

Priority Queues and a first intro to sorting

CSE 373

Data Structures

Readings

- Reading
 - › Chapter 8 Sections 8.1 – 8.2
 - › Chapter 11 Section 11.1

Revisiting FindMin

- Application: Find the smallest (or highest priority) item quickly
 - › Operating system needs to schedule jobs according to priority instead of FIFO
 - › Event simulation (bank customers arriving and departing, ordered according to when the event happened)
 - › Find student with highest grade, employee with highest salary etc.

Priority Queue ADT

- Priority Queue can efficiently do:
 - › FindMin() (called Min() in GT (your text book))
 - Returns minimum value but does not delete it
 - › DeleteMin() (called removeMin() in GT)
 - Returns minimum value and deletes it
 - › Insert (k)
 - In GT Insert (k,x) where k is the key and x the value. In all algorithms the important part is the key, a “comparable” item. We’ll skip the value.
 - › size() and isEmpty()

List implementation of a Priority Queue

- What if we use unsorted lists:
 - › FindMin and DeleteMin are $O(n)$
 - In fact you have to go through the whole list
 - › Insert(k) is $O(1)$
- What if we used sorted lists
 - › FindMin and DeleteMin are $O(1)$
 - Be careful if we want both Min and Max (circular array or doubly linked list)
 - › Insert(k) is $O(n)$
 - Recall Assignment 1!

Selection Sort

- Selection Sort

- › Sorts an unsorted list S into a sorted list T

```
While !S.isEmpty(){  
    k := S.DeleteMin();  
    T.addlast(k); // An easy simplification of Insert(k)  
}
```

- Time complexity?

- Easy modification to do it in place

Insertion Sort

- Start with unsorted S and want sorted T

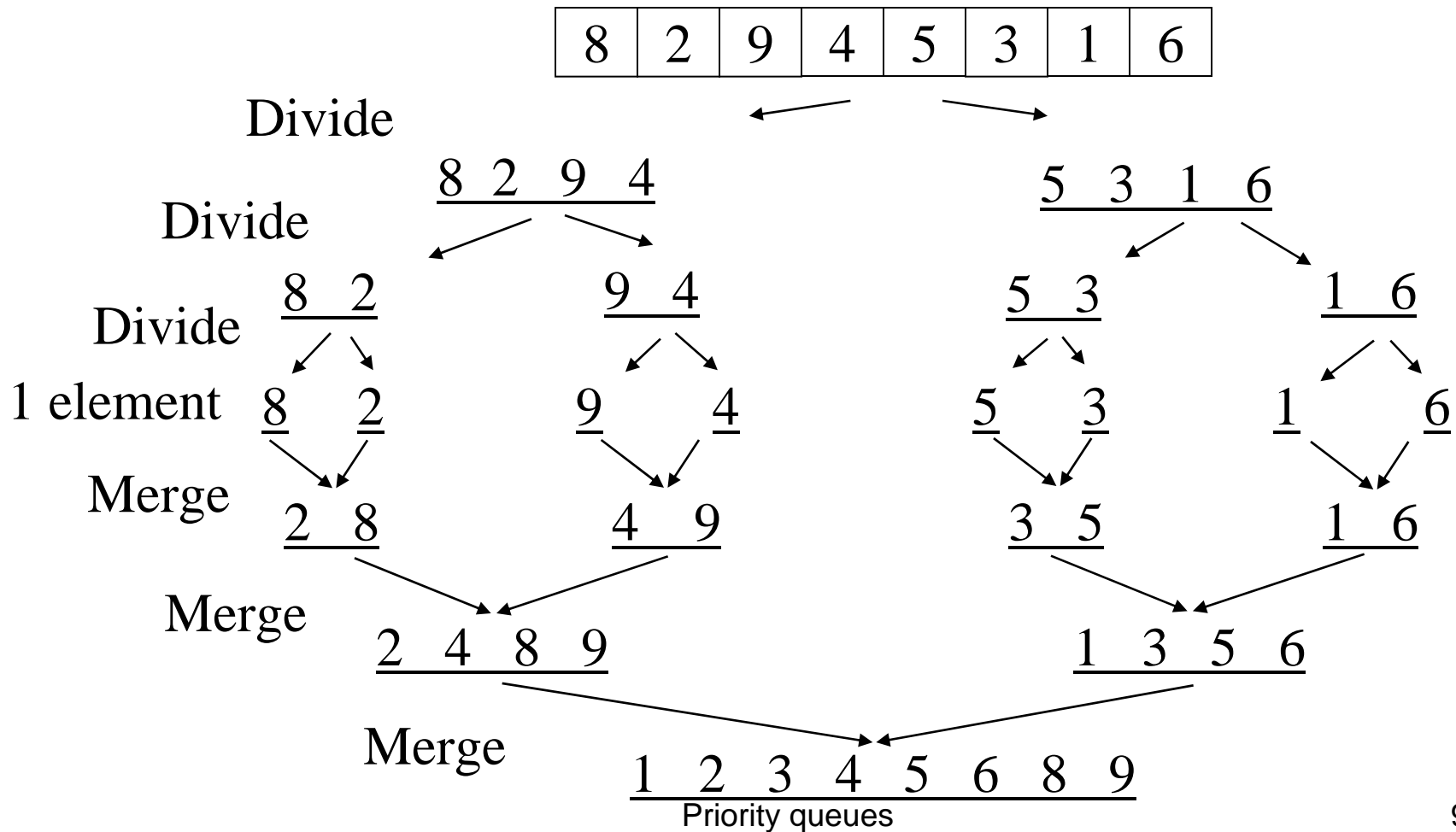
```
While !S.isEmpty() {  
    k := S.deletelast(); // or deletefirst whichever is easier  
    T.Insert(k); // Insert so that T is sorted  
}
```

- Complexity?
- Again easy to do it place.

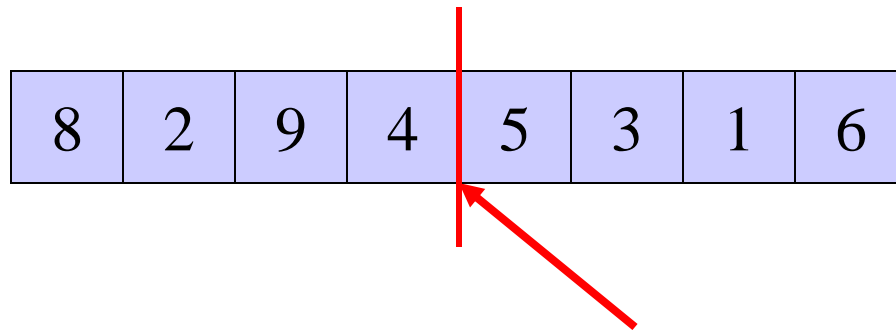
Mergesort: A More efficient sorting algorithm

- Uses a “Divide and Conquer” strategy
 - › Divide problem into smaller parts
 - › Independently solve the parts
 - › Combine these solutions to get overall solution
- **Main idea** Divide list into two halves, *recursively* sort left and right halves, then *merge* two halves → **Mergesort**

Mergesort Example



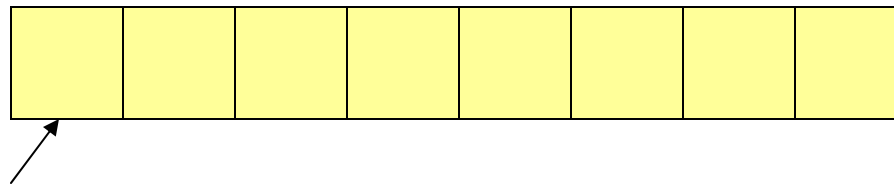
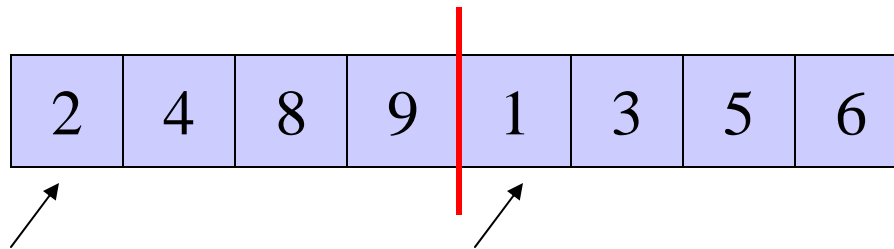
Mergesort (array implementation)



- Divide it in two at the midpoint
- Conquer each side in turn (by recursively sorting)
- **Merge** two halves together

Auxiliary Array

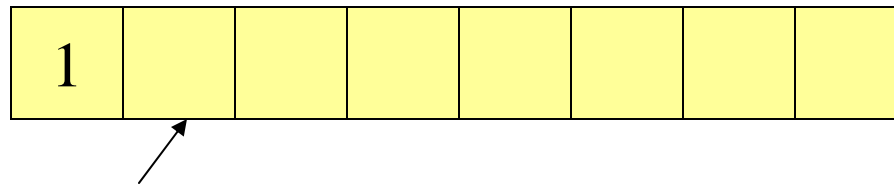
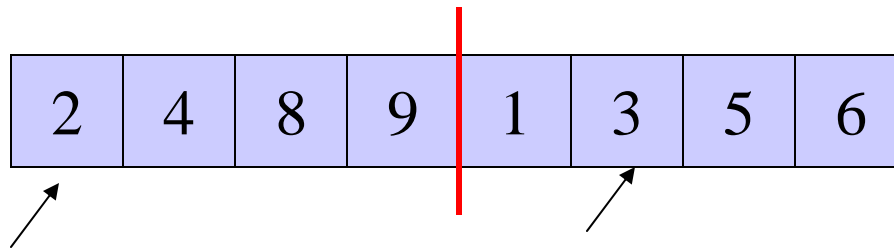
- The merging requires an auxiliary array.



Auxiliary array

Auxiliary Array

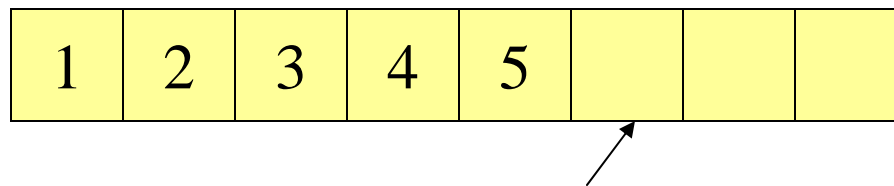
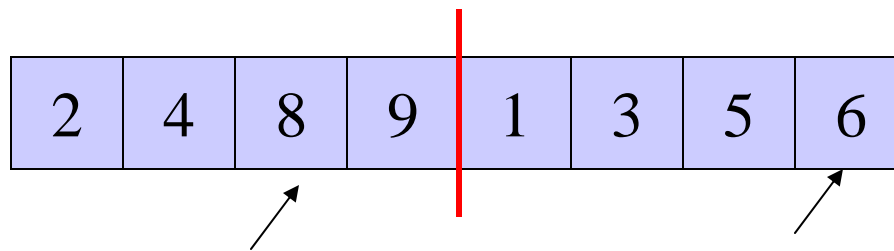
- The merging requires an auxiliary array.



Auxiliary array

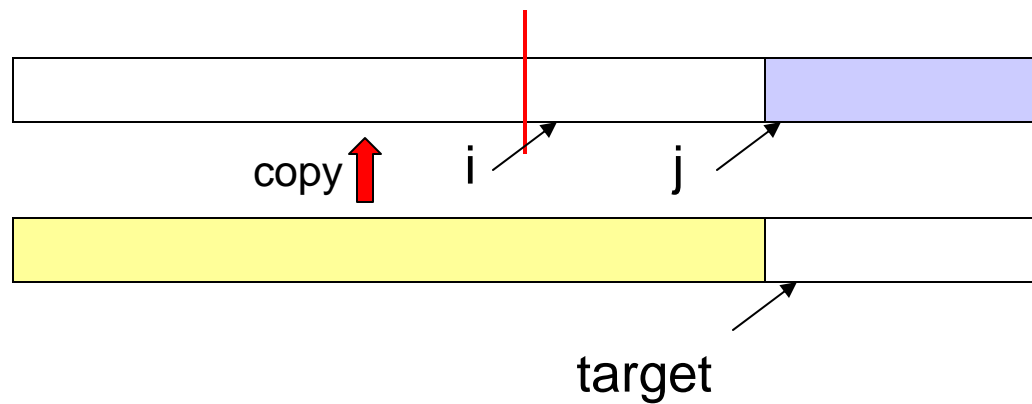
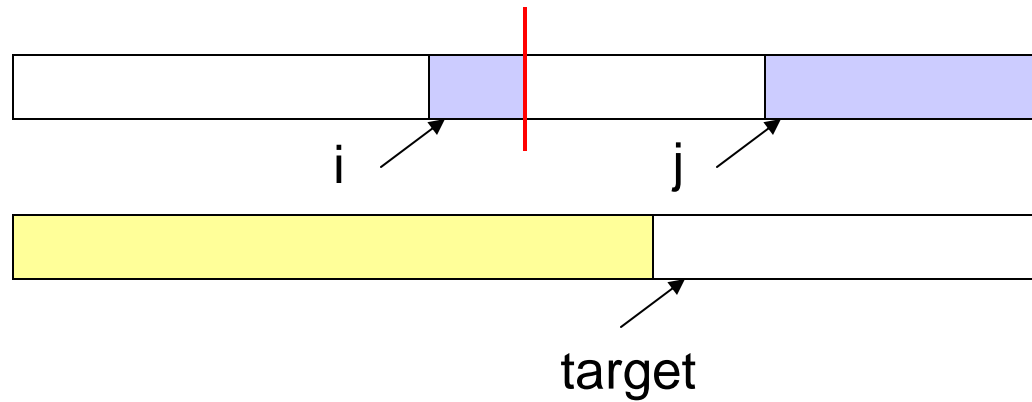
Auxiliary Array

- The merging requires an auxiliary array.

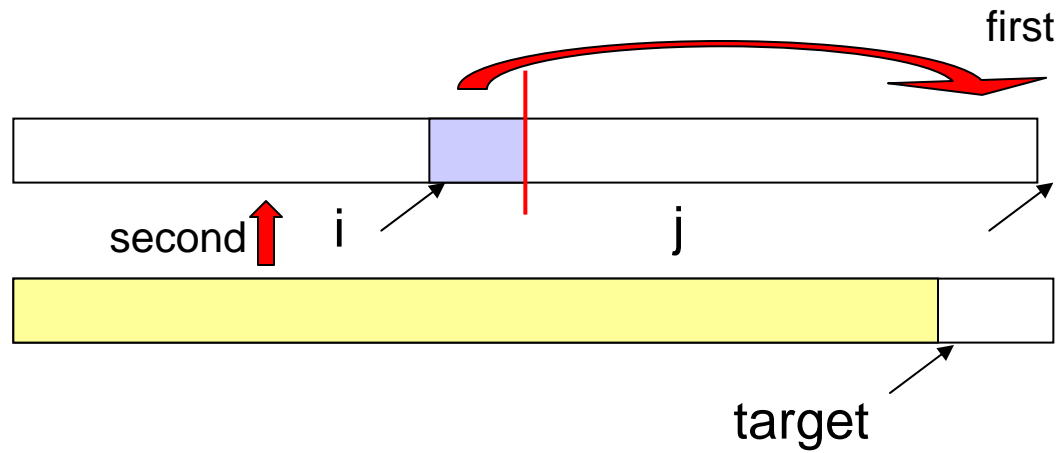


Auxiliary array

Merging



Merging



Right completed
first

Merging

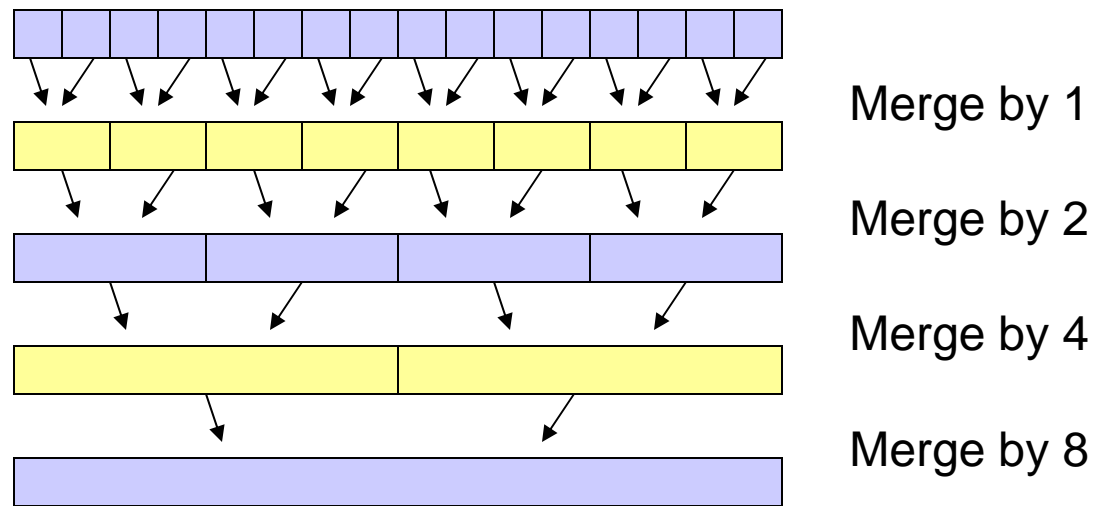
```
Merge(A[], T[] : integer array, left, right : integer) : {
  mid, i, j, k, l, target : integer;
  mid := (right + left)/2;
  i := left; j := mid + 1; target := left;
  while i ≤ mid and j ≤ right do
    if A[i] ≤ A[j] then T[target] := A[i] ; i:= i + 1;
    else T[target] := A[j]; j := j + 1;
    target := target + 1;
  if i > mid then //left completed//
    for k := left to target-1 do A[k] := T[k];
  if j > right then //right completed//
    k := mid; l := right;
    while k ≥ i do A[l] := A[k]; k := k-1; l := l-1;
    for k := left to target-1 do A[k] := T[k];
}
```


Recursive Mergesort

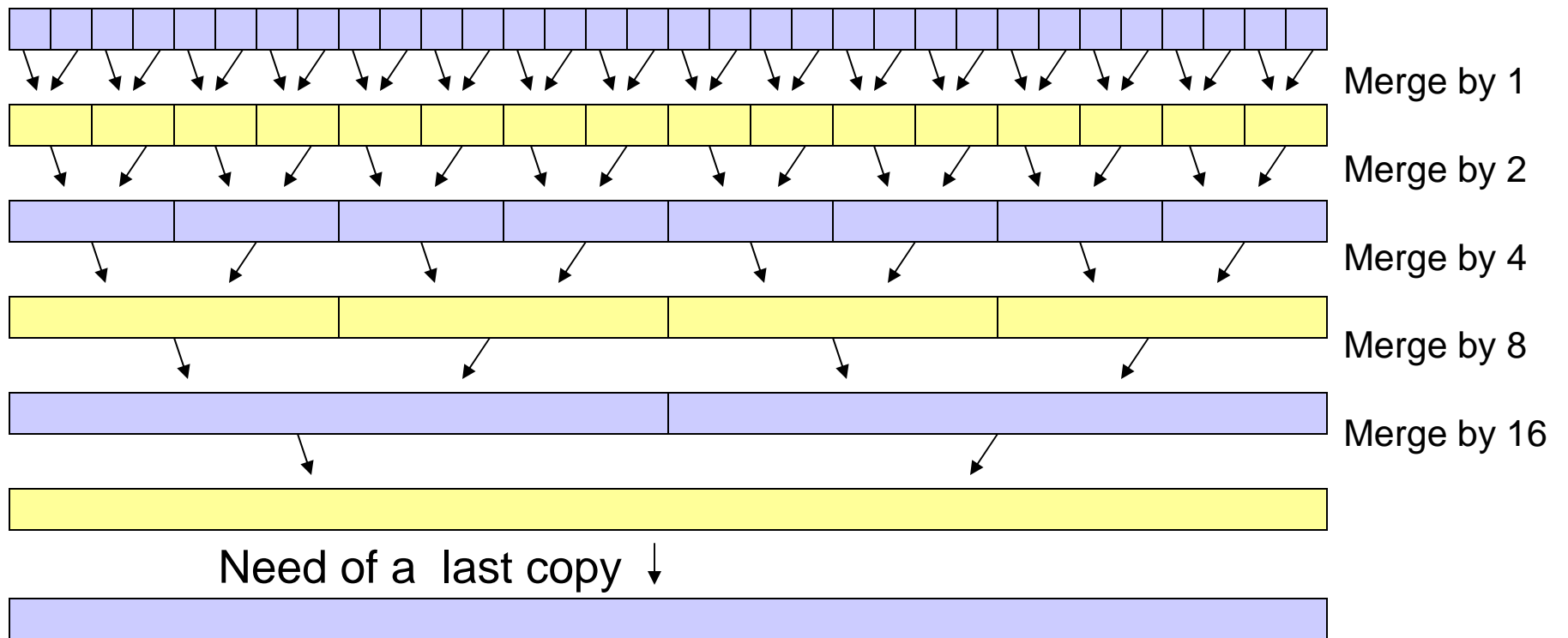
```
Mergesort(A[], T[] : integer array, left, right : integer) : {  
  if left < right then  
    mid := (left + right)/2;  
    Mergesort(A,T,left,mid);  
    Mergesort(A,T,mid+1,right);  
    Merge(A,T,left,right);  
}
```

```
MainMergesort(A[1..n]: integer array, n : integer) : {  
  T[1..n]: integer array;  
  Mergesort[A,T,1,n];  
}
```

Iterative Mergesort



Iterative Mergesort



Iterative Mergesort

```
IterativeMergesort(A[1..n]: integer array, n : integer) : {  
//precondition: n is a power of 2//  
  i, m, parity : integer;  
  T[1..n]: integer array;  
  m := 2; parity := 0;  
  while m ≤ n do  
    for i = 1 to n - m + 1 by m do  
      if parity = 0 then Merge(A,T,i,i+m-1);  
      else Merge(T,A,i,i+m-1);  
    parity := 1 - parity;  
    m := 2*m;  
  if parity = 1 then  
    for i = 1 to n do A[i] := T[i];  
}
```

How do you handle non-powers of 2?

Mergesort Analysis

- Let $T(N)$ be the running time for an array of N elements
- Mergesort divides array in half and calls itself on the two halves. After returning, it merges both halves using a temporary array
- Each recursive call takes $T(N/2)$ and merging takes $O(N)$

Mergesort Recurrence Relation

- The recurrence relation for $T(N)$ is:
 - › $T(1) \leq a$
 - base case: 1 element array \rightarrow constant time
 - › $T(N) \leq 2T(N/2) + bN$
 - Sorting N elements takes
 - the time to sort the left half
 - plus the time to sort the right half
 - plus an $O(N)$ time to merge the two halves
- $T(N) = O(n \log n)$

Mergesort Analysis

Upper Bound

$$\begin{aligned}T(n) &\leq 2T(n/2) + dn && \text{Assuming } n \text{ is a power of } 2 \\ &\leq 2(2T(n/4) + dn/2) + dn \\ &= 4T(n/4) + 2dn \\ &\leq 4(2T(n/8) + dn/4) + 2dn \\ &= 8T(n/8) + 3dn \\ &\vdots \\ &\leq 2^k T(n/2^k) + kdn \\ &= nT(1) + kdn && \text{if } n = 2^k && n = 2^k, k = \log n \\ &\leq cn + dn \log_2 n \\ &= O(n \log n)\end{aligned}$$

Properties of Mergesort

- Not in-place
 - › Requires an auxiliary array ($O(n)$ extra space)
- Stable (sorting does not modify the relative positions of equal values)
 - › Make sure that **left** is sent to target on equal values.