

Sorting Networks

CS255

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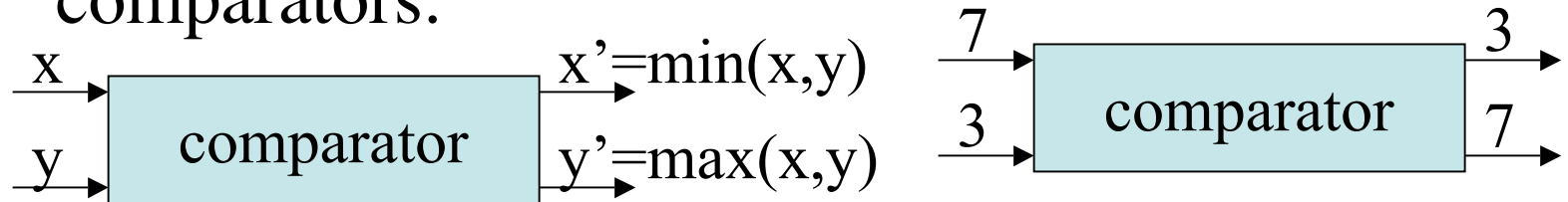
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Outline

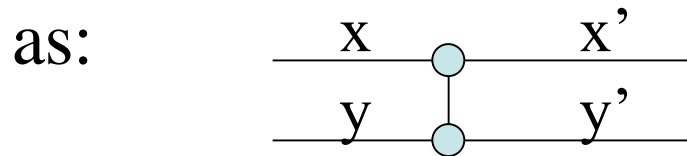
- Comparison networks
- The zero-one principle
- A bitonic sorting network

Comparison networks

- Today, we look at the first of three parallel computation models we'll consider this semester: Sorting networks.
- The basic building blocks of our networks will be comparators:



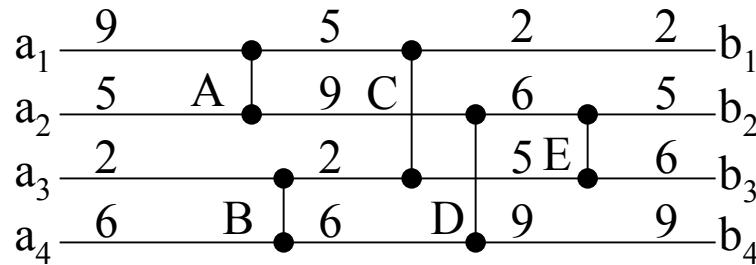
- We'll often draw such comparators more simply



Some Definitions

- A **wire** transmits a value from place to place. A wire may connect to a comparator and a wire may lead from a comparator.
- Wire can have labels like a_i , or x_i .
- We'll assume our networks consists of n **input wires** a_1, \dots, a_n . These wires don't connect from any comparators, but instead connect from vertices consisting of an **input sequence** of values which we'll also write as a_1, \dots, a_n .
- We'll also assume our networks consist of n **output wires** b_1, \dots, b_n . These wires don't connect to any comparators, but instead connect to a set of vertices which will receive an **output sequence** of values which we'll also write as b_1, \dots, b_n . This sequence is supposed to be the result of performing the comparisons in the networks to the input sequence.

Example Comparison Network



A,B are depth 1

C,D are depth 2

E is depth 3

- We require that our networks be acyclic.
- The **depth** of an input wire is 0. The **depth** of a wire leading out of a comparator is 1 plus the depth of its inputs. The **depth** of a comparison network or a comparator is the maximum depth of its inputs.
- In computing the values of the wire in a network one start at the values of the wires of depth 0 (the inputs), then all the values of depth 1 are computed simultaneously using the values of the depth 0 wires and the relevant comparators., then those of depth 2, etc.
- A **sorting network** is a comparison network for which the output sequence is nondecreasing. i.e., $b_1 \leq b_2 \leq \dots \leq b_n$.

The zero-one principle

- The zero-one principle says that if a sorting network works correctly when each input is drawn from the set $\{0, 1\}$, then it works on arbitrary numbers.
- We'll now try to argue this principle is true.

Lemma 27.1

Lemma: If a comparison network transforms the input sequence $a = \langle a_1, \dots, a_n \rangle$ into the output sequence $b = \langle b_1, \dots, b_n \rangle$, then for any nondecreasing function f , the network transforms the input sequence $f(a) = \langle f(a_1), \dots, f(a_n) \rangle$ into $f(b) = \langle f(b_1), \dots, f(b_n) \rangle$.

Proof: We first prove the claim for a single comparator and then prove the result by induction. Since f is nondecreasing $x \leq y$ implies $f(x) \leq f(y)$, so $\min(f(x), f(y)) = f(\min(x, y))$. Similarly, $\max(f(x), f(y)) = f(\max(x, y))$. So this proves the claim for a comparator. We now prove it true for a network by induction on its depth. When the depth is 0 we have no comparators in our network and the result is trivial. Now assume that for all networks of depth strictly less than $d \geq 1$, that if an output wire assumes the value a_i when the input a is applied, then it assumes the value $f(a_i)$ when $f(a)$ is applied. Suppose we have an output wire a_k of depth d in a network of depth d . It must be the result of a comparator whose inputs must be wires a_i and a_j of depth strictly less than d . i.e., it must be either $\min(a_i, a_j)$ or $\max(a_i, a_j)$. By the induction hypothesis, we know on input $f(a)$ these wires carry value $f(a_i)$ and $f(a_j)$. By our result about comparators, the outputs of the comparator on these two values is $f(\min(a_i, a_j))$ and $f(\max(a_i, a_j))$. So the induction holds. q.e.d.

Bitonic Sequences

- In order to develop our sorting networks we will first consider sorters that can sort bitonic sequences.
- A **bitonic sequence** is a sequence which consists of a nondecreasing sequence followed by a nonincreasing sequence. We also call cyclic shifts of bitonic sequence, bitonic sequences.
- For example, $\langle 1, 1, 2, 3, 3, 5, 2 \rangle$, $\langle 0, 0, 1, 1, 1, 1, 0 \rangle$, $\langle 6, 9, 4, 2, 3, 5 \rangle$ (The last is an example with a cyclic shift of 3).
- Zero-one bitonic sequences have the form $0^i 1^j 0^k$ or $1^i 0^j 1^k$ for nonnegative i, j, k .