

# Lab02-Sorting and Searching

VE281 - Data Structures and Algorithms, Xiaofeng Gao, TA: Li Ma, Autumn 2019

\* Please upload your assignment to website. Contact webmaster for any questions.

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1. **Cocktail Sort.** Consider the pseudo code of a sorting algorithm shown in Alg. 1, which is called *Cocktail Sort*, then answer the following questions.

- (a) What is the minimum number of element comparisons performed by the algorithm? When is this minimum achieved?
- (b) What is the maximum number of element comparisons performed by the algorithm? When is this maximum achieved?
- (c) Express the running time of the algorithm in terms of the  $O$  notation.
- (d) Can the running time of the algorithm be expressed in terms of the  $\Theta$  notation? Explain.

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**Alg. 1:** CocktailSort( $a[\cdot], n$ )

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**Input:** an array  $a$ , the length of array  $n$

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1 for  $i = 0; i < n - 1; i++$  do
2    $bFlag \leftarrow true$ ;
3   for  $j = i; j < n - i - 1; j++$  do
4     if  $a[j] > a[j + 1]$  then
5       swap( $a[j], a[j + 1]$ );
6        $bFlag \leftarrow false$ ;
7   if  $bFlag$  then
8     break;
9    $bFlag \leftarrow true$ ;
10  for  $j = n - i - 1; j > i; j--$  do
11    if  $a[j] < a[j - 1]$  then
12      swap( $a[j], a[j - 1]$ );
13       $bFlag \leftarrow false$ ;
14  if  $bFlag$  then
15    break;
```

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**Solution. :**

- (a) The minimum number is  $n - 1$

$$n - 0 - 1 - 0 = n - 1$$

. It is achieved when the array is already sorted.

- (b) The maximum number is  $\frac{n^2}{2} - (n\%2) \cdot \frac{1}{2}$ .

$$\begin{aligned} \sum_{i=0}^{\lfloor \frac{n-1}{2} \rfloor} 2 \times (n - i - 1 - i) &= \sum_{i=0}^{\lfloor \frac{n-1}{2} \rfloor} 2 \times (n - 2i - 1) \\ &= \frac{n^2}{2} - (n\%2) \cdot \frac{1}{2} \end{aligned}$$

It is achieved when the array is sorted from the biggest to the smallest number.

- (c)  $O(n^2)$

(d) No. The best case is  $O(n)$  and the worst case is  $O(n^2)$ . Hence, neither  $\Theta(n)$  nor  $\Theta(n^2)$  can express the running time.  $\square$

2. **In-Place.** In place means an algorithm requires  $O(1)$  additional memory, including the stack space used in recursive calls. Frankly speaking, even for a same algorithm, different

implementation methods bring different in-place characteristics. Taking *Binary Search* as an example, we give two kinds of implementation pseudo codes shown in Alg. 2 and Alg. 3. Please analyze whether they are in place.

Next, please give one similar example regarding other algorithms you know to illustrate such phenomenon.

### 3. Master Theorem.

**Definition 1** (Matrix Multiplication). *The product of two  $n \times n$  matrices  $X$  and  $Y$  is a third  $n \times n$  matrix  $Z = XY$ , with  $(i, j)$ th entry*

$$Z_{ij} = \sum_{k=1}^n X_{ik}Y_{kj}.$$

$Z_{ij}$  is the dot product of the  $i$ th row of  $X$  with  $j$ th column of  $Y$ . The preceding formula implies an  $O(n^3)$  algorithm for matrix multiplication.

Alg. 2: BinSearch( $a[\cdot]$ , $x$ , $low$ , $high$ )	Alg. 3: BinSearch( $a[\cdot]$ , $x$ , $low$ , $high$ )
<b>Input</b> : a sorted array $a$ of $n$ elements, an integer $x$ , first index $low$ , last index $high$ <b>Output:</b> first index of key $x$ in $a$ , $-1$ if not found	<b>input</b> : a sorted array $a$ of $n$ elements, an integer $x$ , first index $low$ , last index $high$ <b>output:</b> first index of key $x$ in $a$ , $-1$ if not found
<pre> 1 if <math>high &lt; low</math> then 2     return -1; 3 <math>mid \leftarrow low + ((high - low)/2)</math>; 4 if <math>a[mid] &gt; x</math> then 5     <math>mid \leftarrow \text{BinSearch}(a, x, low, mid - 1)</math>; 6 else if <math>a[mid] &lt; x</math> then 7     <math>mid \leftarrow \text{BinSearch}(a, x, mid + 1, high)</math>; 8 else 9     return <math>mid</math>; </pre>	<pre> 1 while <math>low \leq high</math> do 2     <math>mid \leftarrow low + ((high - low)/2)</math>; 3     if <math>a[mid] &gt; x</math> then 4       <math>high \leftarrow mid - 1</math>; 5     else if <math>a[mid] &lt; x</math> then 6       <math>low \leftarrow mid + 1</math>; 7     else 8       return <math>mid</math>; 9 return -1; </pre>

**Solution.** Alg. 2 is not in place. For each recursive step, there will be  $O(1)$  additional memory for temp variable  $mid$ . As there are  $O(\log n)$  recursive steps, the additional memory is  $O(\log n)$ .

Alg. 3 is in place. Only  $O(1)$  additional memory is required for temp variable  $mid$ .

Example:

The merge sort we learn in class, which takes  $O(n)$  additional memory, is not in place. Here is another implementation of merge sort.

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**Alg. 4:** MergeSort( $a[\cdot], left, right$ )

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**input** : An array  $a$  of  $n$  elements, the most *left* and most *right* index of the part to sort  
**output**: a sorted array  $a$

```
1 if  $left \geq right$  then
2   return
3 MergeSort( $a[\cdot], left, n/2$ )
4 MergeSort( $a[\cdot], n/2 + 1, right$ )
5  $i \leftarrow left$ 
6  $j \leftarrow n/2 + 1$ 
7  $tmp \leftarrow j$ 
8 while  $i < right$  do
9   while  $a[i] < a[j]$  do
10     $i++$ 
11   while  $a[i] > a[j]$  do
12     $j++$ 
13   swap  $a[i:index]$  with  $a[index:j]$ 
14    $i \leftarrow i + j - tmp$ 
```

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Only 3 additional variable is used. This MergeSort is in place. □

In 1969, the German mathematician Volker Strassen announced a significantly more efficient algorithm, based upon divide-and-conquer. Matrix Multiplication can be performed blockwise. To see what this means, carve  $X$  into four  $\frac{n}{2} \times \frac{n}{2}$  blocks, and also  $Y$ :

$$X = \left( \begin{array}{c|c} A & B \\ \hline C & D \end{array} \right), \quad Y = \left( \begin{array}{c|c} E & F \\ \hline G & H \end{array} \right).$$

Then their product can be expressed in terms of these blocks and is exactly as if the blocks were single elements.

$$XY = \left( \begin{array}{c|c} A & B \\ \hline C & D \end{array} \right) \left( \begin{array}{c|c} E & F \\ \hline G & H \end{array} \right) = \left( \begin{array}{c|c} AE + BG & AF + BH \\ \hline CE + DG & CF + DH \end{array} \right).$$

To compute the size- $n$  product  $XY$ , recursively compute eight size- $\frac{n}{2}$  products  $AE$ ,  $BG$ ,  $AF$ ,  $BH$ ,  $CE$ ,  $DG$ ,  $CF$ ,  $DH$  and then do a few additions.

- (a) Write down the recurrence function of the above method and compute its running time by Master Theorem.

**Solution.**  $f(n) = 8f(\frac{n}{2}) + 4 = f(n) = 8f(\frac{n}{2}) + O(1)$ . The running time is  $O(n^{\log_2 8}) = O(n^3)$ . □

- (b) The efficiency can be further improved. It turns out  $XY$  can be computed from just seven  $\frac{n}{2} \times \frac{n}{2}$  subproblems.

$$XY = \left( \begin{array}{c|c} P_5 + P_4 - P_2 + P_6 & P_1 + P_2 \\ \hline P_3 + P_4 & P_1 + P_5 - P_3 - P_7 \end{array} \right),$$

where

$$\begin{aligned} P_1 &= A(F - H), & P_2 &= (A + B)H, & P_3 &= (C + D)E, & P_4 &= D(G - E), \\ P_5 &= (A + D)(E + H), & P_6 &= (B - D)(G + H), & P_7 &= (A - C)(E + H). \end{aligned}$$

Write the corresponding recurrence function and compute the new running time.

**Solution.**  $f(n) = 7f(\frac{n}{2}) + 8 = f(n) = 7f(\frac{n}{2}) + O(1)$ . The running time is  $O^{\log_2 7}$ .  $\square$