CSC148 winter 2014 sorting, recursion limits week 11

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Outline

 $\mathcal{O}(n \lg n)$ sorts compared

memoization

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You had the chance in lab to tweak merge_sort, quick_sort, and tim-sort (Python's built-in sort). Running sort.py gives an idea of how they scale.

- why does tim-sort do so well?
 - ▷ O(n) on "nearly-sorted" lists. In general, the closer to sorted the list is, the greater the speedup compared to quick sort and merge sort.
 - programmed in C (closer to the language understood by the processor)

what is with count_sort anyway?

Some programming languages implement the simplest recursions as loops, but Python doesn't. One consequence is that our first draft of <u>_contains_</u> can easily exceed the recursion depth. Rewrite it with while

redundant function calls

The most intuitive version of fibonacci ends up making many redundant function calls:

```
def fib(n):
"""Return the nth fibonacci number"""
if n < 2:
    return n
else:
    return fib(n - 1) + fib(n - 2)</pre>
```

```
e.g. fib(20) calls fib(19) and fib(18), and fib(19) also calls fib(18), so executing fib(20) results in two separate, independent computations of fib(18).
```

memoize!

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Looking deeper into the recursive calls reveals that the redundancy is compounded. fib(n) will execute in time exponential in n, but possible to do it in time $\mathcal{O}(n)$.

Never compute the same thing twice (if you can help it)!

fibonacci with memoization

```
def fib(n:int):
"""Return the nth fibonacci number"""
computed = {} # already-computed values of fib
def fibmem(k:int):
    if k in computed: # this and next op are O(1)
        return computed[k]
    elif k < 2:
        computed[k] = k
    else:
        computed[k] = fibmem(k - 1) + fibmem(k - 2)
    return computed[k]
```

```
return fibmem(n)
```