F05 - Sortering och sökning 5DV149 Datastrukturer och algoritmer Kapitel 15

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Innehåll

- Sortering
 - Varför ska man sortera?
 - Sortering kontra sorterad datatyp
 - Stabilitet
 - Grundprinciper f\u00f6r sortering
 - Genomgång av några sorteringsalgoritmer
- Linjär och binär sökning
- Läsanvisningar:
 - s. 59, Kap 15.

Sortering

Varför sortering?

- För att snabba upp andra algoritmer!
 - ► Sökning går fortare
- Nödvändigt för stora datamängder



Sortering kontra Sorterad datatyp

- Sortering förändrar ordningen mellan objekten i en struktur efter en sorteringsordning (fallande, ökande)
 - ► Gränsytan är oförändrad
 - Exempel: Vi sorterar en Lista
- Sorterad datatyp:
 - De strukturförändrande operationerna i gränsytan (Insert, Remove) upprätthåller en sorteringsordning mellan de lagrade elementen
 - Exempel: Gränsytan för Sorterad lista behöver modifieras jämfört med Lista

Saker att beakta

- Absolut komplexitet:
 - Totala komplexiteten i alla implementationssteg
 - Tabell (konstruerad som) Lista (implementerad som) dubbellänkad lista
- Passar en viss typ av sortering för en viss typ av konstruktion?
 - Fält-baserad lista
 - Länkad lista
- Ska man
 - 1. sortera och sedan söka, eller
 - 2. behålla listan osorterad och göra linjär sökning?
- ► Sortering är ofta $O(n \log n)$
 - Sökning i sorterad mängd är ofta $O(\log n)$
- ightharpoonup Linjärsökning är O(n)

Stabilitet

- Den inbördes relationen mellan två objekt med samma sorteringsnyckel bibehålls vid sortering:
 - Lista sorterad efter efternamn: (<u>Alm</u>, Lars), (<u>Bok</u>, Bo), (<u>Ek</u>, Eva), (<u>Gran</u>, Anna), (<u>Löv</u>, Eva)
 - Lista stabilt omsorterad efter andra elementvärdet:
 (Gran, <u>Anna</u>), (Bok, <u>Bo</u>), (Ek, <u>Eva</u>), (Löv, <u>Eva</u>), (Alm, <u>Lars</u>)
- ▶ Ett till exempel på stabil sortering (index för att förtydliga):

Före:
$$1$$
 0_1 5 2 3_1 0_2 4 3_2 7 Efter: 0_1 0_2 1 2 3_1 3_2 4 5 7

- ► Alla sorteringsalgoritmer går inte att göra stabila
- Mer om detta senare

Grundprinciper

- Urvalssortering
 - Välj ut det in-element som är på tur att sättas in
 - Sätt in det först/sist
- Instickssortering
 - ▶ Välj ett godtyckligt in-element och sätt in det på rätt plats
- Utbytessortering
 - Byt plats på objekt som ligger fel inbördes
- Samsortering
 - Sammanslagning av redan sorterade strukturer
- ► Nyckelsortering:
 - ► Kräver mer information/kunskap om nyckelmängden
 - T.ex. sortera 200 tentor i kodordning där koden har max 3 siffror

Inplace

- En del sorteringsalgoritmer finns i två versioner
 - ► En version som bygger en "ny" sorterad kopia av indatat
 - \triangleright Behöver typiskt O(n) minne
 - Oftast enklare algoritm
 - ► En version som jobbar direkt i indatat, oftast ett fält
 - ► Kallas för in-place-versioner
 - ▶ Behöver endast *O*(1) minne
 - ▶ Ibland komplexa algoritmer

Sorteringsalgoritmer

- ▶ Idag:
 - Urvalssortering (Selection Sort)
 - ► Instickssortering (*Insertion Sort*)
 - Bubbelsortering (Bubble Sort)
 - Mergesort
 - Quicksort
 - ► Facksortering (Bucket sort)
- Senare:
 - ► Heapsort
 - (Radix Exchange Sort)

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Selection sort — urvalssortering

Selection sort av lista

- ► Algoritmen i grova drag:
 - ► Välj ut det bästa elementet i in-listan
 - ► Stoppa in elementet sist i ut-listan

Input: 7 3 15 0 2 7 6 5 19 9

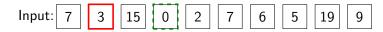


Input: 7 3 15 0 2 7 6 5 19 9



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Input: 7 3 15 0 2 7 6 5 19 9

Input: 7 3 15 0 2 7 6 5 19 9

Input: 7 3 15 0 2 7 6 5 19 9



Input: 7 3 15 0 2 7 6 5 19 9

Input: 7 3 15 0 2 7 6 5 19 9

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Input: 7 3 15 0 2 7 6 5 19 9



Input: 7 3 15 0 2 7 6 5 19 9



Input: 7 3 15 0 2 7 6 5 19 9





Input: 7 3 15 0 2 7 6 5 19 9











Input: 7 3 15 0 2 7 6 5 19 9

Input: 7 3 15 0 2 7 6 5 19 9























Input: 7 3 15 0 2 7 6 5 19 9











Output: 0 | 2 | 3













Input: 7 3 15 0 2 7 6 5 19 9



















Input: 7 3 15 0 2 7 6 5 19 9















Input: 7 3 15 0 2 7 6 5 19 9

















Output: 0 2 3 5 6 7 7





Output: 0 2 3 5 6 7 7



Output: 0 2 3 5 6 7 7





Output: 0 2 3 5 6 7 7



Output: 0 2 3 5 6 7 7

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9





Output: 0 2 3 5 6 7 7 9





Output: 0 2 3 5 6 7 7 9

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15



Output: 0 2 3 5 6 7 7 9 15



Output: 0 2 3 5 6 7 7 9 15



Output: 0 2 3 5 6 7 7 9 15

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15 19

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15 19

► Komplexitet:

Input: 7 3 15 0 2 7 6 5 19 9

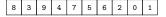
Output: 0 2 3 5 6 7 7 9 15 19

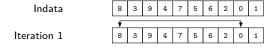
- ► Komplexitet:
 - $ightharpoonup O(n^2)$

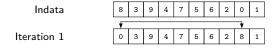
Inplace Selection sort av fält

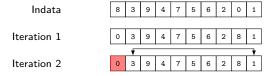
- ▶ Jobba i fältet
- Betrakta fältet som två delar:
 - en sorterad del i början
 - en osorterad del i slutet
 - Den sorterade delen v\u00e4xer med ett element f\u00f6r varje varv av huvudalgoritmen
- Algoritmen i grova drag:
 - ► Initialt är alla element osorterade
 - Leta upp det bästa elementet bland de osorterade elementet
 - Byt plats på det bästa och det första osorterade elementet
 - Öka den sorterade delen av fältet med ett element

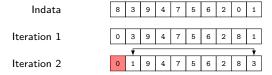
Indata

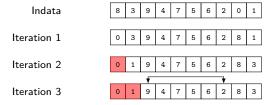












Indata	8	3	9	4	7	5	6	2	0	1
_										
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	2
iteration 2	U	1		*	'	o o	0		0	
Iteration 3	0	1	2	4	7	5	6	9	8	3

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	4
iteration 1	L		9	4	′	э	0		٥	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
iteration 5		1	2	▼	'	o .	0	9	0	_³ _•
Iteration 4	0	1	2	4	7	5	6	9	8	3

Indata	8	3	9	4	7	5	6	2	0	1
I		_	_							
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
				*						*
Iteration 4	0	1	2	3	7	5	6	9	8	4

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
					┰					7
Iteration 5	0	1	2	3	7	5	6	9	8	4

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
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Iteration 5	0	1	2	3	4	5	6	9	8	7

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
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Iteration 3	0	1	2	4	7	5	6	9	8	3
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Iteration 4	0	1	2	3	7	5	6	9	8	4
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Iteration 5	0	1	2	3	4	5	6	9	8	7
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Iteration 6	0	1	2	3	4	5	6	9	8	7

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
										_
Iteration 3	0	1	2	4	7	5	6	9	8	3
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Iteration 4	0	1	2	3	7	5	6	9	8	4
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Iteration 5	0	1	2	3	4	5	6	9	8	7
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Iteration 6	0	1	2	3	4	5	6	9	8	7

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
							₩			
Iteration 7	0	1	2	3	4	5	6	9	8	7

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
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Iteration 7	0	1	2	3	4	5	6	9	8	7

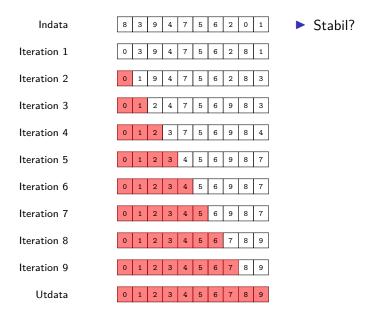
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Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
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Iteration 7	0	1	2	3	4	5	6	9	8	7
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Iteration 8	0	1	2	3	4	5	6	9	8	7

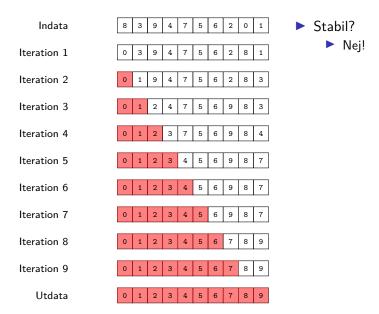
Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
Iteration 3	0	1	2	4	7	5	6	9	8	3
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
Iteration 7	0	1	2	3	4	5	6	9	8	7
								₹		⇁
Iteration 8	0	1	2	3	4	5	6	7	8	9

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
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Iteration 3	0	1	2	4	7	5	6	9	8	3
										_
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
Iteration 7	0	1	2	3	4	5	6	9	8	7
Iteration 8	0	1	2	3	4	5	6	7	8	9
									₩	
Iteration 9	0	1	2	3	4	5	6	7	8	9

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 1	0	3	9	4	7	5	6	2	8	1
Iteration 2	0	1	9	4	7	5	6	2	8	3
			_				_			_
Iteration 3	0	1	2	4	7	5	6	9	8	3
							_			_
Iteration 4	0	1	2	3	7	5	6	9	8	4
Iteration 5	0	1	2	3	4	5	6	9	8	7
Iteration 6	0	1	2	3	4	5	6	9	8	7
Iteration 7	0	1	2	3	4	5	6	9	8	7
Iteration 8	0	1	2	3	4	5	6	7	8	9
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Iteration 9	0	1	2	3	4	5	6	7	8	9

Indata	8	3	9	4	7	5	6	2	0	1	
Iteration 1	0	3	9	4	7	5	6	2	8	1	
	_										
Iteration 2	0	1	9	4	7	5	6	2	8	3	
Iteration 3	0	1	2	4	7	5	6	9	8	3	
Iteration 4	0	1	2	3	7	5	6	9	8	4	
Iteration 5	0	1	2	3	4	5	6	9	8	7	
Iteration 6	0	1	2	3	4	5	6	9	8	7	
Iteration 7	0	1	2	3	4	5	6	9	8	7	
								•	•		
Iteration 8	0	1	2	3	4	5	6	7	8	9	
								•	•		
Iteration 9	0	1	2	3	4	5	6	7	8	9	
Utdata	0	1	2	3	4	5	6	7	8	9	





Selection sort — algoritm

Algoritm:

```
Algorithm selection_sort(a: Array, n: Int)
  // i indicates first unsorted element in a
 for i \leftarrow 0 to n - 2 do
    // find the smallest value among the unsorted
   ix ← i
   // start with the ith element as the smallest
    for i \leftarrow i + 1 to n - 1 do
     if a[j] < a[ix] then
        ix ← j
   // swap the ith element for the smallest
    t ← a[i]
    a[i] \leftarrow a[ix]
    a[ix] ← t
  return a
```

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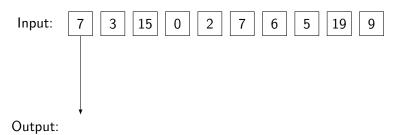
Insertion sort — instickssortering

Insertion sort av lista

- ► Algoritmen i grova drag:
 - ► Plocka ut första elementet från in-listan
 - Leta upp platsen i ut-listan där elementet ska skjutas in

Input: 7 3 15 0 2 7 6 5 19 9

Output:



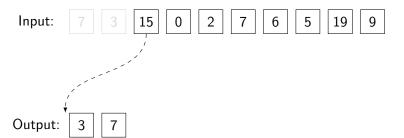
Input: 7 3 15 0 2 7 6 5 19 9

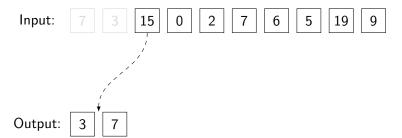
Output: 7

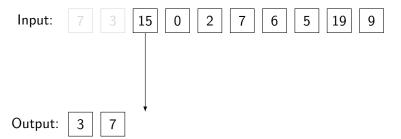


Input: 7 3 15 0 2 7 6 5 19 9

Output: 3 7

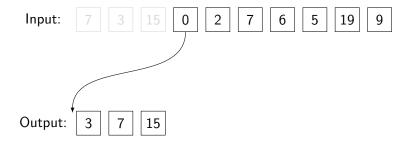






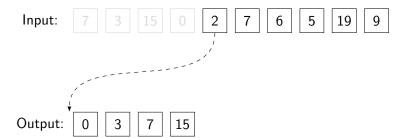
Input: 7 3 15 0 2 7 6 5 19 9

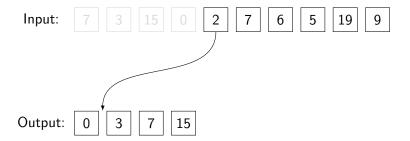
Output: 3 7 15



Input: 7 3 15 0 2 7 6 5 19 9

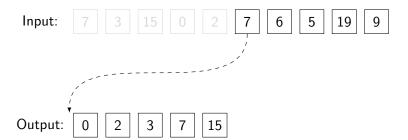
Output: 0 | 3 | 7 | 15

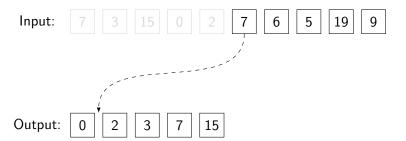


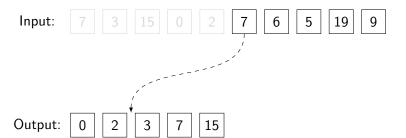


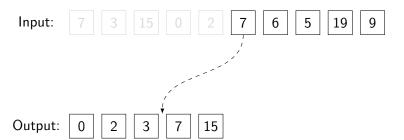
Input: 7 3 15 0 2 7 6 5 19 9

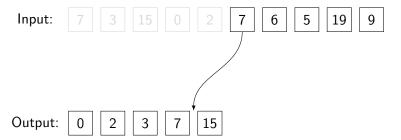
Output: 0 2 3 7 15





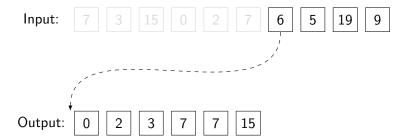


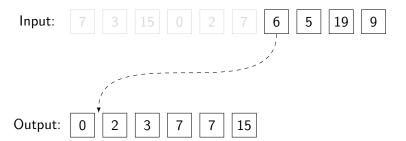


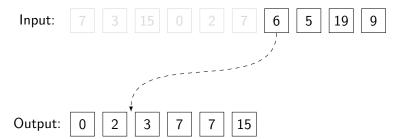


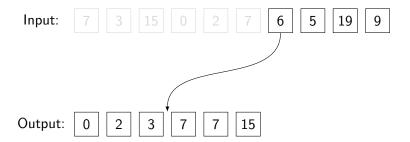
Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 | 2 | 3 | 7 | 7 | 15



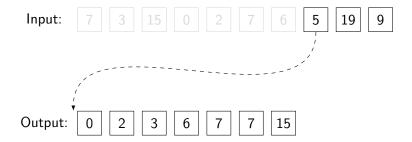


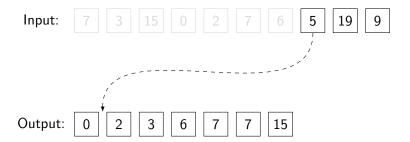


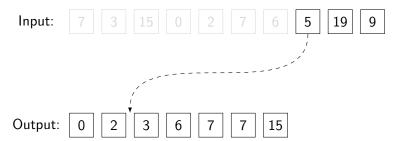


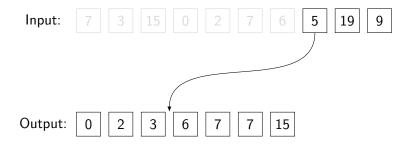
Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 6 7 7 15



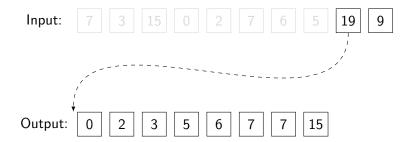


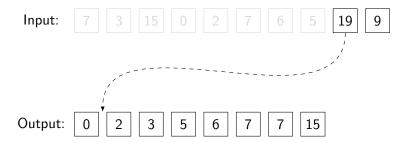


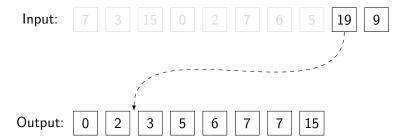


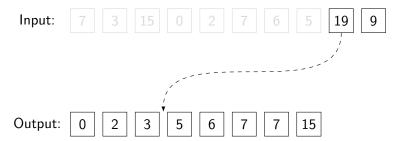
Input: 7 3 15 0 2 7 6 5 19 9

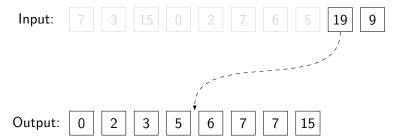
Output: 0 2 3 5 6 7 7 15

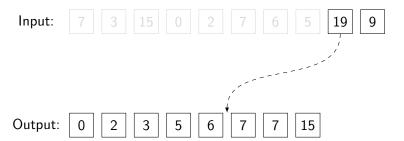


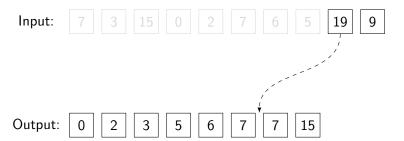










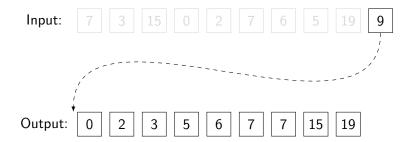


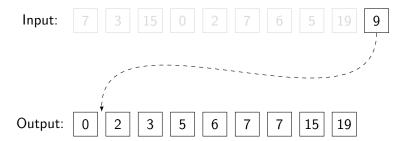


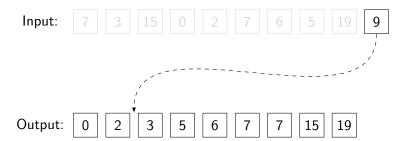


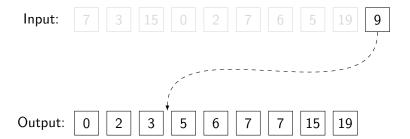
Input: 7 3 15 0 2 7 6 5 19 9

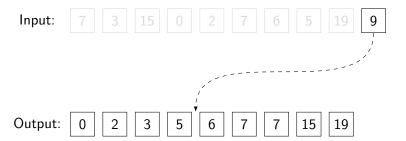
Output: 0 2 3 5 6 7 7 15 19

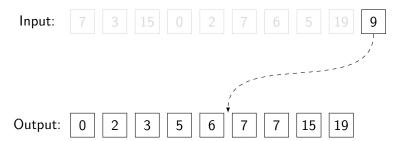


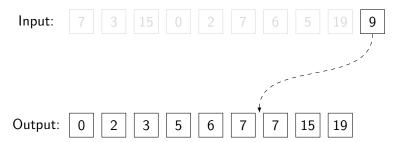














Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15 19

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15 19

► Komplexitet:

Input: 7 3 15 0 2 7 6 5 19 9

Output: 0 2 3 5 6 7 7 9 15 19

- ► Komplexitet:
 - $ightharpoonup O(n^2)$

Inplace Insertion sort av fält

- ▶ Jobba i fältet
- ▶ Betrakta fältet som två delar:
 - en sorterad del i början
 - en osorterad del i slutet
 - Den sorterade delen v\u00e4xer med ett element f\u00f6r varje varv av huvudalgoritmen
- Algoritmen i grova drag:
 - Börja med ett element (ett element är sorterat)
 - ► Ta det första osorterade elementet och sortera in på rätt plats bland de sorterade elementen

Indata

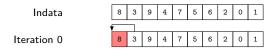
8 3 9 4 7 5 6 2 0 1



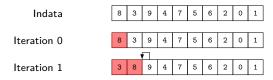
8 3 9 4 7 5 6 2 0 1

Iteration 0

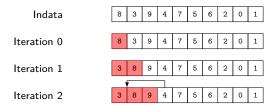
8 3 9 4 7 5 6 2 0 1



Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
Iteration 1	3	8	9	4	7	5	6	2	0	1
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Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
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Iteration 1	3	8	9	4	7	5	6	2	0	1
Iteration 2	3	8	9	4	7	5	6	2	0	1



Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
Iteration 1	3	8	9	4	7	5	6	2	0	1
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Iteration 2	3	8	9	4	7	5	6	2	0	1
Iteration 3	3	4	8	9	7	5	6	2	0	1

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Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
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Iteration 3	3	4	8	9	7	5	6	2	0	1

Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 1	3	8	9	4	7	5	6	2	0	1
Iteration 2	3	8	9	4	7	5	6	2	0	1
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Iteration 0	8	3	9	4	7	5	6	2	0	1
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Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
Iteration 5	3	4	5	7	8	9	6	2	0	1

Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
Iteration 1	3	8	9	4	7	5	6	2	0	1
Iteration 2	3	8	9	4	7	5	6	2	0	1
Iteration 3	3	4	8	9	7	5	6	2	0	1
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Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 2	3	8	9	4	7	5	6	2	0	1
Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
Iteration 5	3	4	5	7	8	9	6	2	0	1
Iteration 6	3	4	5	6	7	8	9	2	0	1

Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 5	3	4	5	7	8	9	6	2	0	1
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Iteration 6	3	4	5	6	7	8	9	2	0	1

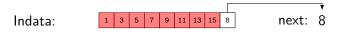
Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 2	3	8	9	4	7	5	6	2	0	1
Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
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Iteration 5	3	4	5	7	8	9	6	2	0	1
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Iteration 6	3	4	5	6	7	8	9	2	0	1
Iteration 7	2	3	4	5	6	7	8	9	0	1

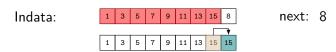
Indata	8	3	9	4	7	5	6	2	0	1
Iteration 0	8	3	9	4	7	5	6	2	0	1
Iteration 1	3	8	9	4	7	5	6	2	0	1
Iteration 2	3	8	9	4	7	5	6	2	0	1
Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
Iteration 5	3	4	5	7	8	9	6	2	0	1
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Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 7	2	3	4	5	6	7	8	9	0	1
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Iteration 8	0	2	3	4	5	6	7	8	9	1
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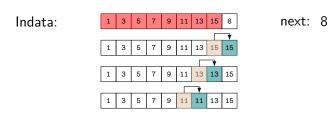
Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 2	3	8	9	4	7	5	6	2	0	1
iteration 2						_			_	
Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
Iteration 5	3	4	5	7	8	9	6	2	0	1
Iteration 6	3	4	5	6	7	8	9	2	0	1
Iteration 7	2	3	4	5	6	7	8	9	0	1
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Iteration 8	0	2	3	4	5	6	7	8	9	1

Indata	8	3	9	4	7	5	6	2	0	1
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Iteration 2	3	8	9	4	7	5	6	2	0	1
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Iteration 3	3	4	8	9	7	5	6	2	0	1
Iteration 4	3	4	7	8	9	5	6	2	0	1
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Iteration 6	3	4	5	6	7	8	9	2	0	1
Iteration 7	2	3	4	5	6	7	8	9	0	1
Iteration 8	0	2	3	4	5	6	7	8	9	1
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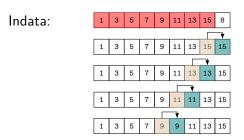






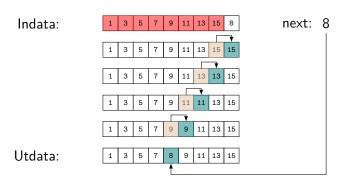


Insertion sort — Sidospår: insättning



next: 8

Insertion sort — Sidospår: insättning



Insertion sort — algoritm

```
Algorithm insertion_sort(a: Array, n: Int)
  // i indicates first unsorted element in a
  for i \leftarrow 1 to n - 1 do
   // new value to insert in sorted part of a
    next ← a[i]
   // start with last sorted element
    i ← i - 1
    // as long as new element is smaller and
    // we're inside the array
    while j >= 0 and next < a[j] do
     // shift element right
      a[j + 1] \leftarrow a[j]
      // continue to the left
      j \leftarrow j - 1
    // insert new value in its sorted place
    a[j+1] ← next
  return a
```

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Bubble sort — bubbelsortering

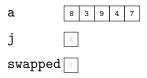
Bubble Sort

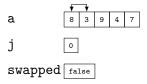
- ► Algoritmen i grova drag:
 - Upprepa följande tills ingen förändring sker:
 - ► Jämför alla elementen ett par i taget
 - ▶ Börja med element 0 och 1, därefter 1 och 2, osv
 - ► Om elementen är i fel ordning, byt plats på dem

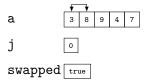
Bubble Sort — algoritm

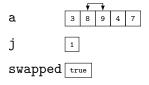
```
Algorithm bubble_sort(a: Array, n: Int)
    // so far no swap has taken place
    swapped 

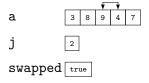
false
    // for each adjacent pair in a...
    for j \leftarrow 0 to n - 2 do
      // if the elements are in the wrong order...
      if a[i] > a[i + 1] then
        // ...swap the elements
        tmp \leftarrow a[j]
        a[i] \leftarrow a[i+1]
        a[j + 1] \leftarrow tmp
        // remember that a swap has taken place
        swapped - true
  while swapped = true
  return a
```

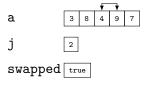


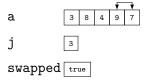


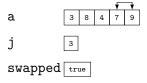


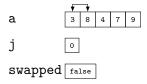


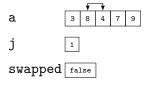


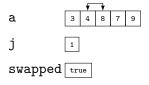


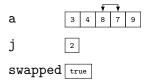


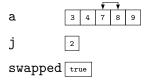


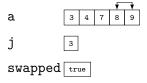


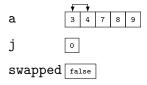


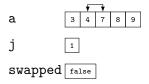


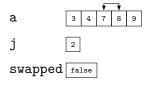


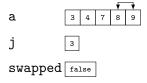














```
Algorithm bubble sort(a: Array, n: Int)
    // so far no swap has taken place
    swapped 

false
    // for each adjacent pair in a...
    for i \leftarrow 0 to n - 2 do
      // if the elements are in the wrong order...
      if a[j] > a[j + 1] then
        // ...swap the elements
        tmp \leftarrow a[i]
        a[i] ← a[i + 1]
        a[j + 1] \leftarrow tmp
        // remember that a swap has taken place
        swapped - true
  while swapped = true
  return a
```

- Stabil sortering?
- Tidskomplexitet f\u00f6r sortering av f\u00e4lt?
 - ► Bästa-falls?
 - ► Värsta-falls?
- Går att få samma komplexitet för sortering av lista då vi alltid refererar till ett element och dess efterföljare

```
Algorithm bubble sort(a: Array, n: Int)
  do
    // so far no swap has taken place
    swapped 

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    // for each adjacent pair in a...
    for i \leftarrow 0 to n - 2 do
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```

- Stabil sortering?
 - ► Ja!
- Tidskomplexitet f\u00f6r sortering av f\u00e4lt?
 - ► Bästa-falls?
 - ► Värsta-falls?
- Går att få samma komplexitet för sortering av lista då vi alltid refererar till ett element och dess efterföljare

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Algorithm bubble sort(a: Array, n: Int)
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      if a[j] > a[j + 1] then
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        tmp 

a[i]
        a[i] ← a[i + 1]
        a[j + 1] \leftarrow tmp
        // remember that a swap has taken place
        swapped - true
  while swapped = true
  return a
```

- Stabil sortering?
 - ► Ja!
- Tidskomplexitet f\u00f6r sortering av f\u00e4lt?
 - ► Bästa-falls?
 - ► O(n) (inga utbyten)
 - ► Värsta-falls?
- Går att få samma komplexitet för sortering av lista då vi alltid refererar till ett element och dess efterföljare

```
Algorithm bubble sort(a: Array, n: Int)
  do
    // so far no swap has taken place
    swapped 

false
    // for each adjacent pair in a...
    for i \leftarrow 0 to n - 2 do
      // if the elements are in the wrong order...
      if a[j] > a[j + 1] then
        // ...swap the elements
        tmp \leftarrow a[i]
        a[i] ← a[i + 1]
        a[j + 1] \leftarrow tmp
        // remember that a swap has taken place
        swapped - true
  while swapped = true
  return a
```

- Stabil sortering?
 - ► Ja!
- Tidskomplexitet f\u00f6r sortering av f\u00e4lt?
 - ▶ Bästa-falls?
 - ► O(n) (inga utbyten)
 - ► Värsta-falls?
 - $ightharpoonup O(n^2)$
- Går att få samma komplexitet för sortering av lista då vi alltid refererar till ett element och dess efterföljare

Divide-and-Conquer

- Rekursiv algoritmprincip:
 - Grundidén är att dela upp problemet i mindre och mindre problem
 - Lös problemen för basfallet
 - Slå ihop till en totallösning
- Mergesort och Quicksort är av denna typ
- ► Komplexitet: $O(n \log n)$

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Merge sort — samsortering

Merge Sort

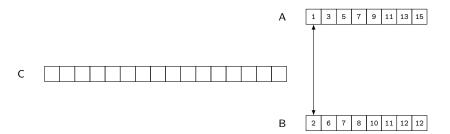
- Algoritmen i grova drag
 - Om sekvensen har ett element
 - ► Returnera sekvensen (den är redan sorterad)
 - annars
 - Dela sekvensen i två ungefär lika stora delsekvenser
 - Sortera delsekvenserna rekursivt
 - ► Slå samman delsekvenserna (Merge)
 - ► Returnera den sammanslagna sekvensen

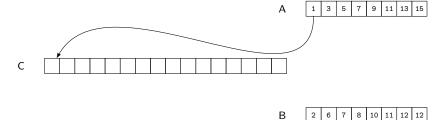
Merge

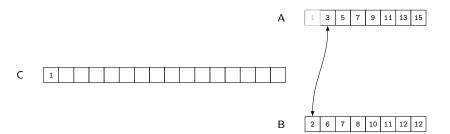
- Merge Sort använder en delalgoritm Merge
- ▶ Algoritm för att slå samman två redan sorterade sekvenser:
 - ► Så länge bägge sekvenserna har element:
 - ▶ Jämför första (=minsta) elementet i vardera sekvensen
 - Flytta det minsta av de två elementen till utsekvensen
 - Flytta över alla element som finns kvar i sekvenserna

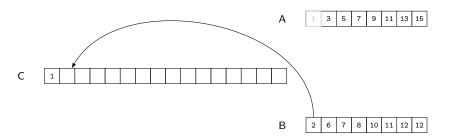
A 1 3 5 7 9 11 13 15

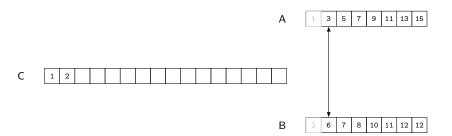
B 2 6 7 8 10 11 12 12





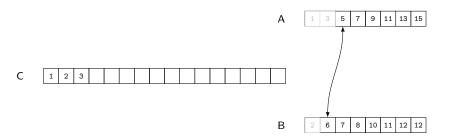


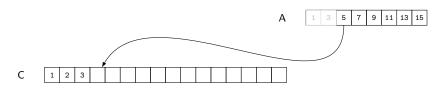




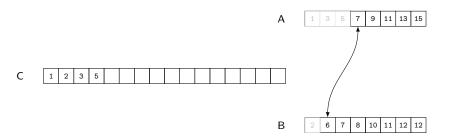


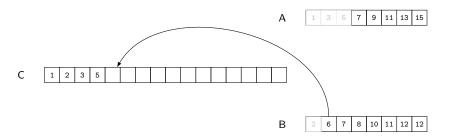
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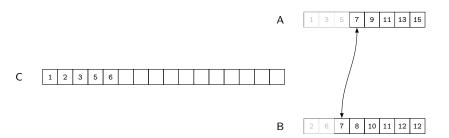


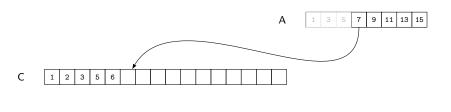


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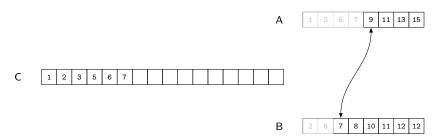


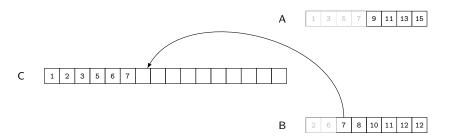


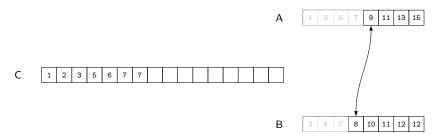


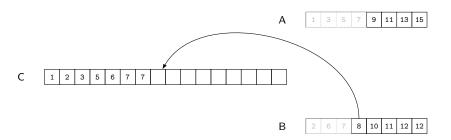
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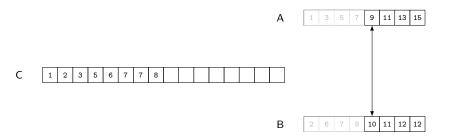
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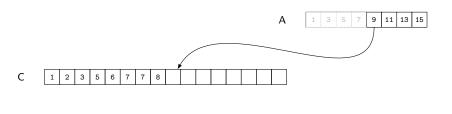






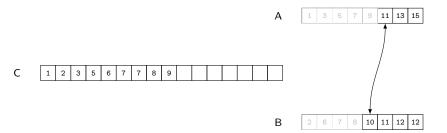


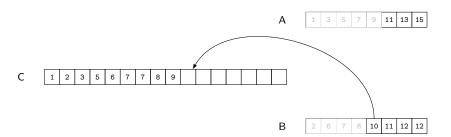


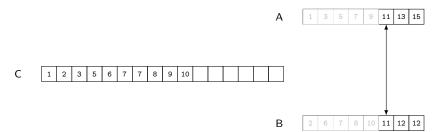


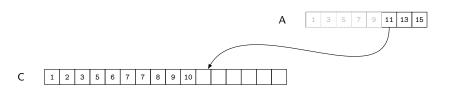
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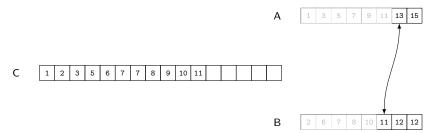


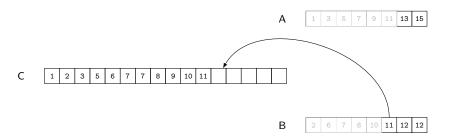


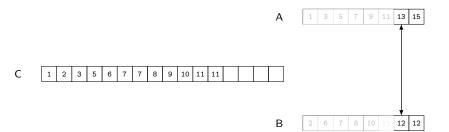


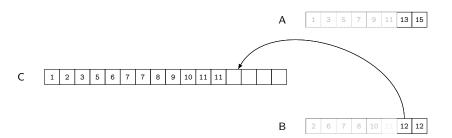


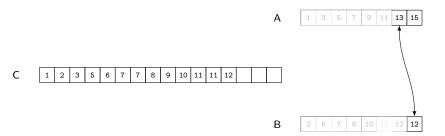
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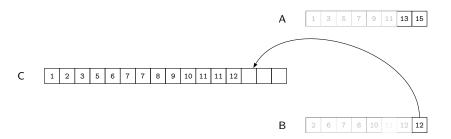


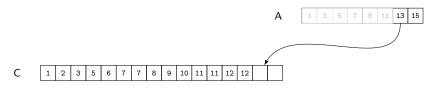






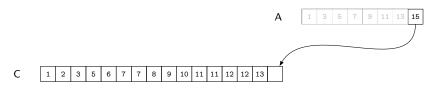






В

2 6 7 8 10 11 12 12



В

2 6 7 8 10 11 12 12

1 3 5 7 9 11 13 15

C 1 2 3 5 6 7 7 8 9 10 11 11 12 12 13 15

B 2 6 7 8 10 11 12 12

► Algoritm för *Merge*:

```
Algorithm merge(A, B: Array, na, nb: Int)
   C ← create_array(na + nb)
   ia ← 0 // Where to read from in A
   ib ← 0 // Where to read from in B
   ic ← 0 // Where to write to in C
   // While there are elements in both A and B...
    while ia < na and ib < nb do
        if A[ia] <= B[ib] then // Smallest in A...
            C[ic] \leftarrow A[ia] // ... copy from A
            ia \leftarrow ia + 1 // ... advance in A
                                // Smallest in B...
        else
                               // ...copy from B
            C[ic] \leftarrow B[ib]
            ib ← ib + 1
                                 // ...advance in B
       ic \leftarrow ic + 1
                                // Advance in C
   // While there are elements in A...
   while ia < na do
       C[ic] ← A[ia]
                                 // ...copy from A
       ia ← ia + 1
                                  // ...advance in A and C
       ic \leftarrow ic + 1
   // While there are elements in B...
    while ib < nb do
       C[ic] ← B[ib]
                                 // ...copy from B
       ib ← ib + 1
                                  // ...advance in B and C
       ic \leftarrow ic + 1
   return C
```

Merge Sort — algoritm

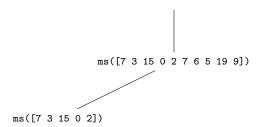
► Algoritm för *Merge Sort*:

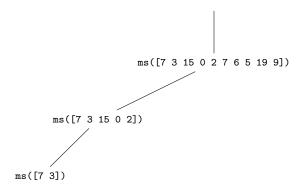
```
Algorithm merge_sort(a: Array, n: Int)
  if n < 2 then
    // Already sorted
    return a
  // Split a in two parts
  (left, right) \leftarrow split(a, n/2)
  // Lengths of left and right parts, respectively
  nl \leftarrow floor(n/2)
  nr \leftarrow n - nl
  // Sort left half recursively
  left \( \text{merge_sort(left, nl)} \)
  // Sort right half recursively
  right ← merge_sort(right, nr)
  // Merge sorted arrays
  a ← merge(left, right, nl, nr)
  return a
```

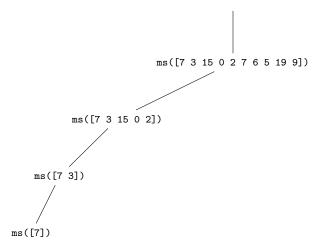
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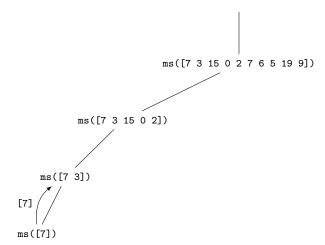
ms([7 3 15 0 2 7 6 5 19 9])

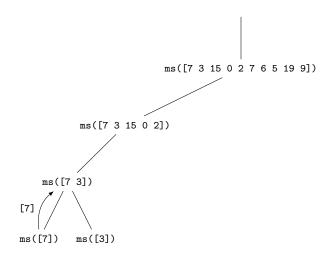
Merge sort, anropsträd

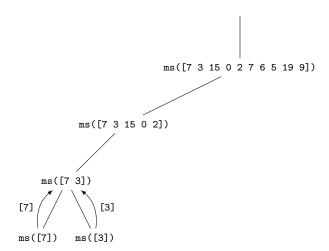


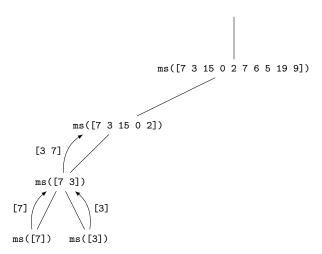


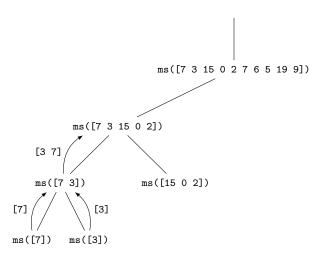


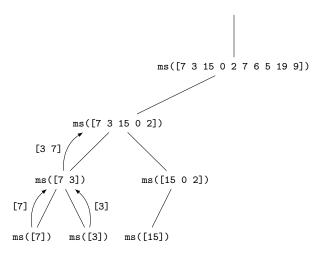


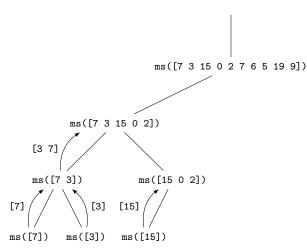


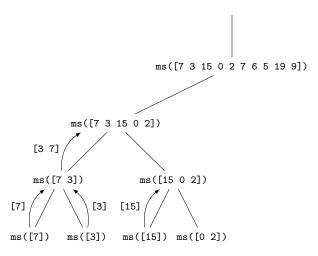


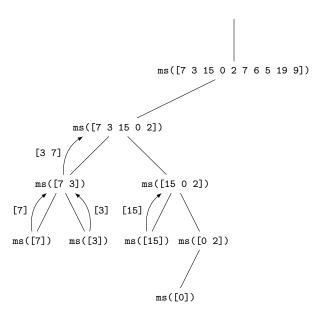


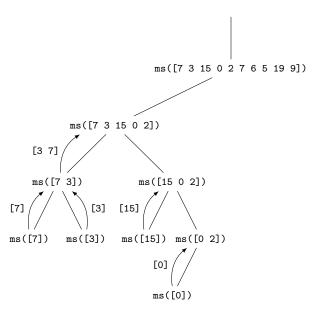


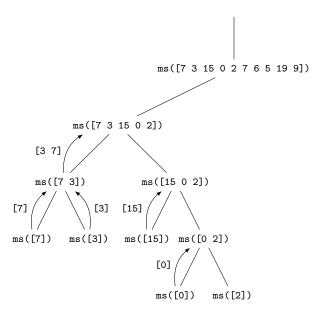


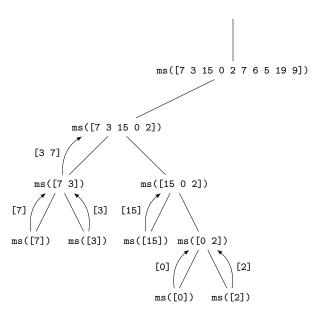


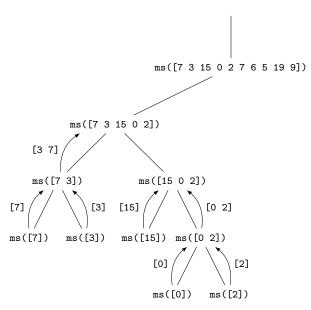


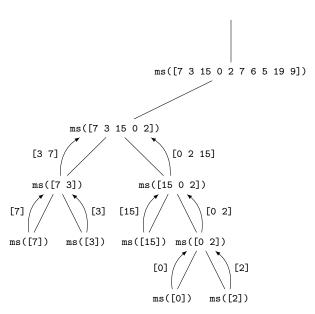


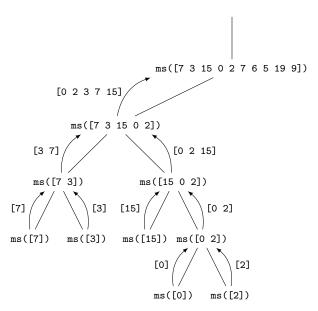


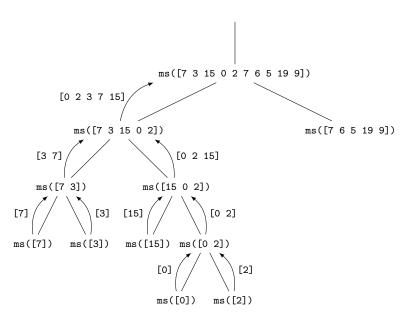


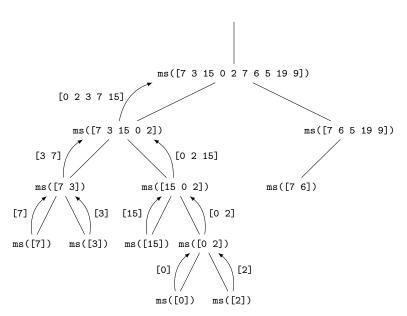


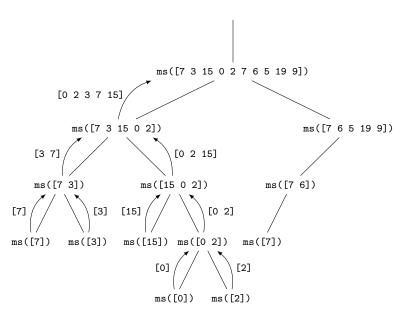


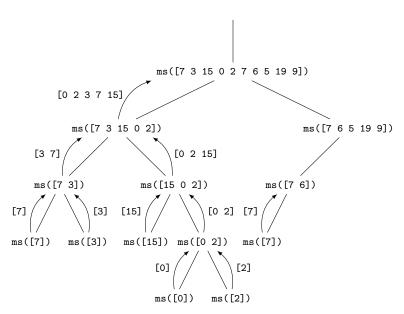


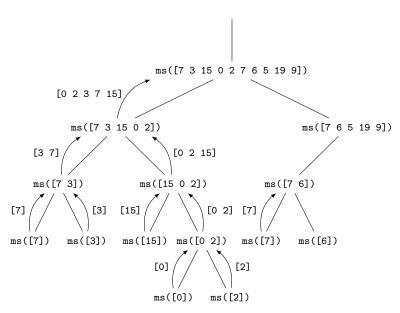




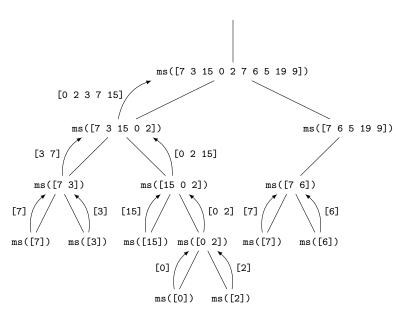


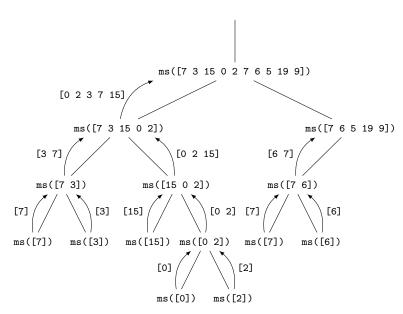


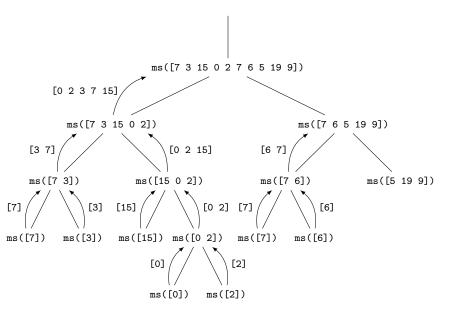




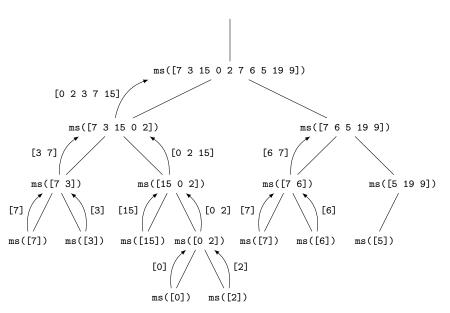
F05 — Sortering



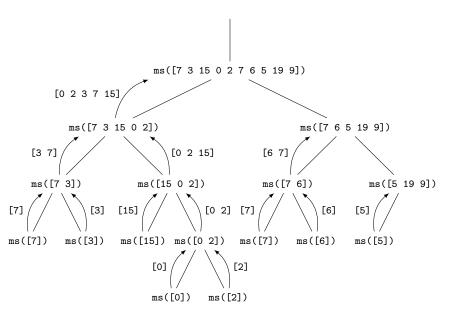




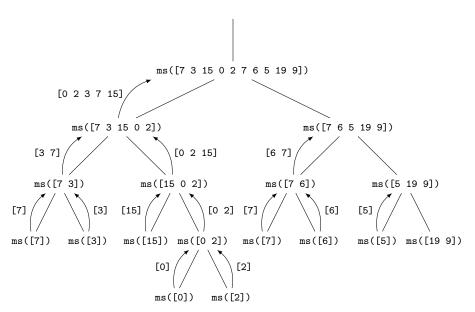
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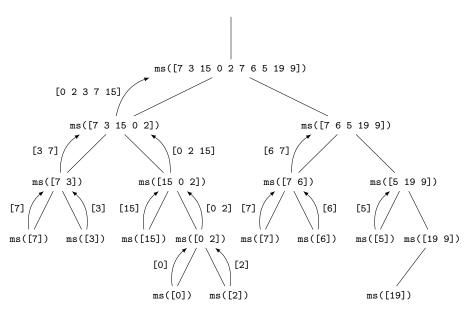
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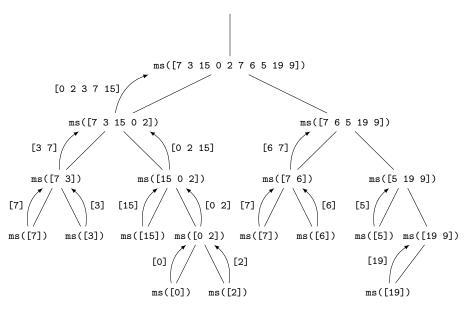
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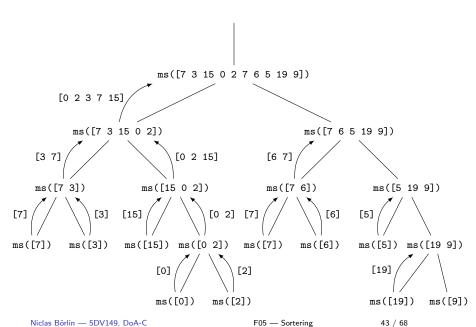
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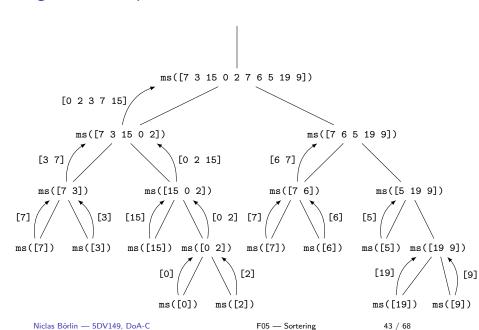


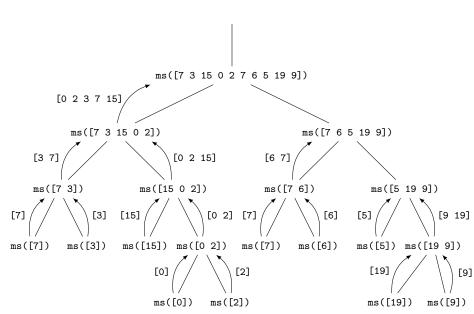
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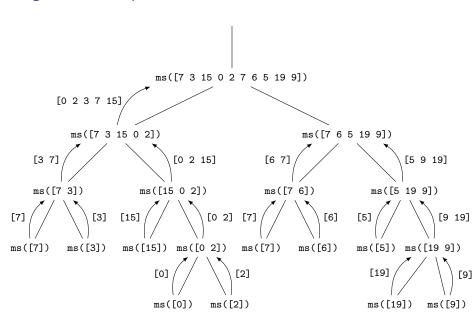
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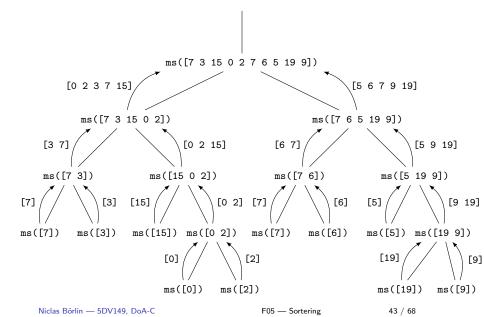


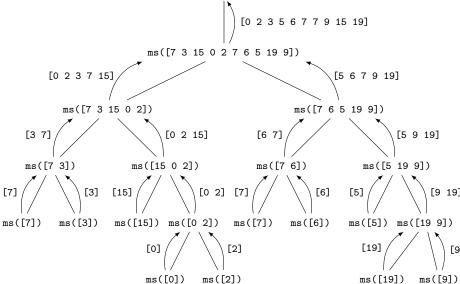
F05 — Sortering



F05 — Sortering

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F05 — Sortering

Merge sort, stabil?

► Är Merge sort stabil?

Merge sort, stabil?

- ► Är Merge sort stabil?
 - ▶ Ja, om *Merge sort* lägger den första halvan i left
 - ► Lika element i A sorteras före B av Merge

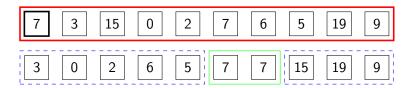
Quicksort

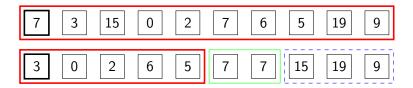
Quicksort

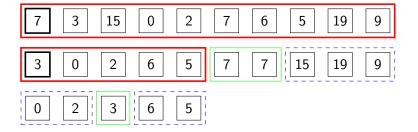
- ► Algoritm:
 - ► Välj ut ett pivåelement
 - ▶ Dela upp listan i tre delar: Less, Equal, Greater
 - Sortera Less och Greater rekursivt
 - ► Slå ihop Less+Equal+Greater

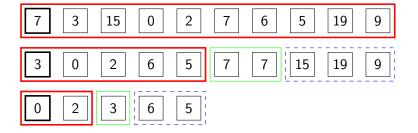
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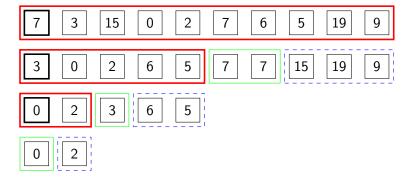
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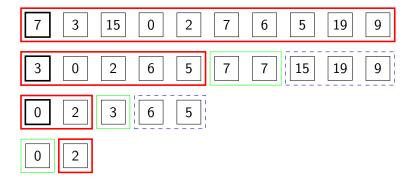


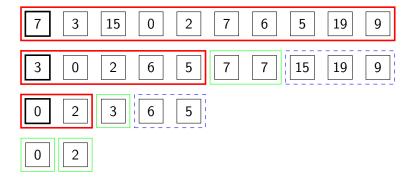


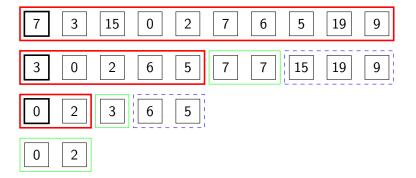


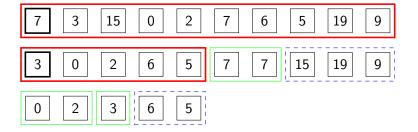


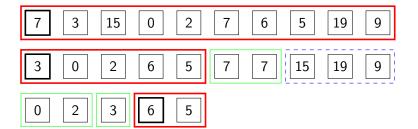


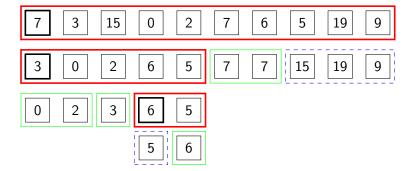


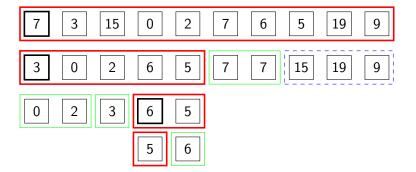


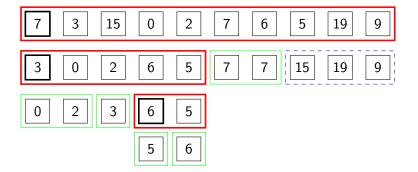


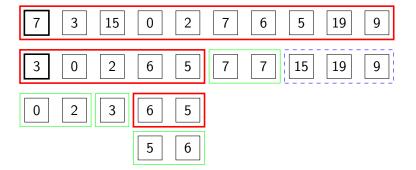




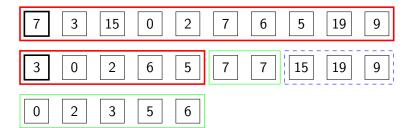


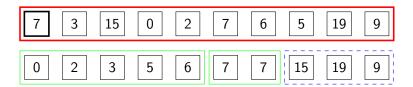


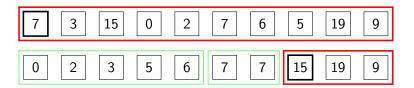


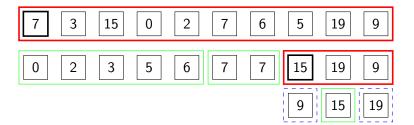


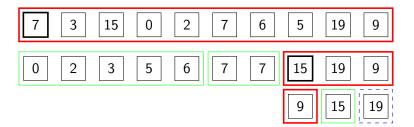


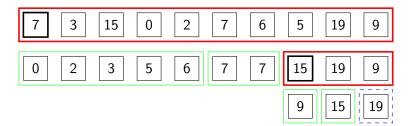


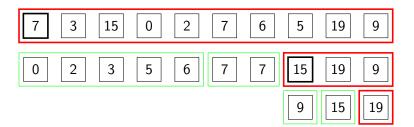


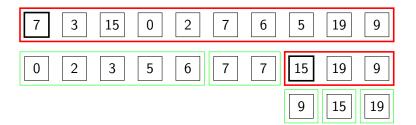


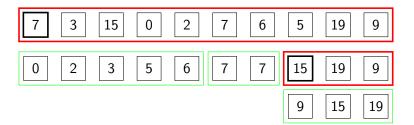


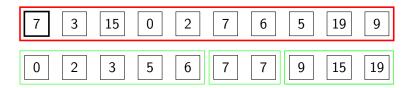


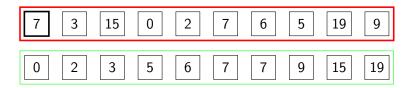












0 2 3 5 6 7 7 9 15 19

Inplace Quicksort

- Algoritm:
 - Välj ett pivåelement (PE)
 - Traversera parallellt från båda hållen i S:
 - Gå framåt från början av S tills man hittar ett element som är
 PE
 - Gå bakåt från slutet av S tills man hittar ett element som är
 PE
 - Byt plats på dessa två element.

Upprepa till traverseringarna möts.

- ► Stoppa in PE på rätt plats.
- Rekursivt anrop f
 ör Less och Greater.

Inplace Quicksort — exempel

7 3 15 0 2 7 6 5 19 9

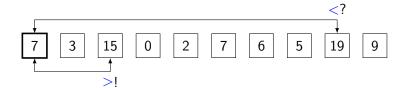
Inplace Quicksort — exempel

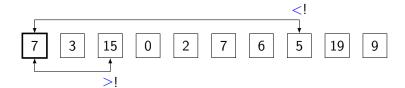
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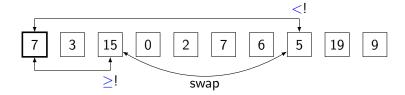






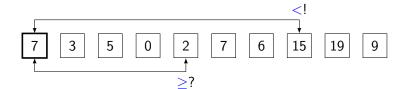


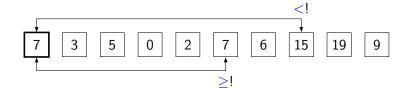


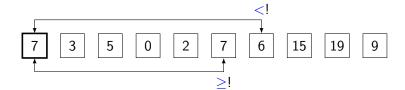


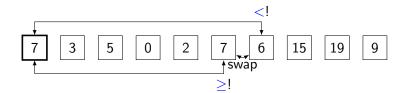


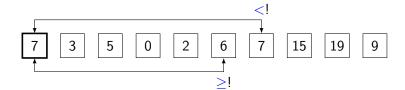








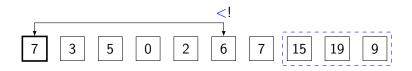


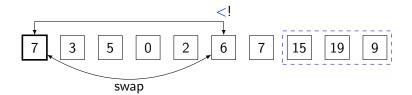


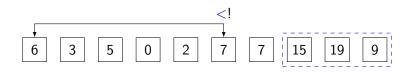


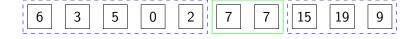


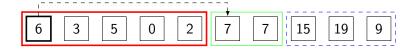


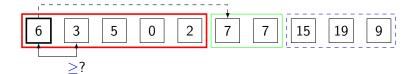


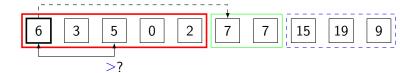


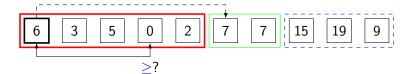


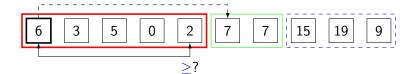


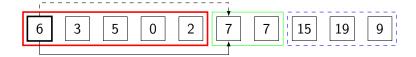


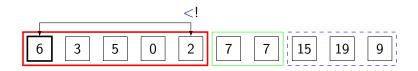


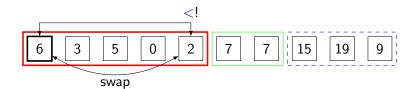


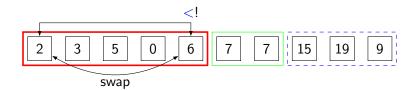




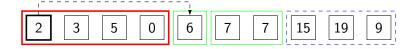


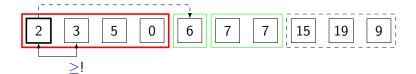






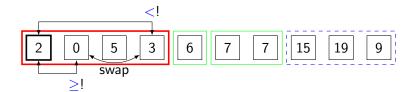
















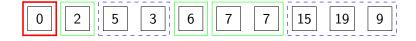


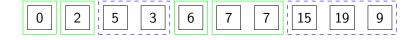


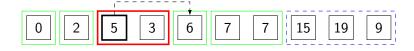


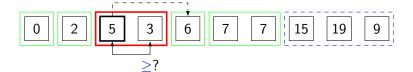


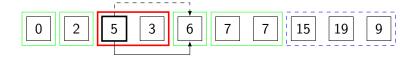








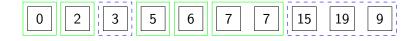


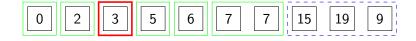


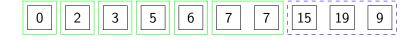
















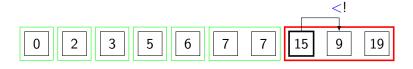






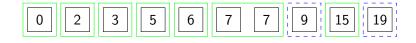








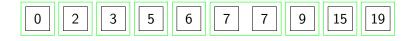














► Stabil?



- ► Stabil?
 - ► Nej!

Quicksort — val av pivåelement

- ► Komplexiteten är $O(n \log n)$ i bästa fallet
- Valet av pivåelement är kritiskt:
 - ▶ Vill ha ett pivåelement som har ett mitten-värde
 - Vid sned fördelning får man i praktiken insticks-/urvalssortering med $O(n^2)$
- Alternativ för att få en enkel tilldelning:
 - ► Välj första/sista, slumpmässigt
 - ► Medel/median mellan några stycken
 - ► Median mellan första/mitten/sista
 - Det största av de två första som skiljer sig åt

Hur snabbt kan man sortera?

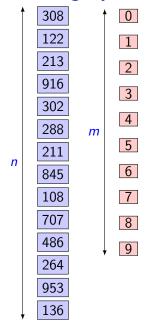
- ▶ Det snabbaste vi kan sortera med jämförelsebaserad algoritmer är $O(n \log n)$
- Den enda information vi använder är resultatet av en jämförelse av två nyckelvärden
 - \triangleright a < b?
- Nyckelsortering använder mer information om nyckeltypen
 - ► Kan göras snabbare än $O(n \log n)$

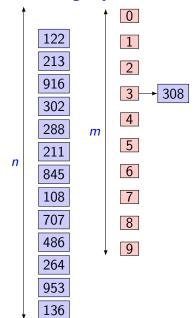
Hur sortera snabbare än $O(n \log n)$?

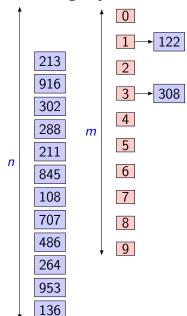
- ► Vi måste veta mer om nycklarna vi vill sortera efter:
 - Det måste gå att avbilda nycklarna på heltal V
 - Vi behöver känna till ett minsta och största värde
 - $ightharpoonup V_{\min} ... V_{\max}$ för V
- Nomplexiteten blir O(n+m) där n är antalet element och m är $V_{\text{max}} V_{\text{min}}$

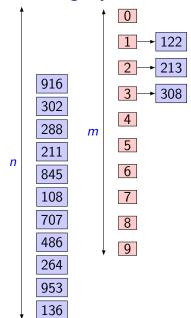
Facksortering (Bucket sort)

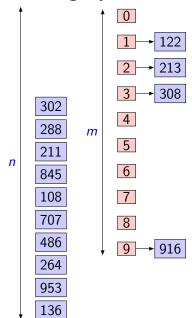
- Notera! På Wikipedia kallas denna algoritm Pidgeonhole sort
- 1. Skapa ett fack för varje nyckelvärde i intervallet V_{\min} .. V_{\max}
- 2. Gå igenom sekvensen S
 - Lägg elementen i det fack dess nyckelvärde motsvarar
 - ► Komplexitet *O*(*n*)
- 3. Länka samman facken till en sekvens i ordning V_{\min} .. V_{\max}
 - ► Komplexitet *O*(*m*)
- Kan göras stabil

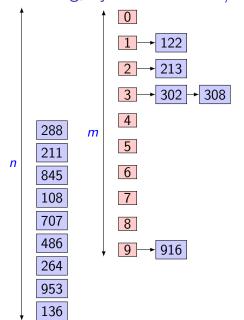


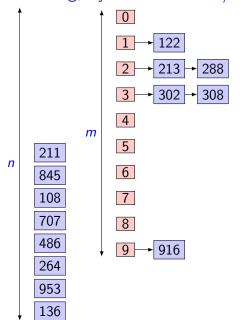


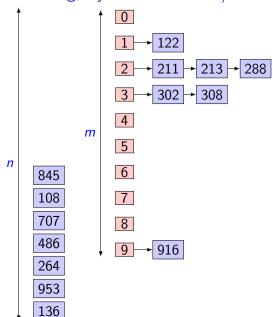


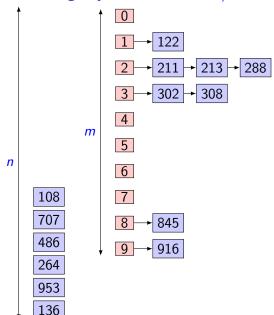


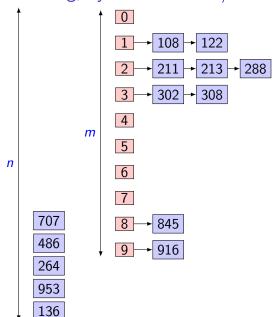


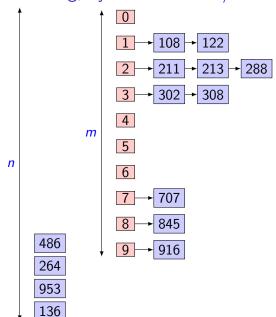


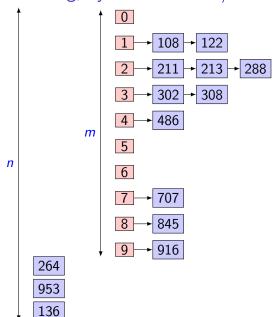


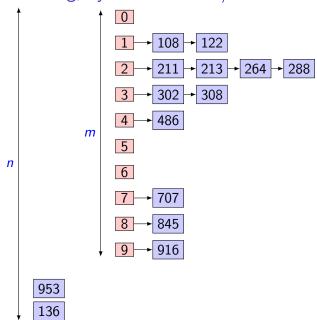


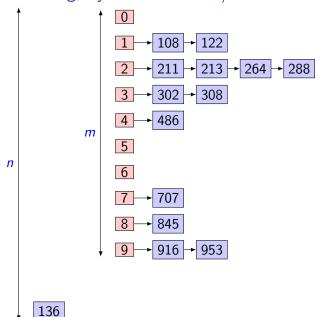


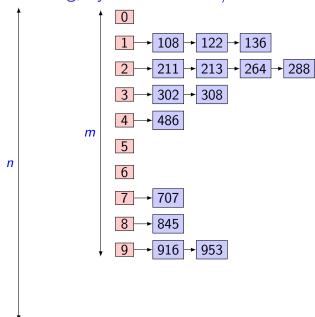


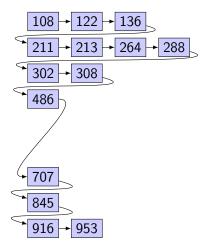


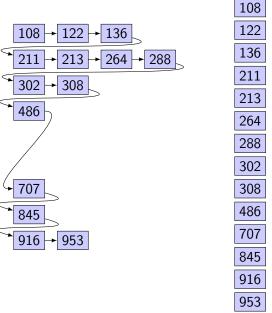












Sammanfattning

	Tidskomplexitet			
Algoritm	bästa	värsta	Stabil?	Minnesbehov
Insertion Sort	$O(n^2)$	$O(n^2)$	Ja	O(1)
Selection Sort	O(n)	$O(n^2)$	Nej^1	O(1)
Bubble Sort	O(n)	$O(n^2)$	Ja	O(1)
Merge Sort	$O(n \log n)$	$O(n \log n)$	Ja	O(n)
Quicksort	$O(n \log n)$	$O(n^2)$	Nej	$O(\log n)^2$
Heapsort	$O(n \log n)$	$O(n \log n)$	Nej	O(1)
Bucket sort	O(n+m)	O(n+m)	Ja	O(m)

► Fundera på:

- Hur hanterar algoritmen en redan sorterad lista?
- ► Hur hanterar algoritmen en motsatt sorterad lista?

 $^{^{1}}$ Ja om O(n) extra minne.

²O(n) i värsta-fallet

Länkar

- Wikipedia Sorting algorithms
 - https://en.wikipedia.org/wiki/Sorting_algorithm
- Animering av sorteringsalgorithmer
 - ▶ http://www.sorting-algorithms.com
- ▶ Dansat merge sort
 - https://www.youtube.com/watch?v=XaqR3G_NVoo

Sökning

Vad betyder "lika med"?

- ► Vid sökning och sortering definierar man ofta en extern likhetsfunktion (match function) som avgör om två elementvärden a och b är lika
- Det går att låta funktionen ta två argument och returnera True of argumenten anses lika, annars False
- Om man i stället definierar en jämförelsefunktion (compare function) och begär att den ska returnera ett heltal
 - <0 om a kommer före b i sorteringsordningen
 - 0 om a och b är lika enligt sorteringsordningen
 - >0 om a kommer efter b i sorteringsordningen så blir algoritmerna ännu flexiblare på sorterade data
- ► En jämförelsefunktion gör det möjligt att använda samma söknings- och sorteringsalgoritmer på olika data

Jämförelsefunktioner, exempel

```
Algorithm Compare-int(a, b: Int)

// Input: Two integers a and b.

// Output: An integer

// < 0 if and only if a < b

// = 0 if and only if a = b, and

// > 0 if and only if a > b

return a - b
```

```
Algorithm Compare-strings(a, b: String)

// Input: Two strings a and b.

// Output: An integer

// < 0 if and only if a comes before b

// = 0 if and only if a is equal to b

// > 0 if and only if a comes after b

if Isless-than(a,b) then

return -1

else if Isequal(a,b) then

return 0

else

return +1
```

Jämförelsefunktioner, exempel

```
Algorithm Compare-record(a, b: Record)
// Input: Two records a and b with fields lastname, firstname,
         and age
// Output: An integer <0, =0, or >0 to indicate whether a is
//
      considered to be before, equal to, or after b,
//
        respectively. The ordering is decided by last name,
// then first name. In case of a tie, a younger age is
      given precedence.
cmp \( \text{Compare-strings}(a.lastname, b.lastname)
if cmp = 0 then
 cmp 		Compare-strings(a.firstname, b.firstname)
if cmp = 0 then
 cmp 			 Compare-int(a.age, b.age)
return cmp
```

Linjär sökning

- Starta från början och sök tills elementet hittats eller sekvensen är slut
- ► Komplexitet:
 - \triangleright Om elementet finns: I medel, gå igenom halva listan O(n)
 - \triangleright Om elementet saknas: Gå igenom hela listan O(n)
- Om listan är sorterad:
 - \triangleright Om elementet finns: I medel, gå igenom halva listan O(n)
 - \triangleright Om elementet saknas: I medel, gå igenom halva lista O(n)

Algoritm linjär sökning, osorterad lista (jämför seek)

```
Algorithm Linsearch(1: List, v: Value, Value-isequal: Function)
// Input: An unsorted list, a search value, and a equality
//
         function. The Value-isequal function should accept
         two element values and return True if the values
          are considered equal.
// Output: (True, pos), where pos is the position for the first
          match, or (False, None) if no match is found.
//
p \leftarrow First(1)
while not Isend(p, 1)) do
 if Value-isequal(v, Inspect(p, 1)) then
   return (True, p)
 p \leftarrow Next(p, 1)
return (False, None)
```

Algoritm linjär sökning, sorterad lista

```
Algorithm Linsearch-sorted(1: List, v: Value, Compare: Function)
// Input: A sorted list, a search value, and a compare function.
// Output: (True, pos), where pos is the position for the first
         match, or (False, None) if no match is found.
p \leftarrow First(1)
while not Isend(1) do
 // Compare
 c ← Compare(v, Inspect(p, 1))
 if c = 0 then
   // Found it
   return (True, p)
 else if c > 0 then
   // Past where it could be, give up
   return (False, None)
 else
   // Still before where it could be, continue
   p \leftarrow Next(p, 1)
return (False, None)
```

Binär sökning

- ▶ Om sekvensen har index (t.ex. i ett fält) kan man söka binärt
- Successiv halvering av sökintervallet
- ► Sök efter elementet med värde *v*:
 - ▶ Jämför med elementet x[m] närmast mitten av intervallet
 - Om likhet klart!
 - Om v kommer före x[m] i sorteringsordningen, fortsätt sökningen rekursivt i delintervallet till vänster om m
 - Om v kommer efter x[m] i sorteringsordningen, fortsätt sökningen rekursivt i delintervallet till höger om m
- ▶ Vi får värsta-falls och medelkomplexitet $O(\log n)$

Algoritm iterativ binär sökning

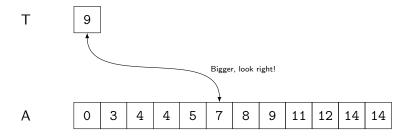
```
Algorithm Binsearch-iter(a: Array, v: Value, Compare: Function)
left \leftarrow Low(a)
right \leftarrow High(a)
while left <= right do
 // Check in the middle
 mid \leftarrow (left + right)/2
 // Compare
  c ← Compare(v, Inspect-value(a, mid))
  if c = 0 then
    // Found it
    return (True, mid)
  else if c < 0 then
    // Look left
    right ← mid - 1
  else
    // Look right
    left \leftarrow mid + 1
return (False, None)
```

Algoritm rekursiv binär sökning

```
Algorithm Binsearch-rec(a: Array, v: Value, Compare: Function,
                        left, right: Index)
if right < left then
 return (False, None)
// Check in the middle
mid \leftarrow (left + right)/2
// Compare
c ← Compare(v, Inspect-value(a, mid))
if c = 0 then
 // Found it
 return (True, mid)
else if c < 0 then
 // Look left
 return Binsearch-rec(a, v, Compare, left, mid-1)
else
 // Look right
 return Binsearch-rec(a, v, Compare, mid+1, right)
Algorithm binsearch-main(a: Array, v: Value, Compare: Function)
// Call the recursive function to do the work.
return Binsearch-rec(a, v, Compare, Low(a), High(a))
```

T 9

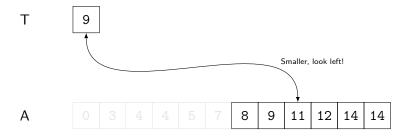
A 0 3 4 4 5 7 8 9 11 12 14 14



T 9

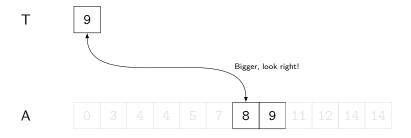
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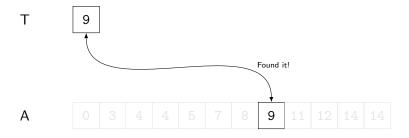
T 9

A 0 3 4 4 5 7 8 9 11 12 14 14



T 9

A 0 3 4 4 5 7 8 9 11 12 14 14



Exempel, sorterat fält

- Sök efter elementvärdet 13:
 - Linjär sökning: 8 jämförelser innan träff.

Binär sökning: 2 jämförelser innan träff.

- Sök efter elementvärdet 10:
 - Linjär sökning: 8 jämförelser innan man ger upp.

Binär sökning: 4 jämförelser innan man ger upp.

