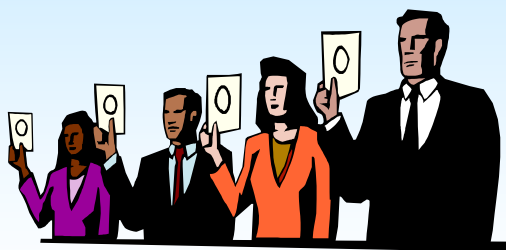
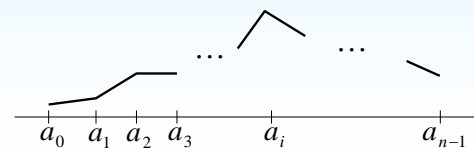


## Bitonic Sort



## Bitonic Sequences

- A *bitonic sequence* is a list of keys  $a_0, a_1, \dots, a_{n-1}$  such that
  - For some  $i$ , the keys have the ordering  $a_0 \leq a_1 \leq \dots \leq a_i \geq \dots \geq a_{n-1}$ , or
  - The sequence can be shifted cyclically so that #1 holds

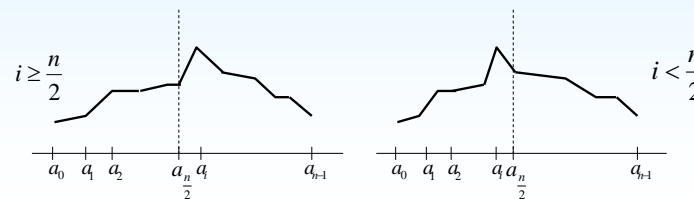


## A Property of Bitonic Sequences

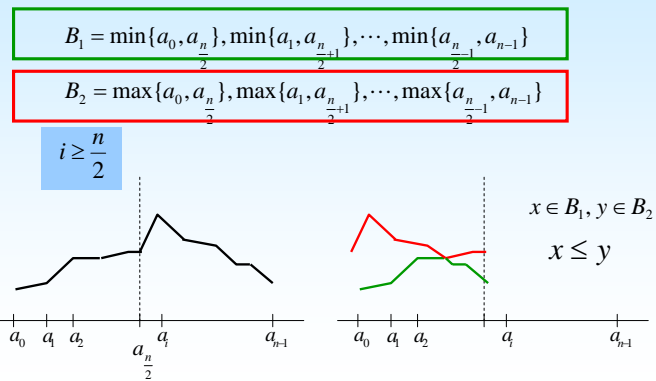
- Assume that  $a_0, a_1, \dots, a_{n-1}$  is bitonic and that  $n$  is even.
  - Let  $B_1 = \min(a_0, a_{n/2}), \min(a_1, a_{(n/2)+1}), \dots, \min(a_{(n/2)-1}, a_{n-1})$
  - Let  $B_2 = \max(a_0, a_{n/2}), \max(a_1, a_{(n/2)+1}), \dots, \max(a_{(n/2)-1}, a_{n-1})$
- Then  $B_1$  and  $B_2$  are bitonic sequences, and for all  $x \in B_1$  and  $y \in B_2$ ,  $x \leq y$ .

## Picture "Proof" of the Property

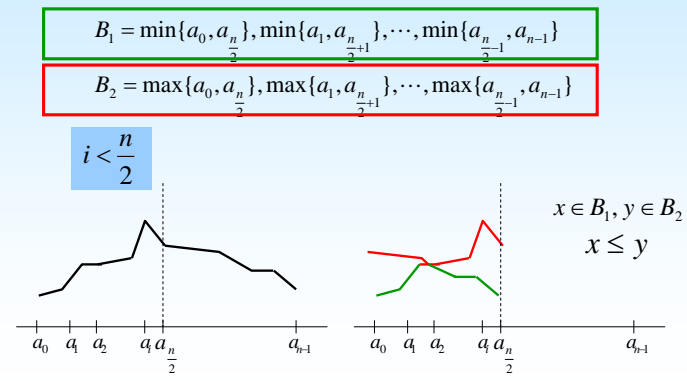
- $B_1 = \min(a_0, a_{n/2}), \min(a_1, a_{(n/2)+1}), \dots, \min(a_{(n/2)-1}, a_{n-1})$
- $B_2 = \max(a_0, a_{n/2}), \max(a_1, a_{(n/2)+1}), \dots, \max(a_{(n/2)-1}, a_{n-1})$
- Two cases:



### Picture "Proof" of the Property



### Picture "Proof" of the Property

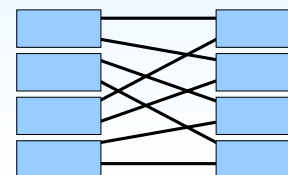


### Bitonic Sort Algorithm

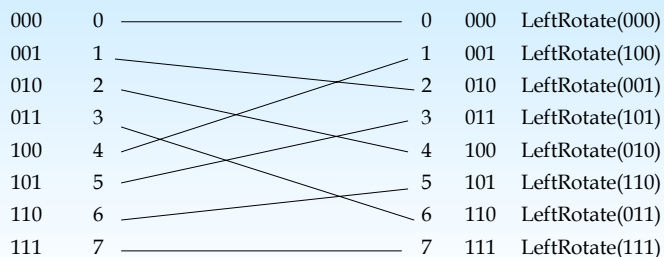
- The bitonic sort algorithm recursively calls two procedures:
  - BSORT( $i, j, X$ ) takes bitonic sequence  $a_i, a_{i+1}, \dots, a_j$  and produces a non-decreasing ( $X=+$ ) or a non-increasing sorted sequence ( $X=-$ )
  - BITONIC( $i, j$ ) takes an unsorted sequence  $a_i, a_{i+1}, \dots, a_j$  and produces a bitonic sequence
- The main (sort) algorithm is then
  - BITONIC( $0, n-1$ )
  - BSORT( $0, n-1, +$ )

### Bitonic Sort

- Bitonic sort is an example of a synchronous algorithm
  - Computation proceeds in stages where each stage is a (smaller or larger) shuffle-exchange network
  - Barrier synchronization at each stage

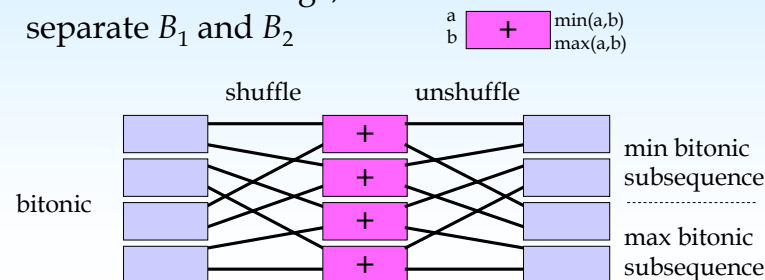


### Perfect Shuffle

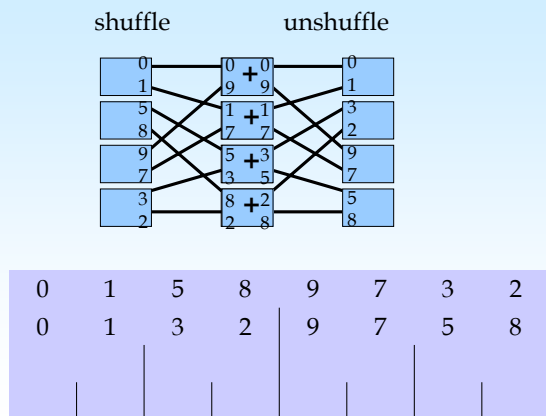


### The Shuffle-Exchange

- Shuffle-exchange network routes the data correctly for comparison
- At each shuffle stage, we use a + switch to separate  $B_1$  and  $B_2$

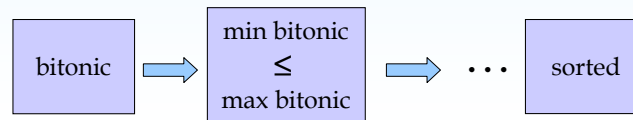


### The Shuffle-Exchange



### Back to Bitonic Sort

- Remember
  - BSORT( $i, j, X$ ) takes bitonic sequence  $a_i, a_{i+1}, \dots, a_j$  and produces a non-decreasing ( $X=+$ ) or a non-increasing sorted sequence ( $X=-$ )
  - BITONIC( $i, j$ ) takes an unsorted sequence  $a_i, a_{i+1}, \dots, a_j$  and produces a bitonic sequence
- Let's look at BSORT first ...



### BSORT

```

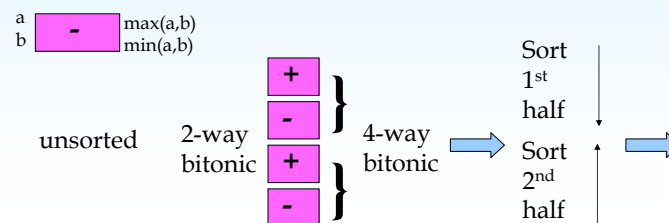
BSORT(i,j,X)
  If |j-i| < 2 then
    return [min/max(i,i+1), max/min(i,i+1)] ← Base case
  Else
    Shuffle(i,j,X) ← Min/Max Bitonic
    Unshuffle(i,j)
    Pardo
      BSORT (i,i+(j-i+1)/2 - 1,X)
      BSORT (i+(j-i+1)/2,j,X)
    
```

0	1	5	8	9	7	3	2
0	1	3	2	9	7	5	8
0	1	3	2	5	7	9	8
0	1	2	3	5	7	8	9

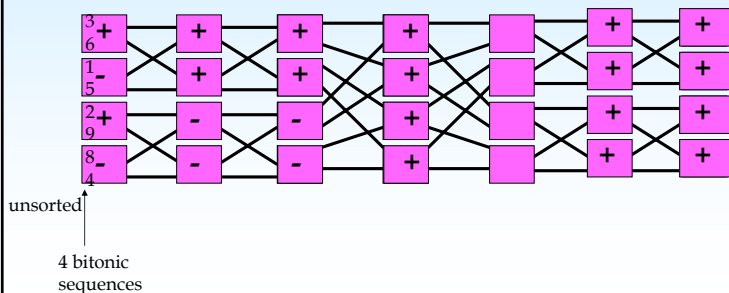
### BITONIC

```

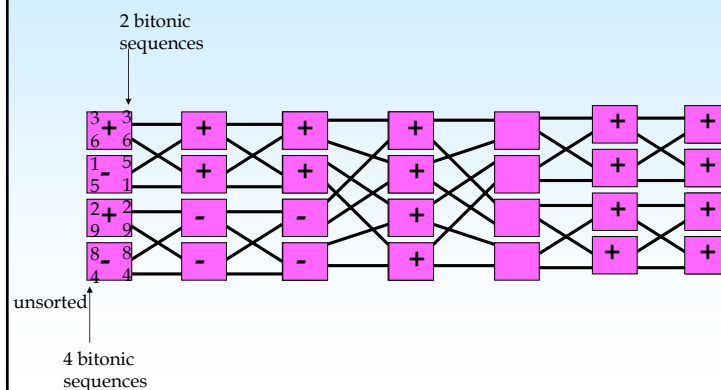
BITONIC(i,j)
  If |j-i| < 2 then return [i, i+1]
  Else
    Pardo
      BITONIC(i, i+(j-i+1)/2 - 1); BSORT (i, i+(j-i+1)/2 - 1, +)
      BITONIC(i+(j-i+1)/2, j); BSORT (i+(j-i+1)/2, j, -)
    
```



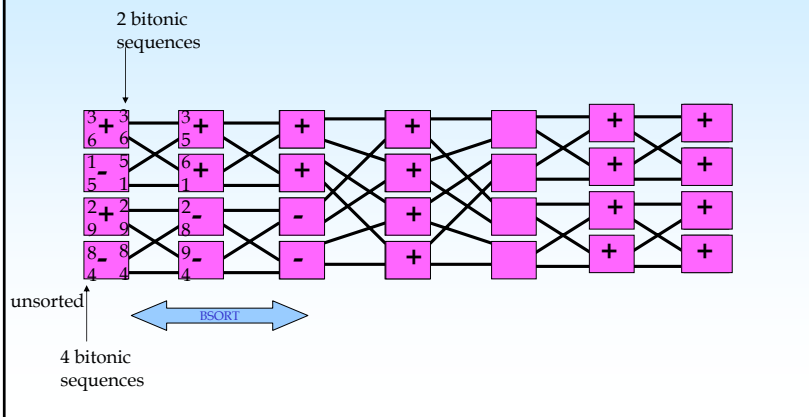
### An Example



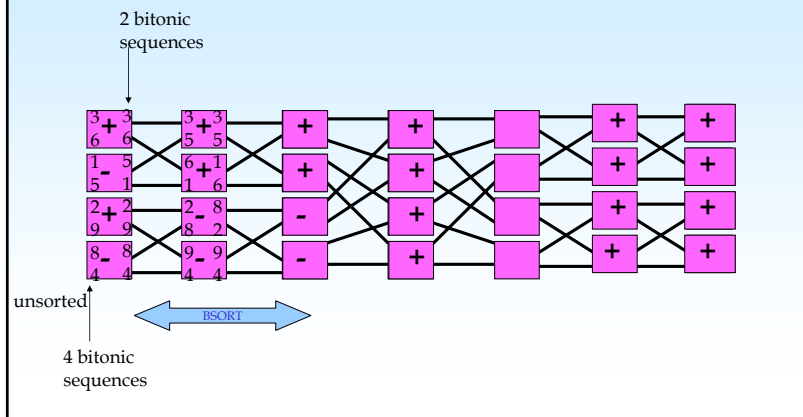
### An Example



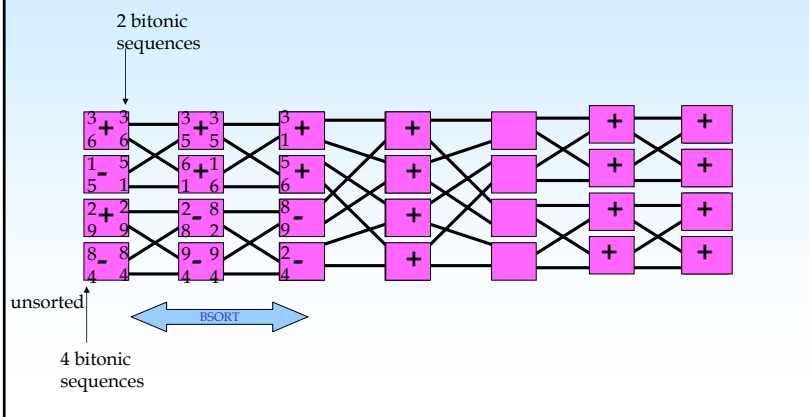
### An Example



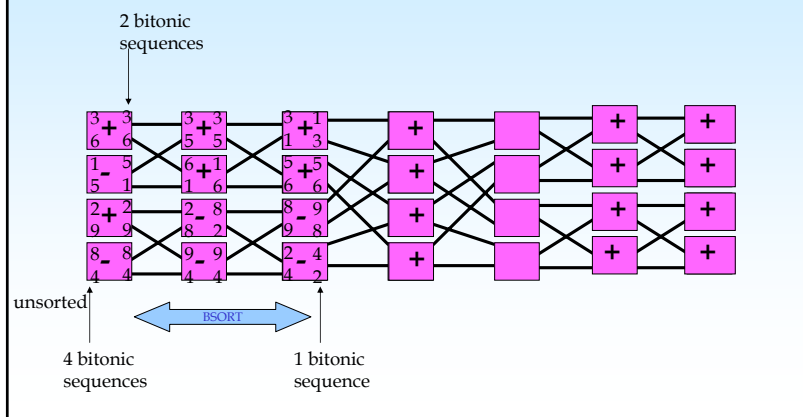
### An Example



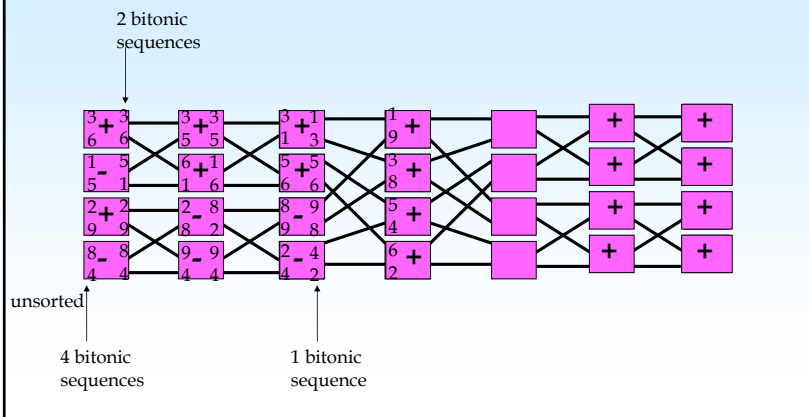
### An Example



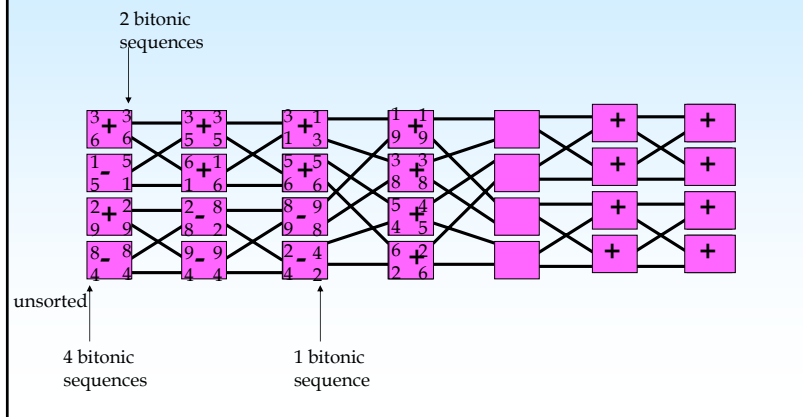
### An Example



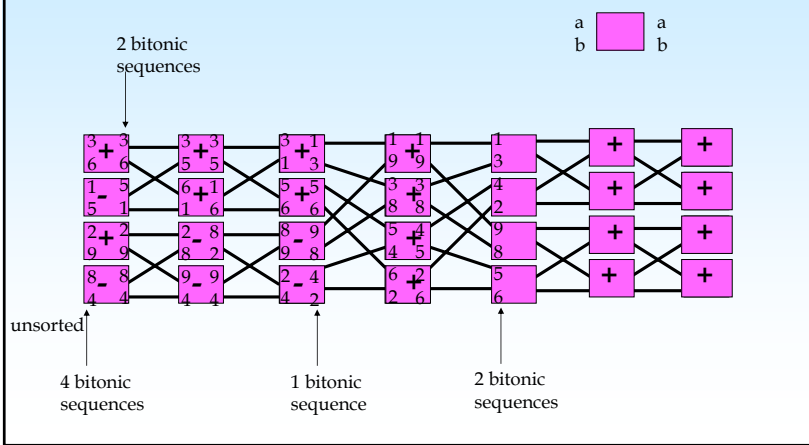
### An Example



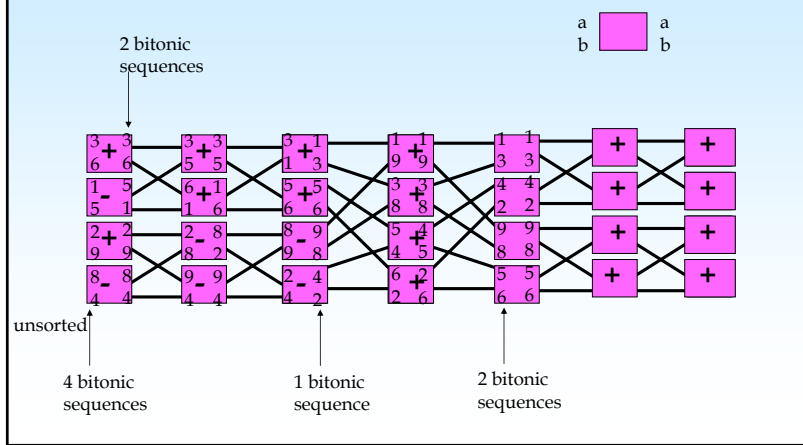
### An Example



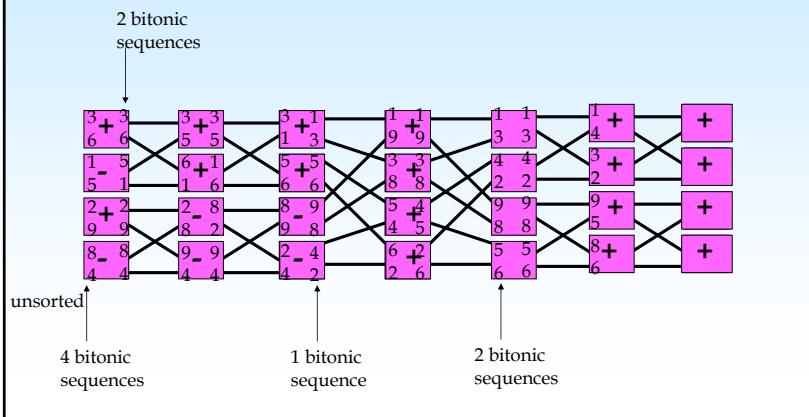
### An Example



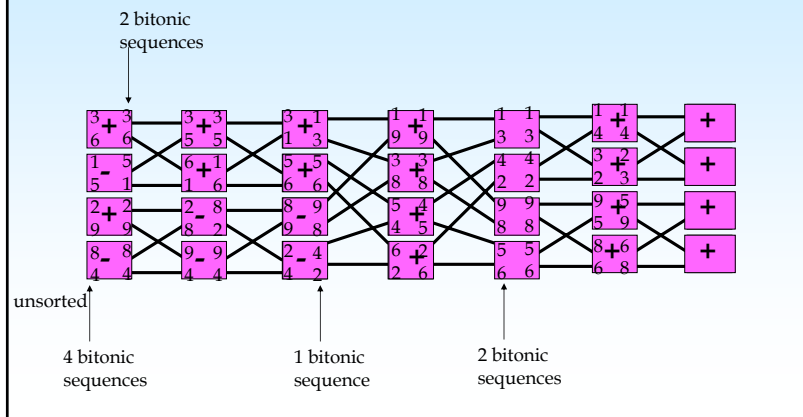
### An Example



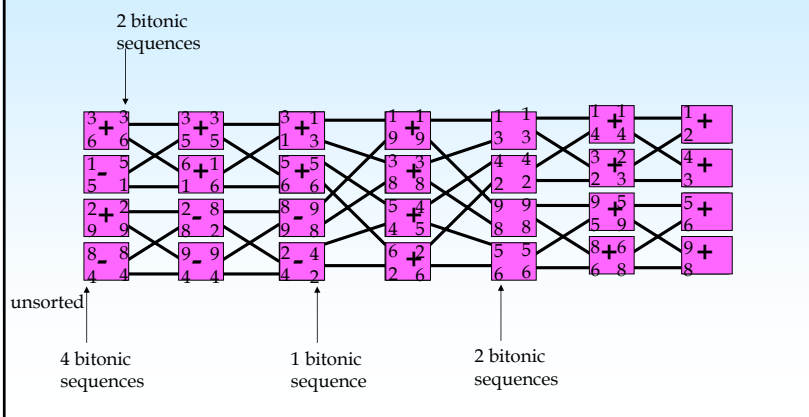
### An Example



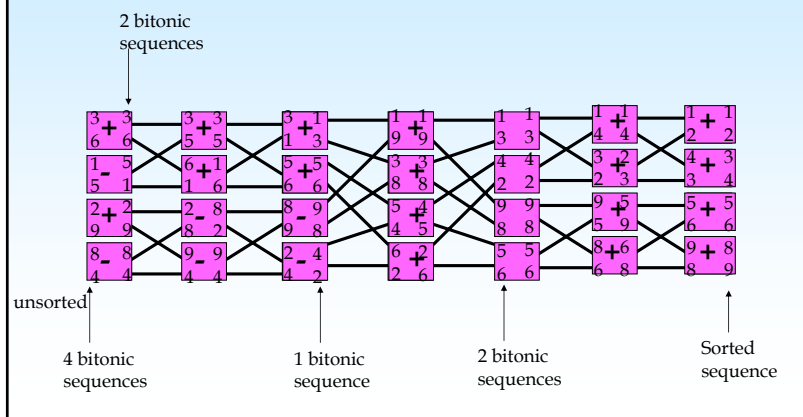
### An Example



### An Example



### An Example



## Time Complexities

$$\begin{aligned}T_{\text{BSORT}}(n=2^j) &= 1 + T(2^{j-1}) \\ &= \dots = 2(j-1) + T(2) \\ &= O(j) = O(\log n) \\ T_{\text{BITONIC}}(n=2^j) &= T(2^{j-1}) + 2(j-1) + 1 \\ &= O(j^2) \\ &= O(\log^2 n)\end{aligned}$$