Data Structures and Algorithms

Lecture 3: Sorting

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Last time

Searching and complexity

- ▶ Big-O notation
- Binary search vs linear search

Plan for today:

- Sorting algorithms
- Selection sort and merge sort

Asymptotic analysis

Principle 0: measure number of basic operations as function of input size

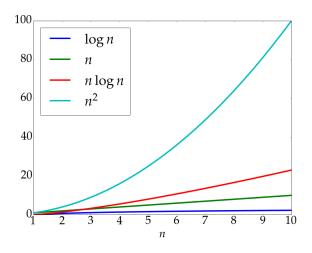
Principle 1: focus on worst-case analysis

Principle 2: ignore constant factors and lower-order terms

Principle 3: only care about large inputs

Formal way to describe this approach:

Big-O notation: upper bound on worst-case running time



Big O: for **large enough inputs**, an O(n) algorithm will be slower than $O(\log(n))$

Basic operations

Operations that a **computer can perform** "quickly" (constant time O(1) for any input)

- ► Arithmetic operations (eg x*y) (for not too big numbers)
- ► Comparisons (eg x > 0)
- Assign a variable (eg x = 2), read/write memory

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What if the data structure is more complicated?

- ► For example, if L is a list: L.append(), L[5]?
- Are these basic constant-time operations?
- ▶ Wait for Lecture 4... assume for now that list operations are constant time

Complexity classes

Fast algorithm: worst-case running time grows slowly with input size

- ► O(1): constant running time basic operations
- \triangleright $O(\log n)$: logarithmic running time binary search
- \triangleright O(n): linear running time linear search
- ▶ $O(n \log n)$: log-linear running time ??
- $ightharpoonup O(n^c)$: polynomial running time ??
- ▶ $O(c^n)$: exponential running time ??

Sorting algorithms

So if we have an unsorted list, should we sort it first?

- Suppose complexity O(sort(n))
- ▶ Is $sort(n) + \log(n) < n$?
- ► No...

But what if we need to search repeatedly, say *k* times?

- ▶ Is $sort(n) + k \log(n) < kn$?
- Depends on k...

56	24	99	32	9	61	57	79
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56	24	99	32	9	61	57	79
9	24	99	32	56	61	57	79

56	3 24	99	32	9	61	57	79
9	24	99	32	56	61	57	79
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56	3 24	1 99	32	9	61	57	79
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9	24	32	56	57	61	99	79

56	5 24	1 99	32	2 9	61	57	79
9	24	99	32	56	61	57	79
9	24	99	32	56	61	57	79
9	24	32	99	56	61	57	79
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9	24	32	56	57	61	99	79
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In words: Find smallest item and move to front (swap with first unsorted item). Repeat with remaining unsorted items.

Selection sort algorithm

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Python:

```
def selection_sort(L):
    n = len(L)

for index in range(n):
    min_index = find_min_index(L, index) # index with smallest element
    L[index], L[min_index] = L[min_index], L[index] # swap positions
return L
```

Let's assume the function is implemented. What is its complexity?

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Can we do better?

- ▶ Yes! Merge sort is $O(n \log n)$
- But you can't do any better than that...

$$x = \begin{bmatrix} 24 & 32 & 56 \end{bmatrix}$$
 $i1 = 3$
 $y = \begin{bmatrix} 19 & 57 & 61 \end{bmatrix}$ $i2 = 3$
 $z = \begin{bmatrix} 19 & 24 & 32 & 56 & 57 & 61 \end{bmatrix}$

What is the complexity of this operation?

- ▶ Lengths of lists are n_1 and n_2
- ▶ Comparisons $O(\max\{n_1, n_2\})$
- ► Two lists of lengths n_1 and n_2 : $O(n_1 + n_2)$ copy operations (need to copy each item)

Sidebar: recursion

The factorial of n is the product of integers 1, ..., n.

- ► As a function: $fact(n) = n * (n-1) * (n-2) * \cdots * 2 * 1$
- ▶ By convention, fact(0) = 1

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5    return result
6  print(fact(4))
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```

Factorial can be expressed as a smaller version of itself:

```
1  def fact_rec(n):
2    if n == 0:
3        return 1
4    else:
5        return n*fact_rec(n-1)
6    print(fact_rec(4))
```

This is called recursion

- Function calls itself
- Can make some problems easier to define -> merge sort!

Divide and conquer:

- Identify smallest possible "base case" subproblems that are easy to solve
- Divide large problem and solve smaller subproblems
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- ▶ Base case: if list length n < 2, the list is sorted
- ▶ Divide: if list length $n \ge 2$, split into two lists and merge sort each
- ► Combine (merge) the results of the two smaller merge sorts

Dividing

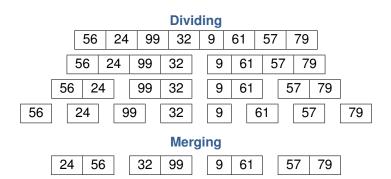
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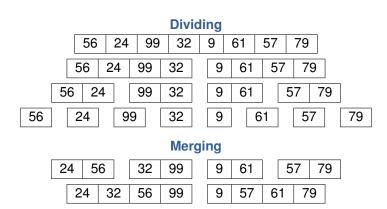
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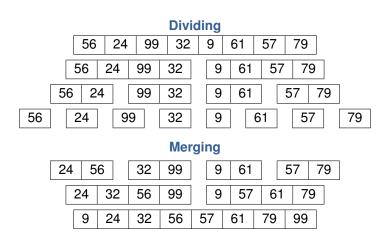
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Merge sort complexity = merging * # number of divisions

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- Does need some more space due to copying lists

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- Exploit the fact that lists tend to be partly sorted already

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Review

Sorting is a canonical computer science problem

- We've looked at two (of many) algorithms
- Selection sort involves repeatedly finding minimum element – intuitive but slow
- Merge sort is blazingly fast and has a neat recursive structure

Workshop after the break

- Implement sorting
- More looping and function practice

Workshop

Workshop zip file on the Hub

- HTML instructions
- ► At some point, you'll need the .py-file with skeleton code (open in Spyder)