



CLRS Notes

Classic $\text{Elegant}\text{\LaTeX}$ Template

Author: Haopeng Li

Institute: $\text{Elegant}\text{\LaTeX}$ Program

Date: July 27, 2022



Contents

Chapter 1	Analysis of Algorithms	1
1.1	The problem of sorting	1
1.2	Insertion Sort	1
1.3	Running time	1
1.4	Merge Sort	3

Chapter 1 Analysis of Algorithms

Introduction

❑ Insertion sort

❑ Asymptotic analysis

❑ Merge sort

❑ Recurrences

Definition 1.1 (Algorithms)

The theoretical study of computer-program performance and resource usage.



Note Why study algorithms and performance?

- Algorithms help us to understand scalability.
- Performance often draws the line between what is feasible and what is impossible.
- Algorithmic mathematics provides a language for talking about program behavior.
- Performance is the currency of computing.
- The lessons of program performance generalize to other computing resources.
- Speed is fun!

1.1 The problem of sorting

Problem 1.1(The problem of sorting)

- Input: sequence $\langle a_1, a_2, \dots, a_n \rangle$ of numbers.
- Output: permutation $\langle a'_1, a'_2, \dots, a'_n \rangle$ such that $a'_1 \leq a'_2 \leq \dots \leq a'_n$

1.2 Insertion Sort

```
Insertion-Sort(A,n)
  for j <- 2 to n
    do key <- A[j]
      i <- j - 1
      while i > 0 and A[i] > key
        do A[i+1] <- A[i]
          i <- i-1
      A[i+1] = key
```

1.3 Running time

- The running time depends on the input: an already sorted sequence is easier to sort.
- Parameterize the running time by the size of the input, since short sequences are easier to sort than long ones.
- Generally, we seek upper bounds on the running time, because everybody likes a guarantee.

1.3.1 Kinds of Analysis

Definition 1.2 (Worst-Case(usually))

$T(n)$ = maximum time of algorithm on any input of size n .



Definition 1.3 (Average-Case(Sometimes))

- $T(n)$ = expected time of algorithm over all inputs of size n .
- Need assumption of statistical distribution of inputs.



Definition 1.4 (Best-case: (bogus))

Cheat with a slow algorithm that works fast on some input.



Note What is insertion sort's worst-case time?

It depends on the speed of our computer:

- relative speed (on the same machine),
- absolute speed (on different machines).



Note BIG IDEA:

1. Ignore machine-dependent constants.
2. look at the growth of $T(n)$ as $n \rightarrow \infty$
3. "Asymptotic Analysis"

1.3.2 Θ -Notation

Definition 1.5 (Θ -Notation)

$\Theta(g(n)) = \{f(n) : \text{there exist positive constants } c_1, c_2, \text{ and } n_0 \text{ such that } 0 \leq c_1g(n) \leq f(n) \leq c_2g(n) \text{ for all } n \geq n_0\}$



Note Engineering: Drop low-order terms; Ignore leading constants.

Example 1.1

$$3n^3 + 90n^2 - 5n + 6046 = \Theta(n^3)$$

1.3.3 Asymptotic performance



Note When n gets large enough, a $\Theta(n^2)$ algorithm always beats a $\Theta(n^3)$ algorithm.



Note

- We shouldn't ignore asymptotically slower algorithms, however.
- Real-world design situations often call for a careful balancing of engineering objectives.
- Asymptotic analysis is a useful tool to help to structure our thinking.

1.3.4 Insertion sort analysis

Worst case

Input reverse sorted

$$T(n) = \sum_{j=2}^n \Theta(j) = \Theta(n^2)$$

Average case

All permutations equally likely.

$$T(n) = \sum_{j=2}^n \Theta(j/2) = \Theta(n^2)$$



Note Is insertion sort a fast sorting algorithm?

- Moderately so, for small n
- Not at all, for large n

1.4 Merge Sort

Merge-Sort $A[1..n]$

1. If $n = 1$, done
2. Recursively sort $A[1 \dots \lceil n/2 \rceil]$ and $A[\lceil n/2 \rceil + 1 \dots n]$
3. Merge the 2 sorted lists.



Note Key subroutine: MERGE

1.4.1 Analyzing Merge Sort

Time = $\Theta(n)$ to merge a total of n elements (linear time).

$T(n)$	MERGE-SORT $A[1 \dots n]$
$\Theta(1)$	1. If $n = 1$, done.
$2T(n/2)$	2. Recursively sort $A[1 \dots \lceil n/2 \rceil]$ and $A[\lceil n/2 \rceil + 1 \dots n]$.
$\Theta(n)$	3. "Merge" the 2 sorted lists



Note Sloppiness: $2T(n/2)$ should be $T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor)$, but it turns out not to matter asymptotically.

1.4.2 Recurrence for merge sort

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2T(n/2) + \Theta(n) & \text{if } n > 1 \end{cases}$$



Note

- We shall usually omit stating the base case when $T(n) = \Theta(1)$ for sufficiently small n , but only when it has no effect on the asymptotic solution to the recurrence.
- CLRS and Lecture 2 provide several ways to find a good upper bound on $T(n)$.

1.4.3 Recursion tree

Example 1.2 Solve $T(n) = 2T(n/2) + cn$, where $c > 0$ is constant.

1.4.4 Conclusions

- $\Theta(n \lg n)$ grows more slowly than $\Theta(n^2)$
- Therefore, merge sort asymptotically beats insertion sort in the worst case.
- In practice, merge sort beats insertion sort for $n > 30$ or so.