

Bubble Sort

```
void bubble_Sort(int arr[], int n)
{
    int i, j;
    for (i = 0; i < n - 1; i++) {
        for (j = 0; j < n - i - 1; j++) {
            if (arr[j] > arr[j + 1])
                swap(arr[j], arr[j + 1]);
        }
    }
}
```

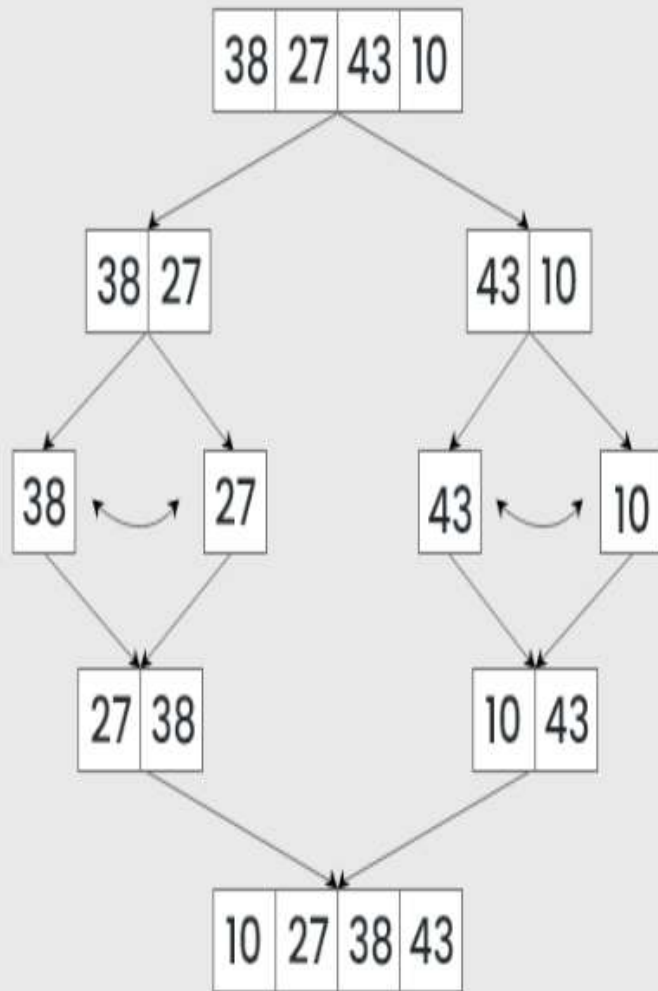
Selection Sort

```
void selectionSort(int arr[], int n) {  
    for (int i = 0; i < n - 1; i++) {  
        int min= i;  
        for (int j = i + 1; j < n; j++)  
            {  
                if (arr[j] < arr[min])  
                    {min = j;}  
            }  
        int temp = arr[i];  
        arr[i] = arr[min];  
        arr[min] = temp;  
    }  
}
```

Insertion Sort

```
void insertion_Sort(int arr[], int n)
{
    int i, key, j;
    for (i = 1; i < n; i++) {
        key = arr[i];
        j = i - 1;
        while (j >= 0 && arr[j] > key) {
            arr[j + 1] = arr[j];
            j = j - 1;
        }
        arr[j + 1] = key;
    }
}
```

Merge sort



MERGE_SORT(arr, beg, end)

if beg < end

set mid = (beg + end)/2

MERGE_SORT(arr, beg, mid)

MERGE_SORT(arr, mid + 1, end)

MERGE (arr, beg, mid, end)

end of **if**

END MERGE_SORT

```

void merge(int arr[], int l, int m, int r) {
    // Calculate sizes of two subarrays to
    be merged
    int n1 = m - l + 1;
    int n2 = r - m;

    // Create temporary arrays to hold
    the subarrays
    int L[n1], R[n2];

    // Copy data to temporary arrays
    for (int i = 0; i < n1; i++)
        L[i] = arr[l + i];
    for (int j = 0; j < n2; j++)
        R[j] = arr[m + 1 + j];

```

```

int i = 0, j = 0, k = l;
    while (i < n1 && j < n2) {
        if (L[i] <= R[j]) {
            arr[k] = L[i];
            i++;
        } else {
            arr[k] = R[j];
            j++;
        }
        k++;
    }
    while (i < n1) {
        arr[k] = L[i];
        i++;
        k++;
    }
    while (j < n2) {
        arr[k] = R[j];
        j++;
        k++;
    }

```

Quicksort Algorithm

Given an array of n elements (e.g., integers):

- If array only contains one element, return
- Else
 - pick one element to use as *pivot*.
 - Partition elements into two sub-arrays:
 - Elements less than or equal to pivot
 - Elements greater than pivot
 - Quicksort two sub-arrays
 - Return results

Example

We are given array of n integers to sort:

40	20	10	80	60	50	7	30	100
----	----	----	----	----	----	---	----	-----

Pick Pivot Element

There are a number of ways to pick the pivot element. In this example, we will use the first element in the array:

40	20	10	80	60	50	7	30	100
----	----	----	----	----	----	---	----	-----

Partitioning Array

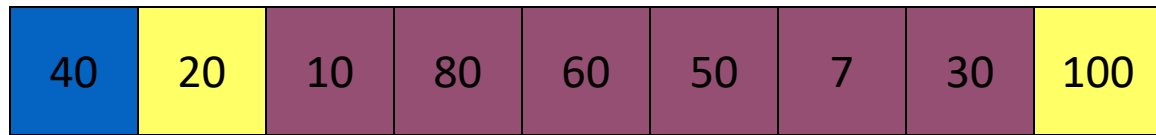
Given a pivot, partition the elements of the array such that the resulting array consists of:

1. One sub-array that contains elements \geq pivot
2. Another sub-array that contains elements $<$ pivot

The sub-arrays are stored in the original data array.

Partitioning loops through, swapping elements below/above pivot.

pivot_index = 0

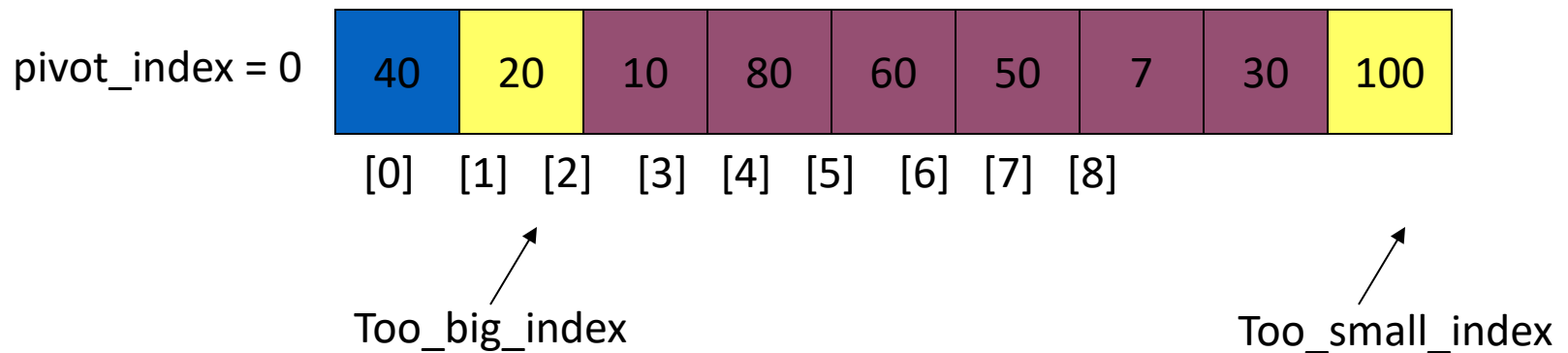


[0] [1] [2] [3] [4] [5] [6] [7] [8]

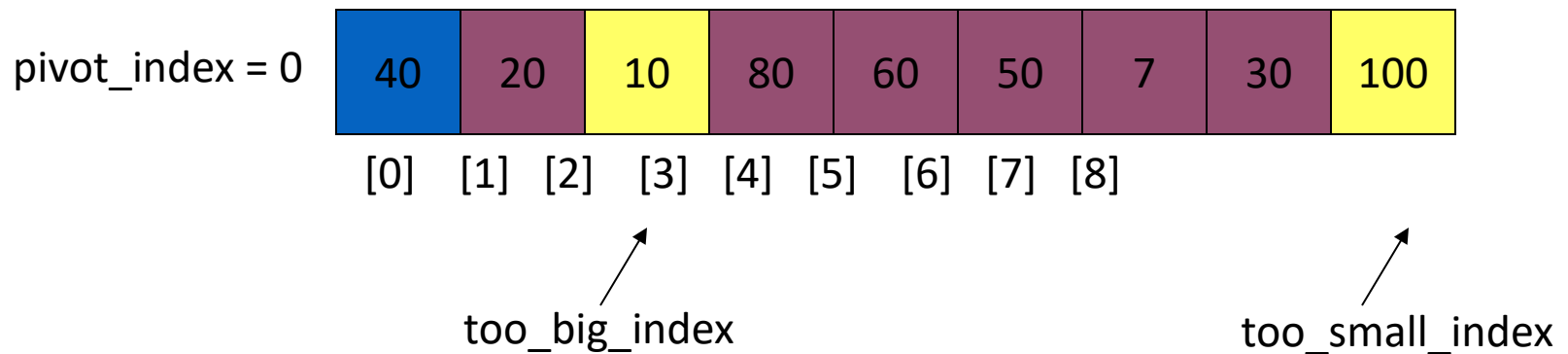
too_big_index

too_small_index

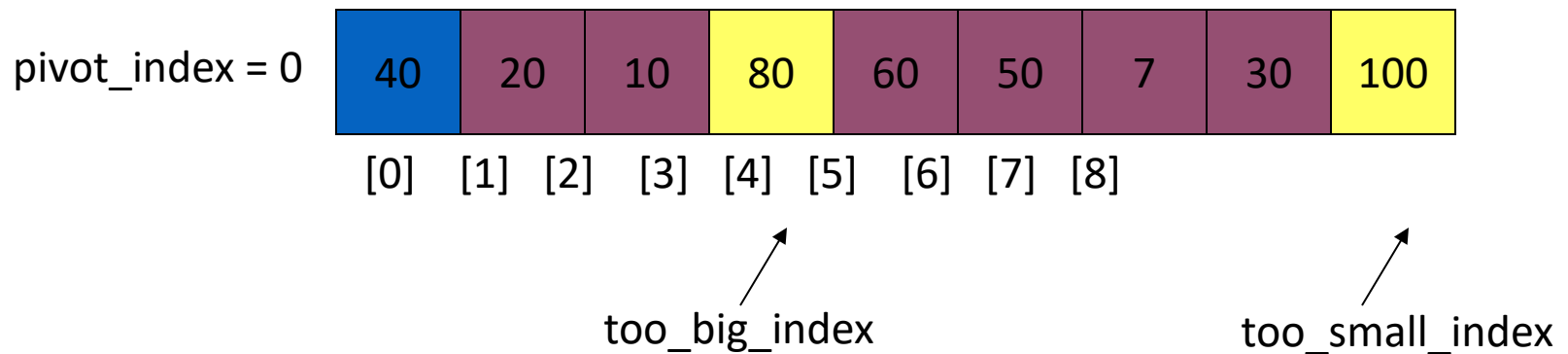
1. While $\text{data}[\text{Too_big_index}] \leq \text{data}[\text{pivot}]$
 $++\text{Too_big_index}$



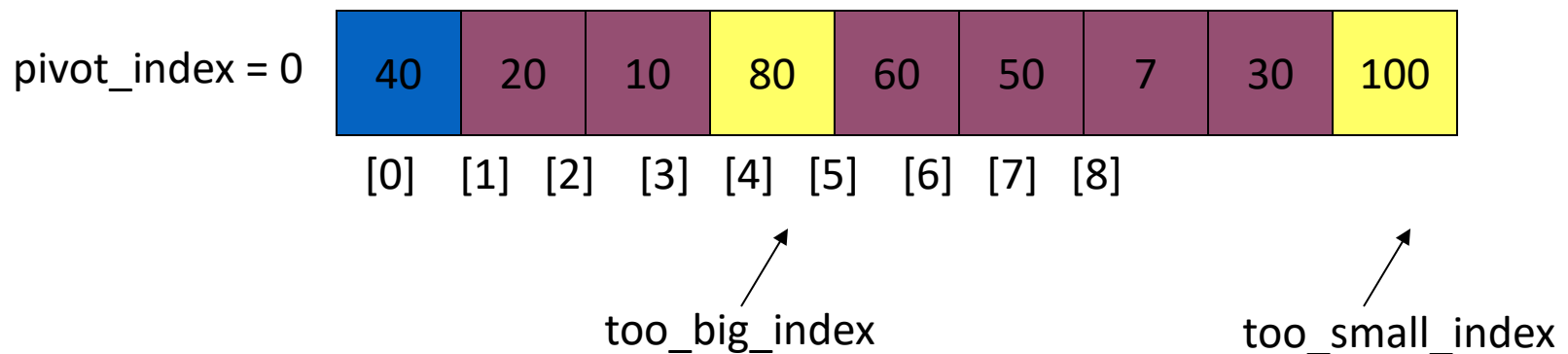
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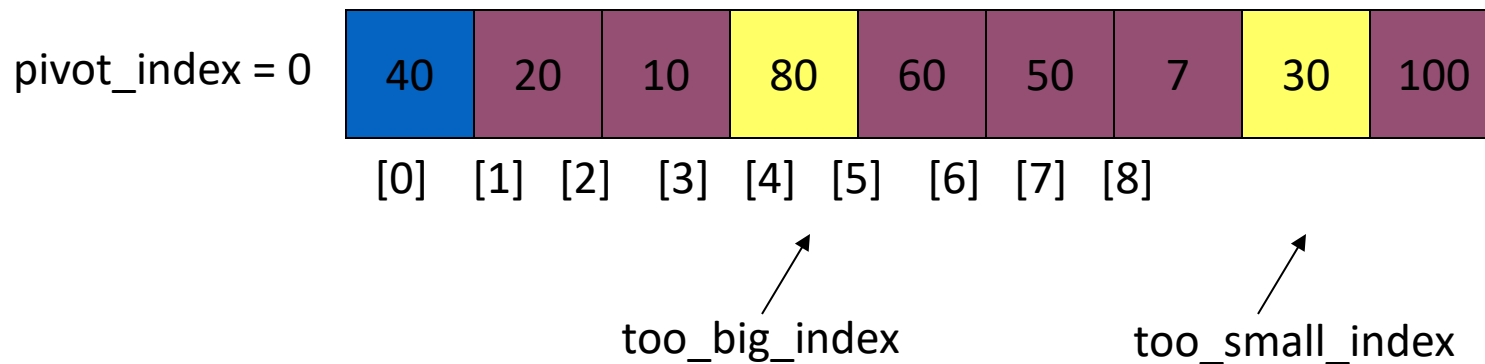
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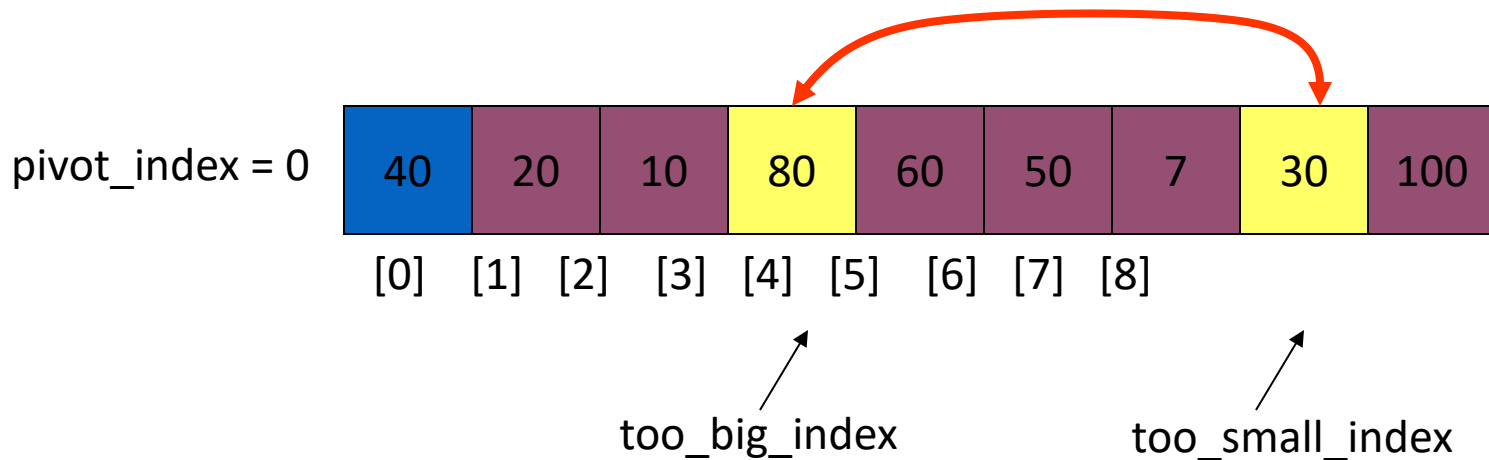
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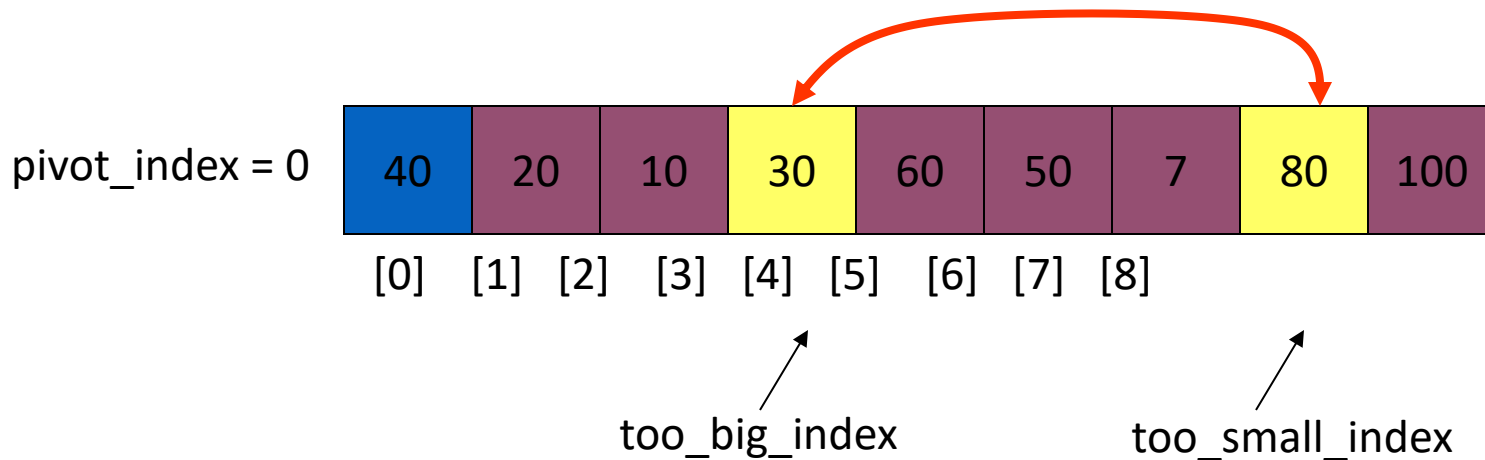
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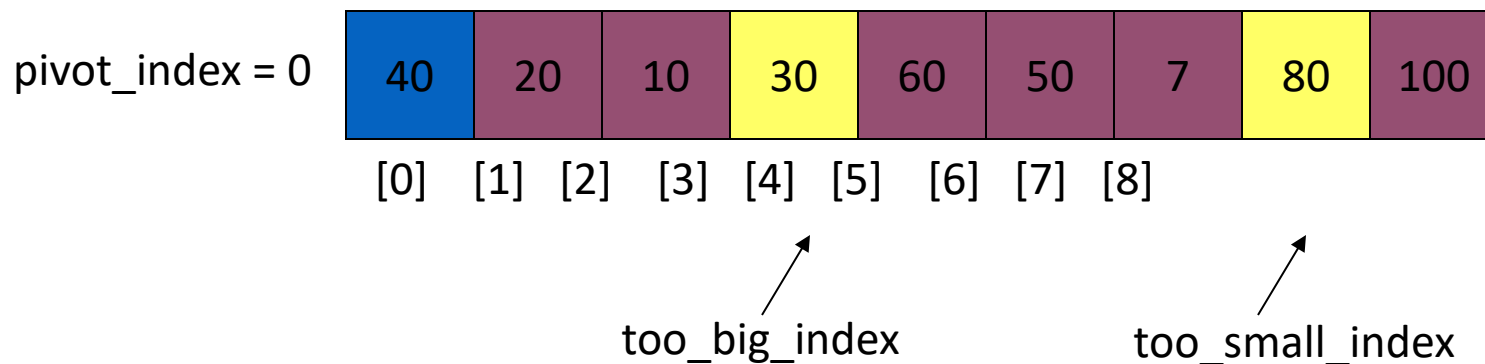
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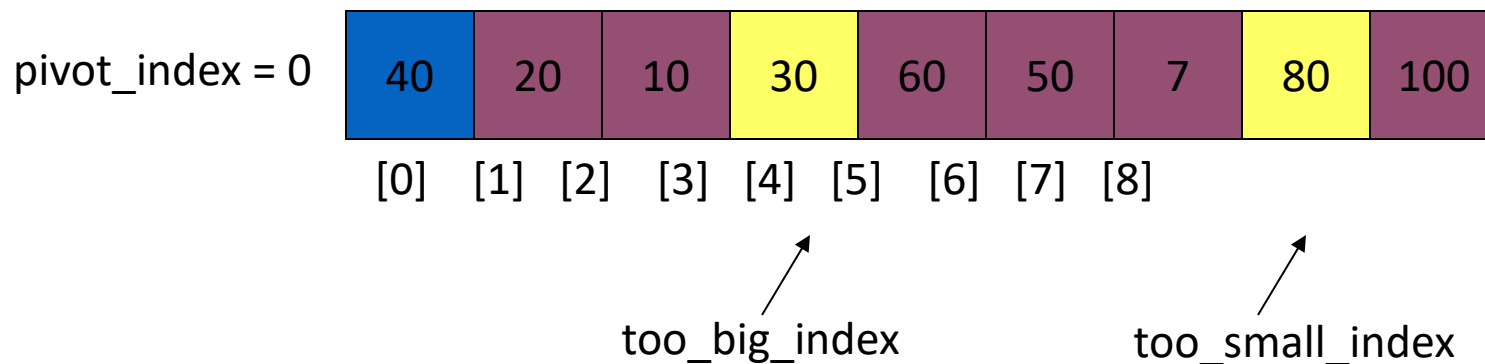
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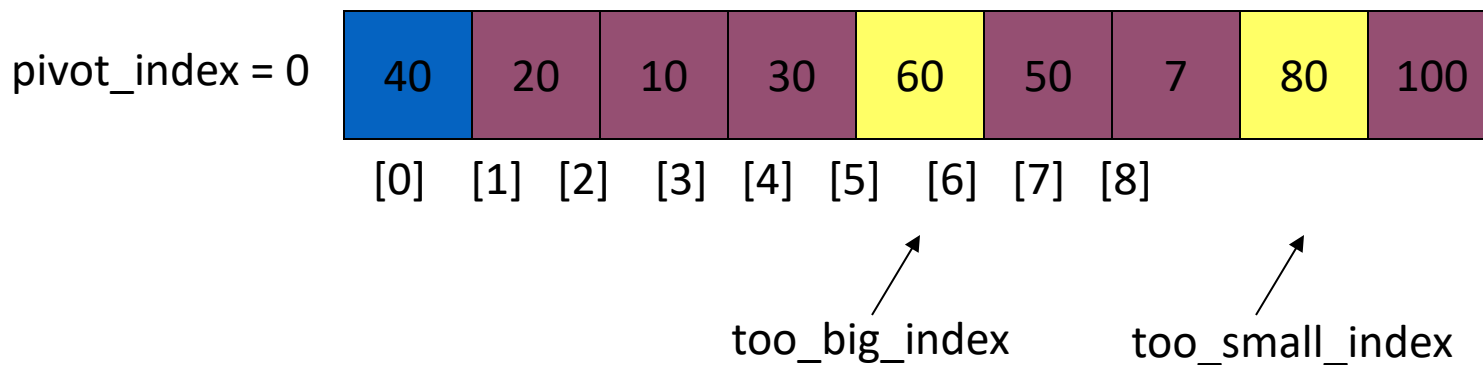
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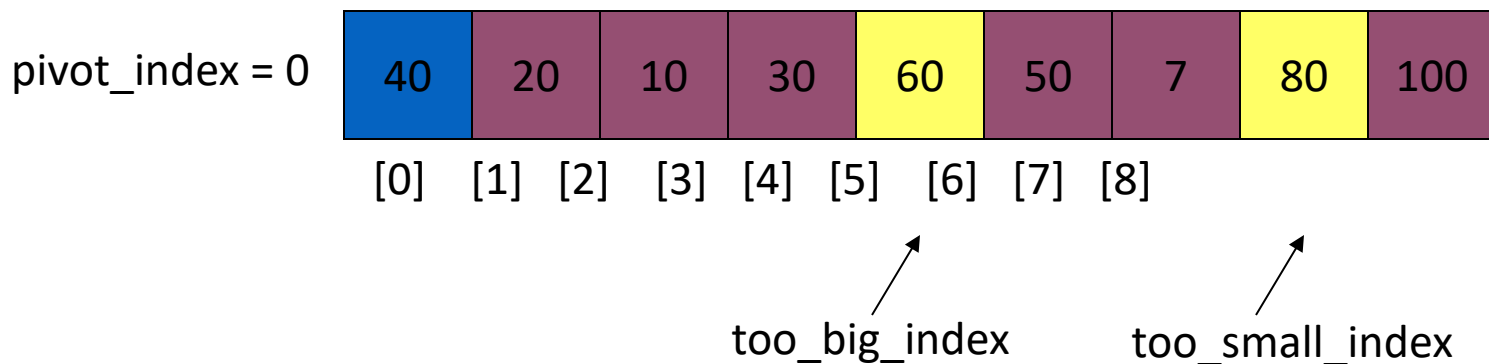
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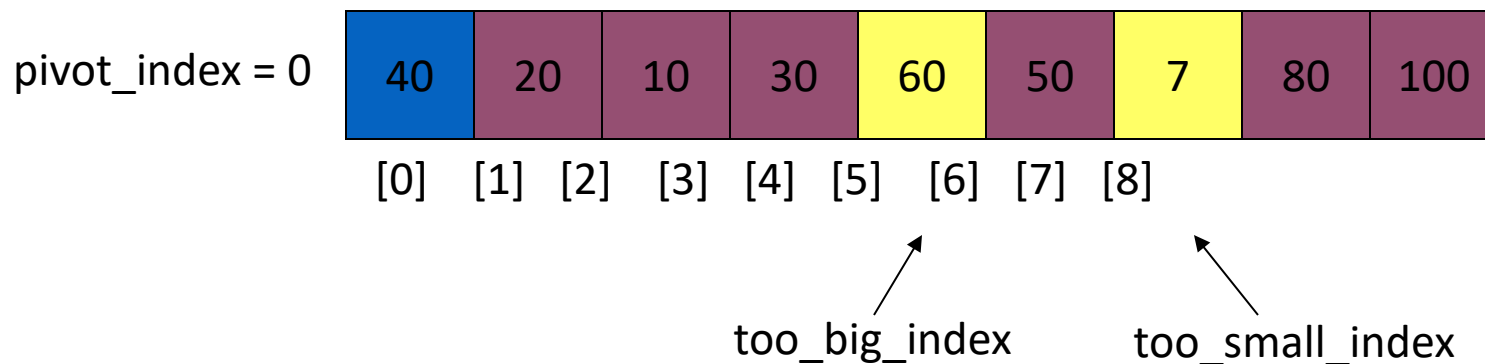
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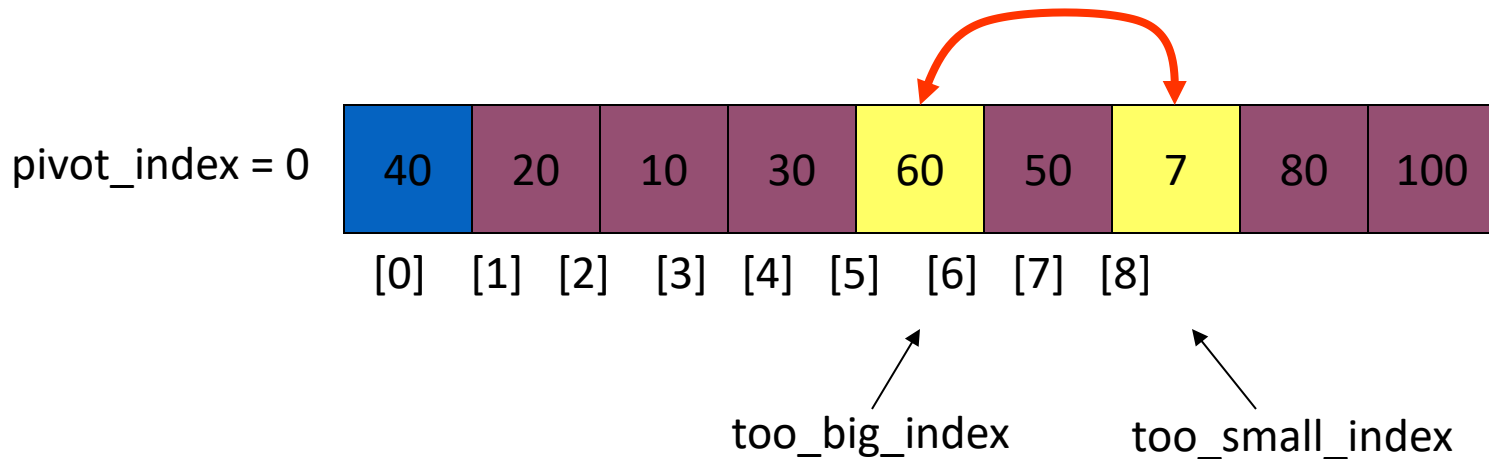
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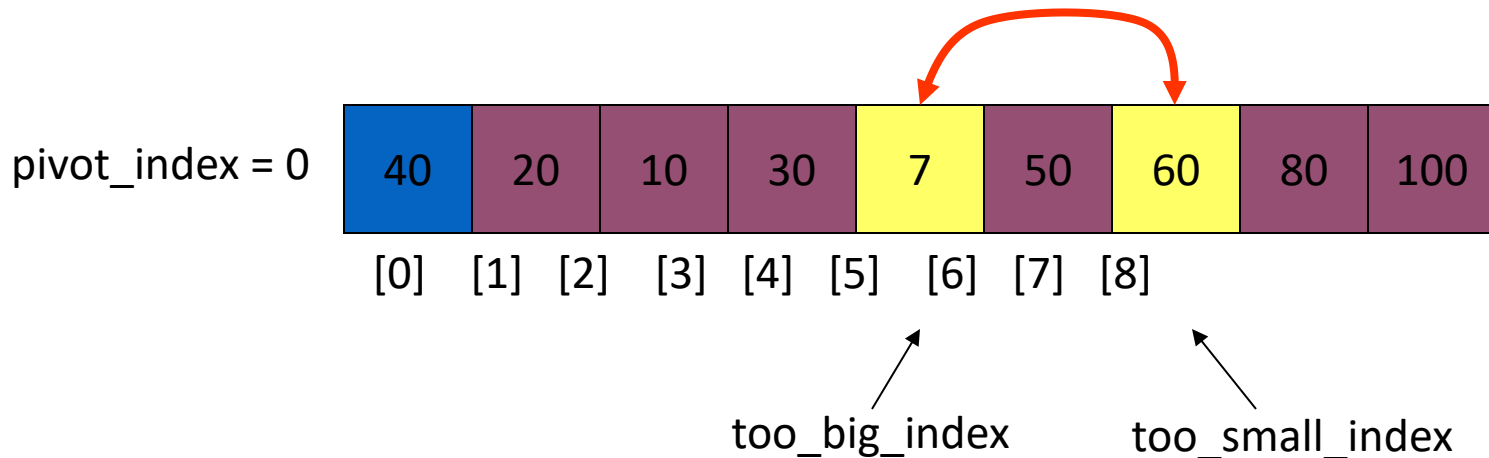
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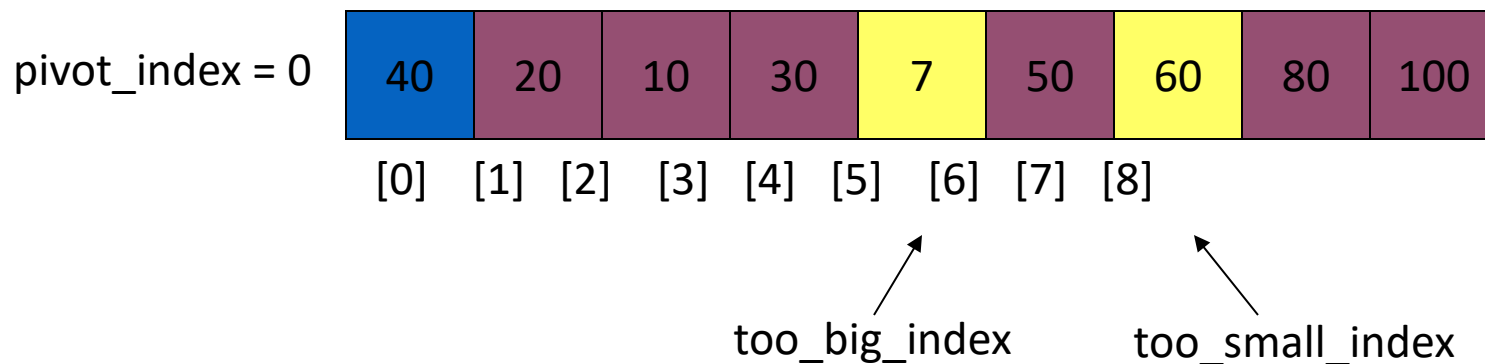
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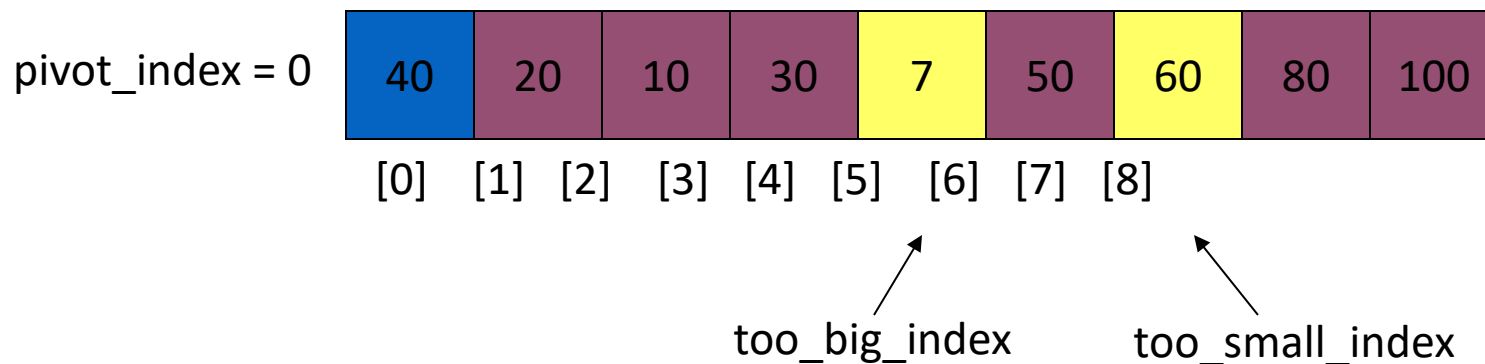
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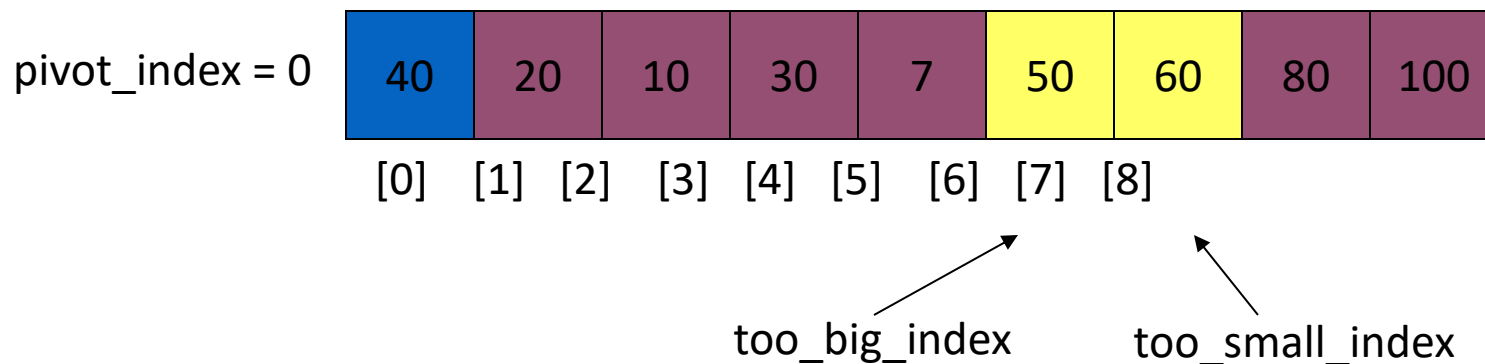
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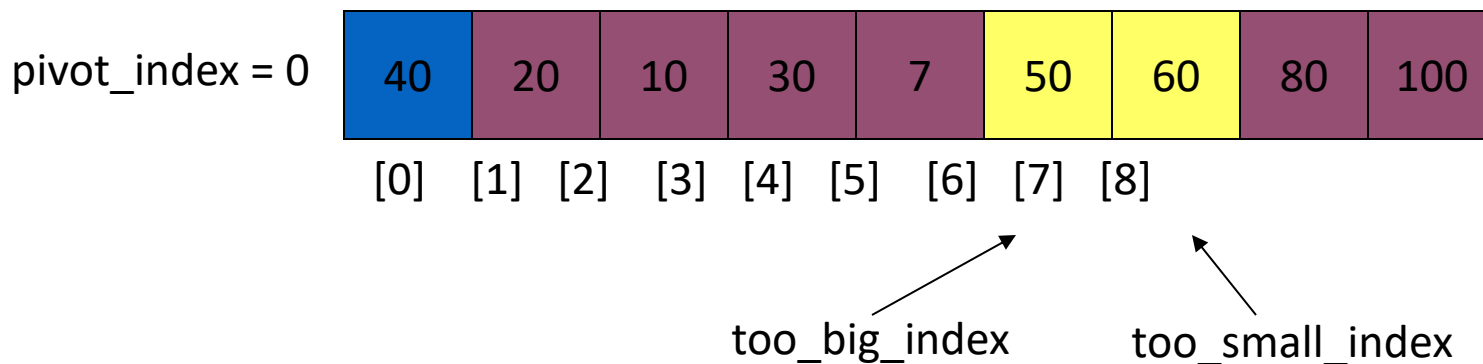
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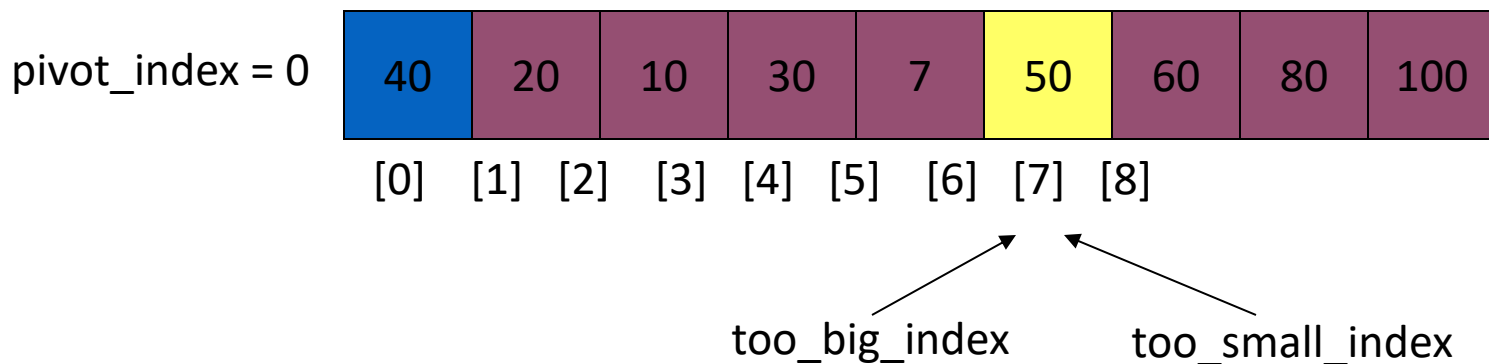
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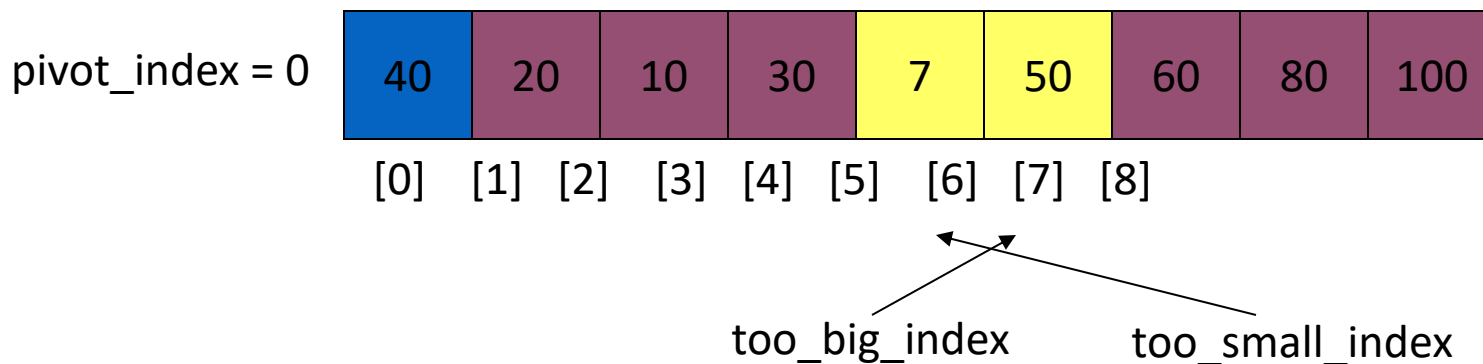
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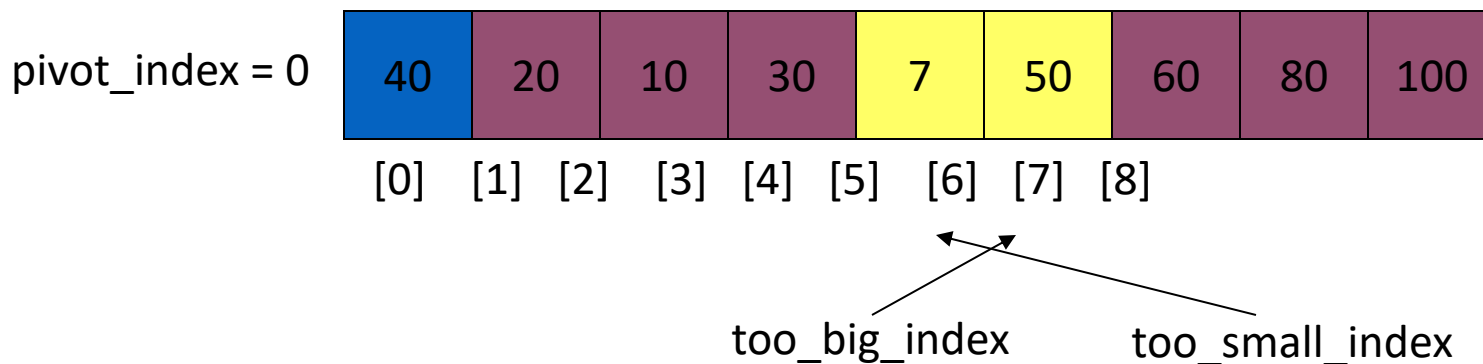
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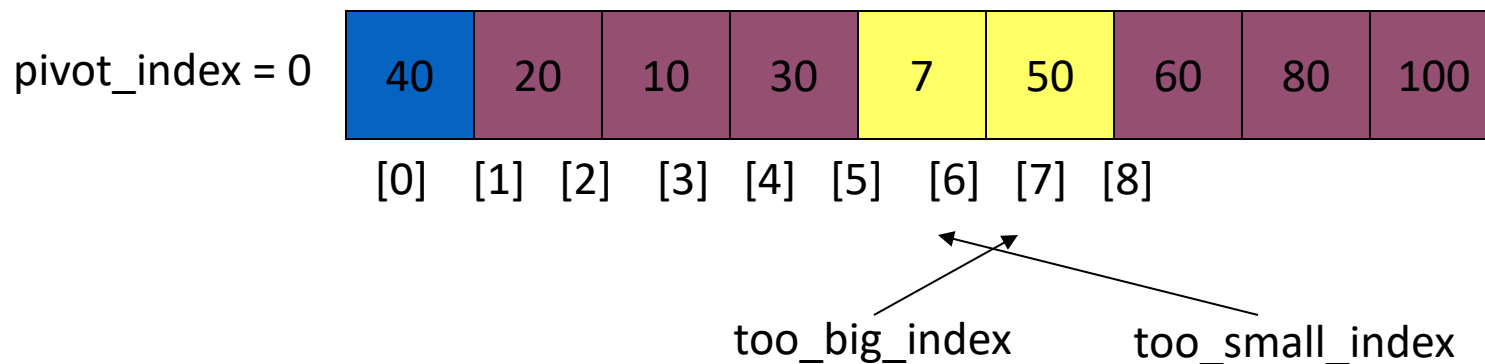
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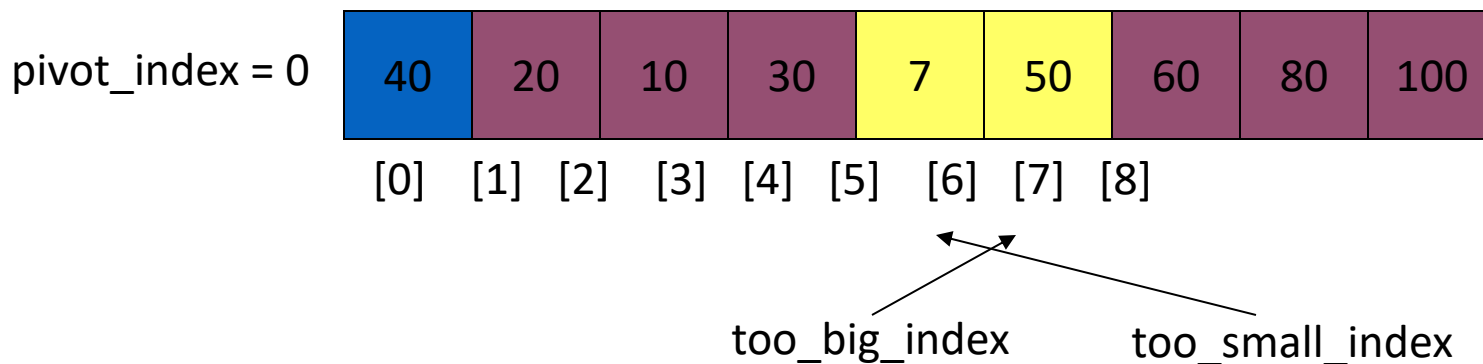
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1. While $\text{data}[\text{too_big_index}] \leq \text{data}[\text{pivot}]$
 ++too_big_index
2. While $\text{data}[\text{too_small_index}] > \text{data}[\text{pivot}]$
 --too_small_index
3. If $\text{too_big_index} < \text{too_small_index}$
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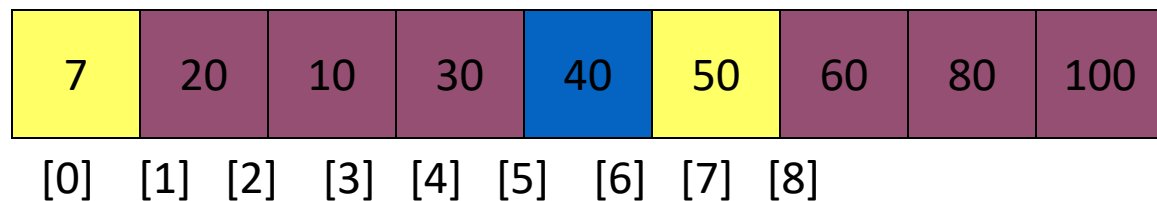


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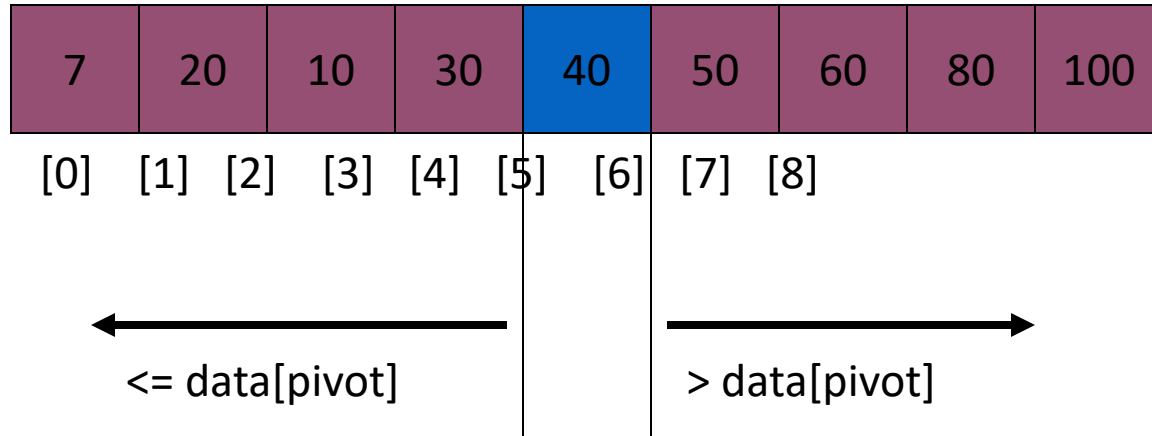
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pivot_index = 4

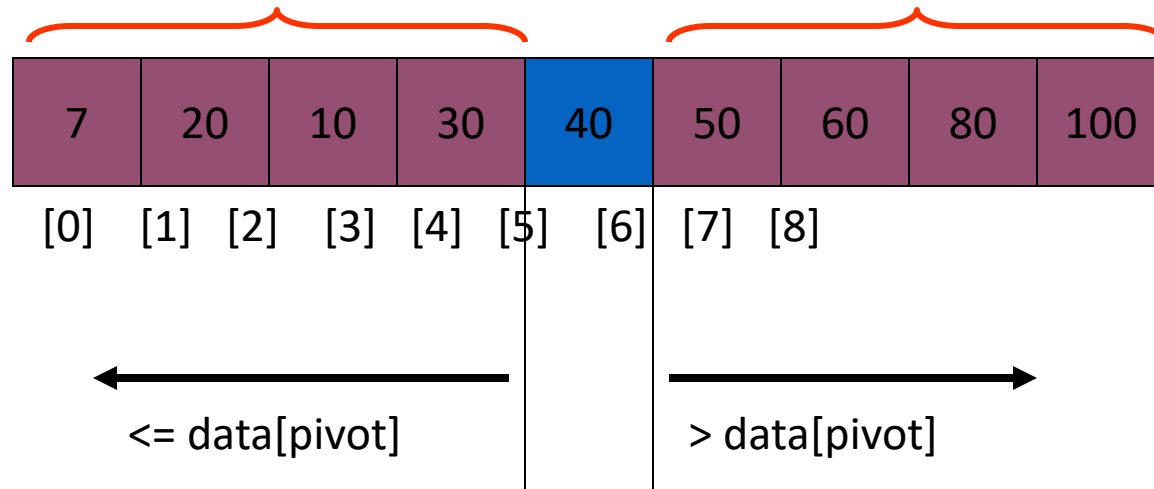


too_big_index too_small_index

Partition Result

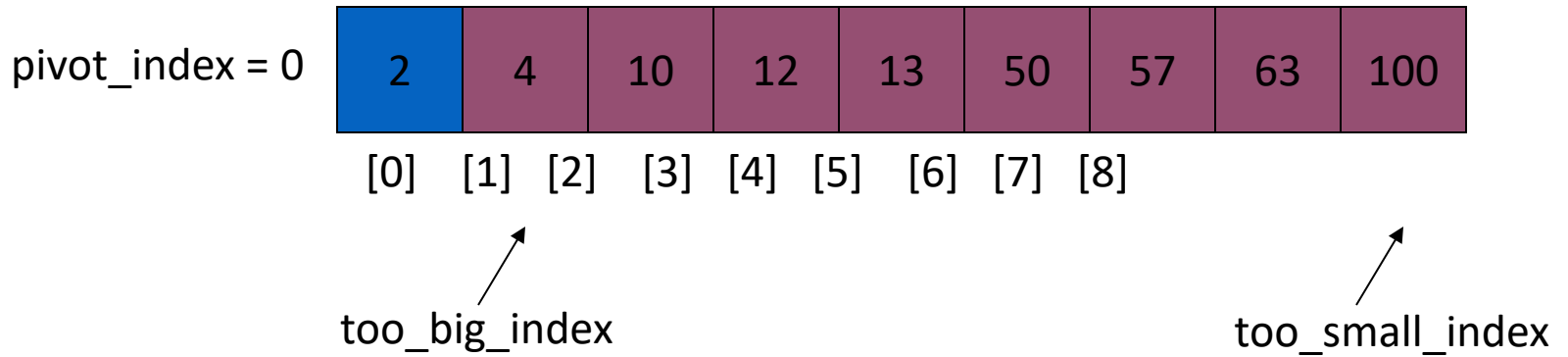


Recursion: Quicksort Sub-arrays

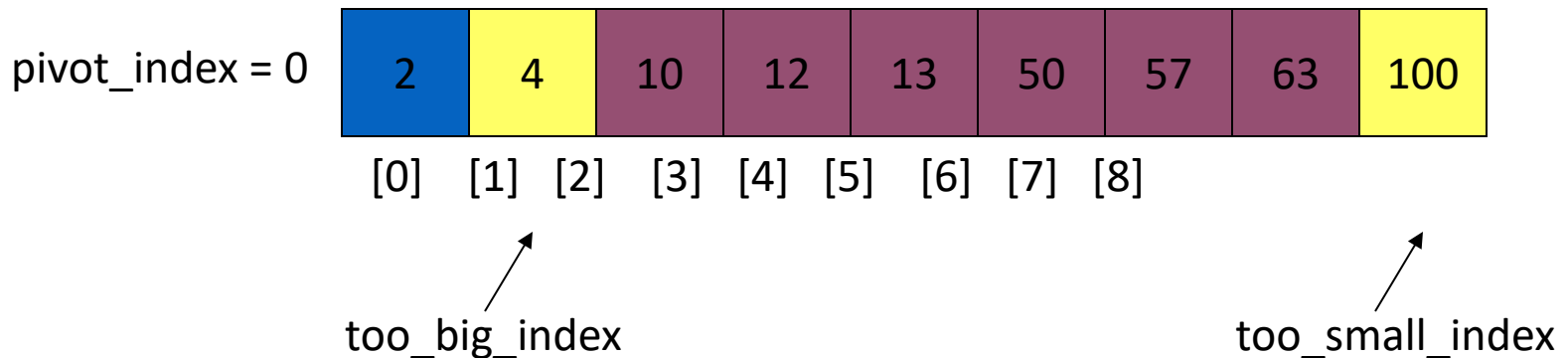


Quicksort: Worst Case

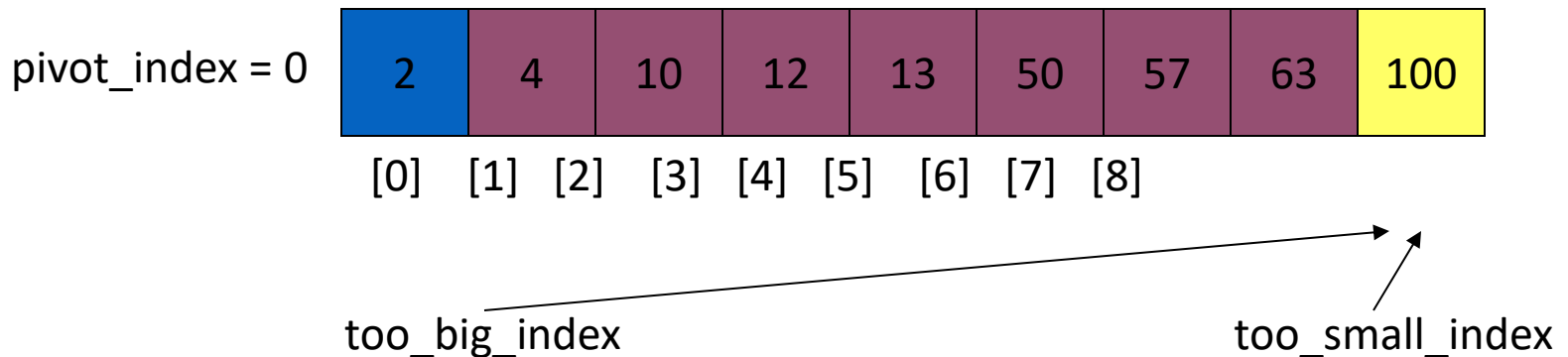
- Assume first element is chosen as pivot.
- Assume we get array that is already in order:



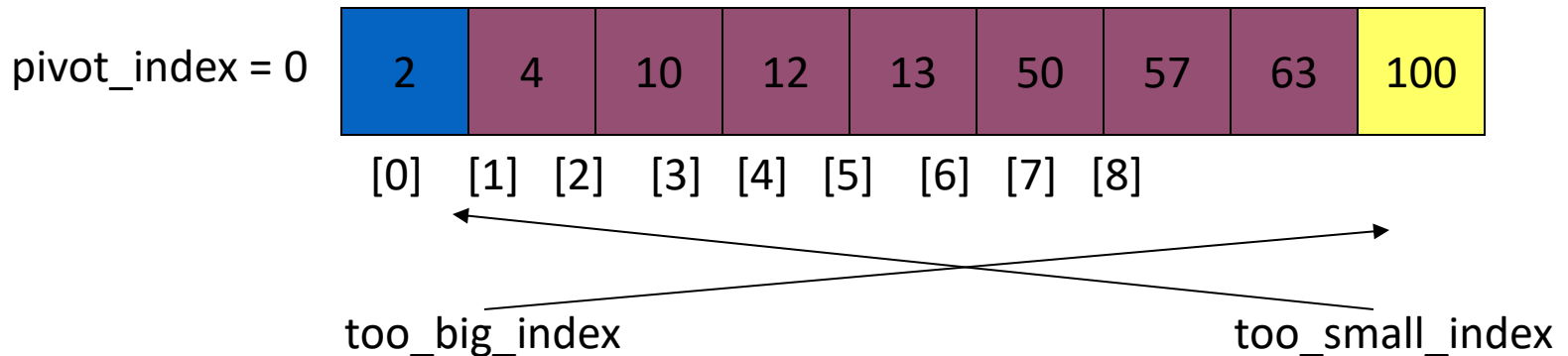
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 swap $\text{data}[\text{too_big_index}]$ and $\text{data}[\text{too_small_index}]$
4. While $\text{too_small_index} > \text{too_big_index}$, go to 1.
5. Swap $\text{data}[\text{too_small_index}]$ and $\text{data}[\text{pivot_index}]$



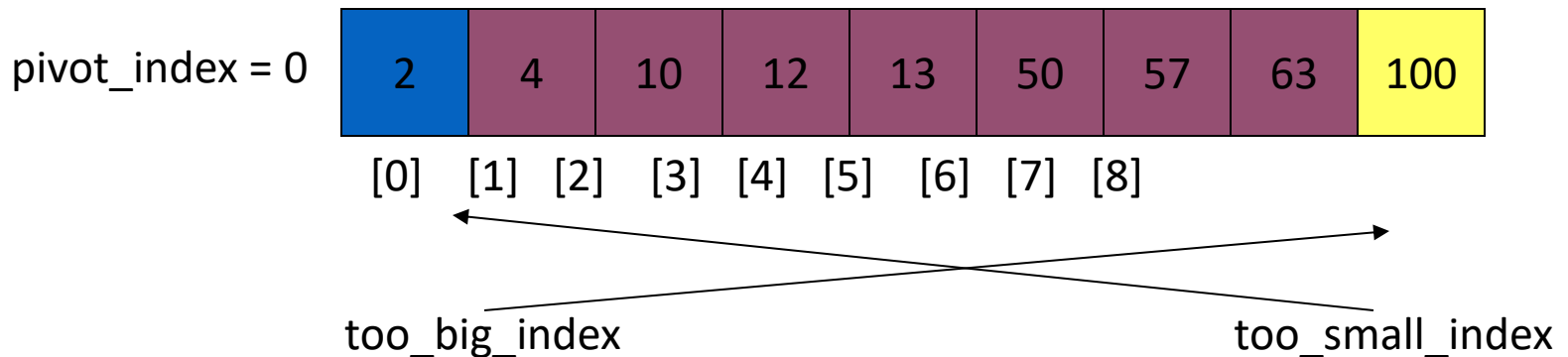
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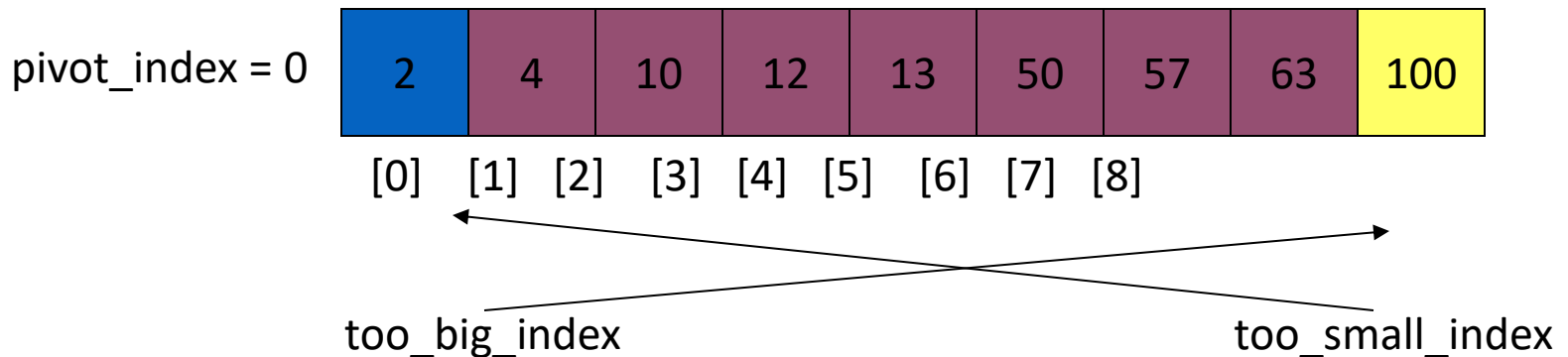
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- 3. If $\text{too_big_index} < \text{too_small_index}$
 swap $\text{data}[\text{too_big_index}]$ and $\text{data}[\text{too_small_index}]$
4. While $\text{too_small_index} > \text{too_big_index}$, go to 1.
5. Swap $\text{data}[\text{too_small_index}]$ and $\text{data}[\text{pivot_index}]$



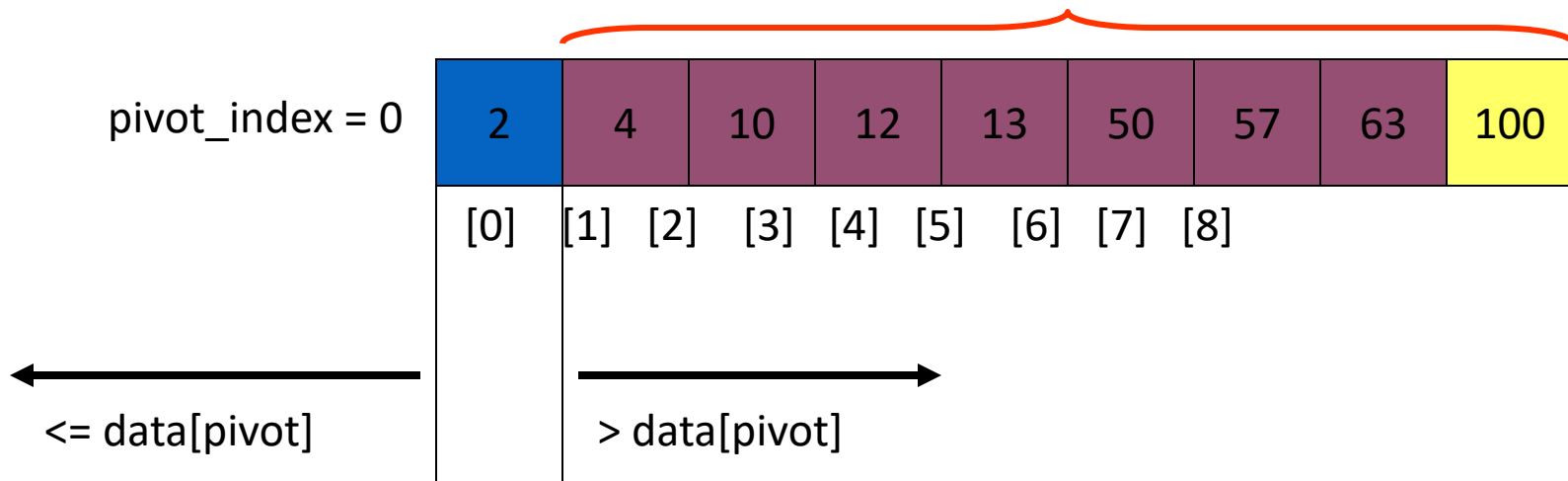
1. While $\text{data}[\text{too_big_index}] \leq \text{data}[\text{pivot}]$
 $++\text{too_big_index}$
2. While $\text{data}[\text{too_small_index}] > \text{data}[\text{pivot}]$
 $--\text{too_small_index}$
3. If $\text{too_big_index} < \text{too_small_index}$
 swap $\text{data}[\text{too_big_index}]$ and $\text{data}[\text{too_small_index}]$
- 4. While $\text{too_small_index} > \text{too_big_index}$, go to 1.
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Performance comparison of various Sorting

- Examples of stable sort-Bubble, Insertion, Merge, Count
- Not stable-Merge, Heap, Selection, Quick

- Examples of In-place sorting-Bubble, Selection, Insertion, Heap, Quick
- Not In-Place sort-Merge, Count.

- Which sorting runs with minimum complexity when array already sorted? --- Insertion Sort