

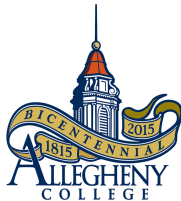
# *CS202 - Algorithm Analysis*

## Data Structure & Algorithm 2

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# A Follow-up on Practicals 3

4	5	7	3	2	1	6	8
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$i = 0$  &  $h = -1$   
 $done = false$   
 $span = [1, 0, 0, 0, 0, 0, 0, 0]$   
 $stack = [0]$

$i = 1$  &  $h = -1$   
 $done = false$   
 $span = [1, 2, 0, 0, 0, 0, 0, 0]$   
 $stack = [1]$

$i = 2$  &  $h = -1$   
 $done = false$   
 $span = [1, 2, 3, 0, 0, 0, 0, 0]$   
 $stack = [2]$

$i = 3$  &  $h = 2$   
 $done = true$   
 $span = [1, 2, 3, 1, 0, 0, 0, 0]$   
 $stack = [2, 3]$

**Problem-3**

# A Follow-up on Practicals 3

4	5	7	3	2	1	6	8
---	---	---	---	---	---	---	---

```
i = 4 & h = 3  
done = true  
span = [1,2,3,1,1,0,0,0]  
stack = [2,3,4]
```

```
i = 5 & h = 4  
done = true  
span = [1,2,3,1,1,1,0,0]  
stack = [2,3,4,5]
```

```
i = 6 & h = 2  
done = true  
span = [1,2,3,1,1,1,4,0]  
stack = [2,6]
```

```
i = 7; h = -1;  
done = false  
span = [1,2,3,1,1,1,4,8];  
stack = [7]
```

**Problem-3**

## Sedgewick 1.3, Queues, 2.1 Insertion Sort

# Queue



A line of people standing in a ticket counter is similar to a **Queue**.

# What is a Queue ADT?

- A queue differs from stack in that its insertion and removal routines follow first in first out (FIFO) principle.
- Elements can be inserted at any time, but only the element which has been in the queue longest can be removed.
- Elements are inserted in the rear (enqueued) and removed from the front (dequeued).

# Queue ADT Operations

- A Queue is an Abstract Data Type that supports four main methods:
  - **new():ADT** - Creates a new queue.
  - **enqueue(Q:ADT, o:element):ADT** - Inserts object o at the rear of the queue Q.
  - **dequeue(Q:ADT):ADT** - Removes the object from the front of the queue; if the queue is empty an error occurs.
  - **front(Q:ADT):element** - returns, but does not remove ,the front element; an error occurs if the queue is empty.

# Queue ADT Supporting Operations

- **size(Q:ADT):integer** - Returns the number of objects in queue Q.
- **isEmpty(Q:ADT):boolean** - Indicates if queue Q is empty.



# Axioms on Queue

An axiom, is a statement that is taken to be true, to serve as a premise or starting point for further reasoning and arguments.

The following axioms dictates the scope of the operations in the queue.

- **$\text{Front}(\text{Enqueue}(\text{new}(),v)) = v$**
- **$\text{Dequeue}(\text{Enqueue}(\text{new}(),v)) = \text{new}()$**
- **$\text{Front}(\text{Enqueue}(\text{Enqueue}(Q,u),v)) = \text{Front}(\text{Enqueue}(Q,u))$**
- **$\text{Dequeue}(\text{Enqueue}(\text{Enqueue}(Q,u),v)) = \text{Enqueue}(\text{Dequeue}(\text{Enqueue}(Q,u)),v)$**

**Ready for another Algorithmic Problem?**

# Josephus Problem



**Problem Definition:** A group of  $n$  people are standing in a circle, numbered consecutively clockwise from 1 to  $n$ . Starting with person no. 2, we remove every other person, proceeding clockwise. For example, if  $n = 6$ , the people are removed in the order 2, 4, 6, 3, 1, and the last person remaining is no. 5. Let  $j(n)$  denote the last person remaining. Find some simple way to compute  $j(n)$  for any positive integer  $n > 1$ .

# Josephus Problem

**Queue** is an apt data structure to solve this problem.

# So how to write an algorithm to solve this problem?



Please don't see next slide. **Think** yourself first!

# Josephus Problem Algorithm

## Algorithm - Josephus( $Q$ )

**Input:** an  $n$ -element queue  $Q$  of values such that  $Q[i]$  is the value connected to a person at position  $i$  in the circle.

**Output:** the value connected to a person who is the last one remaining in the circle.

```
1: while  $Q.size() > 1$  do  
2:    $Q.enqueue(Q.dequeue)$   
3:    $Q.dequeue()$   
4: end while  
5: return  $Q.front()$ 
```

# Thinking Exercise



- What is the worst-case asymptotic running time of this algorithm?
- How to transform this algorithm into its code/program equivalent?

## Sorting Algorithms



### List Data Structure

- Definition: Organizing a set of data items into either ascending or descending order.
  - Internal sorting - main memory
  - External sorting - secondary storage



# Applications of Sorting



(a)



(b)



(c)

# How to measure the efficiency?



- Asymptotic Analysis
- Counting the number of key comparisons and the number of moves

# Sorting More Formally



**Input:** Sequence of numbers  $a_1, a_2, a_3, \dots, a_n$

**Output:** A permutation of the input sequence,  
 $b_1, b_2, b_3, \dots, b_n$

# Sorting More Formally



Correctness (requirements for the output)

For any given input the algorithm halts with the output

- $b_1 < b_2 < b_3 < \dots < b_n$
- $b_1, b_2, b_3, \dots, b_n$  is a permutation of  $a_1, a_2, a_3, \dots, a_n$

# Factors that affect efficiency?



- Number of data items ( $N$ )
- How (partially) sorted they are?
- Quality of the algorithm

# Insertion Sort Algorithm



## Strategy:

- Start empty handed
- Insert a card in the right position of the already sorted hand
- Continue until all cards are inserted or sorted

# Insertion Sort Algorithm

**Algorithm** - Insertion( $A$ )

**Input:** an  $n$ -element un-sorted array  $A$  of integer values.

**Output:** an  $n$ -element sorted array  $A$  of integer values.

```
1: for  $i = 1$  to  $n$  do  
2:    $key \leftarrow A[i]$   
3:    $j \leftarrow i - 1$   
4:   while  $j \geq 0$  and  $A[j] > key$  do  
5:      $A[j + 1] \leftarrow A[j]$   
6:      $j \leftarrow j - 1$   
7:   end while  
8:    $A[j + 1] \leftarrow key$   
9: end for
```

# Insertion Sort Example

**Input:** [5,4,3,2,1])

Phase:1

[5, 5, 3, 2, 1]

[4, 5, 3, 2, 1]

Phase:2

[4, 5, 5, 2, 1]

[4, 4, 5, 2, 1]

[3, 4, 5, 2, 1]

Phase:3

[3, 4, 5, 5, 1]

[3, 4, 4, 5, 1]

[3, 3, 4, 5, 1]

[2, 3, 4, 5, 1]

Phase:4

[2, 3, 4, 5, 5]

[2, 3, 4, 4, 5]

[2, 3, 3, 4, 5]

[2, 2, 3, 4, 5]

[1, 2, 3, 4, 5]

[1, 2, 3, 4, 5]



# Insertion Sort Example

**Input:** [1,2,3,4,5])

Phase:1

[1, 2, 3, 4, 5]

Phase:2

[1, 2, 3, 4, 5]

Phase:3

[1, 2, 3, 4, 5]

Phase:4

[1, 2, 3, 4, 5]

[1, 2, 3, 4, 5]

# Worst Case Analysis

- $L_2$ ,  $L_3$ , and  $L_8$  executes one time each for every iteration.

$$1 + 1 + 1 + 1 + \cdots + n - 1 = \mathbf{n-1}$$

- $L_5$  and  $L_6$  executes in the sequence shown below for all iterations combined.

$$\begin{aligned} &1 + 2 + 3 + 4 + \cdots + n - 1 \\ &= \frac{n \times (n - 1)}{2} = \frac{n^2}{2} = \mathbf{n^2} \end{aligned}$$

- Total execution time =  $(n - 1) + n^2 = \mathbf{O(n^2)}$

# Best Case Analysis

- $L_2$ ,  $L_3$ , and  $L_8$  executes one time each for every iteration.

$$1 + 1 + 1 + 1 + \cdots + n - 1 = \mathbf{n-1}$$

- $L_5$  and  $L_6$  executes **0** times in total for all iterations combined.
- Total execution time =  $0 + (n - 1) = \mathbf{O(n)}$

# Average Case Analysis

- $L_2$ ,  $L_3$ , and  $L_8$  executes one time each for every iteration.

$$1 + 1 + 1 + 1 + \cdots + n - 1 = \mathbf{n-1}$$

- $L_5$  and  $L_6$  executes in the sequence shown below for all iterations combined.

$$\begin{aligned} & \frac{1 + 2 + 3 + 4 + \cdots + n - 1}{2} \\ &= \frac{n \times (n - 1)}{4} = \frac{n^2}{4} = \mathbf{n^2} \end{aligned}$$

- Total execution time =  $(n - 1) + n^2 = \mathbf{O(n^2)}$

## Sedgewick 1.3 Queues, 2.1 Insertion Sort

# Questions?

**Please ask if there are any Questions!**