# CS146: Data Structures and Algorithms Lecture 2

GETTING STARTED- INSERTION SORT

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# Sorting Problem



- Input: A sequence of n numbers  $a_1, a_2, ..., a_n$
- Output: A permutation  $a'_1$ ,  $a'_2$ , ...,  $a'_n$  of the input sequence such that

$$a'_1 \le a'_2 \le \cdots \le a'_n$$

• Example this instance: 31, 41, 59, 26, 41, 58

# Sorting is a Fundamental problem

• Why?

 Can you think practical cases where you need sorting?

#### Correctness

• For every input instance, halts with correct output

• Correct algorithm then solves the problem

# Many algorithms for the same problem



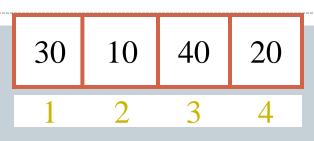
- Which is the best for a given application
- Number of items
- Somehow sorted
- Restrictions on the values
- Storage to be used
- etc

# Algorithms for sorting

<u>(6)</u>

• Can you name some sorting algorithms?

```
InsertionSort(A, n)
  for i = 2 to n
      key = A[i]
      j = i - 1
      while (j > 0) and (A[j] > key)
            A[j+1] = A[j]
            j = j - 1
```



```
i = \emptyset j = \emptyset key = \emptyset

A[j] = \emptyset A[j+1] = \emptyset
```

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```

• Use a loop invariant to understand why an algorithm gives the correct answer.

### Loop invariant (for InsertionSort)

At the start of each iteration of the "outer" **for** loop (indexed by i) the subarray A[1..i-1] consists of the elements originally in A[1..i-1] but in sorted order.

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• To proof correctness with a loop invariant we need to show three things:

#### > Initialization

Invariant is true prior to the first iteration of the loop.

#### > Maintenance

If the invariant is true before an iteration of the loop, it remains true before the next iteration.

#### > Termination

When the loop terminates, the invariant (usually along with the reason that the loop terminated) gives us a useful property that helps show that the algorithm is correct.



#### InsertionSort(A)

```
    initialize: sort A[1]
    for i = 2 to A.length
    do key = A[i]
    j = i -1
    while j > 0 and A[j] > key
    do A[j+1] = A[j]
    j = j -1
    A[j+1] = key
```

#### Loop invariant

At the start of each iteration of the "outer" **for** loop (indexed by j) the subarray A[1..i-1] consists of the elements originally in A[1..i-1] but in sorted order.

#### Initialization

Just before the first iteration, i = 2 A[1..i-1] = A[1], which is the element originally in A[1], and it is trivially sorted.



#### InsertionSort(A)

```
    initialize: sort A[1]
    for i = 2 to A.length
    do key = A[i]
    j = i -1
    while j > 0 and A[j] > key
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#### Loop invariant

At the start of each iteration of the "outer" **for** loop (indexed by j) the subarray A[1..i-1] consists of the elements originally in A[1..i-1] but in sorted order.

#### Maintenance

Strictly speaking need to prove loop invariant for "inner" while loop. Instead, note that body of while loop moves A[i-1], A[i-2], A[i-3], and so on, by one position to the right until proper position of key is found (which has value of A[i]) invariant maintained.

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#### InsertionSort(A)

```
    initialize: sort A[1]
    for i = 2 to A.length
    do key = A[i]
    j = i -1
    while j > 0 and A[j] > key
    do A[j+1] = A[j]
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#### Loop invariant

At the start of each iteration of the "outer" **for** loop (indexed by j) the subarray A[1..i-1] consists of the elements originally in A[1..i-1] but in sorted order.

#### **Termination**

The outer **for** loop ends when i > n; this is when  $i = n+1 \Rightarrow i-1 = n$ . Plug n for i-1 in the loop invariant  $\Rightarrow$  the subarray A[1..n] consists of the elements originally in A[1..n] in sorted order.

# Insertion sort Algorithm

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14	

IN	SERTION-SORT $(A)$	cost	times
1	for $j \leftarrow 2$ to $length[A]$	$c_1$	n
2	do $key \leftarrow A[j]$	$c_2$	n-1
3	$\triangleright$ Insert $A[j]$ into the sorted		
	sequence $A[1 j - 1]$ .	0	n-1
4	$i \leftarrow j-1$	$C_4$	n-1
5	<b>while</b> $i > 0$ and $A[i] > key$	C5	$\sum_{j=2}^{n} t_j$
6	do $A[i+1] \leftarrow A[i]$	$c_6$	$\sum_{j=2}^{n} (t_j - 1)$
7	$i \leftarrow i - 1$	C7	$\sum_{j=2}^{n} (t_j - 1)$
8	$A[i+1] \leftarrow key$	$c_8$	n-1

InsertionSort is an in place algorithm: the numbers are rearranged within the array with only constant extra space.

# **Analyzing Insertion Sort**



- $T(n) = c_1 n + c_2 (n-1) + c_3 (n-1) + c_4 T + c_5 (T (n-1)) + c_6 (T (n-1)) + c_7 (n-1)$ =  $c_8 T + c_9 n + c_{10}$
- What can T be?
  - Best case -- inner loop body never executed
    - □  $t_i = 1 \rightarrow T(n)$  is a linear function
  - Worst case -- inner loop body executed for all previous elements
    - $\Box$   $t_i = i \rightarrow T(n)$  is a quadratic function
  - Average case
    - $\times$  333

# Analysis



# Simplifications

- Ignore actual and abstract statement costs
- Order of growth is the interesting measure:
  - > Highest-order term is what counts
  - Asymptotic analysis!
  - As the input size grows larger it is the high order term that dominates

# **Upper Bound Notation**



- We say InsertionSort's run time is  $O(n^2)$ 
  - o Properly we should say run time is *in* O(n<sup>2</sup>)
  - o Read O as "Big-O" (you'll also hear it as "order")
- In general a function
  - o f(n) is O(g(n)) if there exist positive constants c and  $n_o$  such that f(n)  $\leq c \cdot g(n)$  for all  $n \geq n_o$
- Formally
  - O(g(n)) = { f(n):  $\exists$  positive constants c and  $n_o$  such that f(n)  $\leq$  c · g(n)  $\forall$  n  $\geq$   $n_o$

# Insertion Sort Is O(n<sup>2</sup>)



#### Proof

- O Suppose runtime is an<sup>2</sup> + bn + c
  - ➤ If any of a, b, and c are less than o replace the constant with its absolute value

$$an^2 + bn + c$$
  $\leq (a + b + c)n^2 + (a + b + c)n + (a + b + c)$   
 $\leq 3(a + b + c)n^2$  for  $n \geq 1$   
Let  $c' = 3(a + b + c)$  and let  $n_o = 1$ 

# Question

- o Is InsertionSort O(n<sup>3</sup>)?
- o Is InsertionSort O(n)?

# Lower Bound Notation



- We say InsertionSort's run time is  $\Omega(n)$
- In general a function
  - o f(n) is  $\Omega$ (g(n)) if  $\exists$  positive constants *c* and *n*<sub>o</sub> such that o ≤ c·g(n) ≤ f(n)  $\forall$  n ≥ *n*<sub>o</sub>
- Proof:
  - O Suppose run time is an + b
    - ★ Assume a and b are positive (what if b is negative?)
  - $\circ$  an  $\leq$  an + b

# Asymptotic Tight Bound

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• A function f(n) is  $\Theta(g(n))$  if  $\exists$  positive constants  $c_1$ ,  $c_2$ , and  $n_o$  such that

$$c_1 g(n) \le f(n) \le c_2 g(n) \ \forall \ n \ge n_0$$

- Theorem
  - o f(n) is  $\Theta(g(n))$  iff f(n) is both O(g(n)) and  $\Omega(g(n))$
  - o Proof: someday

# **Practice**



10, 9, 8, 7, 6, 5 What is the order in which insertion sorts

- A. 5109876 5610987 5671098 5678109 5678910
- B. 9 10 8 7 6 5
  8 9 10 7 6 5
  7 8 9 10 6 5
  6 7 8 9 10 5
  5 6 7 8 9 10

# Example: Fibonacci numbers

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- Fibonacci numbers F(n), for n = 0, 1, 2, ..., are
  - o 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, ...
  - O Rabbits in an island

# Algorithm 1: Use recursion

24)

**■** Formal definition: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...

$$F(n) = \begin{cases} 0 & \text{if } n = 0 \\ 1 & \text{if } n = 1 \\ F(n-1) + F(n-2) & \text{if } n > 1 \end{cases}$$

```
int fib (int n){
    if(n == 0 || n == 1)
        return n;
    else
        return ( fib (n-1) + fib (n-2) );
}
```

# Alg 2: For Loop

```
if n=0
                                                    F(n) = \begin{cases} 1 & \text{if } n \\ F(n-1) + F(n-2) & \text{if } n > 1 \end{cases}
int fib (int n){
     if (n == 0 || n == 1){
           return n;
     }else{
           int tmp1 = 0, tmp2 = 1, result;
           for (int i = 2; i \le n; i++){
                result = tmp1 + tmp2;
                tmp1 = tmp2;
                tmp2 = result;
           return result;
                                                   result
                                       tmp1 tmp2
```

# Which One is Better?

(26)

#### Algorithm 1

```
int fib (int n){
    if(n == 0 || n == 1)
        return n;
    else
        return ( fib (n-1) + fib (n-2) );
}
```

```
Algorithm 2
```

```
int fib (int n){
    if (n == 0 || n == 1){
        return n;
    }else{
        int tmp1 = 0, tmp2 = 1, result;
        for (int i=2; i<=n; i++){
            result = tmp1 + tmp2;
            tmp1 = tmp2;
            tmp2 = result;
        }
        return result;
    }
</pre>
```

# Analysis of Algorithm 1

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#### **Algorithm 1**

```
int fib (int n){
    if(n == 0 || n == 1)
        return n;
    else
        return ( fib (n-1) + fib (n-2) );
}
```

fib(1) fib(0)

# Analysis of Algorithm 2

28)

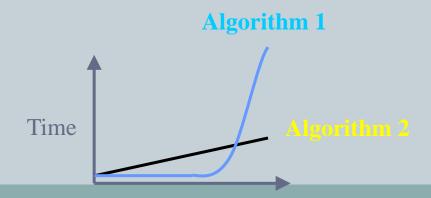
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int fib (int n){
    if (n == 0 || n == 1){
        return n;
    }else{
        int tmp1 = 0, tmp2 = 1, result;
        for (int i=2; i<=n; i++){
            result = tmp1 + tmp2;
            tmp1 = tmp2;
            tmp2 = result;
        }
        return result;
    }
    Linear to n</pre>
```

result tmp1 tmp2 0, 1, 1, 2, 3, 5, 8, 13, 21, ...

# Which One is Better?



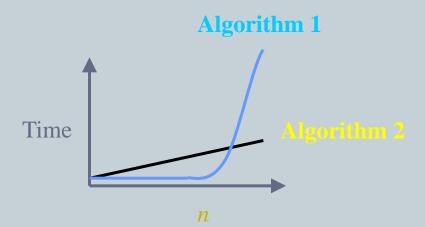
- Algorithm 2 runs faster in average and worst cases.
- If the Fibonacci number is quite small, Algorithm 1.



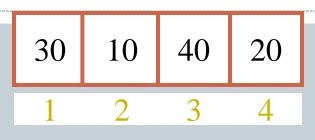
# Which One is Better?



- We are more interested in how an algorithm behaves as the problem size goes large.
  - All algorithms behave similar under a small problem size.



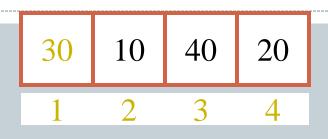
# Appendix



```
i = \emptyset j = \emptyset key = \emptyset

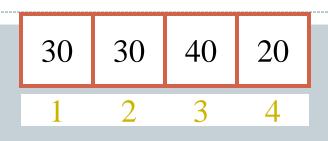
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```

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    while (j > 0) and (A[j] > key)
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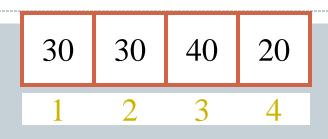
$$i = 2$$
  $j = 1$   $key = 10$   
 $A[j] = 30$   $A[j+1] = 10$ 

```
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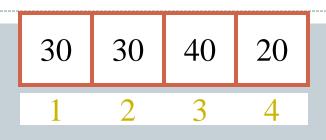
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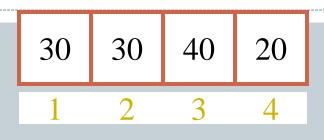
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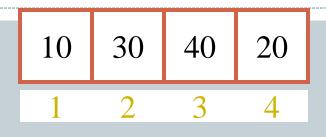
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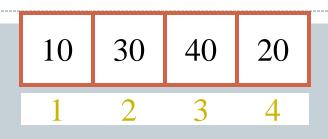


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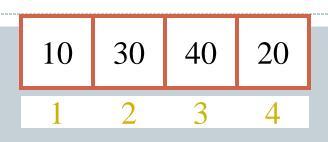
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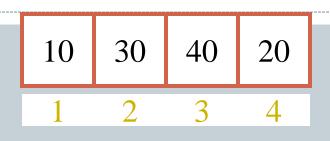
$$i = 3$$
  $j = 0$   $key = 10$   
 $A[j] = \emptyset$   $A[j+1] = 10$ 

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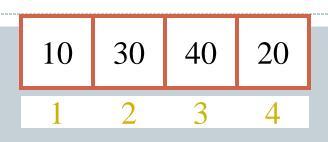
$$i = 3$$
  $j = 0$   $key = 40$   
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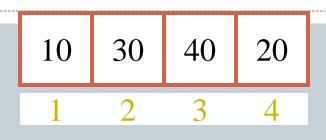
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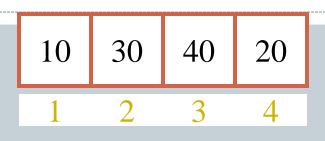
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```
i = 3 j = 2 key = 40

A[j] = 30 A[j+1] = 40
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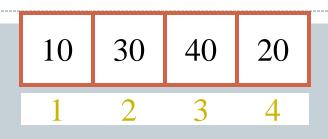
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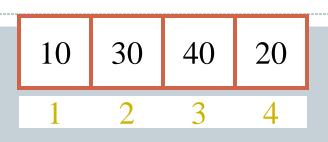
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$$i = 4$$
  $j = 2$   $key = 40$   
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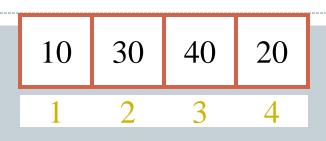
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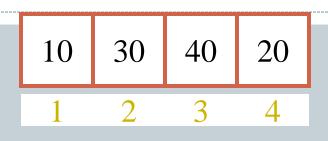
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A[j+1] = key



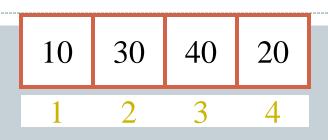
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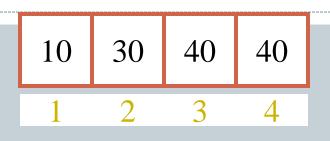
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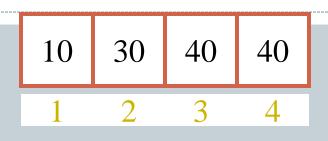
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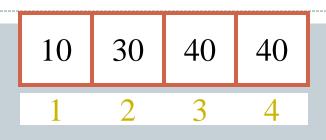
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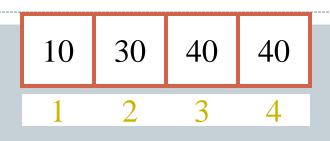
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    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



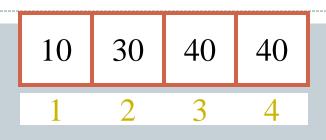
$$i = 4$$
  $j = 3$   $key = 20$   
 $A[j] = 40$   $A[j+1] = 40$ 

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



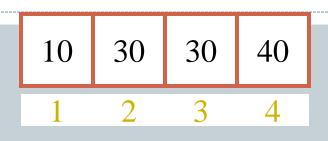
$$i = 4$$
  $j = 2$   $key = 20$   $A[j] = 30$   $A[j+1] = 40$ 

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



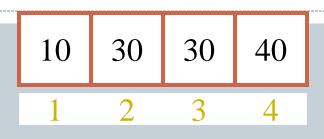
$$i = 4$$
  $j = 2$   $key = 20$   $A[j] = 30$   $A[j+1] = 40$ 

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



$$i = 4$$
  $j = 2$   $key = 20$   
 $A[j] = 30$   $A[j+1] = 30$ 

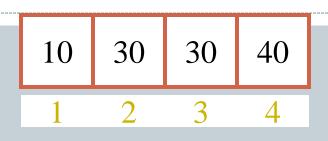
```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



```
i = 4 j = 2 key = 20

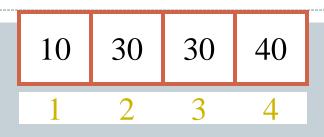
A[j] = 30 A[j+1] = 30
```

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



$$i = 4$$
  $j = 1$   $key = 20$   
 $A[j] = 10$   $A[j+1] = 30$ 

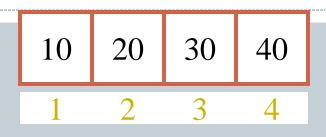
```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```



```
i = 4 j = 1 key = 20

A[j] = 10 A[j+1] = 30
```

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```

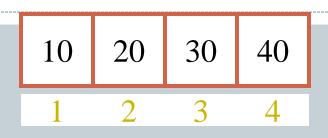


```
i = 4 j = 1 key = 20

A[j] = 10 A[j+1] = 20
```

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```





```
i = 4 j = 1 key = 20 A[j] = 10 A[j+1] = 20
```

```
InsertionSort(A, n)
  for i = 2 to n
    key = A[i]
    j = i - 1
    while (j > 0) and (A[j] > key)
        A[j+1] = A[j]
        j = j - 1
    A[j+1] = key
```

Done!