Divide-and-Conquer: Sorting Problem

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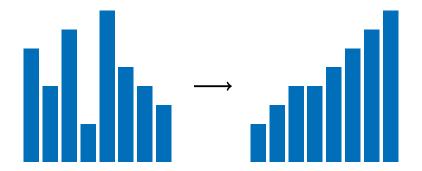
Algorithmic Design and Techniques Algorithms and Data Structures at edX

Outline

1 Problem Overview

- 2 Selection Sort
- 3 Merge Sort
- 4 Lower Bound for Comparison Based Sorting
- 5 Non-Comparison Based Sorting Algorithms

Sorting Problem



Sorting

Input: Sequence $A[1 \dots n]$. Output: Permutation $A'[1 \dots n]$ of $A[1 \dots n]$ in non-decreasing order.

Why Sorting?

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- Sorting data is an important step of many efficient algorithms.
- Sorted data allows for more efficient queries.

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SelectionSort(A[1...n])

```
for i from 1 to n:
minIndex \leftarrow i
for i from i+1 to n:
   if A[j] < A[minIndex]:
      minIndex \leftarrow j
\{A[minIndex] = \min A[i \dots n]\}
swap(A[i], A[minIndex])
\{A[1...i] \text{ is in final position}\}
```

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Online visualization: selection sort

Lemma

The running time of SelectionSort(A[1...n]) is $O(n^2)$.

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Proof

n iterations of outer loop, at most n iterations of inner loop.

Too Pessimistic Estimate?

As *i* grows, the number of iterations of the inner loop decreases: *j* iterates from *i* + 1 to *n*.

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- A more accurate estimate for the total number of iterations of the inner loop is $(n-1) + (n-2) + \cdots + 1$.

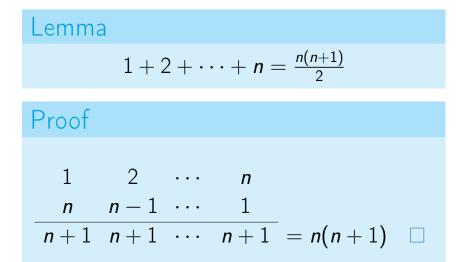
Too Pessimistic Estimate?

- As *i* grows, the number of iterations of the inner loop decreases: *j* iterates from *i* + 1 to *n*.
- A more accurate estimate for the total number of iterations of the inner loop is $(n-1) + (n-2) + \cdots + 1$.
- We will show that this sum is Θ(n²) implying that our initial estimate is actually tight.

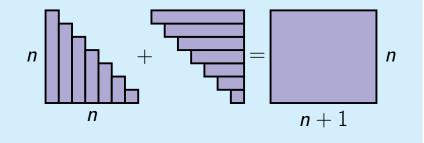
Arithmetic Series

Lemma $1 + 2 + \dots + n = \frac{n(n+1)}{2}$

Arithmetic Series



Alternative proof



Selection Sort: Summary

Selection sort is an easy to implement algorithm with running time $O(n^2)$.

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- Selection sort is an easy to implement algorithm with running time $O(n^2)$.
- Sorts in place: requires a constant amount of extra memory.
- There are many other quadratic time sorting algorithms: e.g., insertion sort, bubble sort.

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split the array into two halves

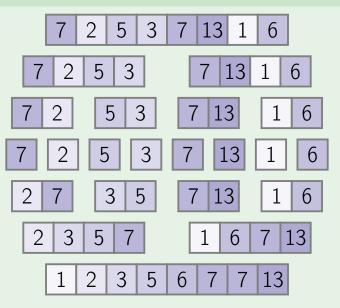
sort the halves recursively

$$\begin{bmatrix} 7 & 2 & 5 & 3 & 7 & 13 & 1 & 6 \\ split the array into two halves \\ \hline 7 & 2 & 5 & 3 & 7 & 13 & 1 & 6 \\ sort the halves recursively \\ \hline 2 & 3 & 5 & 7 & 1 & 6 & 7 & 13 \\ nerge the sorted halves into one array \\ \hline 1 & 2 & 3 & 5 & 6 & 7 & 7 & 13 \\ \end{bmatrix}$$

if n = 1: return A $m \leftarrow |n/2|$ $B \leftarrow \text{MergeSort}(A[1 \dots m])$ $C \leftarrow \text{MergeSort}(A[m+1 \dots n])$ $A' \leftarrow \text{Merge}(B, C)$ return A'

Merging Two Sorted Arrays $Merge(B[1 \dots p], C[1 \dots q])$ $\{B \text{ and } C \text{ are sorted}\}\$ $D \leftarrow \text{empty array of size } p + q$ while B and C are both non-empty: $b \leftarrow \text{the first element of } B$ $c \leftarrow$ the first element of C if b < c: move b from B to the end of Delse: move c from C to the end of Dmove the rest of B and C to the end of Dreturn D

Merge sort: example



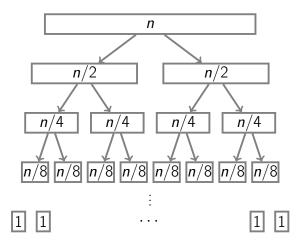
The running time of MergeSort(A[1...n]) is $O(n \log n)$.

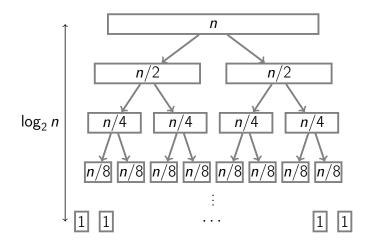
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Proof

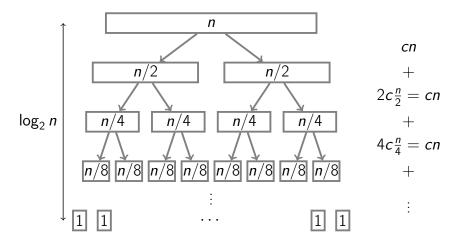
The running time of merging B and C is O(n).

• Hence the running time of MergeSort(A[1...n]) satisfies a recurrence $T(n) \le 2T(n/2) + O(n)$.

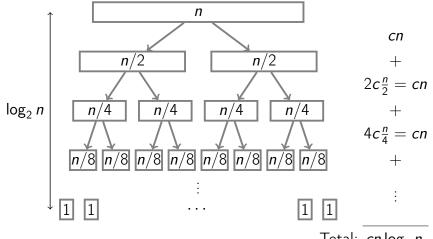












Total: $cn \log_2 n$

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Definition

A comparison based sorting algorithm sorts objects by comparing pairs of them.

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Example

Selection sort and merge sort are comparison based.

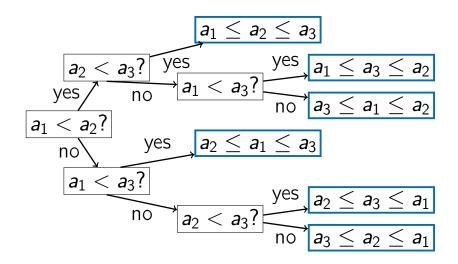
Any comparison based sorting algorithm performs $\Omega(n \log n)$ comparisons in the worst case to sort *n* objects.

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In other words

For any comparison based sorting algorithm, there exists an array $A[1 \dots n]$ such that the algorithm performs at least $\Omega(n \log n)$ comparisons to sort A.

Decision Tree



■ the number of leaves l in the tree must be at least n! (the total number of permutations)

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- the number of leaves l in the tree must be at least n! (the total number of permutations)
- the worst-case running time of the algorithm (the number of comparisons made) is at least the depth d
- $d \ge \log_2 \ell$ (or, equivalently, $2^d \ge \ell$)
- thus, the running time is at least

$$\log_2(n!) = \Omega(n \log n)$$

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Proof

$$\log_2(n!) = \log_2(1 \cdot 2 \cdot \dots \cdot n)$$

=
$$\log_2 1 + \log_2 2 + \dots + \log_2 n$$

$$\geq \log_2 \frac{n}{2} + \dots + \log_2 n$$

$$\geq \frac{n}{2} \log_2 \frac{n}{2} = \Omega(n \log n)$$

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Example: sorting small integers

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Example: sorting small integers 1 2 3 4 5 6 7 8 9 10 11 12 3 2 1 3 2 2 3 2 2 2 1 2 Α we have sorted these numbers without actually comparing them! 1 2 3 4 5 6 7 8 9 10 11 12 2 2 2 2 2 1 2 2 2 3 3 3 A'

Counting Sort: Ideas

■ Assume that all elements of *A*[1...*n*] are integers from 1 to *M*.

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- By a single scan of the array A, count the number of occurrences of each 1 ≤ k ≤ M in the array A and store it in Count[k].
- Using this information, fill in the sorted array A'.

CountSort(A[1...n])

 $Count[1 \dots M] \leftarrow [0, \dots, 0]$ for *i* from 1 to *n*: $Count[A[i]] \leftarrow Count[A[i]] + 1$ {k appears Count[k] times in A} $Pos[1 \dots M] \leftarrow [0, \dots, 0]$ $Pos[1] \leftarrow 1$ for i from 2 to M: $Pos[j] \leftarrow Pos[j-1] + Count[j-1]$ {k will occupy range [Pos[k]...Pos[k+1]-1]} for *i* from 1 to *n*: $A'[Pos[A[i]]] \leftarrow A[i]$ $Pos[A[i]] \leftarrow Pos[A[i]] + 1$

Provided that all elements of A[1...n] are integers from 1 to M, CountSort(A) sorts Ain time O(n + M).

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Remark

If M = O(n), then the running time is O(n).

Summary

- Merge sort uses the divide-and-conquer strategy to sort an *n*-element array in time O(n log n).
- No comparison based algorithm can do this (asymptotically) faster.
- One can do faster if something is known about the input array in advance (e.g., it contains small integers).