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- All of the sorts we've seen so far are comparison sorts.
 - The order of the elements is determined by comparing two elements at a time.
- It has been proven that the worst-case order of complexity for comparison sorts is Ω(n log n).
 - O gives an asymptotically upper bound on the efficiency.
 - Ω gives an asymptotically lower bound on the efficiency. (more about this in 15-211)
- But there are sorts that can sort in O(n)...
 ... they just don't use pair-wise comparisons

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Bucket Sort

- Given an array of n elements that contain only k unique values (k < n), labeled n₁, n₂, ..., n_k such that n₁ < n₂ < ... < n_k.
- Create an array of k "buckets", one for each unique value.
- For each value in the array, move it into its corresponding bucket.
- Copy the data values from each bucket, n₁ to n_k, back into the array to sort the data.

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Sorts in the Java API



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- In Arrays class:
 - public static void sort(Object[] items)
 - All objects must mutually Comparable.
 - Implemented with a modified merge sort in O(n log n)
 - Sort is stable.
- In Collections class:
 - public static <T extends Comparable<T>> void sort(List<T> list)
 - Same conditions as above.
 - Copies elements into an array and uses Arrays.sort

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Sorts in the Java API

- In Arrays class:
 - public static <T> void sort(T[] items, Comparator<? super T> comp)
 - Another version allows a sort using a Comparator so ordering can be done on some other property other than the items' natural ordering.
 - For example: You might order strings not alphabetically, but instead by string length.
 - comp must be an object that implements the Comparator interface for type T or a superclass of type T.







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- Does the efficiency change if the data is in a linked list rather than an array?
- Example:
 - Merge Sort in place

