DSA3 Lab session 3

ATTENTION

Do NOT modify your test files

Do NOT hardcode for specific test cases

Stable sort

What does stable sort mean?

 What advantages are there to a sorting algorithm that is stable?

Why learn so many sorts?

 Why not just remember the one sort with the best Big O and use it everywhere?

- Insertion sort is O(n²)
- Mergesort is O(n log n)

- Why even teach you insertion sort?
 - Hold that thought...

•Insertion sort?

•Bubble sort?

- •Insertion sort?
 - Already sorted list is just O(n)
 - •Reverse sorted list is O(n²)

- •Bubble sort?
 - Already sorted list is just O(n)
 - •Reverse sorted list is O(n²)

THIS ASSUMES AN OPTIMIZATION

•Merge?

- •Quick?
 - Assumption: last index pivot as you saw in class

•Bucket?

- •Merge?
 - Merge is too cool to care about data



- Quick
 - Balanced random data is O(n log n)
 - •Sorted/reverse sorted data is O(n²)

Bucket

- Uniform bucket distribution can be O(n)
- Highly skewed data makes bucket effectively uselesa

Considerations other than speed

- Merge sort
 - Worst: O(n log n)
 - Average: O(n log n)
 - Best: O(n log n)
 - Stable: yes
- John von Neumann, 1945

- Quicksort
 - Worst: O(n2)
 - Average: O(n log n)
 - Best: O(nlog n)
 - Stable: no

• C.A.R. Hoare, 1959

Some practical examples for better understanding

•S =
$$[s_1, s_2, s_3, ... s_n]$$
 $s_i \in \{0, 1\}$

- •How would mergesort handle this?
 - Imagine the data actually flowing through the algorithm

Some practical examples for better understanding

•
$$S = [s_1, s_2, s_3, ... s_n] s_i \in \{0, 1\}$$

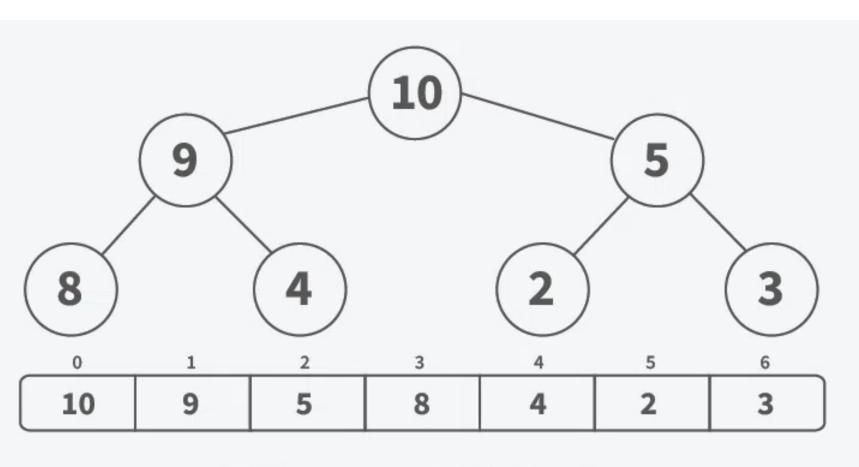
How would quicksort handle this?

A deeper dive into Mergesort

 We've basically assumed an array-based implementation of mergesort

- What if we implement it as a linked list?
 - Are there any ways this can overperform or underperform array-based merge?

Tree as array... how to implement



Root
Parent
Left
Right
Is_Leaf

Array Representation of Binary Tree

Another way to use trees

