

Announcements for Today

Reading

- Sections 8.4 – 8.6
- Look at Chapter 8 Exercises

Assignments

- A6: Images has been posted
 - Hardest job is **reading** it
 - Not too bad once understand
 - Piazza questions already
 - Due Thursday after prelim
- A5 is not graded yet
 - Holiday complications
 - Working on them now
 - Will be done Thursday

- Prelim, April 17th 7:30-9:30**
 - Study guide has been posted
 - No abstract class questions
 - Exceptions, try-catch instead
- Review session Thursday!**
 - Time: 7:30-9:30pm
 - Location TBA

Binary Search

```

pre: b [h...k]
post: b [h...i] [i...j] [j...k]
inv: b [h...i] [i...j] [j...k]
i = h-1; j = k+1;
while (i != j-1) {
}
            
```

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

Looking at b[i+1] 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**.

Sorting: Arranging in Ascending Order

```
pre: b [0...n]
post: b [0...n] sorted
```

Insertion Sort:

```

inv: b [0...i] sorted [i...n]
for (int i=0; i < n; i=i+1) {
    // Push b[i] down into its
    // sorted position in b[0..i];
}
            
```

Insertion Sort: Moving into Position

```

for (int i=0; i < n; i=i+1) {
    pushDown(b,i);
} ...
public void pushDown(int[] b, int i) {
    for(int j = i; j > 0; j = j-1) {
        if (b[j-1] > b[j]) {
            swap(b,j-1,j);
        }
    }
}
            
```

The Importance of Helper Methods

```

for (int i=0; i < n; i=i+1) {
    pushDown(b,i);
} ...
public void pushDown(int[] b, int i) {
    for(int j = i; j > 0; j = j-1) {
        if (b[j-1] > b[j]) {
            swap(b,j-1,j);
        }
    }
}
            
```

```

for (int i=0; i < n; i=i+1) {
    for(int j = i; j > 0; j = j-1) {
        if (b[j-1] > b[j]) {
            int temp = b[j];
            b[j] = b[j-1];
            b[j-1] = temp;
        }
    }
}
            
```

VS

Can you understand all this code above?

Insertion Sort: Performance

```

/** Push value at position i into
 * sorted position in b[0..i-1] */
public void pushDown(int[] b, int i) {
    for(int j = i; j > 0; j = j-1) {
        if (b[j-1] > b[j]) {
            swap(b,j-1,j);
        }
    }
}
            
```

- 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 **n² algorithm**

Total Swaps: 0 + 1 + 2 + 3 + ... (n-1) = (n-1)*n/2

Algorithm "Complexity"

- **Given:** an array 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	4x10 ¹⁹ y	3x10 ²⁹⁰ y

Major Topic in 2110: Beyond scope of this course

Sorting: Changing the Invariant

pre: b $\begin{matrix} 0 & & n \\ \hline & ? & \end{matrix}$ post: b $\begin{matrix} 0 & & n \\ \hline & \text{sorted} & \end{matrix}$

Selection Sort:

inv: b $\begin{matrix} 0 & & i & & n \\ \hline & \text{sorted, } \leq b[i..] & \geq b[0..i-1] & & \end{matrix}$ First segment always contains smaller values

```
for (int i=0; i < n; i=i+1) {
    int j= index of min of b[i..n-1];
    swap(b,i,j);
}
```

Selection sort also is an n² algorithm

Partition Algorithm

- Given an array b[h..k] with some value x in b[h]:

pre: b $\begin{matrix} h & & k \\ \hline & x & ? \end{matrix}$

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

post: b $\begin{matrix} h & & i & i+1 & & k \\ \hline & \leq x & x & \geq x & & \end{matrix}$

change: b $\begin{matrix} h & & k \\ \hline 3 & 5 & 4 & 1 & 6 & 2 & 3 & 8 & 1 \end{matrix}$

into b $\begin{matrix} h & & i & & k \\ \hline 1 & 2 & 1 & 3 & 5 & 4 & 6 & 3 & 8 \end{matrix}$

or b $\begin{matrix} h & & i & & k \\ \hline 1 & 2 & 3 & 1 & 3 & 4 & 5 & 6 & 8 \end{matrix}$

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

Sorting with Partitions

- Given an array b[h..k] with some value x in b[h]:

pre: b $\begin{matrix} h & & k \\ \hline & x & ? \end{matrix}$

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

post: b $\begin{matrix} h & & i & i+1 & & k \\ \hline & < y & y & > y & x & \geq x \end{matrix}$

Partition Recursively

Recursive partitions = sorting

- Called **QuickSort** (why???)
- Popular, fast sorting technique

QuickSort

```
/** Sort the array fragment b[h..k] */
public static void qsort(int[] b, int h, int k) {
    if (b[h..k] has fewer than 2 elements)
        return;
    int 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]
    qsort(b, h, j-1);
    qsort(b, j+1, k);
}
```

- **Worst Case:** array already sorted
 - Or almost sorted
 - n² in that case
- **Average Case:** array is scrambled
 - n log n in that case
 - Best sorting time!

pre: b $\begin{matrix} h & & k \\ \hline & x & ? \end{matrix}$

post: b $\begin{matrix} h & & i & i+1 & & k \\ \hline & \leq x & x & \geq x & & \end{matrix}$

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

Array Diagrams

Demo Code