Sorting problem

The sorting problem

- Input: a sequence of n numbers (a₁, a₂, ..., a_n)
- Output: a permutation $\langle a_1', a_2', ..., a_n' \rangle$, s.t. $a_1' \le a_2' \le ... \le a_n'$
- An instance of a problem:
 - the input needed to compute a solution (e.g.: (5, 3, 6, 2))
- An algorithm is correct if it ends with the correct output in a finite amount of time, on any legitimate input



Insertion Sort (C)

```
InsertionSort(A, n) {
 for i = 2 to n \{
     key = A[i]
     j = i - 1;
     while (j > 0) and (A[j] > key) {
          A[j+1] = A[j]
          j = j - 1
     A[j+1] = key
```

Insertion-Sort $(A, n) \triangleright A[1 ... n]$ for $j \leftarrow 2$ to n**do** $key \leftarrow A[j]$ $i \leftarrow j-1$ "pseudocode" while i > 0 and A[i] > key**do** $A[i+1] \leftarrow A[i]$ $i \leftarrow i - 1$ A[i+1] = keyn A: sorted

Correctness Analysis

Loop invariant:

At the start of each iteration of the **for** loop of lines 1–8, the subarray A[1...j-1] consists of the elements originally in A[1...j-1], but in sorted order.

- Initialization: It is true prior to the first iteration of the loop.
- Maintenance: If it is true before an iteration of the loop, it remains true before the next iteration.
- Termination: When the loop terminates, the invariant gives us a useful property that helps show that the algorithm is correct.

Insertion Sort

```
What is the precondition
InsertionSort(A, n) {
                              for this loop?
 for i = 2 to n {
     key = A[i]
     j = i - 1;
     while (j > 0) and (A[j] > key) {
          A[j+1] = A[j]
           j = j - 1
     A[j+1] = key
```

Insertion Sort

```
InsertionSort(A, n) {
  for i = 2 to n \{
     key = A[i]
     j = i - 1;
     while (j > 0) and (A[j] > key) {
          A[j+1] = A[j]
     A[j+1] = key
                            How many times will
                            this loop execute?
```

Insertion Sort

```
Effort
  Statement
InsertionSort(A, n) {
  for i = 2 to n \{
                                                   c_1 n
       key = A[i]
                                                   c_2(n-1)
       j = i - 1;
                                                   c_3(n-1)
       while (j > 0) and (A[j] > key) {
                                                  c_4T
              A[j+1] = A[j]
                                                   c_5(T-(n-1))
                                                   c_6(T-(n-1))
       A[j+1] = key
                                                   c_7(n-1)
```

 $T = t_2 + t_3 + ... + t_n$ where t_i is number of while expression evaluations for the ith for loop iteration

Analyzing Insertion Sort

- $T(n) = c_1 n + c_2 (n-1) + c_3 (n-1) + c_4 T + c_5 (T (n-1)) + c_6 (T (n-1)) + c_7 (n-1)$ = $c_8 T + c_9 n + c_{10}$
- What can T be?
 - Best case -- inner loop body never executed o $t_i = 1 \rightarrow T(n)$ is a linear function
 - Worst case -- inner loop body executed for all previous elements
 - o $t_i = i \rightarrow T(n)$ is a quadratic function
 - Average case
 - o ???

Analysis

- Simplifications
 - Ignore actual and abstract statement costs
 - *Order of growth* is the interesting measure:
 - o Highest-order term is what counts

Remember, we are doing asymptotic analysis

As the input size grows larger it is the high order term that dominates



Upper Bound Notation

- We say InsertionSort's run time is $O(n^2)$
 - Properly we should say run time is in $O(n^2)$
 - Read O as "Big-O" (you'll also hear it as "order")
- In general a function
 - f(n) is O(g(n)) if there exist positive constants c and n_0 such that $f(n) \le c \cdot g(n)$ for all $n \ge n_0$
- Formally
 - $O(g(n)) = \{ f(n) : \exists positive constants c and n_0 such that <math>f(n) \le c \cdot g(n) \ \forall \ n \ge n_0 \}$

Insertion Sort Is O(n²)

Proof

- Suppose runtime is $an^2 + bn + c$
 - o If any of a, b, and c are less than 0 replace the constant with its absolute value
- $an^2 + bn + c \le (a + b + c)n^2 + (a + b + c)n + (a + b + c)$
- $\leq 3(a+b+c)n^2 \text{ for } n \geq 1$
- Let c' = 3(a + b + c) and let $n_0 = 1$
- Question
 - Is InsertionSort O(n³)?
 - Is InsertionSort O(n)?

Idea: walk down the list, and find the smallest (or largest) element, and then swap it to the beginning of the unsorted part of the list.

- 1. Loop (i) from 0 to the (number of elements to be sorted 2)
- 1.1 Assume the smallest remaining item is at the ith position, call this location smallest.
 - 1.2 Loop (j) through the remainder of the list to be sorted (i+1 .. size-1).
 - 1.2.1 Compare the jth & smallest elements in the unsorted list.
 - 1.2.2 If the jth element is < the smallest element then reset the location of the smallest to the jth location.
 - 1.3 Move the smallest element to the head of the unsorted list, (i.e. swap the ith and smallest elements).

```
void SelectionSort(int List[], int Size)
 int Begin, SmallSoFar, Check;
 void Swap(int& Elem1, int& Elem2);
 for (Begin = 0; Begin < Size - 1; Begin++) {
   SmallSoFar = Begin;
                                           // set head of tail
   for (Check = Begin + 1; Check < Size; Check++) { //
     if (List[Check] < List[SmallSoFar])</pre>
       SmallSoFar = Check;
   Swap(List[Begin], List[SmallSoFar]); // put smallest to
front
                           // of current tail
void Swap(int& Elem1, int& Elem2) {
 int tempInt;
 tempInt = Elem1;
 Elem1 = Elem2;
 Elem2 = tempInt; }
                                                           13
```

162	162	22	14	8	17
6	182	22	14	182	17

- Given n numbers to sort:
- Repeat the following n-1 times:
 - Mark the first unsorted number
 - Find the smallest unsorted number
 - Swap the marked and smallest numbers

6	8	22	14	2 2	17
6	8	12	14	22	22

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- How efficient is selection sort?
 - In general, given n numbers to sort, it performs n² comparisons
- Why might selection sort be a good choice?
 - Simple to write code
 - Intuitive



- Given n numbers to sort:
- Repeat the following n-1 times:
 - Mark the first unsorted number
 - Find the smallest unsorted number
 - Swap the marked and smallest numbers

Try one!

15 3	11	19	4	7
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Idea: walk down the list, compare adjacent elements, and swap them if they are in the wrong order.

- 1. Initialize the size of the list to be sorted to be the actual size of the list.
- Loop through the list until no element needs to be exchanged with another to reach its correct position.
 - 2.1 Loop (i) from 0 to size of the list to be sorted 2.
 - 2.1.1 Compare the ith and (i + 1)st elements in the unsorted list.
 - 2.1.2 Swap the ith and (i + 1)st elements if not in order (ascending or

descending as desired).

2.2 Decrease the size of the list to be sorted by 1.



```
void BubbleSort(int List[], int Size) {
 int tempInt; // temp variable for swapping list elems
 for (int Stop = Size - 1; Stop > 0; Stop--) {
   for (int Check = 0; Check < Stop; Check++) { // make a pass
     if (List[Check] > List[Check + 1]) { // compare elems
       tempInt = List[Check]; // swap if in the
       List[Check] = List[Check + 1]; // wrong order
       List[Check + 1] = tempInt;
```

162	162	22	182	187	22
6	12	184	184	17	22

- Given n numbers to sort:
- Repeat the following n-1 times:
 - For each pair of adjacent numbers:
 - If the number on the left is greater than the number on the right, swap them.

6	182	182	14	17	22
6	8	12	14	17	22

- Given n numbers to sort:
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- Given n numbers to sort:
- Repeat the following n-1 times:
 - For each pair of adjacent numbers:
 - If the number on the left is greater than the number on the right, swap them
- How efficient is bubble sort?
 - In general, given n numbers to sort, it performs n² comparisons
 - The same as selection sort
- Is there a simple way to improve on the basic bubble sort?
 - Yes! Stop after going through without making any swaps
 - This will only help some of the time

- Given n numbers to sort:
- Repeat the following n-1 times:
 - For each pair of adjacent numbers:
 - If the number on the left is greater than the number on the right, swap them

Try one!

15	3	11	19	4	7
----	---	----	----	---	---



A Simple Summation

	T(n)	A(n)	In-place?	Stable?
Insertion Bubble	O(n ²)	O(n ²)	yes	yes
Selection	$O(n^2)$	O(n ²)	yes	no
Heap	O(n log n)	O(n log n)	yes	no
Quick	$O(n^2)$	O(n log n)	yes	no



Sorting Algorithms



Comparison-Based Sorting

Simple: Insertion, Selection, Bubble

Complex: Merge, Quick, Heap...

Others:

Counting sort

Radix sort

Bucket sort

