

Advanced Topics in Sorting

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<http://www.4shared.com/file/79096214/fb2ed224/lect01.html>

Sorting applications

Sorting algorithms are essential in a broad variety of applications

- Organize an MP3 library.
- Display Google PageRank results.
- List RSS news items in reverse chronological order.
- Find the median.
- Find the closest pair.
- Binary search in a database.
- Identify statistical outliers.
- Find duplicates in a mailing list.
- Data compression.
- Computer graphics.
- Computational biology.
- Supply chain management.
- Load balancing on a parallel computer.
- ...

Sorting algorithms

Many sorting algorithms to choose from

Internal sorts

- Insertion sort, selection sort, bubblesort, shaker sort.
- Quicksort, mergesort, heapsort, samplesort, shellsort.
- Solitaire sort, red-black sort, splaysort, Dobosiewicz sort, psort, ...

External sorts

- Poly-phase mergesort, cascade-merge, oscillating sort.

Radix sorts

- Distribution, MSD, LSD.
- 3-way radix quicksort.

Parallel sorts

- Bitonic sort, Batcher even-odd sort.
- Smooth sort, cube sort, column sort.
- GPU sort.

Which algorithm to use?

Applications have diverse attributes

- Stable?
- Multiple keys?
- Deterministic?
- Keys all distinct?
- Multiple key types?
- Linked list or arrays?
- Large or small records?
- Is your file randomly ordered?
- Need guaranteed performance?

Cannot cover all combinations of attributes.

Case study 1

Problem

- Sort a huge randomly-ordered file of small records.

Example

- Process transaction records for a phone company.

Which sorting method to use?

1. Quicksort: YES, it's designed for this problem
2. Insertion sort: No, quadratic time for randomly-ordered files
3. Selection sort: No, always takes quadratic time

Case study 2

Problem

- Sort a huge file that is already almost in order.

Example

- Re-sort a huge database after a few changes.

Which sorting method to use?

1. Quicksort: probably no, insertion simpler and faster
2. Insertion sort: YES, linear time for most definitions of "in order"
3. Selection sort: No, always takes quadratic time

Case study 3

Problem: sort a file of huge records with tiny keys.

Ex: reorganizing your MP3 files.

Which sorting method to use?

1. Mergesort: probably no, selection sort simpler and faster
2. Insertion sort: no, too many exchanges
3. Selection sort: YES, linear time under reasonable assumptions

Ex: 5,000 records, each 2 million bytes with 100-byte keys.

- Cost of comparisons: $100 \times 5000^2 / 2 = 1.25$ billion
- Cost of exchanges: $2,000,000 \times 5,000 = 10$ trillion
- Mergesort might be a factor of $\log(5000)$ slower.

Duplicate keys

Often, purpose of sort is to bring records with duplicate keys together.

- Sort population by age.
- Finding collinear points.
- Remove duplicates from mailing list.
- Sort job applicants by college attended.

Typical characteristics of such applications.

- Huge file.
- Small number of key values.

Mergesort with duplicate keys: always $\sim N \lg N$ compares

Quicksort with duplicate keys

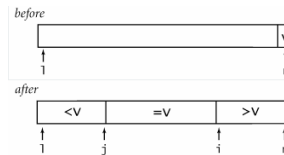
- algorithm goes quadratic unless partitioning stops on equal keys!
- 1990s Unix user found this problem in `qsort()`

Exercise: Create Sample Data

- Write a program that generates more than 1 million integer numbers. These number are in range of 40 different discrete values.

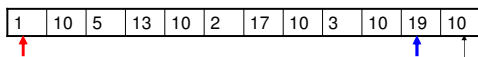
3-Way Partitioning

- 3-way partitioning. Partition elements into 3 parts:
- Elements between i and j equal to partition element v .
 - No larger elements to left of i .
 - No smaller elements to right of j .



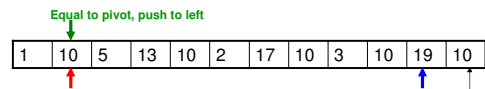
Scope for improvements- duplicate keys

- A 3-way partitioning method



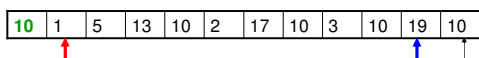
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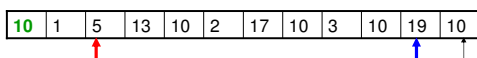
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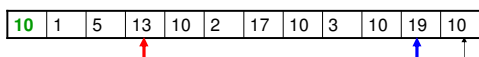
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Scope for improvements- duplicate keys

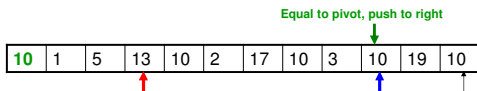
- A 3-way partitioning method



Stop moving from left, an element greater than pivot is found

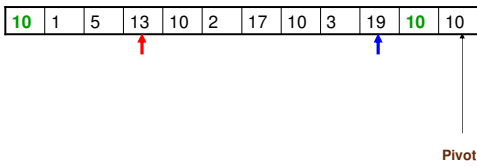
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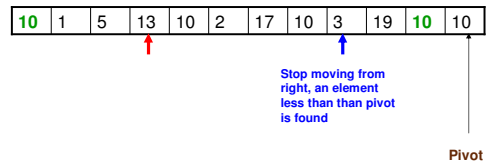
Scope for improvements- duplicate keys

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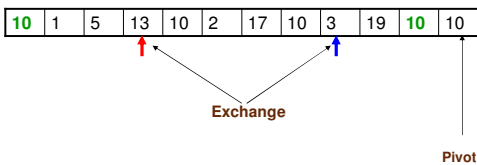
Scope for improvements- duplicate keys

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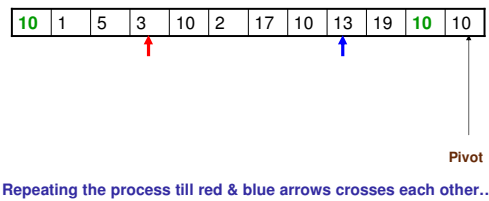
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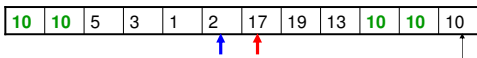
Scope for improvements- duplicate keys

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Scope for improvements- duplicate keys

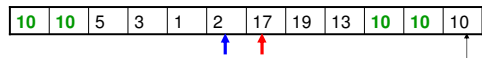
- A 3-way partitioning method



We reach here.....

Scope for improvements- duplicate keys

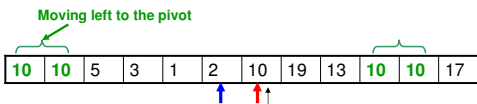
- A 3-way partitioning method



Exchange the pivot with red arrow content, we get...

Scope for improvements- duplicate keys

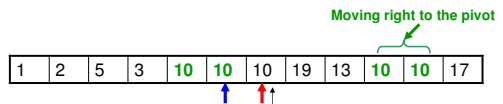
- A 3-way partitioning method



Pivot

Scope for improvements- duplicate keys

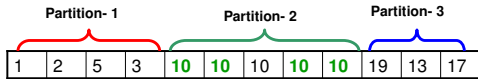
- A 3-way partitioning method



Pivot

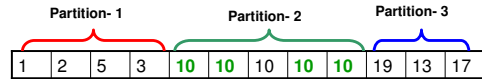
Scope for improvements- duplicate keys

- A 3-way partitioning method



Scope for improvements- duplicate keys

- A 3-way partitioning method

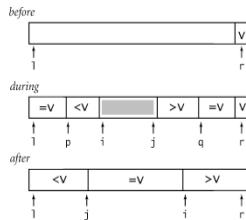


- Apply Quick sort to partition-1 and partition-3, recursively.....
- What if all the elements are same in the given array??????????
- Try to implement it....

Implementation solution

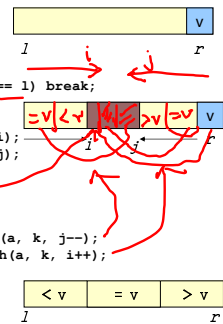
3-way partitioning (Bentley-McIlroy): Partition elements into 4 parts:

- no larger elements to left of i
 - no smaller elements to right of j
 - equal elements to left of p
 - equal elements to right of q
- Afterwards, swap equal keys into center.



Code

```
void sort(int a[], int l, int r) {
    if (r <= l) return;
    int i = l-1, j = r;
    int p = l-1, q = r;
    while(1) {
        while (a[++i] < a[r]);
        while (a[r] < a[--j]) if (j == l) break;
        if (i >= j) break;
        exch(a, i, j);
        if (a[i]==a[r]) exch(a, ++p, i);
        if (a[j]==a[r]) exch(a, --q, j);
    }
    exch(a, i, r);
    j = i - 1;
    i = i + 1;
    for (int k = l ; k <= p; k++) exch(a, k, j--);
    for (int k = r-1; k >= q; k--) exch(a, k, i++);
    sort(a, l, j);
    sort(a, i, r);
}
```



Demo

- [demo-partition3.ppt](#)

Quiz 1

- Write two quick sort algorithms
 - 2-way partitioning
 - 3-way partitioning
- Create two identical arrays of 1 millions randomized numbers having value from 1 to 10.
- Compare the time for sorting the numbers using each algorithm

Guide

- Fill an array by random numbers

```
const int TOPITEM = 1000000;
void fill_array(void) {
    int i;
    float r;

    srand(time(NULL));

    for (i = 1; i < TOPITEM; i++) {
        r = (float) rand() / (float) RAND_MAX;
        data[i] = r * RANGE + 1;
    }
}
```

Demand memory

- For 1000000 elements
- `int *w=(int *)malloc(1000000);`

CPU Time Inquiry

```
#include <time.h>

clock_t start, end;
double cpu_time_used;

start = clock();
... /* Do the work. */
end = clock();
cpu_time_used = ((double) (end - start)) /
CLOCKS_PER_SEC;
```

Generalized sorting

- In C we can use the `qsort` function for sorting

```
void qsort (
    void *buf,
    size_t num,
    size_t size,
    int (*compare)(void const *, void const *)
);
```

- The `qsort()` function sorts *buf* (which contains *num* items, each of size *size*).
- The *compare* function is used to compare the items in *buf*. *compare* should return negative if the first argument is less than the second, zero if they are equal, and positive if the first argument is greater than the second.

Example

```
int int_compare(void const* x, void const* y) {
    int m, n;
    m = *(int*)x;
    n = *(int*)y;
    if ( m == n ) return 0;
    return m > n ? 1: -1;
}

void main()
{
    int a[20], n;
    /* input an array of numbers */
    /* call qsort */
    qsort(a, n, sizeof(int), int_compare);
}
```

Function pointer

- Declare a pointer to a function
 - `int (*pf) (int);`
- Declare a function
 - `int f(int);`
- Assign a function to a function pointer
 - `pf = &f;`
- Call a function via pointer
 - `ans = pf(5);` // which are equivalent with `ans = f(5)`
- In the `qsort()` function, *compare* is a function pointer to reference to a compare the items

Quiz 2

- Write a function to compare strings so that it can be used with `qsort()` function
- Write a program to input a list of names, then use `qsort()` to sort this list and display the result.

Solution

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

int cstring_cmp(const void *a, const void *b)
{
    const char **ia = (const char **)a;
    const char **ib = (const char **)b;
    return strcmp(*ia, *ib);
}

void print_cstring_array(char **array, size_t len)
{
    size_t i;

    for(i=0; i<len; i++)
        printf("%s | ", array[i]);

    putchar('\n');
}
```

Solution

```
int main()
{
    char *strings[] = { "Zorro", "Alex", "Celine", "Bill", "Forest", "Dexter" };
    size_t strings_len = sizeof(strings) / sizeof(char *);

    puts("**** String sorting...");

    print_cstring_array(strings, strings_len);

    qsort(strings, strings_len, sizeof(char *), cstring_cmp);

    print_cstring_array(strings, strings_len);

    return 0;
}
```

Solution: You can get strings from input also

```
int main()
{
    char strings[20];
    char *strings_array[20];
    int i = 0;
    int n;

    printf("\n Number of strings to sort:"); scanf("%d",&n);
    fflush(stdin);
    while(i<n){
        gets(strings);
        strings_array[i++] = strdup(strings);
    }
    print_cstring_array(strings_array, n);
    puts("**** String sorting...");
    qsort(strings_array, n, sizeof(char *), cstring_cmp);
    print_cstring_array(strings_array, n);
    return 0;
}
```

Quiz 3: Using qsort with array of structure

- Create an array of records, each record is in type of:

```
struct st_ex {  
    char product[16];  
    float price;  
};
```

- Write a program using qsort to sort this array by the price and by product names.

Solution

- Create on your own function to compare two float numbers

```
int struct_cmp_by_price(const void *a, const void *b)  
{  
    struct st_ex *ia = (struct st_ex *)a;  
    struct st_ex *ib = (struct st_ex *)b;  
    return (int)(100.f*ia->price - 100.f*ib->price);  
}
```

Solution

And by product names

```
int struct_cmp_by_product(const void *a, const void *b)  
{  
    struct st_ex *ia = (struct st_ex *)a;  
    struct st_ex *ib = (struct st_ex *)b;  
    return strcmp(ia->product, ib->product);  
}
```

Solution: function for Output

```
void print_struct_array(struct st_ex *array, size_t len)  
{  
    size_t i;  
  
    for(i=0; i<len; i++)  
        printf("[ product: %s \t price: $%.2f ]\n",  
            array[i].product, array[i].price);  
  
    puts("--");  
}
```

Solution: And test

```
void main()
{
    struct st_ex structs[] = {{{"mp3 player", 299.0f}, {"plasma tv", 2200.0f},
                              {"notebook", 1300.0f}, {"smartphone", 499.99f},
                              {"dvd player", 150.0f}, {"matches", 0.2f }};

    size_t structs_len = sizeof(structs) / sizeof(struct st_ex);

    puts("**** Struct sorting (price)...");
    print_struct_array(structs, structs_len);

    qsort(structs, structs_len, sizeof(struct st_ex), struct_cmp_by_price);
    print_struct_array(structs, structs_len);
    puts("**** Struct sorting (product)...");
    qsort(structs, structs_len, sizeof(struct st_ex), struct_cmp_by_product);
    print_struct_array(structs, structs_len);
}
```

Quiz 4

- How to use qsort() to sort an array in descendant order?
- Write your own generalized quick sort function (using 3-way partitioning algorithm).
- Then, use this function to sort different kinds of data (integer numbers, phone number records, etc.)

Generalized sorting

- We can use also heap sort and merge sort

```
void heapsort(
    void *buf,
    size_t num,
    size_t size,
    int (*compare)(void const *, void const *)
);

void mergesort(
    void *buf,
    size_t num,
    size_t size,
    int (*compare)(void const *, void const *)
);
```

Exercise

- Using the grade data file of your class last semester.
- You write a compare function that takes the pointers to struct of student as parameters to use qsort to sort the student list.
- Change from qsort to heapsort