

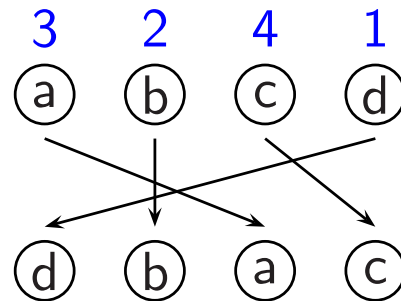
# Permuting

**Upper and Lower bounds**

[Aggarwal, Vitter, 88]

# Upper Bound

Assume instance is specified by each element knowing its final position:



Algorithm	Internal Cost	I/O Cost
1) Place each element directly	$\Theta(N)$	$\Theta(N)$
2) Sort on final position	$\Theta(N \log N)$	$\Theta(N/B \log_{M/B}(N/B))$

# Upper Bound

Internally, 1) always best.

Externally, 2) best when  $1/B \log_{M/B}(N/B) \leq 1$ .

Note: This is almost always the case practice. Example:

$$B = 10^3, M = 10^6, N = 10^{30}$$

↓

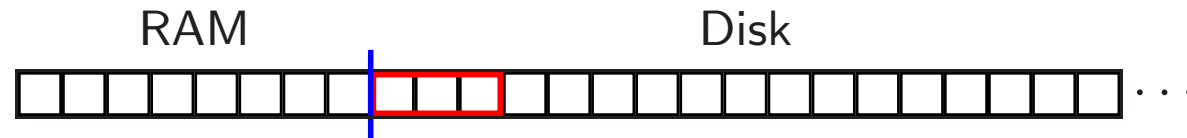
$$1/B \log_{M/B}(N/B) = 9/10^3 \ll 1$$

**External Permuting:**

$$O(\min\{N/B \log_{M/B}(N/B), N\}) = O(\min\{\text{sort}(N), N\})$$

# Lower Bound Model

Model of memory:



- Elements are indivisible: May be moved, copied, destroyed, but never broken up in parts.
- Assume  $M \geq 2B$ .
- May assume I/Os are block-aligned, and that at start [end], input [output] is in lowest contiguous positions on disk.

# Lower Bound

We may assume that elements are only **moved**, not copied or destroyed.

**Reason:** For any sequence of I/Os performing a permutation, exactly one copy of each element exists at end. Change all I/Os performed to only deal with these copies. Result: same number of I/Os, same permutation at end, but now I/Os only move elements.

**Consequence:**

Memory always contains a permutation of the input

**Define:**

$S_t$  = number of permutations possible to reach with  $t$  I/Os.

If new  $X$  choices to make during I/O:  $S_{t+1} \leq X \cdot S_t$ .

## Bounds on Value of X

Type of I/O	Read untouched block	Read touched block	Write
$X$	$\frac{N}{B} \binom{M}{B} B!$	$N \binom{M}{B}$	$N \binom{M}{B}$

Note: At each I/O, we may have all three types of I/O available. There is at most  $N/B$  reads of untouched blocks in any I/O-sequence.

Hence, from  $S_0 = 1$  and  $S_{t+1} \leq X \cdot S_t$  we get

$$S_t \leq \left( 3 \binom{M}{B} N \right)^t (B!)^{N/B}$$

To be able to reach every possible permutation, we need  $N! \leq S_t$ . Thus,

$$N! \leq \left( 3 \binom{M}{B} N \right)^t (B!)^{N/B}$$

is necessary for any permutation algorithm with a worst case complexity of  $t$  I/Os.

# Lower Bound Computation

$$\left(3 \binom{M}{B} N\right)^t (B!)^{N/B} \geq N!$$

$$t(\log \binom{M}{B} + \log N + \log 3) + (N/B) \log(B!) \geq \log(N!)$$

$$t(3B \log(M/B) + \log N + \log 3) + N \log B \geq N(\log N - 1/\ln 2)$$

$$t \geq \frac{N(\log N - 1/\ln 2 - \log B)}{3B \log(M/B) + \log N + \log 3}$$

$$t = \Omega\left(\frac{N \log(N/B)}{B \log(M/B) + \log N}\right)$$

- Using [Lemma](#):
- a)  $\log(x!) \geq x(\log x - 1/\ln 2)$
  - b)  $\log(x!) \leq x \log x$
  - c)  $\log \binom{x}{y} \leq 3y \log(x/y)$  when  $x \geq 2y$

# Lower Bound

$$\begin{aligned} & \Omega\left(\frac{N \log(N/B)}{B \log(M/B) + \log N}\right) \\ &= \Omega\left(\min\left\{\frac{N \log(N/B)}{B \log(M/B)}, \frac{N \log(N/B)}{\log N}\right\}\right) \\ &= \Omega(\min\{Z_1, Z_2\}) \end{aligned}$$

Note 1:  $Z_1 = \text{sort}(N)$

Note 2:  $Z_2 < Z_1 \Leftrightarrow B \log(M/B) < \log N \Rightarrow B < \log N \Rightarrow$

$$Z_2 = \frac{N \log(N/B)}{\log N} = \frac{N(\log N - \log B)}{\log N} = \Theta(N)$$

Note 3:  $Z_2 \leq N$  always

By Note 2 and 3, it is OK to substitute  $N$  for  $Z_2$  inside min.



# The I/O Complexity of Permuting

We have proven:

$$\Theta(\min\{\text{sort}(N), N\})$$