

## Lecture 3

Recap of basic data structures, binary search, insertion/selection sort

CS 161 Design and Analysis of Algorithms Ioannis Panageas

## Outline of these notes

- Review of basic data structures
- Searching in a sorted array/binary search: the algorithm, analysis, proof of optimality
- Sorting, part 1: insertion sort, selection sort


## Basic Data structures

Prerequisite material. Review [GT Chapters 2-4, 6] as necessary)

- Arrays, dynamic arrays
- Linked lists
- Stacks, queues
- Dictionaries, hash tables
- Binary trees


## Arrays, Dynamic arrays, Linked lists

## Arrays, Dynamic arrays, Linked lists

- Arrays:


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:
- Collection of nodes that form a linear ordering.


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:
- Collection of nodes that form a linear ordering.
- The list has a first node and a last node


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:
- Collection of nodes that form a linear ordering.
- The list has a first node and a last node
- Each node has a next node and a previous node (possibly null)


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:
- Collection of nodes that form a linear ordering.
- The list has a first node and a last node
- Each node has a next node and a previous node (possibly null)
- Inserting or deleting an item in the middle of linked list is fast.


## Arrays, Dynamic arrays, Linked lists

- Arrays:
- Numbered collection of cells or entries
- Numbering usually starts at 0
- Fixed number of entries
- Each cell has an index which uniquely identifies it.
- Accessing or modifying the contents of a cell given its index: $O(1)$ time.
- Inserting or deleting an item in the middle of an array is slow.
- Dynamic arrays:
- Similar to arrays, but size can be increased or decreased
- ArrayList in Java, list in Python
- Linked lists:
- Collection of nodes that form a linear ordering.
- The list has a first node and a last node
- Each node has a next node and a previous node (possibly null)
- Inserting or deleting an item in the middle of linked list is fast.
- Accessing a cell given its index (i.e., finding the kth item in the list) is slow.


## Stacks and Queues

## Stacks and Queues

- Stacks:


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop
- Queues (often called FIFO Queues)


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop
- Queues (often called FIFO Queues)
- Container of objects that are inserted and removed according to First-In First-Out (FIFO) principle:


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop
- Queues (often called FIFO Queues)
- Container of objects that are inserted and removed according to First-In First-Out (FIFO) principle:
- Only the element that has been in the queue the longes can be removed.


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop
- Queues (often called FIFO Queues)
- Container of objects that are inserted and removed according to First-In First-Out (FIFO) principle:
- Only the element that has been in the queue the longes can be removed.
- Insert and remove are usually called enqueue and dequeue


## Stacks and Queues

- Stacks:
- Container of objects that are inserted and removed according to Last-In First-Out (LIFO) principle:
- Only the most-recently inserted object can be removed.
- Insert and remove are usually called push and pop
- Queues (often called FIFO Queues)
- Container of objects that are inserted and removed according to First-In First-Out (FIFO) principle:
- Only the element that has been in the queue the longes can be removed.
- Insert and remove are usually called enqueue and dequeue
- Elements are inserted at the rear of the queue and are removed from the front


## Dictionaries/Maps

## Dictionaries/Maps

- Dictionaries


## Dictionaries/Maps

- Dictionaries
- A Dictionary (or Map) stores <key, value> pairs, which are often referred to as items


## Dictionaries/Maps

- Dictionaries
- A Dictionary (or Map) stores <key, value> pairs, which are often referred to as items
- There can be at most item with a given key.


## Dictionaries/Maps

- Dictionaries
- A Dictionary (or Map) stores <key, value> pairs, which are often referred to as items
- There can be at most item with a given key.
- Examples:


## Dictionaries/Maps

- Dictionaries
- A Dictionary (or Map) stores <key, value> pairs, which are often referred to as items
- There can be at most item with a given key.
- Examples:

1. <Student ID, Student data>

## Dictionaries/Maps

- Dictionaries
- A Dictionary (or Map) stores <key, value> pairs, which are often referred to as items
- There can be at most item with a given key.
- Examples:

1. <Student ID, Student data>
2. <Object ID, Object data>

## Hashing

## Hashing

An efficient method for implementing a dictionary.

## Hashing

An efficient method for implementing a dictionary. Uses

## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function.


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing
- Cuckoo hashing


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing
- Cuckoo hashing

Hashing is fast:

## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing
- Cuckoo hashing

Hashing is fast:

- $O(1)$ expected time for access, insertion


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing
- Cuckoo hashing

Hashing is fast:

- $O(1)$ expected time for access, insertion
- Cuckoo hashing improves the access time to $O(1)$ worst-case time. Insertion time remains $O(1)$ expected time.


## Hashing

An efficient method for implementing a dictionary. Uses

- A hash table, an array of size $N$.
- A hash function, which maps any key from the set of possible keys to an integer in the range $[0, N-1]$
- A collision strategy, which determines what to do when two keys are mapped to the same table location by the hash function. Commonly used collision strategies are:
- Chaining
- Open addressing: linear probing, quadratic probing, double hashing
- Cuckoo hashing

Hashing is fast:

- $O(1)$ expected time for access, insertion
- Cuckoo hashing improves the access time to $O(1)$ worst-case time. Insertion time remains $O(1)$ expected time.


## Binary Trees: a quick review

## Binary Trees: a quick review

We will use as a data structure and as a tool for analyzing algorithms.

## Binary Trees: a quick review

We will use as a data structure and as a tool for analyzing algorithms.


Level 0 (root)

Level 1

Level 2

Level 3

The depth of a binary tree is the maximum of the levels of all its leaves.

## Traversing binary trees



## Traversing binary trees



- Preorder: root, left subtree (in preorder), right subtree (in preorder): ABDGHCEF


## Traversing binary trees



- Preorder: root, left subtree (in preorder), right subtree (in preorder): ABDGHCEF
- Inorder: left subtree (in inorder), root, right subtree (in inorder): GDHBAECF


## Traversing binary trees



- Preorder: root, left subtree (in preorder), right subtree (in preorder): ABDGHCEF
- Inorder: left subtree (in inorder), root, right subtree (in inorder): GDHBAECF
- Postorder: left subtree (in postorder), right subtree (in postorder), root: GHDBEFCA


## Traversing binary trees



- Preorder: root, left subtree (in preorder), right subtree (in preorder): ABDGHCEF
- Inorder: left subtree (in inorder), root, right subtree (in inorder): GDHBAECF
- Postorder: left subtree (in postorder), right subtree (in postorder), root: GHDBEFCA
- Breadth-first order (level order): level 0 left-to-right, then level 1 left-to-right, ...: ABCDEFGH


## Facts about binary trees



## Facts about binary trees



1. There are at most $2^{k}$ nodes at level $k$.

## Facts about binary trees



1. There are at most $2^{k}$ nodes at level $k$.
2. A binary tree with depth $d$ has:

- At most $2^{d}$ leaves.


## Facts about binary trees



1. There are at most $2^{k}$ nodes at level $k$.
2. A binary tree with depth $d$ has:

- At most $2^{d}$ leaves.
- At most $2^{d+1}-1$ nodes.


## Facts about binary trees



1. There are at most $2^{k}$ nodes at level $k$.
2. A binary tree with depth $d$ has:

- At most $2^{d}$ leaves.
- At most $2^{d+1}-1$ nodes.

3. A binary tree with $n$ leaves has depth $\geq\lceil\mid \mathrm{Ig} n\rceil$.

## Facts about binary trees



1. There are at most $2^{k}$ nodes at level $k$.
2. A binary tree with depth $d$ has:

- At most $2^{d}$ leaves.
- At most $2^{d+1}-1$ nodes.

3. A binary tree with $n$ leaves has depth $\geq\lceil\lceil\lg n\rceil$.
4. A binary tree with $n$ nodes has depth $\geq\lfloor\lg n\rfloor$.

## Binary search trees



## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)


## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)
- find, insert, and remove can all be done in $O(h)$ time ( $h=$ tree height)


## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)
- find, insert, and remove can all be done in $O(h)$ time ( $h=$ tree height)
- AVL trees, Red-Black Trees, Weak AVL trees: $h=O(\log n)$, so find, insert, and remove can all be done in $O(\log n)$ time.


## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)
- find, insert, and remove can all be done in $O(h)$ time ( $h=$ tree height)
- AVL trees, Red-Black Trees, Weak AVL trees: $h=O(\log n)$, so find, insert, and remove can all be done in $O(\log n)$ time.
- Splay trees and Skip Lists: alternatives to balanced trees


## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)
- find, insert, and remove can all be done in $O(h)$ time ( $h=$ tree height)
- AVL trees, Red-Black Trees, Weak AVL trees: $h=O(\log n)$, so find, insert, and remove can all be done in $O(\log n)$ time.
- Splay trees and Skip Lists: alternatives to balanced trees
- Can traverse the tree and list all items in $O(n)$ time.


## Binary search trees



- Function as ordered dictionaries. (Can find successors, predecessors)
- find, insert, and remove can all be done in $O(h)$ time ( $h=$ tree height)
- AVL trees, Red-Black Trees, Weak AVL trees: $h=O(\log n)$, so find, insert, and remove can all be done in $O(\log n)$ time.
- Splay trees and Skip Lists: alternatives to balanced trees
- Can traverse the tree and list all items in $O(n)$ time.
- [GT] Chapters 3-4 for details


## Binary Search: Searching in a sorted array

## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.


## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.


## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.
- Several variants of the problem, for example


## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.
- Several variants of the problem, for example...

1. Determine whether $x$ is stored in the array

## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.
- Several variants of the problem, for example...

1. Determine whether $x$ is stored in the array
2. Find the largest $i$ such that $A[i] \leq x$ (with a reasonable convention if $x<A[0]$ ).

## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.
- Several variants of the problem, for example...

1. Determine whether $x$ is stored in the array
2. Find the largest $i$ such that $A[i] \leq x$ (with a reasonable convention if $x<A[0]$ ).
We will focus on the first variant.

## Binary Search: Searching in a sorted array

- Input is a sorted array $A$ and an item $x$.
- Problem is to locate $x$ in the array.
- Several variants of the problem, for example...

1. Determine whether $x$ is stored in the array
2. Find the largest $i$ such that $A[i] \leq x$ (with a reasonable convention if $x<A[0]$ ).
We will focus on the first variant.

- We will show that binary search is an optimal algorithm for solving this problem.


## Binary Search: Searching in a sorted array

## Binary Search: Searching in a sorted array

Input: $\quad A$ : Sorted array with $n$ entries $[0 . . n-1]$
$x$ : Item we are seeking

## Binary Search: Searching in a sorted array

Input: $\quad A$ : $\quad$ Sorted array with $n$ entries $[0 . . n-1]$
$x$ : Item we are seeking
Output: Location of $x$, if $x$ found
-1 , if $x$ not found

## Binary Search: Searching in a sorted array

Input: $\quad A$ : Sorted array with $n$ entries $[0 . . n-1]$
$x$ : Item we are seeking
Output: Location of $x$, if $x$ found -1 , if $x$ not found

```
def binarySearch(A,x,first,last)
if first > last:
    return (-1)
else:
    mid = \(first+last)/2\rfloor
    if x == A[mid]:
        return mid
    else if x < A[mid]:
        return binarySearch(A,x,first,mid-1)
    else:
        return binarySearch(A,x,mid+1,last)
binarySearch(A,x,0,n-1)
```


## Correctness of Binary Search



## Correctness of Binary Search

We need to prove two things:


## Correctness of Binary Search

We need to prove two things:

1. If $x$ is in the array, its location in the array (its index) is between first and last, inclusive.


## Correctness of Binary Search

We need to prove two things:

1. If $x$ is in the array, its location in the array (its index) is between first and last, inclusive.
Note that this is equivalent to:
Either $x$ is not in the array, or its location is between first and last, inclusive.


## Correctness of Binary Search

We need to prove two things:

1. If $x$ is in the array, its location in the array (its index) is between first and last, inclusive.
Note that this is equivalent to:
Either $x$ is not in the array, or its location is between first and last, inclusive.
2. On each recursive call, the difference last - first gets strictly smaller.


## Correctness of Binary Search

To prove that the invariant continues to hold, we need to consider three cases.

## Correctness of Binary Search

To prove that the invariant continues to hold, we need to consider three cases.

1. last $\geq$ first +2


## Correctness of Binary Search

To prove that the invariant continues to hold, we need to consider three cases.

1. last $\geq$ first +2

2. last $=$ first +1


## Correctness of Binary Search

To prove that the invariant continues to hold, we need to consider three cases.

1. last $\geq$ first +2

2. last $=$ first +1

3. last $=$ first


## Binary Search: Analysis of Running Time

## Binary Search: Analysis of Running Time

- We will count the number of 3-way comparisons of $x$ against elements of $A$. (also known as decisions)


## Binary Search: Analysis of Running Time

- We will count the number of 3-way comparisons of $x$ against elements of $A$. (also known as decisions)
- Rationale:


## Binary Search: Analysis of Running Time

- We will count the number of 3-way comparisons of $x$ against elements of $A$. (also known as decisions)
- Rationale:

1. This is the essentially the same as the number of recursive calls. Every recursive call, except for possibly the very last one, results in a 3-way comparison.

## Binary Search: Analysis of Running Time

- We will count the number of 3-way comparisons of $x$ against elements of $A$. (also known as decisions)
- Rationale:

1. This is the essentially the same as the number of recursive calls. Every recursive call, except for possibly the very last one, results in a 3 -way comparison.
2. Gives us a way to compare binary search against other algorithms that solve the same problem: searching for an item in an array by comparing the item against array entries.

## Binary Search: Analysis of Running Time (continued)

## Binary Search: Analysis of Running Time (continued)

- Binary search in an array of size 1: 1 decision


## Binary Search: Analysis of Running Time (continued)

- Binary search in an array of size 1: 1 decision
- Binary search in an array of size $n>1$ : after 1 decision, either we are done, or the problem is reduced to binary search in a subarray with a worst-case size of $\lfloor n / 2\rfloor$


## Binary Search: Analysis of Running Time (continued)

- Binary search in an array of size 1: 1 decision
- Binary search in an array of size $n>1$ : after 1 decision, either we are done, or the problem is reduced to binary search in a subarray with a worst-case size of $\lfloor n / 2\rfloor$
- So the worst-case time to do binary search on an array of size $n$ is $T(n)$, where $T(n)$ satisfies the equation

$$
T(n)= \begin{cases}1 & \text { if } n=1 \\ 1+T\left(\left\lfloor\frac{n}{2}\right\rfloor\right) & \text { otherwise }\end{cases}
$$

## Binary Search: Analysis of Running Time (continued)

- Binary search in an array of size 1: 1 decision
- Binary search in an array of size $n>1$ : after 1 decision, either we are done, or the problem is reduced to binary search in a subarray with a worst-case size of $\lfloor n / 2\rfloor$
- So the worst-case time to do binary search on an array of size $n$ is $T(n)$, where $T(n)$ satisfies the equation

$$
T(n)= \begin{cases}1 & \text { if } n=1 \\ 1+T\left(\left\lfloor\frac{n}{2}\right\rfloor\right) & \text { otherwise }\end{cases}
$$

- The solution to this equation is:

$$
T(n)=\lfloor\lg n\rfloor+1
$$

This can be proved by induction.

## Binary Search: Analysis of Running Time (continued)

- Binary search in an array of size 1: 1 decision
- Binary search in an array of size $n>1$ : after 1 decision, either we are done, or the problem is reduced to binary search in a subarray with a worst-case size of $\lfloor n / 2\rfloor$
- So the worst-case time to do binary search on an array of size $n$ is $T(n)$, where $T(n)$ satisfies the equation

$$
T(n)= \begin{cases}1 & \text { if } n=1 \\ 1+T\left(\left\lfloor\frac{n}{2}\right\rfloor\right) & \text { otherwise }\end{cases}
$$

- The solution to this equation is:

$$
T(n)=\lfloor\lg n\rfloor+1
$$

This can be proved by induction.

- So binary search does $\lfloor\lg n\rfloor+1$ 3-way comparisons on an array of size $n$, in the worst case.


## Optimality of binary search

## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.
- Our lower bound is established using a Decision Tree model.


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.
- Our lower bound is established using a Decision Tree model.
- Note that the bound is exact (not just asymptotic)


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.
- Our lower bound is established using a Decision Tree model.
- Note that the bound is exact (not just asymptotic)
- Our lower bound is on the worst case


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.
- Our lower bound is established using a Decision Tree model.
- Note that the bound is exact (not just asymptotic)
- Our lower bound is on the worst case
- It says: for every algorithm for finding an item in an array of size $n$, there is some input that forces it to perform $\lfloor\lg n\rfloor+1$ comparisons.


## Optimality of binary search

- We will establish a lower bound on the worst-case number of decisions required to find an item in an array, using only 3-way comparisons of the item against array entries.
- The lower bound we will establish is $\lfloor\lg n\rfloor+1$ 3-way comparisons.
- Since Binary Search performs within this bound, it is optimal.
- Our lower bound is established using a Decision Tree model.
- Note that the bound is exact (not just asymptotic)
- Our lower bound is on the worst case
- It says: for every algorithm for finding an item in an array of size $n$, there is some input that forces it to perform $\lfloor\lg n\rfloor+1$ comparisons.
- It does not say: for every algorithm for finding an item in an array of size $n$, every input forces it to perform $\lfloor\lg n\rfloor+1$ comparisons.


## The decision tree model for searching in an array

## The decision tree model for searching in an array

 Consider any algorithm that searches for an item $x$ in an array $A$ of size $n$ by comparing entries in $A$ against $x$. Any such algorithm can be modeled as a decision tree:Example: Decision tree for binary search with $n=13$ :


## The decision tree model for searching in an array

 Consider any algorithm that searches for an item $x$ in an array $A$ of size $n$ by comparing entries in $A$ against $x$. Any such algorithm can be modeled as a decision tree:- Each node is labeled with an integer $\in\{0 \ldots n-1\}$.

Example: Decision tree for binary search with $n=13$ :


## The decision tree model for searching in an array

Consider any algorithm that searches for an item $x$ in an array $A$ of size $n$ by comparing entries in $A$ against $x$. Any such algorithm can be modeled as a decision tree:

- Each node is labeled with an integer $\in\{0 \ldots n-1\}$.
- A node labeled $i$ represents a 3-way comparison between $x$ and $A[i]$.

Example: Decision tree for binary search with $n=13$ :


## The decision tree model for searching in an array

Consider any algorithm that searches for an item $x$ in an array $A$ of size $n$ by comparing entries in $A$ against $x$. Any such algorithm can be modeled as a decision tree:

- Each node is labeled with an integer $\in\{0 \ldots n-1\}$.
- A node labeled $i$ represents a 3-way comparison between $x$ and $A[i]$.
- The left subtree of a node labeled $i$ describes the decision tree for what happens if $x<A[i]$.

Example: Decision tree for binary search with $n=13$ :


## The decision tree model for searching in an array

Consider any algorithm that searches for an item $x$ in an array $A$ of size $n$ by comparing entries in $A$ against $x$. Any such algorithm can be modeled as a decision tree:

- Each node is labeled with an integer $\in\{0 \ldots n-1\}$.
- A node labeled $i$ represents a 3-way comparison between $x$ and $A[i]$.
- The left subtree of a node labeled $i$ describes the decision tree for what happens if $x<A[i]$.
- The right subtree of a node labeled $i$ describes the decision tree for what happens if $x>A[i]$.

Example: Decision tree for binary search with $n=13$ :


## Lower bound on locating an item in an array of size $n$



## Lower bound on locating an item in an array of size $n$



1. Any algorithm for searching an array of size $n$ can be modeled by a decision tree with at least $n$ nodes.

## Lower bound on locating an item in an array of size $n$



1. Any algorithm for searching an array of size $n$ can be modeled by a decision tree with at least $n$ nodes.
2. Since the decision tree is a binary tree with $n$ nodes, the depth is at least $\lfloor\lg n\rfloor$.

## Lower bound on locating an item in an array of size $n$



1. Any algorithm for searching an array of size $n$ can be modeled by a decision tree with at least $n$ nodes.
2. Since the decision tree is a binary tree with $n$ nodes, the depth is at least $\lfloor\lg n\rfloor$.
3. The worst-case number of comparisons for the algorithm is the depth of the decision tree +1 . (Remember, root has depth 0 ).

## Lower bound on locating an item in an array of size $n$



1. Any algorithm for searching an array of size $n$ can be modeled by a decision tree with at least $n$ nodes.
2. Since the decision tree is a binary tree with $n$ nodes, the depth is at least $\lfloor\lg n\rfloor$.
3. The worst-case number of comparisons for the algorithm is the depth of the decision tree +1 . (Remember, root has depth 0 ).

Hence any algorithm for locating an item in an array of size $n$ using only comparisons must perform at least $\lfloor\lg n\rfloor+1$ comparisons in the worst case.

## Lower bound on locating an item in an array of size $n$



1. Any algorithm for searching an array of size $n$ can be modeled by a decision tree with at least $n$ nodes.
2. Since the decision tree is a binary tree with $n$ nodes, the depth is at least $\lfloor\lg n\rfloor$.
3. The worst-case number of comparisons for the algorithm is the depth of the decision tree +1 . (Remember, root has depth 0 ).

Hence any algorithm for locating an item in an array of size $n$ using only comparisons must perform at least $\lfloor\lg n\rfloor+1$ comparisons in the worst case.
So binary search is optimal with respect to worst-case performance.

## Sorting

## Sorting

- Rearranging a list of items in nondescending order.


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms
- Illustrates more general algorithmic techniques


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms
- Illustrates more general algorithmic techniques

We will discuss

## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms
- Illustrates more general algorithmic techniques

We will discuss

- Comparison-based sorting algorithms (Insertion sort, Selection Sort, Quicksort, Mergesort, Heapsort)


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms
- Illustrates more general algorithmic techniques

We will discuss

- Comparison-based sorting algorithms (Insertion sort, Selection Sort, Quicksort, Mergesort, Heapsort)
- Bucket-based sorting methods


## Sorting

- Rearranging a list of items in nondescending order.
- Useful preprocessing step (e.g., for binary search)
- Important step in other algorithms
- Illustrates more general algorithmic techniques

We will discuss in the class

- Comparison-based sorting algorithms (Insertion sort, Selection Sort, Quicksort, Mergesort, Heapsort)
- Bucket-based sorting methods


## Comparison-based sorting

- Basic operation: compare two items.


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings,


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings, etc.
- Disadvantage: under certain circumstances, specific properties of the data item can speed up the sorting process.


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings, etc.
- Disadvantage: under certain circumstances, specific properties of the data item can speed up the sorting process.
- Measure of time: number of comparisons


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings, etc.
- Disadvantage: under certain circumstances, specific properties of the data item can speed up the sorting process.
- Measure of time: number of comparisons
- Consistent with philosophy of counting basic operations, discussed earlier.


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings, etc.
- Disadvantage: under certain circumstances, specific properties of the data item can speed up the sorting process.
- Measure of time: number of comparisons
- Consistent with philosophy of counting basic operations, discussed earlier.
- Misleading if other operations dominate (e.g., if we sort by moving items around without comparing them)


## Comparison-based sorting

- Basic operation: compare two items.
- Abstract model.
- Advantage: doesn't use specific properties of the data items. So same algorithm can be used for sorting integers, strings, etc.
- Disadvantage: under certain circumstances, specific properties of the data item can speed up the sorting process.
- Measure of time: number of comparisons
- Consistent with philosophy of counting basic operations, discussed earlier.
- Misleading if other operations dominate (e.g., if we sort by moving items around without comparing them)
- Comparison-based sorting has lower bound of $\Omega(n \log n)$ comparisons. (We will prove this.)
$\Theta(n \log n)$ work vs. quadratic $\left(\Theta\left(n^{2}\right)\right)$ work



## Some terminology

## Some terminology

- A permutation of a sequence of items is a reordering of the sequence. A sequence of $n$ items has $n!$ distinct permutations.


## Some terminology

- A permutation of a sequence of items is a reordering of the sequence. A sequence of $n$ items has $n!$ distinct permutations.
- Note: Sorting is the problem of finding a particular distinguished permutation of a list.


## Some terminology

- A permutation of a sequence of items is a reordering of the sequence. A sequence of $n$ items has $n!$ distinct permutations.
- Note: Sorting is the problem of finding a particular distinguished permutation of a list.
- An inversion in a sequence or list is a pair of items such that the larger one precedes the smaller one.


## Some terminology

- A permutation of a sequence of items is a reordering of the sequence. A sequence of $n$ items has $n$ ! distinct permutations.
- Note: Sorting is the problem of finding a particular distinguished permutation of a list.
- An inversion in a sequence or list is a pair of items such that the larger one precedes the smaller one.

Example: The list

$$
\begin{array}{llllll}
18 & 29 & 12 & 15 & 32 & 10
\end{array}
$$

has 9 inversions:

$$
\begin{array}{r}
\{(18,12),(18,15),(18,10),(29,12),(29,15), \\
(29,10),(12,10),(15,10),(32,10)\}
\end{array}
$$

## Insertion sort

## Insertion sort

0

$k$


## Insertion sort

- Work from left to right across array

$k$



## Insertion sort

- Work from left to right across array
- Insert each item in correct position with respect to (sorted) elements to its left

k



## Insertion sort pseudocode


def insertionSort(n, A):
for $k=1$ to $n-1$ :

$$
\mathrm{x}=\mathrm{A}[\mathrm{k}]
$$

$$
j=k-1
$$

$$
\text { while }(j>=0) \text { and }(A[j]>x):
$$

$$
A[j+1]=A[j]
$$

$$
j=j-1
$$

$$
A[j+1]=x
$$

## Insertion sort example

| 23 | 19 | 42 | 17 | 85 | 38 |
| :--- | :--- | :--- | :--- | :--- | :--- |


| 23 | 19 | 42 | 17 | 85 | 38 |
| :--- | :--- | :--- | :--- | :--- | :--- |


| 19 | 23 | 42 | 17 | 85 | 38 |
| :--- | :--- | :--- | :--- | :--- | :--- |


| 19 | 23 | 42 | 17 | 85 | 38 |
| :--- | :--- | :--- | :--- | :--- | :--- |



| 17 | 19 | 23 | 42 | 85 | 38 |
| :--- | :--- | :--- | :--- | :--- | :--- |



CompSci 161—Fall 2021—(c)M. B. Dillencourt—University of California, Irvine

## Analysis of Insertion Sort

- Worst-case running time:


## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

- Total number comparisons over all iterations is at most:

$$
\sum_{k=1}^{n-1} k=\frac{n(n-1)}{2}=O\left(n^{2}\right)
$$

## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

- Total number comparisons over all iterations is at most:

$$
\sum_{k=1}^{n-1} k=\frac{n(n-1)}{2}=O\left(n^{2}\right)
$$

- Insertion Sort is a bad choice when $n$ is large. $\left(O\left(n^{2}\right)\right.$ vs. $O(n \log n)$ ).


## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

- Total number comparisons over all iterations is at most:

$$
\sum_{k=1}^{n-1} k=\frac{n(n-1)}{2}=O\left(n^{2}\right)
$$

- Insertion Sort is a bad choice when $n$ is large. $\left(O\left(n^{2}\right)\right.$ vs. $O(n \log n)$ ).
- Insertion Sort is a good choice when $n$ is small. (Constant hidden in the "big oh" is small).


## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

- Total number comparisons over all iterations is at most:

$$
\sum_{k=1}^{n-1} k=\frac{n(n-1)}{2}=O\left(n^{2}\right)
$$

- Insertion Sort is a bad choice when $n$ is large. $\left(O\left(n^{2}\right)\right.$ vs. $O(n \log n)$ ).
- Insertion Sort is a good choice when $n$ is small. (Constant hidden in the "big oh" is small).
- Insertion Sort is efficient if the input is "almost sorted":

$$
\text { Time } \leq n-1+\text { (\# inversions })
$$

## Analysis of Insertion Sort

- Worst-case running time:
- On $k$ th iteration of outer loop, element $A[k]$ is compared with at most $k$ elements:

$$
A[k-1], A[k-2], \ldots, A[0] .
$$

- Total number comparisons over all iterations is at most:

$$
\sum_{k=1}^{n-1} k=\frac{n(n-1)}{2}=O\left(n^{2}\right)
$$

- Insertion Sort is a bad choice when $n$ is large. $\left(O\left(n^{2}\right)\right.$ vs. $O(n \log n)$ ).
- Insertion Sort is a good choice when $n$ is small. (Constant hidden in the "big oh" is small).
- Insertion Sort is efficient if the input is "almost sorted":

$$
\text { Time } \leq n-1+\text { (\# inversions })
$$

- Storage: in place: $O(1)$ extra storage


## Selection Sort

## Selection Sort

- Two variants:


## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order


## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order

2. Repeatedly (for $i$ from $n-1$ down to 1 )

## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order

2. Repeatedly (for $i$ from $n-1$ down to 1 )

- Find the maximum of $A[0], A[1], \ldots, A[i]$.


## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order

2. Repeatedly (for $i$ from $n-1$ down to 1 )

- Find the maximum of $A[0], A[1], \ldots, A[i]$.
- Swap this value with $A[i]$ (no-op if it is already $A[i]$ ).


## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order

2. Repeatedly (for $i$ from $n-1$ down to 1 )

- Find the maximum of $A[0], A[1], \ldots, A[i]$.
- Swap this value with $A[i]$ (no-op if it is already $A[i]$ ).
- Both variants run in $O\left(n^{2}\right)$ time if we use the straightforward approach to finding the maximum/minimum.


## Selection Sort

- Two variants:

1. Repeatedly (for $i$ from 0 to $n-1$ ) find the minimum value, output it, delete it.

- Values are output in sorted order

2. Repeatedly (for $i$ from $n-1$ down to 1 )

- Find the maximum of $A[0], A[1], \ldots, A[i]$.
- Swap this value with $A[i]$ (no-op if it is already $A[i]$ ).
- Both variants run in $O\left(n^{2}\right)$ time if we use the straightforward approach to finding the maximum/minimum.

