Getting Started

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Insertion Sort

Sorting algorithms solve the sorting problem, given a sequence of numbers $< a_1, a_2, ..., a_n >$, the result is a permutation $< a_1^{'}, a_2^{'}, ..., a_n^{'} >$ of the input sequence such that $a_1^{'} \leq a_2^{'} \leq ... \leq a_n^{'}$. The values are also referred to as keys in the book, which can make things a bit confusing.

Insertion sort is efficient for sorting a small number of values. Insertion sort works by–quite simply–inserting values into the sorted subsequence, that is, when you insert a new value, call it a_i, into the subsequence $< a_1^{'}, a_2^{'}, ..., a_k^{'} >$ for $k \leq n$, you compare a_i with $a_k^{'}$. If a_i is smaller, now compare it with $a_{k-1}^{'}$, and so on and so forth until a_i is not smaller, in which case every value bigger than it will be shifted one place to the right to make place for the newly inserted value. Now the list is sorted again, then add another value if there are any remaining.

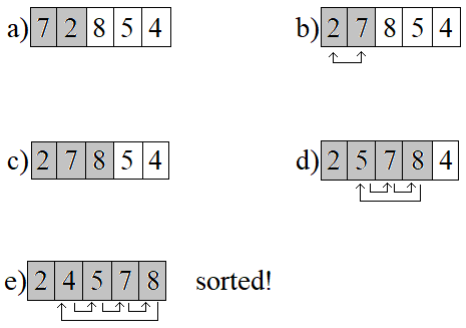

Figure 1: The process of insertion sort. **(a)** Start with the first two values–7 and 2. **(b)** 2 and 7 are properly sorted. **(c)** Consider the third value, 8 is already greater than 7, so do not swap. **(d)** Consider the value 5, insert it after 2, which means iteratively swapping values towards the left to make room. **(e)** Place value 4 in between 2 and 5, adjust like in (d).

Here is some pseudo code from the book (without comments).

```
A       // some array A with n values

INSERTION-SORT(A)
1   for j = 2 to A.length
2       key = A[j]
3       i = j - 1
4       while i > 0 and A[i] > key
5           A[i + 1] = A[i]
6           i = i + 1
7       A[i + 1] = key
```

Analysis of Insertion Sort

Writing pseudo code is neat and all, but it would be nice if we could understand its running time, below is how the book approaches tackling running time, and it displays it neatly. Simply put, write a cost for each line, and the number of times that line may run.

Line	Cost	Times
1	c_1	n
2	c_2	$n-1$
3	c_3	$n-1$
4	c_4	$\sum_{j=2}^{n} t_j$
5	c_5	$\sum_{j=2}^{n}(t_j-1)$
6	c_6	$\sum_{j=2}^{n}(t_j-1)$
7	c_7	$n-1$

On an input of n values, sum the products of the cost and times columns, this gives

$$T(n) = c_1 n + c_2(n-1) + c_3(n-1) + c_4 \sum_{j=2}^{n} t_j + c_5 \sum_{j=2}^{n}(t_j-1) + c_6 \sum_{j=2}^{n}(t_j-1) + c_7(n-1)$$

For insertion sort, the best case occurs when the input is already sorted, giving

$$\begin{aligned} T(n) &= c_1 n + c_2(n-1) + c_3(n-1) + c_4(n-1) + 0 + 0 + c_7(n-1) \\ &= (c_1 + c_2 + c_3 + c_4 + c_7)n - (c_2 + c_3 + c_4 + c_7) \end{aligned}$$

This can be expressed in the form $an+b$, and will give a best case running time of $\Theta(n)$.

The worst-case occurs when the input is in reverse-order, this gives

$$\begin{aligned}
T(n) &= c_1 n + c_2(n-1) + c_3(n-1) + c_4 \sum_{j=2}^{n} t_j + c_5 \sum_{j=2}^{n} (t_j - 1) + c_6 \sum_{j=2}^{n} (t_j - 1) + c_7(n-1) \\
&= c_1 n + c_2(n-1) + c_3(n-1) + c_4 \left(\frac{n(n+1)}{2} - 1 \right) + c_5 \left(\frac{n(n-1)}{2} \right) + c_6 \left(\frac{n(n-1)}{2} \right) + c_7(n-1) \\
&= \left(\frac{c_4}{2} + \frac{c_5}{2} + \frac{c_6}{2} \right) n^2 + \left(c_1 + c_2 + c_3 + \frac{c_4}{2} - \frac{c_5}{2} - \frac{c_6}{2} \right) n - (c_2 + c_3 + c_4 + c_7)
\end{aligned}$$

This can be expressed as $an^2 + bn + c$, and will give the form of $\Theta(n)$, the worst case.

Merge Sort–Divide and Conquer

Many algorithms are recursive, meaning their procedure calls itself over and over to reduce the size of the problem until the problem is then small enough to solve. More broadly, the problem in question is small enough to solve when some terminating condition is reached. This is the structure of divide and conquer algorithms.

Divide and conquer algorithms can be broken down into several steps:

- Divide the problem into a number of subproblems that are smaller instances of the same number.
- Conquer the subproblems by solving them recursively. If the subproblem sizes are small enough, however, just solve the subproblems in a straightforward manner.
- Combine the solutions to the sub problems into the solution for the original problem.

Merge sort, another sorting algorithm, utilizes this divide and conquer approach. It divides each sequence of elements in half, then after dividing n elements, each subsequence is sorted and then these sorted subsequences are combined, or "merged" (ha, get it?).

Starting with some sequence of numbers, start dividing the given array A in half into left-half and right-half arrays, call them L and R respectively. Keep dividing in half until all arrays have one value in them. Next, merge these single-element arrays by copying values into a new array, call it B. One way to copy values is to keep track of of the indices in all three arrays, compare which

of the two values in L and R is smaller, and insert that smaller value into B, increment the index of the array you just copied from and repeat this process. This will eventually get you your final array.

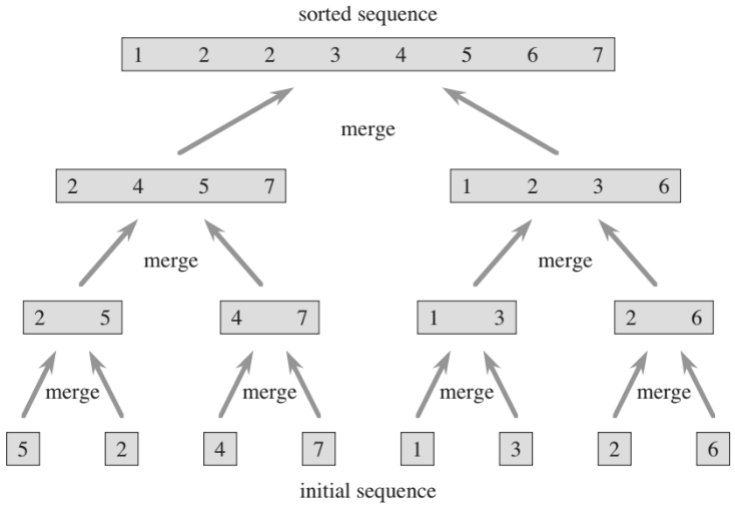

Figure 2: Merge sort being performed on an example array, note the figure starts with values already in single-element arrays.

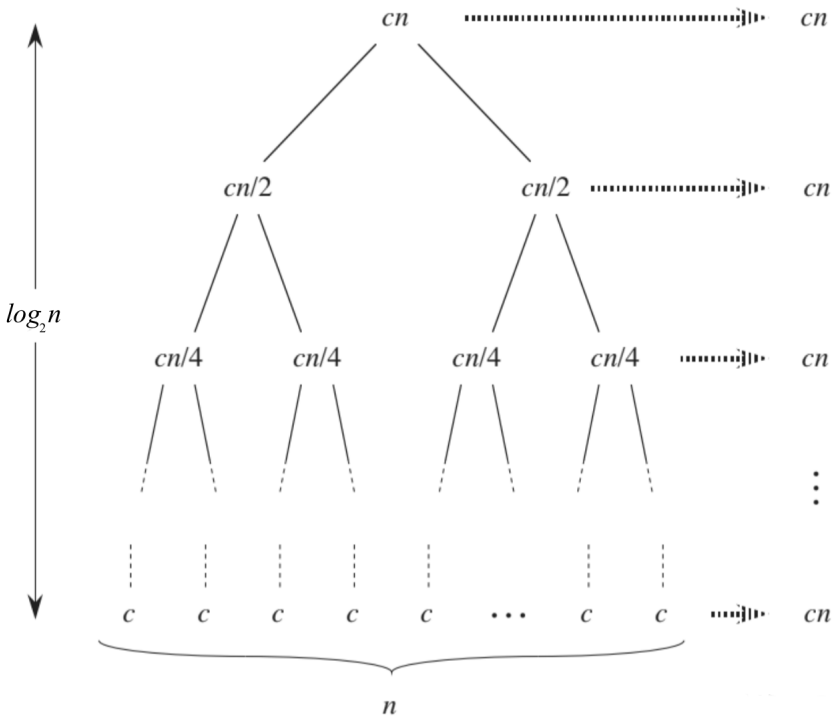

Figure 3: Recursion tree of merge sort.

Following figure 3, we get the $\log_2 n$ by constantly splitting our arrays in half until we get to single-element arrays. The height of the tree is $\log_2 n + 1$, times n c's, and adding each level up gives us cn, thus our total cost being $cn \log_2 n + cn$, which is $\Theta(n \log_2 n)$.