

## Quadratic Probing

Want to avoid primary clustering.

If our spot is full, let's try to move far away relatively quickly.

$h(\text{key}) \% \text{TableSize}$  full?

Try  $(h(\text{key}) + 1) \% \text{TableSize}$ .

Also full?  $(h(\text{key}) + 4) \% \text{TableSize}$ .

Also full?  $(h(\text{key}) + 9) \% \text{TableSize}$ .

Also full?  $(h(\text{key}) + 16) \% \text{TableSize}$ .

...

7

## Insertion Sort Analysis

Stable? Yes! (If you're careful)

In Place Yes!

Running time:

-What's the best case and worst case?

```
for(i from 1 to n-1){
    int index = i
    while(a[index-1] > a[index]){
        swap(a[index-1], a[index])
        index = index-1
    }
}
```

28

## Sort

Here's another idea for a sorting algorithm:

Maintain a sorted subarray

While(subarray is not full array)

    Find the smallest element remaining in the unsorted part.

    Insert it at the end of the sorted part.

30

[https://www.youtube.com/watch?v=XaqR3G\\_NVoo](https://www.youtube.com/watch?v=XaqR3G_NVoo)

## Merge Sort Pseudocode

```
mergeSort(input) {  
    if (input.length == 1)  
        return  
    else  
        smallerHalf = mergeSort(new [0, ..., mid])  
        largerHalf = mergeSort(new [mid + 1, ...])  
        return merge(smallerHalf, largerHalf)  
}
```

40