

Datenstrukturen und Algorithmen

Exercise 3

FS 2021

Program of today

1 Feedback of last exercise

2 Repetition theory

Throwing eggs

- What would be your strategy if you would have an arbitrary number of eggs?

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Throwing eggs

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 - Binary search. Worst case: $\log_2 n$ tries.
- What would you do if you only had one egg?
 - Start from the bottom. n tries.

Throwing Eggs

Strategy using two eggs

- First approach: intervals of equal length: partition n into k intervals: maximum number of trials

Throwing Eggs

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Minimize maximum number of trials:

Throwing Eggs

Strategy using two eggs

- First approach: intervals of equal length: partition n into k intervals: maximum number of trials $f(k) = k + n/k - 1$

Minimize maximum number of trials:

$$f'(k) = 1 - n/k^2 = 0 \Rightarrow k = \sqrt{n}.$$

$$n = 100 \Rightarrow 19 \text{ Trials. } \Theta(\sqrt{n})$$

- Second approach: take first throw trial into account by considering decreasing interval sizes. Choose smallest s such that $s + s - 1 + s - 2 + \dots + 1 = s(s + 1)/2 \geq 100 \Rightarrow s = 14$.

Maximum number of trials: $s \in \Theta(\sqrt{n})$

Asymptotically both approaches are equally good. Practically the second way is better.

Selection algorithm

- What happens if many elements are equal?
- 99, 99, ..., 99, Pivot 99, smaller partition is empty, larger $n - 1$ times 99
- May degrade runtime to n^2
- Solution?

Selection algorithm

- On equality with pivot, alternate between partitions

Selection algorithm

- On equality with pivot, alternate between partitions
- Modify algorithm to return number of elements equal to pivot

2. Repetition theory

Quiz

Consider the following three sequences of snap-shots (steps) of the algorithms (a) Insertion Sort, (b) Selection Sort and (c) Bubblesort. Below each sequence provide the corresponding algorithm name.

5	4	1	3	2
<hr/>				
1	4	5	3	2
<hr/>				
1	2	5	3	4
<hr/>				
1	2	3	5	4
<hr/>				
1	2	3	4	5

5	4	1	3	2
<hr/>				
4	1	3	2	5
<hr/>				
1	3	2	4	5
<hr/>				
1	2	3	4	5

5	4	1	3	2
<hr/>				
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1	4	5	3	2
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1	3	4	5	2
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1	2	3	4	5

selection

5	4	1	3	2
<hr/>				
4	1	3	2	5
<hr/>				
1	3	2	4	5
<hr/>				
1	2	3	4	5

bubblesort

5	4	1	3	2
<hr/>				
4	5	1	3	2
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1	4	5	3	2
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1	3	4	5	2
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1	2	3	4	5

insertion

Quiz

Execute two further iterations of the algorithm Quicksort on the following array. The first element of the (sub-)array serves as the pivot.

8	7	10	15	3	6	9	5	2	13
2	7	5	6	3	<u>8</u>	9	15	10	13

Quiz

Execute two further iterations of the algorithm Quicksort on the following array. The first element of the (sub-)array serves as the pivot.

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Quiz

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8	7	10	15	3	6	9	5	2	13
2	7	5	6	3	<u>8</u>	9	15	10	13
<u>2</u>	7	5	6	3	<u>8</u>	<u>9</u>	15	10	13
<u>2</u>	3	5	6	<u>7</u>	<u>8</u>	<u>9</u>	13	10	<u>15</u>

Master Method

$$T(n) = \begin{cases} aT(\frac{n}{b}) + f(n) & n > 1 \\ f(1) & n = 1 \end{cases} \quad (a, b \in \mathbb{N}^+)$$

- 1 $f(n) = \mathcal{O}(n^{\log_b a - \epsilon})$ for some constant $\epsilon > 0 \implies T(n) = \Theta(n^{\log_b a})$
- 2 $f(n) = \Theta(n^{\log_b a}) \implies T(n) = \Theta(n^{\log_b a} \log n)$
- 3 $f(n) = \Omega(n^{\log_b a + \epsilon})$ for some constant $\epsilon > 0$, and if $af(\frac{n}{b}) \leq cf(n)$ for some constant $c < 1$ and all sufficiently large $n \implies T(n) = \Theta(f(n))$

Examples

Maximum Subarray / Mergesort

$$T(n) = 2T(n/2) + \Theta(n)$$

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Maximum Subarray / Mergesort

$$T(n) = 2T(n/2) + \Theta(n)$$

$$a = 2, b = 2, f(n) = cn = cn^1 = cn^{\log_2 2} \xrightarrow{[2]} T(n) = \Theta(n \log n)$$

Examples

Naive Matrix Multiplication Divide & Conquer¹

$$T(n) = 8T(n/2) + \Theta(n^2)$$

¹Treated in the course later on

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Naive Matrix Multiplication Divide & Conquer¹

$$T(n) = 8T(n/2) + \Theta(n^2)$$

$$a = 8, b = 2, f(n) = cn^2 \in \mathcal{O}(n^{\log_2 8 - 1}) \xrightarrow{[1]} T(n) \in \Theta(n^3)$$

¹Treated in the course later on

Examples

Strassens Matrix Multiplication Divide & Conquer²

$$T(n) = 7T(n/2) + \Theta(n^2)$$

²Treated in the course later on

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Strassens Matrix Multiplication Divide & Conquer²

$$T(n) = 7T(n/2) + \Theta(n^2)$$

$$a = 7, b = 2, f(n) = cn^2 \in \mathcal{O}(n^{\log_2 7 - \epsilon}) \xrightarrow{[1]} \\ T(n) \in \Theta(n^{\log_2 7}) \approx \Theta(n^{2.8})$$

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Examples

$$T(n) = 2T(n/4) + \Theta(n)$$

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$$T(n) = 2T(n/4) + \Theta(n)$$

$$a = 2, b = 4, f(n) = cn \in \Omega(n^{\log_4 2 + 0.5}), 2f(n/4) = c\frac{n}{2} \leq \frac{c}{2}n^1 \xrightarrow{[3]} \\ T(n) \in \Theta(n)$$

Examples

$$T(n) = 2T(n/4) + \Theta(n^2)$$

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$$T(n) = 2T(n/4) + \Theta(n^2)$$

$$a = 2, b = 4, f(n) = cn^2 \in \Omega(n^{\log_4 2 + 1.5}), 2f(n/4) = \frac{n^2}{8} \leq \frac{1}{8}n^2 \xrightarrow{[3]} \\ T(n) \in \Theta(n^2)$$

Algorithm NaturalMergesort(A)

Input: Array A with length $n > 0$

Output: Array A sorted

repeat

$r \leftarrow 0$

while $r < n$ **do**

$l \leftarrow r + 1$

$m \leftarrow l$; **while** $m < n$ **and** $A[m + 1] \geq A[m]$ **do** $m \leftarrow m + 1$

if $m < n$ **then**

$r \leftarrow m + 1$; **while** $r < n$ **and** $A[r + 1] \geq A[r]$ **do** $r \leftarrow r + 1$

 Merge(A, l, m, r);

else

$r \leftarrow n$

until $l = 1$

Quicksort with logarithmic memory consumption

Input: Array A with length n . $1 \leq l \leq r \leq n$.

Output: Array A , sorted between l and r .

while $l < r$ **do**

 Choose pivot $p \in A[l, \dots, r]$

$k \leftarrow \text{Partition}(A[l, \dots, r], p)$

if $k - l < r - k$ **then**

 Quicksort($A[l, \dots, k - 1]$)

$l \leftarrow k + 1$

else

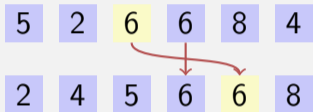
 Quicksort($A[k + 1, \dots, r]$)

$r \leftarrow k - 1$

The call of Quicksort($A[l, \dots, r]$) in the original algorithm has moved to iteration (tail recursion!): the if-statement became a while-statement.

Stable and in-situ sorting algorithms

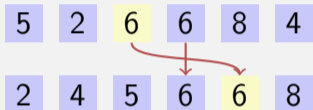
- Stable sorting algorithms don't change the relative position of two equal elements.



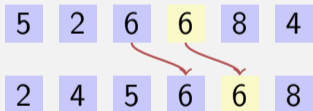
not stable

Stable and in-situ sorting algorithms

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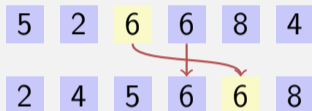
not stable



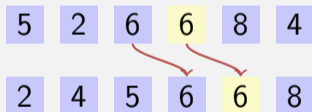
stable

Stable and in-situ sorting algorithms

- Stable sorting algorithms don't change the relative position of two equal elements.



not stable



stable

- In-situ algorithms require only a constant amount of additional memory.
Which of the sorting algorithms are stable? Which are in-situ? (How) can we make them stable / in-situ?

Questions?