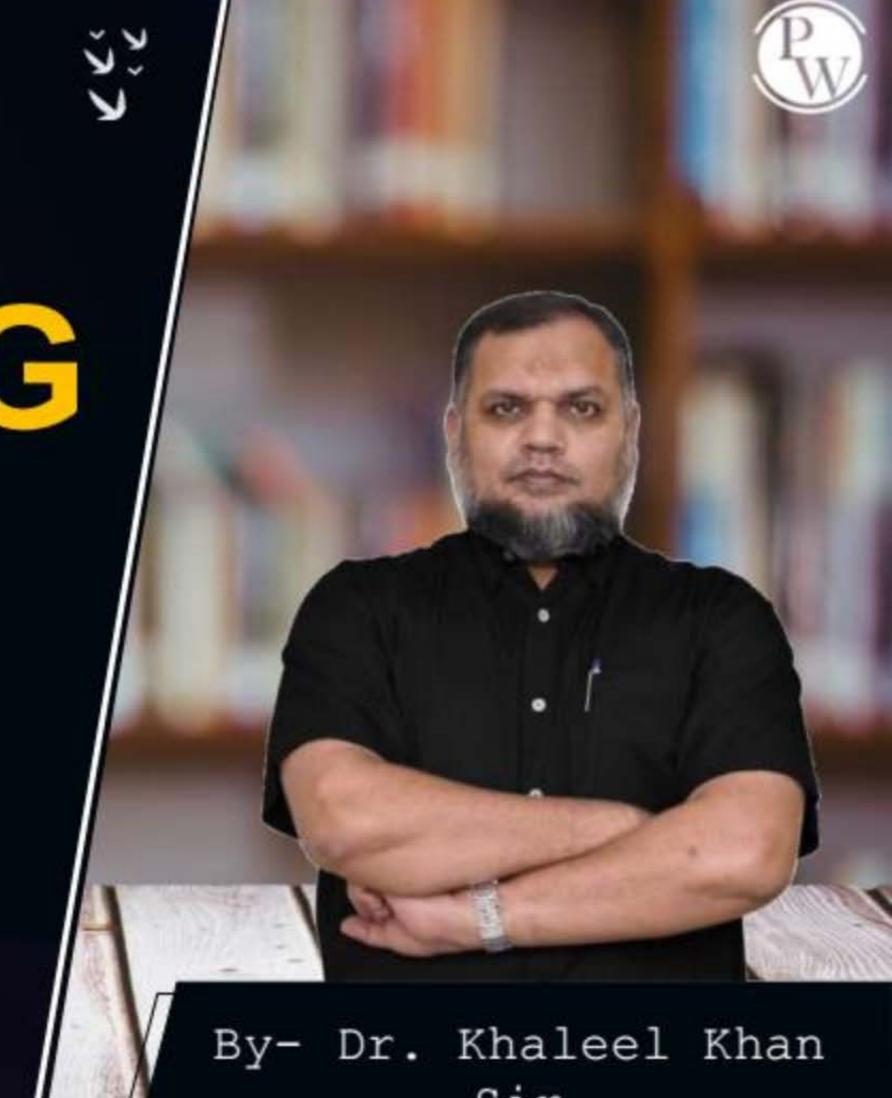
CS & | ENGINERING Algorithms

Design Strategies



### Recap of Previous Lecture









Topic

**Binary Search** 

Topic

Merge Sort

**Topic** 

Topic

Topic

## **Topics to be Covered**









Topic

Merge Sort

Topic

**Quick Sort** 

**Topic** 

Topic

Topic

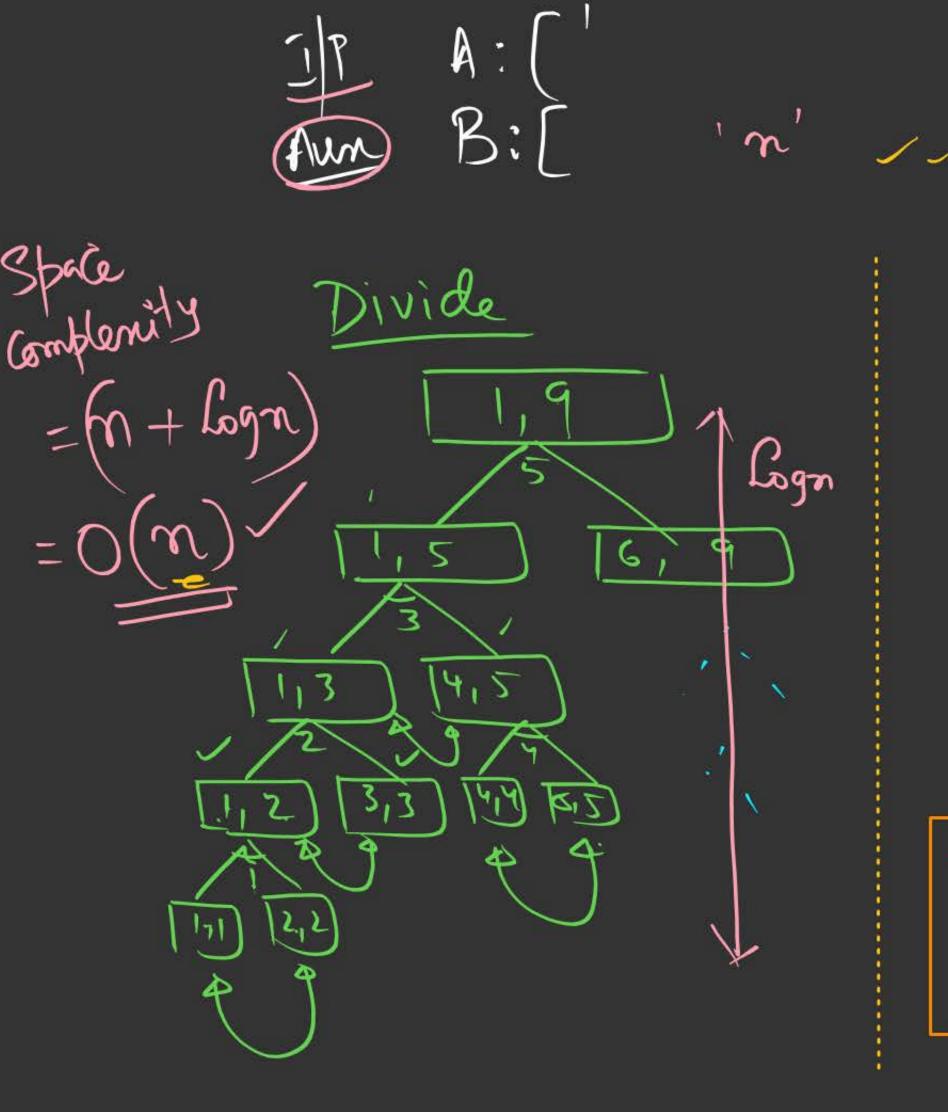
>ulsproblems Jime Complexity: Dand C Recurrence Relation Combine + Divide +  $\int T(m) = Q \cdot T(m|b) + f(m) - \frac{1}{2}$ 110. of Boppulgons (05) Size gearly the Subproblem

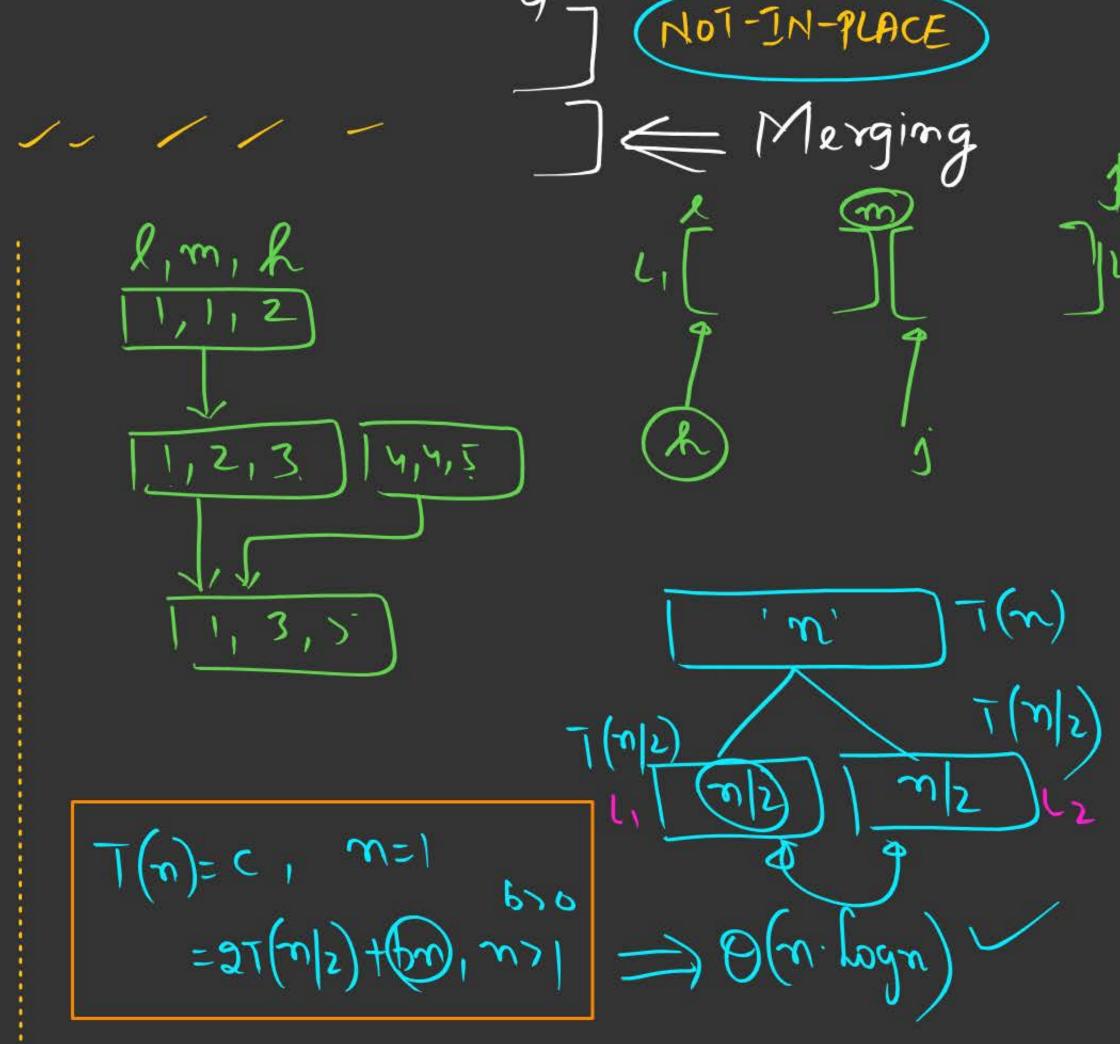
2) 
$$T(n) = T(xn) + T((-x)n) + f(n)$$
  
3)  $T(n) = T(xn) + T(3n) + T(4n) + f(n)$ 

a) Man-Mim: 
$$T(n) = 2T(n/2) + 2 \Rightarrow (\frac{3n}{2} - 2) : O(n)$$
  
Space:  $O(Los n)$ 

b) Bin-Search: 
$$T(n) = T(n/2) + C \Longrightarrow O(Logn)$$
  
Specie:  $O(Logn)$ 

c) Mergesort: 
$$T(n)=2T(n|z)+n \Longrightarrow \Theta(n,\log n)$$





1) Time: My is efficient: Time is bounded by a Polynomial 2) Space: Alg is efficient:

(3) Space: Alg is efficient:

(4) Space requirement is atmost





```
Algorithm MergeSort(low, high)
    // a low: high is a global array to be sorted.
    // Small(P) is true if there is only one element
    // to sort. In this case the list is already sorted.
        if (low < high) then // If there are more than one element
             // Divide P into subproblems.
                  // Find where to split the set.
10
                      mid := \lfloor (low + high)/2 \rfloor;
11
                Solve the subproblems.
                  MergeSort(low, mid);
12
13
                  MergeSort(mid + 1, high);
14
                Combine the solutions.
15
                 Merge(low, mid, high);
16
17
```





```
Algorithm Merge(low, mid, high)
    // a[low: high] is a global array containing two sorted
       subsets in a[low:mid] and in a[mid+1:high]. The goal
       is to merge these two sets into a single set residing
       in a[low: high]. b[] is an auxiliary global array.
        h := low; i := low; j := mid + 1;
         while ((h \le mid) \text{ and } (j \le high)) do
             if (a[h] \le a[j]) then
10
                 b[i] := a[h]; h := h + 1;
13
14
             else
15
16
                 b[i] := a[j]; j := j + 1;
18
             i := i + 1;
19
20
        if (h > mid) then
21
             for k := j to high do
                 b[i] := a[k]; i := i + 1;
24
        else
             for k := h to mid do
26
27
                 b[i] := a[k]; i := i + 1;
29
30
        for k := low to high do a[k] := b[k];
31
```

Pans: [x1 x2 y1 y2][31 x3]

Pans: [x2 y1][x1 x2][31 x3]

[y1][y2][x1][x2][x1][31]

Challege Qs: 2-way-Mergee 2-way-gort Calculate the Minimum & Marrimum no g Element Comparisons involved in 2-way-Merge Soxt, Assuming n=2<sup>K</sup>; (K>0)

Super Q:

n is not a power 2;



For merging two sorted lists of sizes m and n into a sorted list of size m+n, we require comparisons of

(a) O(m) (c) O(m+n)

- (b) O(n)
- (d) O(log m+ log n)

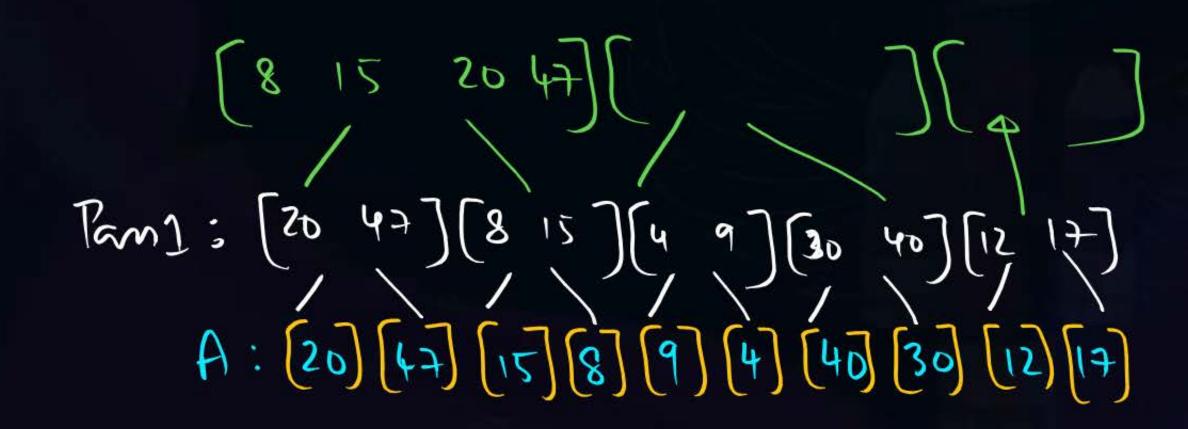
2) If one uses straight two-way merge sort algorithm to sort the following elements in ascending order:



20, 47, 15, 8, 9, 4, 40, 30, 12, 17

then the order of these elements after second pass of the algorithm is:

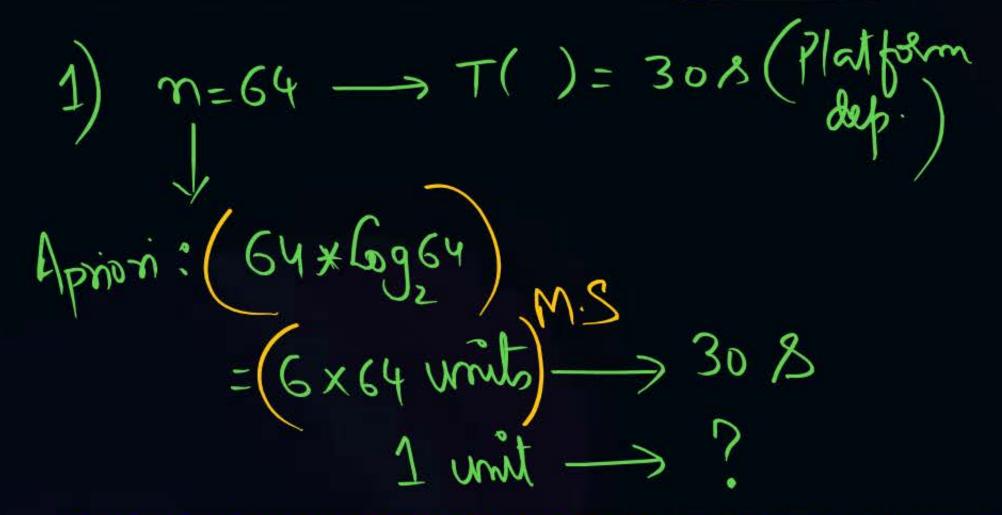
- (a) 8, 9, 15, 20, 47, 4, 12, 17, 30, 40
- (b) 8, 15, 20, 47, 4, 9, 30, 40, 12, 17
- (c) 15, 20, 47, 4, 8, 9, 12, 30, 40, 17
- (d) 4, 8, 9, 15, 20, 47, 12, 17, 30, 40



1. Assume that Merge Sort takes 30sec to Sort 64 elements in worst case.

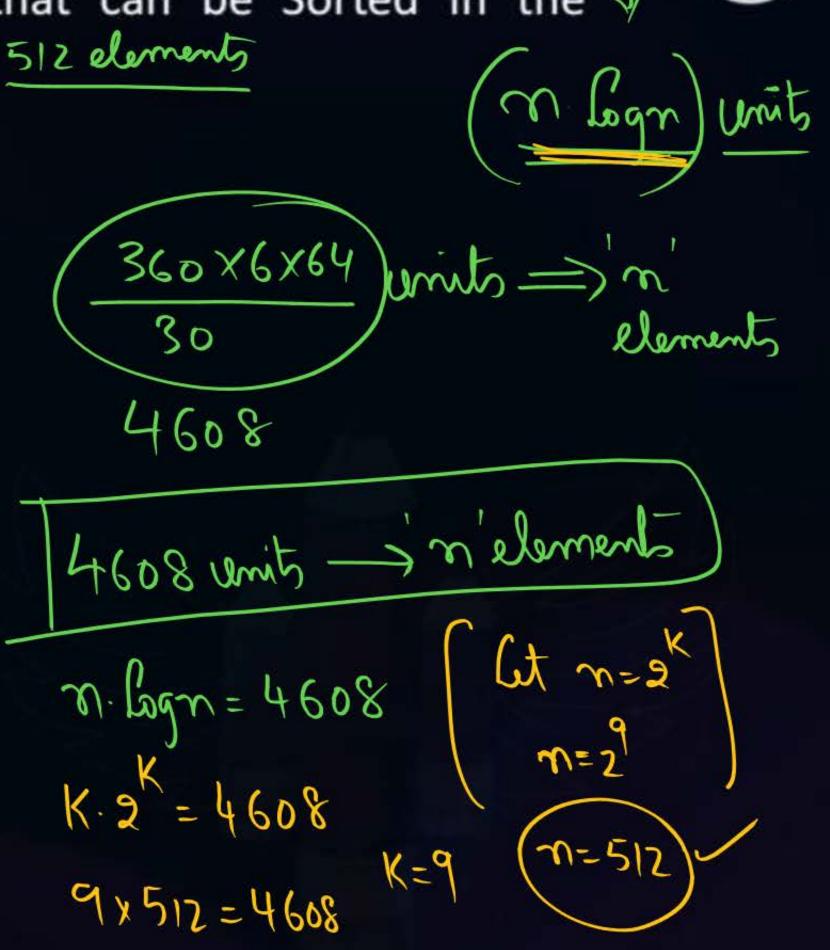
What is the approximate number of elements that can be Sorted in the

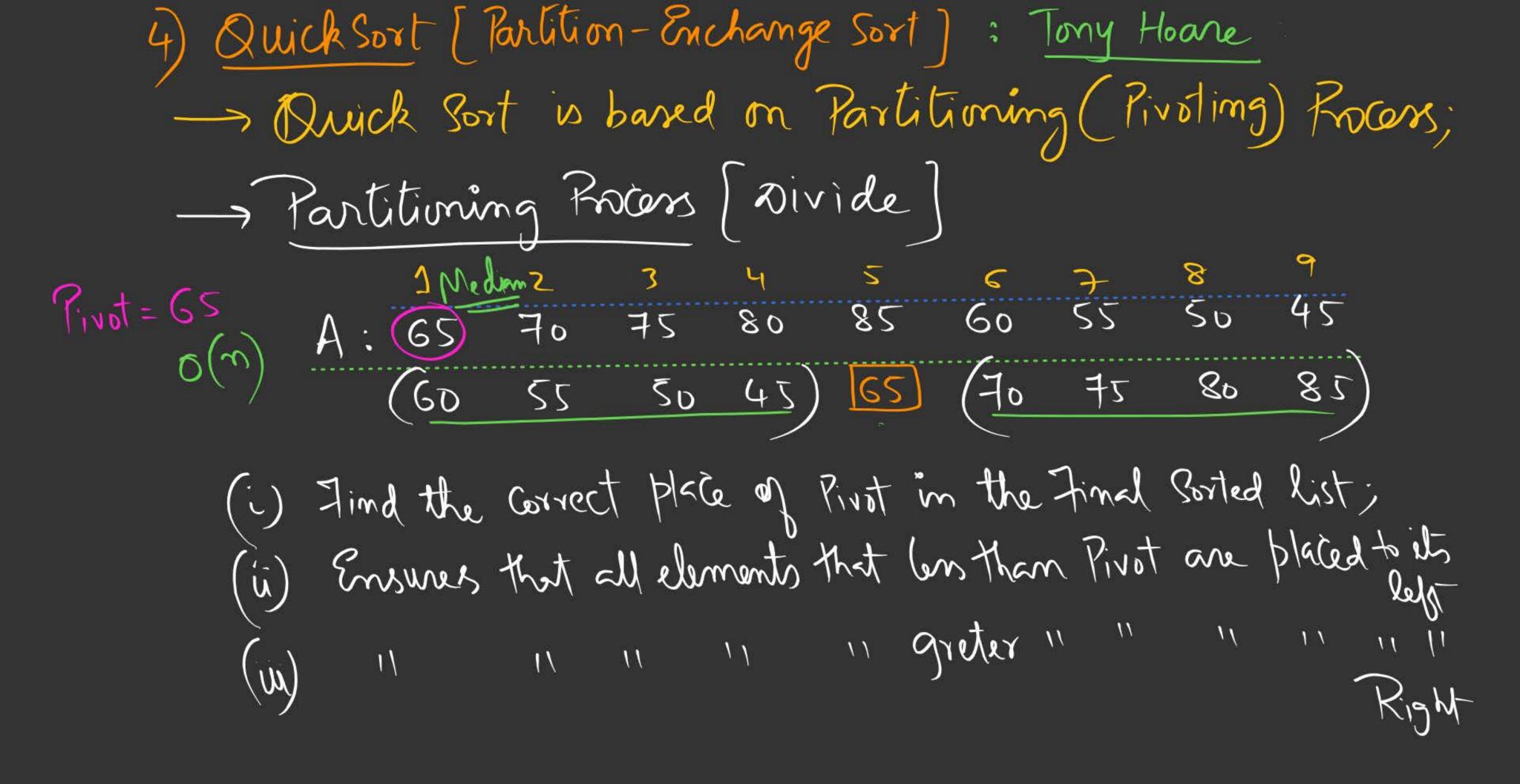


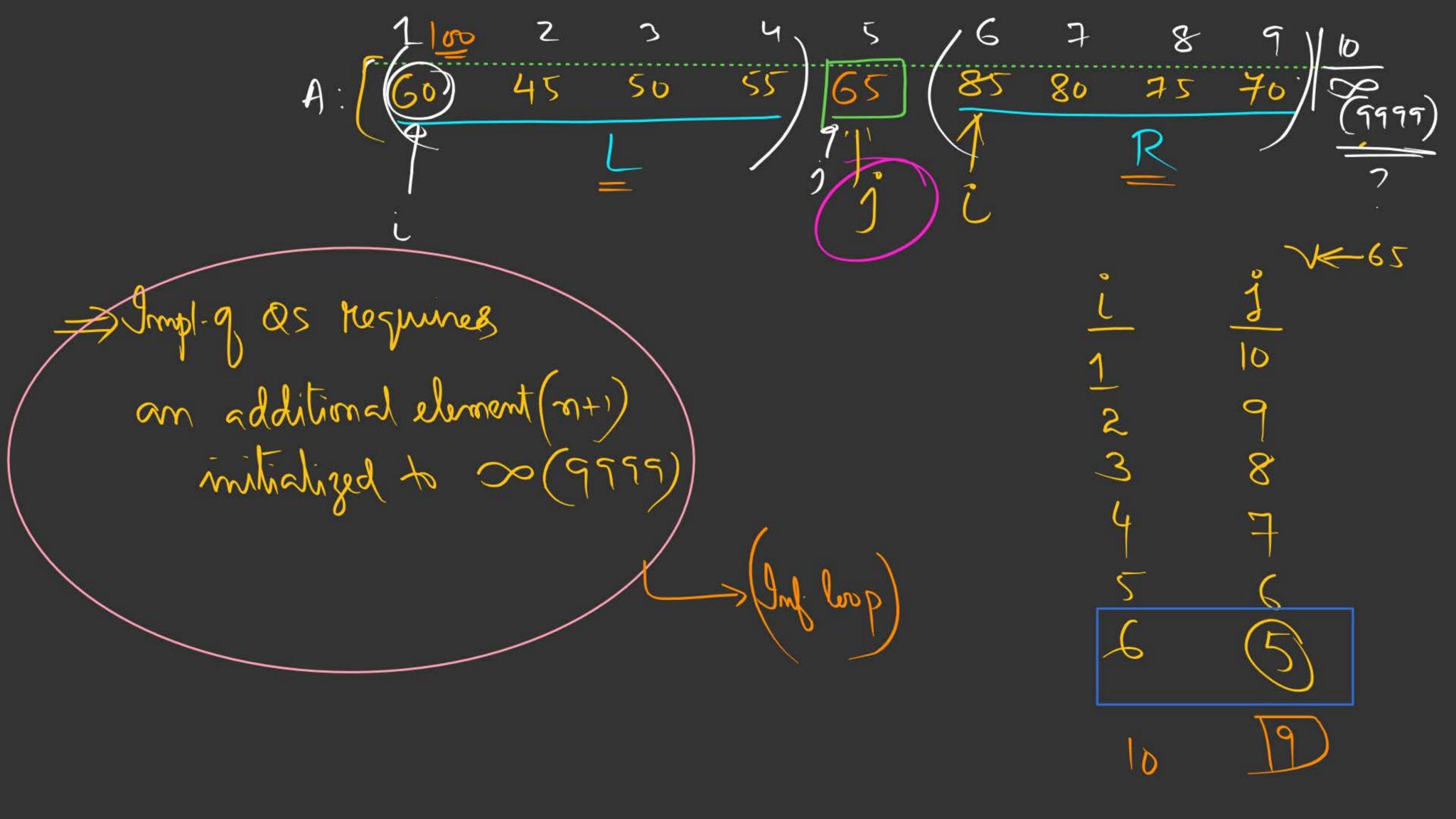


$$\frac{30}{6\times64} = 71 \text{ unit}$$

$$\frac{3608}{3608} = 7$$











```
Algorithm QuickSort (p, q)
       // Sorts the elements a[p],..., a[q] which reside in the global
2.
       // array a[1 : n] into ascending order: a[n + 1] is considered to
3.
       // be defined and must be \geq all the elements in a[1 : n].
4.
5.
           if (p < q) then // If there are more than one element
6.
7.
           // divide P into two subproblems.
8.
               j := Partition(a, p, q + 1);
9.
                       // j is the position of the partitioning element.
10.
```





```
// Solve the subproblems.
QuickSort(p, j - 1);
QuickSort(j + 1,q);
//There is no need for combining solutions.
}
```





```
Algorithm Partition (a,m,p)
       // Within a[m],a[m+1],...., a[p-1] the elements are
2.
       // rearranged in such a manner that if initially t = a[m],
3.
       // then after completion a[q] = t for some q between m
4.
       // and p - 1, a[k] \le t for m \le k < q, and a[k] > t
5.
       // for q < k < p. q \le returned. Set a[p] = \infty.
6.
7.
          v := a[m]; i := m; j := p;
8.
9.
          repeat
10.
```





```
Hebeal-
             🤊 repeat 🐣
11.
                        i:=i+1;
12
               until (a[i] \ge v)
13
                                      Slem
14
               repeat
                                        Comparism
                         j := j + 1;
15
               until (a [j] ≤v);
16.
               if (i < j) then Interchanged (a,i, j);
17
            } until (i \ge j);
18
            a[m] := a[j]; a[j] := v; return j;
19
20
```

```
Jime-Complemity of
Partition: O(n)
```





```
Algorithm Interchange (a,i,j)
// Exchange a[i] with a[j].

{
    p := a[i];
    a[i] := a[j]; a[j] := p;
}
```





```
Algorithm QuickSort(p, q)
       Sorts the elements a[p], \ldots, a[q] which reside in the global
    // array a[1:n] into ascending order; a[n+1] is considered to
       be defined and must be \geq all the elements in a[1:n].
5
        if (p < q) then // If there are more than one element
             // divide P into two subproblems.
                 j := Partition(a, p, q + 1);
                      //j is the position of the partitioning element.
10
             // Solve the subproblems.
                 QuickSort(p, j - 1);
                 QuickSort(j + 1, q);
13
             // There is no need for combining solutions.
15
16
```





```
Algorithm Partition(a, m, p)
    // Within a[m], a[m+1], \ldots, a[p-1] the elements are
    // rearranged in such a manner that if initially t = a[m],
     // then after completion a[q] = t for some q between m
     // and p-1, a[k] \le t for m \le k < q, and a[k] \ge t
     // for q < k < p. q is returned. Set a[p] = \infty.
        i := a[m]; i := m; j := p;
         repeat
10
11
             repeat
            i := i + 1;

\mathbf{until} \ (a[i] \ge v);
12
13
14
             repeat j := j-1; R-
15
            until (a[j] \le v);
16
17
             if (i < j) then Interchange(a, i, j);
18
          } until (i \ge j);
\frac{19}{20}
         a[m] := a[j]; a[j] := v; return j;
    Algorithm Interchange (a, i, j)
    // Exchange a[i] with a[j].
         p := a[i];
         a[i] := a[j]; a[j] := p;
```

(i) Time Complenity: Best Gre WorstGre Partition: O(n) (unsorted) R. Stech Taster Wis T(m) = O(m) + 2T(m|2)T(n)=  $O(n) + T(n-1) = O(n^2)$ O(w. Podw

Note Qs behaves in W.C, elements are already Sorted

Space Complenity:

Best-Case: O(Logn)

2) worst Care: O(n)



1. In using Quick Sort suppose the central element of the Array is always chosen as the Pivot then the worst case complexity of the Quick Sort may be  $\frac{Q^2 n^2}{2}$ .



2. 

The Median on Array of size n can be found in O(n) time. If Median is selected as Pivot, then the worst case complexity of Quick Sort is .

$$T(n) = O(n) + O(n) + 2T(n/2) : O(n \cdot \log n)$$
Median Partitioning

 In applying Quick Sort to an unsorted list if (n/4) the element is selected as Pivot then the Time Complexity of Quick Sort will be \_\_\_\_\_.

$$T(n) = O(n) + O(n) + [n|4] + T(3n|4) = O(nlogn)$$



4. Consider the Quicksort algorithm. Suppose there is a procedure for finding a pivot element which splits the list into two sublists each of which contains at least one-fifth of the elements. Let T(n) be the number of comparisons required to sort n elements. Then

(a) 
$$T(n) \le 2T(n/5)+n$$
   
 (b)  $T(n) \le T(n/5)+T(4n/5)+n$    
 (c)  $T(n) \le 2T(4n/5)+n$    
 (d)  $T(n) \le 2T(n/2)+n$ 

$$T(m) = O(m) + T(n|s) + T(4n|s)$$



# THANK - YOU