

L7

# Insertion Sort

INSERTION SORT(A)

1. for  $j=2$  to  $A.length$
2.        $key = A[j]$ ;
3.       //Insert  $A[j]$  into the sorted sequence  $A[1...j-1]$
4.        $i = j-1$
5.       while  $i > 0$  and  $A[i] > key$
6.                $A[i+1] = A[i]$
7.                $i = i-1$
8.        $A[i+1] = key$

# Insertion sort

- Insertion sort is an **in place** sorting method ie it rearranges the numbers within the input array, with at most a constant number of them stored outside the array at any time.
- The input array A contains the sorted sequence after the procedure is finished
- **Operations of insertion sort on an array A = 1, 4, -2, -3**
- After 1<sup>st</sup> iteration of *while* loop, with  $j = 2$ ,  $i = 1$ : A = 1, 4, -2, -3
- After 1<sup>st</sup> iteration of *for* loop, with  $j = 2$ : A = 1, 4, -2, -3

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3. //Insert A[ j ] into the sorted sequence A[1...j-1]

4.       i = j-1

5.       while  $i > 0$  and  $A[i] > \text{key}$

6.               A[ i+1 ]=A[ i ]

7.               i=i-1

8.       A[ i+1 ]= key

# Operation of Insertion Sort on A

- **A = 1, 4, -2, -3**
- After 1<sup>st</sup> iteration of *while* loop, with  $j = 3, i = 2$ : A = 1, 4, 4, -3
- After 2<sup>nd</sup> iteration of *while* loop, with  $j = 3, i = 1$ : A = 1, 1, 4, -3
- After 2<sup>nd</sup> iteration of *for* loop, with  $j = 3$ : A = -2, 1, 4, -3
- After 1<sup>st</sup> iteration of *while* loop, with  $j = 4, i = 3$ : A = -2, 1, 4, 4
- After 2<sup>nd</sup> iteration of *while* loop, with  $j = 4, i = 2$ : A = -2, 1, 1, 4
- After 3<sup>rd</sup> iteration of *while* loop, with  $j = 4, i = 1$ : A = -2, -2, 1, 4
- After 3<sup>rd</sup> iteration of *for* loop, with  $j = 4$ : A = -3, -2, 1, 4

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2.     key = A[ j ];
3. //Insert A[ j ] into the sorted sequence A[1...j-1]
4.     i = j-1
5.     while  $i > 0$  and A[ i ] > key
6.         A[ i+1 ] = A[ i ]
7.     i = i-1
8.     A[ i+1 ] = key

# Merge Sort

## Algorithm

# Design paradigms

- **Paradigm**

- “In science and philosophy, a paradigm is a **distinct set of concepts or thought patterns**, including theories, research methods, postulates, and standards for what constitutes legitimate contributions to a field”- Wikipedia

# Types of Design Paradigms

- Incremental Approach
- Divide and Conquer
- Greedy approach
- Dynamic Programming

# Incremental approach

- Example: Insertion sort
  - In the **so far sorted subarray**, insert a new single element into its proper place, resulting in the new sorted subarray
  - Example:



Key =  $A[j]$



# Divide and Conquer

*Our life is frittered away by detail. Simplify, simplify.*

— Henry David Thoreau

*The control of a large force is the same principle as the control of a few men:  
it is merely a question of dividing up their numbers.*

— Sun Zi, *The Art of War* (c. 400 C.E.), translated by Lionel Giles (1910)

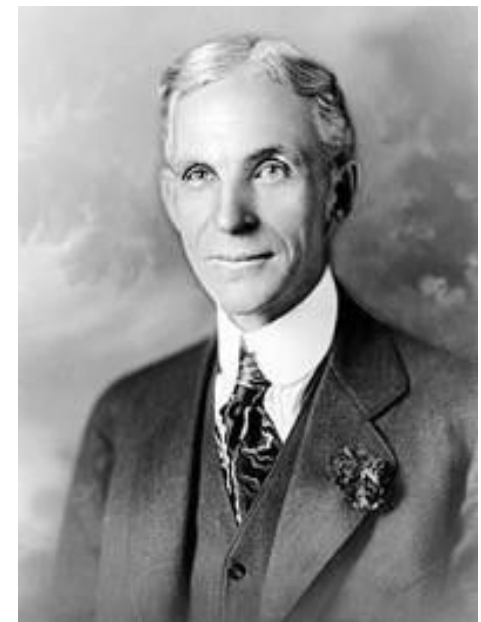
*Nothing is particularly hard if you divide it into small jobs.*

— Henry Ford

Henry Ford (July 30, 1863 - April 7, 1947) was an American captain of industry and a business magnate.

Founder of the Ford Motor company

Sponsor of the development of the assembly line technique of mass production.



# Henry Ford's Assembly line



# Divide and Conquer

- **Three crucial steps**
  - **Divide** the problem into smaller sub problems
  - **Conquer** the smaller subproblems recursively.
  - **Combine** solutions of the subproblems to get the solution of the original problem

# Divide and conquer - First step

- Divide/Break the problem into smaller sub problems
  - For example, Problem P is divided into subproblems P1 and P2.
  - Also, P1 and P2 resemble the original problem and their size is small

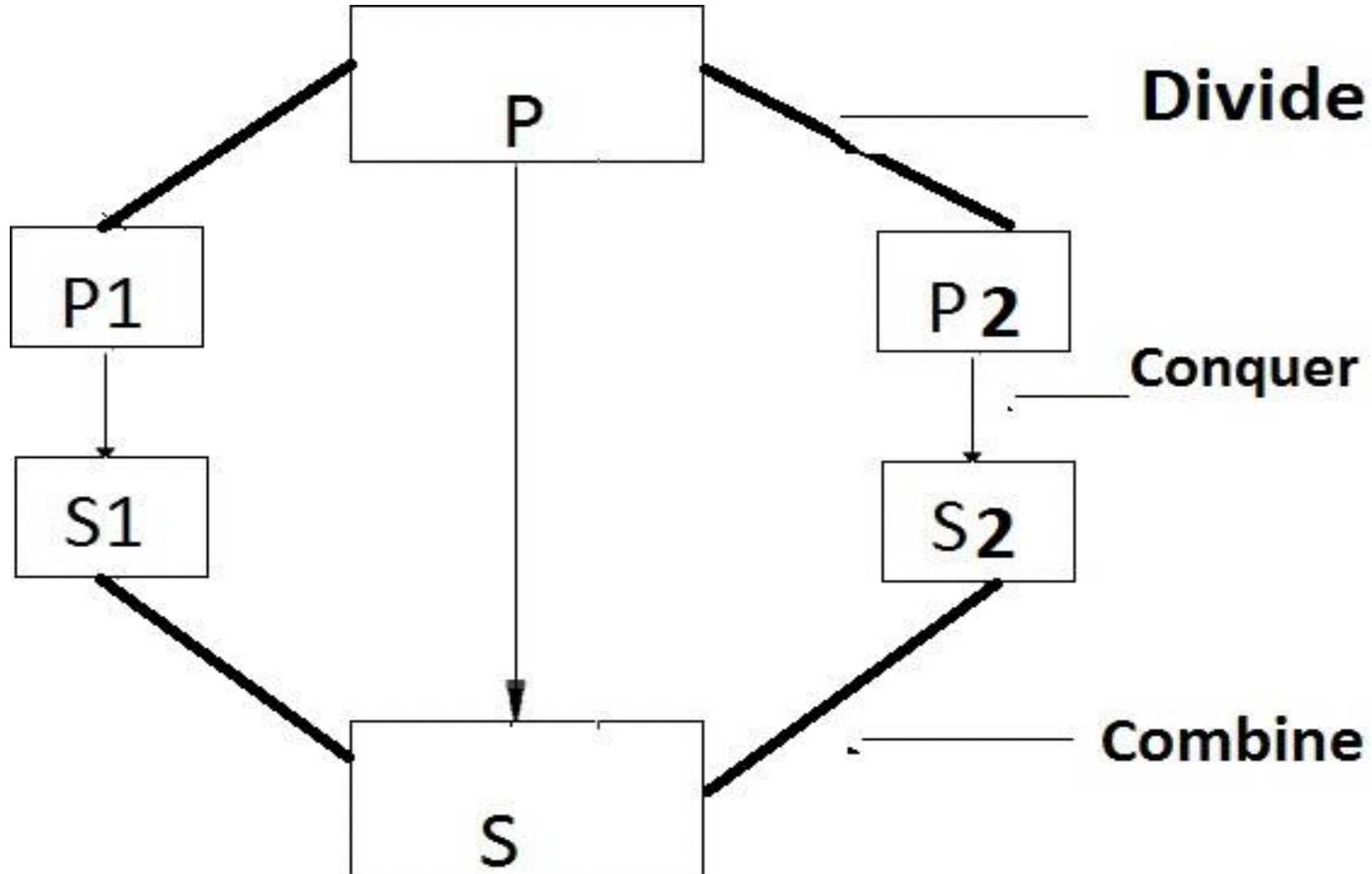
# Divide and conquer - Second step

- Conquer/Solve the smaller subproblems recursively. If the subproblem size is small, solve them directly
  - P1 is solved to give S1, P2 is solved to give S2

# Divide and conquer - Third step

- Merge/Combine these solutions to create a solution to the original problem
  - $S_1$  and  $S_2$  are combined to give the solution  $S$  for the original problem  $P$

# Pictorial Representation: Divide and Conquer





# Divide and Conquer (D & C)

- Most of the algorithms designed using D & C are **recursive** in nature
- **Recursive algorithms:** Call themselves recursively to solve the closely related subproblems
- **Examples**
  - Towers of Hanoi
  - Binary search
  - Merge Sort
  - Quick sort

# Merge Sort

- Follows D & C paradigm
- Divide: Divide the  $n$ -element array into two subarrays of size  $n/2$
- Conquer: Sort the two subarrays recursively
- Combine: Merge the two sorted subarrays to produce the sorted array

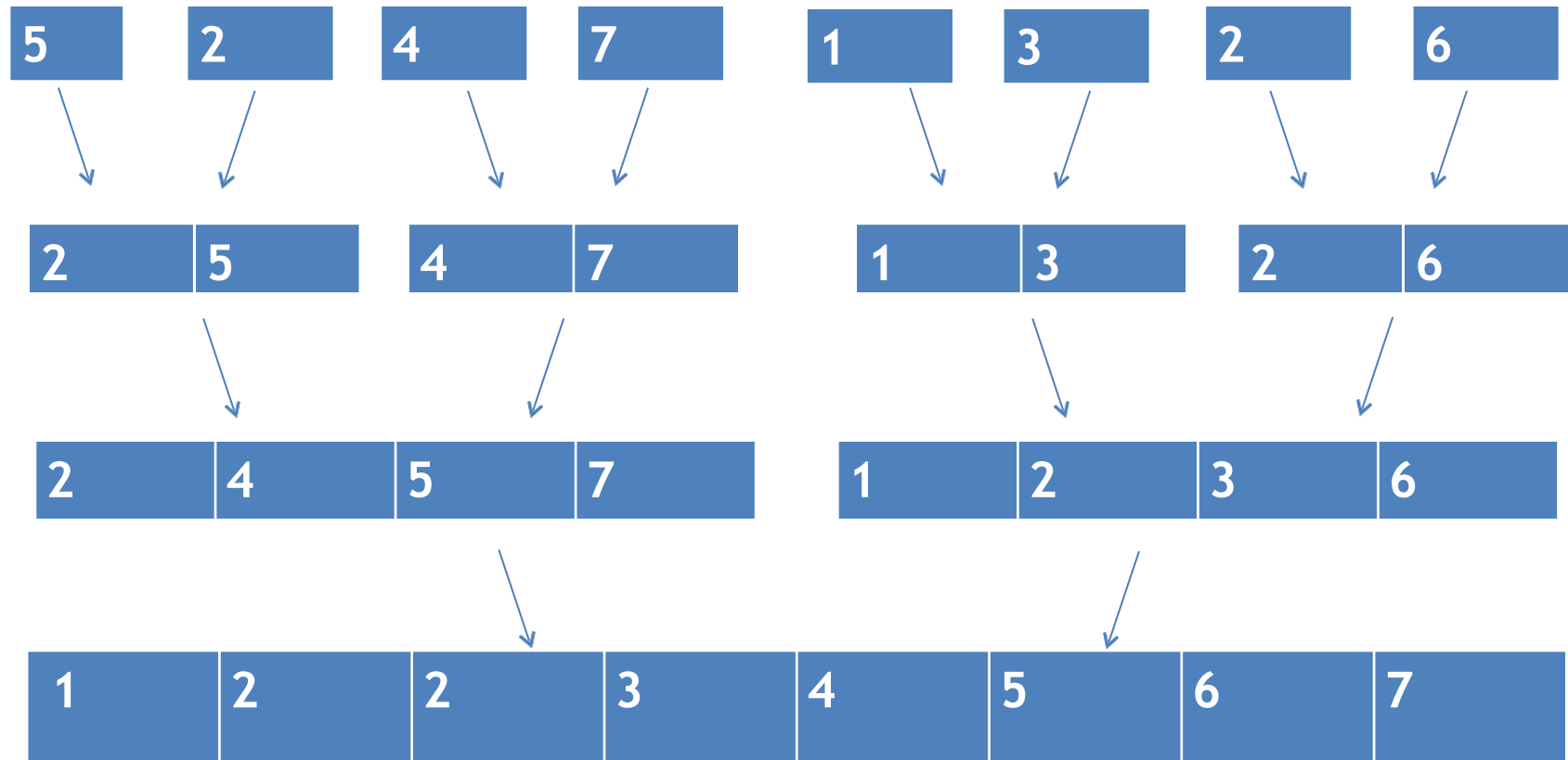
# Merge Sort - Example

The operation of merge sort on the array

$A = \{5, 2, 4, 7, 1, 3, 2, 6\}$



# Merging of sorted subarrays



# Merge Sort - Recursive Algorithm

MERGE-SORT( $A, p, r$ )

1   **if**  $p < r$

2        $q = \lfloor (p + r) / 2 \rfloor$

3       MERGE-SORT( $A, p, q$ )

4       MERGE-SORT( $A, q + 1, r$ )

5       MERGE( $A, p, q, r$ )

Ref: CLRS Book

# MERGE-SORT

- If  $p \geq r$ , the subarray has at most one element and is therefore already sorted.
- Otherwise, the divide step, computes an index  $q$  that partitions  $A[p \dots r]$  into two subarrays  $A[p \dots q]$  and  $A[q+1 \dots r]$  containing  $(n/2)$  elements

MERGE-SORT( $A, p, r$ )

```
1  if  $p < r$ 
2       $q = \lfloor (p + r) / 2 \rfloor$ 
3      MERGE-SORT( $A, p, q$ )
4      MERGE-SORT( $A, q + 1, r$ )
5      MERGE( $A, p, q, r$ )
```

Function call:

MERGE-SORT( $A, 1, A.length$ )

# Merge sort – Recursive algorithm

- **Base case:**
  - When the size of the subproblem is 1, we don't need to do any further
  - Its already sorted
- **Key operation:** Merging of two sorted arrays in the combine step
- Merge is done by calling another function **Merge (A,p,q,r)**

**Thank You**