

G205

Fundamentals of Computer Engineering

CLASS 7, Mon. Sept. 29 2003

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M-W, 9:50am-11:30am, 410 EII

MERGE SORT, 1

- ◆ Follows the D&C approach
- ◆ To sort $A[p\dots r]$:
 - **Divide** the elements of A into two subarrays $A[p\dots q]$ and $A[q+1\dots r]$
 - **Conquer** by recursively sorting the two subarrays
 - **Combine** by merging the two sorted subarrays to produce the sorted $A[p\dots r]$
- ◆ Recursion bottoms out when the subarray has just one element

MERGE SORT, 2

Merge-Sort(A, p, r)

if $p < r$

check the base case

then $q = \text{int}((p+r)/2)$

divide

Merge-Sort(A, p, q)

conquer

Merge-Sort($A, q+1, r$)

conquer

Merge(A, p, q, r)

combine

◆ **Initial Call:** Merge-Sort($A, 1, n$)

Analyzing D&C Algorithms

- ◆ We use recurrence equations
- ◆ Base case: problem size is small enough ($n \leq c$). Costs constant time $\Theta(1)$
- ◆ Recursive case:
 - Divide the problem into a subproblems each $1/b$ the size of the original
 - Let $D(n)$ be the time to divide a n -size problem
 - Each subproblem costs $T(n/b) \rightarrow$ all cost $aT(n/b)$
 - Let $C(n)$ be the time to combine solutions

Recurrence for D&C

$$T_{D\&C}(n) = \Theta(1) \quad \text{if } n \leq c$$

$$T_{D\&C}(n) = aT_{D\&C}(n/b) + D(n) + C(n) \\ \text{otherwise}$$

Analyzing Merge-Sort

- ◆ Base case: $n=1$ ($p \geq r$) $\rightarrow T(1)$ in $\Theta(1)$
- ◆ When $n \geq 2$:
 - Divide: Compute q as the average of p and r $\rightarrow D(n)$ in $\Theta(1)$
 - Conquer: Recursively solve two $n/2$ -size subproblems $\rightarrow 2T(n/2)$
 - Combine: Merge on a n -element subarray takes $\Theta(n)$ $\rightarrow C(n)$ in $\Theta(n)$

Recurrence for Merge-Sort

$$T_{MS}(n) = \Theta(1) \quad \text{if } n = 1$$

$$T_{MS}(n) = 2T_{MS}(n/2) + \Theta(n) \quad \text{if } n > 1$$

◆ By the MASTER THEOREM:

$$T_{MS}(n) \text{ is in } \Theta(n \log n)$$

◆ Faster than IS and BS

Merge-Sort Recurrence

◆ Without the Master Theorem

◆ Rewrite the recurrence:

- $T_{MS}(n) = c$ if $n = 1$

- $T_{MS}(n) = 2T_{MS}(n/2) + c$ if $n > 1$

◆ **Recursion Tree** = successive expansion of the recurrence

Merge-Sort Recursion Tree

- ◆ Each level of the tree has cost cn
- ◆ There are $\log n + 1$ levels
 - Prove it by induction
- ◆ Total cost is $cn(\log n + 1) = cn \log n + cn$
- ◆ $T_{MS}(n)$ is in $\Theta(n \log n)$ " $<$ " $O(n^2)$
- ◆ QUESTION:

HOW FAST CAN WE SORT?

Lower Bounds for Sorting

- ◆ Lower bound: A function or growth rate below which solving a problem is impossible
- ◆ A measure of how much has to be spent
- ◆ Natural lower bound for sorting: All elements must at least be read $\rightarrow \Omega(n)$

Comparison-based Sorting

- ◆ The only operation that may be used to gain order information about a sequence is **comparison** of pairs of elements
- ◆ All sorts seen so far are comparison sorts: insertion sort, bubble sort, merge sort
- ◆ Other famous sorting algorithms are too: quicksort, heapsort, treesort

Decision Tree, 1

- ◆ Abstraction of any comparison sort
- ◆ Represents comparisons made by
 - a specific sorting algorithm
 - on inputs of a given size
- ◆ Abstracts away everything else: control and data movement
- ◆ We are counting *only* comparisons

Decision Tree, 2

- ◆ For any comparison-based sorting:
 - One tree for each n
 - The algorithm splits in two at each node, based on the information it has up to that point
 - The tree models all possible execution traces
- ◆ The length h of the longest root-leaf path:
 - Depends on the algorithm
 - ◆ Insertion sort: $\Theta(n^2)$
 - ◆ Merge sort: $\Theta(n \log n)$

Decision Tree, 3

- ◆ Lemma: Any binary tree of height h has $l \leq 2^h$ leaves (by induction)
- ◆ Theorem: *Any* decision tree that sorts n elements has height $\Omega(n \log n)$
- ◆ Proof
 - Every decision tree has $l \geq n!$ leaves (every permutation appears at least once)
 - By lemma, $n! \leq l \leq 2^h$ or $2^h \geq n! \rightarrow h \geq \log n!$
 - Stirling approximation: $n! \geq (n/e)^n \rightarrow h$ in $\Omega(n \log n)$

Lower Bound for Comparison-based Sorting

- ◆ The height of a decision tree indicates how many comparison at least have to be made to sort a sequence of n elements \rightarrow lower bound for sorting
- ◆ Comparison-based sorting is in $\Omega(n \log n)$
- ◆ Merge-Sort is as good as it gets (asymptotically optimal)

Sorting in Linear Time

- ◆ We cannot go faster than $\Omega(n)$
- ◆ Must be a non-comparison sorting
- ◆ Works when assumptions on the number to be sorted are made
 - Counting sort \rightarrow numbers in $\{0,1,\dots,k\}$
 - Radix sort \rightarrow numbers with a constant number of digits
 - Bucket sort \rightarrow numbers drawn from a uniform distribution

Counting Sort, 1

- ◆ Numbers are integers in $\{0, 1, \dots, k\}$
- ◆ INPUT: $A[1..n]$, $A[j] \in \{0, 1, \dots, k\}$ for all $j=1, 2, \dots, n$. Array A and values n and k are given as parameters
- ◆ OUTPUT: $B[1..n]$, sorted. B is assumed to be already allocated and is given as a parameter
- ◆ Auxiliary storage: $C[0..k]$

Counting Sort, 2

Counting-Sort(A, B, n, k)

for $i=0$ to k do $C[i] = 0$

for $j=1$ to n do $C[A[j]] = C[A[j]] + 1$

for $i=1$ to k do $C[i] = C[i] + C[i-1]$

for $j=n$ downto 1 do

$B[C[A[j]]] = A[j]$

$C[A[j]] = C[A[j]] - 1$

Counting Sort, Example

- ◆ INPUT: $A = 2_1, 5_1, 3_1, 0_1, 2_2, 3_2, 0_2, 3_3$
- ◆ OUTPUT: $B = 0_1, 0_2, 2_1, 2_2, 3_1, 3_2, 3_3, 5_1$
- ◆ Counting-Sort is STABLE: keys with same value appear in same order in output as they did in input (because of how the last loop works)
- ◆ Analysis: $\Theta(n+k)$, which is $\Theta(n)$ if k is in $O(n)$

Radix Sort

- ◆ Key idea: Sort least significant digit of each number first
- ◆ To sort d digits:

Radix-Sort(A, d)

for $i = 1$ to d do

use a stable sorting to sort array A on digit i

Radix Sort, Example

| | | | |
|-----|-----|-----|-----|
| 329 | 720 | 720 | 329 |
| 457 | 355 | 329 | 355 |
| 657 | 436 | 436 | 436 |
| 839 | 457 | 839 | 457 |
| 436 | 657 | 355 | 657 |
| 720 | 329 | 457 | 720 |
| 355 | 839 | 657 | 839 |

Radix Sort: Correctness

- ◆ Induction on number of passes (i in pseudo-code)
- ◆ Assume digits $1, 2, \dots, i-1$ are sorted
- ◆ Show that a stable sort on digit i leaves digits $1, 2, \dots, i$ sorted
 - If two digits in position i are different ordering by position i is correct (other digits are irrelevant)
 - If the digits are the same, numbers are already in the right order (ind. hyp.)

Radix Sort, Analysis

- ◆ Use Counting Sort as stable sorting
- ◆ $\Theta(n+k)$ per pass
- ◆ d passes
- ◆ $\Theta(d(n+k))$ total
- ◆ If k is in $O(n)$ the $T_{RS}(n)$ is in $\Theta(dn)$
- ◆ When d is $\Theta(1)$ Radix Sort is linear time

How to break a number into digits

- ◆ n b -bits numbers
- ◆ Break into r -bits digits, have $d = \text{ceil}(b/r)$
- ◆ Use Counting Sort $k = 2^r - 1$
- ◆ $T_{RS}(n)$ is in $\Theta((b/r)(n+2^r))$
- ◆ Exercise: Choose r and compare Radix Sort and Merge-Sort

Assignments

- ◆ Textbook, pages 165—173
- ◆ Updated information on the class web page:

www.ece.neu.edu/courses/eceg205/2003fa