

## CE2001/ CZ2001: Algorithms

### Insertion Sort

Ke Yiping, Kelly

### Learning Objectives

At the end of this lecture, students should be able to:

- Explain the incremental approach as a strategy of algorithm design
- Describe how Insertion sort algorithm works, by manually running its pseudo code on a toy example
- Analyse the time complexities of Insertion sort in the best case, worst case and average case

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### Insertion Sort of a Hand of Cards



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### Insertion Sort

#### The incremental approach

- An intuitive, primitive sorting method
- A form of insertion into an **ordered** list
- Given an unordered set of objects, repeatedly remove an entry from the set and insert it into a new **ordered** list
- Ensure that the new list is **ordered at all times**
- Each insertion requires movements of certain entries in the **ordered** list

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## Insertion Sort (Pseudo Code)

### The incremental approach

```
void InsertionSort (ALIST slot[ ], int n)
{ // input slot is an array of n records;
  // assume n > 1;
  for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--)
      if (slot[j].key < slot[j-1].key)
        swap(slot[j], slot[j-1]);
      else break;
}
}
```

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            swap(slot[j], slot[j-1]);
        else break;
    }
}
```

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## Insertion Sort (Pseudo Code)

### The incremental approach

```
void InsertionSort (ALIST slot[ ], int n)
{ // input slot is an array of n records;
// assume n > 1;
for (int i=1; i < n; i++) Pick up a new item from slot[ ]
    for (int j=i; j > 0; j--) {
        if (slot[j].key < slot[j-1].key)
            swap(slot[j], slot[j-1]);
        else break;
    }
}
```

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### The incremental approach

```
void InsertionSort (ALIST slot[ ], int n)
{ // input slot is an array of n records;
// assume n > 1;
for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--) { Find the correct position to insert
        if (slot[j].key < slotthe item.)
            swap(slot[j], slot[j-1]);
        else break;
    }
}
```

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## Insertion Sort (Pseudo Code)

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        else break;
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    }
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## Insertion Sort (Pseudo Code)

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            swap(slot[j], slot[j-1]);
        else break;
    }
}
```

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## Insertion Sort (Pseudo Code)

**The incremental approach**

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{ // input slot is an array of n records;
// assume n > 1;
for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--)
        if (slot[j].key < slot[j-1].key)
            swap(slot[j], slot[j-1]);
        else break;
}
}
```

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## Insertion Sort Example

**Sort in ascending order**

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 45 | 29 | 06 | 64 | 12 | 16 |

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## Insertion Sort Example

## Insertion Sort Example

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
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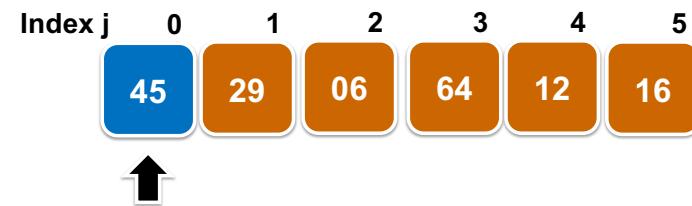
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## Insertion Sort Example



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## Insertion Sort Example



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## Insertion Sort Example

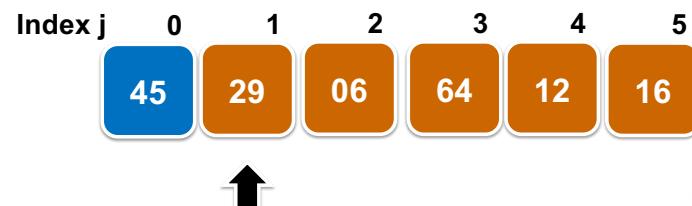
```
If (slot[j].key < slot[j-1].key)
  (slot[1].key < slot[0].key)
    29 < 45 ✓
```



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[1], slot[0]);
```



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## Insertion Sort Example

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 29 | 45 | 06 | 64 | 12 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[2].key < slot[1].key)  
**06 < 45 ✓**

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 29 | 45 | 06 | 64 | 12 | 16 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[2], slot[1]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 29 | 45 | 06 | 64 | 12 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[1].key < slot[0].key)  
**06 < 29 ✓**

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 29 | 06 | 45 | 64 | 12 | 16 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[1], slot[0]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 29 | 06 | 45 | 64 | 12 | 16 |



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## Insertion Sort Example

```
If (slot[j].key < slot[j-1].key)
  (slot[3].key < slot[2].key)
    64 < 45 ✗
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 64 | 12 | 16 |



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## Insertion Sort Example

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 64 | 12 | 16 |



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## Insertion Sort Example

```
If (slot[j].key < slot[j-1].key)
  (slot[4].key < slot[3].key)
    12 < 64 ✓
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 64 | 12 | 16 |



## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[4], slot[3]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 64 | 12 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[3].key < slot[2].key)  
**12 < 45 ✓**

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 12 | 64 | 16 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[3], slot[2]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 45 | 12 | 64 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[2].key < slot[1].key)  
**12 < 29 ✓**

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 12 | 45 | 64 | 16 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[2], slot[1]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 29 | 12 | 45 | 64 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[1].key < slot[0].key)  
 $12 < 06 \times$

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 45 | 64 | 16 |



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## Insertion Sort Example

If (slot[j].key < slot[j-1].key)  
 (slot[5].key < slot[4].key)  
 $16 < 64 \checkmark$

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 45 | 64 | 16 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[5], slot[4]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 45 | 64 | 16 |



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## Insertion Sort Example

```
If (slot[j].key < slot[j-1].key)
  (slot[4].key < slot[3].key)
    16 < 45 ✓
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 45 | 16 | 64 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[4], slot[3]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 45 | 16 | 64 |



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## Insertion Sort Example

```
If (slot[j].key < slot[j-1].key)
  (slot[3].key < slot[2].key)
    16 < 29 ✓
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 16 | 45 | 64 |



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## Insertion Sort Example

```
swap(slot[j], slot[j-1]);
swap(slot[3], slot[2]);
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 29 | 16 | 45 | 64 |



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## Insertion Sort Example

```
If (slot[j].key < slot[j-1].key)
  (slot[2].key < slot[1].key)
    16 < 12 ✗
```

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
|         | 06 | 12 | 16 | 29 | 45 | 64 |



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## Insertion Sort Example

Sorted in ascending order

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
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## Insertion Sort Algorithm (Recap)

## Insertion Sort Algorithm

- Original unsorted set and final sorted list are both in array slot[ ].



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## Insertion Sort Algorithm

- Original unsorted set and final sorted list are both in array slot[ ].
- Since sorting is performed directly on original array without any working storage, swapping and shifting are essential.



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## Insertion Sort Algorithm

- In the outer 'for' loop, i begins with 1 because the ordered list begins with one element (slot[0]); hence slot[1] is the first element from the unordered list.

```

for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--) {
        if (slot[j].key < slot[j-1].key)
            swap(slot[j], slot[j-1]);
        else break;
    }

```

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## Insertion Sort Algorithm

- Original unsorted set and final sorted list are both in array slot[ ].
- Since sorting is performed directly on original array without any working storage, swapping and shifting are essential.
- During sorting, slot[ ] contains sorted portion on the 'left' and unsorted portion on the 'right'; sorted portion grows while unsorted portion shrinks.



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## Insertion Sort Algorithm

- At each iteration, number at slot[ i ] is inserted into the new ordered list.

```

for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--) {
        if (slot[j].key < slot[j-1].key)
            swap(slot[j], slot[j-1]);
        else break;
    }

```

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## Insertion Sort Algorithm

- The inner ‘for’ loop finds the correct position in the ordered list by swapping slot[ j ] with slot[ j-1 ] as long as the key of slot[ j-1 ] is > the key of slot[ j ].

```
for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--) {
        if (slot[j].key < slot[j-1].key)
            swap(slot[j], slot[j-1]);
        else break;
```

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## Insertion Sort Algorithm

- The inner ‘for’ loop finds the correct position in the ordered list by swapping slot[ j ] with slot[ j-1 ] as long as the key of slot[ j-1 ] is > the key of slot[ j ].

```
for (int i=1; i < n; i++)
    for (int j=i; j > 0; j--) {
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            swap(slot[j], slot[j-1]);
        else break;
```

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## Complexity of Insertion Sort

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### Number of key comparisons:

- There are  $n - 1$  iterations (**the outer loop**)
- Best case:** 1 key comparison/ iteration, **total:  $n - 1$**
- Already sorted:** [06] [12] [16] [29] [45] [64]
- Worst case:**  $i$  key comparisons for the  $i$ th iteration
- Reversely sorted:** [64] [45] [29] [16] [12] [06]

$$\text{Total: } 1 + 2 + 3 + \dots + (n-1) = \sum_{i=1}^{n-1} i = \frac{(n-1)n}{2}$$

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## Insertion Sort Performance

- Average case:** the  $i$ th iteration may have  $1, 2, \dots, i$  key comparisons, each with  $1/i$  chance.

The average no. of comparisons in the  $i$ th iteration:

$$\frac{1}{i} \sum_{j=1}^i j = \frac{1}{i} (1+2+\dots+i)$$

Summation for the  $n-1$  iterations:

$$\begin{aligned} 1 + \frac{1}{2}(1+2) + \frac{1}{3}(1+2+3) + \dots + \frac{1}{n-1}(1+\dots+n-1) &= \sum_{i=1}^{n-1} \left( \frac{1}{i} \sum_{j=1}^i j \right) \\ &= \sum_{i=1}^{n-1} \left( \frac{1}{i} \frac{i(i+1)}{2} \right) = \frac{1}{2} \sum_{i=1}^{n-1} (i+1) = \frac{1}{2} \left( \frac{(n-1)(n+2)}{2} \right) = \Theta(n^2) \end{aligned}$$

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## Summary

- Insertion sort uses the incremental approach.
- Main idea:** Repeatedly pick up an element  $x$  to insert into a sorted sub-array on the left side, by comparing  $x$  with its left neighbour. If they are out of order, swap them; otherwise, insert  $x$  there.

| Index j | 0  | 1  | 2  | 3  | 4  | 5  |
|---------|----|----|----|----|----|----|
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## Insertion Sort Performance

### ☺ Strengths:

- Good when the unordered list is almost sorted.
- Need minimum time to verify if the list is sorted.
- Fast with linked storage implementation: no movement of data.

### ☹ Weaknesses:

- When an entry is inserted, it may still not be in the final position yet.
- Every new insertion necessitates movements for some inserted entries in ordered list.
- When each slot is large (e.g., a slot contains a large record of 10Mb), movement is expensive.
- Less suitable with contiguous storage implementation.

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## Summary

- Insertion sort uses the incremental approach.
- **Main idea:** Repeatedly pick up an element  $x$  to insert into a sorted sub-array on the left side, by comparing  $x$  with its left neighbour. If they are out of order, swap them; otherwise, insert  $x$  there.
- **Time complexity analysis:**
  - **Best case:**  $\Theta(n)$ , when input array is already sorted.
  - **Worst case:**  $\Theta(n^2)$ , when input array is reversely sorted.
  - **Average case:**  $\Theta(n^2)$ .

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