

Sorting Algorithm.

1. Descendants of insertion sort

1A. /*/ insertion sort /*/

```
(1 ≤ ∀j ≤ #seq) k = j-1; (while k > 0 & and seq(k+1) < seq(k))
<seq(k), seq(k+1)><seq(k+1), seq(k)>; k = k-1; end while;; exit;
```

1B. /*/ centered insertion sort /*/

```
/*/ initialize /*/ tseq = nl; median = 0; dptr = 0; uptr = 0;
tseq(0) = seq(1);
```

```
(2 ≤ ∀j ≤ #seq) if seq(j) < tseq(median)
```

```
then /*/ insert to the left of the median /*/
```

```
    k = dptr-1; tseq(k) = seq(j); (while tseq(k) > tseq(k+1))
    <tseq(k), tseq(k+1)><tseq(k+1), tseq(k)>; k = k+1;
    end while; dptr = dptr+1;
```

```
else /*/ insert to the right /*/
```

```
    k = uptr+1; tseq(k) = seq(j); (while tseq(k) < tseq(k-1))
    <tseq(k-1), tseq(k)><tseq(k), tseq(k-1)>; k = k-1;
    end while; uptr = uptr+1; end else;
```

```
median = (uptr + dptr)/2; end ∀;
```

```
/*/ copy tseq back into seq /*/
```

```
j = 1; (dptr ≤ ∀m ≤ uptr) seq(j) = tseq(m); j = j+1; end ∀m;
```

```
exit;
```

1C. /*/ sliding insertion sort /*/

```
k = log2.#seq; int = 2**k-1;
```

```
L1: (1 ≤ ∀m ≤ int) /*/ do for each subsequence /*/  
    (0 ≤ ∀j ≤ (#seq-m)/int) tseq(j+1) = seq(j*int+m);;  
    /*/ copy it into tseq /*/  
    call insertsort (tseq);  
    (0 ≤ ∀j ≤ (#seq-m)/int) seq(j*int+m) = tseq(j+1);;  
    /*/ copy sorted tseq into seq /*/  
end ∀m;
```

```
M = M/2; if M gt 0 go to L1; else exit;;
```

```
L2. /*/ calculated insertion sort /*/
```

```
(1 ≤ ∀j ≤ #seq) call elinpcts(seq(j), pockts); /*/ PCKTS is  
sequence of pockets and ELINPCTS puts SEQ(J) into appropriate  
pocket - PCKTS(K) /*/
```

```
n=1; (1 ≤ ∀k ≤ #pockts) call insertsort(pockts(k));
```

```
/*/ pockets are sorted /*/
```

```
(1 ≤ ∀m ≤ #pockts(k)) seq(n) = pockts(k,m); n = n+1;
```

```
end ∀m; /*/ sorted pockets are written into seq /*/ end ∀k;
```

```
end ∀j; exit;
```

```
L3. /*/ tree insertion sort /*/
```

```
elt = nl; r = nl; l = nl;
```

```
tree = nl; ntop = newat; elt(ntop) = seq(1);
```

```
(2 ≤ ∀j < #seq) x = seq(j); top = ntop;
```

```
L1: if x gt elt(top) then if r(top) = ∞ then r(top) = newat;
```

```
elt(r(top)) = x;
```

```

else top = r(top); go to L1;;
else if l(top) =  $\surd$  then l(top) = newat;
elt(l(top)) = x;
else top = l(top); go to L1;;
end else;

end  $\forall j$ ; seq = nl; traverse ntop; exit;
define traverse top; external seq;
if top eq  $\surd$  then return; else traverse l(top); seq(#seq+1)=elt(top);
traverse r(top); return; end traverse;
```