

# CSE 373: Data Structures and Algorithms

## Lecture 21: Finish Sorting, P vs NP

Instructor: Lilian de Greef  
Quarter: Summer 2017

# Today

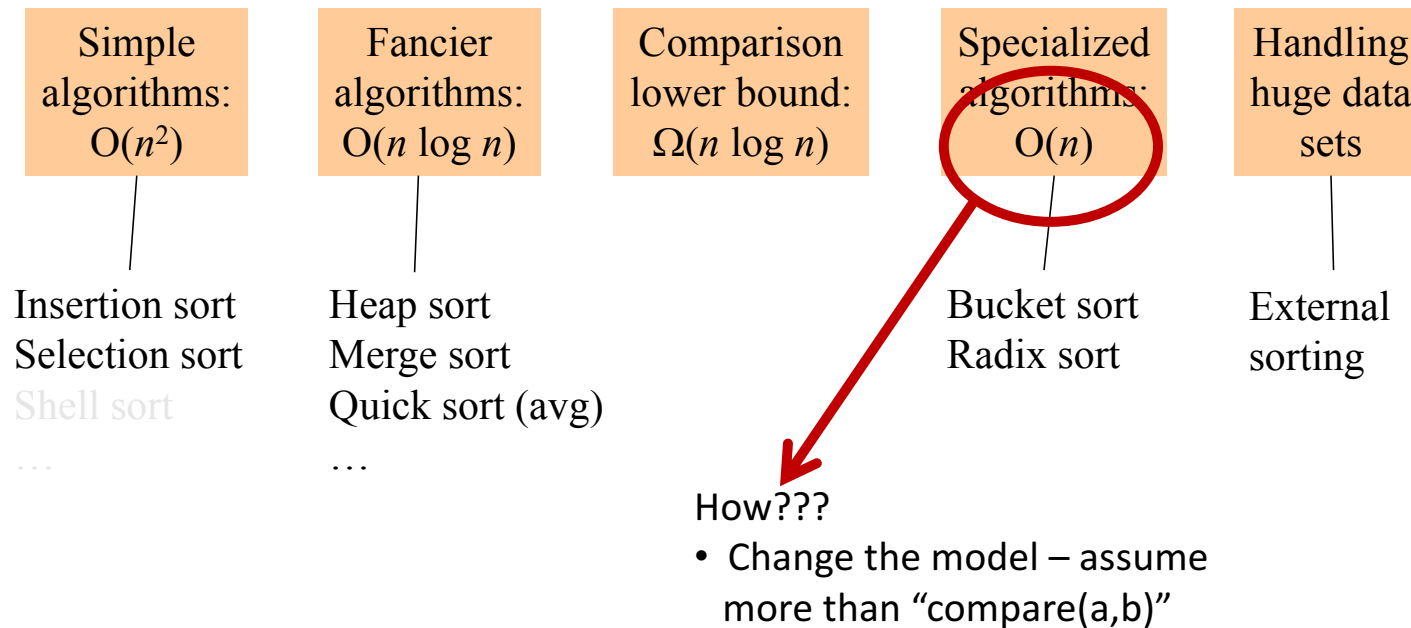
- Announcements
- Finish up sorting
  - Radix Sort
  - Final comments on sorting
- Complexity Theory:  $P =? NP$

# Announcements

- Final Exam:
  - Next week
  - During usual lecture time (10:50am - 11:50am)
  - Cumulative (so all material we've covered in class is fair game)
  - ... but with emphasis on material covered after the midterm
  - Date?

# The Big Picture

Surprising amount of juicy computer science: 2-3 lectures...



# Radix sort

- Radix = “the base of a number system”
  - Examples will use 10 because we are used to that
  - In implementations use larger numbers
    - For example, for ASCII strings, might use 128
- Idea:
  - Bucket sort on one digit at a time
    - Number of buckets = radix
    - Starting with *least* significant digit
    - Keeping sort *stable*
  - Do one pass per digit
  - Invariant: After  $k$  passes (digits), the last  $k$  digits are sorted
- Aside: Origins go back to the 1890 U.S. census

## Radix Sort: Example

Input:

478

537

9

721

3

38

143

67

First pass: bucket sort by one's digit

[illegible]

Second pass: **stable** bucket sort by ten's digit

[illegible]

Third pass: stable bucket sort by hundred's digit

[illegible]

Output:

(extra space for scratch work / notes)

# Analysis

Input size:  $n$

Number of buckets = Radix:  $B$

Number of passes = “Digits”:  $P$

Work per pass is 1 bucket sort:

Total work is

Compared to comparison sorts, sometimes a win, but often not

- Example: Strings of English letters up to length 15
  - Run-time proportional to:  $15 \cdot (52 + n)$
  - This is less than  $n \log n$  only if  $n > 33,000$
  - Of course, cross-over point depends on constant factors of the implementations
    - And radix sort can have poor locality properties



# Comments on Sorting Algorithms

# Sorting massive data

- Need sorting algorithms that minimize disk/tape access time:
  - Quicksort and Heapsort both jump all over the array, leading to random disk accesses
  - Merge sort scans linearly through arrays, leading to (relatively) sequential disk access
- Merge sort is the basis of massive sorting
- Merge sort can leverage multiple disks

# External Merge Sort

- Sort 900 MB using 100 MB RAM
  - Read 100 MB of data into memory
  - Sort using conventional method (e.g. quicksort)
  - Write sorted 100MB to temp file
  - Repeat until all data in sorted chunks ( $900/100 = 9$  total)
- Read first 10 MB of each sorted chunk, merge into remaining 10 MB
  - writing and reading as necessary
  - Single merge pass instead of  $\log n$
  - Additional pass helpful if data much larger than memory
- Parallelism and better hardware can improve performance
- Distribution sorts (similar to bucket sort) are also used

# Wrap-up on Sorting

- Simple  $O(n^2)$  sorts can be fastest for small  $n$ 
  - Insertion sort (latter linear for mostly-sorted)
  - Good “below a cut-off” for divide-and-conquer sorts
- $O(n \log n)$  sorts
  - Heap sort, in-place, not stable, not parallelizable
  - Merge sort, not in place but stable and works as external sort
  - Quick sort, in place, not stable and  $O(n^2)$  in worst-case
    - Often fastest, but depends on costs of comparisons/copies
- $\Omega(n \log n)$  is worst-case and average lower-bound for sorting by comparisons
- Non-comparison sorts
  - Bucket sort good for small number of possible key values
  - Radix sort uses fewer buckets and more phases
- Best way to sort?

# INEFFECTIVE SORTS

```

DEFINE HALFHEARTEDMERGESORT(LIST):
  IF LENGTH(LIST) < 2:
    RETURN LIST
  PIVOT = INT(LENGTH(LIST) / 2)
  A = HALFHEARTEDMERGESORT(LIST[:PIVOT])
  B = HALFHEARTEDMERGESORT(LIST[PIVOT:])
  // UMMMMMM
  RETURN [A, B] // HERE. SORRY.

```

```

DEFINE FASTBOGOSORT(LIST):
  // AN OPTIMIZED BOGOSORT
  // RUNS IN O(N LOG N)
  FOR N FROM 1 TO LOG(LENGTH(LIST)):
    SHUFFLE(LIST):
    IF ISSORTED(LIST):
      RETURN LIST
  RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"

```

```

DEFINE JOBIINTERVIEWQUICKSORT(LIST):
  OK SO YOU CHOOSE A PIVOT
  THEN DIVIDE THE LIST IN HALF
  FOR EACH HALF:
    CHECK TO SEE IF IT'S SORTED
    NO, WAIT, IT DOESN'T MATTER
    COMPARE EACH ELEMENT TO THE PIVOT
    THE BIGGER ONES GO IN A NEW LIST
    THE EQUAL ONES GO INTO, UH
    THE SECOND LIST FROM BEFORE
  HANG ON, LET ME NAME THE LISTS
  THIS IS LIST A
  THE NEW ONE IS LIST B
  PUT THE BIG ONES INTO LIST B
  NOW TAKE THE SECOND LIST
  CALL IT LIST, UH, A2
  WHICH ONE WAS THE PIVOT IN?
  SCRATCH ALL THAT
  IT JUST RECURSIVELY CALLS ITSELF
  UNTIL BOTH LISTS ARE EMPTY
  RIGHT?
  NOT EMPTY, BUT YOU KNOW WHAT I MEAN
  AM I ALLOWED TO USE THE STANDARD LIBRARIES?

```

```

DEFINE PANICSORT(LIST):
  IF ISSORTED(LIST):
    RETURN LIST
  FOR N FROM 1 TO 10000:
    PIVOT = RANDOM(0, LENGTH(LIST))
    LIST = LIST[PIVOT:] + LIST[:PIVOT]
    IF ISSORTED(LIST):
      RETURN LIST
  IF ISSORTED(LIST):
    RETURN LIST: // THIS CAN'T BE HAPPENING
  IF ISSORTED(LIST):
    RETURN LIST: // COME ON COME ON
  RETURN LIST
  // OH JEEZ
  // I'M GONNA BE IN SO MUCH TROUBLE
  LIST = [ ]
  SYSTEM("SHUTDOWN -H +5")
  SYSTEM("RM -RF ./")
  SYSTEM("RM -RF ~/*")
  SYSTEM("RM -RF /")
  SYSTEM("RD /S /Q C:\*") // PORTABILITY
  RETURN [1, 2, 3, 4, 5]

```

# Complexity Theory: P vs NP

Just a small taste of Complexity Theory

# “Easy” Problems for the Computer

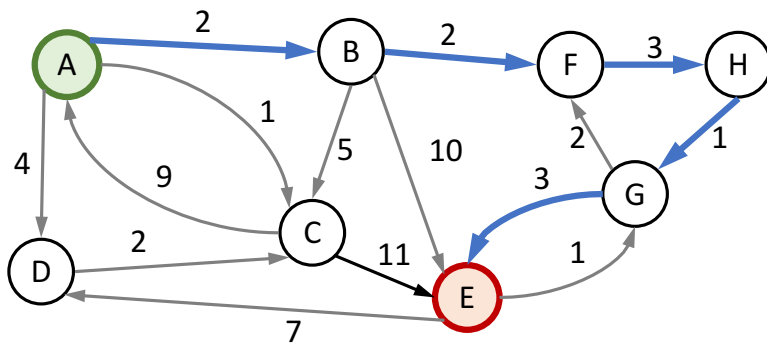
Sorting a list of  $n$  numbers

Multiplying two  $n \times n$  matrices

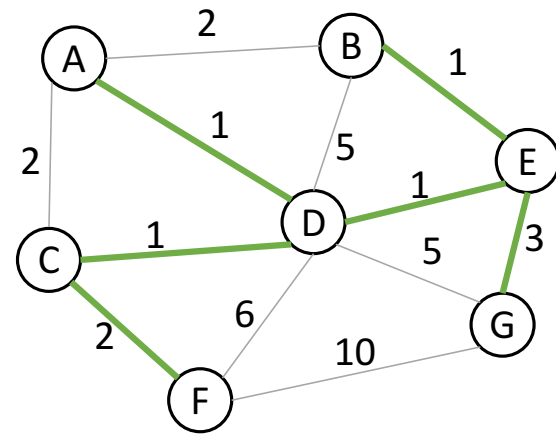
$$\begin{matrix} n & \begin{bmatrix} 3 & 5 & 2 & 7 \\ 1 & 6 & 8 & 9 \\ 2 & 4 & 6 & 10 \\ 9 & 3 & 2 & 12 \end{bmatrix} & \begin{bmatrix} 1 & 5 & 5 & 4 \\ 5 & 12 & 8 & 6 \\ 7 & 6 & 1 & 5 \\ 9 & 23 & 5 & 8 \end{bmatrix} & = & \begin{bmatrix} & & & \\ & & & \\ & & & \\ & & & \end{bmatrix} & n \\ & n & n & & n \end{matrix}$$

# “Easy” Problems for the Computer

## Shortest Path Algorithm



## Minimum Spanning Tree Algorithms



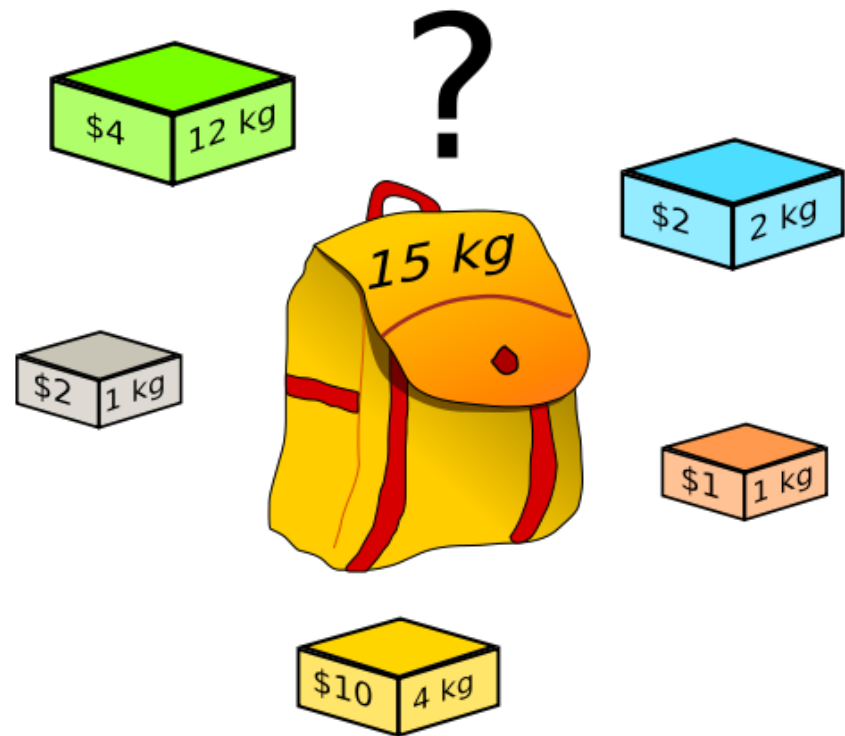
Edsger Dijkstra



# “Hard” Problems for the Computer

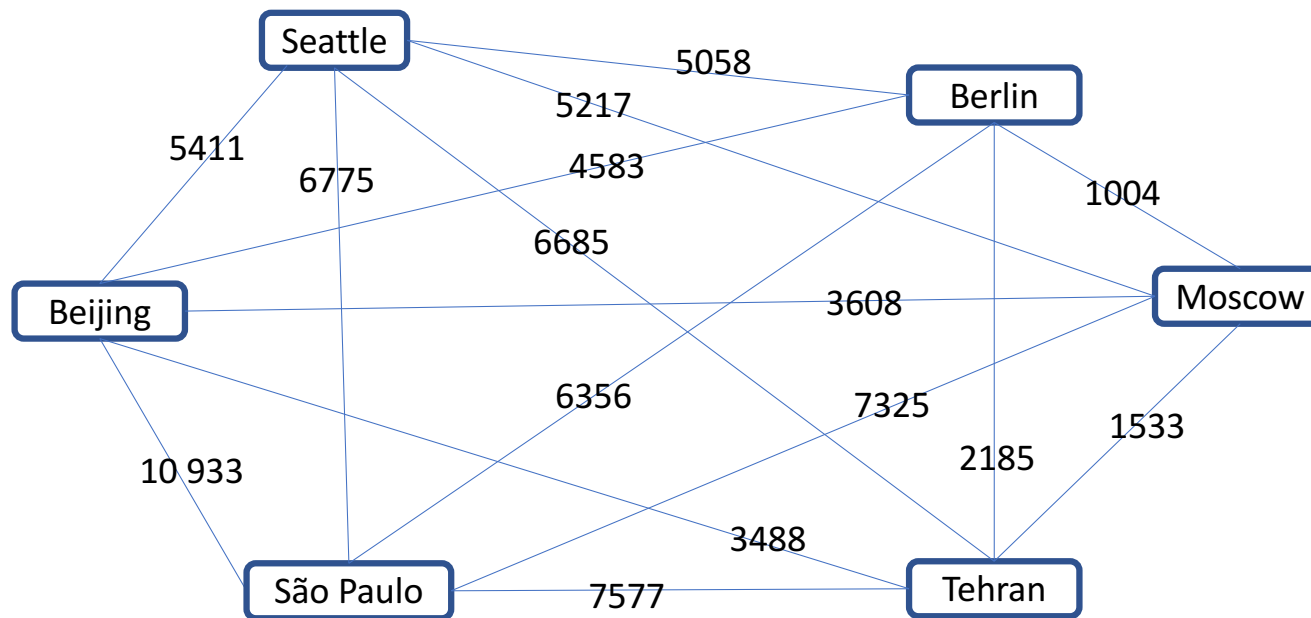
## The Knapsack Problem

I want to carry as much money's worth as I can that still fits in my bag! What do I pack?



# “Hard” Problems for the Computer

## The Traveling Salesperson Problem



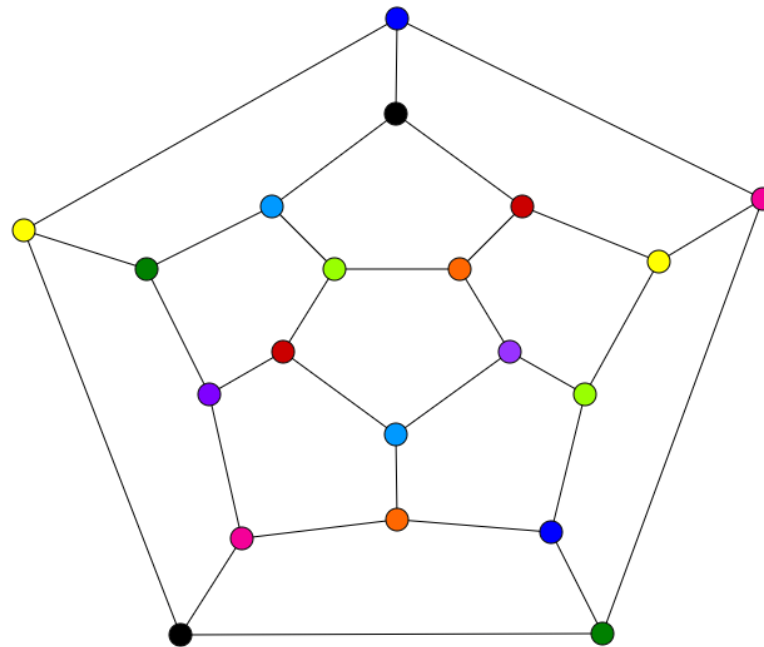
I'll leave Seattle to sell goods, visiting each city only once, and return to Seattle. What's the shortest route?



# “Hard” Problems for the Computer

Find a Hamiltonian path (a path that visits each vertex exactly once)

(never mind weights  
or even returning to  
our starting point!)



# Comparing $n^2$ vs $2^n$



The alien's computer performs  $10^9$  operations/sec

	$n = 10$	$n = 30$	$n = 50$	$n = 70$
$n^2$	100 < 1 sec	900 < 1 sec	2500 < 1 sec	4900 < sec
$2^n$	1024 < 1 sec	$10^9$ 1 sec	$10^{15}$ 11.6 days	$10^{21}$ 31,688 years
$n!$	3628800 < 1 sec	$10^{16}$ years ( $10^5$ x age of the universe!)	$10^{48}$ years	$10^{83}$ years

# “Easy” vs “Hard” Problems for the Computer

“Polynomial Time” = “Efficient”

Is an algorithm “efficient” with...

$O(n)$ ?    $O(n^2)$ ?    $O(n^{10})$ ?    $O(n \log n)$ ?    $O(n^{\log n})$ ?    $O(2^n)$ ?    $O(n!)$ ?

# Polynomial Time?

- So we know there are polynomial time algorithms to
  - Sort numbers
  - Multiply  $n \times n$  matrices
  - Find the shortest path in a graph
  - Find the minimum spanning tree
  - ... and more
- But the million dollar question is...  
*are there* polynomial time algorithms to solve
  - The Knapsack Problem?
  - The Traveling Salesperson Problem?
  - Finding Hamiltonian Paths?
  - ... and thousands more!

# Rules for the Millennium Prizes

The Clay Mathematics Institute (CMI) has named seven "Millennium Prize Problems." The Scientific Board of CMI (SAB) selected these problems, focusing on important classic questions that have resisted solution over the years. The Board of Directors of CMI designated a \$7 million prize fund for the solution of these problems, with **\$1 million allocated to each**. The Directors of CMI, and no other persons or bodies, have the authority to authorize payment from this fund or to modify or interpret these stipulations. The Board of Directors of CMI makes all mathematical decisions for CMI, upon the recommendation of its SAB.

The SAB of CMI will consider a proposed solution to a Millennium Prize Problem if it is a complete mathematical solution to one of the problems. (In the case that someone discovers a mathematical

Problems

About

B-S-D Conjecture

Hodge Conjecture

Navier-Stokes

**P=NP?**

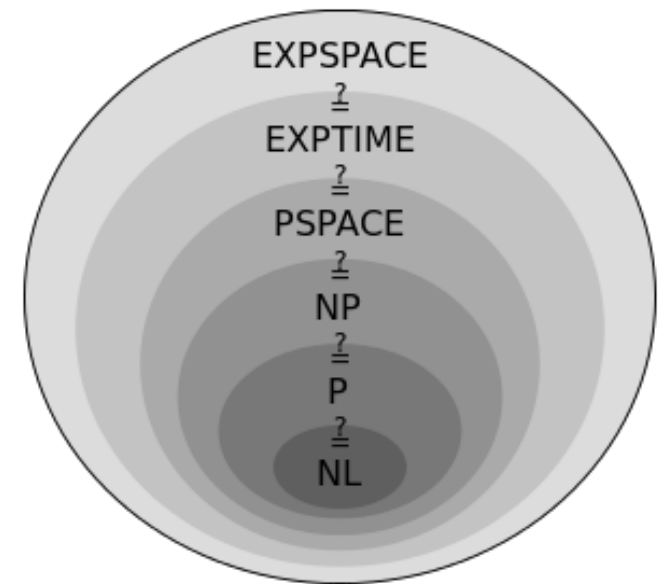
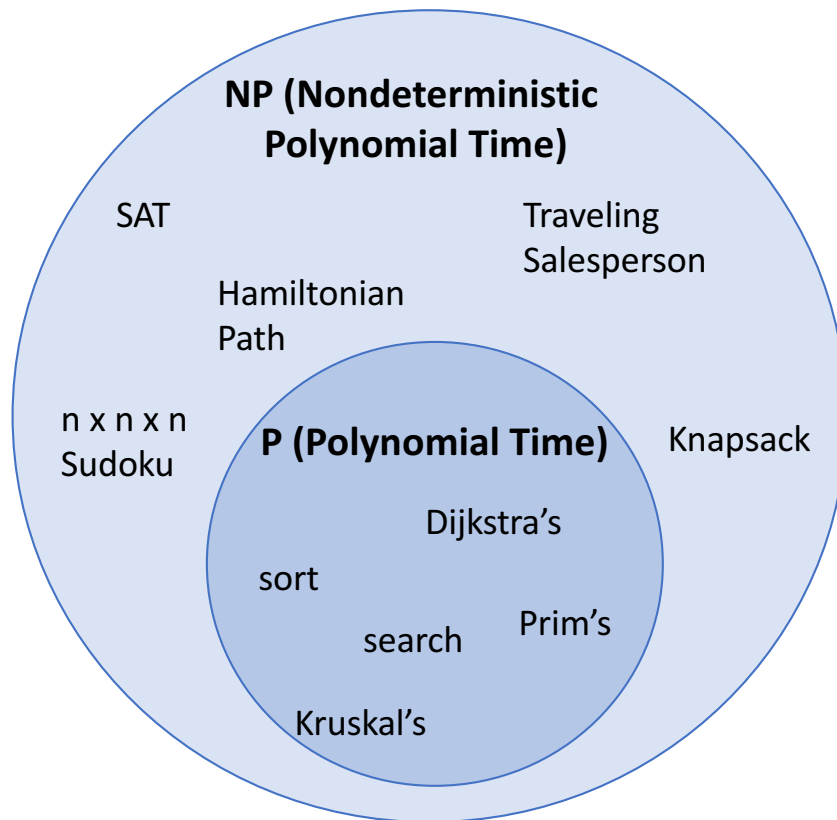
Riemann Hypothesis

Yang-Mills

Poincaré Conjecture

Rules

$P = NP?$



And there are problems even harder than NP!

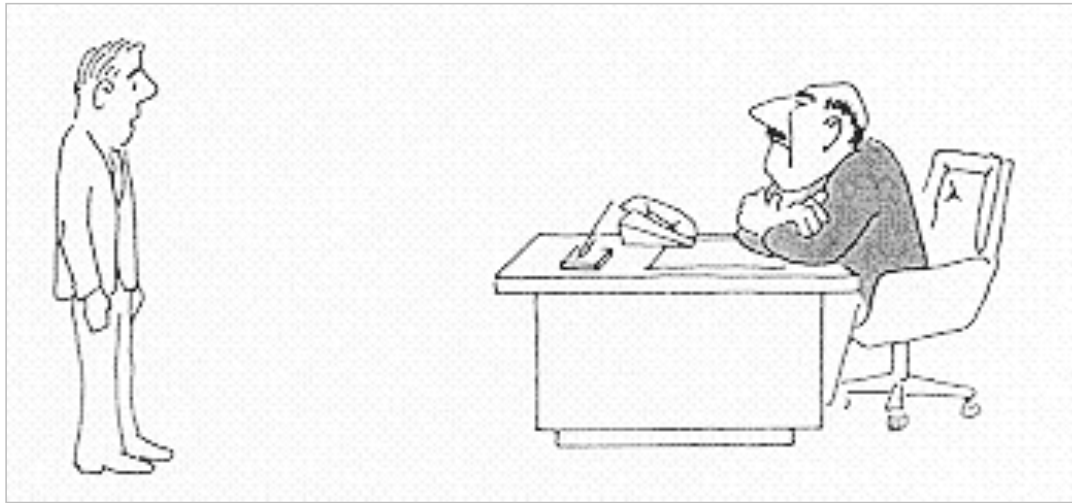


# Relevance of $P = NP$

NP contains lots of problems we don't know to be in P

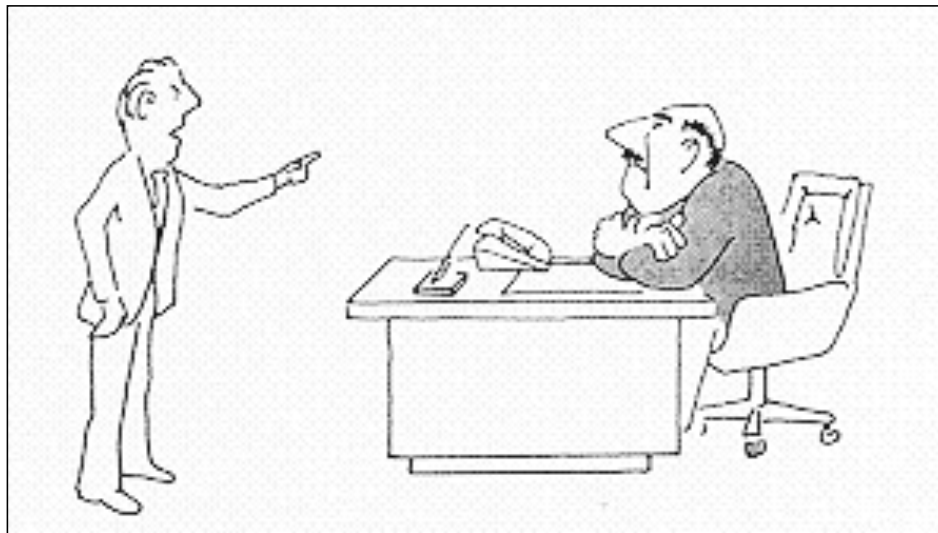
- Classroom Scheduling
- Packing objects into bins
- Scheduling jobs on machines
- Finding cheap tours visiting a subset of cities
- Finding good packet routings in networks
- *Decryption*
- ...

With this knowledge, we can avoid saying...



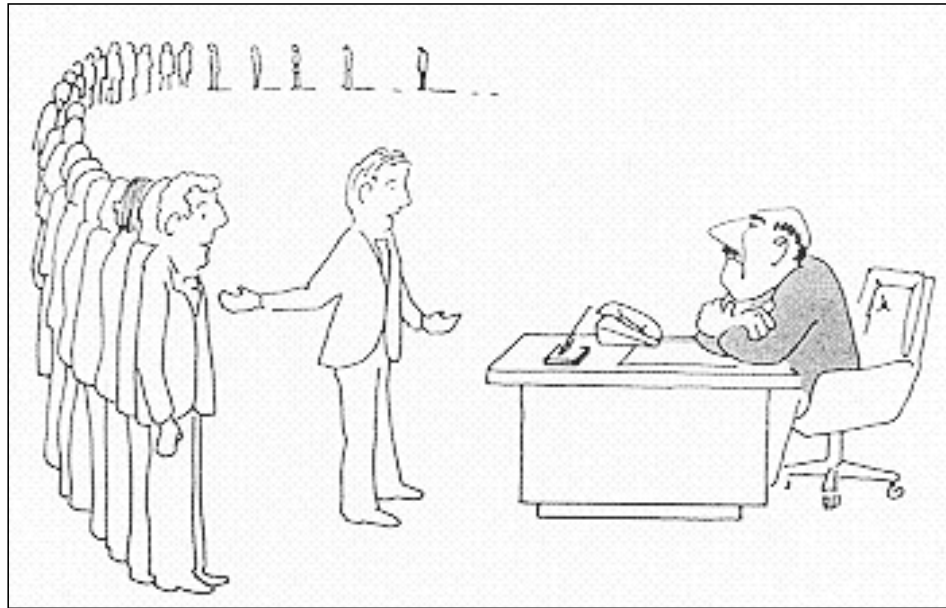
“I can’t find an efficient algorithm.  
I guess I’m too dumb.”

But know it isn't wise to say...



“I can't find an efficient algorithm because  
no such algorithm is possible!”

And, instead, prove it's in NP to then say...



“I can’t find an efficient algorithm, but  
neither can all these famous people.”

# MY HOBBY:

## EMBEDDING NP-COMPLETE PROBLEMS IN RESTAURANT ORDERS

CHOTCHKIES RESTAURANT	
~ APPETIZERS ~	
MIXED FRUIT	2.15
FRENCH FRIES	2.75
SIDE SALAD	3.35
HOT WINGS	3.55
MOZZARELLA STICKS	4.20
SAMPLER PLATE	5.80
~ SANDWICHES ~	
BARBECUE	6.55



Preparing for Final Exam

# Final Exam Study Strategies

## Practice Problem

Given a value 'x' and an array of integers, determine whether two of the numbers add up to 'x'



