

→ Sorting algorithms.

→ Trees → {BST} ①  
                    ↓  
                    {AVL}  
                    ↓  
                    {Heaps} Binary heap  
                    ↓  
                    Priority queues  
                    ↓  
                    Binomial queue  
→ Hash maps

Sorting

— arrange items to

- ascending
- Descending order

In order to make operations  
more efficient.

# Operations

- Changes to data { add items  
remove items
- Searching thro the data

9	14	32	38-5	68
---	----	----	------	----

→ NOT sorted // unordered array

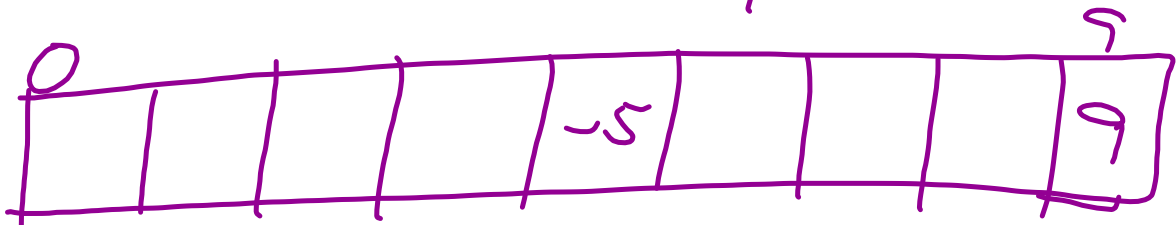
sorted array  $\equiv$  Ordered array

Array / Linked List  
 9 -5 14 35 19 ...

an ordered collection  
 of data



Associative array / Hash map



9      Hash function =  
                                  Index = item % space  
                                   $\text{abs}(-5) \% 10$

un ordered collection of  
 items

9 -5 14 68 17 5 (71)

Unordered array / Unsorted array

$O(1)$   $O(n)$

9 -5 14 68 17 5 71

-5 5 9 14 17 68 71  


sorted? -1  
 ordered }  $O(n)$

Best  $\Theta()$

Worst  $\Theta()$

Average  $\Theta()$

-5 5 17 19 6 8



- Binary searching

- Linear search  $O(n)$



0 1 2 3 . . . 97, 98, 99

$$1) \frac{n}{2^1} + \underline{i}$$

$$2) \frac{n}{4^{2^2}} + \underline{i + i} \quad 12 - 25$$

$$3) \frac{n}{8^{2^3}} + \underline{i + i + i}$$

$$4) \frac{n}{16^{2^4}} + i + i + i \quad 12 - 18$$

$$5) \underline{\underline{\frac{n}{32^{2^5}}}} = \underline{\underline{15}} \quad O(1)$$

if  $(n == m)$  return answer.

$$\frac{n}{\underline{\underline{32}}} = \underline{\underline{1}}$$

$$\frac{n}{2^k} = 1$$

$n = 2^k$

$$k = \log_2 n$$

Binary  
Search

$$\underline{\underline{O(\log n)}}$$

A =  $\begin{matrix} 0 & 1 & 2 \\ 13 & 82 & 83 \end{matrix}$   $\begin{matrix} 3 & 4 & 5 \\ 42 & 50 & 37 \end{matrix}$

$\begin{matrix} | \\ 13 & 82 \end{matrix}$  83  $\begin{matrix} | \\ 42 & 50 \end{matrix}$   $\begin{matrix} | \\ 37 \end{matrix}$

$\begin{matrix} | & | & | \\ 13 & 82 & 83 \end{matrix}$   $\begin{matrix} | & | & | \\ 42 & 50 & 37 \end{matrix}$

$\begin{matrix} \swarrow & \swarrow \\ 13 & 82 \end{matrix}$   $\begin{matrix} | \\ 83 \end{matrix}$   $\begin{matrix} \swarrow & \swarrow \\ 42 & 50 \end{matrix}$   $\begin{matrix} | \\ 37 \end{matrix}$

$\begin{matrix} | & | & | & | \\ 13 & 82 & 83 \end{matrix}$

$\begin{matrix} | & | & | \\ 37 & 42 & 50 \end{matrix}$

$\begin{matrix} | & | & | & | & | & | \\ 13 & 37 & 42 & 50 & 82 & 83 \end{matrix}$

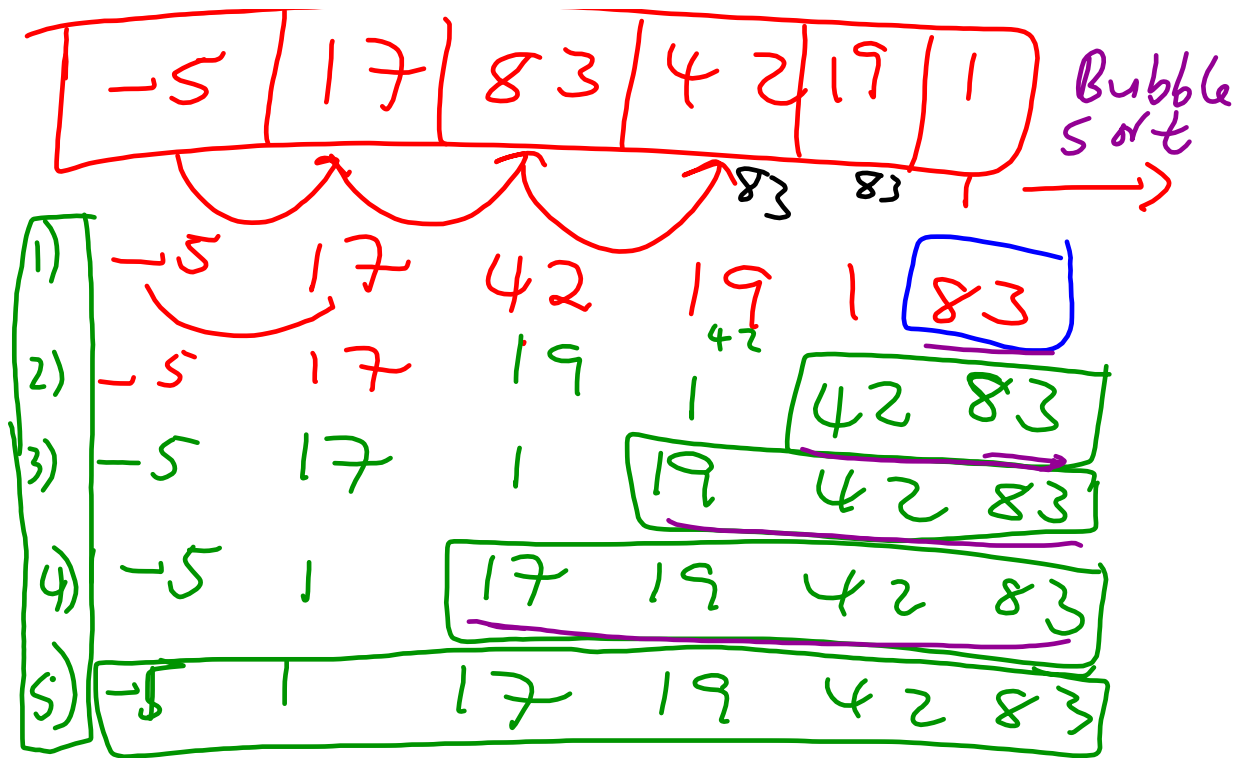
merge sort =

$n \log n$

- Repeatedly sub-dividing the array and merging these smaller arrays while sorting them.

Time complexity  $\rightarrow O(n \log n)$

① Merge sort  
→ Divide &  
Conquer



```
for (int i = 0; i < n ; ++i) {
```

```
    for (int j = 0; j < n-1 ; ++j) {
```

```
        if ( A[j] > A[j+1] ) {
```

$O(n^2)$

```
            int temp = A[j];
```

```
            A[j] = A[j+1];
```

```
            A[j+1] = temp;
```

Space complexity

Time complexity

- 1) Merge sort  $\rightarrow O(n \log n)$
- 2) Bubble sort  $\rightarrow O(n^2)$

0 1 2 3 4 5 6  
 24 3 8 0 50 89 -1

```
for (int j = 0; j < size; j++) {
    int index = j;
```

```
    for (int i = j; i < size; i++) {
```

```
        if (A[i] < A[index]) {
```

```
            index = i;
```

```
        }
        int temp = A[j];
```

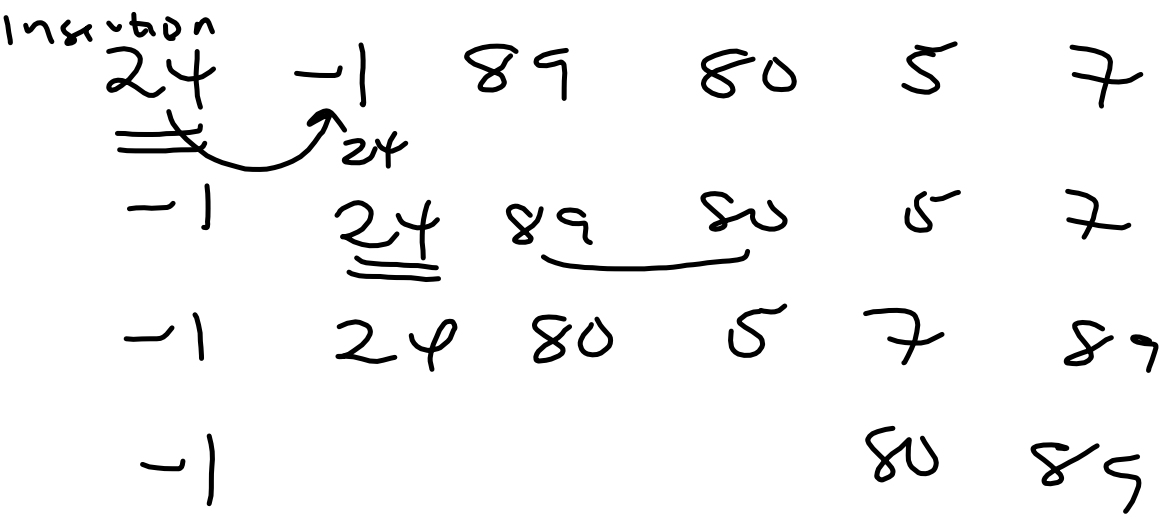
```
        A[0] = A[index];
```

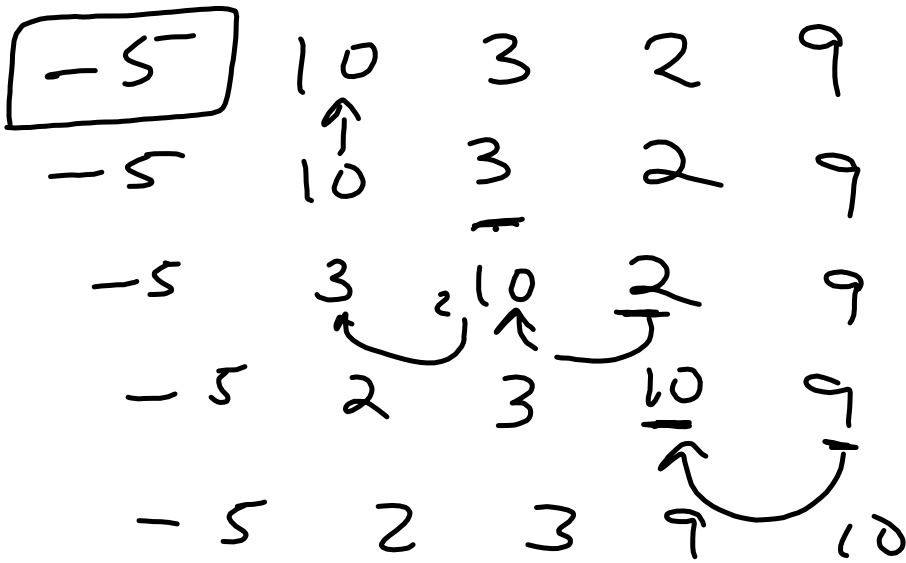
```
        A[index] = temp;
    }
}
```

$O(n^2)$

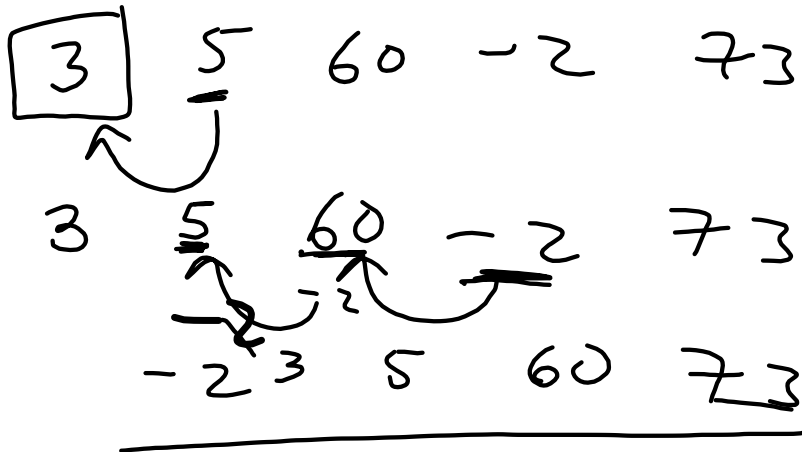
j=0 0 1 2 3 4 5  
 -1 3 8 0 50 89 -1  
 -1 3 8 0 50 89 24  
 -1 3 8 0 50 89 24  
 -1 3 24 50 89 80  
 -1 3 24 50 89 80  
 -1 3 24 50 80 89

Selection sort



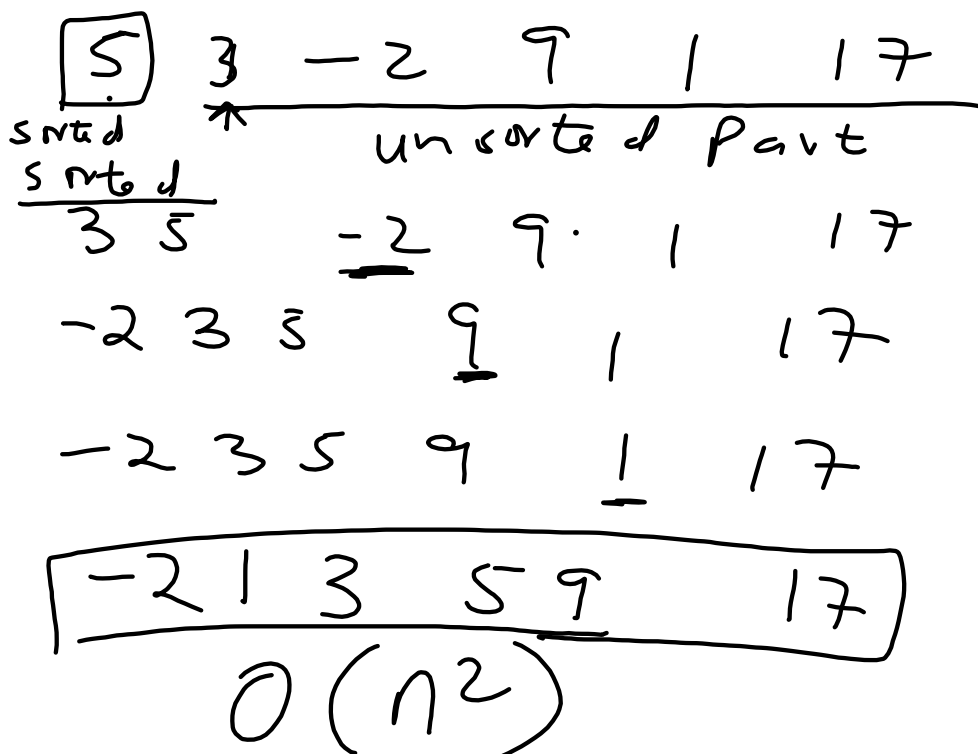






## Insertion Sort

Divides array into sorted & unsorted parts, & repeatedly selects an element from the ~~unsorted~~ unsorted part & inserts it in its correct position in the sorted part



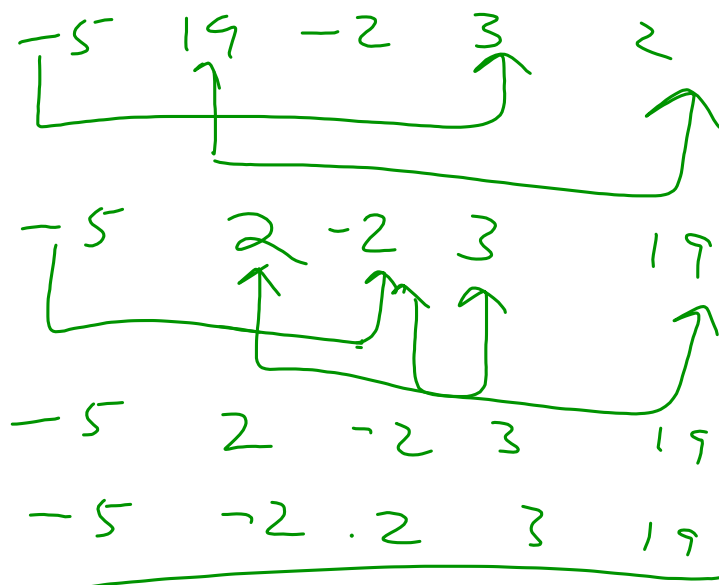
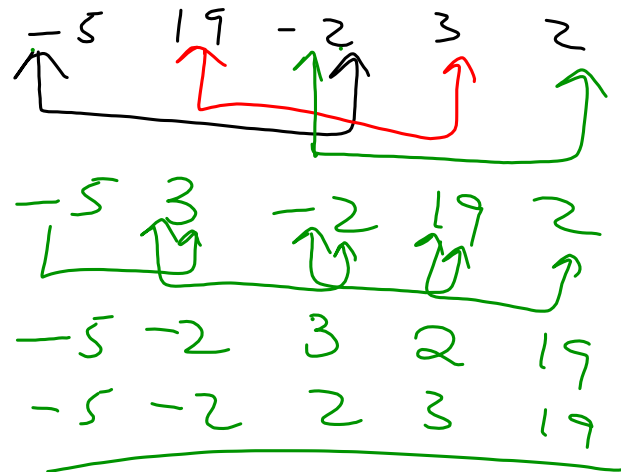
Brute force  $O(n^2)$

→ Bubble sort

→ Insertion sort

→ Selection sort

## Insertion sort



## Shell sort

→ h sorting

divide the array into smaller arrays using a h-spacing and repeated decrease the spacing & finally carry out insertion sorting