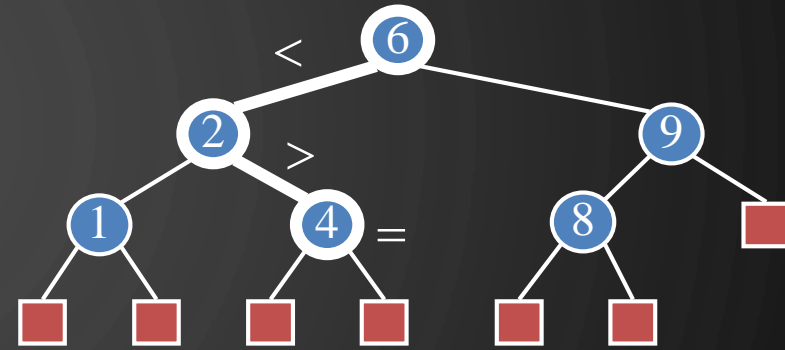


CHAPTER 12

SORTING AND SELECTION

ACKNOWLEDGEMENT: THESE SLIDES ARE ADAPTED FROM SLIDES PROVIDED WITH DATA STRUCTURES AND ALGORITHMS IN JAVA, GOODRICH, TAMASSIA AND GOLDWASSER (WILEY 2016)



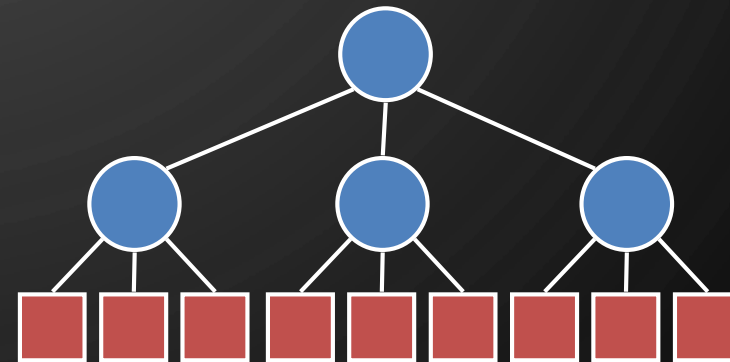
The image features a dark gray background with white decorative circuit-like patterns in the corners. These patterns consist of thin white lines forming various shapes, some ending in small white circles, resembling a stylized PCB or network diagram. The patterns are located in the top-left, top-right, bottom-left, and bottom-right corners.

DIVIDE AND CONQUER ALGORITHMS

DIVIDE AND CONQUER ALGORITHMS

ANALYSIS WITH RECURRENCE EQUATIONS

- **Divide-and-conquer** is a general algorithm design paradigm:
 - **Divide:** divide the input data S into k (disjoint) subsets S_1, S_2, \dots, S_k
 - **Recur:** solve the subproblems recursively
 - **Conquer:** combine the solutions for S_1, S_2, \dots, S_k into a solution for S
- The base case for the recursion are subproblems of constant size
- Analysis can be done using **recurrence equations** (relations)



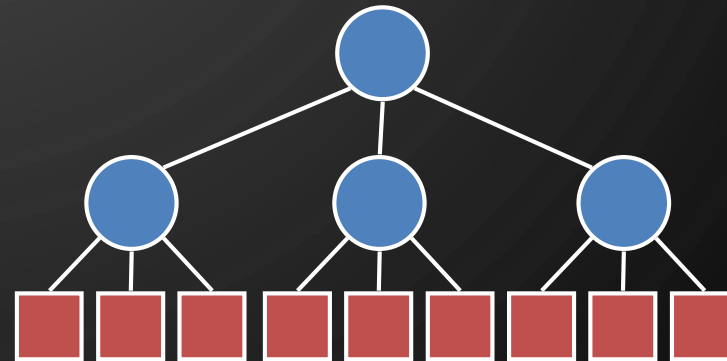
DIVIDE AND CONQUER ALGORITHMS

ANALYSIS WITH RECURRENCE EQUATIONS

- When the size of all subproblems is the same (frequently the case) the recurrence equation representing the algorithm is:

$$T(n) = D(n) + kT\left(\frac{n}{c}\right) + C(n)$$

- Where
 - $D(n)$ is the cost of dividing S into the k subproblems S_1, S_2, \dots, S_k
 - There are k subproblems, each of size $\frac{n}{c}$ that will be solved recursively
 - $C(n)$ is the cost of combining the subproblem solutions to get the solution for S



EXERCISE

RECURRENCE EQUATION SETUP

- Algorithm – transform multiplication of two n -bit integers I and J into multiplication of $\left(\frac{n}{2}\right)$ -bit integers and some additions/shifts
- Where does recursion happen in this algorithm?
 - Rewrite the step(s) of the algorithm to show this clearly.

Algorithm multiply(I, J)

Input: n -bit integers I, J

Output: $I * J$

- if** $n > 1$ **then**
- Split I and J into high and low order halves:
 I_h, I_l, J_h, J_l
- $x_1 \leftarrow I_h * J_h; \quad x_2 \leftarrow I_h * J_l;$
- $x_3 \leftarrow I_l * J_h; \quad x_4 \leftarrow I_l * J_l$
- $Z \leftarrow x_1 * 2^n + x_2 * 2^{\frac{n}{2}} + x_3 * 2^{\frac{n}{2}} + x_4$
- else**
- $Z \leftarrow I * J$
- return** Z

EXERCISE

RECURRENCE EQUATION SETUP

- Algorithm – transform multiplication of two n -bit integers I and J into multiplication of $\left(\frac{n}{2}\right)$ -bit integers and some additions/shifts
3. Assuming that additions and shifts of n -bit numbers can be done in $O(n)$ time, describe a recurrence equation showing the running time of this multiplication algorithm

Algorithm $\text{multiply}(I, J)$

Input: n -bit integers I, J

Output: $I * J$

1. **if** $n > 1$ **then**
2. Split I and J into high and low order halves:
 I_h, I_l, J_h, J_l
3. $x_1 \leftarrow \text{multiply}(I_h, J_h); x_2 \leftarrow \text{multiply}(I_h, J_l)$
4. $x_3 \leftarrow \text{multiply}(I_l, J_h); x_4 \leftarrow \text{multiply}(I_l, J_l)$
5. $Z \leftarrow x_1 * 2^n + x_2 * 2^{\frac{n}{2}} + x_3 * 2^{\frac{n}{2}} + x_4$
6. **else**
7. $Z \leftarrow I * J$
8. **return** Z

EXERCISE

RECURRENCE EQUATION SETUP

- Algorithm – transform multiplication of two n -bit integers I and J into multiplication of $\left(\frac{n}{2}\right)$ -bit integers and some additions/shifts
- The recurrence equation for this algorithm is:
 - $T(n) = 4T\left(\frac{n}{2}\right) + O(n)$
 - The solution is $O(n^2)$ which is the same as naïve algorithm

Algorithm $\text{multiply}(I, J)$

Input: n -bit integers I, J


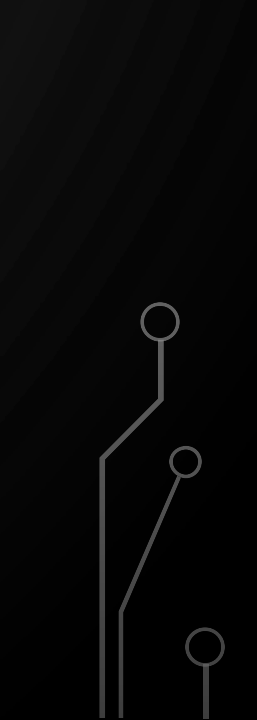
Output: $I * J$

1. **if** $n > 1$ **then**
2. Split I and J into high and low order halves:
 I_h, I_l, J_h, J_l
3. $x_1 \leftarrow \text{multiply}(I_h, J_h); x_2 \leftarrow \text{multiply}(I_h, J_l)$
4. $x_3 \leftarrow \text{multiply}(I_l, J_h); x_4 \leftarrow \text{multiply}(I_l, J_l)$
5. $Z \leftarrow x_1 * 2^n + x_2 * 2^{\frac{n}{2}} + x_3 * 2^{\frac{n}{2}} + x_4$
6. **else**
7. $Z \leftarrow I * J$
8. **return** Z

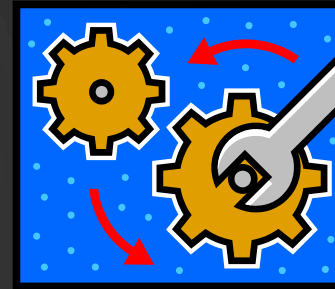


DIVIDE AND CONQUER ALGORITHMS

ANALYSIS WITH RECURRENCE EQUATIONS

- Remaining question: how do we solve recurrence relations?
 - **Iterative substitution** – continually expand a recurrence to yield a summation, then bound the summation
 - **Analyze the recursion tree** – determine work per level and number of levels in a recursion tree. This is not a proof technique, more of an intuitive sketch of a proof
 - **Master theorem (method)** – rule to go directly to solution of recurrence. This is slightly beyond scope of course, but we will see it anyway
- 
- 

ITERATIVE SUBSTITUTION



- In the iterative substitution, or “plug-and-chug,” technique, we iteratively apply the recurrence equation to itself and see if we can find a pattern. Example:

- $T(n) = 2T\left(\frac{n}{2}\right) + bn$
- $= 2\left(2T\left(\frac{n}{2^2}\right) + b\left(\frac{n}{2}\right)\right) + bn = 2^2T\left(\frac{n}{2^2}\right) + 2bn$
- $= 2^3T\left(\frac{n}{2^3}\right) + 3bn$
- $= \dots$
- $= 2^iT\left(\frac{n}{2^i}\right) + ibn$

- Note that base, $T(n) = b$, case occurs when $2^i = n$. That is, $i = \log n$.

- So,

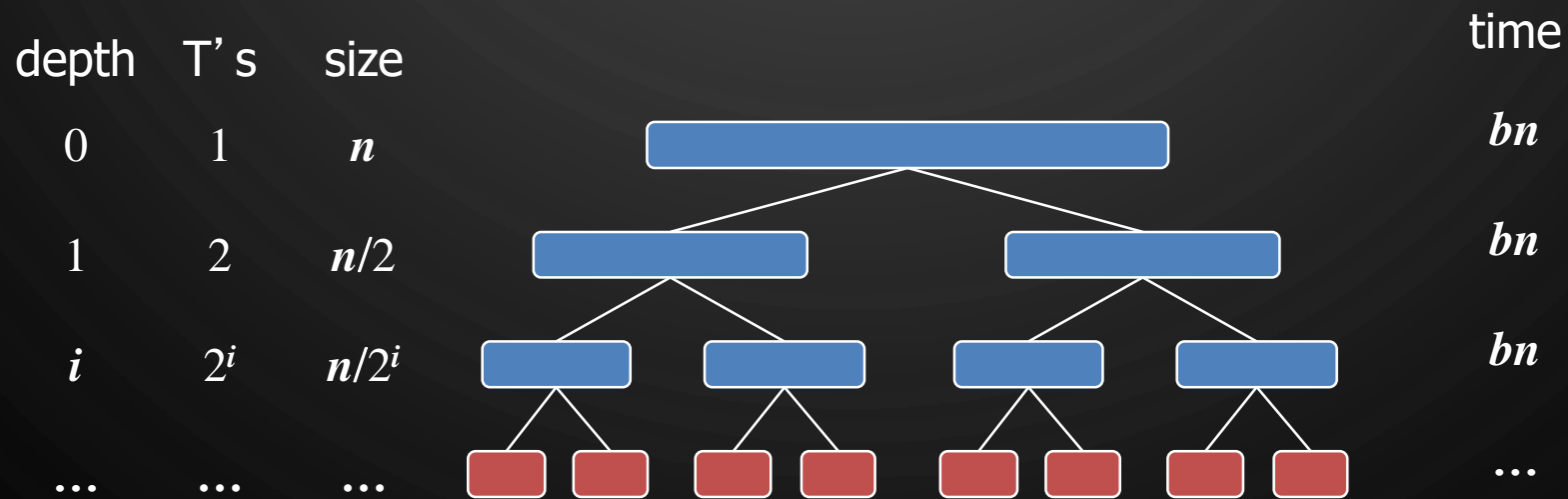
$$T(n) = bn + n \log n = O(n \log n)$$

THE RECURSION TREE



- Draw the recursion tree for the recurrence relation and look for a pattern.

Example: $T(n) = 2T\left(\frac{n}{2}\right) + bn$



- Total time: $bn + bn \log n = O(n \log n)$

THE MASTER THEOREM (METHOD)

- Many divide-and-conquer algorithms have the form:

$$T(n) = aT\left(\frac{n}{b}\right) + f(n)$$

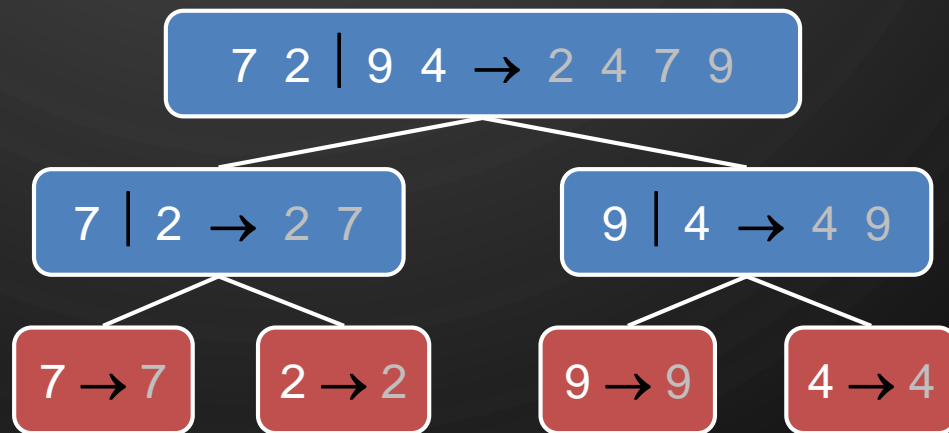
- The master theorem:

1. If $f(n)$ is $O(n^{\log_b a - \epsilon})$, then $T(n)$ is $\Theta(n^{\log_b a})$
2. If $f(n)$ is $\Theta(n^{\log_b a} \log^k n)$, then $T(n)$ is $\Theta(n^{\log_b a} \log^{k+1} n)$
3. If $f(n)$ is $\Omega(n^{\log_b a + \epsilon})$, then $T(n)$ is $\Theta(f(n))$,
provided $af\left(\frac{n}{b}\right) \leq \delta f(n)$ for some $\delta < 1$

- Examples

- $T(n) = 4T\left(\frac{n}{2}\right) + n$
 - $O(n^2)$
- $T(n) = T\left(\frac{n}{2}\right) + 1$
 - $O(\log n)$, (binary search)
- $T(n) = T\left(\frac{n}{3}\right) + n \log n$
 - $O(n \log n)$

MERGE SORT



MERGE-SORT

- **Merge-sort** is based on the divide-and-conquer paradigm. It consists of three steps:

- **Divide:** partition input sequence S into two sequences S_1 and S_2 of about $\frac{n}{2}$ elements each
- **Recur:** recursively sort S_1 and S_2
- **Conquer:** merge S_1 and S_2 into a sorted sequence

- What is the recurrence relation?

Algorithm mergeSort(S, C)

Input: Sequence S of n elements,
Comparator C

Output: Sequence S sorted according to C

1. **if** $S.size() > 1$ **then**
2. $(S_1, S_2) \leftarrow \text{partition}(S, \frac{n}{2})$
3. $S_1 \leftarrow \text{mergeSort}(S_1, C)$
4. $S_2 \leftarrow \text{mergeSort}(S_2, C)$
5. $S \leftarrow \text{merge}(S_1, S_2)$
6. **return** S

MERGE-SORT

- The running time of Merge Sort can be expressed by the recurrence equation:

$$T(n) = 2T\left(\frac{n}{2}\right) + M(n)$$

- We need to determine $M(n)$, the time to merge two sorted sequences each of size $\frac{n}{2}$.

Algorithm mergeSort(S, C)

Input: Sequence S of n elements,
Comparator C

Output: Sequence S sorted according to C

- 1.** **if** $S.size() > 1$ **then**
2. $(S_1, S_2) \leftarrow \text{partition}(S, \frac{n}{2})$
3. $S_1 \leftarrow \text{mergeSort}(S_1, C)$
4. $S_2 \leftarrow \text{mergeSort}(S_2, C)$
5. $S \leftarrow \text{merge}(S_1, S_2)$
- 6.** **return** S

MERGING TWO SORTED SEQUENCES

- The conquer step of merge-sort consists of merging two sorted sequences A and B into a sorted sequence S containing the union of the elements of A and B
- Merging two sorted sequences, each with $\frac{n}{2}$ elements and implemented by means of a doubly linked list, takes $O(n)$ time
 - $M(n) = O(n)$

Algorithm merge(A, B)

Input: Sequences A, B with $\frac{n}{2}$ elements each

Output: Sorted sequence of $A \cup B$

```
1.  $S \leftarrow \emptyset$ 
2. while  $\neg A.isEmpty() \wedge \neg B.isEmpty()$  do
3.   if  $A.first() < B.first()$  then
4.      $S.addLast(A.removeFirst())$ 
5.   else
6.      $S.addLast(B.removeFirst())$ 
7. while  $\neg A.isEmpty()$  do
8.    $S.addLast(A.removeFirst())$ 
9. while  $\neg B.isEmpty()$  do
10.   $S.addLast(B.removeFirst())$ 
11. return  $S$ 
```

MERGESORT

- So, the running time of Merge Sort can be expressed by the recurrence equation:

$$\begin{aligned}T(n) &= 2T\left(\frac{n}{2}\right) + M(n) \\ &= 2T\left(\frac{n}{2}\right) + O(n) \\ &= O(n \log n)\end{aligned}$$

Algorithm mergeSort(S, C)

Input: Sequence S of n elements,
Comparator C

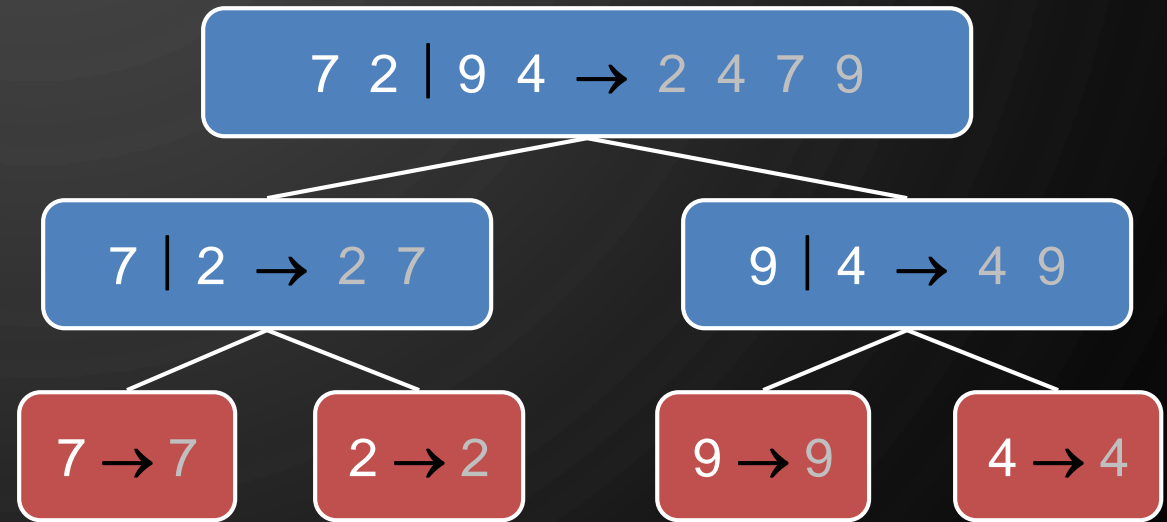
Output: Sequence S sorted according to C

- 1. if** $S.size() > 1$ **then**
- $(S_1, S_2) \leftarrow \text{partition}(S, \frac{n}{2})$
- $S_1 \leftarrow \text{mergeSort}(S_1, C)$
- $S_2 \leftarrow \text{mergeSort}(S_2, C)$
- $S \leftarrow \text{merge}(S_1, S_2)$
- 6. return** S

MERGE-SORT EXECUTION TREE (RECURSIVE CALLS)

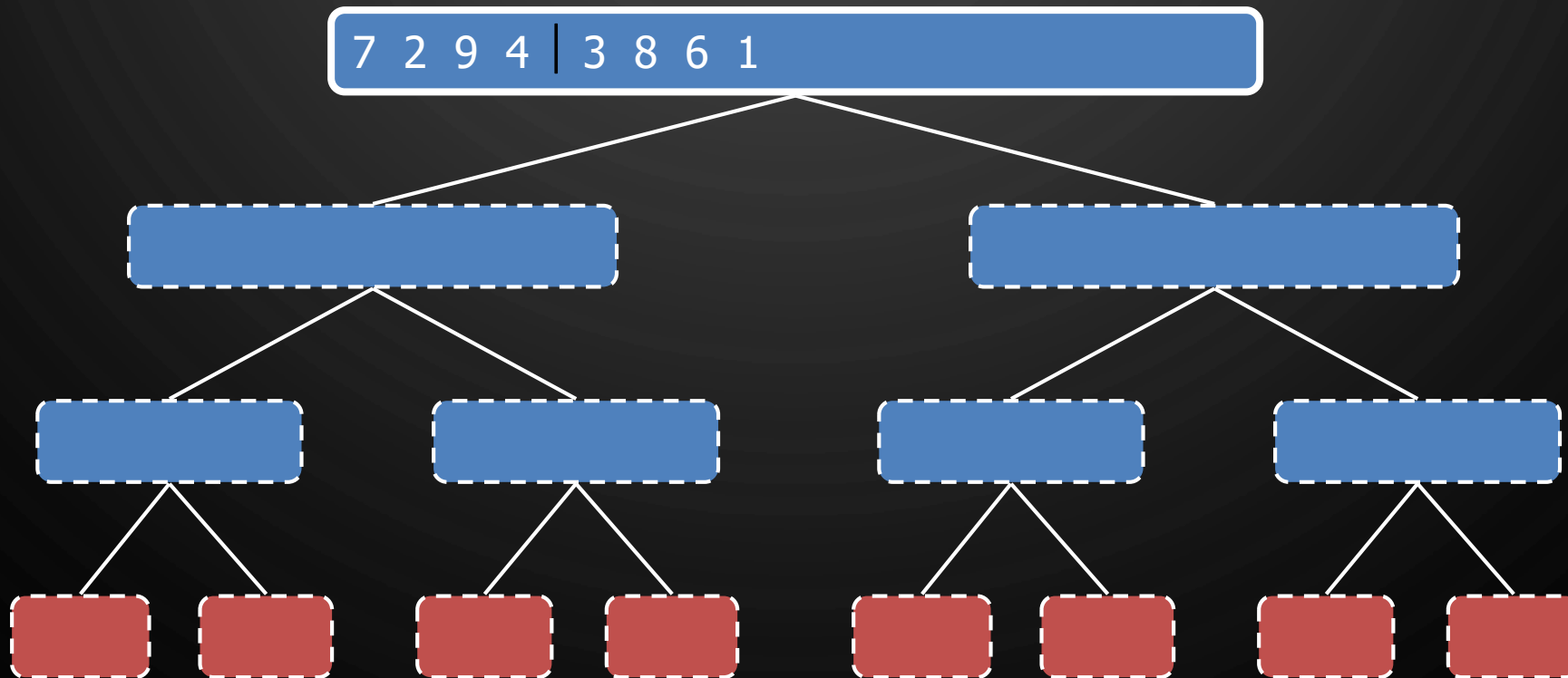
- An execution of merge-sort is depicted by a binary tree

- Each node represents a recursive call of merge-sort and stores
 - Unsorted sequence before the execution and its partition
 - Sorted sequence at the end of the execution
- The root is the initial call
- The leaves are calls on subsequences of size 0 or 1



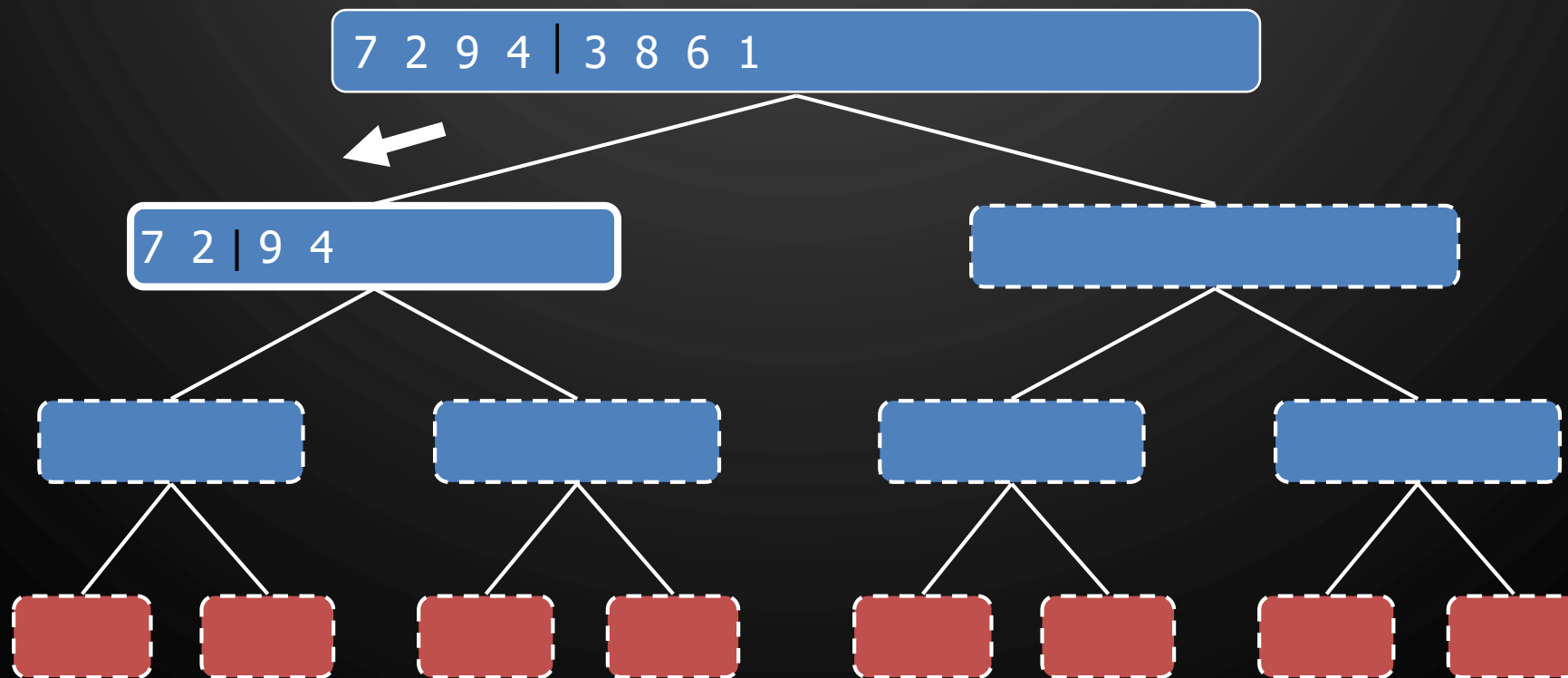
EXECUTION EXAMPLE

- Partition



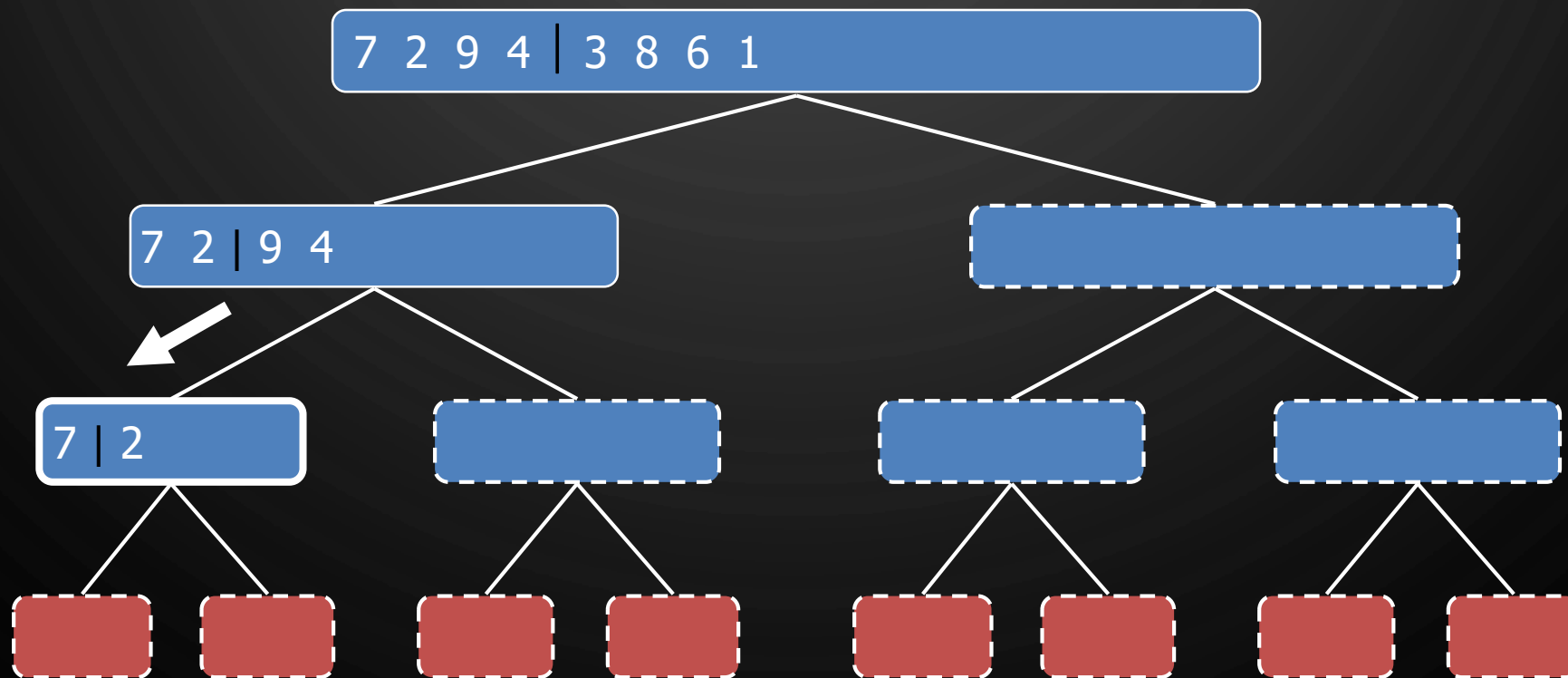
EXECUTION EXAMPLE

- Recursive Call, partition



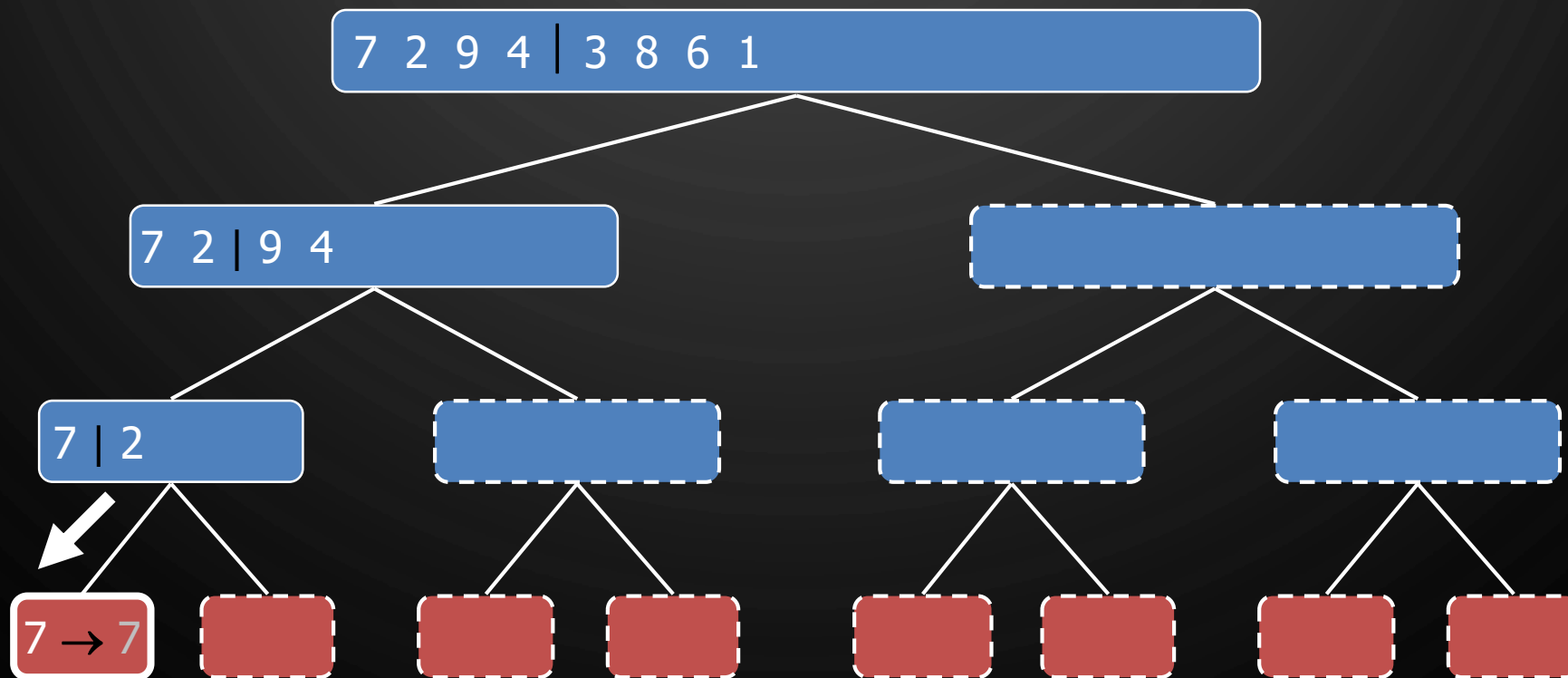
EXECUTION EXAMPLE

- Recursive Call, partition



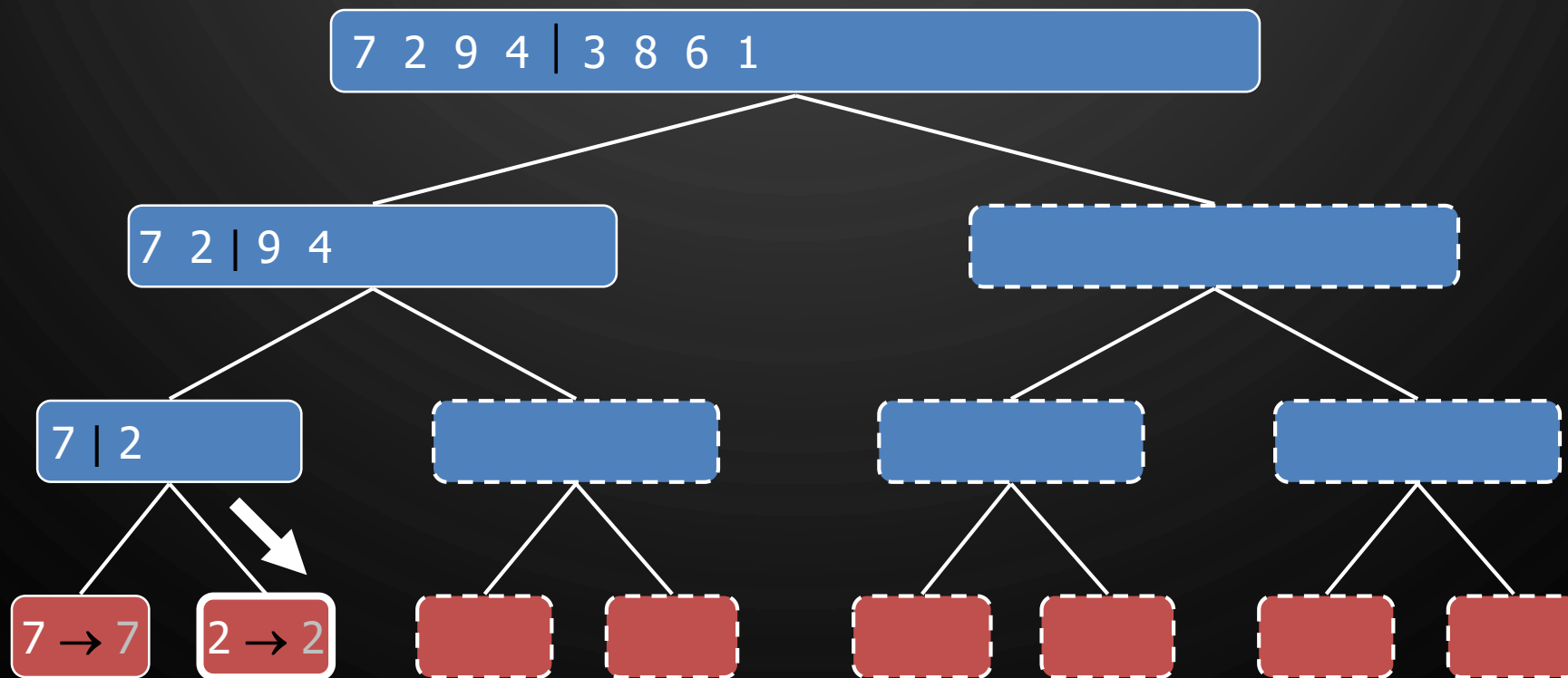
EXECUTION EXAMPLE

- Recursive Call, base case



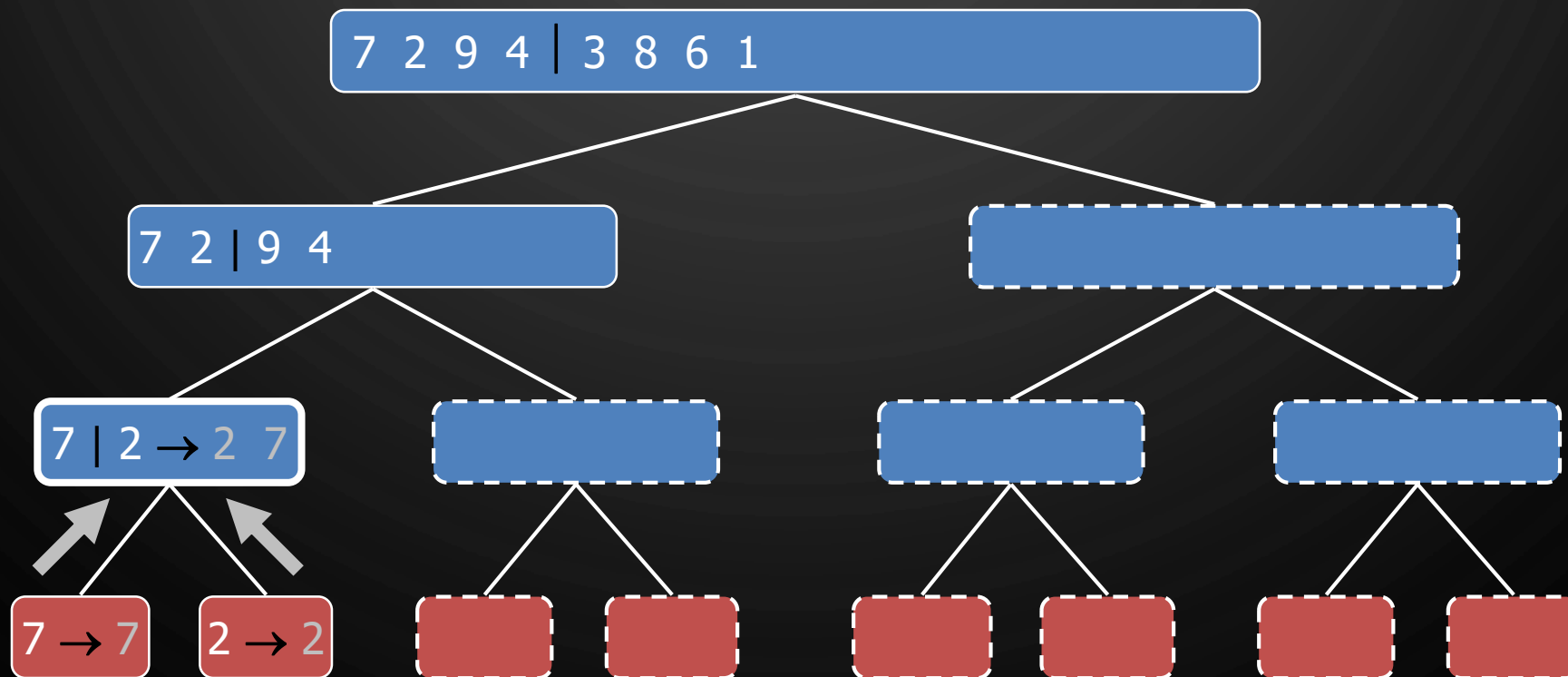
EXECUTION EXAMPLE

- Recursive Call, base case



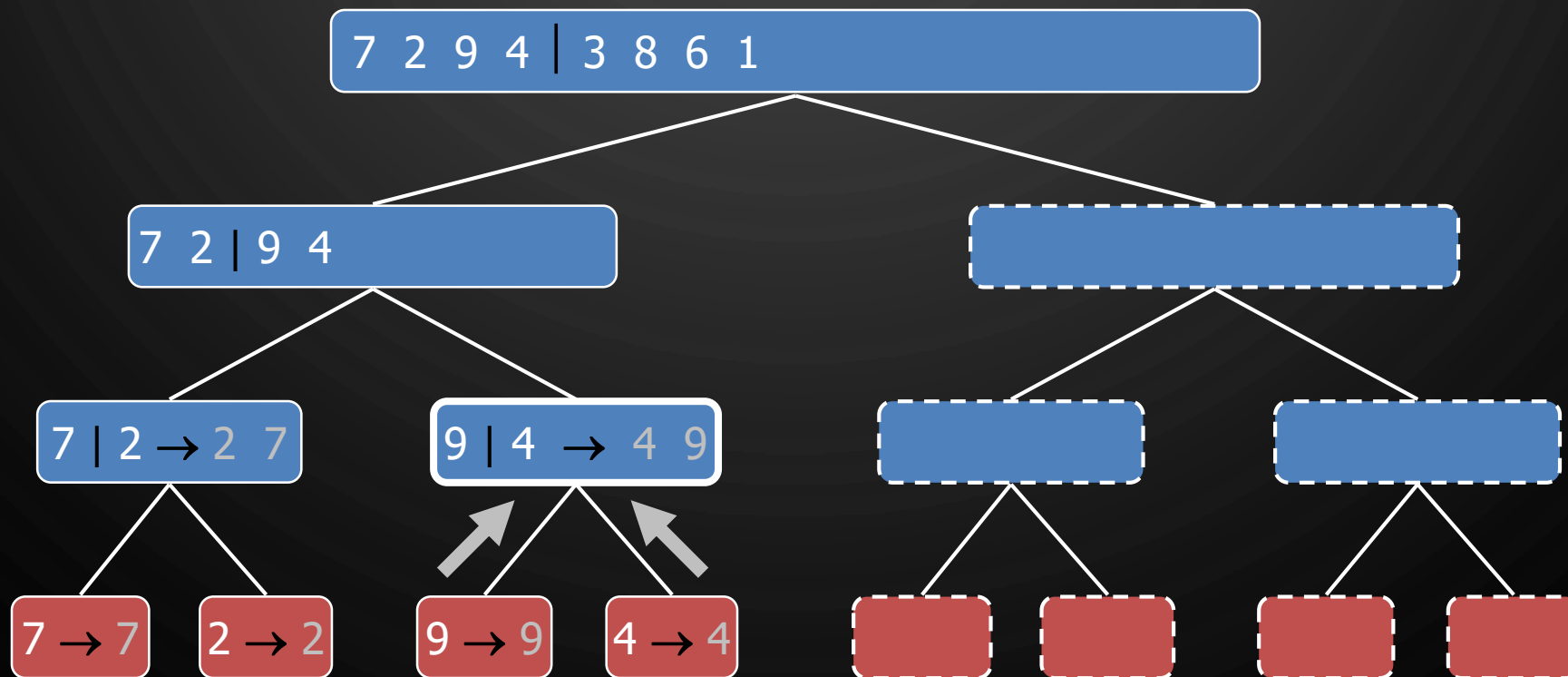
EXECUTION EXAMPLE

- Merge



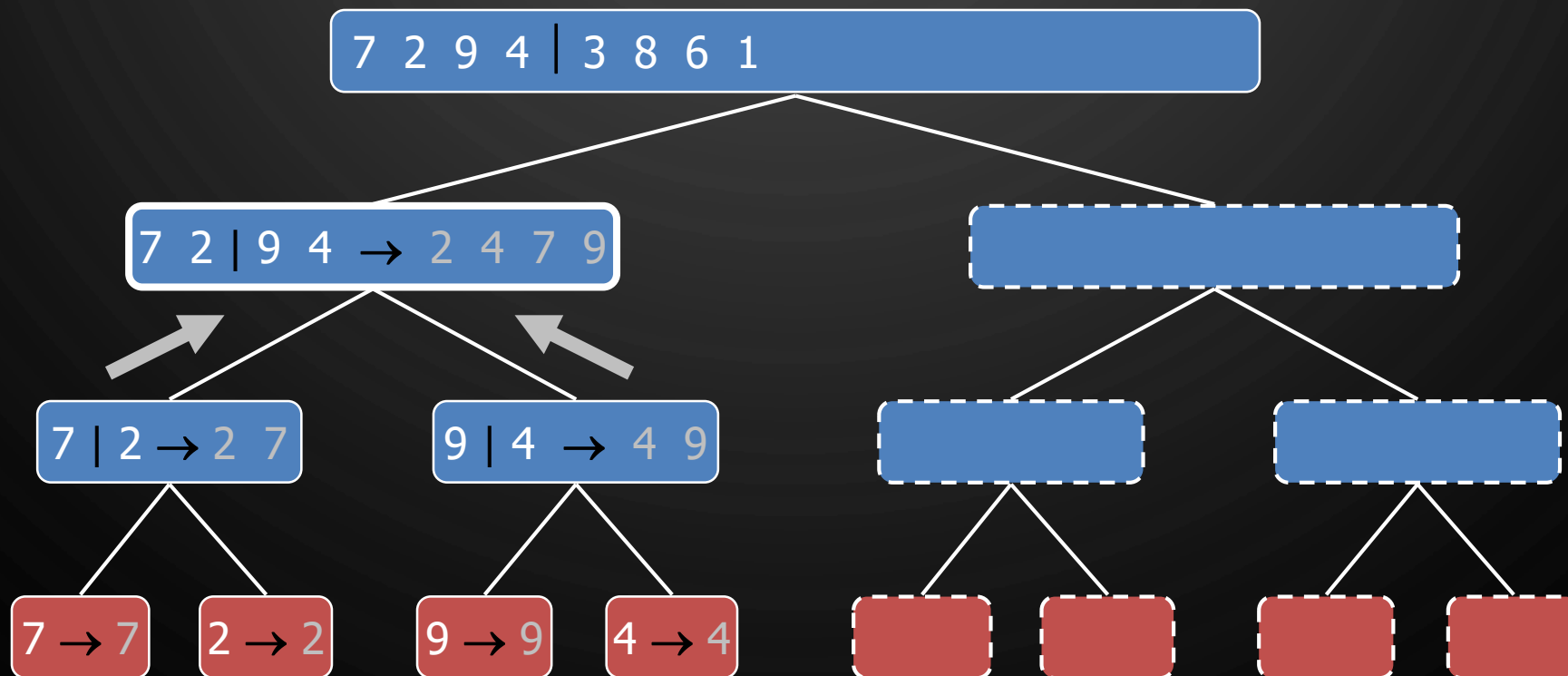
EXECUTION EXAMPLE

- Recursive call, ..., base case, merge



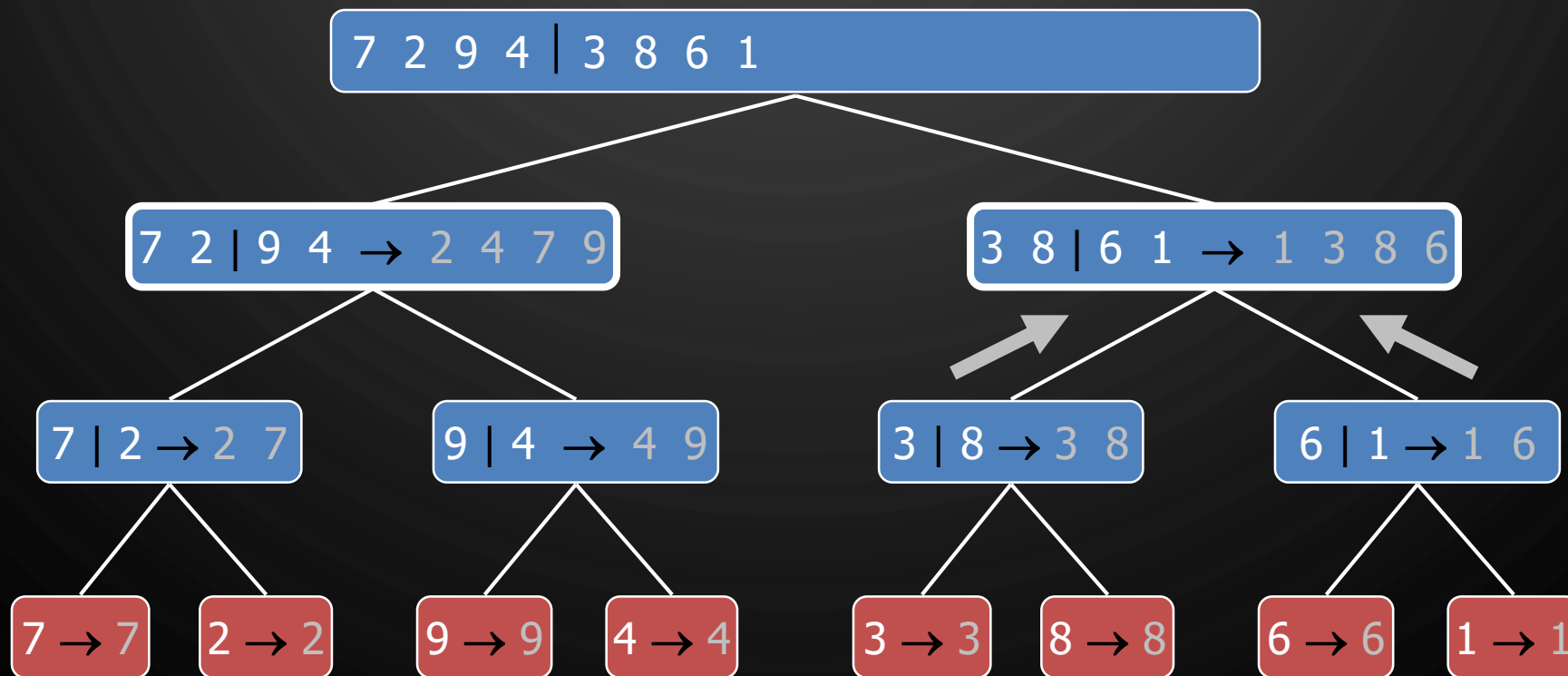
EXECUTION EXAMPLE

- Merge



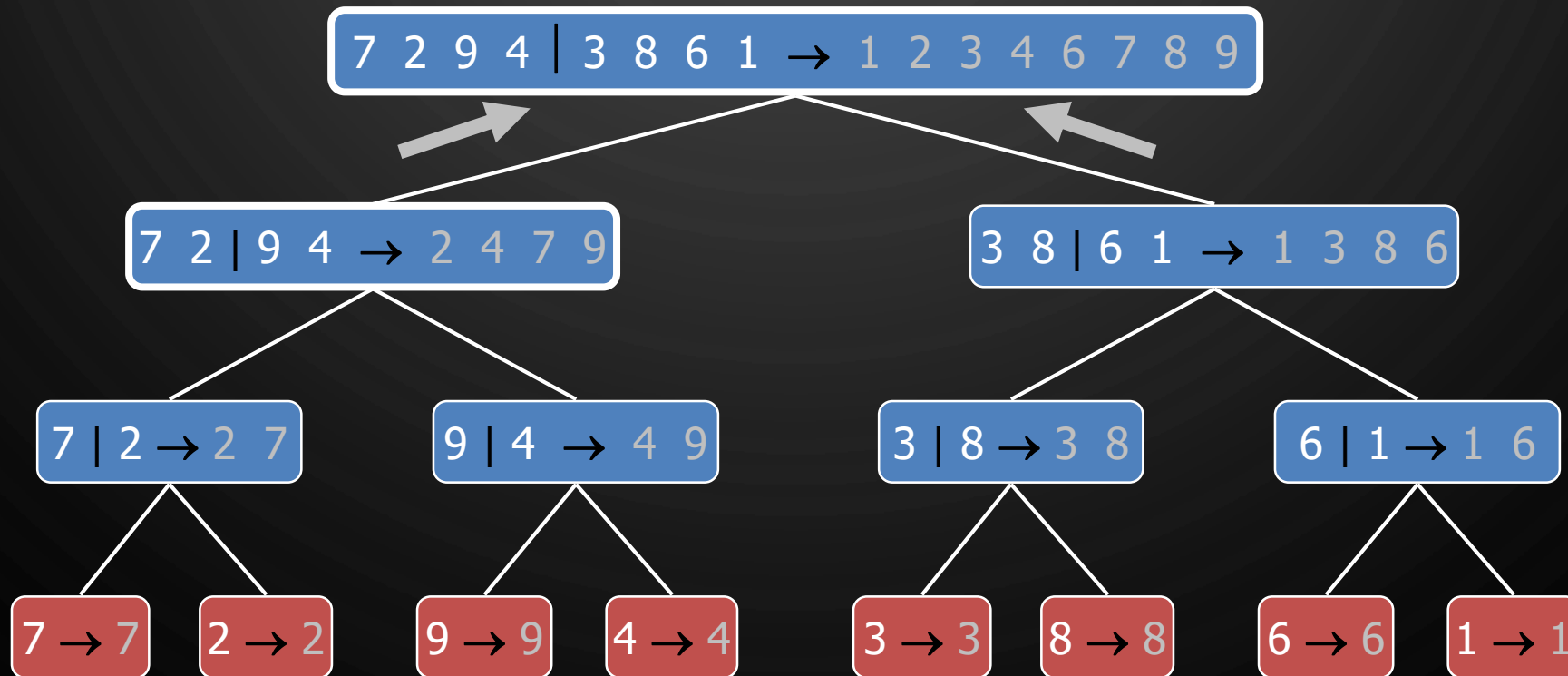
EXECUTION EXAMPLE

- Recursive call, ..., merge, merge



EXECUTION EXAMPLE

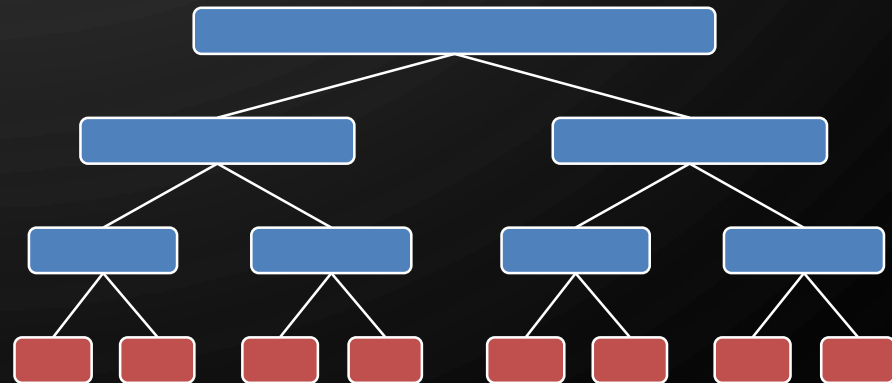
- Merge



ANOTHER ANALYSIS OF MERGE-SORT

- The height h of the merge-sort tree is $O(\log n)$
 - at each recursive call we divide in half the sequence,
- The work done at each level is $O(n)$
 - At level i , we partition and merge 2^i sequences of size $\frac{n}{2^i}$
- Thus, the total running time of merge-sort is $O(n \log n)$

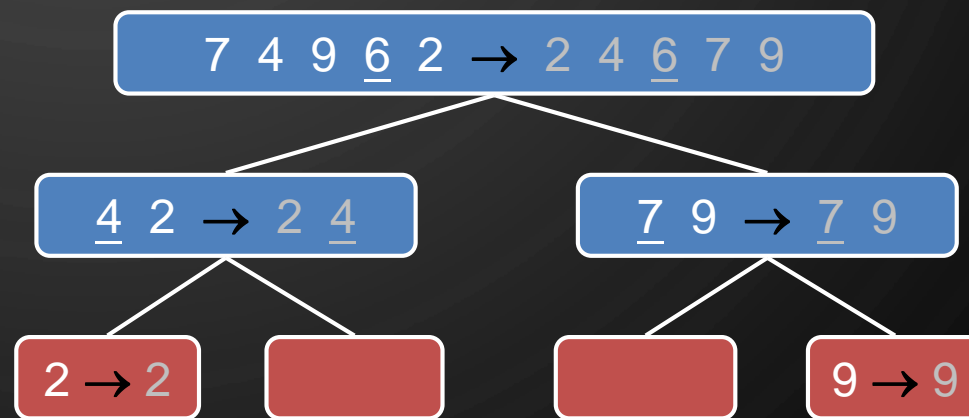
depth	#seqs	size	Cost for level
0	1	n	n
1	2	$n/2$	n
...
i	2^i	$\frac{n}{2^i}$	n
...
$\log n$	$2^{\log n} = n$	$\frac{n}{2^{\log n}} = 1$	n



SUMMARY OF SORTING ALGORITHMS (SO FAR)

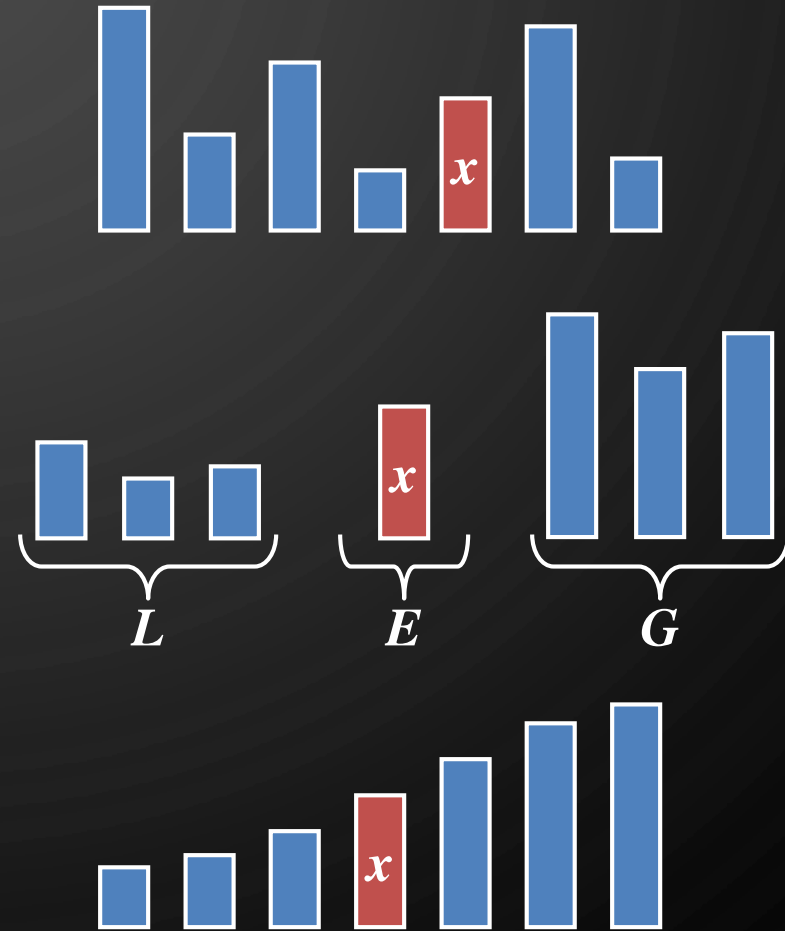
Algorithm	Time	Notes
Selection Sort	$O(n^2)$	Slow, in-place For small data sets (< 1K)
Insertion Sort	$O(n^2)$ WC, AC $O(n)$ BC	Slow, in-place For small data sets (< 1K)
Heap Sort	$O(n \log n)$	Fast, in-place For large data sets (1K – 1M)
Merge Sort	$O(n \log n)$	Fast, sequential data access For huge data sets (>1M)

QUICK-SORT



QUICK-SORT

- **Quick-sort** is a randomized sorting algorithm based on the divide-and-conquer paradigm:
 - **Divide:** pick a random element x (called **pivot**) and partition S into
 - L - elements less than x
 - E - elements equal x
 - G - elements greater than x
 - **Recur:** sort L and G
 - **Conquer:** join L , E , and G



ANALYSIS OF QUICK SORT USING RECURRENCE RELATIONS

- Assumption: random pivot expected to give equal sized sublists
- The running time of Quick Sort can be expressed as:

$$T(n) = 2T\left(\frac{n}{2}\right) + P(n)$$

- $P(n)$ - time to partition on input of size n

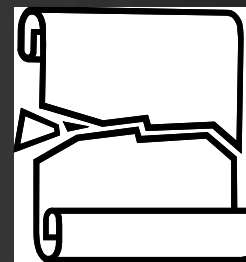
Algorithm quickSort(S, l, r)

Input: Sequence S , indices l, r

Output: Sequence S with the elements between l and r sorted

```
1. if  $l \geq r$  then
2.   return  $S$ 
3.    $i \leftarrow \text{rand}() \% (r - l) + l$  //random integer
4.                                     //between  $l$  and  $r$ 
5.    $x \leftarrow S.\text{at}(i)$ 
6.    $(h, k) \leftarrow \text{partition}(x)$ 
7.   quickSort( $S, l, h - 1$ )
8.   quickSort( $S, k + 1, r$ )
9.   return  $S$ 
```


PARTITION



- We partition an input sequence as follows:
 - We remove, in turn, each element y from S and
 - We insert y into L , E , or G , depending on the result of the comparison with the pivot x
- Each insertion and removal is at the beginning or at the end of a sequence, and hence takes $O(1)$ time
- Thus, the partition step of quick-sort takes $O(n)$ time

Algorithm `partition(S,p)`

Input: Sequence S , position p of the pivot

Output: Subsequences L, E, G of the elements of S less than, equal to, or greater than the pivot, respectively

```
1.  $L, E, G \leftarrow \emptyset$ 
2.  $x \leftarrow S.remove(p)$ 
3. while  $\neg S.isEmpty()$  do
4.    $y \leftarrow S.removeFirst()$ 
5.   if  $y < x$  then
6.      $L.addLast(y)$ 
7.   else if  $y = x$  then
8.      $E.addLast(y)$ 
9.   else  $//y > x$ 
10.     $G.addLast(y)$ 
11. return  $L, E, G$ 
```

SO, THE EXPECTED COMPLEXITY OF QUICK SORT

- Assumption: random pivot expected to give equal sized sublists
- The running time of Quick Sort can be expressed as:

$$\begin{aligned}T(n) &= 2T\left(\frac{n}{2}\right) + P(n) \\ &= 2T\left(\frac{n}{2}\right) + O(n) \\ &= O(n \log n)\end{aligned}$$

Algorithm quickSort(S, l, r)

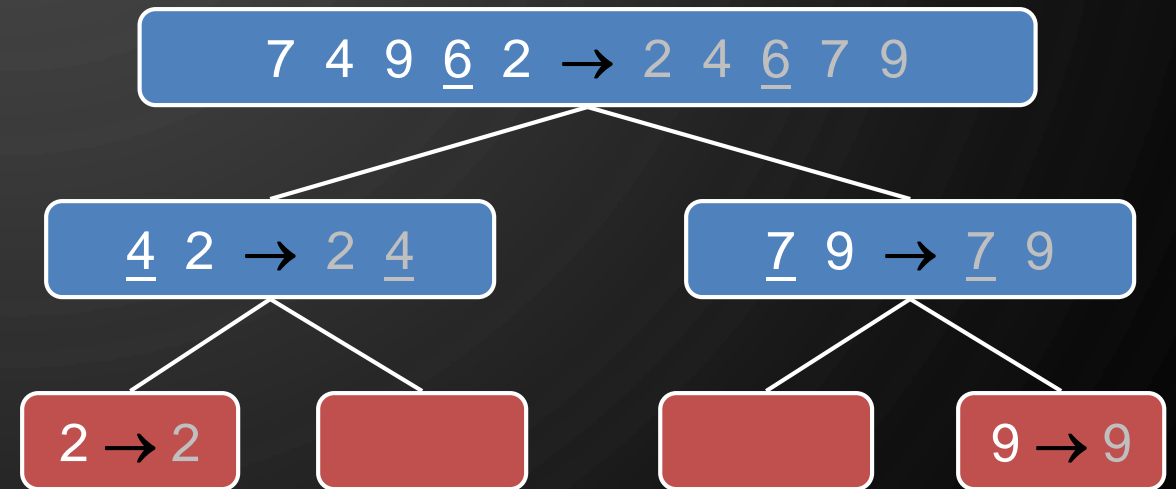
Input: Sequence S , indices l, r

Output: Sequence S with the elements between l and r sorted

```
1. if  $l \geq r$  then
2.   return  $S$ 
3.  $i \leftarrow \text{rand}() \% (r - l) + l$  //random integer
4.                               //between  $l$  and  $r$ 
5.  $x \leftarrow S.\text{at}(i)$ 
6.  $(h, k) \leftarrow \text{partition}(x)$ 
7. quickSort( $S, l, h - 1$ )
8. quickSort( $S, k + 1, r$ )
9. return  $S$ 
```

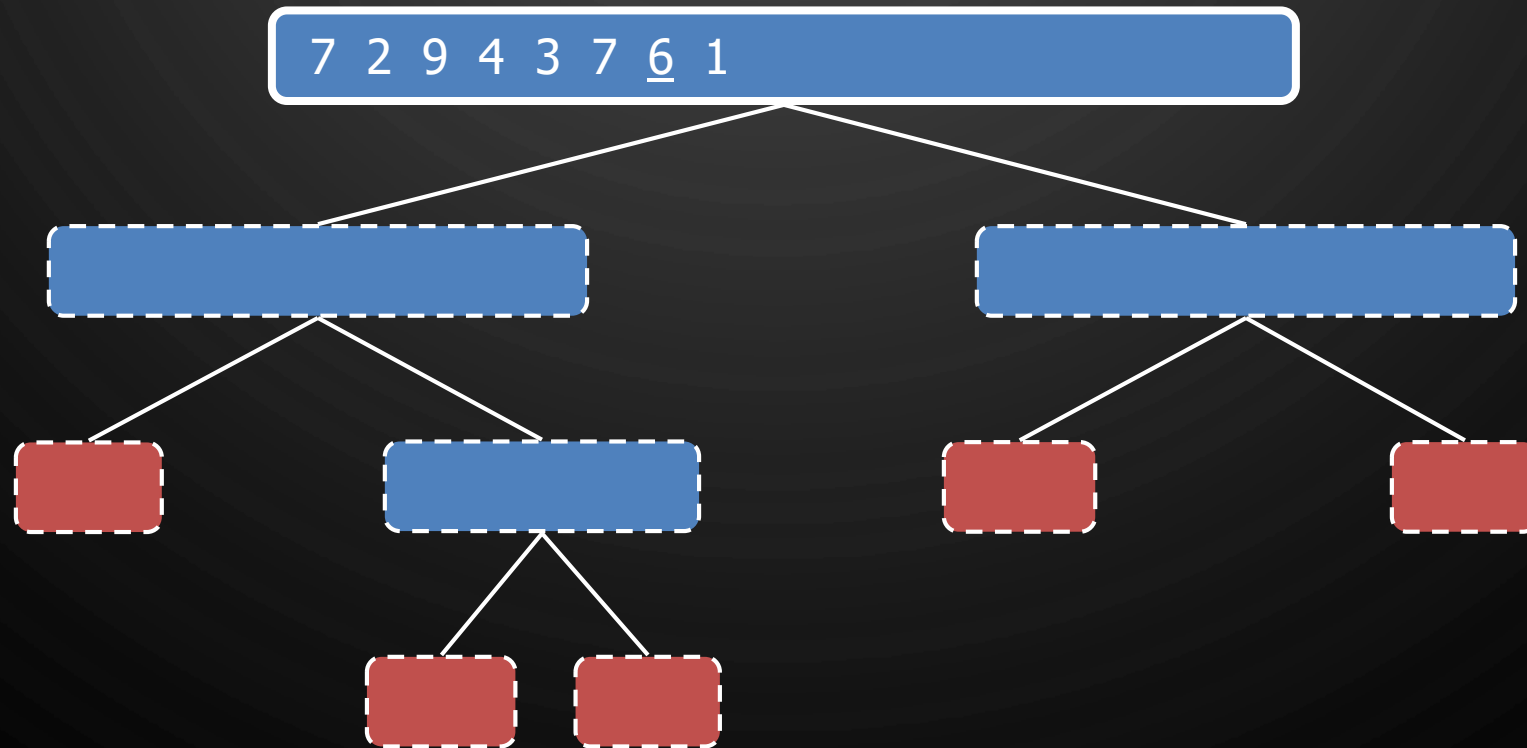
QUICK-SORT TREE

- An execution of quick-sort is depicted by a binary tree
 - Each node represents a recursive call of quick-sort and stores
 - Unsorted sequence before the execution and its pivot
 - Sorted sequence at the end of the execution
 - The root is the initial call
 - The leaves are calls on subsequences of size 0 or 1



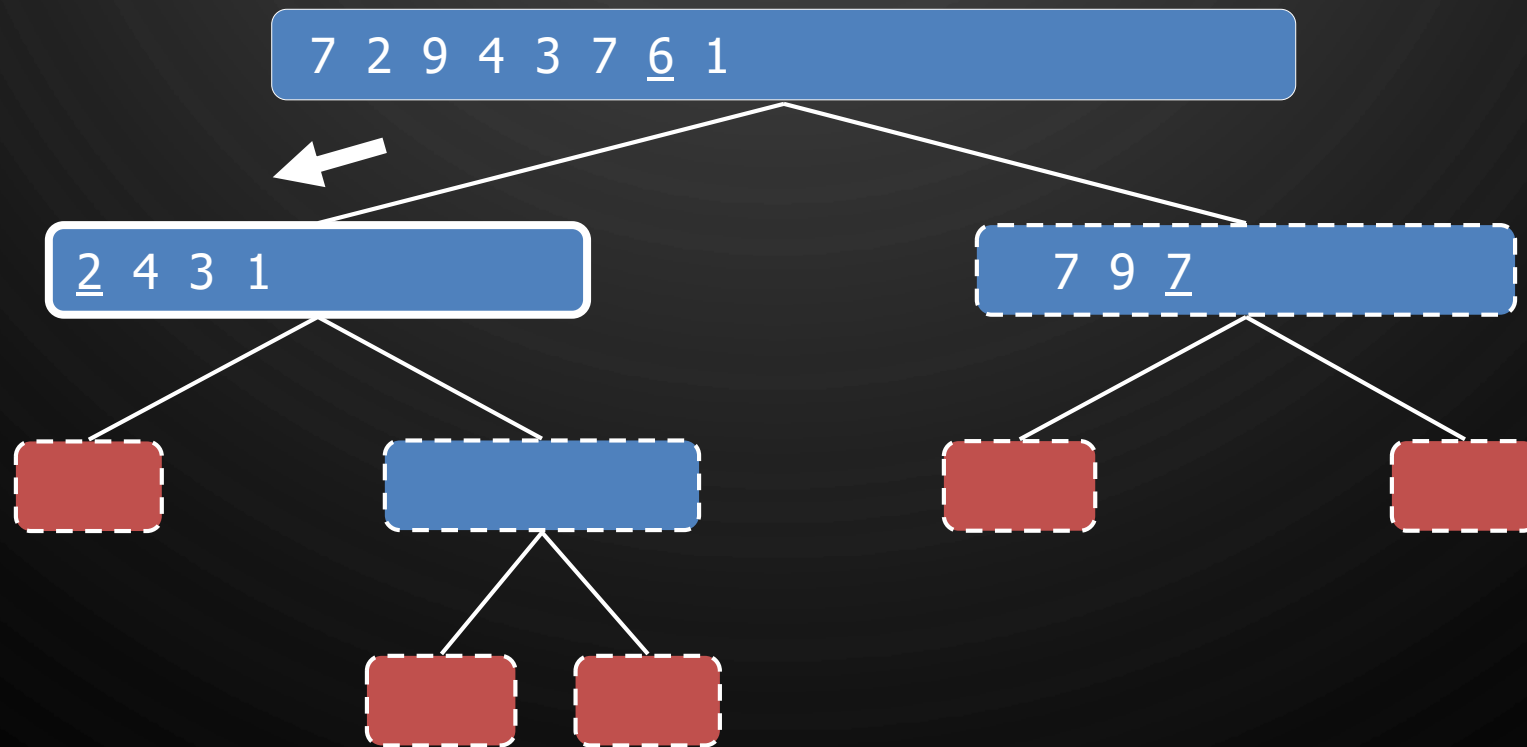
EXECUTION EXAMPLE

- Pivot selection



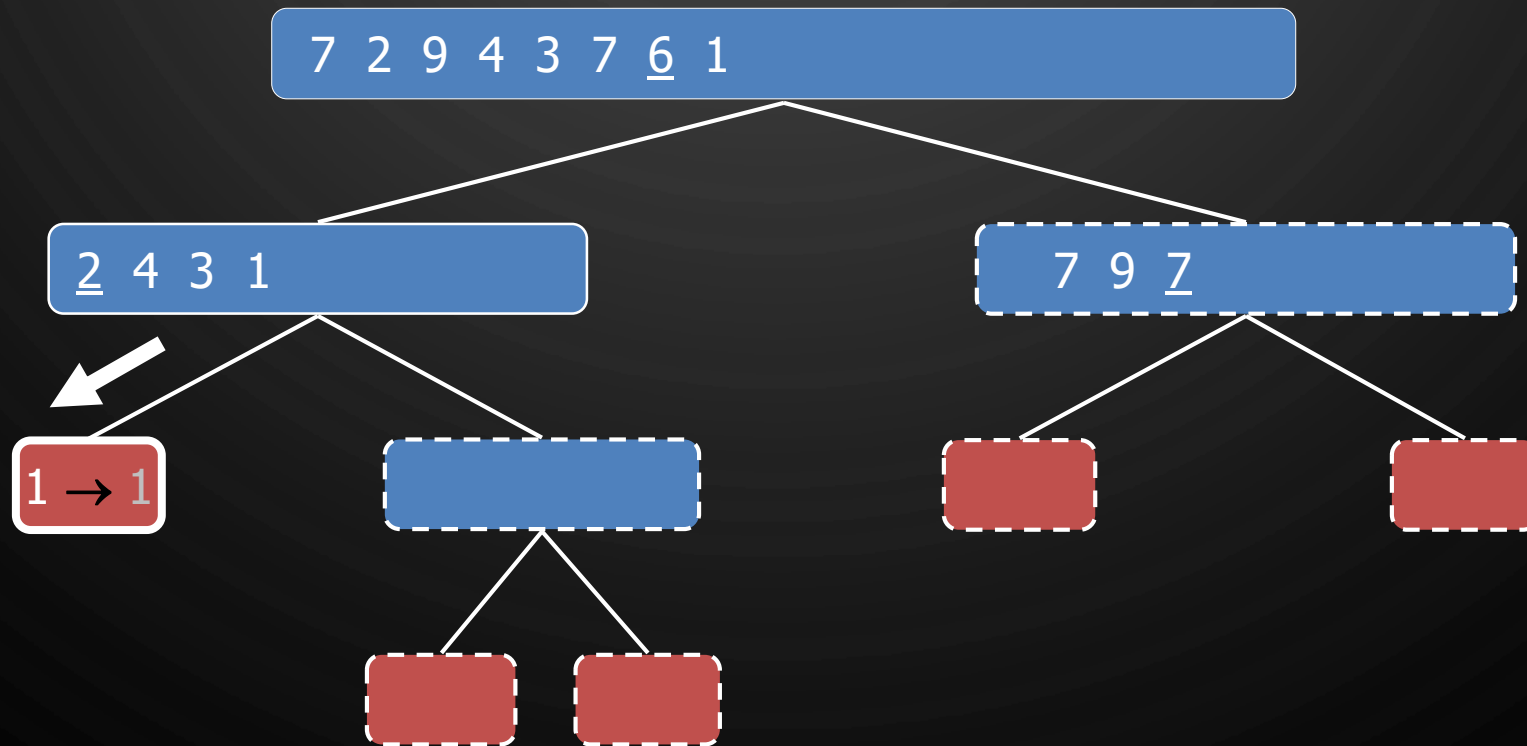
EXECUTION EXAMPLE

- Partition, recursive call, pivot selection



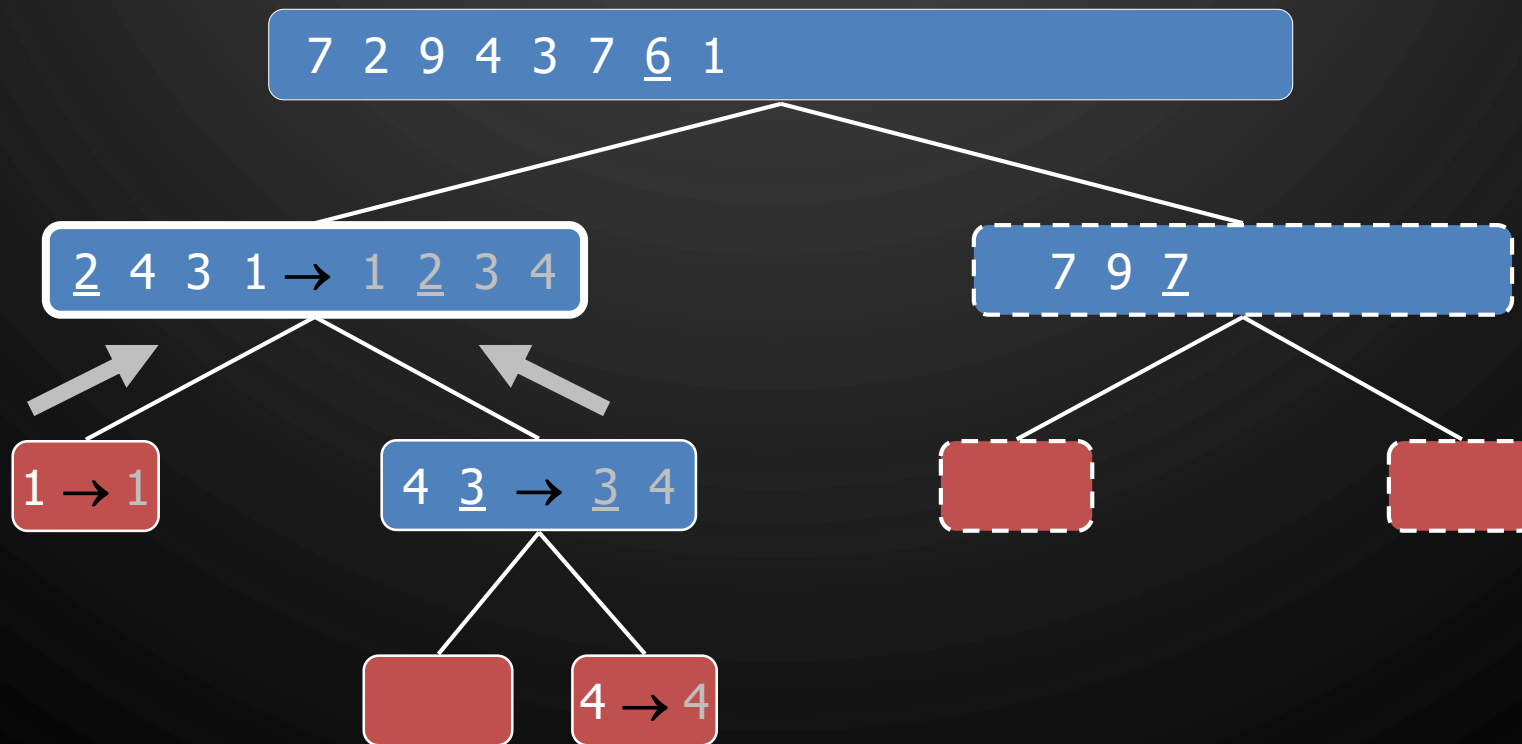
EXECUTION EXAMPLE

- Partition, recursive call, base case



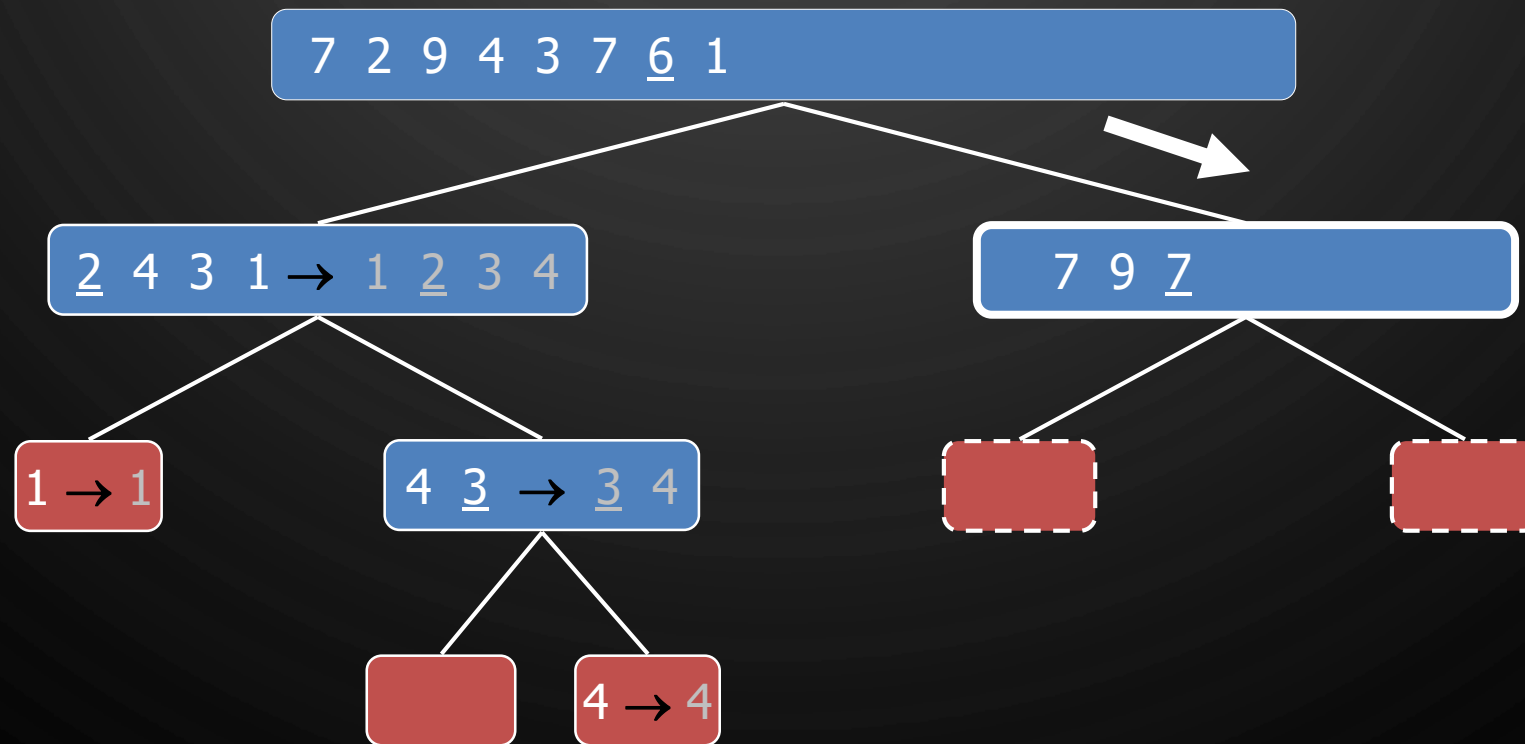
EXECUTION EXAMPLE

- Recursive call, ..., base case, join



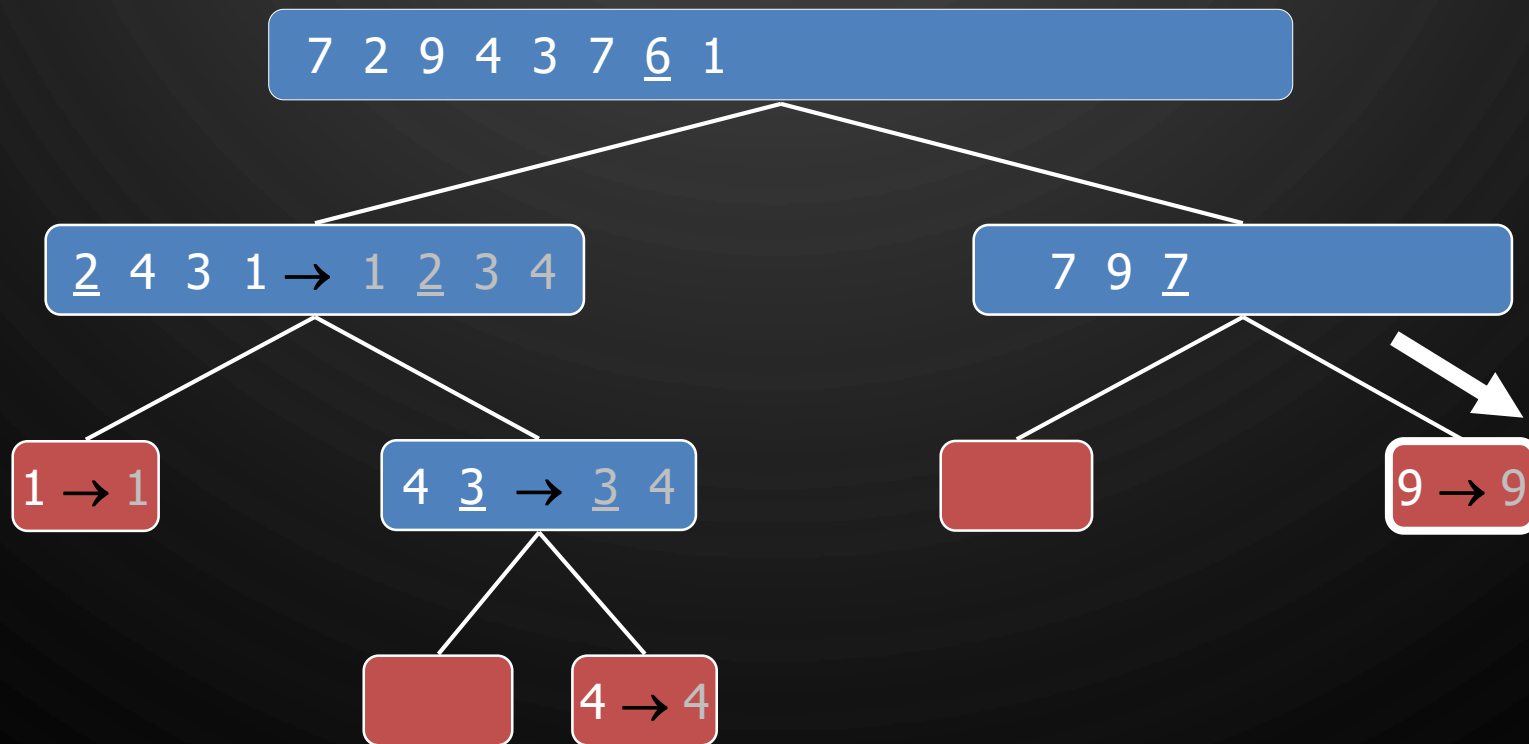
EXECUTION EXAMPLE

- Recursive call, pivot selection



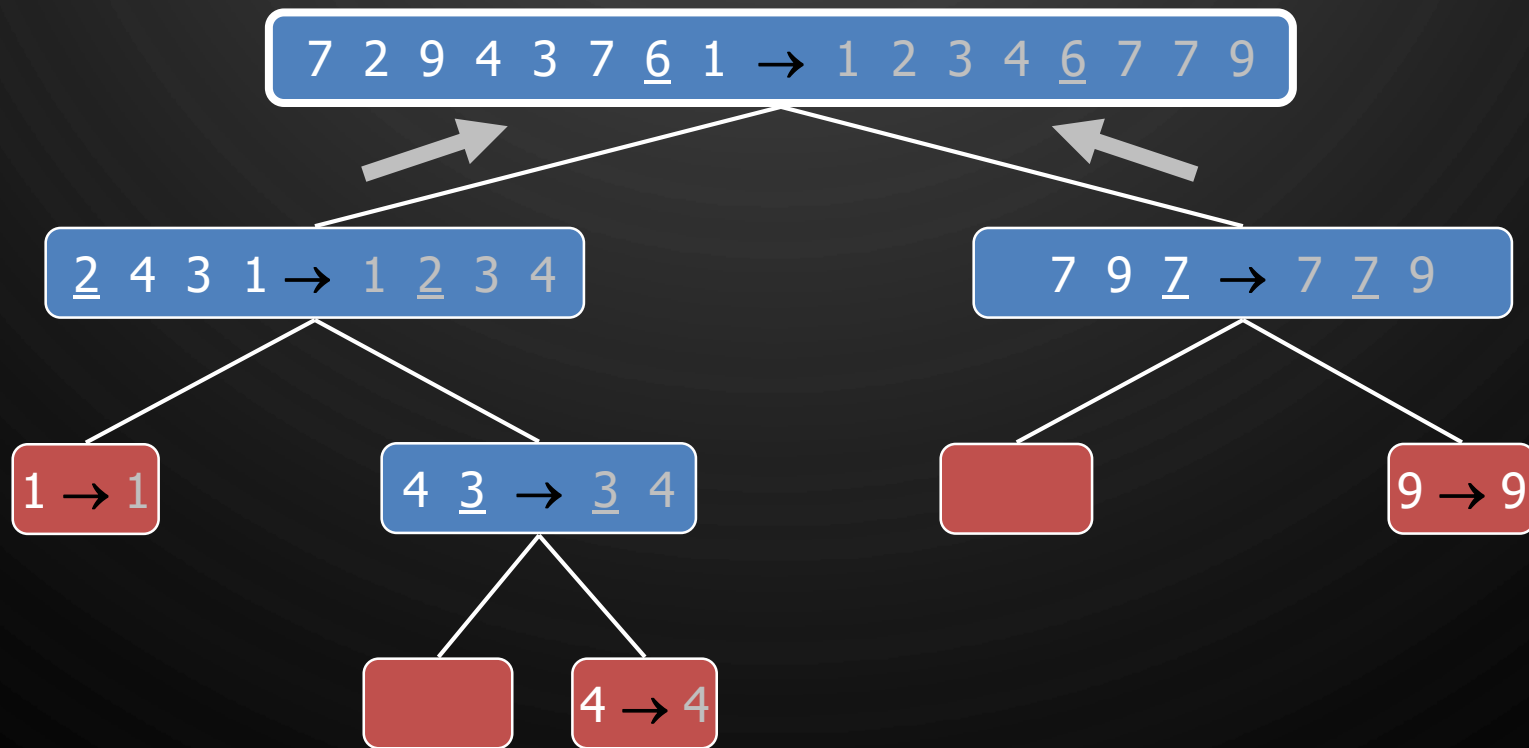
EXECUTION EXAMPLE

- Partition, ..., recursive call, base case



EXECUTION EXAMPLE

- Join, join



WORST-CASE RUNNING TIME

- The worst case for quick-sort occurs when the pivot is the unique minimum or maximum element
 - One of L and G has size $n - 1$ and the other has size 0
- The running time is proportional to:
$$n + (n - 1) + \dots + 2 + 1 = O(n^2)$$
- Alternatively, using recurrence equations:
$$T(n) = T(n - 1) + O(n) = O(n^2)$$

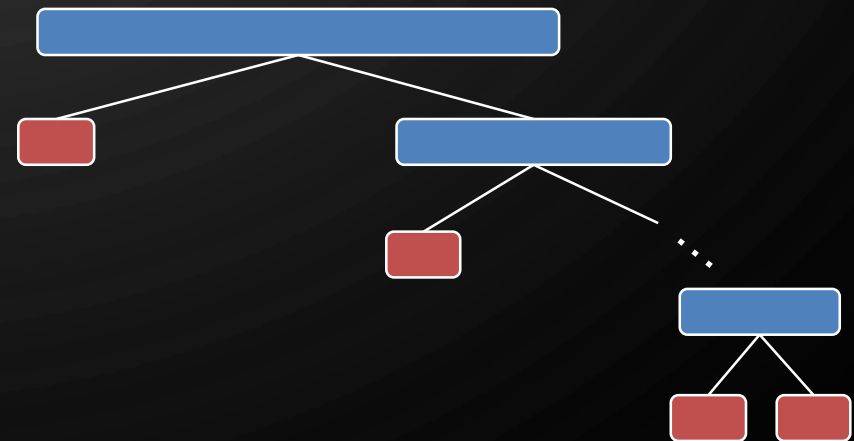
depth time

0 n

1 $n - 1$

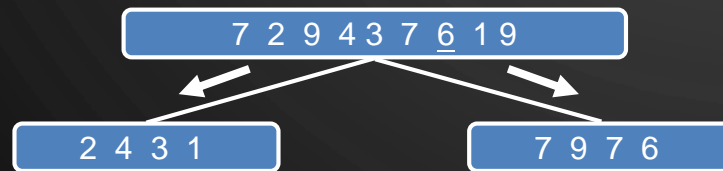
...

$n - 1$ 1

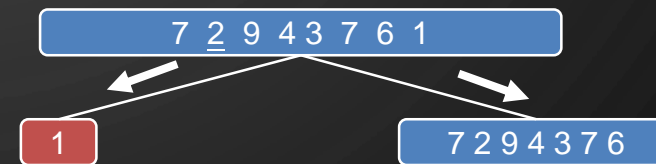


EXPECTED RUNNING TIME REMOVING EQUAL SPLIT ASSUMPTION

- Consider a recursive call of quick-sort on a sequence of size s
 - Good call: the sizes of L and G are each less than $\frac{3s}{4}$
 - Bad call: one of L and G has size greater than $\frac{3s}{4}$

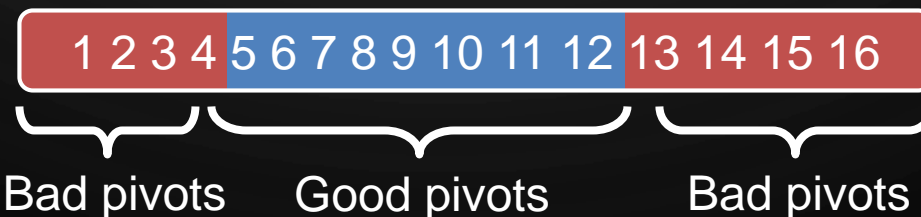


Good call



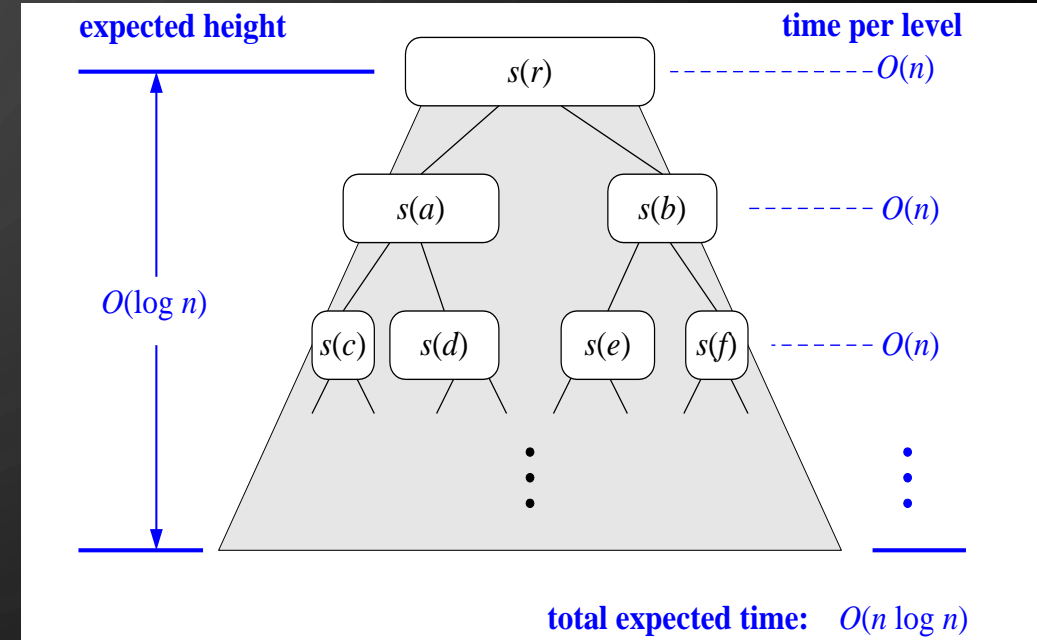
Bad call

- A call is good with probability $1/2$
 - $1/2$ of the possible pivots cause good calls:



EXPECTED RUNNING TIME

- **Probabilistic Fact:** The expected number of coin tosses required in order to get k heads is $2k$ (e.g., it is expected to take 2 tosses to get heads)
- For a node of depth i , we expect
 - $\frac{i}{2}$ ancestors are good calls
 - The size of the input sequence for the current call is at most $\left(\frac{3}{4}\right)^{\frac{i}{2}} n$
- Therefore, we have
 - For a node of depth $2 \log_{\frac{4}{3}} n$, the expected input size is one
 - The expected height of the quick-sort tree is $O(\log n)$
- The amount of work done at the nodes of the same depth is $O(n)$
- Thus, the expected running time of quick-sort is $O(n \log n)$



IN-PLACE QUICK-SORT



- Quick-sort can be implemented to run in-place
- In the partition step, we use replace operations to rearrange the elements of the input sequence such that
 - the elements less than the pivot have indices less than h
 - the elements equal to the pivot have indices between h and k
 - the elements greater than the pivot have indices greater than k
- The recursive calls consider
 - elements with indices less than h
 - elements with indices greater than k

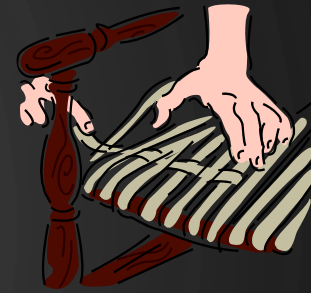
Algorithm `inPlaceQuickSort(S, l, r)`

Input: Array S , indices l, r

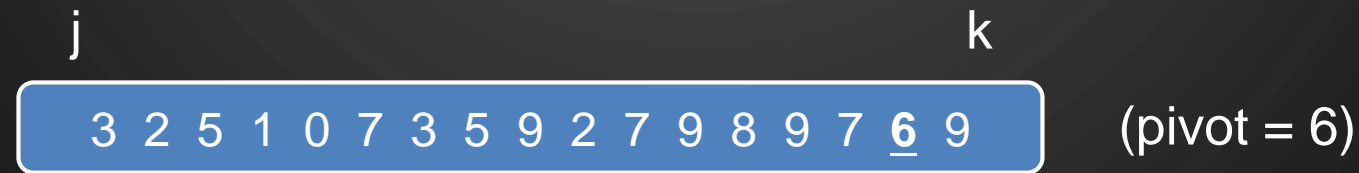
Output: Array S with the elements between l and r sorted

1. **if** $l \geq r$ **then**
2. **return** S
3. $i \leftarrow \text{rand}() \% (r - l) + l$ //random integer
4. //between l and r
5. $x \leftarrow S[i]$
6. $(h, k) \leftarrow \text{inPlacePartition}(x)$
7. `inPlaceQuickSort($S, l, h - 1$)`
8. `inPlaceQuickSort($S, k + 1, r$)`
9. **return** S

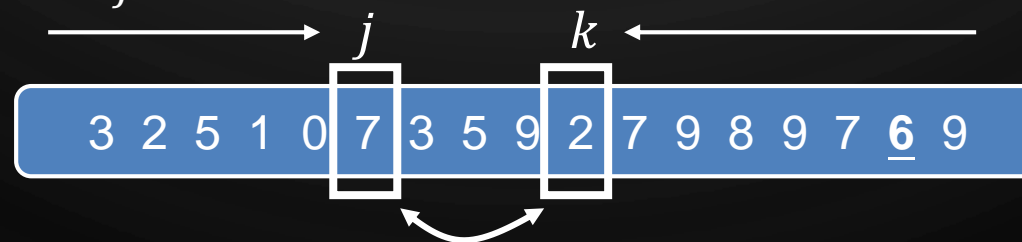
IN-PLACE PARTITIONING



- Perform the partition using two indices to split S into L and $E \cup G$ (a similar method can split $E \cup G$ into E and G).



- Repeat until j and k cross:
 - Scan j to the right until finding an element $\geq x$.
 - Scan k to the left until finding an element $< x$.
 - Swap elements at indices j and k



SUMMARY OF SORTING ALGORITHMS (SO FAR)

Algorithm	Time	Notes
Selection Sort	$O(n^2)$	In-place Slow, for small data sets
Insertion Sort	$O(n^2)$ WC, AC $O(n)$ BC	In-place Slow, for small data sets
Heap Sort	$O(n \log n)$	In-place Fast, For large data sets
Quick Sort	Exp. $O(n \log n)$ AC, BC $O(n^2)$ WC	Randomized, in-place Fastest, for large data sets
Merge Sort	$O(n \log n)$	Sequential data access Fast, for huge data sets

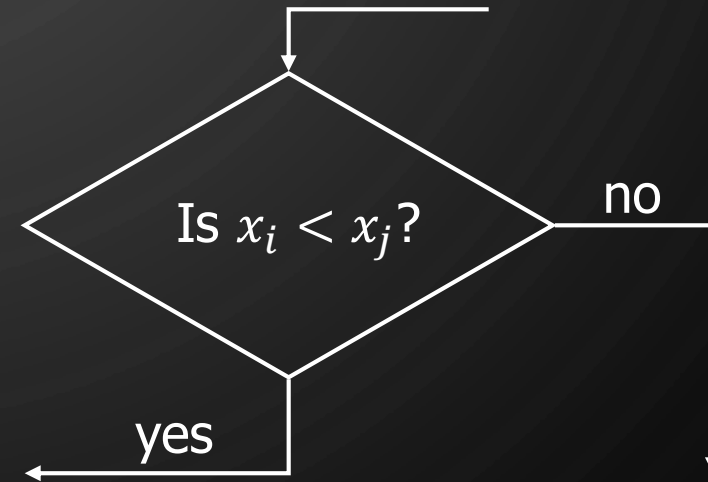
SORTING LOWER BOUND



COMPARISON-BASED SORTING

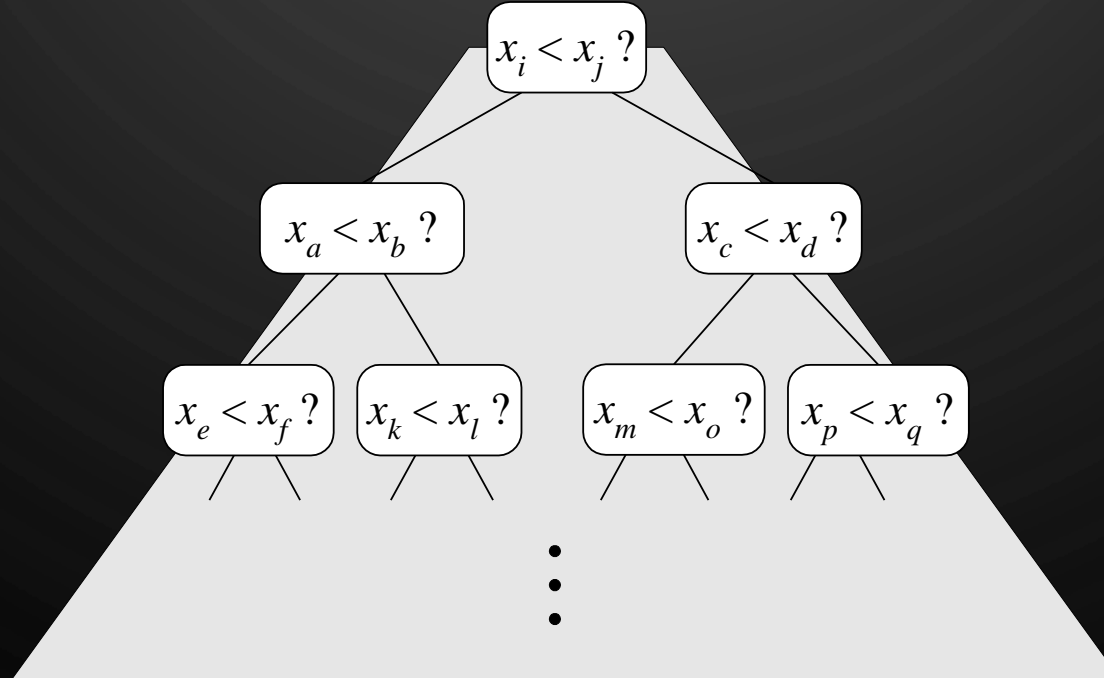


- Many sorting algorithms are comparison based.
 - They sort by making comparisons between pairs of objects
 - Examples: bubble-sort, selection-sort, insertion-sort, heap-sort, merge-sort, quick-sort, ...
- Let us therefore derive a lower bound on the running time of any algorithm that uses comparisons to sort n elements, x_1, x_2, \dots, x_n .



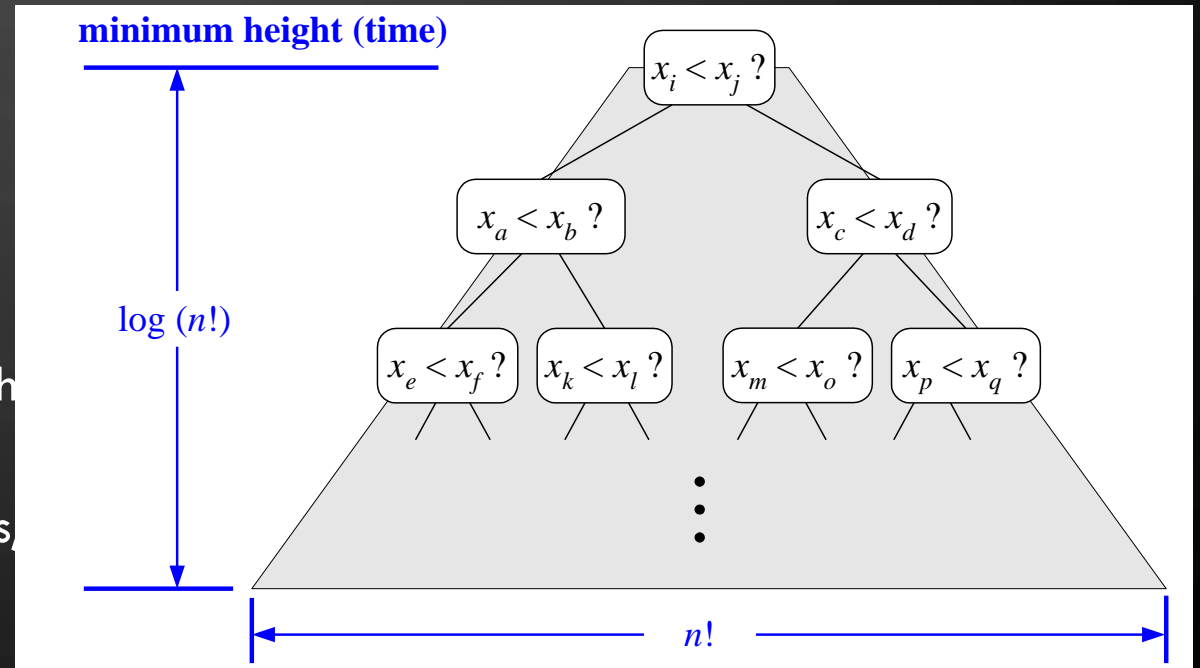
COUNTING COMPARISONS

- Let us just count comparisons then.
- Each possible run of the algorithm corresponds to a root-to-leaf path in a decision tree

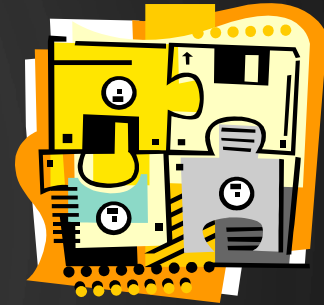


DECISION TREE HEIGHT

- The height of the decision tree is a lower bound on the running time
- Every input permutation must lead to a separate leaf output
- If not, some input ...4...5... would have same output ordering as ...5...4..., which would be wrong
- Since there are $n! = 1 * 2 * \dots * n$ leaves, the height is at least $\log(n!)$



THE LOWER BOUND



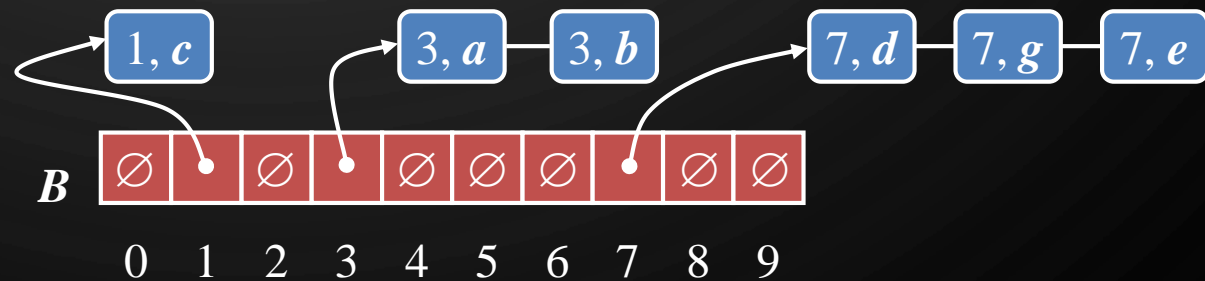
- Any comparison-based sorting algorithm takes at least $\log(n!)$ time

$$\log(n!) \geq \log \left(\frac{n}{2} \right)^{\frac{n}{2}} = \frac{n}{2} \log \frac{n}{2}$$

- That is, any comparison-based sorting algorithm must run in $\Omega(n \log n)$ time.

BUCKET-SORT AND RADIX-SORT

CAN WE SORT IN LINEAR TIME?



BUCKET-SORT



- Let be S be a sequence of n (key, element) items with keys in the range $[0, N - 1]$
- **Bucket-sort** uses the keys as indices into an auxiliary array B of sequences (buckets)
 - Phase 1: Empty sequence S by moving each entry into its bucket $B[k]$
 - Phase 2: for $i \leftarrow 0 \dots N - 1$, move the items of bucket $B[i]$ to the end of sequence S
- **Analysis:**
 - Phase 1 takes $O(n)$ time
 - Phase 2 takes $O(n + N)$ time
- Bucket-sort takes $O(n + N)$ time

Algorithm bucketSort(S, N)

Input: Sequence S of entries with integer keys in the range $[0, N - 1]$

Output: Sequence S sorted in nondecreasing

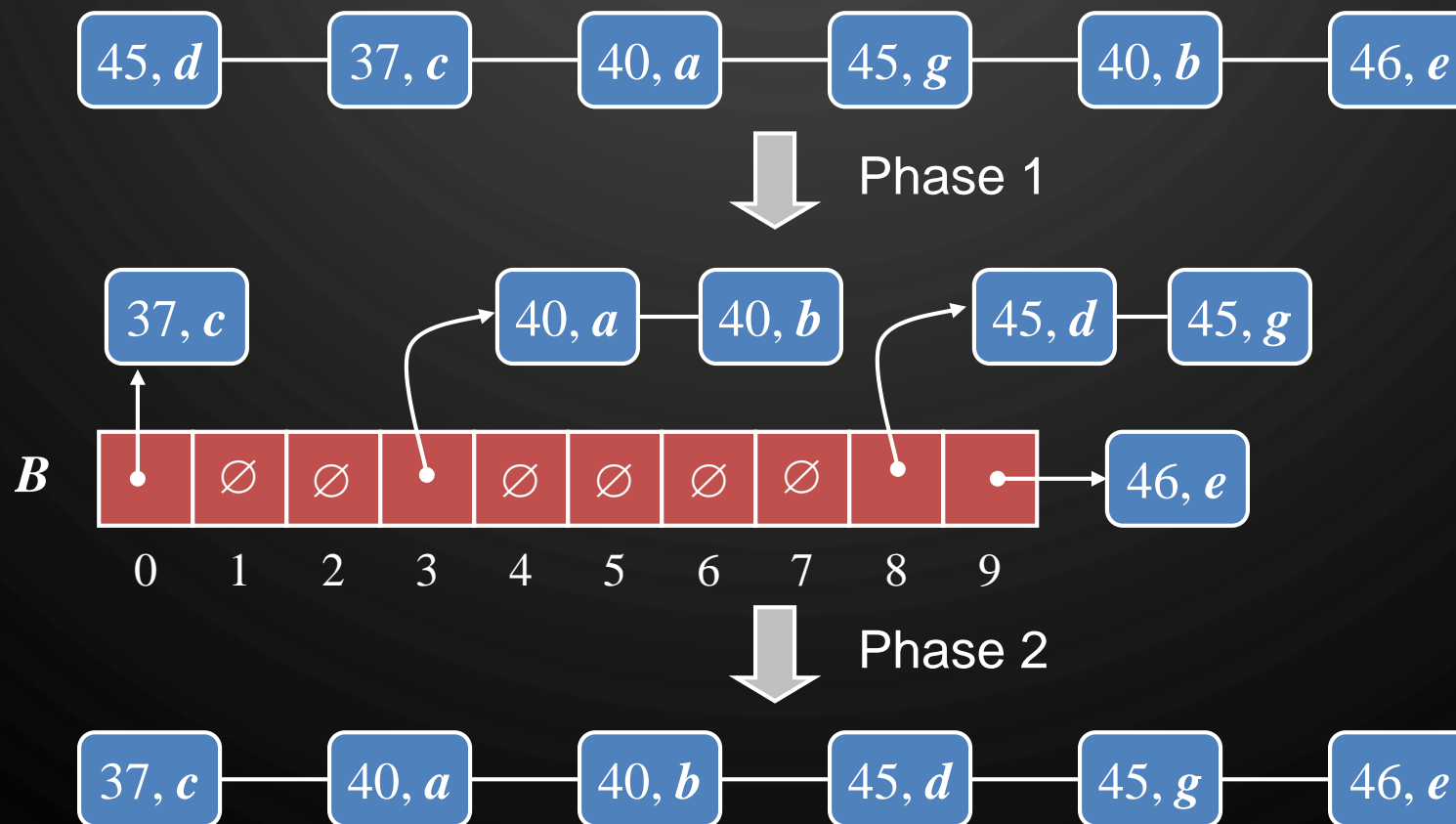
order of the keys

1. $B \leftarrow$ array of N empty sequences
2. **for each** entry $e \in S$ **do**
3. $k \leftarrow e.\text{key}()$
4. remove e from S
5. insert e at the end of bucket $B[k]$
6. **for** $i \leftarrow 0 \dots N - 1$ **do**
7. **for each** entry $e \in B[i]$ **do**
8. remove e from bucket $B[i]$
9. insert e at the end of S

EXAMPLE



- Key range $[37, 46]$ – map to buckets $[0,9]$



PROPERTIES AND EXTENSIONS



- Properties

- Key-type

- The keys are used as indices into an array and cannot be arbitrary objects

- **No external comparator**

- Stable sorting

- The relative order of any two items with the same key is preserved after the execution of the algorithm

- Extensions

- Integer keys in the range $[a, b]$

- Put entry e into bucket $B[k - a]$

- String keys from a set D of possible strings, where D has constant size (e.g., names of the 50 U.S. states)

- Sort D and compute the index $i(k)$ of each string k of D in the sorted sequence

- Put item e into bucket $B[i(k)]$

LEXICOGRAPHIC ORDER

- Given a list of tuples:

$(7,4,6)$ $(5,1,5)$ $(2,4,6)$ $(2,1,4)$ $(5,1,6)$ $(3,2,4)$

- After sorting, the list is in lexicographical order:

$(2,1,4)$ $(2,4,6)$ $(3,2,4)$ $(5,1,5)$ $(5,1,6)$ $(7,4,6)$



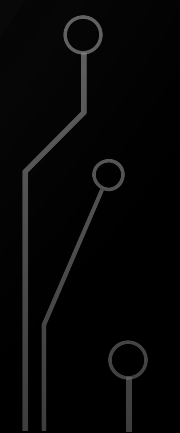
LEXICOGRAPHIC ORDER FORMALIZED

- A d -tuple is a sequence of d keys (k_1, k_2, \dots, k_d) , where key k_i is said to be the i -th dimension of the tuple
 - Example - the Cartesian coordinates of a point in space is a 3-tuple (x, y, z)
- The lexicographic order of two d -tuples is recursively defined as follows
- $(x_1, x_2, \dots, x_d) < (y_1, y_2, \dots, y_d) \Leftrightarrow$
$$x_1 < y_1 \vee (x_1 = y_1 \wedge (x_2, \dots, x_d) < (y_2, \dots, y_d))$$
- i.e., the tuples are compared by the first dimension, then by the second dimension, etc.



EXERCISE

LEXICOGRAPHIC ORDER

- Given a list of 2-tuples, we can order the tuples lexicographically by applying a stable sorting algorithm two times:
 $(3,3)$ $(1,5)$ $(2,5)$ $(1,2)$ $(2,3)$ $(1,7)$ $(3,2)$ $(2,2)$
 - Possible ways of doing it:
 - Sort first by 1st element of tuple and then by 2nd element of tuple
 - Sort first by 2nd element of tuple and then by 1st element of tuple
 - Show the result of sorting the list using both options
- 
- 
- 

EXERCISE

LEXICOGRAPHIC ORDER

- (3,3) (1,5) (2,5) (1,2) (2,3) (1,7) (3,2) (2,2)
- Using a stable sort,
 - Sort first by 1st element of tuple and then by 2nd element of tuple
 - Sort first by 2nd element of tuple and then by 1st element of tuple
- Option 1:
 - 1st sort: (1,5) (1,2) (1,7) (2,5) (2,3) (2,2) (3,3) (3,2)
 - 2nd sort: (1,2) (2,2) (3,2) (2,3) (3,3) (1,5) (2,5) (1,7) - **WRONG**
- Option 2:
 - 1st sort: (1,2) (3,2) (2,2) (3,3) (2,3) (1,5) (2,5) (1,7)
 - 2nd sort: (1,2) (1,5) (1,7) (2,2) (2,3) (2,5) (3,2) (3,3) - **CORRECT**

LEXICOGRAPHIC-SORT

- Let C_i be the comparator that compares two tuples by their i -th dimension
- Let $\text{stableSort}(S, C)$ be a stable sorting algorithm that uses comparator C
- Lexicographic-sort sorts a sequence of d -tuples in lexicographic order by executing d times algorithm stableSort , one per dimension
- Lexicographic-sort runs in $O(dT(n))$ time, where $T(n)$ is the running time of stableSort

Algorithm $\text{lexicographicSort}(S)$

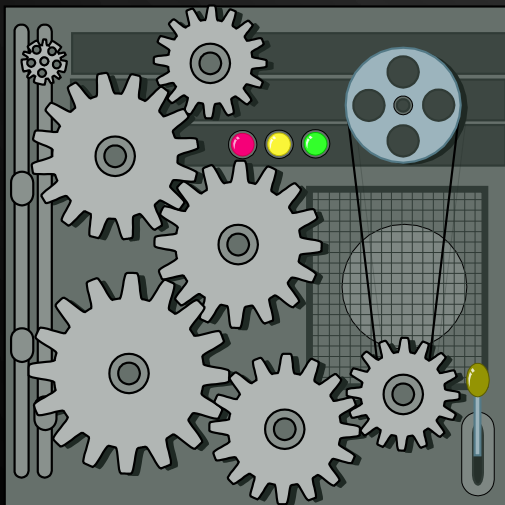
Input: Sequence S of d -tuples

Output: Sequence S sorted in lexicographic order

1. **for** $i \leftarrow d \dots 1$ **do**
2. $\text{stableSort}(S, C_i)$

RADIX-SORT

- Radix-sort is a specialization of lexicographic-sort that uses bucket-sort as the stable sorting algorithm in each dimension
- Radix-sort is applicable to tuples where the keys in each dimension i are integers in the range $[0, N - 1]$
- Radix-sort runs in time $O(d(n + N))$



Algorithm radixSort(S, N)

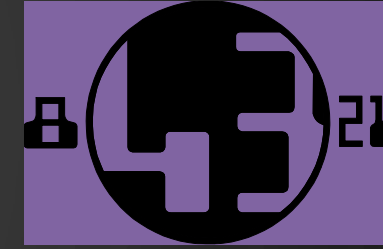
Input: Sequence S of d -tuples such that
 $(0, \dots, 0) \leq (x_1, \dots, x_d)$ and
 $(x_1, \dots, x_d) \leq (N - 1, \dots, N - 1)$
for each tuple (x_1, \dots, x_d) in S

Output: Sequence S sorted in
lexicographic order

1. **for** $i \leftarrow d \dots 1$ **do**
2. set the key k of each entry
 $(k, (x_1, \dots, x_d))$ of S to
 i th dimension x_i
3. bucketSort(S, N)

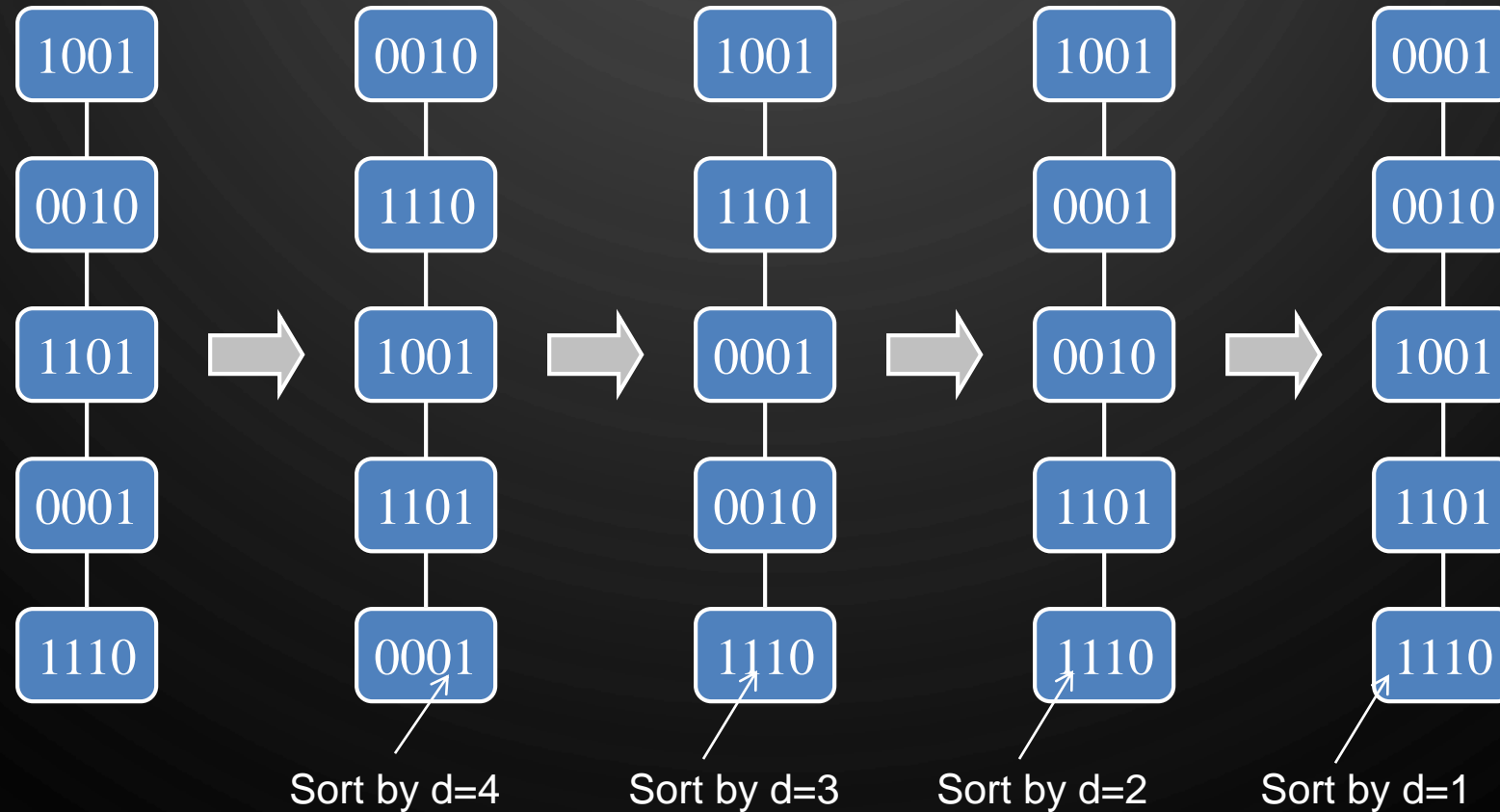
EXAMPLE

RADIX-SORT FOR BINARY NUMBERS



- Sorting a sequence of 4-bit integers

- $d = 4, N = 2$ so $O(d(n + N)) = O(4(n + 2)) = O(n)$



SUMMARY OF SORTING ALGORITHMS

Algorithm	Time	Notes
Selection Sort	$O(n^2)$	In-place Slow, for small data sets
Insertion Sort	$O(n^2)$ WC, AC $O(n)$ BC	In-place Slow, for small data sets
Heap Sort	$O(n \log n)$	In-place Fast, for large data sets
Quick Sort	Exp. $O(n \log n)$ AC, BC $O(n^2)$ WC	Randomized, in-place Fastest, for large data sets
Merge Sort	$O(n \log n)$	Sequential data access Fast, for huge data sets
Radix Sort	$O(d(n + N))$, d #digits, N range of digit values	Stable Fastest, only for integers

SELECTION



THE SELECTION PROBLEM



- Given an integer k and n elements $\{x_1, x_2, \dots, x_n\}$, taken from a total order, find the k -th smallest element in this set.
 - Also called **order statistics**, the i th order statistic is the i th smallest element
 - Minimum - $k = 1$ - 1st order statistic
 - Maximum - $k = n$ - n th order statistic
 - Median - $k = \lfloor \frac{n}{2} \rfloor$
 - etc

THE SELECTION PROBLEM



- Naïve solution - SORT!
- We can sort the set in $O(n \log n)$ time and then index the k -th element.

7 4 9 6 2 → 2 4 6 7 9

k=3

- Can we solve the selection problem faster?

THE MINIMUM (OR MAXIMUM)



Algorithm `minimum(A)`

Input: Array A

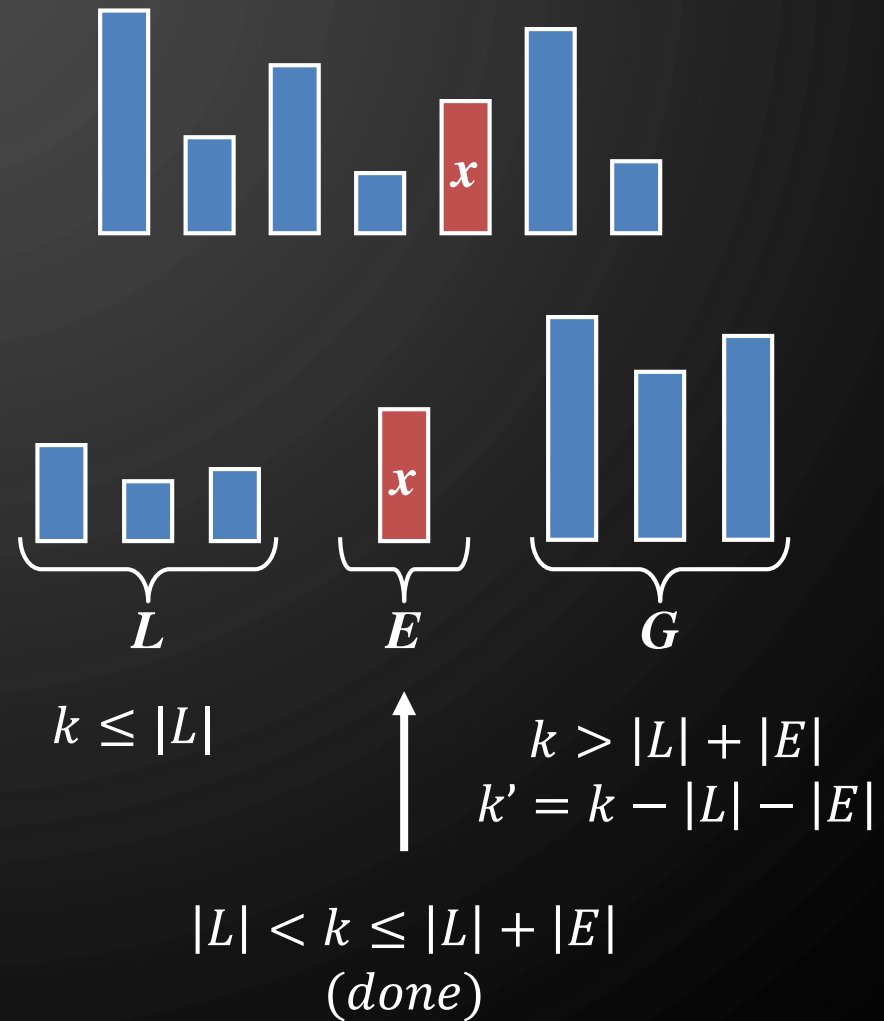
Output: minimum element in A

1. $m \leftarrow A[1]$
2. **for** $i \leftarrow 2 \dots n$ **do**
3. $m \leftarrow \min(m, A[i])$
4. **return** m

- Running Time
 - $O(n)$
- Is this the best possible?

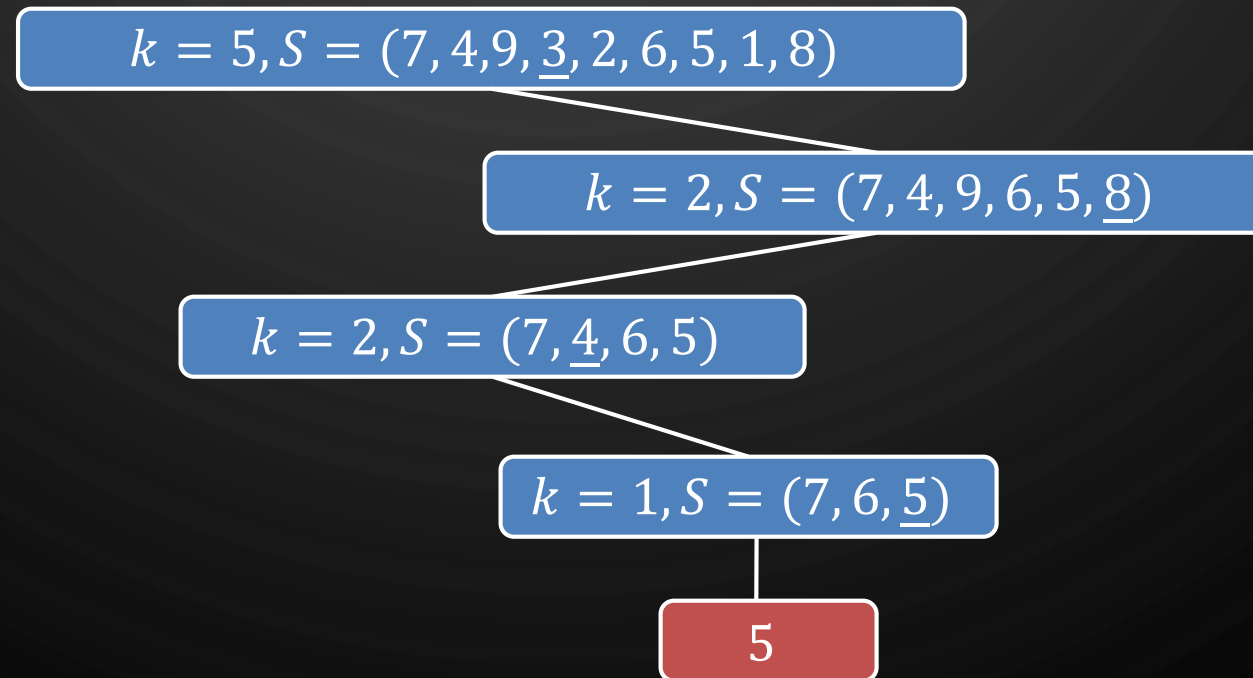
QUICK-SELECT

- **Quick-select** is a randomized selection algorithm based on the **prune-and-search** paradigm:
 - **Prune**: pick a random element x (called pivot) and partition S into
 - L elements $< x$
 - E elements $= x$
 - G elements $> x$
 - **Search**: depending on k , either answer is in E , or we need to recur on either L or G
- **Note**: Partition same as Quicksort

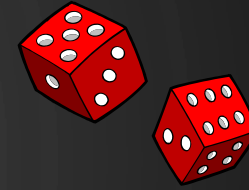


QUICK-SELECT VISUALIZATION

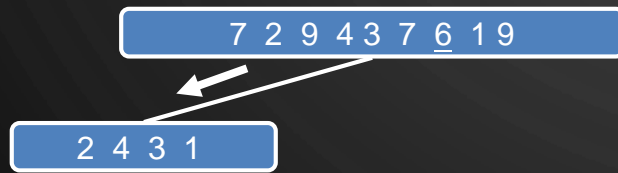
- An execution of quick-select can be visualized by a recursion path
 - Each node represents a recursive call of quick-select, and stores k and the remaining sequence



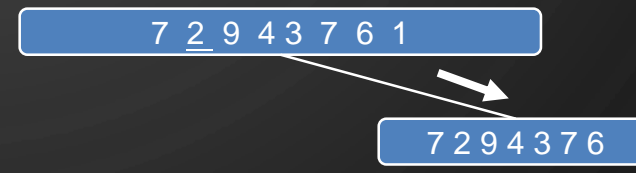
EXERCISE



- Best Case - even splits ($n/2$ and $n/2$)
- Worst Case - bad splits (1 and $n-1$)



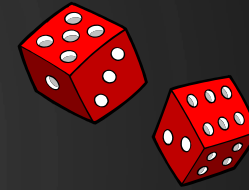
Good call



Bad call

- Derive and solve the recurrence relation corresponding to the best case performance of randomized quick-select.
- Derive and solve the recurrence relation corresponding to the worst case performance of randomized quick-select.

EXPECTED RUNNING TIME

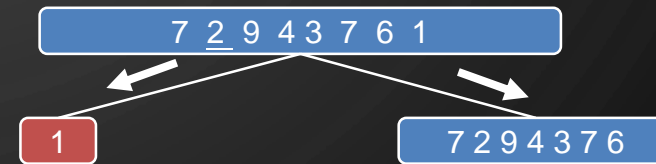


- Consider a recursive call of quick-select on a sequence of size s

- Good call: the size of L and G is at most $\frac{3s}{4}$
- Bad call: the size of L and G is greater than $\frac{3s}{4}$



Good call

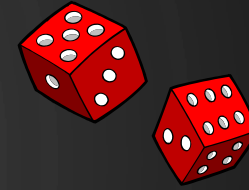


Bad call

- A call is good with probability $1/2$
- $1/2$ of the possible pivots cause good calls:



EXPECTED RUNNING TIME



- Probabilistic Fact #1: The expected number of coin tosses required in order to get one head is two
- Probabilistic Fact #2: Expectation is a linear function:
 - $E(X + Y) = E(X) + E(Y)$
 - $E(cX) = cE(X)$
- Let $T(n)$ denote the expected running time of quick-select.
- By Fact #2, $T(n) < T\left(\frac{3n}{4}\right) + bn * (\text{expected \# of calls before a good call})$
- By Fact #1, $T(n) < T\left(\frac{3n}{4}\right) + 2bn$
- That is, $T(n)$ is a geometric series: $T(n) < 2bn + 2b\left(\frac{3}{4}\right)n + 2b\left(\frac{3}{4}\right)^2 n + 2b\left(\frac{3}{4}\right)^3 n + \dots$
- So $T(n)$ is $O(n)$.
- We can solve the selection problem in $O(n)$ expected time.

DETERMINISTIC SELECTION



- We can do selection in $O(n)$ worst-case time.
- Main idea: recursively use the selection algorithm itself to find a good pivot for quick-select:
 - Divide S into $\frac{n}{5}$ sets of 5 each
 - Find a median in each set
 - Recursively find the median of the “baby” medians.

Min size
for L

1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	2	2	2	2	2
3	3	3	3	3	3	3	3	3	3	3
4	4	4	4	4	4	4	4	4	4	4
5	5	5	5	5	5	5	5	5	5	5

Min size
for G

- See Exercise C-12.56 for details of analysis.

INTERVIEW QUESTION 1

- You are given two sorted arrays, A and B , where A has a large enough buffer at the end to hold B . Write a method to merge B into A in sorted order.

GAYLE LAAKMANN MCDOWELL, "CRACKING THE CODE INTERVIEW: 150 PROGRAMMING QUESTIONS AND SOLUTIONS", 5TH EDITION, CAREERCUP PUBLISHING, 2011.


INTERVIEW QUESTION 2

- Write a method to sort an array of strings so that all the anagrams are next to each other.
 - Two words are **anagrams** if they use the exact same letters, i.e., race and care are anagrams



INTERVIEW QUESTION 3

- Imagine you have a 2 TB file with one string per line. Explain how you would sort the file.



GAYLE LAAKMANN MCDOWELL, "CRACKING THE CODE INTERVIEW: 150 PROGRAMMING QUESTIONS AND SOLUTIONS", 5TH EDITION, CAREERCUP PUBLISHING, 2011.

