

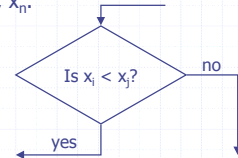
# Sorting Lower Bound



# Comparison-Based Sorting (§ 4.4)

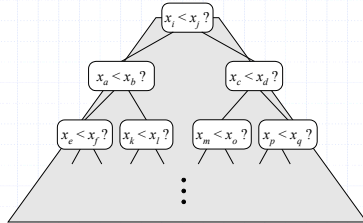


- Many sorting algorithms are comparison based.
  - They sort by making comparisons between pairs of objects
  - Examples: bubble-sort, selection-sort, insertion-sort, heap-sort, merge-sort, quick-sort, ...
- Let us therefore derive a lower bound on the running time of any algorithm that uses comparisons to sort  $n$  elements,  $x_1, x_2, \dots, x_n$ .



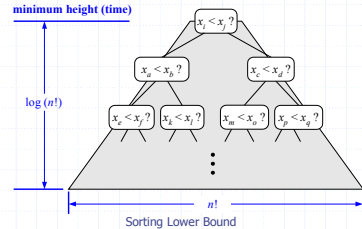
# Counting Comparisons

- Let us just count comparisons then.
- Each possible run of the algorithm corresponds to a root-to-leaf path in a **decision tree**



# Decision Tree Height

- The height of this decision tree is a lower bound on the running time
- Every possible input permutation must lead to a separate leaf output.
  - If not, some input ...4...5... would have same output ordering as ...5...4..., which would be wrong.
- Since there are  $n! = 1 * 2 * \dots * n$  leaves, the height is at least  $\log(n!)$



# The Lower Bound



- Any comparison-based sorting algorithms takes at least  $\log(n!)$  time
- Therefore, any such algorithm takes time at least

$$\log(n!) \geq \log\left(\frac{n}{2}\right)^{\frac{n}{2}} = (n/2) \log(n/2).$$

- That is, any comparison-based sorting algorithm must run in  $\Omega(n \log n)$  time.