

- Previous Lecture:
 - Recursion

- Today's Lecture:
 - Sorting and searching
 - Insertion sort, linear search
 - Read about *Bubble Sort* in Insight
 - “Divide and conquer” strategies
 - Binary search, merge sort

- Announcements
 - Discussion in Upson B7 lab this week
 - **P6** due Thursday at 11pm
 - **Final exam:** Dec 17th 7pm, **Barton Indoor Track WEST**

Searching for an item in a collection

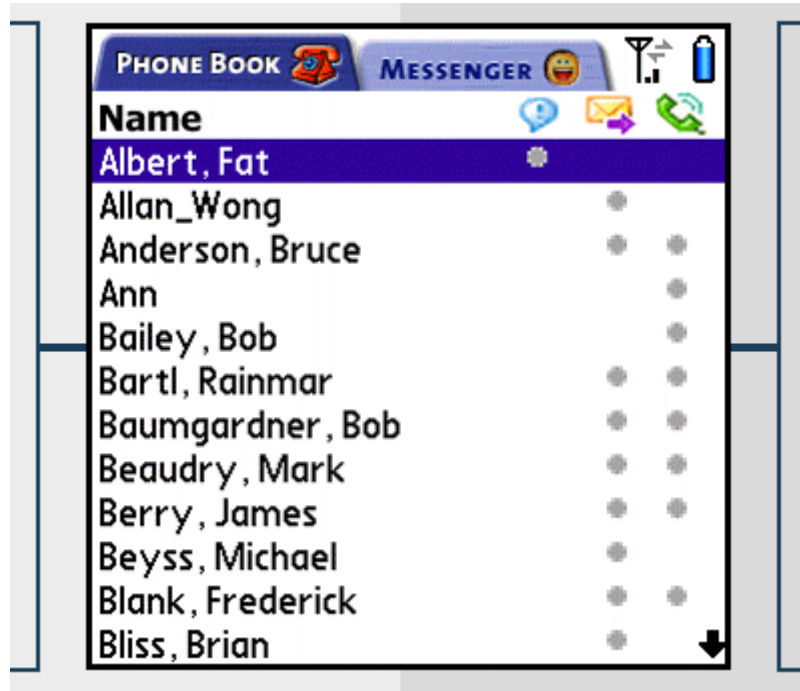
Is the collection organized?

What is the organizing scheme?



Indiana Jones and the Raiders of the Lost Ark

Sorting data allows us to search more easily



Boston Marathon Top Women Finishers

Official Time	State	Country	Ctz
2:25:25		ETH	
2:25:27		RUS	
2:26:34		KEN	
2:28:12		LAT	
2:29:48		ETH	
2:30:52		ITA	
2:33:56		ROM	
2:34:37		ETH	
2:35:37		RUS	
2:44:44	IL	USA	CAN
2:45:54	NS	CAN	
2:46:25		KEN	
2:47:17	FL	USA	RUS
2:47:36		AUS	
2:48:43	MN	USA	

	7	F12	Olaru, Nuta
	8	F6	Guta, Robe Tola
	9	F1	Grigoryeva, Lidiya
Name	Score	Grade	
Jorge	92.1		
Ahn	91.5		
Oluban	90.6		
Chi	88.9		
Minale	88.1		
Dell	87.2		

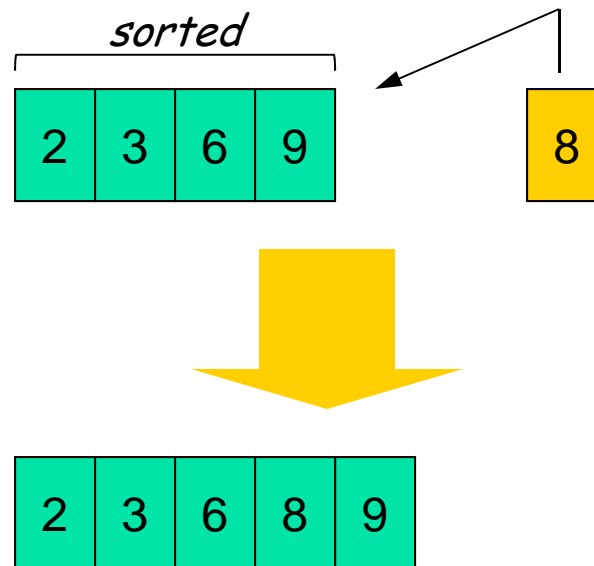
There are many algorithms for sorting

- Insertion Sort (to be discussed today)
- Bubble Sort (read *Insight* §8.2)
- Merge Sort (to be discussed Thursday)
- Quick Sort (a variant used by Matlab's built-in `sort` function)

- Each has advantages and disadvantages. Some algorithms are faster (**time-efficient**) while others are **memory-efficient**
- *Great opportunity for learning how to analyze programs and algorithms!*

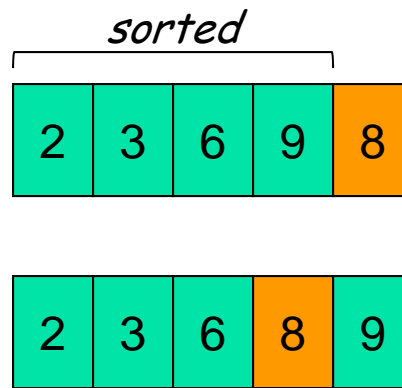
The Insertion Process

- Given a sorted array x , insert a number y such that the result is sorted



Insertion

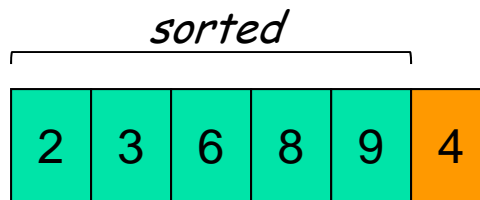
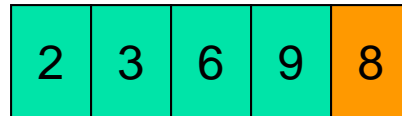
one insert
process



Insert 8 into the sorted segment

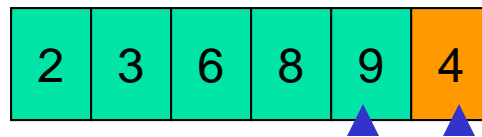
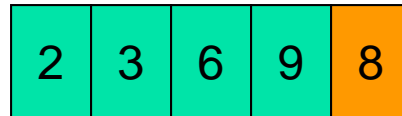
Just swap 8 & 9

Insertion



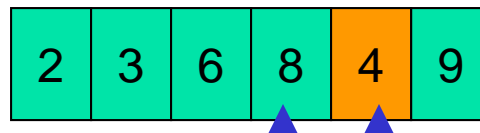
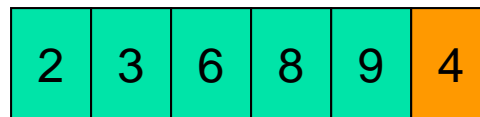
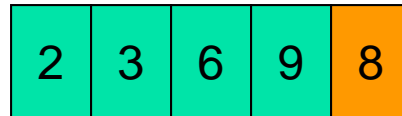
Insert 4 into the sorted segment

Insertion



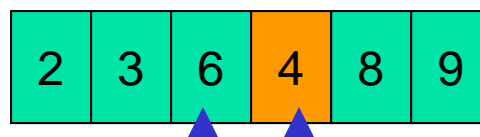
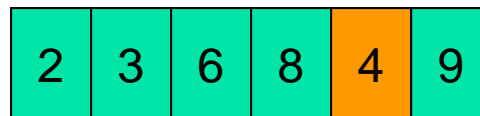
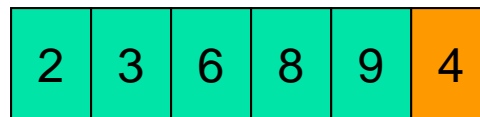
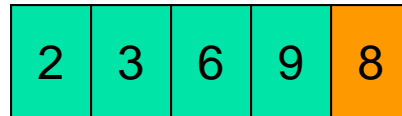
Compare adjacent components:
swap 9 & 4

Insertion



Compare adjacent components:
swap 8 & 4

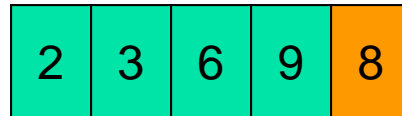
Insertion



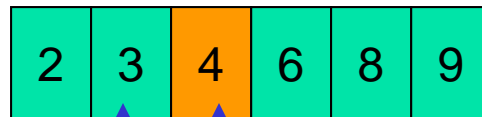
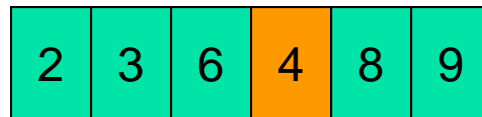
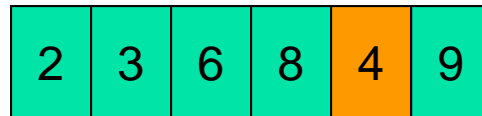
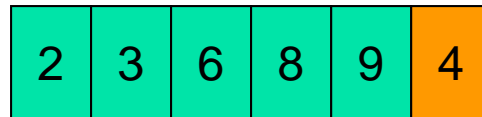
Compare adjacent components:
swap 6 & 4

Insertion

one insert process



one insert process



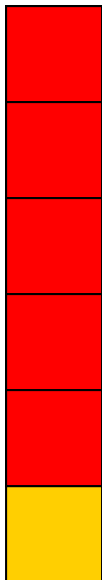
Compare adjacent components:
DONE! No more swaps.

See `Insert.m` for the insert process

Sort vector \mathbf{x} using the **Insertion Sort** algorithm

Need to start with a *sorted* subvector. How do you find one?

\mathbf{x}



Length 1 subvector is “sorted”

Insert $\mathbf{x}(2)$: $[\mathbf{x}(1:2), C, S]$ = `Insert($\mathbf{x}(1:2)$)`

Insert $\mathbf{x}(3)$: $[\mathbf{x}(1:3), C, S]$ = `Insert($\mathbf{x}(1:3)$)`

Insert $\mathbf{x}(4)$: $[\mathbf{x}(1:4), C, S]$ = `Insert($\mathbf{x}(1:4)$)`

Insert $\mathbf{x}(5)$: $[\mathbf{x}(1:5), C, S]$ = `Insert($\mathbf{x}(1:5)$)`

Insert $\mathbf{x}(6)$: $[\mathbf{x}(1:6), C, S]$ = `Insert($\mathbf{x}(1:6)$)`

`InsertionSort.m`

Insertion Sort vs. Bubble Sort

- Read about Bubble Sort in *Insight* §8.2
- Both algorithms involve the repeated comparison of adjacent values and swaps
- Find out which algorithm is more efficient on average

Other efficiency considerations

- Worst case, best case, average case
 - Use of subfunction incurs an “overhead”
 - Memory use and access
-
- Example: Rather than directing the *insert* process to a subfunction, have it done “**in-line.**”
 - Also, Insertion sort can be done “**in-place,**” i.e., using “only” the memory space of the original vector.

```
function x = InsertionSortInplace(x)
% Sort vector x in ascending order with insertion sort

n = length(x);
for i= 1:n-1
    % Sort x(1:i+1) given that x(1:i) is sorted

end
```

```
function x = InsertionSortInplace(x)
% Sort vector x in ascending order with insertion sort

n = length(x);
for i= 1:n-1
    % Sort x(1:i+1) given that x(1:i) is sorted
    j= i;

    while

        % swap x(j+1) and x(j)

        j= j-1;

    end
end
end
```


Sort an array of objects

- Given x , a 1-d array of **Interval** references, sort x according to the widths of the **Intervals** from narrowest to widest
- Use the insertion sort algorithm
- How much of our code needs to be changed?

A. No change

B. One statement

C. About half the code

D. Most of the code

Sort an array of objects

- Given x , a 1-d array of **Interval** references, sort x according to the widths of the **Intervals** from narrowest to widest
- Use the insertion sort algorithm
- How much of our code needs to be changed?

A. No change

B. One statement

C. About half the code

D. Most of the code

The only change is
in how we do the
comparison!

See `InsertionSortIntervals.m`

Searching for an item in a collection

Is the collection organized?

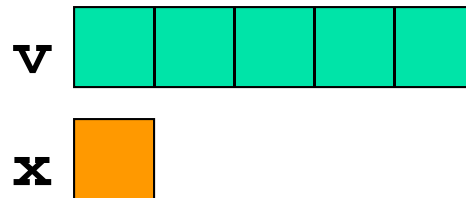
What is the organizing scheme?



Indiana Jones and the Raiders of the Lost Ark

Searching for an item in an unorganized collection?

- May need to look through the whole collection to find the target item
- E.g., find value x in vector v



- Linear search

```
% f is index of first occurrence
%   of value x in vector v.
% f is -1 if x not found.

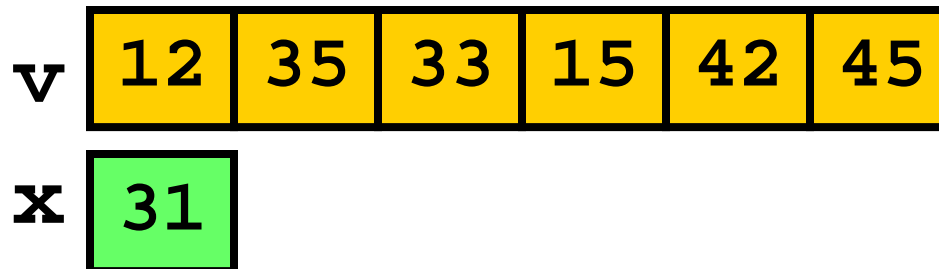
k= 1;
while k<=length(v) && v(k)~=x
    k= k + 1;
end
if k>length(v)
    f= -1; % signal for x not found
else
    f= k;
end
```

```

% Linear Search
% f is index of first occurrence
%   of value x in vector v.
% f is -1 if x not found.

k = 1;
while k <= length(v) && v(k) ~ = x
    k = k + 1;
end
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    f = -1; % signal for x not found
else
    f = k;
end

```



```
% Linear Search
% f is index of first occurrence
%   of value x in vector v.
% f is -1 if x not found.

k= 1;
while k<=length(v) && v(k)~=x
    k= k + 1;
end
if k>length(v)
    f= -1; % signal for x not found
else
    f= k;
end
```

A. squared

B. doubled

C. the same

D. halved

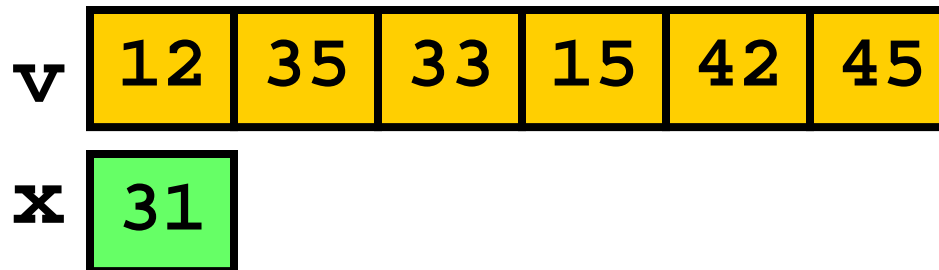
Suppose another vector is twice as long as v. The expected “effort” required to do a linear search is ...

```

% Linear Search
% f is index of first occurrence
%   of value x in vector v.
% f is -1 if x not found.

k = 1;
while k <= length(v) && v(k) ~ = x
    k = k + 1;
end
if k > length(v)
    f = -1; % signal for x not found
else
    f = k;
end

```



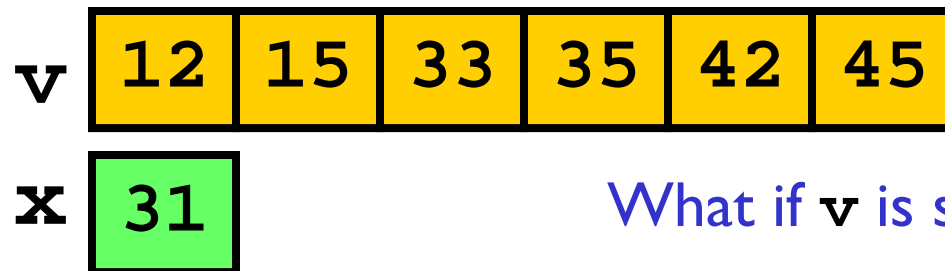

```

% Linear Search
% f is index of first occurrence
%   of value x in vector v.
% f is -1 if x not found.

k= 1;
while k<=length(v) && v(k)~=x
    k= k + 1;
end
if k>length(v)
    f= -1; % signal for x not found
else
    f= k;
end

```

Searching in a sorted list should require less work



What if **v** is sorted?

An ordered (sorted) list

The Manhattan phone book has 1,000,000+ entries.

How is it possible to locate a name by examining just a tiny, tiny fraction of those entries?

wide at SuperPages.com

195 Car C

617 566-1282	Cartage New England Inc 26 Allen Ln Ipswich 01938.....	978 356-9960	617 327-1105	Carter F 24 Hillock Ros 02131.....	617 327-1105	Carter Nella E 333 Maschsts Av Bos 02115.....	617 267-6483
617 447-4101	Cartagama Lydia 18 Jewett Ros 02131.....	617 323-7639	617 437-7331	Faye & Ricky 357 Columbus Av Bos 02116.....	617 437-7331	Nicholas S F 115 Randolph Av Mil 02186.....	617 698-5307
800 257-9981	Cartagena Avith 9 Bancroft Rox 02119.....	617 442-9780	617 323-6781	Francis S 134 Temple W Rox 02132.....	617 323-6781	Nick 21 Fairfield Bos 02116.....	617 267-5222
617 566-1282	B Hyd 02136.....	617 361-5253	617 354-0798	Franklin & Anne 221 Mt Auburn Cam 02138.....	617 354-0798	Nick & Debbi 196 Herrick Rd Newton 02459.....	617 527-0480
617 364-5188	Jessica 50 Decatur Cha 02129.....	617 241-0152	617 524-3078	Fred 42 Haverford Jam 02130.....	617 524-3078	Nicole.....	617 698-0713
361-0380	Melvin 501 Green Cam 02139.....	617 576-1061	617 698-1343	Fred 96 Hinckley Rd Mil 02186.....	617 698-1343	Norman G 38 Chickatawbut Dor 02122.....	617 822-1203
617 566-4548	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	617 436-8906	G & R 8 Verdun Dor 02124.....	617 436-8906	P 94 Crestwood Pk Rox 02121.....	617 427-4754
617 628-8248	Cartegena O 4 Millard Bos 02118.....	617 338-8219	617 623-7121	G T 27 Franklin Av Som 02145.....	617 623-7121	P E 501 E Sixth S Bos 02127.....	617 268-4213
617 445-5116	Carten Thos J Sr & Claire 1 Paradise Rd Mil 02186.....	617 698-6163	617 825-0322	Gayle 25 Frontenac Dor 02124.....	617 825-0322	P L 44 Hutchings Rox 02121.....	617 427-9170
617 822-2982	Thomas & Kathleen 50 Thompson Ln Mil 02186.....	617 696-6919	617 522-3215	George 125 Nashua Bos 02114.....	617 367-9548	P R 91 Byrner Jam 02130.....	617 983-8692
617 569-2698	Carter A Ros 02131.....	617 327-2257	617 456-1689	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Paul & Constance 114 Anawan Av W Rox 02132.....	617 325-2036
617 667-5190	A Roxbury.....	617 442-5230	617 325-5465	Cartegena O 4 Millard Bos 02118.....	617 338-8219	Paul E 501 E Sixth St S Bos 02127.....	617 268-4546
617 569-1417	A 31 Bethune Wy Roxbury 02119.....	617 442-1219	617 876-2750	Carten Thos J Sr & Claire 1 Paradise Rd Mil 02186.....	617 698-6163	Paul M 27 Union Bri 02135.....	617 787-2115
617 338-9110	A 260 Putnam Av Cambridge 02139.....	617 492-4174	617 442-5307	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Carter Pile Driving Inc 17 Beaver Ct Framingham 01702.....	617 876-2750
617 825-9195	A M 255 Maschsts Av Bos 02115.....	617 266-7153	617 445-5552	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Carter Prudence 46 Franklin Watertown 02172.....	617 393-3782
617 296-1593	Adams 361 Centre St Mil 02186.....	617 698-9074	617 354-2688	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Prudence 46 Franklin Watertown 02172.....	617 926-7063
617 670-2078	Alice 108 Kilnarnock Bos 02215.....	617 425-0193	617 232-7990	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Reginald 106 Brunswick Dorchester 02121.....	617 541-2843
617 623-9001	Alice 45 Market Cambridge 02139.....	617 945-2711	617 730-9483	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Renee & Andrew 10 Walnut Bos 02108.....	617 720-3765
617 296-4725	Andrew F 62 Vinal Av Som 02143.....	617 625-7623	617 323-5574	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Carter Rice Dowd Bulkley Duntton Publishing 163 Main Wilmington 01887	800 638-1671
617 542-1521	Carter Anne MD 1101 Beacon Bro 02446.....	617 739-1022	617 442-1775	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Toll Free-Dial '1' & Then.....	800 619-7447
617 364-5232	Carter Athens 272 Newbury Boston 02116.....	617 536-6329	617 492-1214	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Cust Svc-Printing 613 Main Wilmington	800 648-7447
617 541-5649	B E 68 Gladeside Av Mat 02126.....	617 296-6911	617 739-2193	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Toll Free-Dial '1' & Then.....	800 638-1673
617 739-2662	Carter Barbara L MD Tufts-New England Medical Center Bos 02111	617 636-0051	617 876-8841	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Carter Richard 1079 Commwth Av Brighton 02215.....	617 987-0836
617 879-0030	Carter Becky Bos 02114.....	617 523-4368	617 361-0773	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Richard A MD 170 Commwth Av Bos 02116.....	617 267-0710
617 541-3948	Bernard J 112 Gladstone E Bos 02128.....	617 567-3430	617 964-0435	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Carter Richard K 15 Mercer S Bos 02127.....	617 268-0448
617 436-1513	Bithiah 25 Medway Dor 02124.....	617 298-8713	617 964-0435	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Robert L 175 Richdale Av Cam 02140.....	617 864-1535
617 569-4119	Blake 26 Mt Vernon Bos 02108.....	617 367-9931	617 426-5994	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Roger 150 St Botolph Bos 02115.....	617 424-6148
617 879-0030	Carter Broadcasting Co 20 Park Piz Bos 02116.....	617 423-0210	617 987-2163	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Roy 44 Concord Av Cam 02138.....	617 491-6115
617 541-3948	Carter & Burgess Consultants Inc 23 East St Cam 02141.....	617 225-0200	617 423-4334	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996	Royce 18 Seminary Cha 02129.....	617 241-0418
617 569-4119	C 228 Faywood Av East Boston 02128.....	617 569-1545	617 282-1235	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996		
617 879-0030	C 359 Harvard Cam 02138.....	617 491-4822	617 734-6109	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996		
617 569-4119	C 610 Walk Hill Mat 02126.....	617 296-6392	617 265-8456	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996		
617 879-0030	C & M 43 Burroughs Jam 02130.....	617 524-9558	617 282-1593	Carte Nicholas 18 Appleton Boston 02116.....	617 695-6996		

Key idea of “phone book search”: repeated halving

To find the page containing Pat Reed’s number...

```
while (Phone book is longer than 1 page)
  Open to the middle page.
  if “Reed” comes before the first entry,
    Rip and throw away the 2nd half.
  else
    Rip and throw away the 1st half.
  end
end
```

What happens to the phone book length?

Original:	3000	pages
After 1 rip:	1500	pages
After 2 rips:	750	pages
After 3 rips:	375	pages
After 4 rips:	188	pages
After 5 rips:	94	pages
:		
After 12 rips:	1	page

Binary Search

Repeatedly halving the size of the “search space” is the main idea behind the method of **binary search**.

An item in a sorted array of length **n** can be located with just **$\log_2 n$** comparisons.

```
% Linear Search
% f is index of first occurrence of value x in vector v.
% f is -1 if x not found.
k= 1;
while k<=length(v) && v(k)~=x
    k= k + 1;
end
if k>length(v)
    f= -1; % signal for x not found
else
    f= k;
end
```

n comparisons against the target
are needed in worst case,
n=length(v) .

Binary Search

Repeatedly halving the size of the “search space” is the main idea behind the method of **binary search**.

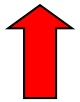
An item in a sorted array of length n can be located with just $\log_2 n$ comparisons.

“Savings” is significant!

n	$\log_2(n)$
100	7
1000	10
10000	13

Binary search: target $x = 70$

	1	2	3	4	5	6	7	8	9	10	11	12
v	12	15	33	35	42	45	51	62	73	75	86	98



L:

1

Mid:

6

R:

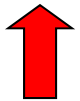
12

$v(\text{Mid}) \leq x$

So throw away the
left half...

Binary search: target $x = 70$

	1	2	3	4	5	6	7	8	9	10	11	12
v	12	15	33	35	42	45	51	62	73	75	86	98



L:

6

$x < v(\text{Mid})$

Mid:

9

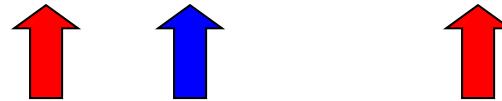
So throw away the
right half...

R:

12

Binary search: target $x = 70$

	1	2	3	4	5	6	7	8	9	10	11	12
v	12	15	33	35	42	45	51	62	73	75	86	98



L:

6

Mid:

7

R:

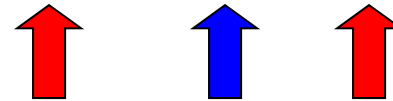
9

$v(\text{Mid}) \leq x$

So throw away the
left half...

Binary search: target $x = 70$

	1	2	3	4	5	6	7	8	9	10	11	12
v	12	15	33	35	42	45	51	62	73	75	86	98



L: 7

Mid: 8

R: 9

$v(\text{Mid}) \leq x$

So throw away the
left half...

Binary search: target $x = 70$

	1	2	3	4	5	6	7	8	9	10	11	12
v	12	15	33	35	42	45	51	62	73	75	86	98



L:

8

Mid:

8

R:

9

Done because

$$R - L = 1$$

```
function L = binarySearch(x, v)
% Find position after which to insert x. v(1)<...<v(end).
% L is the index such that v(L) <= x < v(L+1);
% L=0 if x<v(1).  If x>v(end), L=length(v) but x~v(L).

% Maintain a search window [L..R] such that v(L)<=x<v(R).
% Since x may not be in v, initially set ...
L=0;  R=length(v)+1;
```

```
% Keep halving [L..R] until R-L is 1,
% always keeping v(L) <= x < v(R)
while R ~= L+1
    m= floor((L+R)/2);  % middle of search window
    if
        v(m) <= x < v(m+1)
            L=m;
        else
            R=m;
        end
    end
end
```

```

function L = binarySearch(x, v)
% Find position after which to insert x. v(1)<...<v(end).
% L is the index such that v(L) <= x < v(L+1);
% L=0 if x<v(1).  If x>v(end), L=length(v) but x~v(L).

% Maintain a search window [L..R] such that v(L)<=x<v(R).
% Since x may not be in v, initially set ...
L=0;  R=length(v)+1;

% Keep halving [L..R] until R-L is 1,
%   always keeping  v(L) <= x < v(R)
while  R ~= L+1
    m= floor((L+R)/2);  % middle of search window
    if  v(m) <= x

        L= m;
    else

        R= m;
    end
end
end

```

This version is different
from that in *Insight*

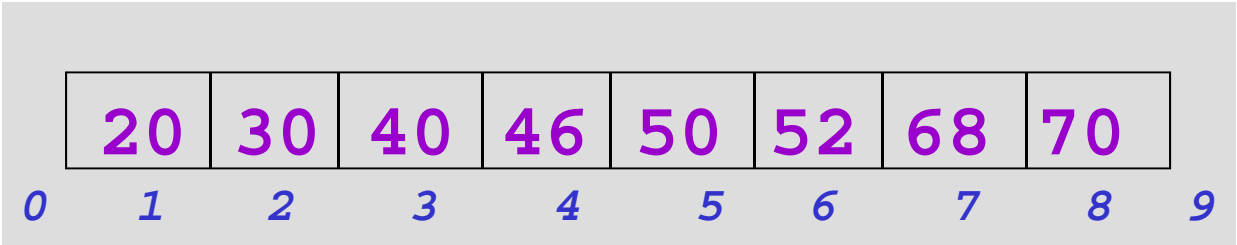
```

function L = binarySearch(x, v)
% Find position after which to insert x. v(1)<...<v(end).
% L is the index such that v(L) <= x < v(L+1);
% L=0 if x<v(1).  If x>v(end), L=length(v) but x~v(L).

% Maintain a search window [L..R] such that v(L)<=x<v(R).
% Since x may not be in v, initially set ...
L=0;  R=length(v)+1;

% Keep halving [L..R] until R-L is 1,
% always keeping v(L) <= x < v(R)
while R ~= L+1
    m= floor((L+R)/2);  % middle of search window
    if v(m) <= x
        L= m;
    else
        R= m;
    end
end
end

```



Play with `showBinarySearch.m`