying from two halves of data to the temporary array

// (3) Copy any remaining entries in the left and right subarrays

// (4) Copy from temp back to the data array, and release temp's meomry
```

### Mergesort – Time Analysis

• The worst-case running time, the average-case running time and the best-case running time for mergesort are all O(n log n)



#### Mergesort – Time Analysis

- At the top (0) level, 1 call to merge creates an array with n elements
- At the 1<sup>st</sup> level, 2 calls to merge creates 2 arrays, each with n/2 elements
- At the 2<sup>nd</sup> level, 4 calls to merge creates 4 arrays, each with n/4 elements
- At the 3<sup>rd</sup> level, 8 calls to merge creates 8 arrays, each with n/8 elements
- At the dth level,  $2^d$  calls to merge creates  $2^d$  arrays, each with  $n/2^d$  elements
- Each level does total work proportional to n => c n, where c is a constant
- Assume at the dth level, the size of the subarrays is  $n/2^d = 1$ , which means all the work is done at this level, therefore
  - the number of levels d = log<sub>2</sub> n
- The total cost of the mergesort is c nd = c n log<sub>2</sub> n
  - therefore the Big-O is O(n log n)

#### Heapsort

- Heapsort Why a Heap? (two properties)
- Hepasort How to? (two steps)
- Heapsort How good? (time analysis)

#### Heap Definition

- A heap is a binary tree where the entries of the nodes can be compared with the *less than* operator of a strict weak ordering.
- In addition, two rules are followed:
  - The entry contained by the node is NEVER less than the entries of the node's children
  - The tree is a COMPLETE tree.

# Why a Heap for Sorting?

- Two properties
  - The largest element is always at the root
  - Adding and removing an entry from a heap is O(log n)

#### Heapsort – Basic Idea

- Step 1. Make a heap from elements
  - add an entry to the heap one at a time
  - reheapification upward n times O(n log n)
- Step 2. Make a sorted list from the heap
  - Remove the root of the heap to a sorted list and
  - Reheapification downward to re-organize into a updated heap
  - n times O(n log n)

Heapsort – Step 1: Make a Heap

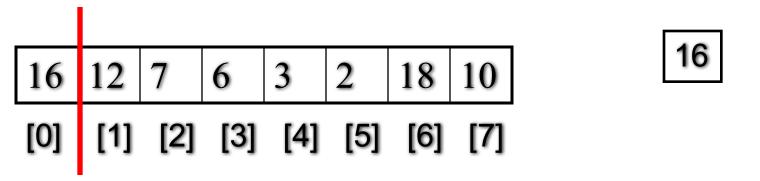
16	12	7	6	3	2	18	10
[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]

add an entry to the heap one at a time

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# Heapsort – Step 1: Make a Heap

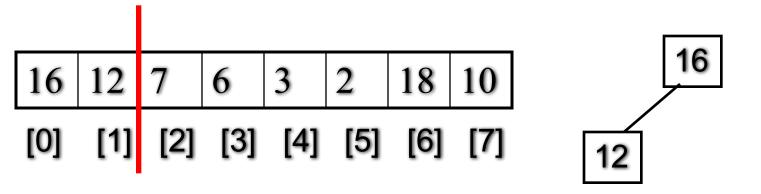


add an entry to the heap one at a time

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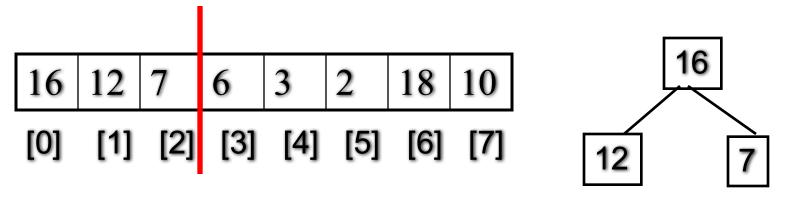
Heapsort – Step 1: Make a Heap



add an entry to the heap one at a time

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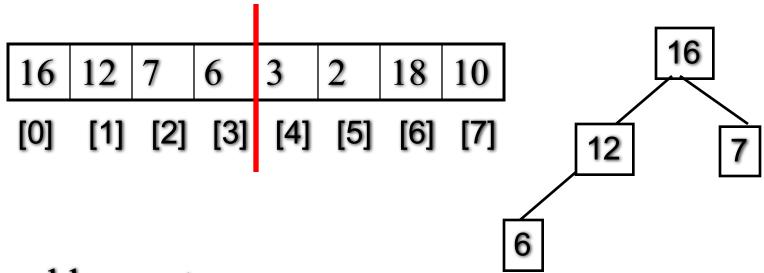
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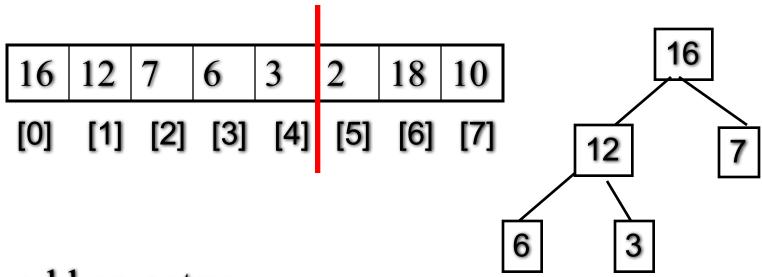
add an entry to the heap one at a time

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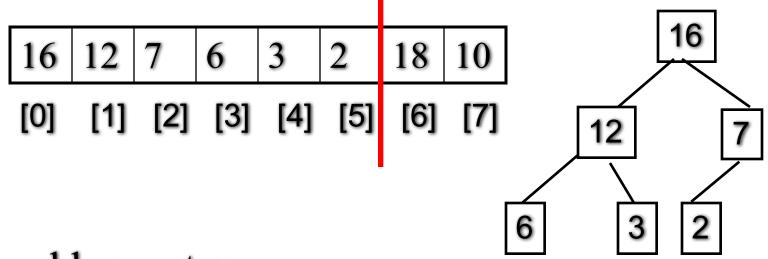
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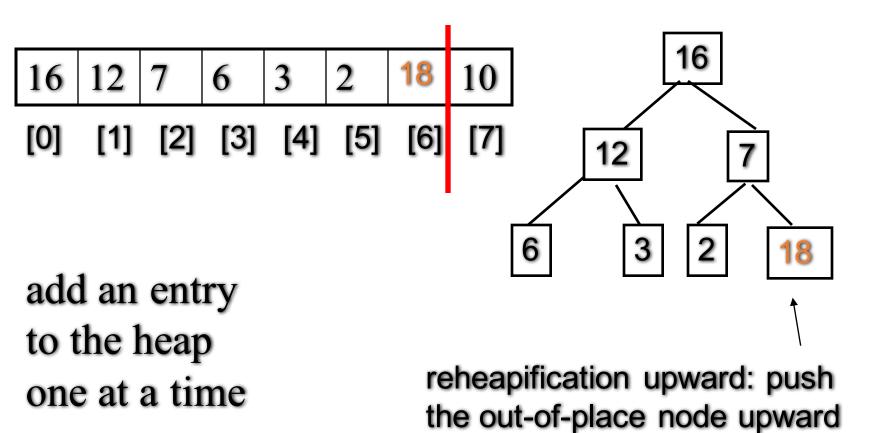
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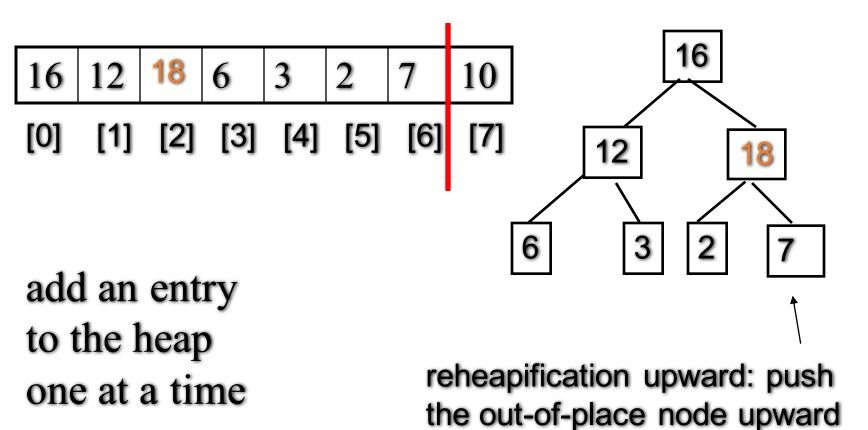


add an entry to the heap one at a time

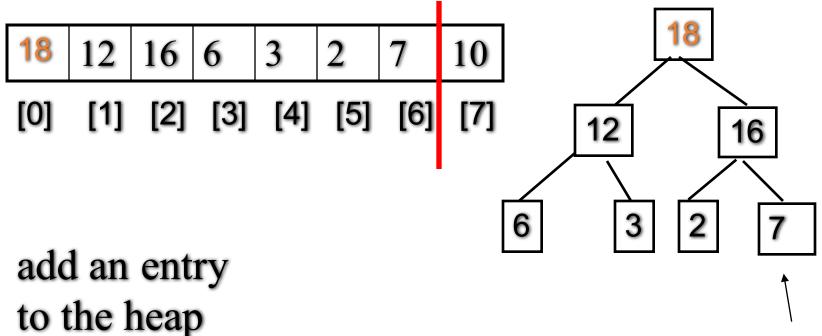


add an entry to the heap one at a time

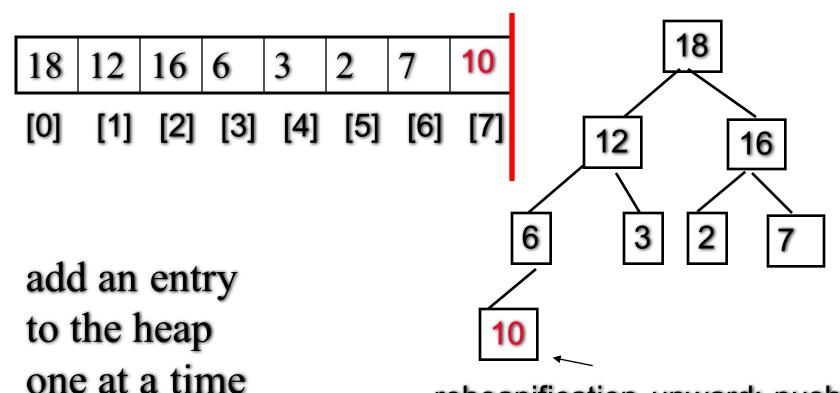




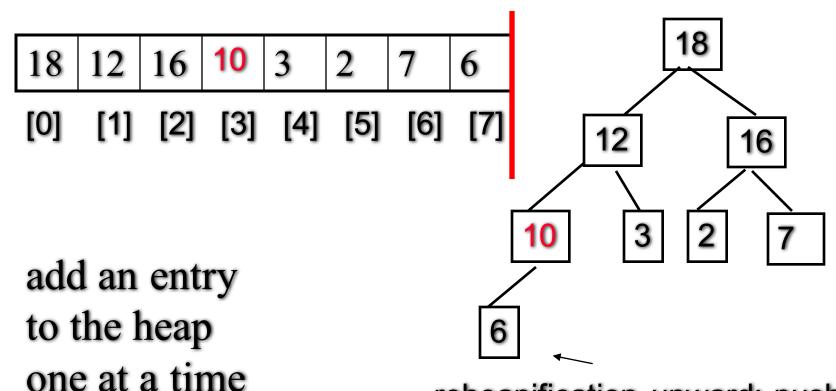
one at a time



reheapification upward: push the out-of-place node upward until it is in the right place

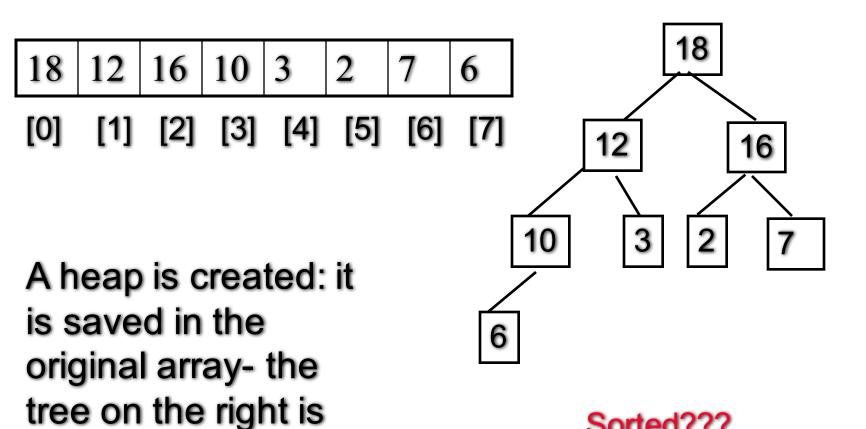


reheapification upward: push the out-of-place node upward until it is in the right place



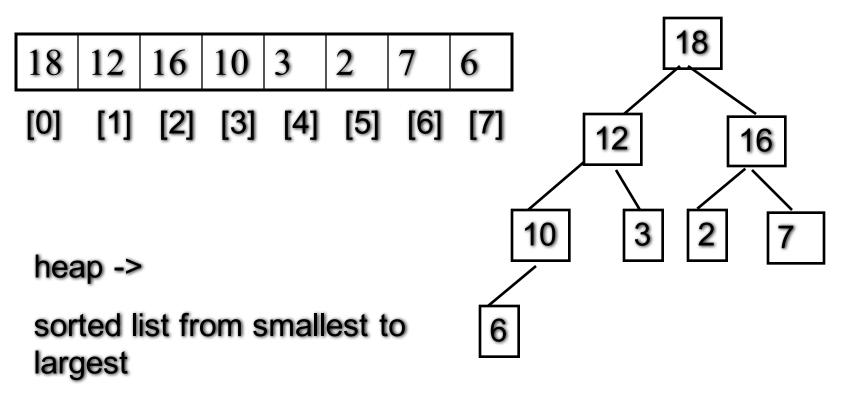
reheapification upward: push the out-of-place node upward until it is in the right place

only for illustration!



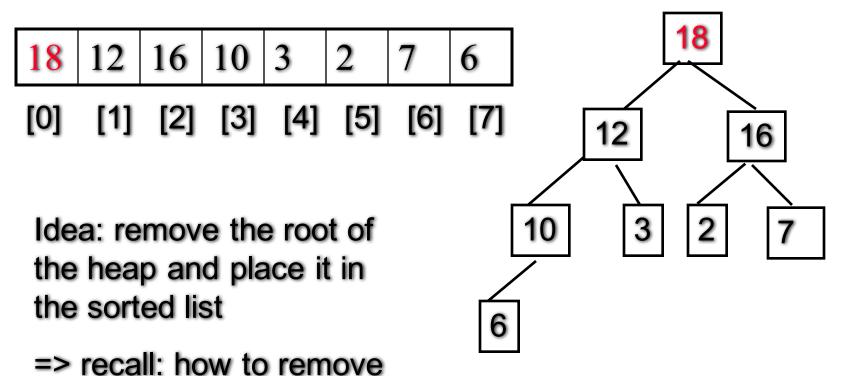
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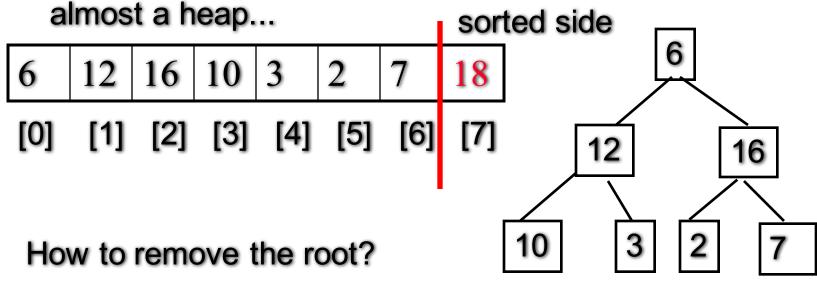
Sorted???



Q: where is the largest entry?

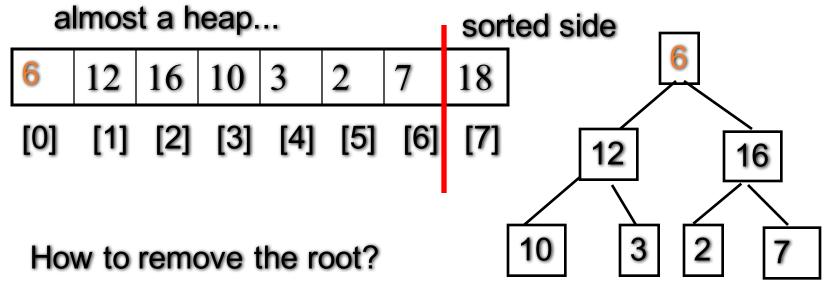
the root?





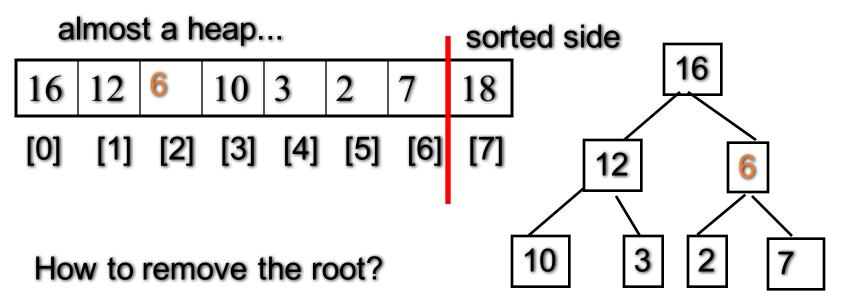
move the last entry in the root...

and for the sake of sorting, put the root entry in the "sorted side"



move the last entry in the root...

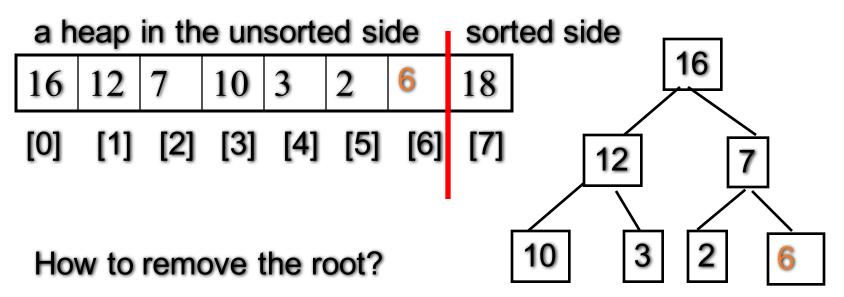
then reposition the out-of place node to update the heap



move the last entry in the root...

then reposition the out-of place node to update the heap

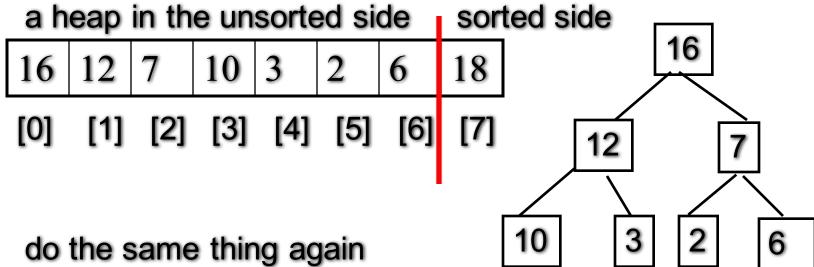
reheapification downward



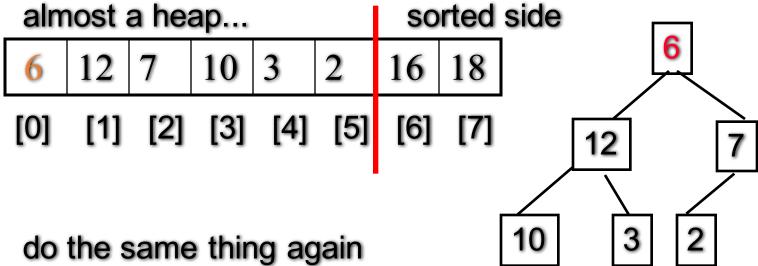
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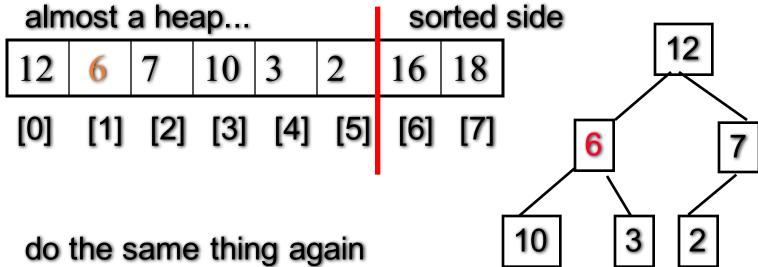
reheapification downward



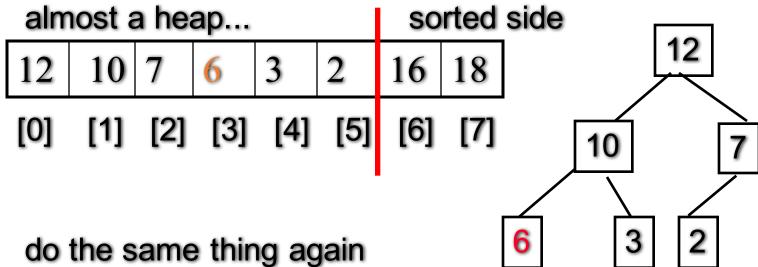
do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side



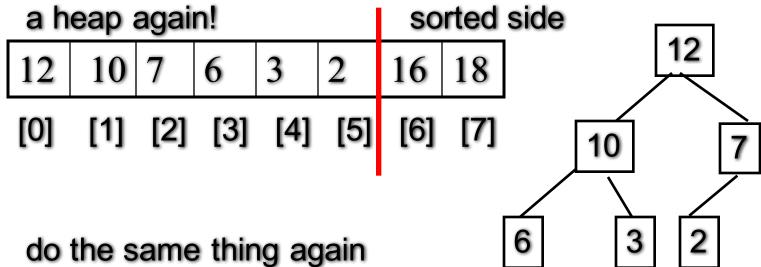
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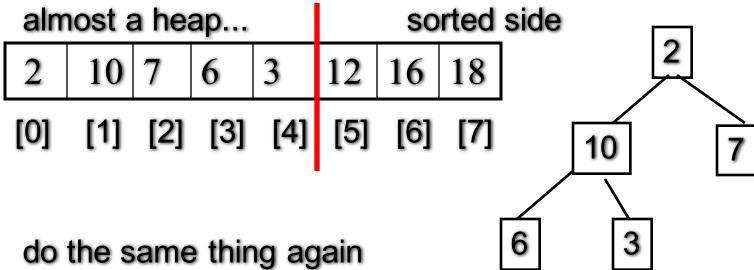
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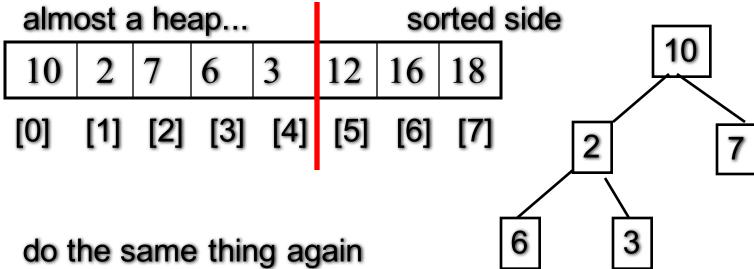
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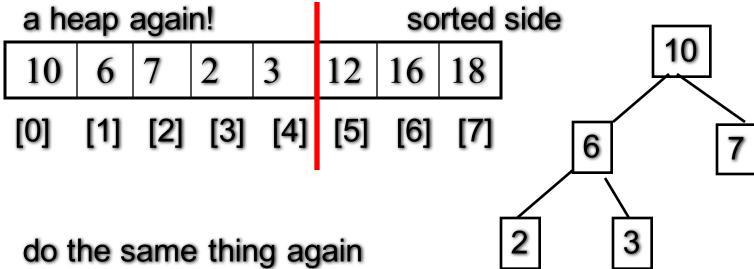
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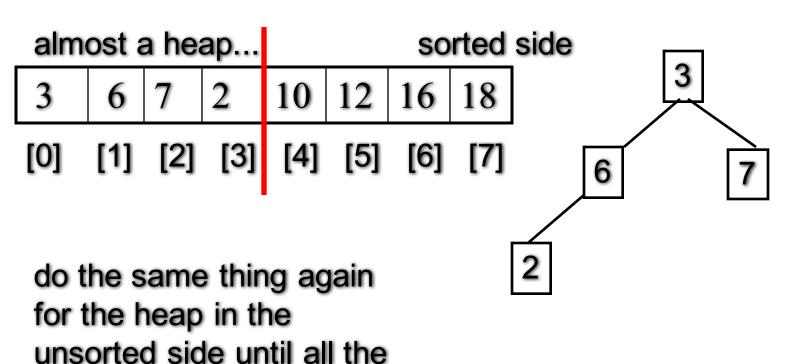
do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side



do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side

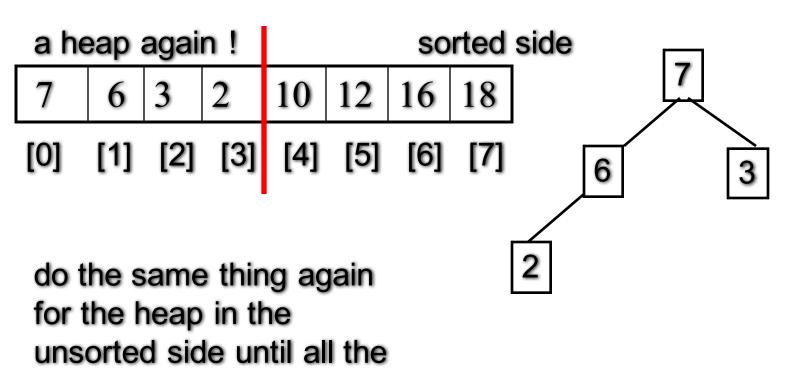


do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side



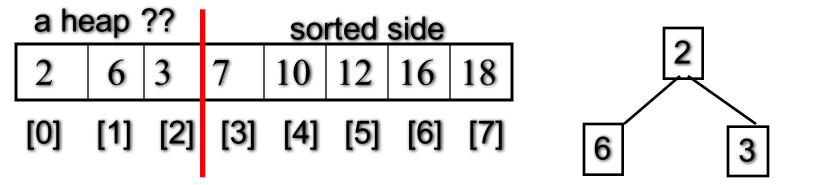
entries have been moved

to the sorted side

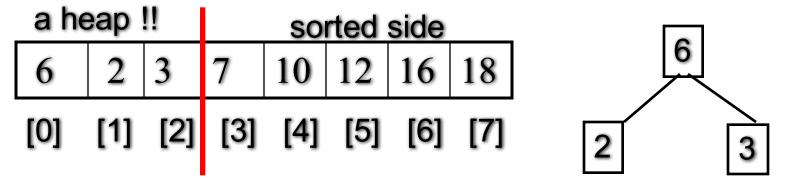


entries have been moved

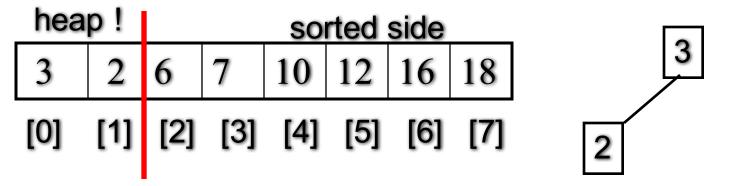
to the sorted side



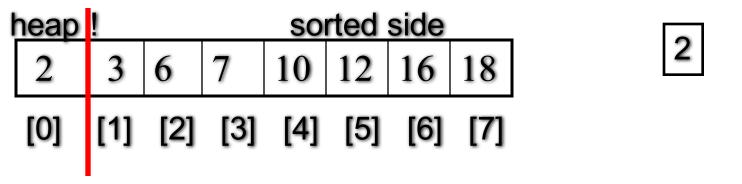
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do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side

	sorted side						
2	3	6	7	10	12	16	18
[0]	[1]	[2]	[3]	[4]	[5]	[6]	[7]

do the same thing again for the heap in the unsorted side until all the entries have been moved to the sorted side



### Heapsort – Time Analysis

- Step 1. Make a heap from elements
  - add an entry to the heap one at a time
  - reheapification upward n times O(n log n)
- Step 2. Make a sorted list from the heap
  - Remove the root of the heap to a sorted list and
  - Reheapification downward to re-organize the unsorted side into a updated heap
  - do this n times O(n log n)
- The running time is O(n log n)

#### C++ STL Sorting Functions

- The C++ sort function
  - void sort(Iterator begin, Iterator end);
- The original C version of qsort

```
void qsort(
  void *base,
  size_t number_of_elements,
  size_t element_size,
  int compare(const void*, const void*)
);
```

#### Summary & Homework

- Recursive Sorting Algorithms
  - Divide and Conquer technique
- An O(NlogN) Sorting Alg. using a Heap
  - making use of the heap properties
- STL Sorting Functions
  - C++ sort function
  - Original C version of qsort
- Homework
  - use your heap implementation to implement a heapsort!