

SORTING

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- 1) produce correct output for all possible input
 - 2) terminate quickly
 - 3) not use a lot of space
 - 4) be described clearly
- etc

Issues that affect algorithmic design:

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- We focus on:
- comparison-based algorithms
 - constant time for basic ops (more later)

Insertion sort

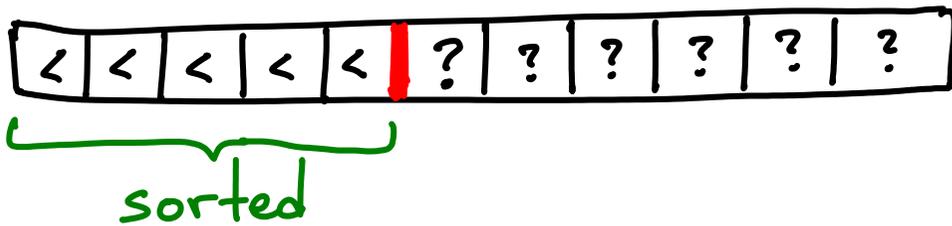
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 - Extend size of sorted prefix by 1
 - Repeat
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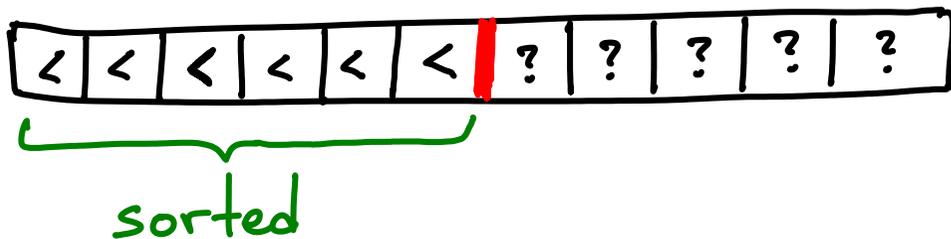
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In general:

Before



After

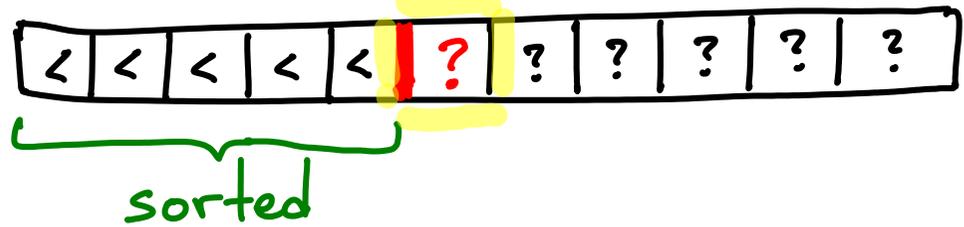


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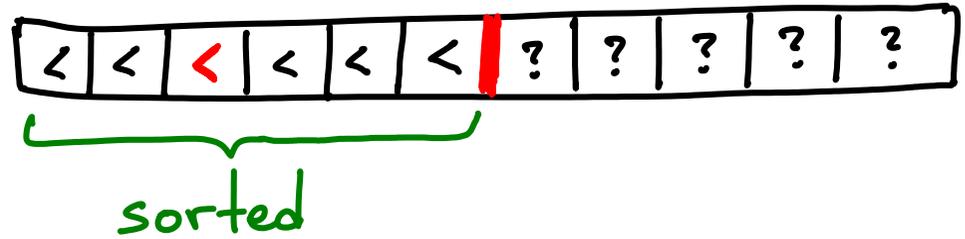
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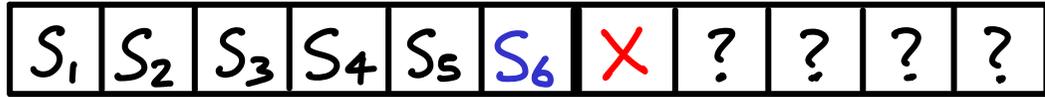


Use the **element** next to the prefix to extend the prefix...

sorted prefix

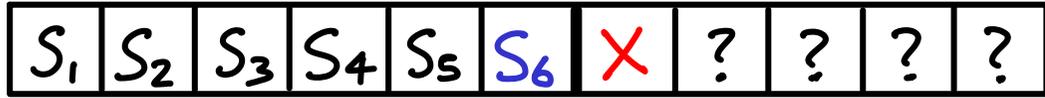
S_1	S_2	S_3	S_4	S_5	S_6	X	?	?	?	?
-------	-------	-------	-------	-------	-------	---	---	---	---	---

sorted prefix



if $S_6 \leq X \rightarrow$ trivial extension

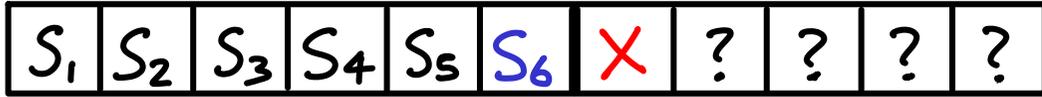
sorted prefix



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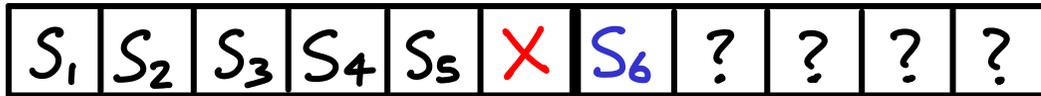
else $S_6 > X$

sorted prefix



if $S_6 \leq X \rightarrow$ trivial extension

else $S_6 > X \rightarrow$ swap

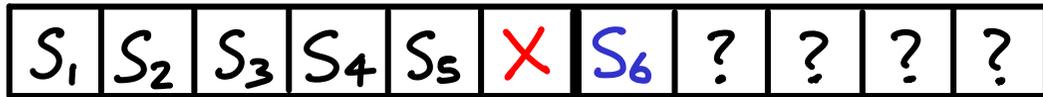


sorted prefix



if $S_6 \leq X \rightarrow$ trivial extension

else $S_6 > X \rightarrow$ swap & compare X to S_5



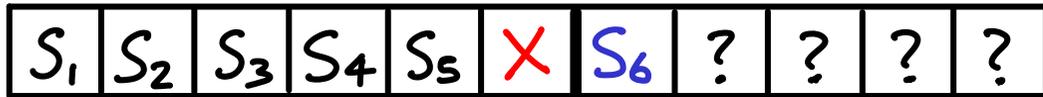
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sorted prefix



if $S_6 \leq X \rightarrow$ trivial extension

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etc

If prefix size = j then we can insert X after at most j comparisons

$\leq j$ comparisons \rightarrow increase the sorted prefix size from j to $j+1$

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To actually implement, we need extra time & space

but just a constant amount per comparison e.g., $5 \cdot \left(\frac{1}{2}n^2 - \frac{1}{2}n\right)$

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This leads to Θ -notation
aka big-O notation