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# Sorting - part one

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# Total Order / Linear Order

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From Appendix B in our CLRS text:

A relation  $R$  on a set  $A$  is a *total relation* if for all  $a, b \in A$ , we have  $a R b$  or  $b R a$  (or both), that is, if every pairing of elements of  $A$  is related by  $R$ . A partial order that is also a total relation is a ***total order* or *linear order***.

Let's consider the relation ( $R$ ) of  $\leq$

A total order on  $\leq$  is a binary relation that satisfies ...

- totality - either  $a \leq b$  or  $b \leq a$  or both.
- transitivity - if  $a \leq b$  and  $b \leq c$  then  $a \leq c$ .
- anti-symmetry - if  $a \leq b$  and  $b \leq a$  then  $a = b$ .

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Example: natural numbers:

A total order on  $\leq$  is a binary relation that satisfies ...

- totality  $0 \leq 1 \leq 2 \leq 3 \leq 4 \dots$
- transitivity  $1 \leq 2$  and  $2 \leq 3$  so  $1 \leq 3$
- anti-symmetry the only way  $a \leq b$  and  $b \leq a$  is if  $a = c$   
i.e.,  $1 \leq 1$  and  $1 \leq 1$  or  $2 \leq 2$  and  $2 \leq 2$

# Total Order / Linear Order

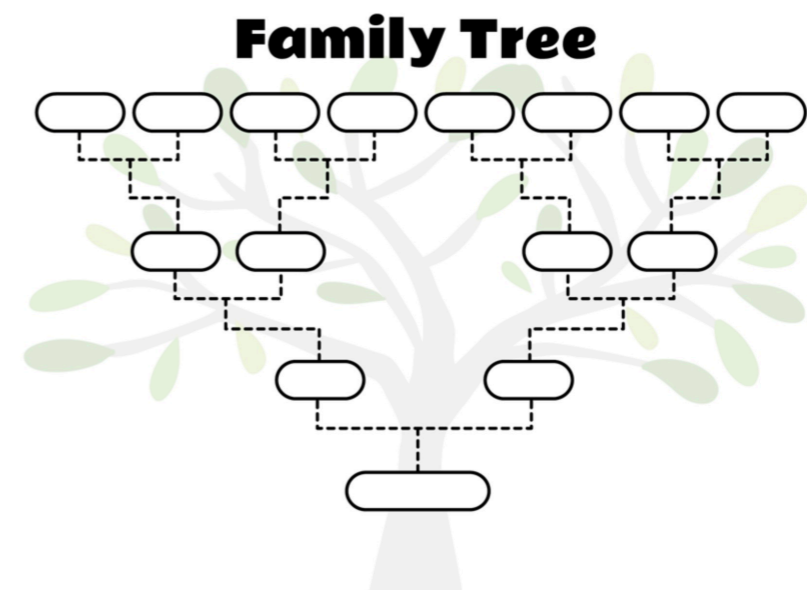
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Counter-example: the “is a descendant of” relationship

- totality - Not everybody is related, so this violates totality.



# Total Order / Linear Order

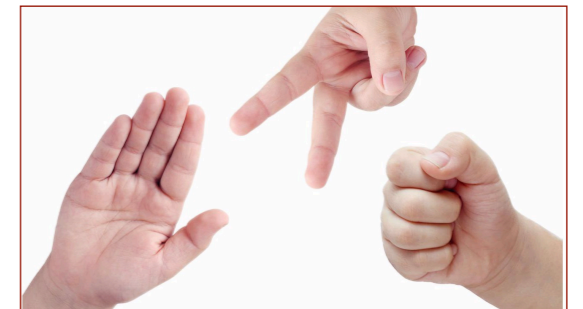
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Counter-example: the “Rock, Paper, Scissors” relationships

- transitivity - scissors  $<$  stone and stone  $<$  paper, but scissors  $\not<$  paper so this violates transitivity. In fact, scissors  $>$  paper.



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Counter-example: the “predator, prey” relationships

- anti-symmetry - equal ferocity but different species.
- I.e., we **have** anti-symmetry **unless**  $a \leq b$  and  $b \leq a$  and  $a \neq b$ .



# Permutations

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## Order matters

<i>set size</i>	<i>permutations</i>	<i>examples</i>
1	1	{ (a) }
2	2	{ (a,b), (b,a) }
3	6	{ (a,b,c), (a,c,b), (b,a,c), (b,c,a), (c,a,b), (c,b,a) }
4	24	{ (a,b,c,d), (a,b,d,c), . . . }
5	120	{ (a,b,c,d,e), . . . }
.		
.		
.		
?		

# Permutations

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4	24	{ (a,b,c,d), (a,b,d,c), ... }
5	120	{ (a,b,c,d,e), ... }
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.		
<b><i>n!</i></b>		



# Shuffle sort / Bogo sort / Monkey sort

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```
procedure sort(in out list D)
begin
  boolean done := false;
  while (not done)
    randomly permute D
    if (D is sorted)
      done := true
    end if
  end while
  // D is returned out
end procedure
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In terms of  $n$ , the number of items in list D...

How many times through the loop until we expect it to be sorted?

How long do we expect each iteration to take?

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In terms of  $n$ , the number of items in list D...

How many times through the loop until we expect it to be sorted?  **$n!$**

How long do we expect each iteration to take?

permute =  $O(n)$

check if sorted =  $O(n)$

Total time = time per iteration  $\times$  number of iterations =  $O(n \times n!)$

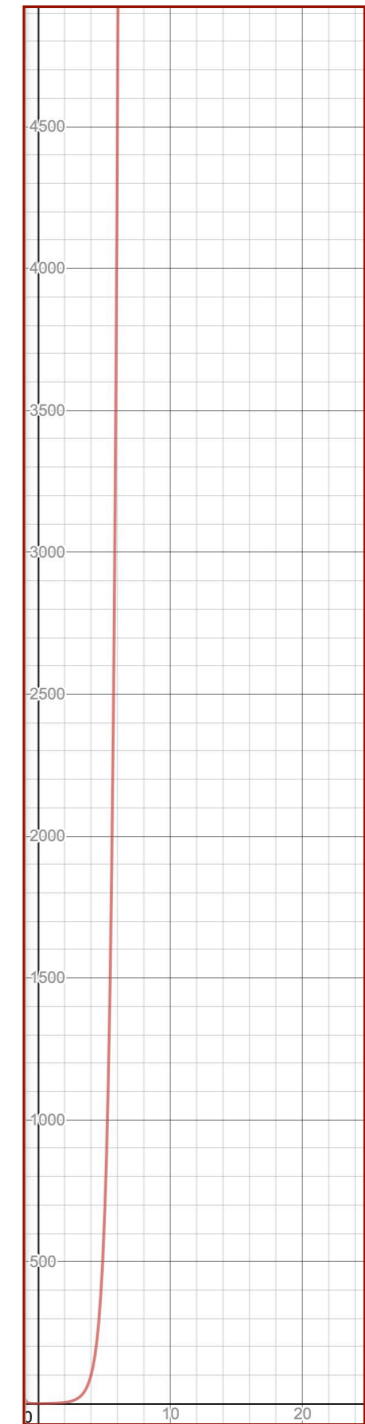
# Shuffle sort / Bogo sort / Monkey sort

This is silly. And terrible.

But the worst part is that this is the **expected** case. The worst case scenario is that it never halts because there is no guarantee that we'll ever produce a sorted list through random permutations. In that sense, it's scary.

To put it more technically:  $O(\text{scary})$

Let's not do this.



Total time = time per iteration  $\times$  number of iterations =  $O(n \times n!)$

# Selection Sort

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