

# Sorting Network — 6-Input Network

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## Floor Setup Instructions (Teacher)

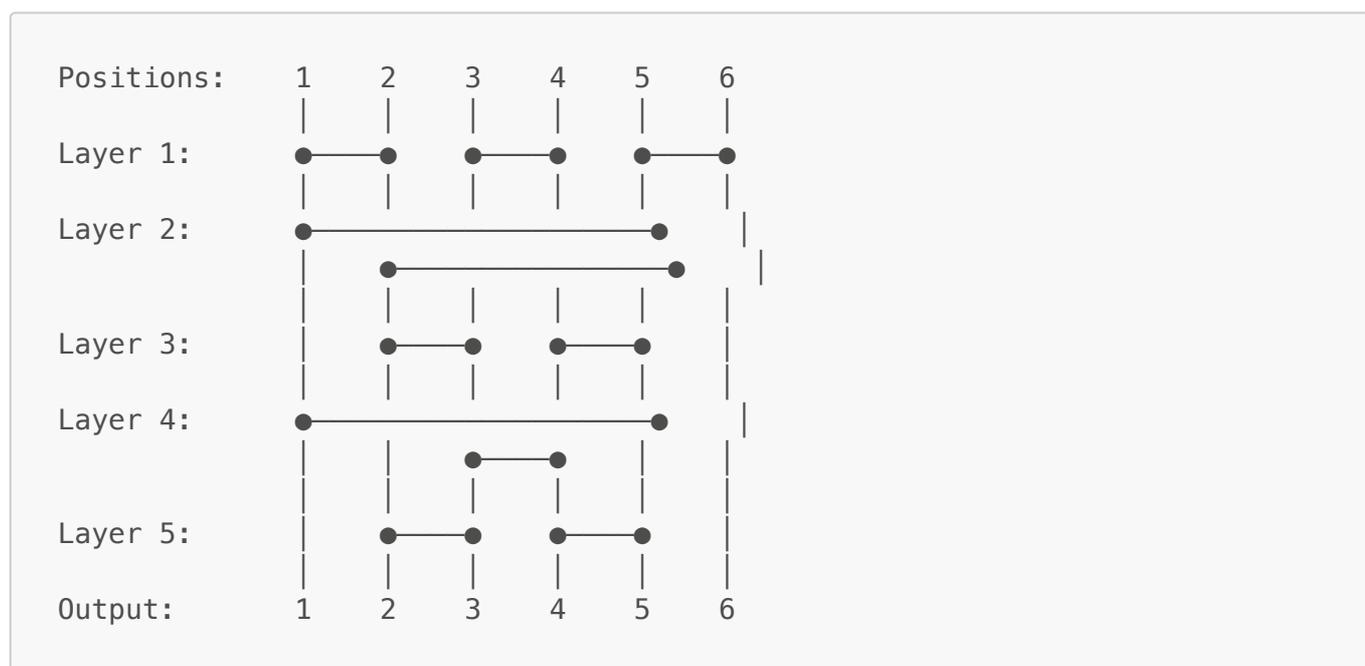
**Materials needed:** Tape or chalk, 6 large number cards (1–6 shuffled), 6 volunteers.

### Layout:

1. Mark 6 parallel lines (lanes) on the floor — about 1 metre apart, 8 metres long, running left to right.
  2. Label the start of each lane: Position 1 (leftmost) through Position 6 (rightmost).
  3. Mark 5 "layers" as vertical lines crossing all lanes.
  4. At each layer, mark which positions are connected with a small circle or X.
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## The Network: Layer by Layer

This is a verified correct 6-input sorting network (12 comparators, 5 layers):



### Layer details (positions that compare-and-swap):

- **Layer 1:** (1,2), (3,4), (5,6) — 3 simultaneous comparisons
- **Layer 2:** (1,3), (2,6) — 2 simultaneous comparisons
- **Layer 3:** (2,3), (4,5) — 2 simultaneous comparisons
- **Layer 4:** (1,4), (3,6) — 2 simultaneous comparisons
- **Layer 5:** (2,4), (3,5) — 2 simultaneous comparisons (then final check: (2,3),(4,5) if needed)

*Note: After these layers, verify with input [3,1,4,2,6,5] — the output should be [1,2,3,4,5,6].*

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## Rule at Each Comparator

When two people meet at a comparator:

- **Lower number** → stays in the lower-numbered lane (or moves left)
  - **Higher number** → moves to the higher-numbered lane (or moves right)
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## Worked Example

**Input:** [3, 1, 4, 2, 6, 5] — volunteers hold these numbers at positions 1–6.

After Layer 1 (compare 1↔2, 3↔4, 5↔6):

- Pos 1↔2: 3 vs 1 → swap → 1 and 3
- Pos 3↔4: 4 vs 2 → swap → 2 and 4
- Pos 5↔6: 6 vs 5 → swap → 5 and 6
- Result: [1, 3, 2, 4, 5, 6]

After each subsequent layer, the values move toward sorted order. After all 5 layers, output should be [1, 2, 3, 4, 5, 6].

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## Desk Version

If floor space isn't available: draw 6 columns on paper. Write starting numbers at top. Draw horizontal bridges between columns at each layer. Trace values down, swapping at bridges as needed.