Denne uge: Insertion sort, merge sort

Senere i kurset: Heap sort, counting sort, radix sort, bucket sort

Mikkel Abrahamsen

Givet array A af n tal, byt om på rækkefølgen sådan at

$$A[0] \le A[1] \le \ldots \le A[n-1].$$

0							· · · · · · · · · · · · · · · · · · ·							
33	4	25	28	45	18	7	12	36	1	47	42	50	16	31

Givet array A af n tal, byt om på rækkefølgen sådan at

$$A[0] \le A[1] \le \ldots \le A[n-1].$$

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
33	4	25	28	45	18	7	12	36	1	47	42	50	16	31

#### Ønsket resultat:

0	_	_	9	-	•	0	•	Ü	0					
1	4	7	12	16	18	25	28	31	33	36	42	45	47	50

														14
4	18	25	28	33	45	7	12	36	1	47	42	50	16	31

_		_	<del>-</del>	•	_	•	•		_	_					14
4	Į	18	25	28	33	45	7	12	36	1	47	42	50	16	31

$$key = 7$$

														14
4	18	25	28	33	45	<b>45</b>	12	36	1	47	42	50	16	31

$$key = 7$$



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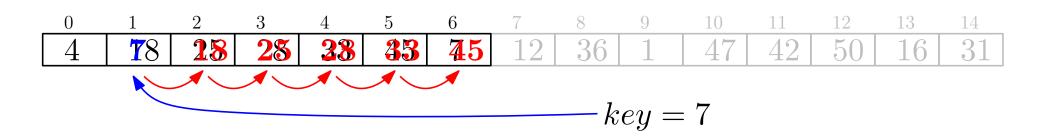
$$key = 7$$



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					i	j								
	1													
4	18	25	28	33	45	7	12	36	1	47	42	50	16	31

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$$key = A[j]$$
  $i = j - 1$  while  $i \ge 0$  and  $A[i] > key$   $A[i+1] = A[i]$   $i = i-1$   $A[i+1] = key$ 

${\it J}$	
0 1 2 3 4 5 6 7 8 9 10 11 12	13 14
4     18     25     28     33     45     45     12     36     1     47     42     50	16 31

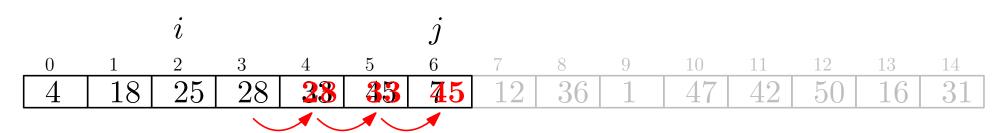
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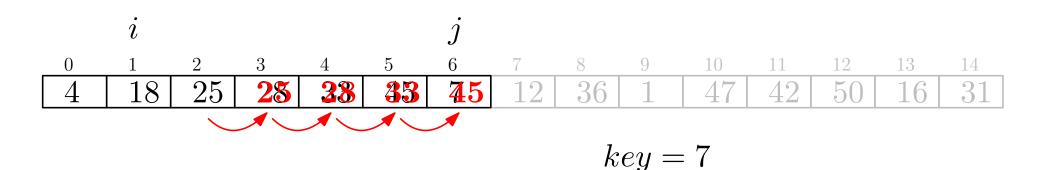
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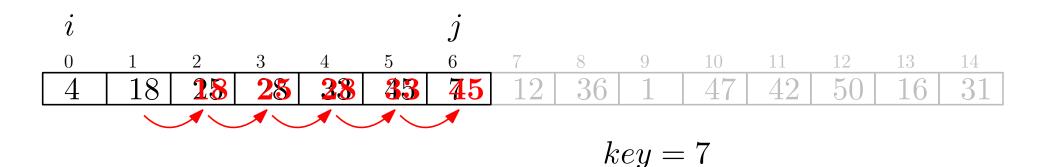


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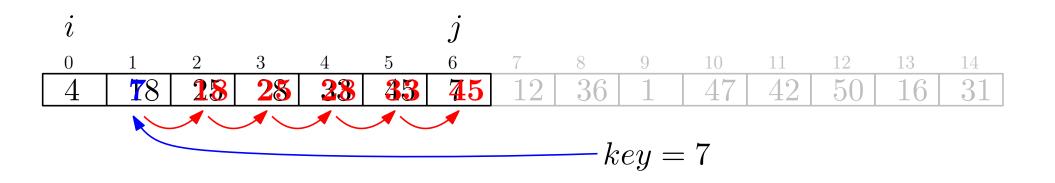
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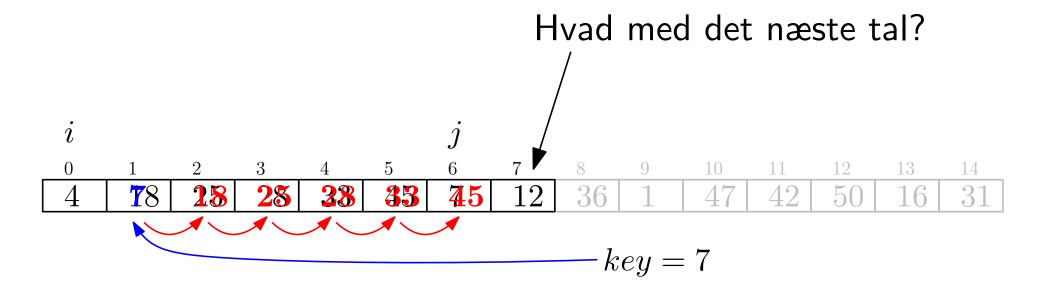
$$key = A[j]$$
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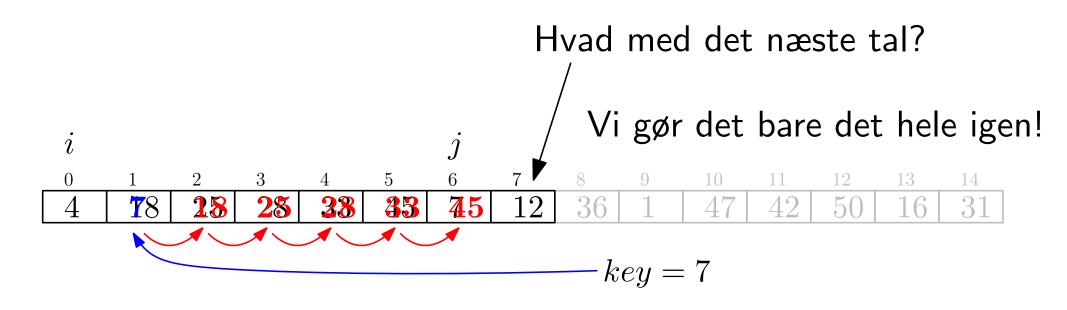
$$\begin{aligned} key &= A[j] \\ i &= j-1 \\ \text{while } i \geq 0 \text{ and } A[i] > key \\ A[i+1] &= A[i] \\ i &= i-1 \\ A[i+1] &= key \end{aligned}$$



$$key = A[j]$$
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0														
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33	4	25	28	45	18	7	12	36	1	47	42	50	16	31

```
Insertion-Sort(A,n)
for j=1 to n-1
key=A[j]
i=j-1
while i\geq 0 and A[i]>key
A[i+1]=A[i]
i=i-1
A[i+1]=key
```

$$key = 4$$

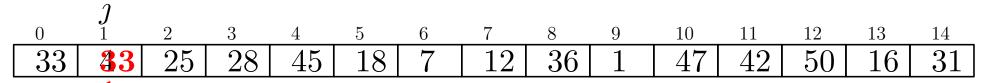
i	$\dot{j}$													
0	_	_	_	_	_	•	•	_	_					
33	4	25	28	45	18	7	12	36	1	47	$\overline{42}$	50	16	31

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```

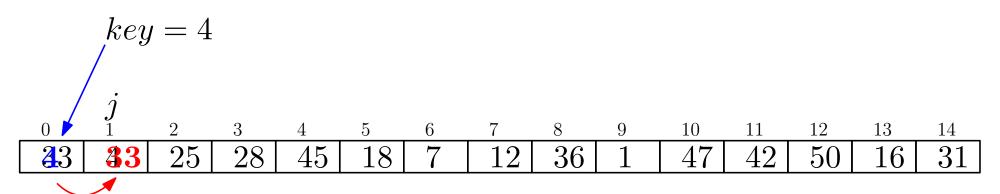
Vi begyndte med:

$$key = 4$$

 $\imath$ 

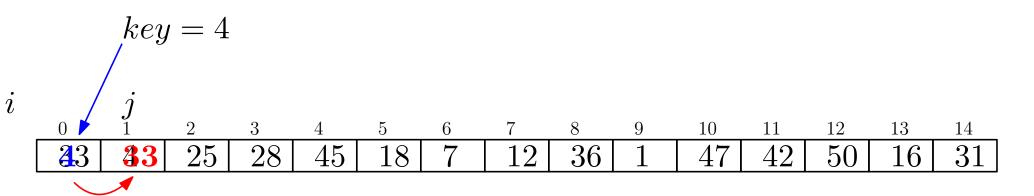


Insertion-Sort
$$(A,n)$$
for  $j=1$  to  $n-1$ 
 $key=A[j]$ 
 $i=j-1$ 
while  $i\geq 0$  and  $A[i]>key$ 
 $A[i+1]=A[i]$ 
 $i=i-1$ 
 $A[i+1]=key$ 



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Insertion-Sort(A,n)
for j=1 to n-1
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Vi begyndte med:



Insertion-Sort
$$(A,n)$$
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 $key=A[j]$ 
 $i=j-1$ 
while  $i\geq 0$  and  $A[i]>key$ 
 $A[i+1]=A[i]$ 
 $i=i-1$ 
 $A[i+1]=key$ 

OBS: I CLRS bruger denne algoritme 1-indeksering. Derfor en lille forskel.

Insertion-Sort
$$(A,n)$$
for  $j=1$  to  $n-1$ 
 $key=A[j]$ 
 $i=j-1$ 
while  $i\geq 0$  and  $A[i]>key$ 
 $A[i+1]=A[i]$ 
 $i=i-1$ 
 $A[i+1]=key$ 

ertion-Sort
$$(A,n)$$
 or  $j=1$  to  $n-1$   $key=A[j]$   $i=j-1$  while  $i\geq 0$  and  $A[i]>key A[i+1]=A[i]$   $c_1$   $c_2$   $c_3$   $c_3$   $n$ 

Køretid: 
$$T(n) = c_1 n + c_3 n + c_2 \cdot \frac{n \cdot (n+1)}{2}$$
  
=  $c_2/2 \cdot n^2 + (c_1 + c_3 + c_2/2) \cdot n$ 

$$\begin{array}{|c|c|c|c|}\hline \text{Insertion-Sort}(A,n) & \text{skridt} & \text{max. gange} \\ \hline \text{for } j=1 \text{ to } n-1 & & & \\ key=A[j] & & c_1 & n \\ i=j-1 & \text{while } i\geq 0 \text{ and } A[i]>key \\ A[i+1]=A[i] & c_2 & 1+2+\ldots+n=\frac{n\cdot(n+1)}{2} \\ i=i-1 & & \\ A[i+1]=key & & & \\ \hline \end{array}$$

Køretid: 
$$T(n) = c_1 n + c_3 n + c_2 \cdot \frac{n \cdot (n+1)}{2}$$
  
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$$=\Theta(n^2)$$

Asymptotisk notation: Vi udelader langsomt voksende led og konstanter. Interesseret i hvordan køretiden vokser som funktion af n.

Insertion-Sort
$$(A,n)$$
 for  $j=1$  to  $n-1$   $key=A[j]$   $c_1$   $n$   $i=j-1$  while  $i\geq 0$  and  $A[i]>key$   $A[i+1]=A[i]$   $c_2$   $1+2+\ldots+n=\frac{n\cdot(n+1)}{2}$   $c_3$   $n$ 

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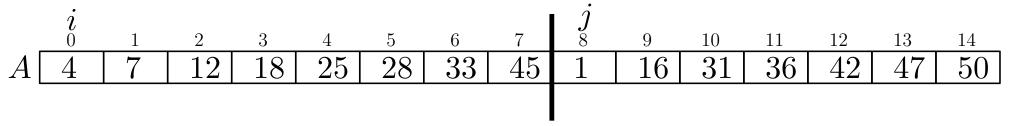
Asymptotisk notation: Vi udelader langsomt voksende led og konstanter. Interesseret i hvordan køretiden vokser som funktion af n.

Udfordring: Kan vi sortere hurtigere?

Antag hver halvdel af A er sorteret. Vi merger:

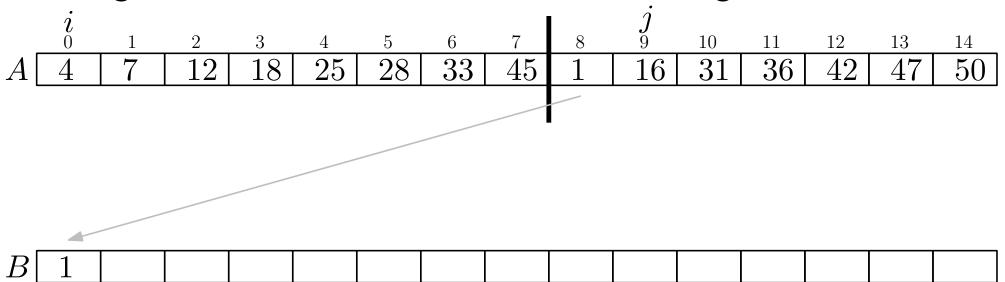
_	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
$\mid A \mid$	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50

Antag hver halvdel af A er sorteret. Vi merger:

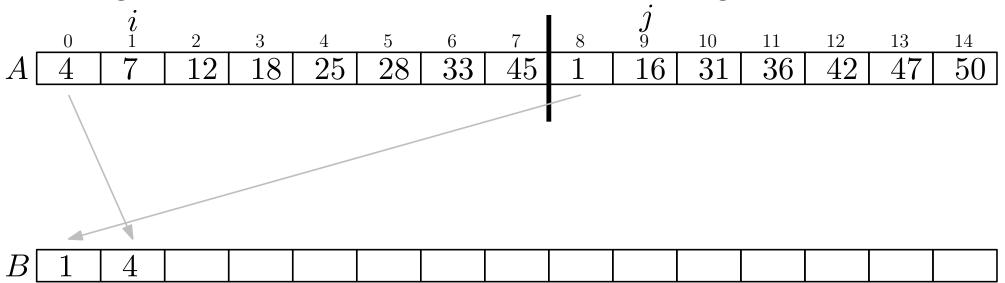


B								

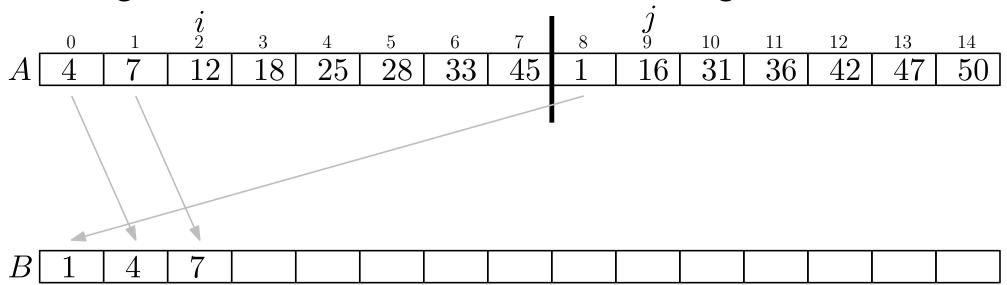
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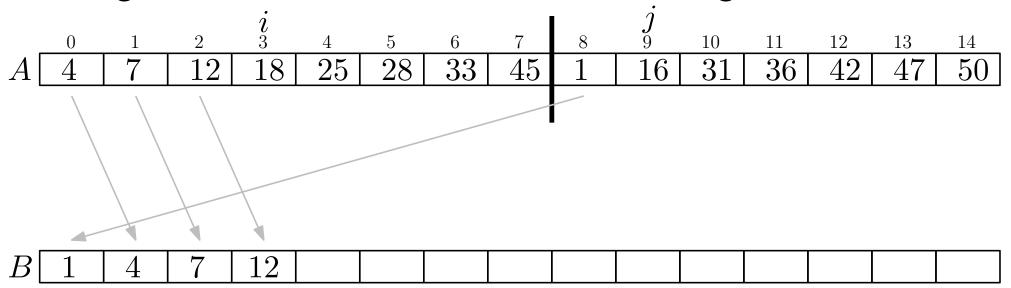
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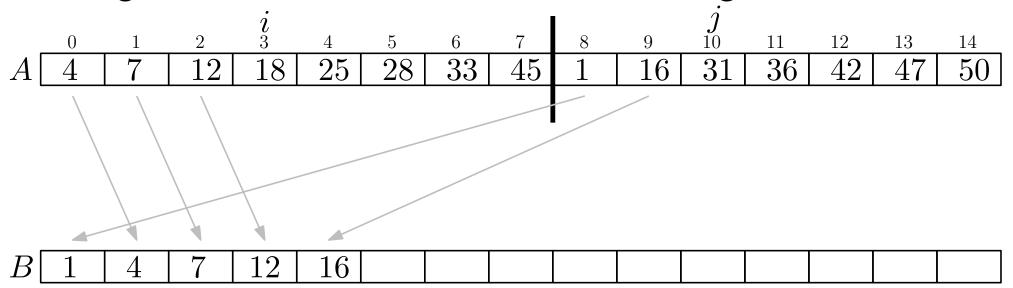
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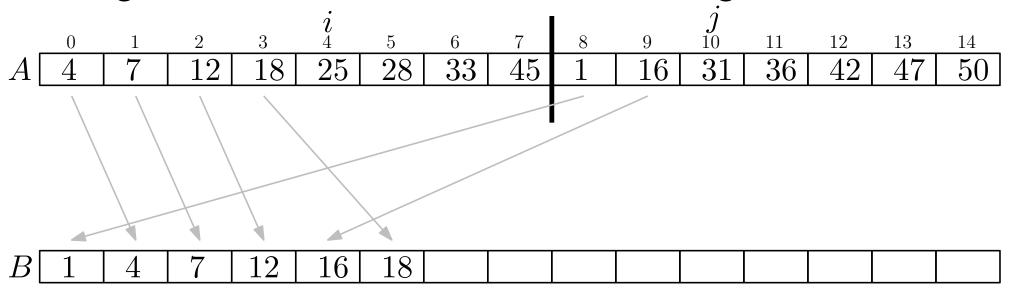
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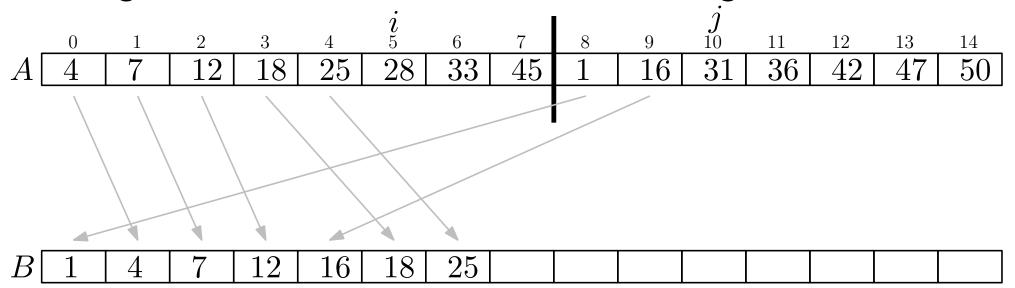
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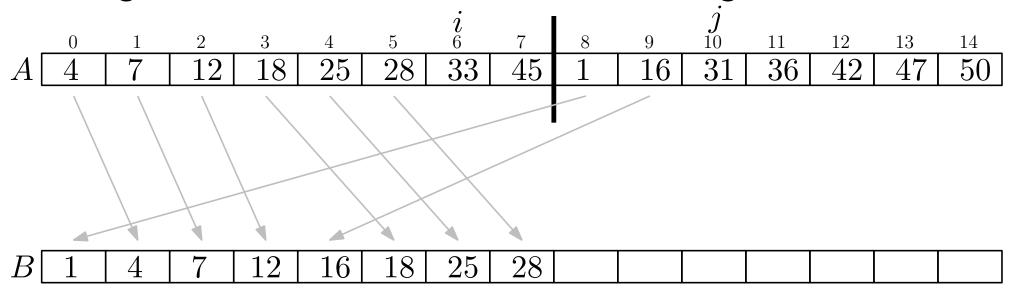
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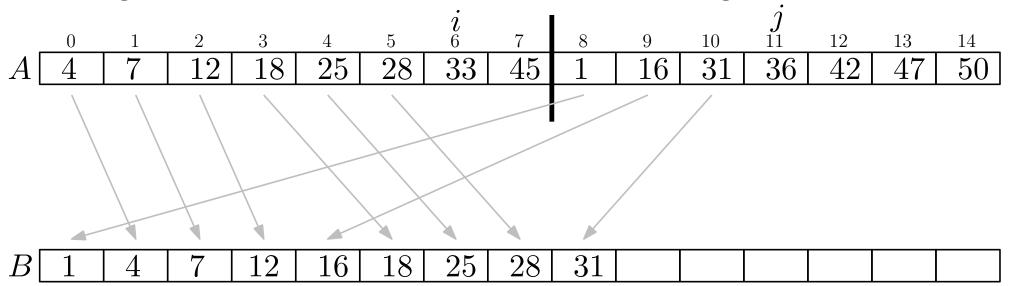
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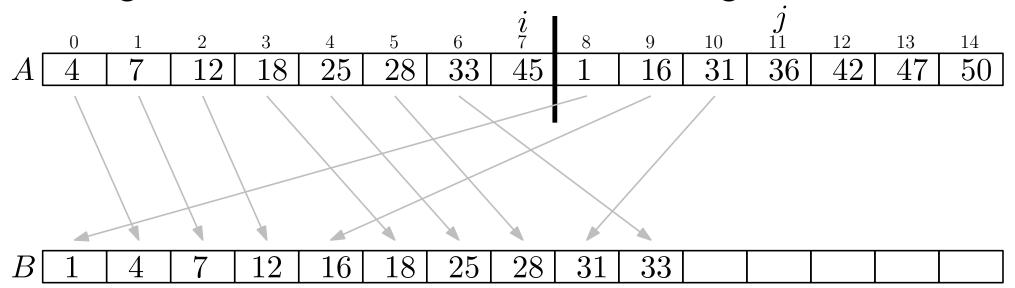
Antag hver halvdel af A er sorteret. Vi merger:



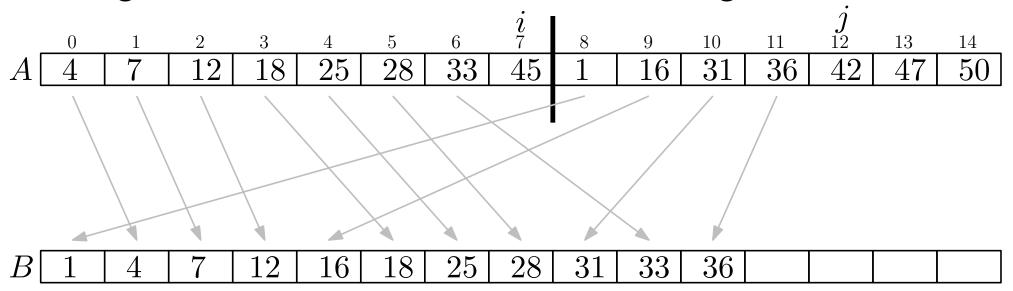
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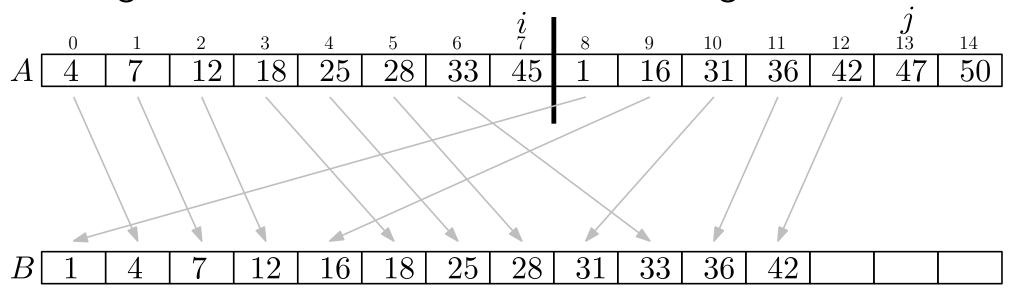
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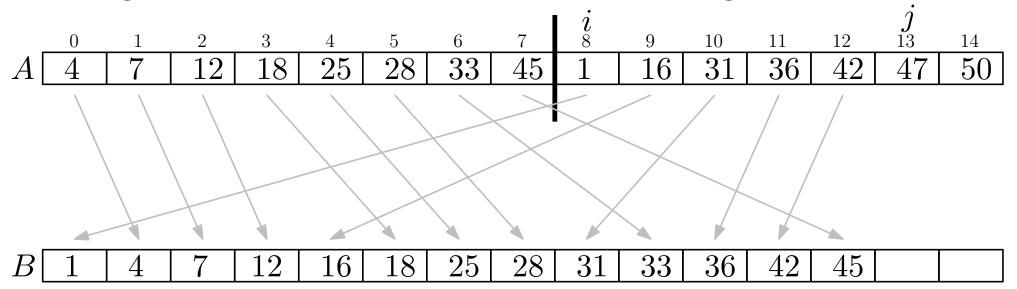
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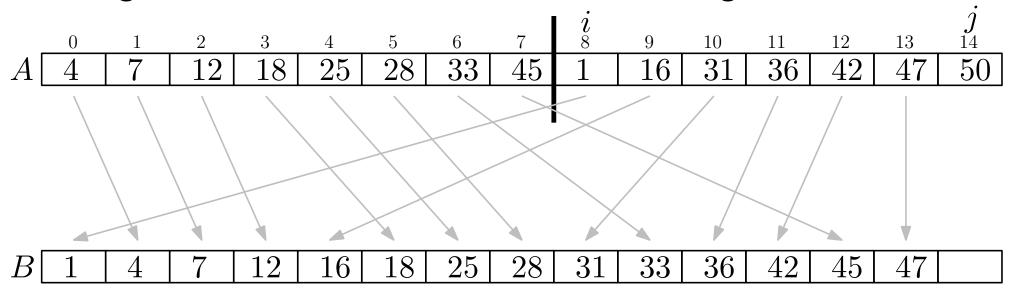
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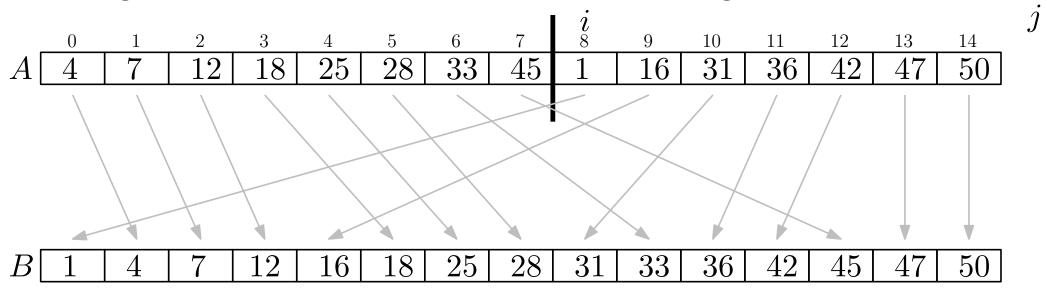
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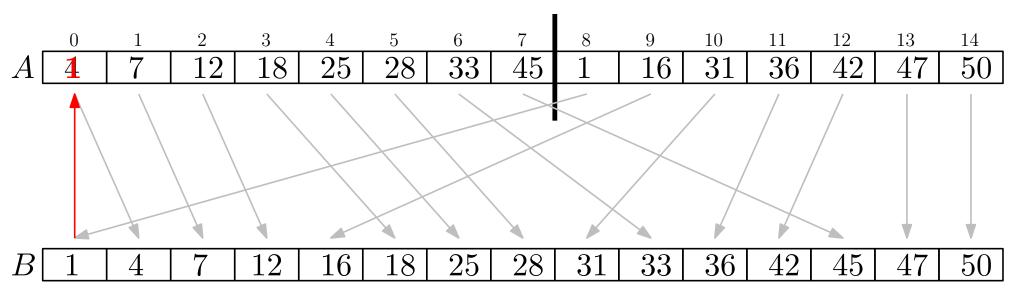
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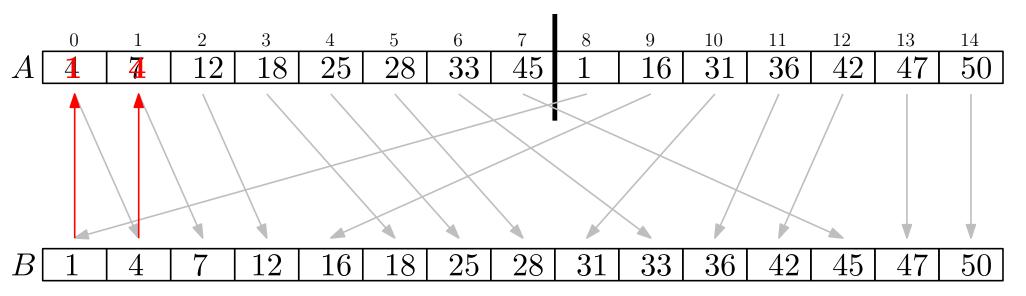
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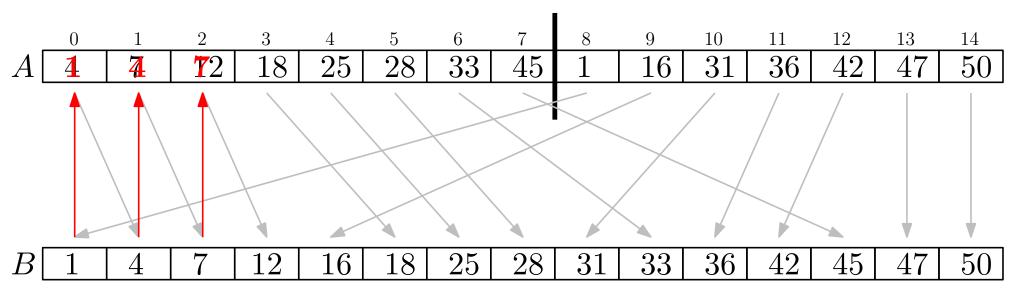
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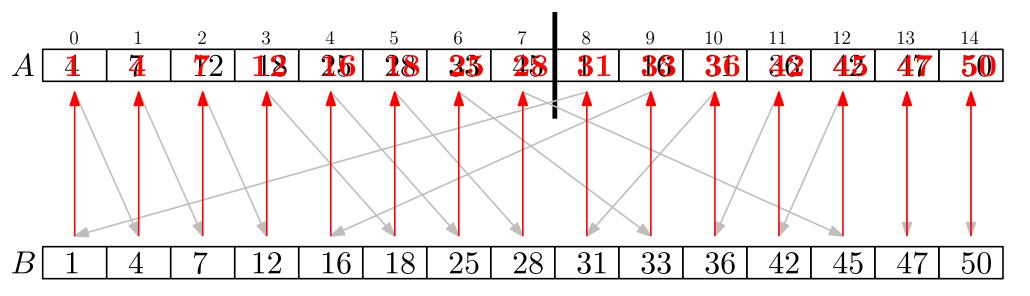
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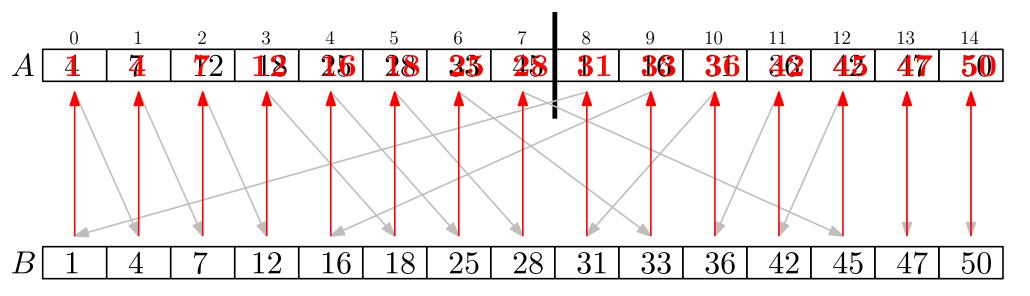
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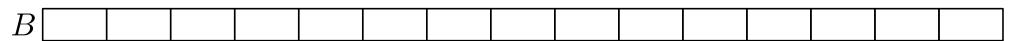


Nyt array B.

NB: Lidt anderledes i CLRS: kopiér først halvdelene over i to andre arrays og merge tilbage i A.

Antag hver halvdel af A er sorteret. Vi merger:

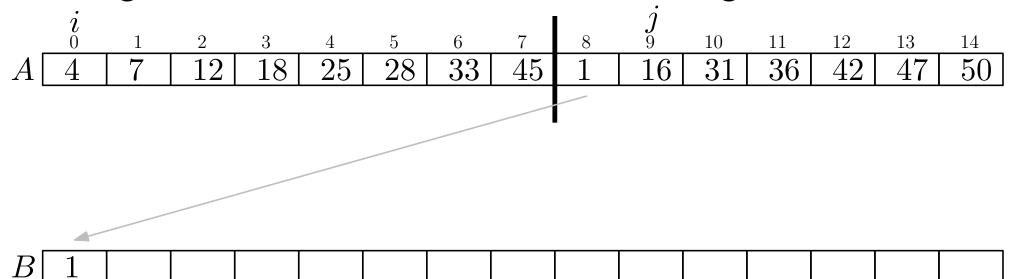
_	$i \atop 0$													13	
A[	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50



Nyt array B.

```
\begin{aligned} & \mathsf{Merge}(A,p,q,r) \\ & \mathsf{let}\ B\ \mathsf{be}\ \mathsf{an}\ \mathsf{array}\ \mathsf{of}\ \mathsf{size}\ r-p+1 \\ & i=p \\ & j=q+1 \\ & \mathsf{for}\ k=0\ \mathsf{to}\ r-p \\ & \mathsf{if}\ j>r\ \mathsf{or}\ (i\leq q\ \mathsf{and}\ A[i]\leq A[j]) \\ & B[k]=A[i] \\ & i=i+1 \\ & \mathsf{else} \\ & B[k]=A[j] \\ & j=j+1 \\ & \mathsf{copy}\ B\ \mathsf{to}\ A[p\dots r] \end{aligned}
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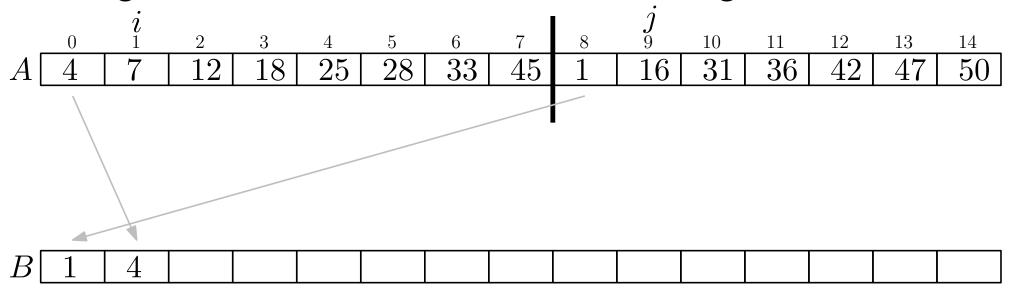
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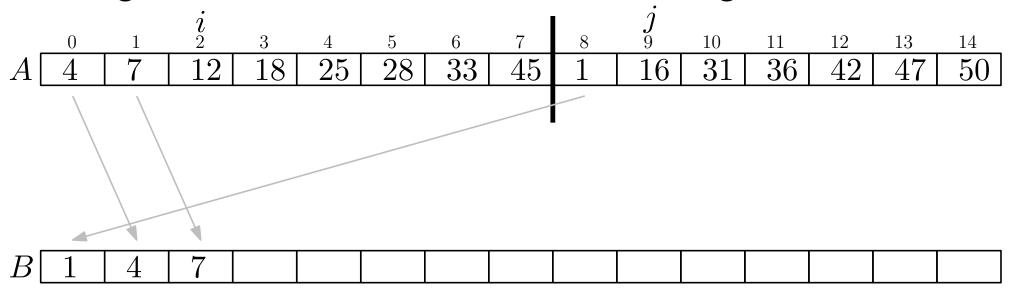
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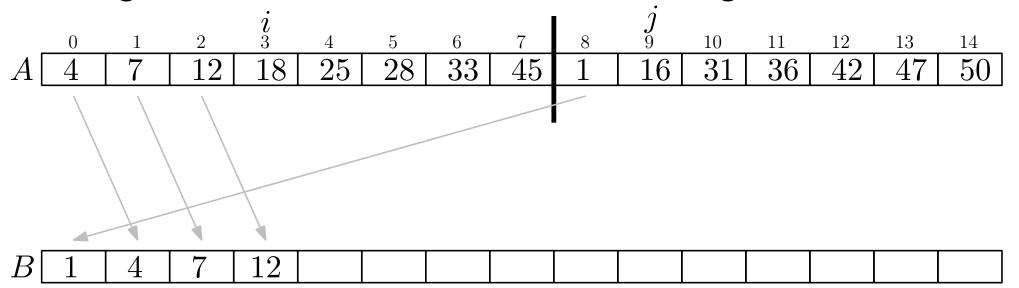
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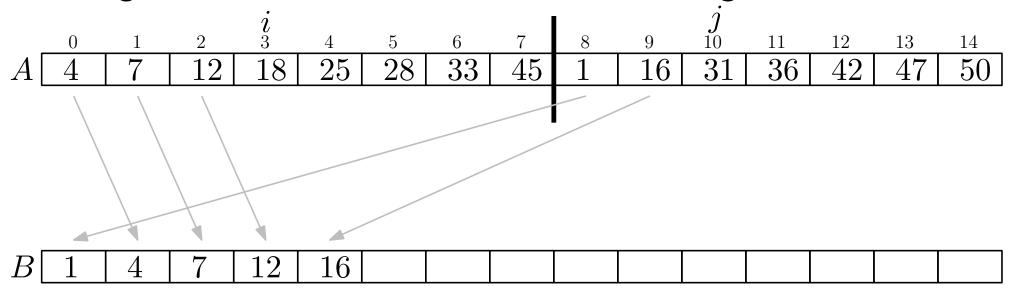
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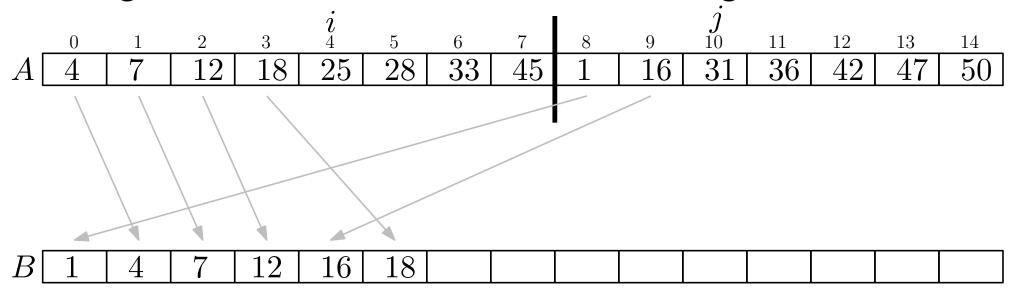
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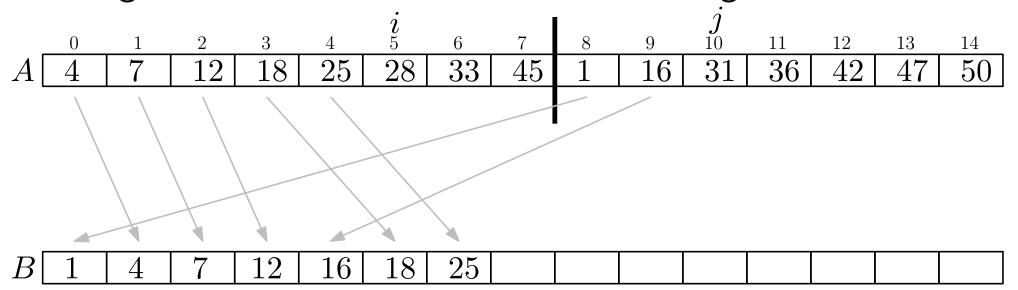
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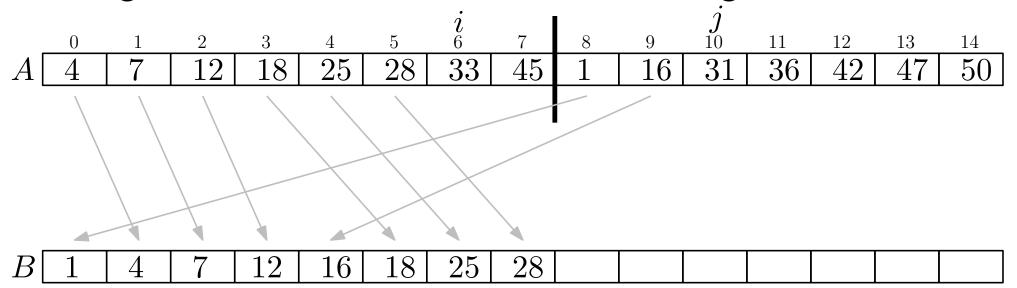
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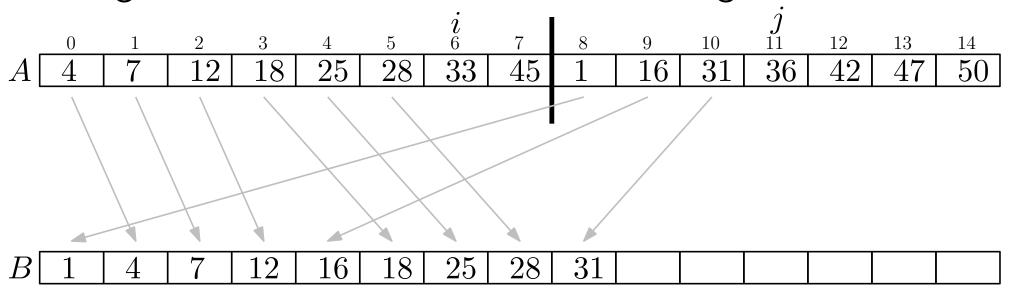
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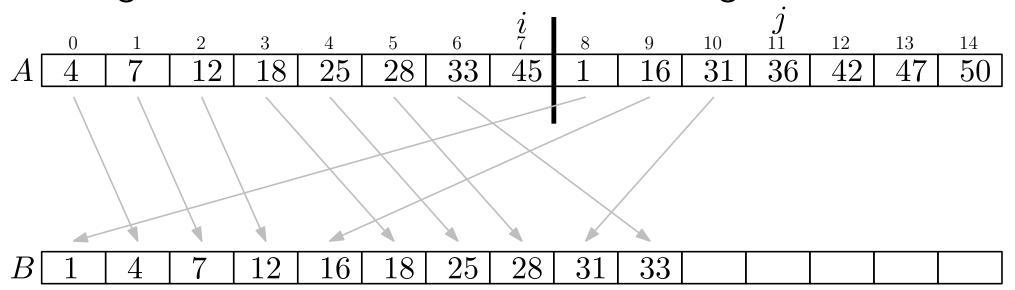
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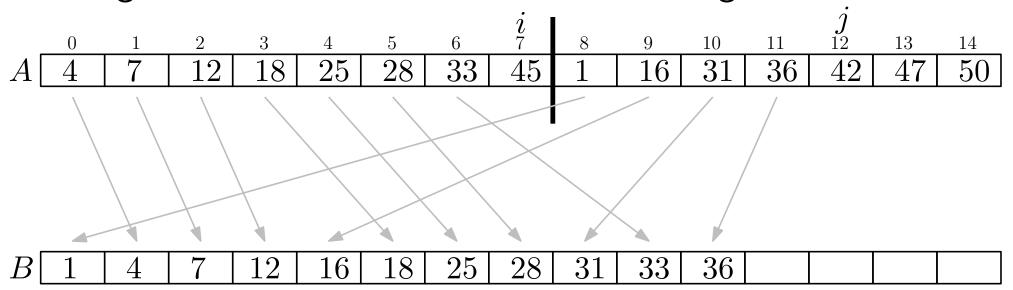
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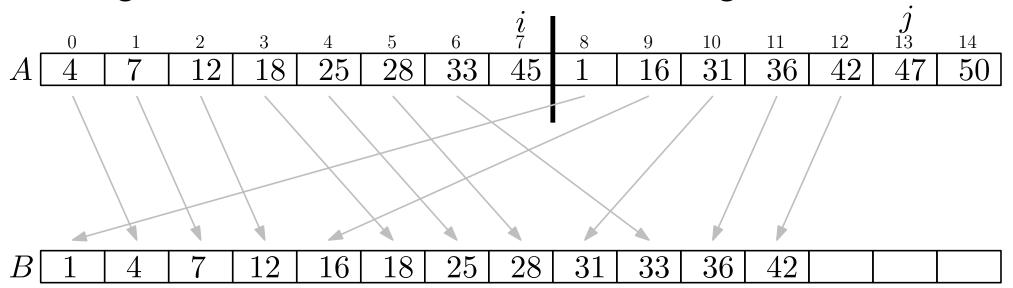
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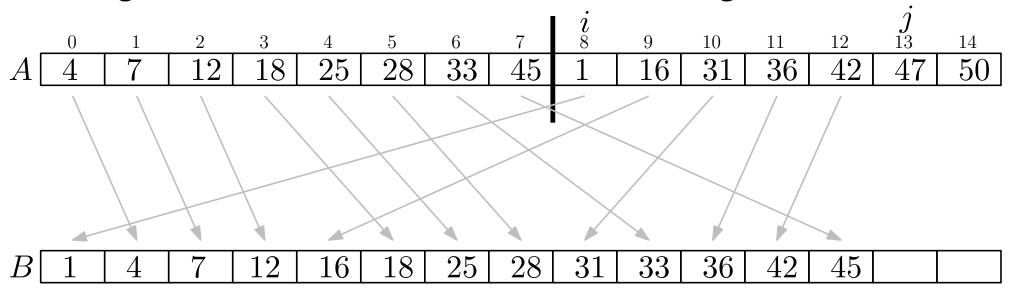
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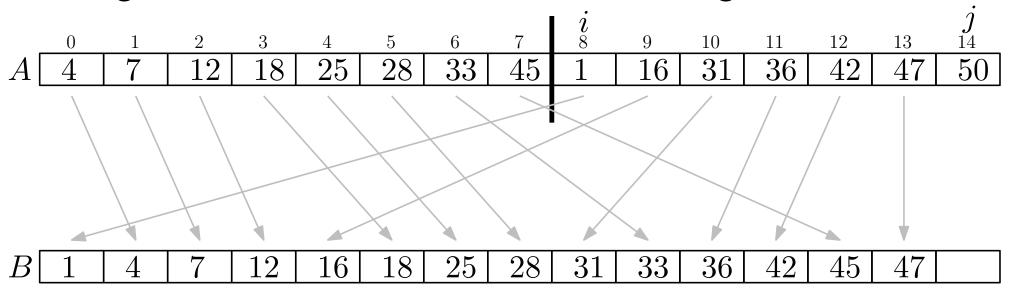
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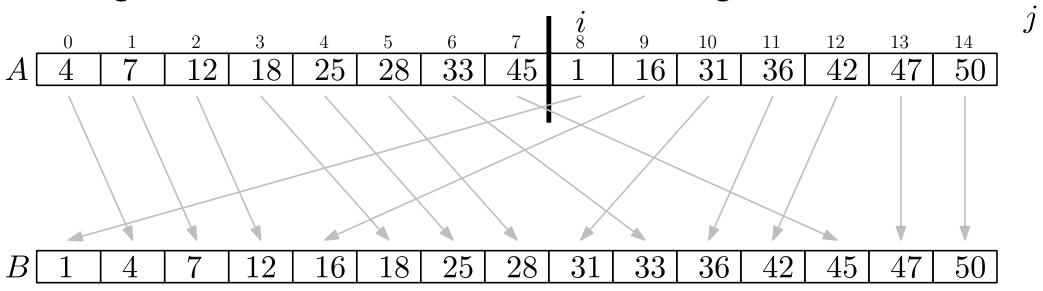
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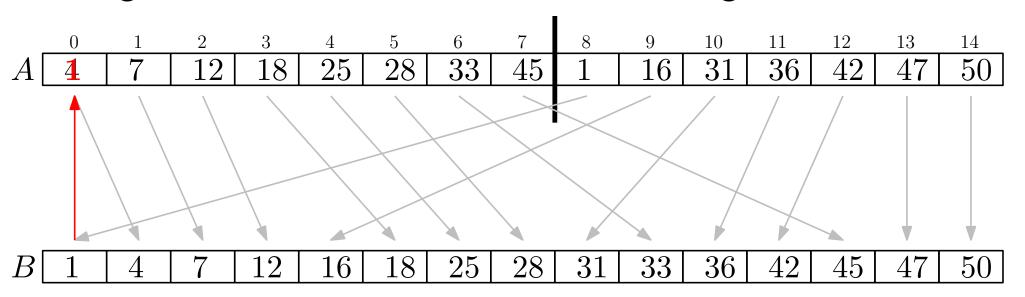
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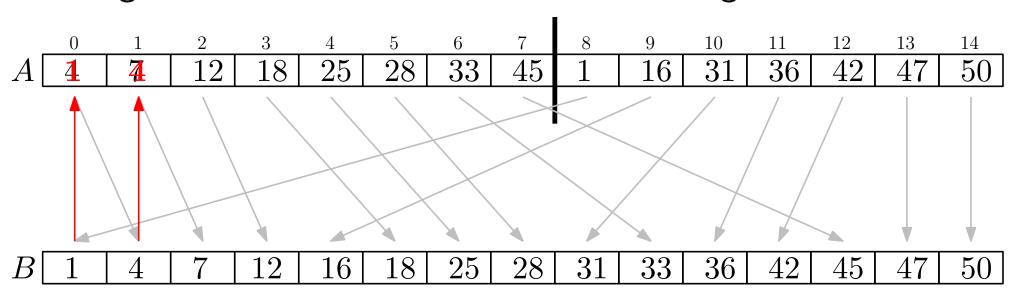
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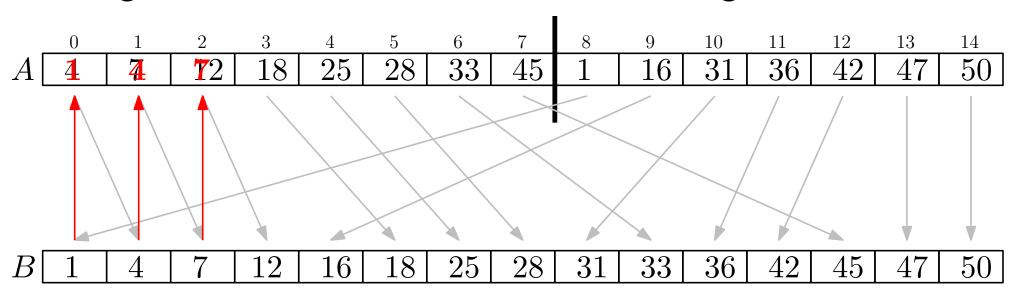
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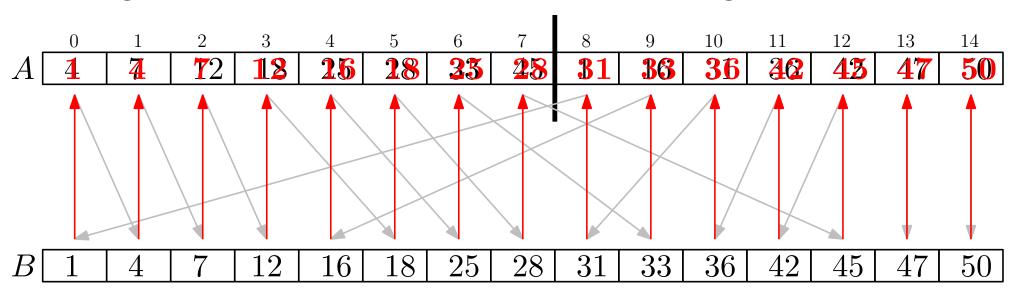
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Arbejde ved kald Merge $(A,0,\lfloor \frac{n}{2} \rfloor,n-1)$ : n iterationer af for-løkke, hver konstant tid n gange kopiering fra B til A I alt:  $\Theta(n)$  tid.

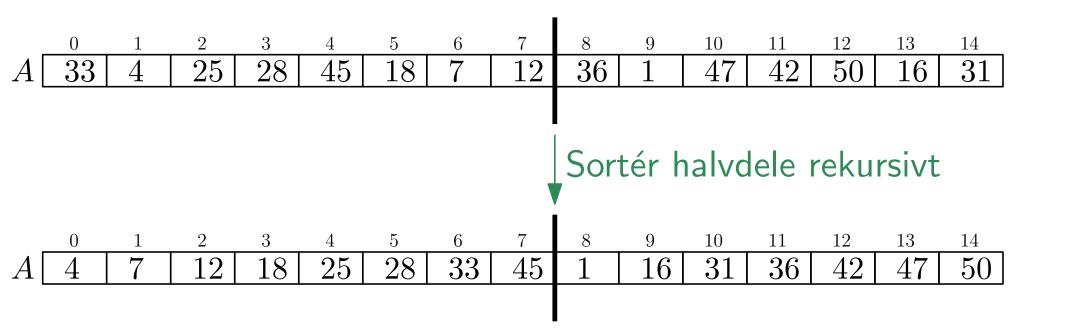
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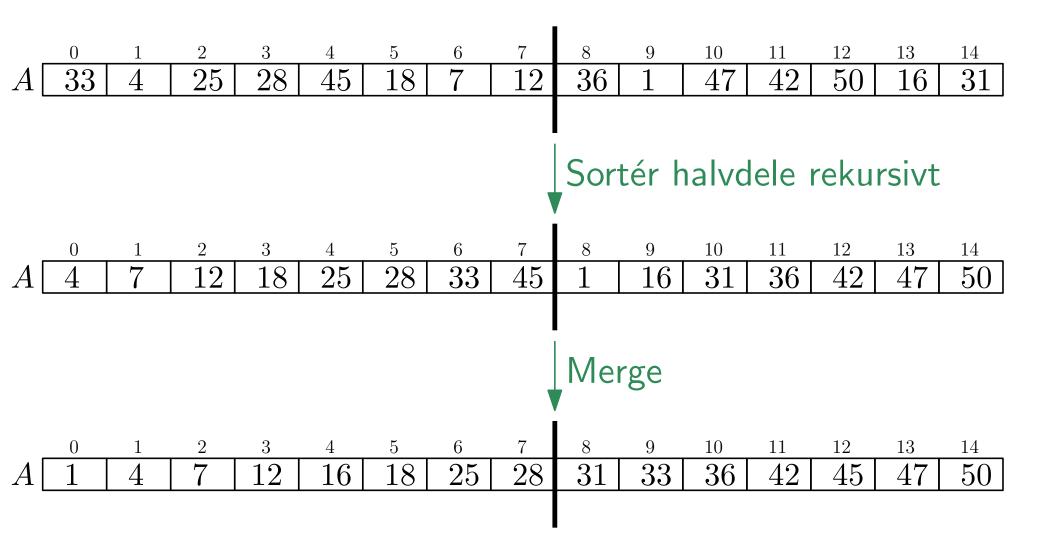
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_	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A	33	4	25	28	45	18	7	12	36	1	47	42	50	16	31

_											10				
A[	33	4	25	28	45	18	7	12	36	1	47	42	50	16	31





_						IV	ierg	e 50	or L	iue					
	Merg	ge-Sc	ort(A)	(p,r)	)										
	if	$p < \frac{1}{2}$	r												
		q = 1	$\lfloor \frac{p+r}{2} \rfloor$												
			ge-Sc		, p, q										
			ge-Sc												
			$\operatorname{ge}(A)$	-		, ,		_							
l	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
I	33	4	25	28	45	18	7	12	36	1	47	42	50	16	31
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ı ſ	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	1	$\neg$	10	10	0 T	വ	22	1 [	1	16	21	26	40	17	<b>F</b> O
1	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50
<u>1</u>	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50
<b>!</b> [	4	7	12	18	25	28	33	45	1 Mai		31	36	42	47	50
<b>1</b> [	4	7	12	18	25	28	33	45	Mei		31	36	42	47	50
<b>!</b> [	$\frac{4}{0}$	1	12 2	3	4	28 <u></u>	33   6	45 7	Mei 8		31	36	12	47   13	50 14

 $\begin{aligned} \mathsf{Merge-Sort}(A,p,r) \\ \mathsf{if} \ p < r \\ q = \lfloor \frac{p+r}{2} \rfloor \\ \mathsf{Merge-Sort}(A,p,q) \\ \mathsf{Merge-Sort}(A,q+1,r) \\ \mathsf{Merge}(A,p,q,r) \end{aligned}$ 

Divide and conquer (del og hersk): Del problemet i to dele, løs dem, og kombinér løsningerne.

		Mer	ge(A,	p, q,	r)			ı	I						
_	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A[	33	4	25	28	45	18	7	12	36	1	47	42	50	16	31
															_
									Sort	tér h	alvd	lele r	'eku	rsivt	
	•														
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50
•	•				-	-					-	-			
								•							
									Mei	ge					
	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A	$\frac{1}{1}$	$\overline{4}$	$\frac{1}{7}$	$\overline{12}$	16	18	$\frac{3}{25}$	28	$\frac{31}{31}$	33	36	$\overline{42}$	$\overline{45}$	$\overline{47}$	50

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25

33

4

28

Divide and conquer (del og hersk): Del problemet i to dele, løs dem, og kombinér løsningerne.

Tilfældet p == r: Vi kigger på et enkelt tal. Allerede sorteret!

	4	5	6	7	8	9	10	11	12	13	14
,	45	18	7	12	36	1	47	42	50	16	31

#### Sortér halvdele rekursivt

_	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
A	4	7	12	18	25	28	33	45	1	16	31	36	42	47	50

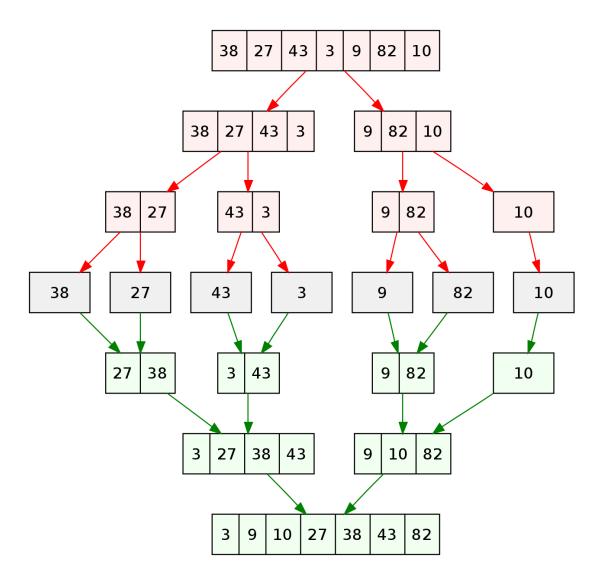
#### Merge

_	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
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## Eksempel

```
\begin{aligned} \mathsf{Merge-Sort}(A,p,r) \\ \mathsf{if} \ p < r \\ q = \lfloor \frac{p+r}{2} \rfloor \\ \mathsf{Merge-Sort}(A,p,q) \\ \mathsf{Merge-Sort}(A,q+1,r) \\ \mathsf{Merge}(A,p,q,r) \end{aligned}
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```
\begin{aligned} & \mathsf{Merge}(A,p,q,r) \\ & \mathsf{let}\ B\ \mathsf{be}\ \mathsf{an}\ \mathsf{array}\ \mathsf{of}\ \mathsf{size}\ r-p+1 \\ & i=p \\ & j=q+1 \\ & \mathsf{for}\ k=0\ \mathsf{to}\ r-p \\ & \mathsf{if}\ j>r\ \mathsf{or}\ (i\leq q\ \mathsf{and}\ A[i]\leq A[j]) \\ & B[k]=A[i] \\ & i=i+1 \\ & \mathsf{else} \\ & B[k]=A[j] \\ & j=j+1 \\ & \mathsf{copy}\ B\ \mathsf{to}\ A[p\dots r] \end{aligned}
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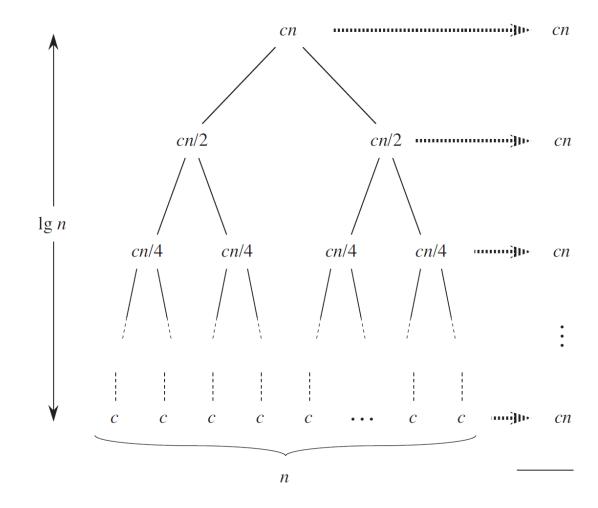


Første kald: Merge-Sort(A, 0, n - 1)

## Køretid

Merge-Sort
$$(A, p, r)$$
if  $p < r$ 
 $q = \lfloor \frac{p+r}{2} \rfloor$ 
Merge-Sort $(A, p, q)$ 
Merge-Sort $(A, q + 1, r)$ 
Merge $(A, p, q, r)$ 

$$T(n) = \begin{cases} c, & n = 1 \\ 2T(n/2) + cn, & n > 1 \end{cases}$$
 antager  $n = 2^k$ ,  $k \in \mathbb{N}$ 



## Opsummering om sortering

Insertion sort:  $\Theta(n^2)$  tid, kræver ikke ekstra plads.

Merge sort:  $\Theta(n \log n)$  tid, kræver  $\Theta(n)$  ekstra plads.

I DMA uge 4: Heap sort, bruger  $\Theta(n \log n)$  tid, kræver ikke ekstra array (in place-algoritme).

I DMA uge 6: Ikke muligt at komme under  $\Theta(n \log n)$  tid hvis man kun må deducere vha. sammenligninger. Vi skal se på andre sorteringsalgoritmer som kommer under vha. smarte "snydetricks".

# Hvorfor er asymptotisk køretid så praktisk?

Antag S1(A) og S2(A) begge sorterer array A af længde n. S1 har køretid  $T_1(n) = n^2$  og S2 har køretid  $T_2(n) = 100 \cdot n \log_2 n$ .  $T_1(n) = \Theta(n^2)$  og  $T_2(n) = \Theta(n \log n)$ .

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$$n=20$$
:  $T_1(20)=400$  og  $T_2(20)pprox 8600$ , så $rac{T_1(20)}{T_2(20)}pprox 0.05.$ 

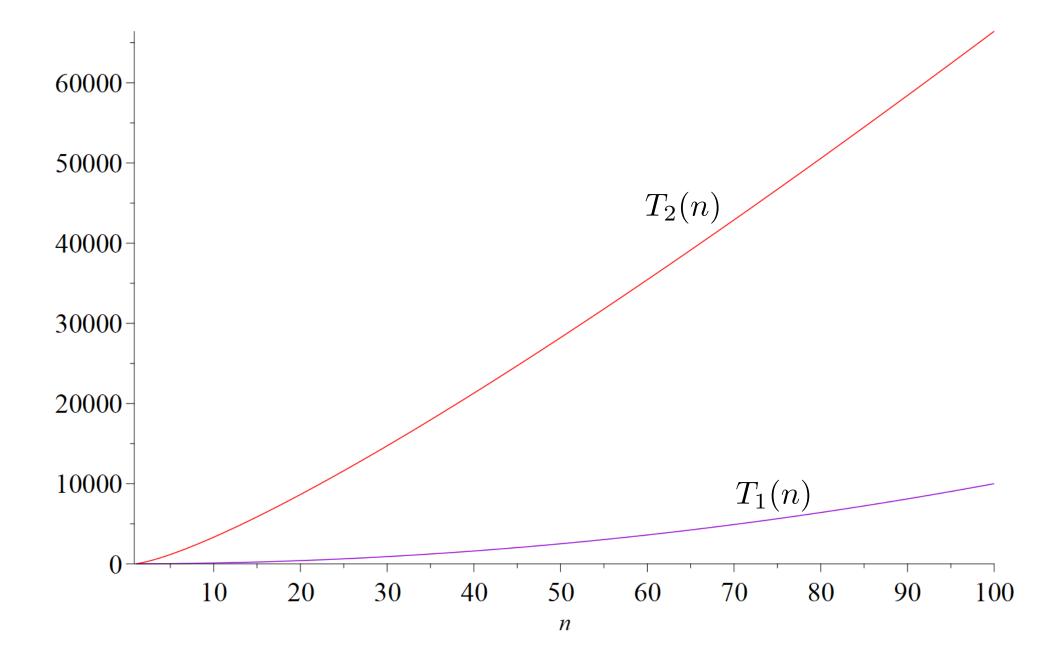
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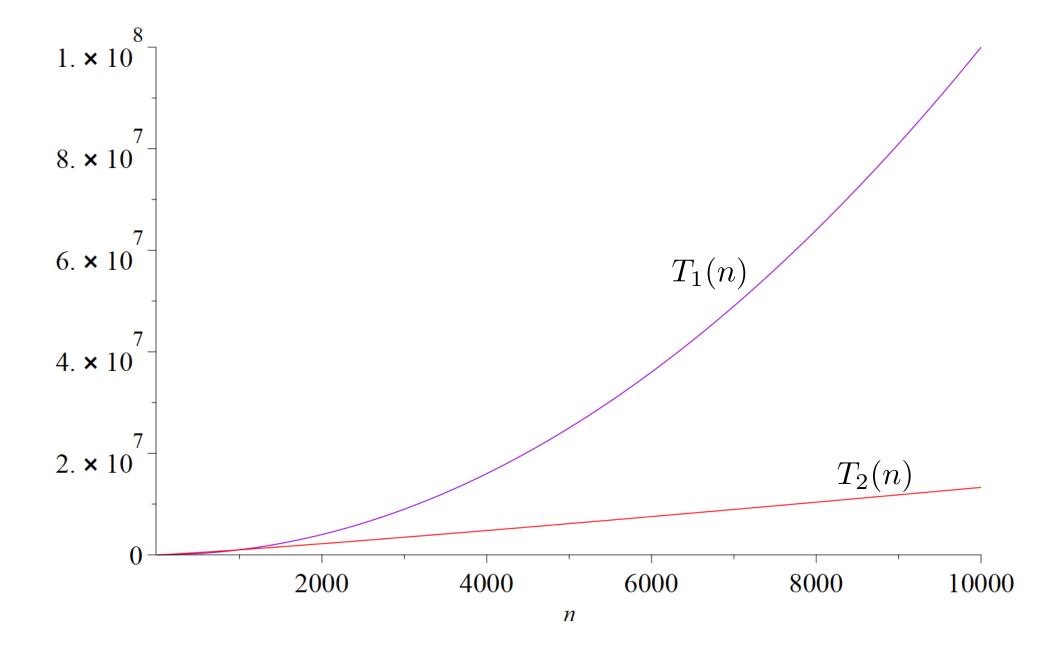
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$$n=20$$
:  $T_1(20)=400$  og  $T_2(20) pprox 8600$ , så

$$\frac{T_1(20)}{T_2(20)} \approx 0.05.$$

$$n=5.8\cdot 10^6$$
:  $T_1(5.8\cdot 10^6)pprox 3.4\cdot 10^{13}$  og  $T_2(5.8\cdot 10^6)pprox 1.3\cdot 10^{10}$ , så  $rac{T_1(5.8\cdot 10^6)}{T_2(5.8\cdot 10^6)}pprox 2600.$ 





#### Hvorfor er vi ligeglade med konstanter?

Hvis køretiden er  $T(n) = 100n \log n$  skriver vi  $T(n) = \Theta(n \log n)$ . Vi igorerer konstanten 100 fordi:

- Konstanten afhænger af præcis hvordan vi tæller skridt.
- I praksis er det forskelligt hvor lang tid de basale skridt tager.
- Præcist antal skridt afhænger af programmeringssprog.
- Når n bliver stor er det vigtigste den asymptotiske opførsel.

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Derfor ignorerer vi også langsomt voksende led.



#### P.S:

- I praksis kan vi ikke ignorere astronomiske konstanter.
- En asymptotisk langsommere algoritme kan foretrækkes hvis
  - -n aldrig bliver meget stor, eller
  - den langsommere algoritme er meget simplere og hurtig nok.
- To algoritmer med samme asymp. køretid behøver ikke være lige gode.