

# SEARCHING AND SORTING ALGORITHMS

6.0001 LECTURE 12

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September-December 2022



- search algorithm – method for finding an item or group of items with specific properties within a collection of items
- collection could be implicit
  - example – find square root as a search problem
    - exhaustive enumeration
    - bisection search
    - Newton-Raphson
- collection could be explicit
  - example – is a student record in a stored collection of data?

- linear search
  - **brute force** search (aka British Museum algorithm)
  - list does not have to be sorted
- bisection search
  - list **MUST be sorted** to give correct answer
  - saw two different implementations of the algorithm

# LINEAR SEARCH ON UNSORTED LIST: RECAP

```
1 def linear_serch(L,e):
2     found = False
3     for i in range(len(L)):
4         if e==L[i]:
5             found = True
6     return found
```

- must look through all elements to decide it's not there
- $O(\text{len}(L))$  for the loop \*  $O(1)$  to test if  $e == L[i]$
- overall complexity is  $O(n)$ -where  $n$  is  $\text{len}(L)$ . Assumes we can retrieve element of list in constant time
- speed up a little by returning True here, but speed up doesn't impact worst case

```
1 if e==L[i]:
2     found = True
```

# LINEAR SEARCH ON UNSORTED LIST: RECAP

Example code:

```
1 def linear_serch(L,e):
2     found = False
3     for i in range(len(L)):
4         if e==L[i]:
5             found = True
6     return found
7 lista = [4,2,6,7]
8 print(linear_serch(lista,8))
9 print(linear_serch(lista,6))
```

Output:

False  
True

# LINEAR SEARCH ON SORTED LIST:RECAP

```
1 def search(L,e):
2     for i in range(len(L)):
3         return True
4     if L[i] > e:
5         return False
6     return False
```

- must only look until reach a number greater than e
- $O(\text{len}(L))$  for the loop \*  $O(1)$  to test if  $e == L[i]$
- overall complexity is  $O(n)$ -where n is  $\text{len}(L)$

# LINEAR SEARCH ON SORTED LIST: RECAP

Example code:

```
1 def search(L,e):
2     for i in range(len(L)):
3         return True
4     if L[i] > e:
5         return False
6     return False
7 lista = [3,4,6,8,9]
8 print(linear_serch(lista,6))
9 print(linear_serch(lista,5))
```

Output:

True  
False

# USE BISECTION SEARCH: RECAP

- 1 Pick an index,  $i$ , that divides list in half
- 2 Ask if  $L[i] == e$
- 3 if not, ask if  $L[i]$  is larger or smaller than  $e$
- 4 Depending on answer, search left or right half of  $L$  for  $e$

A new version of a divide-and conquer algorithm

- Break into smaller version of problem (smaller list), plus some simple operations
- Answer to smaller version is answer to original problem



# BISECTION SEARCH IMPLEMENTATION: RECAP

```
1 def bisect_search2(L,e):
2     def bisect_search_helper(L,e,low,high):
3         if high == low:
4             return L[low]==e
5         mid = (low+high)//2
6         if L[mid] == e:
7             return True
8         elif L[mid]>e:
9             if low == mid: #nothing left to search
10                return False
11            else:
12                return bisect_search_helper(L,e,low,mid-1)
13        else:
14            return bisect_search_helper(L,e,mid+1,high)
15    if len(L)==0:
16        return False
17    else:
18        return bisect_search_helper(L,e,0,len(L) -1)
```

# COMPLEXITY OF BISECTION SEARCH: RECAP

- **bisect\_serch2** and its helper
  - $O(\log n)$  bisection serch calls
    - reduce size of problem by factor of 2 on each step
  - pass list and indices as parameters
  - list never copied, just re-passed as pointer
  - constant work inside funcion
  - $\rightarrow$   **$O(\log n)$**

# BISECTION SEARCH IMPLEMENTATION: RECAP

Example code:

```
1 def bisect_search2(L,e):
2     def bisect_search_helper(L,e,low,high):
3         if high == low:
4             return L[low]==e
5         mid = (low+high)//2
6         if L[mid] == e:
7             return True
8         elif L[mid]>e:
9             if low == mid: #nothing left to search
10                return False
11            else:
12                return bisect_search_helper(L,e,low,mid-1)
13        else:
14            return bisect_search_helper(L,e,mid+1,high)
15    if len(L)==0:
16        return False
17    else:
18        return bisect_search_helper(L,e,0,len(L) -1)
19 lista = [4,2,6,7]
20 print(bisect_search2(lista, 6))
21 print(bisect_search2(lista, 5))
```

Output:

True  
False

# SEARCHING A SORTED LIST – $n$ is $\text{len}(L)$

- using **linear search**, search for an element is  **$O(n)$**
- using **binary search**, can search for an element in  **$O(\log n)$** 
  - assumes the **list is sorted!**
- when does it make sense to **sort first then search?**
  - $\text{SORT} + O(\log n) < O(n) \rightarrow \text{SORT} < O(n) - O(\log n)$
  - when  $\text{sortAng}$  is less than  $O(n)$
- **NEVER TRUE!**
  - to sort a collection of  $n$  elements must look at each one at least once!

# AMORTIZED COST – $n$ is $\text{len}(L)$

- why bother sorting first?
- in some cases, may **sort a list once** then do **many searches**
- **AMORTIZE cost** of the sort over many searches
- $\text{SORT} + kO(\log n) < kO(n)$   
→ for large  $K$ , **SORT time becomes irrelevant**, if cost of sorting is small enough

- Want to efficiently sort a list of entries (typically numbers)
- Will see a range of methods, including one that is quite efficient

# MONKEY SORT

- aka bogosort, stupid sort, slowsort, permutaAon sort, shotgun sort
- to sort a deck of cards
  - throw them in the air
  - pick them up
  - are they sorted?
  - repeat if not sorted



# COMPLEXITY OF BOGO SORT

```
1 def bogo_sort(L):  
2     while not is_sorted(L):  
3         random.shuffle(L)
```

- best case:  **$O(n)$**  where  **$n$**  is  **$\text{len}(L)$**  to check if sorted
- worst case:  $O(?)$  it is **unbounded** if really unlucky



# COMPLEXITY OF BOGO SORT

Example code:

```
1 import random
2 def is_sorted(L):
3     sort = True
4     for i in range(0, len(L)-1):
5         if L[i] > L[i+1]:
6             sort = False
7     return sort
8 def bogo_sort(L):
9     while not is_sorted(L):
10         random.shuffle(L)
11     return L
12
13 lista=[2,1,7,9,10]
14 print(bogo_sort(lista))
```

Output:

[1, 2, 7, 9, 10]

# BUBBLE SORT

- **compare consecutive pairs** of elements
- **swap elements** in pair such that smaller is first
- when reach end of list, **start over** again
- stop when **no more swaps** have been made
- largest unsorted element always at end a\_er pass, so at most  $n$  passes



# COMPLEXITY OF BUBBLE SORT

```
1 def bubble_sort(L):
2     swap = False
3     while not swap:
4         swap = True
5         for j in range(1, len(L)):
6             if L[j-1] > L[j]:
7                 swap = False
8                 temp = L[j]
9                 L[j] = L[j-1]
10                L[j-1] = temp
```

- inner for loop is for doing the **comparisons**
- outer while loop is for doing **multiple passes** until no more swaps
- **$O(n^2)$  where  $n$  is  $\text{len}(L)$**  to do  $\text{len}(L)-1$  comparisons and  $\text{len}(L)-1$  passes

# COMPLEXITY OF BUBBLE SORT

Example code:

```
1 def bubble_sort(L):
2     swap = False
3     while not swap:
4         swap = True
5         for j in range(1, len(L)):
6             if L[j-1] > L[j]:
7                 swap = False
8                 temp = L[j]
9                 L[j] = L[j-1]
10                L[j-1] = temp
11     return L
12 lista=[7,1,4,5,3]
13 print(bubble_sort(lista))
```

Output:

[1, 3, 4, 5, 7]

# SELECTION SORT

- first step
  - extract **minimum element**
  - **swap it** with element at **index 0**
- subsequent step
  - in remaining sublist, extract **minimum element**
  - **swap it** with the element at **index 1**
- keep the left portion of the list sorted
  - at  $i$ 'step, **first  $i$  elements in list are sorted**
  - all other elements are bigger than first  $i$  elements

- loop invariant
  - given prefix of list  $L[0:i]$  and suffix  $L[i+1:\text{len}(L)]$ , then prefix is sorted and no element in prefix is larger than smallest element in suffix
    - 1 base case: prefix empty, suffix whole list - invariant true
    - 2 induction step: move minimum element from suffix to end of prefix. Since invariant true before move, prefix sorted after append
    - 3 when exit, prefix is entire list, suffix empty, so sorted

# COMPLEXITY OF SELECTION SORT

```
1 def selection_sort(L):
2     suffixSt = 0
3     while suffixSt != len(L):
4         for i in range(suffixSt, len(L)):
5             if L[i] < L[suffixSt]:
6                 L[suffixSt], L[i] = L[i], L[suffixSt]
7         suffixSt += 1
```

- outer loop executes  $\text{len}(L)$  times
- inner loop executes  $\text{len}(L) - i$  times
- complexity of selection sort is  **$O(n^2)$  where  $n$  is  $\text{len}(L)$**

# COMPLEXITY OF SELECTION SORT

Example code:

```
1 def selection_sort(L):
2     suffixSt = 0
3     while suffixSt != len(L):
4         for i in range(suffixSt, len(L)):
5             if L[i]<L[suffixSt]:
6                 L[suffixSt], L[i] = L[i], L[suffixSt]
7             suffixSt +=1
8     return L
9 lista=[4,2,5,9,3]
10 print(selection_sort(lista))
```

Output:

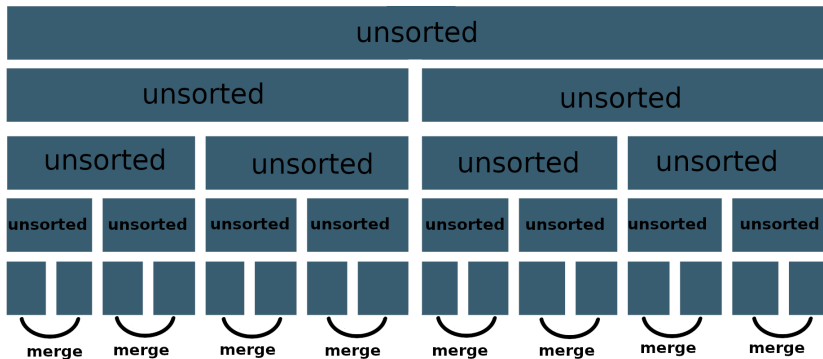
[2, 3, 4, 5, 9]



- use a divide-and-conquer approach:
  - 1 if list is of length 0 or 1, already sorted
  - 2 if list has more than one element, split into two lists, and sort each
  - 3 merge sorted sublists
    - 1 look at first element of each, move smaller to end of the result
    - 2 when one list empty, just copy rest of other list

# MERGE SORT

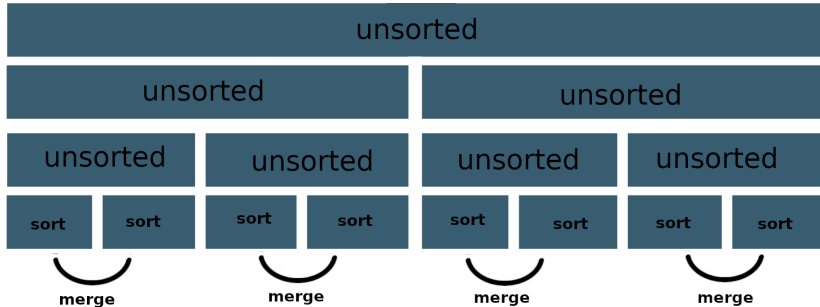
- divide and conquer



- **split list in half** until have sublists of only 1 element

# MERGE SORT

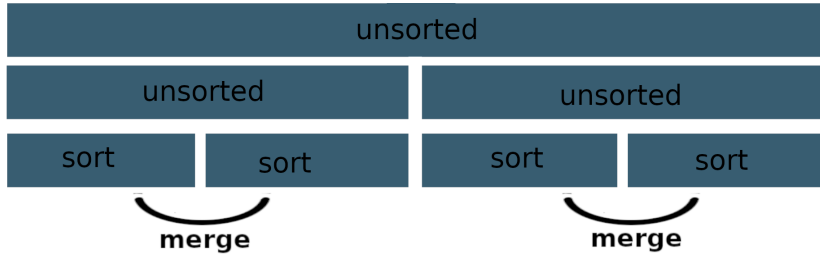
- divide and conquer



- merge such that **sublists will be sorted after merge**

# MERGE SORT

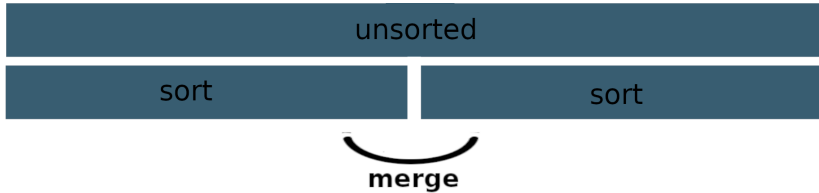
- divide and conquer



- merge sorted sublists
- sublists will be sorted after merge

# MERGE SORT

- divide and conquer



- merge sorted sublists
- sublists will be sorted after merge

- divide and conquer - done!

sort

# EXAMPLE OF MERGING

Left in list 1	Left in list 2	Compare	Result
[1,5,12,18,19,20]	[2,3,4,17]		[]
[5,12,18,19,20]	[2,3,4,17]	1,2	[1]
[5,12,18,19,20]	[3,4,17]	5,2	[1,2]
[5,12,18,19,20]	[4,17]	5,3	[1,2,3]
[5,12,18,19,20]	[17]	5,4	[1,2,3,4]
[12,18,19,20]	[17]	5,17	[1,2,3,4,5]
[18,19,20]	[17]	12,17	[1,2,3,4,5,12]
[18,19,20]	[]	18,17	[1,2,3,4,5,12,17]
[]	[]	18,-	[1,2,3,4,5,12,17,18,19,20]

# MERGING SUBLISTS STEP

```
1 def merge(left, right):
2     result = []
3     i,j = 0,0
4     while i < len(left) and j < len(right):
5         if left[i] < right[j]:
6             result.append(left[i])
7             i += 1
8         else:
9             result.append(right[j])
10            j += 1
11     while (i < len(left)):
12         result.append(left[i])
13         i += 1
14     while (j < len(right)):
15         result.append(right[j])
16         j += 1
17     return result
```



# MERGING SUBLISTS STEP - CODE EXPLAINED

```
1 if left[i] < right[j]:
2     result.append(left[i])
3     i += 1
4 else:
5     result.append(right[j])
6     j += 1
```

- left and right sublists are ordered
- move indices for sublists depending on which sublist holds next smallest element

```
1 while (i < len(left)):
2     result.append(left[i])
3     i += 1
```

- when right sublist is empty

```
1 while (j < len(right)):
2     result.append(right[j])
3     j += 1
```

- when left sublist is empty

# Placing code in multiple columns

When required, you should adjust the code to multiple columns as shown in this slide

A variable is declared and represents a value that is expected to change throughout a program.

```
1 age = 25
2 string = 'Cadena'
```

An immutable variable is declared with the val keyword and represents a value that must remain constant throughout a program.

```
1 goldenRatio = 1.618
```

When a data type is not specified in a variable declaration, the variable's data type can be inferred through type inference.

```
1 color = "Purple"
```

String concatenation is the process of combining Strings using the + operator.

```
1 x = "Python is "
2 y = "awesome"
3 z = x + y
4 print(z)
```

Images can be placed in one single column or in two (as shown in this slide)

- Mobile Programming
- Intelligent Systems
- Automaton and Languages

