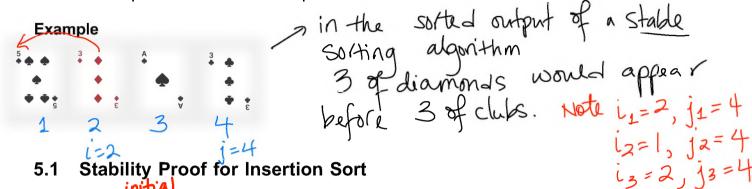
Using a Loop Invariant to Prove Stability ∫ + ₩ - 3 Stability of Merge Soft

Definition A sorting algorithm is **stable** if objects with equal keys appear in the same order in the sorted output as in the unsorted input.



Let i and j be indices with i < j such that A[i].key = A[j].key. We will show that their final positions i and j at the end of insertion sort satisfy i < j . _____for low

at the start of be the positions Then ix <1K

Initialization: Before the tirst iteration , so i1 < 11

Maintenance:

Suppose for the inductive hypothesis that ix < 1K. We will show that ix+1<1x+1

1) If neither Alix] or Alix are being the softed portion inserted into (either both arted partion, or neither)

1. for i=2 ton: Key + A[1] it j-1

while is and A[i]>Key A[i+1] < A[i] le. A [i+1] - Key

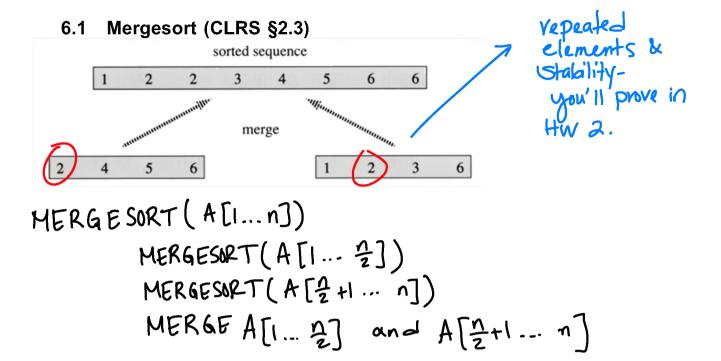
ir+1 = (ix)+1 and jr+1 = (jx)+ 1 (both shifted down)

If A[ir] is in the sorted portion and A[jr] is NOT being inserted in the 1th iteration then: UK+1 = {(ix) + 1 or

Termination;

(3) If Algel is being inserted, then by the while loop condition on linet, 1K+1 > 1K+1 page 8

Note: by the inductive hypothesis, couldn't have A[jk] inserted and not



6.1.1 The Merge Subroutine

Description of the algorithm, or more English version of pseudocode:

To merge sorted arrays L[1 ... m] and R[1 ... p] into array C[1 ... m+p]

Maintain a current index for each list, each initialized to 1

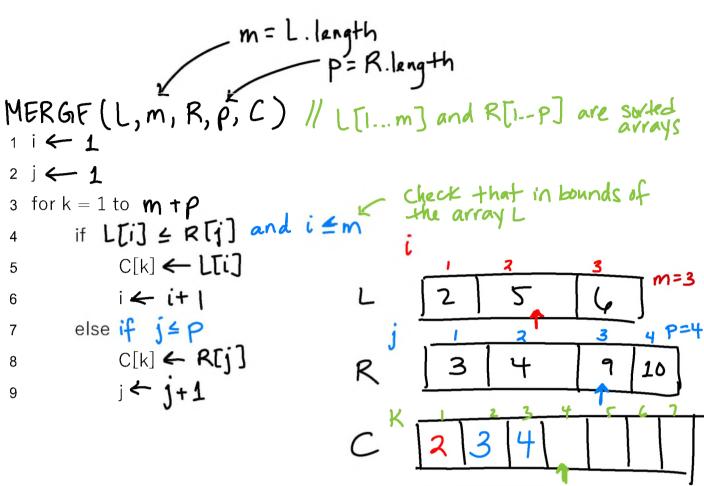
While both lists have not been completely traversed:

Let L[i] and R[j] be the current elements

Copy the smaller of L[i] and R[j] to C

Advance the current index for the array from which the smaller element was selected EndWhile

Once one array has been completely traversed, copy the remainder of the other array to C



6.1.2 Proof of Correctness of Merge

Loop invariant:

At the Start of the Kth iteration C[1... K-1] contains the K-1 smallest elements of L and R in sorted order

Those elements are from L[1...i-1] and R[1...j-1]

· Initialization: (Base (ase)

$$i=j=K=1 \implies C$$
 is empty so C

contains the O smallest elements of L and R in sorted order.

So the invariant holds.

Maintenance:

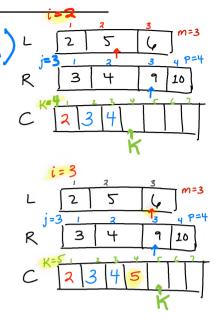
- current iteration (or affer iteration)

Assume the invariant holds for the 14th iteration and

(without loss of generality) L[i] < R[j]
Then L[i] is the smallest among
elements from L and R not copied

yet into C.

Therefore since i and K are incremented, the invariant holds in the next iteration.



Termination:

After the last iteration K=M+p+1 and i=m+1, j=p+1, so C contains <u>all</u> (K-l=m+p) elements of L and R in

Sorted order.

At the Start of the Kth iteration C[1... K-1] contains the K-1 smallest elements of L and R in sorted order

Those elements are from L[1...i-1] and R[1...j-1]

6.1.3 Running Time of Merge (WOTST CASE)



O(n) complexity for A[1...n]

Note the depth is $\log_2 n + 1$ since we start at level 0 and go up to level $\log_2(n)$ For $\log_2(n)$ we also use $\lg(n)$

CLRS §2.1-2.3, 3.1, 4.3-4.5, 7.1-7.2 Mug(n) & n2 So overall runtime is: $(n) = (\log_2(n) + 1) + (n) = cn \log_2 n + cn$ = O(nbgzn) Proof of time complexity conforming complexity Claim. For large enough $c_1 > 0$, and for all $n \ge 2$ $T(n) \le C_1$ $N(n) \le C_1$ N(n) $N(n) \le C_1$ N(n) N(Proof sketch. to be determined Base cast: (n=2 $T(2) = 2T(\frac{2}{3}) + C \cdot 2 = 2T(1) + C \cdot 2$ 2C + C.2 n=2:in the right hand side of (*) 4c $C_1 n \log n = C_1 2 \log_2 2$ = $c_1 \cdot \lambda = 2c_1$ 4c ≤ 2c, (Take C, 7, 2C) Assume by induction that (*) holds for n< K. Then for n=K: T(K) = 2T(\frac{1}{2}) + C.K using the inductive < 20, 5 kg2(2) +ck hypothusis on T(生) = C(生 log2(生) = (, Klog2(星)+CK = C1 K (log2K-log22) + CK = GK(log2(1)-1)+CK = CIKbgz(K) -CIK +CK = C1 Klog2(K) - K(C1-C) $C_1 > 2 C$ プ C/-2C>0 C₁K log(K) C1-C-C 20 IT(K) = O(Klogk) (Similarly prove lower tound to Show &)

Show $T(n) = SL(n \log n)$ i.e. $T(n) \geq d n \log n$ for n suff large $T(K) = 2T(\frac{K}{2}) + cn$

7 Solving Recurrences

We are exploring the algorithm design technique known as **Divide and Conquer**. We'll see various algorithms that use this technique.

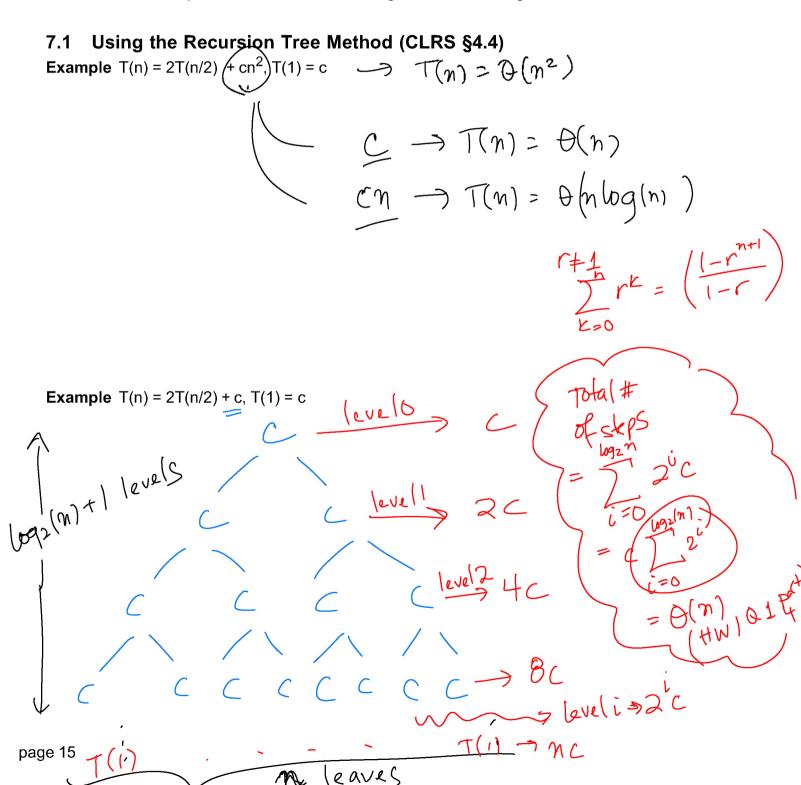
Running time analysis of such algorithms naturally involves *recurrences* since we may state the running time in terms of the running time on smaller inputs. Let's think more about solving recurrences to help us determine the running time of such algorithms!

[HW2 Q4 | Using the Recursion Tree Method (CLRS §4.4) Desmos slide 3 **Example** $T(n) = 2T(n/2) + cn^2$, T(1) = c $2T(\frac{\pi}{4}) + c(\frac{\pi}{4})^2 = 2T(\frac{\pi}{4}) + c\frac{\pi^2}{4}$ bl cn2 level 0 $\overline{}$ leve li T(1)= ((level lagen) leaves subproblems at level (1) cn2 = Total steps across all levels Steps per subproblem (1+=++++ cn² when i= logz(n) page 15

7 Solving Recurrences

We are exploring the algorithm design technique known as **Divide and Conquer**. We'll see various algorithms that use this technique.

Running time analysis of such algorithms naturally involves *recurrences* since we may state the running time in terms of the running time on smaller inputs. Let's think more about solving recurrences to help us determine the running time of such algorithms!

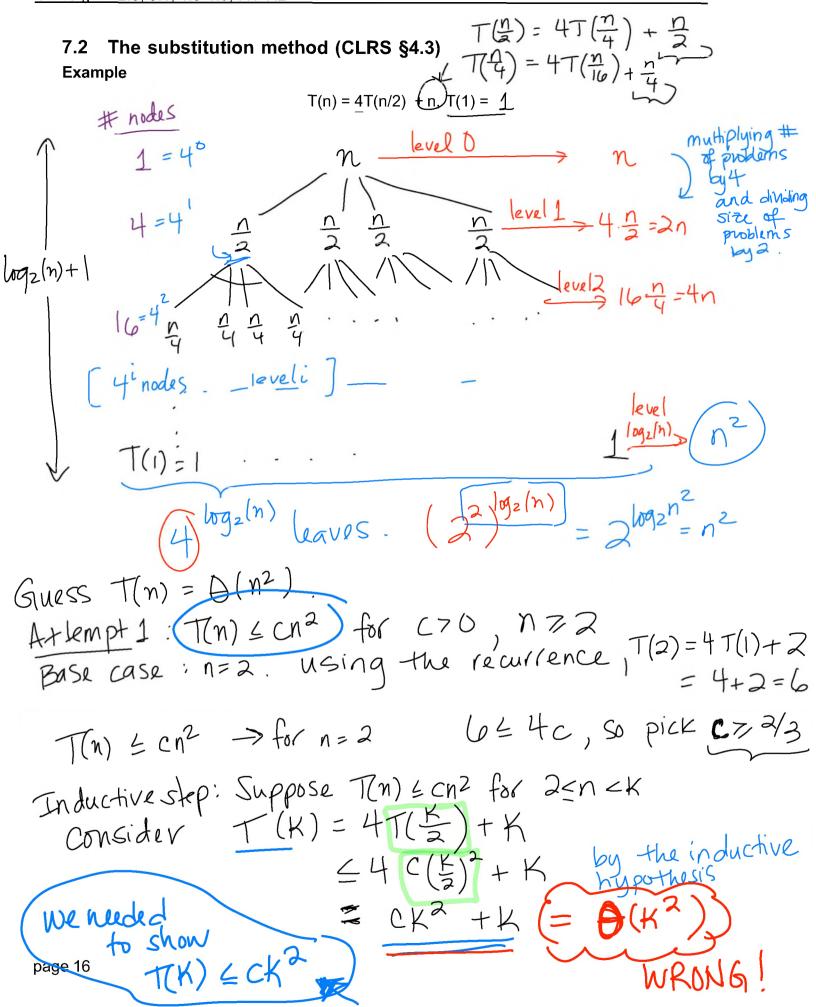


Polle venjuhere cn2 -> 3° problems $C(\frac{1}{4})^2$ $c(\frac{1}{4})^2 \rightarrow 3^1$ problems T(1/16) T(1/16 T(n)=3T(4) + cn2 How many leaves do we end up with? (1) What is the last level? Mr is the size of the subproblem at leveli 70 = 1 d = |ast| |as2) At level i, we have 3' problems 3) SO at level 10947, we have 310947 problems (how many leaves we have) alogba

Relpful for analyzing

Bounds

(kig-oh)



CLRS §2.1-2.3, 3.1, 4.3-4.5, 7.1-7.2

Note: We need the exact form of the inequality to complete the induction, because C cannot depend on K

7.2.1 Careful with asymptotic notation and bogus proofs! $\lceil H W \supset \rfloor$