# CS 4102: Algorithms Lecture 10: Linear Time Sorting

David Wu Fall 2019

### Warm Up

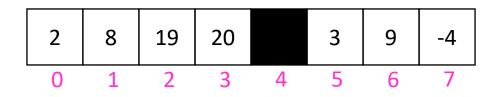
Show that finding the minimum of an unordered list requires  $\Omega(n)$  comparisons

# Lower Bound Proof for Finding the Minimum

Show that finding the minimum of an unordered list requires  $\Omega(n)$  comparisons

Suppose (toward contradiction) that there is an algorithm for that does fewer than  $n/2 = \Omega(n)$  comparisons.

This means there is at least <u>one</u> element that was not looked at We have no <u>information</u> on whether this element is the minimum or not!



# Today's Keywords

Sorting algorithms

Linear-time sorting algorithms

Counting sort

Radix sort

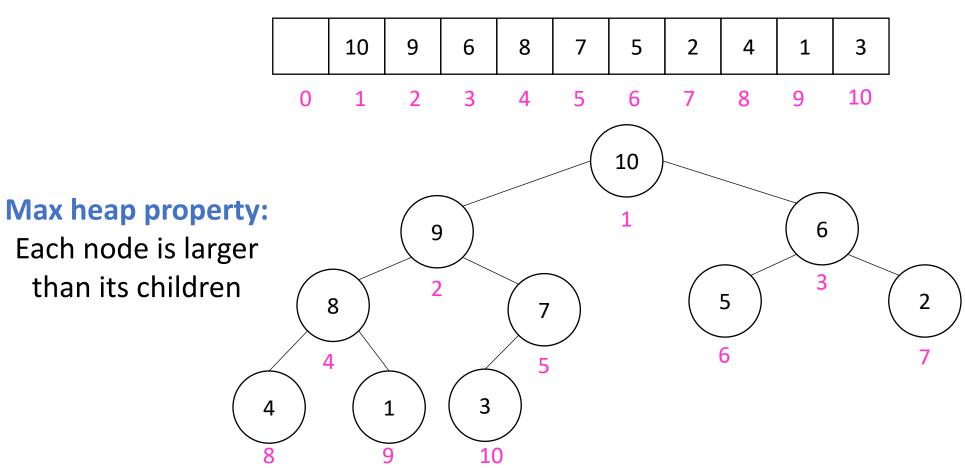
Maximum sum continuous subarray

**CLRS Readings:** Chapter 8

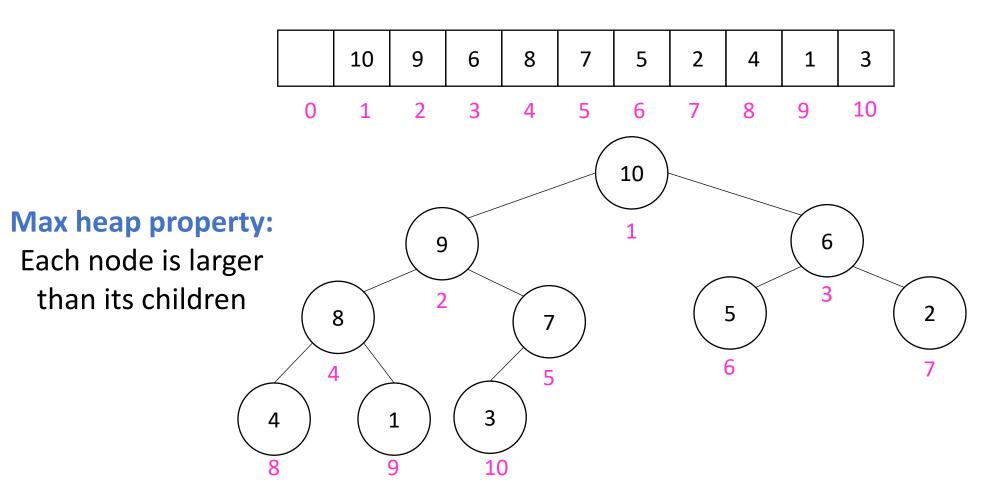
# Homework

- HW3 due Tuesday, October 1, 11pm
  - Divide and conquer algorithms
  - Written (use LaTeX!) Submit <u>both</u> zip and pdf!
- Regrade office hours:
  - Thursday 11am-12pm (Rice 210)
  - Thursday 4pm-5pm (Rice 501)

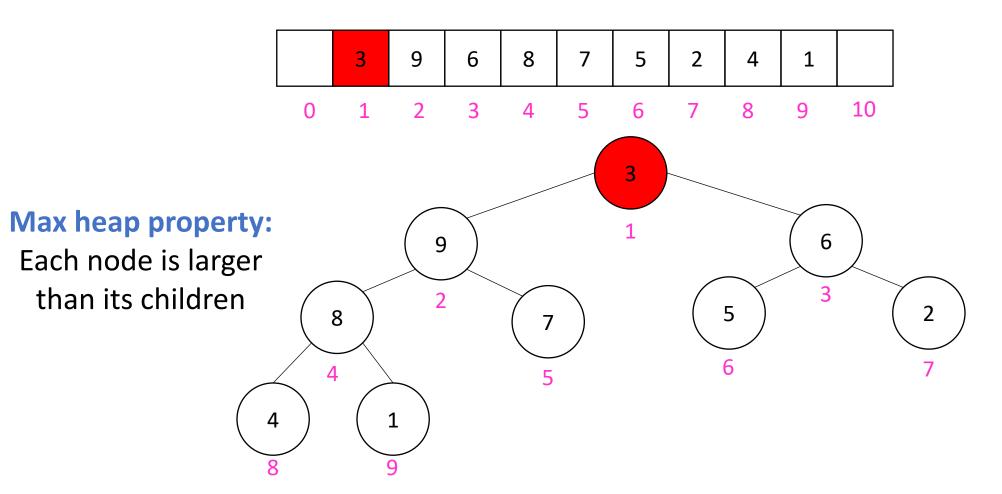
Idea: Build a heap, repeatedly extract max element from the heap to build a sorted list (form right-to-left)

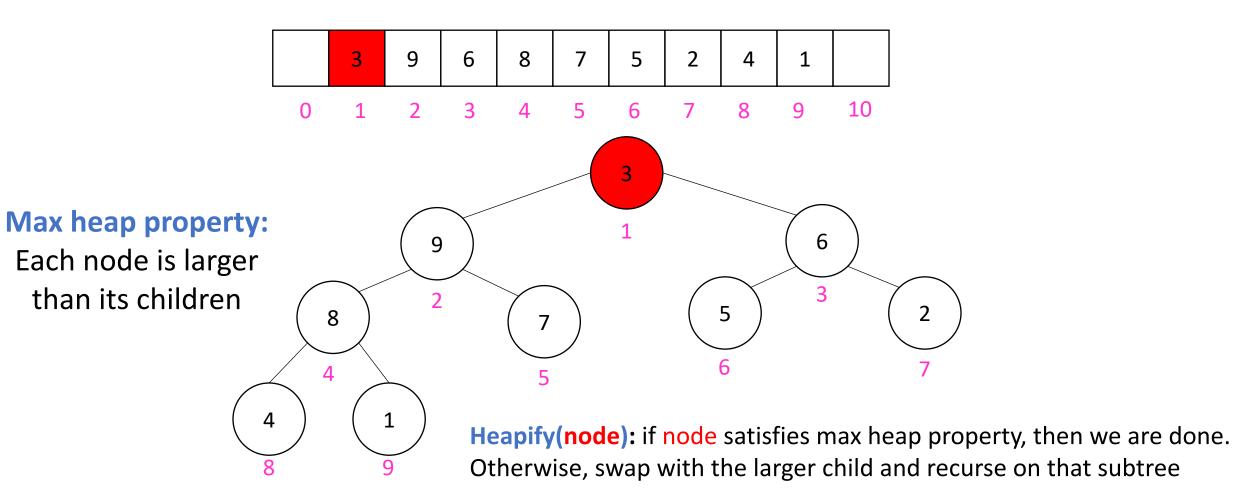


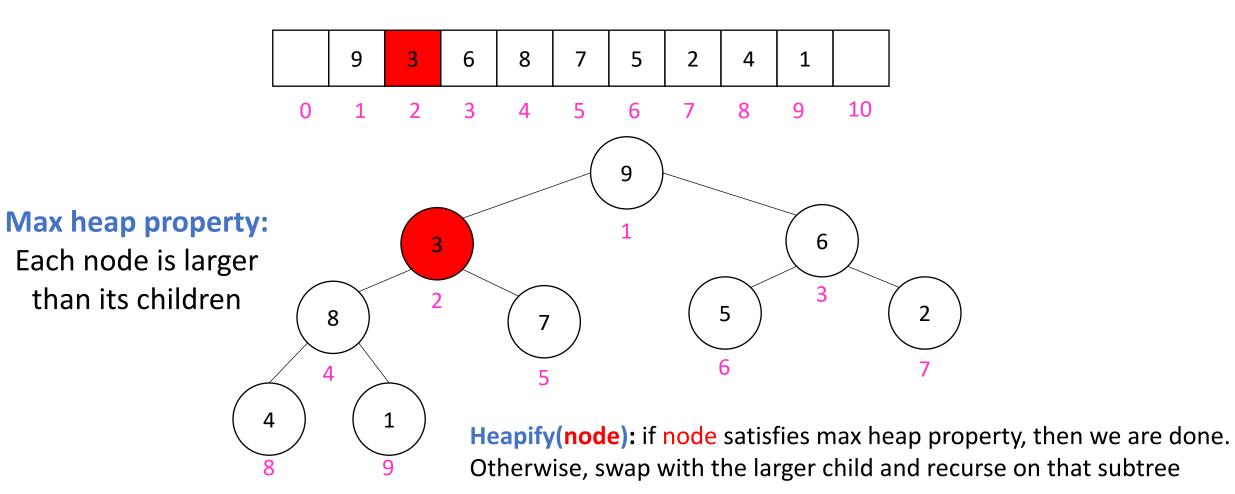
Remove the max element (i.e. the root) from the heap, and the root with the last element, restore heap property by calling <u>Heapify</u>(root)

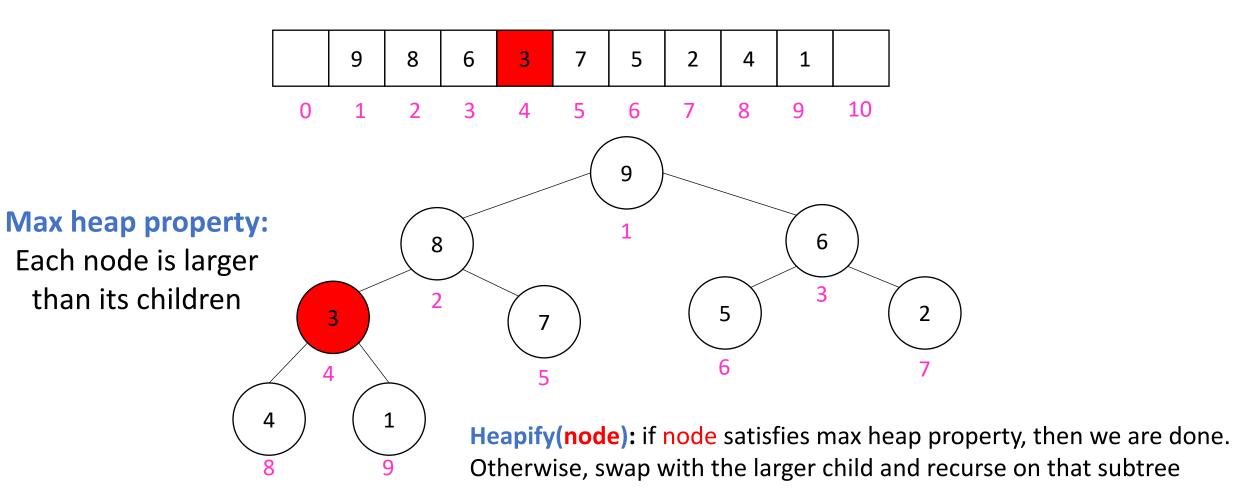


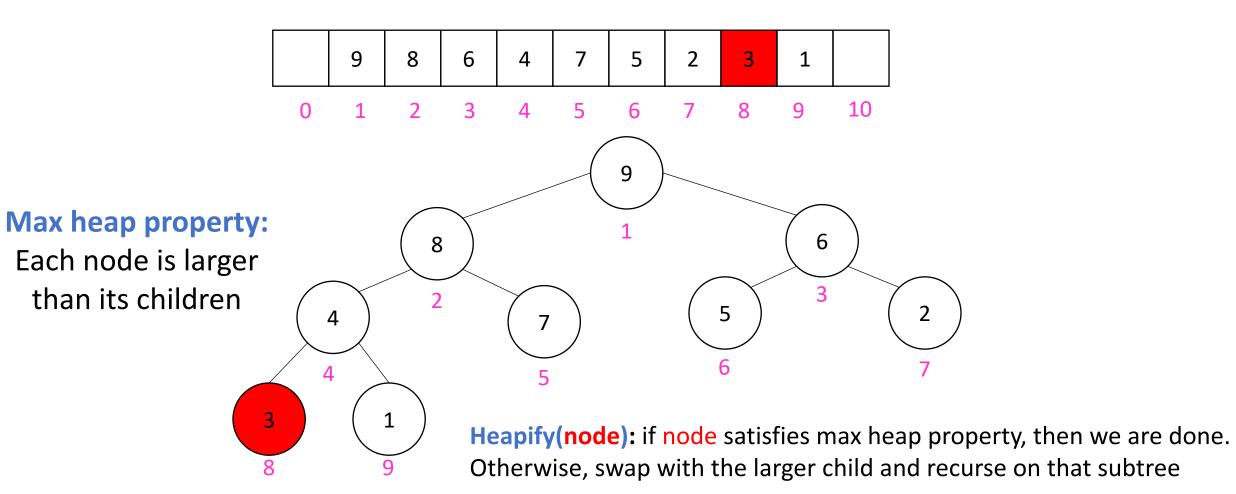
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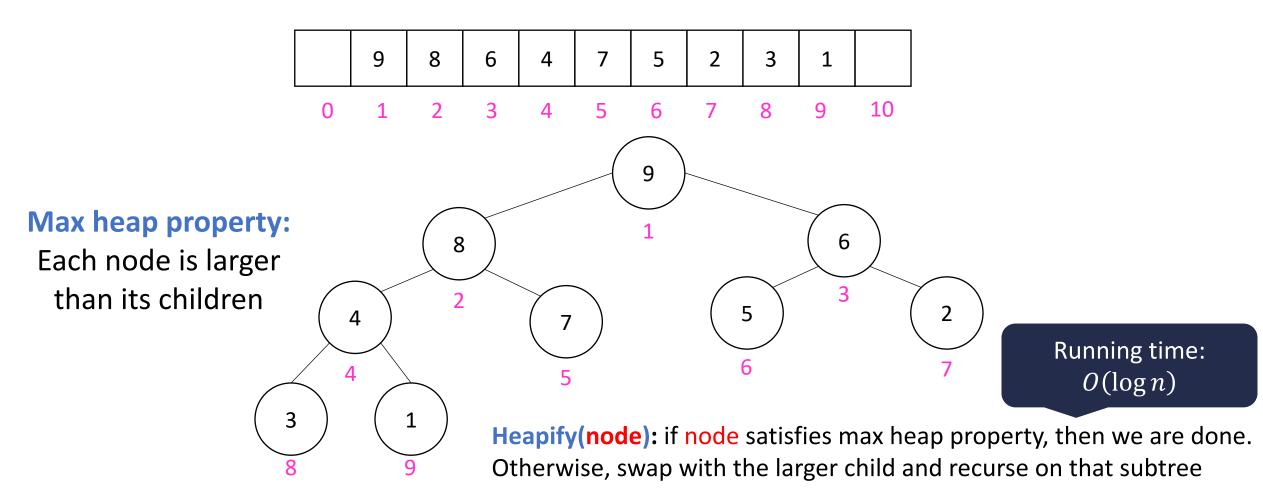












Idea: Build a heap, repeatedly extract max element from the heap to build sorted list (from right to left)

Run Time?

 $O(n \log n)$  (constants worse than quicksort)

#### **Running time:**

- Constructing heap by calling Heapify on each node in tree (bottom up): O(n log n)
- Extracting maximum element to sort list:  $O(n \log n)$

Idea: Build a heap, repeatedly extract max element from the heap to build sorted list (from right to left)

#### Run Time?

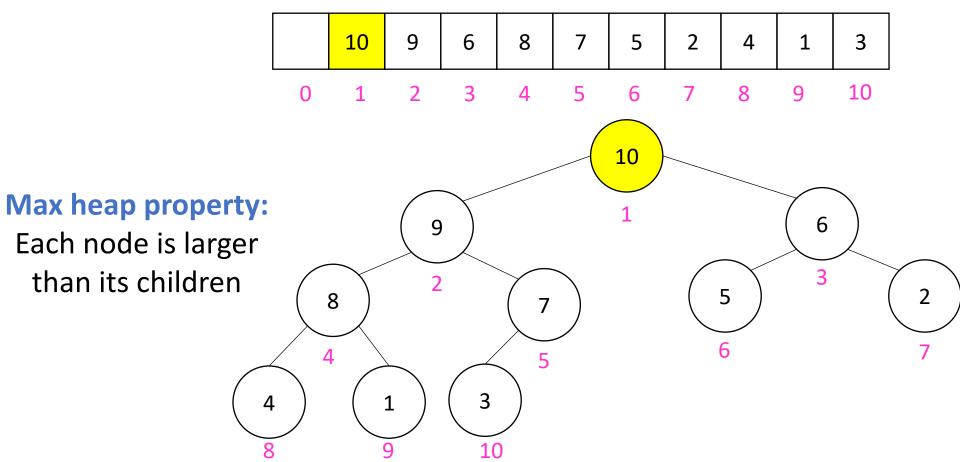
 $O(n \log n)$  (constants worse than quicksort)

#### In Place? Yes

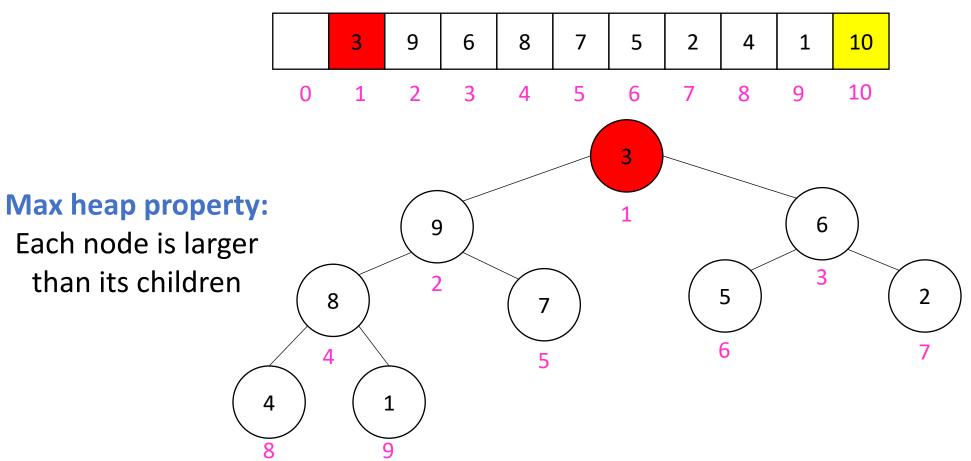
When removing an element from the heap, move it to the (now unoccupied) end of the list

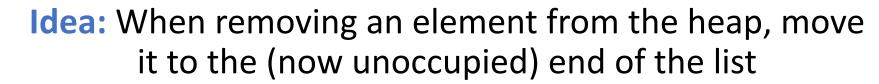
Constructing heap is also in-place (just requires calling Heapify)

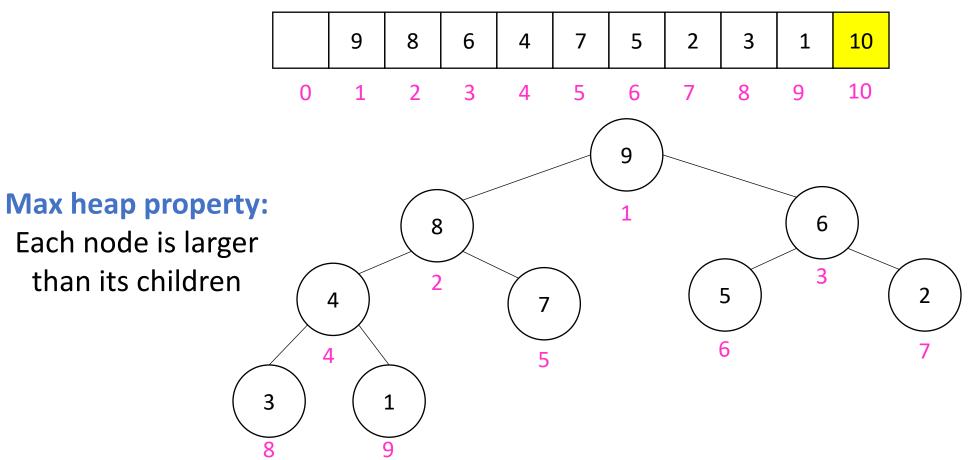
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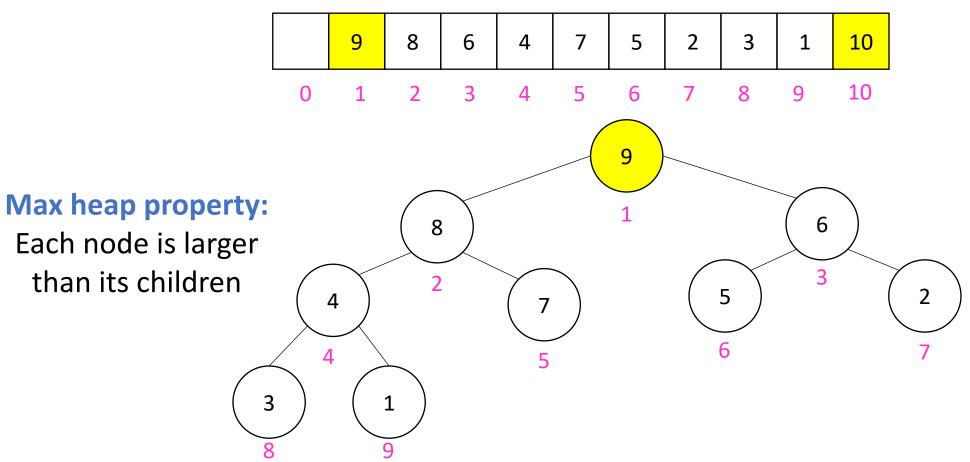




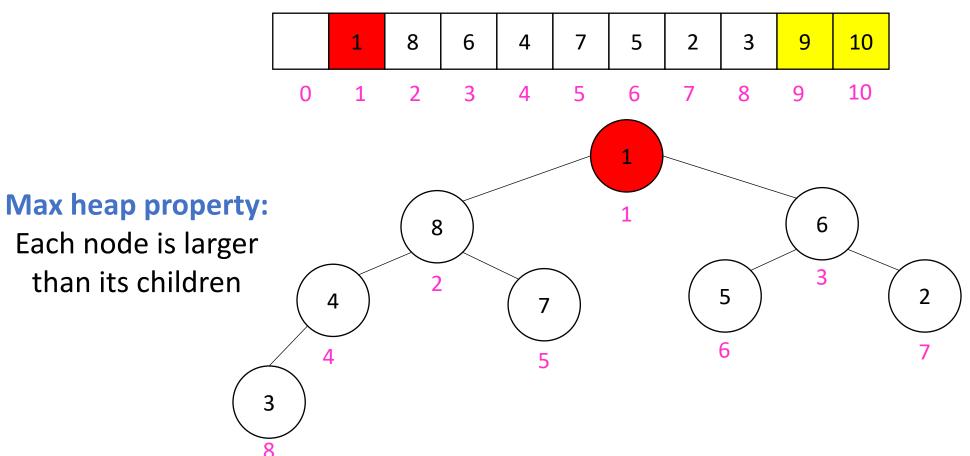


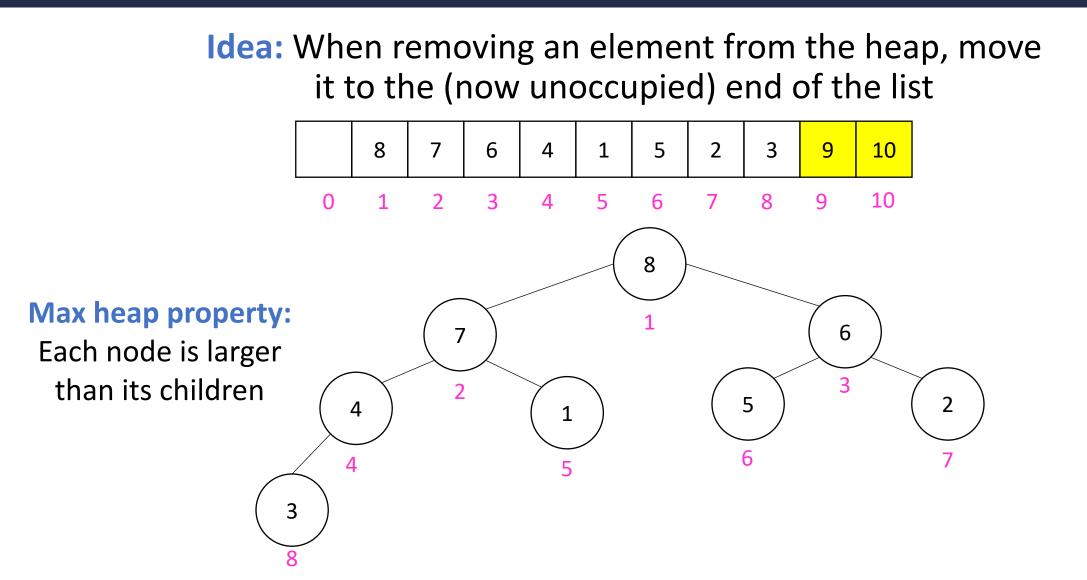
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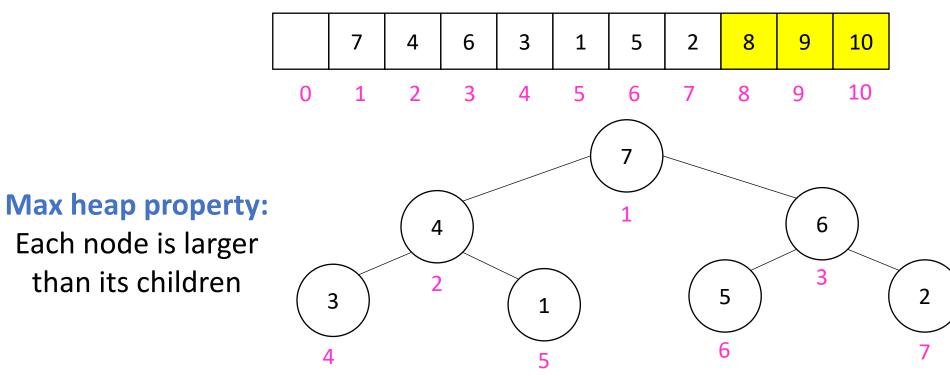
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### Heap Sort

Idea: Build a heap, repeatedly extract max element from the heap to build sorted list (from right to left)

Run Time?

 $O(n \log n)$  (constants worse than quicksort)

In Place?	Adaptive?	Stable?	Parallelizable?
Yes	No	No	No

# **Sorting Algorithms**

#### Sorting algorithms we have discussed:

- $O(n \log n)$ • Mergesort
- $O(n \log n)$ • Quicksort

#### Other sorting algorithms (will discuss): $O(n^2)$

- Bubble sort
- Insertion sort
- $O(n \log n)$ • Heapsort

#### Can we do better than $O(n \log n)$ ?

 $O(n^2)$ 

# Sorting in Linear Time

**Cannot** be a comparison sort

Implication: Need to make additional assumption about list contents

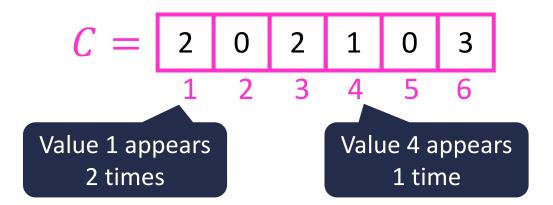
- Small number of unique values
- Small range of values

Assumption: <u>Small</u> number of unique values

Idea: Count how many values are less than each element

$$L = \begin{bmatrix} 3 & 6 & 6 & 1 & 3 & 4 & 1 & 6 \\ 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \end{bmatrix}$$

- Range is [1, k] (here, k = 6)
- Initialize an array C of size k
- Count number of times each value occurs

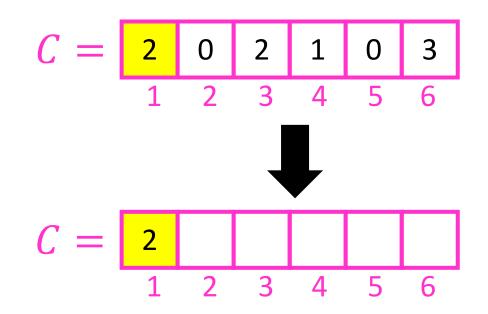


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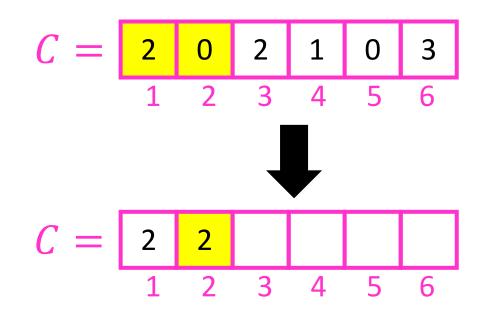


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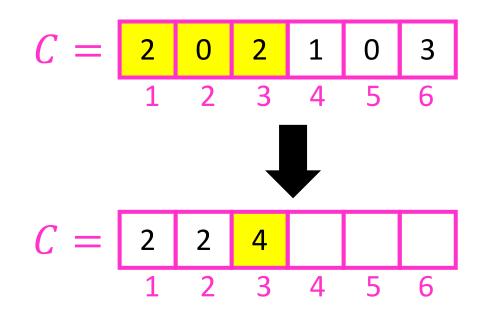


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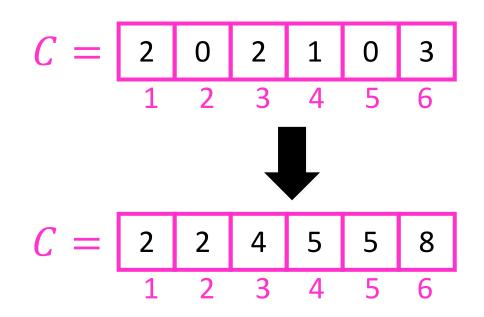


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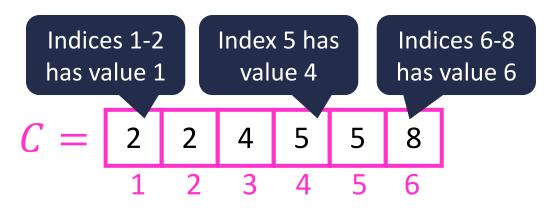
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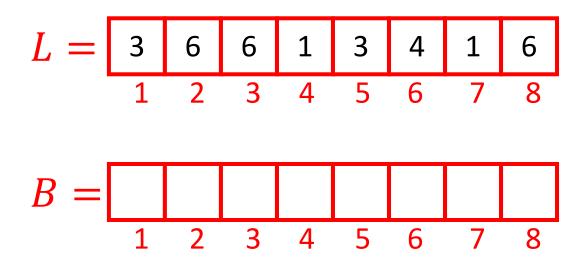
Compute "running sum" of the number of values less than each value

**Observation:** Value at index *i* is index of the last value of *i* (if there is one)



Assumption: <u>Small</u> number of unique values

Idea: Count how many values are less than each element

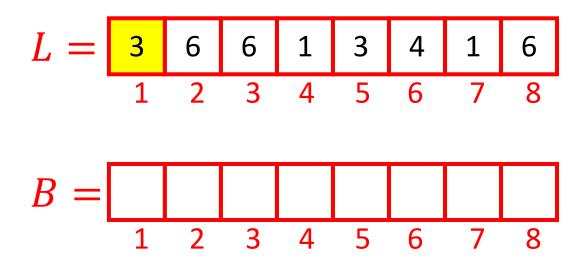


For each element of *L*: Use *C* to find its proper place in *B* Decrement that position of C

$$C = \begin{bmatrix} 2 & 2 & 4 & 5 & 5 & 8 \\ 1 & 2 & 3 & 4 & 5 & 6 \end{bmatrix}$$

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Idea: Count how many values are less than each element

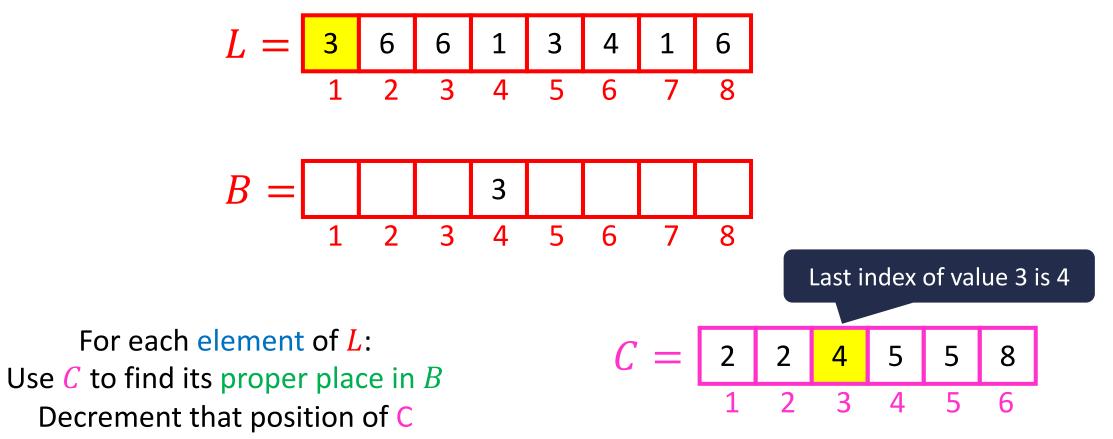


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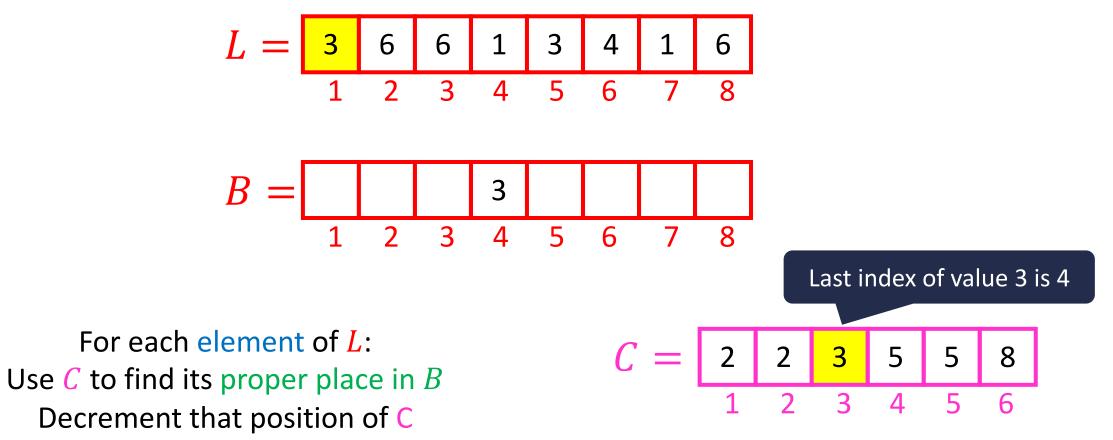
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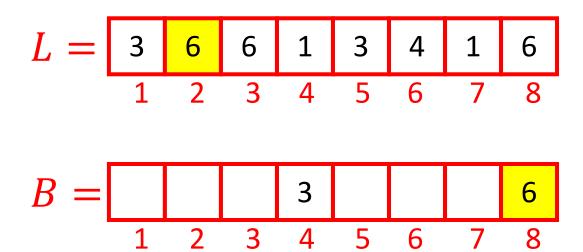
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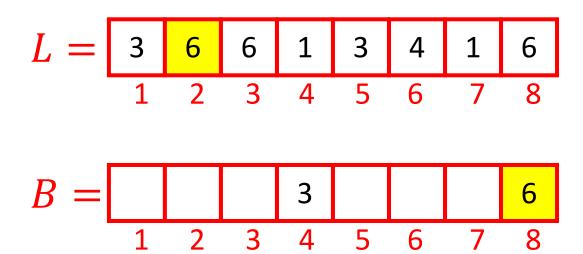


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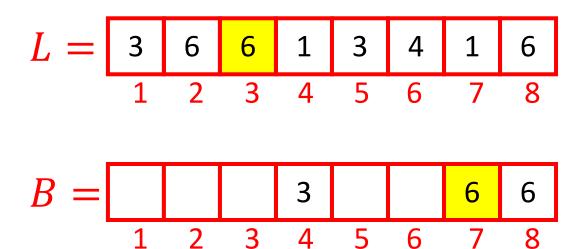
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$$B = \begin{bmatrix} 1 & 1 & 3 & 3 & 4 & 6 & 6 \\ 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \end{bmatrix}$$

For each element of *L*: Use *C* to find its proper place in *B* Decrement that position of C

$$C = \begin{bmatrix} 0 & 2 & 2 & 4 & 5 & 5 \\ 1 & 2 & 3 & 4 & 5 & 6 \end{bmatrix}$$

Assumption: <u>Small</u> number of unique values

Idea: Count how many values are less than each element

$$L = \begin{bmatrix} 3 & 6 & 6 & 1 & 3 & 4 & 1 & 6 \\ 1 & 2 & 3 & 4 & 5 & 6 & 7 & 8 \end{bmatrix}$$

- Range is [1, k] (here, k = 6)
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- Count number of times each value occurs

$$\Theta(n+k)$$

Compute "running sum" of the number of values less than each value

For each element of *L*: Use *C* to find its proper place in *B* Decrement that position of C

 $\Theta(n)$ 

Assumption: <u>Small</u> number of unique values

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$$\Theta(n+k)$$

• Compute "running sum" of the number of values less than each value  $\Theta(k)$ 

**Runtime:**  $\Theta(n + k)$ **Space:**  $\Theta(n + k)$ 

For each element of *L*: Use *C* to find its proper place in *B* Decrement that position of C

 $\Theta(n)$ 

Why not always use counting sort?

For 64-bit numbers, requires an array of length  $2^{64} > 10^{19}$ 

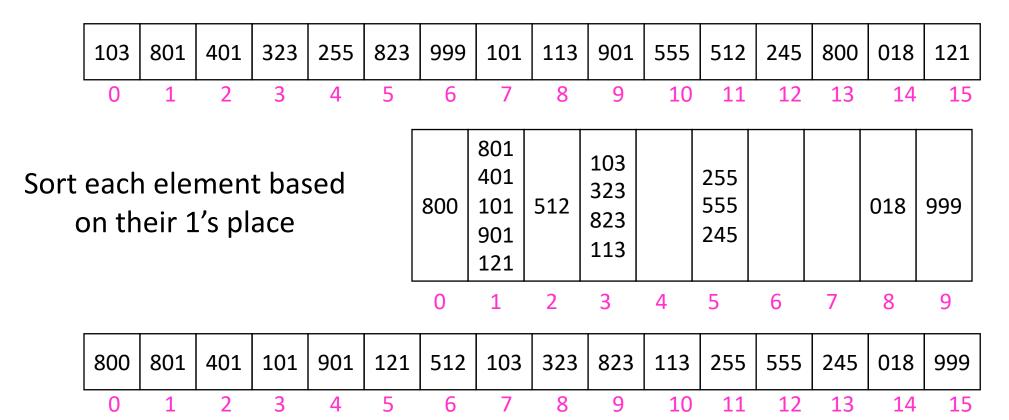
- 5 GHz CPU will require > 116 years to initialize the array
- 18 Exabytes of data
  - Total amount of data that Google has

### Somewhere Between 3 and 12 Exabytes



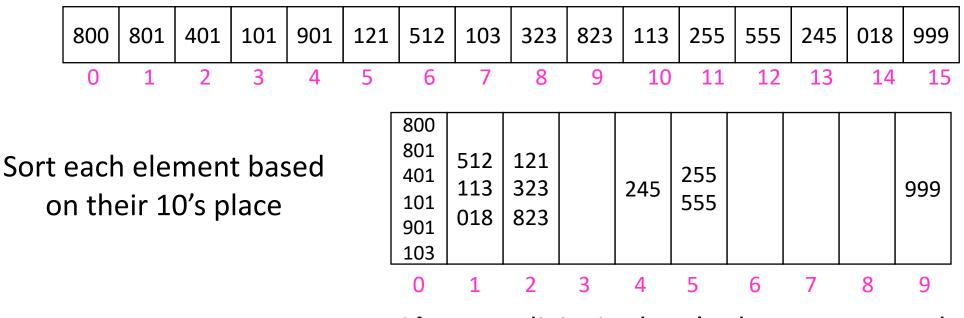
Assumption: Values are numeric

# Idea: <u>Stable</u> sort each digit, from least significant to most significant



#### Assumption: Values are numeric

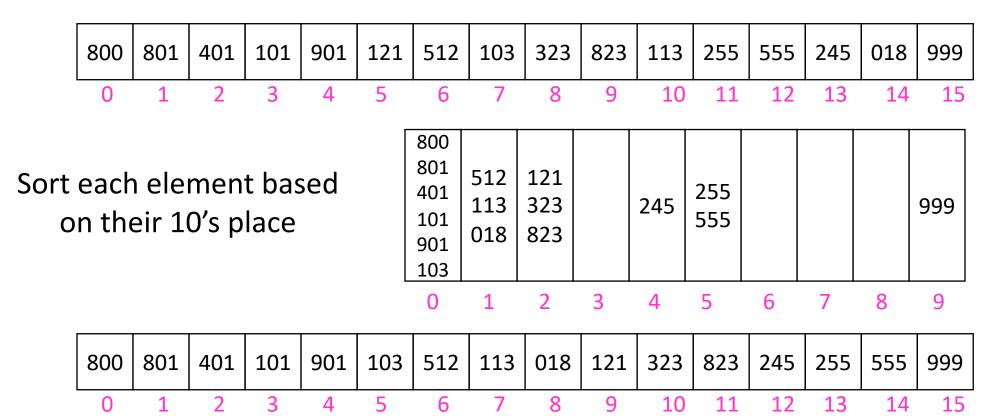
# Idea: <u>Stable</u> sort each digit, from least significant to most significant



**Observe:** digits in the 1's place are correctly sorted (because we are using a <u>stable</u> sort)!

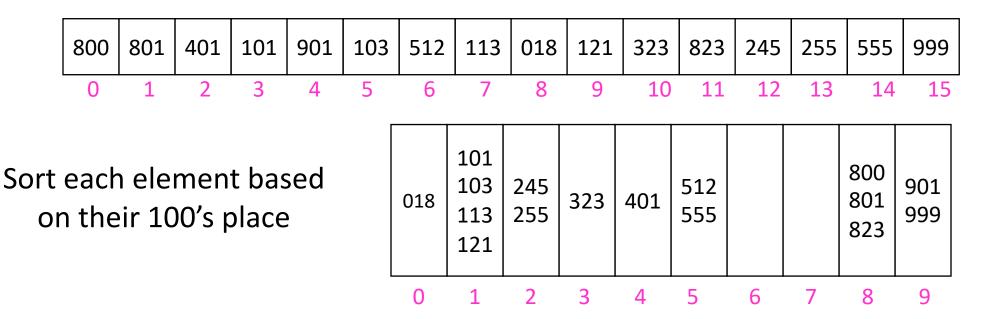
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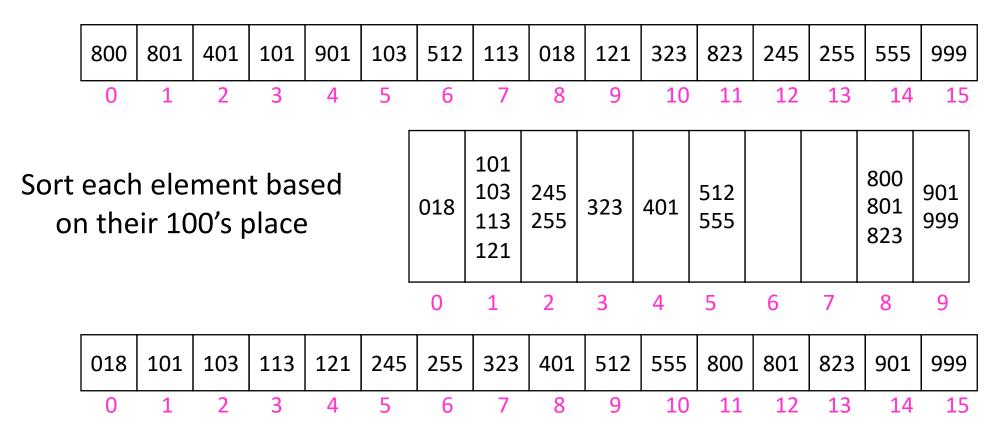
# Idea: <u>Stable</u> sort each digit, from least significant to most significant



**Observe:** digits in the 1's and 10's places are correctly sorted (because we are using a <u>stable</u> sort)!

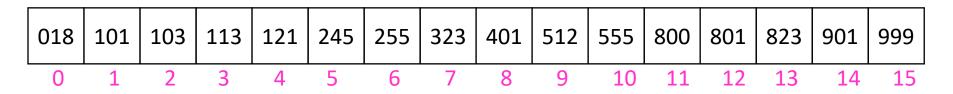
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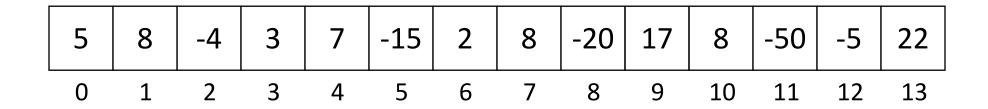
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Idea: <u>Stable</u> sort each digit, from least significant to most significant



**Runtime:**  $\Theta(d(n+b))$ **Space:**  $\Theta(n+b)$  d: number of digitsb: base ("radix")n: number of values

## Maximum Sum Subarray Problem

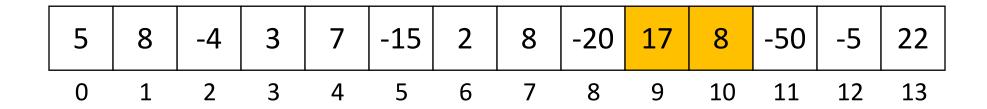


#### Maximum sum contiguous subarray (MSCS) problem:

find the largest <u>contiguous</u> subarray that

maximizes the sum of the values

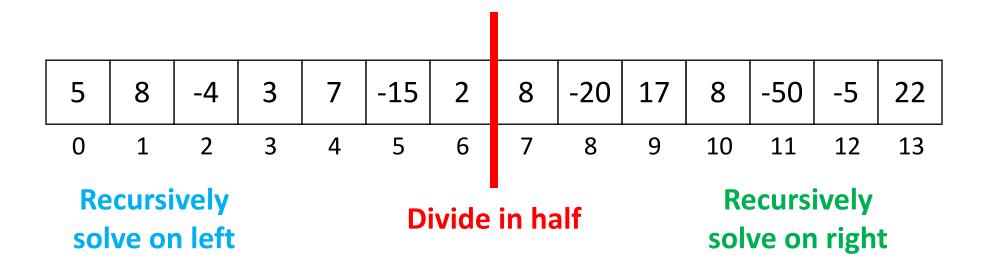
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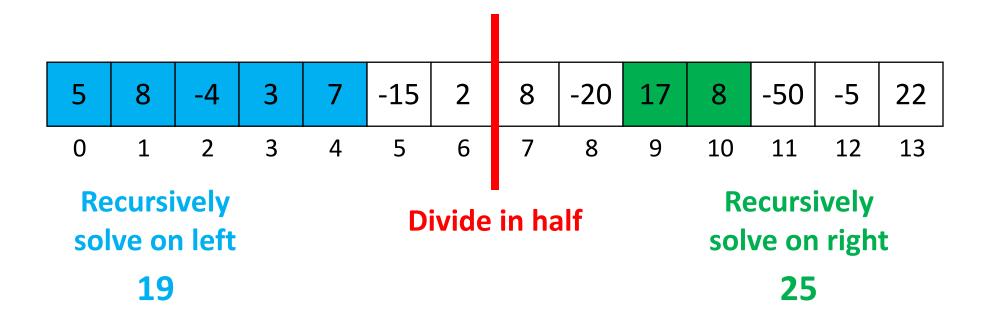


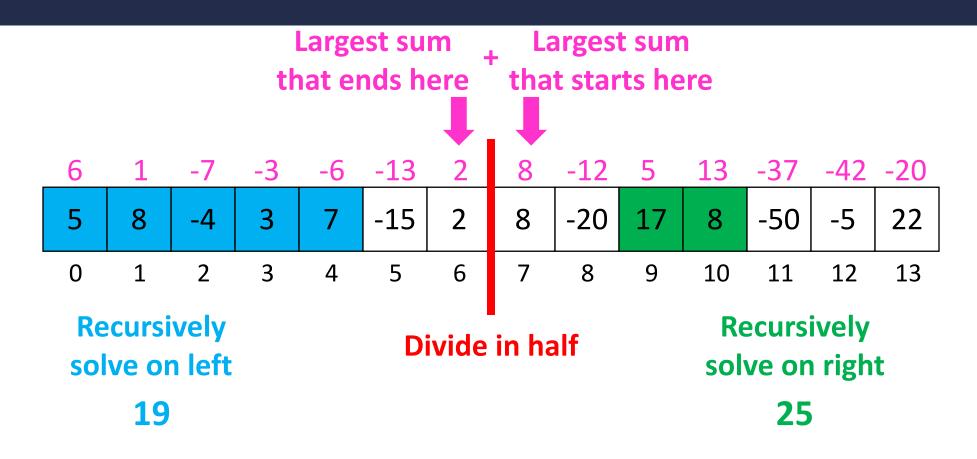
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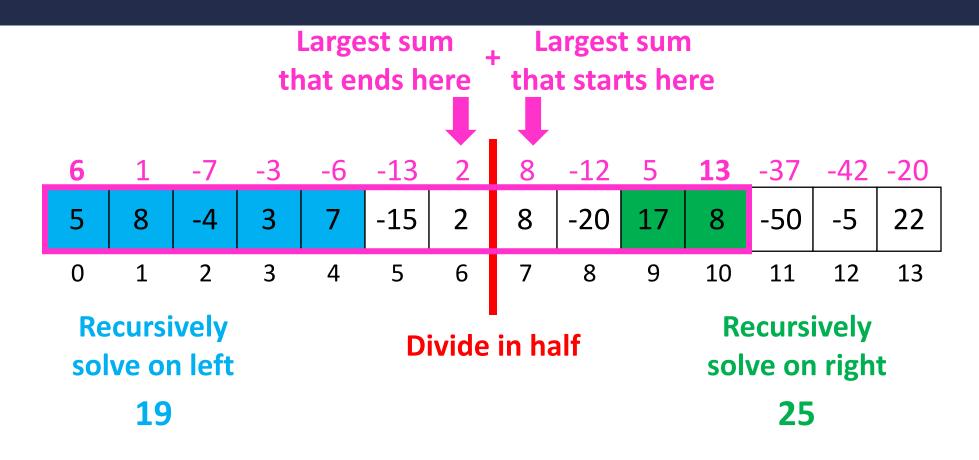
maximizes the sum of the values







**Combine:** Find largest sum that spans the cut



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 $T(n) = 2T(n/2) + \Theta(n) \in \Theta(n \log n)$ 

# **Divide and Conquer Summary**

#### Divide

• Break the list in half

Typically multiple subproblems Typically all roughly the same size

#### Conquer

• Find the best subarrays on the left and right

#### Combine

- Find the best subarray that "spans the divide"
- Output best subarray among the three possible subarrays

## **Generic Divide and Conquer Template**

```
def myDCalgo(problem):
      if baseCase(problem):
            solution = solve(problem) # brute force if necessary
            return solution
      subproblems = divide(problem)
      for sub in subproblems:
            subsolutions.append(myDCalgo(sub))
      solution = combine(subsolutions)
      return solution
```

#### def MSCS(list):

```
if list.length < 2:
       return list[0] # list of size 1 the sum is maximal
{listL, listR} = divide(list)
for list in {listL, listR}:
       subsolutions.append(MSCS(list))
solution = max(solnL, solnR, span(listL, listR))
return solution
```

# Types of "Divide and Conquer"

#### **Divide and Conquer**

- Break the problem up into multiple subproblems of similar size and recursively solve
- Examples: Karatsuba, closest pair of points, Mergesort, Quicksort

#### **Decrease and Conquer**

- Break the problem into a <u>single</u> smaller subproblem and recursively solve
- Examples: Mission Impossible, Quickselect, binary search

### Pattern So Far

Typically looking to divide the problem by some fraction (1/2, 1/4 the size)

Not necessarily always the best!

• Sometimes, we can write faster algorithms by finding unbalanced splits