#### Data Structures and Algorithms

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Session: Comparison Based Sorting

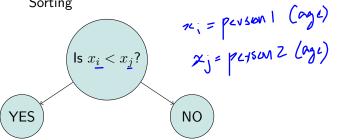


#### Outline

- Comparison based Sorting
- Abstract Data Types for Sorting
  - Selection, Insertion and Heap Sort
  - In-place sorting versions
  - Analysis •
- Divide and Conquer Approach to Sorting
  - Merge-Sort and Quick-Sort
  - Analysis

### Comparison based Sorting

- Sort by making comparisons between pairs of objects
- Result of each comparison ⇒ Yes/No
- A bit later: Lower bound analysis for Comparison based Sorting



## Abstract Data Types for Sorting

- Array-based in-place versions
- Loop Invariants
- Complexity Analysis
- Lower bounds on running time

### Abstract Data Types for Sorting

- Priority Queue (PQ) is a Natural Choice
- Different implementations of the PQ lead to different sorting algos

### Sorting using Priority Queue

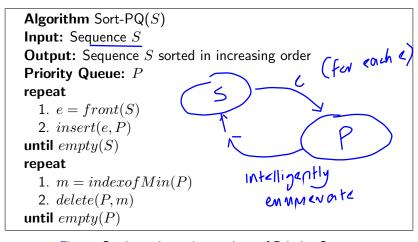


Figure: Sorting using n invocations of Priority Queue



## Abstract Data Types for Sorting

- Priority Queue (PQ) is a Natural Choice
- Different implementations of the PQ lead to different sorting algos
  - ▶ Unsorted List-based ⇒ Selection Sort
  - ▶ Sorted List-based ⇒ Insertion Sort
  - ▶ Heap-based ⇒ Heap Sort

## Unsorted List-based (Selection Sort)

- insert(e, P): Insert either at the beginning or at the end of the list P
  - ► O(1)
- $\blacksquare$  indexOfMin(P): Scan list P, find the min element and returns the index m
- delete(P, m): Deletes element at position m from list P
  - $1 + 2 + \dots n = O(n^2)$
- $\blacksquare \Rightarrow O(n^2)$  overall



## Unsorted List-based (Selection Sort)

- $\blacksquare$  insert(e, P): Insert either at the beginning or at the end of the list P
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- delete(P, m): Deletes element at position m from list P•  $1+2+\ldots n=O(n^2)$
- $\blacksquare \Rightarrow O(n^2)$  overall
- **Claim:** Best and worst case running times are  $\Theta(n^2)$

$$f(n) = \bigcirc (g(n)) + n \ge n_0 \qquad f(n) \le M g(n)$$

$$f(n) = \bigcirc (g(n)) \qquad f(n) = \bigcirc (g(n)) \qquad f$$

Sorting

# Definition for List P: indexOfMin(P) = indexOfMin(P,0)

```
Algorithm indexOfMin(P,i) \leq taving of f \leq e^{-t}
Input: Sequence of numbers in list P
Output: Return the index of the minimum element in list P
1. position m = i, q = i
2. min = element\_at(P, i)
3. next(q)
repeat
  if element\_at(P,q) < min then
    1. min = element\_at(P, q)
    2. m = q
  end if
  next(q)
until element\_at(P,q) != undefined
4. return m
```

#### Array-based in-place version of Selection Sort

```
Algorithm Selection-Sort(S)
Input: Sequence S
Output: Sequence S sorted in increasing order
i=1, n=length(S);
repeat
  1. m = indexOfMin(S, i)
  //m stores index of min element of S
  //between positions i and n
  2. swap(i, m)
  3. i = i + 1
until i = n - 1
//Question: Why does it suffice to execute until i = n - 1?
```

Figure: In-place Selection Sort



#### Selection Sort and Loop Invariant

At start of each iteration of  $i^{th}$  repeat loop, the subarray  $S[1\ldots i-1]$  consists of i-1 smallest elements of S in ascending order

#### Loop Invariant & Algorithm Correctness

Three properties of loop invariant condition:

- 1. **Initialization:** It holds prior to the first iteration of the loop.
- 2. **Maintenance:** If it holds before an iteration of the loop, it continues to hold before the next iteration.
- 3. **Termination:** On termination, the invariant helps show that the algorithm is correct

#### Selection Sort and Loop Invariant

- At start of each iteration of  $i^{th}$  repeat loop, the subarray  $S[1\ldots i-1]$  consists of i-1 smallest elements of S in ascending order
- Claim: The above is a Loop Invariant for in-place Selection Sort

■ Next Session: Sorted List Based ⇒ Insertion Sort

## Thank you