# Programming (Econometrics)

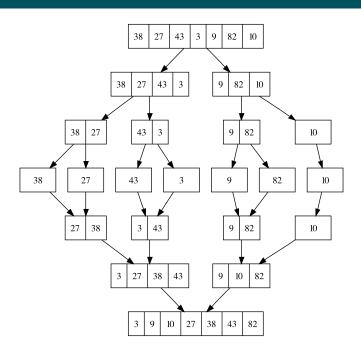
Lecture 7: Sorting continued, searching

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# Mergesort





Video: Merge-sort with

Transylvanian-saxon (German) folk

dance

## Mergesort: analysis

- Each step, two recursion steps with half size input (divide)
- After division, merge the lists: O(n)

$$T(n) = 2T(n/2) + O(n)$$
  
=  $O(n \log n)$ 

■ Does NOT sort in place, but requires O(n) memory



### Quicksort

- Choose a pivot element (e.g. first)
- ${\bf 2}$  Partition array so, that elements left are  $\leq$  pivot, and elements right are > pivot
- $\blacksquare$  Sort recursively until size < 2



Video: Quicksort with Hungarian folk dancers

## QS complexity analysis: worst case

$$T(n) = T(n-1) + O(n)$$

$$= \sum_{k=1}^{n} O(k)$$

$$= O(\sum_{k=1}^{n} k)$$

$$= O(n^{2})$$



# QS complexity analysis: base case

$$T(n) = 2T(n/2) + O(n)$$
  
=  $O(n \log_2 n)$ 



# QS analysis: guaranteed partitioning

$$T(n) = T(9n/10) + T(n/10) + O(n)$$
  
=  $O(n \log_{10/9} n)$   
=  $O(n \log n)$ 

■ Similarly for any 1-to-x partitioning, where x is a constant



## Randomized quicksort

```
\begin{array}{l} \textbf{function} \ A = \ randomizedPartition(A, p, r) \\ i = p + (\textbf{round}(\textbf{rand}(1) * (\textbf{r}-\textbf{p}))); \\ swap(A, i, p); \ \% \ pseudo-code \\ A = partition(A, p, r); \\ \textbf{end} \end{array}
```



# Binary search

1 4 5 6 7 8

- Min-heap
- BST
- Array



## Where we started

#### Elementary imperative programming:

- Variables and methods
- Program flow
- Decisions and branching
- Control structures
- Bitwise operators
- Arithmetic operators
- Scoping



## Where we are now

- Programming paradigms; methods/functions
- Computational complexity
- Memory organization
- Fundamental algorithms: sorting (insertion, bubble, heap, merge, quick)
- Fundamental data structures: array, stack, queue, linked list, (binary) tree, heap
- Program correctness: pre- and post-conditions, unit testing, halting problem, side effects
- ... Matlab!



#### What next?

- Last exercise
- Exam
- Other courses: use it or lose it
- Voortgezet Programmeren: object oriented programming, software development



MAN, I SUCK ATTHIS GAME. CAN YOU GIVE ME A FEW POINTERS? 0x3A28213A 0x6339392C, 0x7363682E. I HATE YOU.