Object-Oriented Programming I

Sorting/Algorithm Analysis

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This material is based on material provided by Ben Bederson, Bonnie Dorr, Fawzi Emad, David Mount, Jan Plane
Overview

- Sorting/Algorithm Analysis
Sorting and Searching

- **Sorting:** Given a list of items from any ordered domain (integers, doubles, Strings, Dates, ...) permute (rearrange) the elements so they are in **increasing order**
- **Searching:** Given a list of items and given a designated query item q, determine whether q appears in the list, and if so, then **where**
- **Sorting and Searching:** are two of the most fundamental tasks in all of computer science
  - Although these may seem pretty simple, there are many different ways to solve these problems
  - These approaches are quite different in terms of **complexity** and **efficiency**
  - There is a 722 page book (by D. E. Knuth) devoted to just these two topics alone!
- Note: We will talk about Sorting only (one type of Sort: Selection Sort). You will see Search in CMSC 132
Selection Sort

- **Selection Sort**: one of the simplest sorting algorithms known. (Recall: an algorithm is a method of solving a problem.)

- **Input Argument**: Let \( a \) denote the array to be sorted. We assume only that the elements of \( a \) are from any class that implements the **Comparable interface**, that is, it defines a public method **compareTo**
Selection Sort: Works as follows. Let \( a[0 \ldots n-1] \) be the array to be sorted.

for (i running from 0 up to n-1) {
    Let j = index of the smallest of \( a[i], a[i+1], \ldots a[n-1] \);
    swap \( a[i] \) with \( a[j] \);
}

Example:

\[
\begin{array}{cccccc}
3 & 5 & 6 & 11 & 3 & 15 & 5 \\
\end{array}
\]

\[
\begin{array}{cccccc}
3 & 5 & 6 & 11 & 3 & 15 & 5 \\
\end{array}
\]

\[
\begin{array}{cccccc}
3 & 5 & 6 & 8 & 15 & 11 \\
\end{array}
\]

\[
\begin{array}{cccccc}
3 & 5 & 6 & 8 & 15 & 11 \\
\end{array}
\]

\[
\begin{array}{cccccc}
3 & 5 & 6 & 8 & 11 & 15 \\
\end{array}
\]

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\end{array}
\]
Selection Sort

selectionSort( Comparable[ ] a ) {
    for ( int i = 0; i < a.length-1; i++ ) {
        int j = indexOfMin( i, a );
        swap elements at i and j
    }
}

indexOfMin(int start, Comparable[ ] a ) {
    Comparable min = a[start];
    int minIndex = start;
    for ( int i = start + 1; i < a.length; i++ )
        if ( a[i].compareTo( min ) < 0 ) {
            min = a[i];
            minIndex = i;
        }
    return minIndex;
}
Polymorphism: Selection sort is polymorphic in the sense that it can be applied to any array whose elements implement the Comparable interface.

Example:

```java
Integer[ ] list1 = { new Integer( 8 ), new Integer( 6 ),
                    /* blah, blah, blah... */ new Integer( 5 ) };
String[ ] list2 = { "Carol", "Bob", "Ted", "Alice", "Schultzie" };
selectionSort( list1 );
selectionSort( list2 );
```

Contents of list1:

Alice  Bob  Carol  Schultzie  Ted

Contents of list2:

3  5  6  8  11  15
Running time of Selection Sort

- **Efficiency**: How long does Selection Sort take to run?
- **What should we count?**
  - **Milliseconds of execution time?**
    - Depends on the speed of your particular computer
    - We prefer a platform-independent measure
  - **Statements of Java code that are executed?**
    - This depends on the programmer
    - We would like a quantity that is a function of the algorithm, not the specific way it was coded
  - **Number of times we call compareTo()?**
    - This is an acceptable machine/programmer-independent statistic
    - This method is called every time through the innermost loop and depends only on the algorithm
Running time of Selection Sort

- Running time depends on the contents of the array:
  - **Length**: The principal determinant of running time is the number of elements, \( n \), in the array
  - **Contents**: For some sorting algorithms, the running time may depend on the contents of the array. E.g., some algorithms run faster if the initial array is nearly sorted
  - **Worst-case running time**: Among all arrays of length \( n \), consider the one that has the highest running time
  - **Average-case running time**: Average the running time over all arrays of length \( n \). (This is very messy, so we won’t do it.)

- **Worst-case running time**:
  - Let \( T(n) \) denote the time (measured as the number of calls to `compareTo`) required in the worst-case to sort an array of \( n \) items using Selection Sort
Running time of Selection Sort

- **How many times is compareTo( ) called?** Call this $T(n)$
  - Let $n$ denote the length of array $n$
  - We go through the for-loop in selectionSort( ) exactly $n$ times, for $i = 0, 1, 2, ..., n-1$.
  - Each time we call indexOfMin($i$, $a$), we call compareTo( ) to compare the min to each element of the subarray $a[i+1, ..., n-1]$
  - In general, any subarray $a[j, ..., k]$ contains $k - j + 1$ elements
  - Thus, each call to indexOfMin($i$, $a$) makes $(n-1) - (i+1) + 1 = n-i-1$ calls to compareTo( )
  - To compute $T(n)$, we simple add up $(n-i-1)$, for $i = 0, 1, ..., n-1$

  
  \[
  \begin{align*}
  i=0 & \quad (n-0-1) = n-1 \\
  i=1 & \quad (n-1-1) = n-2 \\
  i=2 & \quad (n-2-1) = n-3 \\
  \vdots & \\
  i=n-2 & \quad (n-(n-2)-1) = 1 \\
  i=n-1 & \quad (n-(n-1)-1) = 0
  \end{align*}
  \]

  We rewrite the sum in increasing order

  \[
  T(n) = 0 + 1 + \ldots + (n-3) + (n-2) + (n-1)
  \]

  \[
  = \sum_{i=0}^{n-1} i
  \]

  This summation notation is shorthand for the expression shown above.
Running time of Selection Sort

- **What is the value of this sum?**
  \[ T(n) = 0 + 1 + 2 + 3 + \ldots + (n-3) + (n-2) + (n-1) \]

- **An old addition trick**: Group terms to get a common sum of values:
  \[ T(n) = 0 + 1 + 2 + 3 + \ldots + (n-3) + (n-2) + (n-1) \]

  There are roughly \((n-1)/2\) pairs, each of which sums to \(n\). Thus, the total value is roughly \(n(n-1)/2\). (In fact, this is exactly correct.)

- **Final running time**:
  \[ T(n) = \frac{n(n-1)}{2} = \frac{n^2 - n}{2} = \frac{n^2}{2} - \frac{n}{2} \]
Q: How efficient is Selection Sort?
A: It is pretty bad.
Selection Sort’s running time is given by the formula:

\[ T(n) = \frac{n^2}{2} - \frac{n}{2} \]

**Observation**: Efficiency is most critical for large \( n \)
- As \( n \) becomes large, the quadratic \( n^2/2 \) term grows much more rapidly than the linear \( n/2 \) term
- Small constant factors in running time like \((1/2)\) depend on the programmer’s implementation, and are best ignored
- By ignoring the effects of
  - **lower order terms** (like \( n/2 \))
  - **constant factors** (like \( 1/2 \))

we say that the running time grows **quadratically with \( n \)**, that is, “on the order of \( n^2 \)”, or succinctly \( O(n^2) \)
**Big-”Oh” Notation**

- "Big-Oh" Notation: a concise way of expressing the running time of an algorithm by ignoring less critical issues such as
  - lower order (slower growing) terms and
  - constant multiplicative factors
- Thus, the running time:
  \[ T(n) = \frac{n^2}{2} \]

- \( T(n) \rightarrow O(n^2) \)
- **Formal Mathematical Definition of “Big-Oh”:**
  - We will leave this for later courses (CMSC 250 and 351).