

Bubble Sort

Function BubbleSort(A):

For j in 0 to length(A)-2: \swarrow inclusive

For i in 0 to length(A)-2-j:

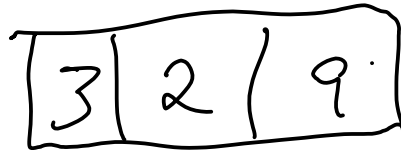
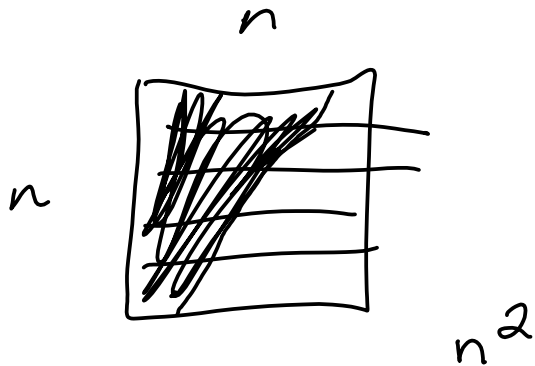
if $A[i] > A[i+1]$:

swap(A[i], A[i+1])

} $O(1)$

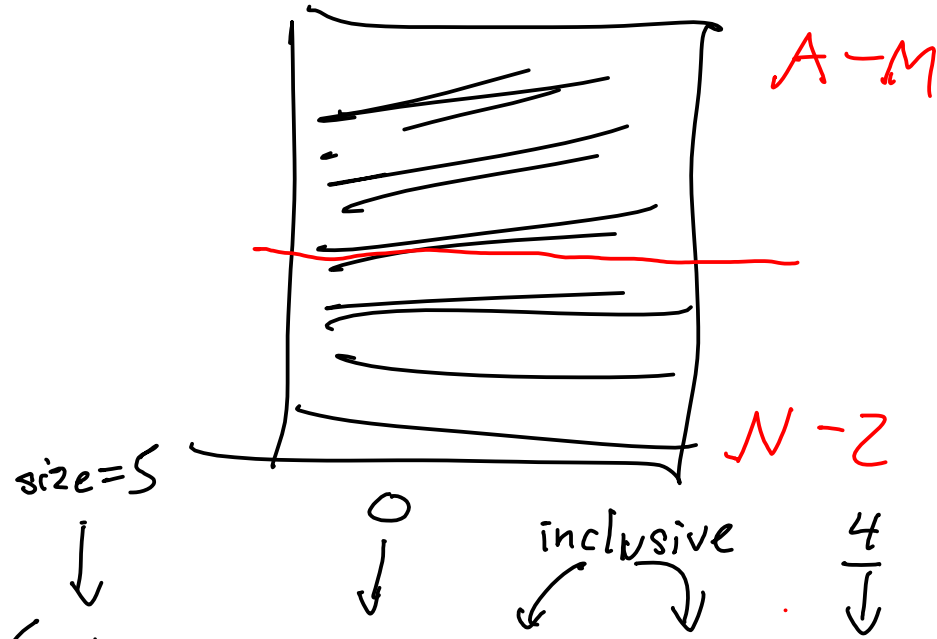
} $O(n)$

} $O(n^2)$



QuickSort

in place
recursive



Function QuickSort (A, start Index, end Index)

If start Index < end Index:

split Index = Partition (A, start Index, end Index)

QuickSort (A, start Index, split Index - 1)

QuickSort (A, split Index + 1, end Index)

C.A.R. Hoare

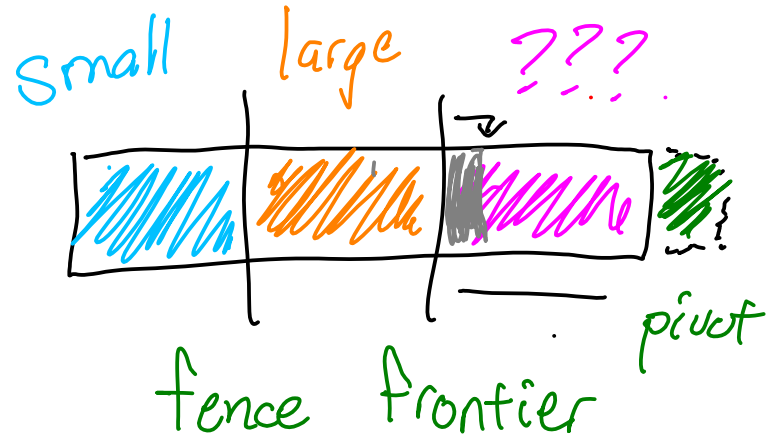
Lomuto

$O(n)$

inclusive
↙ ↘

Function Partition(A, start Index, end Index):

- frontierIndex ← start Index
- fenceIndex ← start Index
- pivot ← A[end Index]



while frontierIndex < end Index:

if A[frontierIndex] < pivot:

swap(A[frontierIndex], A[fenceIndex])

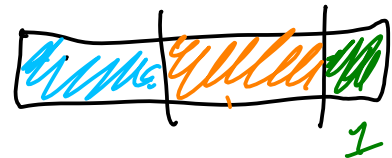
fenceIndex ← fenceIndex + 1

frontierIndex ← frontierIndex + 1

invariant

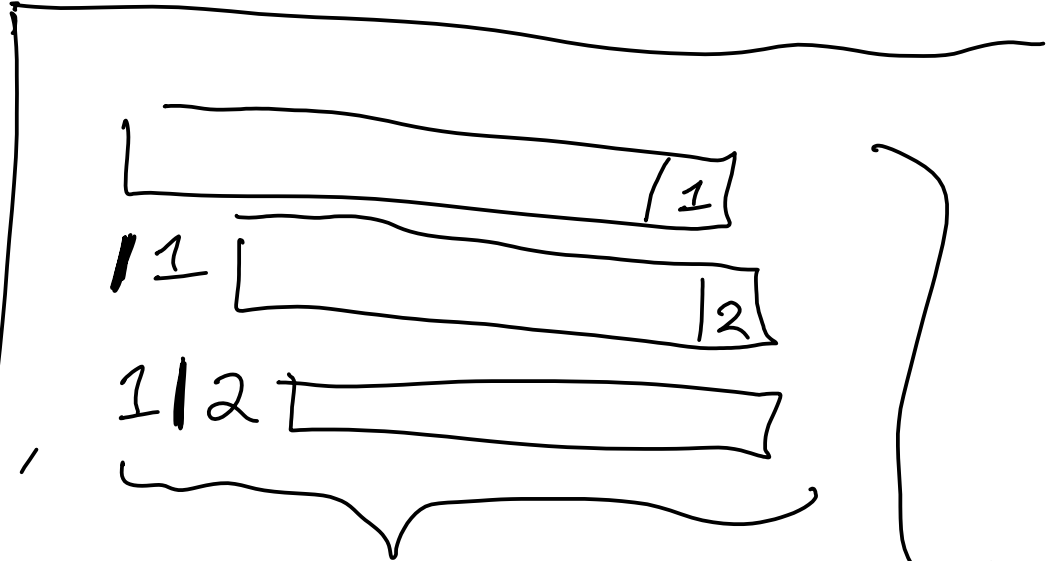
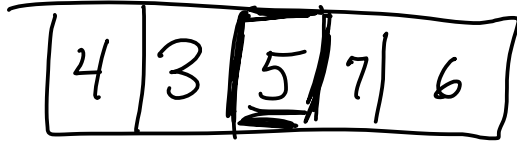
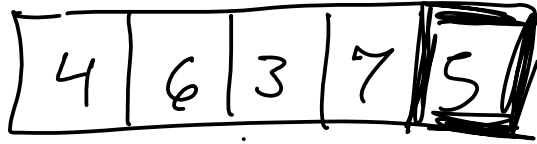
swap(A[end Index], A[fenceIndex])

return fenceIndex



$O(n)$

omit



$O(n)$

$O(n^2)$

Worst case: QS is $O(n^2)$

MagicSort(A) $O(1)$

GamblerSort(A):

· Flip a coin

· While coin is tails:

Flip again

MagicSort(A)

Worst Case: never!

Expected: $O(1)$

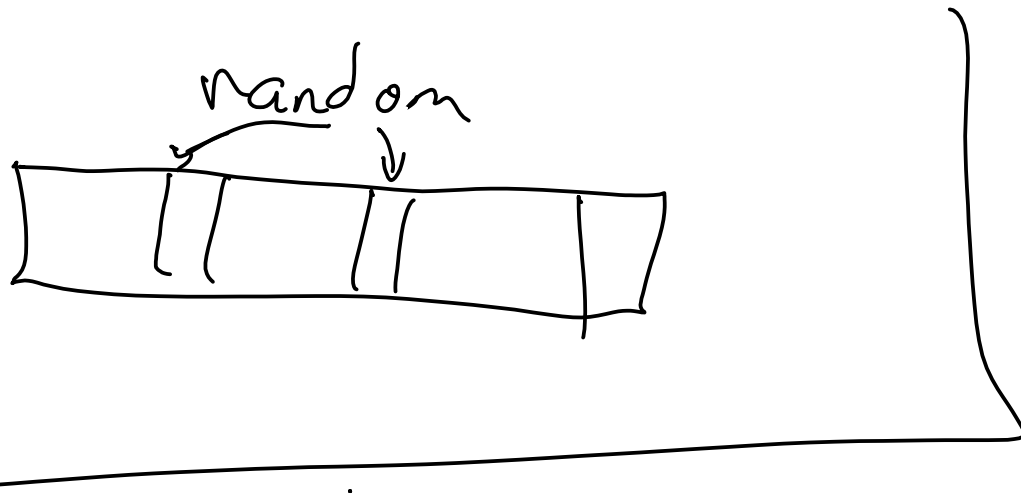
Flip 1 2 3 4 ...

prob $\frac{1}{2}$ $\frac{1}{4}$ $\frac{1}{8}$ $\frac{1}{16}$...

$$\frac{1}{2} + \frac{2}{4} + \frac{3}{8} + \frac{4}{16} + \dots$$

└──────────┘

$$= 2 \downarrow$$



Worst case → everyone is out
bad data
bad luck . . . to get me!

Expected worst case bad data

QS is $O(n \log n)$ normal luck