COMP90038
Algorithms and Complexity

Lecture 9: Decrease-and-Conquer-by-a-Constant
(with thanks to Harald Søndergaard)

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Decrease-and-Conquer-by-a-Constant

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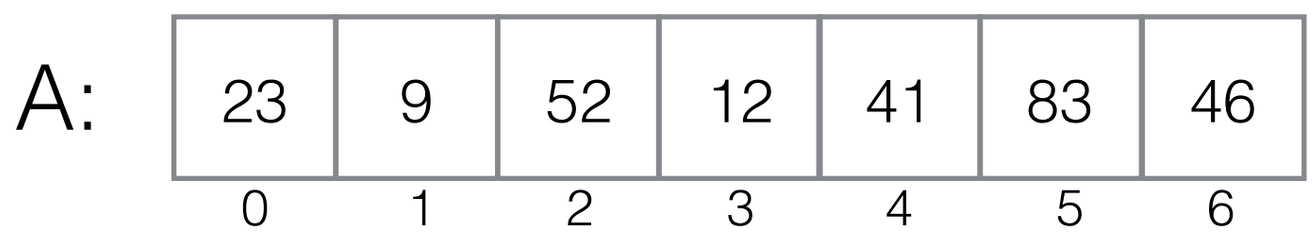
- In this approach, the size of the problem is reduced by some **constant** in each iteration of the algorithm.

- A simple example is the following approach to sorting: To sort an array of length n, just

1. sort the first n – 1 items, then
2. locate the cell that should hold the last item, shift all elements to its right to the right, and place the last element.

Sorting n items



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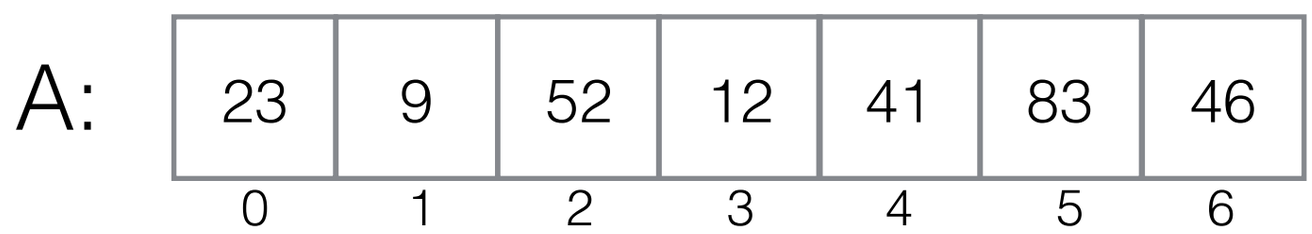

Sort first n-1 items

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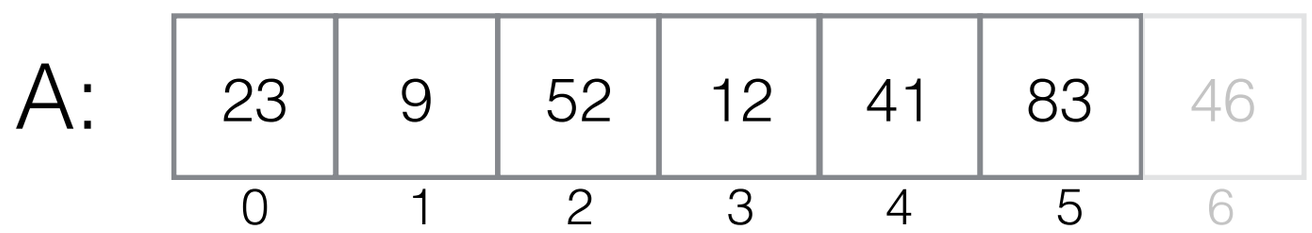

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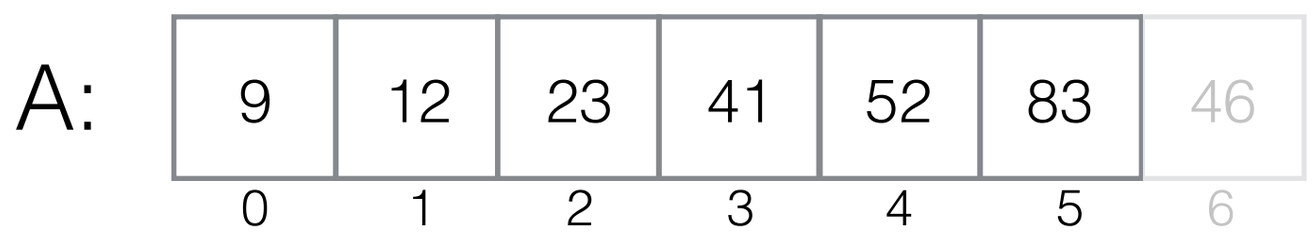

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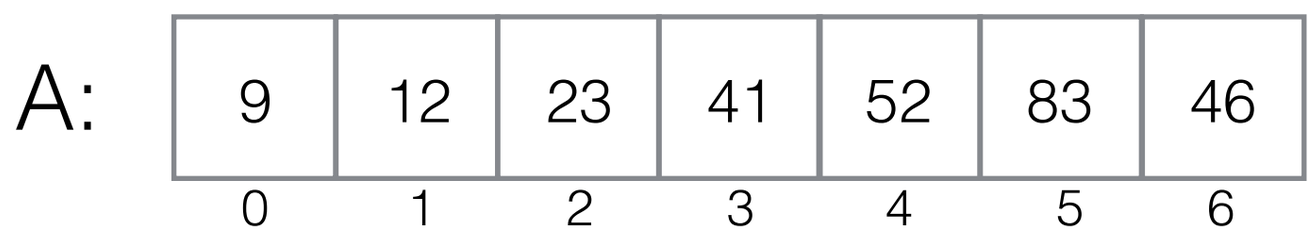

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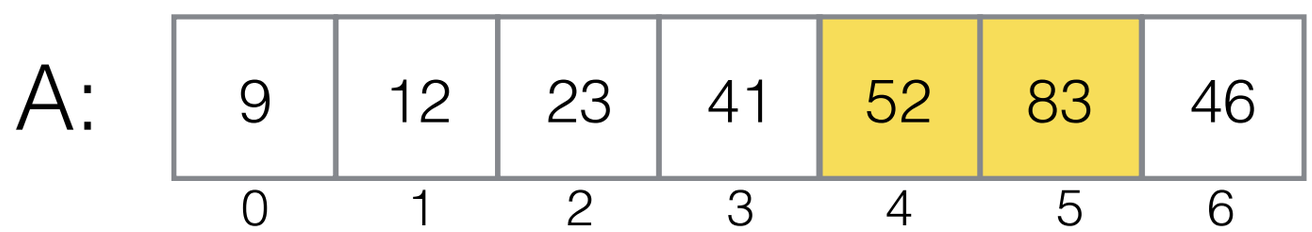

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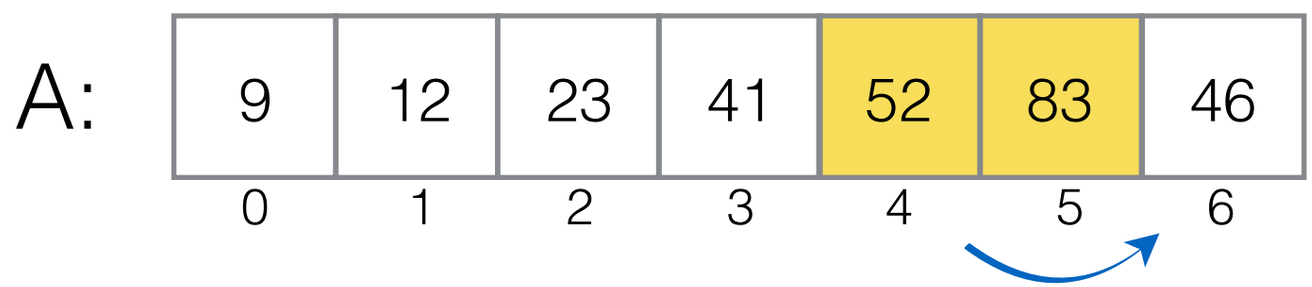

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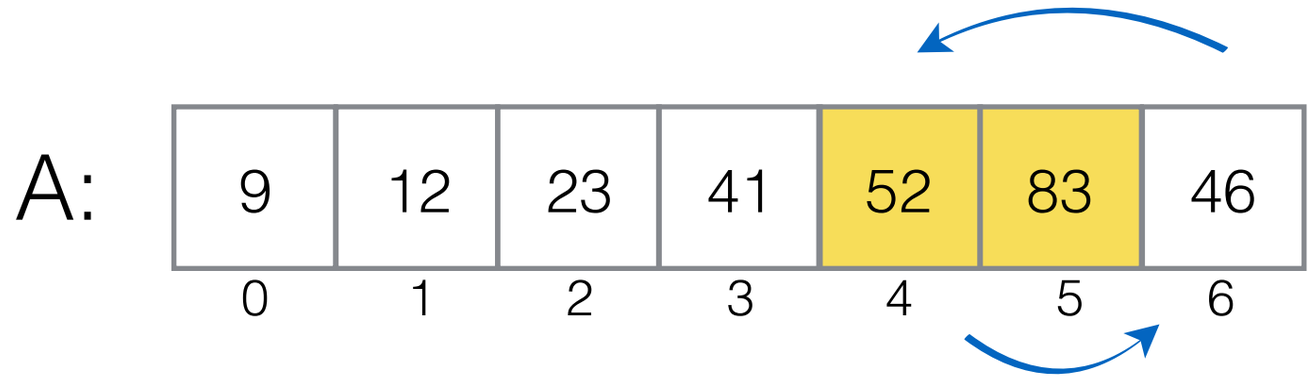

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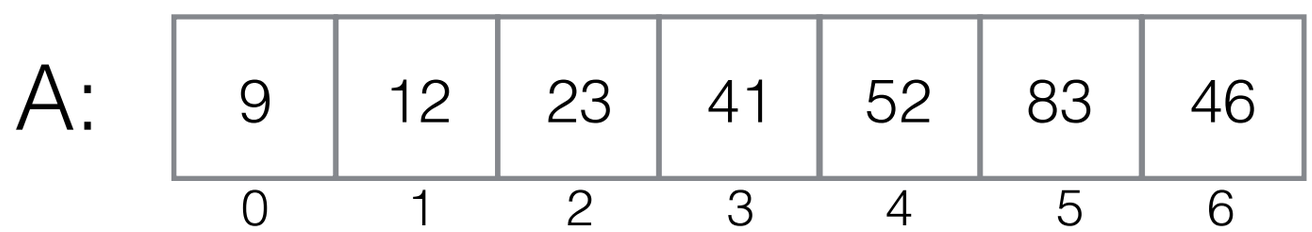

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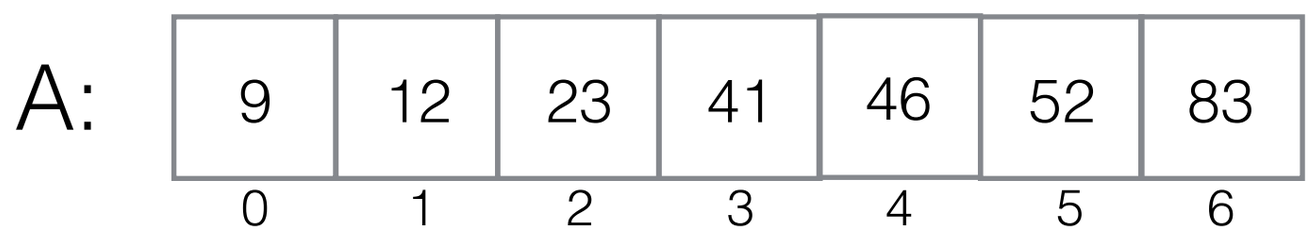

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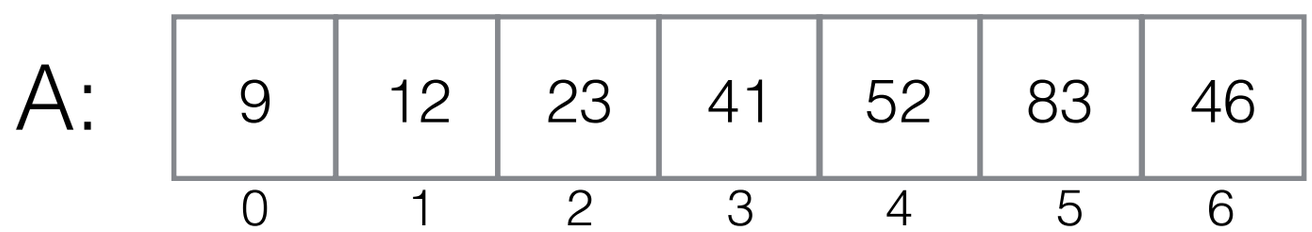

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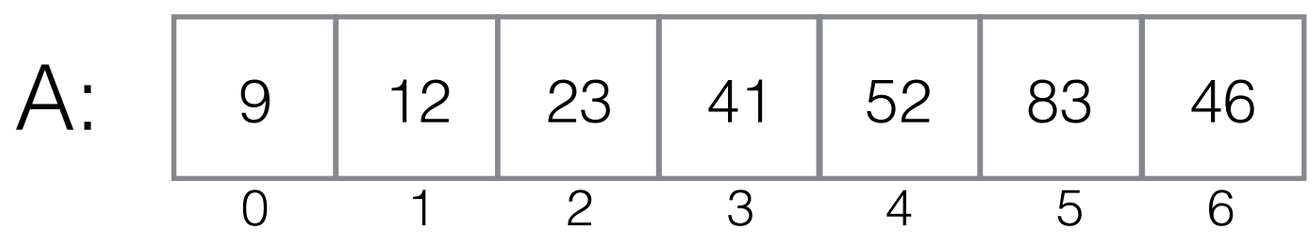
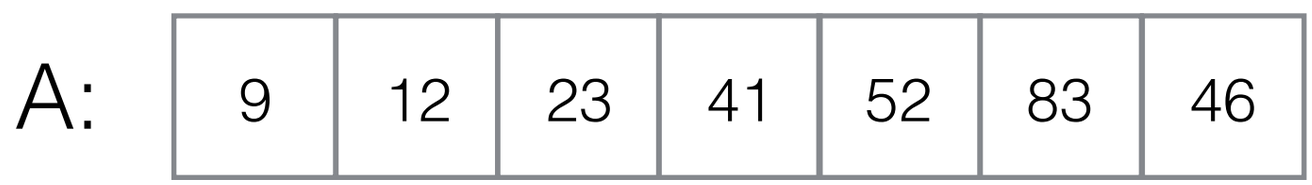


v: 46

Sorting n items



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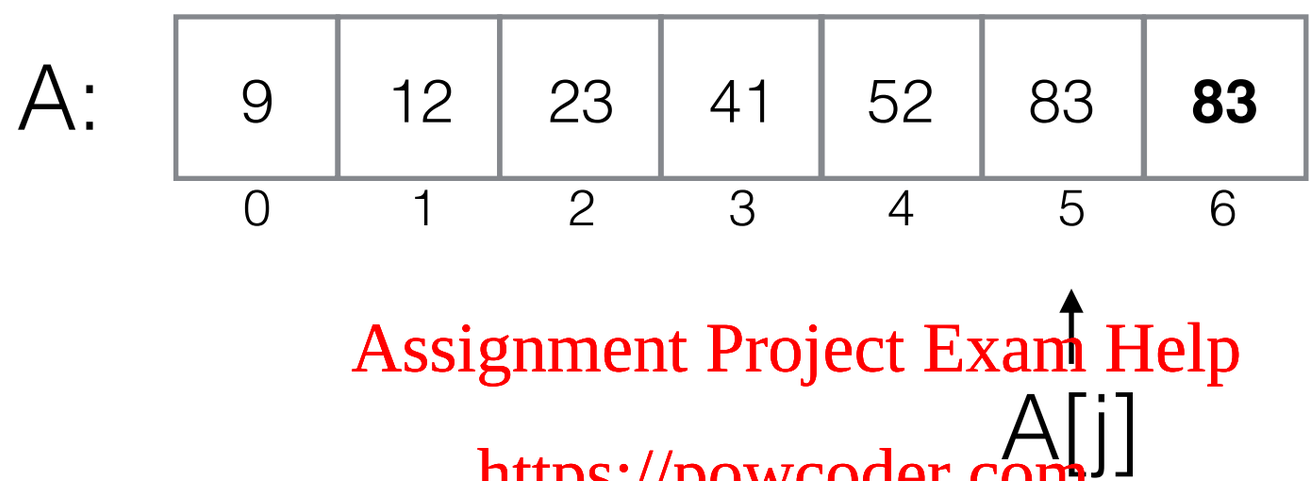

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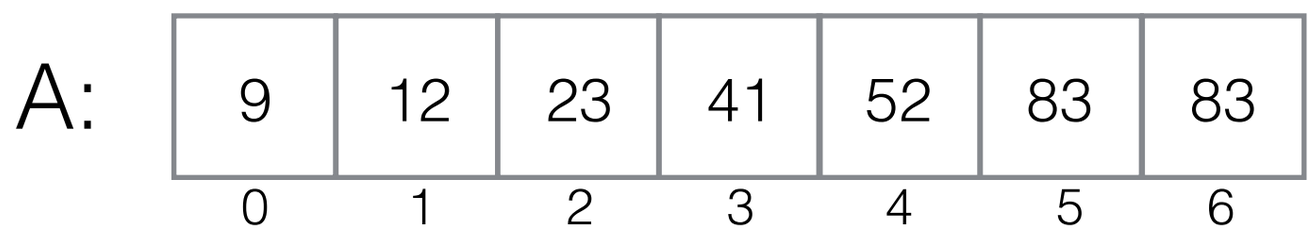

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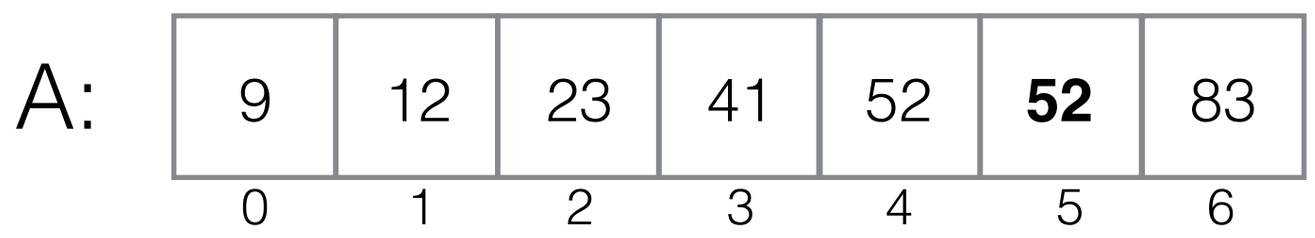

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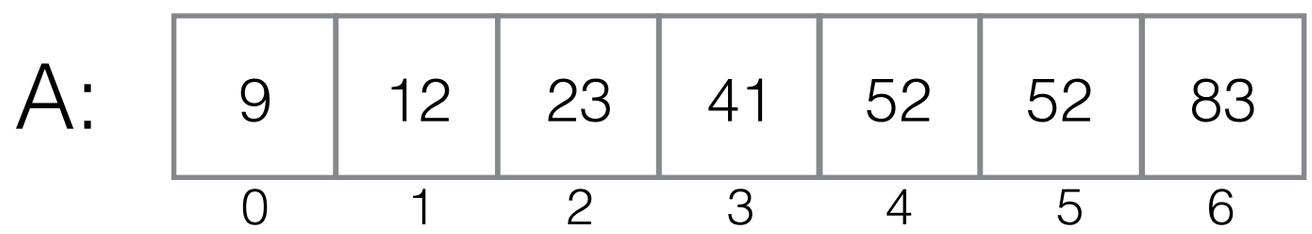

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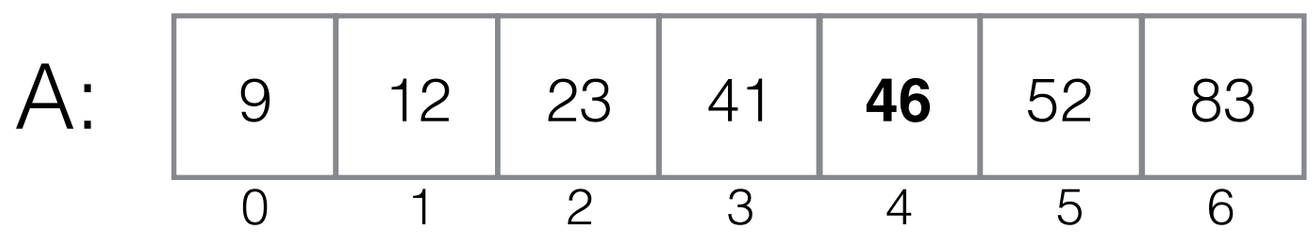

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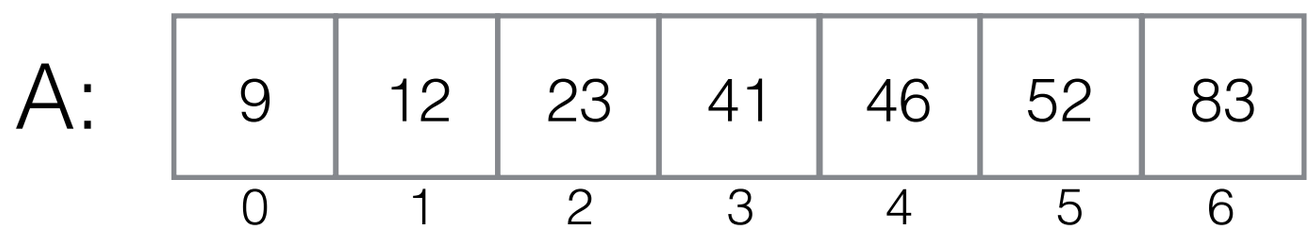

v: 46

Insertion Sort

- Sorting an array A[0]..A[n – 1]:

- To sort A[0] .. A[i] first sort A[0] .. A[i-1], then insert A[i] in its proper place

function INSERTIONSORT($A[\cdot], n$)
  for $i \leftarrow 1$ **to** $n-1$ **do**
    $v \leftarrow A[i]$
    $j \leftarrow i-1$
    while $j \geq 0$ **and** $v < A[j]$ **do**
      $A[j+1] \leftarrow A[j]$
      $j \leftarrow j-1$
    $A[j+1] \leftarrow v$

Complexity of Insertion Sort

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- The for loop is traversed n – 1 times. In the ith round, the test v < A[j] is performed i times, in the worst case.

- Hence the worst-case running time is

$$\sum_{i=1}^{n-1} \sum_{j=0}^{i-1} 1$$

- What does input look like in the worst case?

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$$\sum_{i=1}^{n-1} \sum_{j=0}^{i-1} 1 = \sum_{i=1}^{n-1} i :$$

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$$\sum_{i=1}^{n-1}\sum_{j=0}^{i-1} 1 = \sum_{i=1}^{n-1} i = \frac{(n-1)n}{2}$$

- What does input look like in the worst case?

The Trick of Posting a Sentinel

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- If we are sorting elements from a domain that is bounded from below, that is, there is a minimal element min, and the array A was known to have a free cell to the left of A[0], then we could simplify the test. Namely, we would place min (a sentinel) in that cell (A[–1]) and change the test from

$$j \geq 0 \text{ and } v < A[j]$$

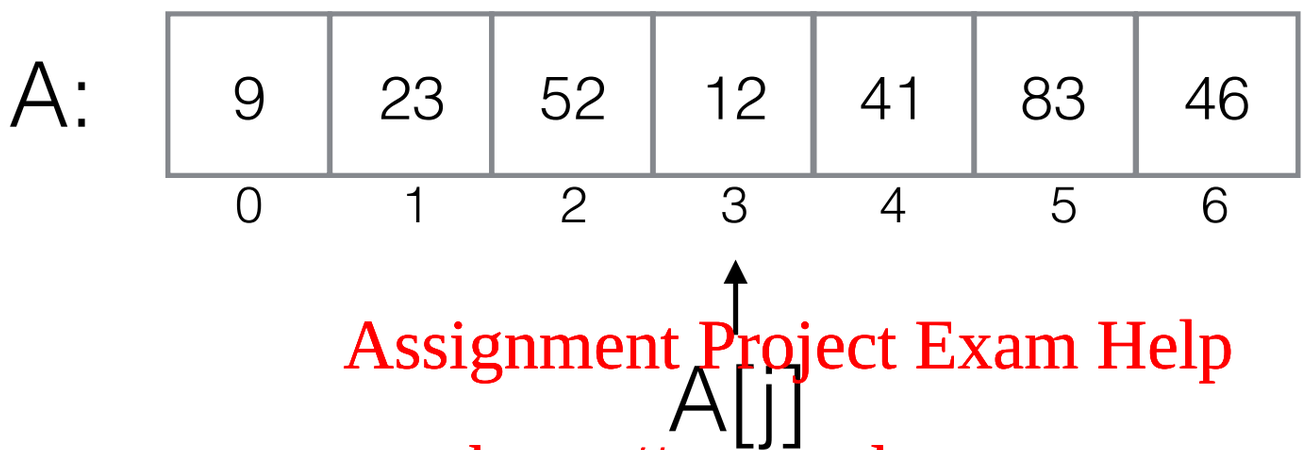
to just

$$v < A[j]$$

- That will speed up insertion sort by a constant factor.

- For this reason, extreme array cells (such as A[0] in C, and/or A[n + 1]) are sometimes left free deliberately, so that they can be used to hold sentinels; only A[1] to A[n] hold proper data.

Posting a Sentinel



Test required: $j \geq 0$ and $v < A[j]$

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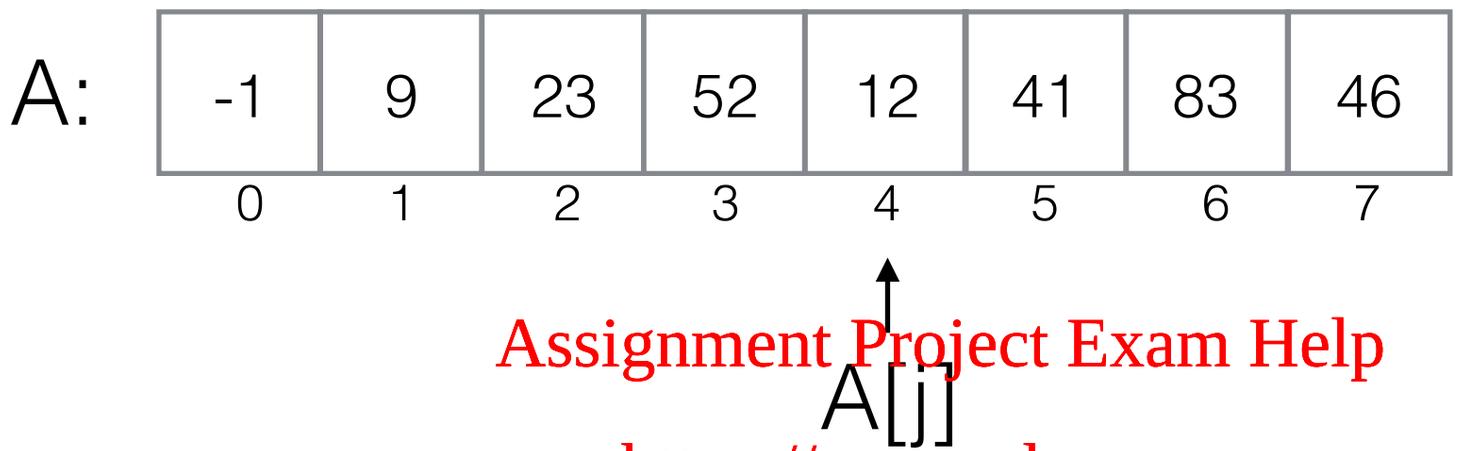

Test required: v < A[j]

Properties of Insertion Sort

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- Easy to understand and implement.
- Average-case and worst-case complexity both quadratic.
- However, linear for almost-sorted input.

- Some cleverer sorting algorithms perform almost-sorting and then let insertion sort take over.

- Very good for small arrays (say, a couple of hundred elements).
- In-place?
- Stable?

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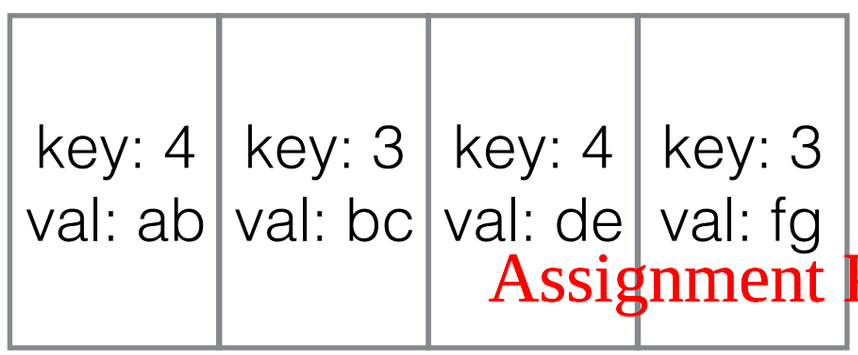
Insertion Sort Stability



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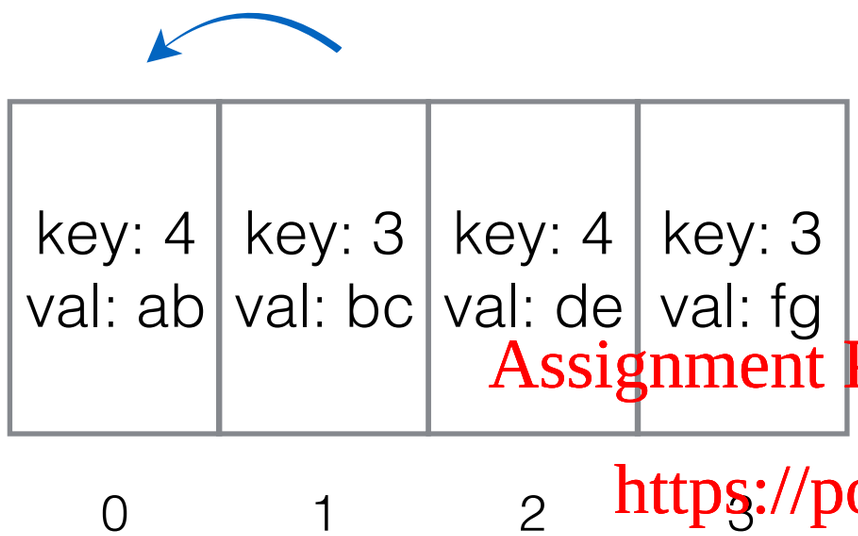

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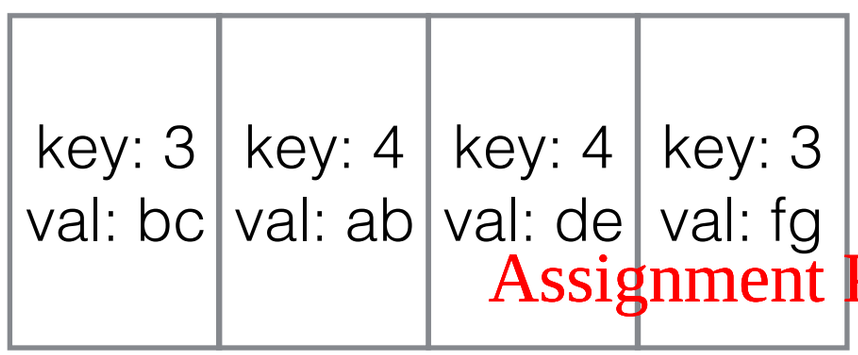

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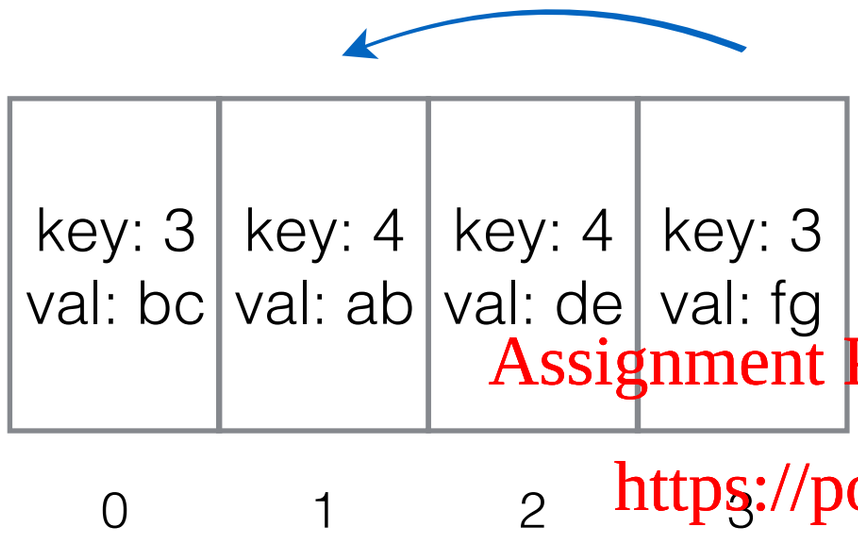

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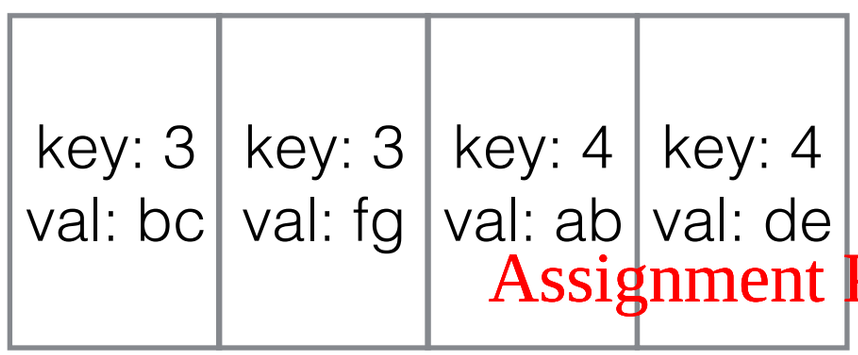

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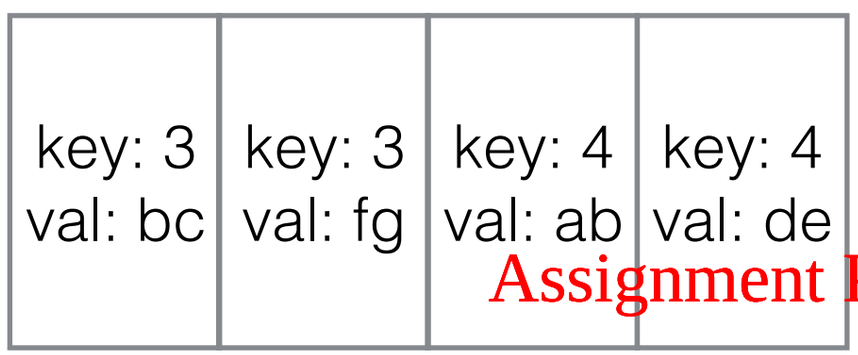

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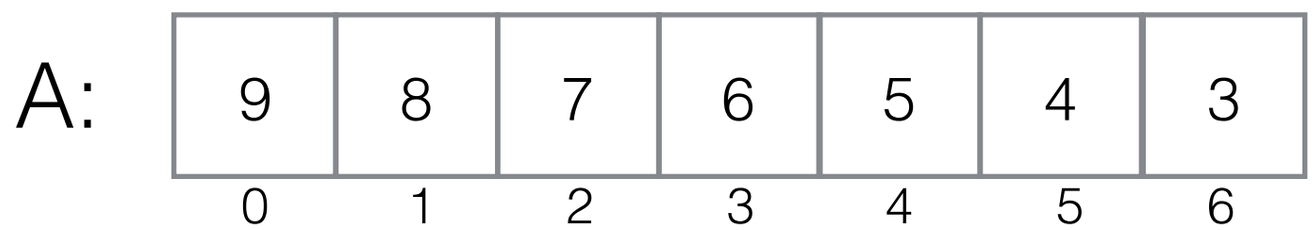

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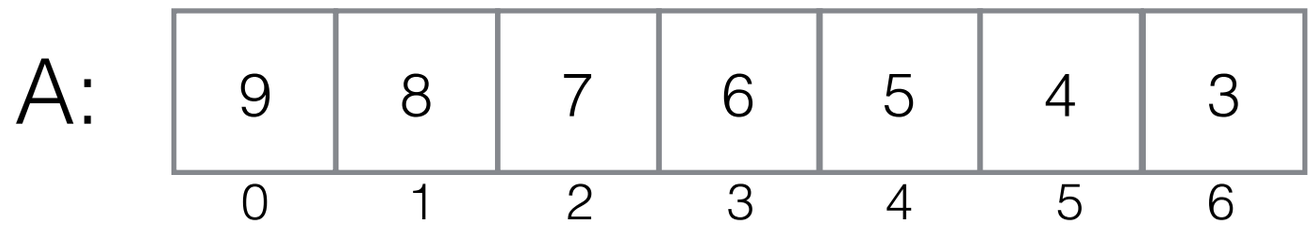

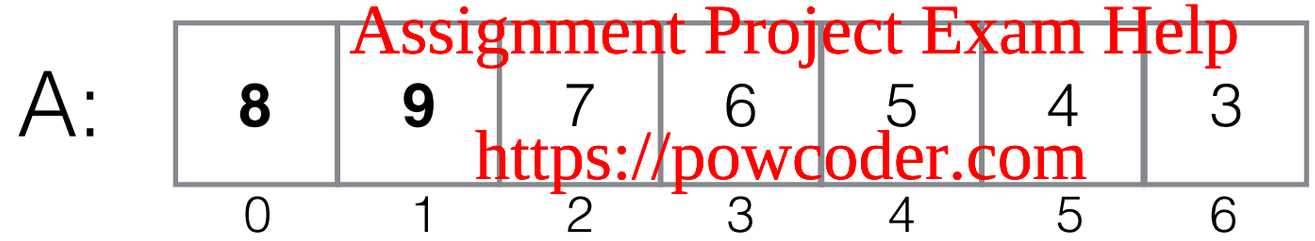

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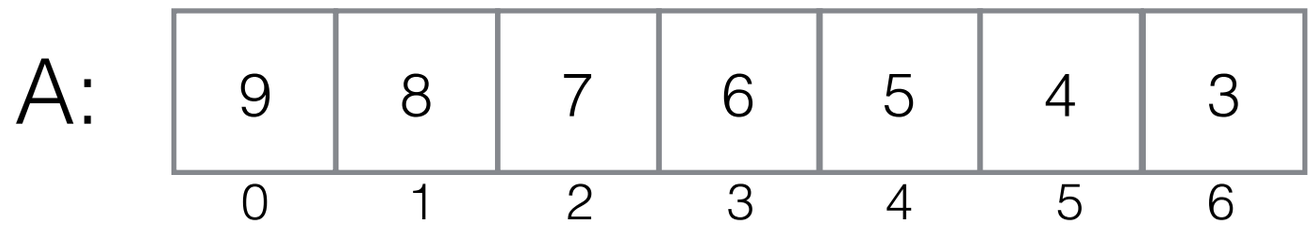

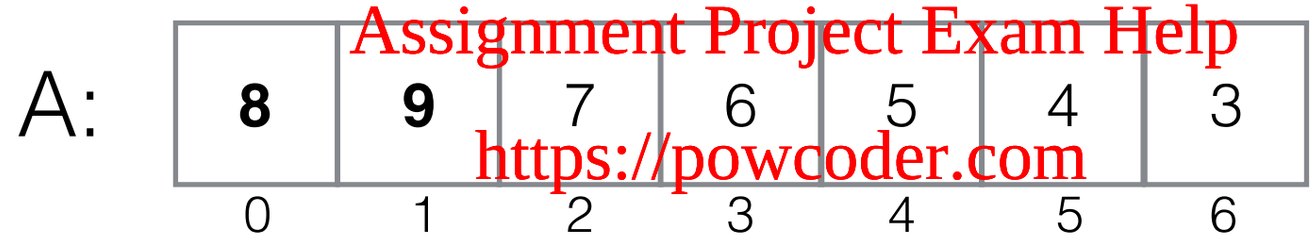

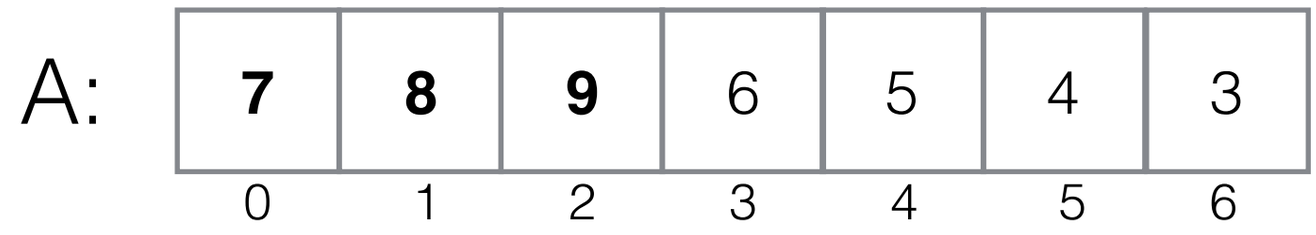

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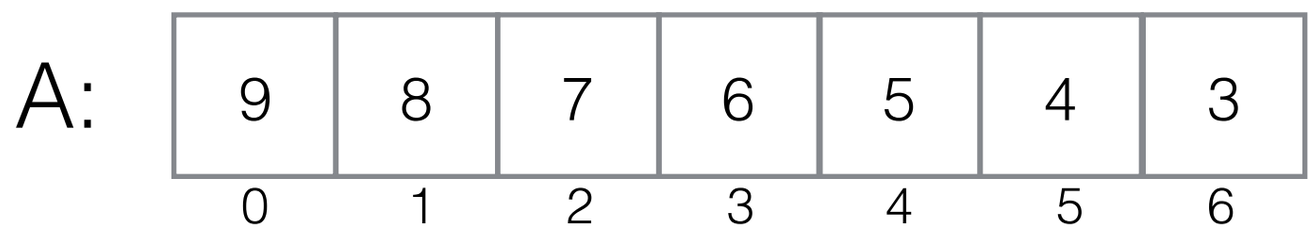
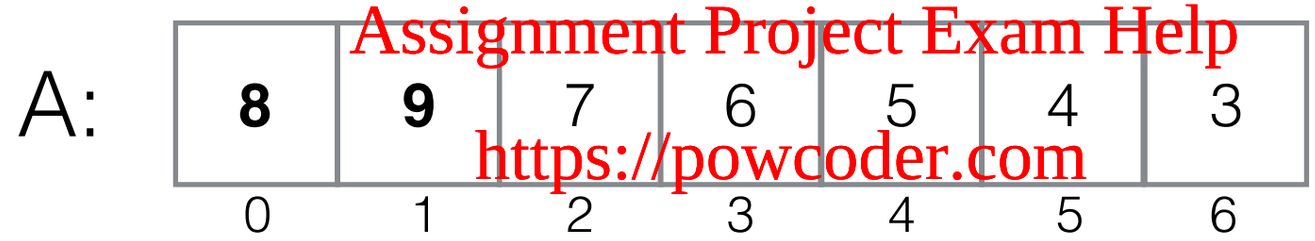
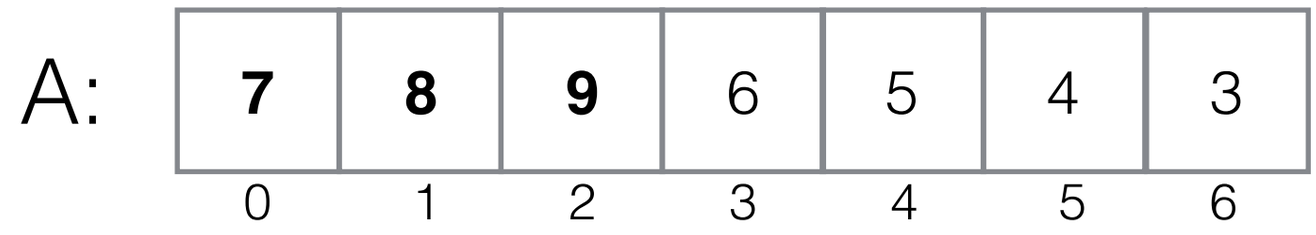
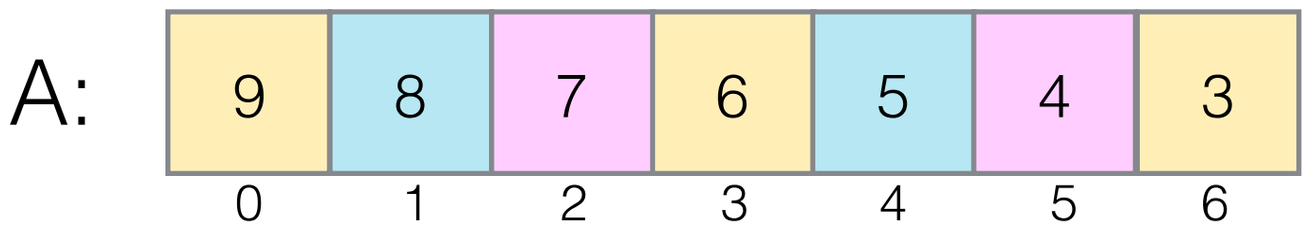






It would be better if we could move the 9, 8, etc. to the right faster

Shellsort: Motivation



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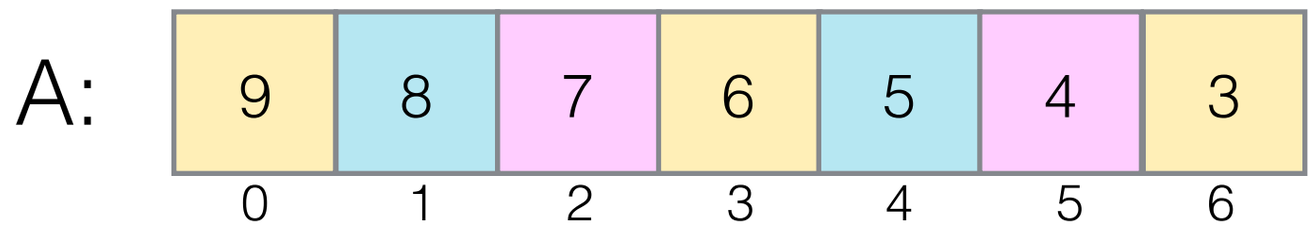
Sort the yellow entries



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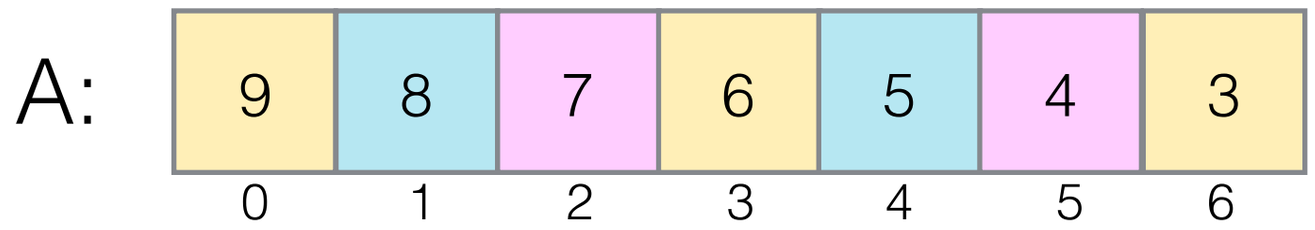
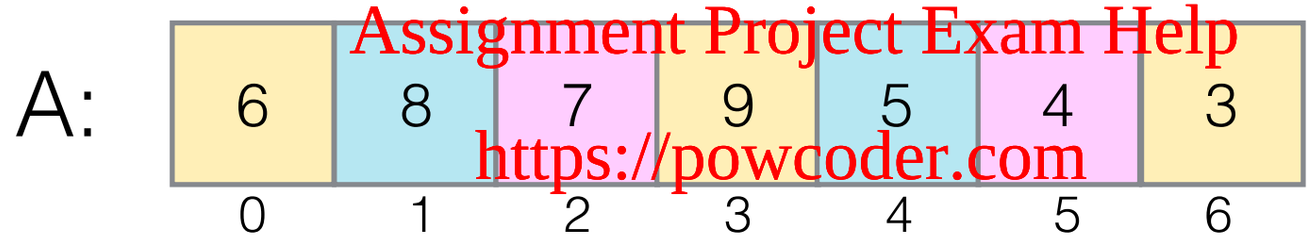
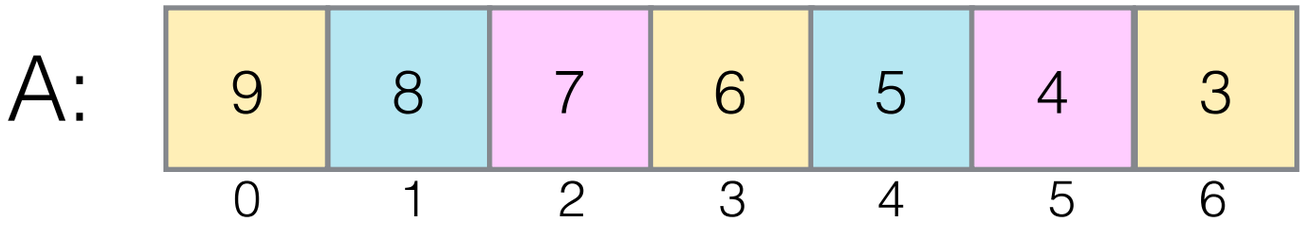
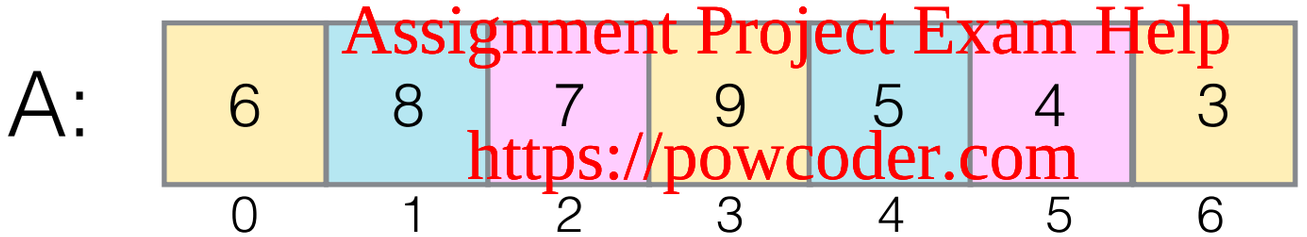


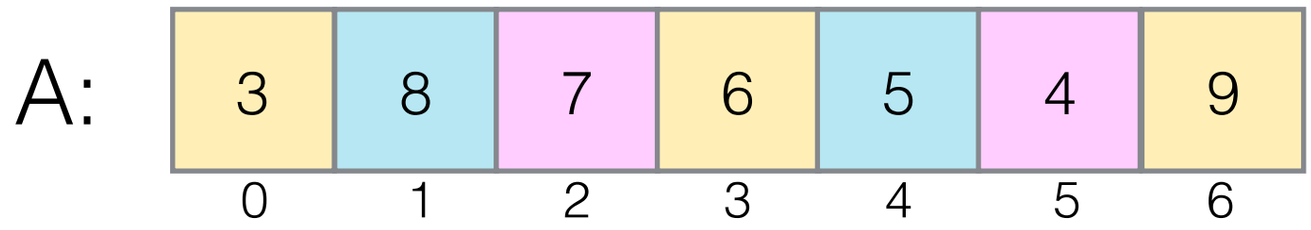


Shellsort: Motivation

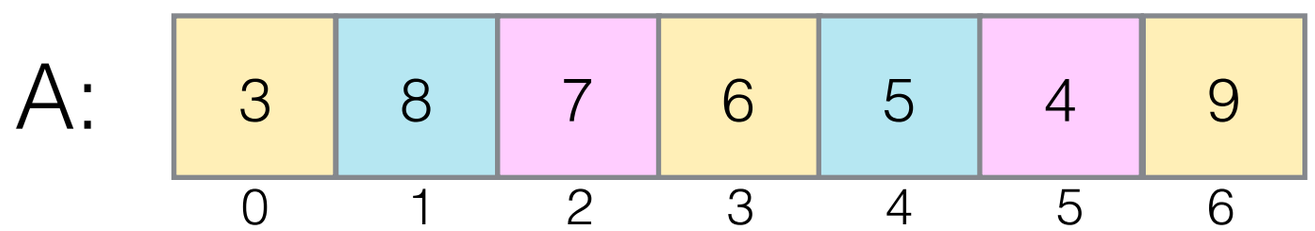
Sort the yellow entries







Shellsort: Motivation



Shellsort: Motivation

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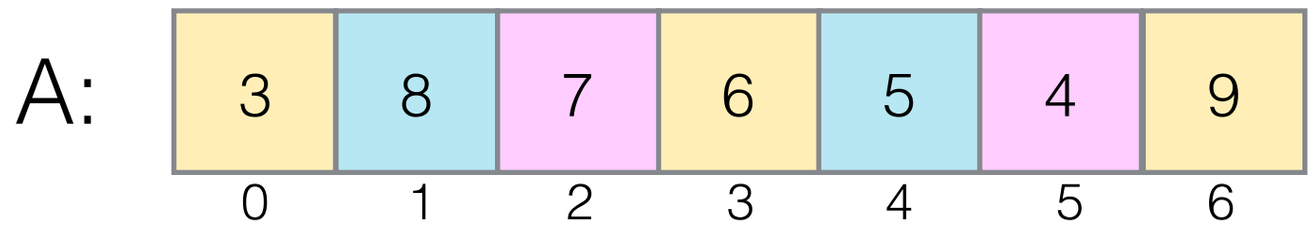
Sort the blue entries



Shellsort: Motivation

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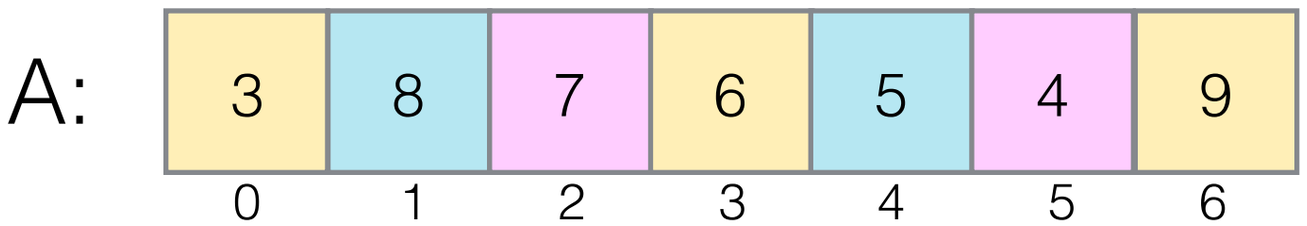

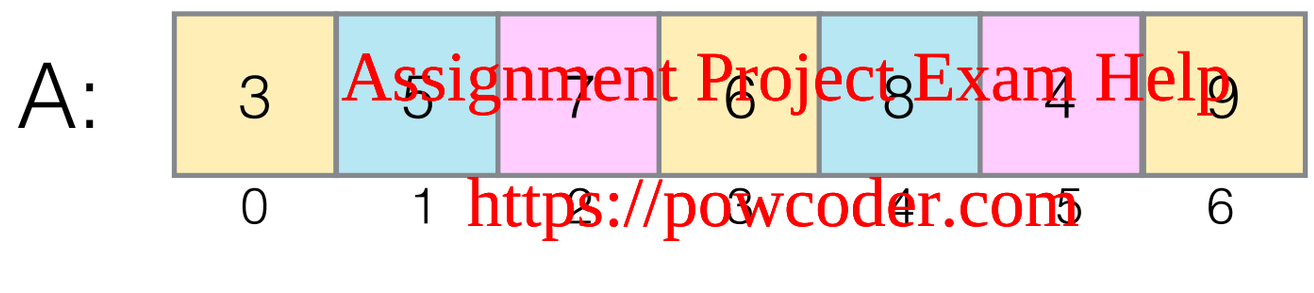

Shellsort: Motivation

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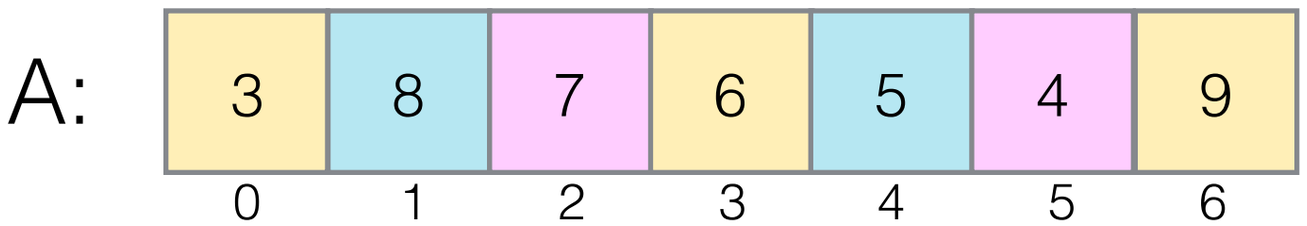
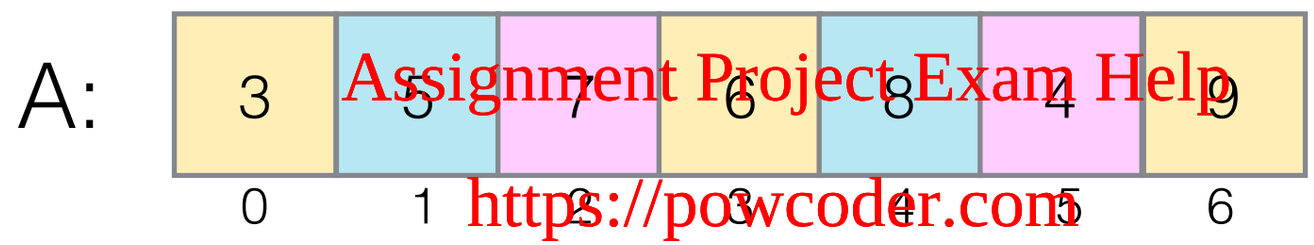
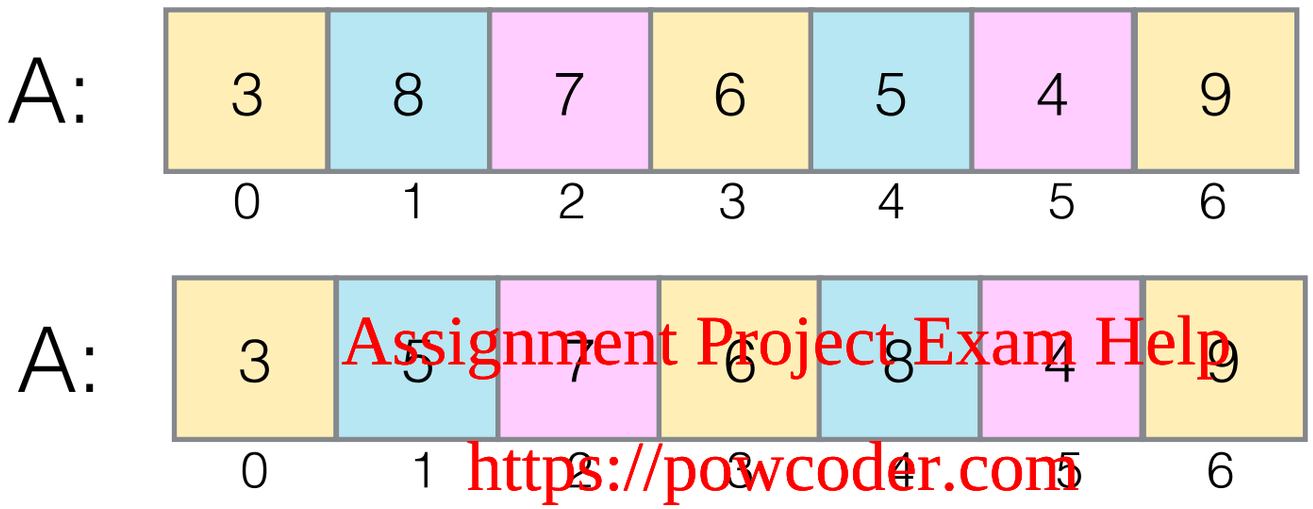




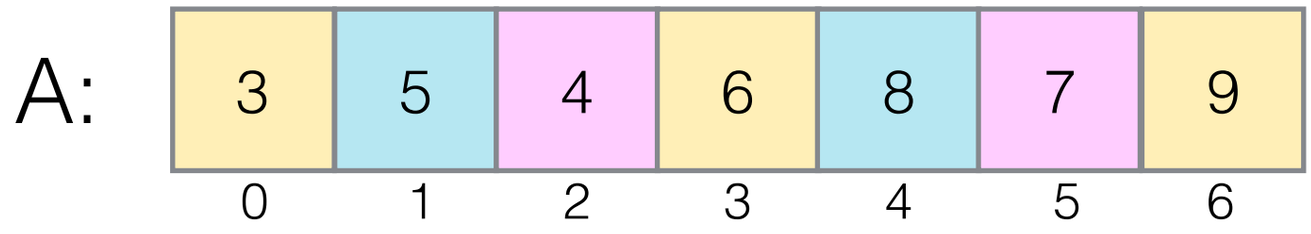
Sort the pink entries

Shellsort: Motivation

Sort the blue entries



Sort the pink entries



Shellsort: Motivation

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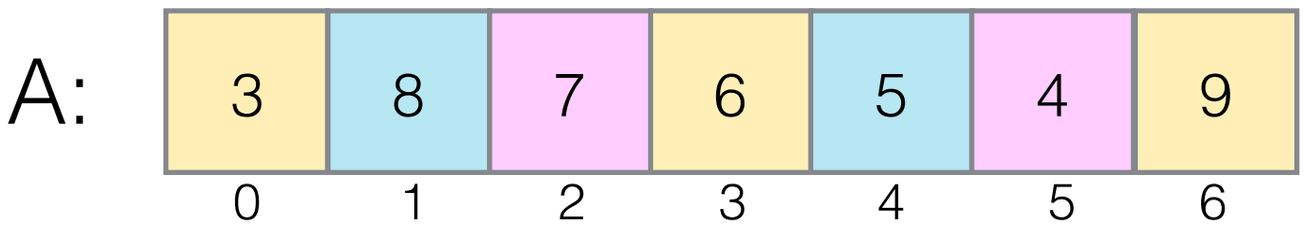

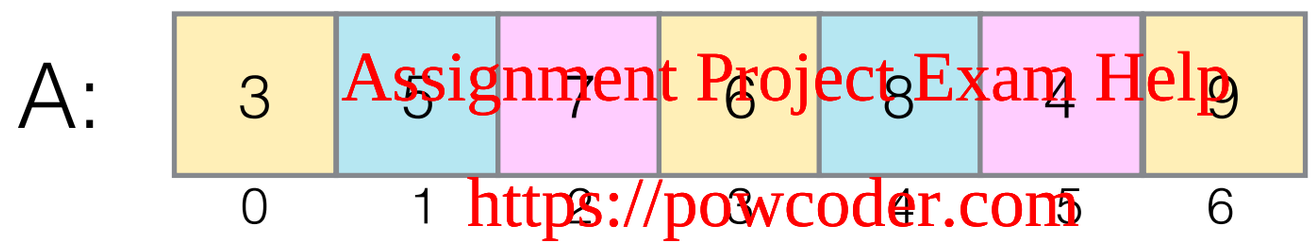

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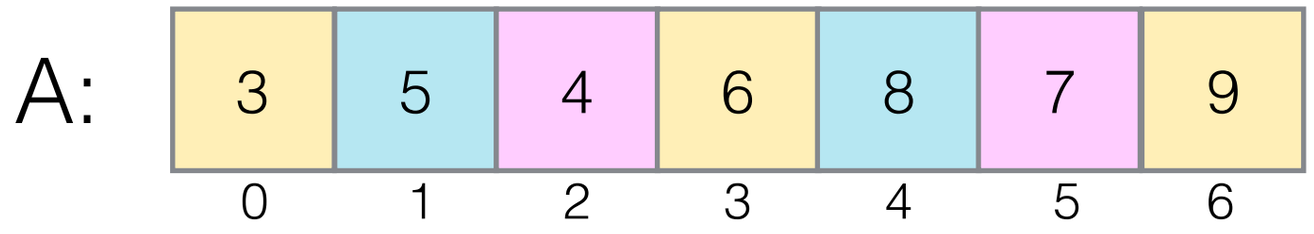
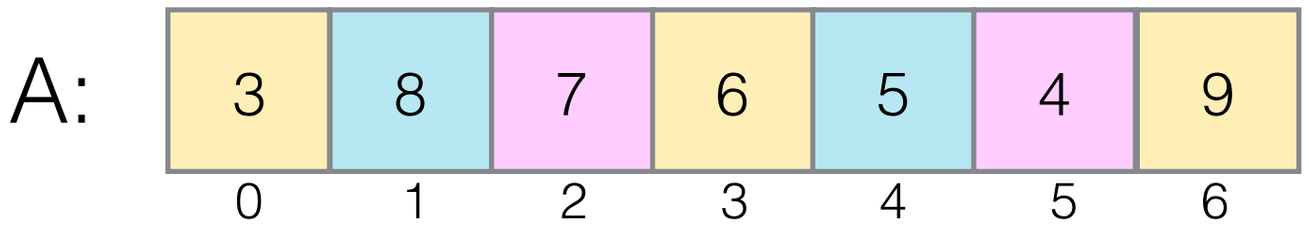
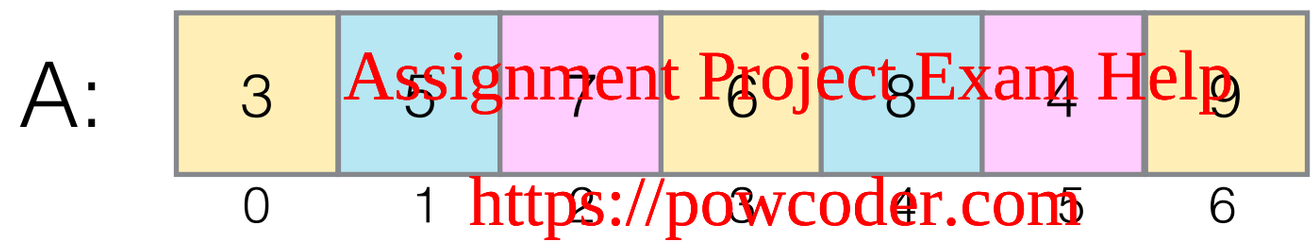


Notice how it is now **almost sorted**

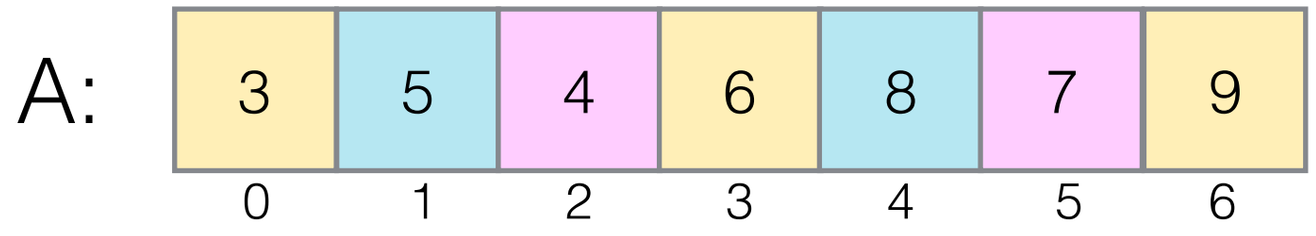
Shellsort: Motivation

Sort the blue entries





Sort the pink entries



Notice how it is now **almost sorted**

Now do a final round of insertion sort over the entire array

Shellsort: Motivation

Sort the blue entries

A:

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

A:

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

Sort the pink entries

A:

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

Notice how it is now **almost sorted**

Now do a final round of insertion sort over the entire array

A:

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

Shellsort

- We just did a shellsort for k=3
- In general:
- Think of the array as an interleaving of k lists
- Sort each list separately using insertion sort
- Then sort the resulting entire array using a final pass of insertion sort

Shellsort Passes and Gap Sequences

- For large files, start with larger *k* and then repeat with smaller *k*s

- It is common to start from somewhere in the sequence 1, 4, 13, 40, 121, 364, 1093, ... and work backwards.
  - what is the sequence?

- For example, for an array of size 20,000, start by 364-sorting, then 121-sort, then 40-sort, and so on.

- Sequences with smaller gaps (a factor of about 2.3) appear to work better, but nobody really understands why.

Properties of Shellsort

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- Fewer comparisons than insertion sort. Known to be worst-case $O(n\sqrt{n})$ for good gap sequences.

- Conjectured to be $O(n^{1.25})$ but the algorithm is very hard to analyse.

- Very good on medium-sized arrays (up to size 10,000 or so).

- In-place?

- Stable?

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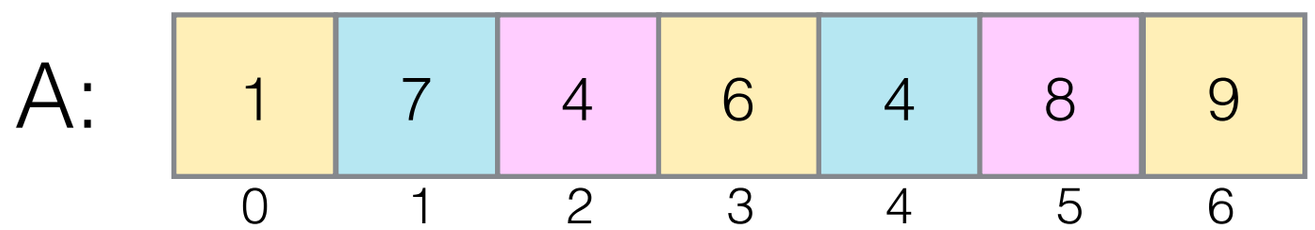
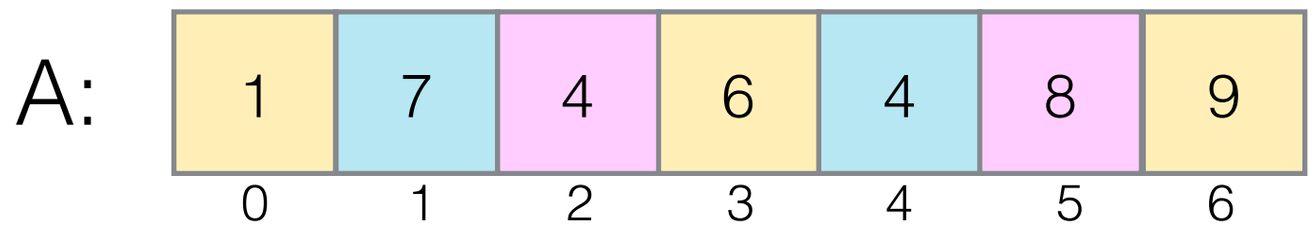
Shellsort: Stability

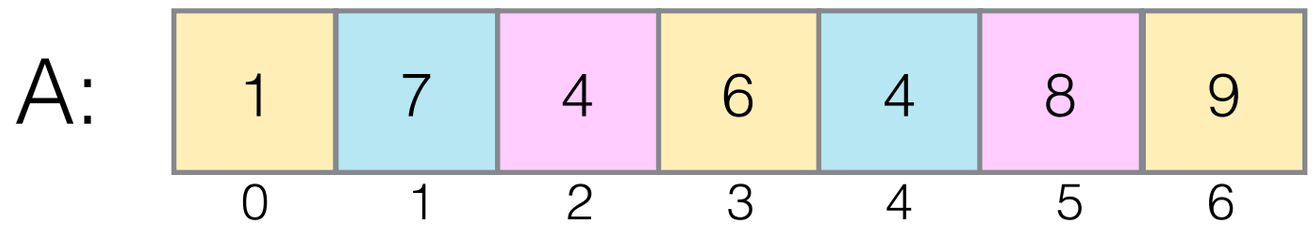


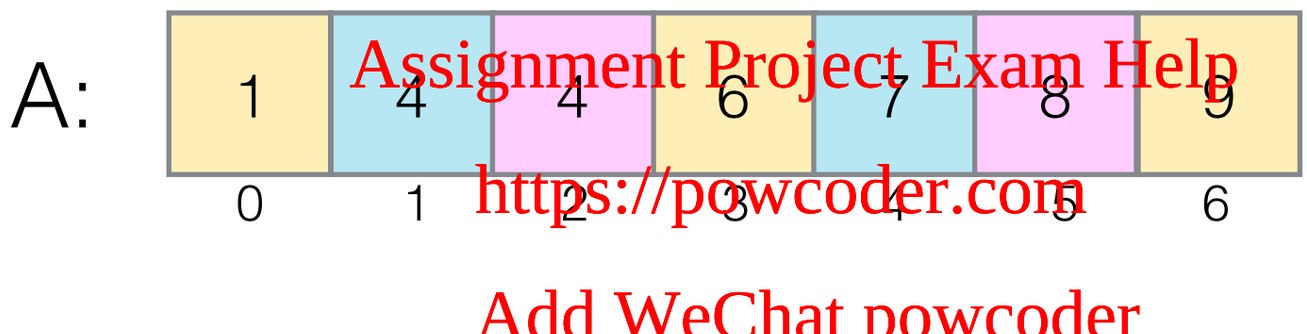
Shellsort: Stability



after sorting
the blues

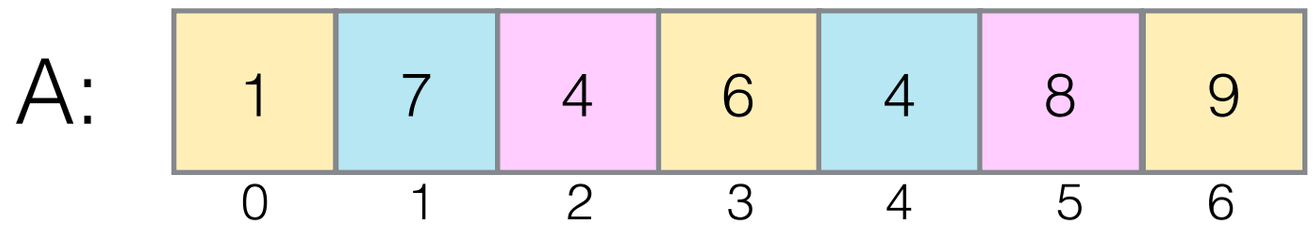
Shellsort: Stability

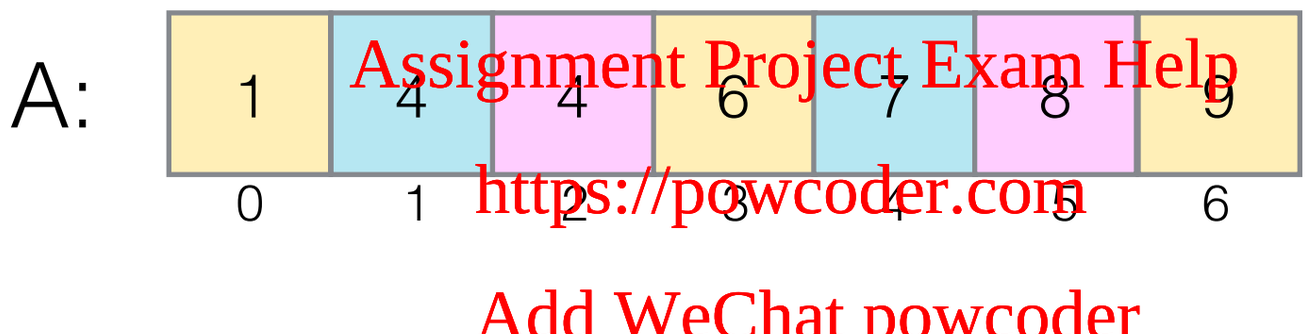




after sorting the blues

Shellsort: Stability





after sorting the blues

relative order of the two 4s has changed!

Properties of Shellsort

- Fewer comparisons than insertion sort. Known to be worst-case for good gap sequences.

- Conjectured to be $O(n \sqrt{\log(n)})$ or $O(n^{1.25})$ but the algorithm is very hard to analyse.

- Very good on medium-sized arrays (up to size 10,000 or so).

- In-place?

- Stable?

Properties of Shellsort

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- Fewer comparisons than insertion sort. Known to be worst-case for good gap sequences.

- Conjectured to be $O(n \sqrt{h})$ but the algorithm is very hard to analyse.

- Very good on medium-sized arrays (up to size 10,000 or so).

- In-place? yes

- Stable?

Properties of Shellsort

THE UNIVERSITY OF MELBOURNE

- Fewer comparisons than insertion sort. Known to be worst-case for good gap sequences.

- Conjectured to be $O(n \sqrt{h})$ but the algorithm is very hard to analyse. $O(n^{1.25})$

- Very good on medium-sized arrays (up to size 10,000 or so).

- In-place? yes

- Stable? no

Other Instances of Decrease-and-Conquer by a Constant

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- Insertion sort is a simple instance of the “decrease-and-conquer by a constant” approach.
- Another is the approach to topological sorting that repeatedly removes a source.
- In the next lecture we look at examples of “decrease by some factor”, leading to methods with logarithmic time behaviour or better!