Merge Sort / Recursion

Lecture Task 2

- Genetic Algorithm: Lecture Task 2 -

Functionality: In the statistics.Statistics object, implement the following method:

- A method named “standardDeviation” with:
  - A type Parameter T
  - Has parameters of type List of T and a function of type T to Double
  - Returns the standard deviation of the elements in the list after the input function is applied to them

Testing: In the tests package, complete the test suite named LectureTask2 that tests this functionality.

Runtime Analysis

- Last time we said Selection sort is inefficient
- Let's be more specific
- We'll measure the asymptotic runtime of the algorithm
  - Often use big-O notation
- Count the number of "steps" the algorithm take
  - A step is typically a basic operation (+, -, &&, etc)

Runtime Analysis

- Asymptotic runtime
  - Measures the order of magnitude of the runtime in relation to the size of the input
  - Name the input size **n**
  - For sorting - Size of the input is the number of values in the data structure
  - Ignore constants
- Ex. Runtime of O(n) grows linearly with the size of the input

Selection Sort - Runtime

- Abridged runtime analysis

Outer loop runs once for each index

Runs O(n) times

```
def selectionSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
  var data: List[T] = inputData
  for (i <- data.indices) {
    var minFound = data.apply(i)
    var minIndex = i
    for (j <- i until data.size) {
      val currentValue = data.apply(j)
      if (comparator(currentValue, minFound)) {
        minFound = currentValue
        minIndex = j
      }
    }
    data = data.updated(minIndex, data.apply(i))
    data = data.updated(i, minFound)
  }
  data
}
```

Selection Sort - Runtime

- Abridged runtime analysis

Inner loop runs once for each index from i to the end of the list

Runs for each iteration of the outer loop with a worst case of O(n)

```
def selectionSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
  var data: List[T] = inputData
  for (i <- data.indices) {
    var minFound = data.apply(i)
    var minIndex = i
    for (j <- i until data.size) {
      val currentValue = data.apply(j)
      if (comparator(currentValue, minFound)) {
        minFound = currentValue
        minIndex = j
      }
    }
    data = data.updated(minIndex, data.apply(i))
    data = data.updated(i, minFound)
  }
  data
}
```

Selection Sort - Runtime

- Abridged runtime analysis

Run O(n) iterations O(n) times results in an $O(n^2)$ total runtime

```
def selectionSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
  var data: List[T] = inputData
  for (i <- data.indices) {
    var minFound = data.apply(i)
    var minIndex = i
    for (j <- i until data.size) {
      val currentValue = data.apply(j)
      if (comparator(currentValue, minFound)) {
        minFound = currentValue
        minIndex = j
      }
    }
    data = data.updated(minIndex, data.apply(i))
    data = data.updated(i, minFound)
  }
  data
}
```

Selection Sort - Runtime

- Abridged runtime analysis

We reach $O(n^3)$ since apply takes O(n)

More details in AO4

```
def selectionSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
  var data: List[T] = inputData
  for (i <- data.indices) {
    var minFound = data.apply(i)
    var minIndex = i
    for (j <- i until data.size) {
      val currentValue = data.apply(j)
      if (comparator(currentValue, minFound)) {
        minFound = currentValue
        minIndex = j
      }
    }
    data = data.updated(minIndex, data.apply(i))
    data = data.updated(i, minFound)
  }
  data
}
```

Selection Sort - Runtime

- More mathematical analysis
  - Inner loop runs Σ i times where i ranges from n to 1
  - $n + n-1 + n-2 + ... + 2 + 1 = n^2/2 + n/2$
  - For asymptotic we only consider the highest order term and ignore constant multipliers
  - Therefore $n^2/2 + n/2$ is $O(n^2)$
  - Selection Sort has $O(n^2)$ runtime

Merge Sort

- We briefly saw in CSE115 that we can do better by using merge sort and reaching O(n log(n)) runtime
- Let's analyze this in more depth

Merge Sort

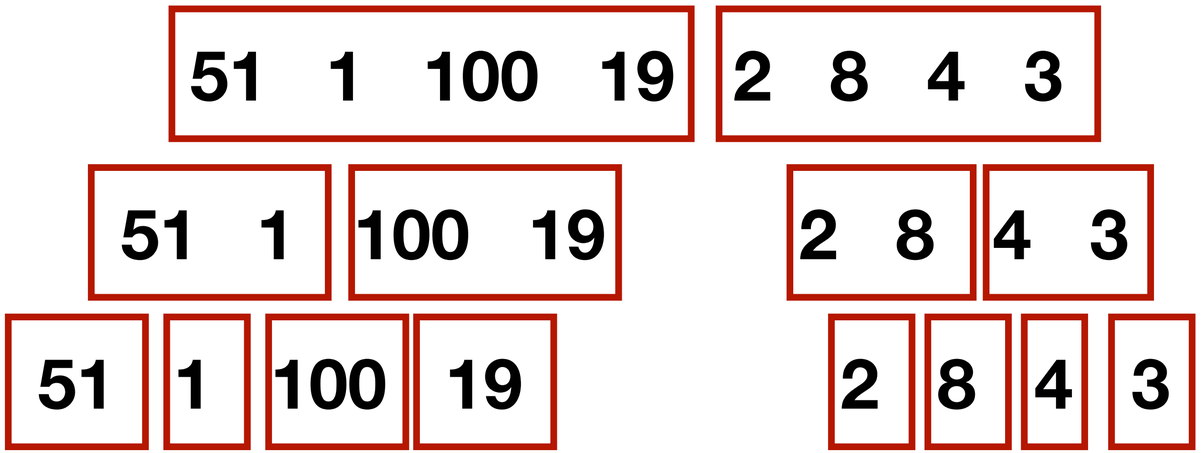
- The algorithm
  - If the input list has 1 element
    - Return it (It's already sorted)
  - Else
    - Divide the input list in two halves
    - Recursively call merge sort on each half (Repeats until the lists are size 1)
    - Merge the two sorted lists together into a single sorted list

Merge Sort

- Given an input

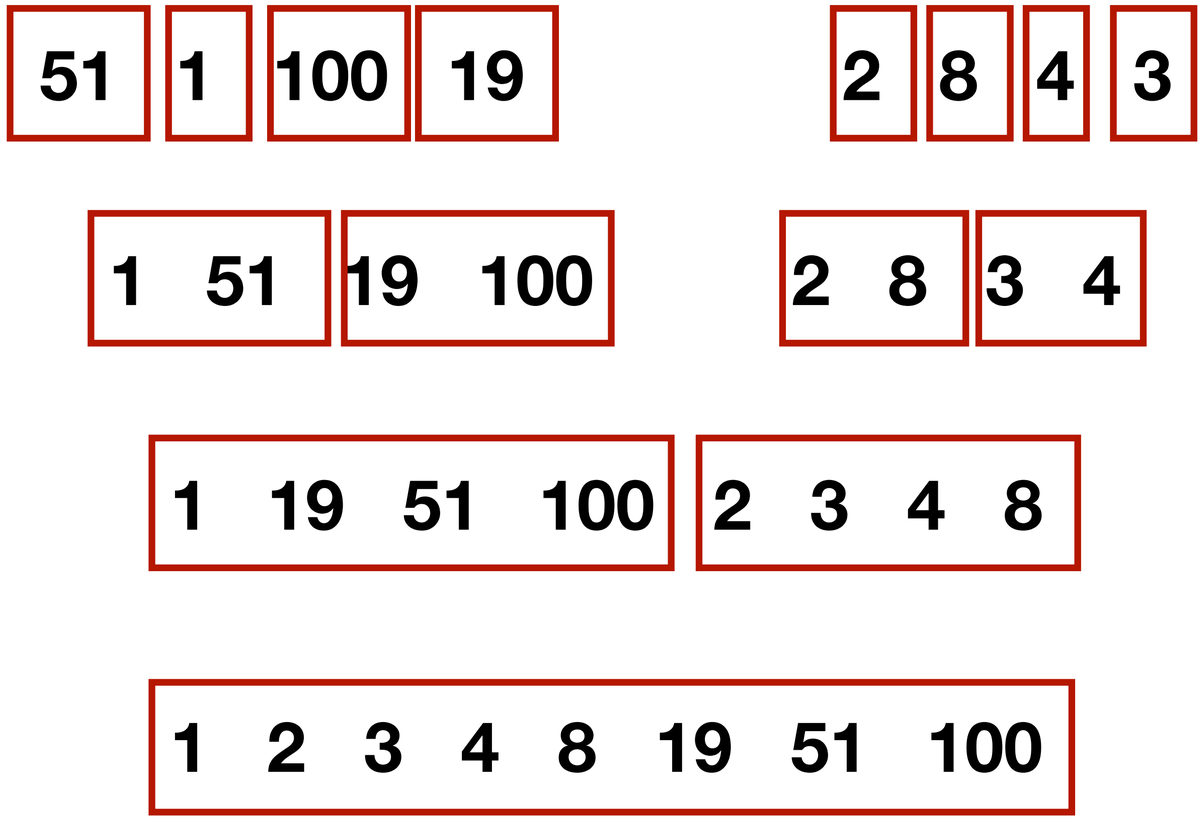
51 1 100 19 2 8 4 3

- Divide into two lists recursively until n=1



Merge Sort

- Merge lists until the original input is sorted



Merge Sort - Merge

```
def mergeSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
  if (inputData.length < 2) {
    inputData
  } else {
    val mid: Int = inputData.length / 2
    val (left, right) = inputData.splitAt(mid)
    val leftSorted  = mergeSort(left, comparator)
    val rightSorted = mergeSort(right, comparator)

    merge(leftSorted, rightSorted, comparator)
  }
}
```

Recursion!

Merge Sort - Runtime

- Each level of the recursion has 2^i lists of size $n/2^i$
- Recursion ends when is $n/2^i == 1$
  - i = log(n)
  - log(n) levels of recursion
- Each level needs to merge a total of n elements across all sub-lists
- If we can merge in O(n) time we'll have O(n log(n)) total runtime

Merge Sort - Merge

- Merge two sorted lists in O(n) time
- Take advantage of each list being sorted
- Start with pointers at the beginning of each list
- Compare the two values at the pointers and find which come first based on the comparator
  - Append it to a new list and advance that pointer
- When a pointer reaches the end of a list copy the rest of the contents

Merge Sort - Merge

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When a pointer reaches the end of a list,
copy the rest of the other list to the result

Merge Sort - Merge

When a pointer reaches the end of a list,
copy the rest of the other list to the result

Merge Sort - Merge

```
def merge[T](left: List[T], right: List[T], comparator: (T, T) => Boolean): List[T] = {
  var leftPointer = 0
  var rightPointer = 0

  var sortedList: List[T] = List()

  while (leftPointer < left.length && rightPointer < right.length) {
    if (comparator(left.apply(leftPointer), right.apply(rightPointer))) {
      sortedList = sortedList :+ left.apply(leftPointer)
      leftPointer += 1
    } else {
      sortedList = sortedList :+ right.apply(rightPointer)
      rightPointer += 1
    }
  }

  while (leftPointer < left.length) {
    sortedList = sortedList :+ left.apply(leftPointer)
    leftPointer += 1
  }
  while (rightPointer < right.length) {
    sortedList = sortedList :+ right.apply(rightPointer)
    rightPointer += 1
  }

  sortedList
}
```

Use the comparator to make ordering decisions

Merge Sort - Merge

```
def merge[T](left: List[T], right: List[T], comparator: (T, T) => Boolean): List[T] = {
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    } else {
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  }

  while (leftPointer < left.length) {
    sortedList = sortedList :+ left.apply(leftPointer)
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  }
  while (rightPointer < right.length) {
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  }

  sortedList
}
```

using apply == SLOW!

Merge Sort - Merge

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  while (leftPointer < left.length) {
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    leftPointer += 1
  }
  while (rightPointer < right.length) {
    sortedList = sortedList :+ right.apply(rightPointer)
    rightPointer += 1
  }

  sortedList
}
```

using append == SLOW!

You banned **var** then
used it in your example!

Merge Sort - Merge

```
def noVarMerge[T](left: List[T], right: List[T], comparator: (T, T) => Boolean): List[T] = {
  noVarMergeHelper(List(), left, right, comparator)
}

def noVarMergeHelper[T](accumulator: List[T], left: List[T], right: List[T], comparator: (T, T) => Boolean): List[T] = {
  if(left.isEmpty){
    accumulator.reverse ::: right
  }else if(right.isEmpty){
    accumulator.reverse ::: left
  }else if(comparator(left.head, right.head)){
    noVarMergeHelper(left.head :: accumulator, left.drop(1), right, comparator)
  }else{
    noVarMergeHelper(right.head :: accumulator, left, right.drop(1), comparator)
  }
}
```

- Rewrite merge without using var
  - Need to add elements to a List which requires reassignment
  - Avoid by using recursion
  - Each "reassignment" is made by creating a new stack frame with the new value stored in a parameter

Writing Recursive Methods

- Suggested approach:
  - Assume your recursive calls return the correct values
  - Write your method based on this assumption
  - Add a base case(s) for an input that has a trivial return value
  - Only write recursive calls that get closer to a base case

Writing Recursive Methods

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```
def mergeSort[T](inputData: List[T], comparator: (T, T) => Boolean): List[T] = {
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    val leftSorted = mergeSort(left, comparator)
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}
```

Writing Recursive Methods

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  }
}
```

Writing Recursive Methods

- Assume your recursive calls return the correct values

  -and-

- Write your method based on this assumption

- The primary benefit of writing recursive methods/functions is that we can assume that the recursive calls are correct
- If these calls are not correct, we have work to do elsewhere
  - While writing the top level functionality, assume they are correct and fix the other issues if they are not

Writing Recursive Methods

- Add a base case(s) for an input that has a trivial return value
  - A simple input where the return value is trivial
  - Ex. An empty list, an empty String, 0, 1
- Add a conditional to your method to check for the base case(s)
  - If the input is a base case, return the trivial solution
  - Else, run your code that makes the recursive call(s)

Writing Recursive Methods

- Ensure your recursive calls always get closer to a base case
  - Base case is eventually reached and returned
  - Ex. Base case is 0, each recursive call decreases the input
  - Ex. Base case is the empty String and an each recursive call removes a character from the input
- If your recursive calls don't reach a base case
  - Infinite recursion
  - Stack overflow

Lecture Task 2

- Genetic Algorithm: Lecture Task 2 -

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- A method named “standardDeviation” with:
  - A type Parameter T
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