

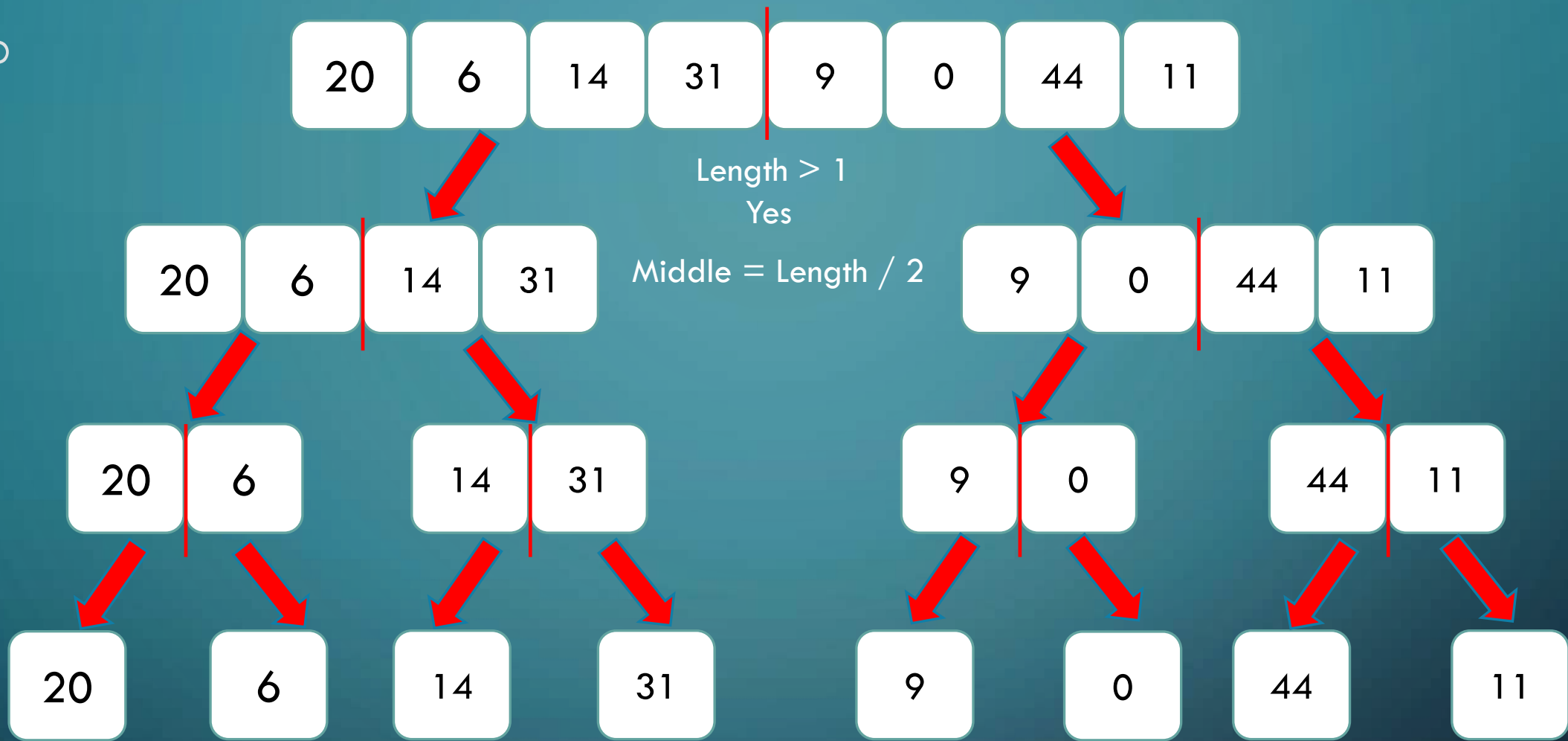


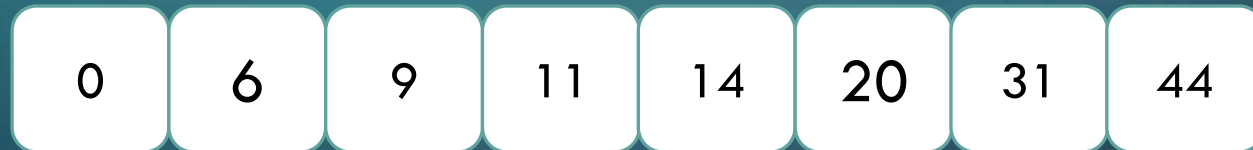
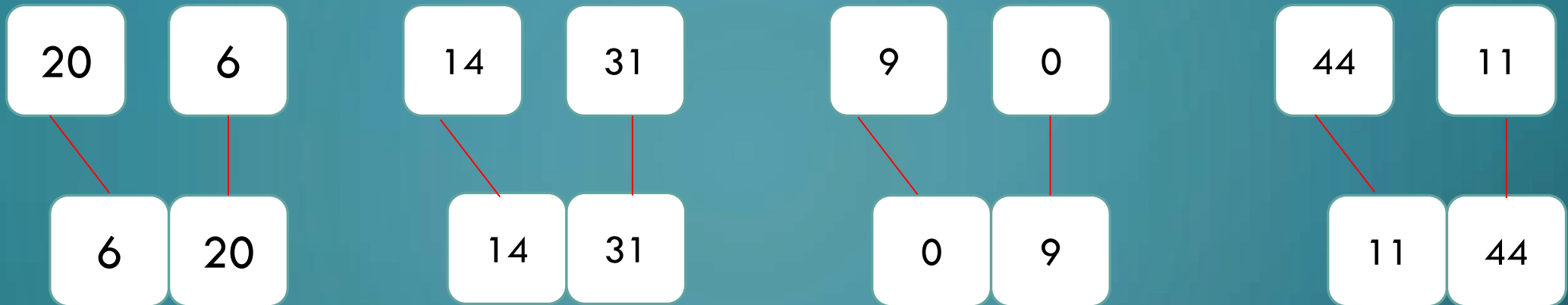
<MERGE SORT & HEAP SORT>

<MAHAN ZIYARI>

MERGE SORT

- ✓ MergeSort is Divide and Conquer algorithm.
- ✓ It divides input array in two halves, calls it self for the two halves and then merges the two sorted halves.
- ✓ Two functions are involved in this algorithm:
 - The merge() function is used for merging two halves.
 - The MergeSort() recursively calls itself to divide the array till size becomes one.





LET'S TAKE A LOOK AT CODE

```
14
15     public static void mergeSort(int array[], int length){
16         // return condition
17         if (length > 1){
18
19             // declaring middle position and Sub-arrays
20             int middle = length/ 2;
21             int[] leftArray = new int[middle];
22             int[] rightArray = new int[length - middle];
23
24             // assigning sub-arrays
25             for (int i = 0; i < middle; i++)
26                 leftArray[i] = array[i];
27             for (int j = middle; j < length; j++)
28                 rightArray[j - middle] = array[j];
29
30             // method calls itself for both sub-arrays to divide them
31             mergeSort(leftArray, middle);
32             mergeSort(rightArray, length - middle);
33
34             //passing original array and sub-arrays to merge
35             merge(array, leftArray, rightArray, middle, length - middle);
36         }
```

```
public static void merge(int[] array, int[] leftArray, int[] rightArray, int n1, int n2){
    int i = 0, j = 0, k = 0;
    /* each time this method is called,
    it compares left-array values with the right one
    and put them in their correct position int the original array*/
    while (i < n1 && j < n2){
        if (leftArray[i] <= rightArray[j])
            array[k++] = leftArray[i++];
        else
            array[k++] = rightArray[j++];
    }

    /* put the remaining values from the sub-array
    which it's pointer doesn't reach the end of array*/
    while (i < n1)
        array[k++] = leftArray[i++];
    while (j < n2)
        array[k++] = rightArray[j++];
}
```

MERGE SORT FEATURES

- Merge sort can work well on any type of data sets irrespective of its size.
- Merge sort is not in place because it requires additional memory space to store the auxiliary arrays.
- The merge sort is external sorting method in which the data that is to be sorted cannot be accommodated in the memory and needed auxiliary memory for sorting.
- Merge sort is stable as two elements with equal value appear in the same order in sorted output as they were in the input unsorted array.


TIME COMPLEXITY

- Merge Sort is a recursive algorithm and time complexity can be expressed as following recurrence relation : $T(n) = 2T(n/2) + O(n)$
 - $2T(n/2)$ is the required time to sort sub-arrays
 - $O(n)$ is the required time to merge the array
- Time complexity of Merge Sort is $O(n \log n)$ in all 3 cases (worst, average and best) as merge sort always divides the array into two halves and take linear time to merge two halves.



DID YOU KNOW?

Java 6's `Arrays.sort` method uses Quicksort for arrays of primitives and merge sort for arrays of objects.



RESOURCES THAT USED FOR MERGE SORT

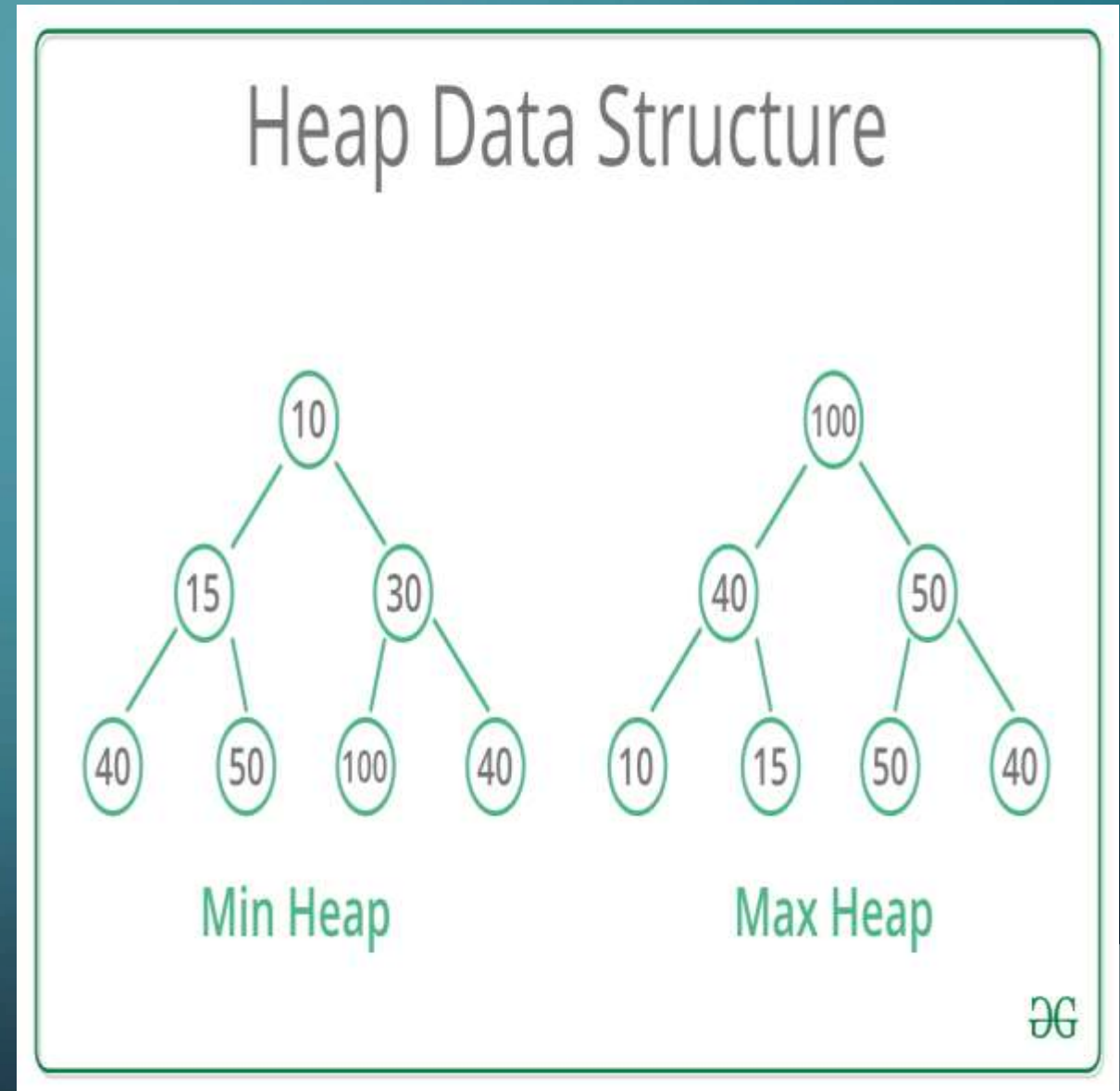
- https://en.wikipedia.org/wiki/Merge_sort
- <https://www.geeksforgeeks.org/merge-sort/>
- <https://www.youtube.com/watch?v=JSceec-wEyw>
- <https://www.geeksforgeeks.org/quick-sort-vs-merge-sort/>
- <https://stackoverflow.com/questions/3707190/why-does-javas-arrays-sort-method-use-two-different-sorting-algorithms-for-diff>

HEAP SORT

- ✓ In this Algorithm we first build the heap using the given elements.
- ✓ We create a MaxHeap to sort the elements in ascending order.
- ✓ Once the heap is created, we swap the root node with the last node and delete the last node from the heap.

HEAP EXAMPLES

- In a *Max-Heap* the key present at the root node must be greatest among the keys present at all of it's children. The same property must be recursively true for all sub-trees in that Binary Tree.
- In a *Min-Heap* the key present at the root node must be minimum among the keys present at all of it's children. The same property must be recursively true for all sub-trees in that Binary Tree.



WHY ARRAY BASED REPRESENTATION FOR BINARY HEAP?

Since a Binary Heap is a Complete Binary Tree, it can be easily represented as array and array based representation is space efficient. If the parent node is stored at index I , the left child can be calculated by $2 * I + 1$ and right child by $2 * I + 2$ (assuming the indexing starts at 0).

Input Data

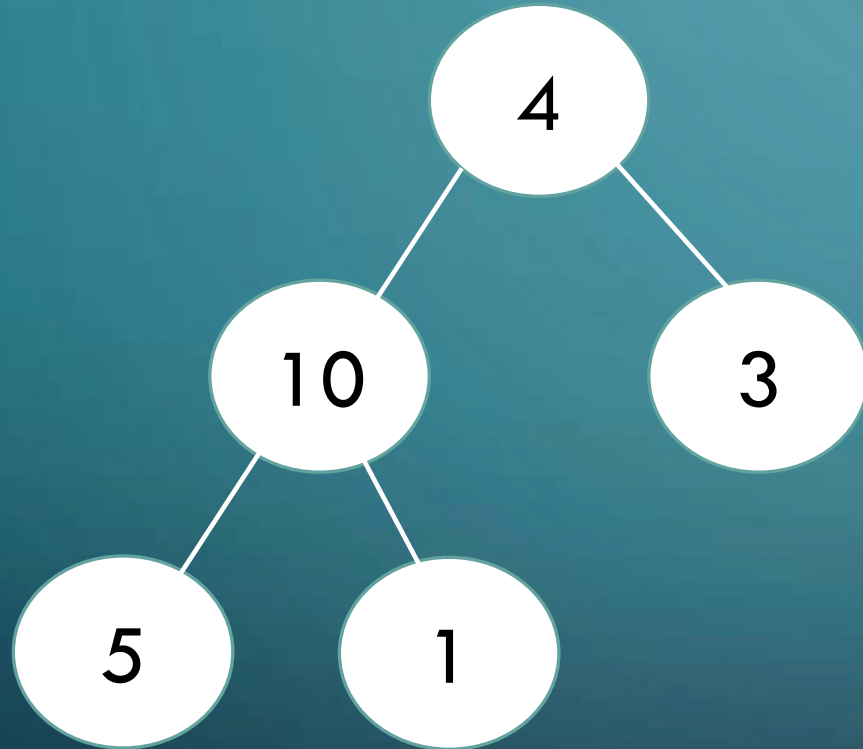
4

10

3

5

1



Now that we have
build a heap we
need to transform it
into a max heap

Input Data

4

10

3

5

1

Rearranged array

10

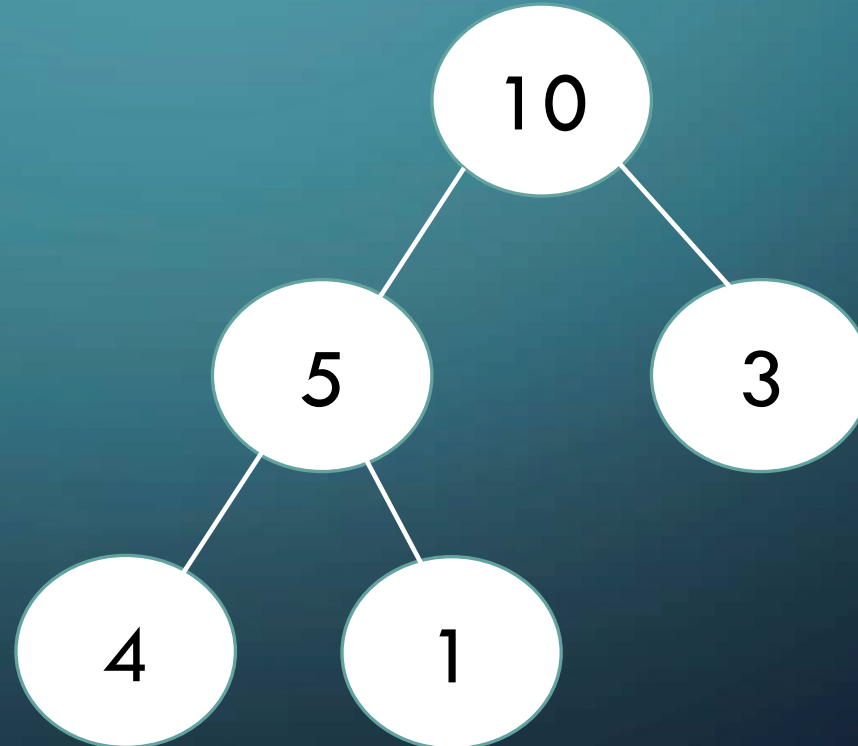
5

3

4

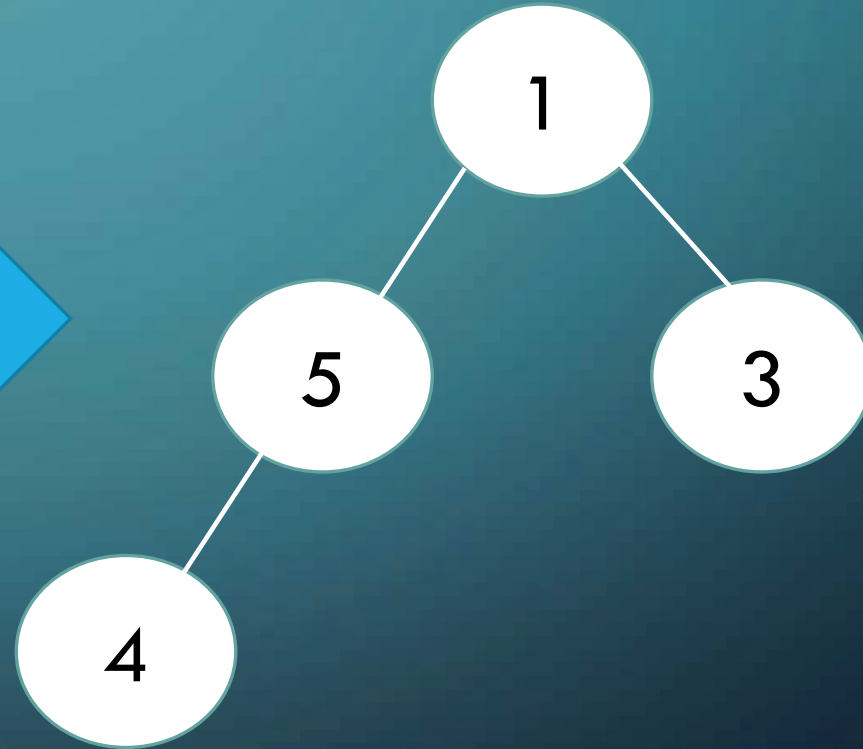
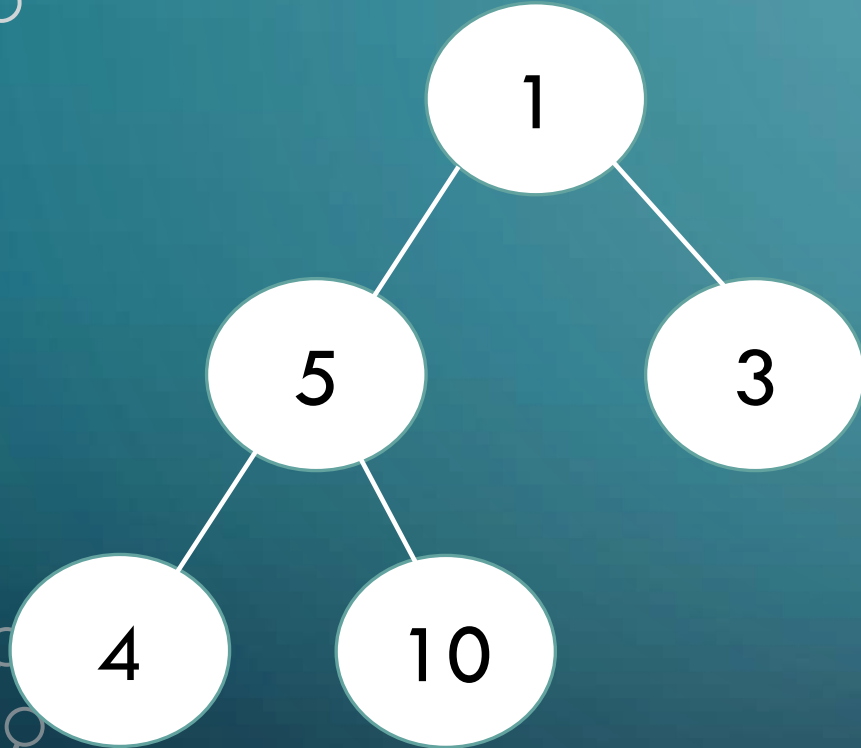
1

To build a max heap we swap 4 and 10 and then we swap 4 and 5



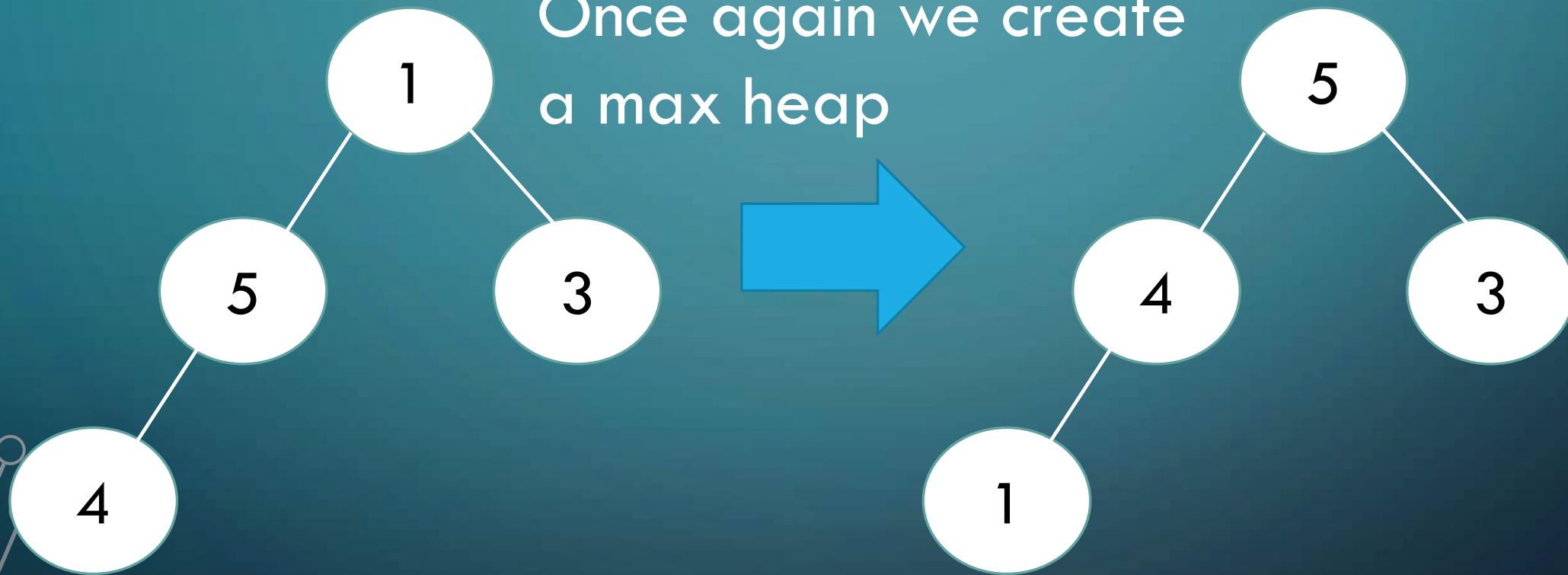


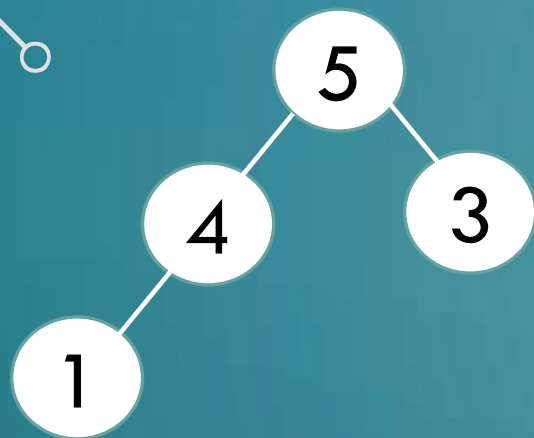
Swap first and last node
and delete the last node
from heap



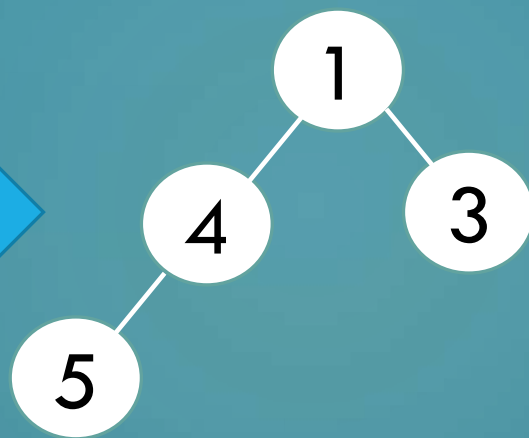


Once again we create
a max heap

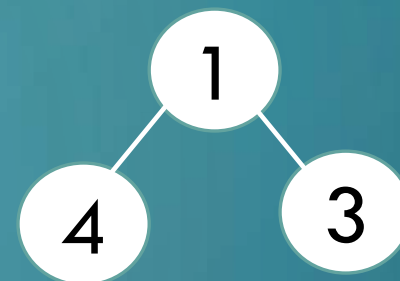
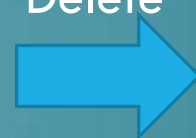




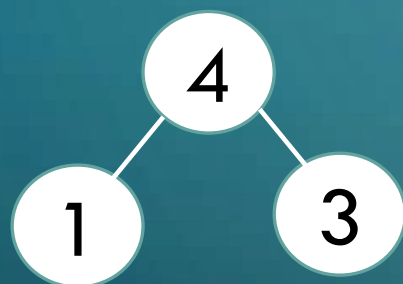
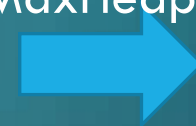
Swap



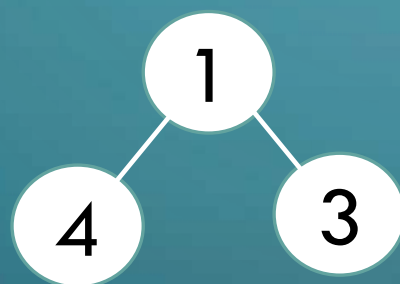
Delete



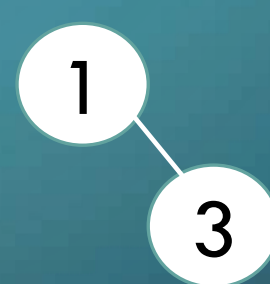
MaxHeapify



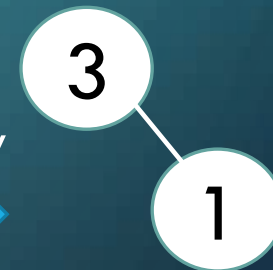
Swap



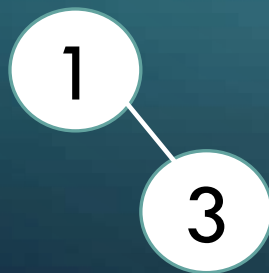
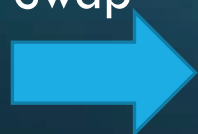
Delete



MaxHeapify



Swap



Delete



Result



NOW LET'S TAKE A LOOK AT CODE

```
public static void heapSort(int[] array, int length){
    // Build heap (rearrange array)
    for (int i = length / 2 - 1; i >= 0; i--)
        heapify(array, length, i);

    // One by one extract an element from heap
    for (int i=length - 1; i > 0; i--)
    {
        // Move current root to end
        int temp = array[0];
        array[0] = array[i];
        array[i] = temp;

        // call max heapify on the reduced heap
        heapify(array, i, index: 0);
    }
}
```

```
29
30 // To heapify a subtree rooted with node i which is
31 // an index in arr[]. n is size of heap
32 public static void heapify(int[] array, int length, int index)
33 {
34     int largest = index; // Initialize largest as root
35     int l = 2*index + 1; // left = 2*i + 1
36     int r = 2*index + 2; // right = 2*i + 2
37
38     // If left child is larger than root
39     if (l < length && array[l] > array[largest])
40         largest = l;
41
42     // If right child is larger than largest so far
43     if (r < length && array[r] > array[largest])
44         largest = r;
45
46     // If largest is not root
47     if (largest != index)
48     {
49         int swap = array[index];
50         array[index] = array[largest];
51         array[largest] = swap;
52
53         // Recursively heapify the affected sub-tree
54         heapify(array, length, largest);
55     }
56 }
```

TIME AND SPACE COMPLEXITY

- The `buildMaxHeap()` operation is run once, and is $O(n)$ in performance. The `siftDown()` function is $O(\log n)$, and is called n times. Therefore, the performance of this algorithm in all three cases is $O(n + n \log n) = O(n \log n)$
- HeapSort is an In-place algorithm, so the space complexity of this sort is $O(1)$

NOTES

- Heap sort is an in-place algorithm.
- Its typical implementation is not stable, but can be made stable.
- Heap sort algorithm has limited uses because QuickSort and MergeSort are better in practice. Nevertheless, the Heap data structure itself is enormously used.

RESOURCES THAT USED FOR HEAP SORT

- <https://en.wikipedia.org/wiki/Heapsort>
- <https://www.geeksforgeeks.org/heap-data-structure/>
- <https://www.geeksforgeeks.org/heap-sort/>
- https://www.youtube.com/watch?v=MtQL_I15KhQ&list=PLqM7aIHxFySHrGlxeBOo4-mKO4H8j2knW&index=2&t=0s

MANY THANKS FOR YOUR ATTENTION

