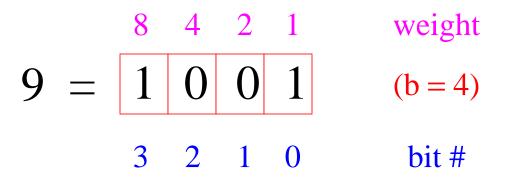
# ROADS TRIX

## RADIX SORT



## **Radix Sort**

- Unlike other sorting methods, radix sort considers the structure of the keys
- Assume keys are represented in a base M number system (M = radix), i.e., if M = 2, the keys are represented in binary



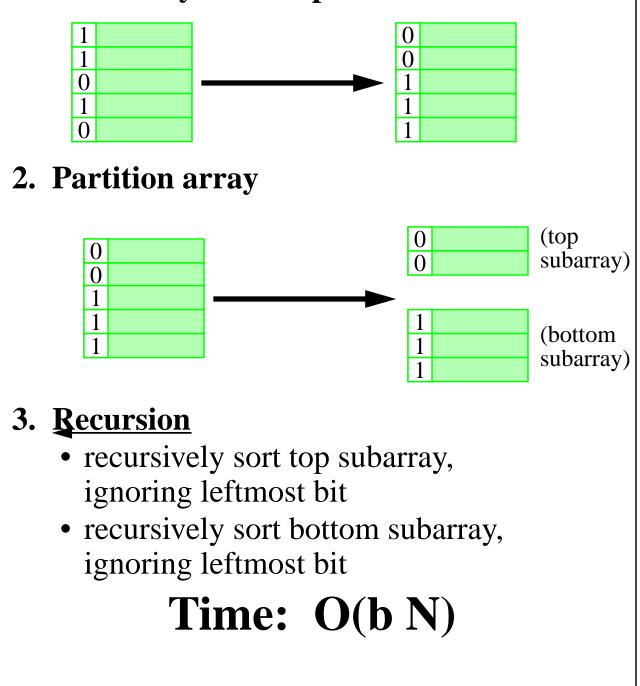
- Sorting is done by comparing bits in the same position
- Extension to keys that are alphanumeric strings



## **Radix Exchange Sort**

Examine bits from *left* to *right*:

#### 1. Sort array with respect to leftmost bit





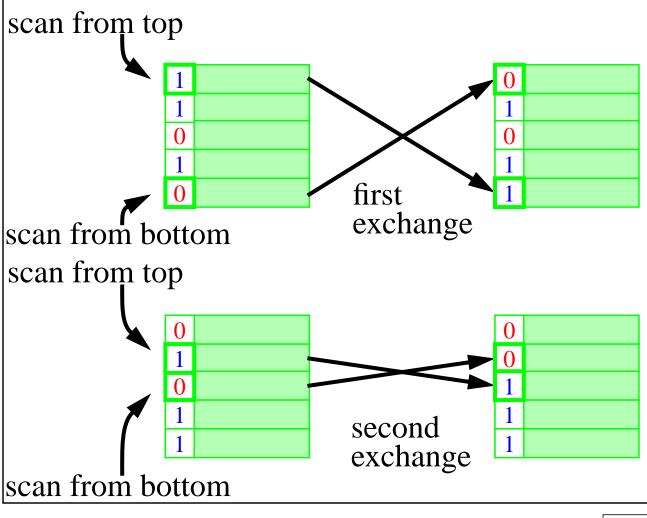
## **Radix Exchange Sort**

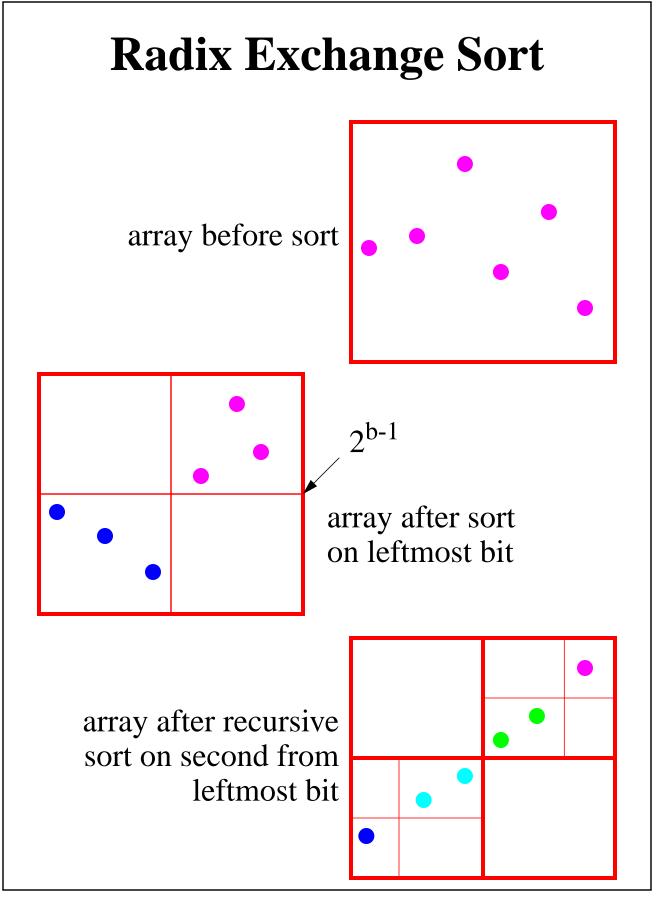
How do we do the sort from the previous page? Same idea as <u>partition</u> in <u>Quicksort</u>.

#### repeat

scan top-down to find key starting with 1; scan bottom-up to find key starting with 0; exchange keys;

until scan indices cross;







## Radix Exchange Sort vs. Quicksort

#### Similarities

- both partition array
- both recursively sort sub-arrays

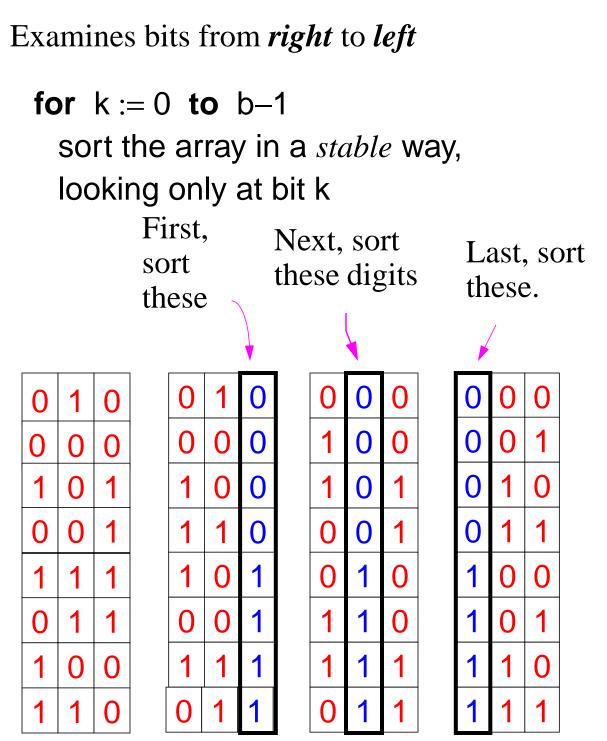
#### Differences

- Method of partitioning
  - radix exchange divides array based on greater than or less than 2<sup>b-1</sup>
  - quicksort partitions based on greater than or less than some element of the array

#### • *Time complexity*

- Radix exchange
- Quicksort average case O (N log N)
- O (bN)
  - $O(N \log N)$  $O(N^2)$
- Quicksort worst case





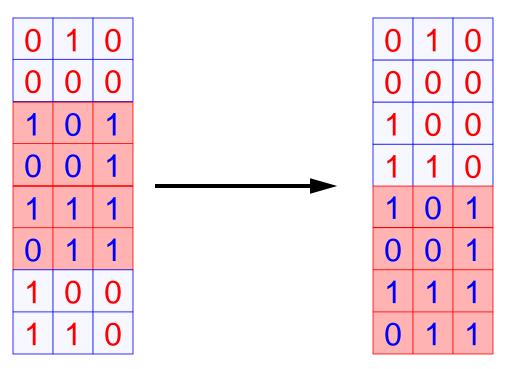
Note order of these bits after sort.



## I forgot what it means to "sort in a stable way"!!!

In a stable sort, the initial relative order of equal keys is unchanged.

For example, observe the first step of the sort from the previous page:

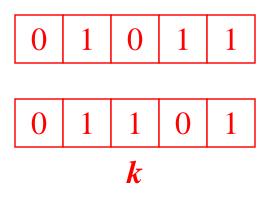


Note that the relative order of those keys ending with 0 is unchanged, and the same is true for elements ending in 1



## The Algorithm is Correct (right?)

- We show that any two keys are in the correct relative order at the end of the algorithm
- Given two keys, let *k* be the leftmost bitposition where they differ



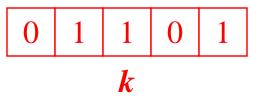
- At step *k* the two keys are put in the correct relative order
- Because of <u>stability</u>, the successive steps do not change the relative order of the two keys



## For Instance,

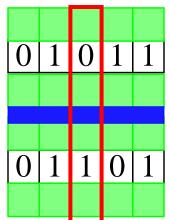
Consider a sort on an array with these two keys:

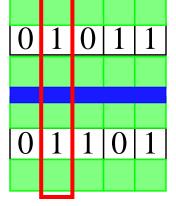




It makes no difference what order they are in when the sort begins.

When the sort visits bit k, the keys are put in the correct relative order.

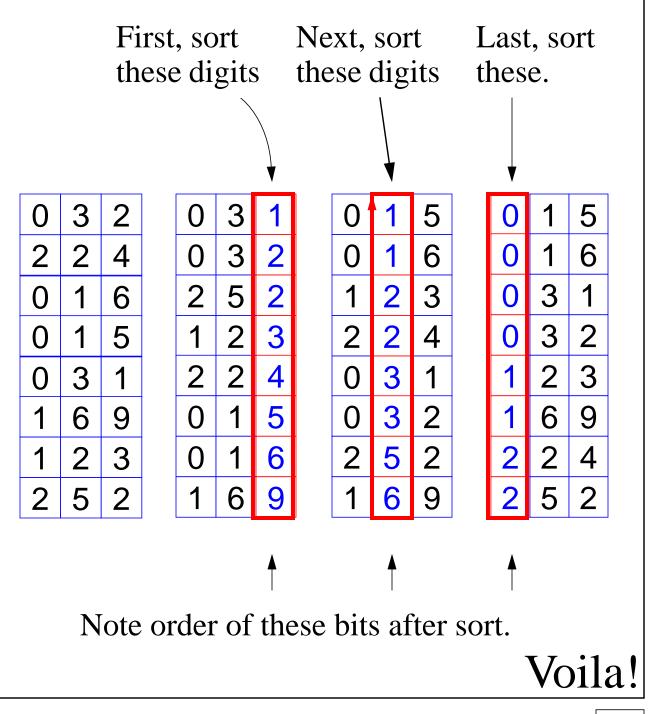




Because the sort is stable, the order of the two keys will not be changed when bits > k are compared.



## Radix sorting can be applied to decimal numbers



## Straight Radix Sort Time Complexity

**for** k := 0 **to** b-1

sort the array in a *stable* way, looking only at bit k

Suppose we can perform the stable sort above in O(N) time. The total time complexity would be

## O(bN).

As you might have guessed, we can perform a stable sort based on the keys'  $k^{\text{th}}$  digit in O(N) time.

The method, you ask? Why it's Bucket Sort, of course.



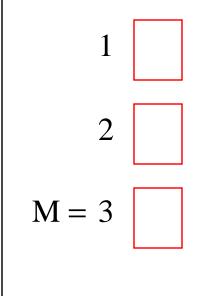
## **Bucket Sort**

- N numbers
- Each number  $\in \{1, 2, 3, ..., M\}$
- Stable
- Time: O(N + M)

For example, M = 3 and our array is:

(note that there are two "2"s and two "1"s)

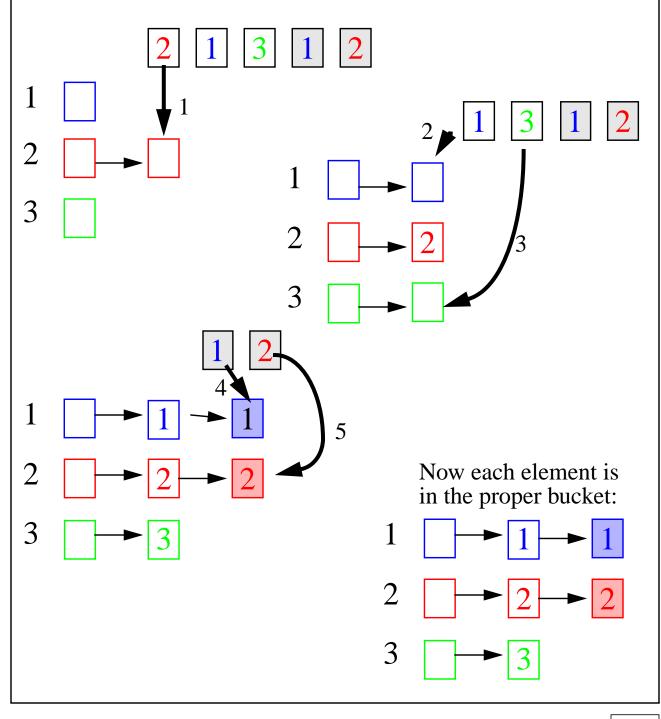
First, we create M "buckets"





## **Bucket Sort**

Each element of the array is put in one of the M "buckets"



## **Bucket Sort**

Now, pull the elements from the buckets into the array

