

Algorithms

COMP 102, lecture 7

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

```
• input  $x_1 x_2 x_3 \dots x_n$   
  for  $i:=1$  to  $n-1$  do  
     $j:=i-1+\text{FindMin}(x_i x_{i+1} \dots x_n)$   
     $\text{temp}:=x_i$ ;  $x_i:=x_j$ ;  $x_j:=\text{temp}$   
  output  $x_1 x_2 x_3 \dots x_n$ 
```


Find Minimum

given $x_1x_2...x_n$ find i such that $x_i \leq x_j, 1 \leq j \leq n$

• Procedure FindMin($x_1x_2...x_n$)

mini:=1; min:= x_1

for $i:=2$ to n do

if $x_i < \text{min}$ then min:= x_i ; mini:= i

output mini

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to $n-1$ do

$j:=i-1+\text{FindMin}(x_i x_{i+1} \dots x_n)$

$\text{temp}:=x_i$; $x_i:=x_j$; $x_j:=\text{temp}$

output $x_1 x_2 x_3 \dots x_n$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$
for $i:=1$ to $n-1$ do

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$
for $i:=1$ to 3 do

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=i-1 + \text{FindMin}(x_i x_{i+1} \dots x_n) \vdash$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=i-1+\text{FindMin}(x_i x_{i+1} \dots x_n) \vdash$

$j:=1-1+\text{FindMin}(x_1(=3)x_2(=2)x_3(=6)x_4(=1)) \vdash$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=i-1 + \text{FindMin}(x_i x_{i+1} \dots x_n) \vdash$

$j:=1-1 + \text{FindMin}(x_1(=3)x_2(=2)x_3(=6)x_4(=1)) \vdash$

$j:=1-1+4 \vdash j:=4$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i:=1$: $j:=4$

$\text{temp}:=x_i \mid \text{temp}:=x_1 \mid \text{temp}:=3$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i:=1$: $j:=4$

temp:=3

$x_i := x_j \vdash x_1 := x_4 \vdash x_1 := 1$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i:=1$: $j:=4$

$temp:=3$

$x_1:=1$

$x_j:=temp \vdash x_4:=3$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=4$ $(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=2$: $j:=i-1+\text{FindMin}(x_i x_{i+1} \dots x_n) \vdash$

$j:=2-1+\text{FindMin}(x_2(=2)x_3(=6)x_4(=3)) \vdash$

$j:=1+1 \vdash j:=2$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=4$

$(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=2$: $j:=2$

temp:=2

$x_2:=2$

$x_2:=2$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• **input** $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ **to** 3 **do**

$i=1$: $j:=4$ $(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=2$: $j:=2$ $(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=3$: $j:=i-1+\text{FindMin}(x_i x_{i+1} \dots x_n) \vdash$

$j:=3-1+\text{FindMin}(x_3(=6)x_4(=3)) \vdash$

$j:=3-1+2 \vdash j:=4$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=4$

$(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=2$: $j:=2$

$(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=3$: $j:=4$

temp:=6

$x_3:=1$

$x_4:=6$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do

$i=1$: $j:=4$

$(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=2$: $j:=2$

$(x_1(=1)x_2(=2)x_3(=6)x_4(=3))$

$i=3$: $j:=4$

$(x_1(=1)x_2(=2)x_3(=3)x_4(=6))$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• input $x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$

for $i:=1$ to 3 do $(x_1(=1)x_2(=2)x_3(=3)x_4(=6))$

output $x_1 (=1)$ $x_2 (=2)$ $x_3 (=3)$ $x_4 (=6)$

Recursion

a different way of thinking

Sort

given $x_1x_2\dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• Procedure Sort($x_1x_2\dots x_n$)

if $n=1$ then output x_1

else $j := \text{FindMin}(x_1x_2 \dots x_n)$

temp := x_1 ; $x_1 := x_j$; $x_j := \text{temp}$

output x_1 , Sort($x_2x_3 \dots x_n$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
if $n=1$ then output x_1
else $j := \text{FindMin}(x_1 x_2 x_3 x_4)$
temp := x_1 ; $x_1 := x_j$; $x_j := \text{temp}$
output x_1 , Sort($x_2 x_3 x_4$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
 - if $n=1$ then output x_1 else ...
 - └ if $4=1$ then output x_1 else ...
 - └ $j := \text{FindMin}(x_1 x_2 x_3 x_4)$
 - temp := x_1 ; $x_1 := x_j$; $x_j := \text{temp}$
 - output x_1 , Sort($x_2 x_3 x_4$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)

$j := \text{FindMin}(x_1 x_2 x_3 x_4) \vdash j := 4$

$\text{temp} := x_1; x_1 := x_4; x_4 := \text{temp}$

$(x_1 (=1) \ x_2 (=2) \ x_3 (=6) \ x_4 (=3))$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
($x_1 (=1)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)

output $x_1 (=1)$, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
if $n=1$ then output x_1
else $j := \text{FindMin}(x_1 x_2 x_3)$
temp := x_1 ; $x_1 := x_j$; $x_j := \text{temp}$
output x_1 , Sort($x_2 x_3$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

• Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)

output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)

• $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)

$j := \text{FindMin}(x_1 x_2 x_3) \vdash j := 1$

$\text{temp} := x_1; x_1 := x_j; x_j := \text{temp}$

($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)

output x_1 , Sort($x_2 x_3$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
if $n=1$ then output x_1 else ...

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
else $j := \text{FindMin}(x_1 x_2)$
temp := x_1 ; $x_1 := x_j$; $x_j := \text{temp}$
output x_1 , Sort(x_2)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
else $j := \text{FindMin}(x_1 x_2) \vdash j := 2$
temp := 6; $x_1 := 3$; $x_2 := 6$; output x_1 , Sort(x_2)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, Sort($x_2 (=6)$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, Sort($x_2 (=6)$)
- $\vdash$ Procedure Sort($x_1 (=6)$)

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, Sort($x_2 (=6)$)
- $\vdash$ Procedure Sort($x_1 (=6)$)
if $n=1$ then output x_1 else ... $\vdash$ output $x_1 (=6)$

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, Sort($x_2 (=6)$)
- $\vdash$ Procedure Sort($x_1 (=6)$)
output 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, Sort($x_2 (=6)$)
 $\vdash$ output 3, 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
output 3, 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)
 $\vdash$ output 2, 3, 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
- $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, 3, 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)
└ output 1, 2, 3, 6

Sort

given $x_1 x_2 \dots x_n$ rearrange such that $x_i \leq x_{i+1}$, $1 \leq i < n$

- Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, 2, 3, 6

Simulating iteration via Recursion

- **while** <boolean-expression> **do** <instructions>
* is the same as *
- **Procedure Whiledo()**
if <boolean-expression>
 then <instructions>; Whiledo()
- Simulating Recursion via Iteration is possible
but is rather complicated.

Global and local variables

- A variable is designated as **local** if its name appears explicitly as a parameter in the header of the Procedure in which it is used. Otherwise it is considered **global** and refers to a variable outside of the Procedure.
- Any assignment to a local variable only affects the value of this variable within the Procedure. If other variables outside the Procedure exist with the same name, they remain unaffected by the assignment.
- Any reference to a local variable will return its value as stored locally. Other variables with the same name may exist outside the Procedure, but there is no mechanism to access them directly.

Example

• Procedure Sort($x_1 (=3)$ $x_2 (=2)$ $x_3 (=6)$ $x_4 (=1)$)
output 1, Sort($x_2 (=2)$ $x_3 (=6)$ $x_4 (=3)$)

• $\vdash$ Procedure Sort($x_1 (=2)$ $x_2 (=6)$ $x_3 (=3)$)
output 2, Sort($x_2 (=6)$ $x_3 (=3)$)

• $\vdash$ Procedure Sort($x_1 (=6)$ $x_2 (=3)$)
Swap(x_1, x_2) ($x_1 (=3)$ $x_2 (=6)$)
output $x_1 (=3)$, Sort($x_2 (=6)$)

local x_1 is
affected