

Sorting Conclusions

David Kauchak
cs302
Spring 2012



Administrative

- Assignment 5 out today



Sorting bounds

- Mergesort is $O(n \log n)$
- Quicksort is $O(n \log n)$ on average
- **Can we do better?**



Comparison-based sorting

- Sorted order is determined based **only** on a comparison between input elements
 - $A[i] < A[j]$
 - $A[i] > A[j]$
 - $A[i] = A[j]$
 - $A[i] \leq A[j]$
 - $A[i] \geq A[j]$
- **Do any of the sorting algorithms we've looked at use additional information?**



Comparison-based sorting

- Sorted order is determined based **only** on a comparison between input elements
 - $A[i] < A[j]$
 - $A[i] > A[j]$
 - $A[i] = A[j]$
 - $A[i] \leq A[j]$
 - $A[i] \geq A[j]$
- Do any of the sorting algorithms we've looked at use additional information?
 - No
 - All the algorithms we've seen are comparison-based sorting algorithms



Comparison-based sorting

- Sorted order is determined based **only** on a comparison between input elements
 - $A[i] < A[j]$
 - $A[i] > A[j]$
 - $A[i] = A[j]$
 - $A[i] \leq A[j]$
 - $A[i] \geq A[j]$
- In Java (and many languages) for a class of objects to be sorted we define a comparator
 - What does it do?



Comparison-based sorting

- Sorted order is determined based **only** on a comparison between input elements
 - $A[i] < A[j]$
 - $A[i] > A[j]$
 - $A[i] = A[j]$
 - $A[i] \leq A[j]$
 - $A[i] \geq A[j]$
- In Java (and many languages) for a class of objects to be sorted we define a comparator
 - What does it do?
 - Just compares any two elements
 - Useful for comparison-based sorting algorithms



Comparison-based sorting

- Sorted order is determined based **only** on a comparison between input elements
 - $A[i] < A[j]$
 - $A[i] > A[j]$
 - $A[i] = A[j]$
 - $A[i] \leq A[j]$
 - $A[i] \geq A[j]$
- Can we do better than $O(n \log n)$ for comparison based sorting approaches?

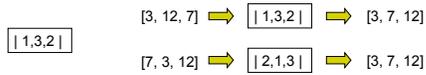


Decision-tree model

- Full binary tree representing the comparisons between elements by a sorting algorithm
- Internal nodes contain indices to be compared

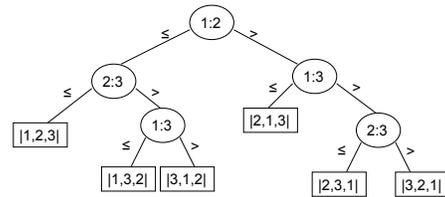


- Leaves contain a complete permutation of the input

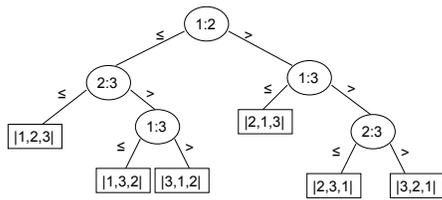


- Tracing a path from root to leaf gives the correct reordering/permutation of the input for an input

A decision tree model

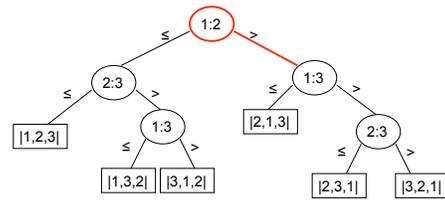


A decision tree model



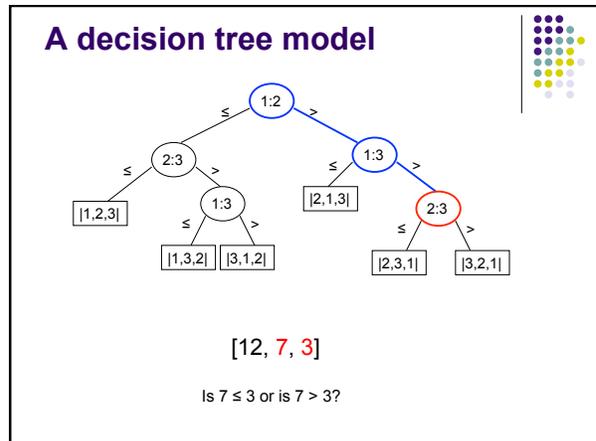
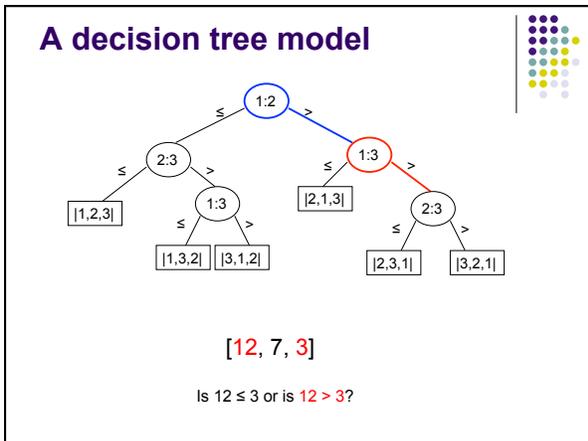
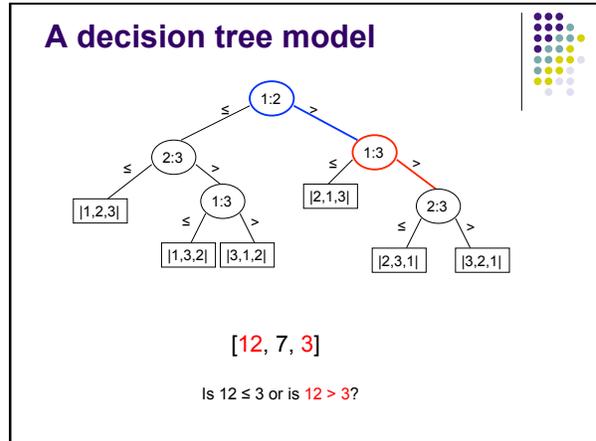
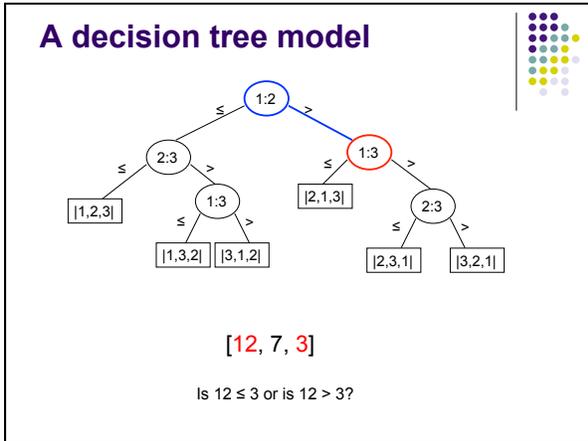
[12, 7, 3]

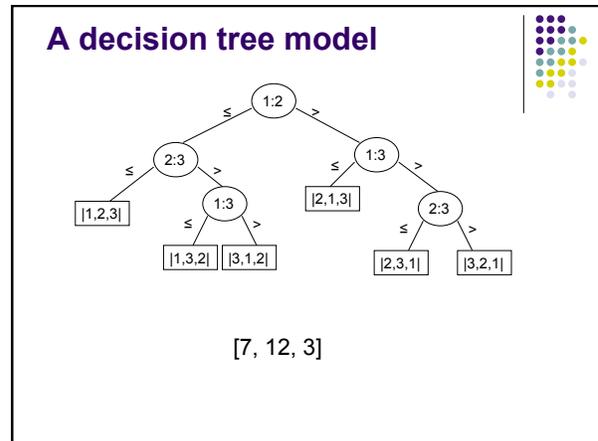
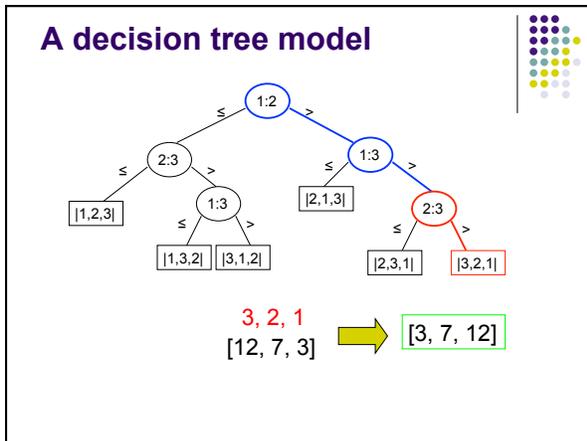
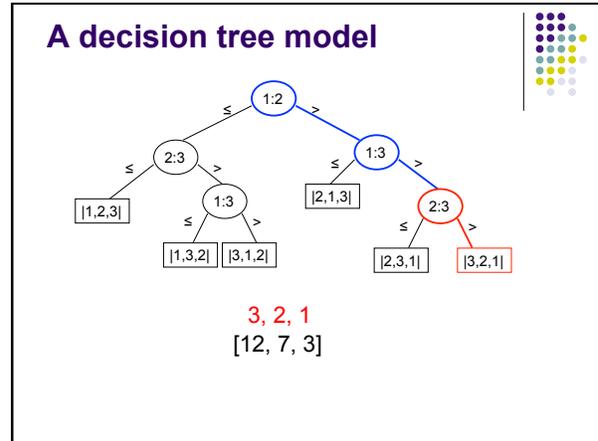
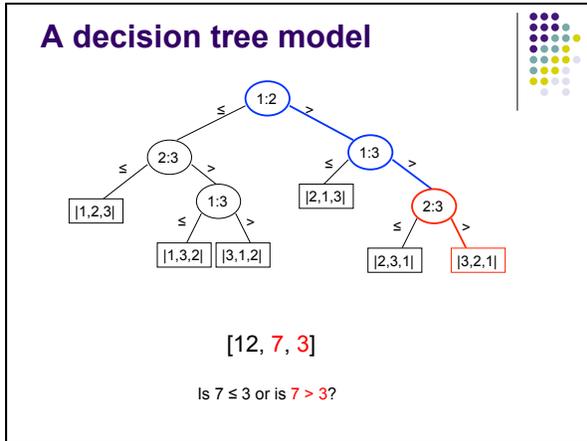
A decision tree model

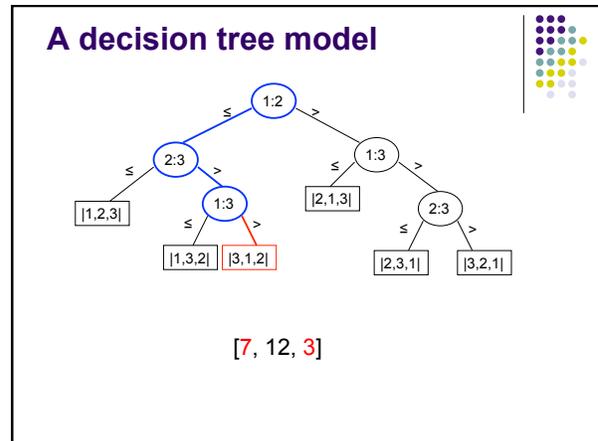
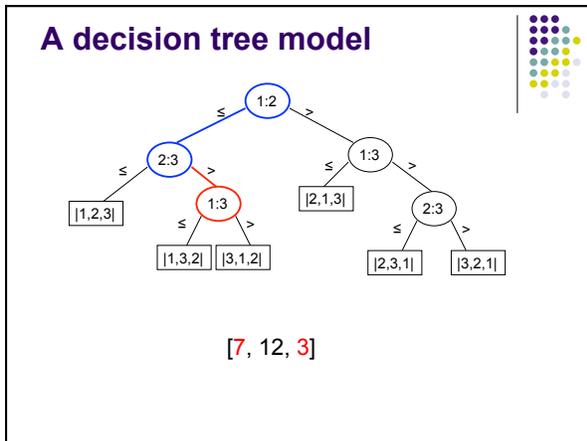
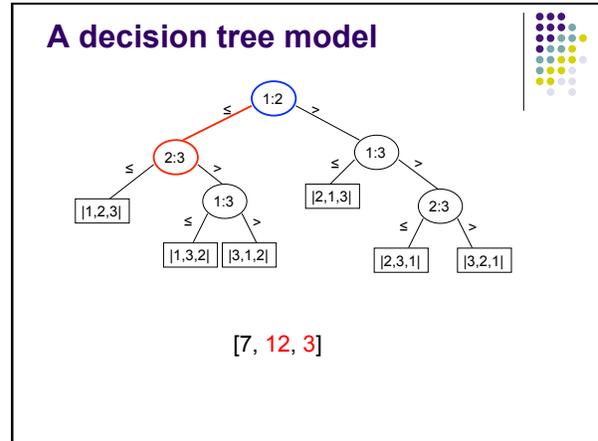
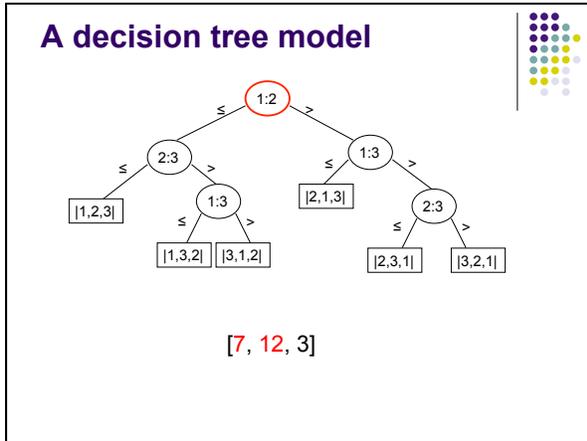


[12, 7, 3]

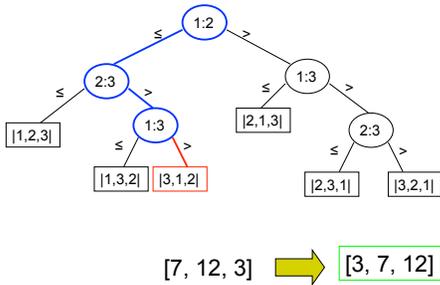
Is $12 \leq 7$ or is $12 > 7$?







A decision tree model

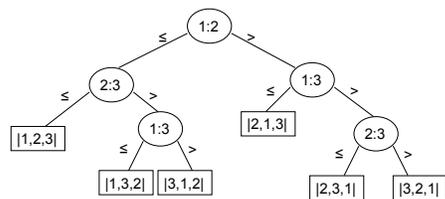


How many leaves are in a decision tree?

- Leaves **must** have all possible permutations of the input
- What if decision tree model didn't?
- Input of size n , $n!$ leaves
- Some input would exist that didn't have a correct reordering

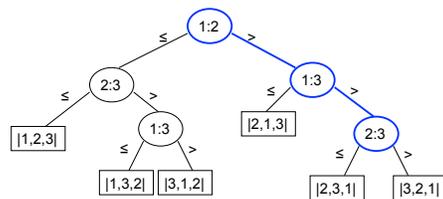
A lower bound

- What is the worst-case number of comparisons for a tree?



A lower bound

- The longest path in the tree, i.e. the height



A lower bound

- What is the maximum number of leaves a binary tree of height h can have?
- A complete binary tree has 2^h leaves

$$2^h \geq n!$$

$$h \geq \log n! \quad \text{log is monotonically increasing}$$

$$h = \Omega(n \log n) \quad \text{from hw } \odot$$

Can we do better?