

# Discrete Mathematical Models

## Lecture 12

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Kane Townsend

Semester 2, 2024

## Section B: Digital Information (cont.)

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## Section B2: Sequences, Induction, Sorting (cont.)

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## From implicit to explicit definitions; Example 4

We seek an explicit formula for the investment capital given by the implicit formula at right, where

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So the \$10 annual fee over 10 years costs the investment \$114.64.

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It takes very little extra analysis to generalise the previous example:

Mixed Geometric-Arithmetic Sequence	
Implicit Definition	Explicit Definition
$a_k = a$ ( $a$ is the <b>first term</b> ) $a_{n+1} = ra_n + d, \forall n \geq k$ ( $r \neq 1$ is the <b>multiplier</b> and $d$ is the <b>offset</b> )	$\forall n \geq k$ $a_n = ar^{n-k} + \left(\frac{1-r^{n-k}}{1-r}\right)d$



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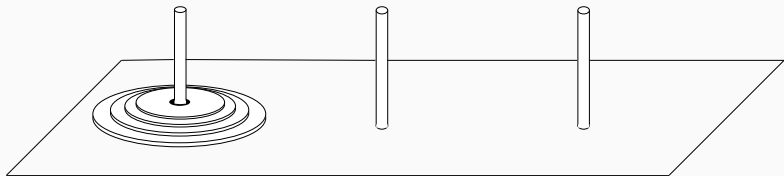
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**Remark:** For this sequence, as  $n$  increases  $a_n$  approaches 4 ever more closely. In fact the value 4 is called the **steady state** of the sequence, because if  $a_n = 4$  then from the implicit definition  $a_{n+1} = (\frac{1}{2})4 + 2 = 4$ , so the sequence values remain at 4 for ever.

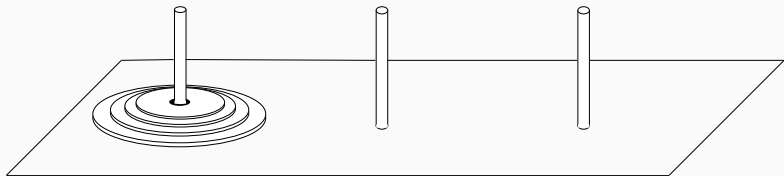
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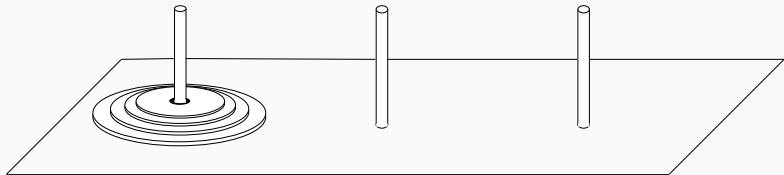
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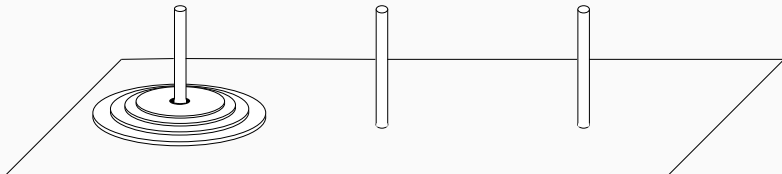


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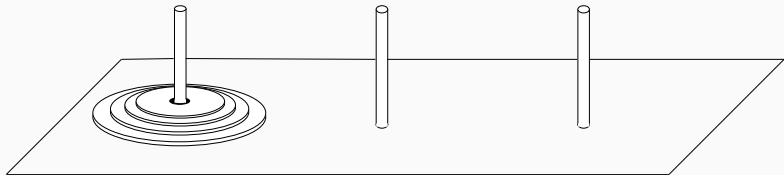
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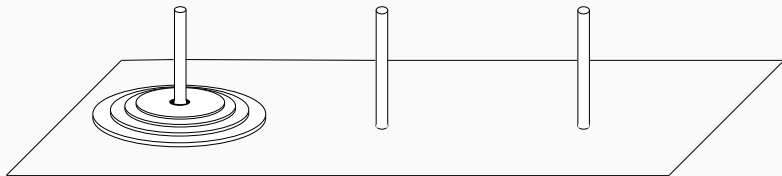


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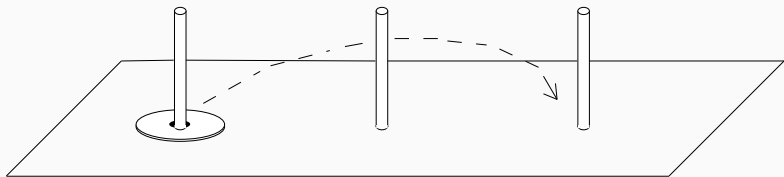
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*At one move per second, how fast can you solve a puzzle with 64 discs?*

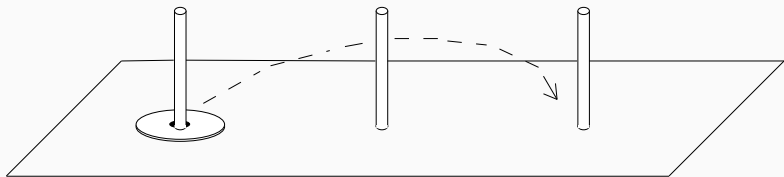
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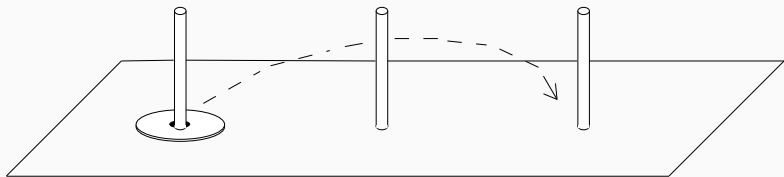


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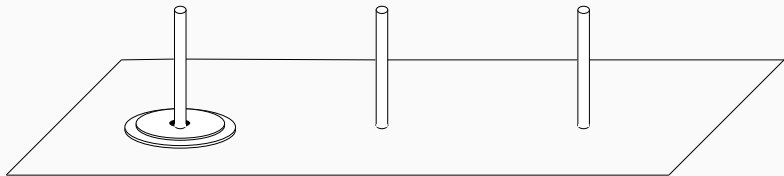


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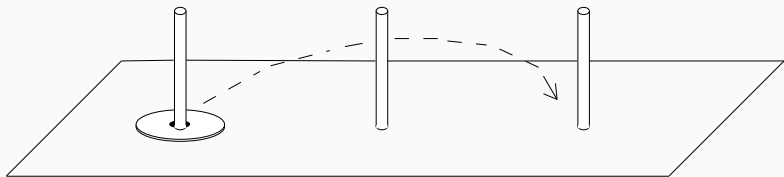
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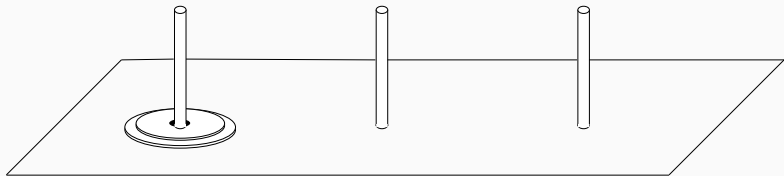
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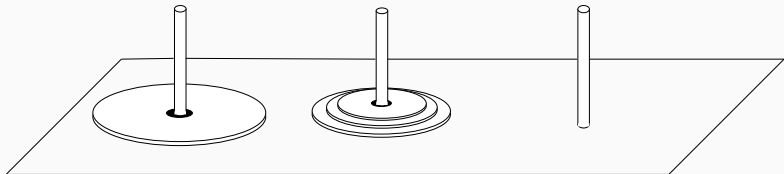


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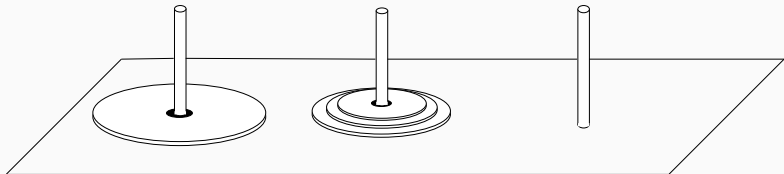
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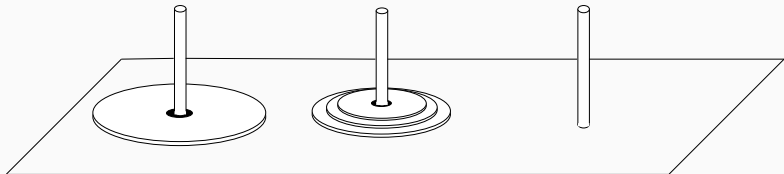
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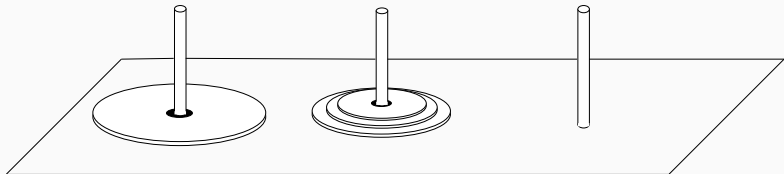


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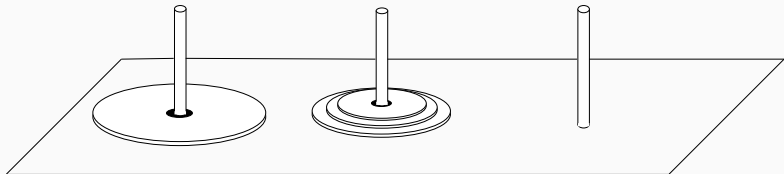
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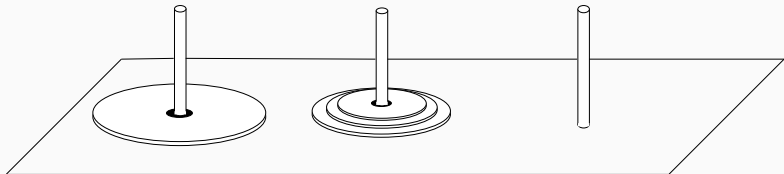
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In particular  $x_{64} = (2^{64} - 1)$  seconds  $\sim 5.8 \times 10^{11}$  years.

# Sorting

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A **sorting algorithm** is a procedure for sorting a sequence into increasing order according to some specified ordering rule (e.g. numerical, alphabetical, etc.) *i.e.* it replaces  $(x_n)_{n \in \{1, \dots, N\}}$  by a rearrangement  $(y_n)_{n \in \{1, \dots, N\}}$  with

$$y_1 \leq y_2 \leq y_3 \cdots y_{N-1} \leq y_N$$

where " $\leq$ " denotes the ordering rule.

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A **sorting algorithm** is a procedure for sorting a sequence into increasing order according to some specified ordering rule (e.g. numerical, alphabetical, etc.) *i.e.* it replaces  $(x_n)_{n \in \{1, \dots, N\}}$  by a rearrangement  $(y_n)_{n \in \{1, \dots, N\}}$  with

$$y_1 \leq y_2 \leq y_3 \cdots y_{N-1} \leq y_N$$

where “ $\leq$ ” denotes the ordering rule.

**Example:**

$(x_n)_{n \in \{1, \dots, 5\}} = \text{Jane, Fred, Jo, Jane, Ann}$

$(y_n)_{n \in \{1, \dots, 5\}} = \text{Ann, Fred, Jane, Jane, Jo}$  (in alphabetical order)

# Sorting preliminaries

An **index set**  $I$  is a set of the form

$$I = \{i \in \mathbb{N}^* : s \leq i \leq f\} = \{s, \dots, f\}$$

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$$\pi = \begin{pmatrix} 3 & 4 & 5 & 6 \\ 6 & 4 & 3 & 5 \end{pmatrix} \text{ means } \begin{array}{l} I = \{3, 4, 5, 6\} \\ \pi(3) = 6, \pi(4) = 4, \pi(5) = 3, \pi(6) = 5 \end{array}.$$

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**Example:** (names example recast using an index permutation)

If  $(x_n)_{n \in \{1, \dots, 5\}} = \text{Jane, Fred, Jo, Jane, Ann}$

then  $(x_{\pi(n)})_{n \in \{1, \dots, 5\}} = \text{Ann, Fred, Jane, Jane, Jo}$

where  $\pi = \begin{pmatrix} 1 & 2 & 3 & 4 & 5 \\ 5 & 2 & 1 & 4 & 3 \end{pmatrix}$  sorts the sequence into alphabetical order.

# Least element algorithm

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We now put our marker in the first place by modifying  $\pi$  to  $\pi(1) = 3$ ,  $\pi(2) = 2$  and  $\pi(3) = 1$ .

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**Example:** ( $s=1, f=6$ )

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before	$\pi(i)$	1	2	3	4	5	6	
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Trace:		$i$	2	3	4	5	6	7
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		$x_{\pi(i)}$	D	C	E	B	C	-
		$x_{\pi(m)}$	F	D	C	C	B	B

# Least element algorithm

In writing algorithms from now on we will use the notation  $a \leftarrow b$  to mean “assign  $a$  the value  $b$ , leaving  $b$  unchanged”. (Some authors use  $a := b$  for this.)

**Input:** Sequence  $(x_i)_{s..f} \subseteq S$ , an ordering rule “ $\leq$ ” for  $S$   
and an index function  $\pi$  on  $\{s, \dots, f\}$ .

**Output:** Modification to  $\pi$  so that  $x_{\pi(s)} \leq x_{\pi(i)}$  for  $i = s, \dots, f$ .

**Method:**

$i \leftarrow s + 1$ . [ Initialisation ]  
 $m \leftarrow s$ , [  $m$  is a marker;  $x_{\pi(m)}$   
is the least sequence  
member so far tested  
]

Loop: If  $i = f + 1$  stop.

If  $x_{\pi(i)} < x_{\pi(m)}$  then  $m \leftarrow i$ .

$i \leftarrow i + 1$

Repeat loop

Swap the values of  $\pi(s)$  and  $\pi(m)$ .

**Example:** ( $s=1, f=6$ )

		$i$	1	2	3	4	5	6
before	$\pi(i)$		1	2	3	4	5	6
	$x_{\pi(i)}$		F	D	C	E	B	C

Trace:		$i$	2	3	4	5	6	7
		$m$	1	2	3	3	5	5
		$x_{\pi(i)}$	D	C	E	B	C	-
		$x_{\pi(m)}$	F	D	C	C	B	B

		$i$	1	2	3	4	5	6
after	$\pi(i)$		5	2	3	4	1	6
	$x_{\pi(i)}$		B	D	C	E	F	C

# Selection sort algorithm

The **selection sort algorithm** algorithm is a sorting algorithm.

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Example:  $(x_i)_{1..3} = (J, O, E)$  with index set  $\{1, 2, 3\}$ . Our index function begins as  $\pi(i) = i$ . We want to know how to rearrange  $(J, O, E)$  into alphabetical order.

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Apply the least element algorithm to  $(x_{\pi(i)})_{1..3}$ . Gaining a modification to  $\pi$  given by  $\pi(1) = 3$ ,  $\pi(2) = 2$  and  $\pi(3) = 1$ .



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Apply the least element algorithm  $(x_{\pi(i)})_{2..3}$ . We gain a modification to  $\pi$  given by  $\pi(1) = 3$ ,  $\pi(2) = 1$  and  $\pi(3) = 2$ .

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Apply the least element algorithm  $(x_{\pi(i)})_{2..3}$ . We gain a modification to  $\pi$  given by  $\pi(1) = 3$ ,  $\pi(2) = 1$  and  $\pi(3) = 2$ .

We complete stop the algorithm since we reached the end of our indexing.

# Selection sort algorithm

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$s \leftarrow 1$  [ Initialisation ]

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**Method:**

$s \leftarrow 1$  [ Initialisation ]

Loop: If  $s = n$  stop.

Run least element

algorithm on  $(x_{\pi(i)})_{s..n}$

$s \leftarrow s + 1$

Repeat loop

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Repeat loop

<b>Example:</b>		i:	1	2	3	4	5	6
Input: ( $n = 6$ )	$\pi(i)$		1	2	3	4	5	6
	$x_{\pi(i)}$		F	D	C	E	B	C

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**Example:** i: 1 2 3 4 5 6

Input: ( $n = 6$ )	$\pi(i)$ $x_{\pi(i)}$	1 2 3 4 5 6 F D C E B C
-----------------------	--------------------------	----------------------------

$s = 1$

After 1st iteration	$\pi(i)$ $x_{\pi(i)}$	<b>5</b> 2 3 4 <b>1</b> 6 <b>B</b> D C E <b>F</b> C
------------------------	--------------------------	--------------------------------------------------------



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After 1st iteration	$\pi(i)$ $x_{\pi(i)}$	<b>5</b> 2 3 4 <b>1</b> 6 <b>B</b> D C E <b>F</b> C
------------------------	--------------------------	--------------------------------------------------------

$s = 2$

After 2nd iteration	$\pi(i)$ $x_{\pi(i)}$	5 <b>3</b> <b>2</b> 4 1 6 B <b>C</b> <b>D</b> E F C
------------------------	--------------------------	--------------------------------------------------------

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Repeat loop

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Input: ( $n = 6$ )	$\pi(i)$ $x_{\pi(i)}$	1 2 3 4 5 6 F D C E B C
-----------------------	--------------------------	----------------------------

$s = 1$

After 1st iteration	$\pi(i)$ $x_{\pi(i)}$	<b>5</b> 2 3 4 <b>1</b> 6 <b>B</b> D C E <b>F</b> C
------------------------	--------------------------	--------------------------------------------------------

$s = 2$

After 2nd iteration	$\pi(i)$ $x_{\pi(i)}$	5 <b>3</b> <b>2</b> 4 1 6 B <b>C</b> <b>D</b> E F C
------------------------	--------------------------	--------------------------------------------------------

$s = 3$

After 3rd iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 <b>6</b> 4 1 <b>2</b> B C <b>C</b> E F <b>D</b>
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Repeat loop

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Input: ( $n = 6$ )	$\pi(i)$ $x_{\pi(i)}$	1 2 3 4 5 6 F D C E B C
-----------------------	--------------------------	----------------------------

$s = 1$

After 1st iteration	$\pi(i)$ $x_{\pi(i)}$	<b>5</b> 2 3 4 <b>1</b> 6 <b>B</b> D C E <b>F</b> C
------------------------	--------------------------	--------------------------------------------------------

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After 2nd iteration	$\pi(i)$ $x_{\pi(i)}$	5 <b>3</b> <b>2</b> 4 1 6 B <b>C</b> <b>D</b> E F C
------------------------	--------------------------	--------------------------------------------------------

$s = 3$

After 3rd iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 <b>6</b> 4 1 <b>2</b> B C <b>C</b> E F <b>D</b>
------------------------	--------------------------	--------------------------------------------------------

$s = 4$

After 4th iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 6 <b>2</b> 1 <b>4</b> B C C <b>D</b> F <b>E</b>
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**Output:** Modification to  $\pi$ ,  
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$x_{\pi(1)} \leq x_{\pi(2)} \leq \dots \leq x_{\pi(n)}$ .

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Loop: If  $s = n$  stop.

Run least element

algorithm on  $(x_{\pi(i)})_{s..n}$

$s \leftarrow s + 1$

Repeat loop

**Example:**  $i: 1 \ 2 \ 3 \ 4 \ 5 \ 6$

Input: ( $n = 6$ )	$\pi(i)$ $x_{\pi(i)}$	1 2 3 4 5 6 F D C E B C
-----------------------	--------------------------	----------------------------

$s = 1$

After 1st iteration	$\pi(i)$ $x_{\pi(i)}$	<b>5</b> 2 3 4 <b>1</b> 6 <b>B</b> D C E <b>F</b> C
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After 2nd iteration	$\pi(i)$ $x_{\pi(i)}$	5 <b>3</b> <b>2</b> 4 1 6 B <b>C</b> <b>D</b> E F C
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After 3rd iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 <b>6</b> 4 1 <b>2</b> B C <b>C</b> E F <b>D</b>
------------------------	--------------------------	--------------------------------------------------------

$s = 4$

After 4th iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 6 <b>2</b> 1 <b>4</b> B C C <b>D</b> F <b>E</b>
------------------------	--------------------------	--------------------------------------------------------

$s = 5$

After final iteration	$\pi(i)$ $x_{\pi(i)}$	5 3 6 2 <b>4</b> <b>1</b> B C C D <b>E</b> <b>F</b>
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So:

1st	iteration uses	$n-1$	comparisons
2nd	iteration uses	$n-2$	comparisons

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So:	1st	iteration uses	$n-1$	comparisons
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	$\vdots$	$\vdots$	$\vdots$	$\vdots$
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Hence the total number of comparisons,  $T_n$  say, is given by

$$1 + 2 + \dots + (n-1) = (n-1) \left( \frac{1+(n-1)}{2} \right) \quad (\text{sum of an arithmetic series}).$$

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 $1 + 2 + \dots + (n-1) = (n-1) \left( \frac{1+(n-1)}{2} \right)$  (sum of an arithmetic series).

That is:  $\forall n \in \mathbb{N} \quad T_n = \frac{n(n-1)}{2}$ .

## Other sorting algorithms

There are many different sorting algorithms, with various pros and cons. A full study of the topic belongs in course on algorithms and data structures.

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In order to keep the description simple, I will not use an indexing function  $\pi$  in specifying the algorithm, though it is possible, and often preferable, to do so.

As with Selection Sort, Merge Sort makes use of a sub-algorithm, which we treat first.