

Lecture 8 Counting sort, Bucket sort, Radix sort

CS 161 Design and Analysis of Algorithms
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- ► Main idea of CountingSort: Suppose A contains exactly j elements ≤ x
 - ▶ If x only appears once in A, then x should go in in B[j].
 - ▶ If x appears more than once in A and we want a stable sort:
 - ▶ Last occurrence of x in A should go in B[j]
 - Next-to-last occurrence of x should go in B[j-1]
 - etc.

Assume:

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- ▶ Use an auxiliary array locator [1..k]

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- ▶ locator[x] contains the index of the position in the output array B where a key of x should be stored.

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 - We make several passes over the data to set the values in the locator array before we do the actual sort.
 - ► At the start of the final (sorting) pass, locator[x] contains the number of elements ≤ x
- ► On the final pass:
 - ▶ Process the input array A from right to left (!). This makes the counting sort a stable sorting algorithm.

- Assume:
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 - We make several passes over the data to set the values in the locator array before we do the actual sort.
 - At the start of the final (sorting) pass, locator [x] contains the number of elements ≤ x
- ▶ On the final pass:
 - ▶ Process the input array A from right to left (!). This makes the counting sort a stable sorting algorithm.
 - ▶ When a value of x is encountered in the input array A:
 - Copy the value into location locator[x] in the output array.
 That is, store it in location B[locator[x]]

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 - Each integer is in the range 1..k
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- ▶ locator[x] contains the index of the position in the output array B where a key of x should be stored.
 - We make several passes over the data to set the values in the locator array before we do the actual sort.
 - ► At the start of the final (sorting) pass, locator[x] contains the number of elements ≤ x
- ▶ On the final pass:
 - ▶ Process the input array A from right to left (!). This makes the counting sort a stable sorting algorithm.
 - ▶ When a value of x is encountered in the input array A:
 - Copy the value into location locator[x] in the output array.
 That is, store it in location B[locator[x]]
 - Decrement locator[x]

Code for Counting sort

Code for Counting sort

```
def CountingSort(A, B, n , k)
    //Initialize: set each locator[x] to
          the number of entries < x
    for x = 1 to k do locator[x] = 0
    for i = 1 to n do locator[A[i]] = locator[A[i]] + 1
    for x = 2 to k do
        locator[x] = locator[x] + locator[x-1]
    //Fill output array, updating locator values
    for i = n down to 1 do
        B[locator[A[i]]] = A[i]
        locator[A[i]] = locator[A[i]] - 1
```

Analysis: O(n+k) running time.

A:

	2								
1	3	5	7	5	7	3	8	7	4

A:

					6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	- 8
1	1	3	4	6	6	9	10

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	4	6	6	9	10

1	2	3	4	5	6	7	8	9	10

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	4	6	6	9	10

1	2	3	4	5	6	7	8	9	10

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	4	6	6	9	10



Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	4	6	6	9	10

1	2	3	4	5	6	7	8	9	10
			4						

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	9	10

В:



Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	9	10

1	2	3	4	5	6	7	8	9	10
			4						

А

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	9	10

1	2	3	4	5	6	7	8	9	10
			4						

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	9	10

1	2	3	4	5	6	7	8	9	10
			4					7	

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	10

1	2	3	4	5	6	7	8	9	10
			4					7	

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	10

1	2	3	4	5	6	7	8	9	10
			4					7	

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	- 8
1	1	3	3	6	6	8	10

1	2	3	4	5	6	7	8	9	10
			4					7	

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	10

1	2	3	4	5	6	7	8	9	10
			4					7	8

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	9

1	2	3	4	5	6	7	8	9	10
			4					7	8

Α

1	2				6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8	
1	1	3	3	6	6	8	9	

В:

1	2	3	4	5	6	7	8	9	10
			4					7	8

А

1	2				6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8	
1	1	3	3	6	6	8	9	

1	2	3	4	5	6	7	8	9	10
			4					7	8

А

1	2				6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	9

1	2	3	4	5	6	7	8	9	10
		3	4					7	8

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	3	3	6	6	8	9

1	2	3	4	5	6	7	8	9	10
		3	4					7	8

Α

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	8	9

1	2	3	4	5	6	7	8	9	10
		3	4					7	8

А

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	8	9

В:

1	2	3	4	5	6	7	8	9	10
		3	4					7	8

Α

1	2				6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	8	9

1	2	3	4	5	6	7	8	9	10
		3	4				7	7	8

A:

	2								
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	7	9

1	2	3	4	5	6	7	8	9	10
		3	4				7	7	8

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8	
1	1	2	3	6	6	7	9	_

1	2	3	4	5	6	7	8	9	10
		3	4				7	7	8

А

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	7	9

1	2	3	4	5	6	7	8	9	10
		3	4				7	7	8

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	6	6	7	9

1	2	3	4	5	6	7	8	9	10
		3	4		5		7	7	8

А

1	2	3	4	5	6	7	8	9	10
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locator:

1	2	3	4	5	6	7	8
1	1	2	3	5	6	7	9

В:

1	2	3	4	5	6	7	8	9	10
		3	4		5		7	7	8

Α

1	2	3		5	6	7	8	9	10
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locator:

1	2	3	4	5	6	7	8
1	1	2	3	5	6	7	9

1	2	3	4	5	6	7	8	9	10
		3	4		5		7	7	8

А

1	2	3		5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	5	6	7	9

1	2	3	4	5	6	7	8	9	10
		3	4		5		7	7	8

Α

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1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	5	6	7	9

1	2	3	4	5	6	7	8	9	10
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A:

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1	3	5	7	5	7	3	8	7	4

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1	2	3	4	5	6	7	8
1	1	2	3	5	6	6	9

1	2	3	4	5	6	7	8	9	10
		3	4		5	7	7	7	8

Α

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1	3	5	7	5	7	3	8	7	4

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1	2	3	4	5	6	7	8
1	1	2	3	5	6	6	9

В:

1	2	3	4	5	6	7	8	9	10
		3	4		5	7	7	7	8

Α

					6				
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	5	6	6	9

1	2	3	4	5	6	7	8	9	10
		3	4		5	7	7	7	8

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

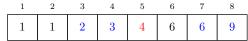
1	2	3	4	5	6	7	8
1	1	2	3	5	6	6	9

1	2	3	4	5	6	7	8	9	10
		3	4	5	5	7	7	7	8

Α

					6				
1	3	5	7	5	7	3	8	7	4

locator:



1	2	3	4	5	6	7	8	9	10
		3	4	5	5	7	7	7	8

А

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
		3	4	5	5	7	7	7	8

Α

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	4	6	6	9

В:

1	2	3	4	5	6	7	8	9	10
		3	4	5	5	7	7	7	8

Α

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	2	3	4	6	6	9

В:

1	2	3	4	5	6	7	8	9	10
	3	3	4	5	5	7	7	7	8

Α

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	1	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
	3	3	4	5	5	7	7	7	8

Α

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	1	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
	3	3	4	5	5	7	7	7	8

Α

1	2	3			6				10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	1	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
	3	3	4	5	5	7	7	7	8

Α

	2								
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
1	1	1	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
1	3	3	4	5	5	7	7	7	8

Α

1	2	3	4	5	6	7	8	9	10
1	3	5	7	5	7	3	8	7	4

locator:

1	2	3	4	5	6	7	8
0	1	1	3	4	6	6	9

1	2	3	4	5	6	7	8	9	10
1	3	3	4	5	5	7	7	7	8

	1		3							
A: Done!	1	3	5	7	5	7	3	8	7	4

	1	2	3	4	5	6	7	8
locator:	0	1	1	3	4	6	6	9

В:

1	2	3	4	5	6	7	8	9	10
1	3	3	4	5	5	7	7	7	8

 Divide space of possible keys into contiguous subranges, or buckets.

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 - 1. Distribute keys into buckets

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- ► Three phases:
 - 1. Distribute keys into buckets
 - 2. Sort keys in each bucket

- Divide space of possible keys into contiguous subranges, or buckets.
- ► Three phases:
 - 1. Distribute keys into buckets
 - 2. Sort keys in each bucket
 - 3. Combine buckets.

- Divide space of possible keys into contiguous subranges, or buckets.
- ► Three phases:
 - 1. Distribute keys into buckets
 - 2. Sort keys in each bucket
 - 3. Combine buckets.
- Simplest approach is to divide the space of possible keys into equal sized buckets.

- Divide space of possible keys into contiguous subranges, or buckets.
- ► Three phases:
 - 1. Distribute keys into buckets
 - 2. Sort keys in each bucket
 - 3. Combine buckets.
- Simplest approach is to divide the space of possible keys into equal sized buckets.
- ▶ Typically use insertion sort in phase 2.

Sort the following keys in the range 0-999, using 10 equal-size buckets:

661 74 835 140 198 923 113 642 467 449

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1. Distribute

0: 74

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2:

3:

4: 467 449

5:

6: 661 642

7:

8: 835

9: 923

Sort the following keys in the range 0-999, using 10 equal-size buckets:

661 74 835 140 198 923 113 642 467 449

1. Distribute 0: 74 140 198 113 1: 2: 3: 4: 467 449 5: 6: 661 642 7: 8: 835

923

9:

```
2. Sort
0:
    74
    113 140 198
1:
2:
3:
    449 467
4:
5:
6:
    642 661
7:
8:
    835
9:
    923
```

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2. Sort

0: 74

113 140 198 1:

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3. Combine

74 113

140

198

449 467

642

661 835

923

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Phase

Running time

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Phase Running time

1. Distribution O(n)

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Phase	Running time
	- ()

1. Distribution O(n)

2. Sorting each bucket $O(b + \sum_i s_i^2)$

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	Phase	Running time
1.	Distribution	O(n)
2.	Sorting each bucket	$O(b+\sum_i s_i^2)$
3.	Combining buckets	O(b)

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Phase	Running time
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3. Combining buckets O(b)

Total running time is:

1

$$O\left(n+b+\sum_{i=1}^b s_i^2\right)$$

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Phase Running time

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► Worst case: $O(n^2)$.

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O(b)3. Combining buckets

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 \triangleright Average case: O(n) if certain assumptions are satisfied (next slide)

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o. combining backets	$\mathcal{O}(\mathcal{D})$

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▶ Storage: is O(n + b).

Average running time of Bucket Sort

The following result is proved in [CLRS]:

Assume:

- 1. The number of buckets is equal to the number of keys (i.e., if b = n)
- 2. The keys are distributed independently and uniformly over the buckets

Then the expected total cost of the intra-bucket sorts is O(n).

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Radix sort:

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Sort the following numbers using radix sort (each digit is a field) 661 74 835 140 198 923 113 642 467 449

661		140
074		66 <mark>1</mark>
835		64 <mark>2</mark>
140		923
198		113
923	\Rightarrow	07 <mark>4</mark>
113		83 <mark>5</mark>
642		467
467		198
449		449

661		140		1 1 3
074		66 <mark>1</mark>		9 <mark>2</mark> 3
835		64 <mark>2</mark>		835
140		923		1 4 0
198		113		6 4 2
923	\Rightarrow	074	\Rightarrow	4 4 9
113		83 <mark>5</mark>		661
642		467		467
467		198		074
449		449		1 <mark>9</mark> 8

661		140		1 <mark>1</mark> 3		<mark>0</mark> 74	
074		66 <mark>1</mark>		9 <mark>2</mark> 3		1 13	
835		64 <mark>2</mark>		8 <mark>3</mark> 5		1 40	
140		923		1 <mark>4</mark> 0		1 98	
198	\Rightarrow	113	\Rightarrow	6 <mark>4</mark> 2	\Rightarrow	4 49	
923		07 <mark>4</mark>		4 4 9		4 67	
113		83 <mark>5</mark>		6 <mark>6</mark> 1		6 42	
642		46 <mark>7</mark>		467		<mark>6</mark> 61	
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Note the importance of stability.

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642		467		467		6 61
467		198		074		<mark>8</mark> 35
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Note the importance of stability.

We break the ties first, and stability makes sure the ties remain broken correctly.

Assume

n is the number of items

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- b is the size of each range

- \triangleright *n* is the number of items
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 - ► Example:
 - ► Each field of each item is a numbers in the range 0..b-1.

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 - ► Each field of each item is a numbers in the range 0..b-1.
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- d is the number of fields we are sorting
 - For example, if each item is a base b number with d digits. (i.e., between 0 and $b^d 1$, inclusive).

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- ► Each field is sorted using Bucket Sort or Counting Sort

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 - Example:
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- d is the number of fields we are sorting
 - For example, if each item is a base b number with d digits. (i.e., between 0 and $b^d 1$, inclusive).
- Each field is sorted using Bucket Sort or Counting Sort

Then the running time of radix sort is O(d(n+b)).

Deterministic Selection: Find k-th element

Recall QuickSelect

```
quickSelect(S, k)
  If n is small, brute force and return.
  Pick a random x \in S and put rest into:
      L. elements smaller than x
      G, elements greater than x
  if k \leq |L| then
    quickSelect(L, k)
  else if k == |L| + 1 then
     return x
  else
    quickSelect(G, k - (|L| + 1))
```

Deterministic Selection

Instead of picking x at random:

- ▶ Divide *S* into $g = \lceil n/5 \rceil$ groups
- ▶ Each group has 5 elements (except maybe g^{th})
- Find median of each group of 5
- ► Find median of those medians
- Let x be that median.

We call this the "medians of 5" method.

Selecting Median of 5 Example

ĺ	870	647	845	742	372	882	691	341	461	596
	989	151	100	729	101	397	825	587	363	283
	595	524	930	259	133	955	620	970	430	280
	839	139	735	590	782	913	378	474	255	739
ĺ	875	150	791	779	792					

Deterministic Select

```
DeterministicSelect(S, k)
  If n is small, brute force and return.
  Pick x \in S via medians-of-5 and put rest into:
      L. elements smaller than x
      G, elements greater than x
  if k < |L| then
     DeterministicSelect(L, k)
  else if k == |L| + 1 then
     return x
  else
     DeterministicSelect(G, k - (|L| + 1))
```

Deterministic Selection

Let's visualize: how does pivot compare to list?

Demo Re-visualized

- Each column was a group of five.
- Each column is sorted
- Columns are ordered based on median-of-5
- ▶ Which cells are in *L*? *G*? Either?

100	283	255	133	341				
101	363	378	259	461				
151	397	474	524	596	620	735	742	791
				691	955	782	845	792
				882	970	839	870	875

Deterministic Selection

How few elements must be smaller than pivot?

► How few *must be* non-smaller than pivot?

How many could be in either group?