CIS 575. Introduction to Algorithm Analysis Material for January 19, 2024

Insertion Sort: Iterative Implementation

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This topic is covered in *Cormen's Section 2.1*.

1 Bottom-Up Insertion Sort

Recall that we developed a top-down version of *insertion sort*:

```
INSERTIONSORT(A[1..n])

if n > 1

INSERTIONSORT(A[1..n-1])

INSERTLAST(A[1..n])
```

By repeatedly "unfolding" the calls to InsertionSort, a call InsertionSort(A[1..n]) unfolds to

```
INSERTLAST(A[1..2]) ...
INSERTLAST(A[1..n])
```

This shows that a *bottom-up* version of *insertion sort* can be implemented by the iterative algorithm

```
INSERTIONSORT(A[1..n])

for i \leftarrow 2 to n

INSERTLAST(A[1..i])
```

2 Insert Last Element in Proper Place

We can no longer postpone the implementation of InsertLast:

```
Input: A[1..n] with A[1..\mathbf{n}-\mathbf{1}] non-decreasing Output: A[1..n] is a permutation of its original values such that A[1..\mathbf{n}] is non-decreasing InsertLast(A[1..n]) if n>1 and A[n]< A[n-1] A[n] \leftrightarrow A[n-1] InsertLast(A[1..n-1])
```

We have used another convenient bit of notation: $x \leftrightarrow y$ for the *swapping* of the contents of x and y, which in most languages will require a temporary variables, and 3 (one-way) assignments.

The above implementation is recursive, and we have just argued that recursive functions may have issues with stack use. But observe that the recursive call to INSERTLAST is a *tail call* in that there is nothing to return to, and hence there is no need to save anything in the stack! (In CIS505 we discuss the concept of *tail recursion* in much more detail.) And in fact, we can easily convert into an equivalent iterative algorithm:

```
INSERTLAST(A[1..n])

j \leftarrow n

while j > 1 and A[j] < A[j-1]

A[j] \leftrightarrow A[j-1]

j \leftarrow j-1
```

3 Iterative Insertion Sort

Collecting the pieces, we end up with

```
InsertionSort(A[1..n])

for i \leftarrow 2 to n

j \leftarrow i

while j > 1 and A[j] < A[j-1]

A[j] \leftrightarrow A[j-1]

j \leftarrow j-1
```

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