



Sorting notes

Algorithm Design and Analysis (Nanyang Technological University)

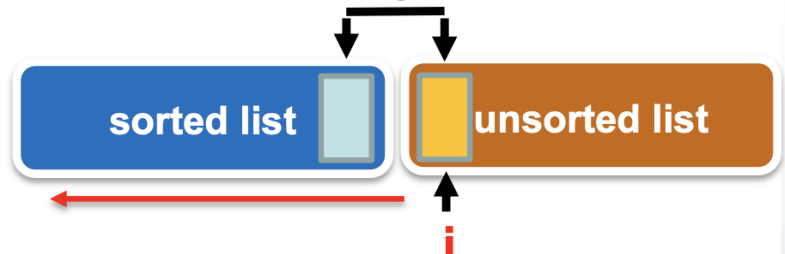


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Sorting Algorithms

Insertion sort

compare



Pseudocode

```
for (int i=1; i < n; i++)  
    for (int j=i; j > 0; j--) {  
        if (slot[j].key < slot[j-1].key)  
            swap(slot[j], slot[j-1]);  
        else break;  
    }
```

Complexity

Number of key comparisons: There are $n-1$ iterations (the outer loop)

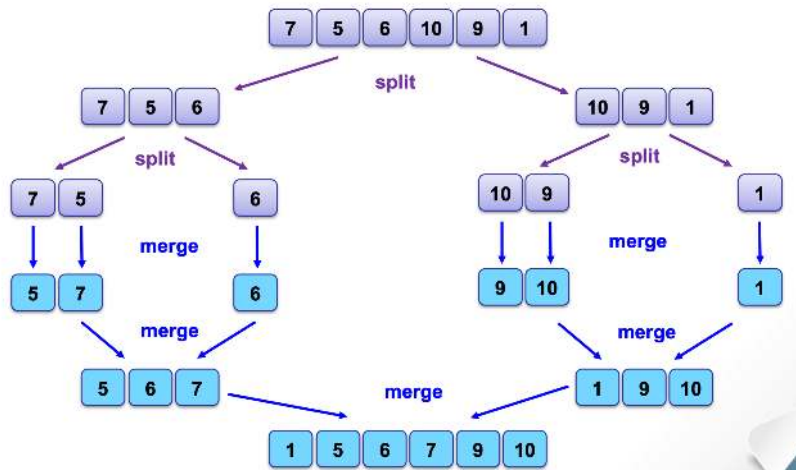
Best Case (input array already sorted)	<ul style="list-style-type: none">• Every loop only requires one comparison• Total no. of comparisons: $n-1$• Time complexity: $O(n)$
Worst Case (input array reversely sorted)	<ul style="list-style-type: none">• Every loop requires the maximum number of comparisons• Total no. of comparisons: $1 + 2 + 3 + \dots + (n-1) = \sum_{i=1}^{n-1} i = \frac{(n-1)n}{2}$• Time complexity: $O(n^2)$
Average Case	<ul style="list-style-type: none">• The ith iteration may have $1, 2, \dots, i$ key comparisons, each with $1/i$ chance• Total no. of comparisons $\frac{1}{i} \sum_{j=1}^i j = \frac{1}{i} (1 + 2 + \dots + i)$

$$1 + \frac{1}{2}(1+2) + \frac{1}{3}(1+2+3) + \dots + \frac{1}{n-1}(1+\dots+n-1) = \sum_{i=1}^{n-1} \left(\frac{1}{i} \sum_{j=1}^i j \right)$$

$$= \sum_{i=1}^{n-1} \left(\frac{1}{i} \frac{i(i+1)}{2} \right) = \frac{1}{2} \sum_{i=1}^{n-1} (i+1) = \frac{1}{2} \left(\frac{(n-1)(n+2)}{2} \right) = \Theta(n^2)$$

- Time complexity: $O(n^2)$

Merge sort




Pseudocode

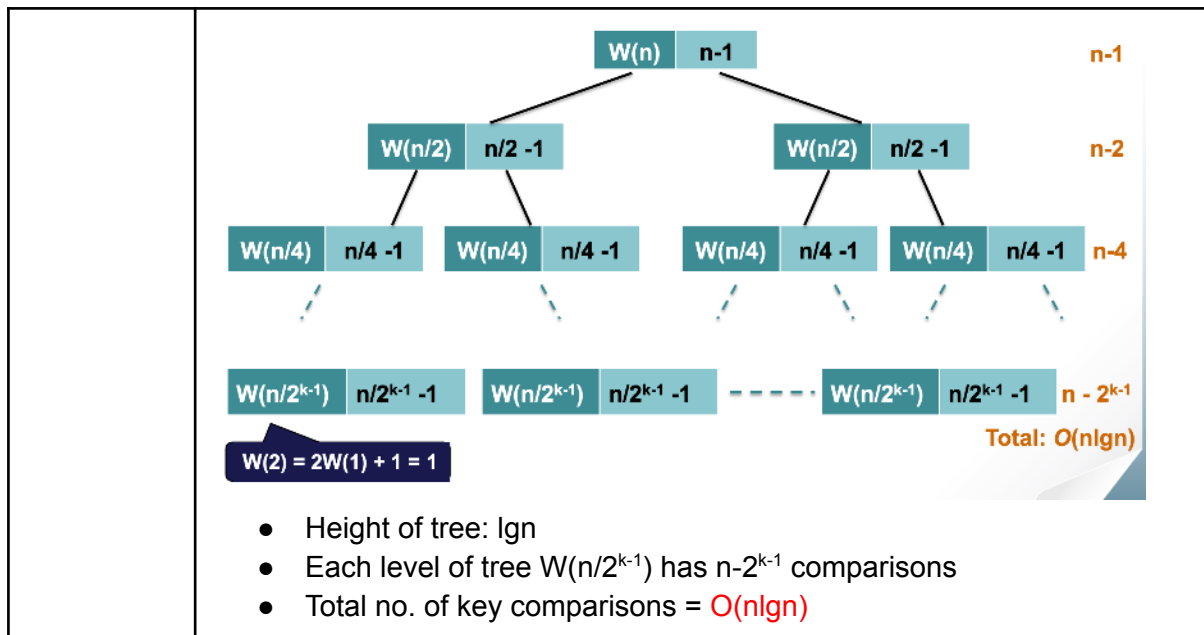
MergeSort

```
void mergesort(int n, int m)
{
    int mid = (n+m)/2;
    if (m-n <= 0)
        return;
    else if (m-n > 1) {
        mergesort(n, mid);
        mergesort(mid+1, m);
    }
    merge(n, m);
}
```

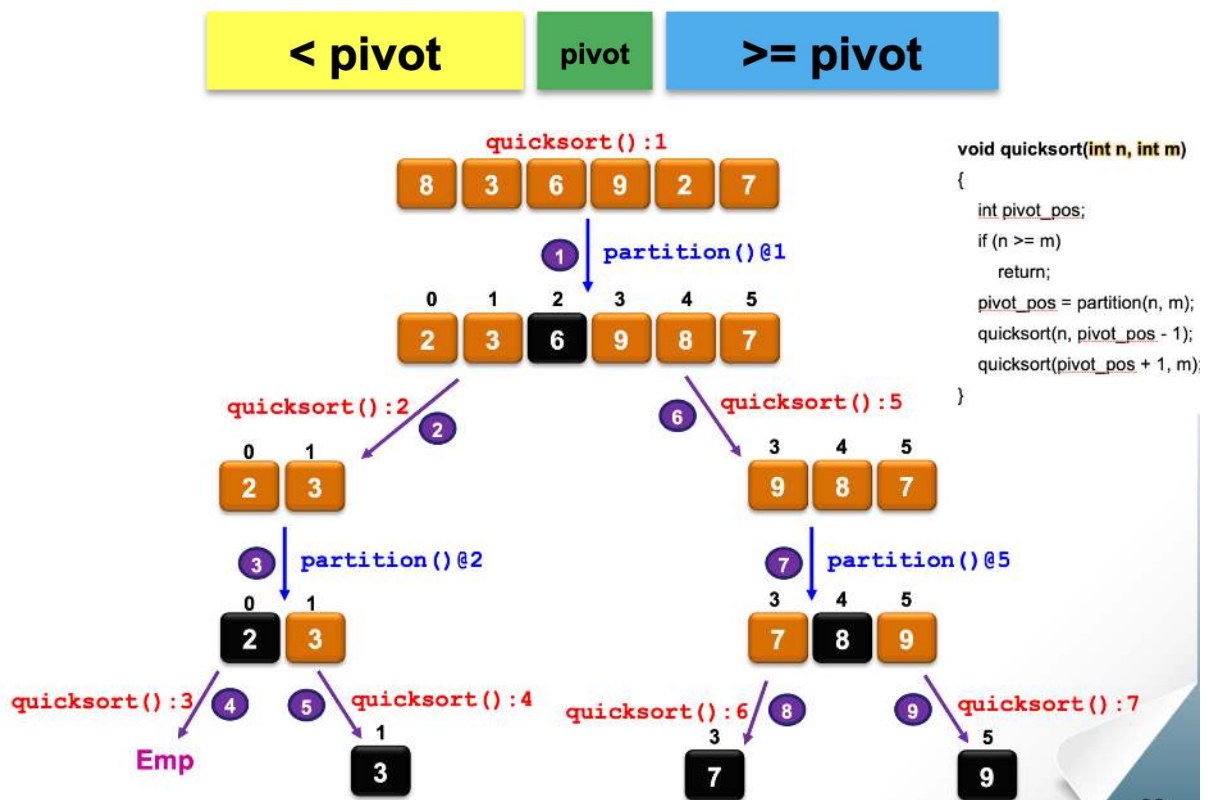
Merge	<pre> void merge(int n, int m) { if (m-n <= 0) return; divide the list into 2 halves; // both halves are sorted while (both halves are not empty) { compare the 1st elements of the 2 halves; // 1 comparison if (1st element of 1st half is smaller) 1st element of 1st half joins the end of the merged list; else if (1st element of 2nd half is smaller) move the 1st element of 2nd half to the end of the merged list; else { // the 1st elements of the 2 halves are equal if (they are the last elements) break; 1st element of 1st half joins end of the merged list; move the 1st element of 2nd half to the end of the merged list; } } // end of while loop; } // end of merge </pre>
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Complexity

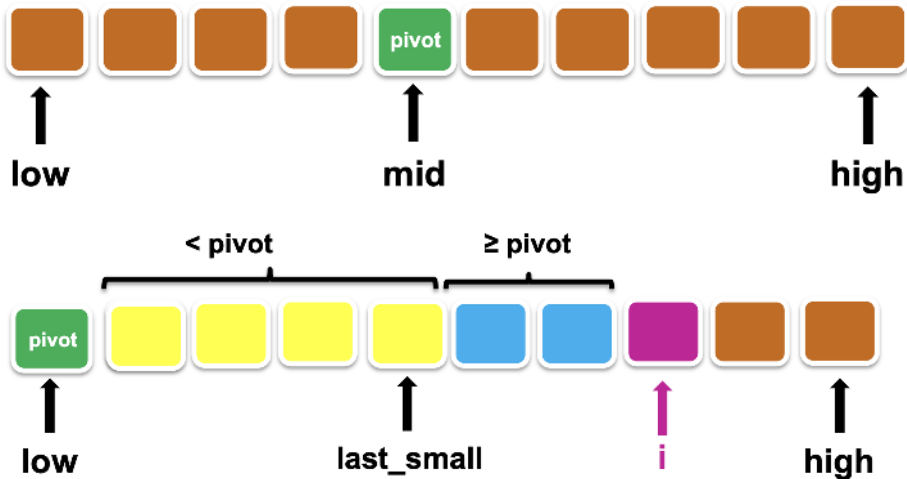
Merge()	<ul style="list-style-type: none"> All cases have same number of key comparisons: $n-1$
MergeSort()	<p>Worst case :</p> $ \begin{aligned} W(1) &= 0, \\ W(n) &= W(n/2) + W(n/2) + n-1 && \text{Or} \\ W(2^k) &= 2W(2^{k-1}) + 2^k - 1 \\ &= 2(2W(2^{k-2}) + 2^{k-1} - 1) + 2^k - 1 \\ &= 2^2W(2^{k-2}) + 2^k - 2 + 2^k - 1 \\ &= 2^2(2W(2^{k-3}) + 2^{k-2} - 1) + 2^k - 2 + 2^k - 1 \\ &= 2^3W(2^{k-3}) + 2^k - 2^2 + 2^k - 2 + 2^k - 1 \\ &\dots \\ &= 2^k W(2^{k-k}) + k2^k - (1 + 2 + 4 + \dots + 2^{k-1}) \\ &= k2^k - (2^k - 1) \\ &= n \lg n - (n - 1) \\ &= O(n \lg n) \end{aligned} $ 



Quick sort



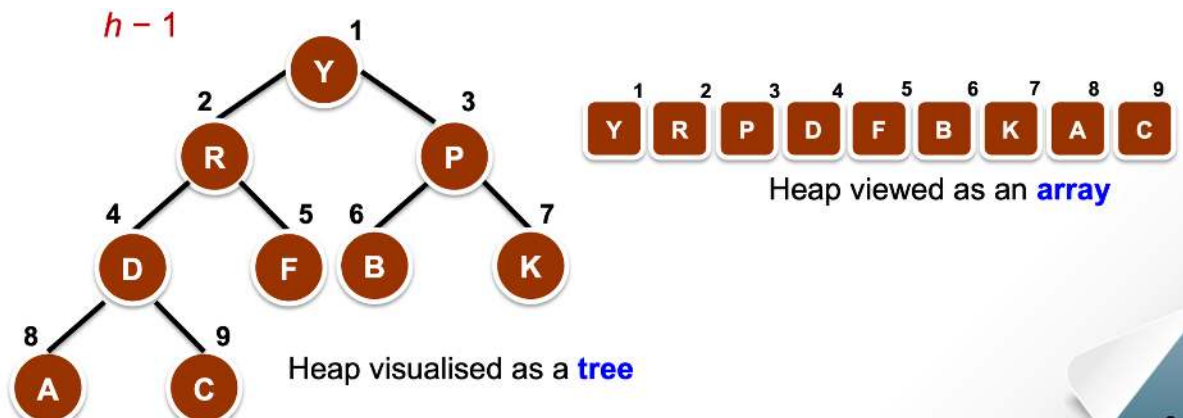
Pseudocode

QuickSort	<pre> void quicksort(int n, int m) { int pivot_pos; if (n >= m) return; pivot_pos = partition(n, m); quicksort(n, pivot_pos - 1); quicksort(pivot_pos + 1, m); } </pre>
Partition	 <pre> int partition(int low, int high) { int i, last_small, pivot; int mid = (low+high)/2; swap(low, mid); pivot = slot[low]; last_small = low; for (i = low+1; i <= high; i++) if (slot[i] < pivot) swap(++last_small, i); swap(low, last_small); return last_small; } </pre>

Complexity

Best Case (chosen pivot is perfect middle)	$T(1) = 0,$ $T(n) = 2T(n/2) + cn$, where c is a constant $T(n) = 2(2T(n/4) + cn/2) + cn$ $= 2^2T(n/4) + 2cn$ $= 2^3T(n/8) + 3cn$ \dots $= 2^k T(n/2^k) + kcn$ $= nT(1) + cn \lg n = cn \lg n$ $\therefore T(n) = \Theta(n \lg n)$ <ul style="list-style-type: none"> Time complexity: $O(n \lg n)$
Worst Case (chosen pivot is smallest or largest in array)	<ul style="list-style-type: none"> Total no. of comparisons: $\sum_{k=2}^n (k-1) = \sum_{k=1}^{n-1} k = \frac{n(n-1)}{2}$ <ul style="list-style-type: none"> Time complexity: $O(n^2)$
Average Case	<ul style="list-style-type: none"> Proof not needed Time complexity: $O(n \lg n)$

Heap sort



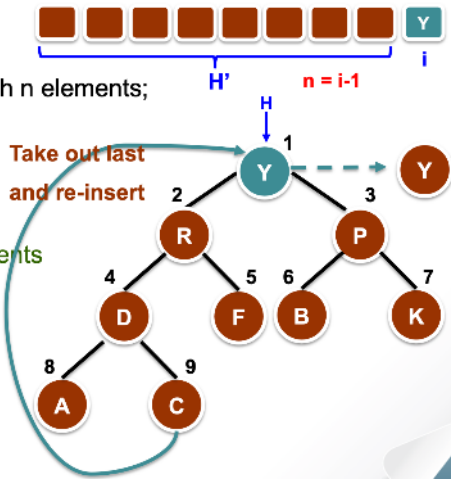
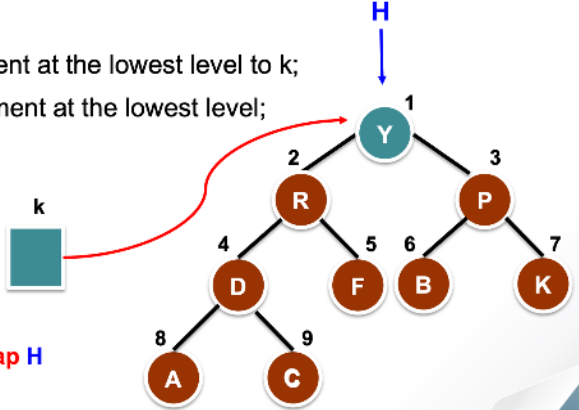
Heap definitions:

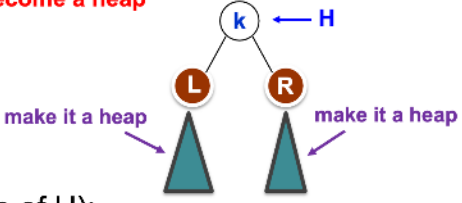
- A binary tree T with height h is a heap structure if and only if it satisfies the following conditions:
 - T is complete at least through depth $h - 1$
 - All leaves are at depth h or $h-1$
 - All paths to a leaf of depth h are to the left of all paths to a leaf of depth $h-1$
- Tree must fill from left to right, all nodes on depth $h-1$ must be filled before filling depth h
- If parent is i , left subtree = $2i$, right subtree = $2i+1$

Maximising vs minimising

- Maximising tree: each node has a key value greater than or equal to each of its child nodes
- Minimising tree: each node has a key value smaller than or equal to each of its child nodes

Pseudocode

HeapSort	<pre> heapSort (array, n) { construct heap H from array with n elements; for (i = n; i >= 1; i--) { curMax = getMax(H); deleteMax(H); // as result, H has i - 1 elements array[i] = curMax; // insert curMax in sorted list } } </pre> 
DeleteMax	<pre> deleteMax(H) { copy the rightmost element at the lowest level to k; delete the rightmost element at the lowest level; fixHeap(H, k); } </pre> 

fixHeap	<pre> fixHeap(H, k) { // recursive if (H is a leaf) insert k in root of H; else { compare left child with right child; largerSubHeap = the larger child of H; if (k >= key of root(largerSubHeap)) insert k in root of H; else { insert root(largerSubHeap) in root of H; fixHeap(largerSubHeap, k); } } } </pre>
ConstructHeap	<pre> constructHeap(array, H) { put all elements of array into a heap structure H in arbitrary order; heapifying(H); } </pre> <p>Uses the <i>fixheap</i> function mentioned earlier</p>
Heapify	<pre> heapifying(H) { if (H is not a leaf) { heapifying(left subtree of H); heapifying(right subtree of H); k = root(H); fixHeap(H, k); } } </pre> <p>make binary tree H become a heap</p>  <p>Post-order traversal of a binary tree</p>

Complexity

fixHeap	<pre> fixHeap(H, k) // recursive { if (H is a leaf) // Heap has just one node insert k in root of H; else { 1 comparison → LargerSH = Sub-Heap at larger child of H's root; 1 comparison → if (k >= LargerSH's root key) insert k in root of H; else { insert LargerSH's root key in root of H; fixHeap(LargerSH, k); } } } </pre> <p>Each recursive call moves down a level Total no. of key comparisons $\leq 2 \times \text{tree height}$</p> <ul style="list-style-type: none"> Height of a heap with n nodes is $O(\lg n)$. Worst-case time complexity: $O(\lg n)$
Heapifying	<pre> heapifying(H) { if (H is not a leaf) { heapifying(left subtree of H); heapifying(right subtree of H); k = root(H); fixHeap(H, k); } } </pre> <p>Worst-case time complexity: $O(n)$</p> <ul style="list-style-type: none"> Proof not needed
HeapSort	<p>best, worst, average Heapsort(H) $[O(n \lg n)]$ n times</p> <pre> graph TD A[Heapsort(H) [O(n lg n)]] --> B[constructHeap(H) [O(n)]] A --> C[getMax [O(1)]] A --> D[deleteMax [O(lg n)]] B --> E[Heapifying(H) [O(n)]] E --> F[Heapifying(leftH)] E --> G[Heapifying(rightH)] D --> H[fixHeap [O(lg n)]] </pre> <ul style="list-style-type: none"> Heapsort best/worst case: $O(n \lg n)$ Heap construction: $O(n)$

Summary