

Lecture 09: Lower Bounds and RadixSort

COSC 311 *Algorithms*, Fall 2022

Overview

1. Sorting Lower Bound
2. Binary Radix Sort

Last Time

We asked:

Can we sort n elements faster than $O(n \log n)$?

I claimed: not really?

1. Decision trees

- encode executions of algorithms on *set of inputs*
- “decision” = response to compare operation

2. Sorting task requires that algorithm distinguishes all pairs of permutations

$1, 2, \dots, n$

- decision tree must have many leaves

3. Conclude: sorting requires $\Omega(n \log n)$ compare operations

$$\Omega \geq c n \log n$$

\uparrow const

Decision Trees Again

Follow execution of A on all inputs from S_n

Define a binary tree:

1. each node corresponds to a single compare operation
2. each node has two children corresponding to two possible outcomes of compare

Form this tree for all comparisons made on all inputs in S_n

- label each node with inputs consistent with all compare outcomes

= all perm. of
 $1, 2, \dots, n$
 $|S_n| = n!$
 $= n \cdot (n-1) \cdot \dots \cdot 1$

Decision Tree Example, $n = 3$

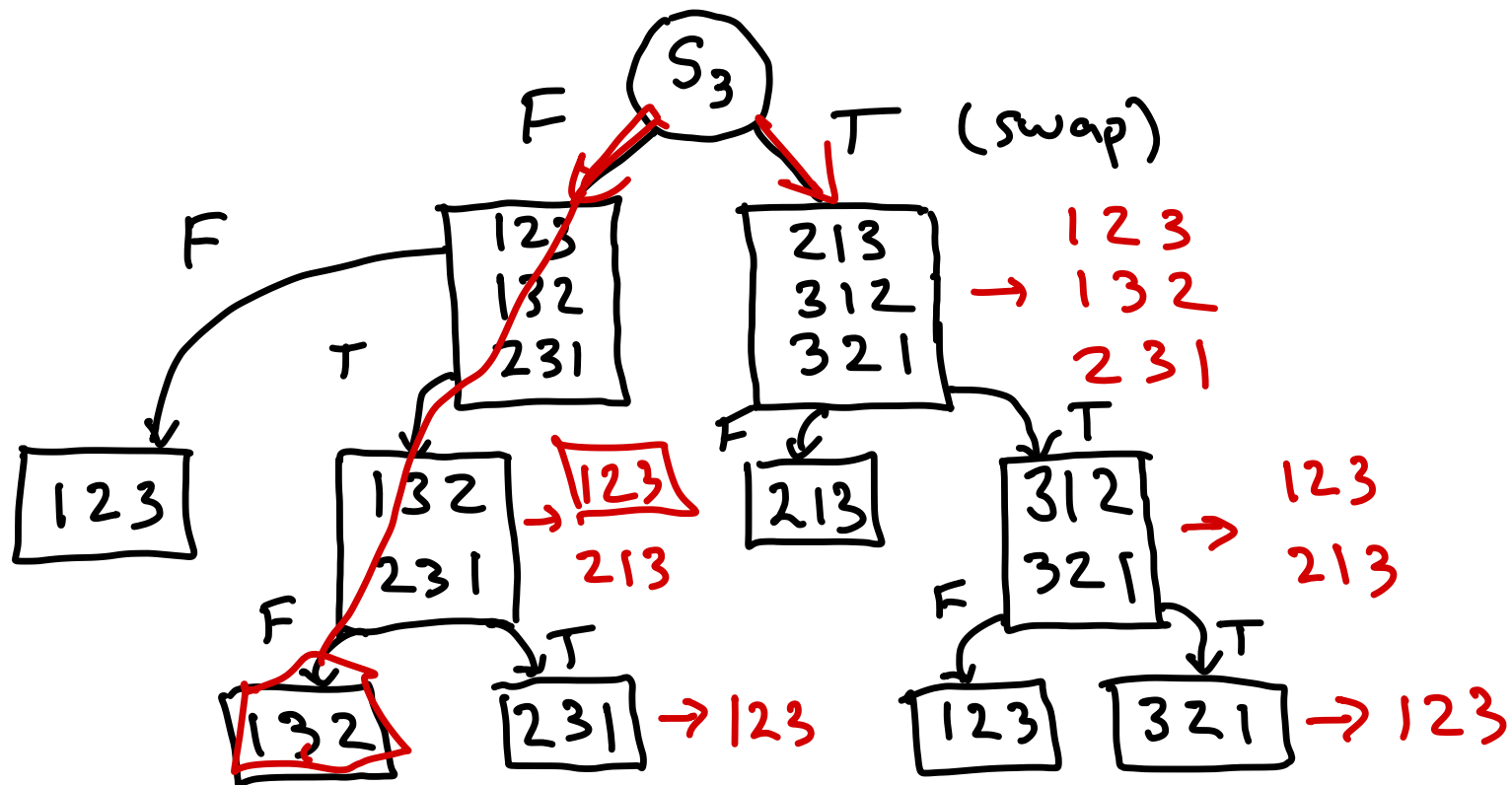
```
for i = 2 to n do
```

```
| j ← i
```

```
| while j > 1 and compare(a, j-1, j) do
```

```
| | swap(a, j, j-1); j ← j-1
```

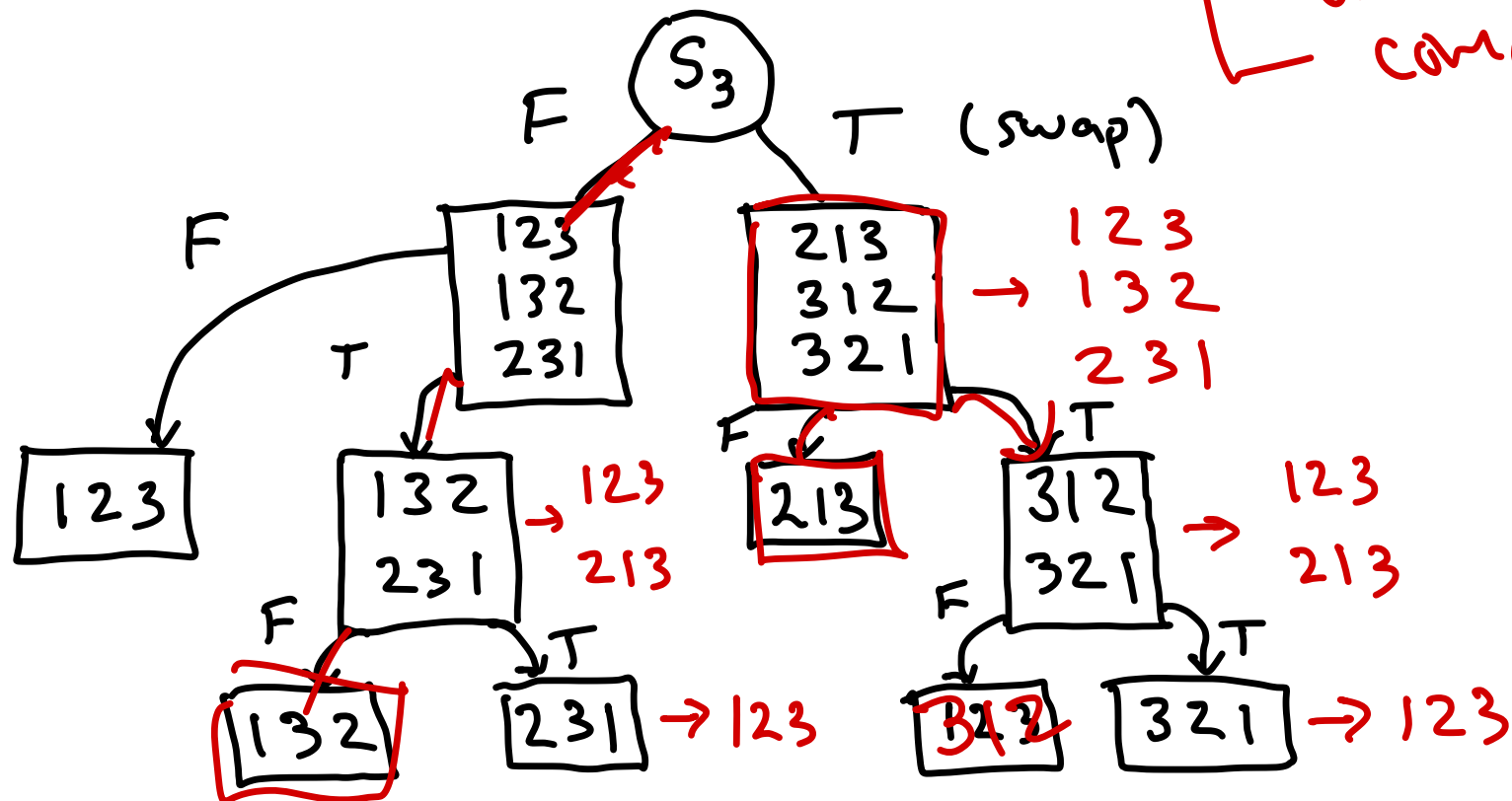
compare(a, 2, 1)



Features of Decision Trees

1. *Depth* of tree = max # of compare operations on any input
2. Algorithm **distinguishes** inputs a and $b \iff a$ and b label different leaves

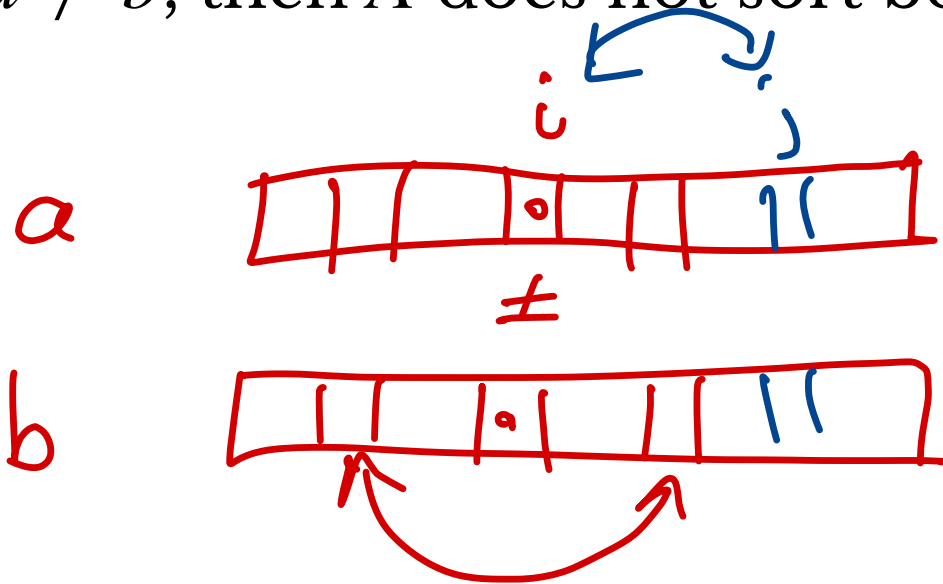
← A calls $\text{compare}(a, i, j)$
 \neq and $\text{compare}(b, i, j)$



Indistinguishability Claim

Claim. If A does not distinguish permutations a and b with $a \neq b$, then A does not sort both a and b .

Why?



If $a \neq b$ before swap, then $a \neq b$ after.

after "sorting"
 $a \neq b$

If sorted

$a = 1, 2, \dots, n$

$b = 1, 2, \dots, n$

$=$

but not possible

Indistinguishability Consequence

$$|S_n| = n!$$

Consequence. If A sorts all arrays of size n , then every leaf of A 's decision tree is labeled with a single permutation array.

Why?

If A sorts, A distinguishes all pairs of perms

\Rightarrow all permutations sent to distinct leaves.

$\Rightarrow n!$ leaves.

How Big is Decision Tree?

How many leaves must a correct decision tree have?

$$\geq n!$$

How deep must decision tree be?

Bin. tree w/ depth d
how many leaves?

$$n! \leq \# \text{ leaves} \leq 2^d$$

$$\Rightarrow n! \leq 2^d \Rightarrow d \geq \log n!$$

Putting it All Together

1. Consider any sorting algorithm A
2. Fix inputs $S_n =$ permutations of size n
3. Decision tree must have at least $|S_n| = n!$ leaves
4. Decision tree must have depth at least $\log n!$
5. A must perform at least $\log n!$ comparisons

Claim. $\log n! = \Omega(n \log n)$

$$\log(ab) = \log(a) + \log(b)$$

$$a > b \Rightarrow \log a > \log b$$

$$\log(n!) = \log(n(n-1)(n-2) \cdots 2 \cdot 1)$$

$$= \log n + \log(n-1) + \cdots + \log 2 + \log 1$$

stop at $\log(\frac{n}{2})$

$$\geq \underbrace{\log \frac{n}{2} + \log \frac{n}{2} + \cdots + \log \frac{n}{2}}_{n/2}$$

$$= \frac{n}{2} \log \frac{n}{2} \leftarrow \Omega(n \log n)$$

Conclusion

Theorem. Any algorithm that sorts all permutations of size n using only compare and swap operations requires $\Omega(n \log n)$ comparisons.

Question

The $\Omega(n \log n)$ lower bound critically assumes that array is only accessed and modified with compare and swap.

- What if we have more refined access?
- What if we see binary representation of elements?

Sorting Binary Values

Observation. If a consists of only 0s and 1s, we can sort a in $O(n)$ time.

How? Split from quicksort

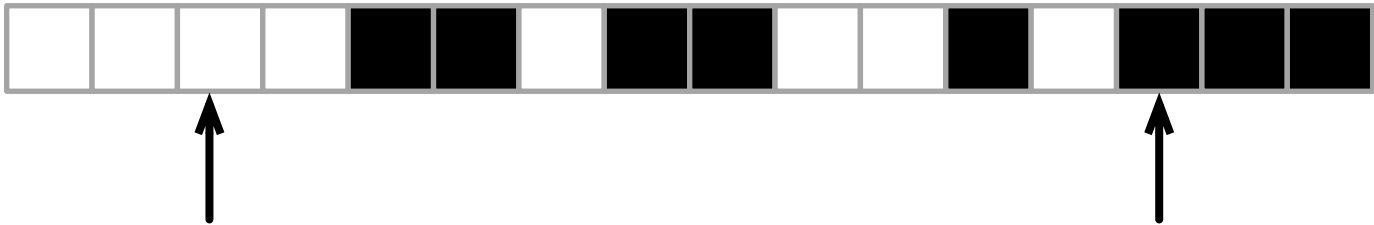
Binary Split Illustration

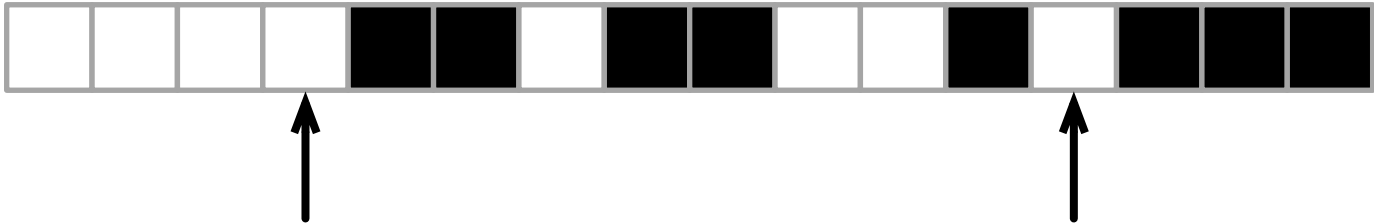






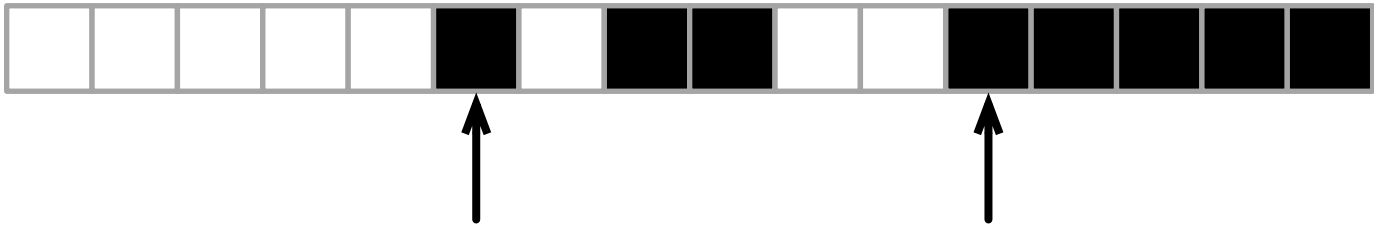








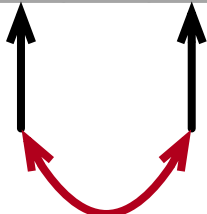


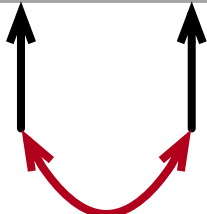














Sorting Numbers Represented in Binary

Assume a consists of n numbers, each with binary representation of B bits

- $a[i]$ = number at index i
- $a[i][j]$ = j th bit of $a[i]$

$a[i][1]$ 1st bit
 $a[i][2]$ 2nd bit
⋮

$$a = [3 \ 1 \ 4 \ 2] \leftarrow$$

$$3 = 011$$

$$1 = 001$$

$$4 = 100$$

$$2 = 010$$

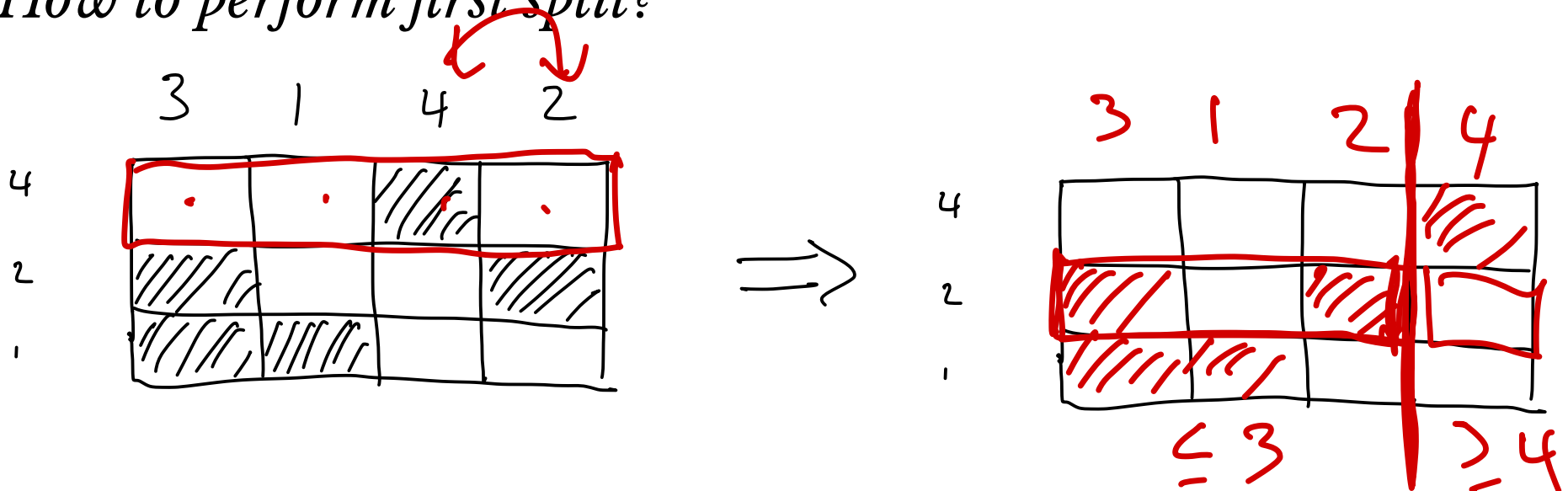
	3	1	4	2
4	.	.	/ / / /	.
2	/ / / /	.	.	/ / / /
1	/ / / /	/ / / /	.	.

A Sorting Idea

Inspired by QuickSort:

- split array by “value”
- rather than comparing values, compare individual bits

How to perform first split?



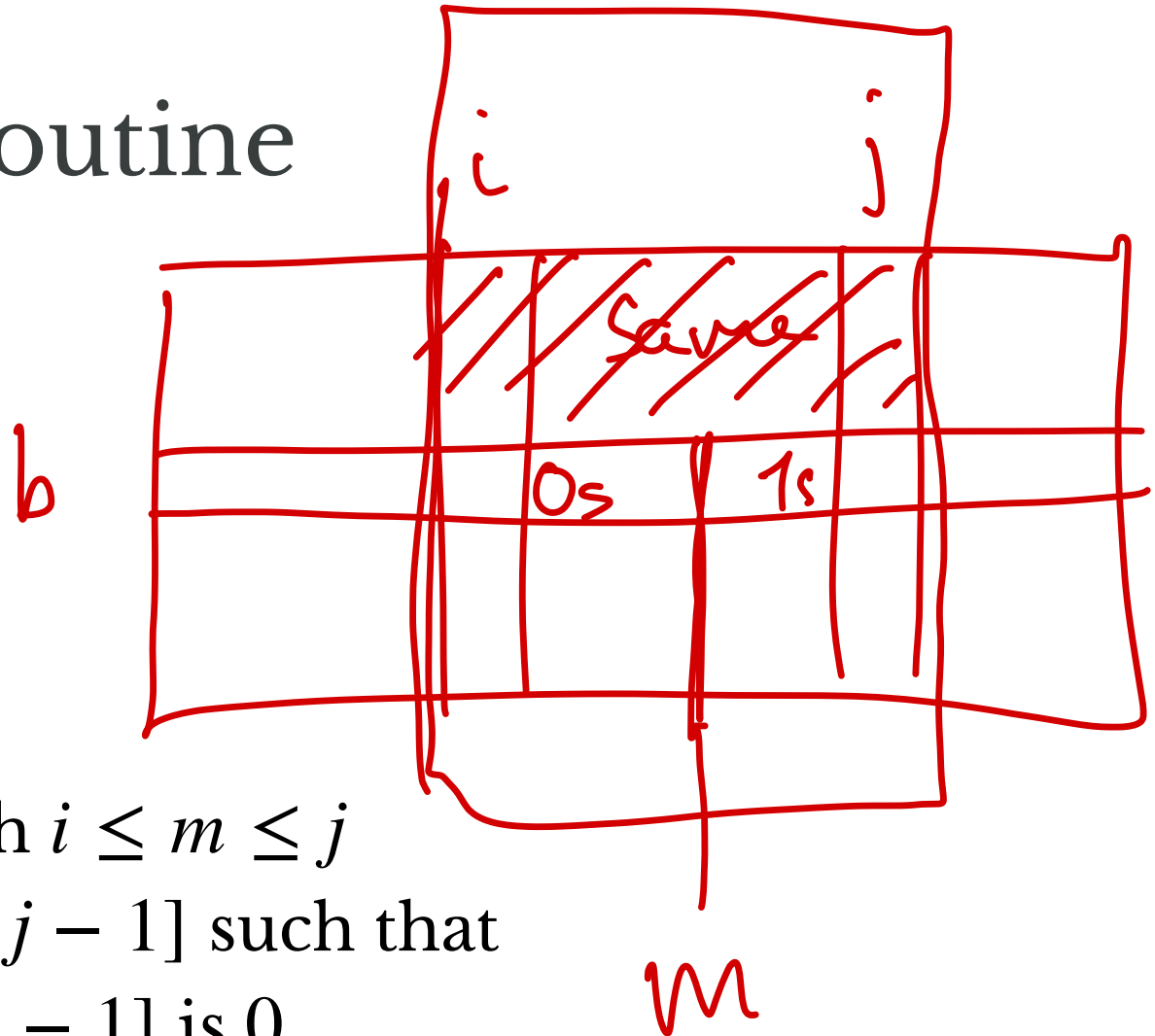
Bit Split Subroutine

Input:

- array a
- indices $i < j$
- bit index b

Behavior:

- return value m with $i \leq m \leq j$
- split values of $a[i..j-1]$ such that
 - b th bit of $a[i..m-1]$ is 0
 - b th bit of $a[m..j-1]$ is 1



BitSplit Pseudocode

```
BitSplit(a, i, j, b):
  left <- i, right <- j
  while left < right do:
    if a[left][b] = 1 and a[right][b] = 0 then
      swap(a, left, right)
      left++, right--
    else
      if a[left][b] = 0 then left++
      if a[right][b] = 1 then right--
    endif
  endwhile
  if a[right][b] = 0 then return right+1 else return right
```

RadixSort

Bits in each value

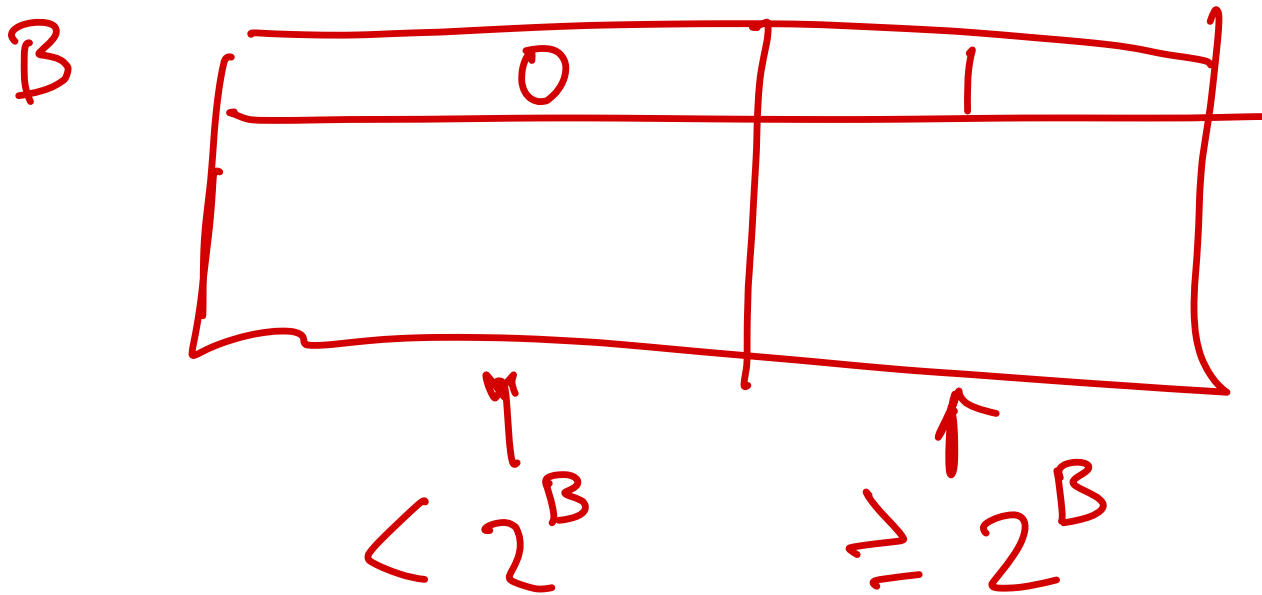
```
RadixSort(a, B): # B is number of bits
  RadixSort(a, 1, size(a)+1, B)

RadixSort(a, i, j, b):
  if j - i <= 1 then
    return
  endif
  m <- BitSplit(a, i, j, b)
  RadixSort(a, i, m, b-1)
  RadixSort(a, m, j, b-1)
```

Illustration

Why Does RadixSort Work?

Bit Split (a, i, n, B)



What is RadixSort Running Time?

$$O(B \cdot n)$$

Exercise: convince self
this is right.

Next Time

Arithmetic!

- multiplication