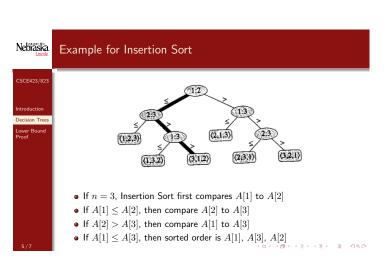
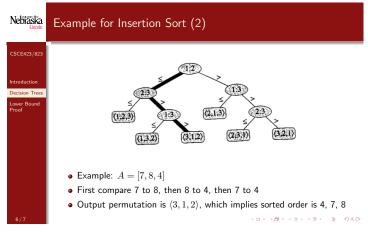


Nebraska **Decision Trees** • All permutations must be in the tree in order for algorithm to work properly

• A decision tree is a full binary tree that represents comparisions between elements performed by a particular sorting algorithm operating on a certain-sized input (n elements) • Key point: a tree represents algorithm's behavior on all possible inputs of size n• Each internal node represents one comparison made by algorithm ullet Each node labeled as i:j, which represents comparison $A[i] \leq A[j]$ \bullet If, in the particular input, it is the case that $A[i] \leq A[j],$ then control flow moves to left child, otherwise to the right child • Each leaf represents a possible output of the algorithm, which is a permutation of the input





Nebřäška

Proof of Lower Bound

SCE423/823

Introduction

Decision Tree

- Lower Bound
- Length of path from root to output leaf is number of comparisons made by algorithm on that input
- $\bullet \ \, \text{Worst-case number of comparisons is length of longest path } \\ (= \mathbf{height} \ h)$
- ullet Number of leaves in tree is n!
- ullet A binary tree of height h has at most 2^h leaves
- Thus we have $2^h \ge n! \ge \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$
- Take base-2 logs of both sides to get

$$h \ge \lg \sqrt{2\pi} + (1/2)\lg n + n\lg n - n\lg e = \Omega(n\log n)$$

- \Rightarrow Every comparison-based sorting algorithm has an input that forces it to make $\Omega(n\log n)$ comparisons
- ⇒ Mergesort and Heapsort are asymptotically optimal

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