24. Sorting a List

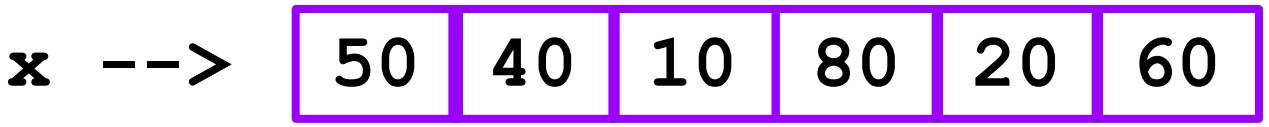
Topics:

- Selection Sort
- Merge Sort

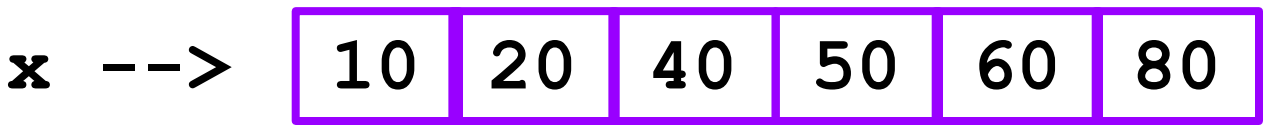
Our examples will
highlight the interplay between
functions and lists

Sorting a List of Numbers

Before:

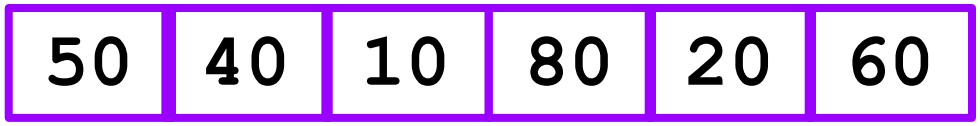


After:



We Will First Implement the Method of Selection Sort

At the Start:

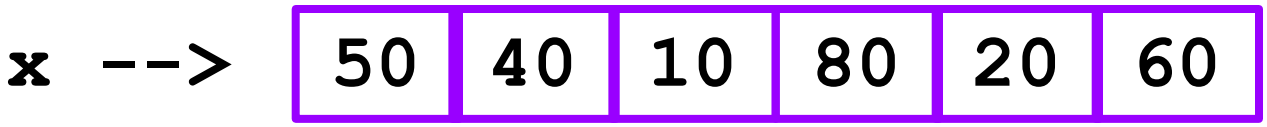


High-Level:

```
for k in range(len(x)-1)
    Swap x[k] with the smallest
    value in x[k:]
```

Selection Sort: How It Works

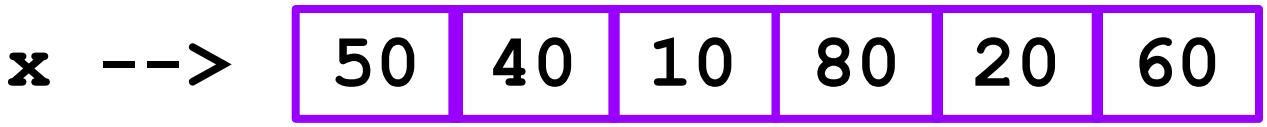
Before:



Swap x[0] with the smallest value in x[0:]

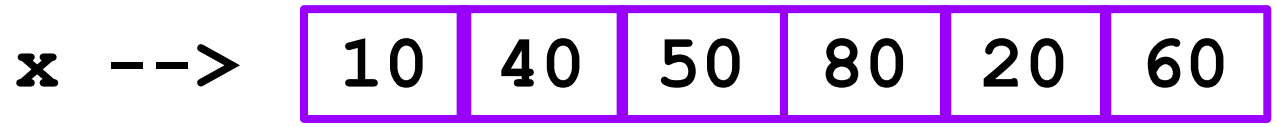
Selection Sort: How It Works

Before:



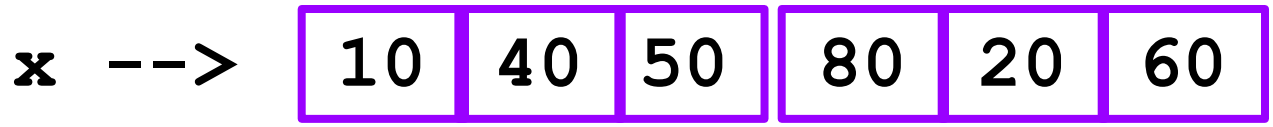
Swap x[0] with the smallest value in x[0:]

After:



Selection Sort: How It Works

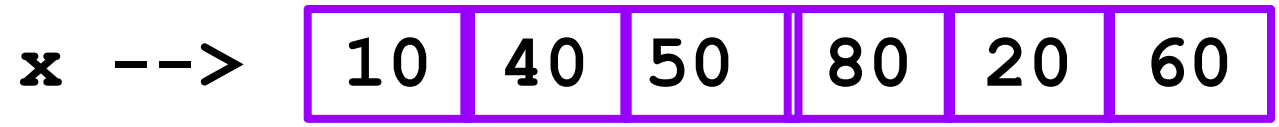
Before:




```
Swap x[1] with the smallest value in x[1:]
```

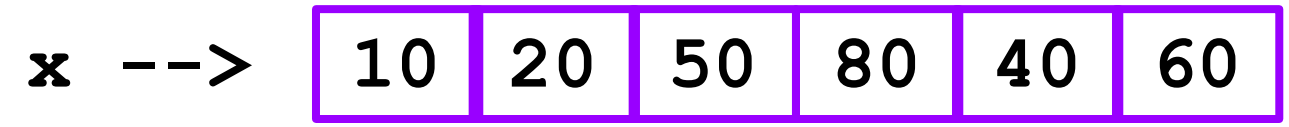
Selection Sort: How It Works

Before:



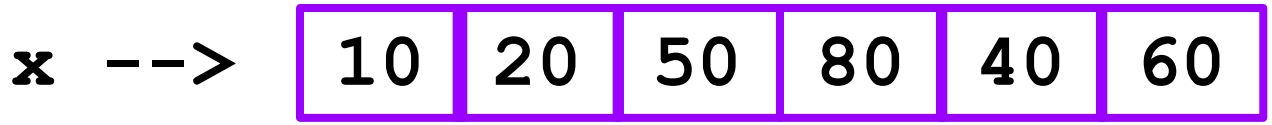
Swap x[1] with the smallest value in x[1:]

After:



Selection Sort: How It Works

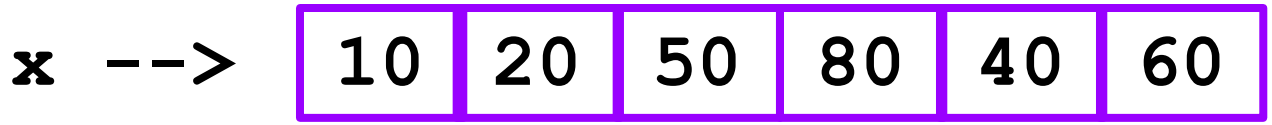
Before:




```
Swap x[2] with the smallest value in x[2:]
```

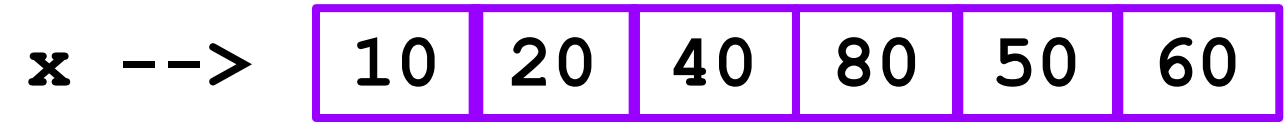
Selection Sort: How It Works

Before:



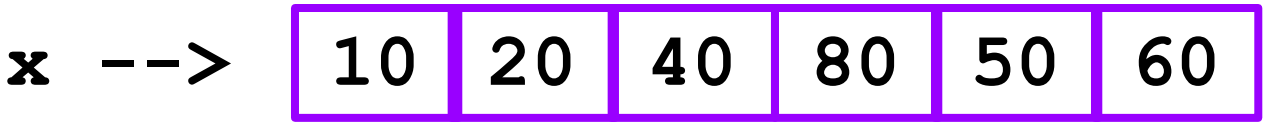

```
Swap x[2] with the smallest value in x[2:]
```

After:



Selection Sort: How It Works

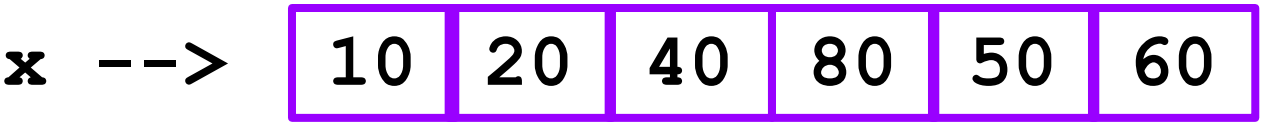
Before:



Swap x[3] with the smallest value in x[3:]

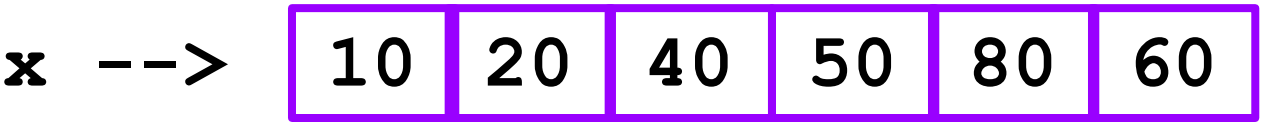
Selection Sort: How It Works

Before:



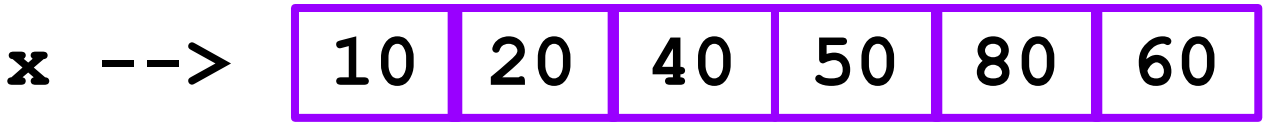

```
Swap x[3] with the smallest value in x[3:]
```

After:



Selection Sort: How It Works

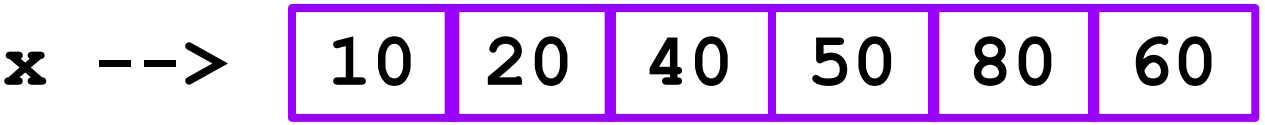
Before:




```
Swap x[4] with the smallest value in x[4:]
```

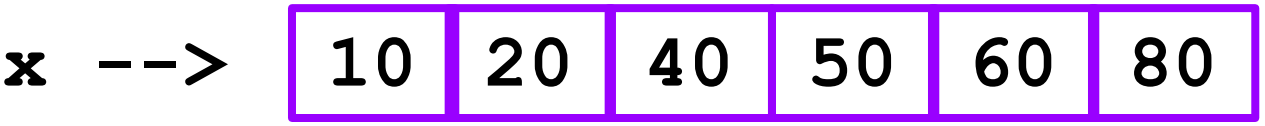
Selection Sort: How It Works

Before:

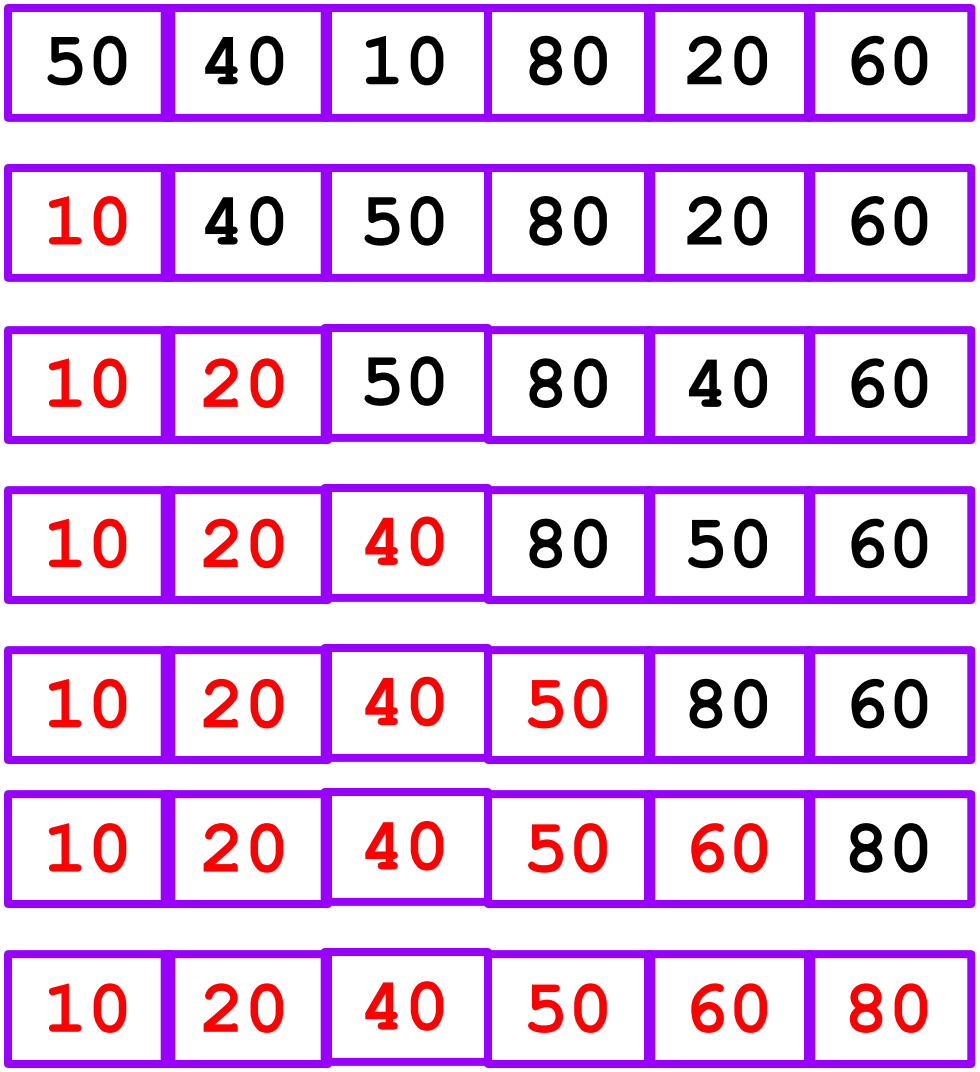


Swap x[4] with the smallest value in x[4:]

After:



Selection Sort: Recap



The Essential Helper Function: Select(x,i)

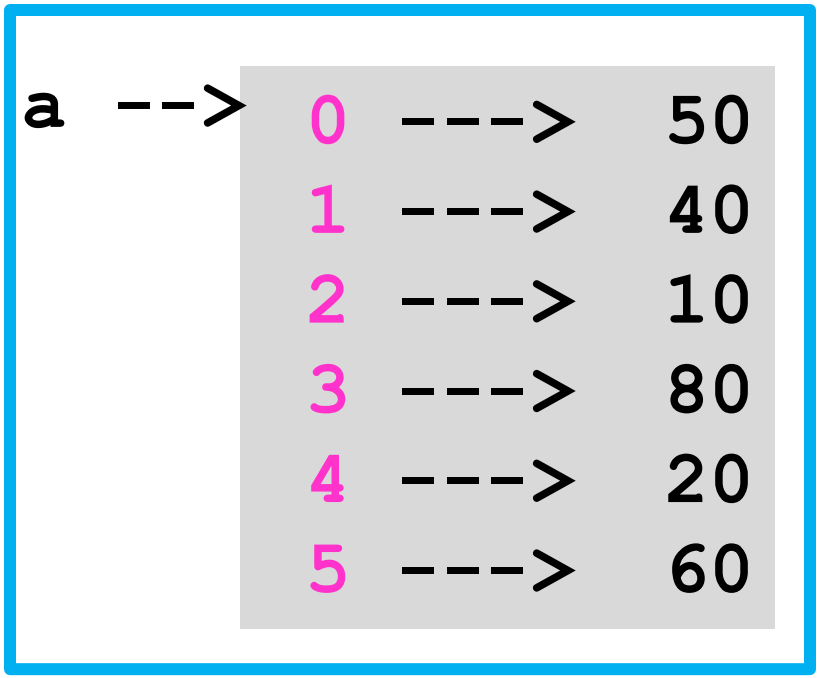
```
def Select(x,i):
    """ Swaps the smallest value in
    x[i:] with x[i]

    PreC: x is a list of integers and
    i is an in that satisfies
    0<=i<len(x)"""
```

Does not return anything and it has a list argument

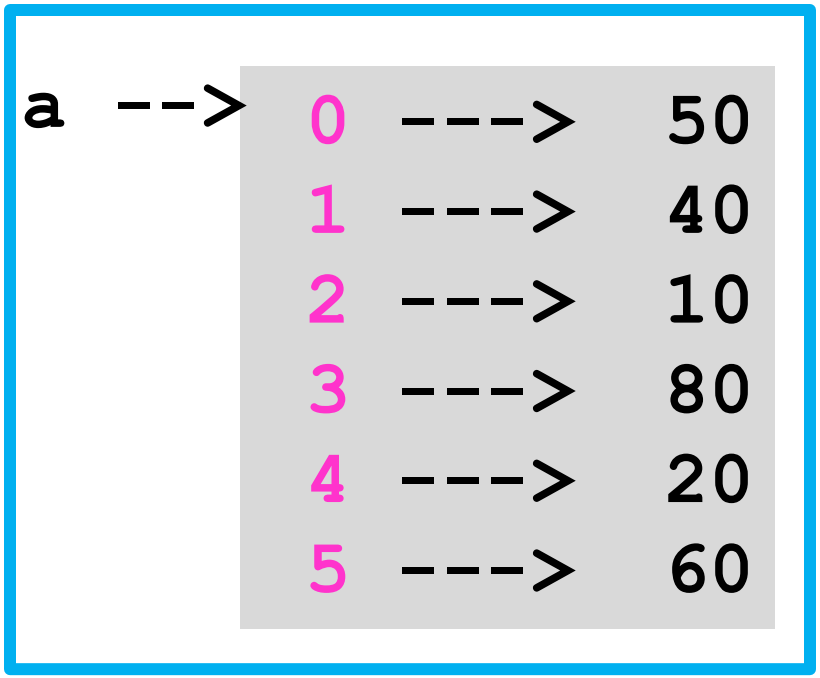
How Does it Work?

The calling program has a list. E.g.,



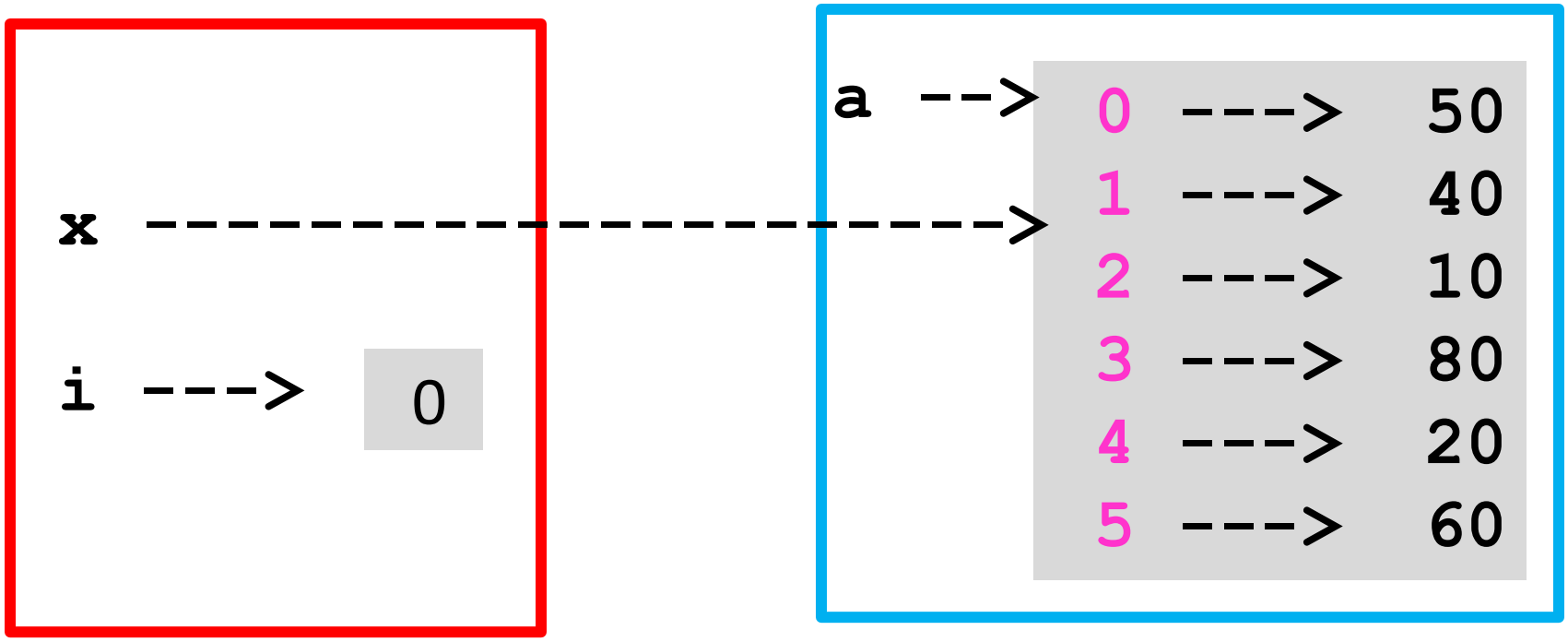
How Does it Work?

The calling program executes `Select(a,0)` and control passes to `Select`



How Does Select Work?

- Nothing new about the assignment of 0 to i.
- But there is no assignment of the list a to x.
- Instead x now refers to the same list as a.



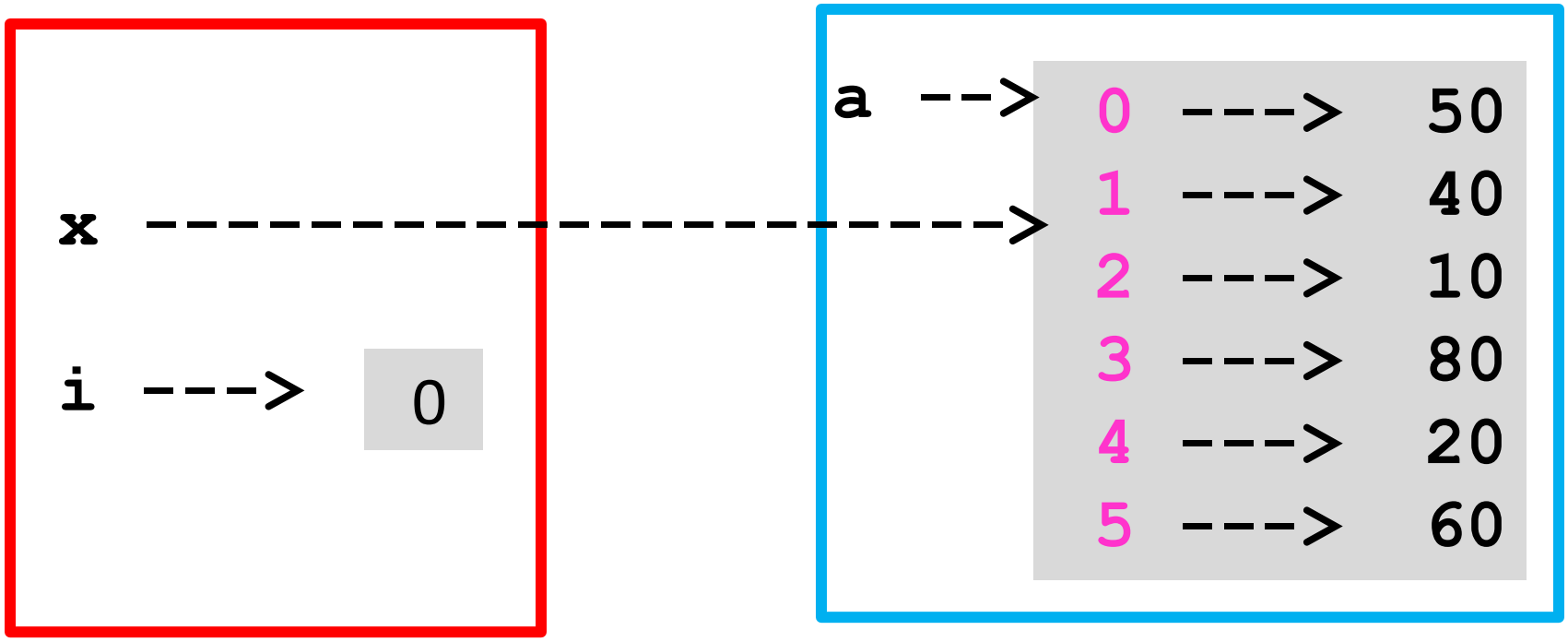
How Does Select Work?

If inside Select we have

```
t = x[0]; x[0] = x[2]; x[2] = t
```

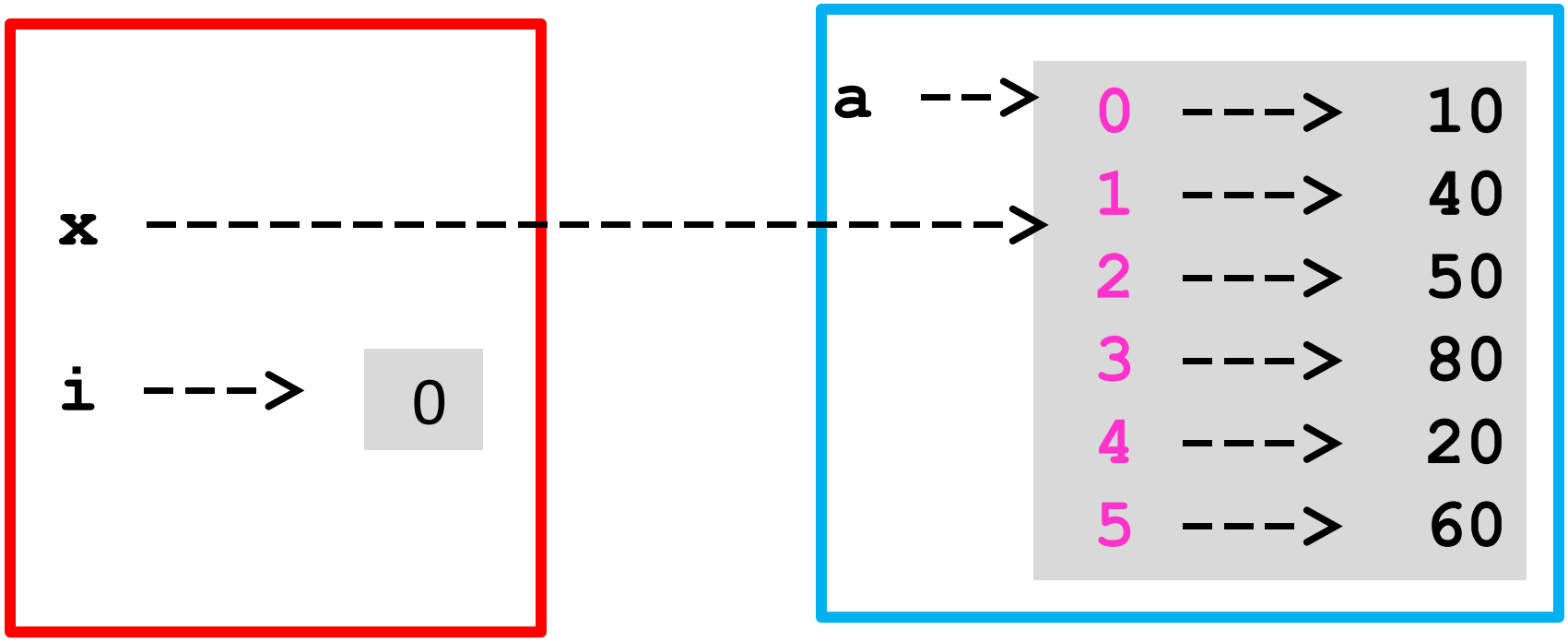
it is as if we said

```
t = a[0]; a[0] = a[2]; a[2] = t
```



How Does Select Work?

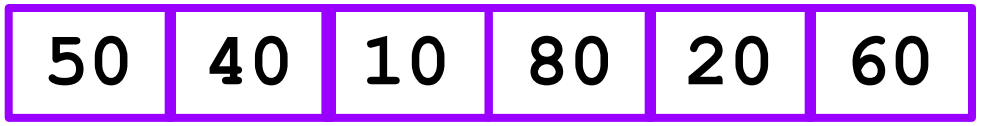
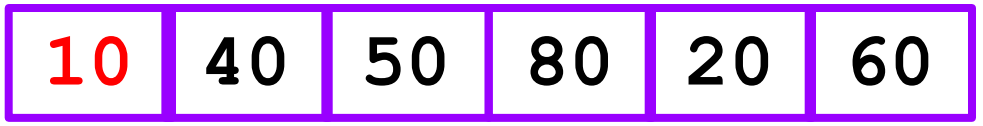
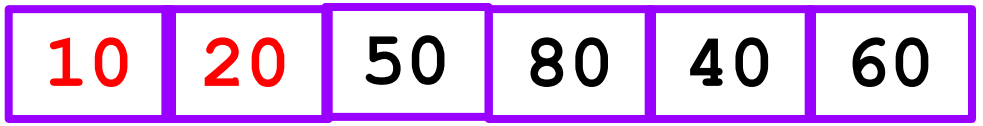
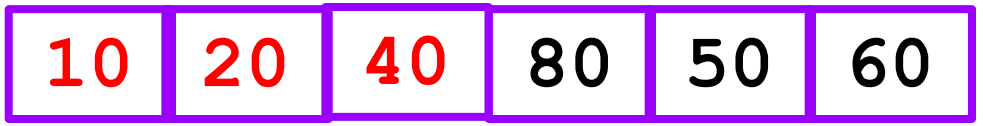
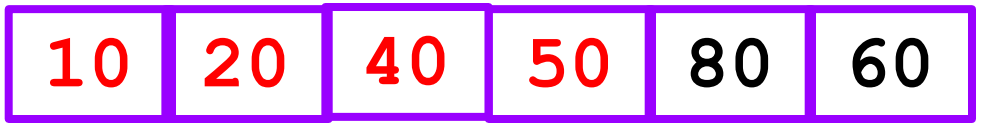
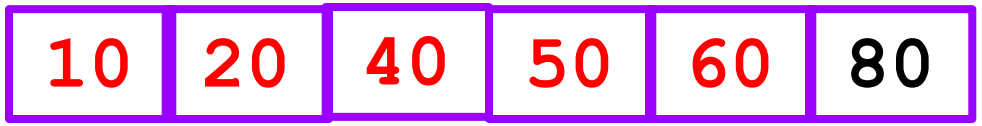
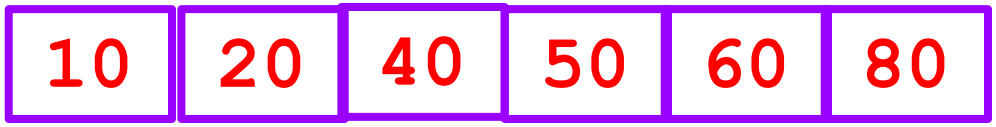
It changes the list a in the calling program. We say x and a are aliased. They refer to the same list



Let's Assume This Is Implemented

```
def Select(x,i):
    """ Swaps the smallest value in
    x[i:] with x[i]

    PreC: x is a list of integers and
    i is an in that satisfies
    0<=i<len(x)"""
```

After this:	The list a looks like this
Initialization	
`Select(a,0)`	
`Select(a,1)`	
`Select(a,2)`	
`Select(a,3)`	
`Select(a,4)`	
`Select(a,5)`	

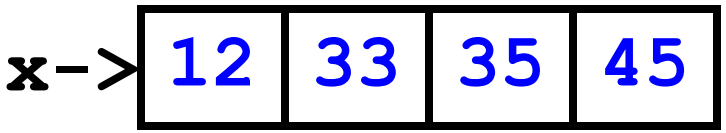
In General We Have This

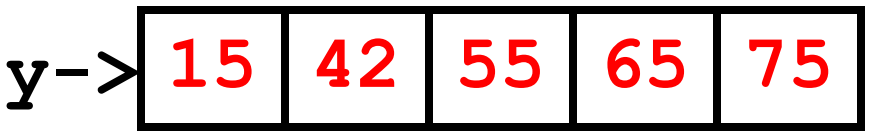
```
def SelectionSort(a):
    n = len(a)
    for k in range(n):
        Select(a,k)
```

Next Problem

Merging Two Sorted Lists
into a
Single Sorted List

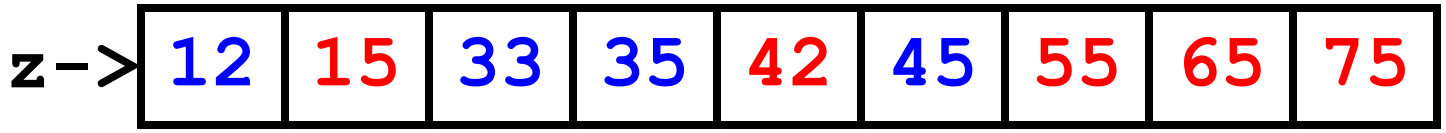
Example



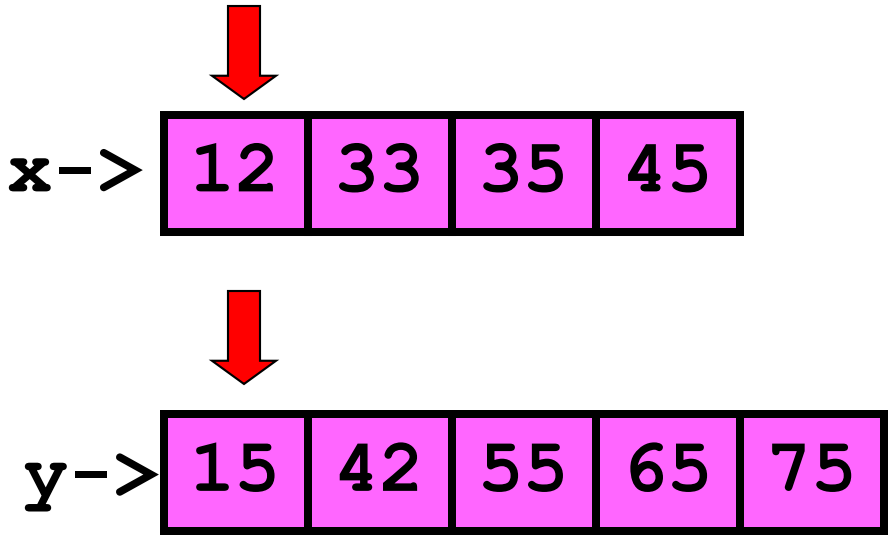


x and **y** are input
They are sorted

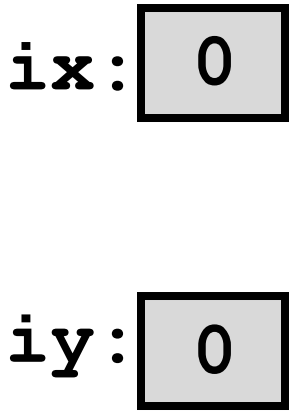
z is the output



Merging Two Sorted Lists

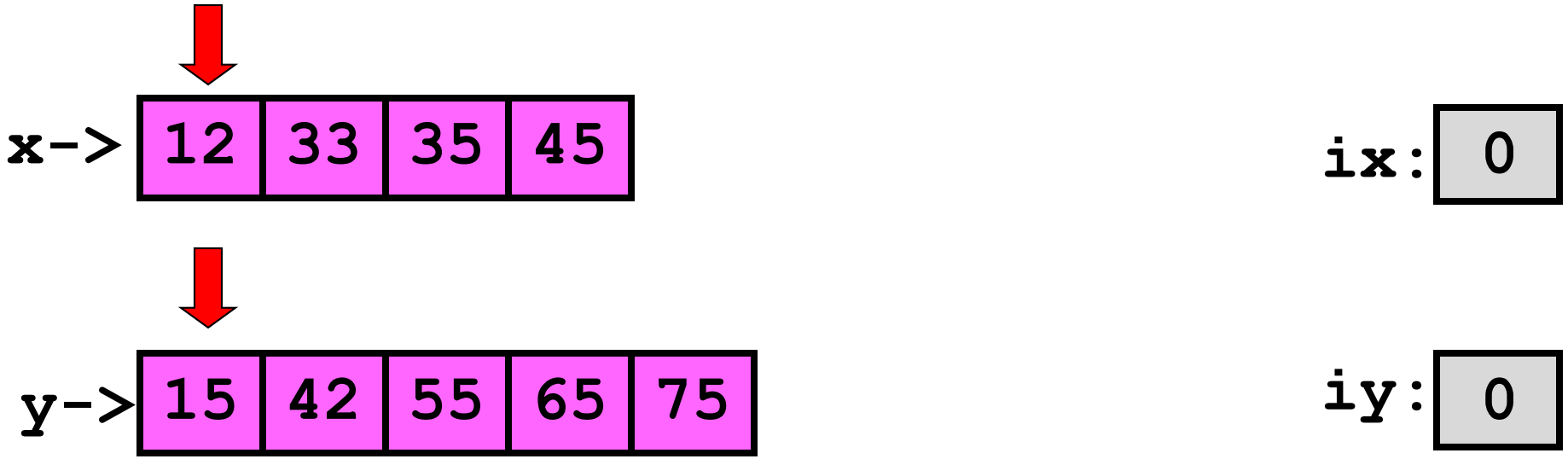


ix and iy keep track of where we are in x and y



z-> []

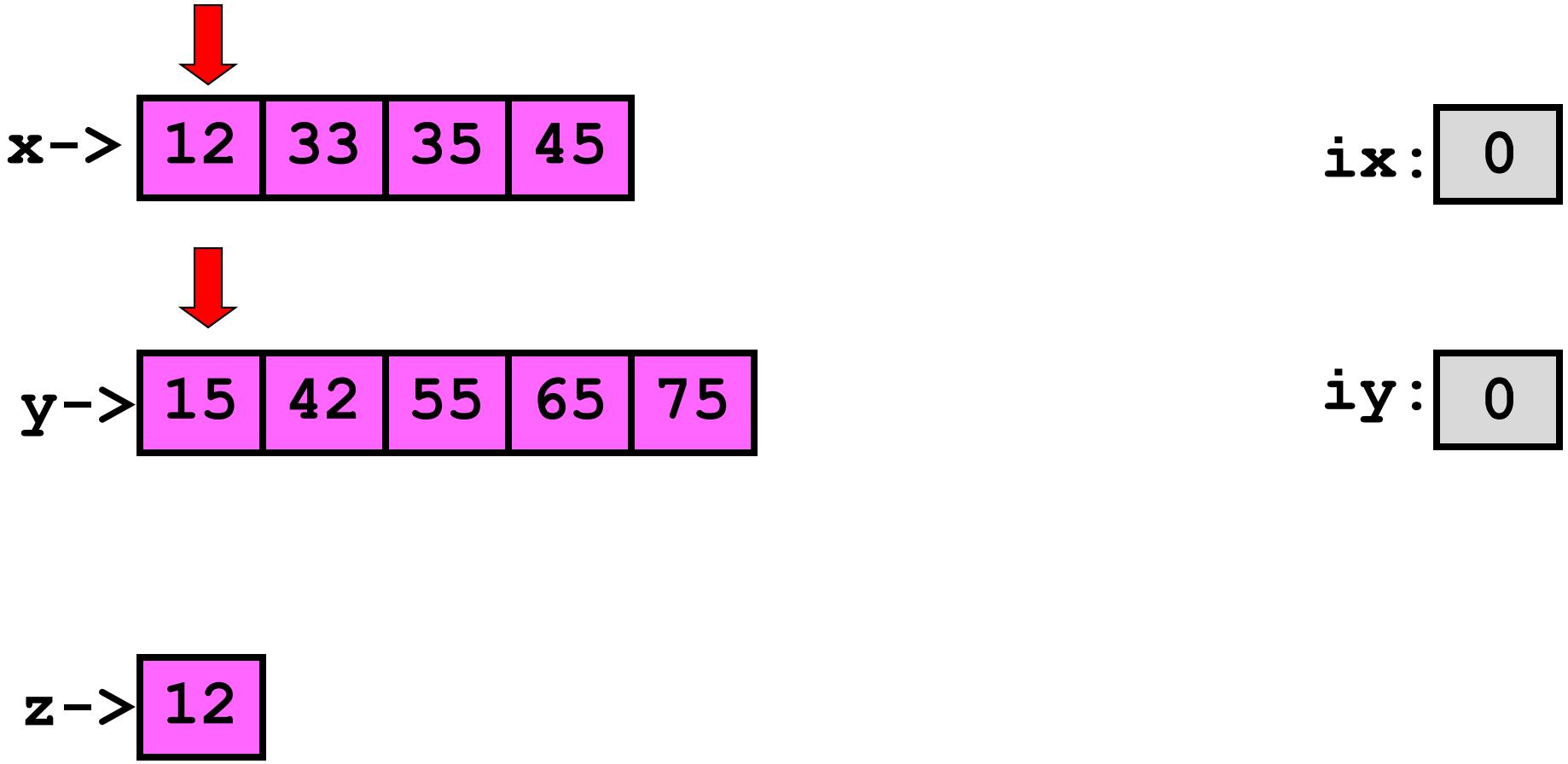
Merging Two Sorted Lists




```
z-> []
```

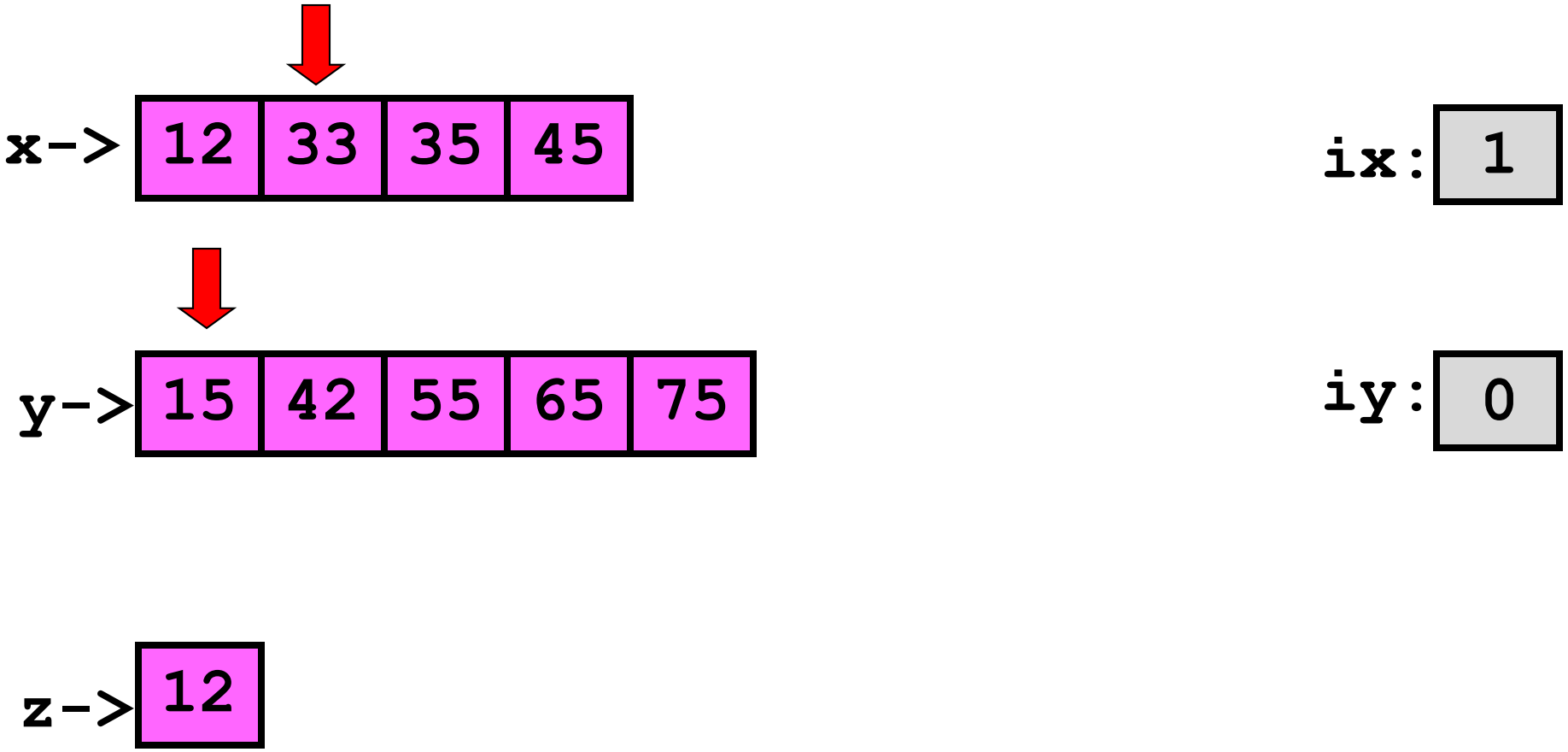
Do we pick from x ? `x[ix] <= y[iy]` ???

Merge



Yes. So update ix

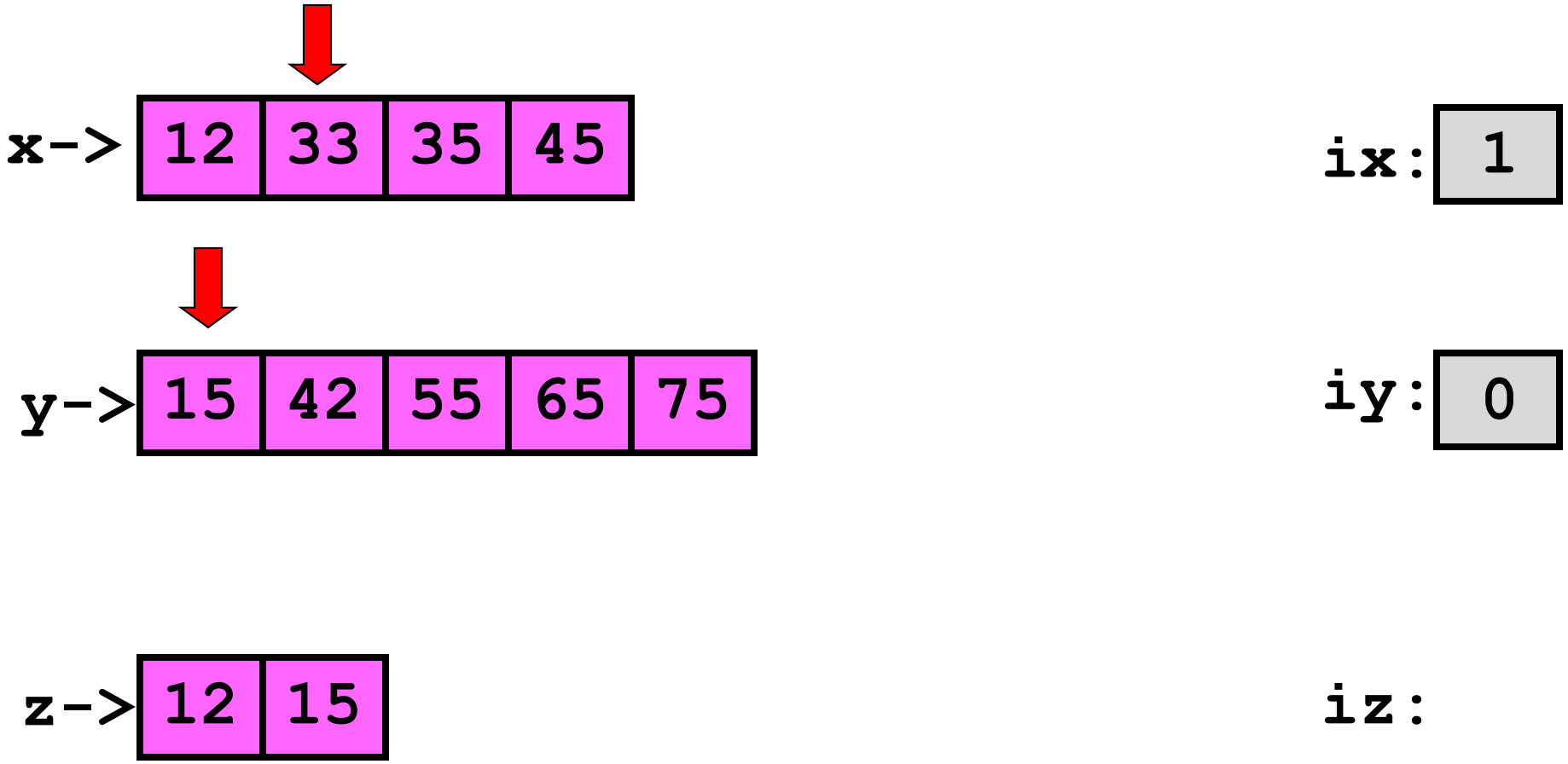
Merge



Do we pick from x ?

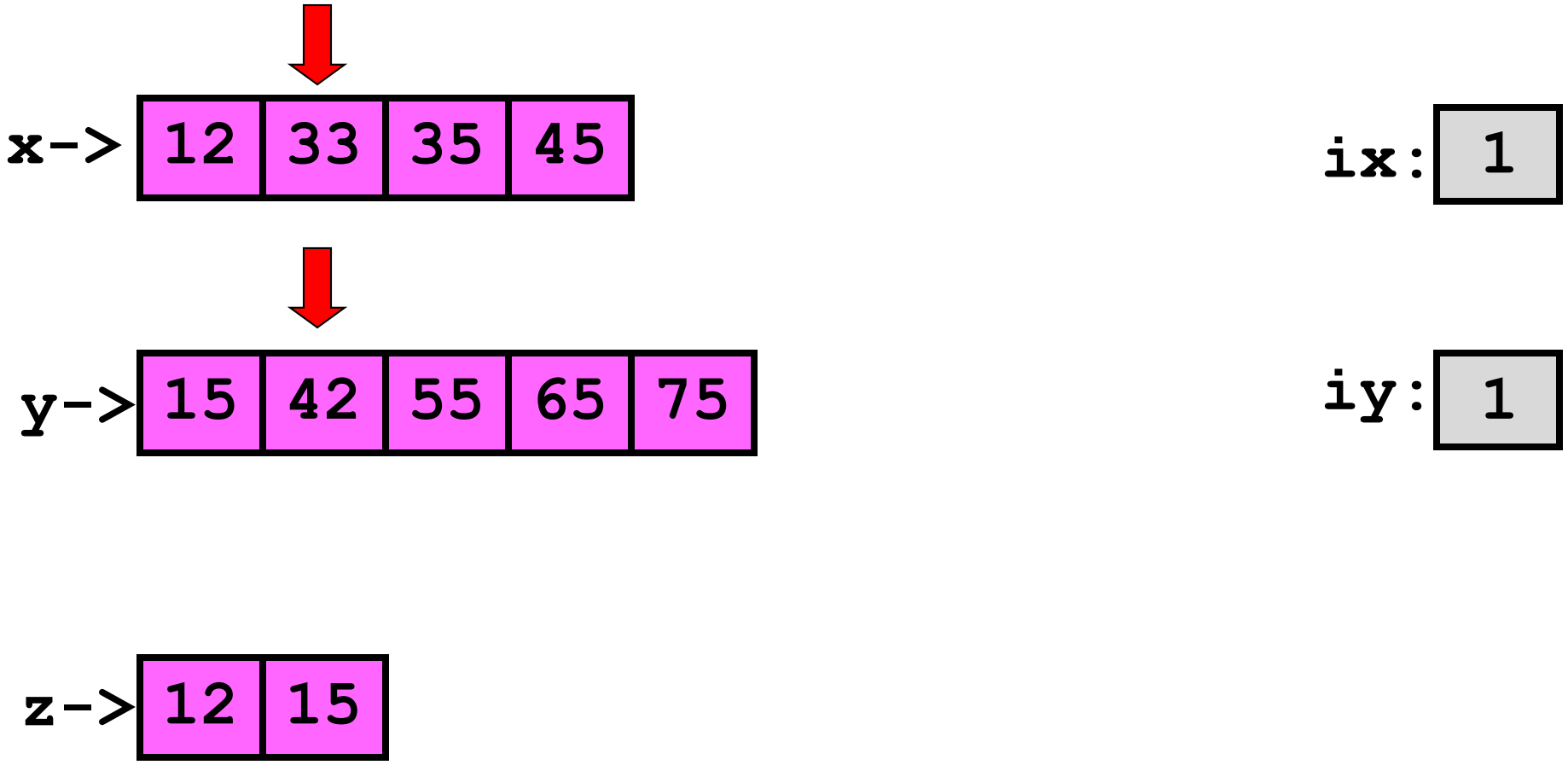
```
x[ix] <= y[iy]    ???
```

Merge



No. So update iy

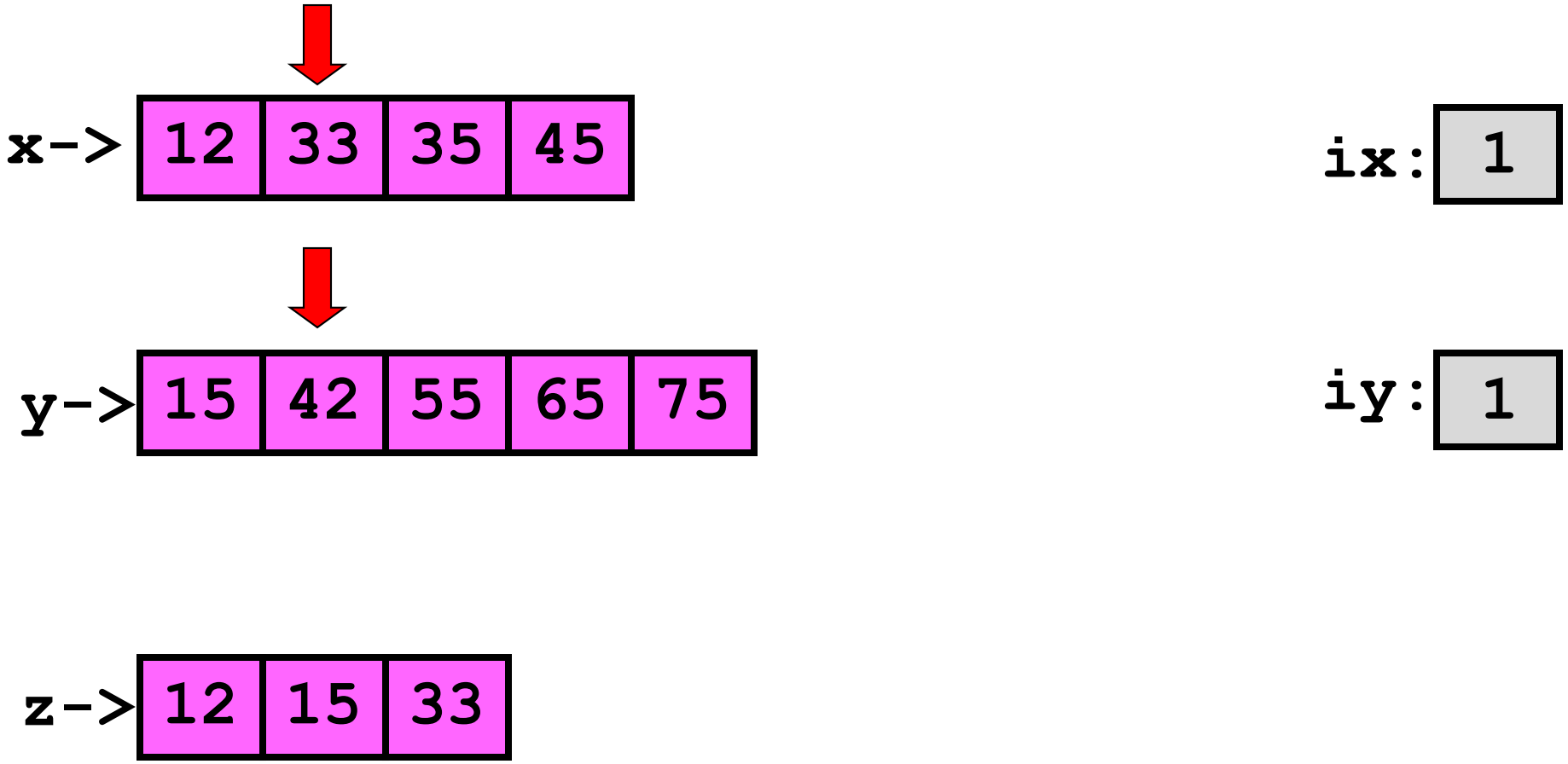
Merge



Do we pick from x ?

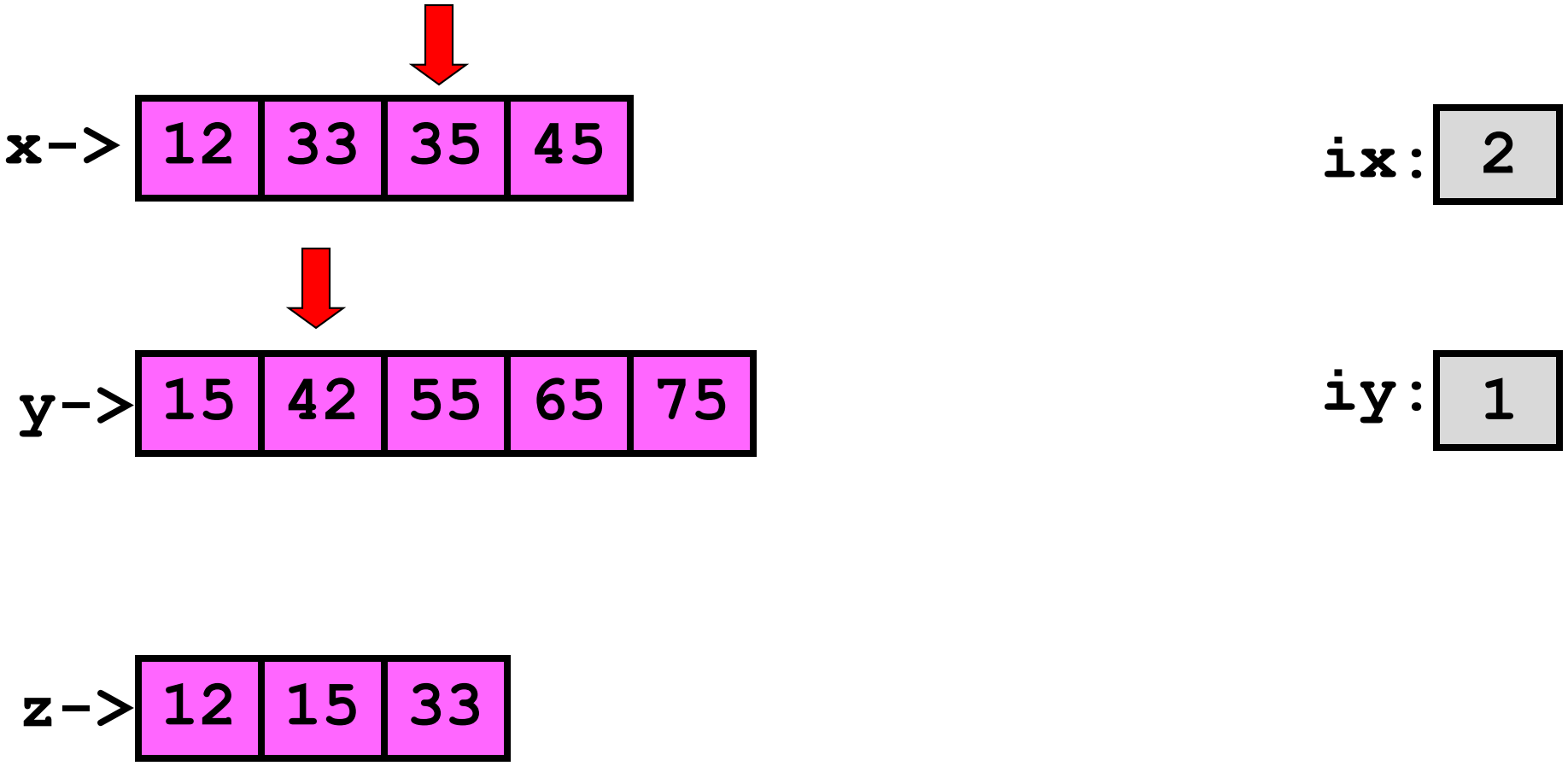
```
x[ix] <= y[iy]    ???
```

Merge



Yes. So update ix

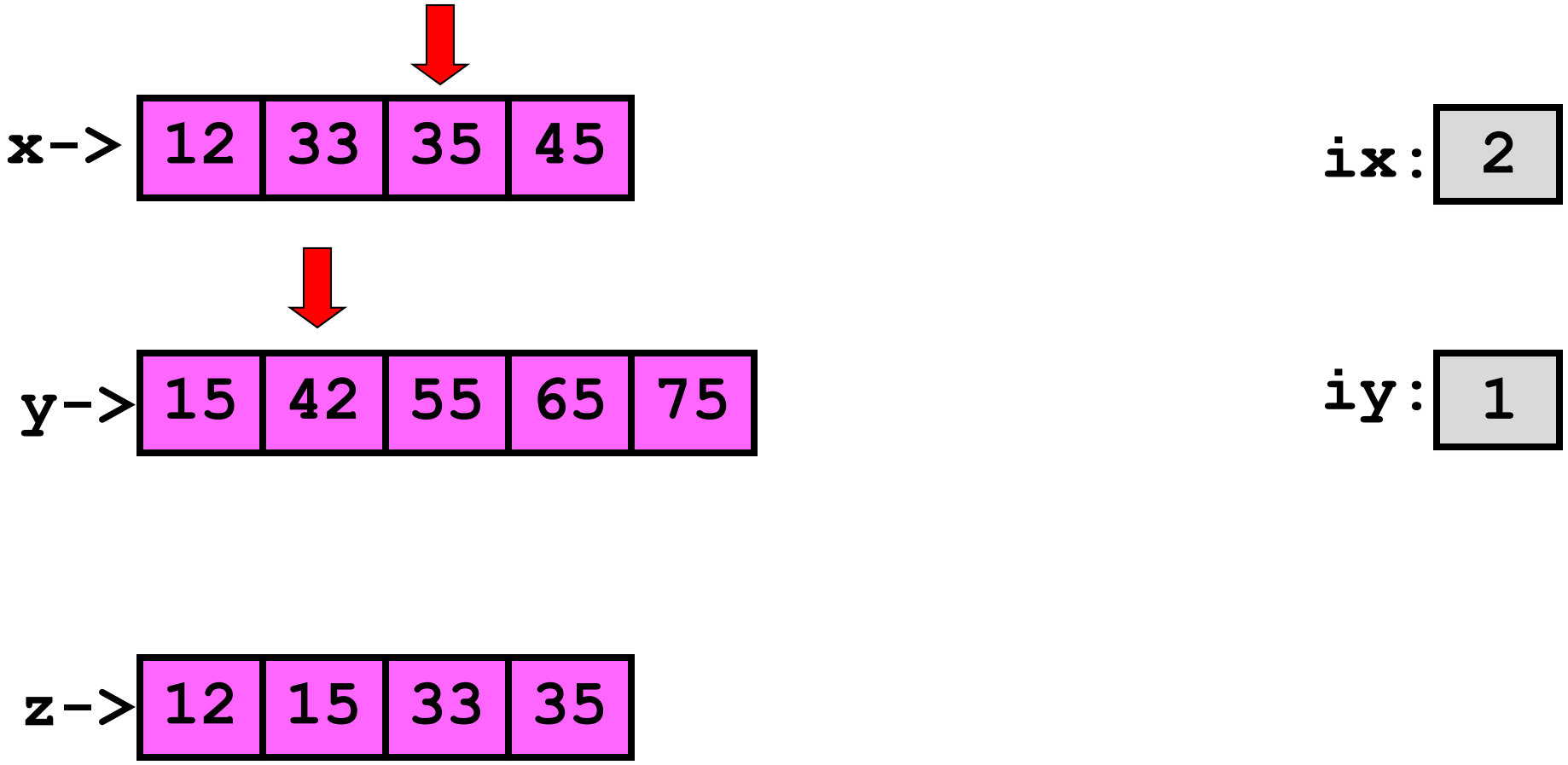
Merge



Do we pick from x ?

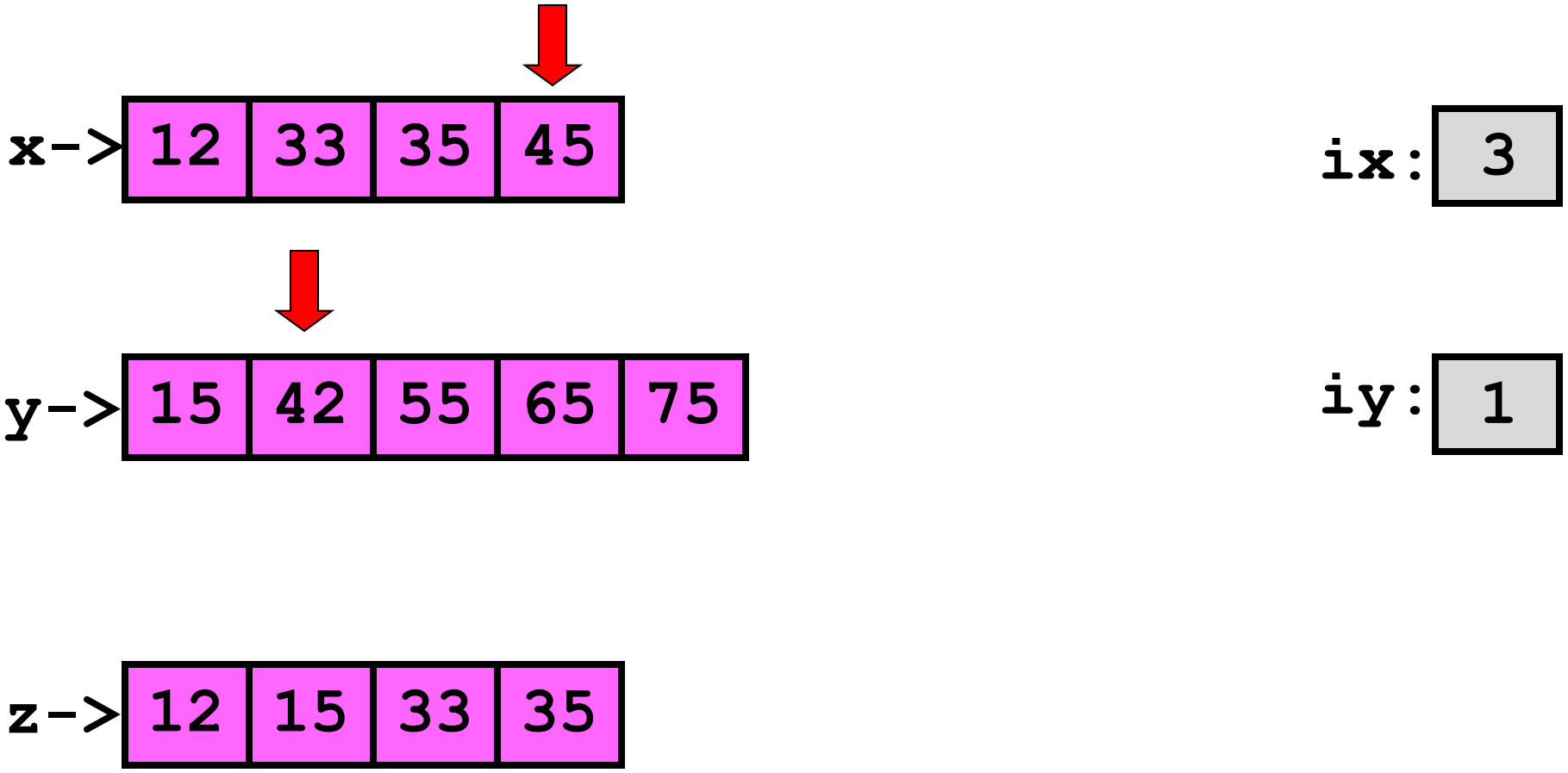
`x[ix] <= y[iy]` ???

Merge



Yes. So update ix

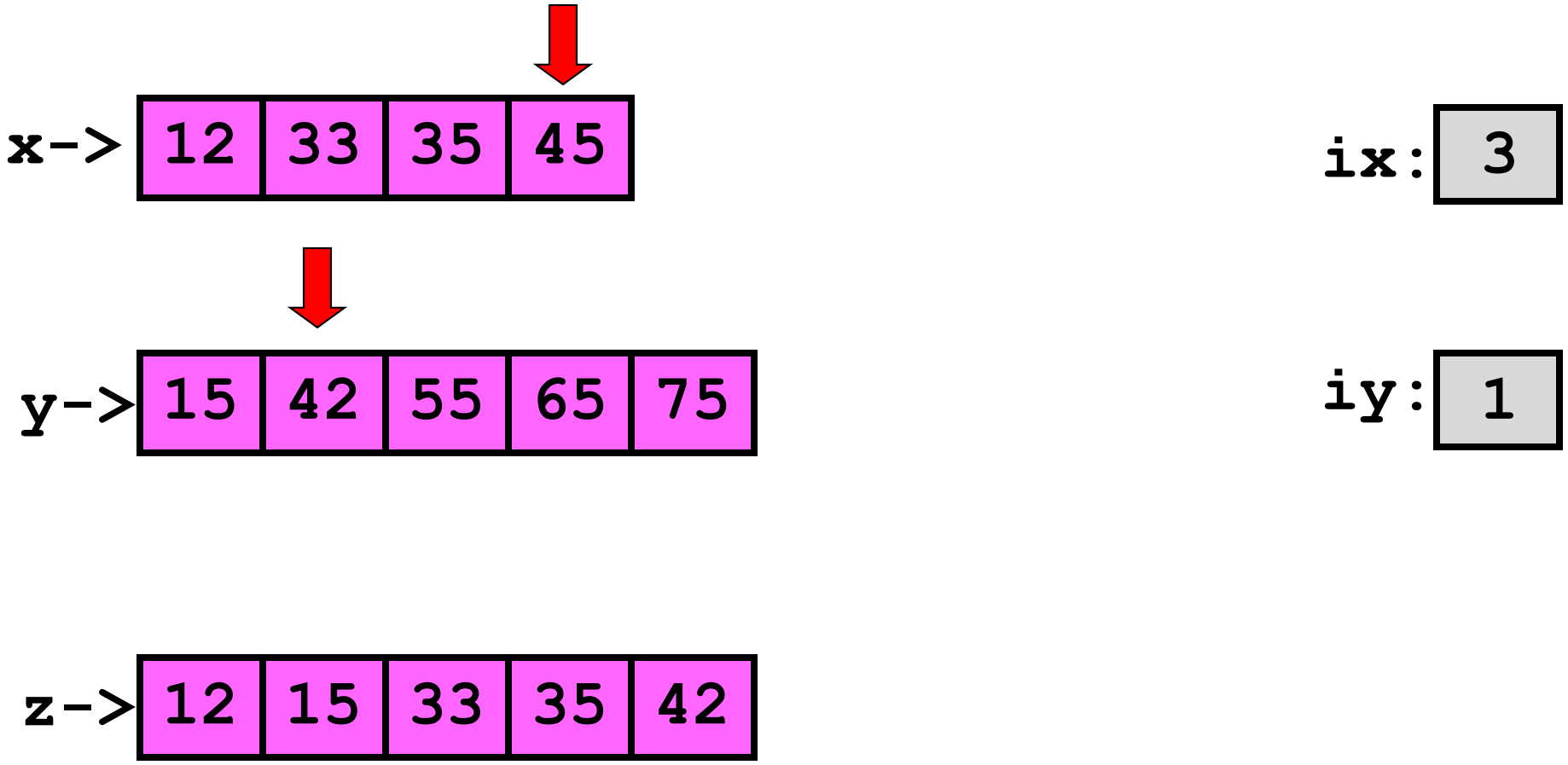
Merge



Do we pick from x ?

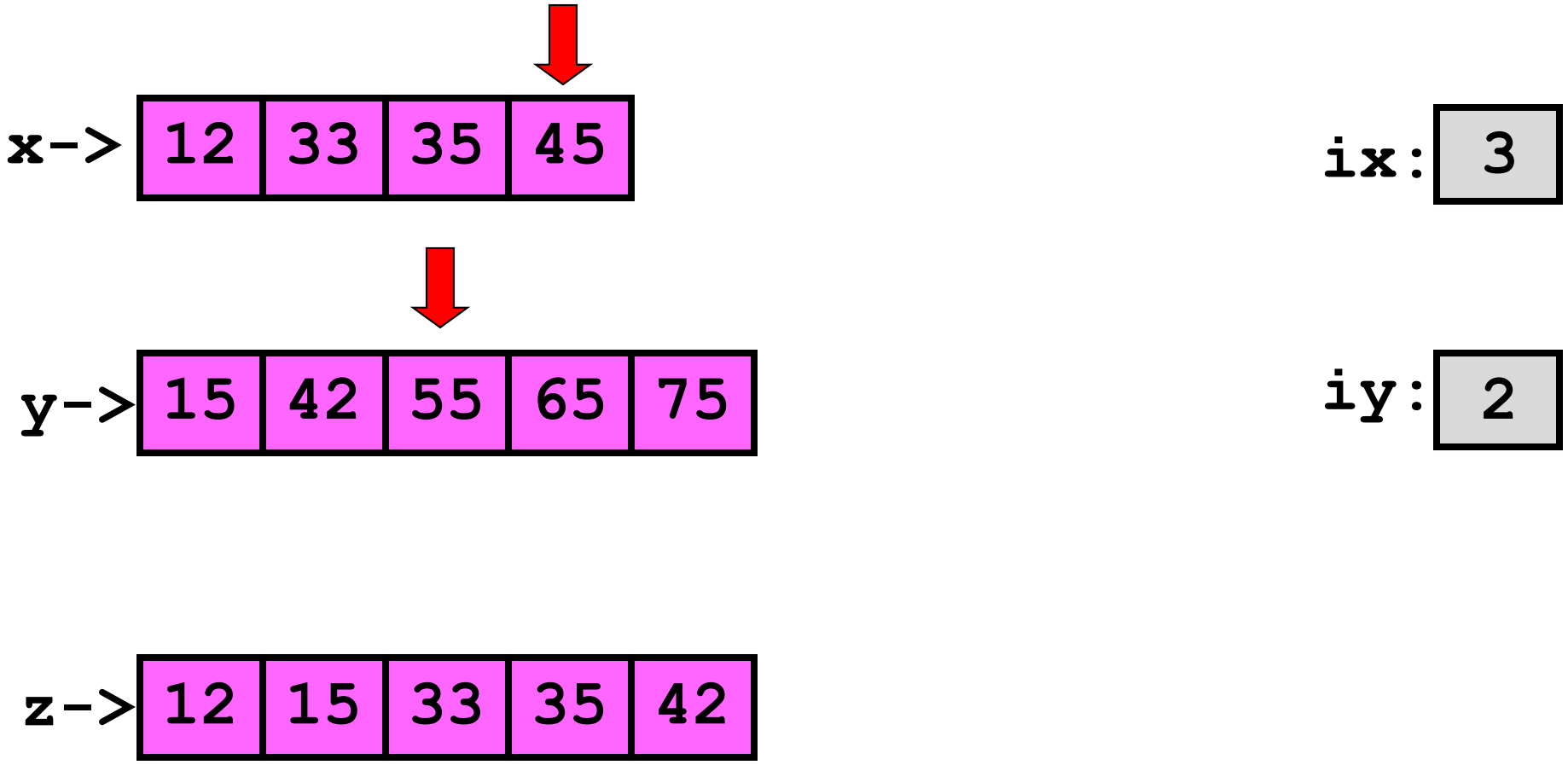
`x[ix] <= y[iy]` ???

Merge



No. So update iy…

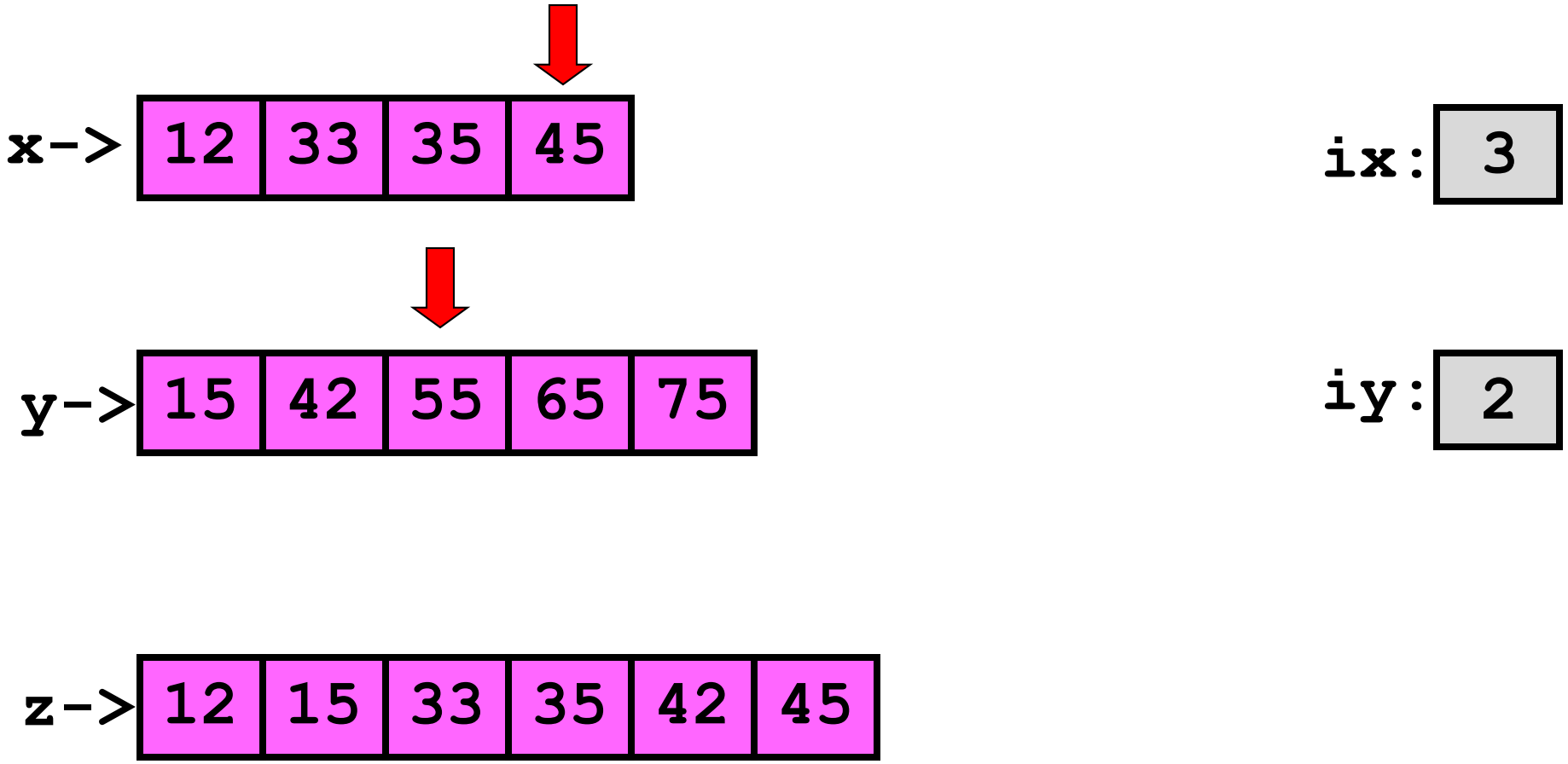
Merge



Do we pick from x ?

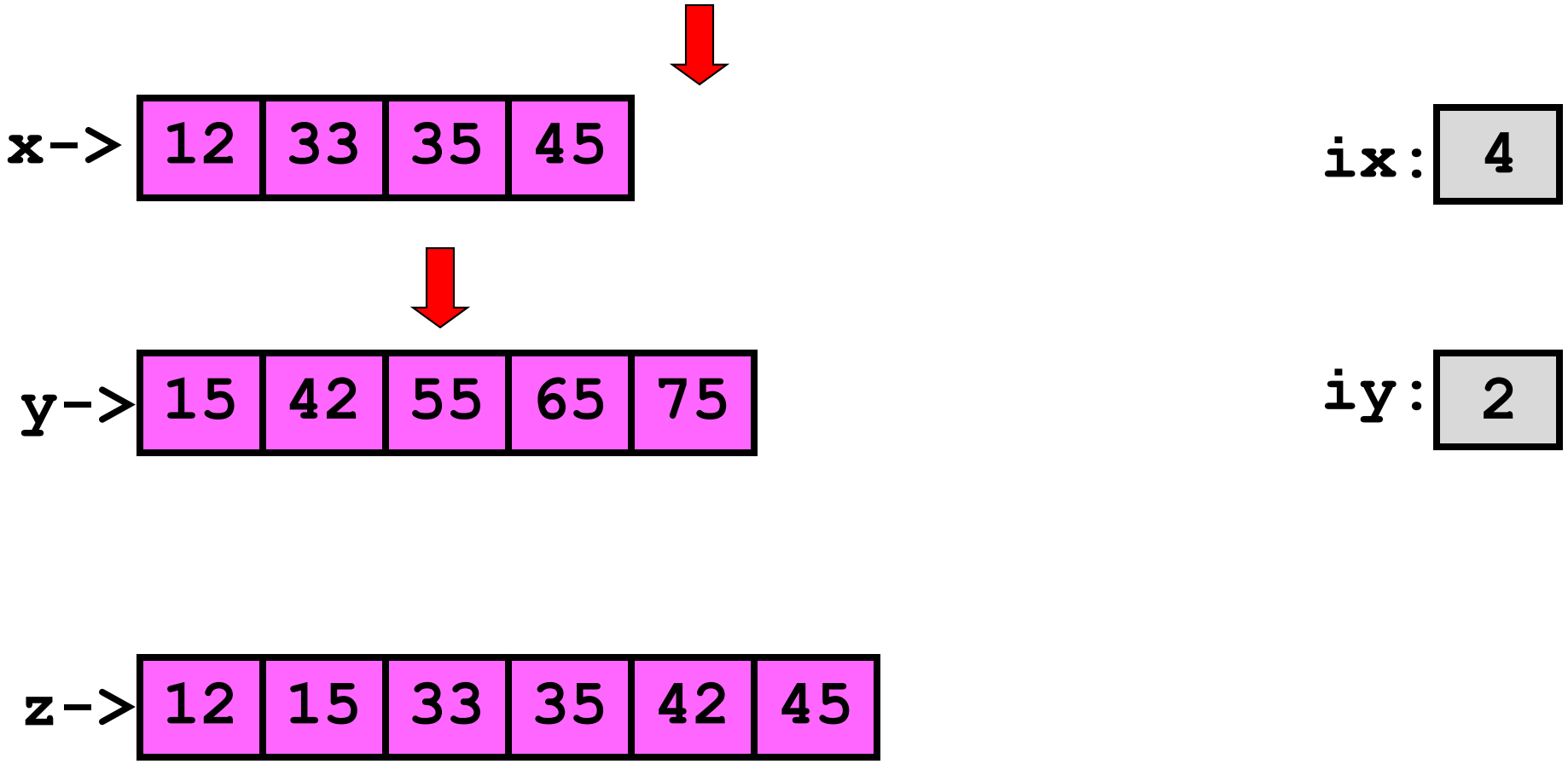
`x[ix] <= y[iy]` ???

Merge



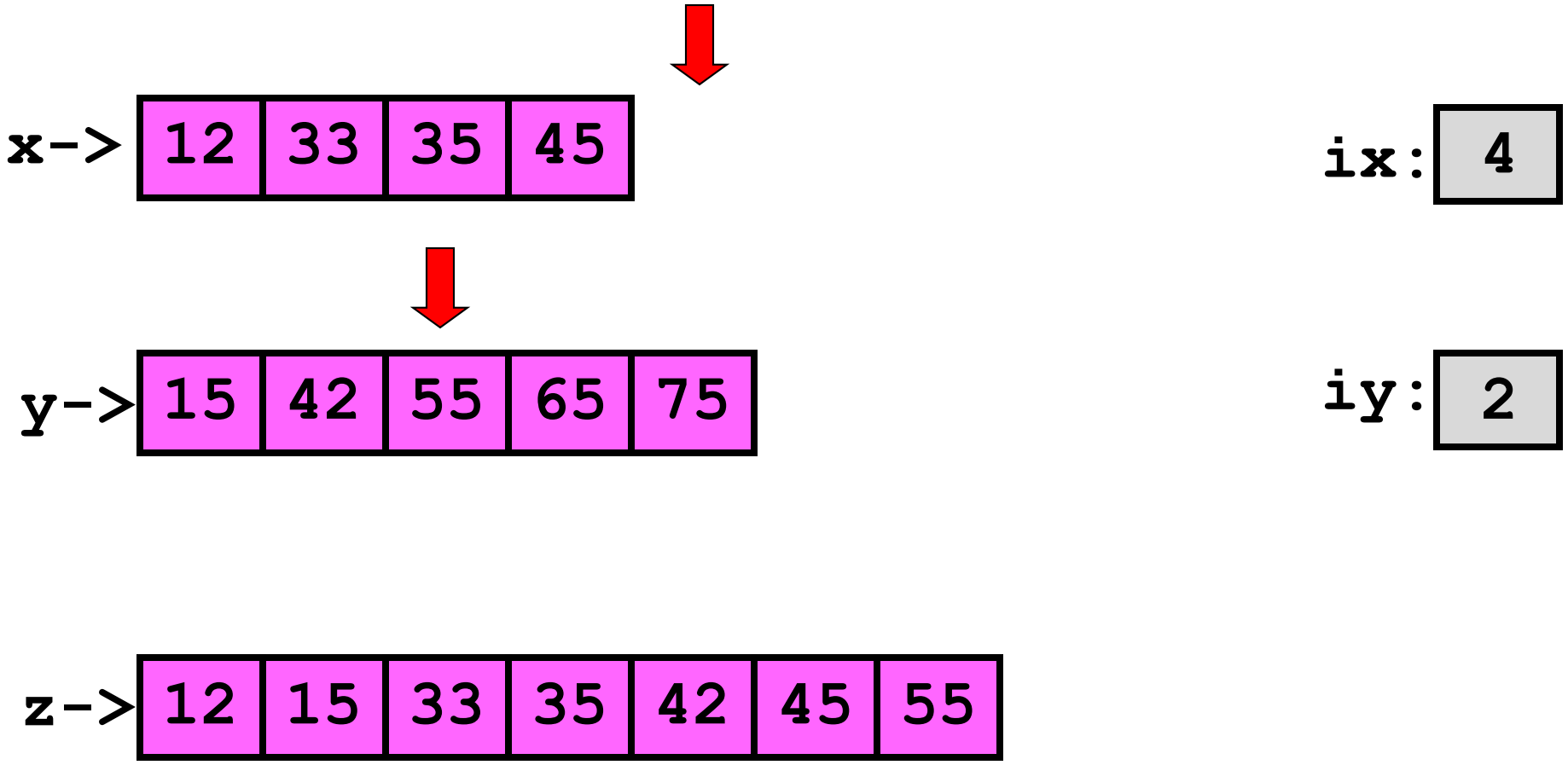
Yes. So update ix.

Merge



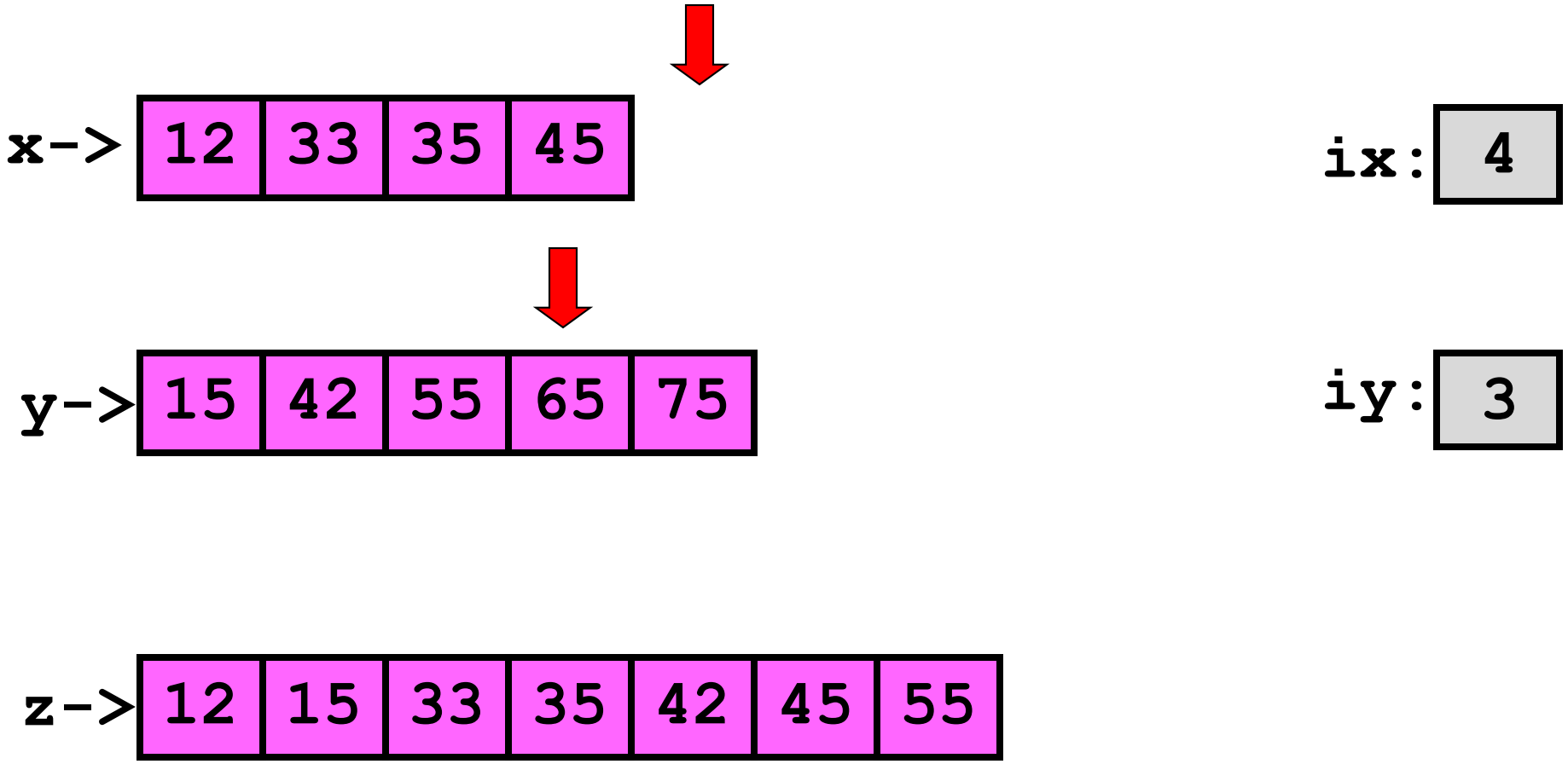
Done with x. Pick from y

Merge



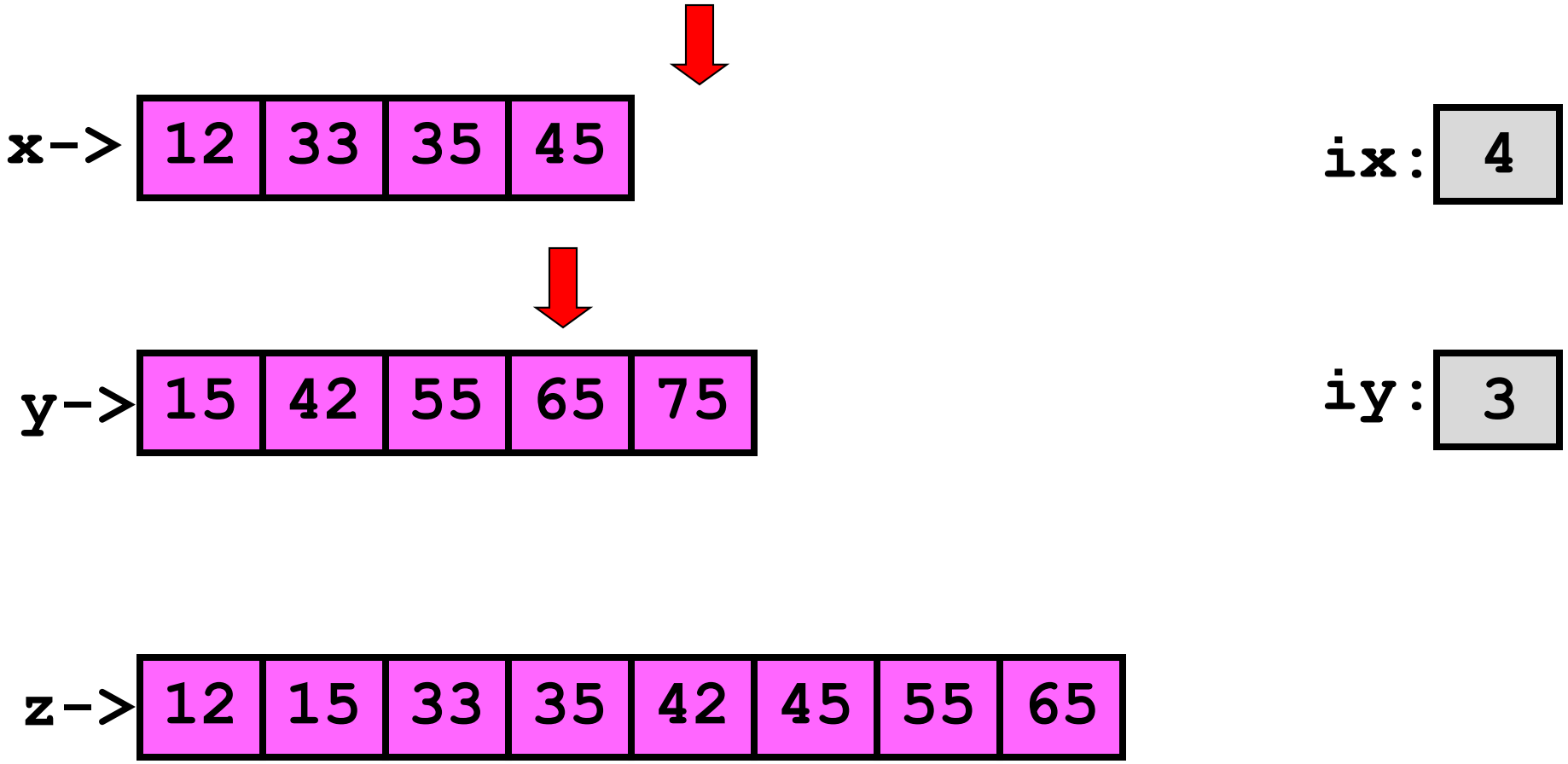
So update iy

Merge



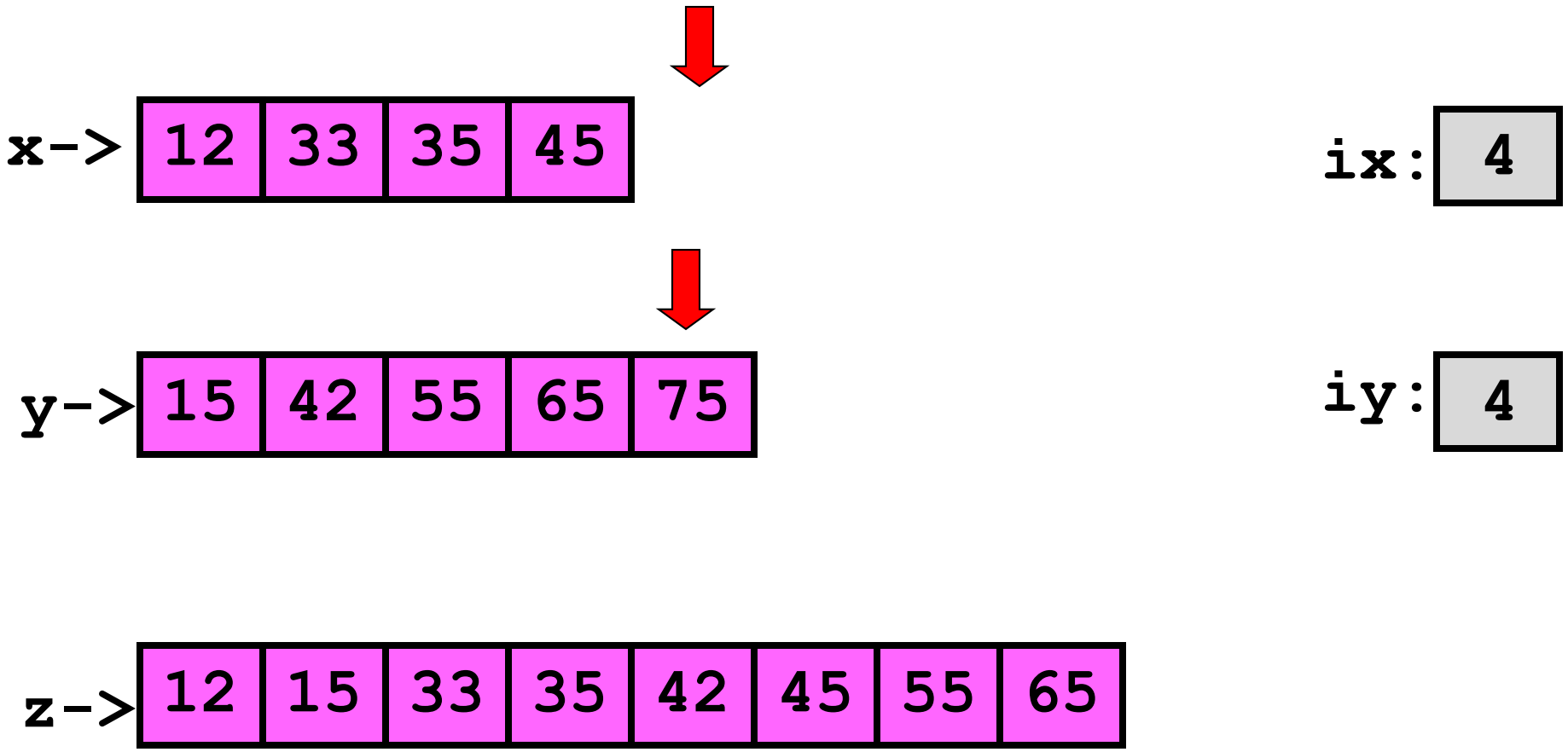
Done with x. Pick from y

Merge



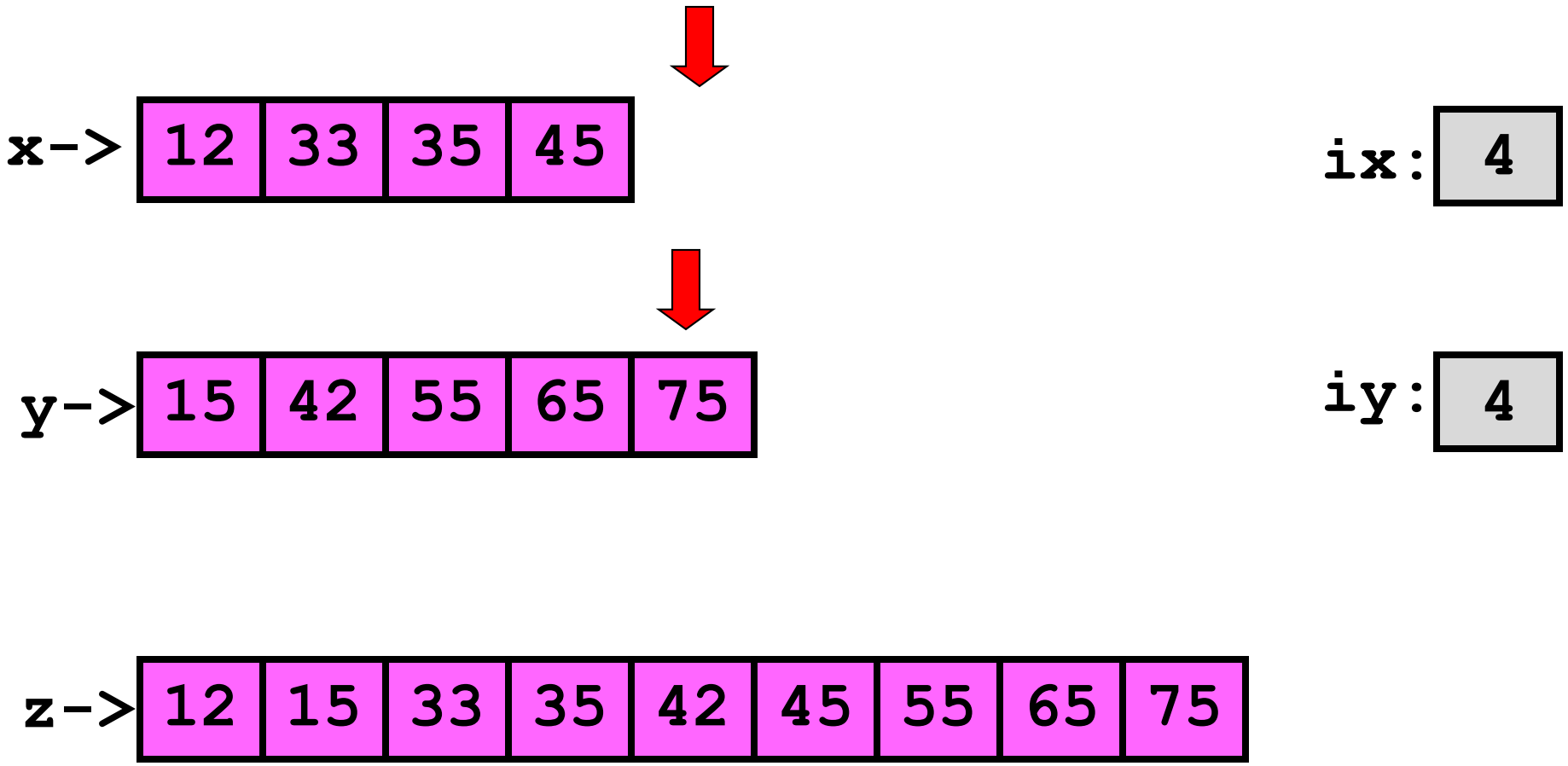
So update iy.

Merge



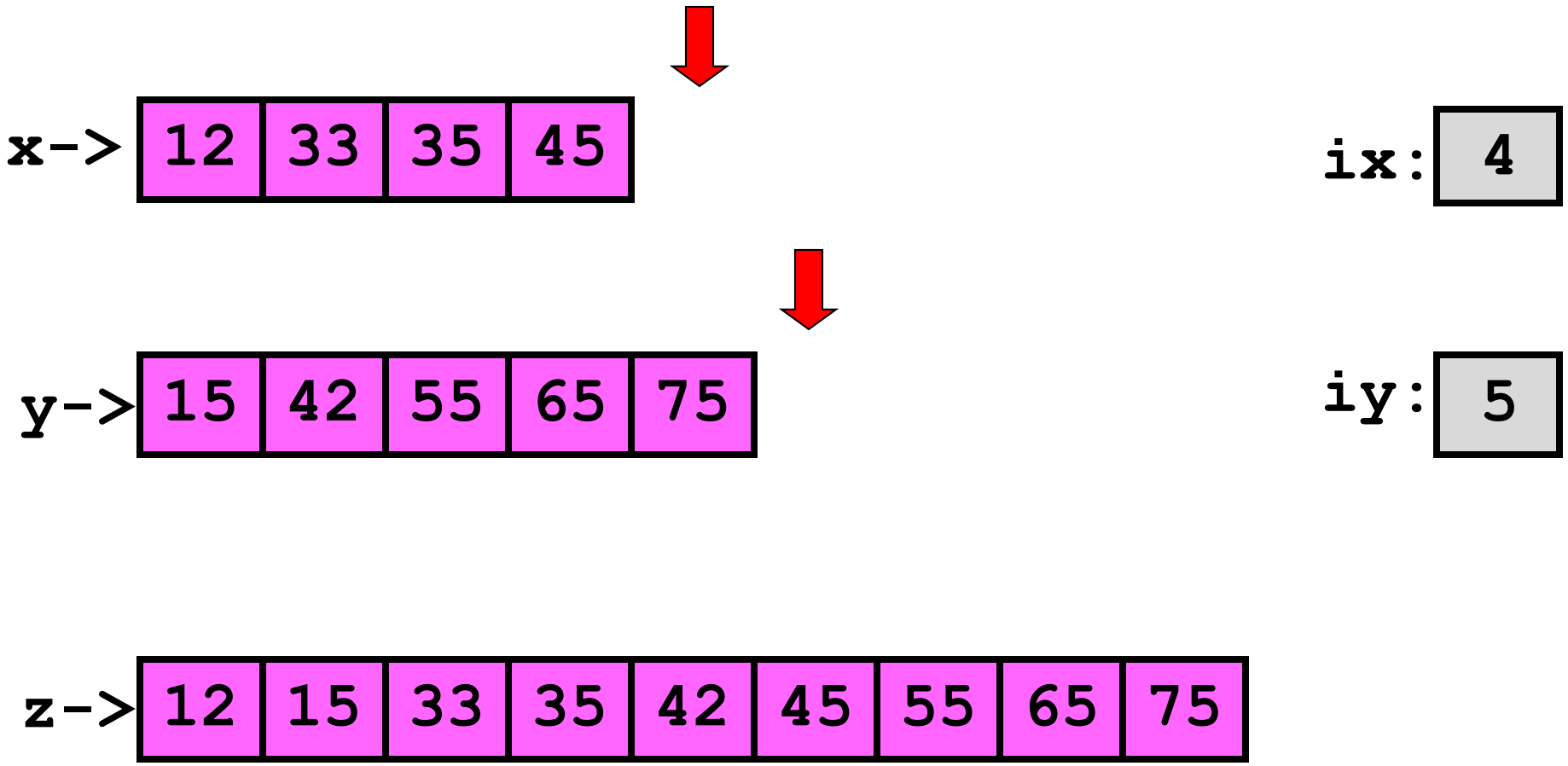
Done with x. Pick from y

Merge



Update iy

Merge



All Done

The Python Implementation…

```
def Merge(x,y):
    n = len(x); m = len(y);
    ix = 0; iy = 0; z = []
    for iz in range(n+m):
        if   ix>=n:
            z.append(y[iy]);   iy+=1
        elif iy>=m:
            z.append(x[ix]);   ix+=1
        elif x[ix] <= y[iy]:
            z.append(x[ix]);   ix+=1
        elif x[ix] > y[iy]:
            z.append(y[iy]);   iy+=1
    return z
```

Build z up via repeated appending

x-list exhausted y-list exhausted x-value smaller y-value smaller

```
def Merge(x,y):
    n = len(x); m = len(y);
    ix = 0; iy = 0; z = []
    for iz in range(n+m):
        if   ix>=n:
            z.append(y[iy]);   iy+=1
        elif iy>=m:
            z.append(x[ix]);   ix+=1
        elif x[ix] <= y[iy]:
            z.append(x[ix]);   ix+=1
        elif x[ix] > y[iy]:
            z.append(y[iy]);   iy+=1
    return z
```

len(x)+len(y)
is the total length
of the merged list

x-list exhausted y-list exhausted x-value smaller y-value smaller

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

Make copies of the Incoming lists

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

Build z up via repeated appending

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

Every "pop" reduces the length by 1. The loop shuts down when one of u or v is exhausted

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

g gets the popped value and it is appended to z

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

Add what is left in u.
OK if u is the empty list

Implementation Using Pop

```
def Merge(x,y):
    u = list(x)
    v = list(y)
    z = []
    while len(u)>0 and len(v)>0 :
        if u[0]<= v[0]:
            g = u.pop(0)
        else:
            g = v.pop(0)
        z.append(g)
    z.extend(u)
    z.extend(v)
    return z
```

Add what is left in v.
OK if v is the empty list

MergeSort

Binary Search is an example of a "divide and conquer" approach top probkem solving.

A method for sorting a list that features this strategy is MergeSort

Motivation

You are asked to sort a list but you have two "helpers": H1 and H2.

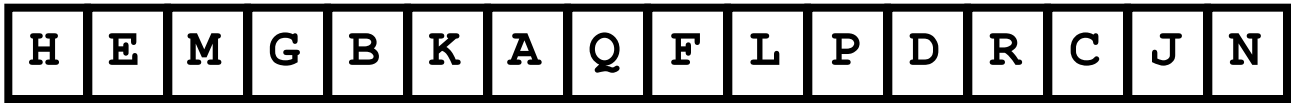
Idea:

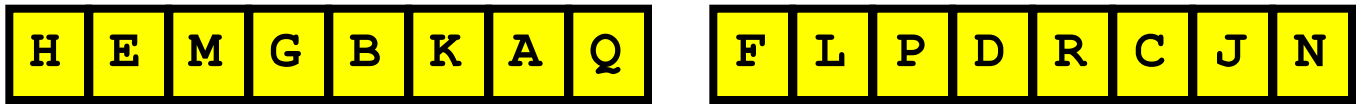
1. Split the list in half and have each helper sort one of the halves.

2. Then merge the two sorted lists into a single larger list.

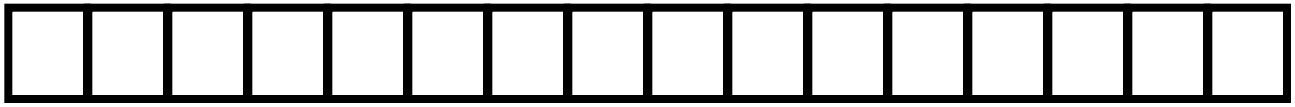
This idea can be repeated if H1 has two helpers and H2 has two helpers.

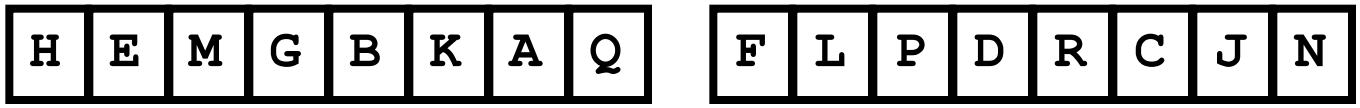
Subdivide the Sorting Task

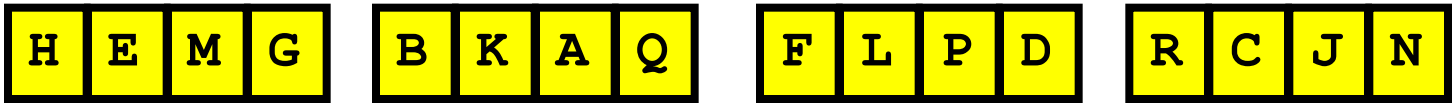




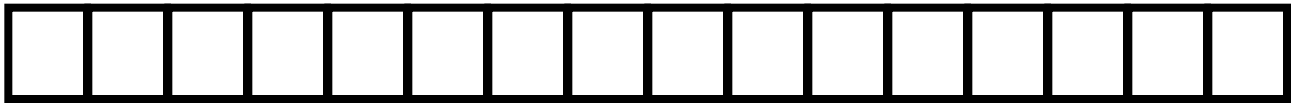
Subdivide Again

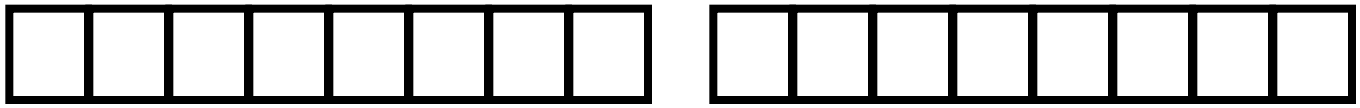


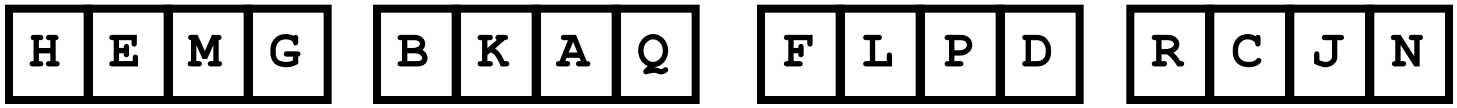


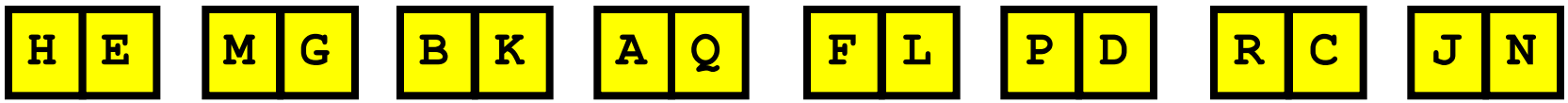


And Again

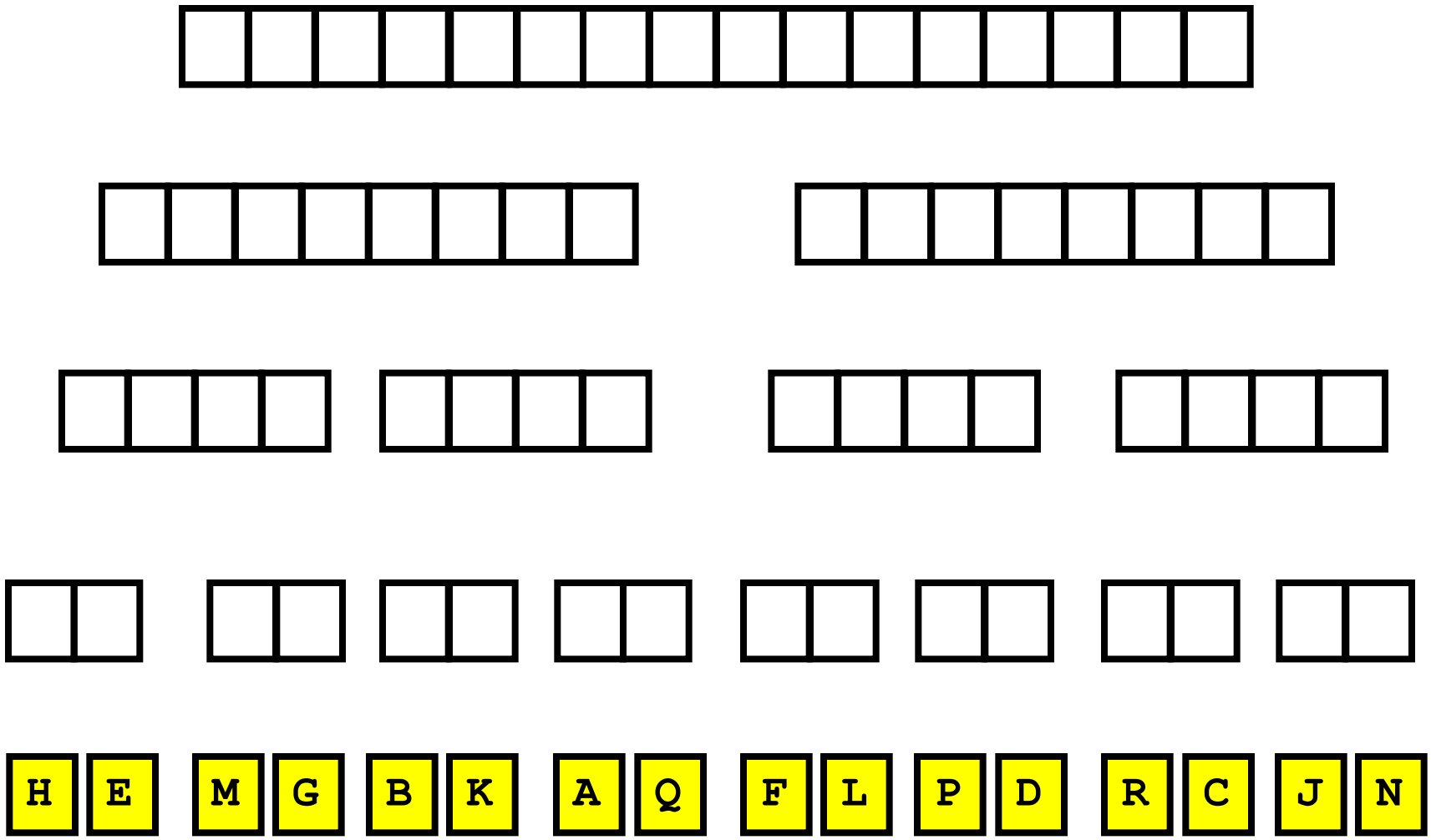




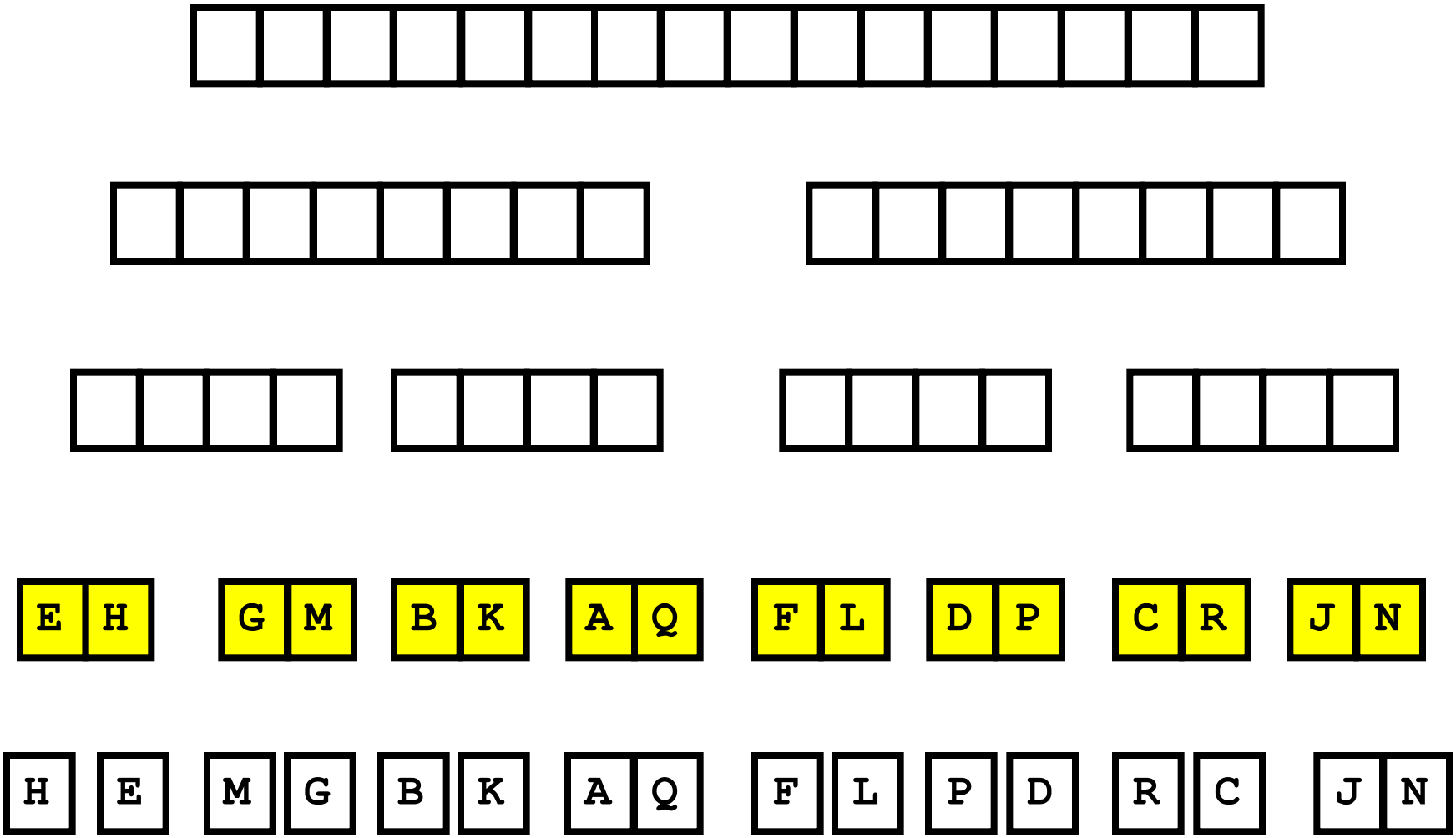




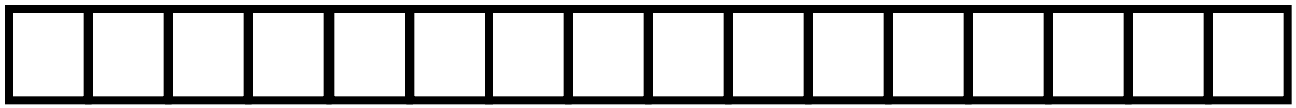
And One Last Time

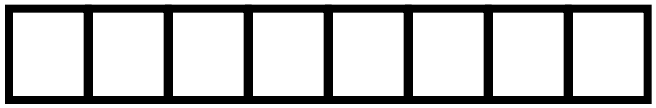


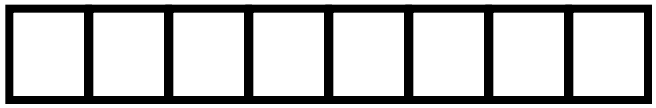
Now Merge

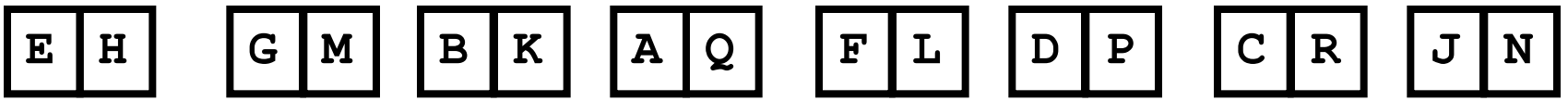


And Merge Again

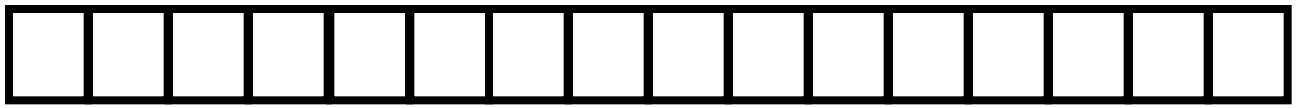


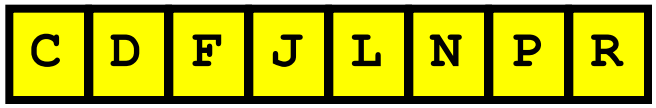


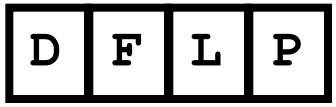


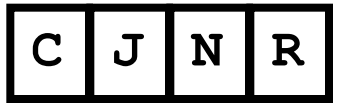


And Again

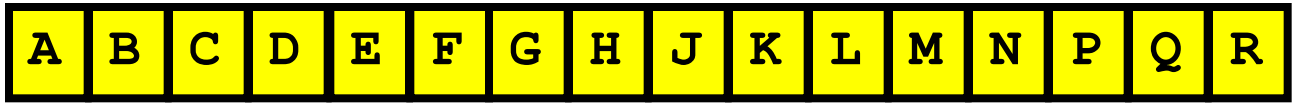


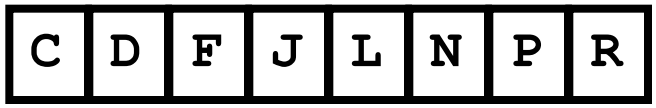




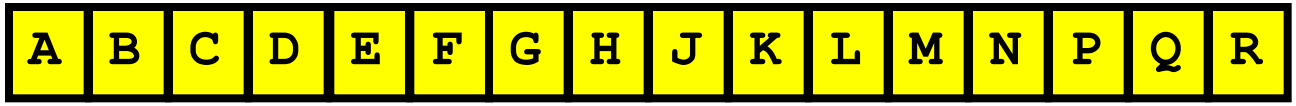


And One Last Time

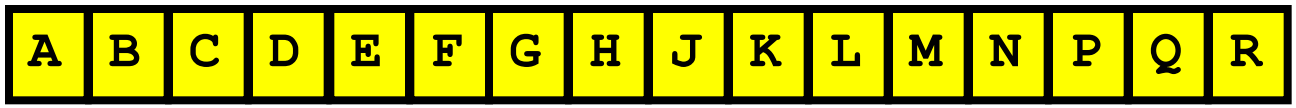




Done!



Done!

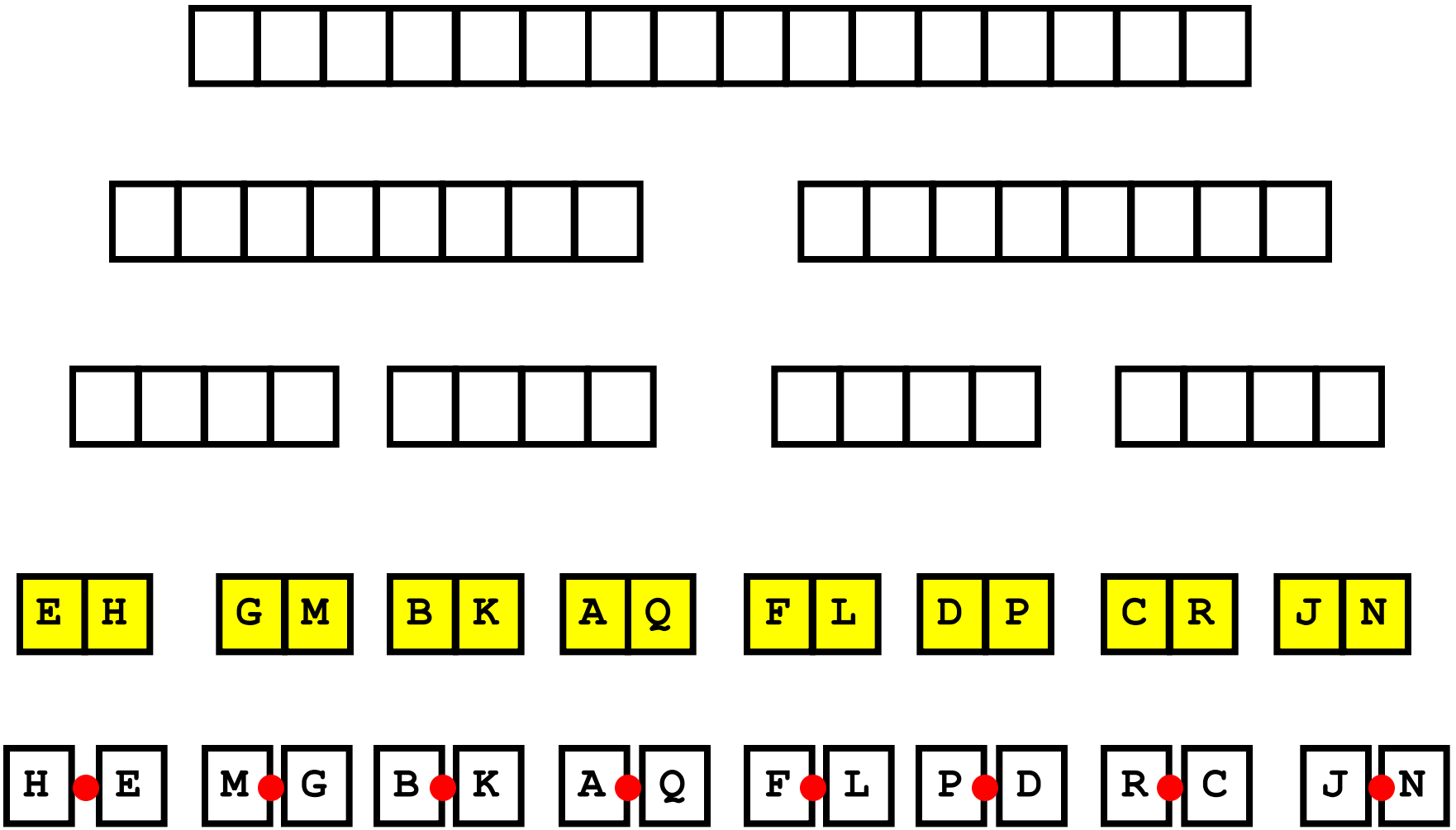


Let's write a function to do this making use of

```
def Merge(x,y):
      """ Returns a float list that is the
      merge of sorted lists x and y.

      PreC: x and y are lists of floats
      that are sorted from small to big.
      """
```

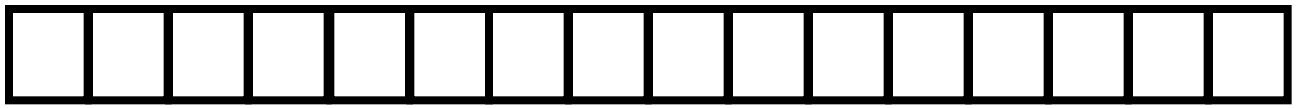
8 Merges Producing length-2 lists

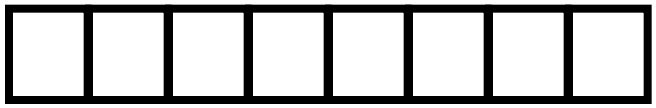


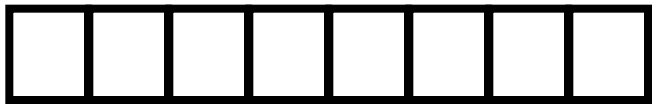
Handcoding the n =16 case

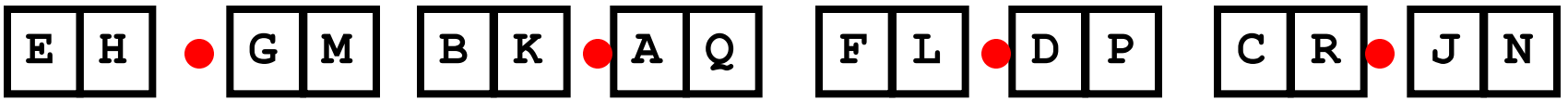
```
A0 = Merge(a[0],a[1])
A1 = Merge(a[2],a[3])
A2 = Merge(a[4],a[5])
A3 = Merge(a[6],a[7])
A4 = Merge(a[8],a[9])
A5 = Merge(a[10],a[11])
A6 = Merge(a[12],a[13])
A7 = Merge(a[14],a[15])
```

4 Merges Producing Length-4 lists





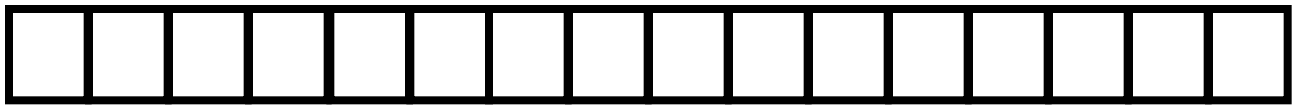


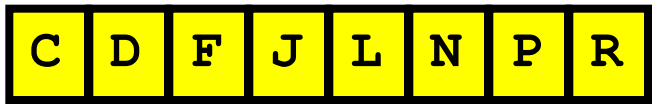


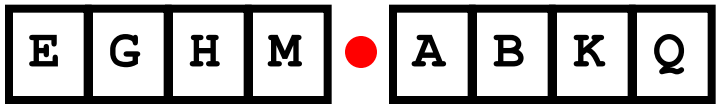
Handcoding the n =16 case

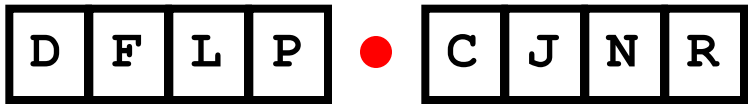
```
B0 = Merge(A0,A1)
B1 = Merge(A2,A3)
B2 = Merge(A4,A5)
B3 = Merge(A6,A7)
```

2 Merges Producing Length-8 Lists









Handcoding the n =16 case

```
C0 = Merge(B0,B1)
C1 = Merge(B2,B3)
```

1 Merge Producing a Length-16 List

All Done!

```
D0 = Merge(C0,C1)
```

For general n, it can be handled using recursion.

Recursive Merge Sort

```
def MergeSort(a):
      n = length(a)
      if n==1:
           return a
      else:
          m  = n/2
          u0 = list(a[:m])
          u1 = list(a[m:])
          y0 = MergeSort(u0)
          y1 = MergeSort(u1)
          return Merge(y0,y1)
```

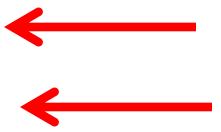
A function can call Itself!

Back To Merge Sort

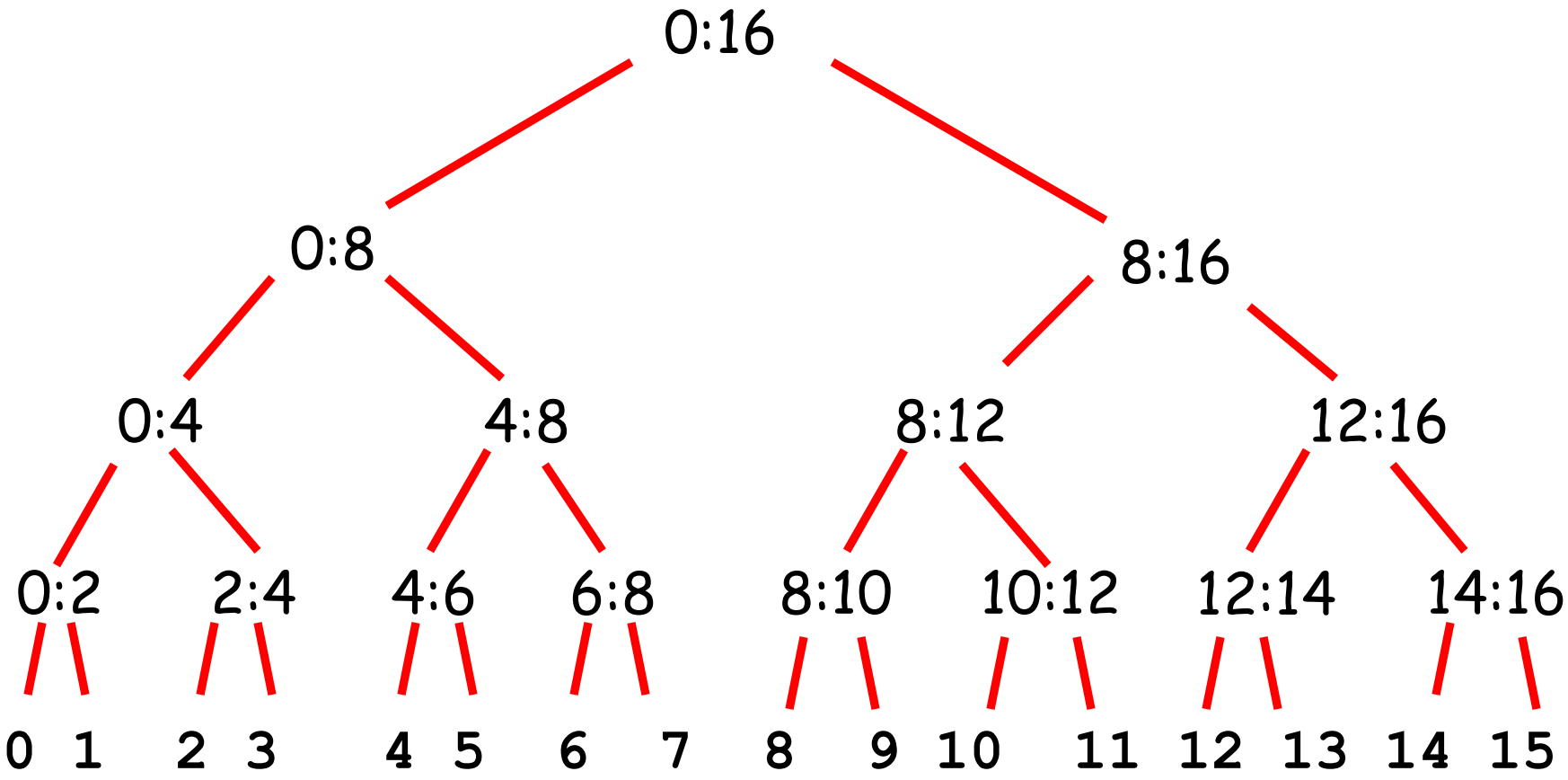
Recursive Merge Sort

```
def MergeSort(a):
      n = length(a)
      if n==1:
          return a
      else:
          m  = n/2
          u0 = list(a[:m])
          u1 = list(a[m:])
          y0 = MergeSort(u0)
          y1 = MergeSort(u1)
          return Merge(y0,y1)
```

A function can call Itself!

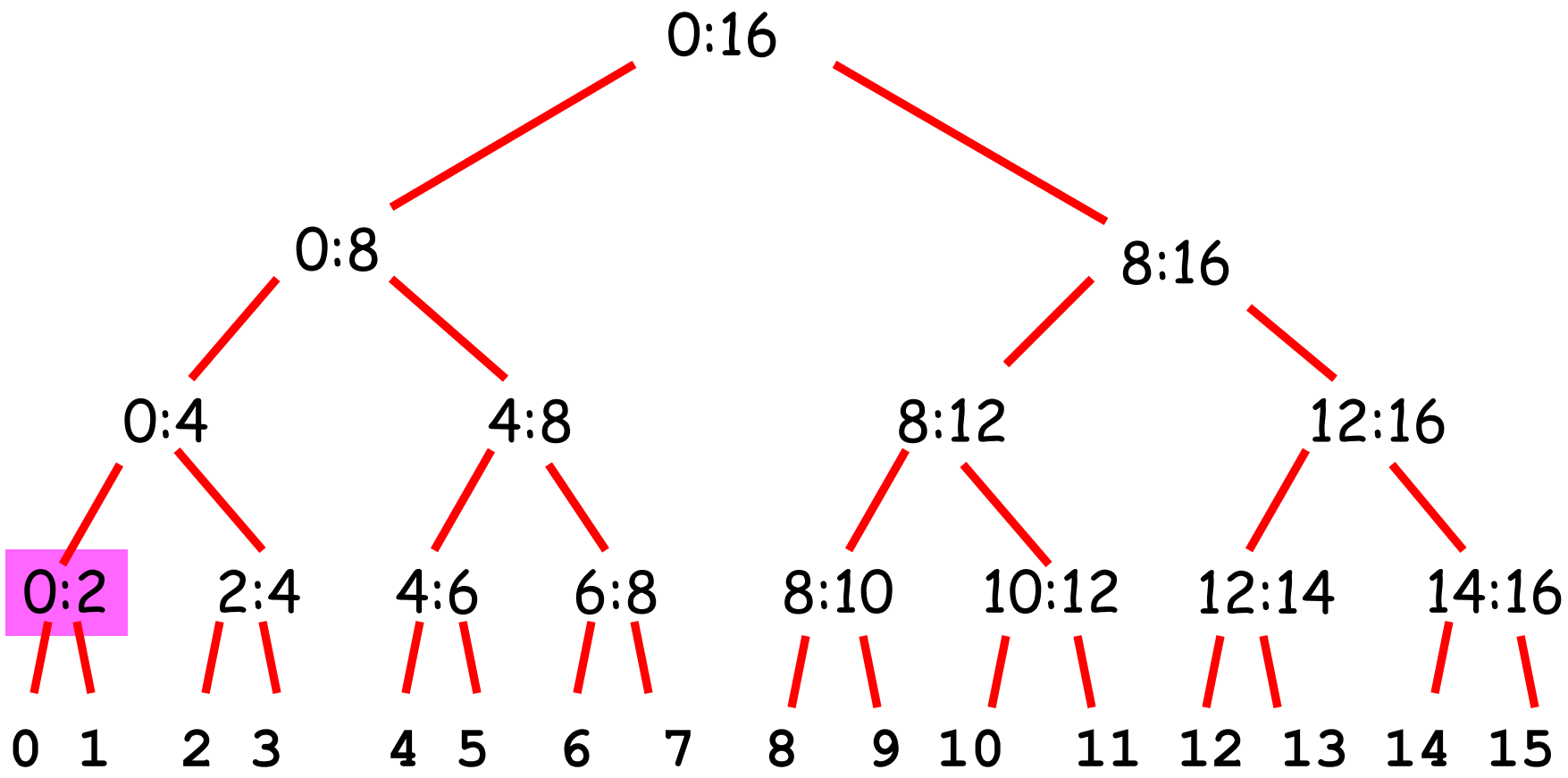


A Schematic



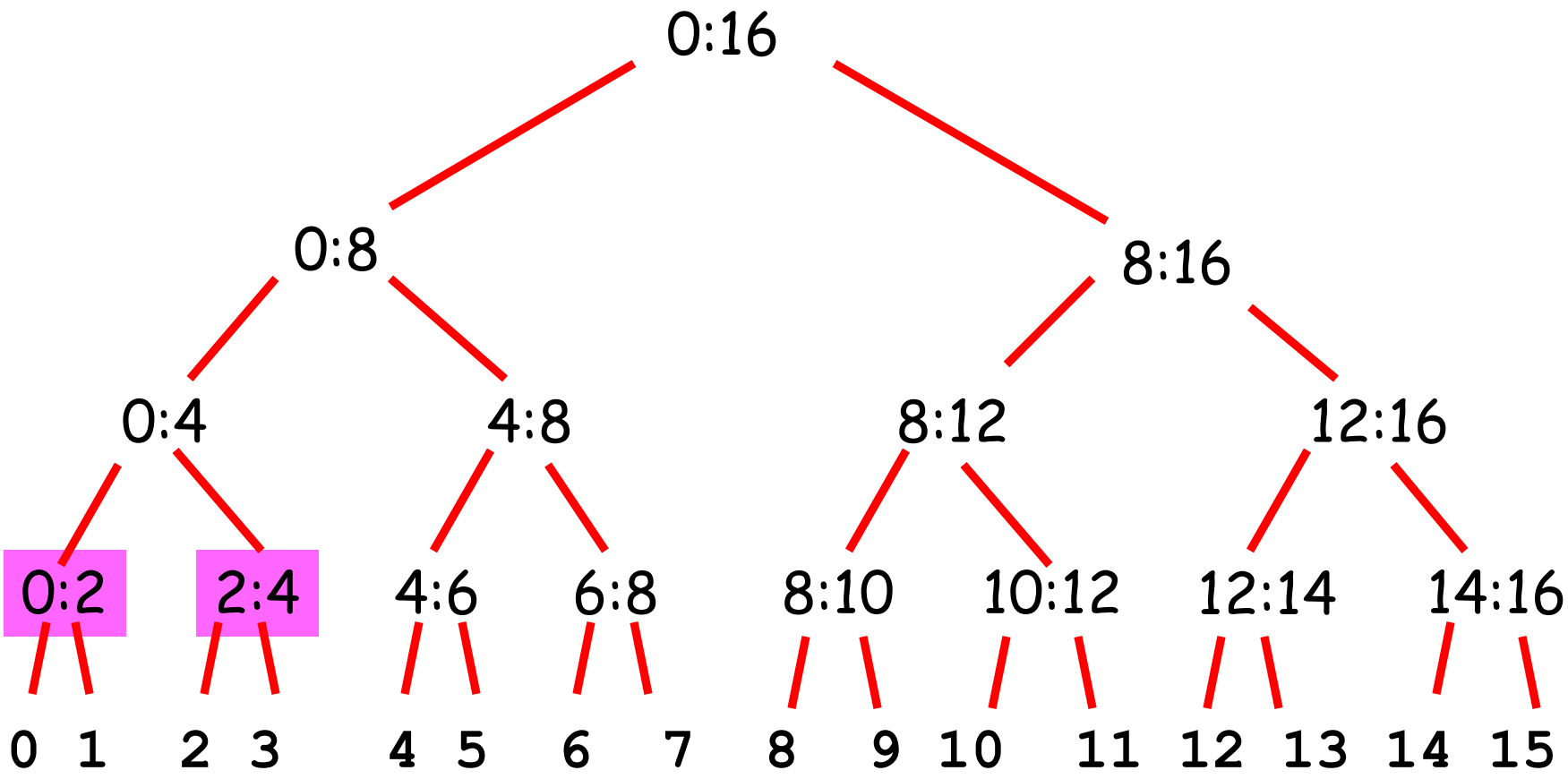
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted

A Schematic



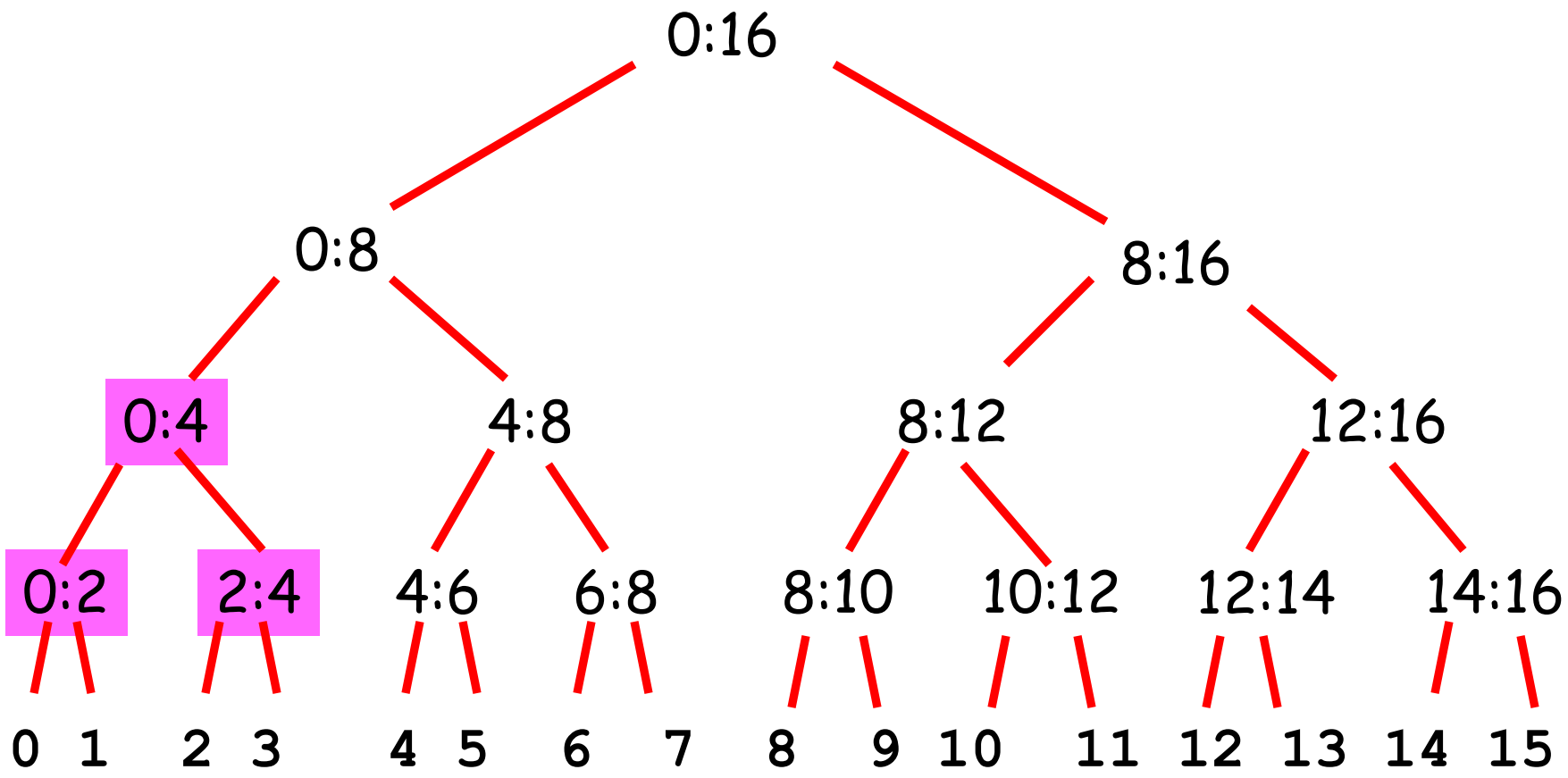
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



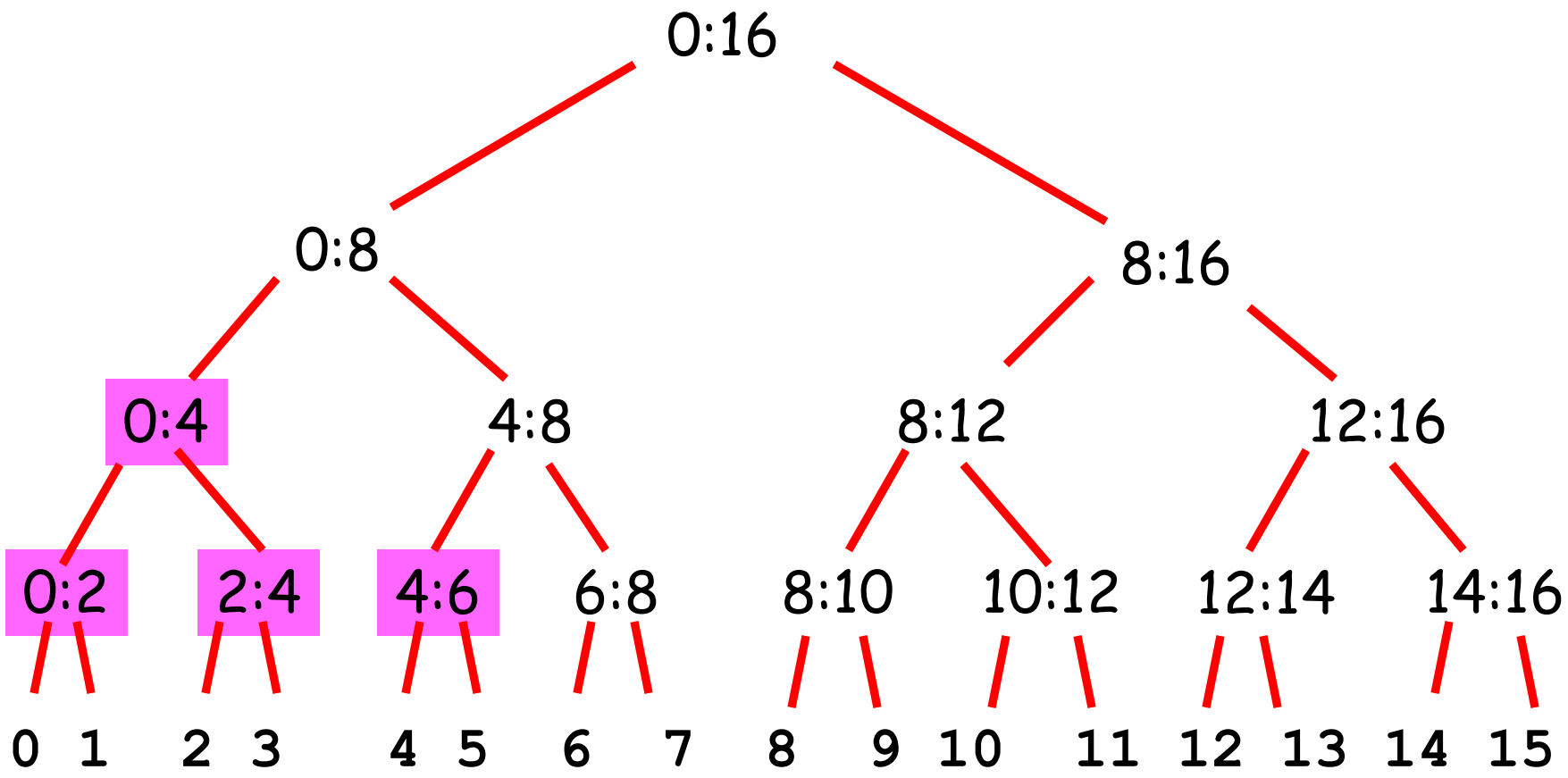
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



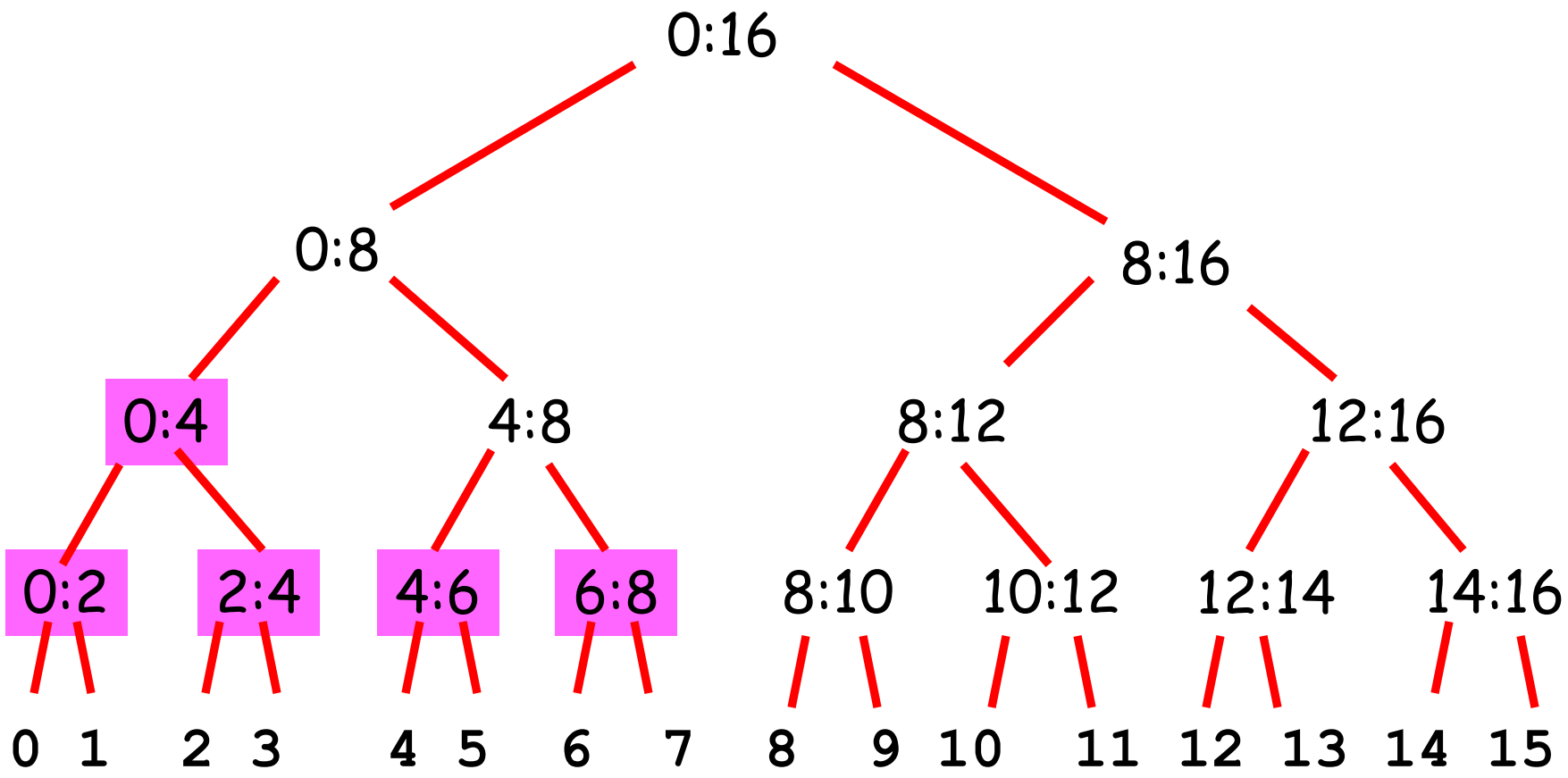
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



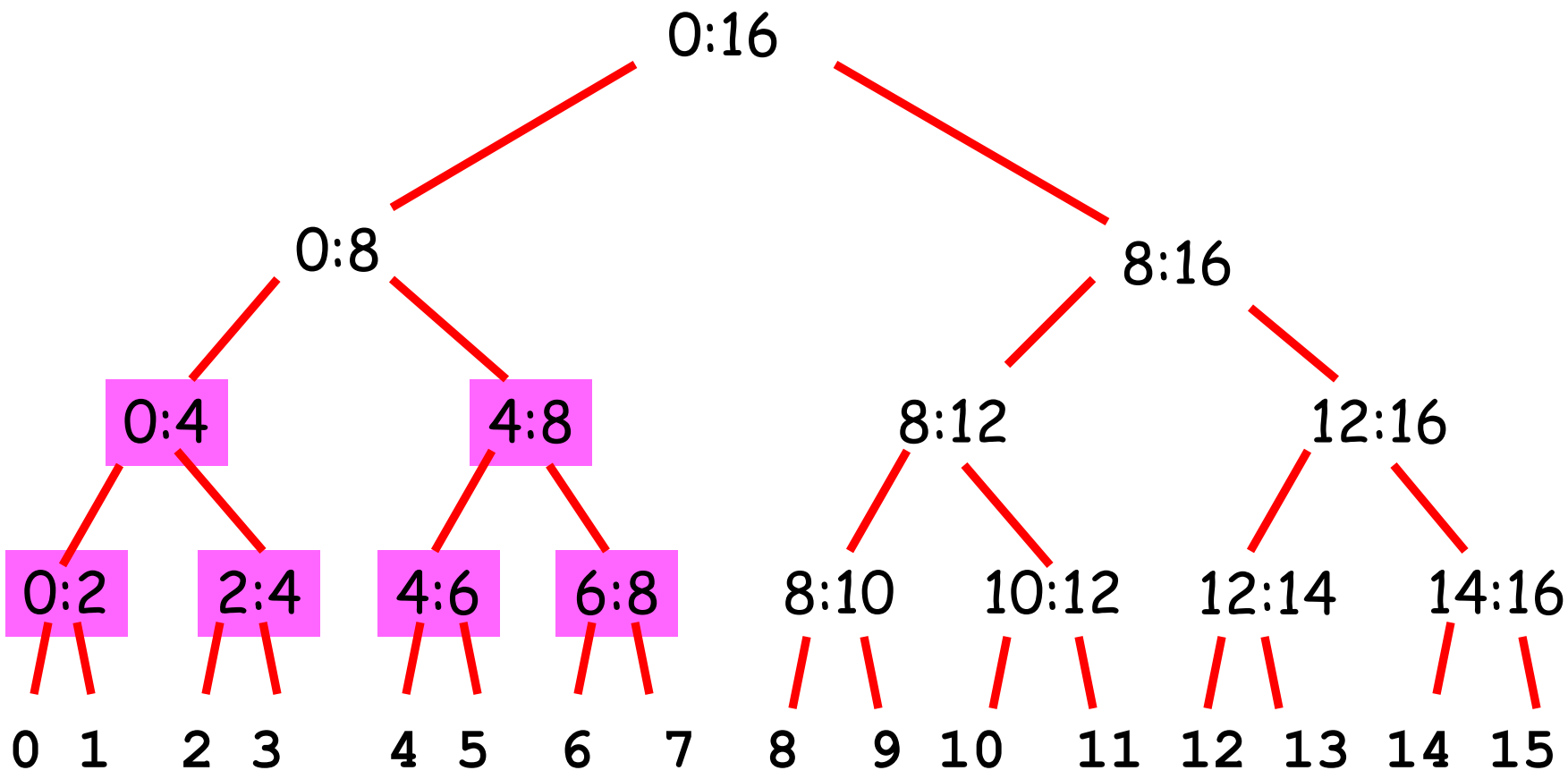
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



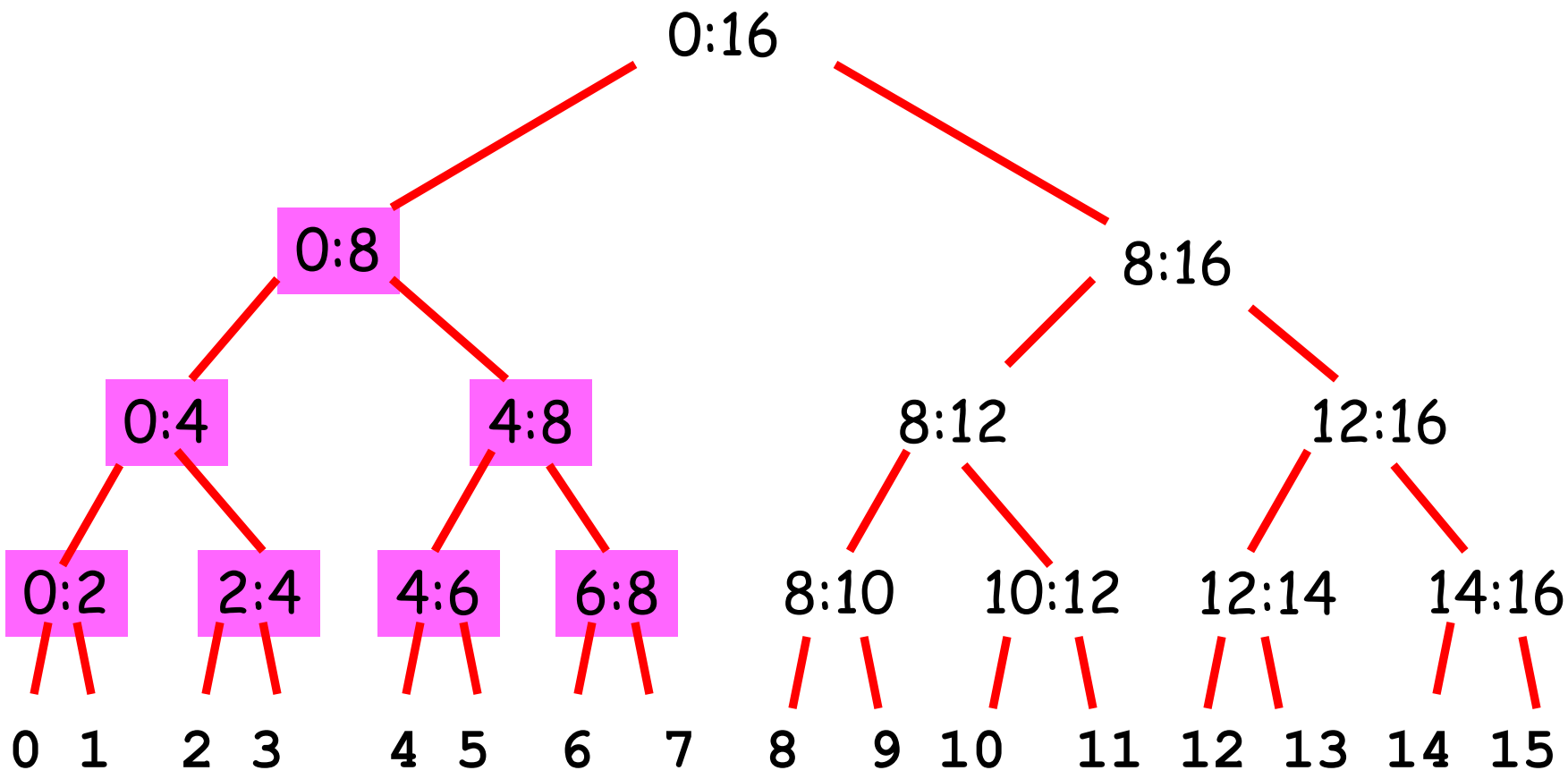
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



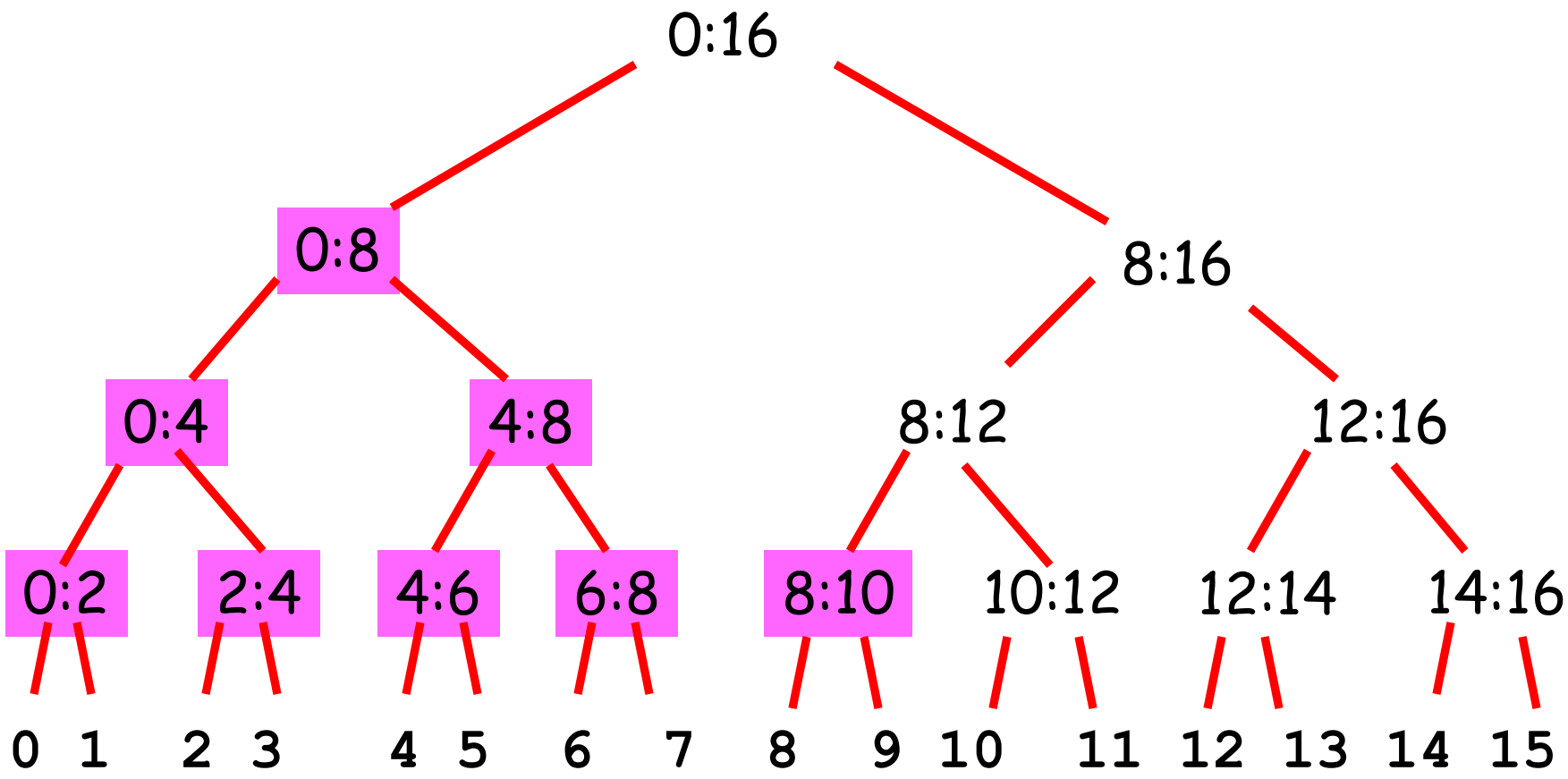
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



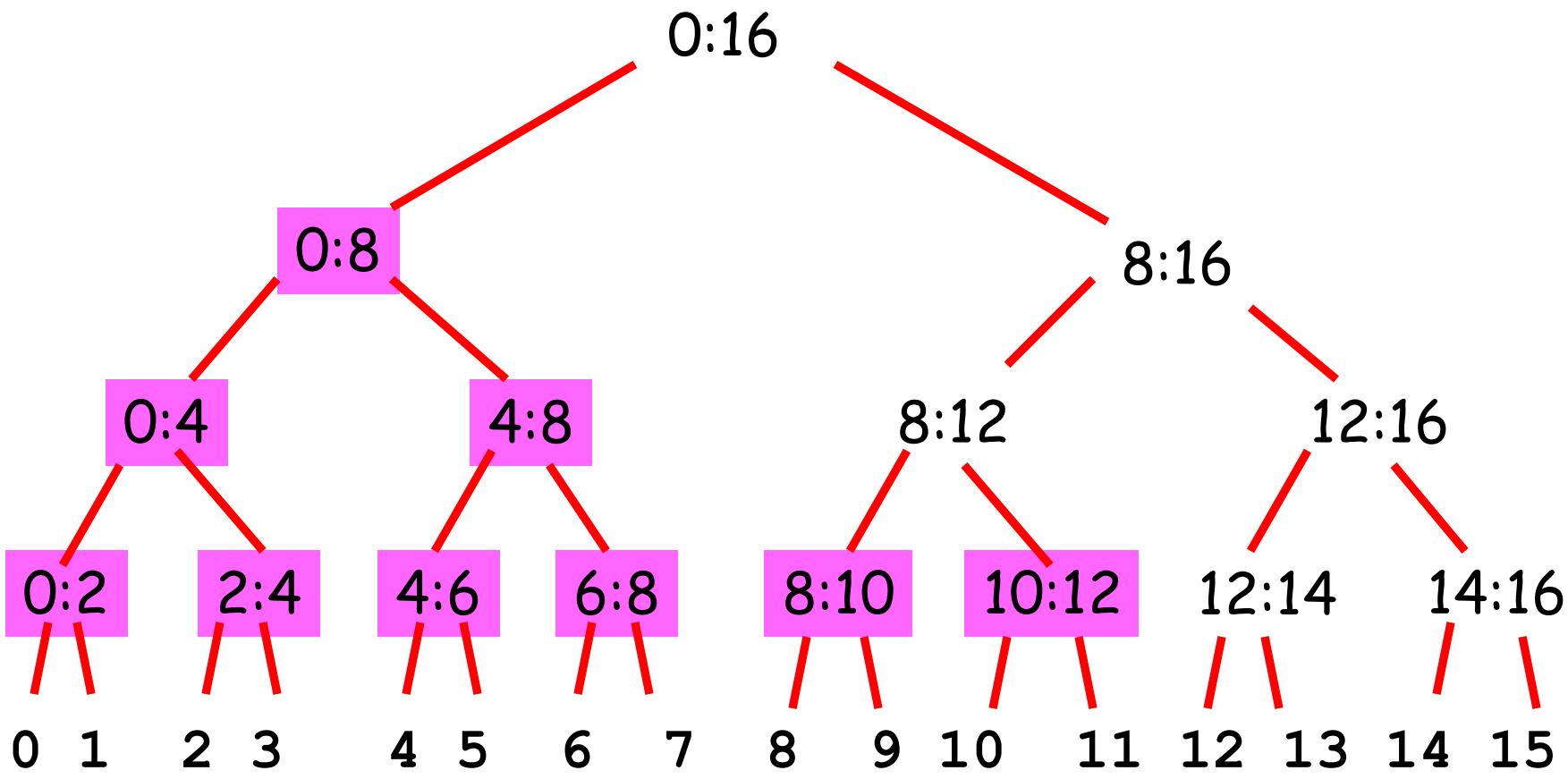
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



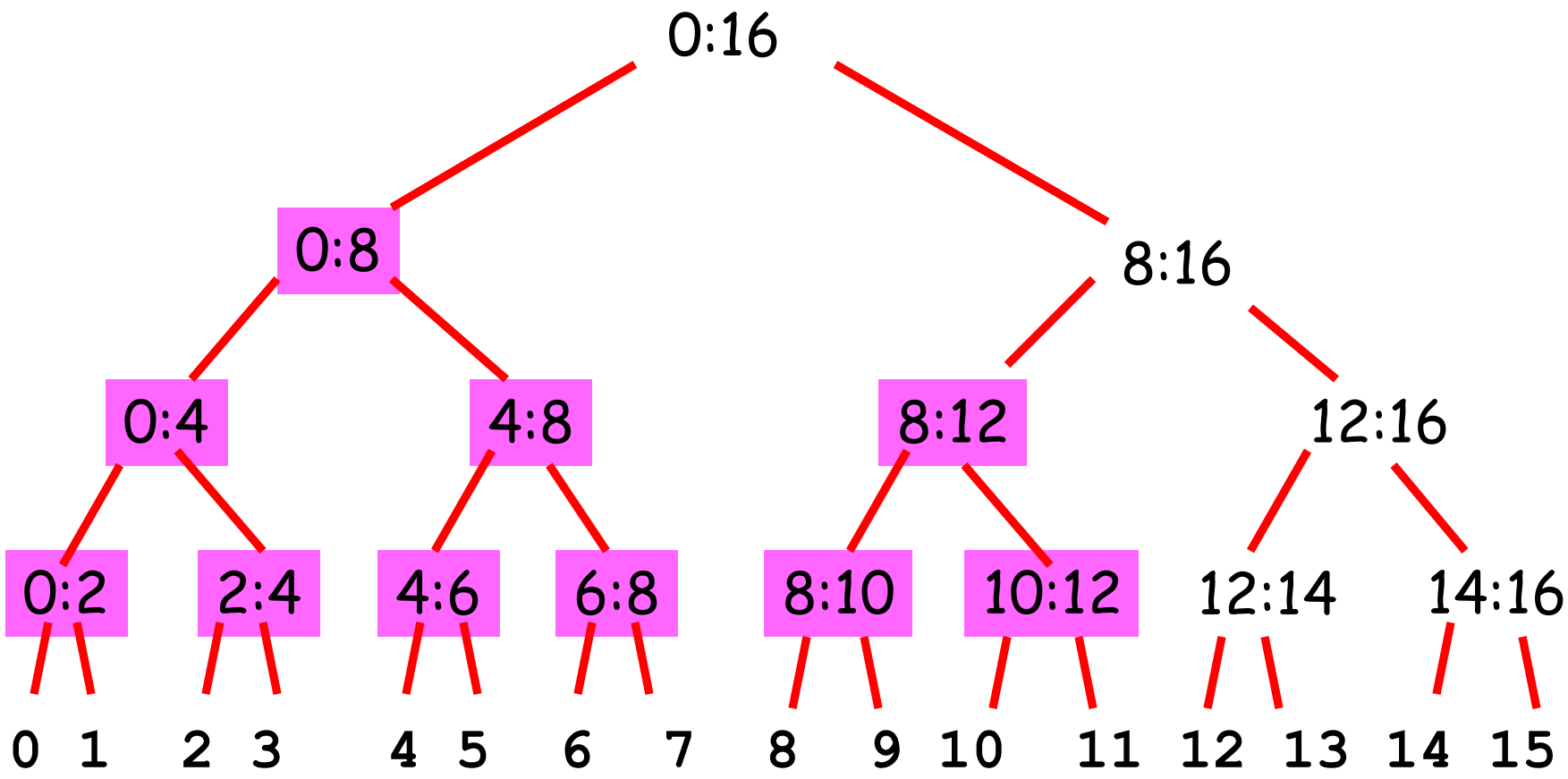
A Sorted List is produced at each ":" Let's look at the order in which

A Schematic



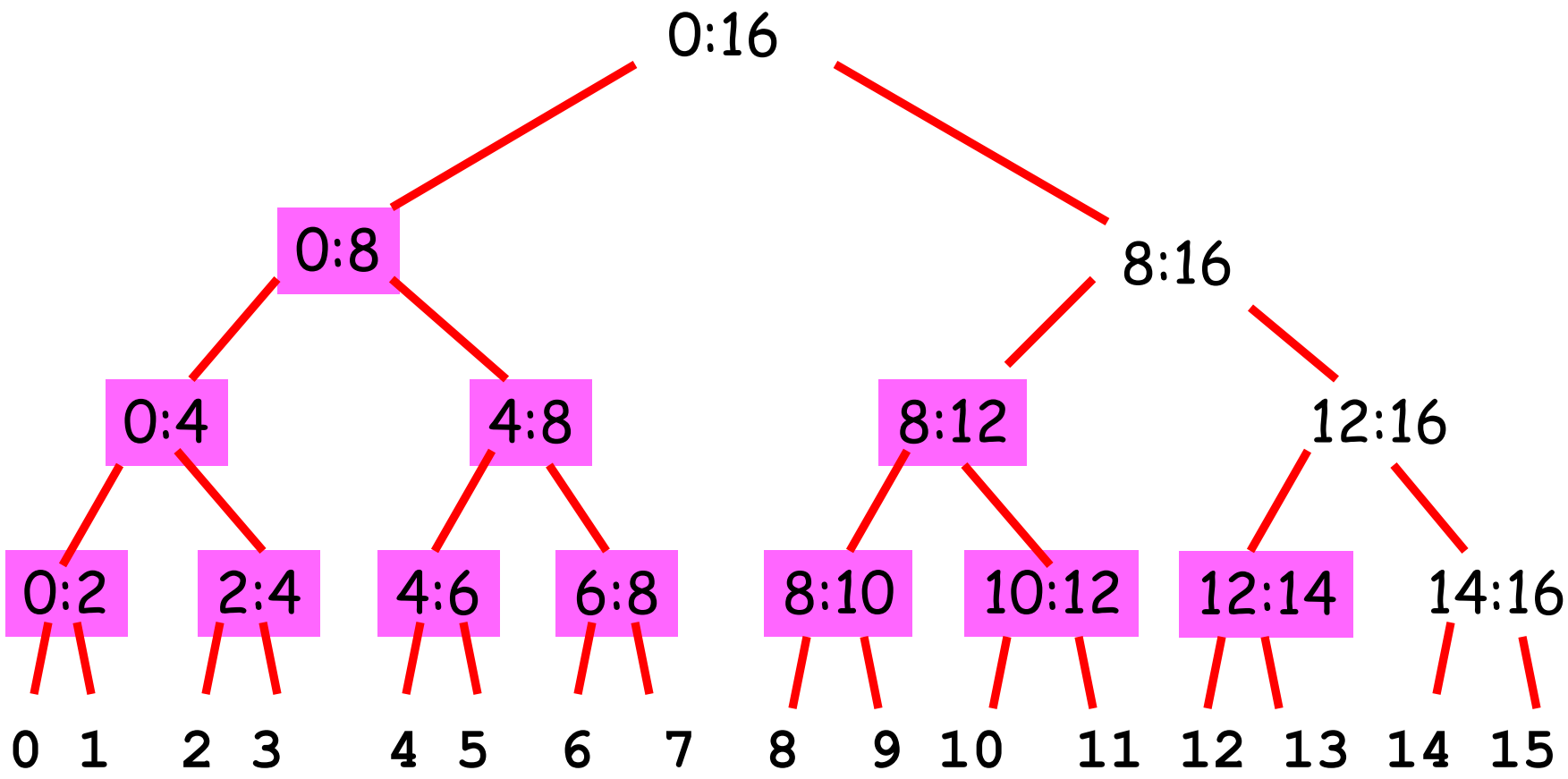
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



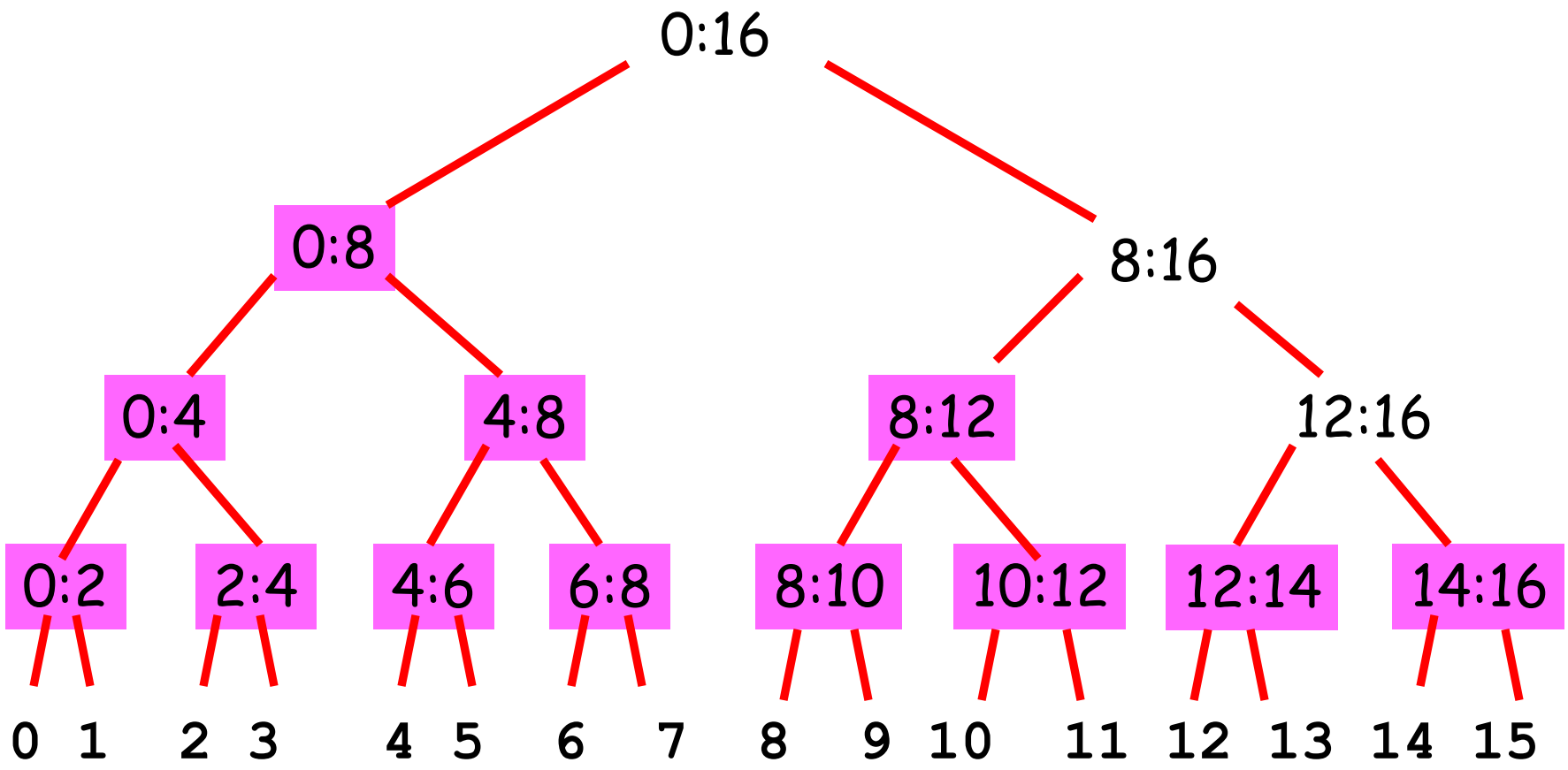
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



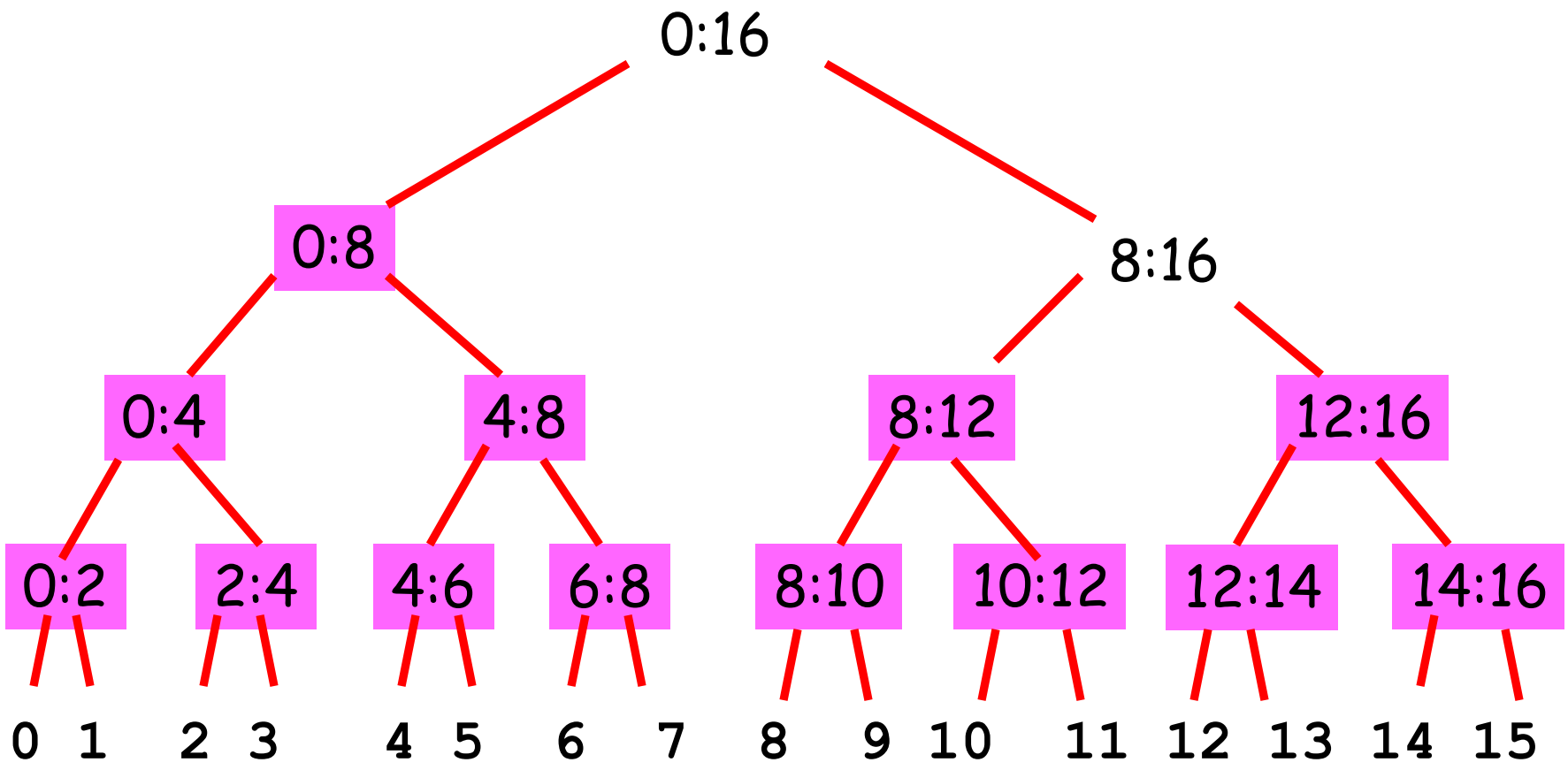
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



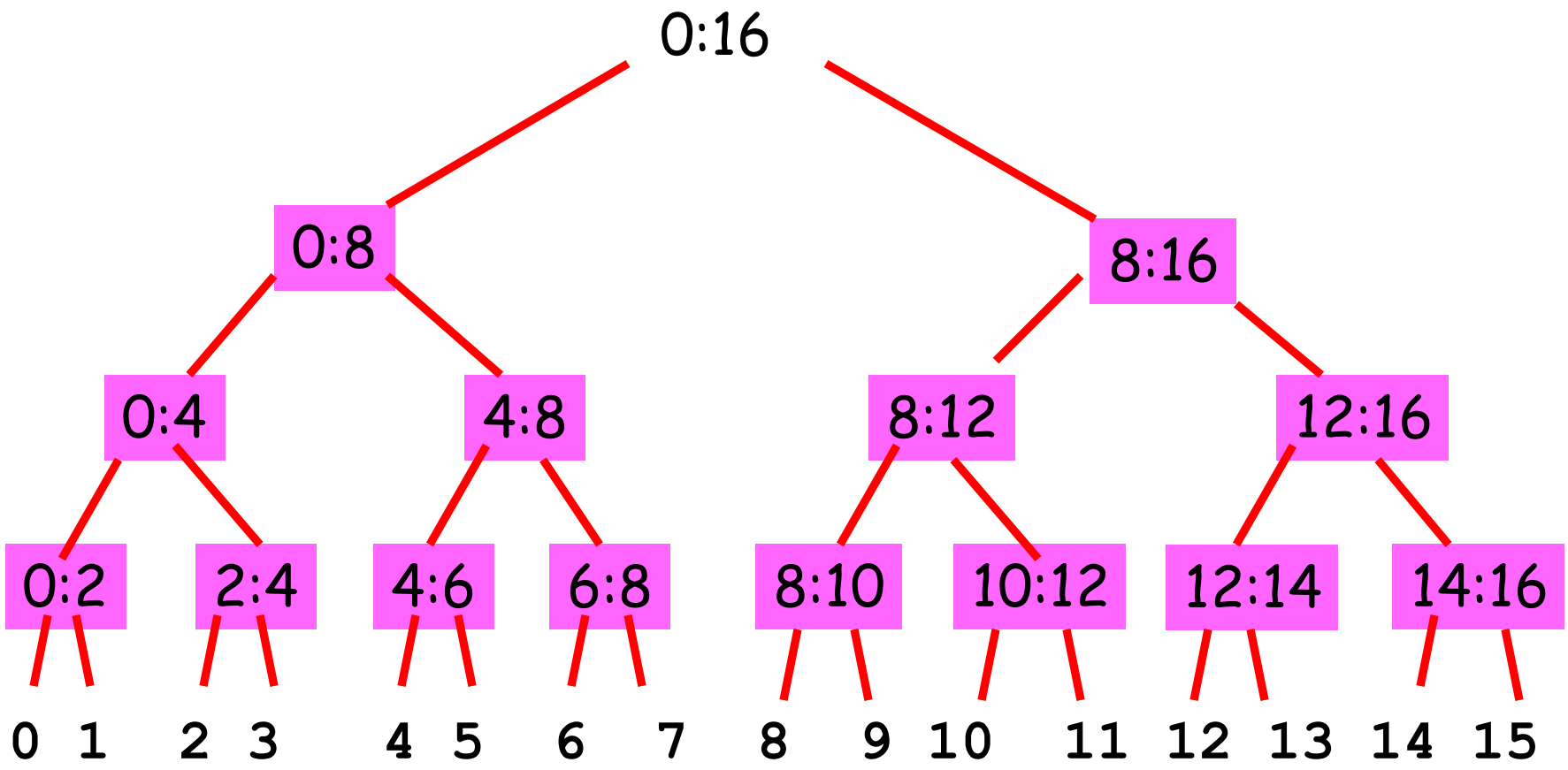
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



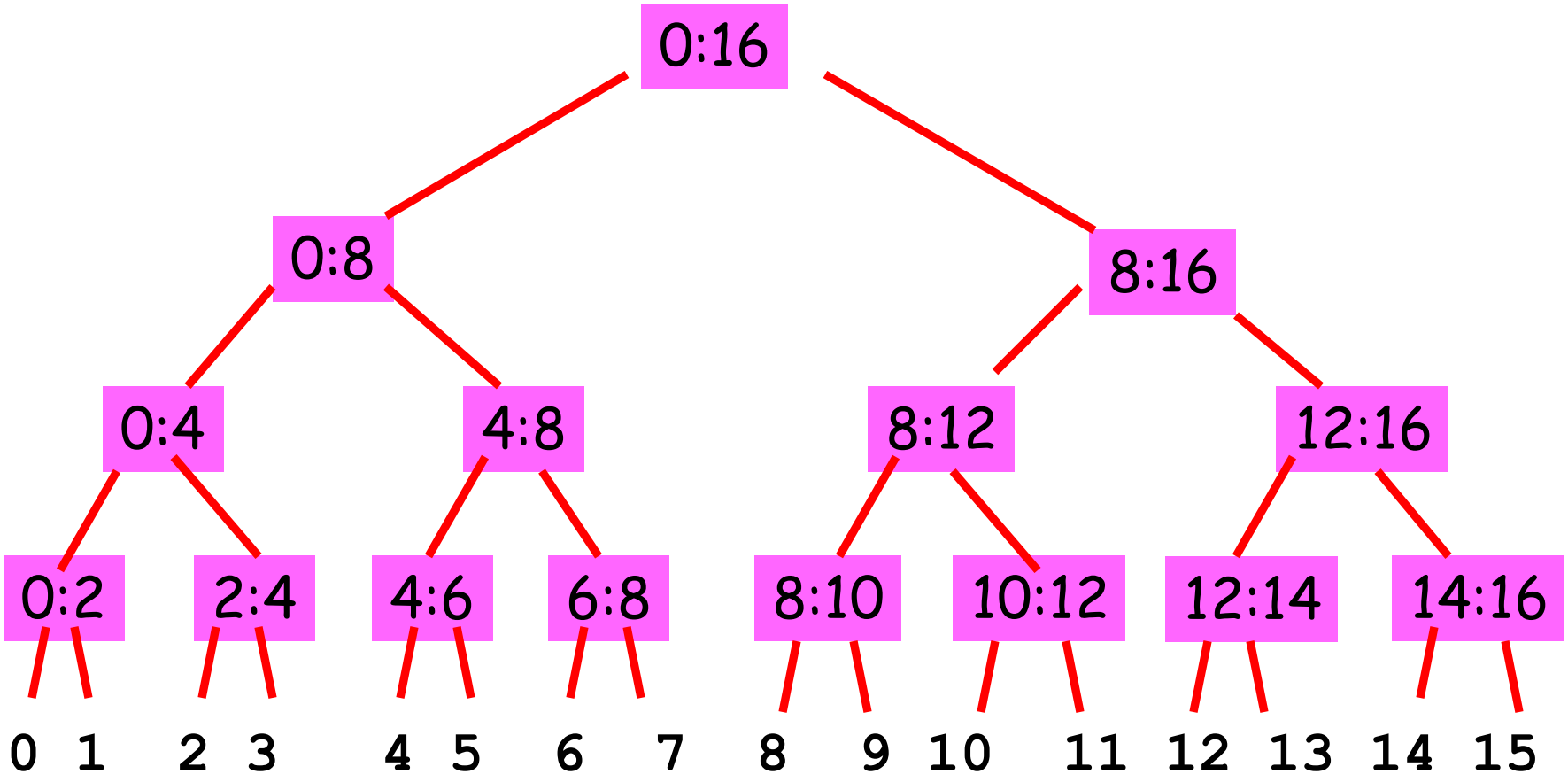
A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



A Sorted List is produced at each ":" Let's look at the order in which lists are sorted.

A Schematic



All Done!

Some Conclusions

Infinite recursion (like infinite loops) can happen so careful reasoning is required.

Will we reach the "base case"?

In **`MergeSort`**, a recursive call always involves a list that is shorter than the input list. So eventually we reach the len(a)==1 base case.