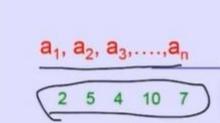
# Sorting Algorithms Foundations - New

**Annotated Slides** 

# Sorting problem definition



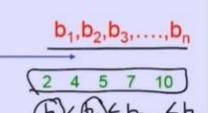
sequence of numbers

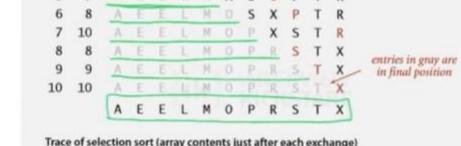




### **OUTPUT**

a permutation of the sequence of numbers





OR 10

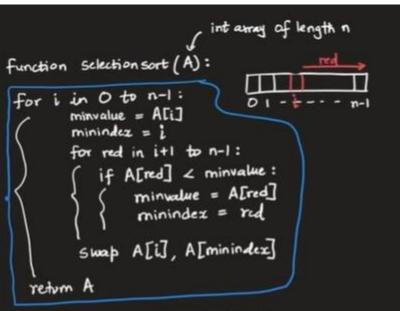
0 entries in red are a[min]

i min 9 10 are examined to find the minimum

entries in black

a[]

Trace of selection sort (array contents just after each exchange)



How do we analyse this algorithm?

- Argue that it is CORRECT.

- Quantify its EFFICIENCY

(a) Time: How long the aborithm takes to run ("running time") b) Space: How much memory does the algorithm

use to run?

## Input size clearly matters, and is system-independent

A larger array will take a longer time to sort.

So why not define running time as a function of input size ?

T(n): where n is the input size. n = 1, 2, 3, ...

How do we compute an expression for T(n) in terms of n?



### How do we measure running time?

Number of basic operations in a high-level language.

Examples of basic operations, with a fixed execution time, but different constant values for each:

{ik}

 $\{ik\}$ 

### Two basic operations in sorting algorithms

These would dominate the running time.

```
Comparison: if a[inner] < a[min]: C_5

Exchange/Swap: (a[i], a[min]) = (a[min], a[i])
```



### Two basic operations in sorting algorithms

These would dominate the running time.

```
Comparison: if a[inner] < a[min]: C_5

Exchange/Swap: (a[i], a[min]) = (a[min], a[i])
```



Function School Sort (A): for i in 0 to n-1: - 160 01 minvalue = A[i] - G C,n minindex = i - C2 C2n for red in i+1 to n-1:

{

if A[red] < minvalue: < C\_2

minvalue = A[red] < C\_4

minimizer = red < C\_5

} As n -> ao  $an^{2}$  [ Swap A[i], A[minindex] =  $C_{0}$   $C_{0}$  bn+c T(n) = an2 + bn + c =

v an2 Dominant Lower-order terms = n(n-1)

{ik}

an  $an^2$  T(n) = Gn + Gn + Gn  $+ \frac{n(n-1)}{2}G + Gn + G$   $T(n) = an^2 + bn + C$   $V an^2 Dominant Lower-order terms
<math display="block">S = 1+2+ ... + n - 1$  S = (n-1)+(n-2)+ ... + n - 1 S = (n-1)+(n-2)+ ... + n - 1 2S = (n-1)+(n-2)+

· To make the analysis system-independent, we also ignore the constant factors.

We also ignore the constant factors.

$$T(n) = \Theta(n^2) \qquad T(n) = \Theta(n) \qquad \sim cn$$
Asymptotic  $\sim cn$ 

Time complexity

As n → ∞, T(n) grows in a quadratic fashion { | | }

 $\begin{array}{c}
 a_0 a_1 \dots a_{n-1} \\
 \hline
 A_{LGORITHM}
\end{array}
\longrightarrow
\begin{array}{c}
 b_0 b_1 b_2 \dots b_{n-1} \\
 b_0 \leq b_1 \leq b_2 \dots \leq b_{n-1}
\end{array}$ 

A brute force algorithm follows directly from the problem description

To get the minimum elements one by one, selection sort scans the array from left to right and keeps track of the next minimum.



Instead, we could have scanned the array from right to left, and <u>bubbled</u> up the minimum to the left by repeated exchanges.

[] 37 ... 37...

Instead, we could have scanned the array from right to left, and bubbled up the minimum to the left by repeated exchanges.

0

{ik} INTERVIEW KICKSTART

Instead, we could have scanned the array from right to left, and bubbled up the minimum to the left by repeated exchanges.

10	7	1	6	2	5	3	4	8	9
0									

Instead, we could have scanned the array from

Instead, we could have scanned the array from right to left, and bubbled up the minimum to the left by repeated exchanges.

0

k} INTERVIEW KICKSTART

Instead, we could have scanned the array from right to left, and bubbled up the minimum to the left by repeated exchanges.

1	2	10	7	3	6	5	4	8	9	BUBBL
0	1									SORT

and keeps track of the next minimum

			-			red				
1	<u>É</u>	橿	3	7		7/4/8	- [	3	7	
					n-1		۲	cd-1	red	

 $T(n) = \Theta(n^2)$ 

Instead, we could have scanned the array from right to left, and bubbled up the minimum to the left by repeated exchanges.

return 
$$A \leftarrow C_4$$

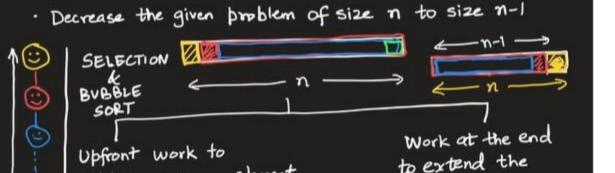
$$= (n-1) + (n-2) + \dots 0$$

$$= n(n-1)/2$$

### DESIGN STRATEGY # 1 : BRUTE FORCE

- . Directly based off problem statement
- · Subjective





to extend the nibble away one element

(n-1)st solution  $n \rightarrow n-1$ INSERTION SOR" function Insertion Sort (A): for i in 0 to n-1: i-1 i n-1 temp = A[i] while red > 0 and A [red] > temp: A[red+1] = A[red]
red --A [red +1] = temp neturn A T(n) =  $\sum_{i=0}^{n-1}$  (Time spent by manager i)

#right shift ops \*C, +C2

as high as i

as low as 0

v int array

temp

$$T(n) = \sum_{i=0}^{n-1} (\text{Time spent by manager } i)$$

$$= \sum_{i=0}^{n-1} (\text{Time spent by manager } i)$$

$$= \lim_{i=0}^{n-1} (\text{Time spent by manager } i)$$

$$= \lim_{i=0}^{n-1} (\text{Time spent by manager } i)$$

$$= \lim_{i=0}^{n-1} (\text{As as high as high as } i)$$

$$= \lim_{i=0}^{n-1} (\text{As as high a$$

**{**ii**c**}

Running

Time

T(n)

$$T(n) = \frac{\pi^2}{2} (i.G + G_2)$$

$$T(n) = \sum_{i=0}^{\infty} (i.G_i + G_2)$$

$$= \sum_{i=0}^{\infty} i.G_i + \sum_{i=0}^{\infty} C_2$$

$$T(n) = \frac{Z}{i}(i.G + G)$$

$$= \frac{Z}{i}(c_1 + \frac{Z}{i}C_2)$$

$$T(n) = \sum_{i=0}^{\infty} (i.C_1 + C_2)$$

$$= \sum_{i=0}^{\infty} i.C_1 + \sum_{i=0}^{\infty} C_2$$

$$= C_1 \sum_{i=0}^{\infty} i + C_2 n \qquad (3.C_2 n)$$

$$= C_1 (0+1+...+n-1) + C_2 n$$

$$= C_1 \cdot n(n-1) + C_2 n$$

$$= O(n^2)$$

$$T(n) = \sum_{i=0}^{n-1} (i \cdot G_i + G_2)$$

$$T(n) = \sum_{i=0}^{n-1} (i \cdot G_i + G_2)$$

$$T(n) = \sum_{i=0}^{n-1} (i \cdot G_i + G_2)$$

$$= \sum_{i=0}^{n-1} i \cdot G_i + \sum_{i=0}^{n-1} i \cdot G_i$$

$$= C_i \sum_{i=0}^{n-1} i \cdot G_i + C_2 \cap G_i$$

$$= C_i (0+1+\dots+n-1) + C_2 \cap G_i$$

= O(n2) O(n2)

 $=C_2n=\Theta(n)$ 

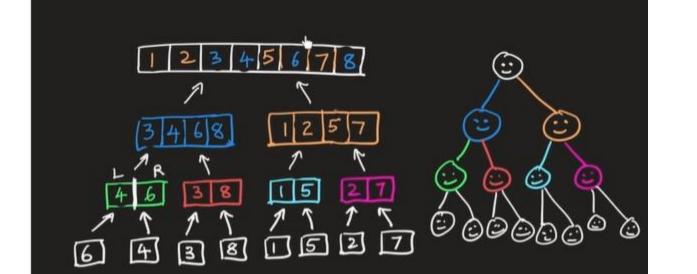
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### DESIGN STRATEGY # 3 : DIVIDE & CONQUER

- Divide the problem into multiple smaller
- instances (most often 2), generally of the
- Same size. · Solve) the smaller instances (typically using
- recursion) - Combine the solutions to the smaller instances



to get the solution to the original problem. MERGE SORT Original After some time ... Original Original



int subarray function mergesort (A, start, end): # Leaf worker 0 if start == end : return # Internal node worker mid = (start + end)/2 mergesort (A, start, mid) mergesort (A, mid+1, end) // Murge the two sorted halves i = start, j = mid+1 aux = an empty away of mid ( end mid+1 start Size end-start+1 while i & mid and j & end:

```
if start == end :
    return
# Internal node worker
 mid = (start + end)/2
 mergesort (A, start, mid)
 mergesort (A, mid+1, end)
 // Murge the two sorted halves
 i = start, j = mid+1
 aux = an empty away of
                                      mid f end
                                 start
         Size end-start+1
 while i & mid and j & end:
      if A[i] < A[j]:
         aux. append (A[i])
      else: // A[i] > A[j]
         aux. append (A[j])
```

```
mergesort (A, start, mid)
mergesort (A, mid+1, end)
// merge the two sorted halves
i = start, j = mid+1
 aux = an empty away of
                                    start mid t end
          size end-start+1
while i & mid and j & end:
     if A[i] < A[j]:
         aux. append (A[i])
                                                        end-start+1
                                                          [start, end]
     else: // A[i] > A[j]
                                                          [2,5] 5-2+
          aux. append (A[j])
          j++
  // Grather phase
  while i \( \text{mid}:
    aux.append (A[i])
       1++
 while j & end:

S aux.append (A[j])

j++

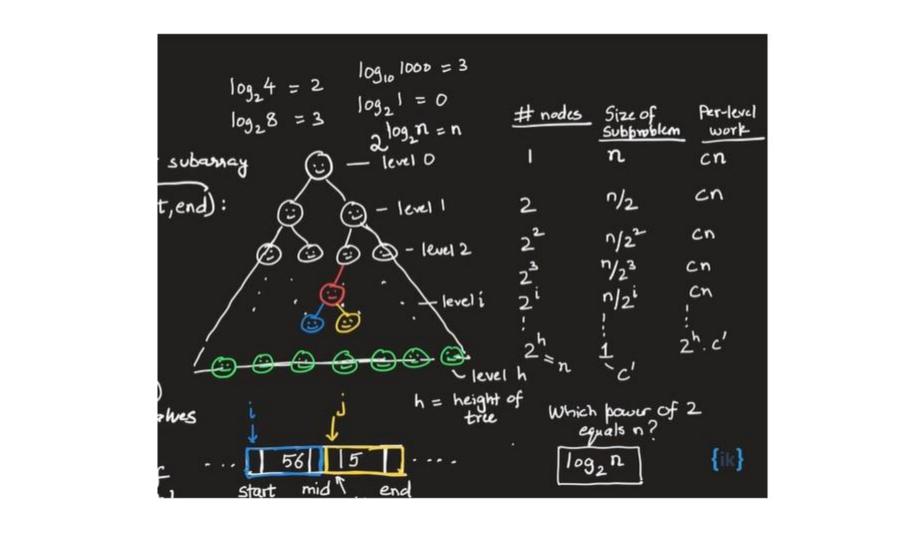
A[start ...end] 		aux
   return
```

```
function mergesort (A, start, end):
  # Leaf worker
                                         0
  if start == end:
     return
 # Internal node worker
  mid = (start + end)/2
  mergesort (A, start, mid)
  mergesort (A, mid+1, end)
  // Marge the two sorted halves
  i = start, j = mid+1
   aux = an empty away of
                                        mid t end
                                   start
           size end-start+1
   while i & mid and j & end:
        if A[i] ≤ A[j]:
           aux. append (A[i])
            i++
       else: // A[i] > A[j]
           aux. append (A[j])
    11 Gather phase
    while i \( \text{mid}:
       aux. append (A[i])
         1++
    while j E end:
S aux append (AG)
```

```
int subarray
                       intary
                                    function helper (A, start, end):
                                      # Leaf worker
                                      if start == end :
function mergesort (A):
\rightarrow helper (A, O, length(A) - 1)
                                          return
                                      # Internal node worker
                                      mid = (start + end)/2
 - return A
                                       helper (A, start, mid)
                                        helper (A, mid+1, end)
                                       // Murge the two sorted halves
                                       i = start, j = mid+1
                                       aux = an empty amay of
                                               size end-start+1
                                       while i & mid and j & end:
                                            if A[i] < A[j]:
                                               aux. append (A[i])
                                           else: // A[i] > A[j]
                                               aux. append (A[j])
                                               j++
                                         // Gather phase
                                         S aux. append (A[i]) {ik}
                                         while i \( \text{mid}:
```

int subarray (A, start, end): function helper # Leaf worker if start == end: return # Internal node worker mid = (start + end)/2 helper (A, start, mid) helper (A, mid+1, end) // Marge the two sorted halves i = start, j = mid+1 aux = an empty amay of mid & end start size end-start+1 while i & mid and j & end: if A[i] < A[j]: aux. append (A[i]) end-start+1 else: "A[i] > A[i] [start, end] aux. append (A[j]) j++ 11 Gather phase while i \( \text{mid}: ( aux.append (A[i])

ע פיטוון	mid = (start + end)/2  helper (A, start, mid)  helper (A, mid+1, end)  //merge the two sorted harves  i = start, j = mid+1  aux = an empty away of  Size end-start+1  start mid = end  mid+1
	while i \( \) mid and j \( \) end:  \[ \begin{align*} \text{ if A[i] \( \) A[j] : \\ \text{ else: \( \) A[i] \( \) A[j] \\ \text{ aux. append (A[j]) \\ \text{ j++} \\ \end{align*} \text{ A[i] \( \) A[j] \\ \text{ aux. append (A[j]) \\ \text{ while i \( \) mid: \\ \text{ aux. append (A[i]) \\ \text{ i++} \\ \text{ Tor leaf worker = C'} \end{align*} \]
	[ i+t



$$|\log_{10}|\log_{2}| = 0$$

$$|\log_{2}| = 0$$

$$|\log_{2}|$$

int su function helper (A, start, e # Leaf worker Function mergesort (A):

→ helper (A, O, length(A)-1) if start == end : return # Internal mode worker mid = (start + end)/2 - return A helper (A, start, mid) helper (A, mid+1, end) // Murge the two sorted halve i = start, j = mid+1 aux = an empty away of size end-start+1 while i & mid and j & end if ACi] < ACi]: aux. append (A[i])

$$T(n) = cn + T(n-1)$$

$$T(n-1) = cn + T(n-1)$$

$$T(n-1) = cn + c(n-1) + T(n-2)$$

$$T(n-2)$$

$$T(n) = Cn + \frac{1(n-1)}{C(n-1) + T(n-2)}$$
 $C(n-1) + T(n-2)$ 
 $C(n-1) + C(n-2) + C(n-3)$ 

= C[n+n-1+n-2+n-3+--...]+

= 0(2)

T(n) = T(n-1) + Cn

 $= Cn + C(n-1) + c(n-2) + c(n-3) + \dots + T(0)$ 

1+2+ - - . 1 + 0

= n(n-1) + n

ヒルシノヒリシ

T(n) = T(n-1) + C

= T(n-2) + C + C

= T(0) + c+ c+ c+ ...c

n times

$$T(n) = T(n-1) + cn$$

$$T(n) = T(n-1) + C$$

$$T(n) = T(n-1) + C$$

$$T(n) = 2T(n/2) + cn$$

$$T(n) = 2T(n/2) + O(n)$$

$$T(n) = 2T(n/2) +$$

### How important is the distinction between n log n and n<sup>2</sup>?

Suppose we had to sort census data based on names.

Assume that a CPU can perform 100 million basic operations per second (10<sup>8</sup>).

Executing n log n operations would take ~90 seconds or 1.5 minutes.

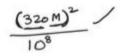
Executing n² operations would take 32.5 years!

(320 M)²

(320 M)²

(320 M)²

growth problem size solvable in minutes



growth	problem size solvable in minutes				
rate	1970s	1980s	1990s	2000s	
<i>θ</i> (1)	any	ány	arry	arry	
O(log N)	any	any	any	any	
O(N)	millions	tens of millions	hundreds of millions	billions	
9(n log n)	hundreds of thousands	millions	millions	hundreds of millions	
Ø(N²)	hundreds	thousand	thousands	tens of thousands	
B(N1)	hundred	hundreds	thousand	thousands	
8(2N)	20	20s	205	30	

 $\{ik\}$ 

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# Merge sort requires extra memory

An algorithm is said to be in place if it does not require extra memory, except a

constant amount of memory units.  $-\theta(i)$ Is merge sort in place? No

Insertion sort? Selection sort? Bubble sort?

Merge sort Insertion Sort running time running time  $C \cdot n \cdot \log n > C \cdot n^2 \cdot (worst-case, comparison)$  for small n, since  $C \gg C$ 

#### TimSort

Combines merge-sort and insertion-sort for worst-case  $\Theta(n \log n)$  time and best-case  $\Theta(n)$  time array is sorted or almost sorted  $\Theta(n)$  time when array is sorted or almost sorted algorithm since version 2.3



Tim Peters

Divide - and - conquer -> Merge Sort DIVIDE - Trivial ← n/2-1/4 n/2 -> SOLVE - Trivial COMBINE - CR Work, used extra space Decrease-and-conquer - Insertion Sort ← n-1 ---Y Selection Sort Bubble Sort SMALLER BIGGER T(n) = 2T(n/2) + cn← n/2 →: ← n/2 → = 0 (n log n) · Pick an arbitrary value, say the value at index O,

and use it as the PIVOT.

and use it as the PIVOT.

DIVIDE - CN

SOLVE - Trivial

COMBINE - Trivial

T(n) = cn + T(left partition) + T(right

If bird is median, the split will be even



LUCKY CASE BEST CASE LEAF

LEAF LEAF

112

T(n) = cn + T(n/2) + T(n/2)T(n) = 2T(n/2) + cnT(n) = O(n log n)

{ik}

If bivot is median, the split will be even

$$T(n) = cn + T(n/2) + T(n/2)$$

$$T(n) = 2T(n/2) + cn$$

$$Lucky case T(n) = \Theta(n \log n)$$

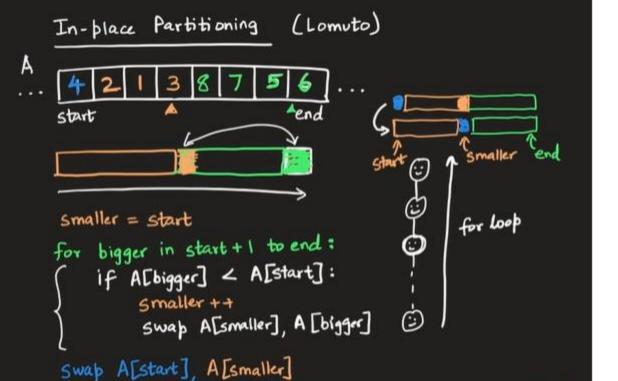
$$BEST case$$
If pivot is the smallest/largest element, the split will be extremely skewed.

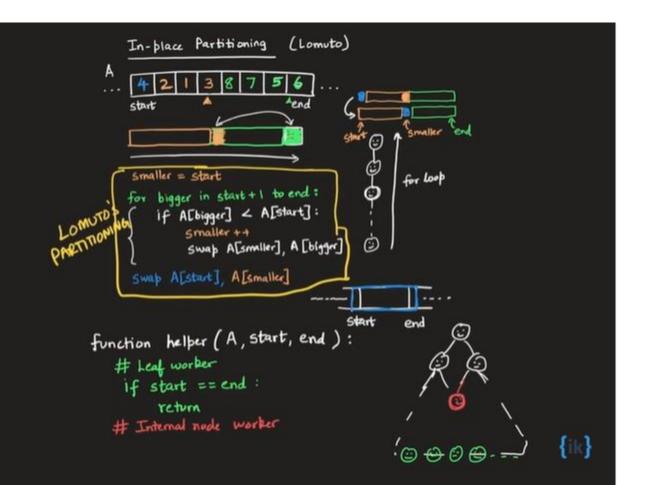
$$T(n) = cn + T(n-1)$$

$$T(n) = \Theta(n^2)$$

$$WORST case$$

$$AVERAGE case = ? \Theta(n \log n)$$

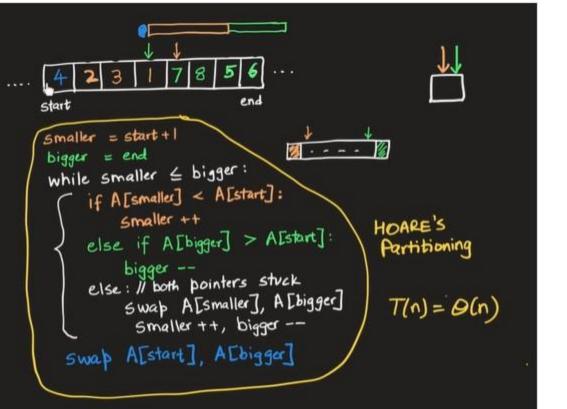






In-place Partitioning (Lomuto) A rend start ② ↑ Smaller smaller = start for loop for bigger in start + 1 to end: If A[bigger] < A[start]: ٥ swap A[smaller], A [bigger] swap A[start], A[smaller] Start end {ik} function helper (A, start, end):

Lomor	For higger in start + 1 to end:	for loop
start end	Swap A[start], A[smaller]	<u></u>
	inction helper (A, start, end):  # Leaf worker  if start >= end:  return	
Smaller RANDOMIZED ALGORITHM	LOMUTO'S	function quicksort(A):
	helper (A, start, smaller-1) helper (A, smaller+1, end)	→ helper (A, O, length(A) → return A



{ik}

If partitioning is even (not skewed at all)

$$T(n) = cn + T(n/2) + T(n/2)$$
If partitioning is "half-skewed"

$$T(n) = cn + T(n/4) + T(3n/4)$$
25%. 75%.

If partitioning is completely skewed T(n) = cn + T(0) + T(n-1)

If partitioning is "half-skewed"

$$T(n) = cn + T(\frac{n}{4}) + T(\frac{3n}{4})$$

$$\frac{1}{4/3} \sim \frac{133}{133}$$

$$n \otimes Per-level work$$

$$cn$$

$$\frac{3n}{4} + cn$$

$$\frac{3n}{16} \approx \frac{3n}{16} + cn$$

$$\frac{3n}{16} \approx \frac{3n}{$$

T(n) = Average case running time of quicksort ing on an input of size nRunning  $\frac{T(n) = \Omega(n \log n) - (1)}{T(n) = O(n^2)}$ Time LAIM:  $T(n) = O(n \log n) - (2)$   $T(n) = \Theta(n \log n)$ CLAIM: 1-1

$$T(n) = \Omega(n \log n) - (1)$$

$$T(n) = O(n^{2})$$

$$T(n) = O(n^{2})$$

$$T(n) = Cn + T(0) + T(n-1)$$

$$Cn + T(1) + T(n-2)$$

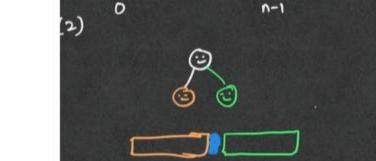
$$Cn + T(2) + T(n-3)$$

$$Cn + T(n/4) + T(3n/4)$$

$$Cn + T(3n/4) + T(n/4)$$

$$Cn + T(n-2) + T(1)$$

$$Cn + T(n-1) + T(0)$$



26 N

$$T(n) = Cn + \frac{1}{n} + \frac{$$

 $T(n) \le cn + \frac{1}{2}T(n) + \frac{1}{2}[T(n|4) + T(3n|4)]$   $\frac{1}{2}T(n) \le cn + \frac{1}{2}[T(n|4) + T(3n|4)]$ 

 $T(n) \leq c'n + T(n) + T(3n)$  $T(n) = O(n \log n)$ 

## Merge sort vs Quick sort

Merge Sort is **⊘**(n log n) for best, average and worst case

Quick Sort is  $\Theta(n \log n)$  for best & average case, but  $\Theta(n^2)$  worst-case

But Quick Sort is also in-place, which Merge Sort is not. (although call stack space in Quicksort should also be noted)

#### Running time estimates:

- Home PC executes 108 compares/second.
- Supercomputer executes 10<sup>12</sup> compares/second.

	insertion sort (N²)			mergesort (N log N)			quicksort (N log N)		
computer	thousand	million	billion	thousand	million	billion	thousand	million	billion
home	instant	2.8 hours	317 years	instant (	1 second	18 min	instant	0.6 sec	12 min
super	instant	1 second	1 week	instant	instant	instant	instant	instant	instant

If Randomized Quicksort is implemented well, it is more likely that your computer will be struck by a lightning bolt than the Quicksort running in O(n2) time.  $\{ik\}$ 

## Merge sort vs Quick sort

Merge Sort is O(n log n) for best, average and worst case

Quick Sort is O(n log n) for best & average case, but O(n2) worst-case

Quick Sort runs faster in empirical analysis.

Quick Sort is also in-place, which Merge Sort is not.

But Merge Sort does have one advantage: stability

### A typical application. First, sort by name; then sort by section.



101 Brown

22 Brown

343 Forbes

Kanaga 898-122-9643 22 Brown Gazsi 766-093-9873 101 Brown Battle 874-088-1212 121 Whitman 2nd sarting (ik)

101 Brown

343 Forbes

308 Blair

11 Dickinson

097 Little

Gazsi

Kanaga

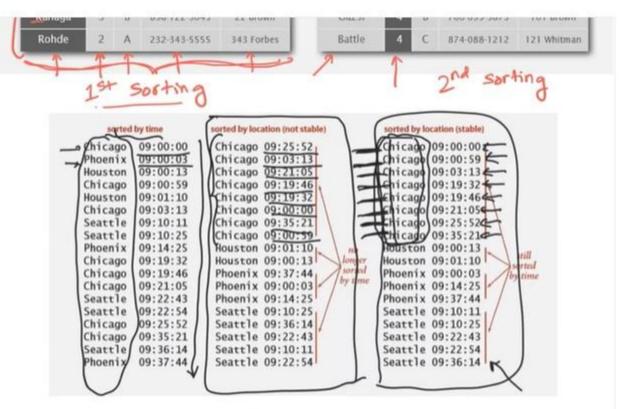
Rohde

766-093-9873

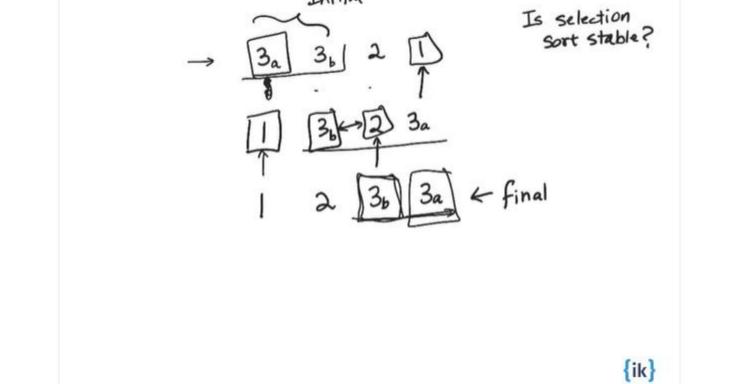
898-122-9643

232-343-5555

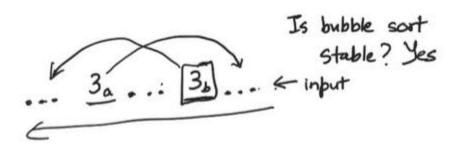
Sosting



A stable sort preserves the relative order of items with equal keys.



Initial



{ik}























sorted

Is insertion sort stable?





Ba)	36
start Left mid	midth Right end
aux 3883836	if A[i] <

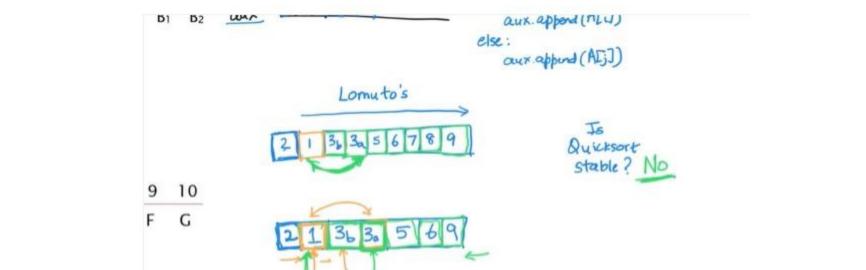
Merge Sort

if A[i] < A[j]

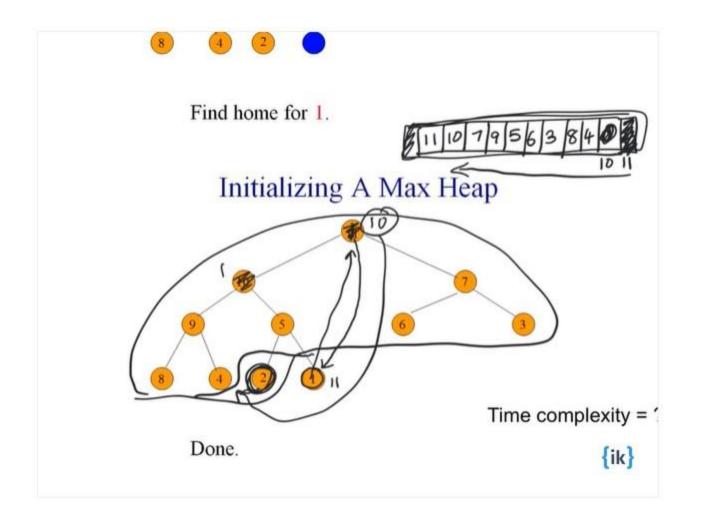
aux.append (A[i])

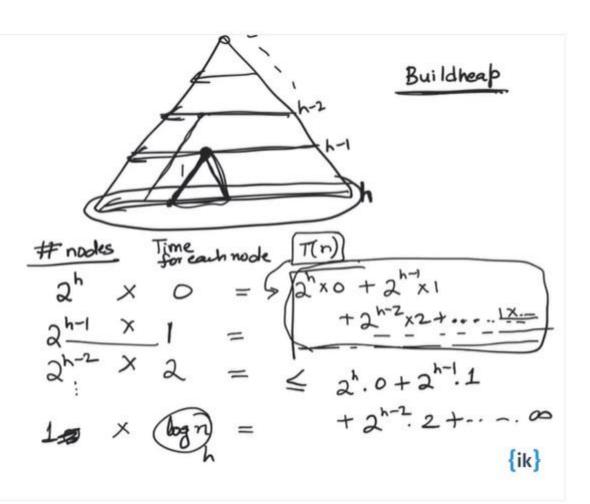
else:

aux.append (A[j])



Hoare's partitioning





. 2

$$\frac{1}{2} \times \frac{1}{2} = \frac{1}{2}$$

$$\frac{1}{2} \times \frac{\log n}{h} = +2^{h-2} \cdot 2 + \dots - \infty$$

$$\frac{T(n)}{1} \leq \frac{2^{h} \cdot 0 + 2^{h-1} \cdot 1 + 2^{h-2} \cdot 2}{1 + \dots + 2^{h-1} \cdot 1 + \dots + \dots + \infty}$$

Arithmetico-Geometric scries

$$= 2^{n} \cdot 0 + 2^{n-1} \cdot 2 + \cdots$$

 $\{ik\}$ 



$$\frac{T(n)}{+...2^{h-1}.i+...+...\infty}$$

$$\frac{2^{h-1}.i}{2^{h-1}.i} = \frac{2^{h}.i}{2^{h}.i}$$

Arithmetico-Geometric scries

 $S = \frac{0}{2^0} + \frac{1}{2^1} + \frac{2}{2^2} + \frac{3}{2^3} + \dots \infty$ 

{ik}

= ?





$$\frac{2^{h-1} T(x)}{2^{h-2} \times 2} \stackrel{4}{=} \frac{2^{h-2} \cdot 1}{2^{h-1} \cdot 1} \stackrel{4}{=} \frac{2^{h-2} \cdot 2^{h-2} \cdot 2^{h-2} \cdot 2^{h-2}}{2^{h-2} \cdot 1} \stackrel{4}{=} \frac{2^{h-2} \cdot 1}{2^{h-2} \cdot 1} \stackrel{4}{=} \frac$$

71 nooles

 $\pi(n) \leq 2^{h} \cdot 2$   $S = \frac{0}{2^{o}} + \frac{1}{2^{i}} + \frac{2}{2^{2}} + \frac{3}{2^{3}} + \dots \infty$ {ik}

$$T(n) \leq 2^{h} \cdot 2 = 2^{h+1} \sim n$$

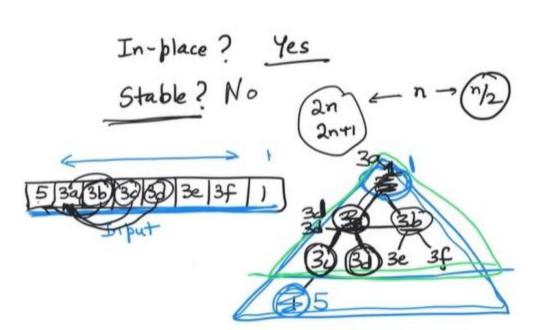
$$T(n) \leq \underline{n}$$

$$T(n) = O(n)$$

$$2^{h+1} - 1 = n$$

{ik}

Binary Heap (MaxHeap) Delete Increase



{ik}

Quicksort

Heapsort

O(n logn)

All the algorithms we have seen use comparison operations.

If we can get a lower bound on just the number of comparison operations, that would also be a lower bound on the entire algorithm.

[ik]

Worst-case

lower bounds

on Sorting

Comparison

based Sorts

> n logn

0(12)

O(n2)

a(n2)

O(n logn)

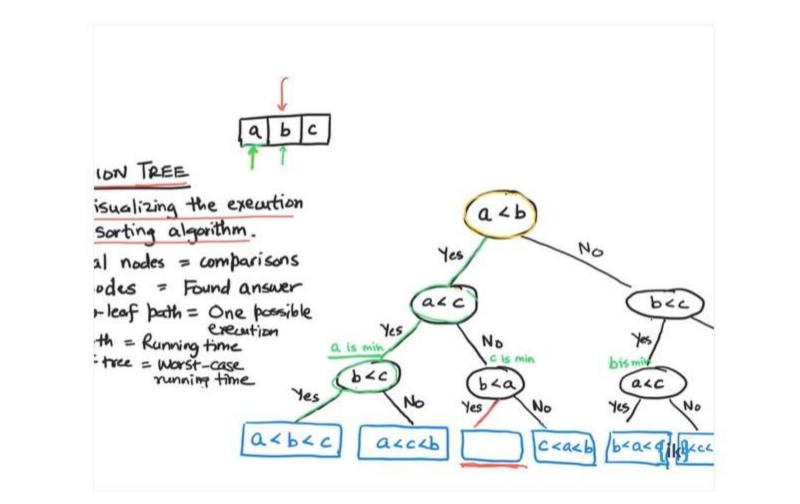
Selection Sort

Insertion Sort

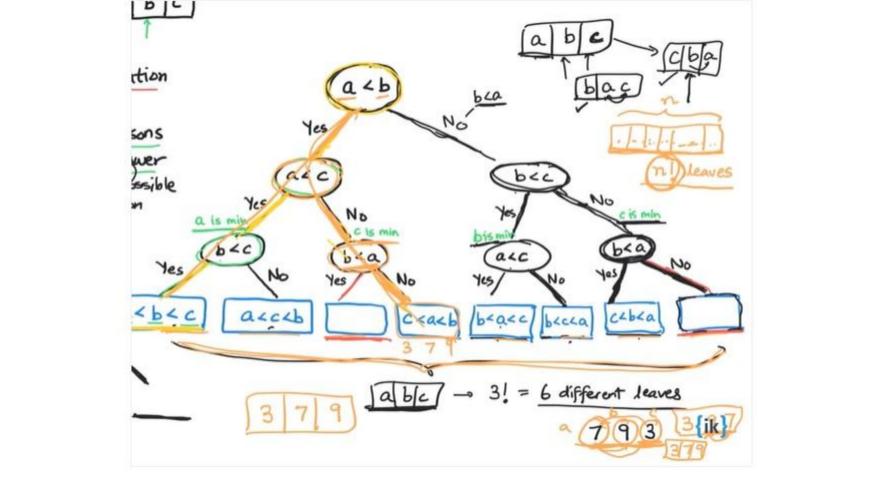
Bubble Sort

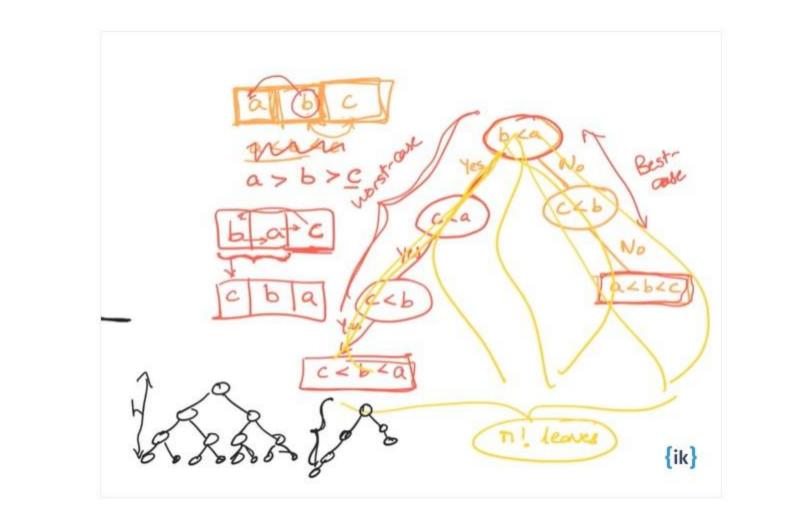
Merge Sort

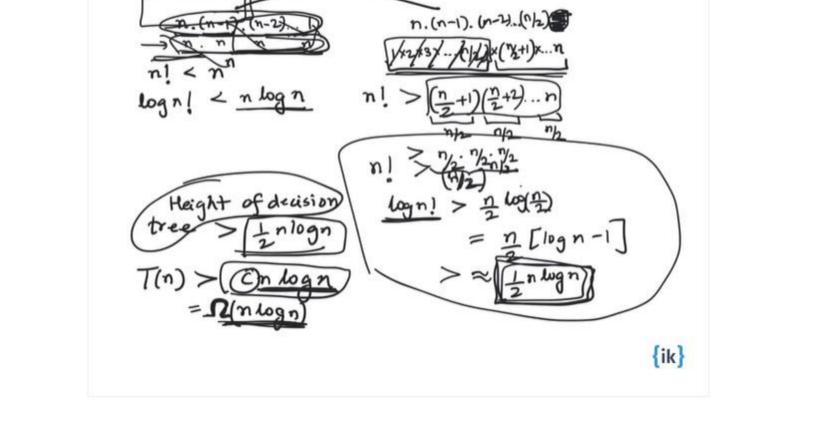
DECISION TREE for visualizing the execution of a sorting algorithm. Yes Internal nodes = comparisons Leaf nodes = Found answer acc Root-to-leaf both = One possible execution Path length = Running time Height of tree = worst-case running time Yes bKC Yes axbxc acceb

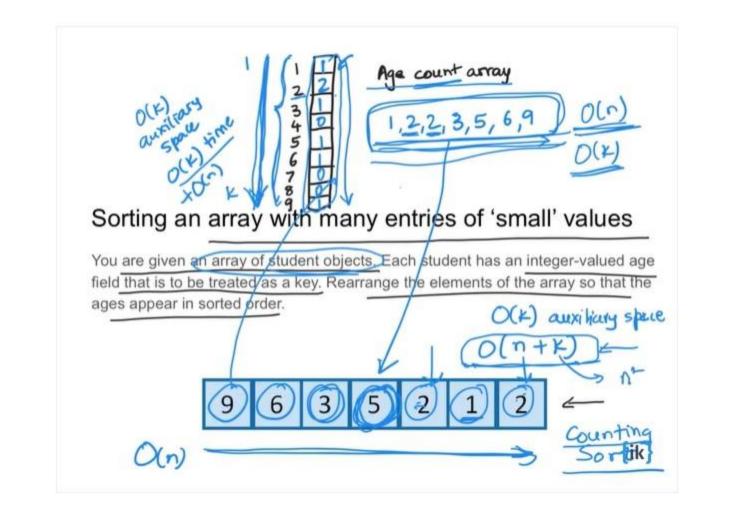


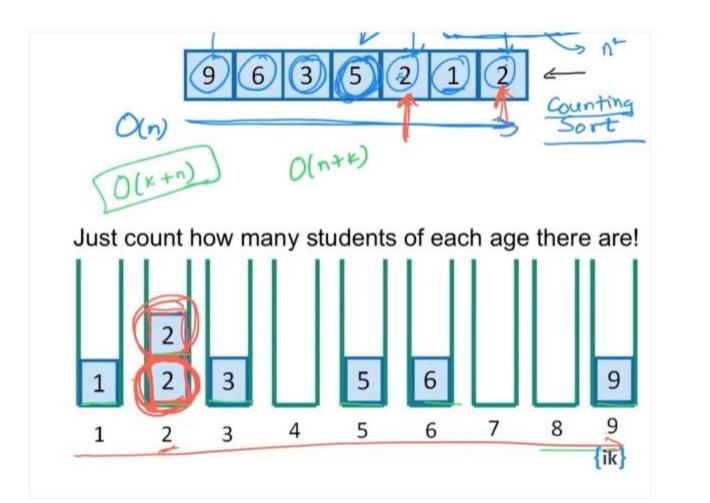
CISION TREE visualizing the execution a sorting algorithm. No Yes ernal nodes = comparisons f nodes = Found answer aLC bec t-to-leaf bath = One possible execution Yes length = Running time it of tree = worst-case running time No a is min bLC 240 Yes No axbxc acceb

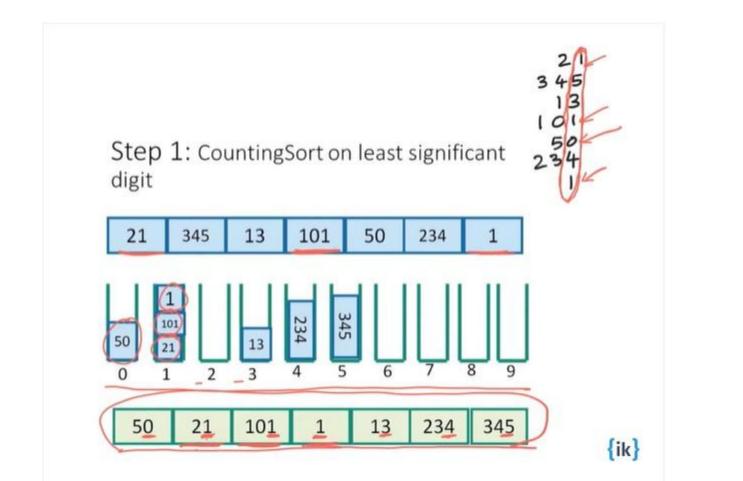


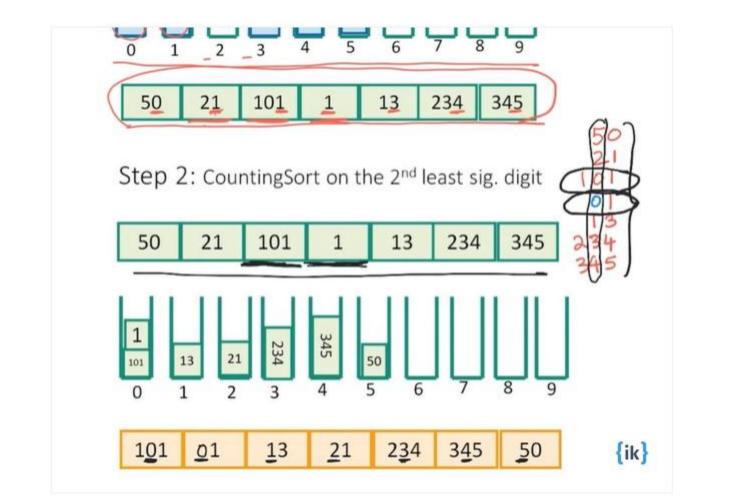


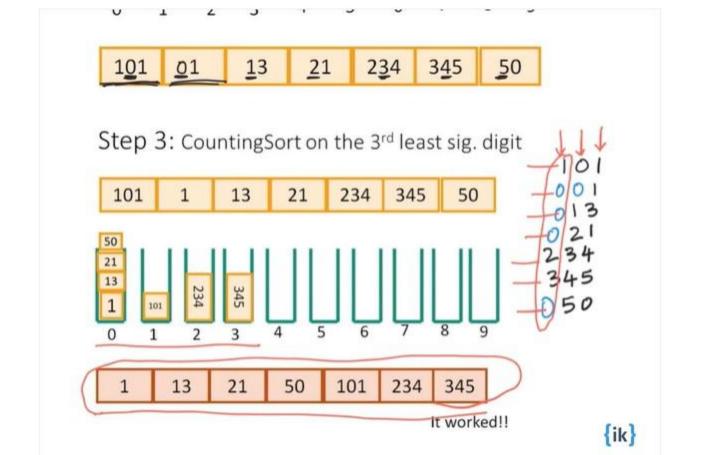












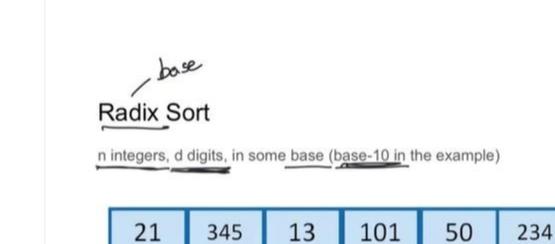
101 01 13 21 234 345 50 
$$O(n)$$

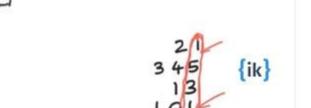
Next array is sorted by all three digits.

001 013 021 050 101 234 345

 $d \text{ Phases} \Rightarrow O(dn) = O(n)$ 

Sorted array
 $O(n+k) = O(k)$ 





• It matters how we pick the base. "I think the bubble sort is the wrong way to go" {ik}