

Mon 1/30 Sorting

Order

- Lexicographical (alphabetical)
- Total and partial ordering, we only use total

Why sort

- Adds info about our data, before after greater etc
- Merge, search, duplicate, median

Bogo sort

- Enumerate all orderings
- Pick the one in order

Selection sort

- Smallest at first spot
- Compare nums and swap
- n^2

Insertion sort

- Add elements and then sort the array as things are added

Binary search

- Check for where to insert using the middle and $<$ $>$, then move things down, then place the element

Bubble sort

- Look at elements by twos and swap to be less than and then greater than

Merge sort

- $N \log n$
- Cut array in half
- Run = Pull one from each and sort those into a third array that are in order in those pairs of two
- Do it again and again
- Runs double until it is sorted

efficiency

- $O(n^2)$
 - Bubble, insertion, selection, quick (worst case)
- $O(n^{5/3})$
 - XXX
- $O(n \log n)$
 - heap

Shell sort

- Sort from edges out

Quick sort

- Array small \rightarrow use shell sort
- Pivot, left, middle, right
- Quick sort the left and right (recursive calls)

Heap sort

- Lots of types of heaps
- Heap = single node in a binary tree

- There are parent and children nodes, parent is greater, children are parents
- Index heap is 10, left child 20 right child 21
- Always pick larger child to move up
- Making the heap: $n \log n$

Radix sort

- Look up video on algorithm complexity

Wed 2/1 computational complexity

O = "on the order of"

Look at loops and recursion

One loop order n , nested double n^2 , nested triple n^3

One outer two inner loops order $n \log n$??? quick sort ex

Add loops at same level

Mult loops within each other

Constant c

- Think of it as the overhead
- Can have several components, can be time, can be steps

Recursion

Counting time (steps), space (memory)

Bit vectors

Logical shift - left and right zeroes shifted in

Arithmetic shift - left zero shifted in (same as mult by 2), right is like div by 2 (msb/leftmost bit is the sign bit so it shifts in what that original sign bit was)

Bitwise operation symbols

Use or to set stuff