Algorithms and Datastructures

Runtime analysis Minsort / Heapsort, Induction

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Algorithms and Datastructures, October 2017
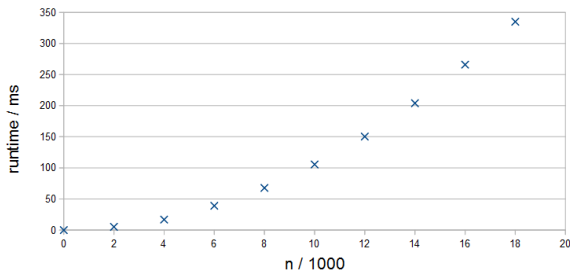
Structure

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Runtime analysis - Minsort

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- **Observation:** It is going to be „disproportionaly" slower the more numbers are being sorted
- How can we say more precisely what is happening?

How can we analyze the runtime?

- Ideally we have a formula which provides the runtime of the program for an specific input

Runtime analysis - Minsort

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- Ideally we have a formula which provides the runtime of the program for an specific input
- **Problem:** The runtime is also depending on many other influences, especially:
  - Which kind of computer is the code executed on
  - What is running in the background
  - Which compiler is used to compile the code

Runtime analysis - Minsort

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- **Problem:** The runtime is also depending on many other influences, especially:
  - Which kind of computer is the code executed on
  - What is running in the background
  - Which compiler is used to compile the code
- **Abstraction 1:** Analyze the number of basic operations, rather than analyzing the runtime

Structure

Basic Operations

Incomplete list of basic operations:

- Arithmetic operation, for example: *a* + *b*
- Assignment of variables, for example: *x* = *y*
- Function call, for example: *minsort(lst)*

Intuitive:	**Better:**	**Best:**
lines of code	lines of machine code	process cycles

Important:

The actual runtime has to be roughly proportional to the number of operations.

Structure

How many operations does *Minsort* need?

- **Abstraction 2:** We calculate the upper (lower) bound, rather than counting the operations exactly

  Reason: Runtime is approximated by number of basic operations, but we can still infer:
  - Upper bound
  - Lower bound

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- **Basic Assmuption:**
  - n is size of the input data (i.e. array)
  - $T(n)$ number of operations for input n

How many operations does *Minsort* need?

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Runtime analysis - Minsort

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$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$

Runtime analysis - Minsort

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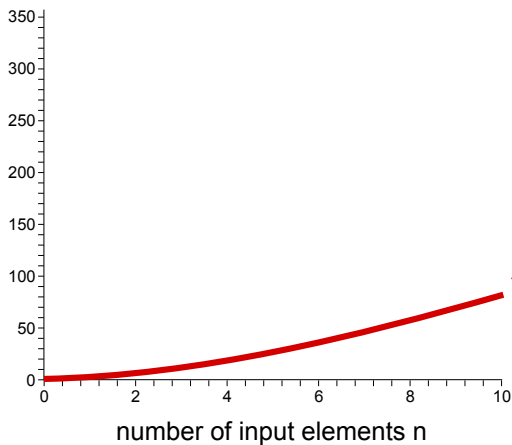
- **Observation:** The number of operations depends only on the size *n* of the array and not on the content!

- **Claim:** There are constants C_1 and C_2 such that:

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- This is called „quadratic runtime" (due to n^2)

Runtime Example

Number of Steps
(runtime [s])

$$T(n) = \frac{1}{2}n^2 + 3n$$
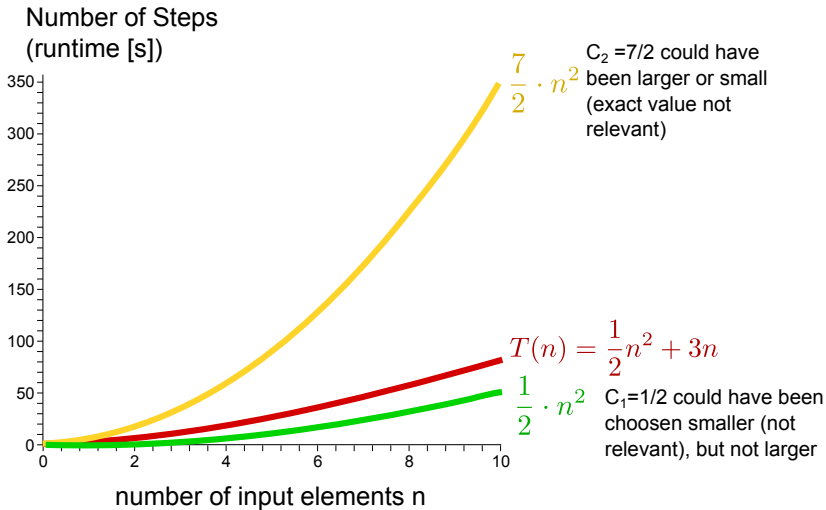
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$\frac{7}{2} \cdot n^2$

$C_2 = 7/2$ could have been larger or small (exact value not relevant)

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Runtime Example

Number of Steps
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$\frac{7}{2} \cdot n^2$ $C_2 = 7/2$ could have been larger or small (exact value not relevant)

$T(n) = \frac{1}{2}n^2 + 3n$

$\frac{1}{2} \cdot n^2$ $C_1 = 1/2$ could have been choosen smaller (not relevant), but not larger

number of input elements n

Runtime analysis - Minsort

We declare:

- Runtime of opertations: $T(n)$
- Number of Elements: n
- Constants: C_1 (lower bound), C_2 (upper bound)

$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$
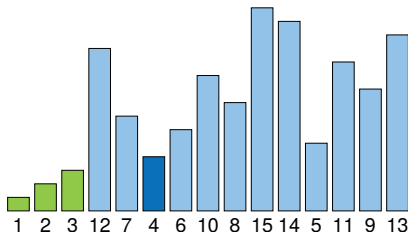
- Number of operations in round i: T_i

Abbildung: *Minsort* at the iteration $i = 4$. We have to check $n - 3$ elements

Runtime analysis - Minsort

n elements left

Compares at each iteration:

14 9 5 12 7 4 6 10 8 15 1 3 11 2 13

Abbildung: *Minsort* with start data

Runtime analysis - Minsort

Compares at each iteration:

$$T_1 \leq C_2' \cdot (n - 0)$$

n elements left

14 9 5 12 7 4 6 10 8 15 1 3 11 2 13

Abbildung: *Minsort* at iteration i = 1

Runtime analysis - Minsort

$n-1$ elements left

1 9 5 12 7 4 6 10 8 15 14 3 11 2 13

Abbildung: *Minsort* at iteration $i = 2$

Compares at each iteration:

$$T_1 \leq C_2' \cdot (n-0)$$
$$T_2 \leq C_2' \cdot (n-1)$$
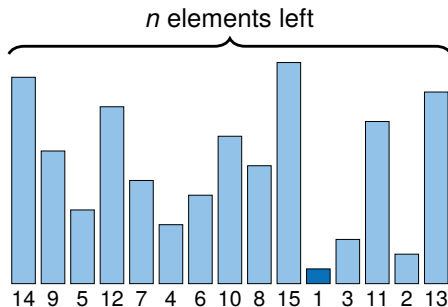
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Abbildung: *Minsort* at iteration $i = 3$

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Runtime analysis - Minsort

Abbildung: *Minsort* at iteration $i = 4$

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$$T_1 \leq C_2' \cdot (n-0)$$
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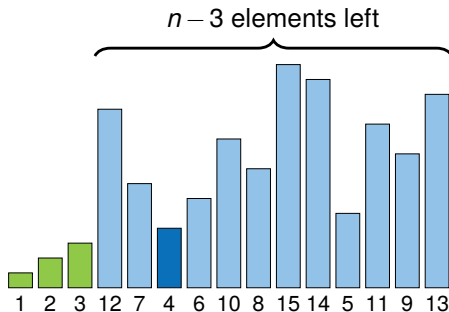# Runtime analysis - Minsort

$n-i$ elements left

Abbildung: *Minsort* at iteration *i*

Compares at each iteration:

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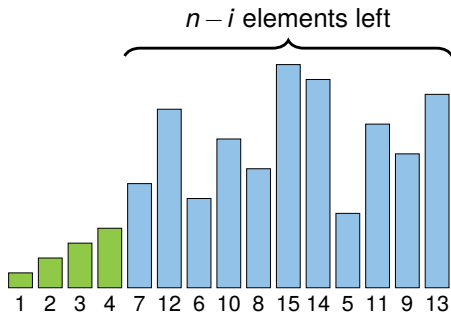$$\vdots$$
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Abbildung: *Minsort* at iteration

$$T(n) = C_2' \cdot (T_1 + \cdots + T_n) \le \sum_{i=1}^{n} \left(C_2' \cdot i \right)$$

Runtime analysis - Minsort

Alternative: Analyse the Code:

```python
def minsort(elements):
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Remark: C_2' is cost of comparison $\Rightarrow$ assumed constant

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Like for the upper boundary there exists a C_1. Summation analysis is the same

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Runtime analysis - Minsort

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Summarized:

$$\frac{C_1'}{4} \cdot n^2 \leq T(n) \leq C_2' \cdot n^2$$

Quadratic runtime proven:

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- **Quadratic runtime = "big" problems unsolvable**

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Runtime - Heapsort

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Formal:

- Let $T(n)$ be the runtime for the *Heapsort* algorithm with n elements
- On the next pages we will proof $T(n) \leq C \cdot n \log_2 n$

Runtime - Heapsort

Depth of a binary tree:

- **Depth** d**:** longest path through the tree
- Complete binary tree has $n = 2^d - 1$ nodes
- Example: $d = 4$
  $\Rightarrow n = 2^4 - 1 = 15$

Abbildung: Binary tree with 15 nodes

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    1. **Induction basis:** we show that our assumption is valid at one point (for example: $n = 1$, $A(1)$).
    2. **Induction step:** we show that the assumption is valid for all n (normally one step forward: $n = n + 1, A(1), \ldots, A(n)$).

Induction

Basics:

- You want to show assumption $A(n)$ is valid $\forall n \in \mathbb{N}$
- We show induction in two steps:
    1. **Induction basis:** we show that our assumption is valid at one point (for example: $n = 1$, $A(1)$).
    2. **Induction step:** we show that the assumption is valid for all n (normally one step forward: $n = n + 1, A(1), \ldots, A(n)$).
- If both has been proven, then $A(n)$ holds for all natural numbers n by **induction**

Induction - Example 1

Claim:

A **complete** binary tree of depth d has $n(d) = 2^d - 1$ nodes

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  ⬤ $n(1) = 2^1 - 1 = 1$

Abbildung: Tree of depth 1 has
1 node

Induction - Example 1

Claim:

A **complete** binary tree of depth d has $n(d) = 2^d - 1$ nodes

- **Induction basis:** Assumption holds for $d = 1$

    Root

    $n(1) = 2^1 - 1 = 1$
    $\Rightarrow$ correct $\checkmark$

Abbildung: Tree of depth 1 has
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Induction - Example 1

Number of nodes $n(d)$ in a binary tree with depth d:

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Abbildung: Binary tree with subtrees

Number of nodes $n(d)$ in a binary tree with depth d:

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- **Induction basis:** $n(1) = 2^d - 1 = 2^1 - 1 = 1$ $\checkmark$
- **Induction step:** to show for $d := d + 1$

$$n(d + 1) = 2 \cdot n(d) + 1$$

Abbildung: Binary tree with subtrees

Induction - Example 1

Number of nodes $n(d)$ in a binary tree with depth d:

- **Induction assumption:** $n(d) = 2^d - 1$
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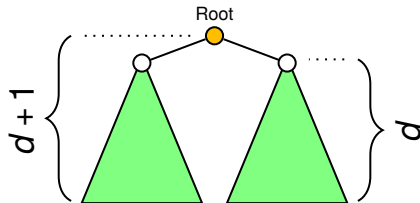- **Induction step:** to show for $d := d + 1$

$$n(d + 1) = 2 \cdot n(d) + 1$$
$$= 2 \cdot \left(2^d - 1\right) + 1$$

Abbildung: Binary tree with subtrees

Induction - Example 1

Number of nodes $n(d)$ in a binary tree with depth d:

- **Induction assumption:** $n(d) = 2^d - 1$
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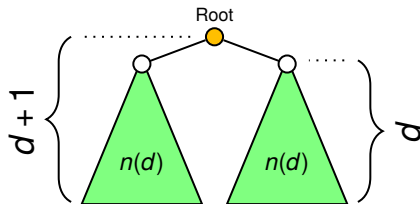- **Induction step:** to show for $d := d + 1$

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Abbildung: Binary tree with subtrees

Induction - Example 1

Number of nodes $n(d)$ in a binary tree with depth d:

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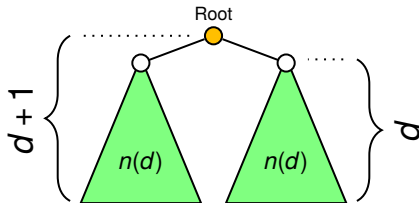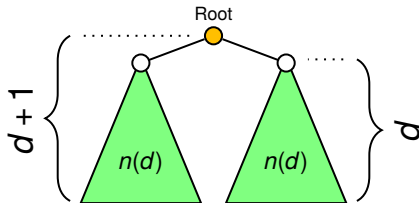- **Induction step:** to show for $d := d + 1$

Abbildung: Binary tree with subtrees

$$
\begin{aligned}
n(d + 1) &= 2 \cdot n(d) + 1 \\
&= 2 \cdot \left(2^d - 1\right) + 1 \\
&= 2^{d+1} - 2 + 1 \\
&= 2^{d+1} - 1 \checkmark
\end{aligned}
$$

Induction - Example 1

Number of nodes $n(d)$ in a binary tree with depth d:

- **Induction assumption:** $n(d) = 2^d - 1$
- **Induction basis:** $n(1) = 2^d - 1 = 2^1 - 1 = 1$ $\checkmark$
- **Induction step:** to show for $d := d + 1$

$$n(d + 1) = 2 \cdot n(d) + 1$$
$$= 2 \cdot \left(2^d - 1\right) + 1$$
$$= 2^{d+1} - 2 + 1$$
$$= 2^{d+1} - 1 \checkmark$$

Abbildung: Binary tree with subtrees

$\Rightarrow$ **By induction:** $n(d) = 2^d - 1$ $\forall n \in \mathbb{N}$ $\square$

Structure

Heapsort has the following steps:

- **Initially:** `heapify` list of n elements

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Heapsort has the following steps:

- **Initially:** `heapify` list of *n* elements
- **Then:** until all *n* elements are sorted
  - Remove root as minimal element
  - Move last leaf to root position
  - Repair heap by `sifting`

Runtime of `heapify` depends on depth *d*:

Runtime - Heapsort
Heapify

Runtime of `heapify` depends on depth *d*:

Depth $4 \rightarrow 2^3$ nodes

Runtime of `heapify` with depth of *d*:

- No costs at depth *d* with 2^{d-1} (or less) nodes

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Runtime of `heapify` depends on depth *d*:

Depth $1 \to 2^0$ nodes

Depth $2 \to 2^1$ nodes

Depth $3 \to 2^2$ nodes

Depth $4 \to 2^3$ nodes

Runtime of `heapify` with depth of *d*:

- No costs at depth *d* with 2^{d-1} (or less) nodes
- The cost for `sifting` with depth 1 is at most $1C$ per node
- In general: `Sifting` costs are linear with path length **and** number of nodes

`Heapify` total runtime:

Depth $4 \to 2^3$ nodes

Depth	Nodes	Path length	Costs per node	
d	2^{d-1}	0	$\leq C \cdot 0$	

`Heapify` total runtime:

Depth 3 → 2^2 nodes
Depth 4 → 2^3 nodes

Depth	Nodes	Path length	Costs per node	
d	2^{d-1}	0	$\leq C \cdot 0$	
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	

`Heapify` total runtime:

Depth 2 → 2^1 nodes
Depth 3 → 2^2 nodes
Depth 4 → 2^3 nodes

Depth	Nodes	Path length	Costs per node	
d	2^{d-1}	0	$\leq C \cdot 0$	
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	
$d-2$	2^{d-3}	2	$\leq C \cdot 2$	

`Heapify` total runtime:

Depth 1 → 2^0 nodes
Depth 2 → 2^1 nodes
Depth 3 → 2^2 nodes
Depth 4 → 2^3 nodes

Generally: Depth d → 2^{d-1} nodes

Depth	Nodes	Path length	Costs per node	
d	2^{d-1}	0	$\leq C \cdot 0$	
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	
$d-2$	2^{d-3}	2	$\leq C \cdot 2$	
$d-3$	2^{d-4}	3	$\leq C \cdot 3$	

`Heapify` total runtime:

Generally: Depth $d \rightarrow 2^{d-1}$ nodes

Depth	Nodes	Path length	Costs per node	
d	2^{d-1}	0	$\leq C \cdot 0$	
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	
$d-2$	2^{d-3}	2	$\leq C \cdot 2$	
$d-3$	2^{d-4}	3	$\leq C \cdot 3$	

In total: $\quad T(d) \leq \sum\limits_{i=1}^{d} \Big(C \cdot (i-1) \cdot 2^{d-i} \Big)$

Runtime - Heapsort
Heapify

`Heapify` total runtime:

Depth $1 \rightarrow 2^0$ nodes
Depth $2 \rightarrow 2^1$ nodes
Depth $3 \rightarrow 2^2$ nodes
Depth $4 \rightarrow 2^3$ nodes

Generally: Depth $d \rightarrow 2^{d-1}$ nodes

Depth	Nodes	Path length	Costs per node	Upper bound
d	2^{d-1}	0	$\leq C \cdot 0$	
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	Standard
$d-2$	2^{d-3}	2	$\leq C \cdot 2$	Equation
$d-3$	2^{d-4}	3	$\leq C \cdot 3$	

In total: $T(d) \leq \sum_{i=1}^{d} \left(C \cdot (i-1) \cdot 2^{d-i} \right) \leq \sum_{i=1}^{d} \left(C \cdot i \cdot 2^{d-i} \right)$

`Heapify` total runtime:

Depth $1 \rightarrow 2^0$ nodes

Depth $2 \rightarrow 2^1$ nodes

Depth $3 \rightarrow 2^2$ nodes

Depth $4 \rightarrow 2^3$ nodes

Generally: Depth $d \rightarrow 2^{d-1}$ nodes

Depth	Nodes	Path length	Costs per node	Upper bound
d	2^{d-1}	0	$\leq C \cdot 0$	$\leq C \cdot 1$
$d-1$	2^{d-2}	1	$\leq C \cdot 1$	$\leq C \cdot 2$
$d-2$	2^{d-3}	2	$\leq C \cdot 2$	$\leq C \cdot 3$
$d-3$	2^{d-4}	3	$\leq C \cdot 3$	$\leq C \cdot 4$

In total: $T(d) \leq \sum_{i=1}^{d} \left(C \cdot (i-1) \cdot 2^{d-i} \right) \leq \sum_{i=1}^{d} \left(C \cdot i \cdot 2^{d-i} \right)$

`Heapify` total runtime:

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- **Hence:** Resulting costs for `heapify`:

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`Heapify` total runtime:

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- **Hence:** Resulting costs for `heapify`:

$$T(d) \leq C \cdot 2^{d+1}$$

- **However:** We want costs in relation to n

`Heapify` total runtime:

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Abbildung: Partial binary tree

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- $2^{d-1} - 1$ nodes in full tree
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- Equation multiplied by 2^2
  $\Rightarrow 2^{d-1} \cdot 2^2 \leq 2^2 \cdot n$

Abbildung: Partial binary tree

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- A binary tree of depth d has $2^{d-1} \leq n$ nodes Why?

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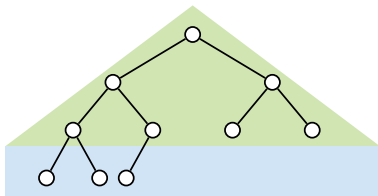- At least 1 node in layer d

- Equation multiplied by 2^2
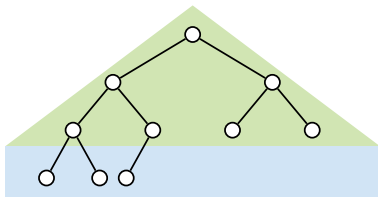 $\Rightarrow 2^{d-1} \cdot 2^2 \leq 2^2 \cdot n$
- Cost for `heapify`:
  $\Rightarrow T(n) \leq C \cdot 4 \cdot n$

Abbildung: Partial binary tree

Structure

- **We want to proof (induction assumption):**

$$\underbrace{\sum_{i=1}^{d} \left(i \cdot 2^{d-i} \right)}_{A(d)} \leq \underbrace{2^{d+1}}_{B(d)}$$

$$A(d) \leq B(d)$$

- We denote the left side with *A*, the right side with *B*

- **Induction basis:** $d := 1$:

$$A(d) \leq B(d)$$

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$$\sum_{i=1}^{1} \left(i \cdot 2^{1-i} \right) \leq 2^{1+1}$$

$$2^0 \leq 2^2 \checkmark$$

Induction step: ($d := d + 1$):

- **Idea:** Write down right hand formula and try to get $A(d)$ and $B(d)$ out of it

$$A(d) \leq B(d) \qquad \Rightarrow \qquad A(d+1) \leq B(d+1)$$

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$$A(d) \leq B(d) \qquad \Rightarrow \qquad A(d+1) \leq B(d+1)$$

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- **Idea:** Write down right hand formula and try to get $A(d)$ and $B(d)$ out of it

$$A(d) \le B(d) \qquad \Rightarrow \qquad A(d+1) \le B(d+1)$$

$$\sum_{i=1}^{d+1} \left(i \cdot 2^{d+1-i} \right) \le 2^{d+1+1}$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \le 2 \cdot 2^{d+1}$$

$$\vdots$$

Induction step: $(d := d + 1)$:

$$\vdots$$
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The top shows "Induction - Example 2" and UNI FREIBURG logo.

Induction step: $(d := d + 1)$:

$$\vdots$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \leq 2 \cdot 2^{d+1}$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \leq 2 \cdot B(d)$$

Induction step: $(d := d + 1)$:

$$\vdots$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \leq 2 \cdot 2^{d+1}$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \leq 2 \cdot B(d)$$

$$2 \cdot \sum_{i=1}^{d} \left(i \cdot 2^{d-i} \right) + 2 \cdot (d+1) \cdot 2^{d-(d+1)} \leq 2 \cdot B(d)$$

Induction - Example 2

Induction step: $(d := d + 1)$:

$$\vdots$$

$$2 \cdot \sum_{i=1}^{d+1} \left(i \cdot 2^{d-i} \right) \leq 2 \cdot 2^{d+1}$$

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$$2 \cdot A(d) + (d+1) \leq 2 \cdot B(d)$$

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■ **Problem:** Does not work but claim still holds

Working proof:

- Show a little bit stronger claim

$$\sum_{i=1}^{d} \left(i \cdot 2^{d-i} \right) \leq 2^{d+1} - d - 2 \leq 2^{d+1}$$

Working proof:

- Show a little bit stronger claim

$$\sum_{i=1}^{d}\left(i\cdot 2^{d-i}\right)\leq 2^{d+1}-d-2\leq 2^{d+1}$$

- **Advantage:** Results in a stronger induction assumption

⇒ exercise

Runtime of the other operations:

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- Constant costs for taking out $n \times$ maximum

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- Maximum of d steps repairing the heap n times

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- Constant costs for taking out $n \times$ maximum
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- Depth of heap at the start is $d \leq 1 + \log_2 n$ Why?

$$2^{d-1} \leq n \Rightarrow d - 1 \leq \log_2 n \Rightarrow d \leq 1 + \log_2 n$$

Runtime of the other operations:

- Constant costs for taking out $n \times$ maximum
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- **Recall**: The depth and number of elements is decreasing

Runtime of the other operations:

- Constant costs for taking out $n \times$ maximum
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$$2^{d-1} \leq n \Rightarrow d - 1 \leq \log_2 n \Rightarrow d \leq 1 + \log_2 n$$

- **Recall**: The depth and number of elements is decreasing
  - **Hence**: $T(n) \leq n \cdot (1 + \log_2 n) \cdot C$

Runtime of the other operations:

- Constant costs for taking out $n \times$ maximum
- Maximum of d steps repairing the heap n times
- Depth of heap at the start is $d \leq 1 + \log_2 n$ Why?

$$2^{d-1} \leq n \Rightarrow d - 1 \leq \log_2 n \Rightarrow d \leq 1 + \log_2 n$$

- **Recall**: The depth and number of elements is decreasing
  - **Hence**: $T(n) \leq n \cdot (1 + \log_2 n) \cdot C$
  - We can reduce this to:

$$T(n) \leq 2 \cdot n \log_2 n \cdot C \quad \text{(holds for } n > 2)$$

Runtime costs:

- Heapify: $T(n) \leq 4 \cdot n \cdot C$

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Runtime - Heapsort

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- Heapify: $T(n) \leq 4 \cdot n \cdot C$
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- Total runtime: $T(n) \leq 6 \cdot n \log_2 n \cdot C$

Runtime - Heapsort

Runtime costs:

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- Remove: $T(n) \leq 2 \cdot n \log_2 n \cdot C$
- Total runtime: $T(n) \leq 6 \cdot n \log_2 n \cdot C$
- Constraints:
    - Upper bound: $C_2 \cdot n \log_2 n \geq T(n)$ (for $n \geq 2$)
    - Lower bound: $C_1 \cdot n \log_2 n \leq T(n)$ (for $n \geq 2$)

Runtime - Heapsort

Runtime costs:

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    - Lower bound: $C_1 \cdot n \log_2 n \leq T(n)$ (for $n \geq 2$)
    - $\Rightarrow C_1$ and C_2 are constant

Structure

Logarithm to different bases:

$$\log_a n = \frac{\log_b n}{\log_b a} = \log_b n \cdot \frac{1}{\log_b a}$$

The only difference is a constant coefficient $\frac{1}{\log_b a}$

Examples:

- $\log_2 4 = \log_{10} 4 \cdot \frac{1}{\log_2 10} = 0.602\ldots \cdot 3.322\ldots = 2$ ✓
- $\log_{10} 1000 = \log_e 1000 \cdot \frac{1}{\log_e 10} = \ln 1000 \cdot \frac{1}{\ln 10} = 3$ ✓

Runtime of $n \log_2 n$**:**

- Assume we have constants C_1 and C_2 with

$$C_1 \cdot n \cdot \log_2 n \leq T(n) \leq C_2 \cdot n \cdot log_2 n \quad \text{for } n \geq 2$$

Runtime of $n \log_2 n$**:**

- Assume we have constants C_1 and C_2 with

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- $2 \times$ elements $\Rightarrow$ only slightly larger than $2 \times$ runtime

Runtime Example

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- $2 \times$ elements $\Rightarrow$ only slightly larger than $2 \times$ runtime
  - $C = 1\,\text{ns}$ (1 simple instruction $\approx 1\,\text{ns}$)
  - $n = 2^{20}$ (1 million numbers = 4 MB with 4 B/number)
    - $C \cdot n \cdot log_2 n = 10^{-9}\,\text{s} \cdot 2^{20} \cdot 20 = 21.0\,\text{ms}$

Runtime Example

Runtime of $n \log_2 n$**:**

- Assume we have constants C_1 and C_2 with

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  - $n = 2^{20}$ (1 million numbers = 4 MB with 4 B/number)
    - $C \cdot n \cdot log_2 n = 10^{-9}$ s $\cdot 2^{20} \cdot 20 = 21.0$ ms
  - $n = 2^{30}$ (1 billion numbers = 4 GB)
    - $C \cdot n \cdot log_2 n = 10^{-9}$ s $\cdot 2^{30} \cdot 30 = 32$ s

Runtime Example

Runtime of $n \log_2 n$**:**

- Assume we have constants C_1 and C_2 with

  $$C_1 \cdot n \cdot \log_2 n \leq T(n) \leq C_2 \cdot n \cdot log_2 n \quad \text{for } n \geq 2$$

- $2 \times$ elements $\Rightarrow$ only slightly larger than $2 \times$ runtime

  - C = 1 ns (1 simple instruction $\approx$ 1 ns)
  - $n = 2^{20}$ (1 million numbers = 4 MB with 4 B/number)
    - $C \cdot n \cdot log_2 n = 10^{-9}\,\text{s} \cdot 2^{20} \cdot 20 = 21.0\,\text{ms}$
  - $n = 2^{30}$ (1 billion numbers = 4 GB)
    - $C \cdot n \cdot log_2 n = 10^{-9}\,\text{s} \cdot 2^{30} \cdot 30 = 32\,\text{s}$

- **Runtime** $n \log_2 n$ **is nearly as good as linear!**

Further Literature

- **General for this Lecture**

[CRL01] Thomas H. Cormen, Ronald L. Rivest, and
Charles E. Leiserson.
Introduction to Algorithms.
MIT Press, Cambridge, Mass, 2001.

[MS08] Kurt Mehlhorn and Peter Sanders.
Algorithms and data structures, 2008.
https://people.mpi-inf.mpg.de/~mehlhorn/
ftp/Mehlhorn-Sanders-Toolbox.pdf.

Further Literature

- **Mathematical Induction**

  [Wik] Mathematical induction
      https://en.wikipedia.org/wiki/Mathematical_
      induction