

Sorting

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The Sorting Problem

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- Sorting data is one of the most thoroughly explored computing problems.

Problem

In
Out

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such that $a'_1 \leq a'_2 \leq \dots \leq a'_n$

- Sorting is an important problem. It is part of the solution to many other problems.
- Understanding the complexity of sorting algorithms helps design good solutions to these other problems.

Incremental Sorting

The **incremental** approach of Simple Search can be applied to sorting.

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- Proceed from left
- Gradually grow a sorted region (bubble loop invari

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EXERCISE

Invent an incremental sorting algorithm.

Incremental Sorting

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There are two options:

- 1 Add the **next** element $a[i]$ to the sorted region
- 2 Add the **lowest** element outside the sorted region

Option 1 leads to the **Insertion Sort** algorithm

Insertion Sort

- Insertion Sort divides a into a sorted part, initially just $a[0]$, and the remaining unsorted part

- Elements from the unsorted part are then inserted into the sorted part

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Insertion Sort

Insertion Sort(Input: sequence $a = [a_0, \dots, a_{N-1}]$)

```

For  $i = 1$  to  $N$  // initialise invariant
    next =  $a[i]$  // save.  $a[i]$  overwritten later
     $j = i$ 
    While  $j > 0$ 
         $j = j - 1$ 
    EndWhile
     $a[j+1] = next$ 
EndFor

```

- The sorted region can be initialised to contain $a[0]$
- Do not need to compare next with all $a[0, \dots, i-1]$ (sorted)

Time Complexity

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- What is the worst case input?
- What is the best case input?
- What is the time complexity in the best and worst cases?

Worst Case

- Running time of Insertion Sort has two dimensions:

- Number of insertions
- Size of insertion

- Informally: both dimensions are $\Theta(N)$, so $T(N) = \Theta(N^2)$

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Worst Case

More formally, the total number of iterations of the inner loop is

$$t(N) = 1 + 2 + \cdots + (N-1) = \frac{N(N-1)}{2}$$

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Worst Case

For the worst case time complexity is $aN^2 + bN + c = \mathcal{O}(N^2)$

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Best Case

In the best case

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- $r(N) = N - 1$
- So, $T(N) = aN + b = \Theta(N)$

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Other Properties

- Insertion Sort works in place (space complexity is $\Theta(1)$)
- Assuming randomised input, average case is $T(N) = \Theta(N^2)$
- For any input $T(N) = O(N^2)$

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Divide and Conquer

Will a divide and conquer approach work?

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- Divide into subproblems
- Solve the subproblems
- Combine into overall solution

EXERCISE

Design a combining algorithm.

Combining Sorted Sequences

Merge (Input: array a , indices l , m and r , where $r > m \geq l$)

```

left = a[l, ..., m-1]
right = a[m, ..., r-1]
i = j = 0, k = l
while i < len(left) and j < len(right):
    if left[i] <= right[j]:
        a[k] = left[i]
        i = i + 1
    else:
        a[k] = right[j]
        j = j + 1
    k = k + 1
end

```

- The procedure takes $\Theta(N)$ time for N total elements

Divide and Conquer

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- Time to combine subproblem solutions is $\Theta(N)$

EXERCISE

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What is worst case time complexity of divide and conquer?

- Write recurrence (assume $N = 2^a$ so no floors)
- Solve using master theorem

Time Complexity

The proposed algorithm divides the problem (in constant time) into 2 subproblems of size $N/2$, solves both, and combines the solutions in $\Theta(N)$ time, so the time complexity is:

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So, $N^{\log_b a} = N^{\log_2 2} = N^1 = N$, and therefor

- $f(N) = \Theta(N^{\log_b a}) = \Theta(N^{\log_2 2} \times \log_2^0 N)$

and Case 2, with $k = 0$, applies.

- $T(N) = \Theta(N^{\log_b a} \log_2^1 N) = \Theta(N \log_2 N)$

The divide and conquer algorithm is faster than Insertion Sort. Surprised?

Time Complexity

Alternative informal view of time complexity: recursion tree

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- Each level of the tree contributes cN
- There are $\log_2 N + 1$ levels

MergeSort

You have invented Mergesort

```
MergeSort (input array a, index l, index r)
```

```
    if  $r - l < 2$ 
```

```
        r
```

```
     $m = (l + r) / 2$ 
```

```
    Merge
```

```
    MergeSort(a, m, r)
```

```
    Merge(a, l, m, r)
```

```
    return
```

- The sorting appears to be happening in place, but the list is copied during Merge
- What is the best case?

Properties of Merge Sort

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- Space complexity is $O(N)$
- Time complexity is $O(N \log N)$
- Fast for large N
- Slower than Insertion Sort if the list is already sorted
- Slower than Insertion Sort for small N

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Alternative Divide and Conquer

- Merge Sort divides the data in half and sorts the halves
- Alternative approach: do a quick (rough) sort into two groups
- a_p is called the **pivot** and the division ensures that $a \in A_{low}(a < a_p)$ and

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- Left with subproblems of sorting A_{low} and A_{high}
- No combining needed

Quicksort

This procedure sorts the array $a[l, \dots, r - 1]$

Quicksort(Input: array a , index l , index r)

```
if  $r < l + 2$  // 0 or 1 elements to sort
    return
p = Partition(a, l, r)
Quicksort(a, l, p)
Quicksort(a, p + 1, r)
return
```

- The Quicksort divide step is called **partitioning**
- The Partition procedure must return the final index of the pivot
- The base case must work for an empty array

Suggested Partition Design

- Use last element as the pivot
- Maintain two subarrays which grow
- Ele
- Ele
- Ele

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Tutorial Exercise

Write the Partition procedure.

Lomuto Partitioning

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Partition

This procedure partitions the array $a[l, \dots, r - 1]$

```

Partition (input: array  $a$ , index  $l$ , index  $r$ )
     $i = j = l$            // both partitions are empty
     $p = r - 1$ 
    while  $i < j$ 
        swap( $a$ ,  $i$ ,  $j$ )
         $j = j + 1$ 
         $i = i - 1$ 
    swap( $a$ ,  $p$ ,  $j$ )
    return  $j$ 

```

- The time complexity is $\Theta(N)$ (where $N = r - l$)

Quicksort Performance

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Question

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What is the **worst case** time complexity of Quicksort. A

Quicksort Worst Case

The given partition procedure:

- will only remove one element from sorted or reverse-sorted list

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- will be <https://eduassistpro.github.io>

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This leads to **incremental** execution resembling insertion

- N levels of recursion
- $N - i$ elements to partition at level i
- So worst case time complexity is $\Theta(N^2)$

Quicksort Best Case

- Fewest levels of recursion when the partitioning is **balanced**
- Subproblems are no larger than $N/2$
- Same bound as Mergesort: $\Theta(N \log_2 N)$
- As re

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Quicksort Performance

With rather unbalanced partitioning performance is still $O(N \log_2 N)$

- Any dividing factor will introduce a $\log N$ term
- e.g. 9 to 1 (Cormen p. 176)

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Randomised Quicksort

If the partition procedure is altered to choose the pivot at random, then the worst-case behaviour becomes a matter of chance for all inputs.

Partitio

```
x = ran  
swa  
... a
```

Assuming N distinct values:

- The probability of choosing the worst pivot in even
- This becomes vanishingly small as N increases
- Randomised Quicksort is algorithm of choice if N more than ~ 10

Expected Performance

Possible to give **average case** time complexity for Randomised Quicksort:

- Assume N distinct values again
- Ran
- Tim
- Pro
- value (see books for full explanation)
- Average number of comparisons is sum of proba

Average case complexity is $\Theta(N \log_2 N)$

- This is called **expected** running time for randomised algorithm

Partition Variations

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There are many ways to implement partitioning. e.g.

- Hoare partitioning

-

-

- Thr

- Includes a region for values equal to pivot
- Handles duplicates better

- Median of 3

- Choose pivot as median of three random elements
- Better balance between subproblems

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