# CSE310 Lecture 1 Notes

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## The Sorting Problem - Formal definition

Sorting problem:

- Input: a sequence of n numbers  $\langle a_1, a_2, ..., a_n \rangle$ .
- Output: a permetation (reordering) [of the input]  $\langle a'_1, a'_2, ..., a'_n \rangle$  such that  $a'_1 \leq a'_2 \leq a'_n$

## Insertion Sort: Analogy to storing cards...

There may be many ways to sort cards, but one intuitive procedure is to always insert a card into the right place.

- Works naturally when you draw a stack of cards one-by-one and put them into your hand.
- Similarly, if you sort all cards in your hand  $\rightarrow$  "in place" sorting

## Computationally represent the procedure

Pseudocode: Liberal user of English; Use of indentation for block structure; Omission of error handling (e.g. check if an array is empty).

```
// Pseudocode for insertion sort

INSERTION-SORT(A)
for j=2 to A.length // A.length=n
   key = A[j]
   // Insert A[j] into sorted sequence A[1...j-1]
```

```
i=j-1
while i>0 and A[i]>key
    A[i+1] = A[i]
    i=i-1
A[i+1]=key
```

#### Example:

```
3
   9
              2
                  9 should be inserted after 3 - no change
       6
          1
3
   9
          1
             ^{2}
                  6 should be inserted between 3 and 9
3
   6
              2
       9
          1
                  1 should be inserted before 3
1
   3
       6
          9
             2
                  2 should be inserted between 1 and 3
1
   2
       3
          6
              9
                  sorted array
```

#### Analysis of the Insertion-sort algorithm

When we analyze an algorithm, we mainly focus on the performance (running-time). The running time of the algorithm depends on vaiour factors' success.

- depends on the nature of the input (already sorted vs. reverse sorted)
- depends on the size(n) (6 vs  $10^6$  elements)  $\rightarrow$  parameterized running time.

```
-T(n) = \leftarrow function of the size (n).
```

Different kinds of running time analysis:

- Worst-case.
  - Max time on the input size n given an upperbound guarentee to the user.
- Average case.
  - expected time over all possible input
    - \* running time of every input and find the average. We need to know the probability of each input  $\rightarrow$  Input  $\times$  probability of that input = weighted average.

we don't know the exact probability, therefore, we make assumptions

- \* all inputs are equally likely uniform distibution.
- Best case
  - works on some inputs only, no guarentee to the user.

Next question: how to eliminate hardware dependency from running time.

• parametierize the running time based on the input size and then give the growth of the running time rather than giving absolute value.  $\rightarrow$  asymptotic analysis (notation)

## Asymptotic Notation:

- ignore machine dependent constants
- observe the growth of the running time.

One of the commonly used notation in the asymptotic notation is the  $\theta$  notation.

### $\theta$ notation:

• drop lower order terms and ignore constants

$$- T(n) = 3n^{3} + 50n^{2} + n + 600$$
\* drop  $50n^{2} + n + 600$ 
\* ignore 3 in front of  $3n^{3}$ 

$$- T(n) = \theta(n^{3})$$

• this means when  $n \to \infty$   $\theta(n^3) > \theta(n^2)$