

Lower Bound for Sorting (with comparisons)

Sorting algorithms we have seen so far ^{Common Sect 8.1}
are based on comparisons $T(n) \approx \#$ of comparisons

$a_1 \ a_2 \ a_3 \ a_4 \ \dots \ a_n$ to sort

Question is $a_i \stackrel{?}{\leq} a_j$

Comparison-based sorting algorithms

Pros: - Change the resulting ordering just by
implementing a different comparator
- work for any kind of object where
a comp function can be defined

Cons - design a faster algorithms
without limiting ourself to comparisons

Prove that $\Omega(n \log n)$ time is the best
we can hope for ^{with} comparison-based sorting algos

$$A = a_1 \ a_2 \ a_3 \ \dots \ a_n$$

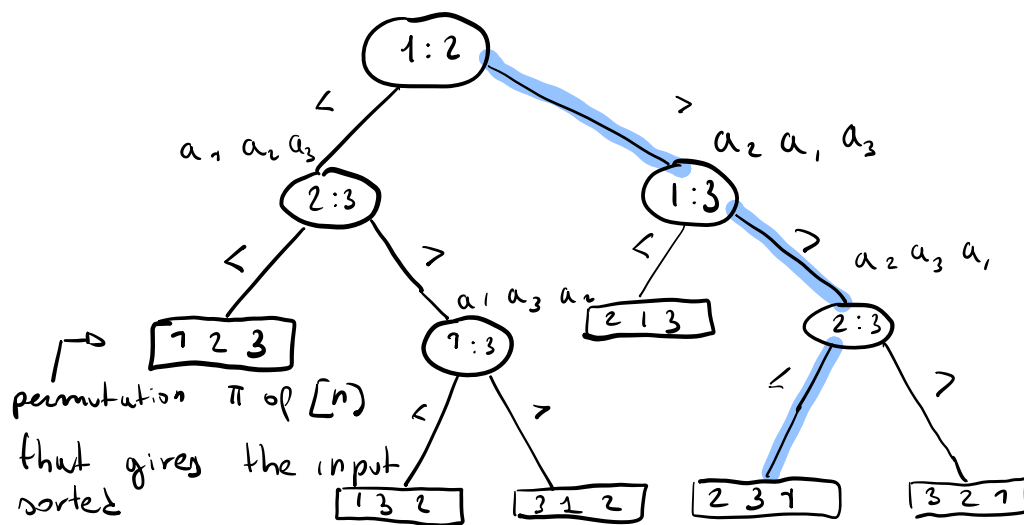
Assume wlog that $\forall i, a_i \neq a_j$

Decision-tree model

A decision tree is a binary tree that represents comparisons performed by a **fixed** comparison-based algorithm on any input of a **fixed** size n

Decision-tree for insertion sort on $n=3$

$$a_1 \ a_2 \ a_3$$



- The execution of the algorithm on a input of size n corresponds to a root-to-leaf path

eg

A	7	4	5
	a_1	a_2	a_3
π	2	3	1

A	4	5	7
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- The running time of IS in the worst case is $\Omega(\text{height of tree})$
- Any correct sorting algorithm must be able to produce any permutation
why? if not, it is wrong on some input

if $\pi = 132$ is not a leaf

there exists a input say 597

for which the algorithm is not correct!!

\Rightarrow

there exist at least $n!$ leaves ($\Omega(n!)$)

Any sorting algorithm based on comparisons need $\Omega(n \log n)$ time (or comparisons)

- worst case time = $\Omega(\text{height of the tree})$
 $= \Omega(h)$

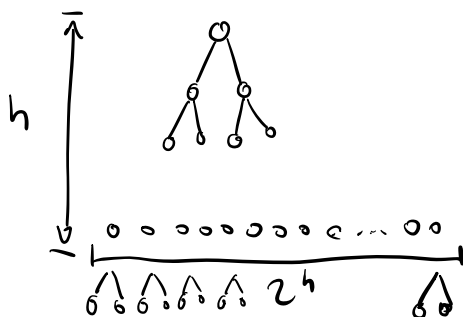
- $\Omega(n!)$ leaves

- Binary tree of height h has no more than 2^h leaves

proof

- base case $h = 0$ \bigcirc root $\# \text{ leaves} = 2^0 = 1$

- Inductive step: true for any h ,
we want to prove this for $h+1$



Leaves is $2^h \cdot 2 = 2^{h+1}$



$$2^h \geq n! \Rightarrow h \geq \log_2(n!) \quad \text{Stirling approx of } n!$$

$$\Rightarrow h \geq \Omega(n \log n)$$