Lecture 1: Sorting and Analysis

SORTING PROBLEM

Input: sequence $\langle a_1, a_2, ..., a_n \rangle$ of numbers.

Output: permutation $\langle a'_1, a'_2, ..., a'_n \rangle$ such that $a'_1 \le a'_2 \le \cdots \le a'_n$.

Example:

Input: 8 2 4 9 3 6

Output: 2 3 4 6 8 9

INSERTION SORT

```
INSERTION-SORT (A, n) \triangleright A[1 ... n]
                                for j \leftarrow 2 to n
                                       do key \leftarrow A[j]
                                           i \leftarrow j - 1
"pseudocode"
                                           while i > 0 and A[i] > key
                                                  do A[i+1] \leftarrow A[i]
                                                       i \leftarrow i - 1
                                           A[i+1] = key
                                key
              sorted
```

Loop Invariant

8

2

4

9

3

6

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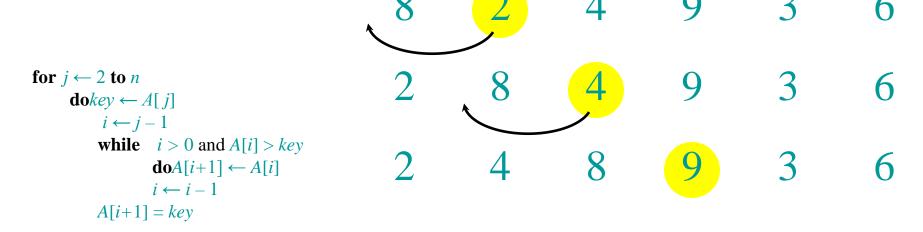
 $i \leftarrow i - 1$

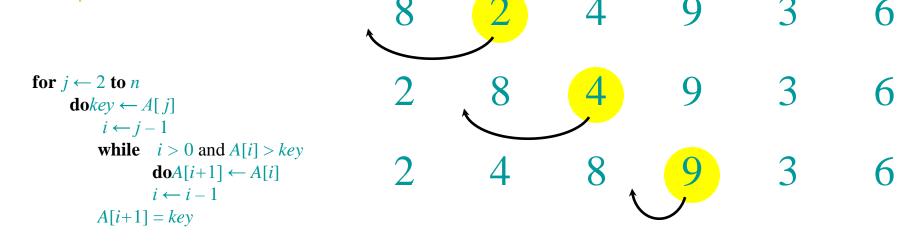
A[i+1] = key

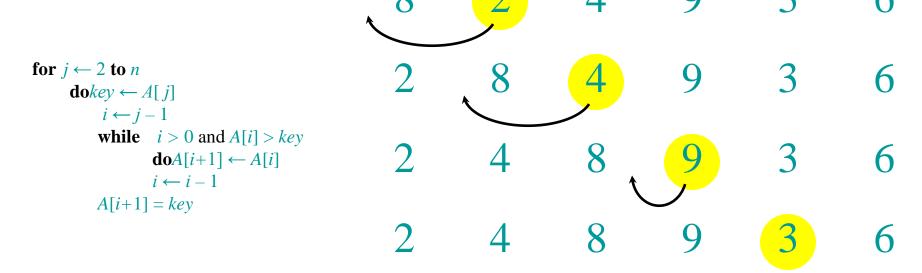


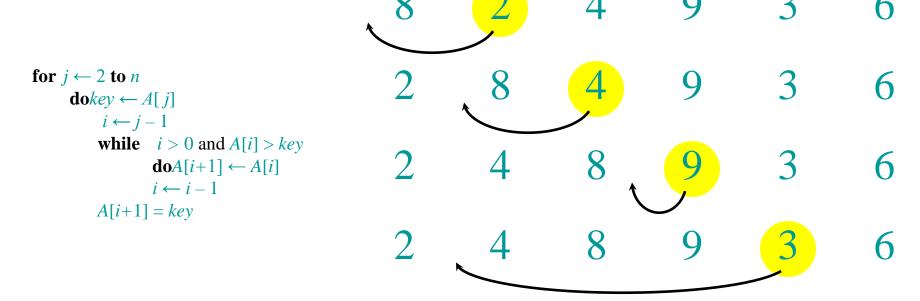
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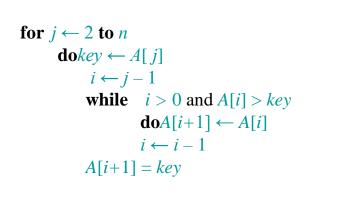


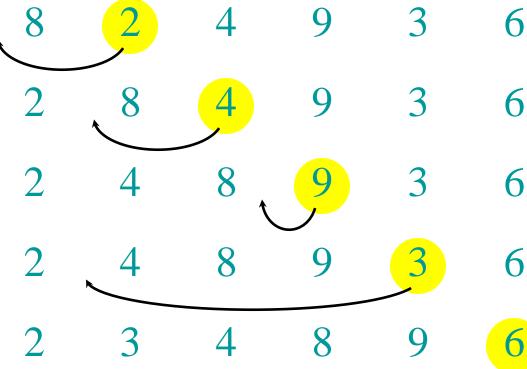


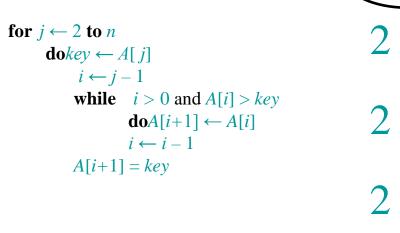


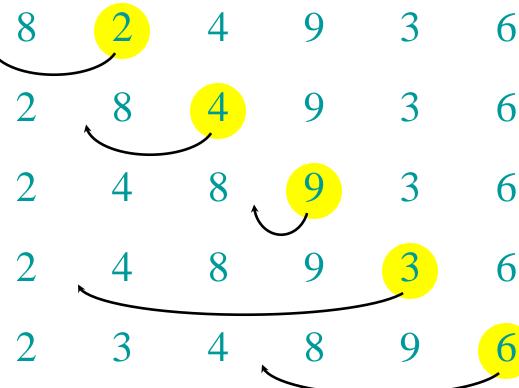


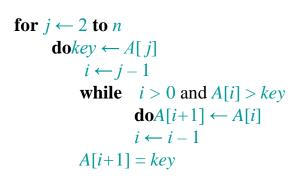


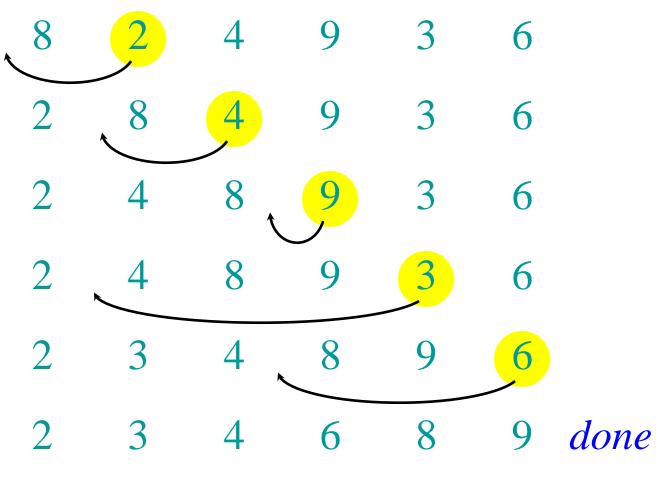












RUNNING TIME

- The running time depends on the input: an already sorted sequence is easier to sort.
- Parameterize the running time by the size of the input, since short sequences are easier to sort than long ones.
- Generally, we seek upper bounds on the running time, because everybody likes a guarantee.

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- T(n) = runtime of algorithm on an input of size n.

RUNNING TIME

- The running time depends on the input: an already sorted sequence is easier to sort.
- *Input*: 2 4 6 7 8 9
- *Input*: 8 7 6 4 3 2
- Generally, we seek upper bounds on the running time, because everybody likes a guarantee.

KINDS OF ANALYSES

Worst-case: (usually)

• T(n) = maximum time of algorithm on any input of size n.

Average-case: (sometimes)

• T(n) = expected time of algorithm on any input of size n.

Best-case: (bogus)

• Cheat with a slow algorithm that works fast on *some* input.

MACHINE-INDEPENDENT TIME

What is insertion sort's worst-case time?

• It depends on the speed of our computer

Asymptotic Analysis:

- Ignore machine-dependent constants.
- Look at *growth* of T(n) as $n \to \infty$.

ASYMPTOTIC NOTATIONS

O-NOTATION

```
Math:
O(g(n)) = \{ f(n) : \text{there exist positive constants } c \text{ and } n_0 \}
                  such that f(n) \le c g(n) for all n \ge n_0
Example: 100n^2 + 20n + 5 \le 100n^2 + 20n + 5n^2
                                =125n^2
                                = O(n^2)
          So 100n^2 + 20n + 5 is O(n^2) for n_0 = 1, c=125
Exercise: (i) 100n+5 (ii) 3n^3 - 2n^2 + 5
```

Ω -NOTATION

Math:

```
\Omega(g(n)) = \{ f(n) : \text{there exist positive constants } c \text{ and } n_0 \}
such that f(n) \ge c g(n) for all n \ge n_0 \}
```

```
• Example : 3n^3 - 20n^2 + 5 \ge 3n^3 - 20n^2

\ge 3n^3 - n^3 for n \ge 20

= 2n^3

= \Omega(n^3)

So 3n^3 - 20n^2 + 5 is \Omega(n^3) for n_0 = 20, c=2

Excercise: (i) 100n+5 (ii) 100n^2 + 20n+5
```

⊕-NOTATION

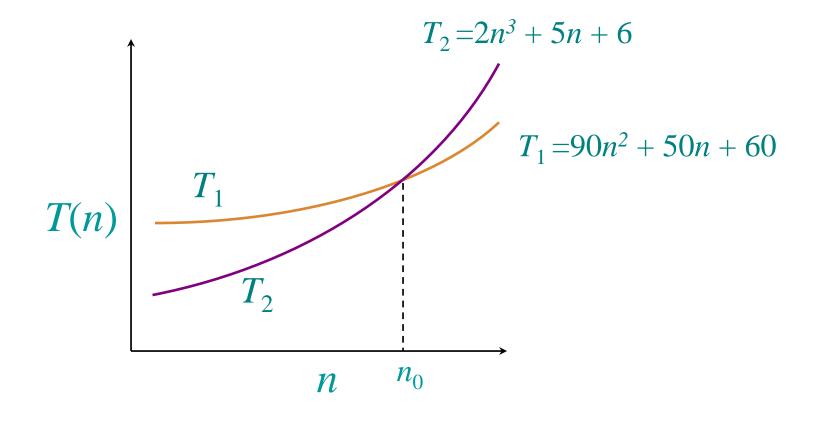
Math:

```
\Theta(g(n)) = \{ f(n) : \text{there exist positive constants } c_1, c_2, \text{ and } n_0 \text{ such that } 0 \le c_1 g(n) \le f(n) \le c_2 g(n)  for all n \ge n_0 \}
```

- Drop low-order terms; ignore leading constants.
- Example: $3n^3 + 90n^2 5n + 6046 = \Theta(n^3)$
- Exercise: (i) 100n+5 (ii) $3n^3 2n^2 + 5$

ASYMPTOTIC PERFORMANCE

When n gets large enough, a $\Theta(n^2)$ algorithm always beats a $\Theta(n^3)$ algorithm.



INSERTION SORT ANALYSIS

Worst case: Input reverse sorted.

$$T(n) = \sum_{j=2}^{n} \Theta(j) = \Theta(n^{2})$$

Average case: All permutations equally likely.

$$T(n) = \sum_{j=2}^{n} \Theta(j/2) = \Theta(n^2)$$

Is insertion sort a fast sorting algorithm?

- Moderately so, for small *n*.
- Not at all, for large *n*.

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MERGE SORT

```
MERGE-SORT A[1 \dots n]
```

To sort *n* numbers:

- 1. If n = 1, done.
- 2. Recursively sort A[1 ... n/2] and A[n/2+1...n].
- 3. "Merge" the 2 sorted lists.

Key subroutine: MERGE

20 12

13 11

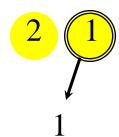
7 9

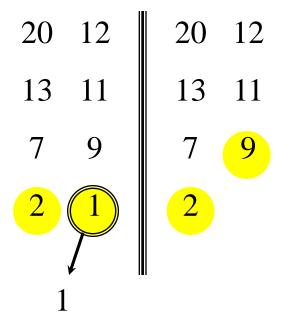
2 1

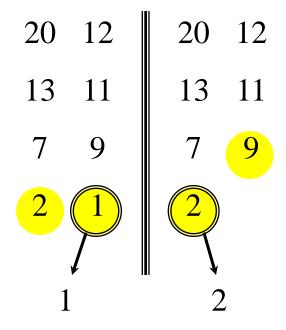
20 12

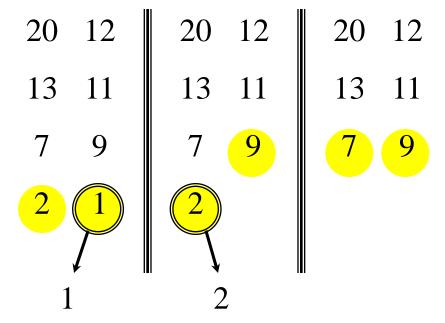
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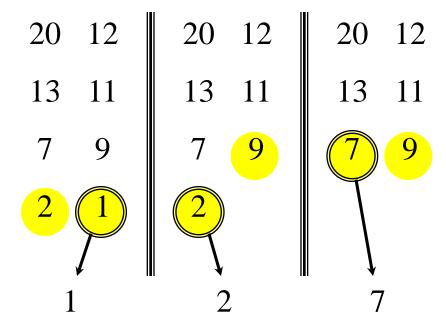
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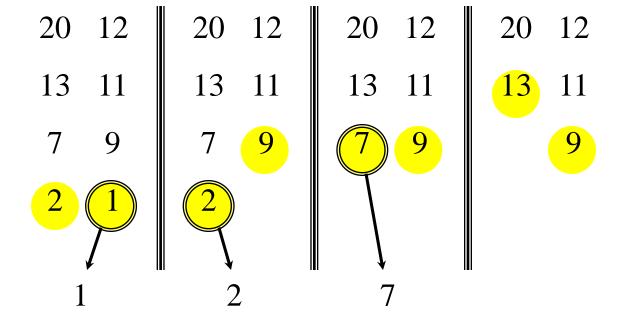


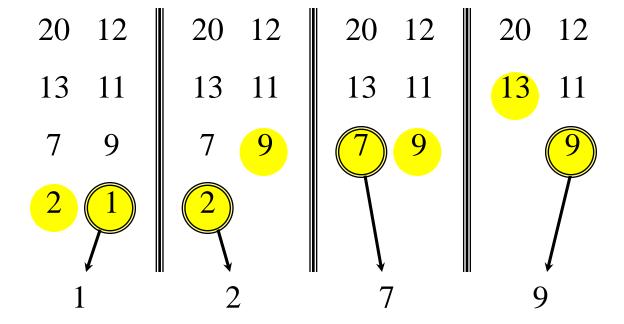


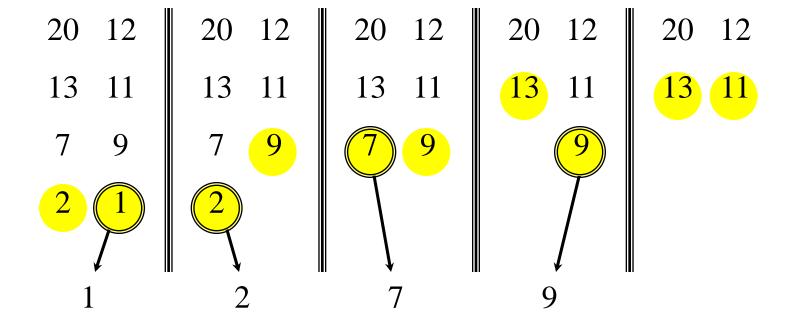


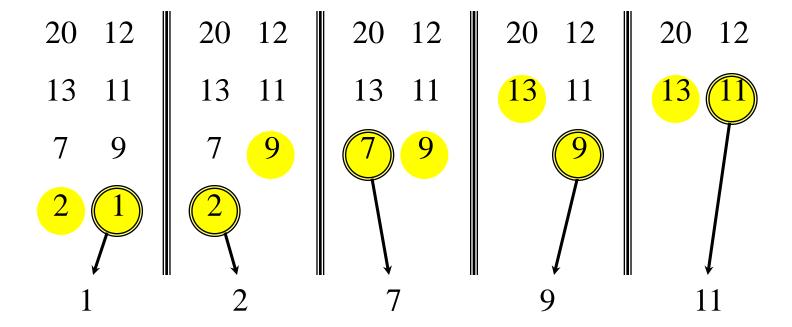




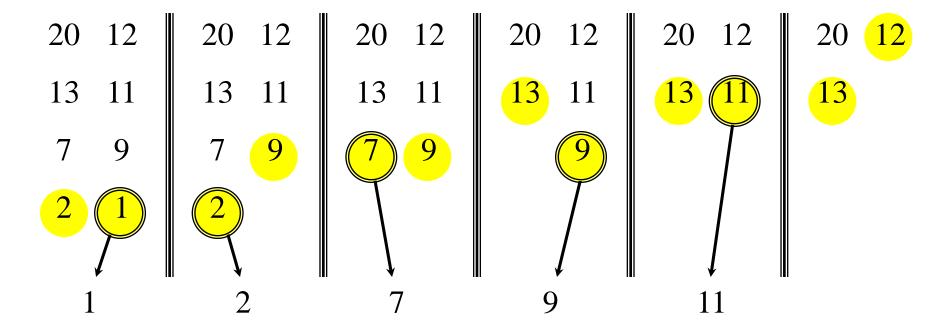




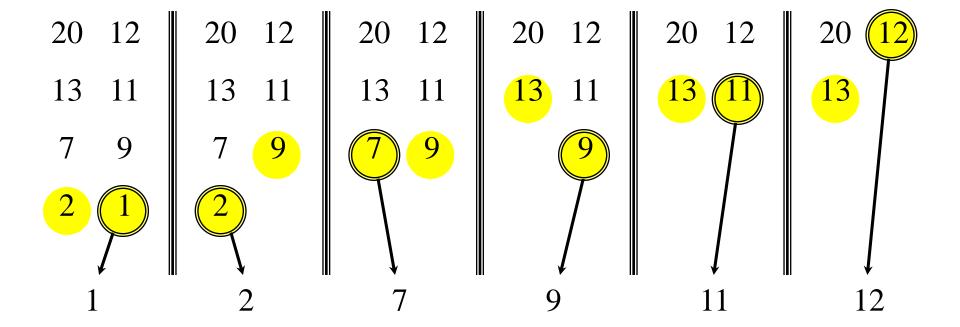




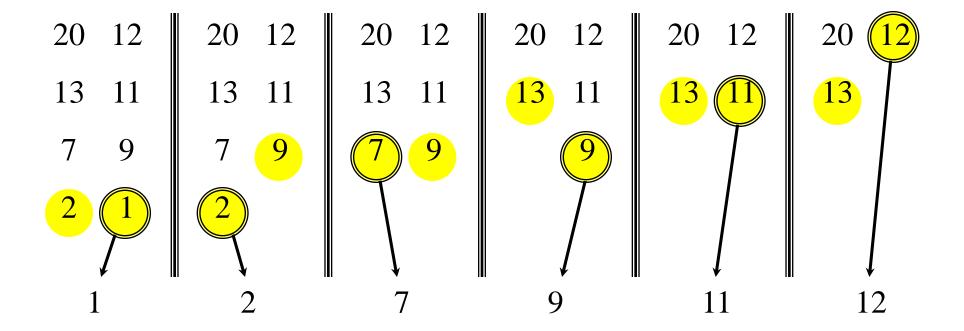
MERGING TWO SORTED ARRAYS



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Time = $\Theta(n)$ to merge a total of n elements (linear time).

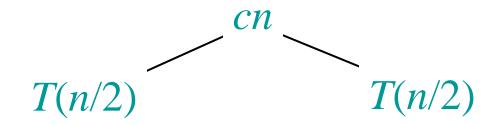
ANALYZING MERGE SORT

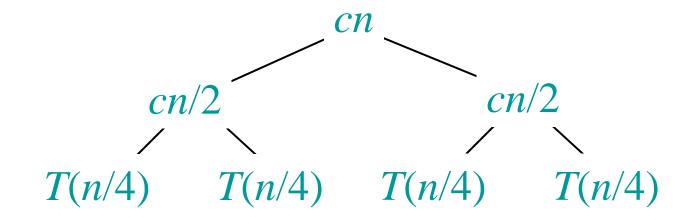
```
MERGE-SORT (A, n) \triangleright A[1 ... n]
```

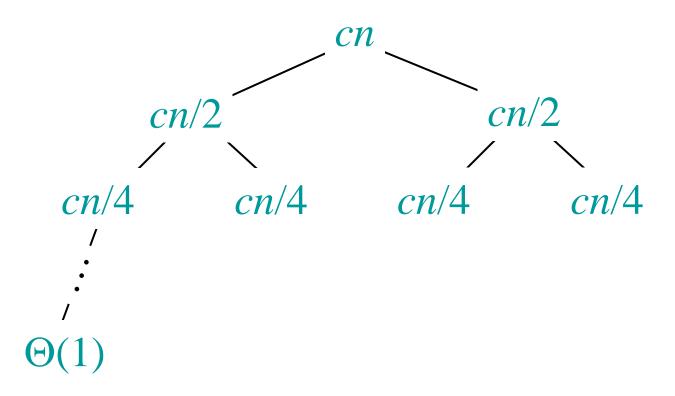
```
T(n)To sort n numbers:\Theta(1)1. If n = 1, done.2T(n/2)2. Recursively sort A[1 ... n/2]<br/>and A[n/2+1...n].
```

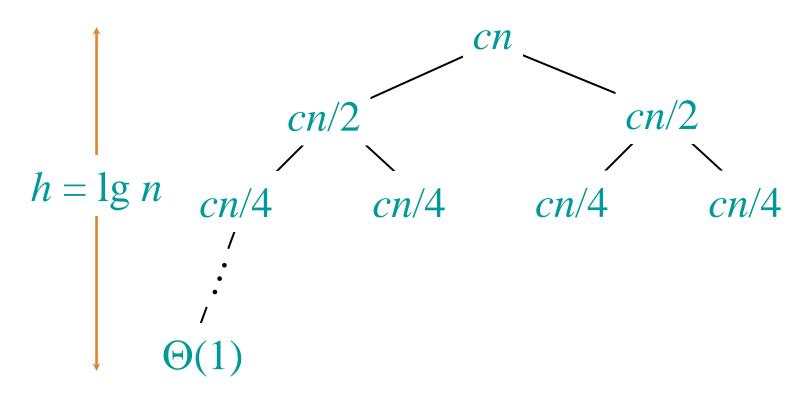
 $\Theta(n)$ 3. "Merge" the 2 sorted lists

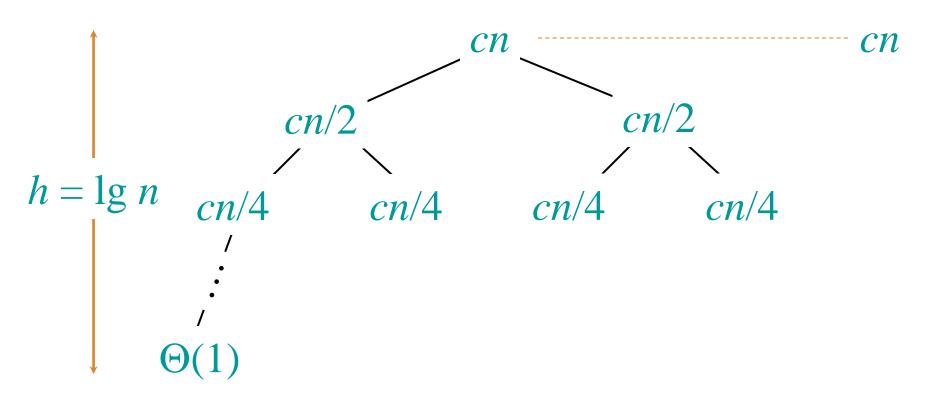
Recurrence:
$$T(n) = 2T(n/2) + \Theta(n)$$

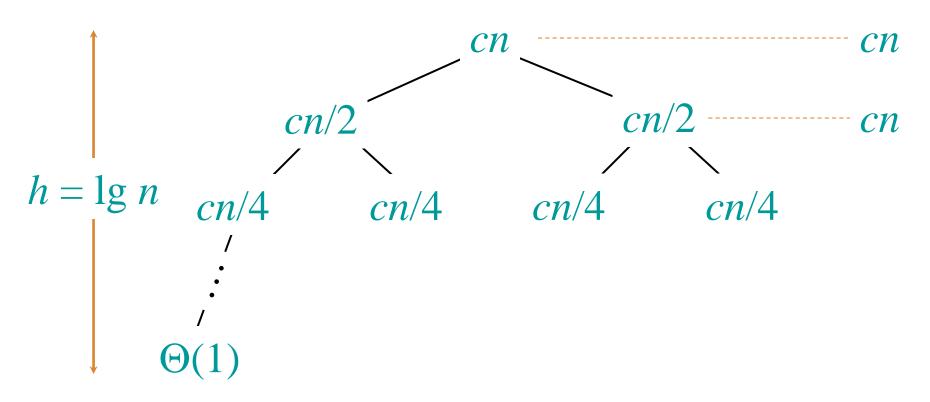


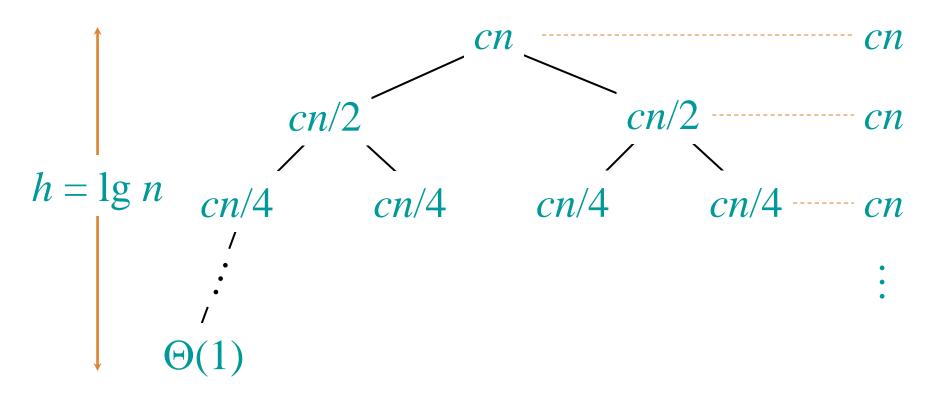


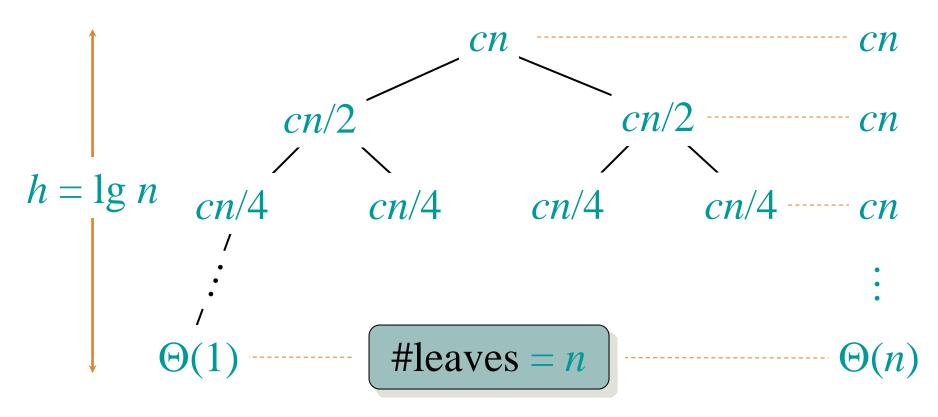


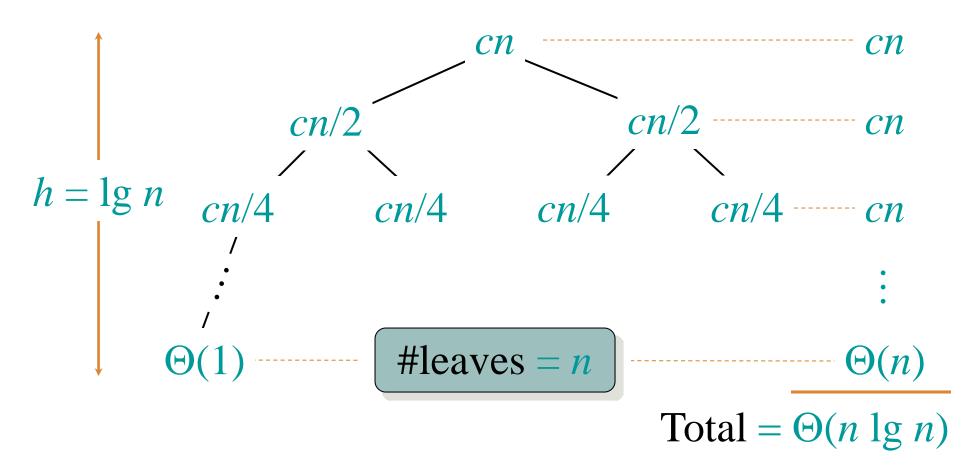












CONCLUSIONS

- $\Theta(n \lg n)$ grows more slowly than $\Theta(n^2)$.
- Therefore, merge sort asymptotically beats insertion sort in the worst case.
- In practice, merge sort beats insertion sort for n > 30 or so.
- Go test it out for yourself!