Sorting



Recurrence relationships

3. $F_i = F_{i-1} + F_{i-2}$, with $f_0 = 0$ and $f_1 = 1$ - $F_0=0$, $F_1=1$, $F_2=1$, $F_3=2$, $F_4=3$ - $F_0 = 5$, $F_1 = 8$, $F_2 = 13$, $F_3 = 21$, $F_4 = 34$ Magic! - Fi $[(1+sqrt(5))^{i}-(1-sqrt(5))^{i}]/(2^{i}sqrt(5))$

Outline

Sorting! -What's a sorting algorithm? -Insertion sort -Merge sort -Divide & conquer (Master's thm) -Quicksort

Sorting problem

Input: sequence of numbers = $\{a_1, a_2, \dots, a_n\}$

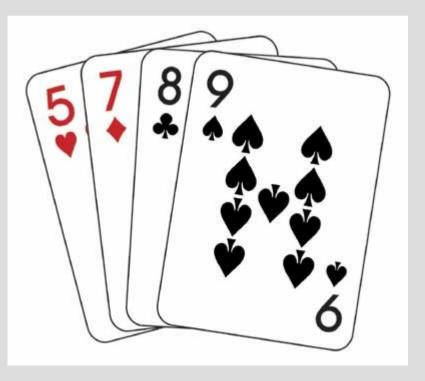
Output: different order = $\{a_1', a_2', \dots, a_n'\}$, where $a_1' \le a_2' \le \dots \le a_n'$

General idea: -Examine one element at a time

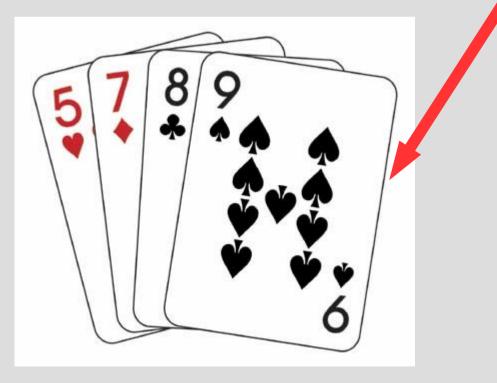
-Insert into correct place in an already sorted sequence

-Repeat...

Where to put a 10 of spades? A 6 of hearts?



Where to put a 10 of spades? A 6 of hearts? Between 5 and 7



```
Input: A[1,2, ... n]
for j = 2 to n
 i=j-1
 key = A[j] // why do we need this?
 while i > 0 AND A[i] > key
   A[i+1] = A[i]
   i = i – 1
 A[i+1] = key
```

Sort: {4, 5, 3, 8, 1, 6, 2}

```
Sort: {4, 5, 3, 8, 1, 6, 2}
{4} - done
\{4, 5\} - done
\{4, 5, 3\}, \{4, 3, 5\}, \{3, 4, 5\} - done
{3, 4, 5, 8} – done
\{3, 4, 5, 8, 1\}, \{3, 4, 5, 1, 8\},\
\{3, 4, 1, 5, 8\}, \{3, 1, 4, 5, 8\},\
{1, 3, 4, 5, 8} - done
```

Sort: {4, 5, 3, 8, 1, 6, 2} {1, 3, 4, 5, 8} – done {1, 3, 4, 5, 8, 6}, {1, 3, 4, 5, 6, 8} -done

{1, 3, 4, 5, 6, 8, 2}, {1, 3, 4, 5, 6, 2, 8}
{1, 3, 4, 5, 2, 6, 8}, {1, 3, 4, 2, 5, 6, 8}
{1, 3, 2, 4, 5, 6, 8}, {1, 2, 3, 4, 5, 6, 8}
-done and done

Worst case runtime?

Average case?

Worst case runtime? Outer loop runs n times and inner loop runs j-1 times 1+2+3+...+n-1 = ?

Average case?

Worst case runtime? Outer loop runs n times and inner loop runs j-1 times $1+2+3+ ... + n-1 = n(n-1)/2 = O(n^2)$

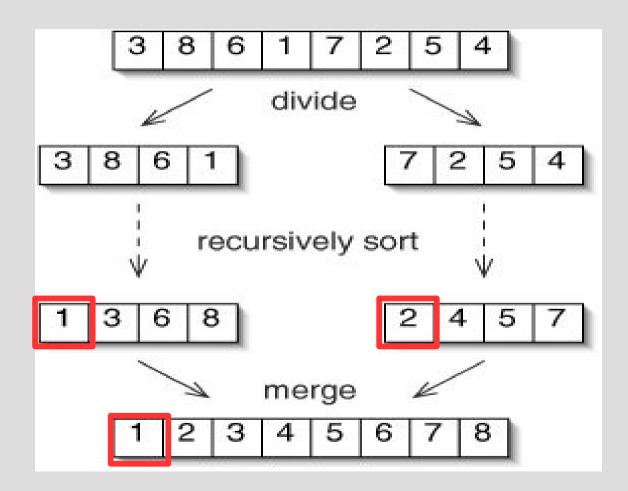
Average case? inner loop (j-1)/2 times = $O(n^2)$

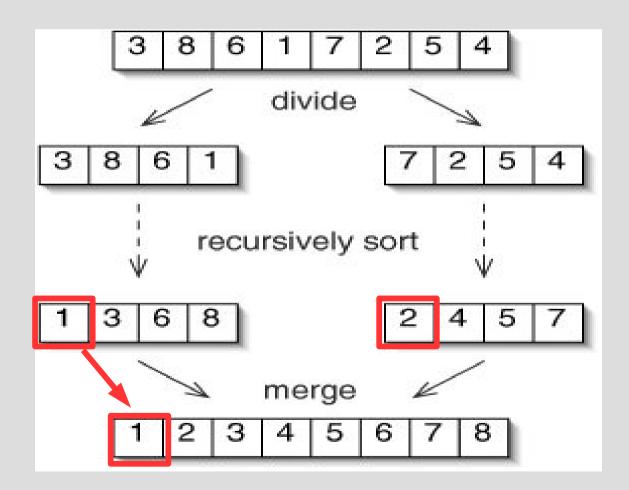
Correctness: Base: Initial list is 1 element, sorted Step: Inner loop places everything bigger than key after it and everything smaller before. Before & after will be sorted as it started sorted Termination: Terminates after n A[n] placed, so whole list sorted

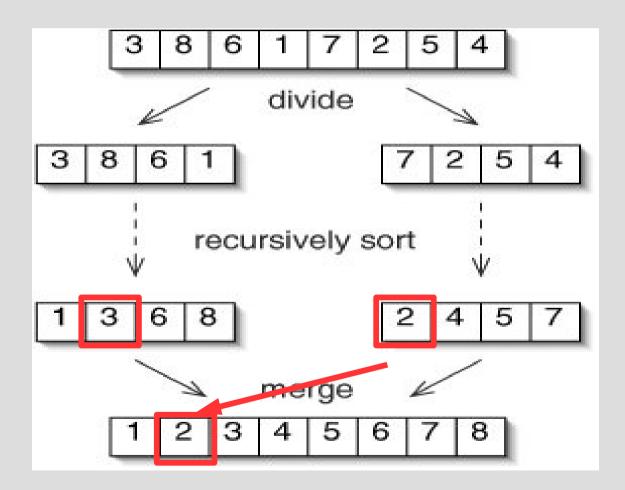
1. Split pile in half

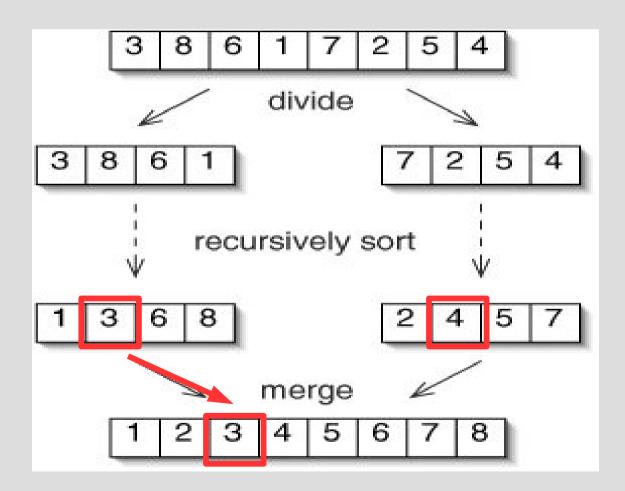
2. Sort each half (possibly recursively with merge sort)

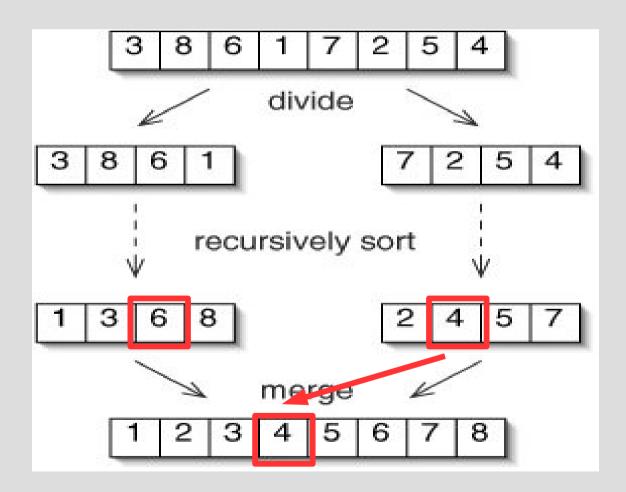
3. Recombine lists

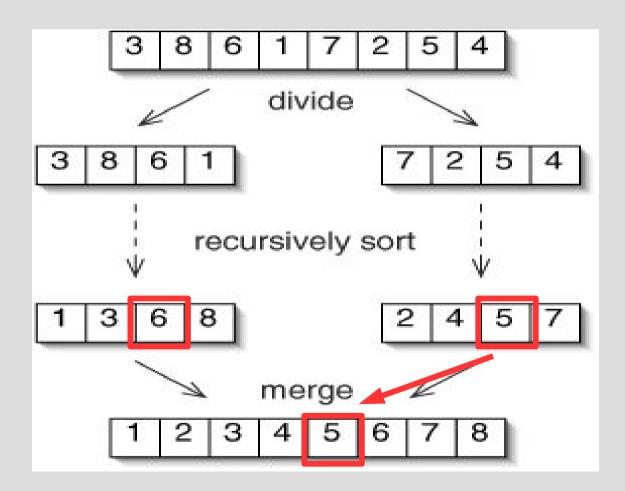


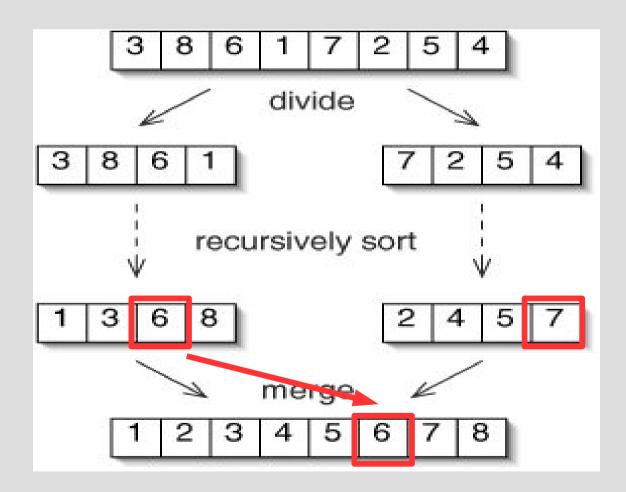


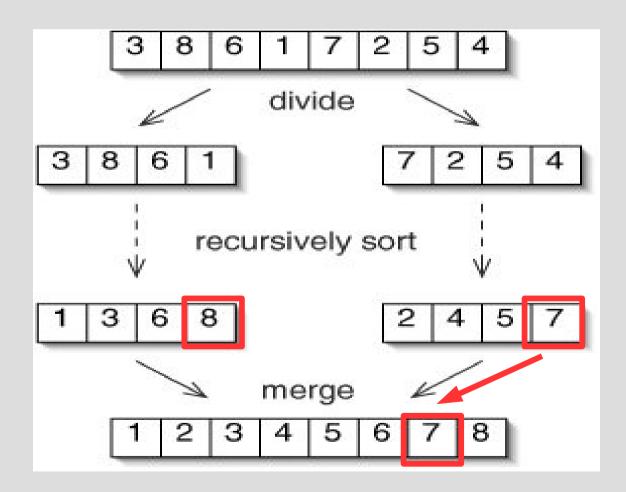


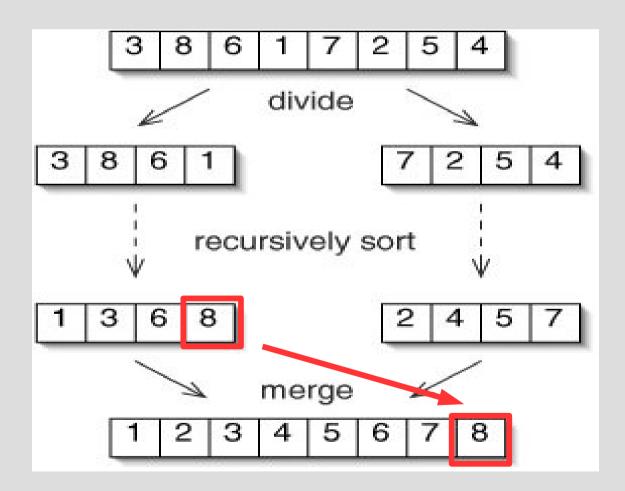












Merge sort Merge(L[1, ..., n_1], R[1, ..., n_r] i=1, j=1, k=1 while $i < n_1 OR j < n_r$ if L[i] < R[j]A[k] = L[i], i=i+1else A[k] = R[j], j=j+1k = k + 1

Sort: {4, 5, 3, 8, 1, 6, 2}

Sort: {4, 5, 3, 8, 1, 6, 2} - Split {4, 5, 3}{8, 1, 6, 2} - Split {4, 5}{3}{8,1}{6,2} – Split $\{4\}\{5\}\{3\}\{8\}\{1\}\{6\}\{2\} - Merge$ {4, 5}{3} {1, 8} {2, 6} – Merge {3, 4, 5} {1, 2, 6, 8} – Merge $\{1, 2, 3, 4, 5, 6, 8\}$

Corectness: Base: A[] empty (sorted), at L&R[1] Step: In the while loop, the smallest element in L[] or R[] will be added as the largest element in A[] Termination: while loop end after all elements in L[] and R[] have been added

Run time: T(n) =

Run time: (recurrence relation) $T(n) = \{O(1) \text{ if } n=1, \text{ otherwise...}$ Divide + 2T(n/2) + Merge}

 $T(n) = \{O(1) \text{ if } n=1, \text{ otherwise...} \\ O(1) + 2T(n/2) + O(n) \}$

 $T(n) = O(n \lg n)$

Divide & conquer

Master's theorem: (proof 4.6) For $a \ge 1$, $b \ge 1$, T(n) = a T(n/b) + f(n)

If f(n) is... (3 cases) $O(n^c)$ for c < log_b a, T(n) is $\Theta(n^{\log b a})$ $\Theta(n^{\log b a})$, then T(n) is $\Theta(n^{\log b a} \log n)$ $\Omega(n^c)$ for c > log_b a, T(n) is $\Theta(f(n))$

Master's theorem: TL;DR

If you have something of the form: T(n) = a T(n/b) + f(n)acts like $n^{\log b a}$

Case 1: f(n) grows faster, then overall growth just f(n) Case 2: n^{logb a} grows faster, then overall growth just n^{logb a} Case 3: Both grow same, tack on lg n: n^{logb a} lg(n)

Divide & conquer

Which works better for multi-cores: insertion sort or merge sort? Why?

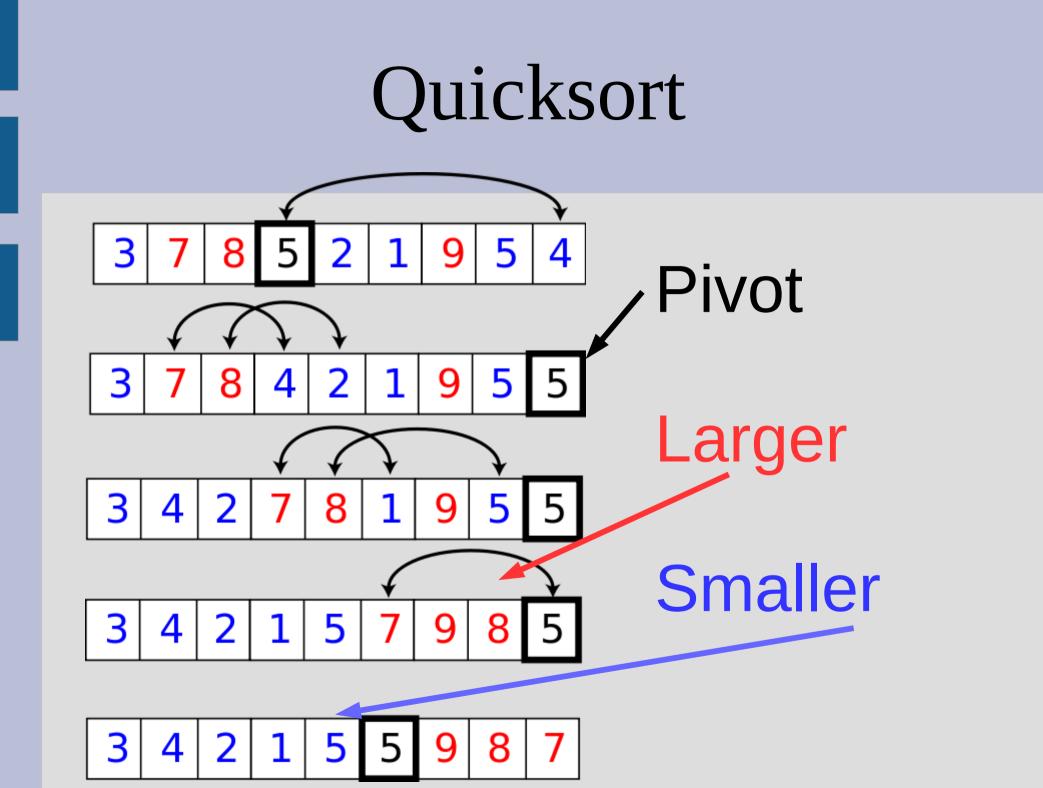
Divide & conquer

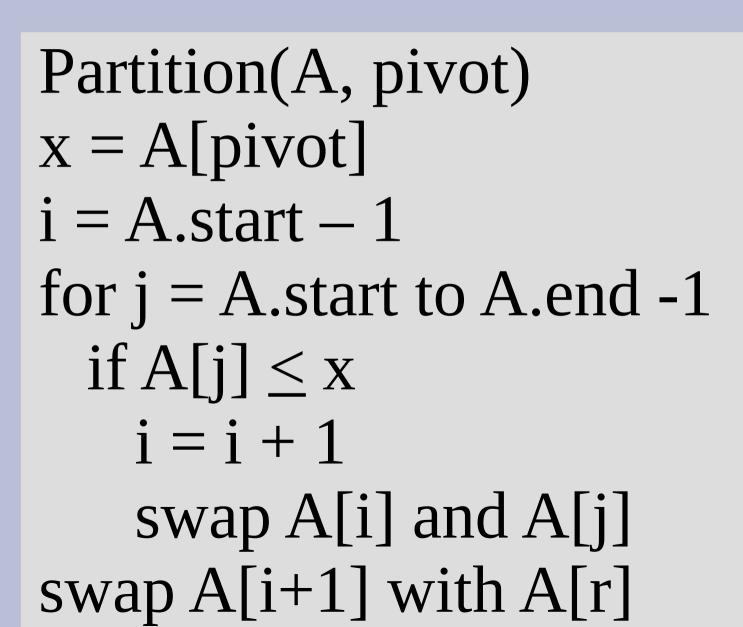
Which works better for multi-cores: insertion sort or merge sort? Why?

Merge sort! After the problem is split, each core and individually sort a sub-list and only merging needs to be done synchronized

Quicksort

- 1. Pick a pivot (any element!)
- 2. Sort the list into 3 parts:
 - Elements smaller than pivot
 - Pivot by itself
 - Elements larger than pivot
- 3. Recursively sort smaller & larger





Sort: {4, 5, 3, 8, 1, 6, 2}

Sort: {4, 5, 3, 8, 1, 6, 2} – Pivot = 2 $\{4, 5, 3, 8, 1, 6, 2\}$ – sort 4 $\{4, 5, 3, 8, 1, 6, 2\}$ – sort 5 $\{4, 5, 3, 8, 1, 6, 2\}$ – sort 3 $\{4, 5, 3, 8, 1, 6, 2\}$ – sort 8 {4, 5, 3, 8, 1, 6, 2} – sort 1, swap 4 $\{1, 5, 3, 8, 4, 6, 2\}$ – sort 6 $\{1, 5, 3, 8, 4, 6, 2\}, \{1, 2, 5, 3, 8, 4, 6\}$

For quicksort, you can pick any pivot you want

The algorithm is just easier to write if you pick the last element (or first)

Sort: {4, 5, 3, 8, 1, 6, 2} - Pivot = 3 {4, 5, 2, 8, 1, 6, 3} – swap 2 and 3 $\{4, 5, 2, 8, 1, 6, 3\}$ $\{4, 5, 2, 8, 1, 6, 3\}$ $\{2, 5, 4, 8, 1, 6, 3\}$ – swap 2 & 4 {2, 5, 4, 8, 1, 6, 3} (first red ^) $\{2, 1, 4, 8, 5, 6, 3\}$ – swap 1 and 5 $\{2, 1, 4, 8, 5, 6, 3\}$ $\{2, 1, 3, 8, 5, 6, 4\}$

Correctness: Base: Initially no elements are in the "smaller" or "larger" category Step (loop): If A[j] < pivot it will be added to "smaller" and "smaller" will claim next spot, otherwise it it stays put and claims a "larger" spot Termination: Loop on all elements...

Runtime: Worst case?

Average?

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Can bound number of checks against pivot: Let X_{i,j} = event A[i] checked to A[j] $sum_{i,i} X_{i,i} = total number of checks$ $E[\operatorname{sum}_{i,i} X_{i,i}] = \operatorname{sum}_{i,i} E[X_{i,i}]$ = sum_{i,i} Pr(A[i] check A[j]) = sum_{i,i} Pr(A[i] or A[j] a pivot)

= sum_{i,j} Pr(A[i] or A[j] a pivot)
= sum_{i,j} (2 / j-i+1) // j-i+1 possibilties
< sum_i O(lg n)
= O(n lg n)

Which is better for multi core, quicksort or merge sort?

If the average run times are the same, why might you choose quicksort?

Which is better for multi core, quicksort or merge sort? Neither, quicksort front ends the processing, merge back ends

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Which is better for multi core, quicksort or merge sort? Neither, quicksort front ends the processing, merge back ends

If the average run times are the same, why might you choose quicksort? Uses less space.

Sorting!

So far we have been looking at comparative sorts (where we have to compare the numbers)

The minimum running time for this type of algorithm is $\Theta(n \log n)$