

What is the min height of a tree with $X$ external nodes?

## CSSE 230

## Sorting Lower Bound Radix Sort

Radix sort to the rescue ... sort of...


After today, you should be able to...
...explain why comparison-based sorts need at least $O(n \log n)$ time
... explain bucket sort
... explain radix sort
... explain the situations in which radix sort is faster than $\mathrm{O}(\mathrm{n} \log \mathrm{n})$

## Announcements

- SortingRaces due Friday
- The sounds of sorting. Radix sort later.
- https://www.youtube.com/watch?v=kPRA0W1 kECg


## A Lower-Bound on Sorting Time

We can't do much better than what we already know how to do.

## What's the best best case?

- Lower bound for best case?
- A particular algorithm that achieves this?


## What's the best worst case?

- Want a function $f(N)$
such that the worst case running time for all sorting algorithms is $\Omega(f(N))$
- How do we get a handle on "all sorting algorithms"?


## What are "all sorting algorithms"?

- We can't list all sorting algorithms and analyze all of them
- Why not?
- But we can find a uniform representation of any sorting algorithm that is based on comparing elements of the array to each other


## First of all...

The problem of sorting N elements is at least as hard as determining their ordering

- e.g., determining that $a_{3}<a_{4}<a_{1}<a_{0}<a_{2}$

| $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ |
| :---: | :---: | :---: | :---: | :---: |
| 58 | 55 | 73 | 5 | 10 |

- sorting $=$ determining order, then movement
- So any lower bound on all "orderdetermination" algorithms is also a lower bound on "all sorting algorithms"


## Sort Decision Trees

- Let A be any comparison-based algorithm for sorting an array of distinct elements
- We can draw an EBT that corresponds to the comparisons that will be used by A to sort an array of N elements
- This is called a sort decision tree
- Internal nodes are comparisons
- External nodes are orderings

- Different algorithms will have different trees


## Insertion Sort

- Basic idea:
- Think of the array as having a sorted part (at the beginning) and an unsorted part (the rest)

| $\mathbf{0}$ | $\mathbf{1}$ | $\mathbf{2}$ | $\mathbf{3}$ | $\mathbf{4}$ | $\mathbf{5}$ | $\mathbf{6}$ | $\mathbf{7}$ | $\mathbf{8}$ | $\mathbf{9}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 38 | 44 | 87 | 2033 | 99 | 1500 | 100 | 90 | 239 | 748 |

- Get the first value in the unsorted part
- Insert it into the correct location in the sorted part, moving larger values up to make room


## Repeat until unsorted <br> part is <br> empty

## So what?

- Minimum number of external nodes in a sort decision tree? (As a function of N )
- Is this number dependent on the algorithm?
- What's the height of the shortest EBT with that many external nodes?

$$
\lceil\log N!\rceil \approx N \log N-1.44 N=\Omega(N \log N)
$$

No comparison-based sorting algorithm, known or not yet discovered, can ever do better than this!

## An approximation for $\log (n!)$

- Use Stirling's approximation:


## $\ln n!=n \ln n-n+O(\ln (n))$



## Can we do better than $N \log N$ ?

- $\Omega(N \log N)$ is the best we can do if we compare items
- Can we sort without comparing items?

Observation:

- For N items, if the range of data is less than N , then we have duplicates

O(N) sort: Bucket sort

- Works if possible values come from limited range and have a uniform distribution over the range
- Example: Exam grades histogram
- A variation: Radix sort
- A picture is worth $10^{3}$ words, but an animation is worth $2^{10}$ pictures, so we will look at one.
- http://www.cs.auckland.ac.nz/software/AlgAnim /radixsort.html (good but blocked)
- https://www.youtube.com/watch?v=xuUDS_5Z4g\&src_vid=4S1 LpyQm7Y\&feature=iv\&annotation_id=annotation_ 133993417 (video, good basic idea, distracting zooms)
- http://www.cs.usfca.edu/~galles/visualization/R adixSort.html (good, uses single array)


## RadixSort is almost $\mathrm{O}(\mathrm{n})$

- It is $\mathrm{O}(\mathrm{kn})$
- Looking back at the radix sort algorithm, what is $k$ ?
- Look at some extreme cases:
- If all integers in range 0-99 (so, many duplicates if N is large), then $\mathrm{k}=\ldots$
- If all N integers are distinct, $\mathrm{k}=$

