SOTNRIG

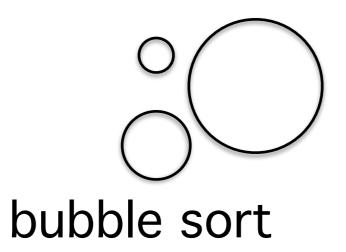
Fullstack Academy of Gode

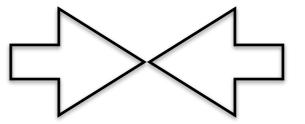
why?

Recursion practice

Introduce basic algorithmics

which?





merge sort

(both are "comparison sorts")

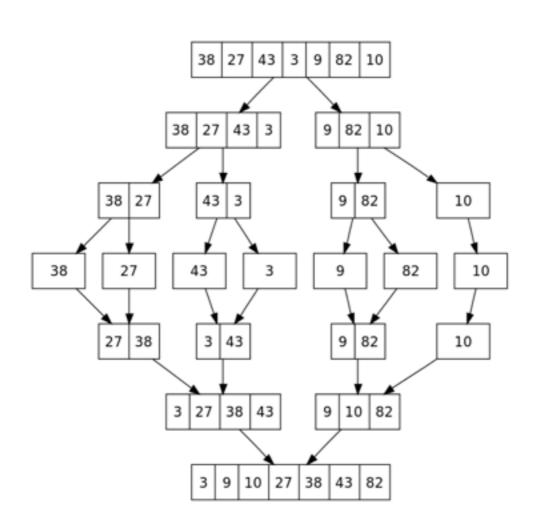
bubble sort

6 5 3 1 8 7 2 4

bubble sort

- 1. Loop over elements
- 2. Swap anything that's out of order
- 3. Repeat until there were no swaps

6 5 3 1 8 7 2 4



- 1. Divide array of n elements into n arrays of 1 element
- 2. Merge neighboring arrays
- 3. Make sure to merge in sorted order
- 4. Repeat until there's only one array

```
function merge sort(list m)
    // Base case
    if length(m) <= 1</pre>
        return m
    // Recursive case. First, *divide* the list.
    var list left, right
    var integer middle = length(m) / 2
    for each x in m before middle
         add x to left
    for each x in m after or equal middle
         add x to right
    // Recursively sort both sublists.
    left = merge sort(left)
    right = merge_sort(right)
    // *Conquer*: merge the now-sorted sublists.
    return merge(left, right)
```

visualize

bubble sort

loop & swap

merge sort

"stitch"

(workshop time)

The resources an algorithm needs

As a function of the input size

What does an algorithm need?

space

time

big O

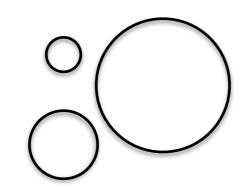
Ignore the constants

big O = big picture

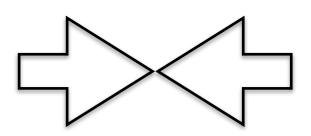
big O

$$f(n) = 5n^2 + 10$$

 $O(n^2)$



bubble sort



	average	worst case		average	worst case
space	0(1)	0(1)	space	O(n)	O(n)
time	$O(n^2)$	$O(n^2)$	time	O(n*log(n))	O(n*log(n))

merge sort speedup

...why?

merge sort speedup

- 1. Combining two lists, that are each already sorted, into one list that is sorted is a linear time operation
- 2. There are log(n) steps needed to go from n lists of one item each to one list of n items