

Sorting networks

SORTING

n numbers  $x_1, \dots, x_n$

$O(n \log n)$  time.

- Merge sort

- Quick sort

- Heap/heap sort / binary search tree

$O(n \log n)$  time

$\Omega(n \log n)$

$x_1, x_2, \dots, x_n$   
 sorting the numbers  
 computing a permutation

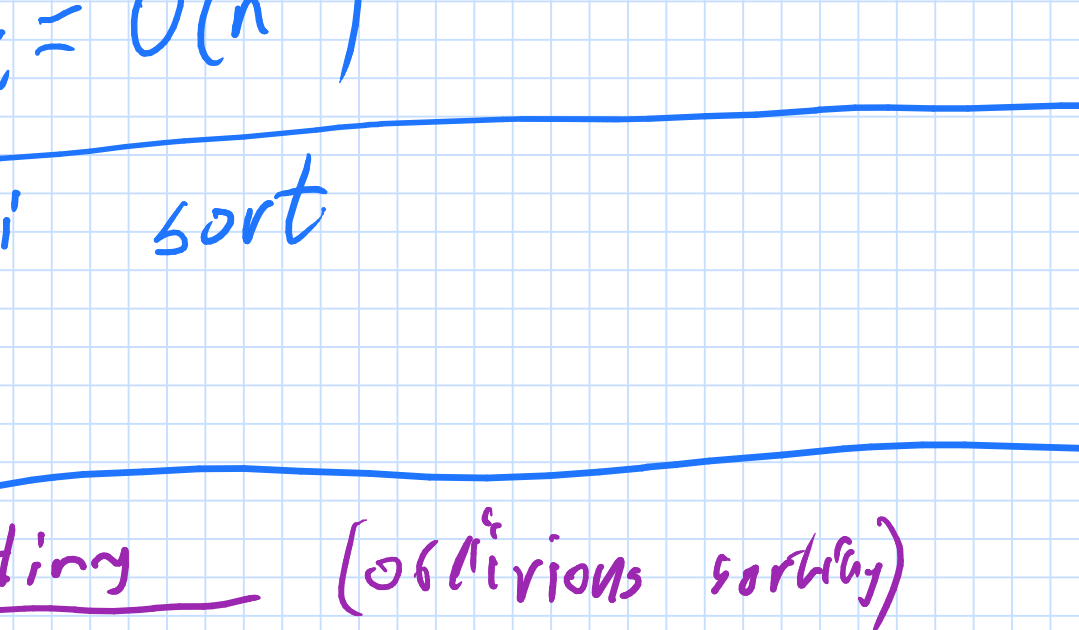
$1, 2, \dots, n$   
 $\pi(1), \pi(2), \dots, \pi(n)$

$n! \approx 2^{n \log n}$

$2^{c \log n} \leq n! \leq 2^{c' \log n}$

$2^{\frac{n \log n}{2}} \leq \binom{n}{2}^{n/2} \leq n! \leq n^n = 2^{n \log n}$

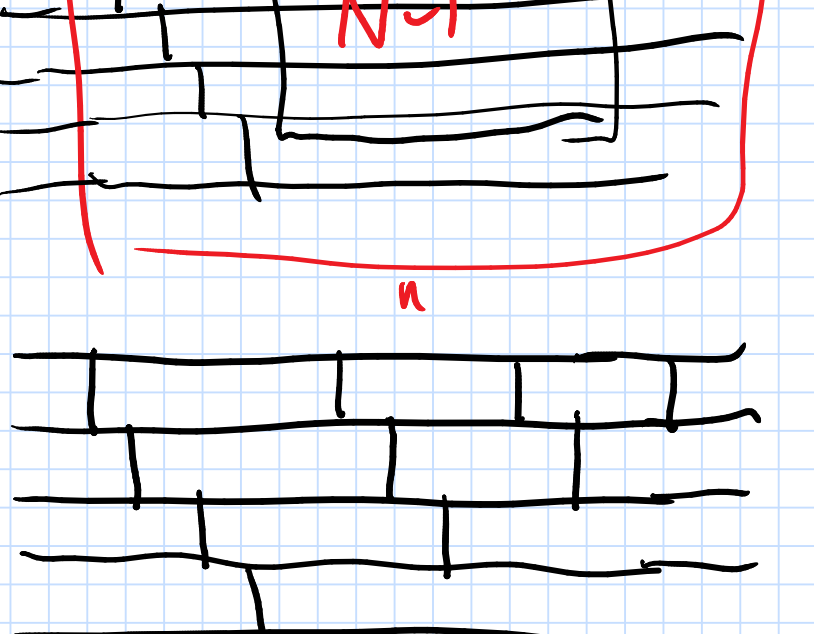
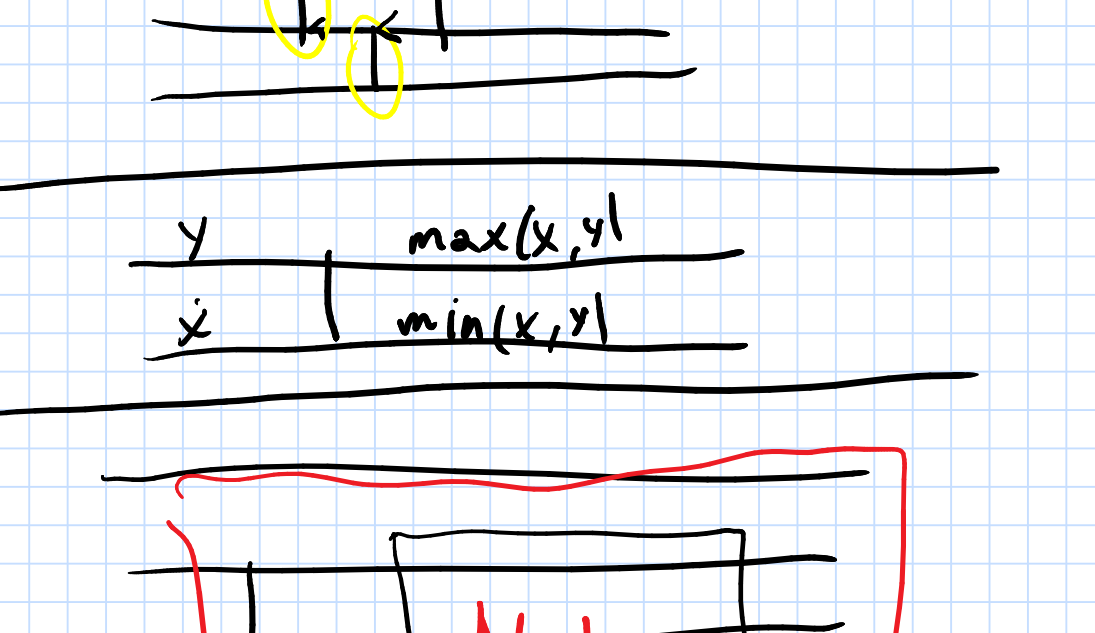
$\geq \log_2 n! = \Omega(n \log n)$



Radix sort  
 $x_i = O(n^3)$

Spaghetti sort  
 $O(n)$

Circuit sorting (oblivious sorting)



$1, 2, 3, 4, 5, 6, 7$   
 $2(n-1)-1 \approx 2n$   
 $O(n)$

# gates  
 $n-1 + (n-2) + (n-3) + \dots$   
 $= \Theta(n^2)$   
 $\Omega(n \log n)$

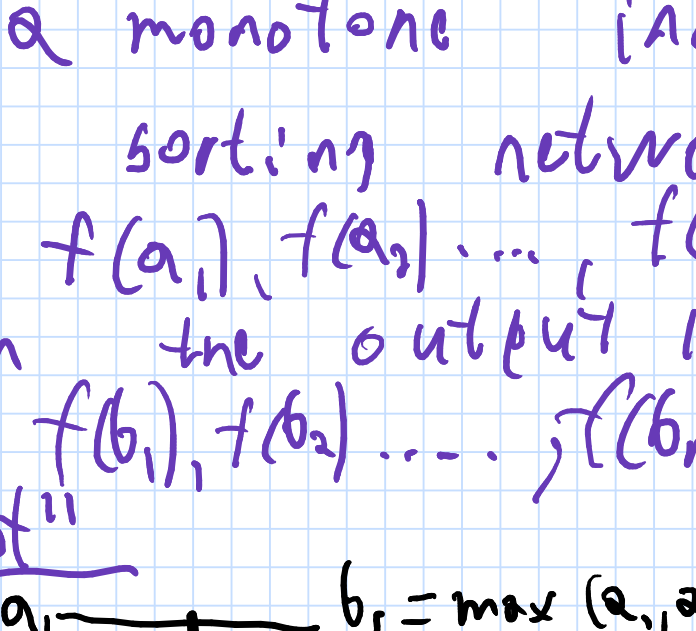
$O(\log n)$  time (depth of the circuit)

$O(n \log n)$  Bitonic sort

AKS sorting network  
 $O(\log n)$  time  
 $O(n \log n)$  # of gates

Very complicated

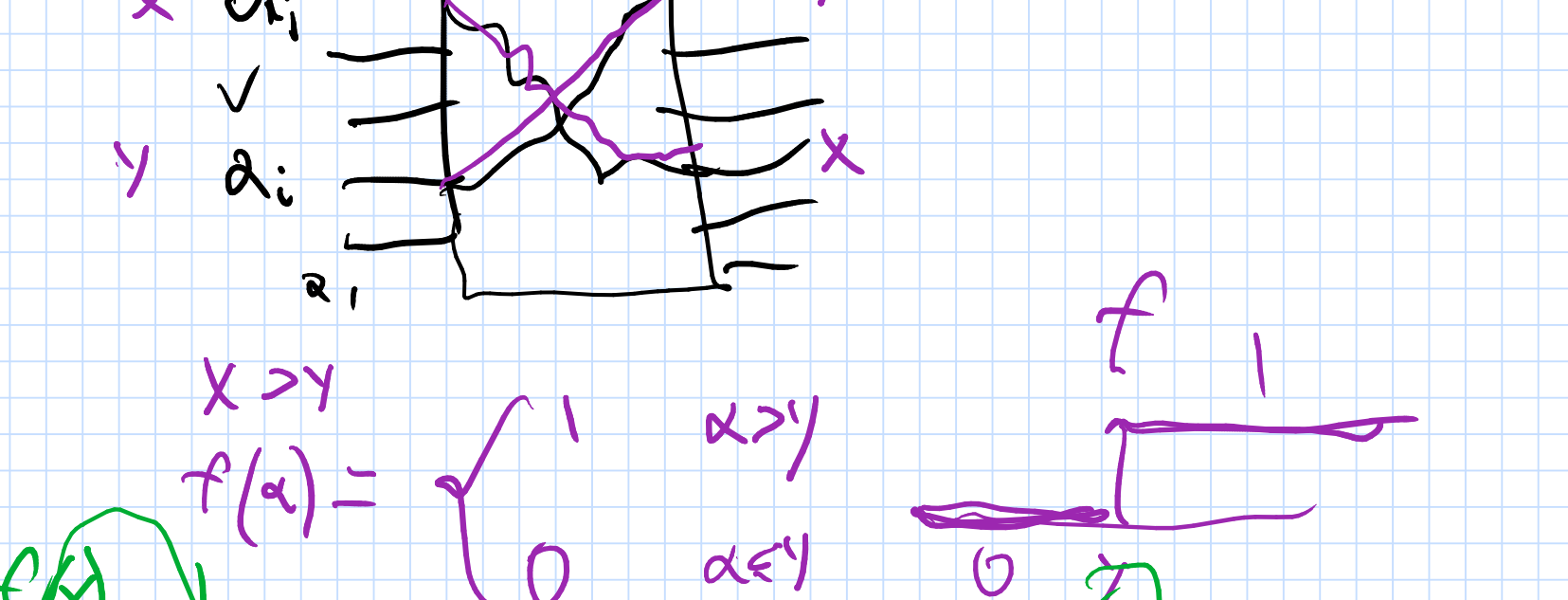
$n \geq 10^{70}$



0-1 principle  
 sorting network that sorts correctly  
 all binary inputs sorts correctly  
 all inputs.

Claim  
 Let  $a_1, \dots, a_n$  input sorting network  
 Let  $b_1, \dots, b_n$  be the output  
 f a monotone increasing function  
 the sorting network on the input  
 $f(a_1), f(a_2), \dots, f(a_n)$   
 then the output is  
 $f(b_1), f(b_2), \dots, f(b_n)$

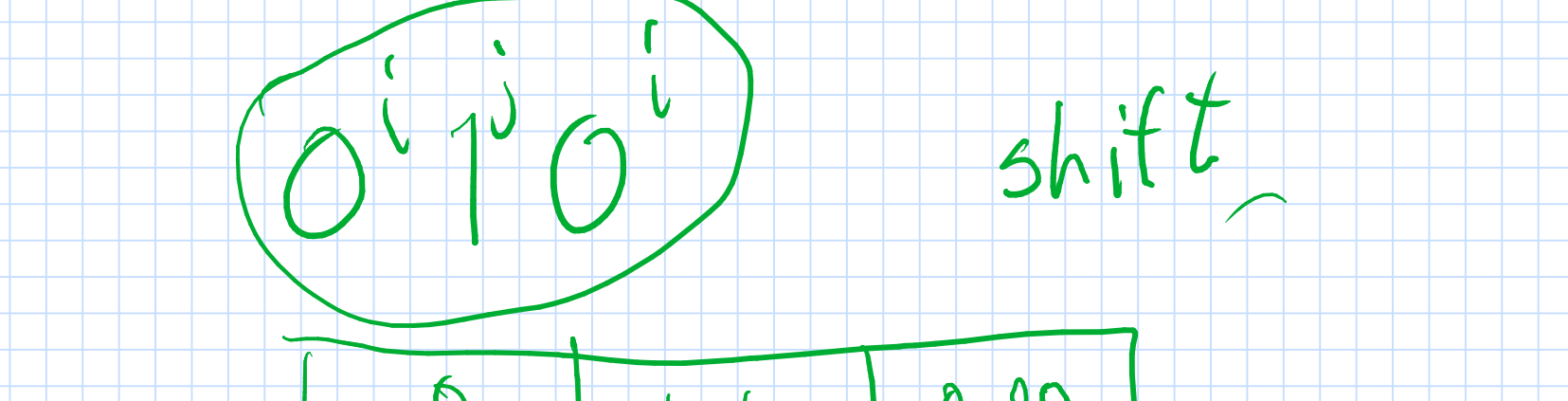
Proof  
 assume false.



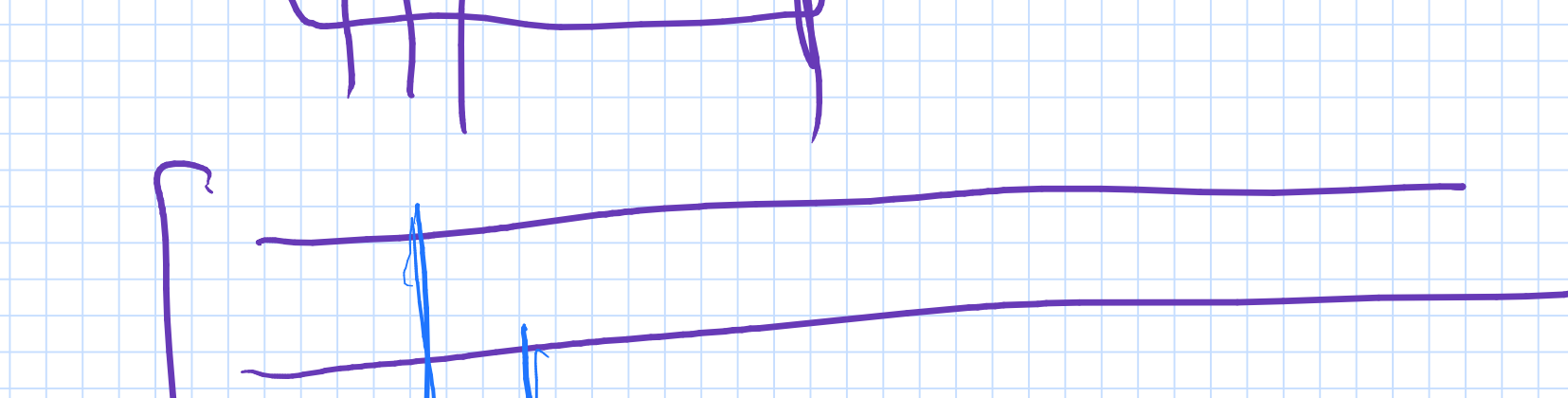
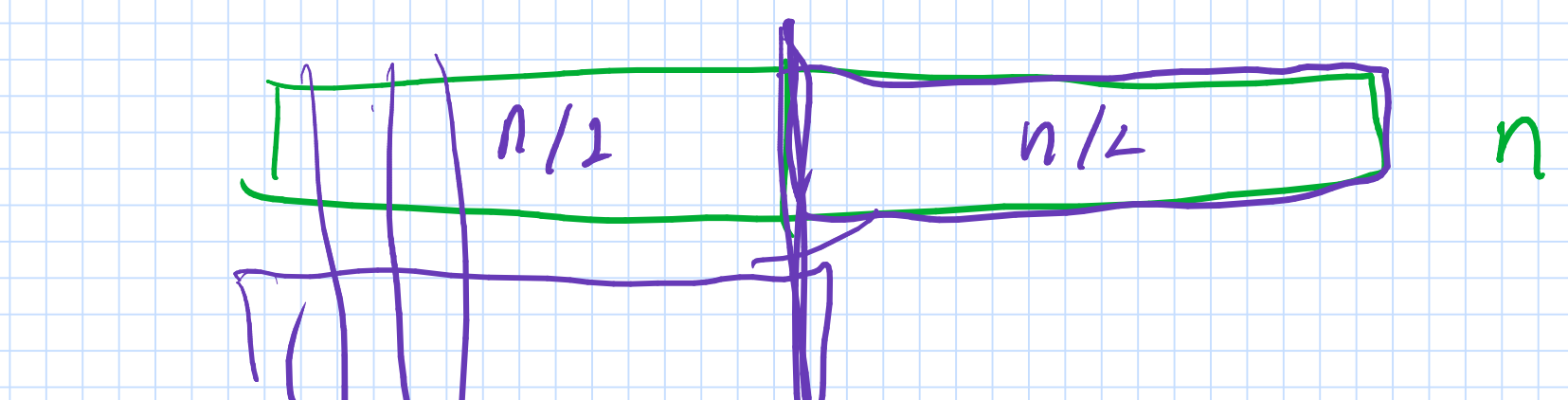
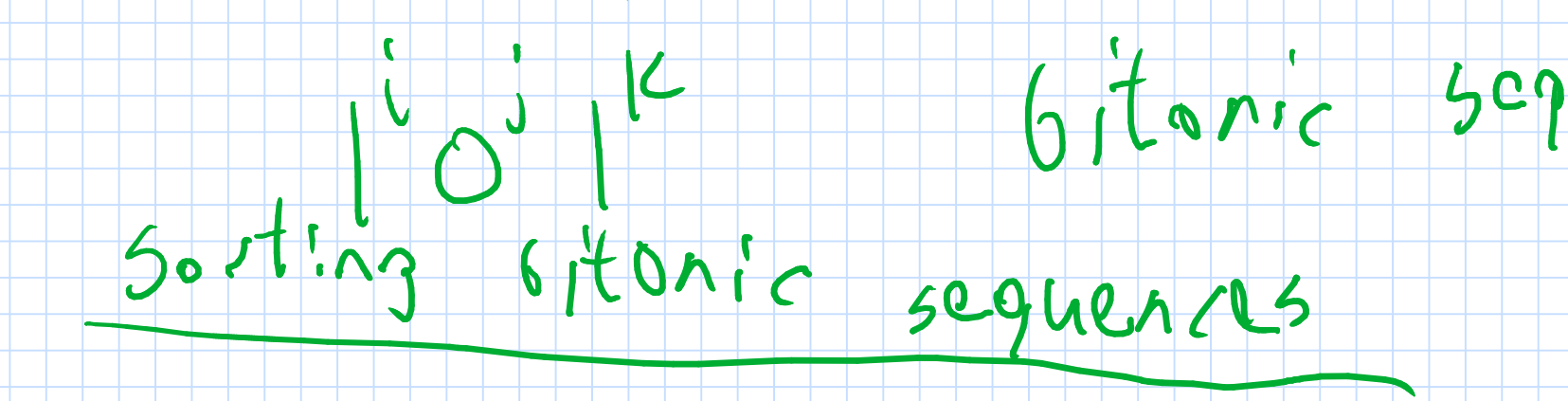
Contradiction!

Bitonic sequences

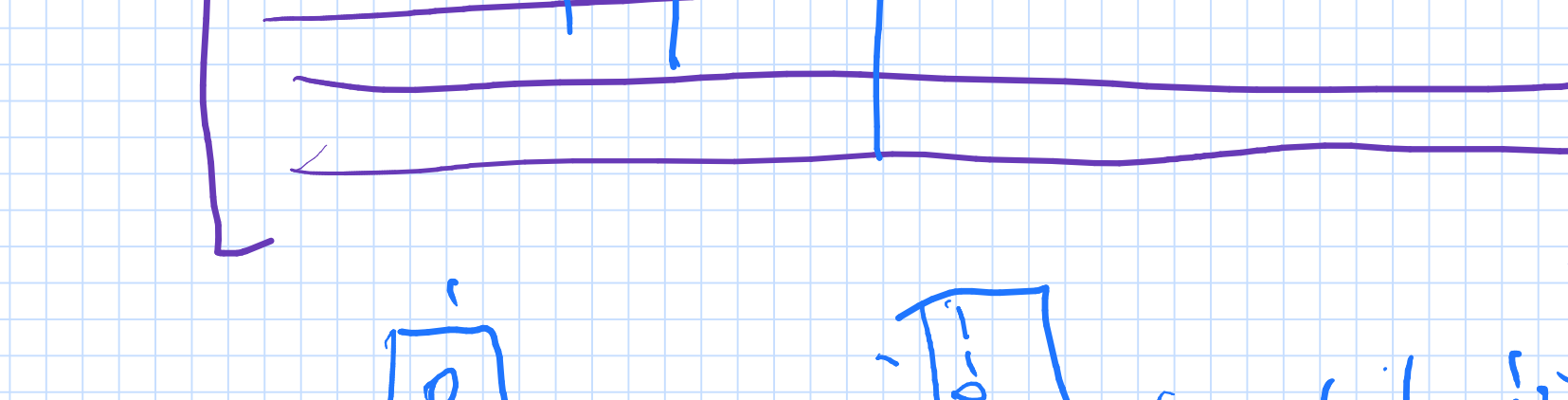
$0^i 1^j 0^i$  shift



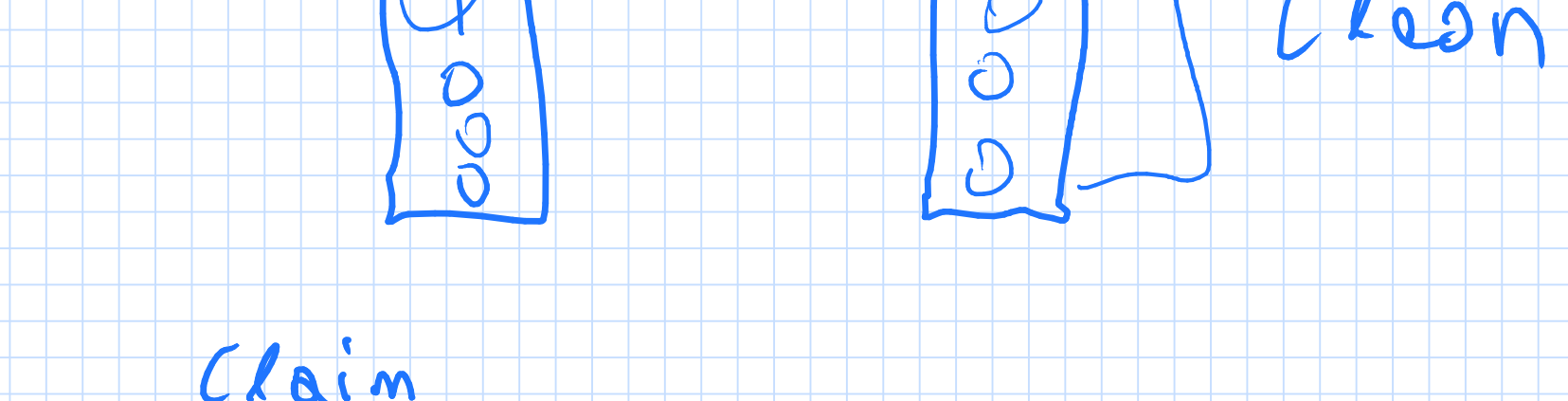
Sorting bitonic sequences



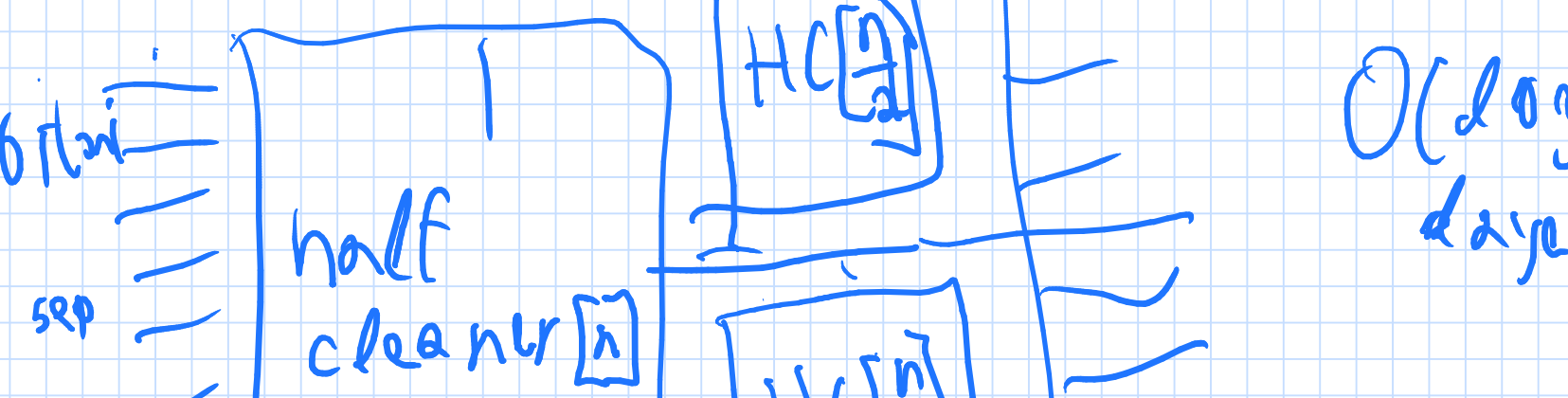
bitonic sorter has  $O(\log n)$  depth  
 $O(n \log n)$  gates



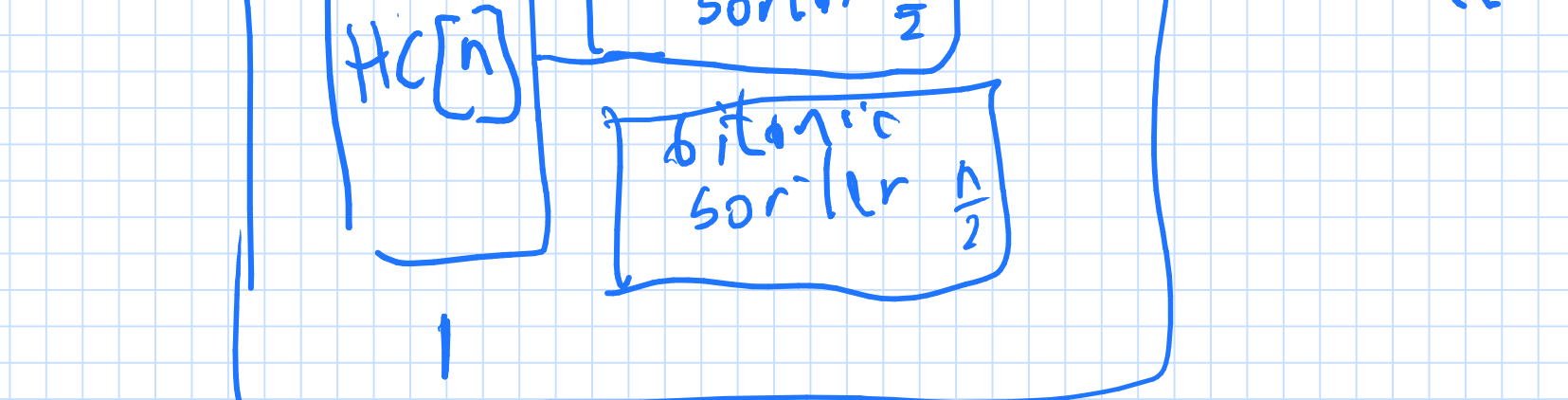
merge sort  
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 bitonic sorter  
 $O(\log n)$   
 $O(n \log^2 n)$



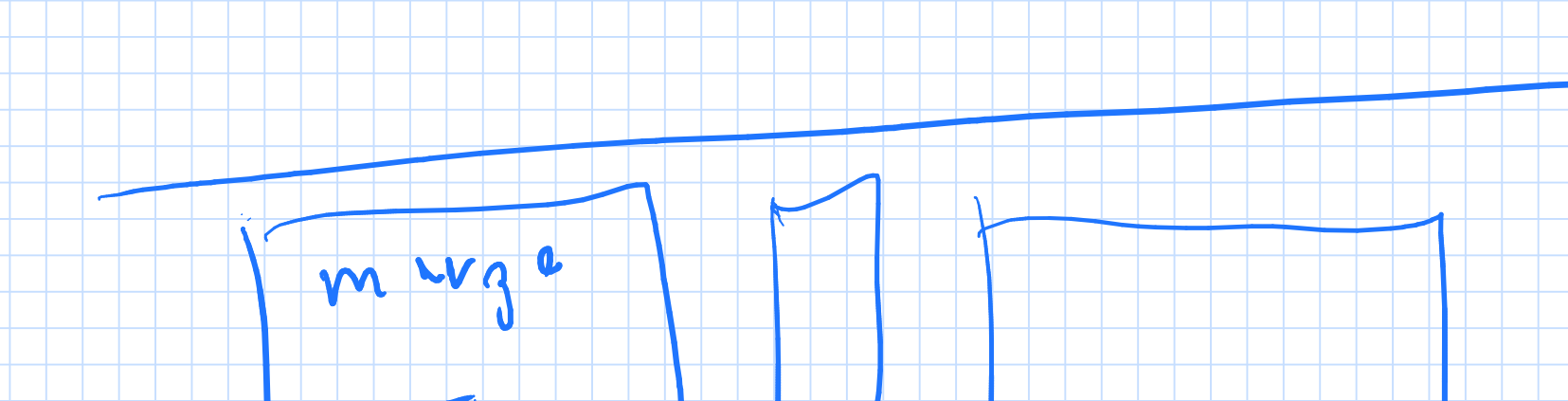
Claim  
 bitonic sequence fed into half cleaner  
 result in one half being clean  
 and the other half is bitonic.



bitonic sorter has  $O(\log n)$  depth  
 $O(n \log n)$  gates



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