SELECTION SORT | INSERTION SORT | MERGESORT

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Agenda

1 Selection sort (brute force)

- Insertion sort (decrease-and-conquer)
- 3 Mergesort (divide-and-conquer)
- 4 Bibliography







Idea: find the smallest element and exchange it with the first one

```
for i \leftarrow 0 to n-2 do
         min \leftarrow i:
         for i \leftarrow i + 1 to n - 1 do
3
              if A[j] < A[min] then min \leftarrow j;
4
         swap A[i] and A[min];
5
```

index:	0	1	2	3	4	5	6
value:	89	45	68	90	29	34	17
	i						
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Algorithm: SelectionSort(A[0..n - 1])

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index:	0	1	2	3	4	5	6
value:	17	29	34	45	68	89	90
							i





Selection sort: complexity (basic op. = A[j] < A[min])

$$C_{worst}(n) = \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} 1$$

$$= \sum_{i=0}^{n-2} ((n-1) - (i+1) + 1)$$

$$= \sum_{i=0}^{n-2} (n-1-i)$$

$$= \sum_{i=0}^{n-2} (n-1) - \sum_{i=0}^{n-2} i$$

$$= (n-1) \sum_{i=0}^{n-2} 1 - \frac{(n-2)(n-1)}{2}$$

$$= (n-1)^2 - \frac{(n-2)(n-1)}{2}$$

$$= \frac{n^2 - n}{2} \in \Theta(n^2)$$

Remember that:

 $S_n = \frac{(a_1 + a_n) * n}{2}$ (arithm. prog.)

Regarding the #swaps: $S_{worst}(n) = n - 1 \in \Theta(n)$

Bubble sort: $C(n) \in \Theta(n^2)$, $S_{worst}(n) \in \Theta(n^2)$





Agenda

Selection sort (brute force)

Insertion sort (decrease-and-conquer)

Mergesort (divide-and-conquer)





Brute force vs. Decrease-and-conquer

Example: computing aⁿ

- Brute force $(\Theta(n))$: $\underbrace{a * ... * a}_{n}$
- Decrease by a constant $(\Theta(n))$

$$f(n) = \begin{cases} f(n-1) \cdot a & \text{if } n > 0 \\ 1 & \text{if } n = 0 \end{cases}$$

■ Decrease by a constant factor $(\Theta(\log n))$

$$a^{n} = \begin{cases} (a^{n/2})^{2} & \text{if } n \text{ is even and positive} \\ (a^{(n-1)/2})^{2} \cdot a & \text{if } n \text{ is odd} \\ 1 & \text{if } n = 0 \end{cases}$$





Decrease-and-conquer

Design strategy: decrease-and-conquer

- Decrease by a constant
- Decrease by a constant factor
 - Other example: binary search
- Variable-size decrease
 - Example: $gcd(m, n) = gcd(n, m \mod n)$





Idea: provided that A[0..n-i] is sorted, where $2 \le i \le n$, to sort A[0..n-i+1], we "insert" A[n-i+1] appropriately (dec. by a constant)

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for i \leftarrow 1 to n-1 do

\begin{array}{c|cccc}
v \leftarrow A[i]; j \leftarrow i-1; \\
\hline
while <math>j \geq 0 \land A[j] > v do

A[j+1] \leftarrow A[j]; j \leftarrow j-1; // \text{ partial shift right} \\
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A[j+1] \leftarrow v;
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```

index:	0	1	2	3	4	5	6
value:	89	45	68	90	29	34	17
		i					
	j						

$$v = 45$$





Idea: provided that A[0..n-i] is sorted, where $2 \le i \le n$, to sort A[0..n-i+1], we "insert" A[n-i+1] appropriately (dec. by a constant)

Algorithm: InsertionSort(A[0..n - 1])

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for i \leftarrow 1 to n-1 do
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while <math>j \geq 0 \land A[j] > v do
A[j+1] \leftarrow A[j]; j \leftarrow j-1; // \text{ partial shift right}
A[j+1] \leftarrow v;
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index:	0	1	2	3	4	5	6
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		i					



v = 45i = -1



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index:	0	1	2	3	4	5	6
value:	45	89	68	90	29	34	17
			i				
		j					

$$v = 68$$





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index:	0	1	2	3	4	5	6
value:	45	68	89	90	29	34	17
				i			
			j				

$$v = 90$$





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index:	0	1	2	3	4	5	6
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					i		
				j			

$$v = 29$$





Idea: provided that A[0..n-i] is sorted, where $2 \le i \le n$, to sort A[0..n-i+1], we "insert" A[n-i+1] appropriately (dec. by a constant)

Algorithm: InsertionSort(A[0..n - 1])

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index:	0	1	2	3	4	5	6
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					i		



v = 29 i = -1



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					j		

$$v = 34$$





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$$v = 34$$





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index:	0	1	2	3	4	5	6
value:	29	29	34	45	68	89	90
							i



v = 17i = -1



Idea: provided that A[0..n-i] is sorted, where $2 \le i \le n$, to sort A[0..n-i+1], we "insert" A[n-i+1] appropriately (dec. by a constant)

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index:	0	1	2	3	4	5	6
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							ı



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```

index:	0	1	2	3	4	5	6
value:	17	29	34	45	68	89	90

$$i = 7$$





Insertion sort: complexity (basic op.: A[j] > v)

$$C_{worst}(n) = \sum_{i=1}^{n-1} \sum_{j=0}^{i-1} 1$$

$$= \sum_{i=1}^{n-1} ((i-1) - 0 + 1)$$

$$= \sum_{i=1}^{n-1} i$$

$$= \frac{(1+(n-1))((n-1)-1+1)}{2}$$

$$= \frac{n^2-n}{2} \in \Theta(n^2)$$

$$C_{best}(n) = \sum_{i=1}^{n-1} 1 = n-1-1+1 = n-1 \in \Theta(n)$$

$$C_{avg}(\textit{n}) pprox \frac{\textit{n}^2}{4} \in \Theta(\textit{n}^2)$$





Agenda

Selection sort (brute force)

- Mergesort (divide-and-conquer)





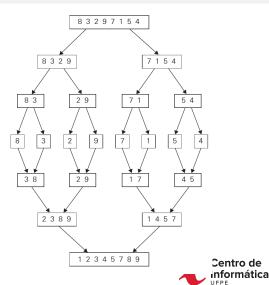
Divide-and-conquer

- 1 A problem is divided into several subproblems of the same type (ideally of about equal size)
- The subproblems are solved
- If necessary, the solutions to the subproblems are combined





Mergesort¹







Algorithm: Mergesort(A[0..n-1], I, r)

```
if l < r then m \leftarrow \lfloor (l+r)/2 \rfloor; Mergesort(A, I, m); Mergesort(A, m+1, r); Merge(A, I, r);
```

Algorithm: Merge(A[0..n-1], I, r)

```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then A[curr] \leftarrow temp[i2++];

6 | else if i2 > r then A[curr] \leftarrow temp[i1++];

7 | else if temp[i1] \le temp[i2] then

8 | A[curr] \leftarrow temp[i1++];
```

else $A[curr] \leftarrow temp[i2++];$





9

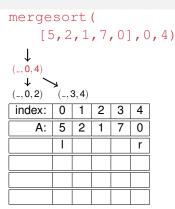
```
1 if l < r then

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 Mergesort(A, l, m);

4 Mergesort(A, m+1, r);

5 Merge(A, l, r);
```







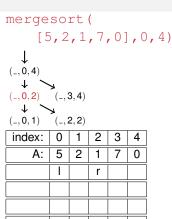
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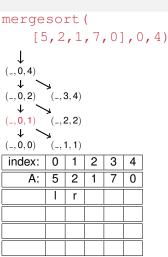
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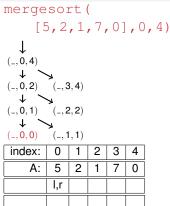
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```







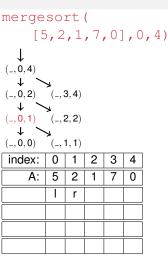
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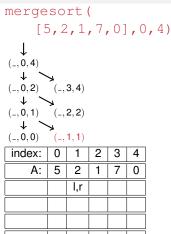
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4 Mergesort(A, m+1, r);

5 Merge(A, l, r);
```







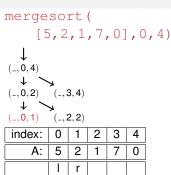
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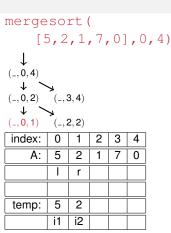
5 Merge(A, l, r);
```







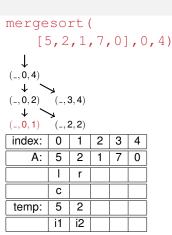
```
for i \leftarrow l to r do temp[i] \leftarrow A[i];
   m \leftarrow |(I+r)/2|;
   i1 \leftarrow I; i2 \leftarrow m+1:
    for curr \leftarrow l to r do
         if i1 = m + 1 then
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          A[curr] \leftarrow temp[i2++];
         else if i2 > r then
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          A[curr] \leftarrow temp[i1++];
         else if temp[i1] \le temp[i2] then
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8
         else A[curr] \leftarrow temp[i2++];
9
```







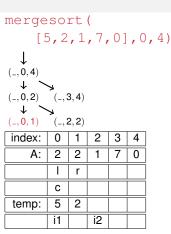
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```







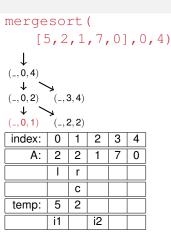
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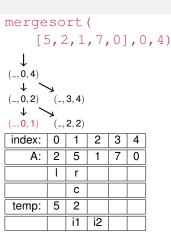
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```







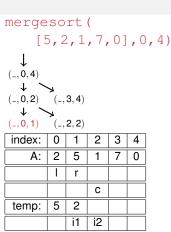
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8
         else A[curr] \leftarrow temp[i2++];
9
```







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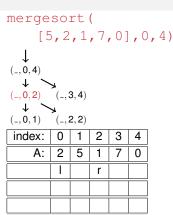
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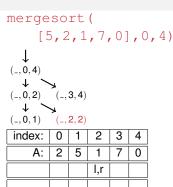
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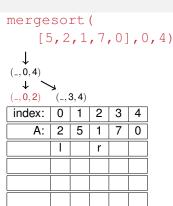
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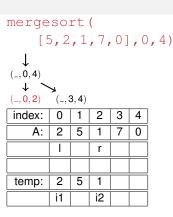
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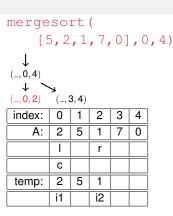
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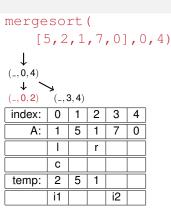
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9
```







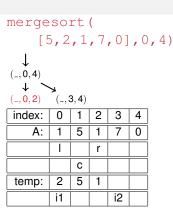
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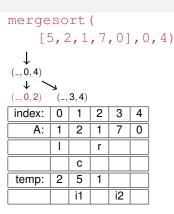
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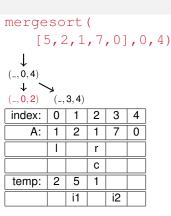
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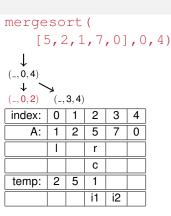
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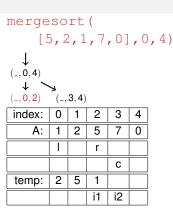
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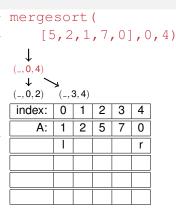
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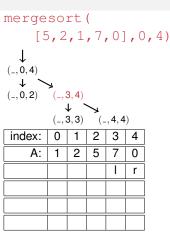
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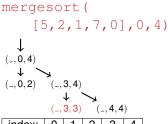
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5 Merge(A, l, r);
```



index:	0	1	2	3	4
A:	1	2	5	7	0
				l,r	





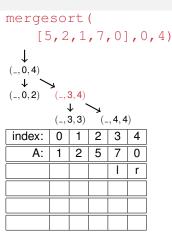
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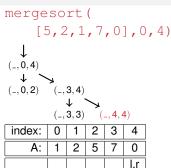
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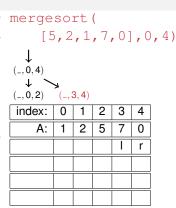
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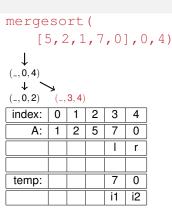
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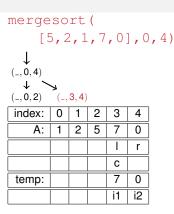
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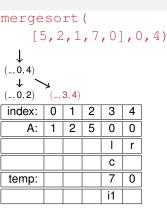
6 | else if i2 > r then

A[curr] \leftarrow temp[i1++];

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a[curr] \leftarrow temp[i1++];

9 | else a[curr] \leftarrow temp[i2++];
```



$$i2 = 5$$





Algorithm: Merge(A[0..n-1], I, r)

```
for i \leftarrow l to r do temp[i] \leftarrow A[i];
   m \leftarrow |(I+r)/2|;
   i1 \leftarrow I; i2 \leftarrow m+1:
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9
```

nergesort([5,2,1,7,0],0									
(_,0,4) \ \ (_,0,2)	لا (_,:	3,4)							
index:	0	1	2	3	4				
A:	1	2	5	0	0				
				ı	r				
					С				
temp:				7	0				
				i1					

$$i2 = 5$$





, 4)

Algorithm: Merge(A[0..n-1], I, r)

```
for i \leftarrow l to r do temp[i] \leftarrow A[i];
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9
```

nergesort([5,2,1,7,0],0 ↓ (-,0,4) ↓ (-,0,2) (-,3,4)										
	_ ` `	3,4)								
index:	0	1	2	3	4					
A:	1	2	5	0	7					
				ı	r					
					С					
temp:				7	0					
					i1					

$$i2 = 5$$





, 4)

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         else if i2 > r then
6
          A[curr] \leftarrow temp[i1++];
         else if temp[i1] \le temp[i2] then
              A[curr] \leftarrow temp[i1++];
8
         else A[curr] \leftarrow temp[i2++];
9
```

nerge [5				, 0]],0
	لإ (_,	3,4)			
index:	0	1	2	3	4
A:	1	2	5	0	7
				ı	r
temp:				7	0
					: 4

$$c = 5$$

 $i2 = 5$





, 4)

```
1 if l < r then

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 Mergesort(A, l, m);

4 Mergesort(A, m+1, r);

5 Merge(A, l, r);
```

mer	gesort(
	[5,2,1,7,0],0,4)
↓ (_, 0, 4)

index:	0	1	2	3	4
A:	1	2	5	0	7
	I				r





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

merge	SO:	rt	(
[5,2,1,7,0],0,4								
\downarrow								
(-, 0, 4)								
index:	0	1	2	3	4			
A:	1	2	5	0	7			
	ı				r			

5

i2





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

merge	SO	rt	(
[5	5,2	, 1	, 7	, 01	, 0	, 4)
1	•	•	•		•	
↓						
(-, 0, 4)						
index:	0	1	2	3	4	
A:	1	2	5	0	7	
	-				r	
	С					



i1



```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then

A[curr] \leftarrow temp[i2++];

6 else if i2 > r then

A[curr] \leftarrow temp[i1++];

7 else if temp[i1] \le temp[i2] then

a[curr] \leftarrow temp[i1++];

9 | else a[curr] \leftarrow temp[i2++];
```

merge	SO	rt	(
[[5,2	, 1	, 7	, 0],0	, 4
\downarrow						
(-, 0, 4)						
index:	0	1	2	3	4	
A:	0	2	5	0	7	
					-	1

index:	0	1	2	3	4
A:	0	2	5	0	7
	-				r
	С				
temp:	1	2	5	0	7
	i1				i2





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then

A[curr] \leftarrow temp[i2++];

6 | else if i2 > r then

A[curr] \leftarrow temp[i1++];

7 | else if temp[i1] \le temp[i2] then

L = A[curr] \leftarrow temp[i1++];

9 | else L = A[curr] \leftarrow temp[i2++];
```

merge		r+	,			
merge	:50.	LL	(
[5	5,2	, 1	, 7	, 0],0	, 4
Ţ						
$(_{-},0,4)$						
index:	0	1	2	3	4	
A:	0	2	5	0	7	
	-				r	
						1

5



i1



Algorithm: Merge(A[0..n-1], I, r)

```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then

A[curr] \leftarrow temp[i2++];

6 else if i2 > r then

A[curr] \leftarrow temp[i1++];

7 else if temp[i1] \le temp[i2] then

a[curr] \leftarrow temp[i1++];

9 else a[curr] \leftarrow temp[i2++];
```

so	rt	(
5,2	2,1	, 7	, 0	1,0	, 4)
•					
0	1	2	3	4	
0	1	5	0	7	
ı				r	
	С				
	0	0 1 0 1	0 1 2 0 1 5 I	0 1 2 3 0 1 5 0	0 1 2 3 4 0 1 5 0 7 1 r

2 | 5

i1

temp:





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

merge		rt 2,1	•	, 0]],0	, 4
↓ (_, 0, 4)						
index:	0	1	2	3	4	
A:	0	1	5	0	7	
	ı				r	

С

5

i1





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then

A[curr] \leftarrow temp[i2++];

6 else if i2 > r then

A[curr] \leftarrow temp[i1++];

7 else if temp[i1] \le temp[i2] then

a[curr] \leftarrow temp[i1++];

9 else a[curr] \leftarrow temp[i2++];
```

merge	so	rt	(
[5	5,2	2,1	, 7	, 0],0	, 4
1						
(_, 0, 4)						
(-,0,1)						
index:	0	1	2	3	4	
A:	0	1	2	0	7	
	ı				r	
			С			

5

i1





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

merge [5			(, 7	, 0]],0	, 4
↓ (_, 0, 4)						
index:	0	1	2	3	4	
A:	0	1	2	0	7	
	ı				r	

5

i1





Mergesort

Algorithm: Merge(A[0..n-1], I, r)

merge				, 0	1 0	1 4
\downarrow	7 7 2	., <u>.</u>	, ,	, 0	, · ·	, =
(-, 0, 4)						
index:	0	1	2	3	4	
A:	0	1	2	5	7	
	ı				r	
				С		





i1 i2

merge				, 0	1,0	, 4)
↓ (_, 0, 4)	,	,	,	,	, , -	• /
index:	0	1	2	3	4	
A:	0	1	2	5	7	

ındex:	0	1	2	3	4
A:	0	1	2	5	7
	ı				r
					С
temp:	1	2	5	0	7
				i1	i2





Algorithm: Merge(A[0..n-1], I, r)

```
for i \leftarrow l to r do temp[i] \leftarrow A[i];
   m \leftarrow |(I+r)/2|;
   i1 \leftarrow I; i2 \leftarrow m+1;
    for curr \leftarrow l to r do
         if i1 = m + 1 then
5
          A[curr] \leftarrow temp[i2++];
         else if i2 > r then
6
          A[curr] \leftarrow temp[i1++];
         else if temp[i1] \le temp[i2] then
              A[curr] \leftarrow temp[i1++];
8
         else A[curr] \leftarrow temp[i2++];
9
```

merge	so	rt	(
[5	5,2	, 1	, 7	,0]	, 0	,
.1.						
(-, 0, 4)						
index:	0	1	2	3	4	
A:	0	1	2	5	7	
					r	
					С	
temp:	1	2	5	0	7	

$$i2 = 5$$





4)

```
1 for i \leftarrow l to r do temp[i] \leftarrow A[i];

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 i1 \leftarrow l; i2 \leftarrow m+1;

4 for curr \leftarrow l to r do

5 | if i1 = m+1 then

A[curr] \leftarrow temp[i2++];

6 | else if i2 > r then

A[curr] \leftarrow temp[i1++];

7 | else if temp[i1] \le temp[i2] then

a[curr] \leftarrow temp[i1++];

9 | else a[curr] \leftarrow temp[i2++];
```

mergesort(
[5,2,1,7,0],0,4)
\downarrow
(-,0,4)

index:	0	1	2	3	4
A:	0	1	2	5	7
	ı				r
temp:	1	2	5	0	7
				i1	

$$i2 = 5$$
 $c = 5$





```
1 if l < r then

2 m \leftarrow \lfloor (l+r)/2 \rfloor;

3 Mergesort(A, l, m);

4 Mergesort(A, m+1, r);

5 Merge(A, l, r);
```

mergesort(
[5,2,1,7,	0],0,4)

index:	0	1	2	3	4
A:	0	1	2	5	7





Divide-and-conquer

Complexity (in general terms):

- lacksquare C(n) = aC(n/b) + f(n), where $a \ge 1$, $b \ge 1$, and $a \le b$
- \blacksquare *n* = size of the problem instance
- \blacksquare b = number of sub-instances
- \blacksquare a = number of sub-instances that need to be solved
- \blacksquare f(n) = dividing and combining effort

Master theorem: if f(n) ∈ $\Theta(n^d)$ holds, where $d \ge 0$, then:

$$C(n) = \begin{cases} \Theta(n^d) & \text{if } a < b^d \\ \Theta(n^d \log n) & \text{if } a = b^d \\ \Theta(n^{\log_b a}) & \text{if } a > b^d \end{cases}$$

The same applies for ${\it O}$ and Ω

Decrease by a constant factor: a = 1





Mergesort: complexity (basic op. = comp. of keys)

Assuming $n = 2^k$

- $C(n) = 2C(n/2) + C_{merge}(n) \text{ for } n > 1$
- **■** C(1) = 0 for $n \le 1$

Worst case: when it is necessary to interleave both portions of A

Dividing and combining effort: $C_{merge}(n) = (n-1)$

Basic operation: number of key comparisons

Therefore

- $C_{worst}(n) = 2C_{worst}(n/2) + n 1 \text{ for } n > 1$
- $C_{worst}(1) = 0 \text{ for } n \leq 1$





Mergesort: complexity (basic op. = comp. of keys)

Considering the master theorem

- $C_{worst}(n) = 2C_{worst}(n/2) + n 1$ for n > 1, thus a = b = 2
- $f(n) = n 1 \in \Theta(n) = \Theta(n^d)$, thus d = 1
- Since $a = b^d$ (i.e., $2 = 2^1$), $C_{worst}(n) \in \Theta(n^d \log n) = \Theta(n \log n)$

Pros and cons

- ↑: stability
- ↓: space efficiency





Complexity of sorting algorithms²

Algorithm	Time Comp	Space Complexity		
	Best	Average	Worst	Worst
Quicksort	$\Omega(n \log(n))$	Θ(n log(n))	O(n^2)	O(log(n))
Mergesort	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	O(n)
Timsort	Ω(n)	Θ(n log(n))	O(n log(n))	O(n)
<u>Heapsort</u>	$\Omega(n \log(n))$	Θ(n log(n))	O(n log(n))	0(1)
Bubble Sort	$\Omega(n)$	0(n^2)	O(n^2)	0(1)
Insertion Sort	Ω(n)	0(n^2)	0(n^2)	0(1)
Selection Sor	Ω(n^2)	0(n^2)	0(n^2)	0(1)
Tree Sort	$\Omega(n \log(n))$	Θ(n log(n))	0(n^2)	O(n)
Shell Sort	$\Omega(n \log(n))$	$\Theta(n(\log(n))^2)$	O(n(log(n))^2)	0(1)
Bucket Sort	$\Omega(n+k)$	Θ(n+k)	0(n^2)	O(n)
Radix Sort	Ω(nk)	Θ(nk)	O(nk)	0(n+k)
Counting Sort	$\Omega(n+k)$	0(n+k)	0(n+k)	O(k)
Cubesort	$\Omega(n)$	Θ(n log(n))	O(n log(n))	O(n)





 $^{^2} Source: \verb|http://bigocheatsheet.com/|$

Agenda

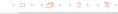
Selection sort (brute force)

- Mergesort (divide-and-conquer)
- Bibliography

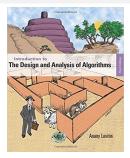
Gustavo Carvalho





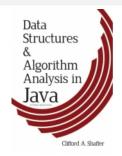


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SELECTION SORT | INSERTION SORT | MERGESORT

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