

5SENG001W - Algorithms, Week 4

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February 5, 2021

RECAP

Last week. . .

- ▶ We talked about the relationship between algorithms and data structures
 - ▶ Choice of data structure influences complexity of basic operations like indexed access or insertion
 - ▶ This affects suitability of algorithms
- ▶ We compared sequential data structures (arrays and lists)
- ▶ We covered searching on sequential data structures
 - ▶ Linear search ($O(n)$ complexity)
 - ▶ Binary search ($O(\log n)$ complexity; requires indexed access and **sorted** data)
- ▶ This week, we will compare some algorithms for sorting.

Divide and Conquer

- ▶ We have encountered the Divide and Conquer strategy last week
 - ▶ Binary Search was an example
 - ▶ We will see more today
 - ▶ In a bit more detail, the steps are:
 - ▶ If the problem is trivial (like searching in an empty set or sorting a single value), solve it directly. Otherwise:
 - ▶ Split the data into smaller parts
 - ▶ Ideally of equal size
- Solve the problem on each part
- ▶ Usually recursively
 - ▶ In cases like Binary Search (where we only have to consider one part and can ignore the others), this can be transformed into a loop as we saw.

Combine the partial solutions into a complete solution

The sorting problem

- ▶ We will be dealing with the following problem:
 - ▶ Input: a sequential data structure
 - ▶ We will be working with arrays
 - ▶ The data will be integers for simplicity
 - ▶ It is always worth thinking about how much of this also works for lists
 - ▶ Goal: permute the contents such that they are in increasing order
- ▶ We will be using this array as a running example:

```
int[] values = {91, 32, 92, 13, 73, 14};
```

The sorting problem

- ▶ The main questions are:
 - ▶ What algorithms exist?
 - ▶ Quite a few; we will only look at a small sample
 - ▶ What is their time complexity?
 - ▶ What is the best we can hope for?
- ▶ For the last two, we first define our atomic operations:
 - ▶ Pairwise comparison: `if(a[i] < a[j]) { ... }`
 - ▶ Swap: `swap(a, i, j)` exchanges `a[i]` and `a[j]`
 - ▶ Usually every swap will be preceded by at least one comparison, so the number of comparisons will be the dominating factor.

A simple algorithm: Selection Sort

- ▶ In **Selection Sort** the array consists of
 - ▶ An unsorted section at the beginning (initially the whole array)
 - ▶ A sorted section at the end (initially empty)
- ▶ We grow the sorted section in each iteration using these steps:
 1. Find the maximal element of the unsorted section
 2. Move it to the end of the unsorted section; this becomes part of the sorted section
 3. Repeat until the unsorted section is empty.

Selection Sort: example

- ▶ We begin with our example array:
91, 32, 92, 13, 73, 14
- ▶ The maximal unsorted element is 92, move it to the end:
91, 32, 14, 13, 73, **92**
 - ▶ We are writing the sorted section in **bold**
 - ▶ We moved the element by **swapping** it with the last one.

Selection Sort: example

- ▶ The next iterations are:
91, 32, 14, 13, 73, **92**
- ▶ The maximal unsorted element is 91, move it to the end:
73, 32, 14, 13, **91, 92**
- ▶ The maximal unsorted element is 73, move it to the end:
13, 32, 14, **73, 91, 92**
- ▶ The maximal unsorted element is 32, move it to the end:
13, 14, **32, 73, 91, 92**
- ▶ The maximal unsorted element is 14, move it to the end:
13, **14, 32, 73, 91, 92**
- ▶ The maximal unsorted element is 13, move it to the end:
13, 14, 32, 73, 91, 92

Selection Sort: implementation

```
public class SelectionSort{
    public static void sort(int[] values){
        int lastUnsorted = values.length - 1; // end of the unsorted section
        while(lastUnsorted > 0){
            // find the maximal unsorted element...
            int maxIndex = 0;           // this will be its index
            int maxValue = values[0];    // and this will be its value
            for(int i=1; i<=lastUnsorted; i++){
                if(values[i] > maxValue){ // new maximal value
                    maxIndex = i;
                    maxValue = values[i];
                }
            }
            // then swap it with the last one, and add it to the sorted section
            values[maxIndex] = values[lastUnsorted];
            values[lastUnsorted] = maxValue;
            lastUnsorted--;
        }
    }
}
```

Selection Sort: analysis

- ▶ How many operations does this algorithm perform on an array of size N ?
- ▶ There are N iterations of the main loop, each involving
 - ▶ Finding the maximal unsorted element
 - ▶ A single swap
- ▶ Finding the maximal element requires $K - 1$ comparisons, where K is the current size of the unsorted section
- ▶ The unsorted section shrinks by 1 element each iteration, so $1 + 2 + \dots + (N - 1) = (N^2 - N)/2$ total comparisons
- ▶ The Big-O notation ignores lower degree terms (like N) and constant factors (like $1/2$), so this is **$O(N^2)$** .

Bubble Sort

- ▶ **Bubble Sort** is similar to Selection Sort
- ▶ While going through the unsorted section, the highest value found so far "bubbles" up
- ▶ Example: starting again with 91, 32, 92, 13, 73, 14.
- ▶ Main loop, iteration 1:
 - ▶ At first, 91 is the bubble. Compare it with the next element.
91, 32, 92, 13, 73, 14
 - ▶ 91 is greater than 32; swap them, 91 is still the bubble.
32, **91**, 92, 13, 73, 14
 - ▶ 91 is less than 92, so it stays where it is and 92 becomes the next bubble.
32, 91, **92**, 13, 73, 14
 - ▶ 92 is greater than everything else, so it keeps bubbling up.
32, 91, 13, **92**, 73, 14
32, 91, 13, 73, **92**, 14
32, 91, 13, 73, 14, **92**

Bubble Sort

- ▶ Iteration 2:

- ▶ **32**, 91, 13, 73, 14, **92**
32, **91**, 13, 73, 14, **92**
32, 13, **91**, 73, 14, **92**
32, 13, 73, **91**, 14, **92**
32, 13, 73, 14, **91**, **92**

- ▶ Iteration 3:

- ▶ **32**, 13, 73, 14, **91**, **92**
13, **32**, 73, 14, **91**, **92**
13, 32, **73**, 14, **91**, **92**
13, 32, 14, **73**, **91**, **92**

- ▶ Iteration 4:

- ▶ **13**, 32, 14, **73**, **91**, **92**
13, **32**, 14, **73**, **91**, **92**
13, 14, **32**, **73**, **91**, **92**

Bubble Sort

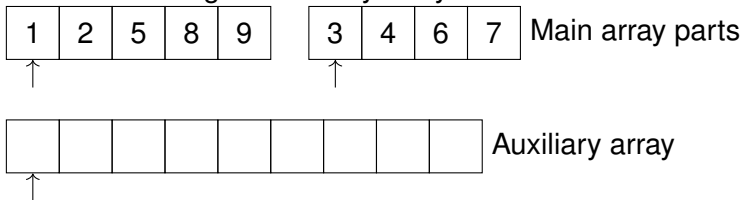
- ▶ Implementation of Bubble Sort is an exercise!
- ▶ The complexity analysis looks just like for Selection Sort:
Each iteration of the main loop
 - ▶ shrinks the unsorted region by 1
 - ▶ requires $K - 1$ comparisons and up to $K - 1$ swaps, where K is the size of the unsorted region
- ▶ So complexity is again $O(N^2)$. Can we do better?

Merge Sort

- ▶ Suppose we want to apply the Divide and Conquer strategy to the sorting problem.
- ▶ A straightforward translation of the steps is:
 - ▶ If there are 0 or 1 values, there is nothing to do. Otherwise:
 - ▶ Split the array into two equal halves
Recursively sort each half
Combine the sorted halves by **merging** them
- ▶ This is known as **Merge Sort**.

Merge Sort: the merging step

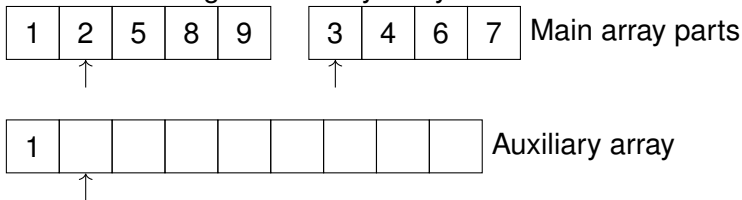
- ▶ In the final step of Merge Sort, we need to merge two sorted parts into one.
- ▶ We do this using an auxiliary array:



- ▶ **Start at the beginning of both parts**
- ▶ As long as there are unused values in both parts:
 - ▶ Compare the two indexed values
 - ▶ Copy the smaller one into the temporary array
 - ▶ Increase that index
- ▶ Copy the remaining unused values
- ▶ Then copy the sorted values back to the main array

Merge Sort: the merging step

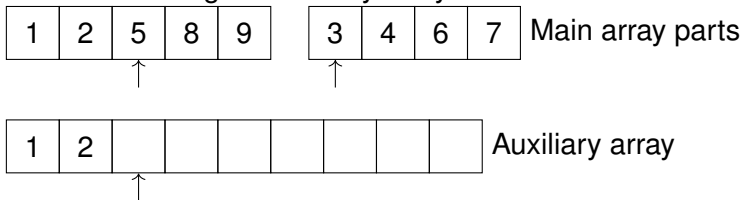
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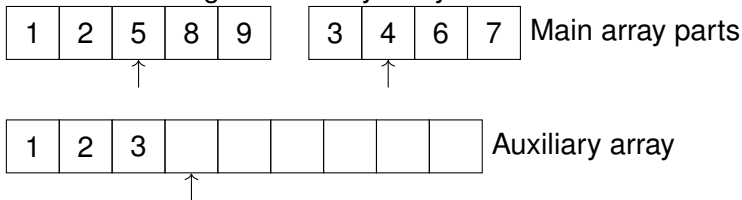
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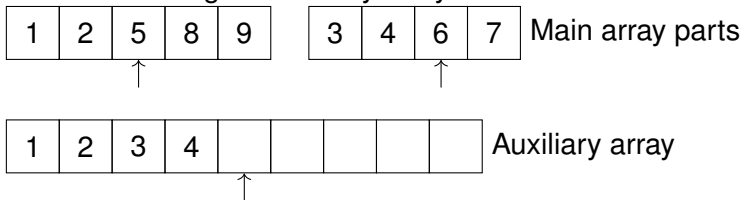
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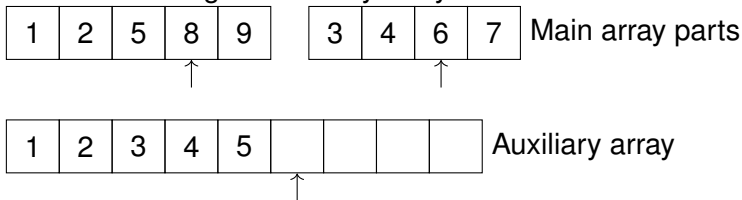
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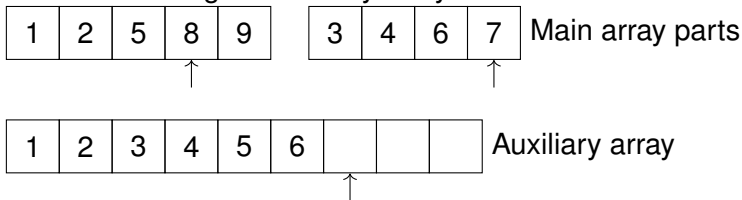
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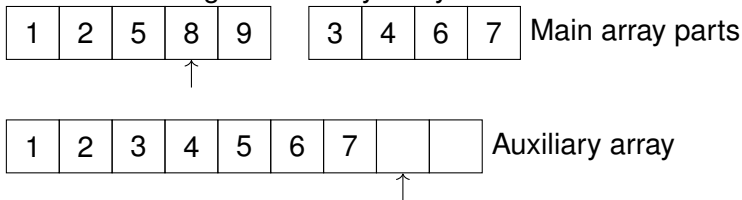
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Merge Sort: the merging step

- ▶ In the final step of Merge Sort, we need to merge two sorted parts into one.
- ▶ We do this using an auxiliary array:

1	2	5	8	9	3	4	6	7	Main array parts
---	---	---	---	---	---	---	---	---	------------------

1	2	3	4	5	6	7	8	9	Auxiliary array
---	---	---	---	---	---	---	---	---	-----------------

- ▶ Start at the beginning of both parts
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 - ▶ Compare the two indexed values
 - ▶ Copy the smaller one into the temporary array
 - ▶ Increase that index
- ▶ **Copy the remaining unused values**
- ▶ Then copy the sorted values back to the main array

Merge Sort: implementation

```
public class MergeSort{
    // Merge (sorted) ranges values[first]...values[mid] and values[mid+1]...values[last]
    private static void mergeRanges(int[] values, int first, int mid, int last){
        // Exercise!
    }

    // Auxiliary recursive function
    // Sorts the range values[first]...values[last]
    private static void sortRange(int[] values, int first, int last){
        if(last > first){ // Otherwise there is nothing to do (single value)
            int mid = (first + last) / 2;
            sortRange(values, first, mid); // Recursively sort first half
            sortRange(values, mid + 1, last); // Recursively sort second half
            mergeRanges(values, first, mid, last); // Merge sorted halves
        }
    }

    public static void sort(int[] values){
        sortRange(values, 0, values.length - 1);
    }
}
```

Merge Sort: analysis

- ▶ Finding the complexity of recursive algorithms can be hard
- ▶ For many Divide and Conquer algorithms it can be done using the **Master Theorem**
- ▶ In the case of Merge Sort on an array of size n , we get:
 - ▶ The cost of **merging** two ranges of total size n is in $O(n)$
 - ▶ Suppose $T(n)$ is the cost of using Merge Sort.
 - ▶ Then $T(n) = 0$ if $n = 1$ (the trivial case)
 - ▶ Otherwise, we create 2 sub-ranges of size $\frac{n}{2}$, sort them, and then merge them
So in this case $T(n) = 2 \cdot T(\frac{n}{2}) + O(n)$
 - ▶ By the Master Theorem, in this case $T(n)$ is in $O(n \log n)$.
 - ▶ If we simplify things by assuming that the cost of merging is exactly n , you can even directly check that
 $T(n) = n \log n$ satisfies the equation $T(n) = 2 \cdot T(\frac{n}{2}) + n$
using the fact that $\log(\frac{n}{2}) = \log(n) - 1$

Sorting: analysis

- ▶ The complexity of Merge Sort is $O(n \log n)$
- ▶ How much better can we get?
- ▶ Suppose we have n values, stored in an array \mathbf{a} in a random order. Then
 - ▶ There are n possibilities for $\mathbf{a}[0]$
 - ▶ For each of those, there are $n - 1$ possibilities for $\mathbf{a}[1]$
 - ▶ The total number of permutations is given by the **factorial**
$$n! = n \cdot (n - 1) \cdot \dots \cdot 2 \cdot 1$$
- ▶ We must re-order values differently for each permutation
- ▶ Each comparison (ideally) cuts their number in half
- ▶ We need at least $\log(n!)$ comparisons; this is in $\Theta(n \log n)$
- ▶ So we cannot do better than $O(n \log n)$