CSE 373

MAY 19^{\text{TH}} – EVEN MORE SORTING

• HW5 Due Tonight – Code + Writeup

- HW5 Due Tonight Code + Writeup
- HW6 Out Monday Covers Sorting

- HW5 Due Tonight Code + Writeup
- HW6 Out Monday Covers Sorting
- Extra assignments are out

- HW5 Due Tonight Code + Writeup
- HW6 Out Monday Covers Sorting
- Extra assignments are out
 - Small change, instead of throwing an ObjectNotFound exception, throw a NoSuchElement exception. (which is in java.util)

Eclipse run configurations

- Eclipse run configurations
 - It is possible to pass command line arguments in Eclipse under run configurations

- Eclipse run configurations
 - It is possible to pass command line arguments in Eclipse under run configurations
 - If you have edited your main function in FindPahts so that it **does not** use the String[] args commands, please return it to it's old state. This is part of the testing script.

- Problem statement:
 - Collection of Comparable data

- Problem statement:
 - Collection of Comparable data
 - Result should be a sorted collection of the data

- Problem statement:
 - Collection of Comparable data
 - Result should be a sorted collection of the data
- Motivation?

- Problem statement:
 - Collection of Comparable data
 - Result should be a sorted collection of the data
- Motivation?
 - Pre-processing v. find times

- Problem statement:
 - Collection of Comparable data
 - Result should be a sorted collection of the data
- Motivation?
 - Pre-processing v. find times
 - Sorting v. Maintaining sortedness

Important definitions

- Important definitions
 - In-place:

- Important definitions
 - In-place: Requires only O(1) extra memory

- Important definitions
 - In-place: Requires only O(1) extra memory
 - usually means the array is mutated

- Important definitions
 - In-place: Requires only O(1) extra memory
 - usually means the array is mutated
 - Stable: For any two elements have the same comparative value, then after the sort, which ever came first will stay first

- Important definitions
 - In-place: Requires only O(1) extra memory
 - usually means the array is mutated
 - Stable: For any two elements have the same comparative value, then after the sort, which ever came first will stay first
 - Sorting by first name and then last name will give you last then first with a stable sort.

- Important definitions
 - In-place: Requires only O(1) extra memory
 - usually means the array is mutated
 - Stable: For any two elements have the same comparative value, then after the sort, which ever came first will stay first
 - Sorting by first name and then last name will give you last then first with a stable sort.
 - The most recent sort will always be the primary

- Important definitions
 - Interruptable:

- Important definitions
 - Interruptable: the algorithm can run only until the first k elements are in sorted order

- Important definitions
 - Interruptable: the algorithm can run only until the first k elements are in sorted order
 - Comparison sort: utilizes comparisons between elements to produce the final sorted order.

- Important definitions
 - Interruptable: the algorithm can run only until the first k elements are in sorted order
 - Comparison sort: utilizes comparisons between elements to produce the final sorted order.
 - Bogo sort is not a comparison sort

Important definitions

- Interruptable: the algorithm can run only until the first k elements are in sorted order
- Comparison sort: utilizes comparisons between elements to produce the final sorted order.
 - Bogo sort is not a comparison sort
 - Comparison sorts are Ω(n log n), they cannot do better than this

- What are the sorts we've seen so far?
 - Selection sort:

- Selection sort
 - Algorithm?

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n*-1, and the *kth* from *n*-(*k*-1).

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n-1*, and the *kth* from *n-(k-1)*.
 - What is this summation? *n*(*n*-1)/2
 - Stable?

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n-1*, and the *kth* from *n-(k-1)*.
 - What is this summation? *n*(*n*-1)/2
 - Stable? How?

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n*-1, and the *k*th from *n*-(*k*-1).
 - What is this summation? *n*(*n*-1)/2
 - Stable? How?
 - When you have your lowest candidate, do not replace with an element that ties.

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n*-1, and the *k*th from *n*-(*k*-1).
 - What is this summation? *n*(*n*-1)/2
 - Stable? How?
 - When you have your lowest candidate, do not replace with an element that ties.
 - In place?

- Selection sort
 - Algorithm? For each element, iterate through the array and select the lowest remaining element and place it at the end of the sorted portion.
 - Runtime:
 - First run, you must select from *n* elements, the second, from *n*-1, and the *kth* from *n*-(*k*-1).
 - What is this summation? *n*(*n*-1)/2
 - Stable? How?
 - When you have your lowest candidate, do not replace with an element that ties.
 - In place? Can be, but can also create a separate collection (if we only want the top 5, for example)
- Insertion Sort:
 - Algorithm?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) what case is this?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case:

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n)

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?
 - When "swapping" into the sorted array, it can stop when it reaches the correct position, possibly terminating early. Selection sort must check all *k* elements to be sure it has the correct one

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?
 - When "swapping" into the sorted array, it can stop when it reaches the correct position, possibly terminating early. Selection sort must check all *k* elements to be sure it has the correct one
 - Stable?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?
 - When "swapping" into the sorted array, it can stop when it reaches the correct position, possibly terminating early. Selection sort must check all *k* elements to be sure it has the correct one
 - Stable? Same as before, if we maintain sorted order in case of ties.

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?
 - When "swapping" into the sorted array, it can stop when it reaches the correct position, possibly terminating early. Selection sort must check all *k* elements to be sure it has the correct one
 - Stable? Same as before, if we maintain sorted order in case of ties.
 - In-place?

- Insertion Sort:
 - Algorithm? Maintain a sorted portion at the beginning of the array. For each new element, we swap it into the sorted portion until it reaches it's correct location
 - Runtime?
 - Worst-case: O(n²) reverse sorted order
 - Best-case: O(n) sorted order
 - Where does this difference come from?
 - When "swapping" into the sorted array, it can stop when it reaches the correct position, possibly terminating early. Selection sort must check all *k* elements to be sure it has the correct one
 - Stable? Same as before, if we maintain sorted order in case of ties.
 - In-place? Can be easily. Since not interruptable, having a duplicate array is only necessary if you don't want the original array to be mutated

What other sorting techniques can we consider?

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.
 - Building a heap from an array takes O(n) time

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.
 - Building a heap from an array takes O(n) time
 - Removing the smallest element from the array takes O(log n)

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.
 - Building a heap from an array takes O(n) time
 - Removing the smallest element from the array takes O(log n)
 - There are n elements.

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.
 - Building a heap from an array takes O(n) time
 - Removing the smallest element from the array takes O(log n)
 - There are n elements.
 - $N + N^* \log N = O(N \log N)$

- What other sorting techniques can we consider?
 - We know O(n log n) is possible. How do we do it?
 - Heap sort works on principles we already know.
 - Building a heap from an array takes O(n) time
 - Removing the smallest element from the array takes O(log n)
 - There are n elements.
 - $N + N^* \log N = O(N \log N)$
 - Using Floyd's method does not improve the asymptotic runtime for heap sort, but it is an improvement.

- How do we actually implement this sort?
- Can we do it in place?

- How do we actually implement this sort?
- Can we do it in place?

IN-PLACE HEAP SORT

- Treat the initial array as a heap (via buildHeap)
- When you delete the ith element, put it at arr[n-i]
 - That array location isn't needed for the heap anymore!



- How do we actually implement this sort?
- Can we do it in place?
- Is this sort stable?

- How do we actually implement this sort?
- Can we do it in place?
- Is this sort stable?
 - No. Recall that heaps do not preserve FIFO property

- How do we actually implement this sort?
- Can we do it in place?
- Is this sort stable?
 - No. Recall that heaps do not preserve FIFO property
 - If it needed to be stable, we would have to modify the priority to indicate its place in the array, so that each element has a unique priority.

IN-PLACE HEAP SORT

What is undesirable about this method?



IN-PLACE HEAP SORT

What is undesirable about this method?

You must reverse the array at the end.





 Can implement with a max-heap, then the sorted portion of the array fills in from the back and doesn't need to be reversed at the end.

AVL Tree: sure, we can also use an AVL tree to:

AVL Tree: sure, we can also use an AVL tree to:

- insert each element: total time $O(n \log n)$
- Repeatedly **deleteMin**: total time $O(n \log n)$
 - Better: in-order traversal O(n), but still $O(n \log n)$ overall
- But this cannot be done in-place and has worse constant factors than heap sort

AVL Tree: sure, we can also use an AVL tree to:

- insert each element: total time $O(n \log n)$
- Repeatedly **deleteMin**: total time $O(n \log n)$
 - Better: in-order traversal O(n), but still $O(n \log n)$ overall
- But this cannot be done in-place and has worse constant factors than heap sort

Hash Structure: don't even think about trying to sort with a hash table!

AVL Tree: sure, we can also use an AVL tree to:

- insert each element: total time $O(n \log n)$
- Repeatedly **deleteMin**: total time $O(n \log n)$
 - Better: in-order traversal O(n), but still $O(n \log n)$ overall
- But this cannot be done in-place and has worse constant factors than heap sort

Hash Structure: don't even think about trying to sort with a hash table!

 Finding min item in a hashtable is O(n), so this would be a slower, more complicated selection sort

SORTING: THE BIG PICTURE

	Simple algorithms: O(n ²)		Fancier algorithms: O(<i>n</i> log <i>n</i>)		Comparison lower bound: Ω(<i>n</i> log <i>n</i>)	Specialized algorithms: O(n)		Handling huge data sets
Insertion sort Selection sort Shell sort			Heap sort Merge sort Quick sort (avg) 			Bucket sort Radix sort		External sorting
DIVIDE AND CONQUER

Divide-and-conquer is a useful technique for solving many kinds of problems (not just sorting). It consists of the following steps:

- 1. Divide your work up into smaller pieces (recursively)
- 2. Conquer the individual pieces (as base cases)
- 3. Combine the results together (recursively)

```
algorithm(input) {
    if (small enough) {
        CONQUER, solve, and return input
    } else {
        DIVIDE input into multiple pieces
        RECURSE on each piece
        COMBINE and return results
    }
}
```

DIVIDE-AND-CONQUER SORTING

Two great sorting methods are fundamentally divide-and-conquer

Mergesort:

Sort the left half of the elements (recursively) Sort the right half of the elements (recursively) Merge the two sorted halves into a sorted whole

Quicksort:

Pick a "pivot" element Divide elements into less-than pivot and greater-than pivot Sort the two divisions (recursively on each) Answer is: sorted-less-than....pivot....sorted-greater-than