

Lecture 3: Merge sort and Asymptotic Notation Introduction

CS303: Algorithms

Prepared on January 13, 2014

1 Review

We learned insertion sort and studied its correctness. We also discussed how to analyze the efficiency of algorithms: worst case, best case, and average case. We prefer the worst case in general because it offers the upper bound of an algorithm's efficiency.

2 Introduction to Asymptotic Notations

When we compare algorithm efficiency, we can propose to compare the running time of algorithms. But that depends on the computer/programmer → compare them for relative speed (on the same machine with the same programmer) → Big idea: asymptotic analysis (why algorithm analysis is so successful)

Adopt asymptotic notation

$\theta(n)$: drop low order terms and ignore leading constants

e.g. As $n \rightarrow \infty$, $\theta(n^2)$ always beats $\theta(n^3)$

2.1 Difference amongst various efficiency classes

Hypothetically, if we are dealing with a problem and we design several algorithms with different efficiencies, What do we expect about their performances?

We compare $\log(n)$, n and n^2 If I use three computers with the following speed,

My first pc Pentium 3: 300M Hz (2^{28} operations per second, flops)

My current computer: 3G Hz (2^{32} flops)

One of the super computers: 2^{66} flops

Input Size n	$\log(n)$	n	n^2
100,000	62ns	2.33×10^4 ns	.14ns
10,000,000	87ns	2.33×10^6 ns	1360ns
1,000,000,000	111ns	.23s	.013s
100,000,000,000	136ns	23.3s	2.26m
1,000,000,000,000	149ns	233s	3.76h

Now let's analyze the worst case running time of the insertion sort

$T(n)$: the total work in the big for loop

$$T(n) = \sum_{j=2}^n j * c = c \times \sum_{j=2}^n j = \frac{(n-1)(n+1)}{2} = \theta(n^2)$$

Q:/ Is insertion fast?

A:/ moderately so for small n (less than 30), not at all for large n
Can we do better?

2.2 Merge sort

Merge sort $A[1, \dots, n]$

1. if $n=1$, done
2. recursively sort $A[1, \dots, \lceil \frac{n}{2} \rceil]$ and $A[\lceil \frac{n}{2} \rceil + 1, \dots, n]$
3. merge 2 sorted sublist

2.2.1 Merge sub-routine

sublist 1: 2 7 13 20

sublist2: 1 4 11 12

Idea: pick the smallest element in the two list and put it in the output array. Use i, j as pointers that points to the next element of the two sub arrays

Q:/ What is the worst case for this merge sub-routine?

A:/ Time is $\theta(n)$ on n total elements

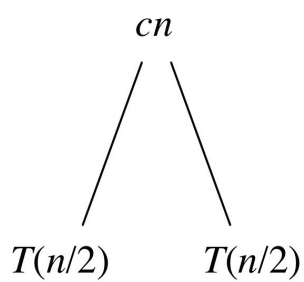
Q:/ What is the running time of merge sort?

A:/ $T(n) = \text{constant time } (\theta(1) \text{ for step 1}) + T(n/2) + T(n/2) + \theta(n)$

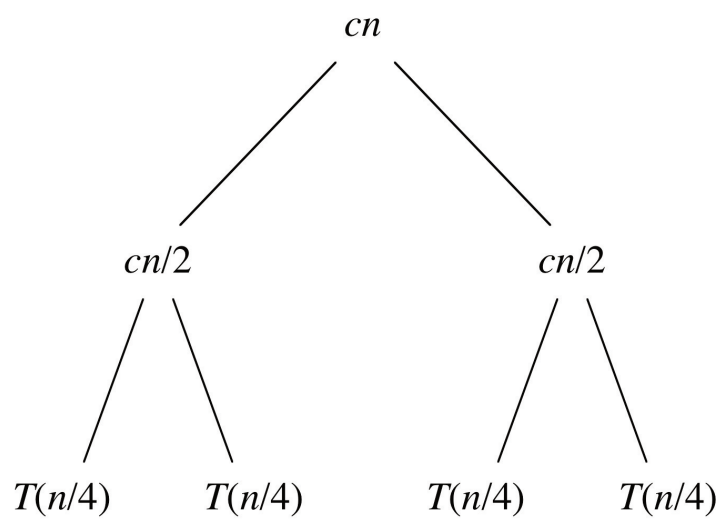
note: we are throwing away the ceil here. It is ok and provable. → **for algorithms, so long as you are strict and precise, you can be as sloppy as you want.**

If we rewrite $\theta(n)$ as cn then from the recursion tree on the next page, we can see that the running time of merge sort is $\theta(n \lg n)$

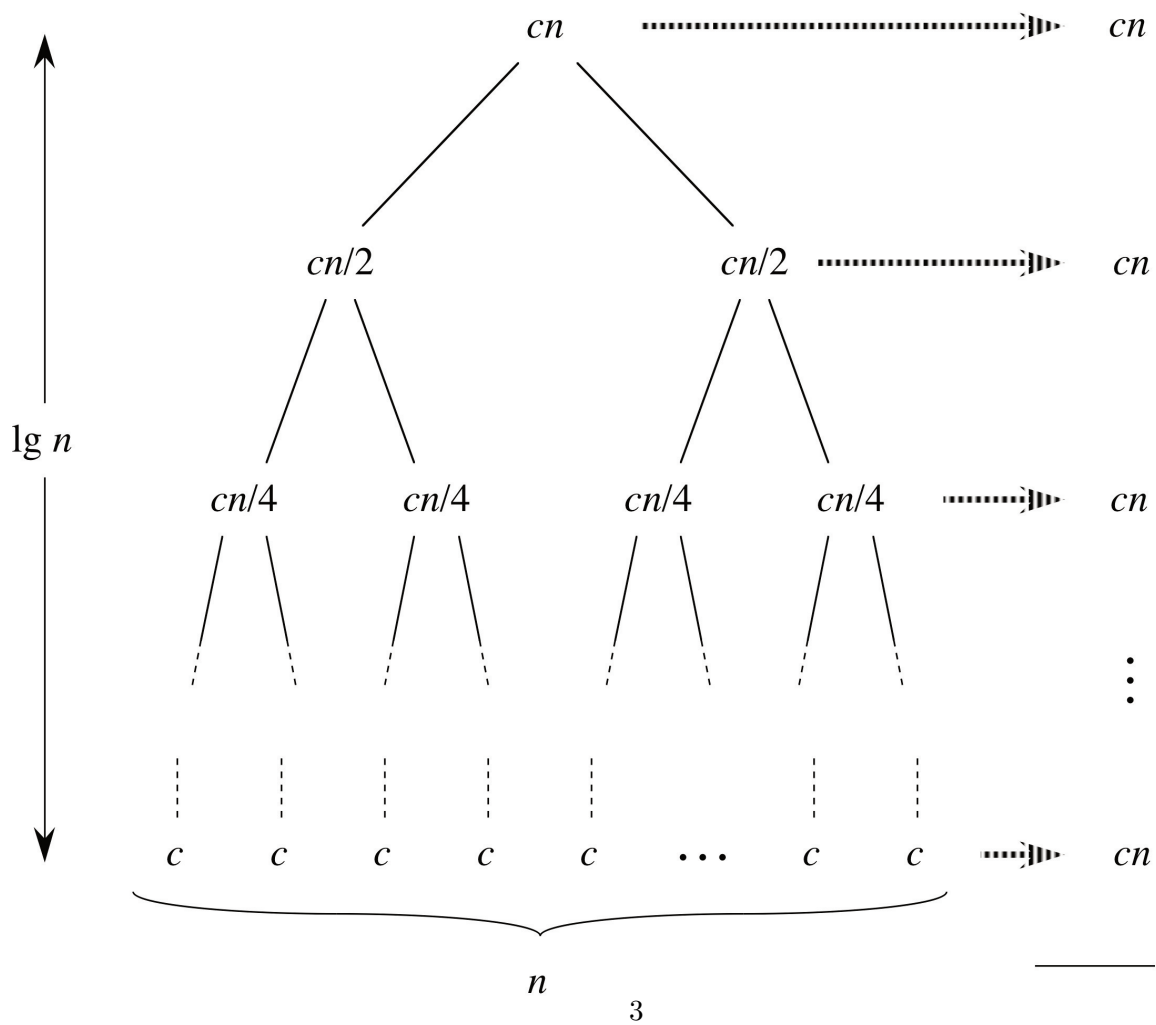
$T(n)$



(a)



(c)



(d)

Total: $cn \lg n + cn$