

# UNIT 4C

## Iteration - Sorting


### Iteration: Scalability & Big O Notation

# Last Time

- Insertion Sort Algorithm

# Writing the Python code

```
def isort(items):  
    i = 1  
    while i < len(items):  
        move_left(items, i)  
        i = i + 1  
    return items
```




insert  $a[i]$  into  $a[0..i]$   
in its correct sorted  
position

# Moving left: examples

**76:**

a = [26, 53, 76, 30, 14, 91, 68, 42]



Searching from right to left starting with 53, the first element less than 76 is 53. Insert 76 to the right of 53 (where it was before).

**14:**

a = [26, 30, 53, 76, 14, 91, 68, 42]



Searching from right to left starting with 76, all elements left of 14 are greater than 14. Insert 14 into position 0.

**68:**

a = [14, 26, 30, 53, 76, 91, 68, 42]



Searching from right to left starting with 91, the first element less than 68 is 53. Insert 68 to the right of 53.

# The `move_left` algorithm

Given a list  $a$  of length  $n$ ,  $n > 0$  and a value at index  $i$  to be “moved left” in the list.

1. Remove  $a[i]$  from the list and store in  $x$ .
2. Set  $j = i - 1$ .
3. While  $j \geq 0$  and  $a[j] > x$ , do the following:
  - a. Subtract 1 from  $j$ .
4. **(At this point, what do we know? Either  $j$  is ..., or  $a[j]$  is ...)** Reinsert  $x$  into position  $a[j+1]$ .

# From algorithm to code

- Our algorithm says to *remove* and *insert* elements of a list.

How do we do that?

- There are built –in Python operations for that

# Removing a list element: pop

```
>>> a = ["Wednesday", "Monday", "Tuesday"]
```

```
>>> day = a.pop(1)
```

```
>>> a
```

```
['Wednesday', 'Tuesday']
```

```
>>> day
```

```
'Monday'
```

```
>>> day = a.pop(0)
```

```
>>> day
```

```
'Wednesday'
```

```
>>> a
```

```
['Tuesday']
```

# Inserting an element: insert

`a = [10, 20, 30] → [10, 20, 30]`

`a.insert(0, "foo") → ["foo", 10, 20, 30]`

`a.insert(2, "bar") → ["foo", 10, "bar", 20, 30]`

`a.insert(5, "baz") → ["foo", 10, "bar", 20, 30, "baz"]`



# move\_left in Python

```
def move_left(items, i):
```

```
    x = items.pop(i)
```

```
    j = i - 1
```

```
    while j >= 0 AND items[j] > x:
```

```
        j = j - 1
```

```
    items.insert(j + 1, x)
```

remove the item at position i in list a and store it in x

logical operator AND: both conditions must be true for the loop to continue

insert x at position j+1 of list a, shifting all elements from j+1 and beyond over one position

# Insertion sort with a bug

```
def move_left(items, i):  
    # Insert the element at items[i] into its place  
    x = items.pop(i)  
    j = i - 1  
    while j > 0 and items[j] > x:  
        j = j - 1  
    items.insert(j + 1, x)  
  
def isort(items):  
    # In-place insertion sort  
    i = 1  
    while i < len(items):  
        move_left(items, i)  
        i = i + 1  
    return items
```

# Why should we believe our code works?

- We can test it:

```
>>> data = [13, 78, 18, 25, 100, 89, 12]
```

```
>>> isort(data)  
[13, 12, 18, 25, 78, 89, 100]
```

```
>>>
```

- Hmmmm. What went wrong?

# Using assert to debug

- What do we know has to be true for move\_left to do the right thing?
- We have a loop that decreases j and checks for an element at index j smaller than or equal to x. When should it stop looping?
  - When the value of j is -1,
  - or when the item at index j is  $\leq x$

`j == -1 or items[j] <= x`

# So, insert assertions

```
def move_left(items, i):  
    # Insert the element at items[i] into its place  
    x = items.pop(i)  
    j = i - 1  
    while j > 0 and items[j] > x:  
        j = j - 1  
    assert(j == -1 or items[j] <= x)  
    items.insert(j + 1, x)  
  
def isort(items):  
    # In-place insertion sort  
    i = 1  
    while i < len(items):  
        move_left(items, i)  
        i = i + 1  
    return items
```


# Run the same test again

```
>>> data = [13, 78, 18, 25, 100, 89, 12]
>>> isort(data)
[13, 12, 18, 25, 78, 89, 100]
Traceback (most recent call last):
  File "<stdin>", line 1, in <module>
  File "isort.py", line 16, in isort
    move_left(items, i)
  File "isort.py", line 7, in move_left
    assert(j == -1 or items[j] <= x)
AssertionError
```

This tells us we did something wrong with the loop!

# Where's the bug?

```
def move_left(items, i):  
    # Insert the element at items[i] into its place  
    x = items.pop(i)  
    j = i - 1  
    while j > 0 and items[j] > x:  
        j = j - 1  
    assert(j == -1 or items[j] <= x)  
    items.insert(j + 1, x)
```



FALSE!  
Why????  
?

```
def isort(items):  
    # In-place insertion sort  
    i = 1  
    while i < len(items):  
        move_left(items, i)  
        i = i + 1  
    return items
```

# The fix

```
def move_left(items, i):  
    # Insert the element at items[i] into its place  
    x = items.pop(i)  
    j = i - 1  
    while j >= 0 and items[j] > x:  
        j = j - 1  
    assert(j == -1 or items[j] <= x)  
    items.insert(j + 1, x)  
  
def isort(items):  
    # In-place insertion sort  
    i = 1  
    while i < len(items):  
        move_left(items, i)  
        i = i + 1  
    return items
```



# Run the same test again

```
>>> data = [13, 78, 18, 25, 100, 89, 12]  
>>> isort(data)  
[12, 13, 18, 25, 78, 89, 100]
```

Hurray!

Do we know for sure that the program will always do  
the right thing now?

# This Lecture

- Now it is time to think about our programs and do some analyses like a computer scientist

# Efficiency

- A computer program should be **correct**, but it should also
  - execute as quickly as possible (**time-efficiency**)
  - use memory wisely (**storage-efficiency**)
- How do we compare programs (or algorithms in general) with respect to execution time?
  - various computers run at different speeds due to different processors
  - compilers optimize code before execution
  - the same algorithm can be written differently depending on the programming paradigm

# Counting Operations

- We measure time efficiency by considering **“work” done**
  - Counting the **number of operations** performed by the algorithm.
- But what is an **“operation”**?
  - assignment statements
  - comparisons
  - function calls
  - return statements
- We think of an operation as any computation that is independent of the size of our input.



Think of it in a  
machine-independent way

# Linear Search

```
# let n = the length of list.  
def search(list, key):  
    index = 0  
    while index < len(list):  
        if list[index] == key:  
            return index  
        index = index + 1  
    return None
```

Best case: the key is the first element in the list

# Linear Search: Best Case

```
# let n = the length of list.
```

```
def search(list, key):
```

```
    index = 0
```

1

```
    while index < len(list):
```

1

```
        if list[index] == key:
```

1

```
            return index
```

1

```
        index = index + 1
```

```
    return None
```

Total: 4

# Linear Search: Worst Case

```
# let n = the length of list.  
def search(list, key):  
    index = 0  
    while index < len(list):  
        if list[index] == key:  
            return index  
        index = index + 1  
    return None
```

Worst case: the key is not an element in the list

# Linear Search: Worst Case

```
# let n = the length of list.
```

```
def search(list, key):
```

```
    index = 0
```

1

```
    while index < len(list):
```

$n+1$

```
        if list[index] == key:
```

$n$

```
            return index
```

```
        index = index + 1
```

$n$

```
    return None
```

1

Total:  $3n+3$



# Asymptotic Analysis

- How do we know that each operation we count takes the same amount of time?
  - We don't.
- So generally, we look at the process more abstractly
  - We care about the behavior of a program in **the long run** (on large input sizes)
  - We **don't care about constant factors** (we care about how many iterations we make, not how many operations we have to do in each iteration)

# What Do We Gain?

- Show important characteristics in terms of resource requirements
- Suppress tedious details
- Matches the outcomes in practice quite well
- As long as operations are faster than some constant (1 ns? 1  $\mu$ s? 1 year?), it does not matter

# Linear Search: Best Case Simplified

```
# let n = the length of list.
```

```
def search(list, key):
```

```
    index = 0
```

```
    while index < len(list):      1 iteration
```

```
        if list[index] == key:
```

```
            return index
```

```
        index = index + 1
```

```
    return None
```

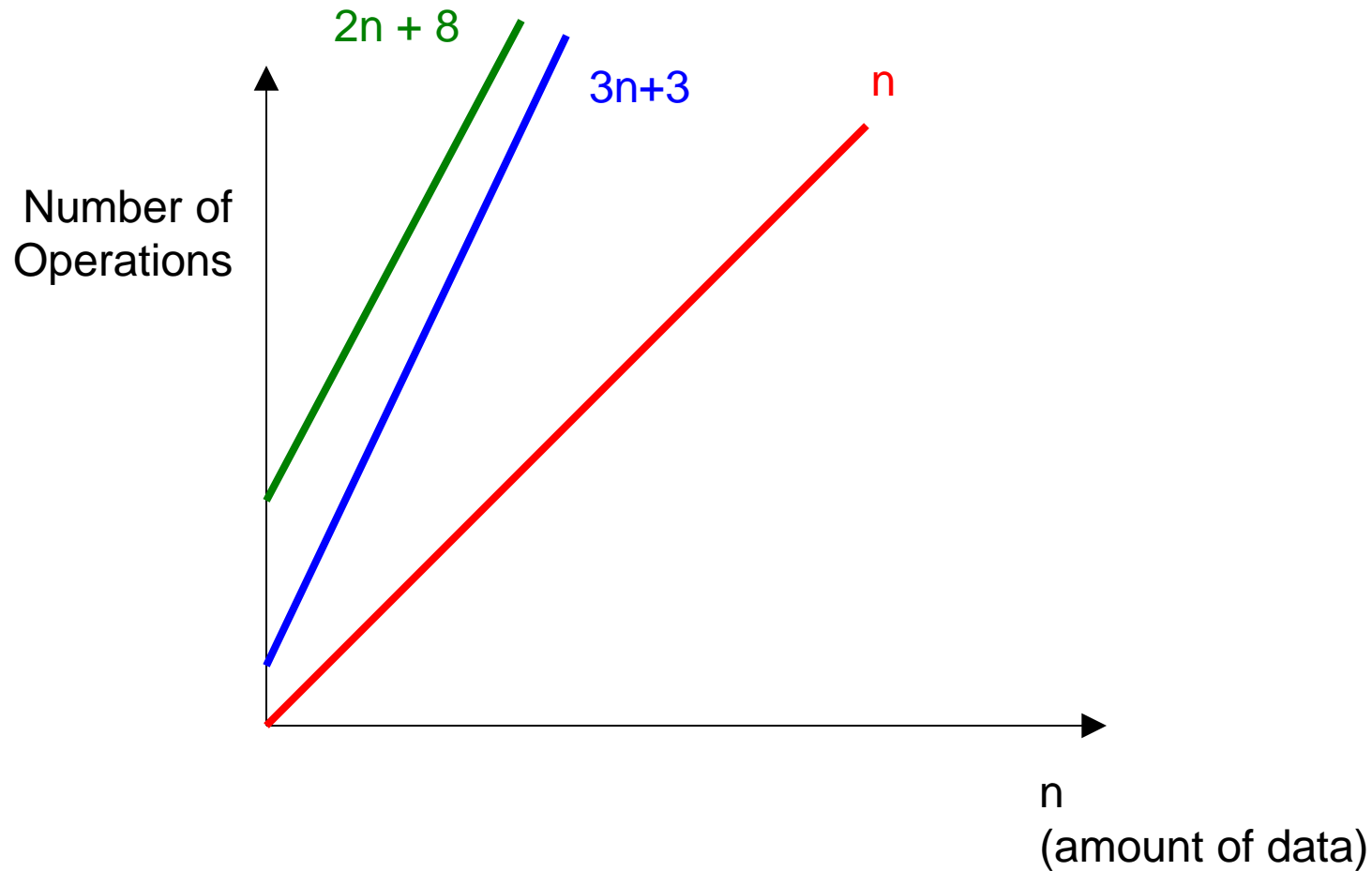
# Linear Search: Worst Case Simplified

```
# let n = the length of list.  
def search(list, key):  
    index = 0  
    while index < len(list):           n iterations  
        if list[index] == key:  
            return index  
        index = index + 1  
    return None
```

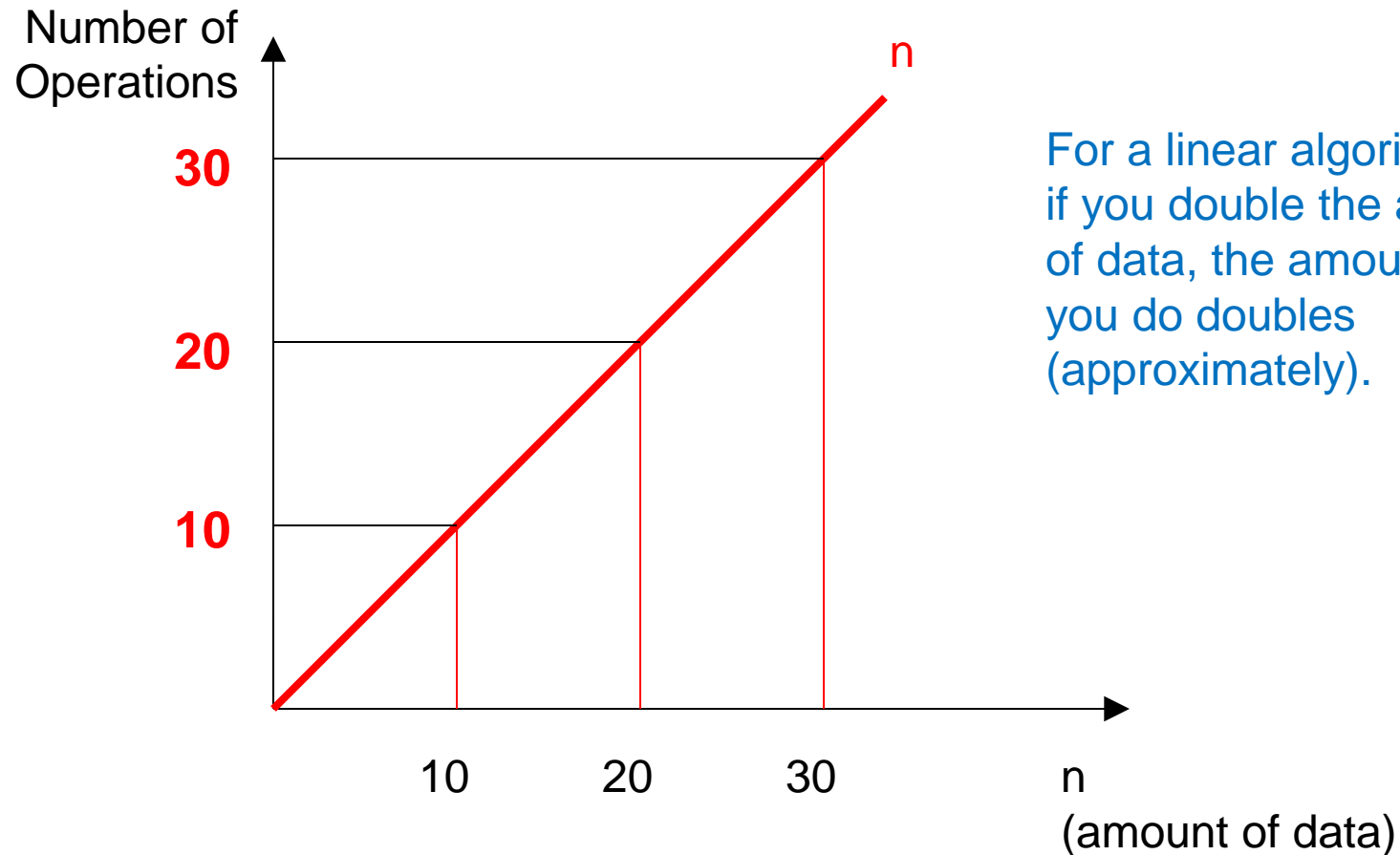
# Order of Complexity

- For very large  $n$ , we express the number of operations as the (time) order of complexity.
  - For asymptotic upper bound, order of complexity is often expressed using Big-O notation:
    - Number of operations   Order of Complexity
    - $n$     $O(n)$
    - $3n+3$     $O(n)$
    - $2n+8$     $O(n)$
- Usually doesn't matter what the constants are... we are only concerned about the highest power of  $n$ .**

# $O(n)$ (“Linear”)

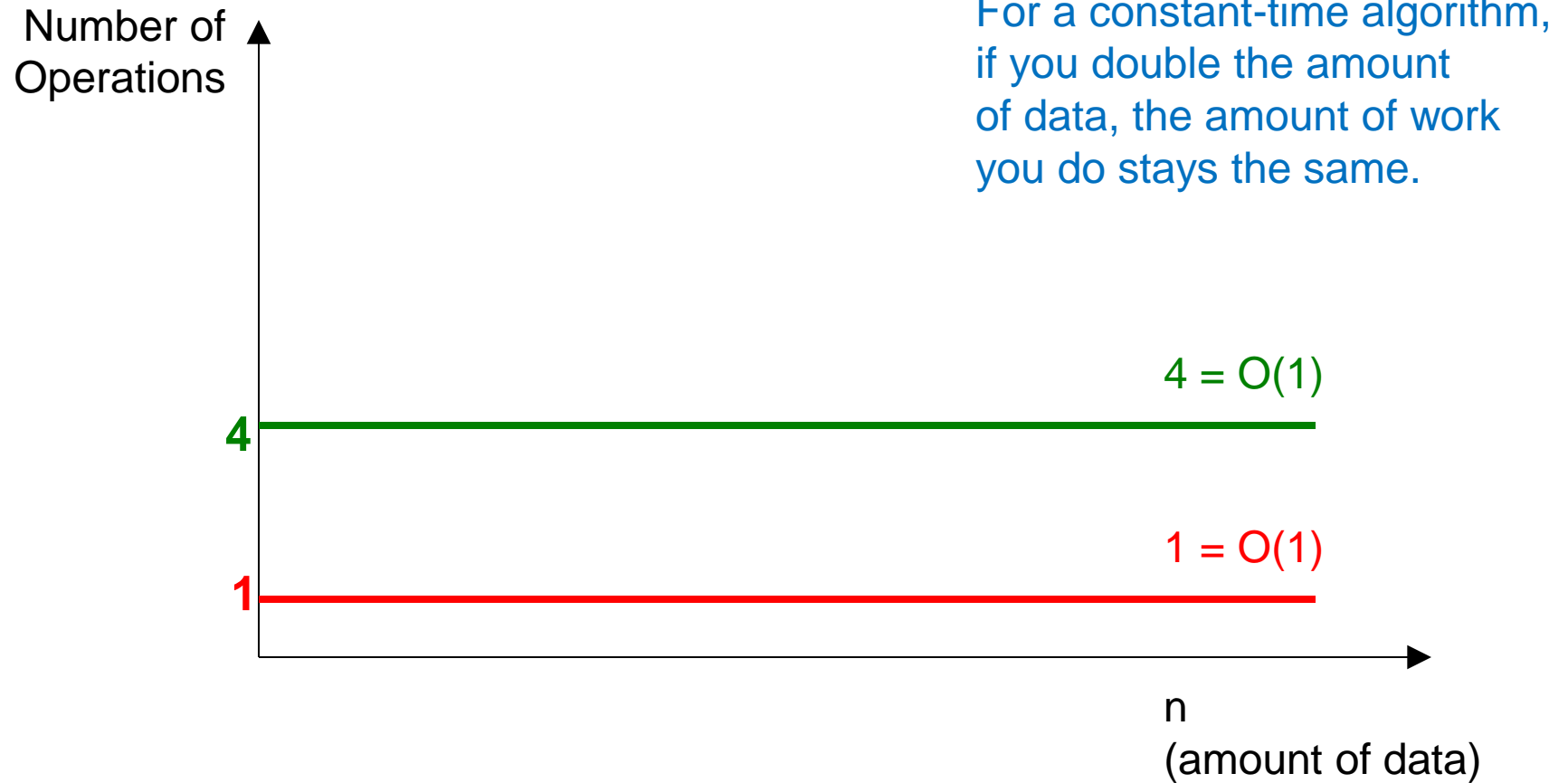


# $O(n)$



For a linear algorithm, if you double the amount of data, the amount of work you do doubles (approximately).

# $O(1)$ (“Constant-Time”)





# Linear Search

- Best Case:  $O(1)$
- Worst Case:  $O(n)$
- Average Case: ?
  - Depends on the distribution of queries
  - But can't be worse than  $O(n)$

# Insertion Sort

```
# let n = the length of list.  
def isort(list):  
    i = 1  
    while i != len(list):    n-1 iterations  
        move_left(list, i)  
        i = i + 1  
    return list
```

# Insertion Sort: Worst Case

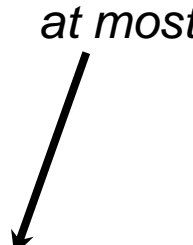
- When  $i = 1$ , `move_left` shifts at most 1 element.
- When  $i = 2$ , `move_left` shifts at most 2 elements.
- ...
- When  $i = n-1$ , `move_left` shifts at most  $n-1$  elements.
- The maximum number of elements shifted,  $S$ , approximates the total amount of work done in the worst case.
- $S = 1 + 2 + \dots + (n-1) = n(n-1)/2 = O(n^2)$

*In general by calculating shifts*

# move\_left

# let n = the length of list.

```
def move_left(a, i):  
    x = a.pop(i)  
    j = i - 1  
    while j >= 0 and a[j] > x: i iterations  
        j = j - 1  
    a.insert(j + 1, x)
```



*at most*

but how long do pop and insert take?

## *Calculating in Detail*

# Measuring pop and insert

2 million elements in list, 1000 inserts:0.7548720836639404 seconds

4 million elements in list, 1000 inserts:1.6343820095062256 seconds

8 million elements in list, 1000 inserts:3.327040195465088 seconds

8 million elements in list, 1000 pops:2.031071901321411 seconds

16 million elements in list, 1000 pops:4.033380031585693 seconds

32 million elements in list, 1000 pops:8.06456995010376 seconds

Doubling the size of the list  
doubles the cost (time) of  
insert or pop. These functions  
take **linear time**.

# move\_left

# let n = the length of list.

def move\_left(a, i):

    x = a.pop(i) n iterations

    j = i - 1

    while j >= 0 and a[j] > x: i iterations

        j = j - 1

    a.insert(j + 1, x) n iterations

# Insertion Sort: what is the cost of move\_left?

```
# let n = the length of list.  
def move_left(a, i):  
    x = a.pop(i)                n iterations  
    j = i - 1  
    while j >= 0 and a[j] > x:  i iterations  
        j = j - 1  
    a.insert(j + 1, x)          n iterations
```

Total cost (at most):  $n + i + n$

But what is  $i$ ? To find out, look at `isort`, which calls `move_left`, supplying a value for  $i$

# Insertion Sort: what is the cost of the whole thing?

```
# let n = the length of list.  
def isort(list):  
    i = 1  
    while i != len(list):      #n-1 iterations  
        move_left(list,i)     #i goes from 1 to n-1  
        i = i + 1  
    return list
```

Total cost: cost of move\_left as i goes from 1 to n-1

Cost of all the move\_lefts:

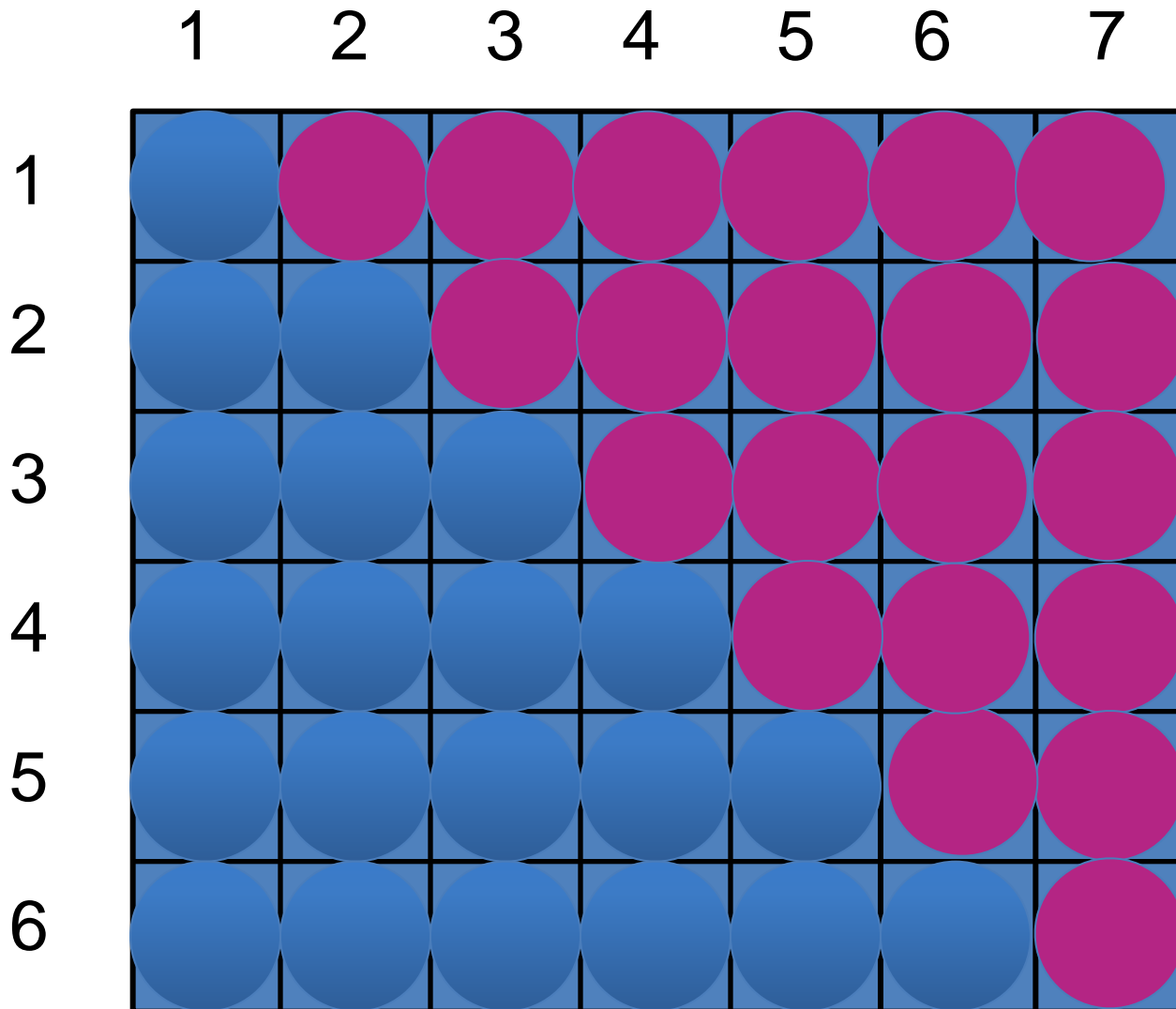
$$\begin{aligned} & n + 1 + n \\ & + n + 2 + n \\ & + n + 3 + n \\ & \dots \\ & + n + n-1 + n \end{aligned}$$



# Figuring out the sum

- $n + 1 + n$   $(n-1)*2n$
- $+ n + 2 + n$   $+ 1$
- $+ n + 3 + n$   $+ 2$
- $\dots$   $+ 3$
- $+ n + n-1 + n$   $\dots$
- $+ n-1$

# Adding 1 through n-1



$(6 * 7) / 2$   
blue circles

# Adding 1 through n-1

- We saw  $1 + 2 + \dots + 6 = (6 * 7) / 2$
- Generalizing,  $1 + 2 + \dots + n-1 = (n-1)(n) / 2$

- So our whole cost is:

$$\begin{aligned} & (n-1)*2n + 1 + 2 + 3 \dots + n-1 \\ = & (n-1)*2n + (n-1)(n) / 2 \\ = & 2n^2 - 2n + (n^2 - n) / 2 \\ = & (5n^2 - 5n) / 2 = (5/2)n^2 - (5/2)n \end{aligned}$$

Observe that the highest-order term is  $n^2$

# Order of Complexity

<u>Number of operations</u>	<u>Order of Complexity</u>
$n^2$	$O(n^2)$
$(5/2)n^2 - (1/2)n$	$O(n^2)$
$2n^2 + 7$	$O(n^2)$

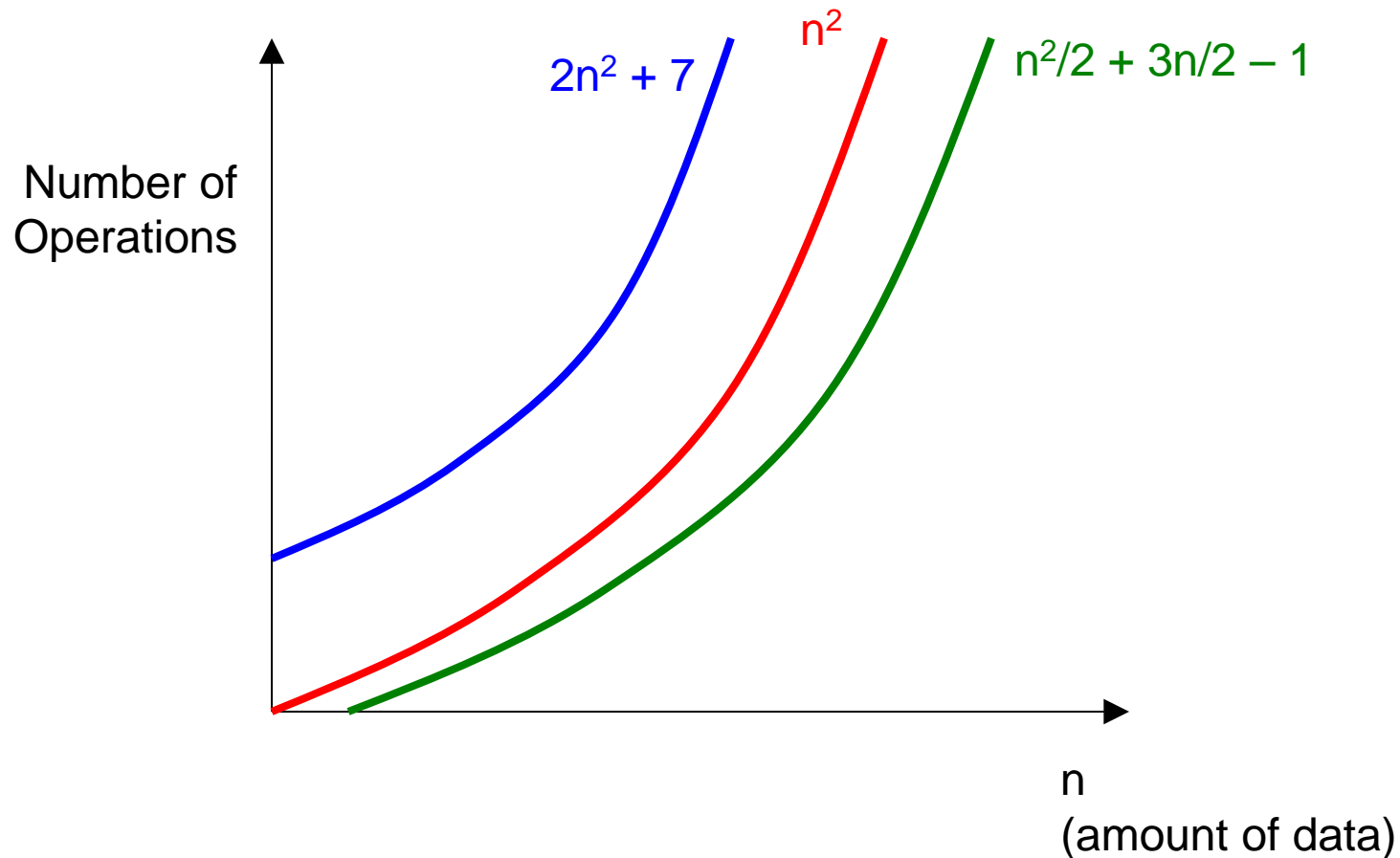
**Usually doesn't matter what the constants are... we are only concerned about the highest power of  $n$ .**

**$f(n)$  is  $O(g(n))$  means  $f(n) < g(n) \cdot k$  for some positive  $k$**

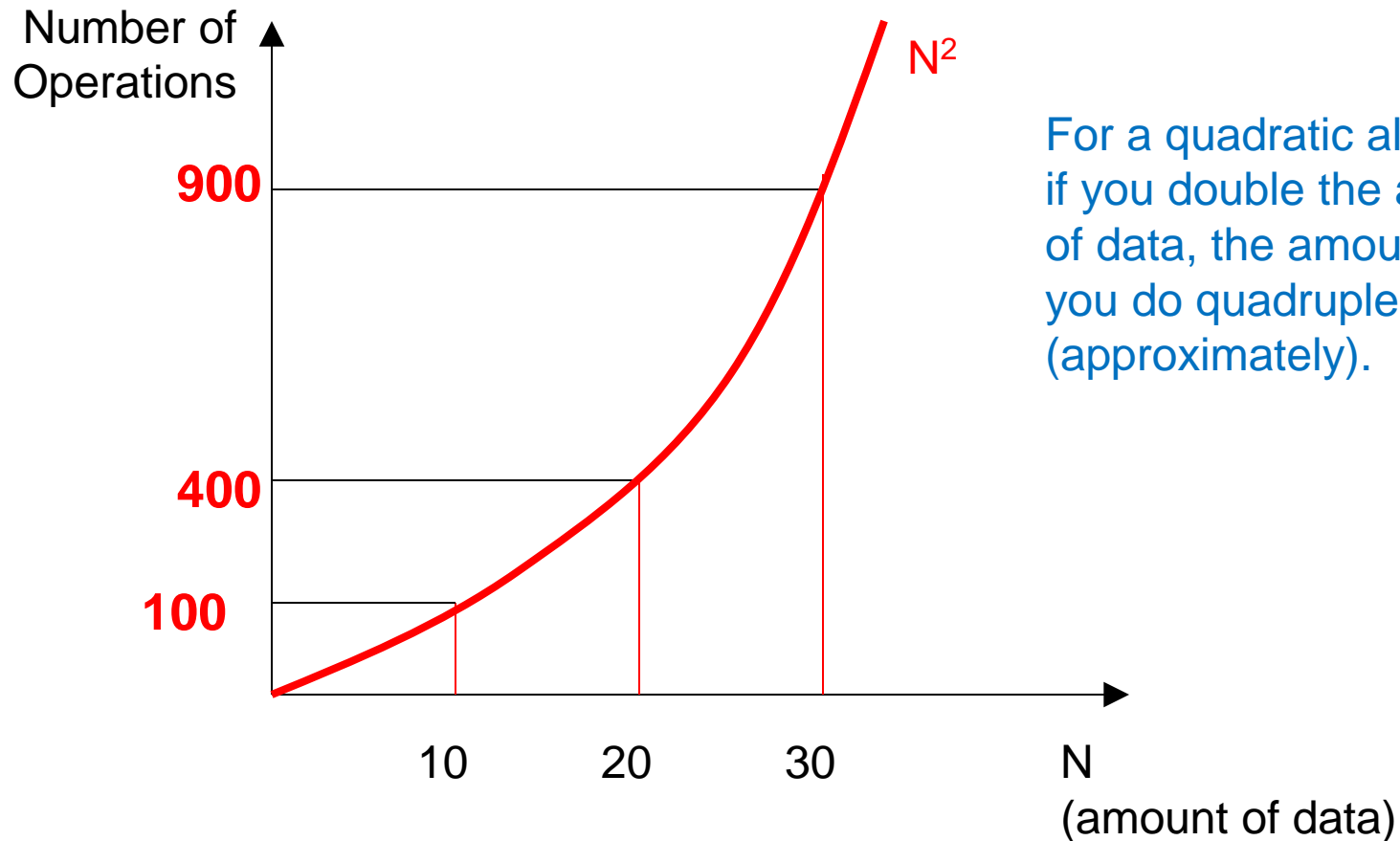
# Keep It Simple

- “Big O” notation expresses an upper bound:  
 **$f(n)$  is  $O(g(n))$  means  $f(n) < g(n) \cdot k$**   
(whenever  $n$  is large enough)
- So if  $f(x)$  is  $O(n^2)$ , then  $f(x)$  is  $O(n^3)$  too!
- But we always use the smallest possible function, and the simplest possible.
- We say  $3n^2 + 4n + 1$  is  $O(n^2)$ , not  $O(n^3)$
- We say  $3n^2 + 4n + 1$  is  $O(n^2)$ , not  $O(3n^2 + 4n)$
- ...even though all of the above are true

# $O(n^2)$ (“Quadratic”)



# $O(n^2)$



For a quadratic algorithm, if you double the amount of data, the amount of work you do quadruples (approximately).

# Tomorrow

- A new technique called recursion
- More sorting and searching using recursion
- Do the online module on recursion as a preparation for the next lecture



# Now - Review