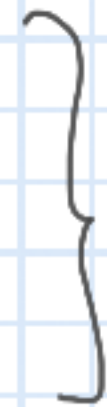


September 30, 2020

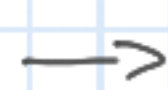
Sorting algorithms

- bubbles sort
- insertion sort
- selection sort



quadratic time algorithms

- merge sort



the order of magnitude of
the cost is $n \log n$

Asymptotic notation

O , Ω , Θ

We say that $f(n) = O(g(n))$ for some functions $f(n)$ and $g(n)$ defined on the set of natural numbers if there is a universal constant $c > 0$ and a positive integer n_0 such that

$$f(n) \leq c g(n)$$

for each $n \geq n_0$.

Example

Bubble sort

number of comparisons for $A[1:n]$ is

$$\frac{n(n-1)}{2}$$

With this O notation we can write
the cost as $O(n^2)$

It means that $\frac{n(n-1)}{2} \leq cn^2$ with
a suitable $c > 0$ if n is big enough

$$\frac{n(n-1)}{2} = \frac{1}{2}n^2 - \frac{1}{2}n \leq \frac{1}{2}n^2$$

$$\uparrow$$

$$C = \frac{1}{2}$$

for each natural
number n

$$\frac{n(n+1)}{2} = O(n^2) \quad \text{also}$$

$$\frac{n(n+1)}{2} = \frac{1}{2}n^2 + \frac{1}{2}n \leq \frac{1}{2}n^2 + \frac{1}{2}n^2 = 1 \cdot n^2$$

$$\uparrow$$

$$C = 1$$

Some important order of magnitude

$O(1)$ constant time the best one

$O(\log n)$ logarithmic time very good

$O(n)$ linear time

$O(n \log n)$

$O(n^2)$

quadratic time

\vdots

$O(n^k)$

with a fixed $k \rightarrow$ polynomial time

$$O(2^n)$$

$$O(n!)$$

$$O(n^n)$$

algorithms with such complexities are inefficient algorithms

$$\Omega, \Theta$$

We say that $f(n) = \Omega(g(n))$ if there is a universal constant $c > 0$ and a natural number n_0 such that

$f(n) \geq c g(n)$ for each $n \geq n_0$

We say that $f(n) = \Theta(g(n))$ if

$f(n) = O(g(n))$ and $f(n) = \Omega(g(n))$ both

Sortings

A disadvantage of merge sort is the using of a huge amount of additional space (in memory)

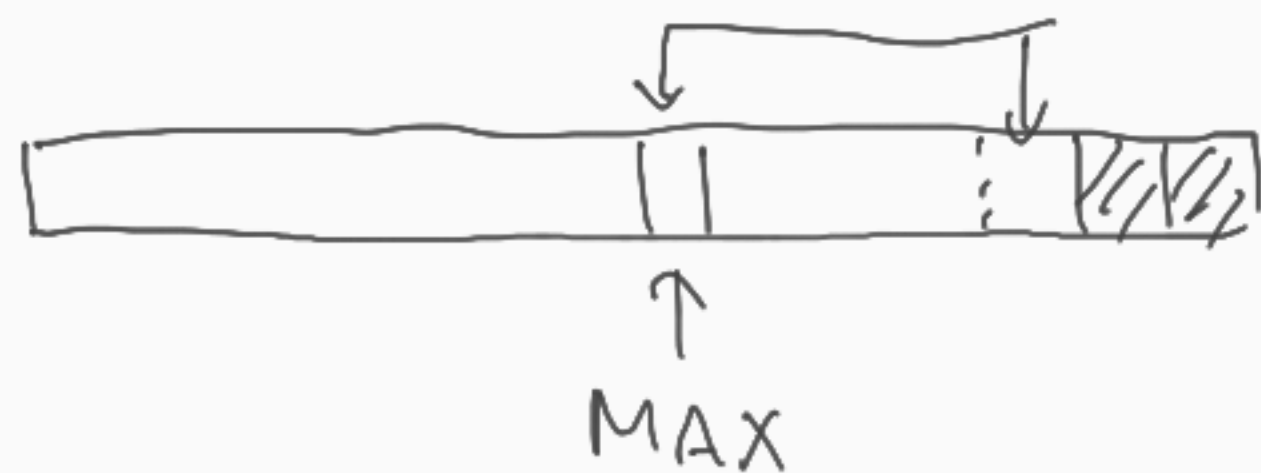
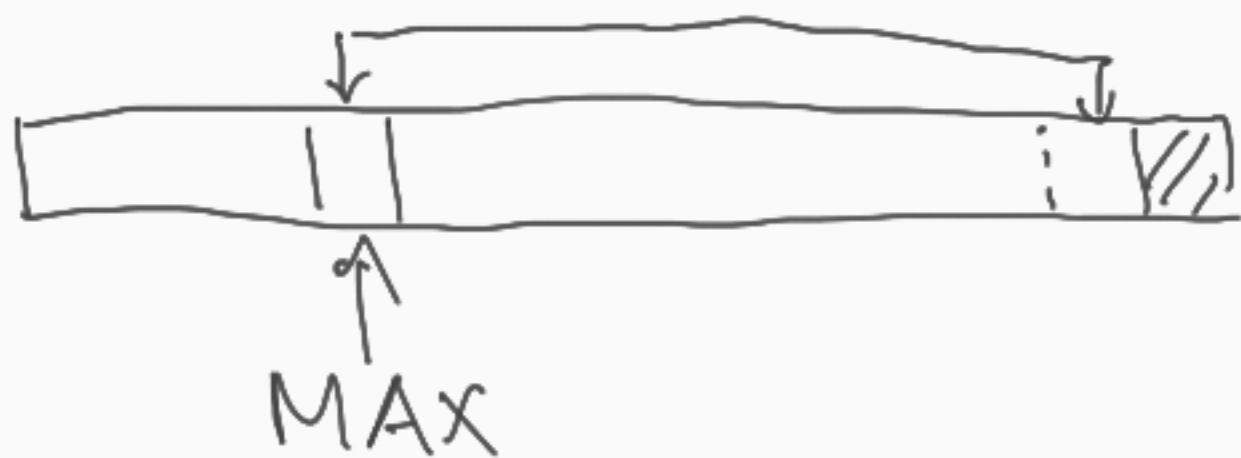
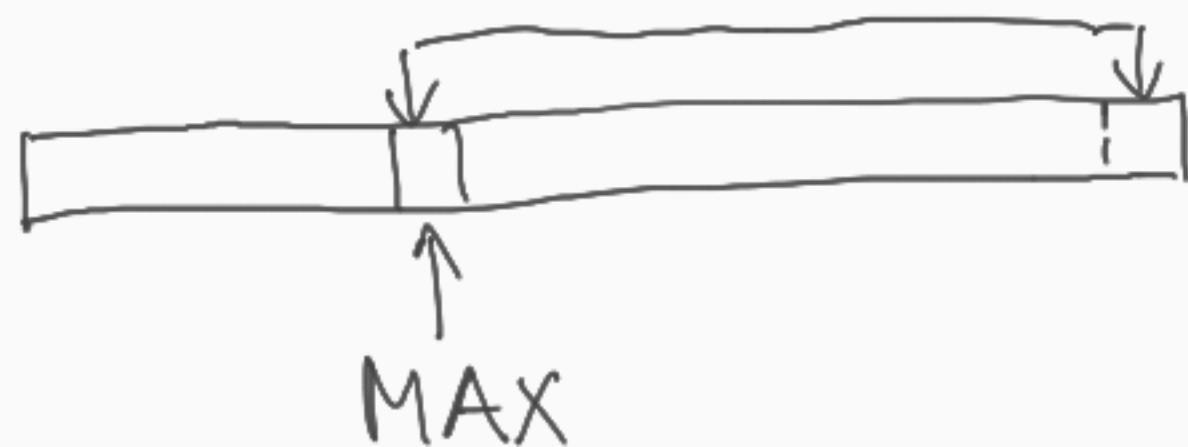
The next algorithm will be an in-place sorting algorithm (we don't need a huge amount of additional memory, only a few auxiliary variables)

The time complexity is also $O(n \log n)$

HEAP SORT

It is a special max selection sort

Max selection Sort



$$\rightarrow O(n^2)$$

$$A[1:n]$$

$$\rightarrow n-1 \text{ comp's}$$

$$A[1:n-1]$$

$$\rightarrow n-2 \text{ comp's}$$

$$A[1:n-2]$$

$$\rightarrow n-3 \text{ comp's}$$

\vdots

$$\frac{n(n-1)}{2} \text{ comp's}$$

We select the max in each iteration among almost the same set of numbers

Can we do this faster? YES

We can do this much faster!

A quite usual technique to do first some "preprocessing"

Here preprocessing is some initial rearrangement

After this preprocessing the max selections will be much faster!

We introduce the concept of heap property (maxheap property) for arrays (of numbers)

$A[1:n]$ satisfies the maxheap property if

$$A[1] \geq A[2], A[3]$$

$$A[2] \geq A[4], A[5]$$

$$A[3] \geq A[6], A[7]$$

\vdots

$$A[i] \geq A[2i], A[2i+1]$$

Note that a sorted array satisfies the heap property but not only the sorted arrays do this

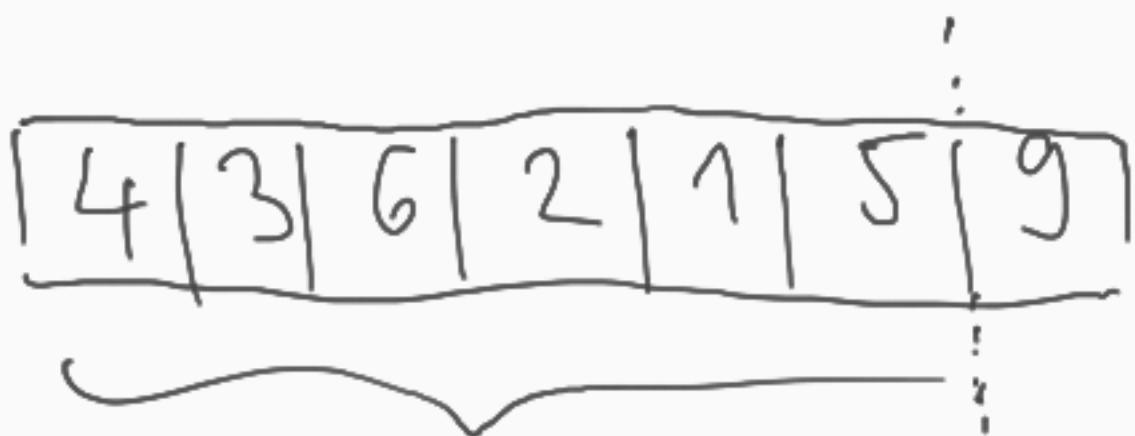
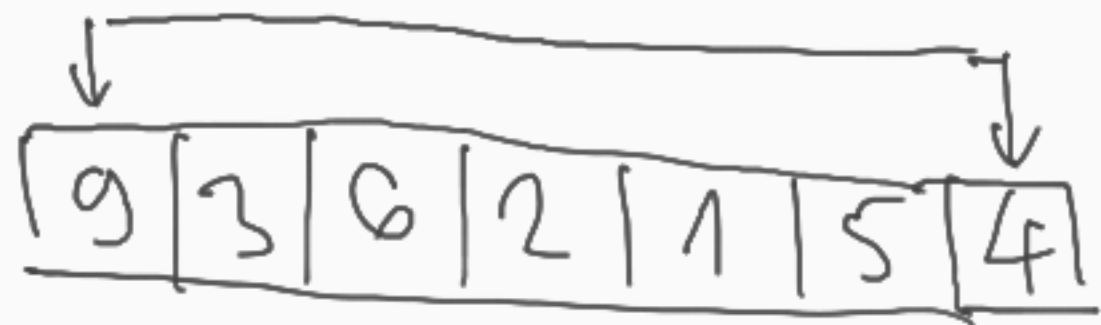
Example

9	3	6	2	1	5	4
---	---	---	---	---	---	---

maxheap

What we can do with a maxheap?

Note that the first element is the biggest one



Is it heap?

No, but almost

The only problem
here is that the
heap property is
violated at $A[1]$



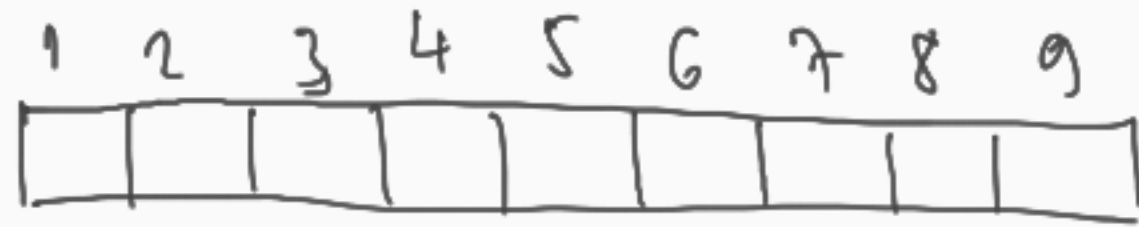
We can restore the
heap property quite
easily here

$A[1:n]$

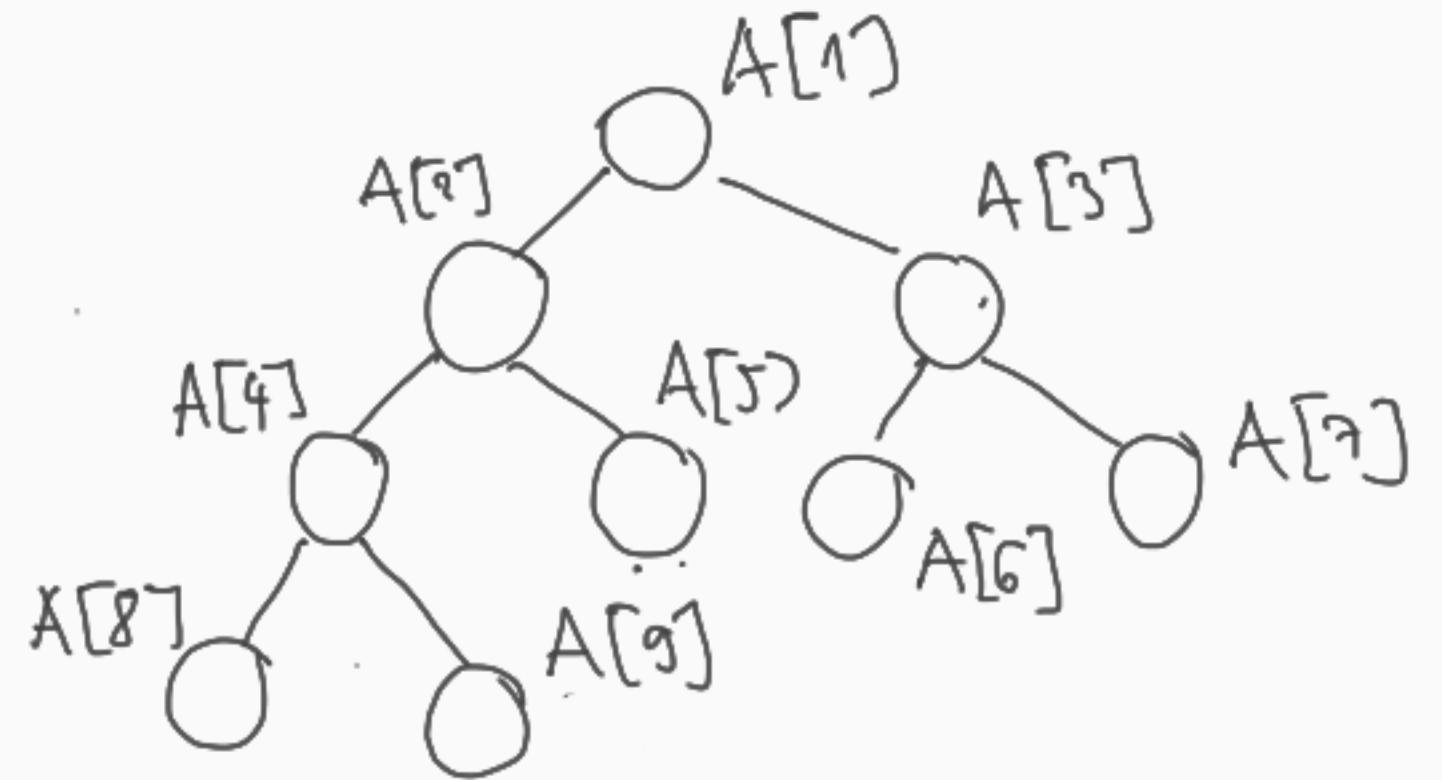
SWAP($A[1], A[n]$)

$A[1:n-1]$

Visualization



array



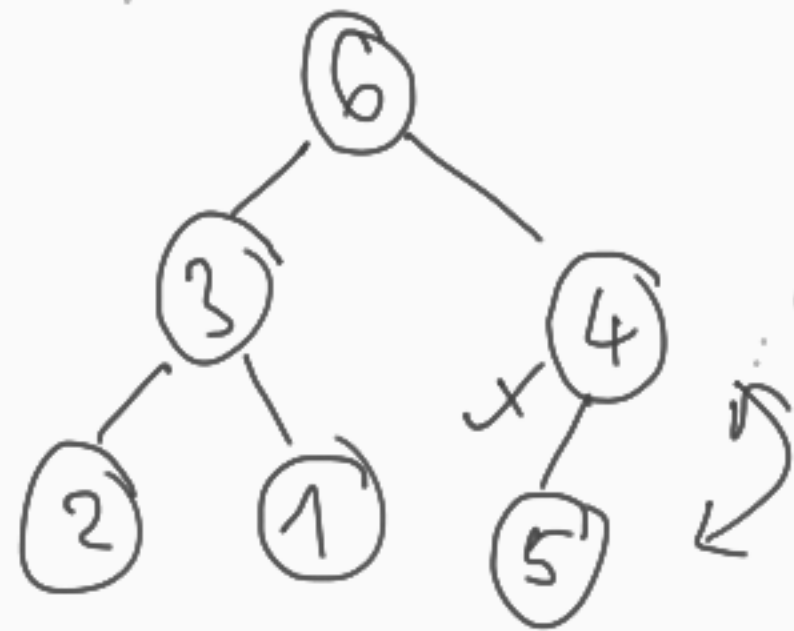
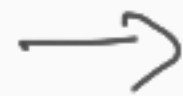
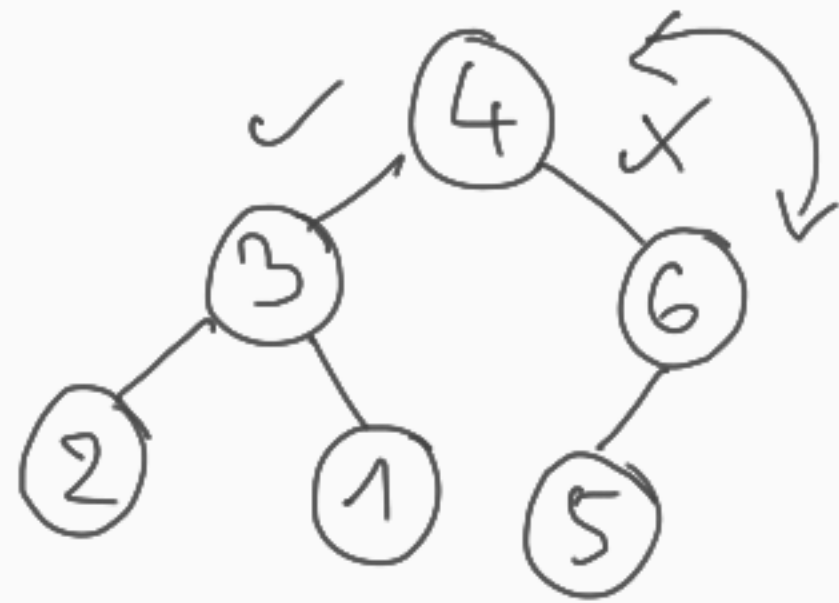
"pseudo" complete
binary tree

In the tree representation the max heap property can be read as follows:

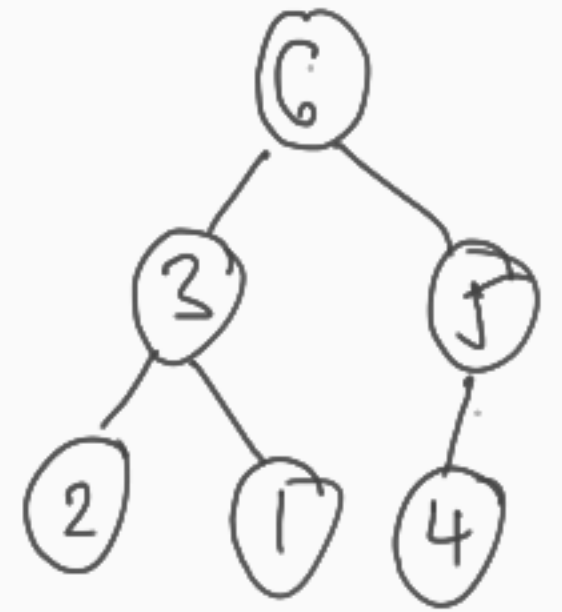
the number in a vertex is bigger than or equal to the numbers in the children of this vertex

How can we restore the heap property in the tree representation

4 | 3 | 6 | 2 | 1 | 5



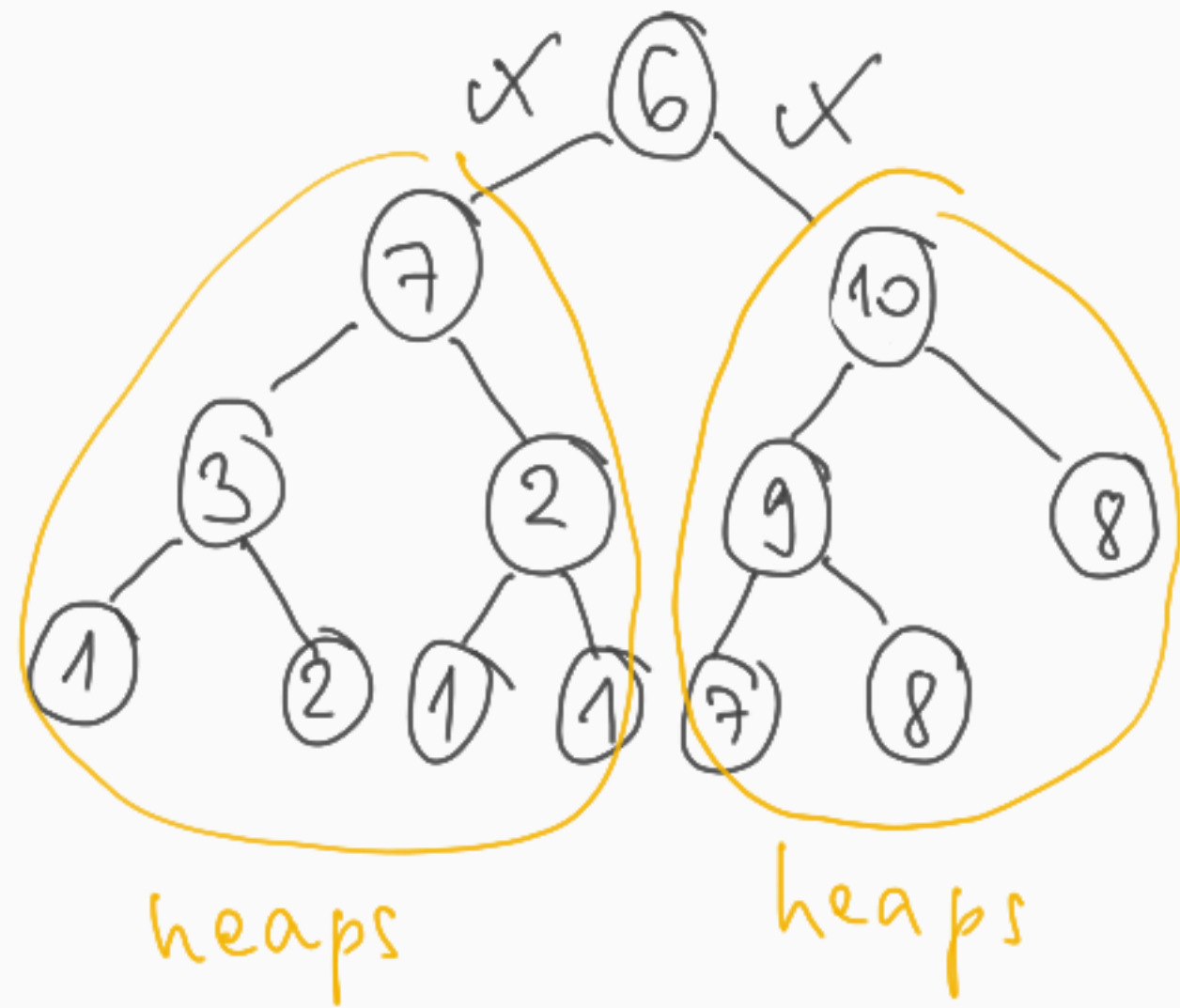
Check →



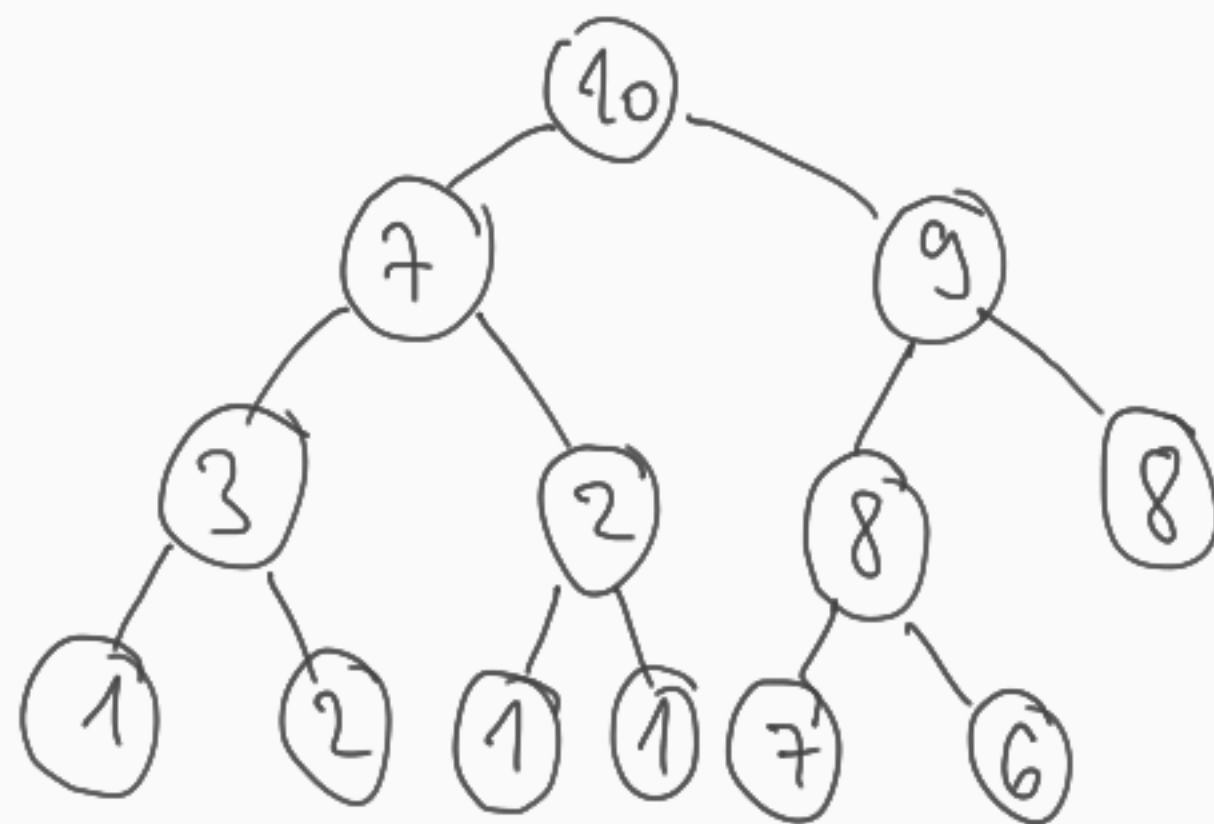
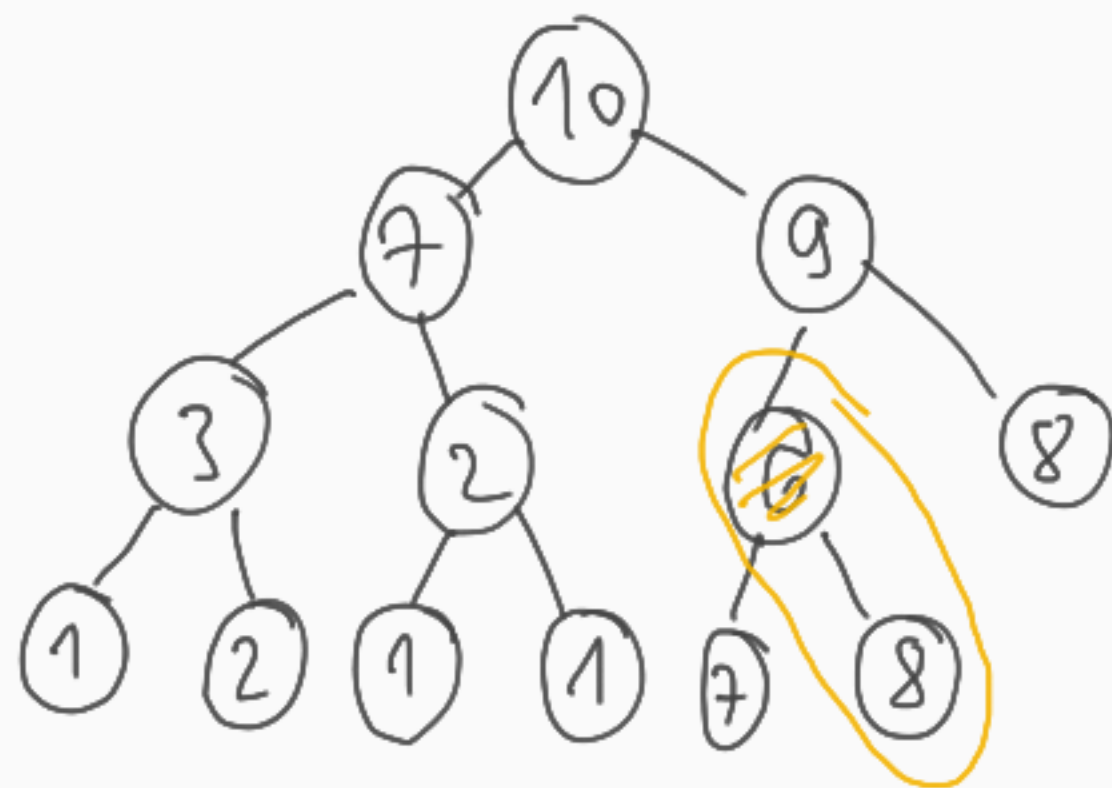
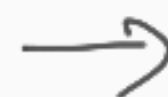
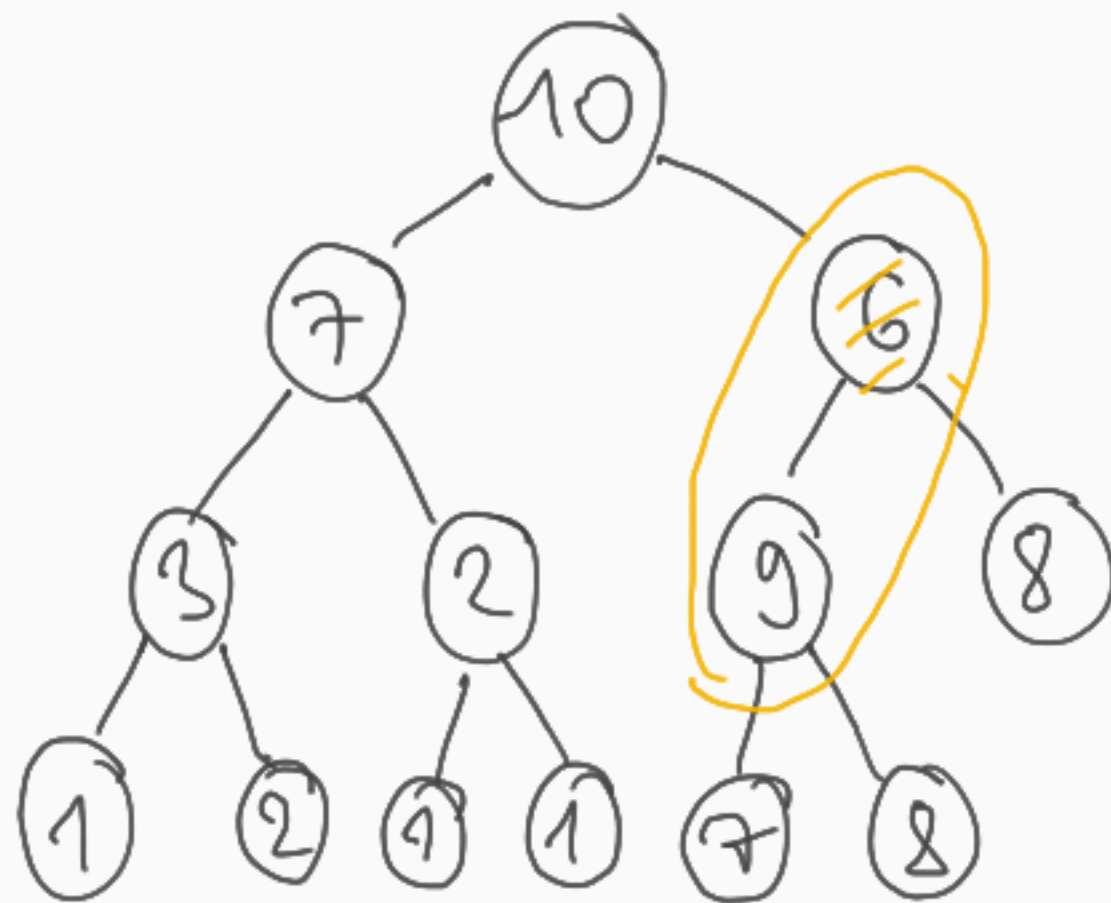
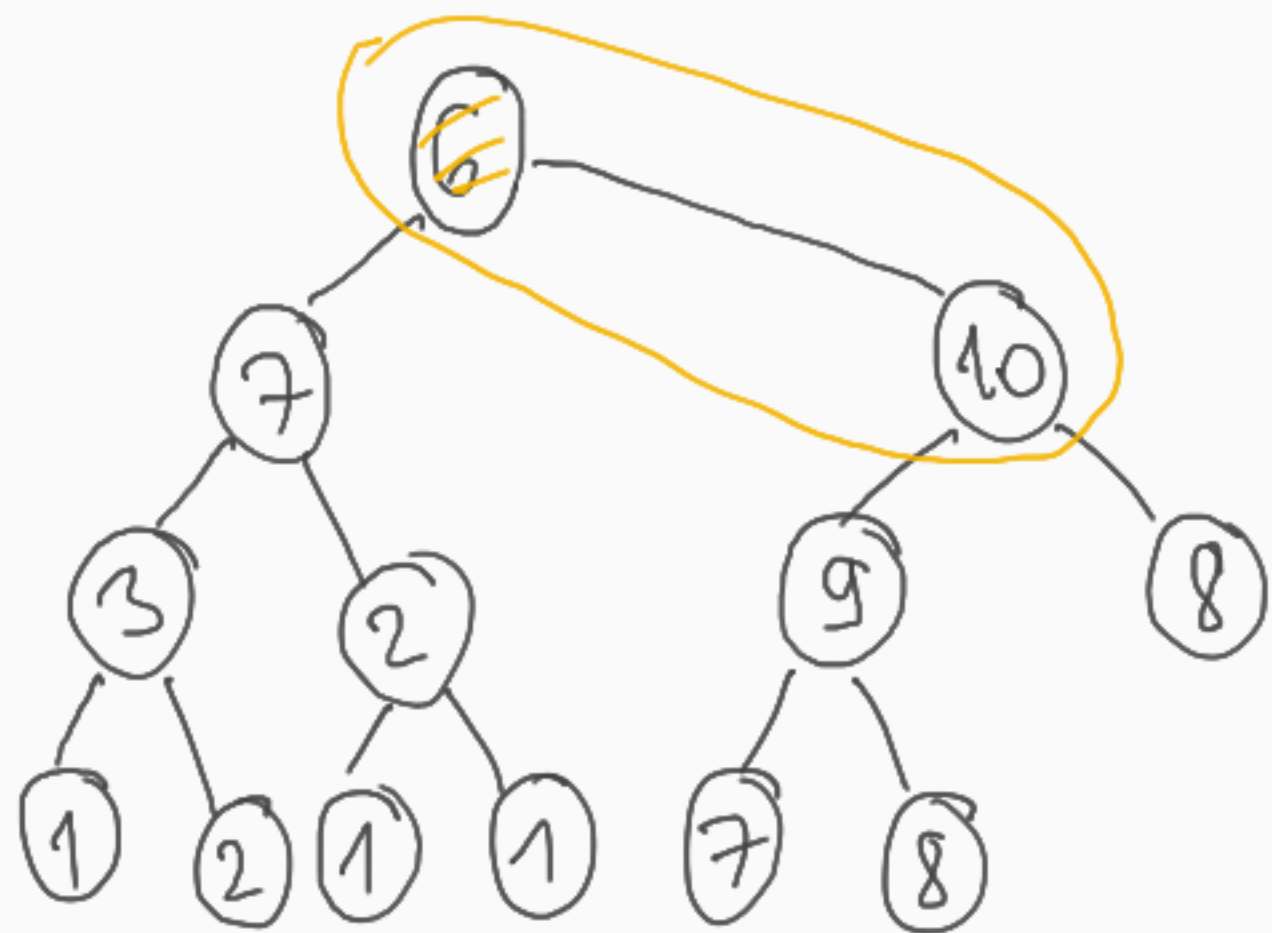
We can restore the heap property by
swapping parent-child pairs along ONE ^{heap}

root - leaf path

One more example



if the number^⑥ in a vertex is smaller than both numbers^{③②} in its children then we swap^{it} with the bigger child



In the array



How many comparisons are needed to
restore the heap property and to identify
the max $\rightarrow O(\log n)$

[instead of $O(n)$ as in the simple
max selection]

After preprocessing (which takes a linear time as we will see in the next lecture)

We can find the next maximum in $O(\log n)$

time after the swap of the previous max with the last element of the array [instead of $O(n)$ time]