

ANALYSIS – PROBLEMS – LOWER BOUNDS

Analysis of Problems

- Analysis of Comparison-Based Sorting
- Lower Bound for (Comparison-Based) Sorting
 - Performance of Sorting Algorithms
- Decision Tree Model
 - Lower Bound for Searching

SORTING – COMPARATIVE PERFORMANCE OF ALGORITHMS

<div> <div>↓ Metric</div> <div>→ Algo.</div> </div>	Insertion Sort	Merge Sort	QuickSort
Worst Case Time	$O(N*N)$	$O(N*\log N)$	$O(N*N)$ w. low prob.
Average Case Time	$O(N*N)$	$O(N*\log N)$	$O(N*\log N)$ w. high prob.
Performance on small lists	Extremely good	Not good	Not good
Space	$O(1)$	$O(N)$	$O(\log N)$
Online/Offline	Online	Partly Online	Offline
Memory access	Seq. Read (find) Random Write (insert)	Seq. Read Seq. Write	Random Read Random Write

Why?

SORTING – SORTING MODEL

- Is this the best we can do for Sorting?
 - Algorithm Complexity vs. Problem Complexity
- Caveats / Simplification:
 1. *We are considering only comparison based sorting algorithms:*

This is more of a restriction on the problem rather than on the solution – Why?
 2. *We are counting only the number of comparisons*

Are there scenarios where other operations dominate comparison operations?
- (Comparison) Sorting
 - Can be solved in polynomial time – in particular in $O(N \cdot \log N)$ time (**worst case**)
 - Witness: **Merge Sort, Heap Sort**

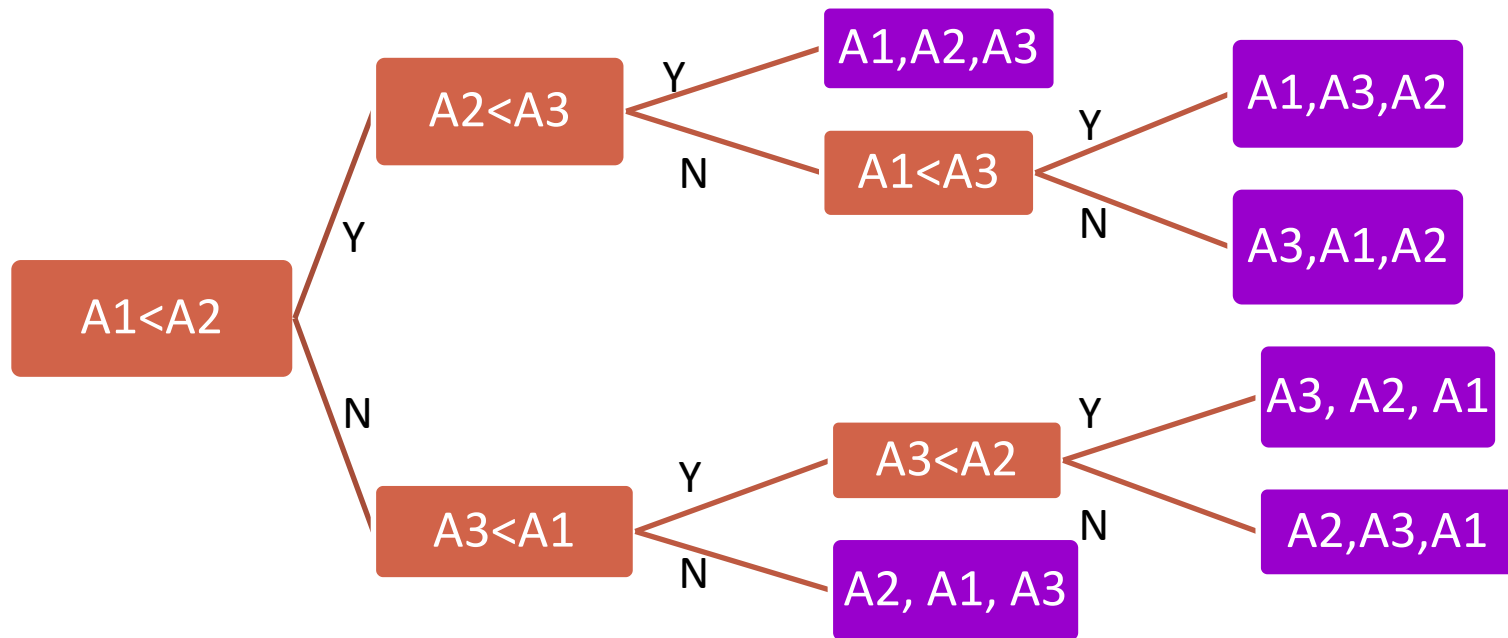
SORTING – LOWER BOUND

- Is this the best we can do for Sorting?
 - Algorithm Complexity vs. Problem Complexity
- Sorting
 - Is there a lower bound (on ***worst case time complexity***) for sorting? i.e.
 - is there a (lower) limit for the time taken – in the worst case –
 - for sorting a list of N elements using any algorithm (*that must compare values*)?

SORTING – LOWER BOUND - EXAMPLE

Sorting can be depicted as a Decision Tree:

e.g. (given a list of 3 unique values)



Internal Nodes
(Decision Nodes)

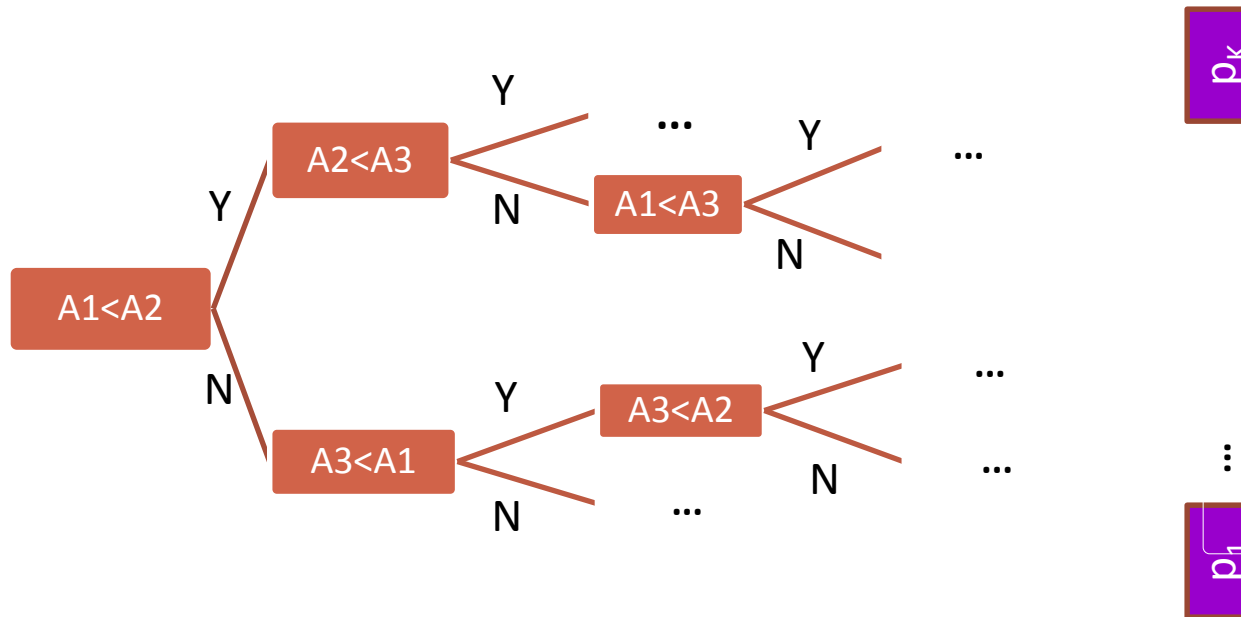
External Nodes
(Results)

How many decisions are necessary?

6 permutations of input values

SORTING – LOWER BOUND – GENERAL SCENARIO

Decision Tree for Sorting (a list of K unique values)



Internal Nodes
(Decision Nodes)

External Nodes
(Results)

How many decisions are necessary?

$K!$ permutations of input values

SORTING – LOWER BOUND

- Minimum number of decisions necessary for sorting N values is the same as
 - as the minimum depth of a (binary) tree with $N!$ nodes
- Depth of a tree is the length of the longest path from root to an external node:
 - the number of nodes can grow geometrically
 - in the best case - at every level there are two branches
 - i.e. # nodes at each level is the sequence: 1, 2, 4, ...
- Thus if the total number of nodes in the tree is M the longest path would be at least $\log_2 M$
 - In our case, the depth is $\log_2(N!)$
 - and so the minimum number of decisions is $\log(N!)$

SORTING – LOWER BOUND

[2]

- $\log(N!)$ can be simplified by Stirling's approximation:

$$n! = (\sqrt{2\pi n})(n/e)^n(1+\Theta(1/n))$$

i.e. $\log(n!) = (1/2)\log(n) + n\log(n) - n\log(e) + O(1)$

- This is the minimum number of comparisons required for sorting a list of N items
 - i.e. this is the lower bound on the (worst case) number of comparisons for sorting that requires comparison.

SORTING ALGORITHMS

- Question:

- How close are the actual algorithms to the lower bound?

- Insertion Sorting (*if binary search is used for location*):

- Number of comparisons in the worst case is given by

- $\sum_{i=1 \text{ to } n-1} 2 * \log_2 i = 2 * \log (n-1)!$

- Exercise: *Plot this against the lower bound.*

SORTING ALGORITHMS

- Question:
 - How close are the actual algorithms to the lower bound?
- Merge Sorting (bottom up implementation):
 - In step j ($= 0$ to $\text{ceil}(\log_2 N)$)
 - for each i ($= 0$ to $\text{ceil}(N/k)-1$)
 - lists $A[i .. i+k-1]$ and $A[i+k .. i+2*k-1]$ are merged, where $k=2^j$
 - Each merger of two lists of size m each requires $2*m - 1$ comparisons:
 - Number of comparisons:
 - $\sum_{j=1 \text{ to } \log N} (N/k)*(k-1)$ where $k=2^j$
- Exercise: *Simplify the expression and plot it against the lower bound.*

SEARCHING – LOWER BOUND

○ Exercise:

- Can this technique be applied for searching?
 - i.e. Can you use a decision tree to carry out analysis of searching algorithms?
 - a) assuming that the list is sorted and
 - b) not assuming that that list is sorted