CSE 332 Winter 2024
Lecture 16: Radix Sort, Graphs

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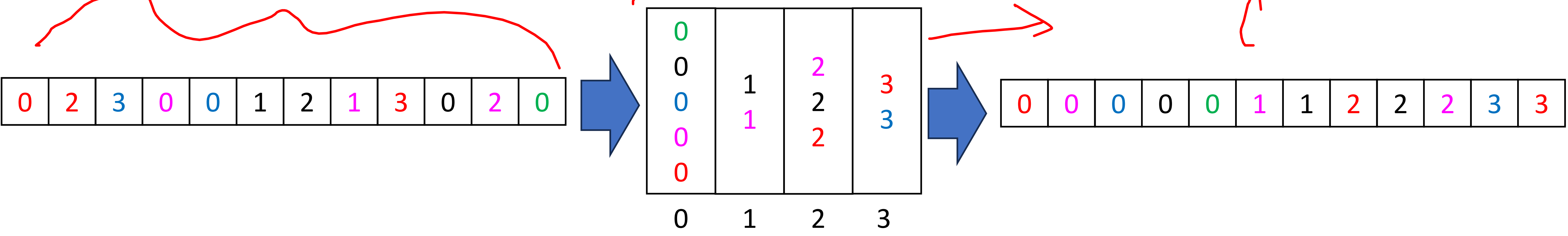
“Linear Time” Sorting Algorithms

- Useable when you are able to make additional assumptions about the contents of your list (beyond the ability to compare)
  - Examples:
    - The list contains only positive integers less than k
    - The number of distinct values in the list is much smaller than the length of the list
- The running time expression will always have a term other than the list’s length to account for this assumption
  - Examples:
    - Running time might be $\Theta(k \cdot n)$ where k is the range/count of values

BucketSort

- Assumes the array contains integers between 0 and $k-1$ (or some other small range)
- Idea:
  - Use each value as an index into an array of size k
  - Add the item into the "bucket" at that index (e.g. linked list)
  - Get sorted array by "appending" all the buckets



BucketSort Running Time

- Create array of k buckets
  - Either $\Theta(k)$ or $\Theta(1)$ depending on some things…
- Insert all n things into buckets
  - $\Theta(n)$
- Empty buckets into an array
  - $\Theta(n + k)$
- Overall:
  - $\Theta(n + k)$
- When is this better than mergesort?

Properties of BucketSort

- In-Place?
  - No

Buckets

- Adaptive?
  - No
- Stable?
  - Yes!

RadixSort

- Radix: The base of a number system
  - We'll use base 10, most implementations will use larger bases
- Idea:
  - BucketSort by each digit, one at a time, from least significant to most significant

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
103	801	401	323	255	823	999	101	113	901	555	512	245	800	018	121

Place each element into a "bucket" according to its 1's place

0	1	2	3	4	5	6	7	8	9
800	801 401 101 901 121	512	103 323 823 113		255 555 245			018	999

RadixSort

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  - We'll use base 10, most implementations will use larger bases
- Idea:
  - BucketSort by each digit, one at a time, from least significant to most significant

0	1	2	3	4	5	6	7	8	9
800	801 401 101 901 121	512	103 323 823 113		255 555 245			018	999

Place each element into a "bucket" according to its 10's place

0	1	2	3	4	5	6	7	8	9
800 801 401 101 901 103	512 113 018	121 323 823		245	255 555				999

RadixSort

- Radix: The base of a number system
  - We'll use base 10, most implementations will use larger bases
- Idea:
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0	1	2	3	4	5	6	7	8	9
800 801 401 101 901 103	512 113 018	121 323 823		245	255 555				999

Place each element into a "bucket" according to its 100's place

0	1	2	3	4	5	6	7	8	9
018	101 103 113 121	245 255	323	401	512 555			800 801 823	901 999

RadixSort

each step's n+b

- Radix: The base of a number system
  - We'll use base 10, most implementations will use larger bases
- Idea:
  - BucketSort by each digit, one at a time, from least significant to most significant

0	1	2	3	4	5	6	7	8	9
018	101 103 113 121	245 255	323	401	512 555			800 801 823	901 999

Convert back into an array

$d(n+b)$

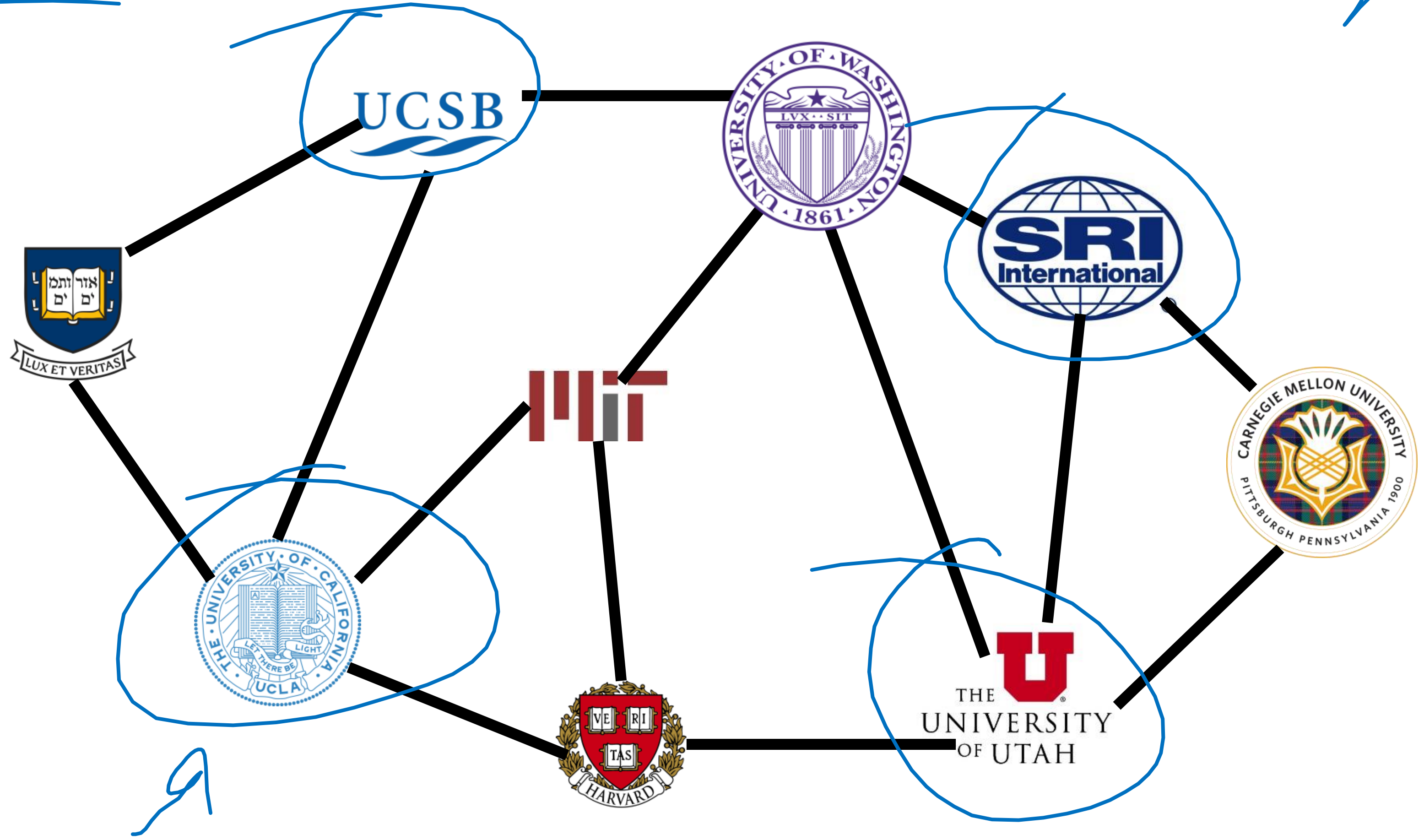
101

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
018	~~811~~	103	113	121	245	255	323	401	512	555	800	801	823	901	999

RadixSort Running Time

- Suppose largest value is m
- Choose a radix (base of representation) b
- BucketSort all n things using b buckets
  - $\Theta(n + k)$
- Repeat once per each digit
  - $\log_b m$ iterations
- Overall:
  - $\Theta(n \log_b m + b \log_b m)$
- In practice, you can select the value of b to optimize running time
- When is this better than mergesort?

ARPANET



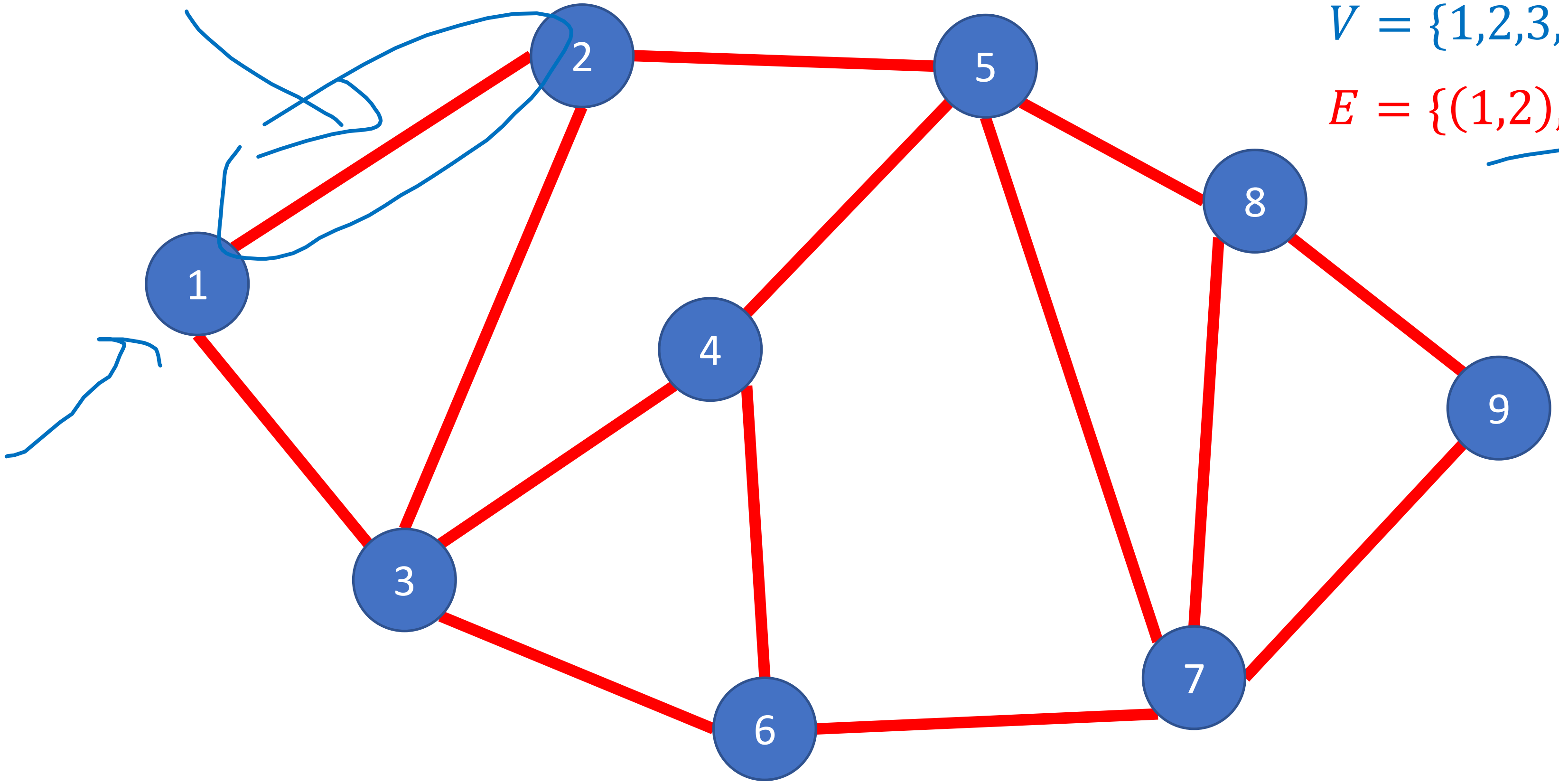
Graphs

Undirected Graphs

Vertices/Nodes

Definition: $G = (V, E)$

Edges



$V = \{1,2,3,4,5,6,7,8,9\}$

$E = \{(1,2), (2,3), (1,3), \dots\}$

Directed Graphs

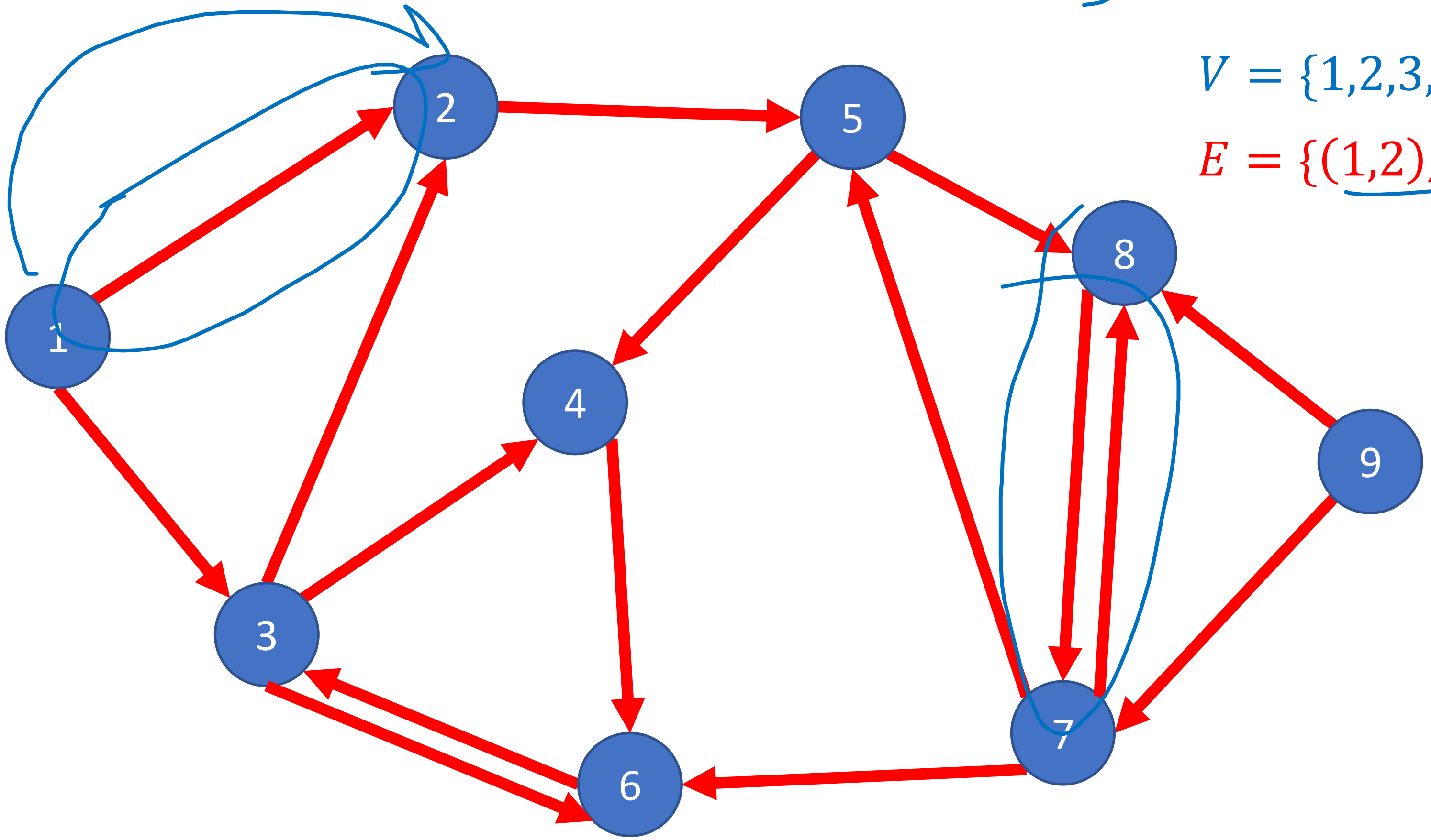
Vertices/Nodes

Definition: $G = (V, E)$

Edges

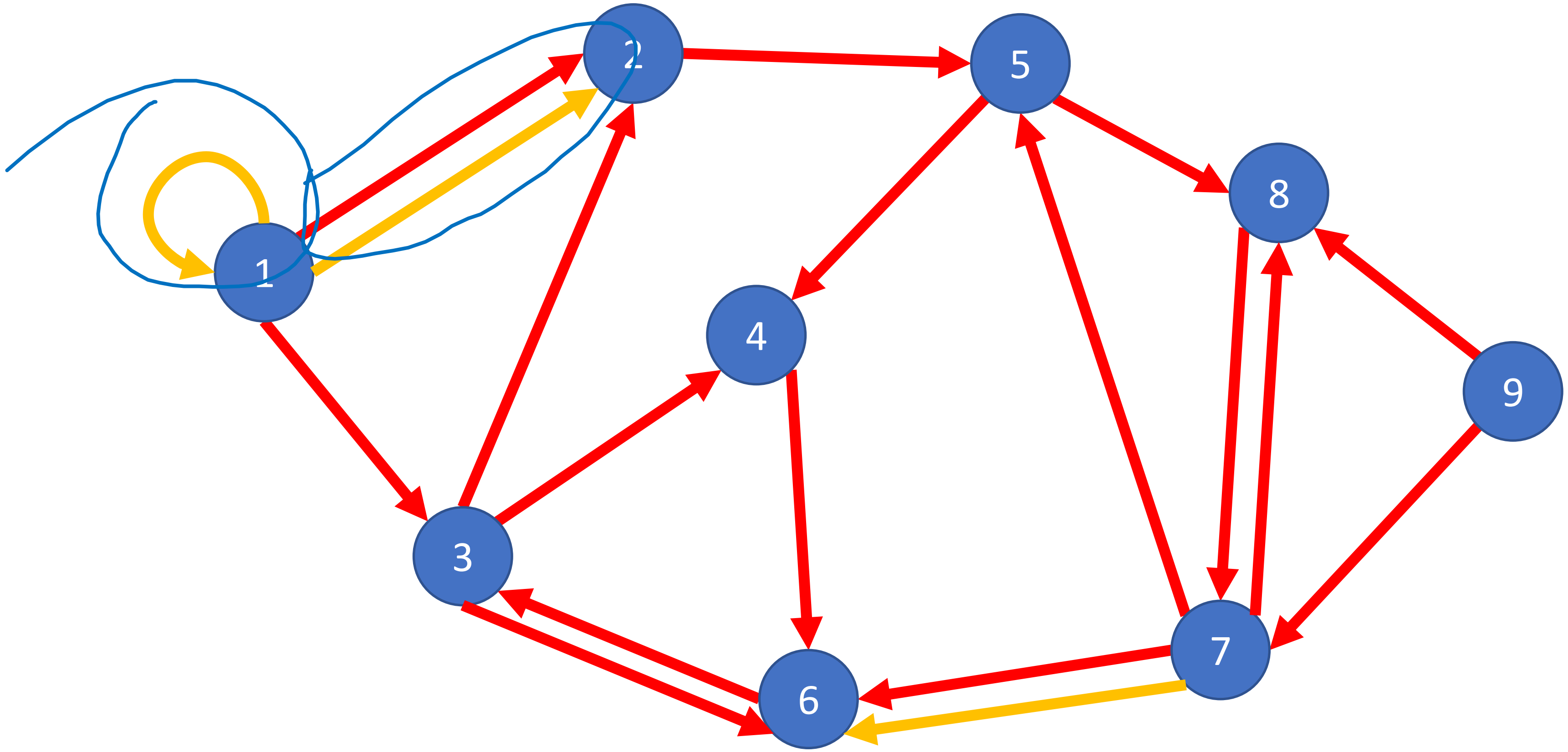
$V = \{1,2,3,4,5,6,7,8,9\}$

$E = \{(1,2), (2,3), (1,3), \ldots\}$



Self-Edges and Duplicate Edges

Some graphs may have duplicate edges (e.g. here we have the edge (1,2) twice).
Some may also have self-edges (e.g. here there is an edge from 1 to 1).
Graph with Neither self-edges nor duplicate edges are called **simple graphs**



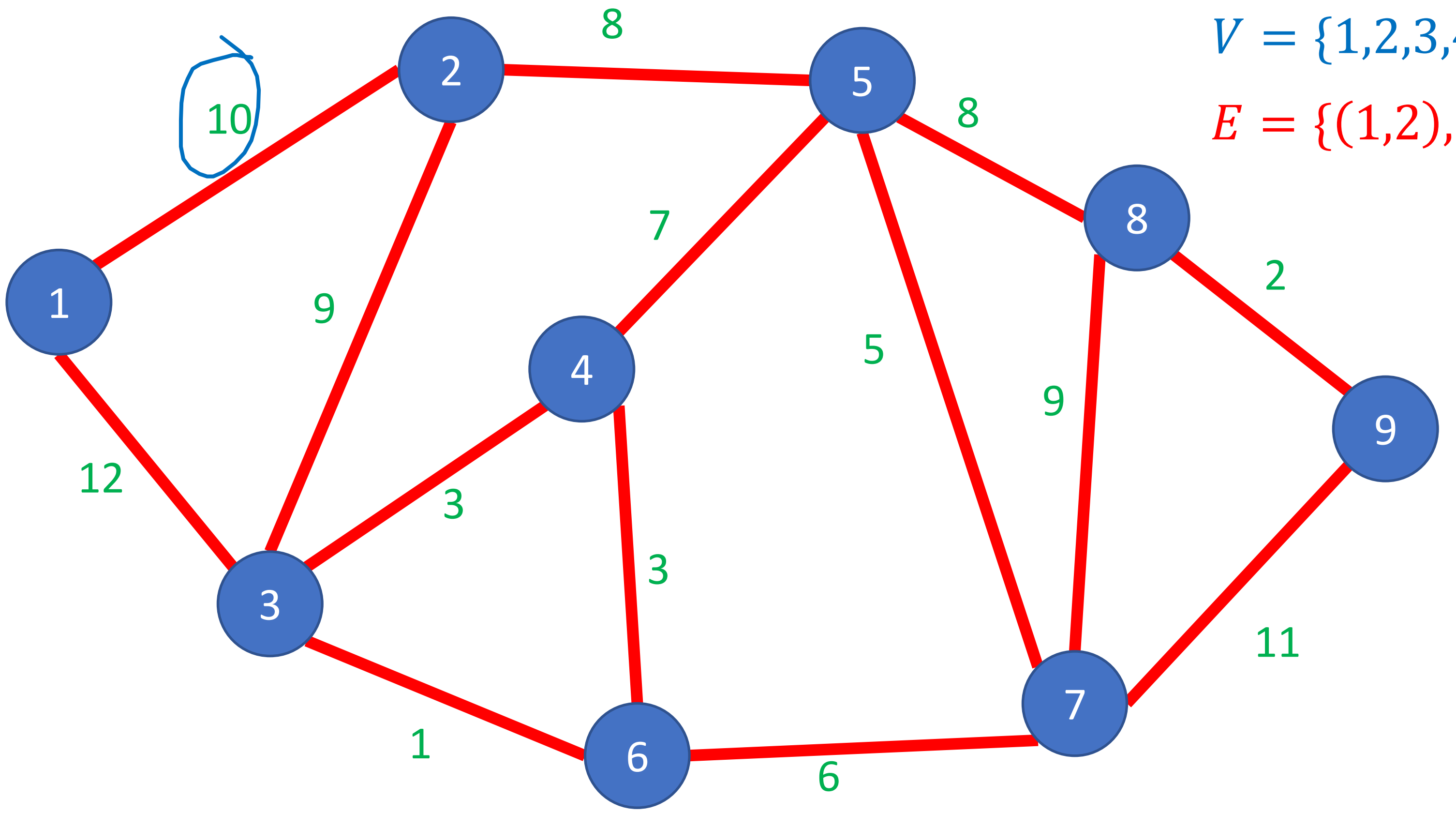
Weighted Graphs

Vertices/Nodes

Definition: $G = (V, E)$

Edges

$w(e)$ = weight of edge e



$V = \{1,2,3,4,5,6,7,8,9\}$

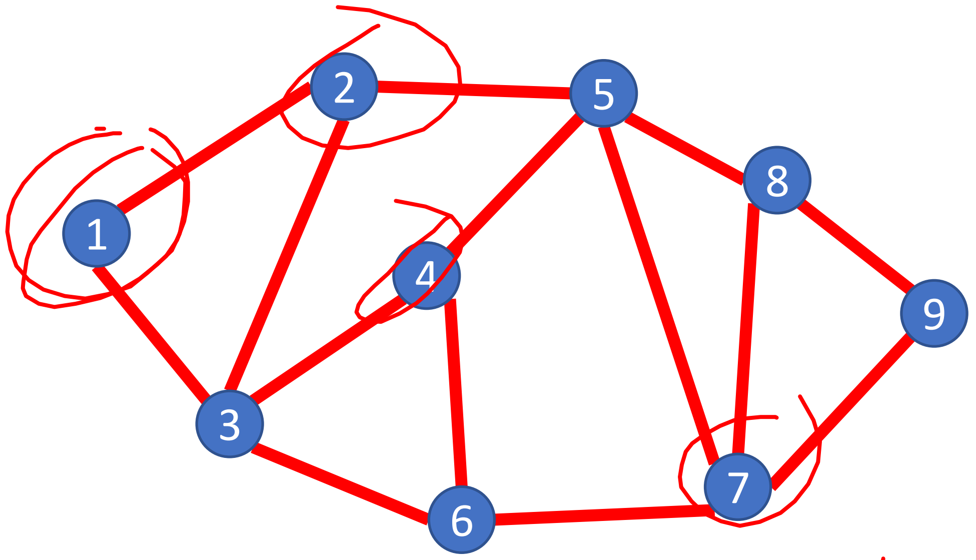
$E = \{(1,2), (2,3), (1,3), \ldots\}$

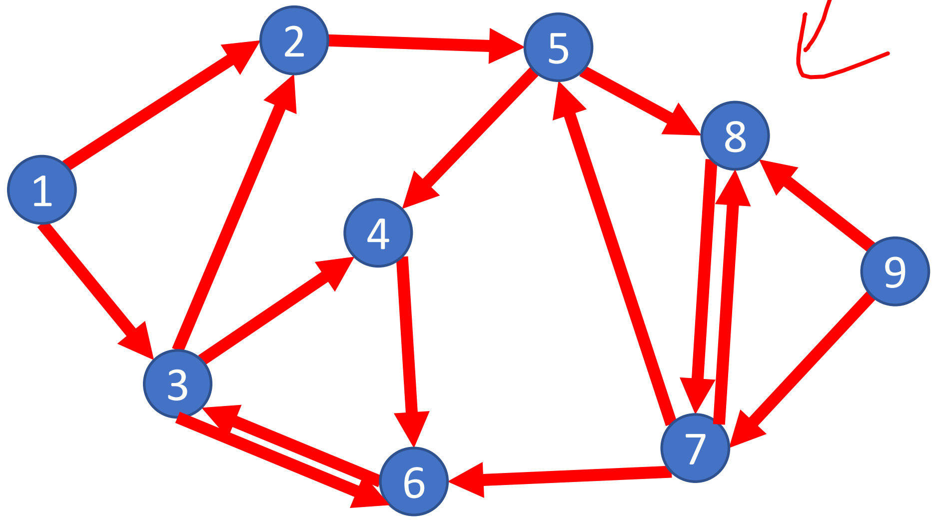
Graph Applications

- For each application below, consider:
  - What are the nodes, what are the edges?
  - Is the graph directed?
  - Is the graph simple?
  - Is the graph weighted?
- Facebook friends
  - Nodes = users, edges = friendships
  - Undirected, friendship mutual
  - Simple
  - Maybe
- Twitter followers
  - Nodes are users, edges = following
  - Directed
  - Simple,
  - maybe
- Java inheritance
  - Nodes: classes, edges = implements, extends
  - Directed
  - Simple
  - no
- Airline Routes
  - Cities, flights
  - Directed
  - Not simple

Some Graph Terms

- Adjacent/Neighbors
  - Nodes are adjacent/neighbors if they share an edge
- Degree
  - Number of “neighbors” of a vertex
- Indegree
  - Number of incoming neighbors
- Outdegree
  - Number of outgoing neighbors

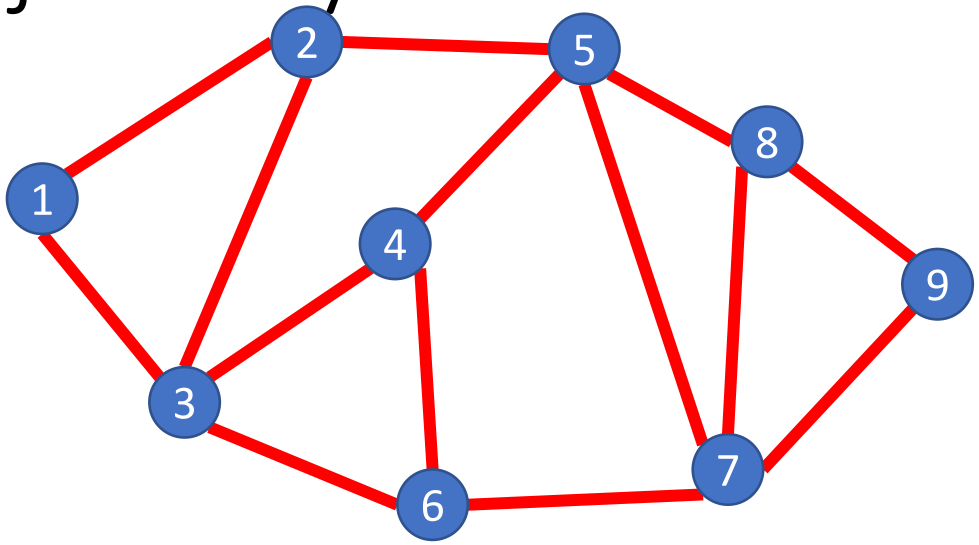




Graph Operations

- To represent a Graph (i.e. build a data structure) we need:
  - Add Edge
  - Remove Edge
  - Check if Edge Exists
  - Get Neighbors (incoming)
  - Get Neighbors (outgoing)

Adjacency List



1	2	3		
2	1	3	5	
3	1	2	4	6
4	3	5	6	
5	2	4	7	8
6	3	4	7	
7	5	6	8	9
8	5	7	9	
9	7	8		

<u>Time/Space Tradeoffs</u>

Space to represent: $\Theta(n+m)$

Add Edge: $\Theta(1)$

Remove Edge: $\Theta(1)$

Check if Edge Exists: $\Theta(n)$

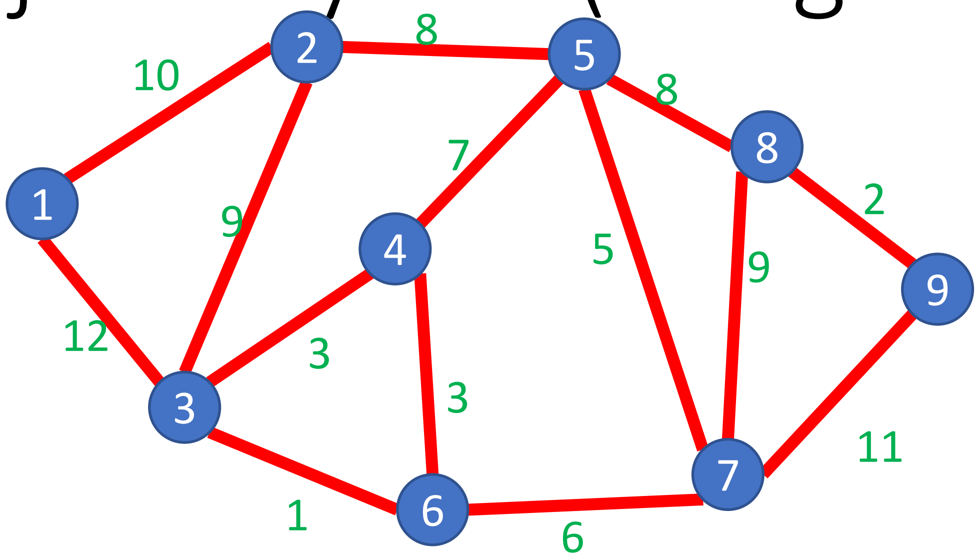
Get Neighbors (incoming): $\Theta(n+m)$

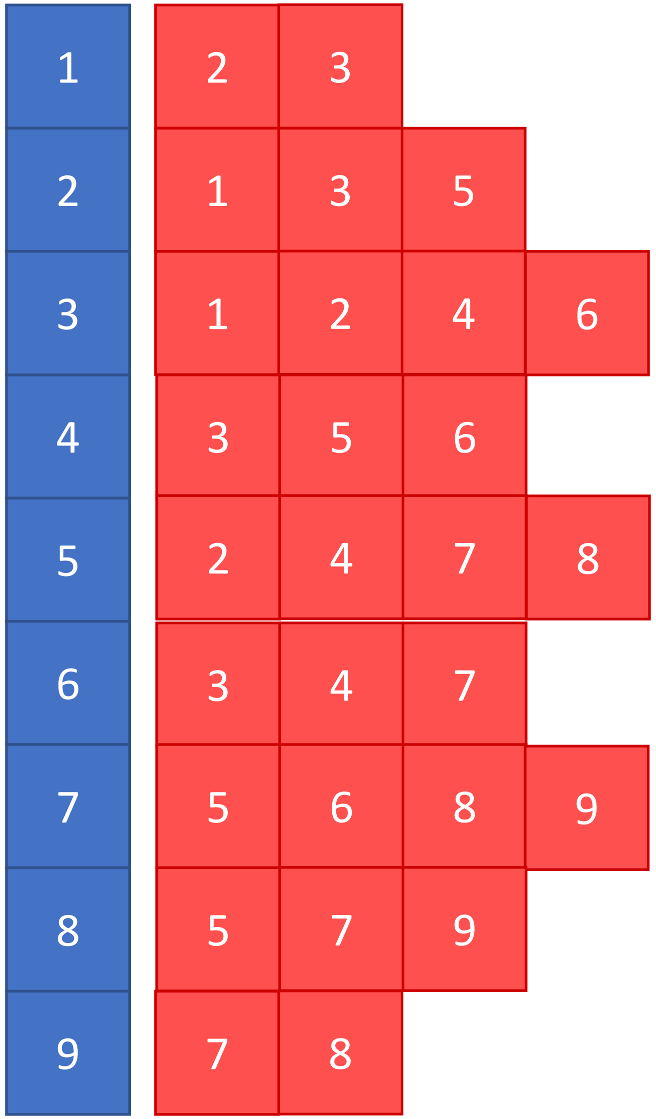
Get Neighbors (outgoing): $\Theta(\deg(v))$

$|V| = n$

$|E| = m$

Adjacency List (Weighted)





<u>Time/Space Tradeoffs</u>

Space to represent: $\Theta(n+m)$

Add Edge: $\Theta(1)$

Remove Edge: $\Theta(1)$

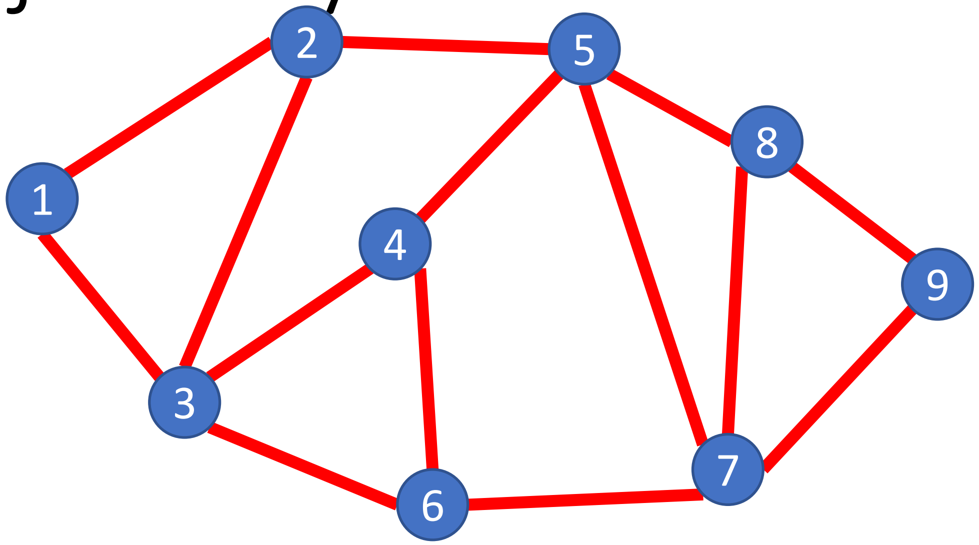
Check if Edge Exists: $\Theta(n)$

Get Neighbors (incoming): $\Theta(?)$

Get Neighbors (outgoing): $\Theta(?)$

$|V| = n$
$|E| = m$

Adjacency Matrix



	A	B	C	D	E	F	G	H	I
A		1	1						
B	1		1		1				
C	1	1		1		1			
D			1		1	1			
E		1		1			1	1	
F			1	1			1		
G					1	1		1	1
H					1		1		1
I							1	1	

<u>Time/Space Tradeoffs</u>

Space to represent: $\Theta(?)$

Add Edge: $\Theta(?)$

Remove Edge: $\Theta(?)$

Check if Edge Exists: $\Theta(?)$

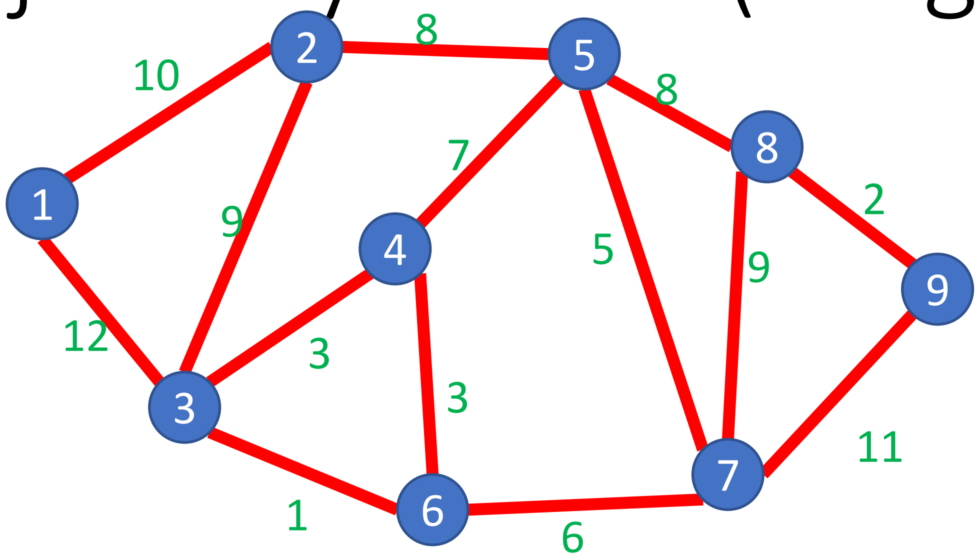
Get Neighbors (incoming): $\Theta(?)$

Get Neighbors (outgoing): $\Theta(?)$

$|V| = n$

$|E| = m$

Adjacency Matrix (weighted)



	A	B	C	D	E	F	G	H	I
A		1	1						
B	1		1		1				
C	1	1		1		1			
D			1		1	1			
E		1		1			1	1	
F			1	1			1		
G					1	1		1	1
H					1		1		1
I							1	1	

<u>Time/Space Tradeoffs</u>

Space to represent: $\Theta(n^2)$

Add Edge: $\Theta(1)$

Remove Edge: $\Theta(1)$

Check if Edge Exists: $\Theta(1)$

Get Neighbors (incoming): $\Theta(n)$

Get Neighbors (outgoing): $\Theta(n)$

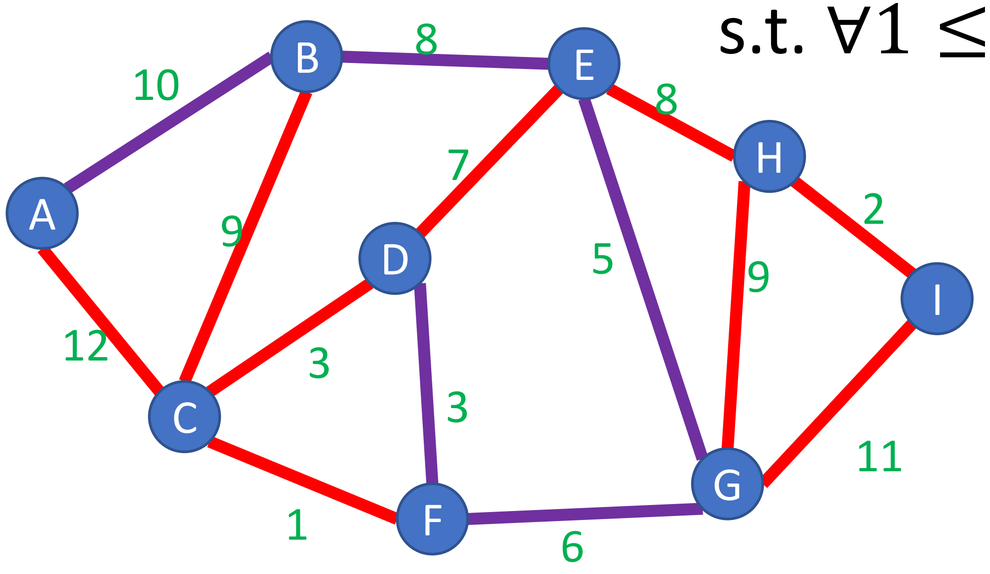
$|V| = n$

$|E| = m$

Aside

- Almost always, adjacency lists are the better choice
- Most graphs are missing most of their edges, so the adjacency list is much more space efficient and the slower operations aren’t that bad

Definition: Path



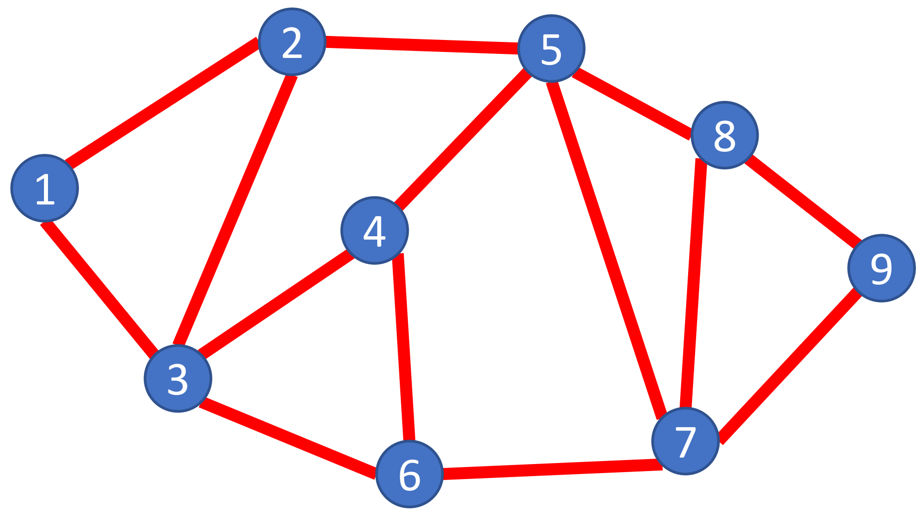
A sequence of nodes $(v_1, v_2, \dots, v_k)$
s.t. $\forall 1 \leq i \leq k-1, (v_i, v_{i+1}) \in E$

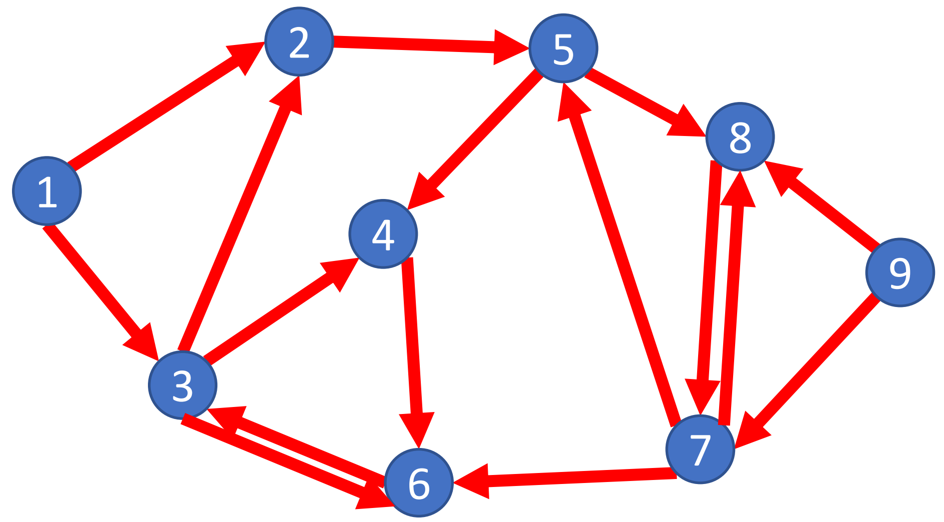
Simple Path:
A path in which each node appears at most once

Cycle:
A path which starts and ends in the same place

Definition: (Strongly) Connected Graph

A Graph $G = (V, E)$ s.t. for any pair of nodes $v_1, v_2 \in V$ there is a path from v_1 to v_2





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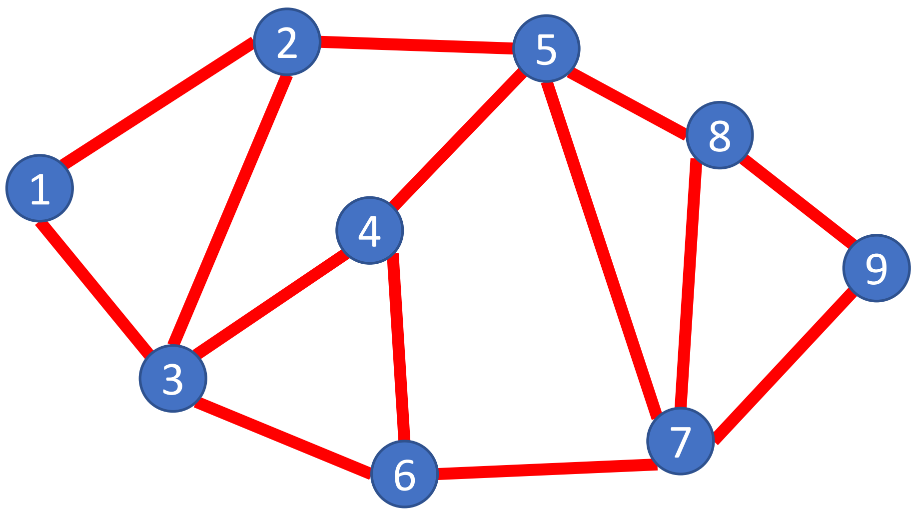
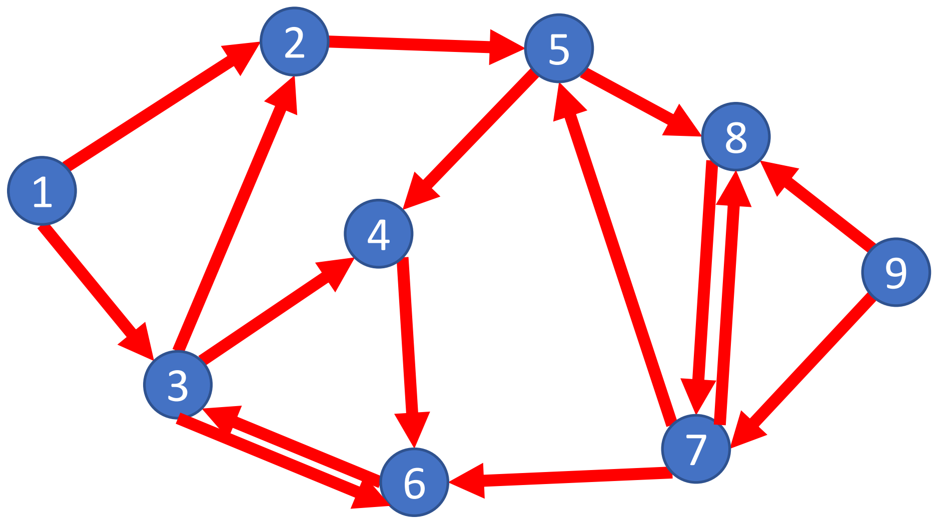


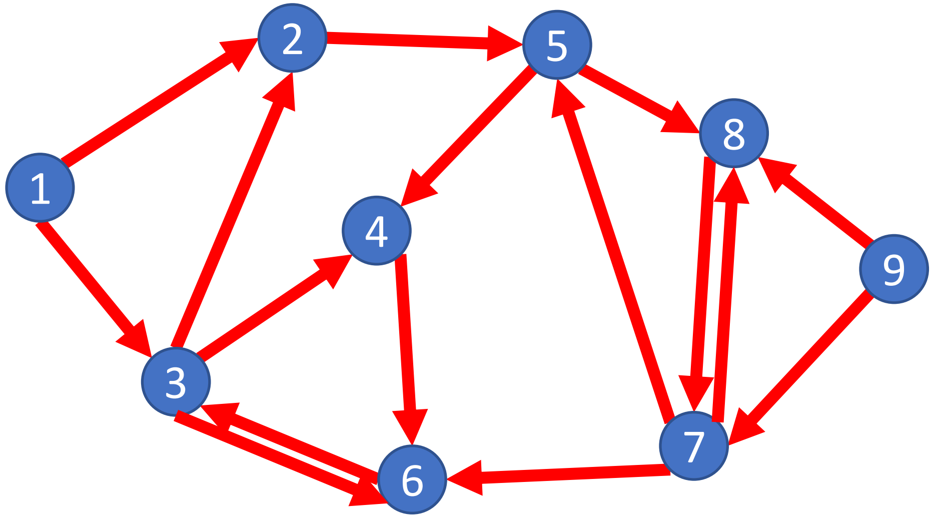
Connected



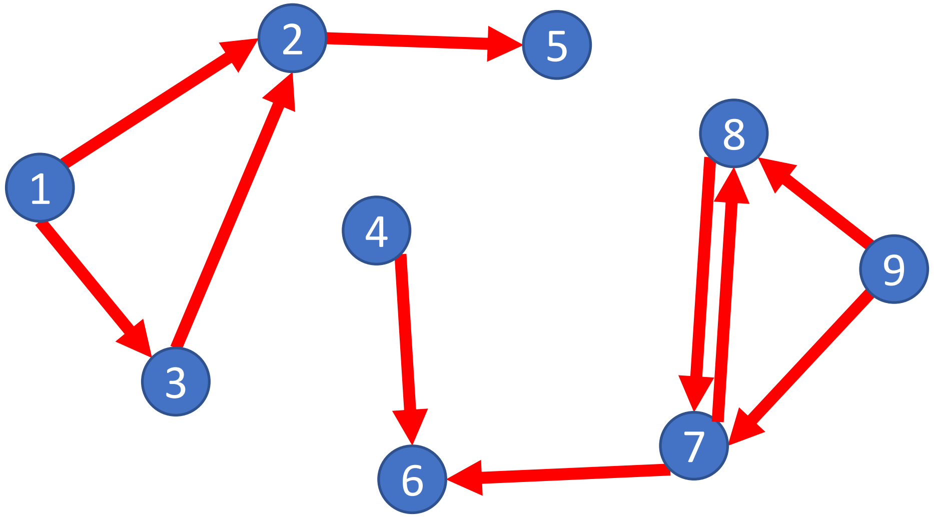
Not (strongly) Connected

Definition: Weakly Connected Graph

A Graph $G = (V, E)$ s.t. for any pair of nodes $v_1, v_2 \in V$ there is a path from v_1 to v_2 ignoring direction of edges



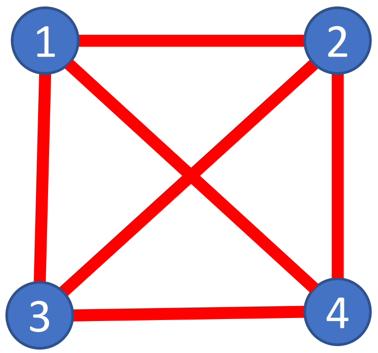
Weakly Connected



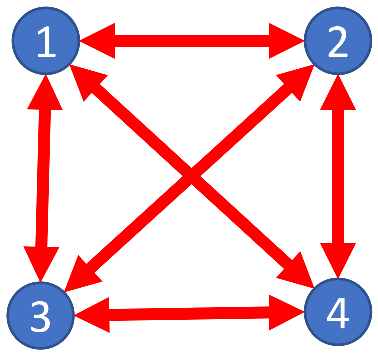
Weakly Connected

Definition: Complete Graph

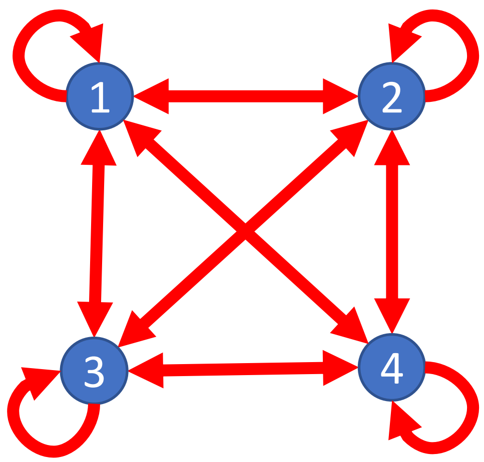
A Graph $G = (V, E)$ s.t. for any pair of nodes $v_1, v_2 \in V$ there is an edge from v_1 to v_2



Complete
Undirected Graph



Complete
Directed Graph



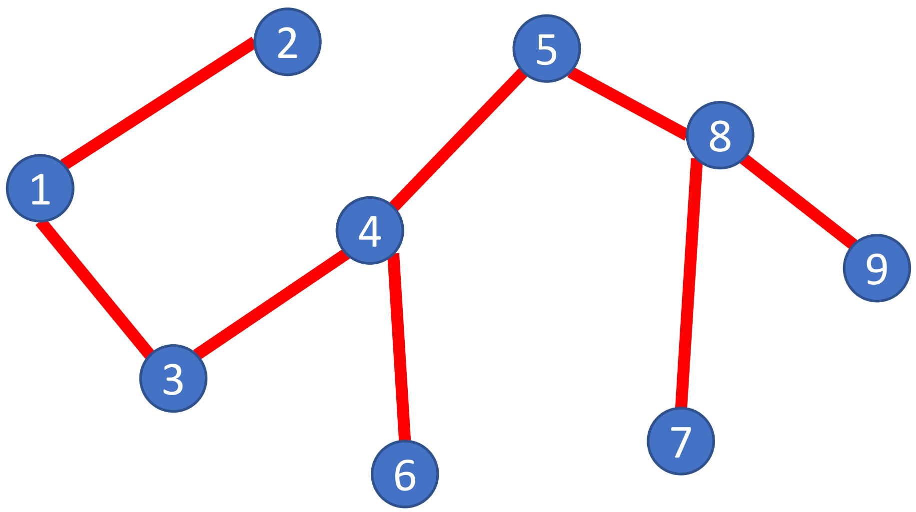
Complete Directed
Non-simple Graph

Graph Density, Data Structures, Efficiency

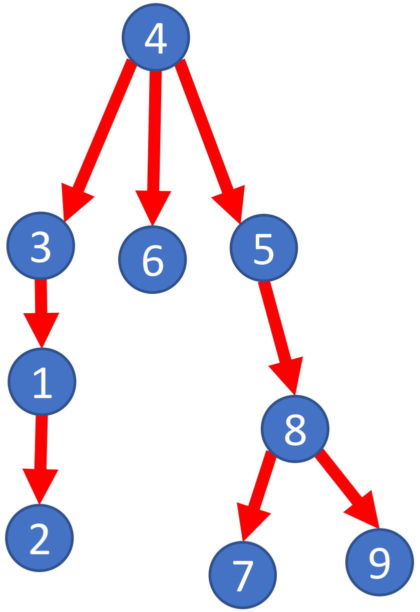
- The maximum number of edges in a graph is $\Theta(|V|^2)$:
  - Undirected and simple: $\frac{|V|(|V|-1)}{2}$
  - Directed and simple: $|V|(|V|-1)$
  - Direct and non-simple (but no duplicates): $|V|^2$
- If the graph is connected, the minimum number of edges is $|V|-1$
- If $|E| \in \Theta(|V|^2)$ we say the graph is **dense**
- If $|E| \in \Theta(|V|)$ we say the graph is **sparse**
- Because $|E|$ is not always near to $|V|^2$ we do not typically substitute $|V|^2$ for $|E|$ in running times, but leave it as a separate variable

Definition: Tree

A Graph $G = (V, E)$ is a tree if it is undirect, connected, and has no cycles (i.e. is acyclic). Often one node is identified as the "root"



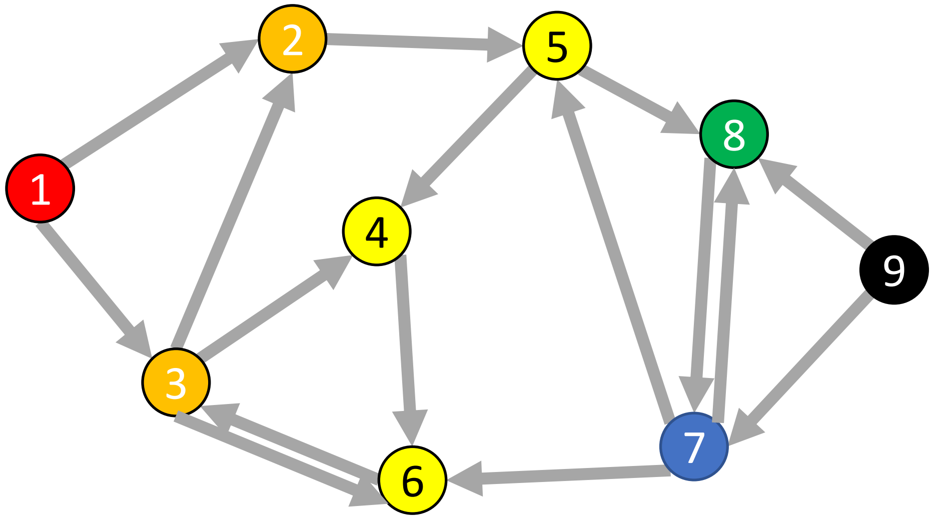
A Tree



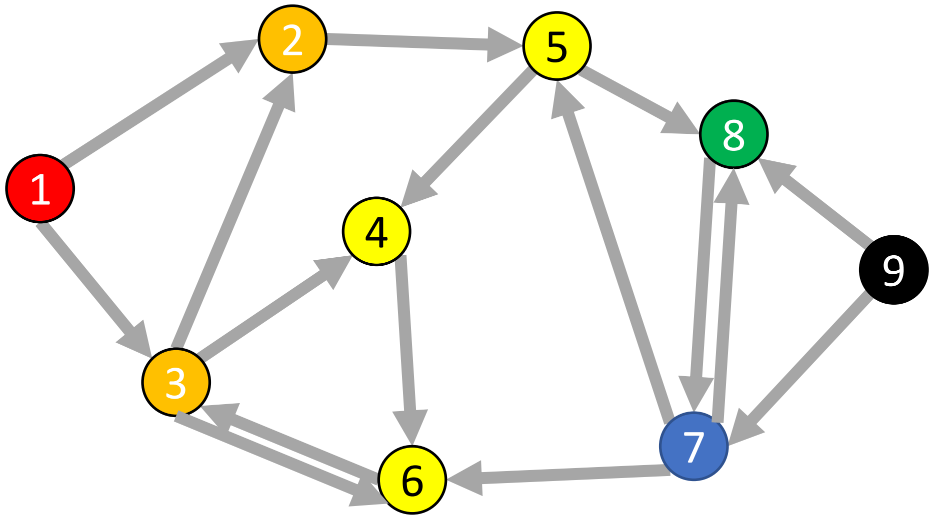
A Rooted Tree

Breadth-First Search

- Input: a node s
- Behavior: Start with node s, visit all neighbors of s, then all neighbors of neighbors of s, …
- Output:
  - How long is the shortest path?
  - Is the graph connected?



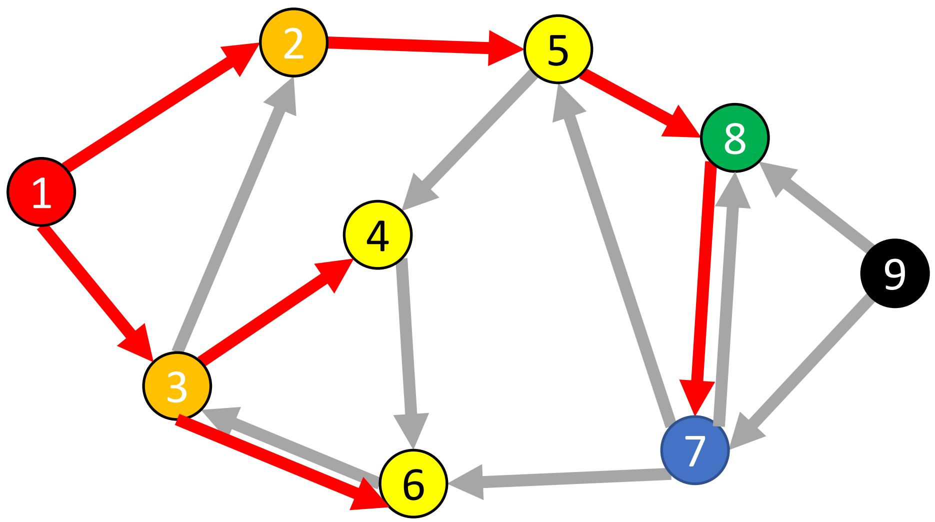
BFS



Running time: $\Theta(|V| + |E|)$

```
void bfs(graph, s){
        found = new Queue();
        found.enqueue(s);
        mark s as "visited";
        While (!found.isEmpty()){
                current = found.dequeue();
                for (v : neighbors(current)){
                        if (! v marked "visited"){
                                mark v as "visited";
                                found.enqueue(v);
                        }
                }
        }
}
```

Shortest Path (unweighted)



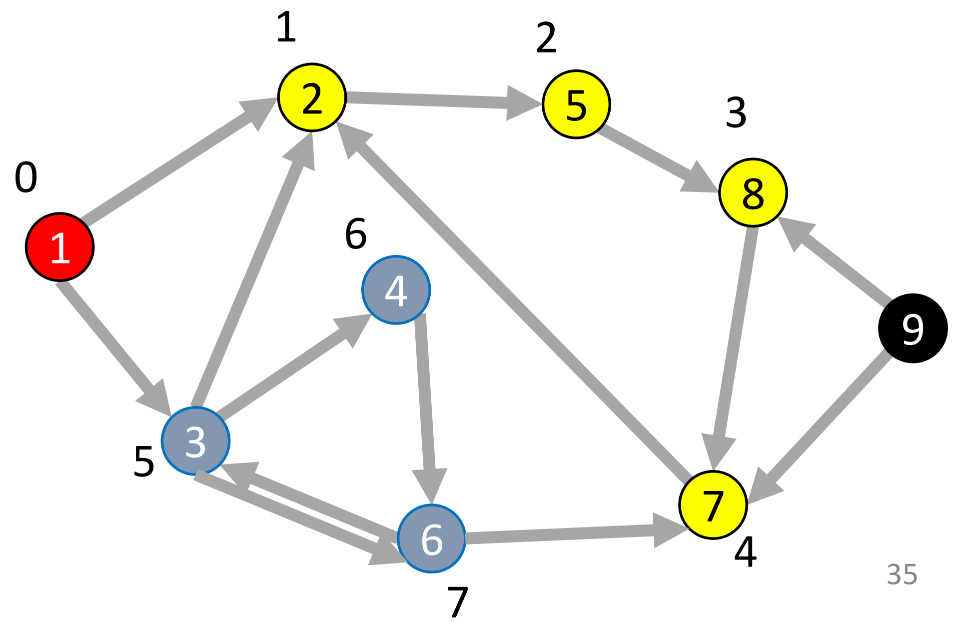
Idea: when it's seen, remember its "layer" depth!

```
int shortestPath(graph, s, t){
        found = new Queue();
        layer = 0;
        found.enqueue(s);
        mark s as "visited";
        While (!found.isEmpty()){
                current = found.dequeue();
                layer = depth of current;
                for (v : neighbors(current)){
                        if (! v marked "visited"){
                                mark v as "visited";
                                depth of v = layer + 1;
                                found.enqueue(v);
                        }
                }
        }
        return depth of t;
}
```

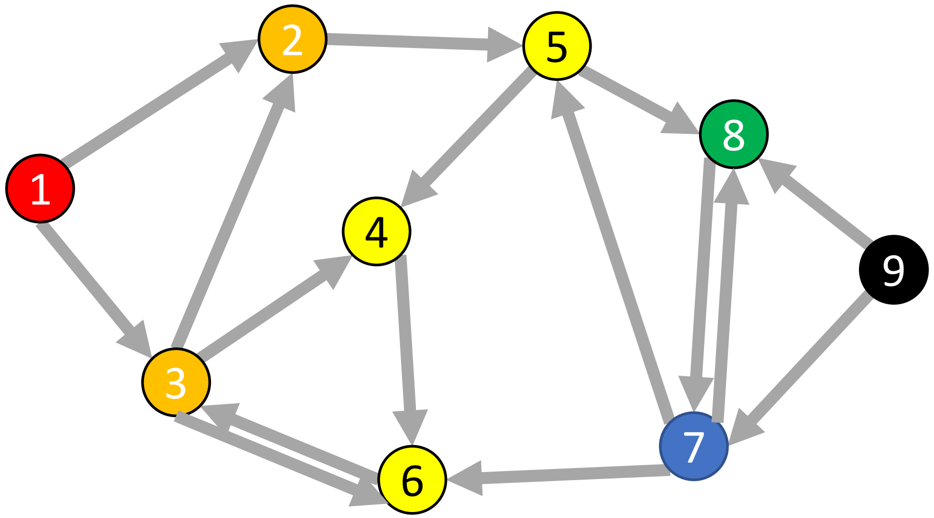
Depth-First Search

Depth-First Search

- Input: a node s
- Behavior: Start with node s, visit one neighbor of s, then all nodes reachable from that neighbor of s, then another neighbor of s,...
- Output:
  - Does the graph have a cycle?
  - A **topological sort** of the graph.



DFS (non-recursive)



Running time: $\Theta(|V| + |E|)$

```
void dfs(graph, s){
        found = new Stack();
        found.pop(s);
        mark s as "visited";
        While (!found.isEmpty()){
                current = found.pop();
                for (v : neighbors(current)){
                        if (! v marked "visited"){
                                mark v as "visited";
                                found.push(v);
                        }
                }
        }
}
```

DFS Recursively (more common)

```
void dfs(graph, curr){
        mark curr as "visited";
        for (v : neighbors(current)){
                if (! v marked "visited"){
                        dfs(graph, v);
                }
        }
        mark curr as "done";
}
```