


Input Enhancement

⇒ Counting sorts

Premise: if we know how many are smaller, we know where in the sorted list to place a key.

0	1	2	3	4	5
62	31	84	96	19	47
3	1	4	5	0	2



Counts (colored) may directly index the sorted list (e.g., 19 in sorted position 0).

How many elements are smaller?

If the extra info was available, we could end up with linear time sorting!

 How fast can list be sorted?

 At what cost?



Input Enhancement Comparison Counting



Exercise

Determine the efficiency.
What would be a good basic operation to count (i.e. cite as basic op for reporting efficiency)?

Algorithm *ComparisonCountSort*

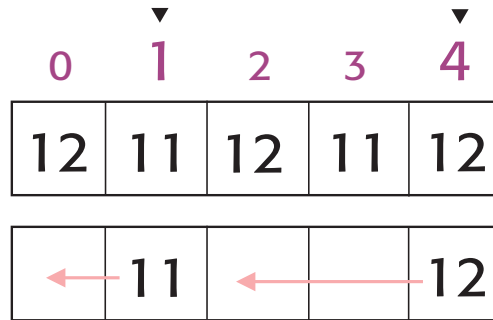
Input $A[0..n - 1]$

Output Sorted elements of A in $S[0..n - 1]$

```
1: for  $i \leftarrow 0$  to  $n - 1$  do  $Count[i] \leftarrow 0$ 
2: for  $i \leftarrow 0$  to  $n - 2$  do
3:     for  $j \leftarrow i + 1$  to  $n - 1$  do
4:         if  $A[i] < A[j]$  then
5:              $Count[j] \leftarrow Count[j] + 1$ 
6:         else  $Count[i] \leftarrow Count[i] + 1$ 
7: for  $i \leftarrow 0$  to  $n - 1$  do  $S[Count[i]] \leftarrow A[i]$ 
8: return  $S$ 
```

Efficiency?

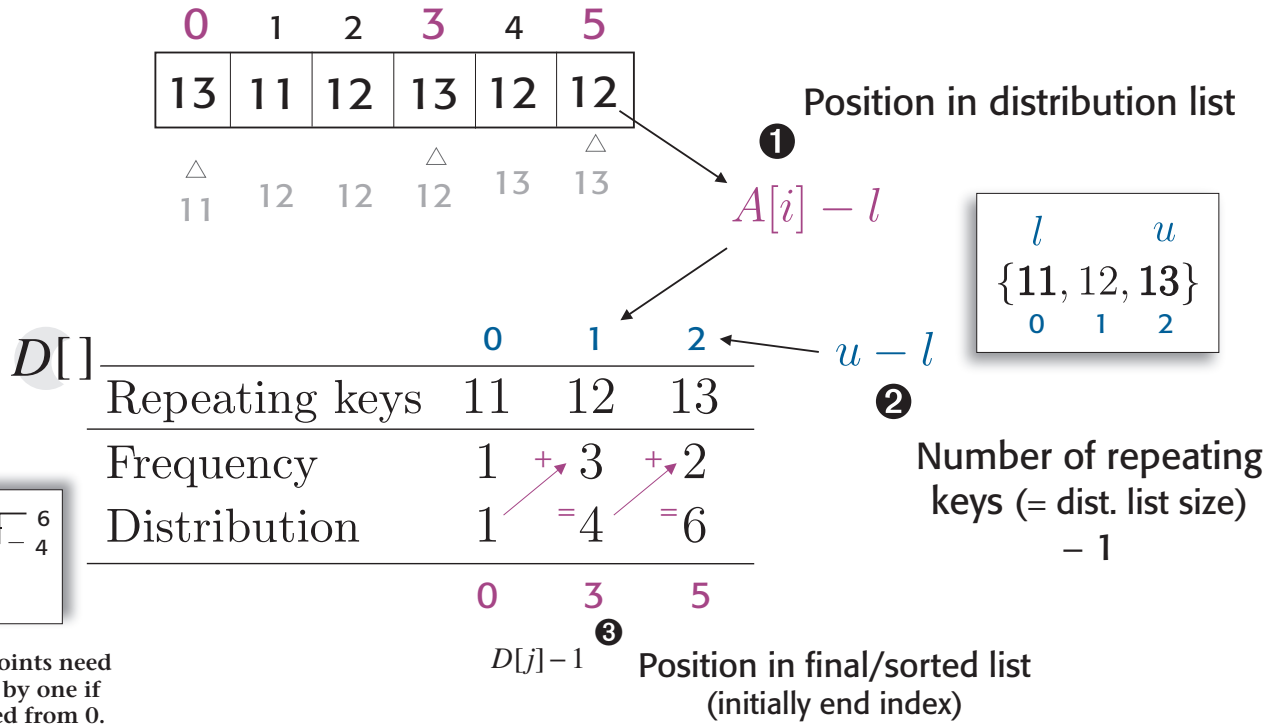
Input Enhancement Sorting Repeated Keys



It is easy to build the sorted array *if* we can efficiently calculate key frequencies and distribution (i.e., gather some statistical info about the keys).

- ⇒ **How many? (= key frequency)**
- ⇒ **End index (= distribution)**

Input Enhancement Distribution Counting



Distribution points need down shifting by one if array is indexed from 0.

Distribution Counting Algorithm



Exercise

Determine efficiency if keys are distinct (not repeating).

Programming 101, figure it out.

Exercise

Trace steps 5-8 for the example from previous slide. Write a descriptive comment for each step. *An example last slide.*

Algorithm *DistributionCounting*

Input $A[0..n-1]$, l, u (where $l \leq A[i] \leq u$ for $0 \leq i \leq n-1$)

Output Sorted elements of A in $S[0..n-1]$

```
1: for  $j \leftarrow 0$  to  $u-l$  2 do  $D[j] \leftarrow 0$   
2: for  $i \leftarrow 0$  to  $n-1$  do  $D[A[i]-l]++$   
3: for  $j \leftarrow 1$  to  $u-l$  1 do  
4:    $D[j] \leftarrow D[j-1] + D[j]$ 
```

```
5: for  $i \leftarrow n-1$  downto 0 do
```

```
6:    $j \leftarrow A[i]-l$ 
```

```
7:    $S[D[j]-1] \leftarrow A[i]$ 
```

```
8:    $D[j]--$  3
```

```
9: return  $S$ 
```

Efficiency?

Distribution Counting Example Walkthrough

```

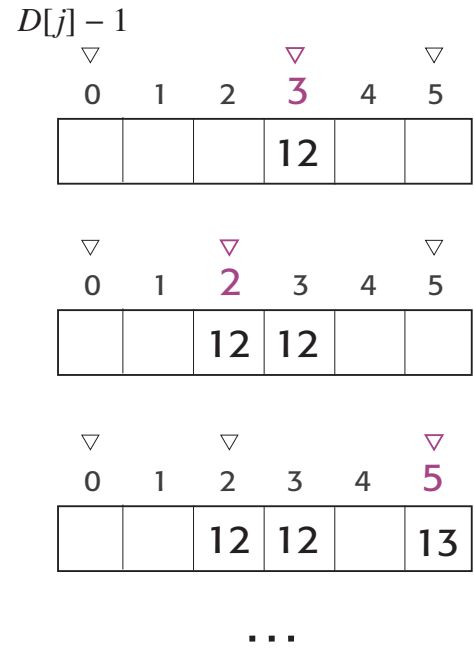
5: for ...
6:    $j \leftarrow A[i] - l$ 
7:    $S[D[j] - 1] \leftarrow A[i]$ 
8:    $D[j]++$ 
    
```



	0	1	2
Repeating keys	11	12	13
Frequencies	1	3	2
Distribution	1	4	6
	1	3	6
	1	2	6
	1	2	5
		...	



Exercise
 Repeat the trace for 13, 10, 15, 13, 15, 15. Suggest a fix for memory waste. Correct the descriptive label for parameter 2 (previous slides).



Trading Space for Time

⇒ **Preconditioning**

⇒ **?Preprocessing**

⇒ **Input enhancement**

How different from presorting?

⇒ **Prestructuring: faster access**

⇒ **Important applications**

String matching, hash tables, B-trees

Quiz



Which style of trading space for time is used by each application?

8: ▶ update next sorted position (if encountered later)
7: ▶ insert key (initially last sorted appearance)
6: ▶ determine entry in distribution table
5:
...