

Binary Search

- Look for value v in **sorted** segment $b[h..k]$

pre: $b[h \dots k]$ (array with '?')

post: $b[h \dots i < v \dots j \dots k]$ (array with '< v' and '>= v')

inv: $b[h \dots i < v \dots j \dots k]$ (array with '< v', '?', and '>= v')

New statement of the invariant guarantees that we get **leftmost** position of v if found

Example $b[0 \dots 9] = [3, 3, 3, 3, 4, 4, 6, 7, 7]$

- if v is 3, set i to 0
- if v is 4, set i to 5
- if v is 5, set i to 7
- if v is 8, set i to 10

Binary Search

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```

i = h; j = k + 1;
while i != j:
    Looking at  $b[i]$  gives linear search from left.
    Looking at  $b[j-1]$  gives linear search from right.
    Looking at middle:  $b[(i+j)/2]$  gives binary search.
    
```

Flag of Mauritius

$< 0, o$	$< 0, e$	$?$	$\geq 0, e$
h	$r=s$	i	t, k
-1	-3	-7	-4 -2 -6 -5 1 0 2 4

h	$r=s$	i	t, k
-1	-3	-7	-4 -2 -6 -5 1 0 2 4

Need two swaps for two spaces

BUT NOT ALWAYS!

Have to check if second swap is okay

Sorting: Arranging in Ascending Order

pre: $b[0 \dots n]$ (array with '?')

post: $b[0 \dots n]$ (array with 'sorted')

inv: $b[0 \dots i]$ (array with 'sorted') and $b[i+1 \dots n]$ (array with '?')

```

i = 0
while i < n:
    # Push b[i] down into its
    # sorted position in b[0..i]
    i = i + 1
    
```

Insertion Sort: Moving into Position

```

i = 0
while i < n:
    push_down(b, i)
    i = i + 1

def push_down(b, i):
    j = i
    while j > 0:
        if b[j-1] > b[j]:
            swap(b, j-1, j)
        j = j - 1
    
```

swap shown in the lecture about lists

Insertion Sort: Performance

```

def push_down(b, i):
    """Push value at position i into
    sorted position in b[0..i-1]"""
    j = i
    while j > 0:
        if b[j-1] > b[j]:
            swap(b, j-1, j)
        j = j - 1
    
```

- $b[0..i-1]$: i elements
- Worst case:
 - $i = 0$: 0 swaps
 - $i = 1$: 1 swap
 - $i = 2$: 2 swaps
- Pushdown is in a loop
 - Called for i in $0..n$
 - i swaps each time

Insertion sort is an n^2 algorithm

Total Swaps: $0 + 1 + 2 + 3 + \dots + (n-1) = (n-1)*n/2$

Algorithm "Complexity"

- **Given:** a list of length n and a problem to solve
- **Complexity:** rough number of steps to solve worst case
- Suppose we can compute 1000 operations a second:

Complexity	n=10	n=100	n=1000
n	0.01 s	0.1 s	1 s
$n \log n$	0.016 s	0.32 s	4.79 s
n^2	0.1 s	10 s	16.7 m
n^3	1 s	16.7 m	11.6 d
2^n	1 s	4×10^{19} y	3×10^{290} y

Major Topic in 2110: Beyond scope of this course

Sorting: Changing the Invariant

pre: b [$?$] n post: b [sorted] n

Selection Sort:

inv: b [sorted, $\leq b[i..]$] i [$\geq b[0..i-1]$] n First segment always contains smaller values

$i = 0$
 while $i < n$:
 $j = \text{index of min of } b[i..n-1]$
 $\text{swap}(b, i, j)$
 $i = i + 1$

Selection sort also is an n^2 algorithm

Partition Algorithm

- Given a list segment $b[h..k]$ with some value x in $b[h]$:

pre: b [x | $?$] h k

- Swap elements of $b[h..k]$ and store in j to truthify post:

post: b [$\leq x$ | x | $\geq x$] h i $i+1$ k

change: b [3 5 4 1 6 2 3 8 1] h k
 into b [1 2 1 3 5 4 6 3 8] h i k
 or b [1 2 3 1 3 4 5 6 8] h i k

• x is called the **pivot value**
 • x is not a program variable
 • denotes value initially in $b[h]$

Sorting with Partitions

- Given a list segment $b[h..k]$ with some value x in $b[h]$:

pre: b [x | $?$] h k

- Swap elements of $b[h..k]$ and store in j to truthify post:

post: b [$\leq y$ | y | $\geq y$ | x | $\geq x$] h i $i+1$ k

Partition Recursively

Recursive partitions = sorting
 • Called **QuickSort** (why???)
 • Popular, fast sorting technique

QuickSort

```
def quick_sort(b, h, k):
    """Sort the array fragment b[h..k]"""
    if b[h..k] has fewer than 2 elements:
        return
    j = partition(b, h, k)
    # b[h..j-1] <= b[j] <= b[j+1..k]
    # Sort b[h..j-1] and b[j+1..k]
    quick_sort(b, h, j-1)
    quick_sort(b, j+1, k)
```

- **Worst Case:** array already sorted
 • Or almost sorted
 • n^2 in that case
- **Average Case:** array is scrambled
 • $n \log n$ in that case
 • Best sorting time!

pre: b [x | $?$] h k
 post: b [$\leq x$ | x | $\geq x$] h i $i+1$ k

Final Word About Algorithms

- **Algorithm:**
 - Step-by-step way to do something
 - Not tied to specific language
- **Implementation:**
 - An algorithm in a specific language
 - Many times, not the "hard part"
- Higher Level Computer Science courses:
 - We teach advanced algorithms (pictures)
 - Implementation you learn on your own

List Diagrams

Demo Code