

Tute 3

Divide and Conquer, Asymptotic Complexity

Topics

- Selection sort revisited
- Asymptotic Analysis
- Recursing recursion
- Quick sort

Selection sort

Sample input: 2, 1, 10, 4, 6

SelectionSort(A, n)

1. For $i=n-1$ downto 1
 - a. $\text{max} = 0$
 - b. For $j=0$ to i
 - i. If $A[j] > A[\text{max}]$
 1. $\text{max} = j$
 - c. Swap $A[\text{max}]$ and $A[i]$

Refer to my git Repo: <https://goo.gl/K9SddV>

Asymptotic Analysis

1. What is Big Oh
2. Sample graph for running time of *selection sort* and how it is $O(n^2)$
3. Mathematical concept - not just for measuring the running time of algorithms.

Recurring recursion

1. Refer to recursive sum program
2. Recursion stack. Understand how the values are returned from recursion calls.



Quicksort: The strategy

1. Choose a pivot p
2. Place the pivot in its final position
 - a. Move elements less than p to the left of the array
 - b. Move elements greater than p to the right of the array
 - c. Place p in its final position
3. Recurse on the left and right subarrays of p

Sample input: 8, 10, 2, 1, 4, 2, 3

Analysis of Quicksort

1. Divide and conquer
2. Best case, worst case and average case

