# Lower bound for sorting

Gou Guanglei(苟光磊) ggl@cqut.edu.cn

### How fast can we sort?

All the sorting algorithms we have seen so far are *comparison sorts*: only use comparisons to determine the relative order of elements.

*E.g.*, insertion sort, merge sort, quicksort, heapsort.

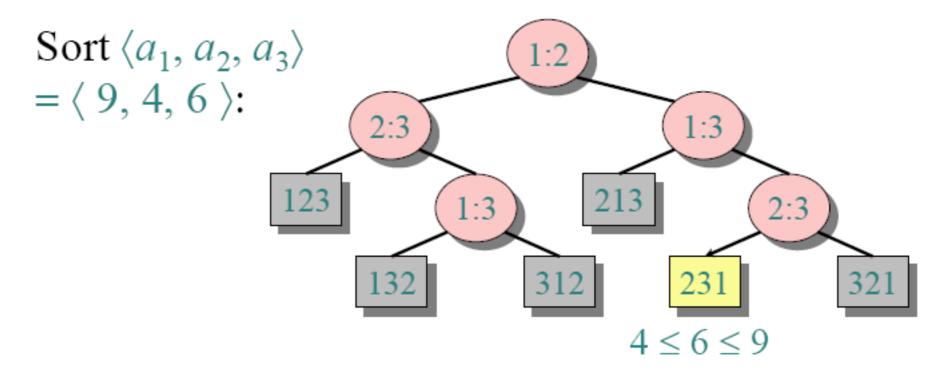
The best worst-case running time that we've seen for comparison sorting is  $O(n \lg n)$ .

Is O(nlgn) the best we can do?

**Decision trees** can help us answer this question.

## Decision-tree example

Sort  $\langle a_1, a_2, ..., a_n \rangle$ 



Each leaf contains a permutation  $\langle \pi(1), \pi(2), ..., \pi(n) \rangle$  to indicate that the ordering  $a_{\pi(1)} \le a_{\pi(2)} \le ... \le a_{\pi(n)}$  has been established.

### Decision-tree model

#### A decision tree can model the execution of any comparison sort:

- One tree for each input size *n*.
- View the algorithm as splitting whenever it compares two elements.
- The tree contains the comparisons along all possible instruction traces.
- The running time of the algorithm = the length of the path taken.
- Worst-case running time = height of tree.

# Lower bound for decision-tree sorting

Theorem. Any decision tree that can sort n elements must have height  $\Omega(n \lg n)$ .

#### Proof.

- 1) The tree must contain  $\geq n!$  leaves, since there are n! possible permutations. (because every permutation appears at least once)
- 2) A height-h binary tree has  $\leq 2^h$  leaves. Thus,  $n! \leq 2^h$ .
- 3)  $n! \le l \le 2^h$
- 4)  $h \ge \lg(n!)$  (since the lg function is monotonically increasing)
- 5)  $\lg(n!) = \Theta(n \lg n)$
- 6)  $h = \Omega(n \lg n)$ .

# Lower bound for decision-tree sorting

Corollary. Heapsort and merge sort are asymptotically optimal comparison sorting algorithms.

How about randomized algorithms?

- At least one tree for each n.
- Proof still works because every tree works!
- So, randomized quicksort is asymptotically optimal in expectation.