



ITMO UNIVERSITY

How to Win Coding Competitions: Secrets of Champions

Week 3: Sorting and Search Algorithms Lecture 6: Mergesort

Maxim Buzdalov
Saint Petersburg 2016

Another Divide-and-Conquer algorithm

Another Divide-and-Conquer algorithm

- ▶ Works recursively

Another **Divide-and-Conquer** algorithm

- ▶ Works recursively
- ▶ If subarray size is 1, do nothing

Another Divide-and-Conquer algorithm

- ▶ Works recursively
- ▶ If subarray size is 1, do nothing
- ▶ Otherwise:
 - ▶ **Split** the array into two (nearly) equal halves
 - ▶ Sort these halves recursively
 - ▶ **Merge** the results into a sorted subarray

Another Divide-and-Conquer algorithm

- ▶ Works recursively
- ▶ If subarray size is 1, do nothing
- ▶ Otherwise:
 - ▶ **Split** the array into two (nearly) equal halves
 - ▶ Sort these halves recursively
 - ▶ **Merge** the results into a sorted subarray
- ▶ Differences to Quicksort

Another Divide-and-Conquer algorithm

- ▶ Works recursively
- ▶ If subarray size is 1, do nothing
- ▶ Otherwise:
 - ▶ **Split** the array into two (nearly) equal halves
 - ▶ Sort these halves recursively
 - ▶ **Merge** the results into a sorted subarray
- ▶ Differences to Quicksort
 - ▶ Quicksort: split into two parts such that $L \preceq R$, sort recursively
 - ▶ Mergesort: split into two parts, sort recursively, merge answers

Another Divide-and-Conquer algorithm

- ▶ Works recursively
- ▶ If subarray size is 1, do nothing
- ▶ Otherwise:
 - ▶ **Split** the array into two (nearly) equal halves
 - ▶ Sort these halves recursively
 - ▶ **Merge** the results into a sorted subarray
- ▶ Differences to Quicksort
 - ▶ Quicksort: split into two parts such that $L \preceq R$, sort recursively
 - ▶ Mergesort: split into two parts, sort recursively, merge answers
- ▶ This algorithm needs **extra scratch memory**


```
procedure MERGESORT( $A, W, \preceq, s, t$ )  
  if  $s + 1 = t$  then return end if  
   $m \leftarrow (s + t) / 2$   
  MERGESORT( $A, W, \preceq, s, m$ )  
  MERGESORT( $A, W, \preceq, m, t$ )  
  
   $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
  while  $i < m$  or  $j < t$  do  
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then  
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
    else  
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
    end if  
  end while  
  
  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for  
end procedure
```

```
procedure MERGESORT( $A, W, \preceq, s, t$ )  
  if  $s + 1 = t$  then return end if  
   $m \leftarrow (s + t) / 2$   
  MERGESORT( $A, W, \preceq, s, m$ )  
  MERGESORT( $A, W, \preceq, m, t$ )  
  
   $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
  while  $i < m$  or  $j < t$  do  
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then  
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
    else  
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
    end if  
  end while  
  
  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for  
end procedure
```

- **Attention:** the ending index is **exclusive** unlike quicksort

```
procedure MERGESORT( $A, W, \preceq, s, t$ )  
  if  $s + 1 = t$  then return end if  
   $m \leftarrow (s + t) / 2$   
  MERGESORT( $A, W, \preceq, s, m$ )  
  MERGESORT( $A, W, \preceq, m, t$ )  
  
   $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
  while  $i < m$  or  $j < t$  do  
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then  
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
    else  
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
    end if  
  end while  
  
  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for  
end procedure
```

- **Attention:** the ending index is **exclusive** unlike quicksort
- Split into two **equal** halves (up to ± 1)

```

procedure MERGESORT( $A, W, \preceq, s, t$ )
  if  $s + 1 = t$  then return end if
   $m \leftarrow (s + t) / 2$ 
  MERGESORT( $A, W, \preceq, s, m$ )
  MERGESORT( $A, W, \preceq, m, t$ )

   $i \leftarrow s, j \leftarrow m, k \leftarrow s$ 
  while  $i < m$  or  $j < t$  do
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$ 
    else
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$ 
    end if
  end while

  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for
end procedure

```

- ▶ **Attention:** the ending index is **exclusive** unlike quicksort
- ▶ Split into two **equal** halves (up to ± 1)
- ▶ **Green** code is responsible for merging sorted halves

```

procedure MERGESORT( $A, W, \preceq, s, t$ )
  if  $s + 1 = t$  then return end if
   $m \leftarrow (s + t) / 2$ 
  MERGESORT( $A, W, \preceq, s, m$ )
  MERGESORT( $A, W, \preceq, m, t$ )

   $i \leftarrow s, j \leftarrow m, k \leftarrow s$ 
  while  $i < m$  or  $j < t$  do
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$ 
    else
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$ 
    end if
  end while

  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for
end procedure

```

- ▶ **Attention:** the ending index is **exclusive** unlike quicksort
- ▶ Split into two **equal** halves (up to ± 1)
- ▶ **Green** code is responsible for merging sorted halves
- ▶ The **scratch** array W is used to perform merging easily
 - ▶ In-place merge is possible, but is either slower or very complicated

```

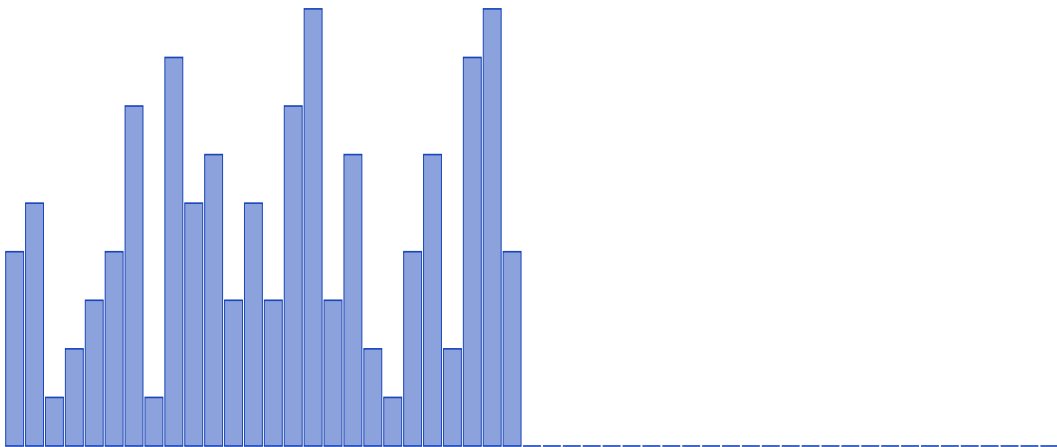
procedure MERGESORT( $A, W, \preceq, s, t$ )
  if  $s + 1 = t$  then return end if
   $m \leftarrow (s + t) / 2$ 
  MERGESORT( $A, W, \preceq, s, m$ )
  MERGESORT( $A, W, \preceq, m, t$ )

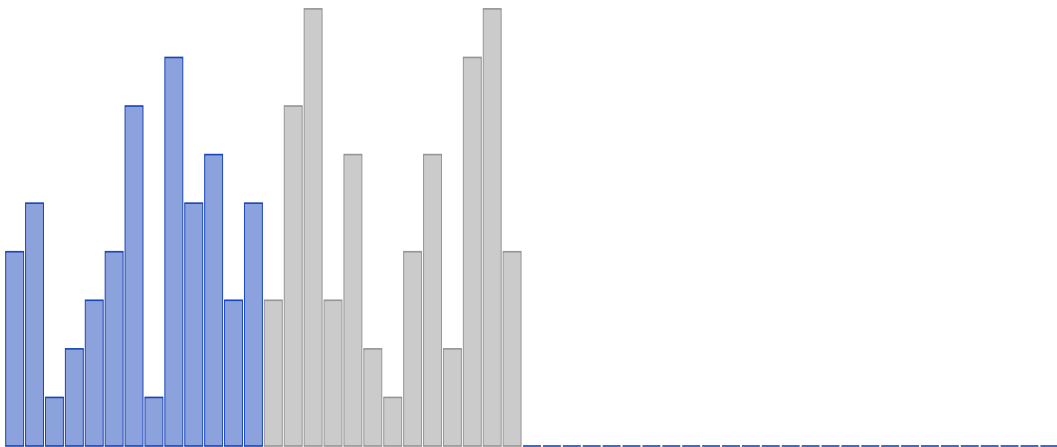
   $i \leftarrow s, j \leftarrow m, k \leftarrow s$ 
  while  $i < m$  or  $j < t$  do
    if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then
       $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$ 
    else
       $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$ 
    end if
  end while

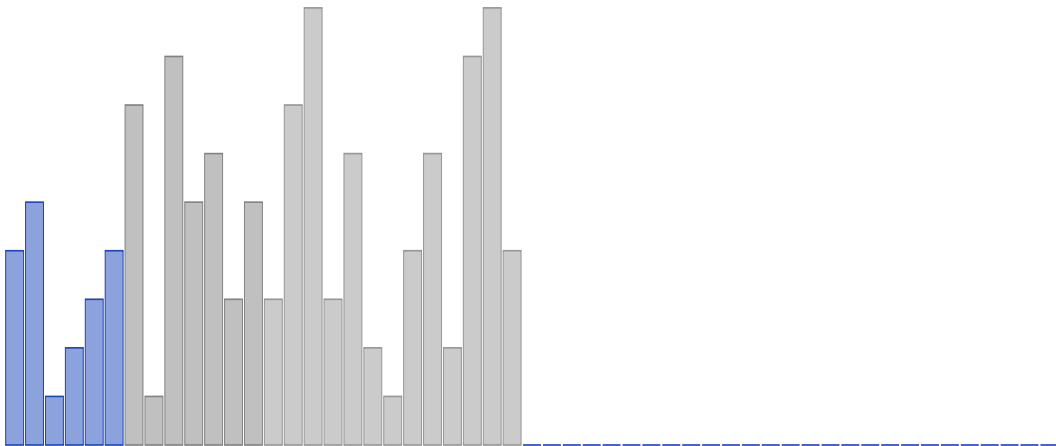
  for  $i \in [s; t)$  do  $A[i] \leftarrow W[i]$  end for
end procedure

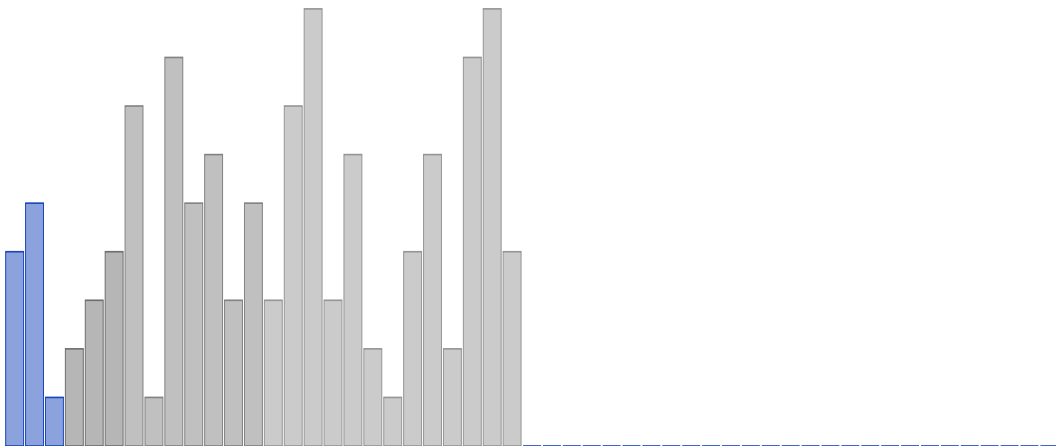
```

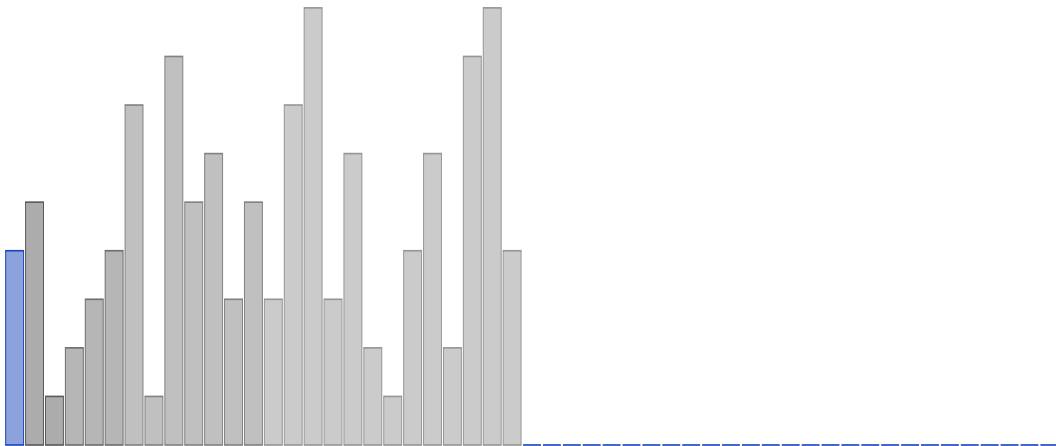
- ▶ **Attention:** the ending index is **exclusive** unlike quicksort
- ▶ Split into two **equal** halves (up to ± 1)
- ▶ **Green** code is responsible for merging sorted halves
- ▶ The **scratch** array W is used to perform merging easily
 - ▶ In-place merge is possible, but is either slower or very complicated
- ▶ Merge runs in $\Theta(t - s)$
 - ▶ Every scratch element is written exactly once

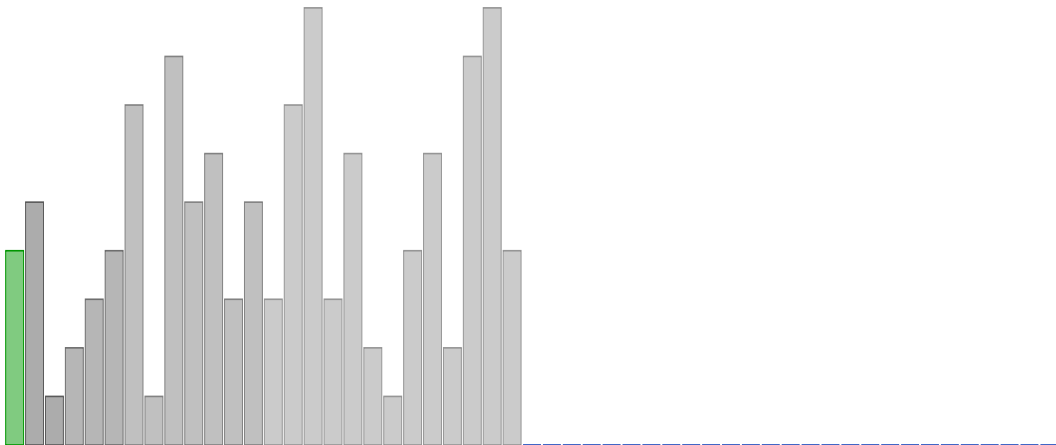


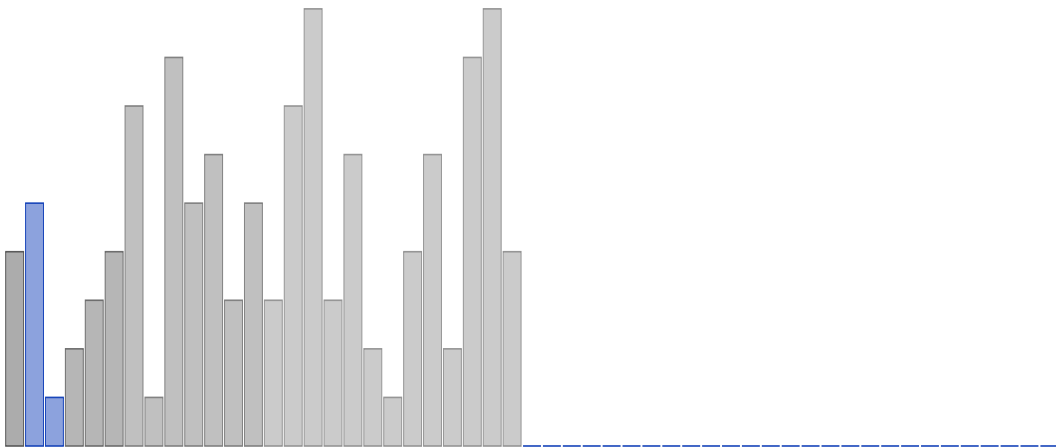


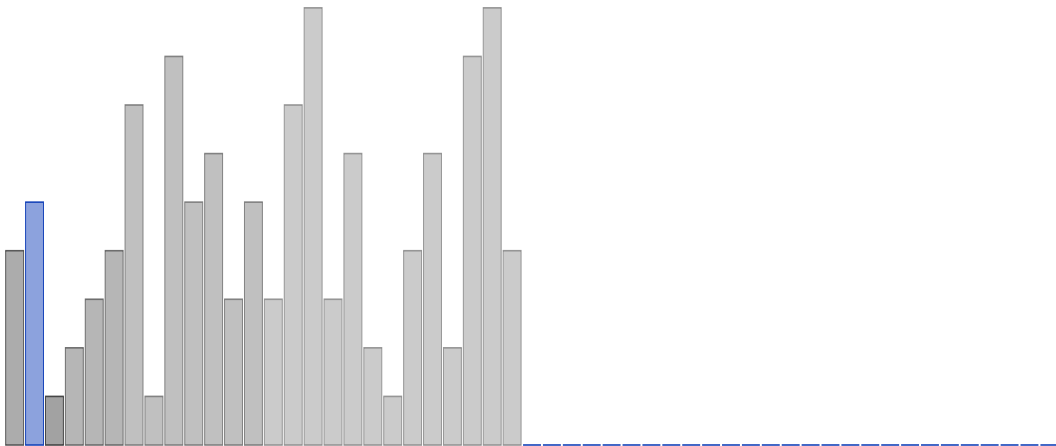


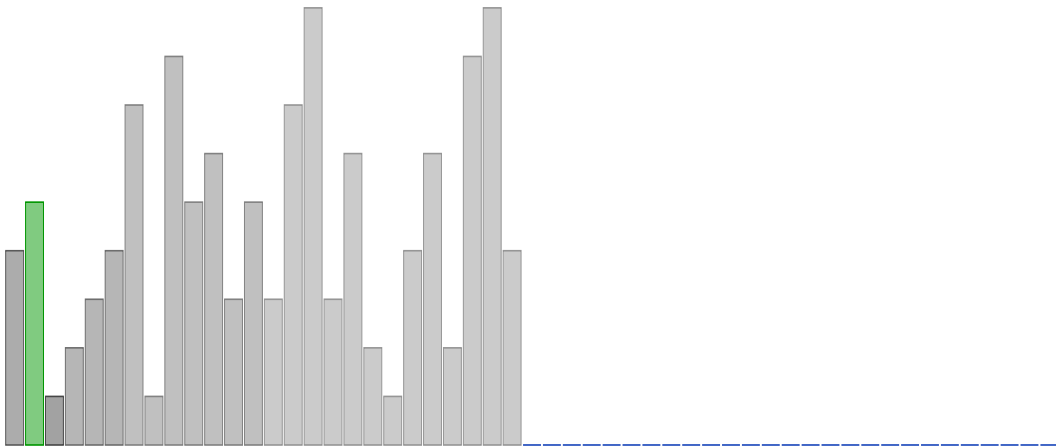


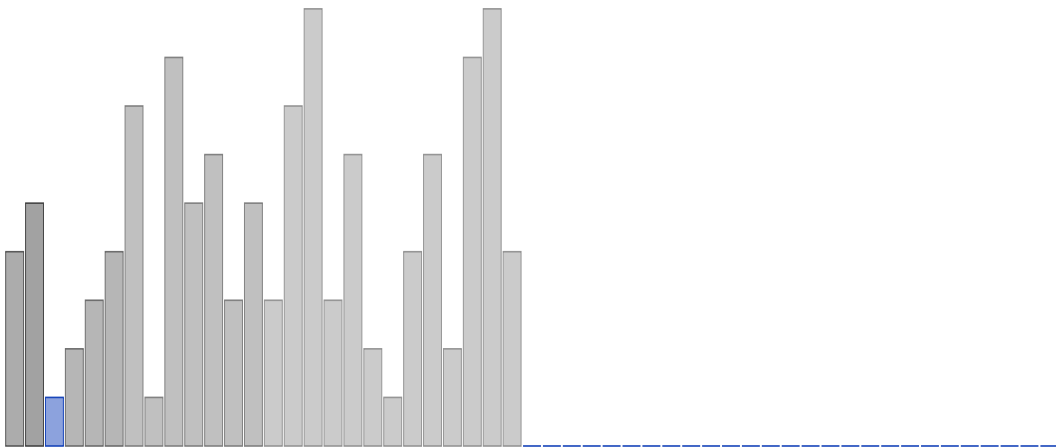


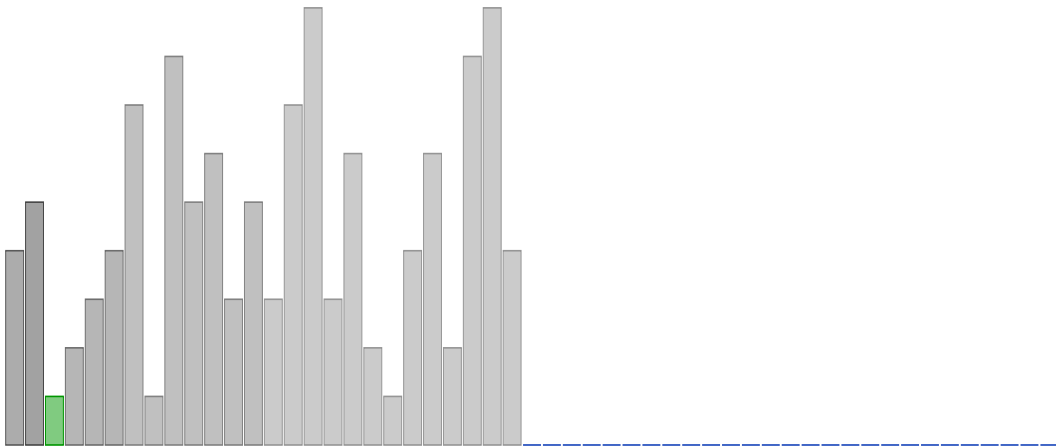


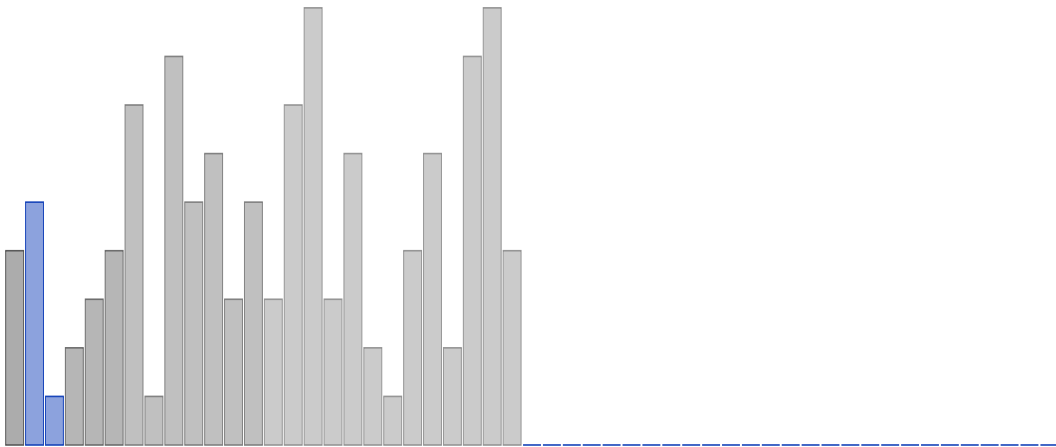


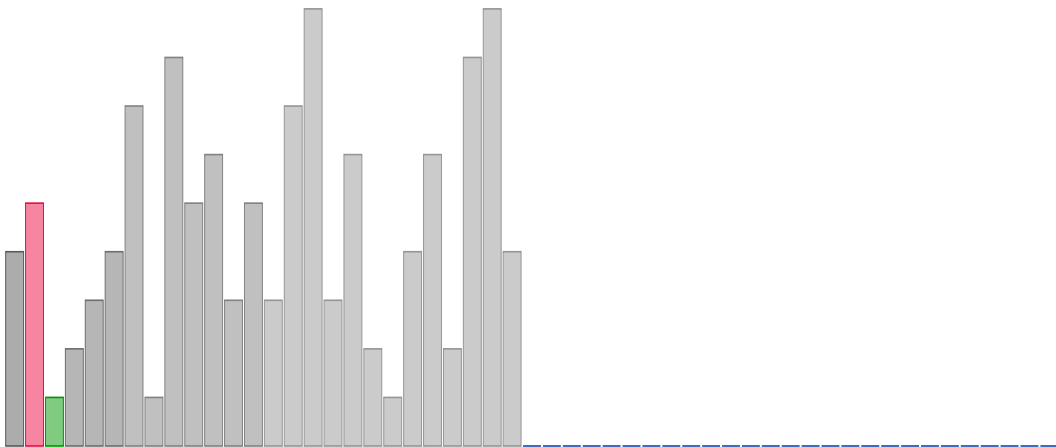


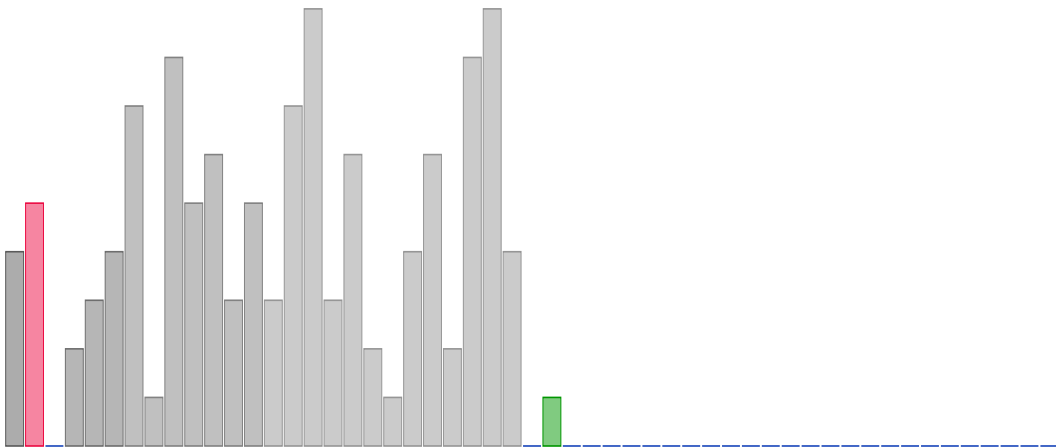


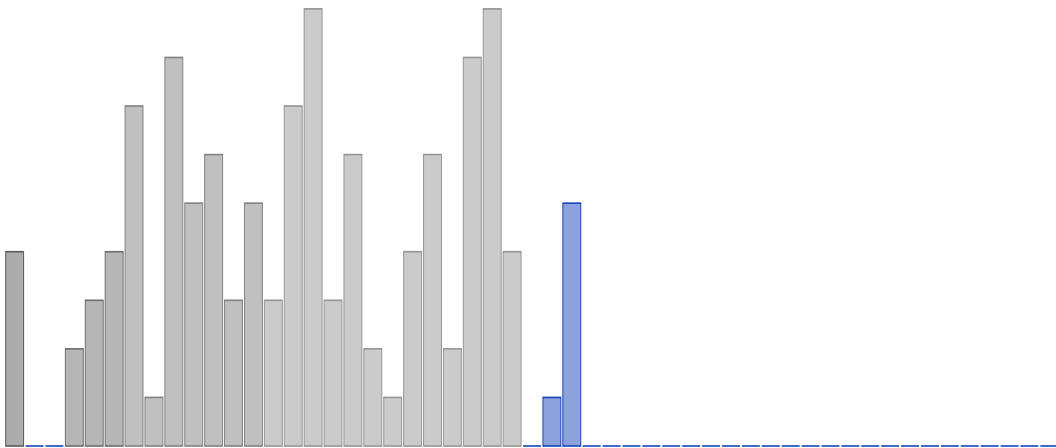


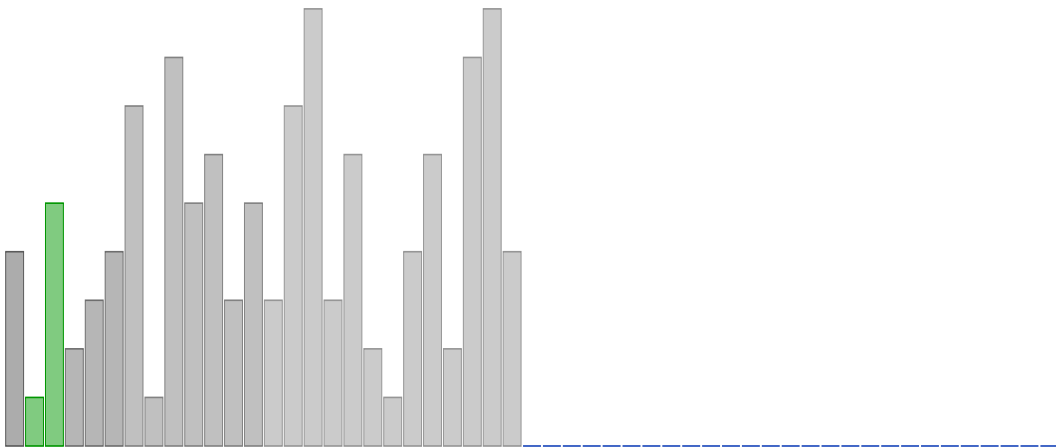


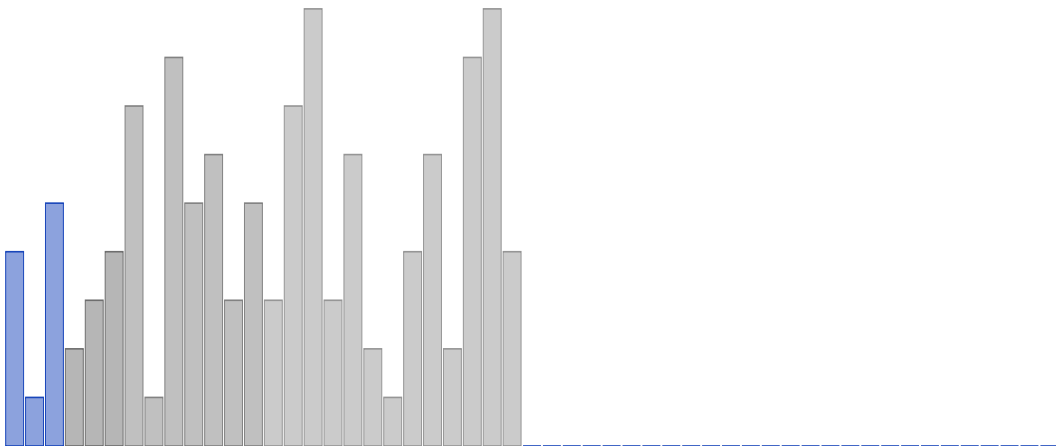


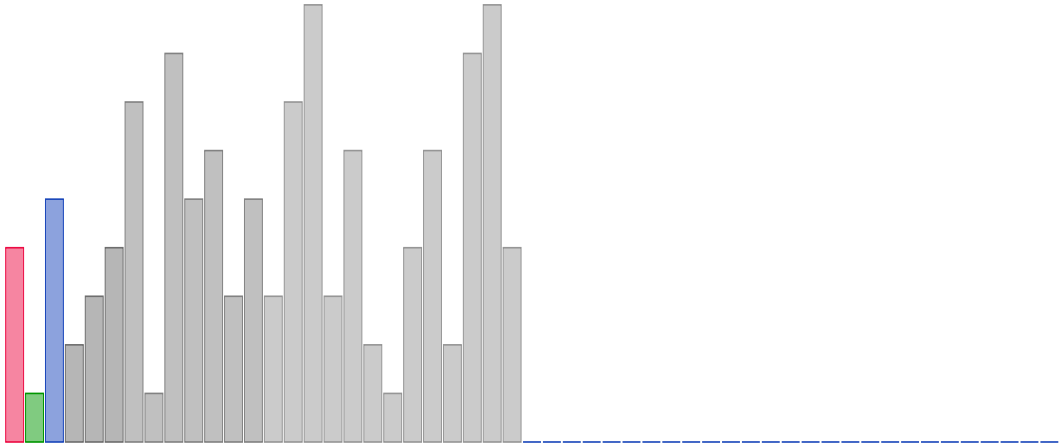


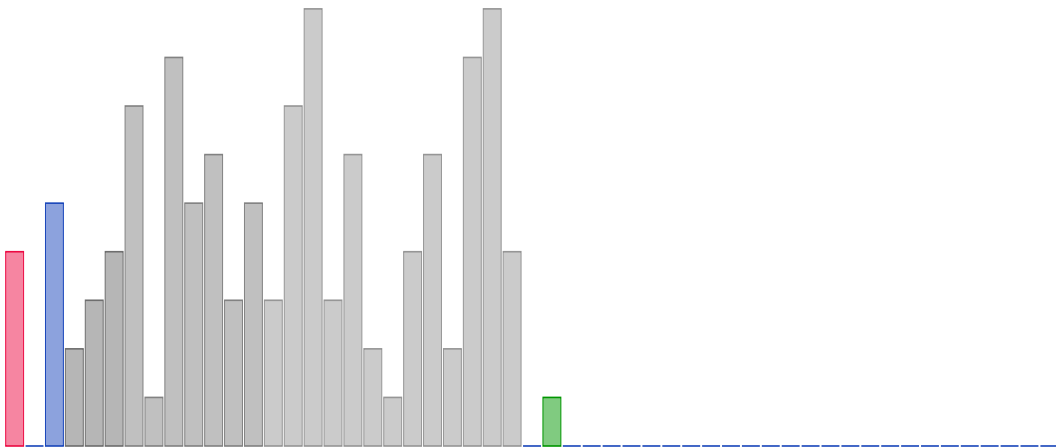


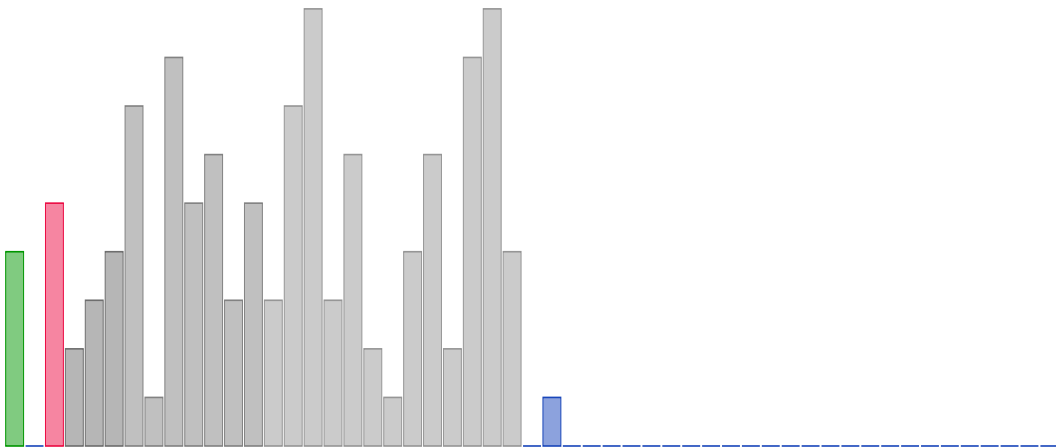


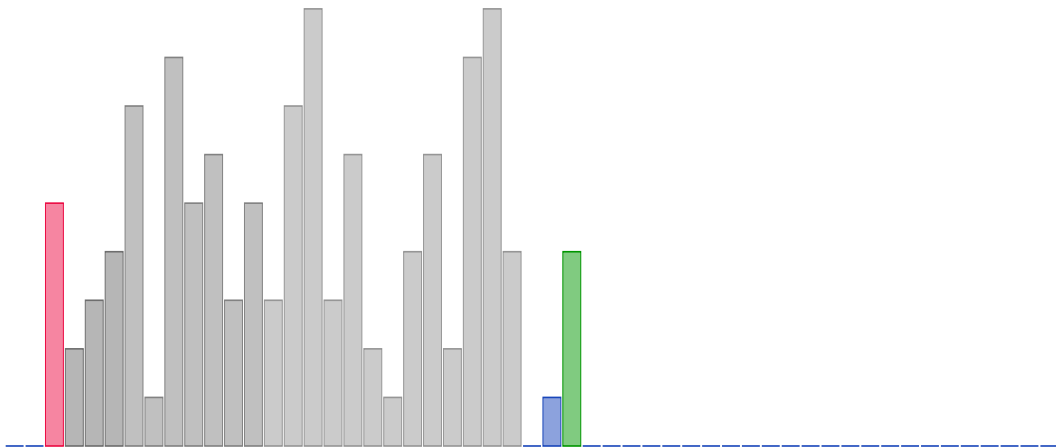


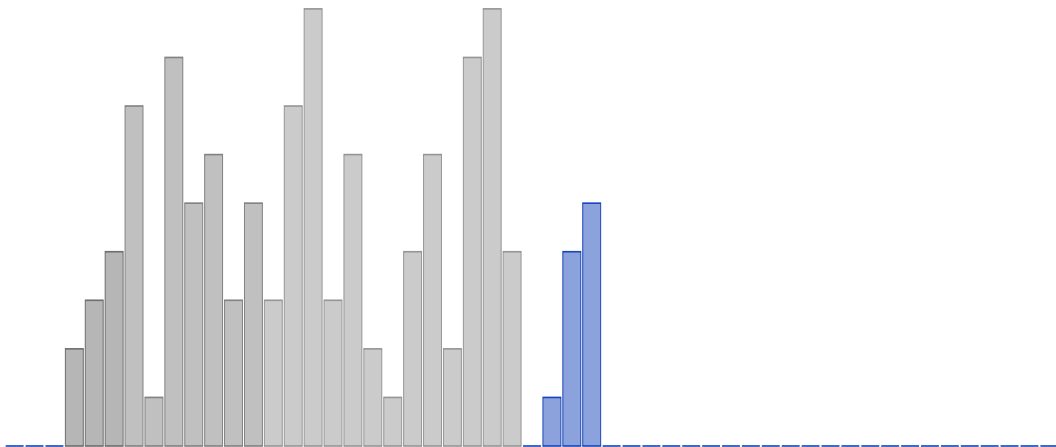


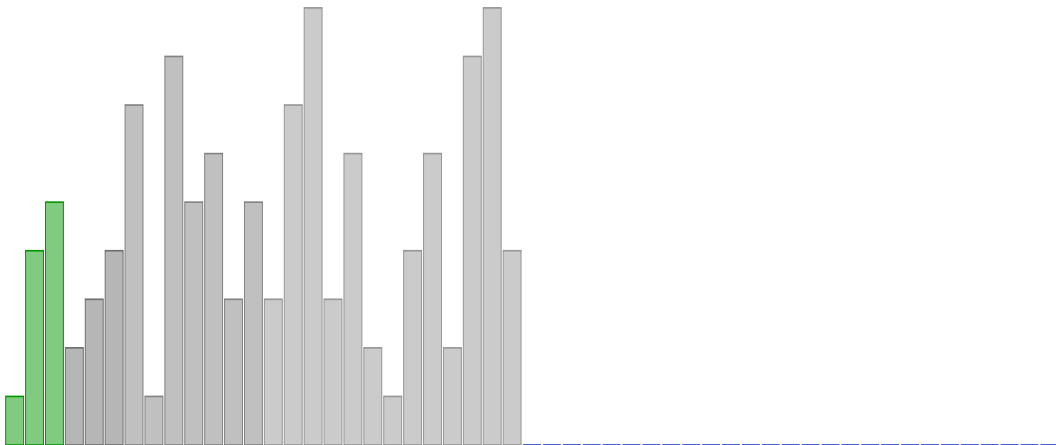


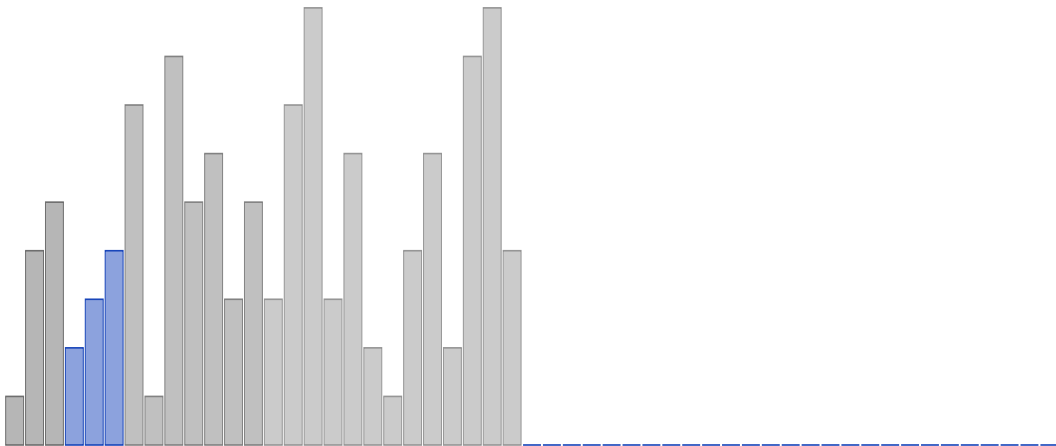


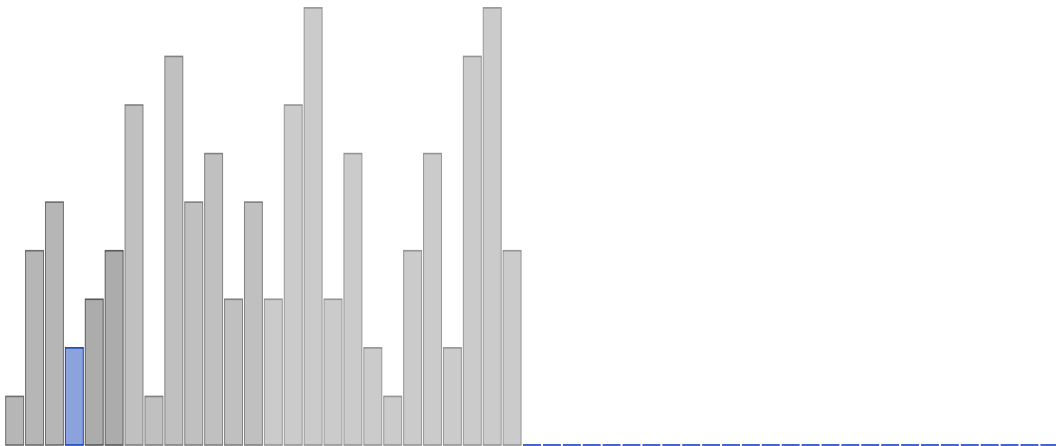


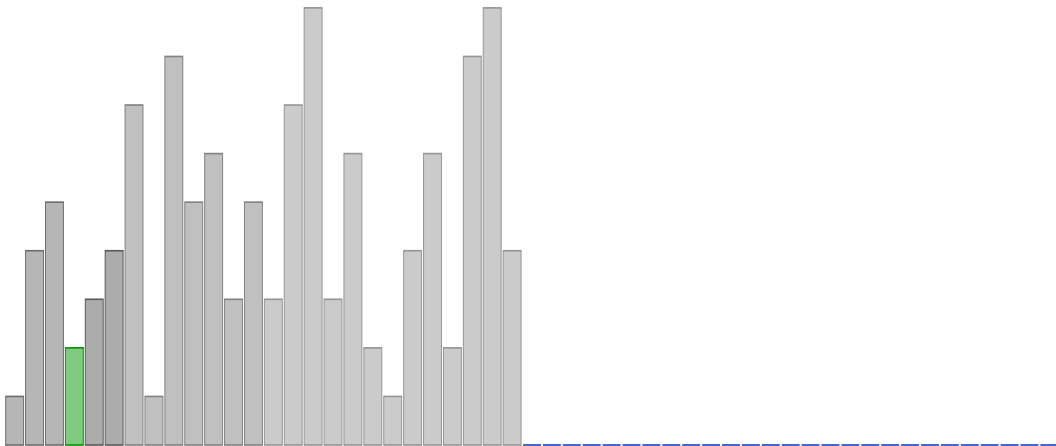


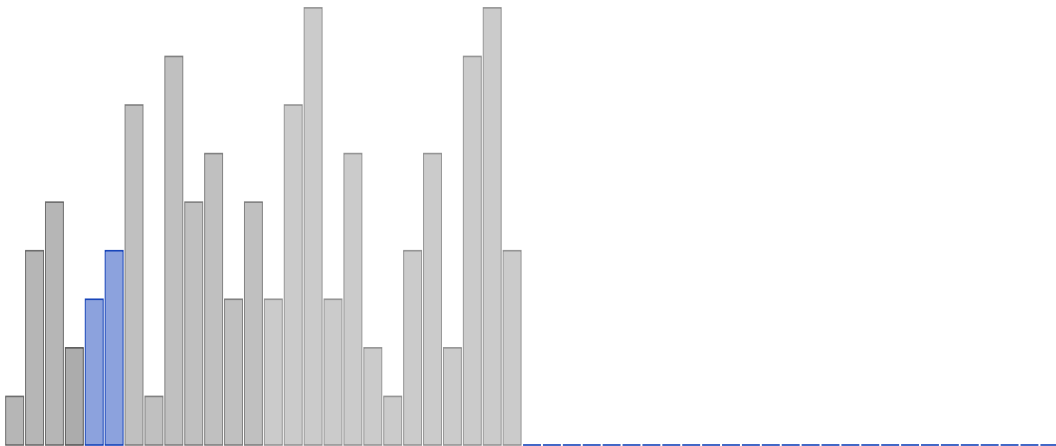


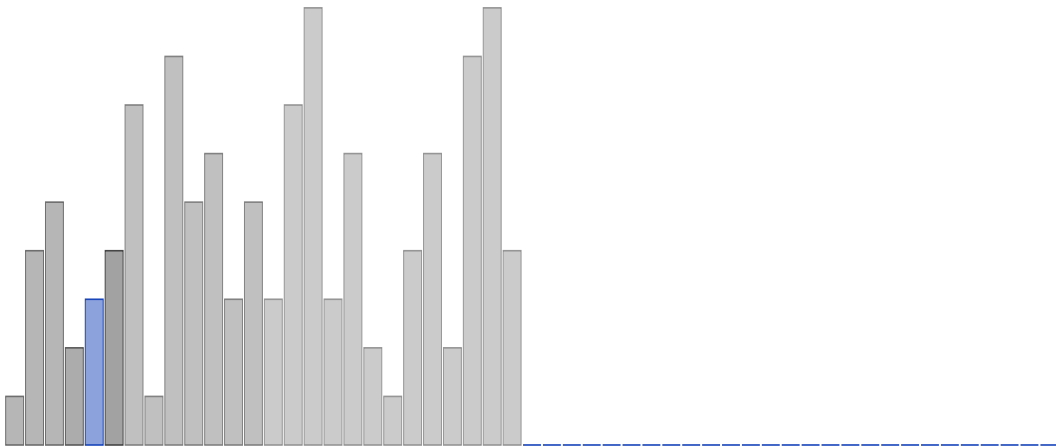


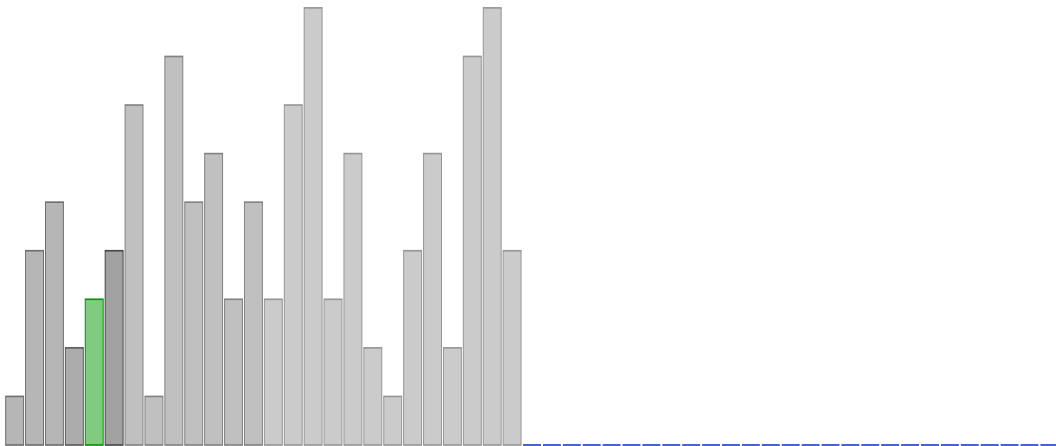


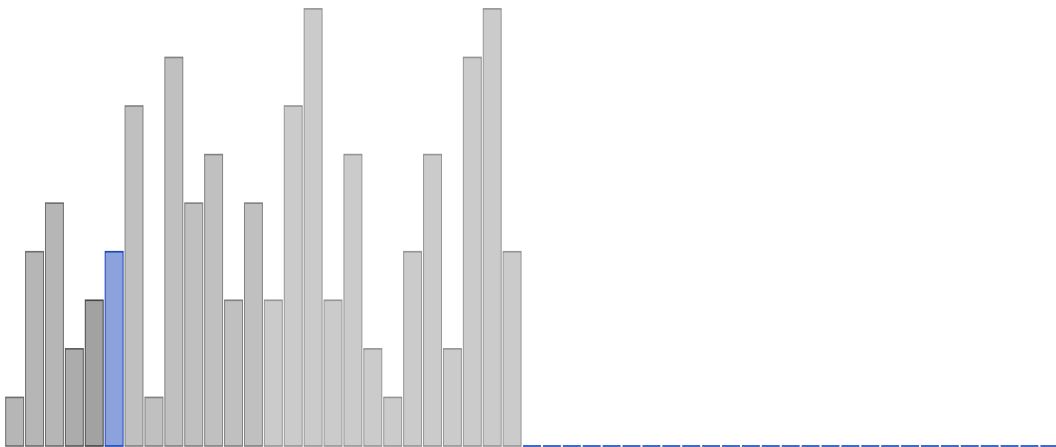


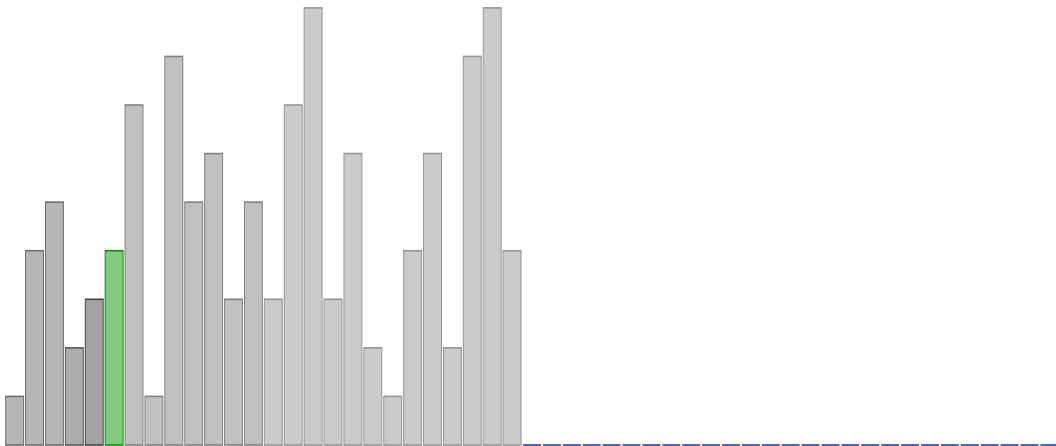


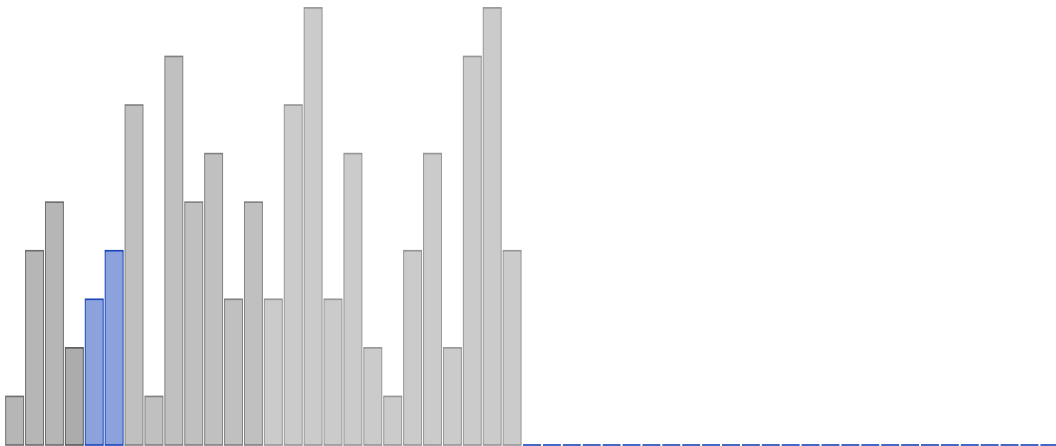


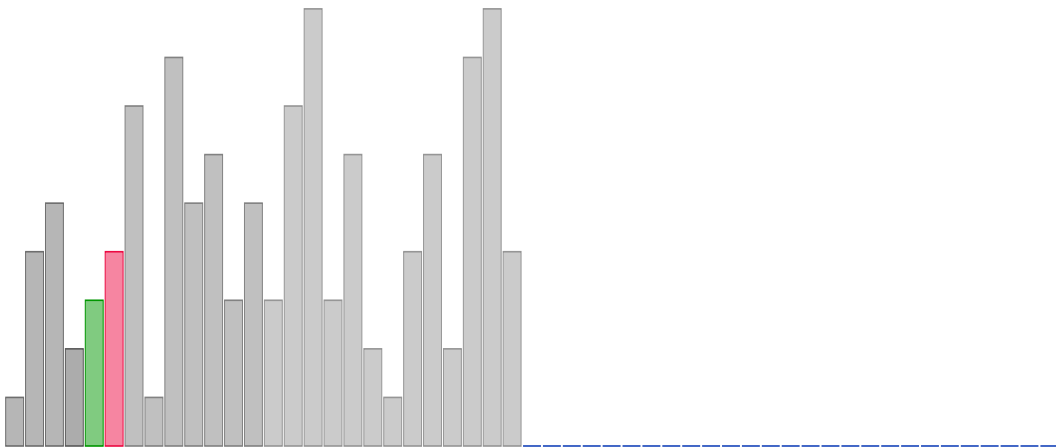


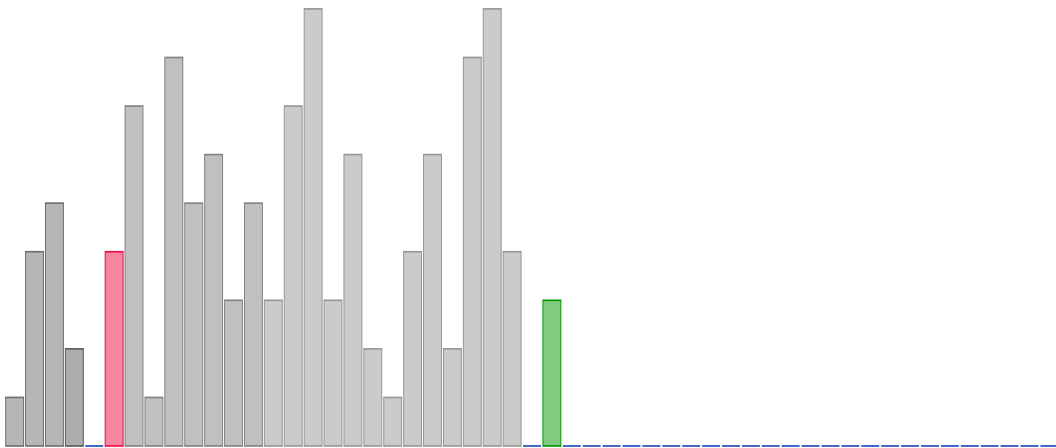


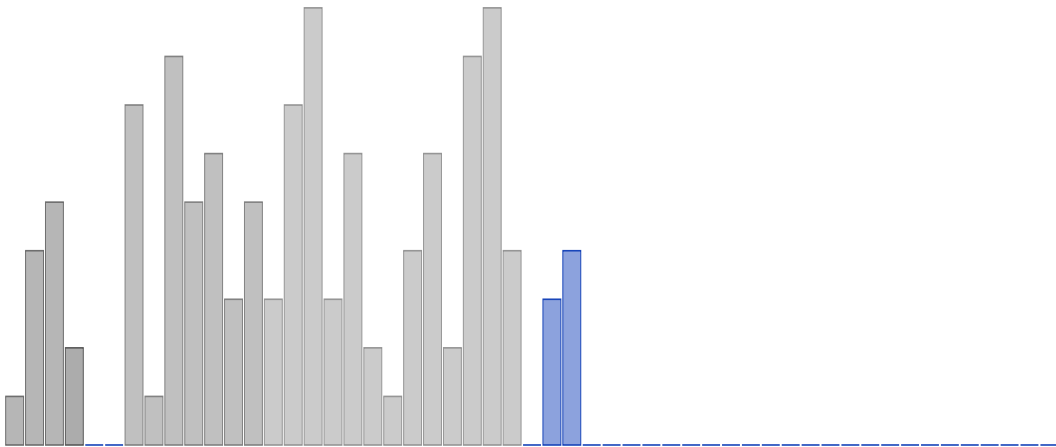


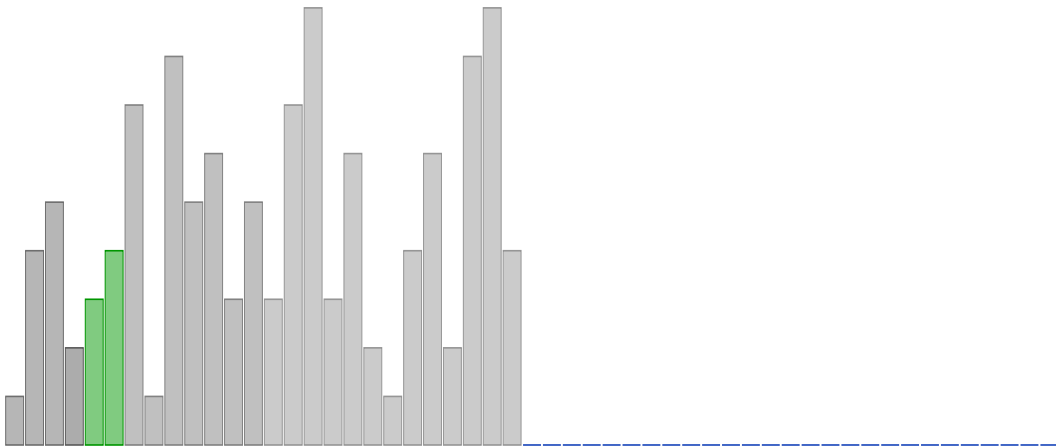


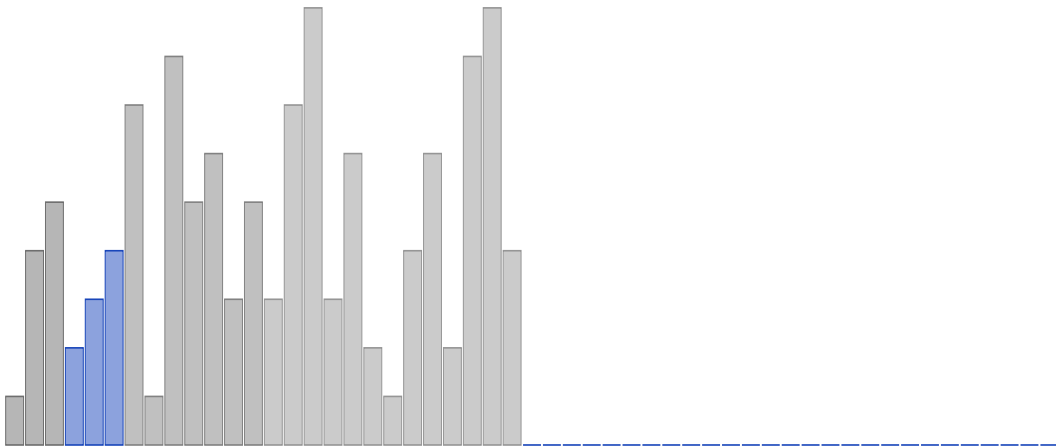


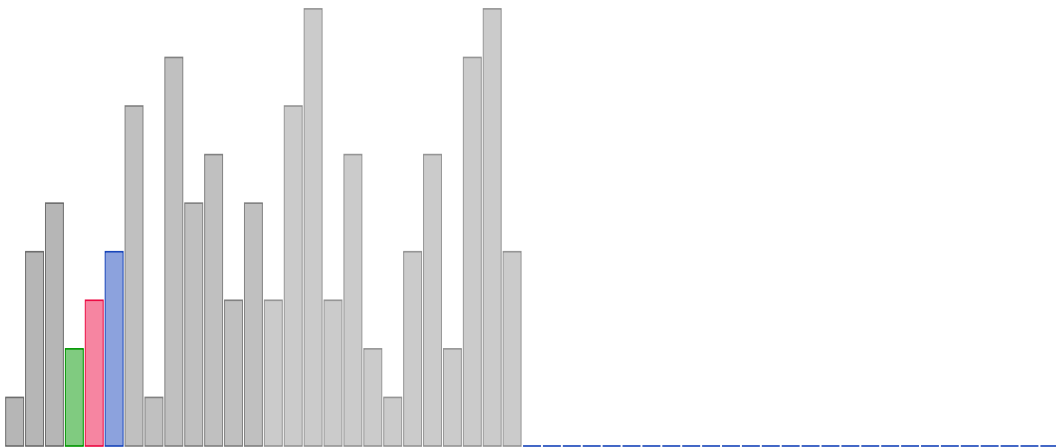


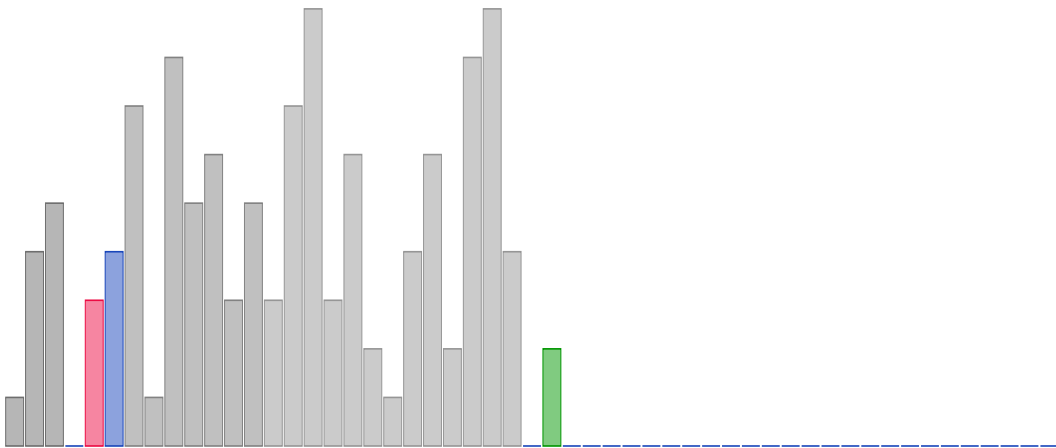


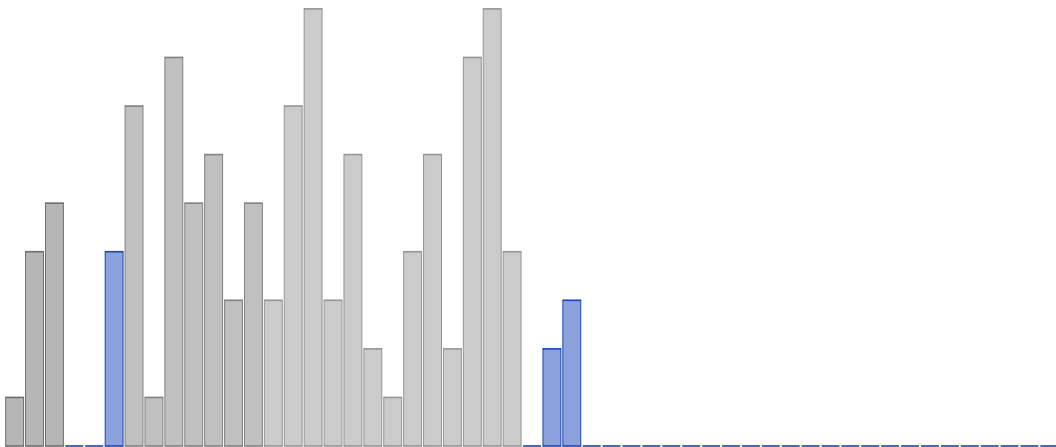


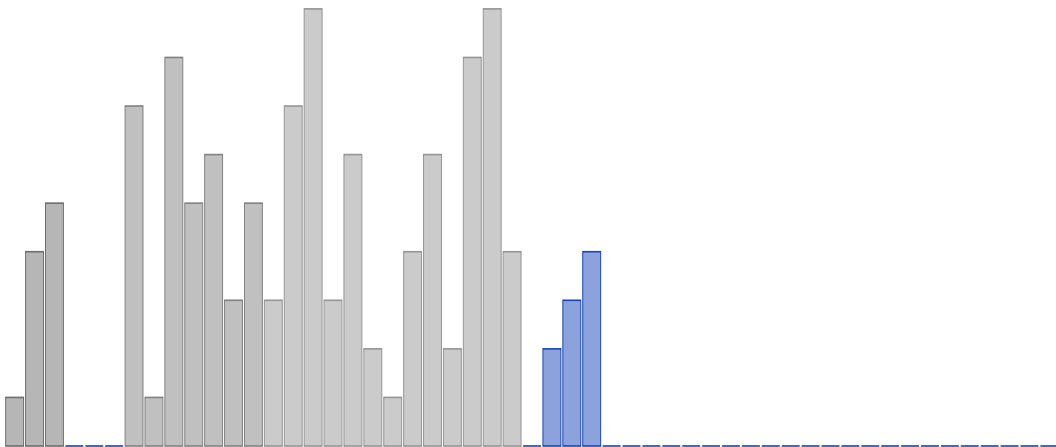


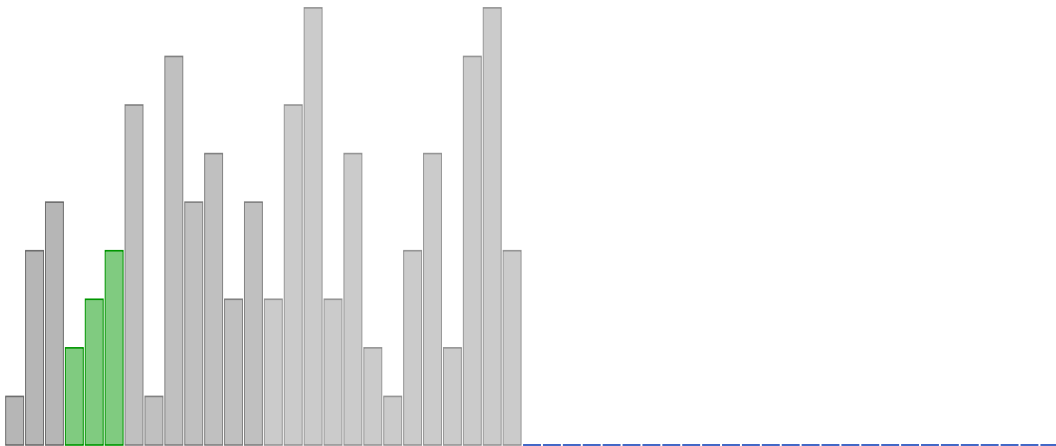


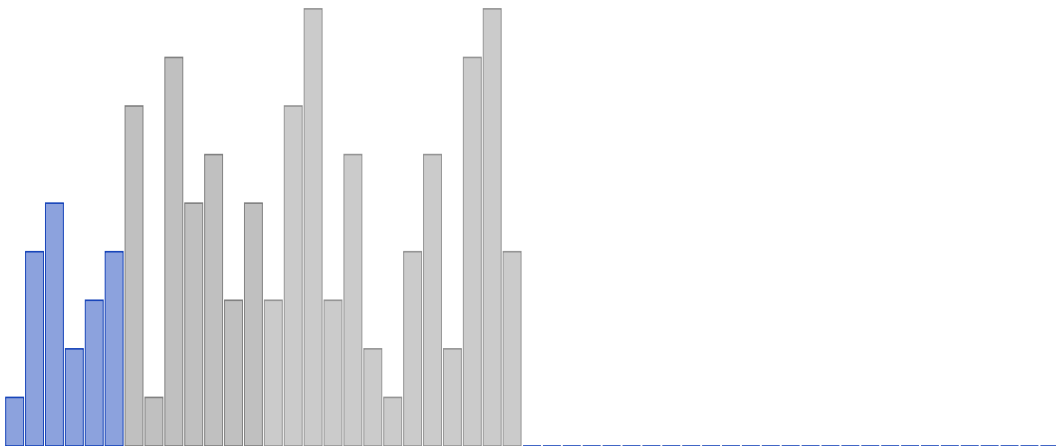


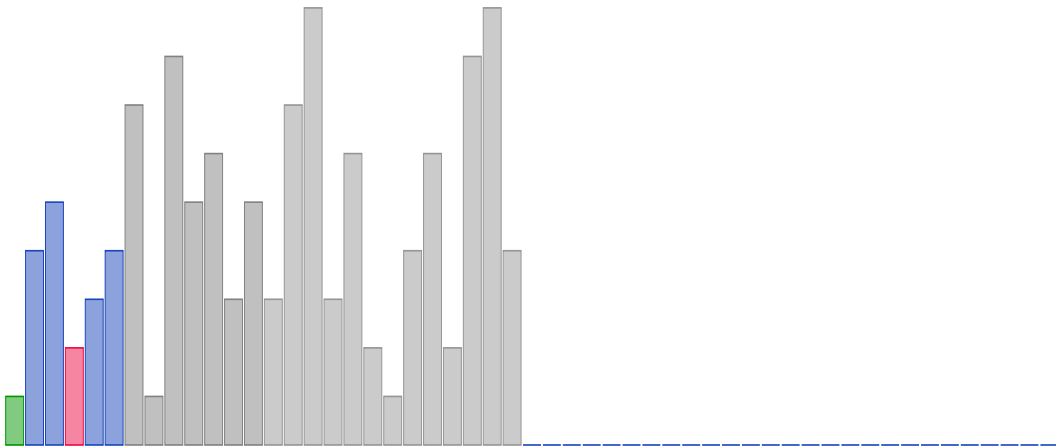


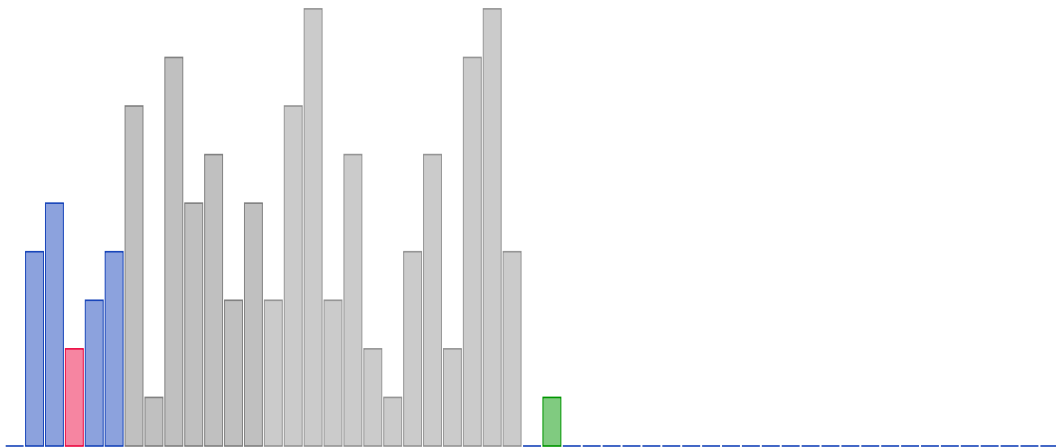


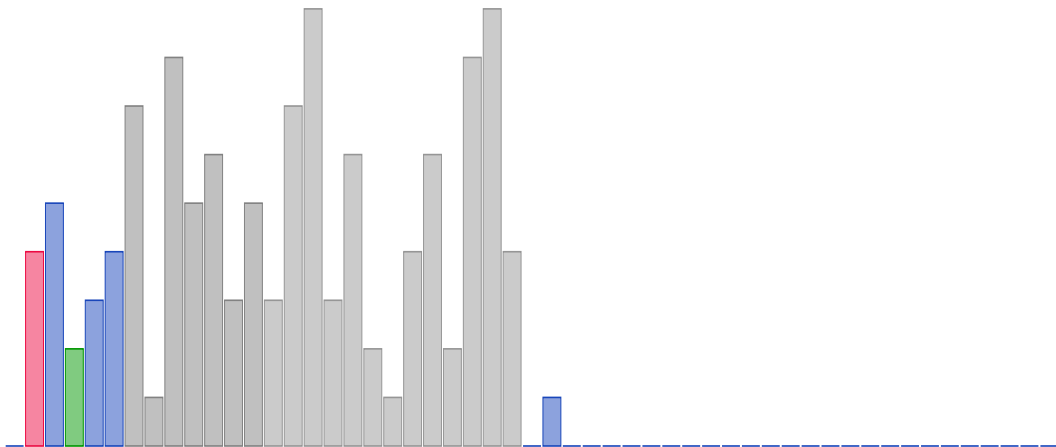


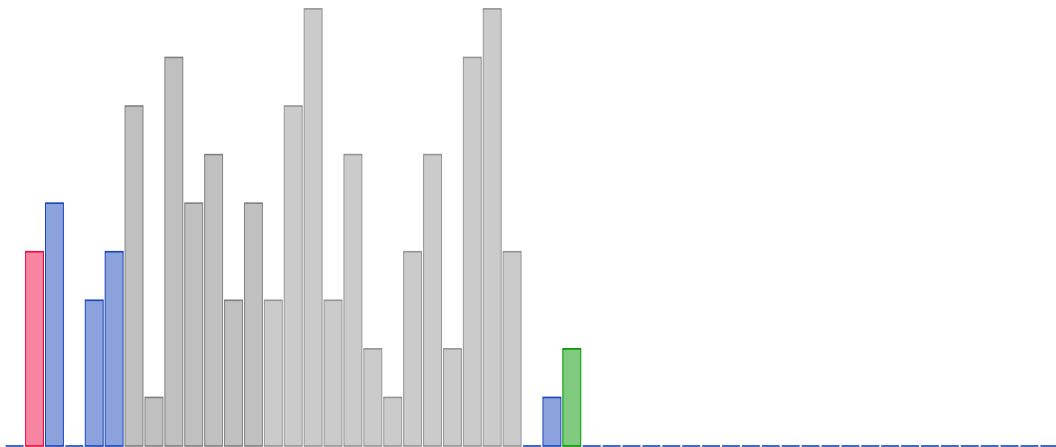


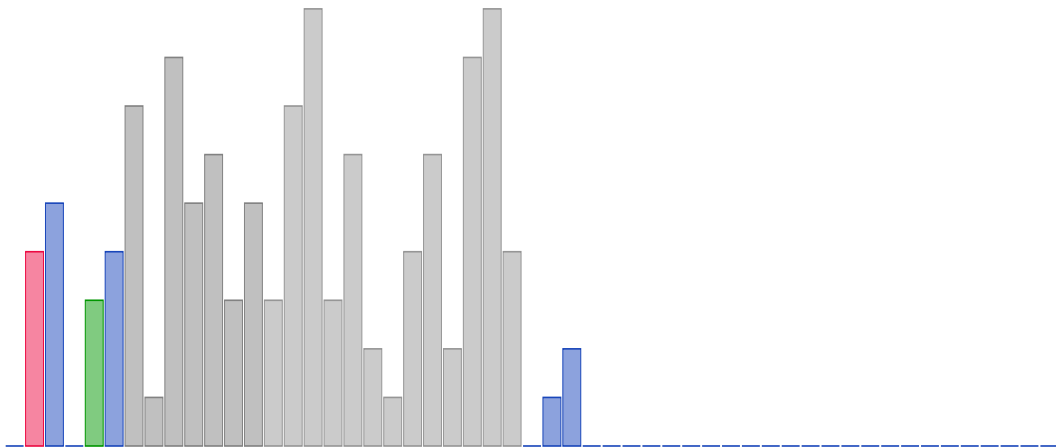


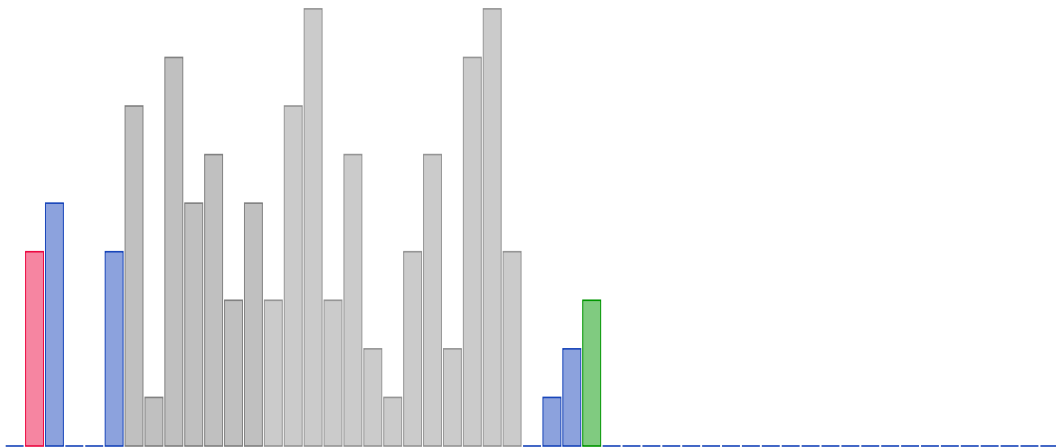


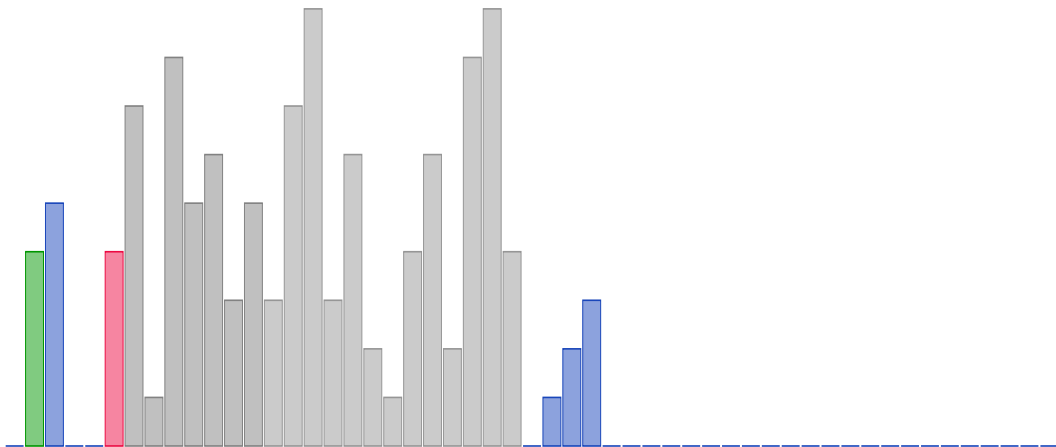


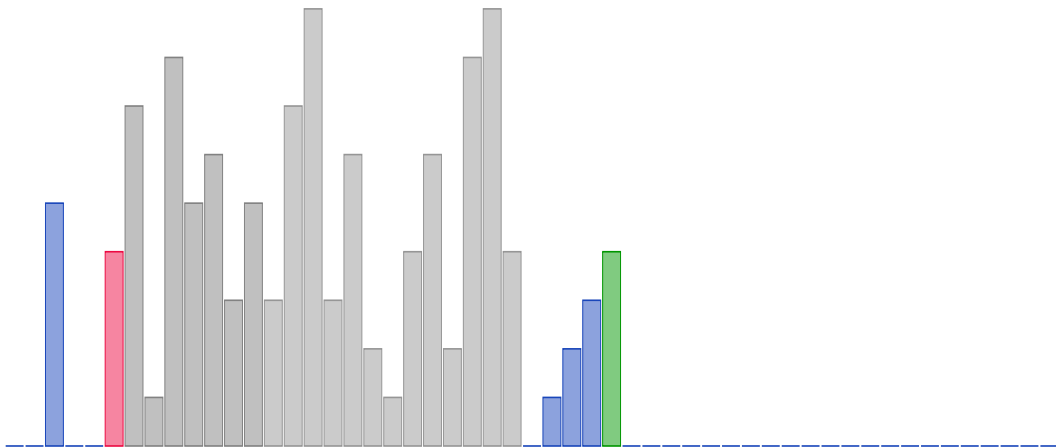


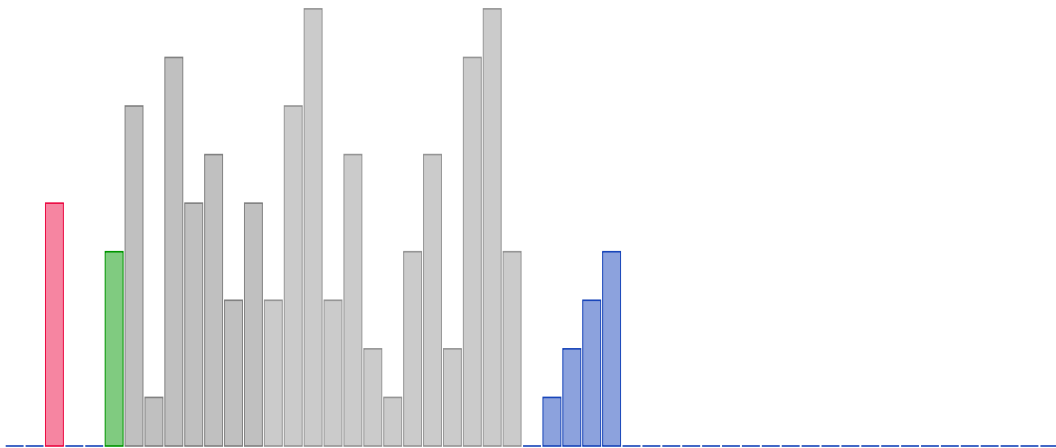


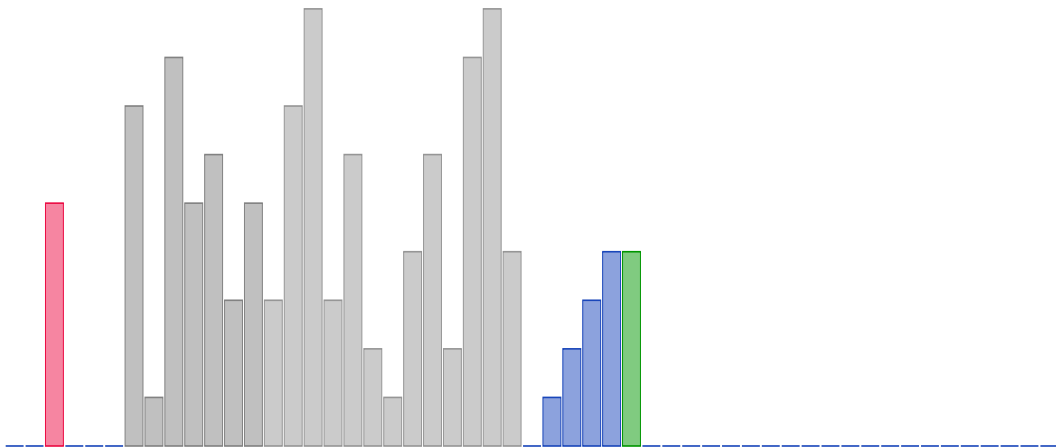


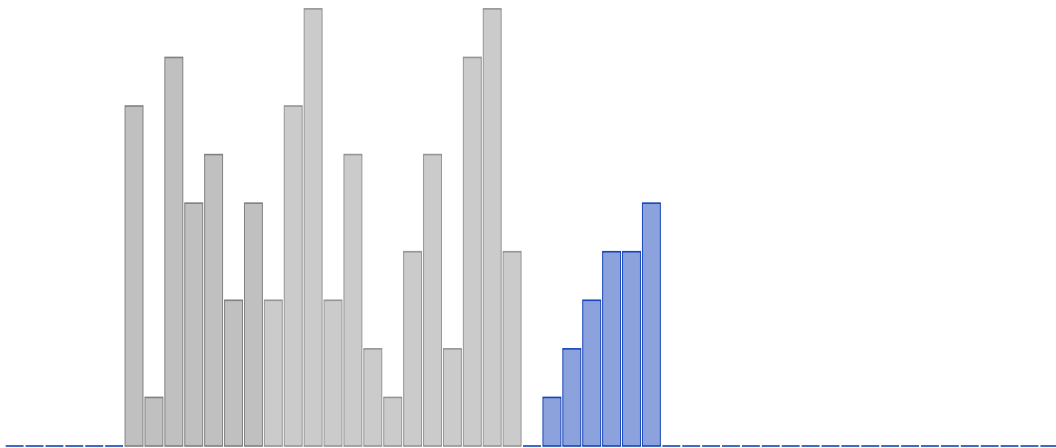


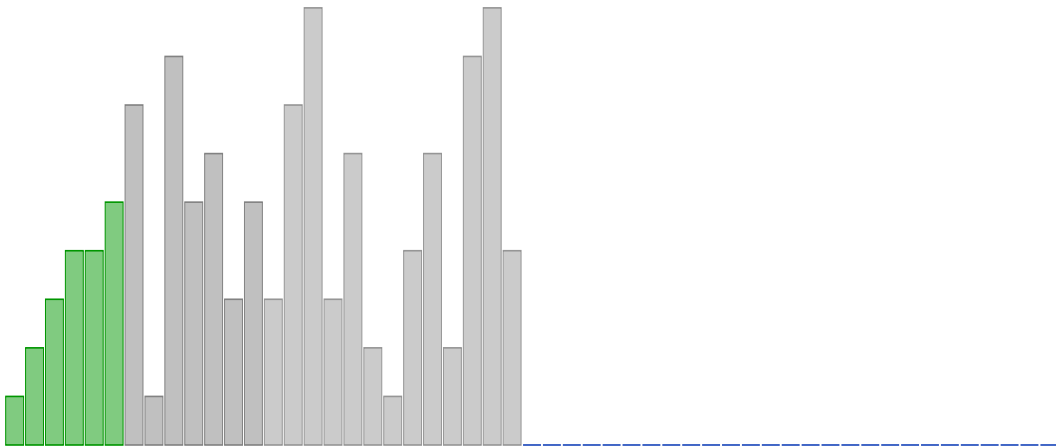


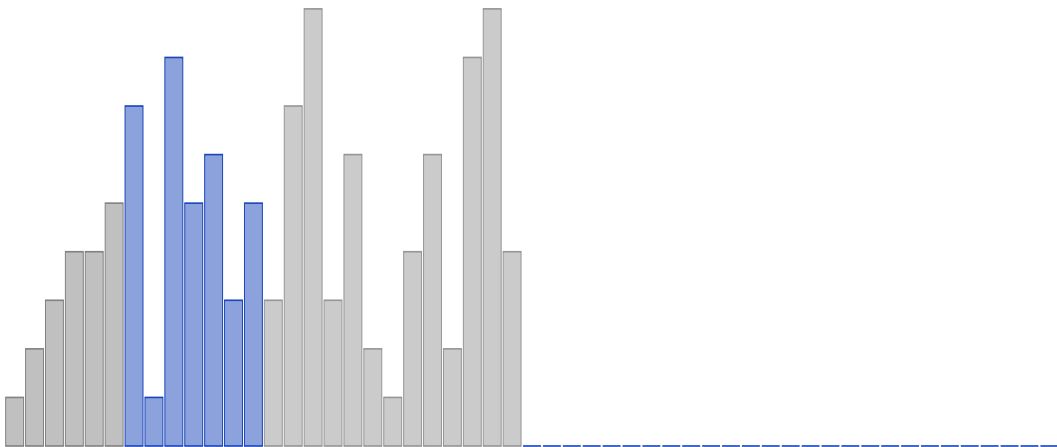


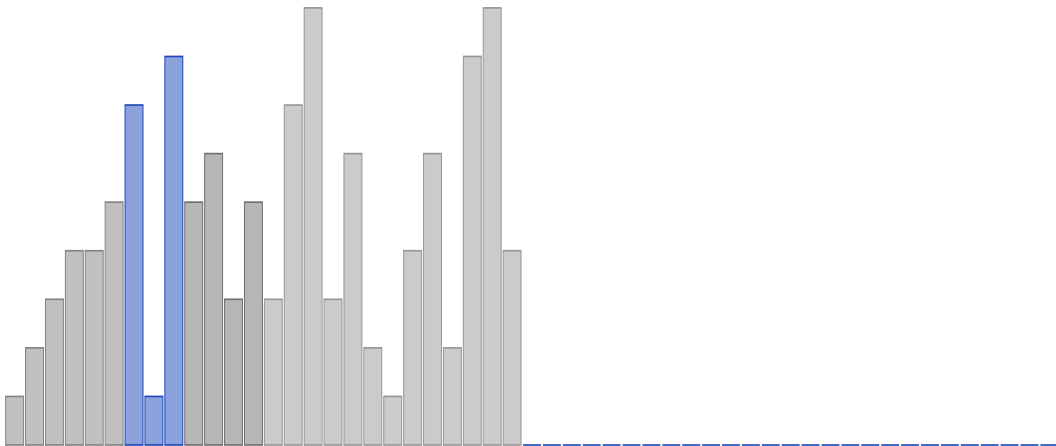


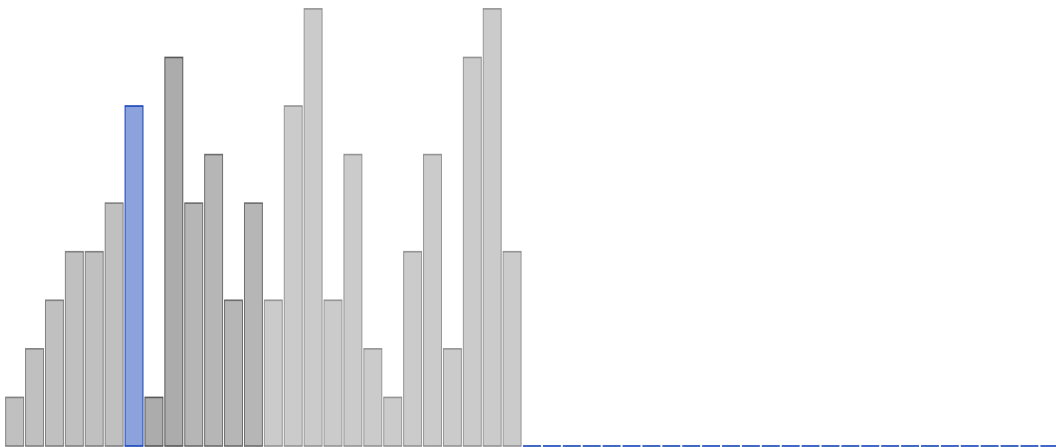


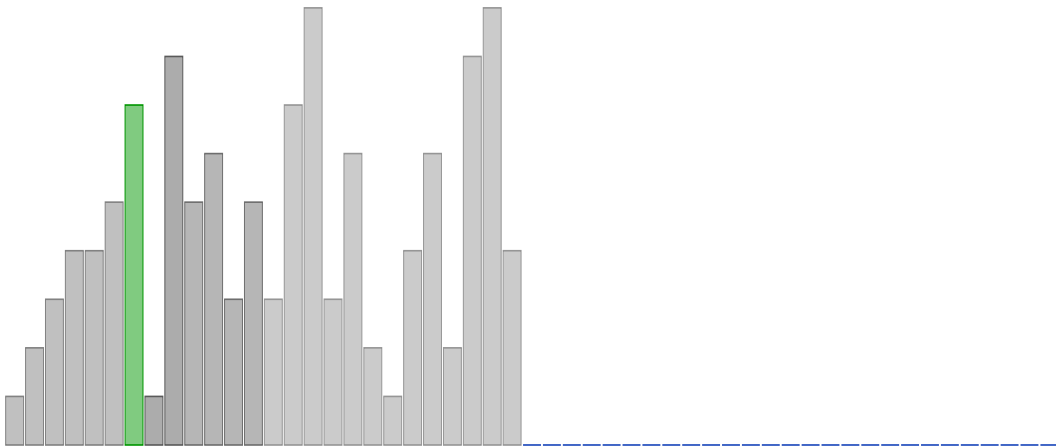


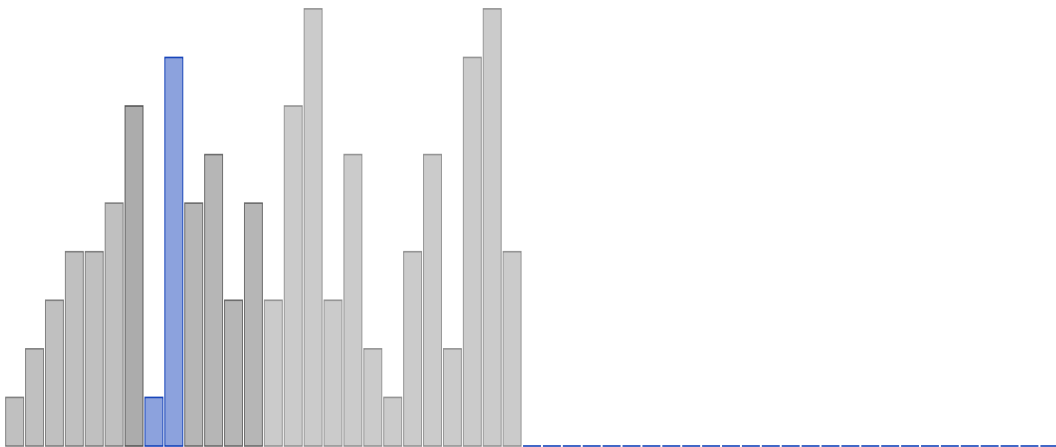


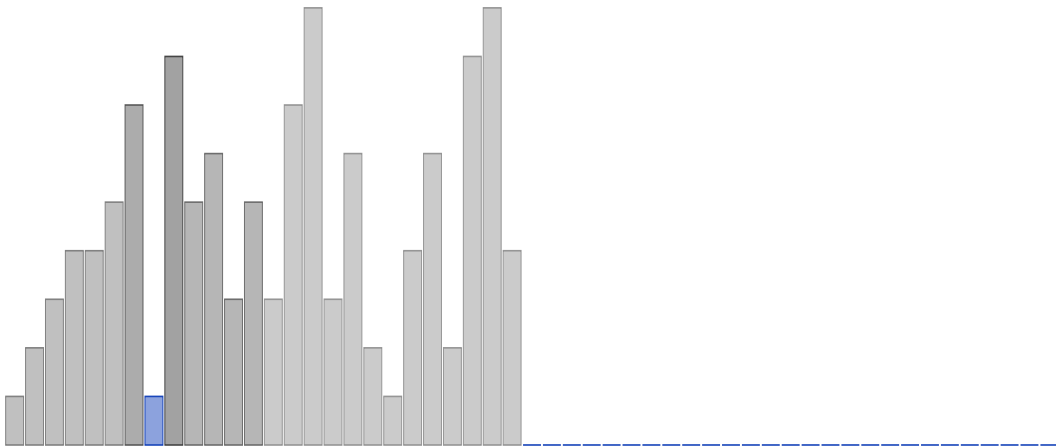


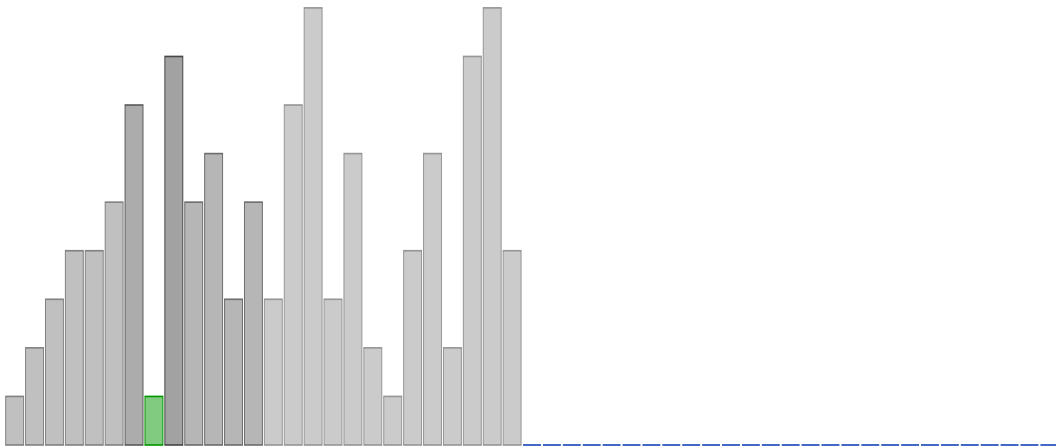


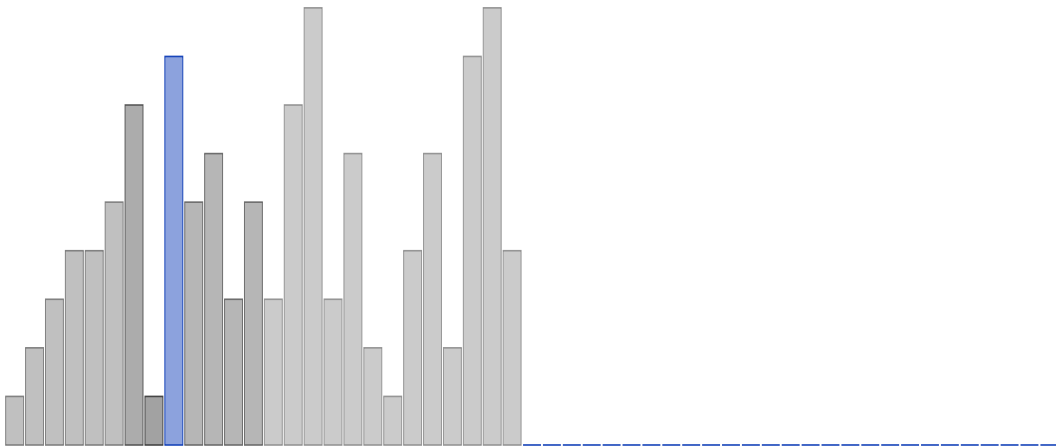


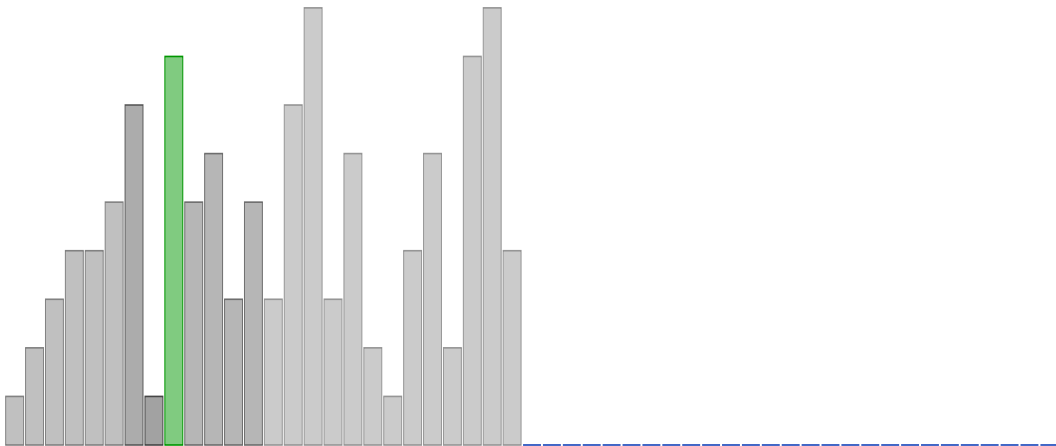


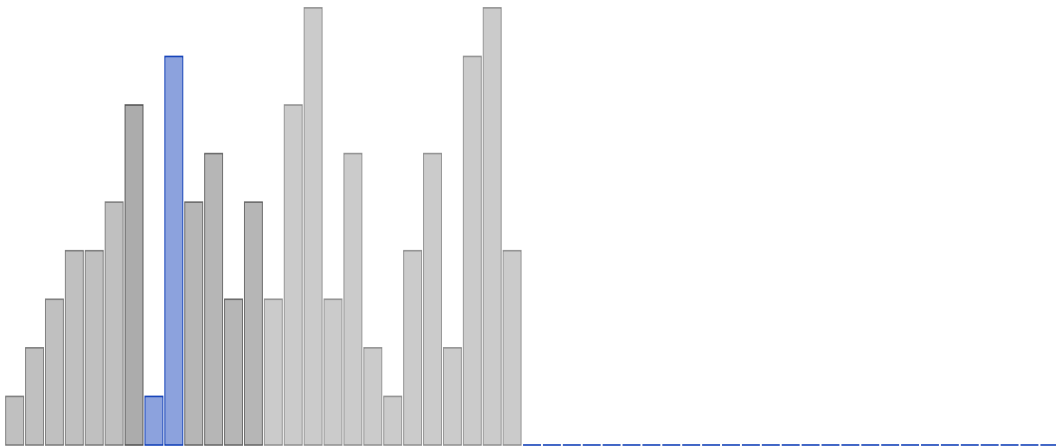


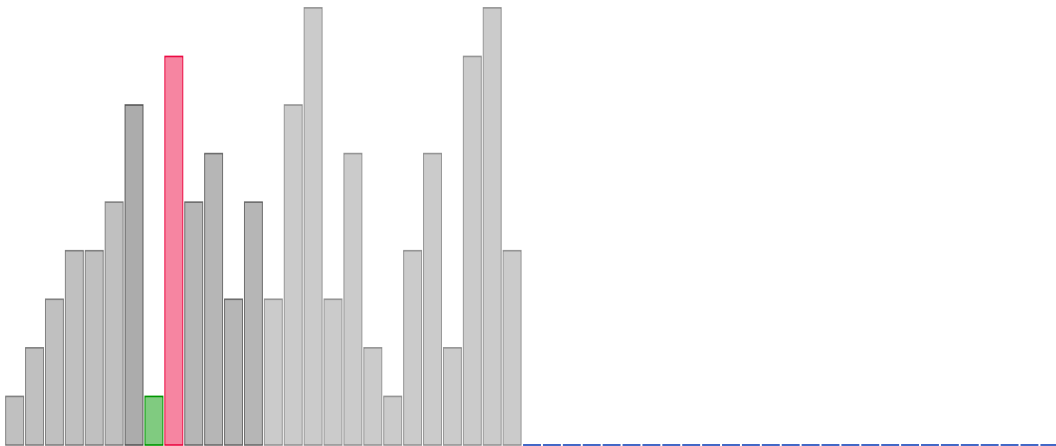


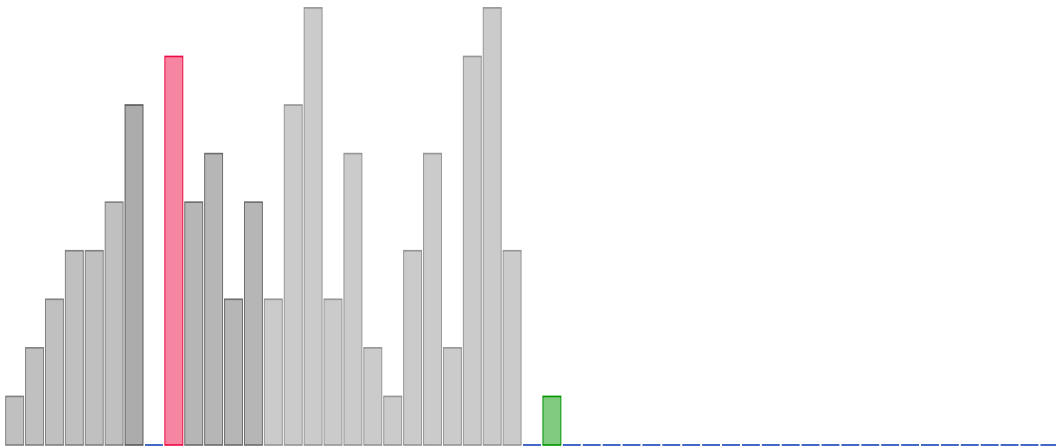


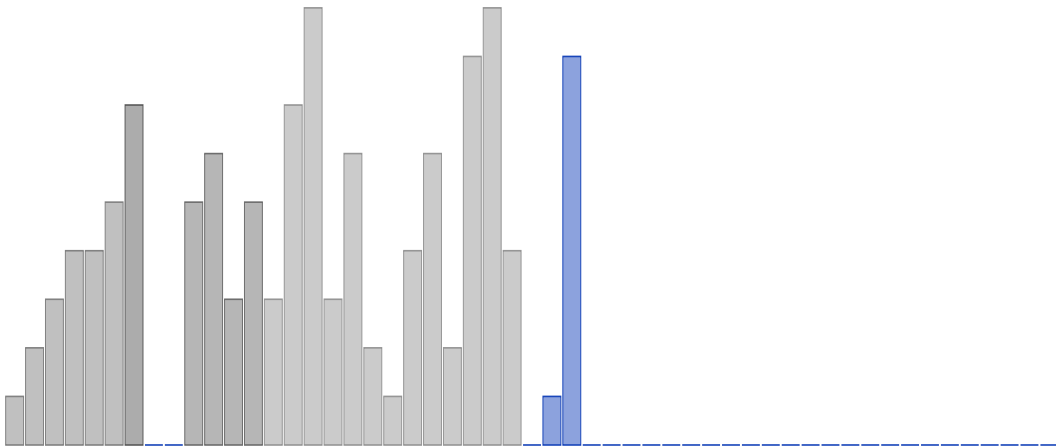


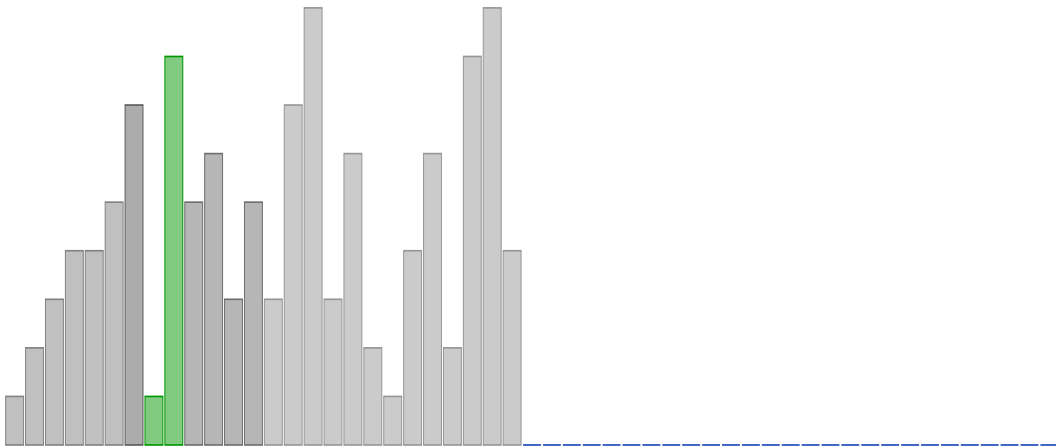


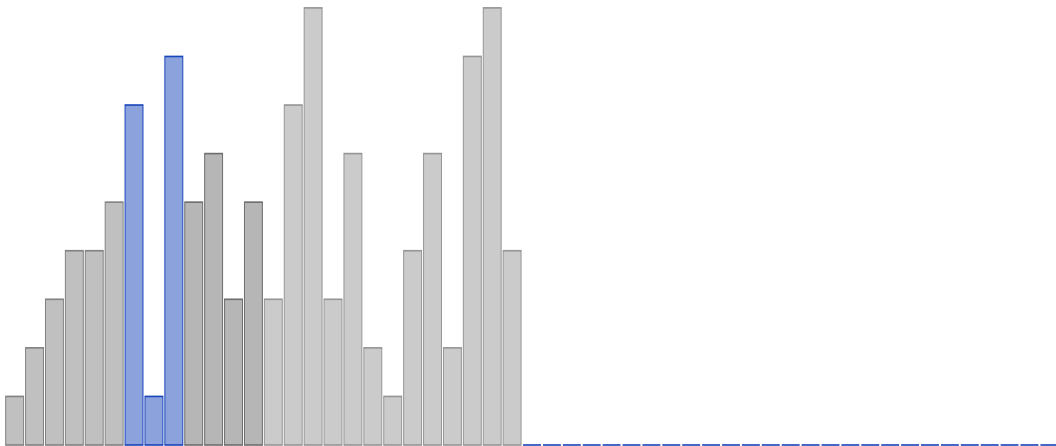


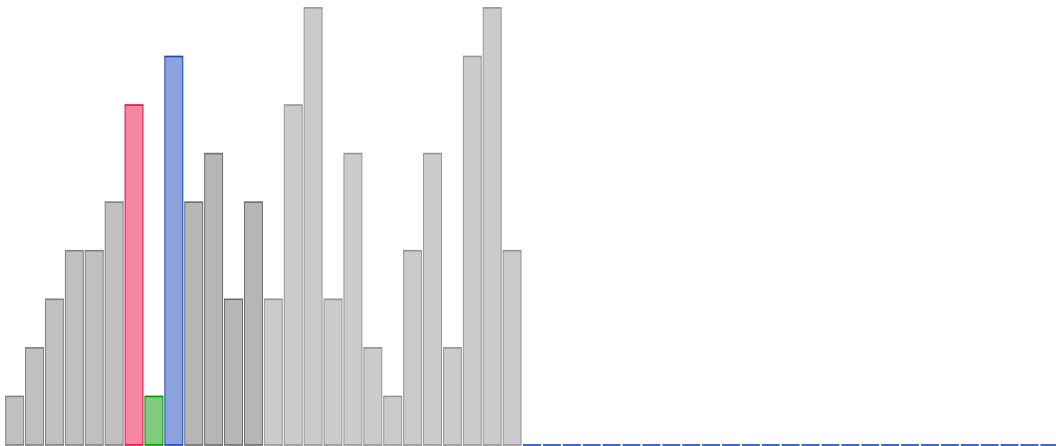


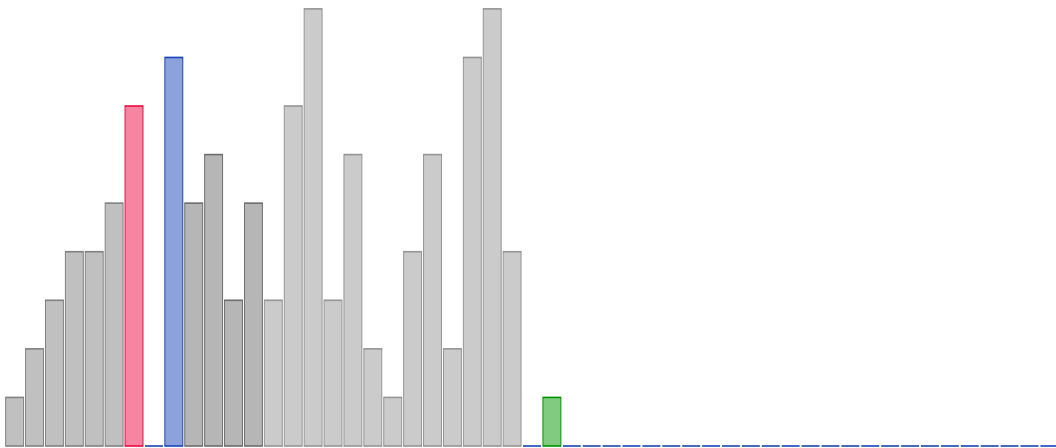


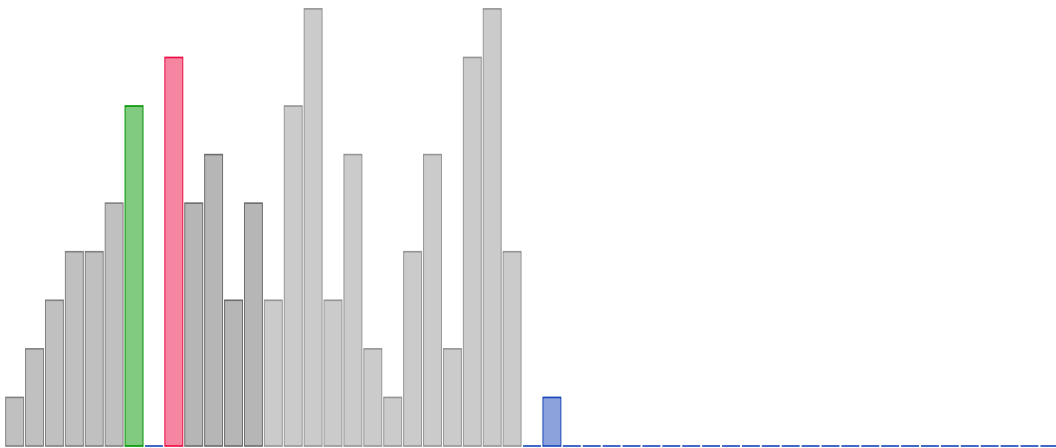


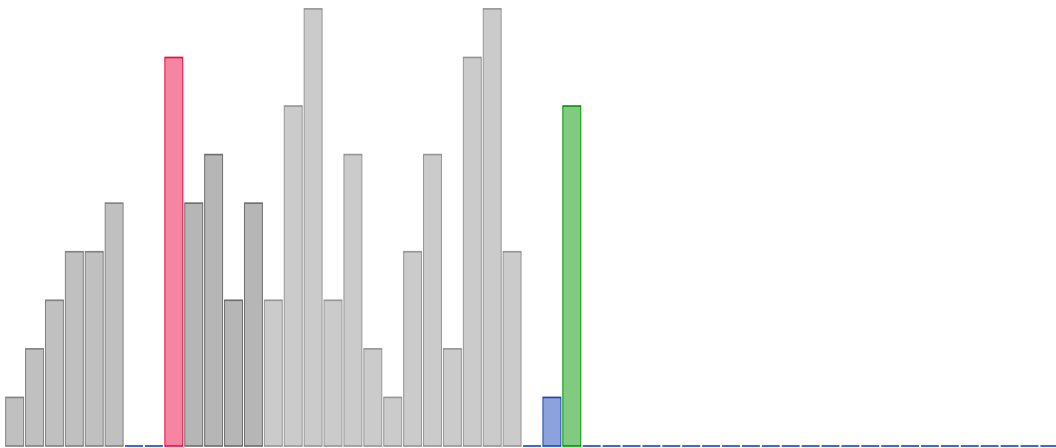


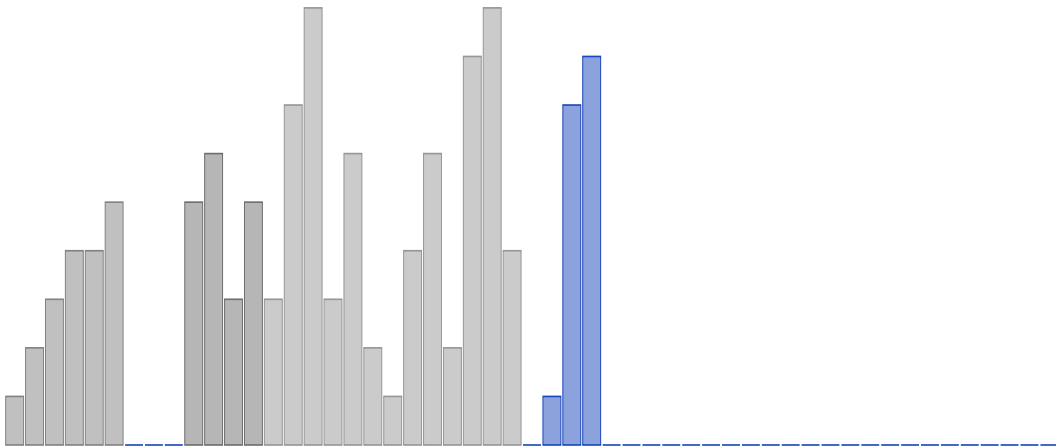


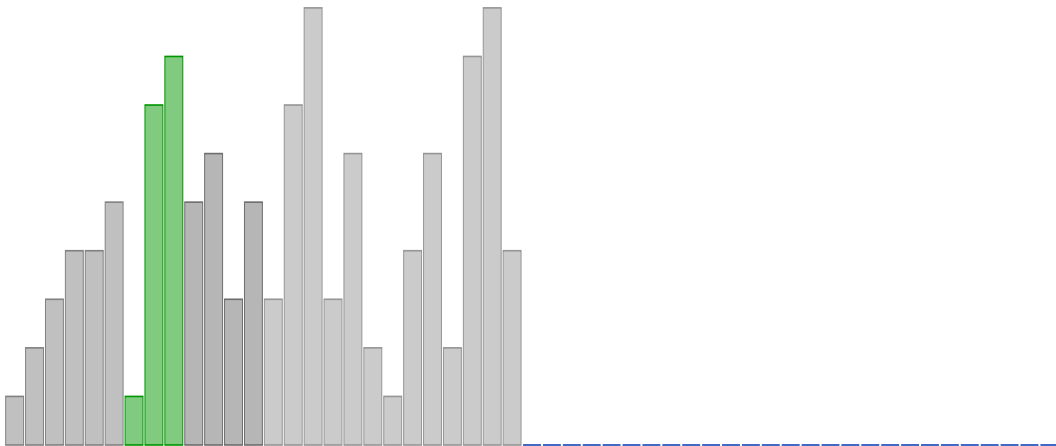


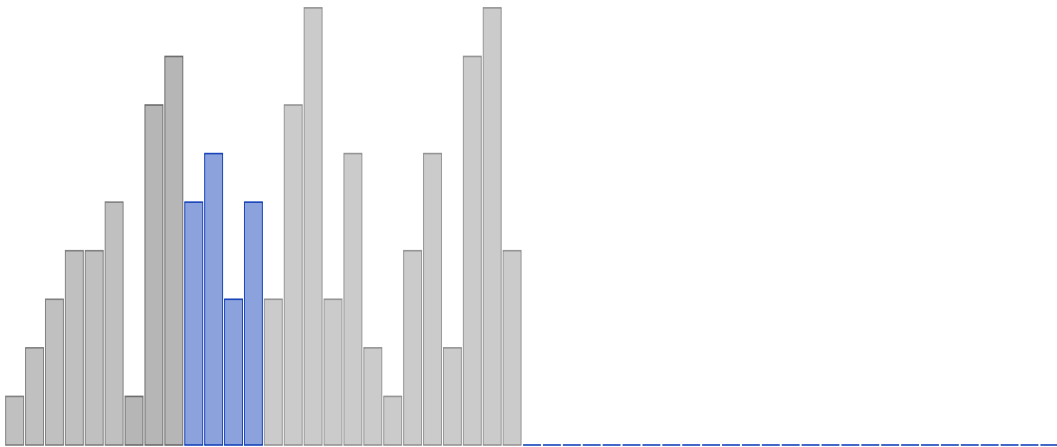


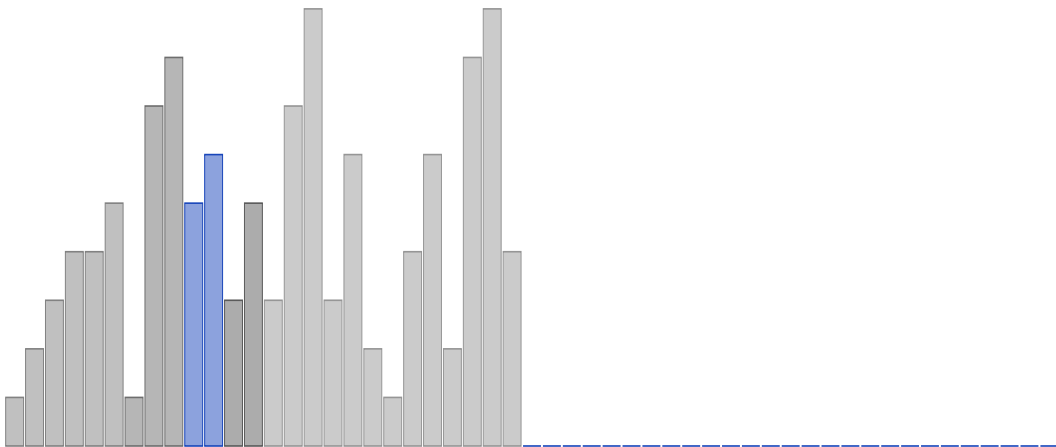


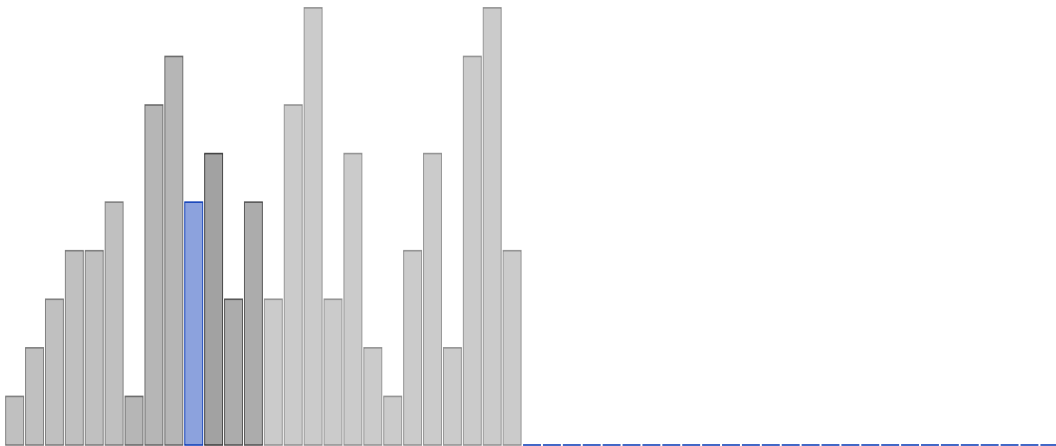


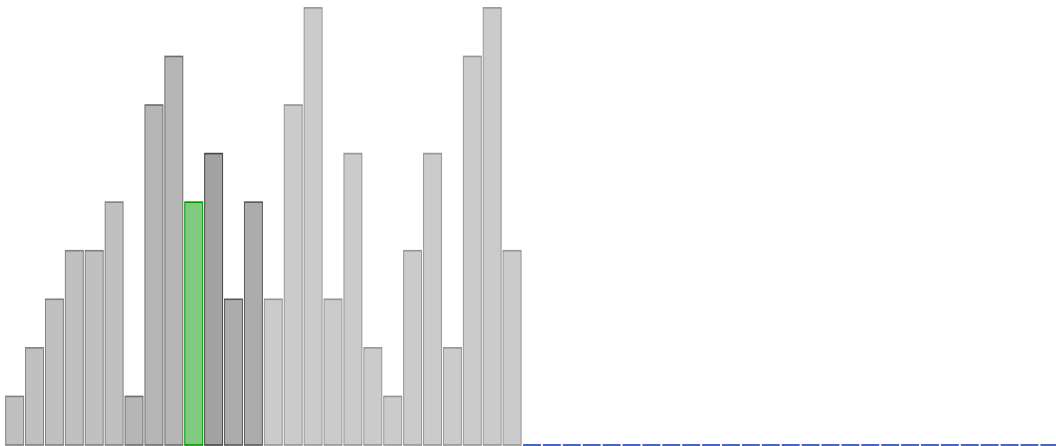


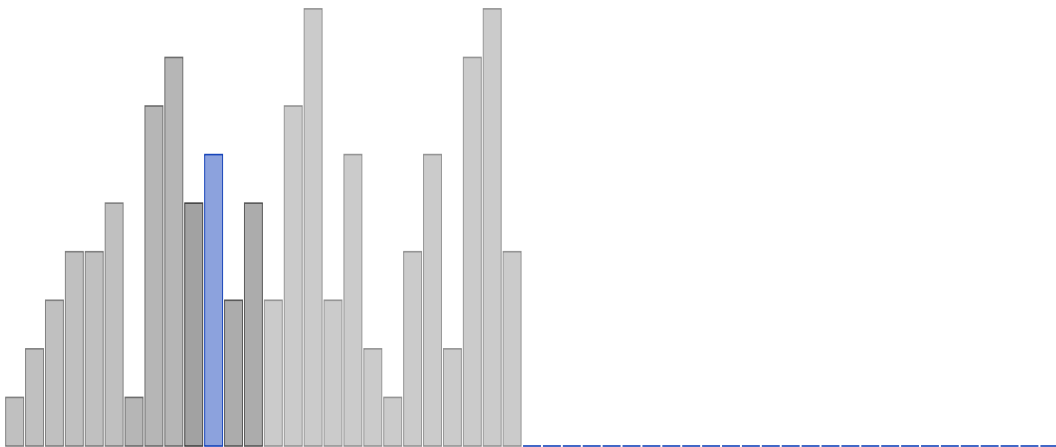


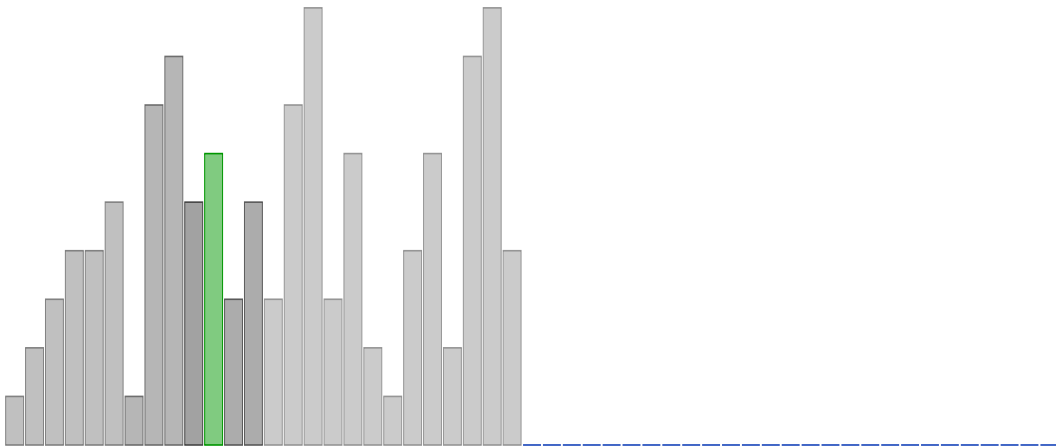


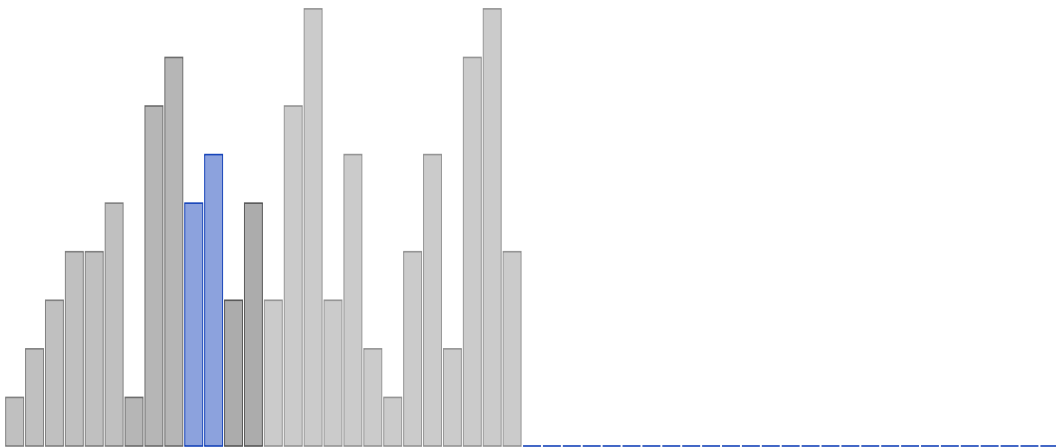


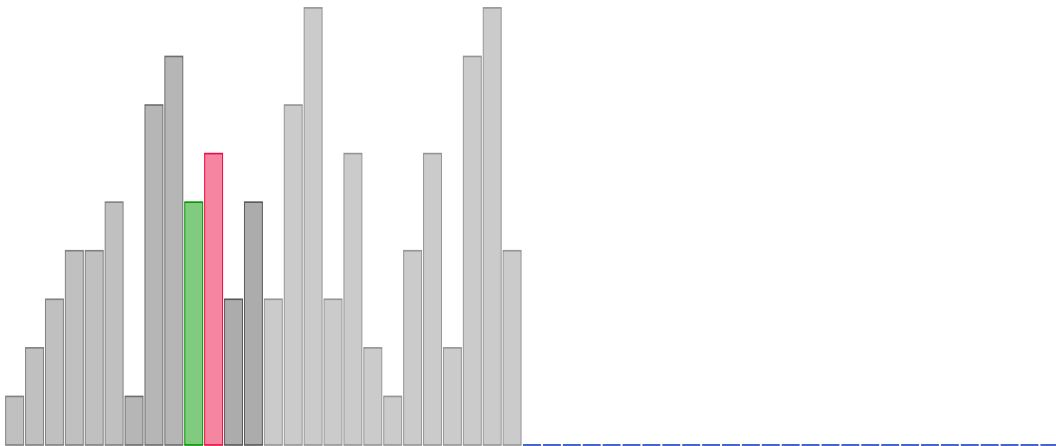


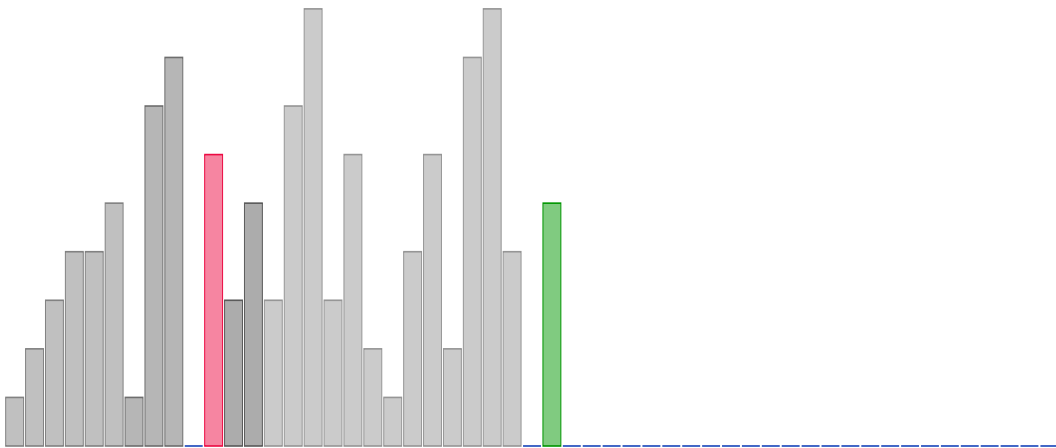


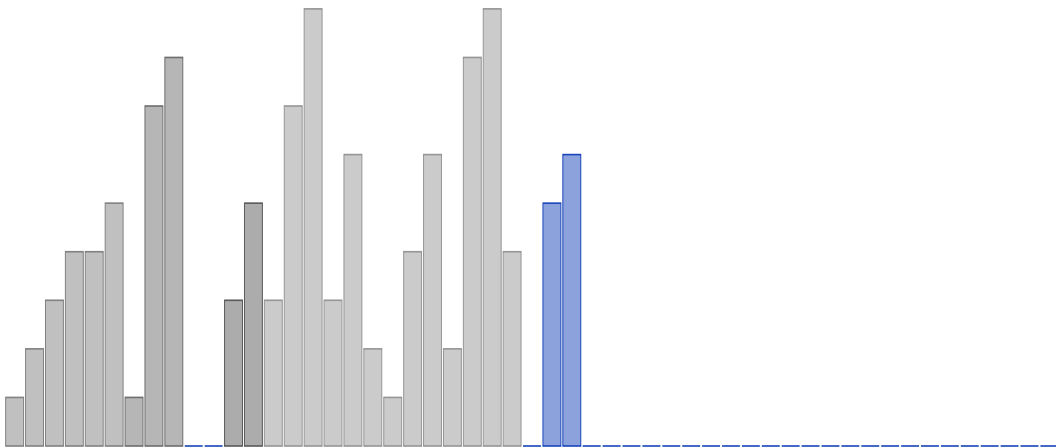


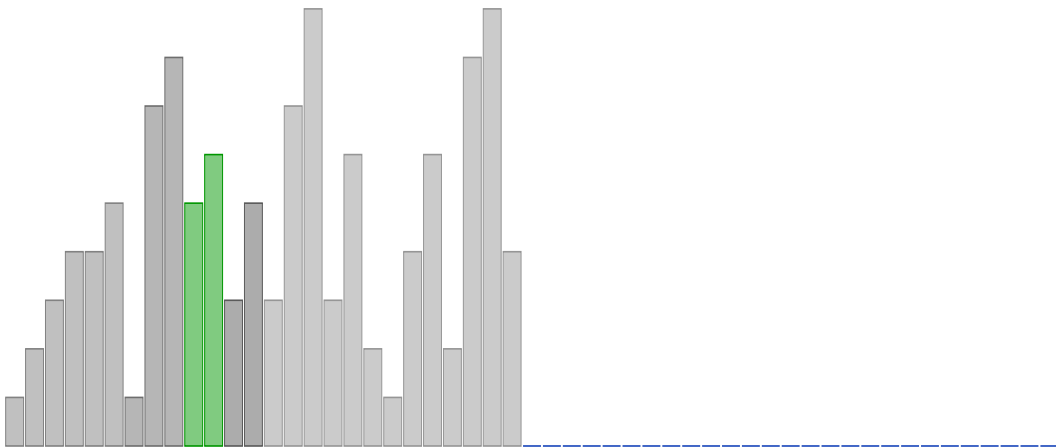


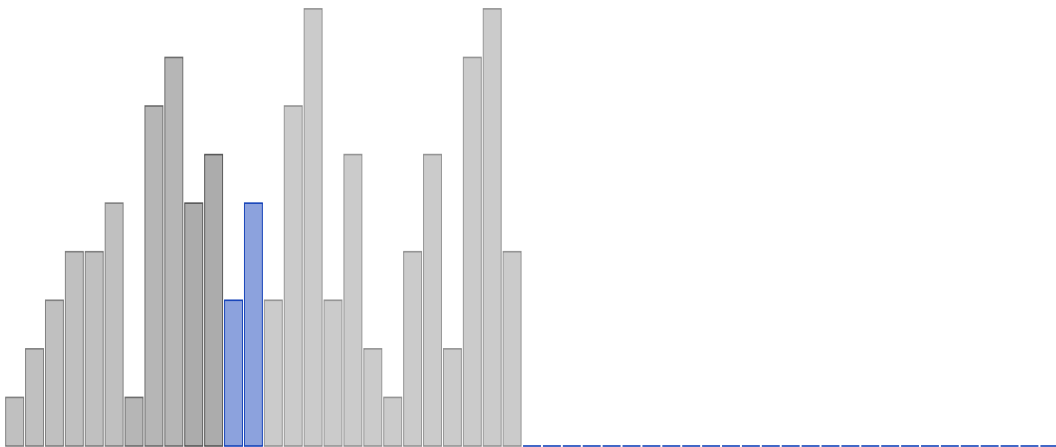


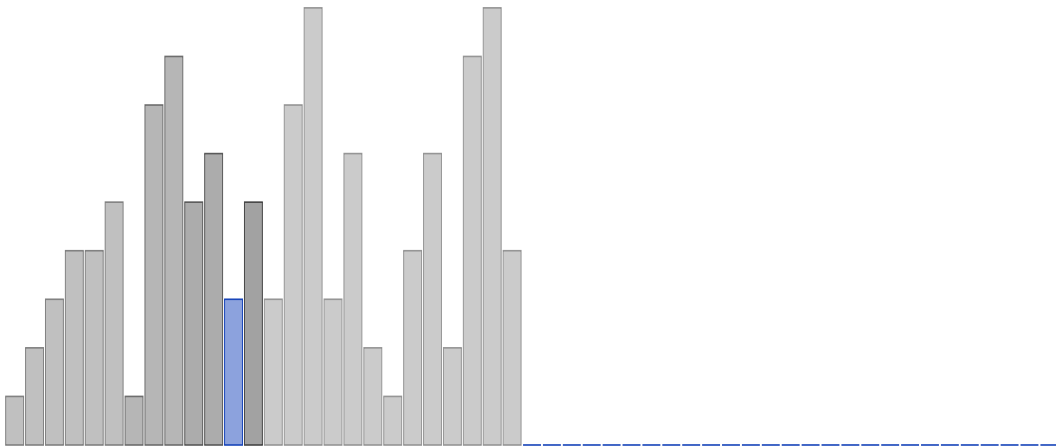


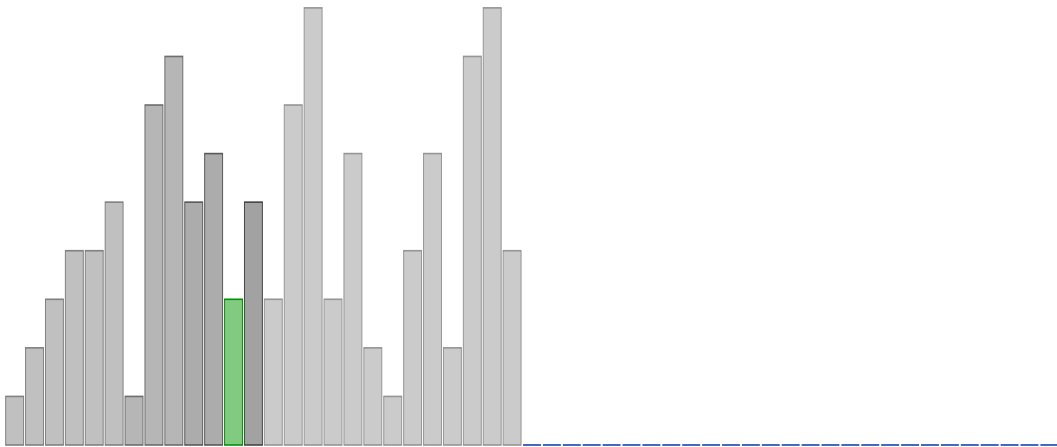


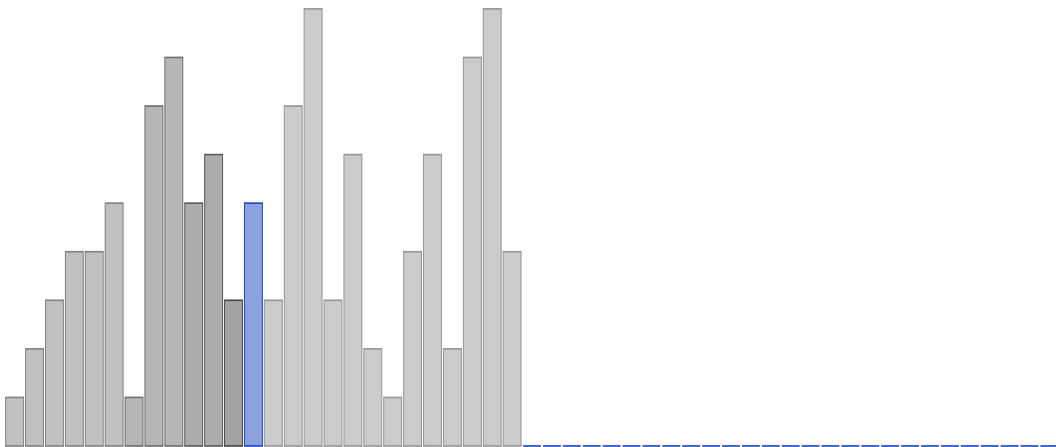


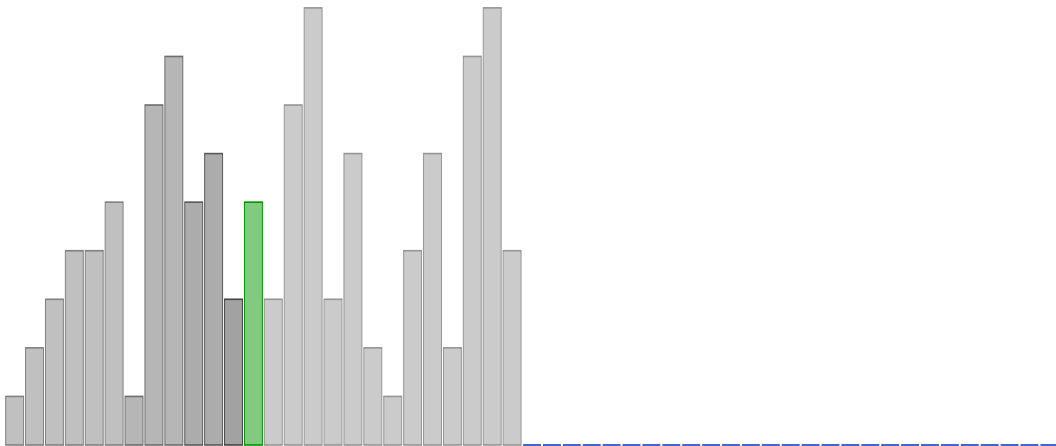


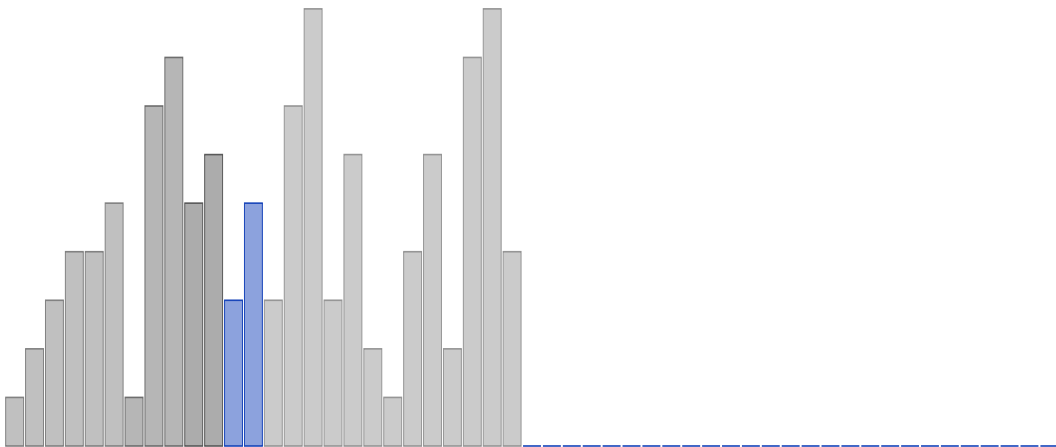


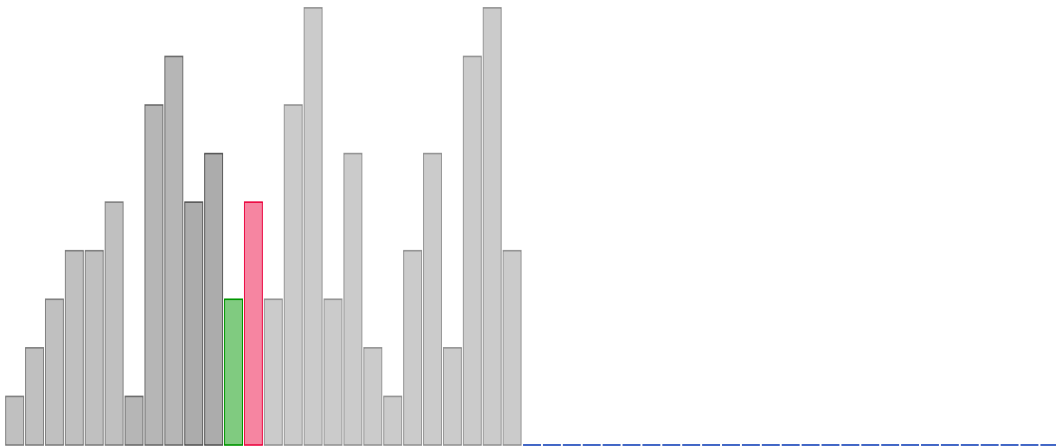


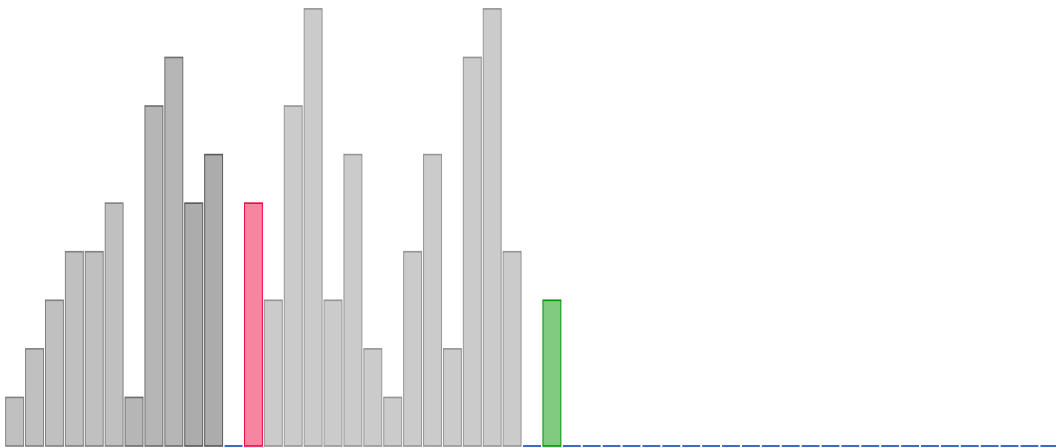


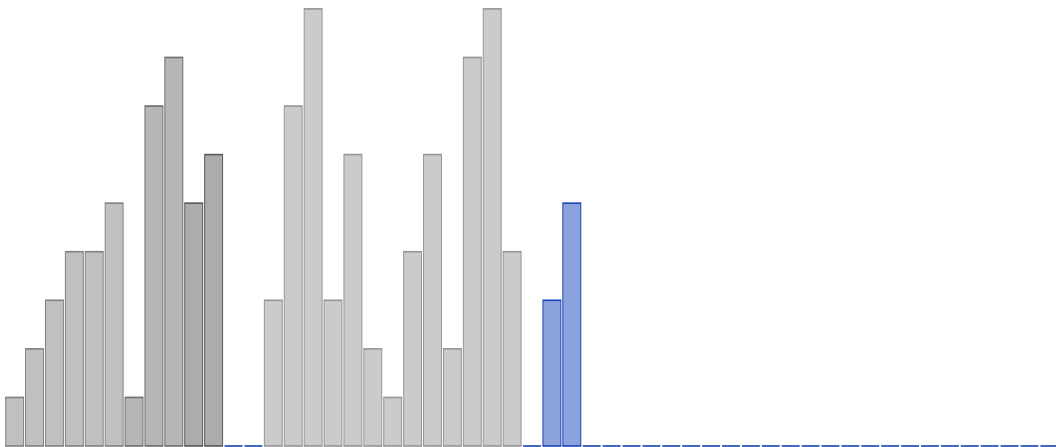


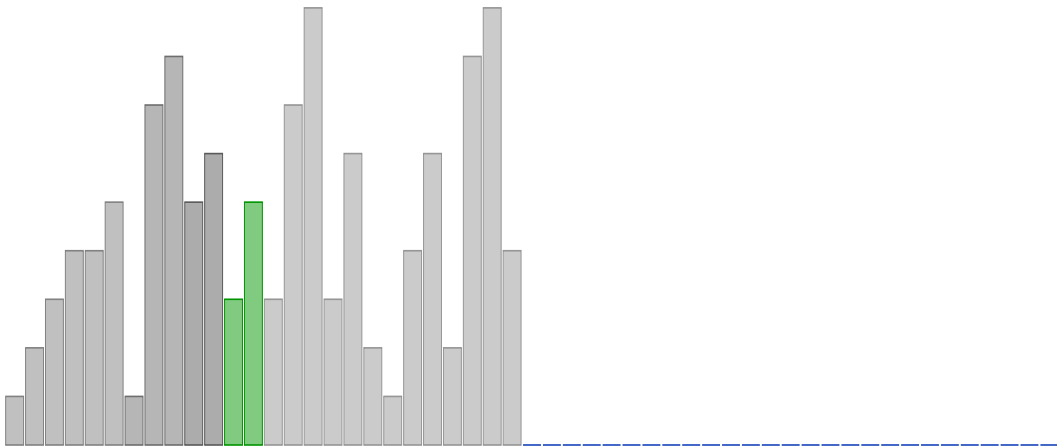


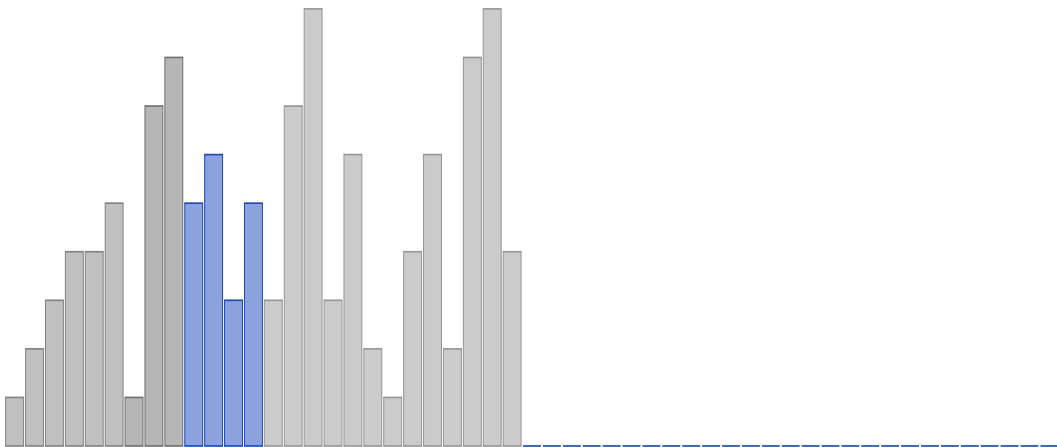


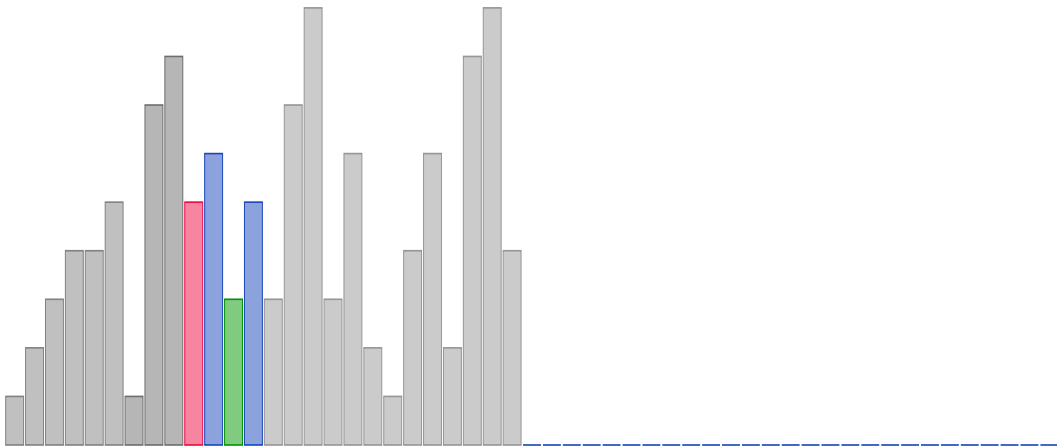


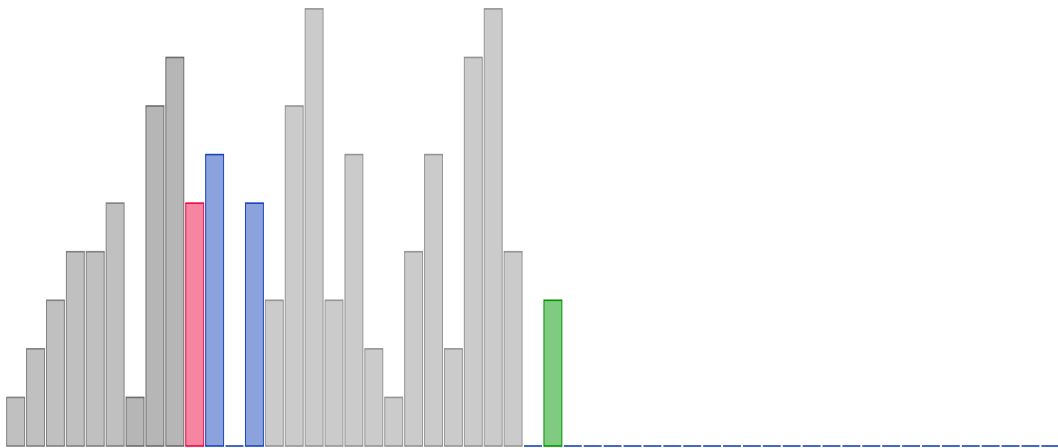


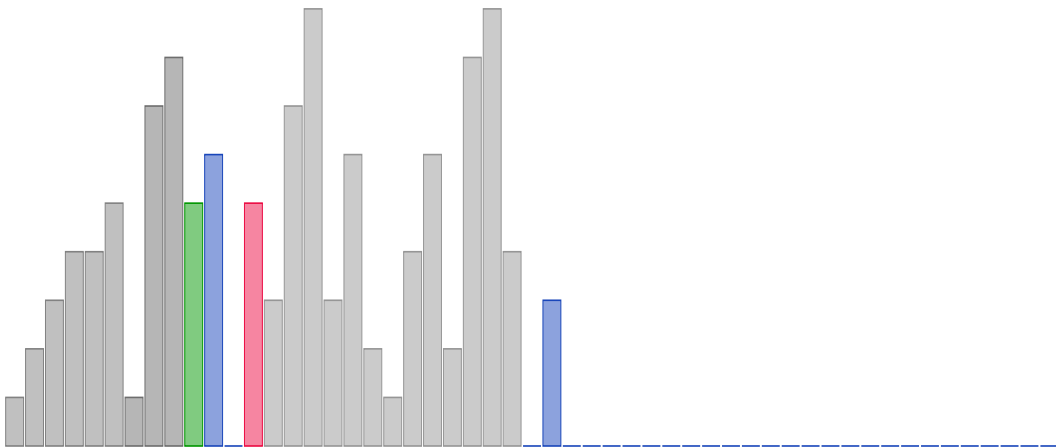


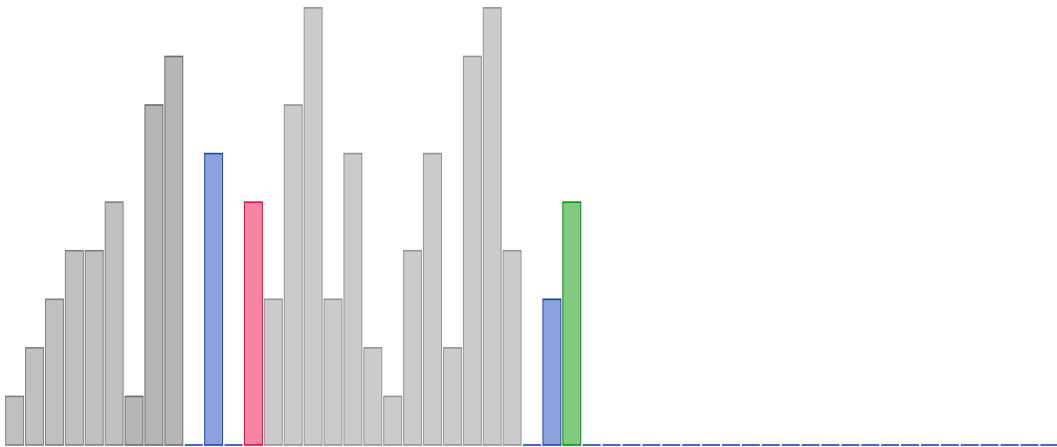


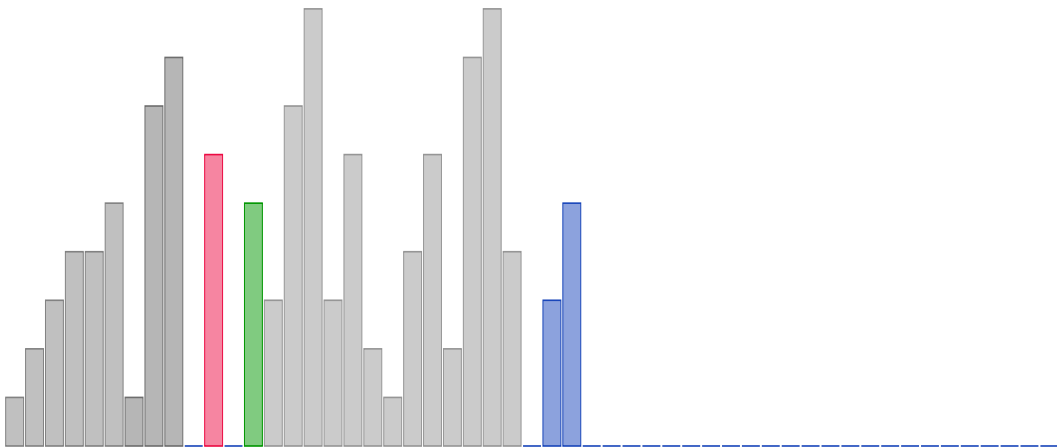


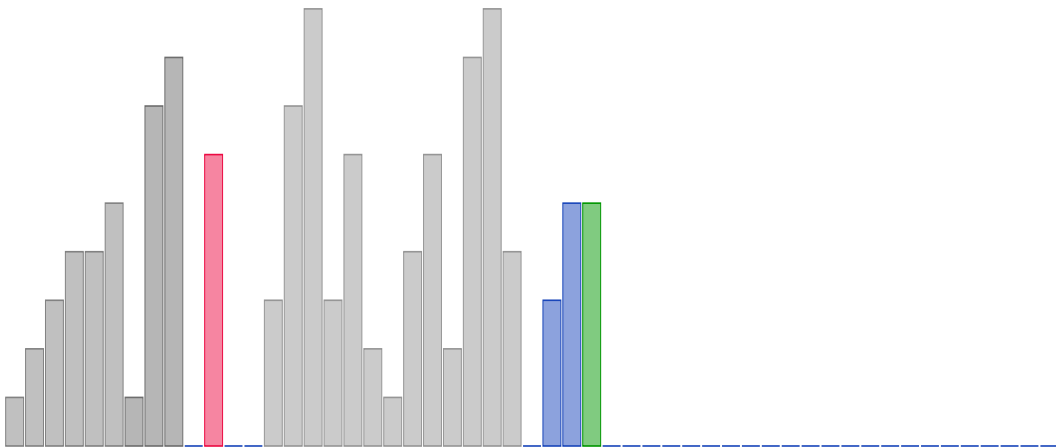


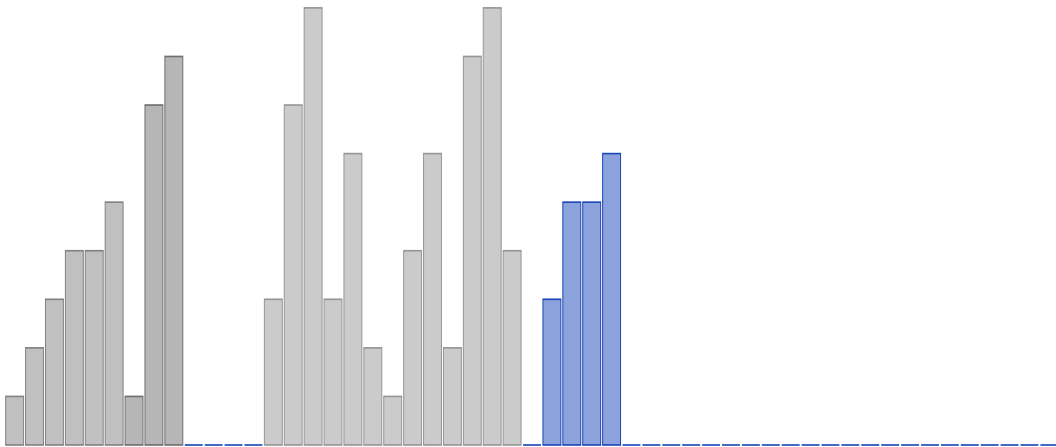


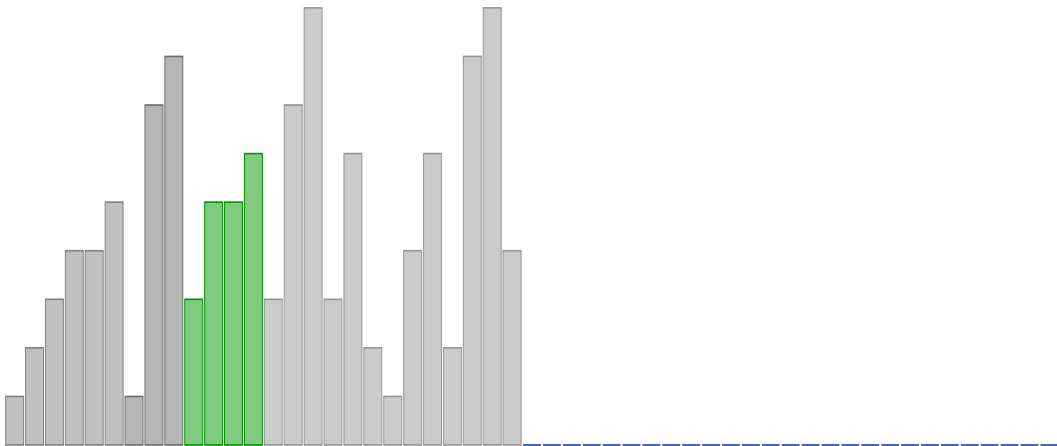


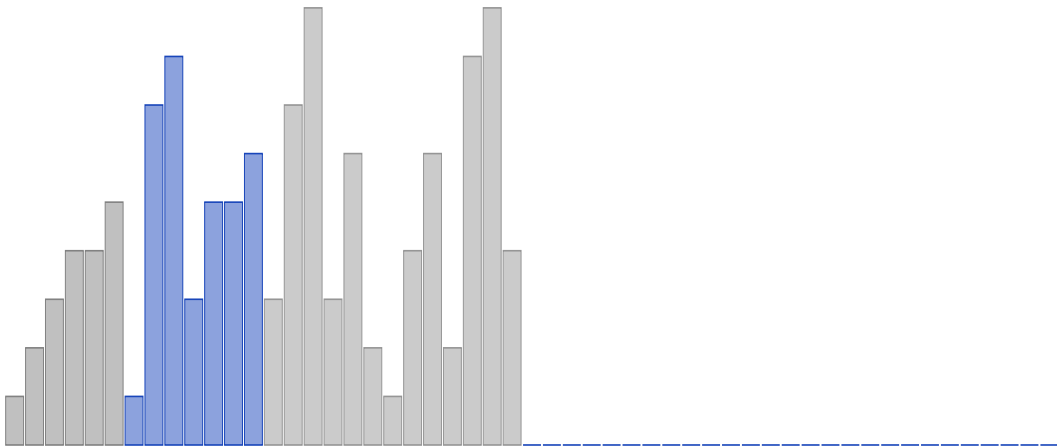


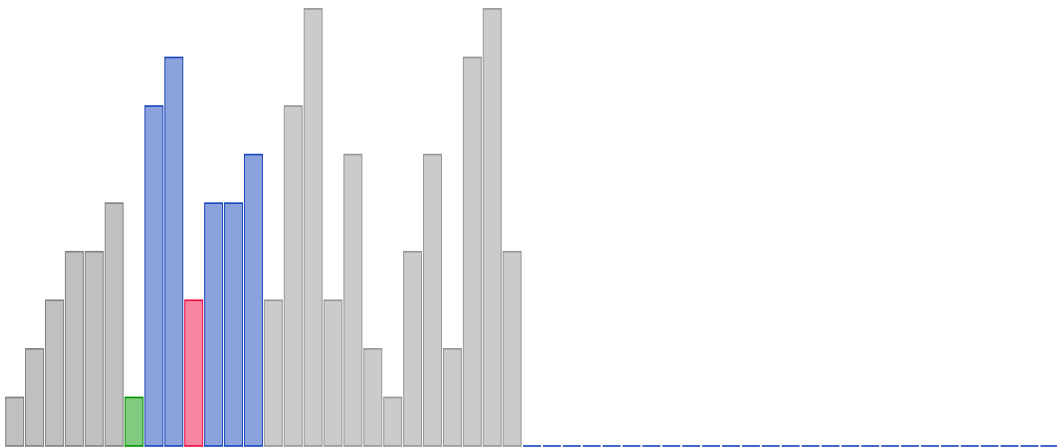


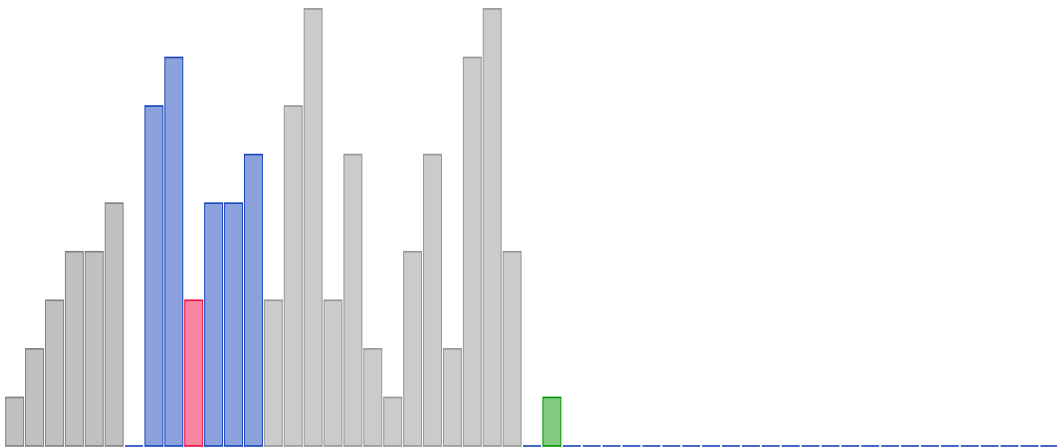


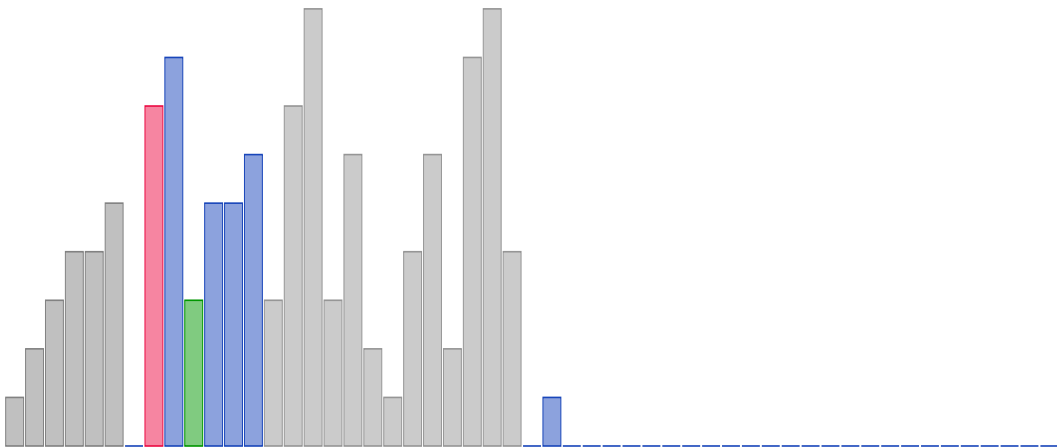


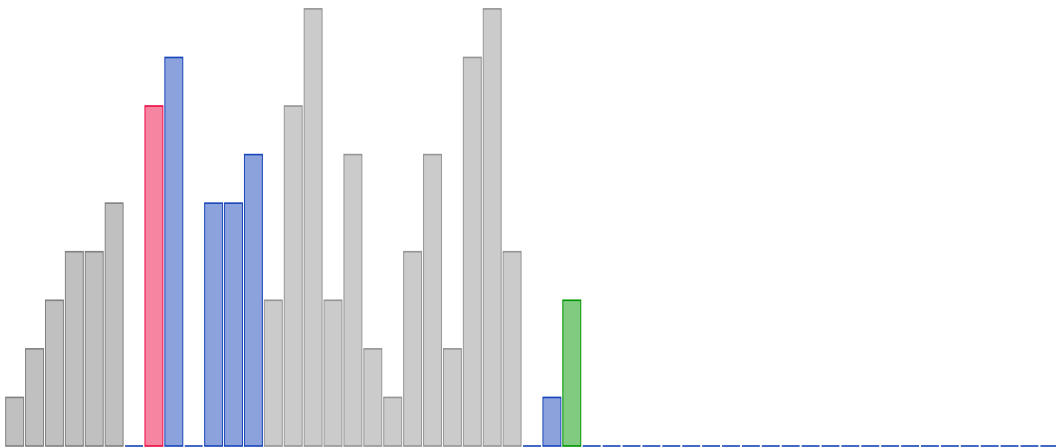


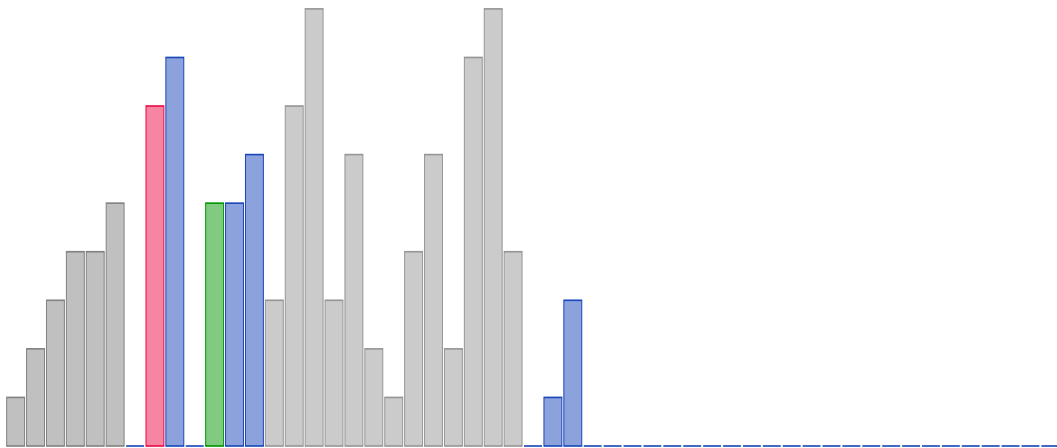


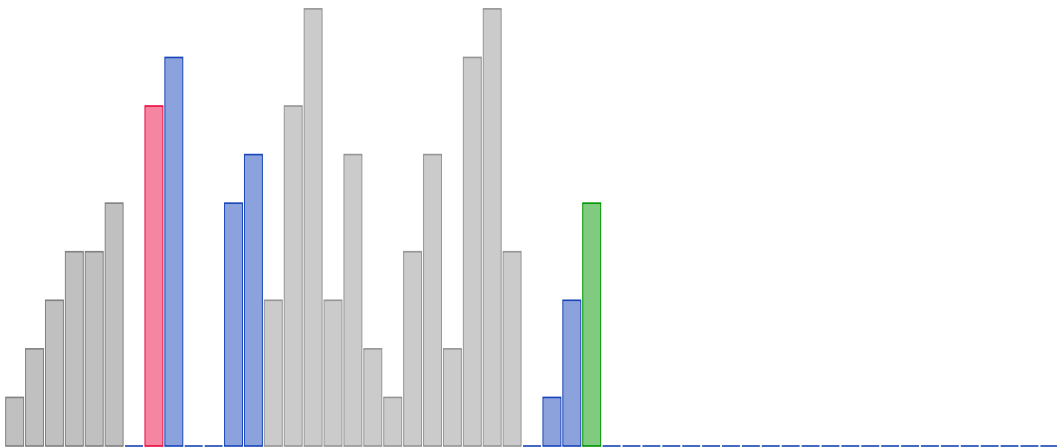


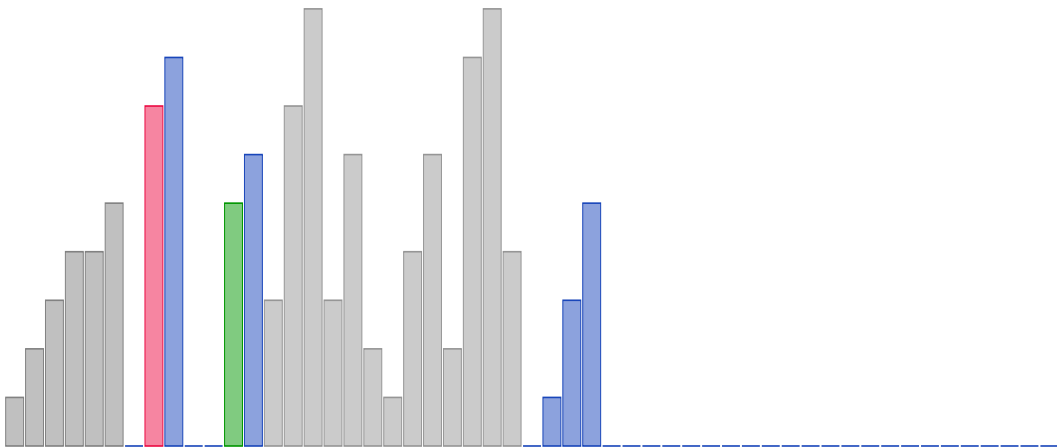


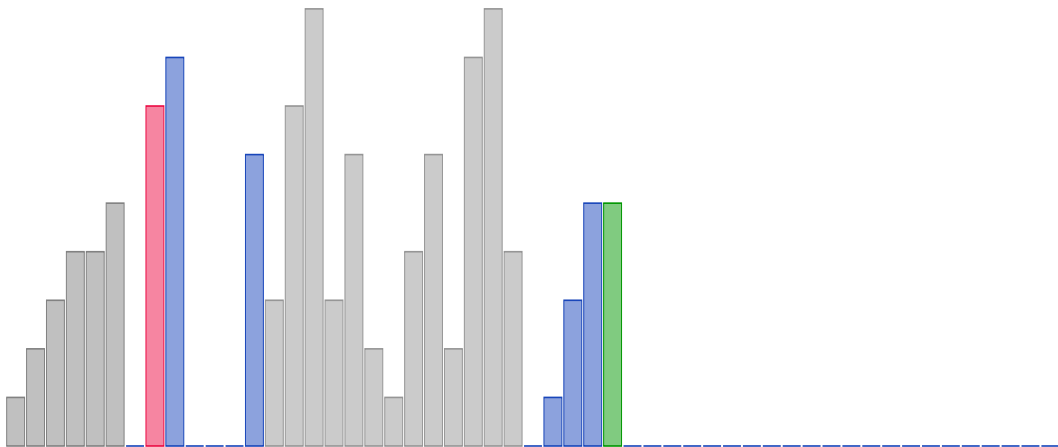


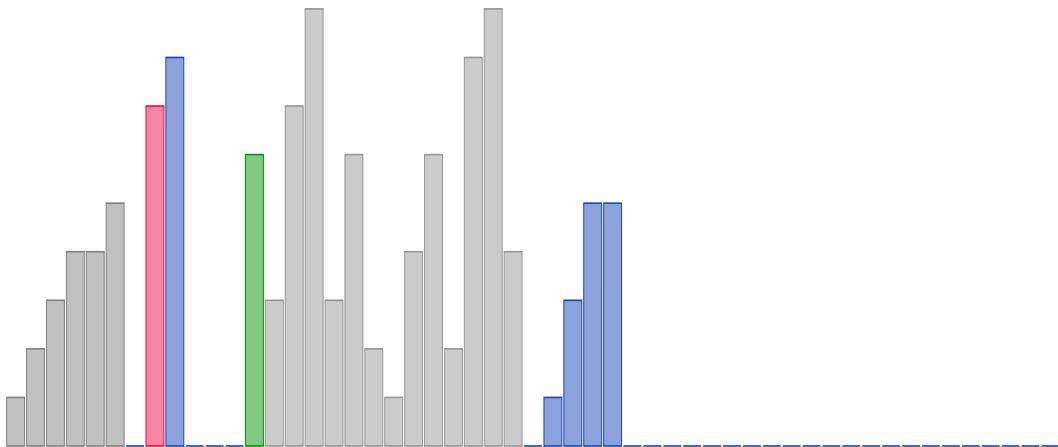


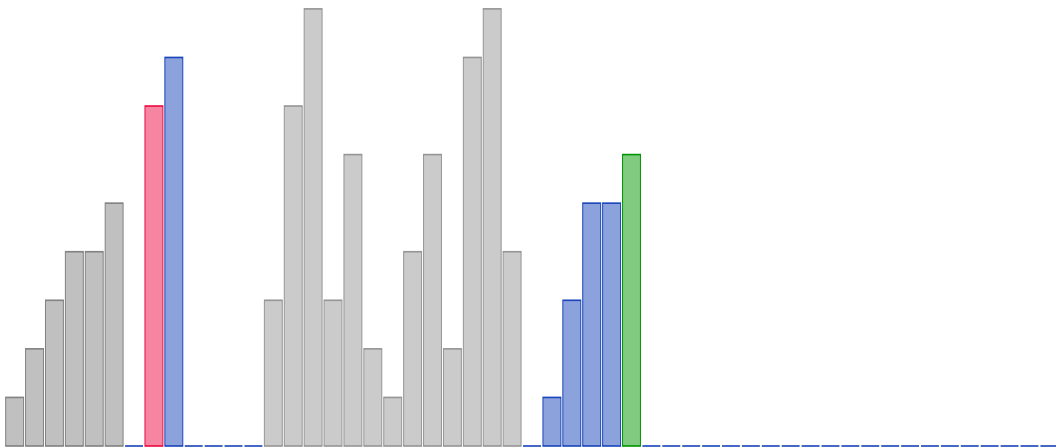


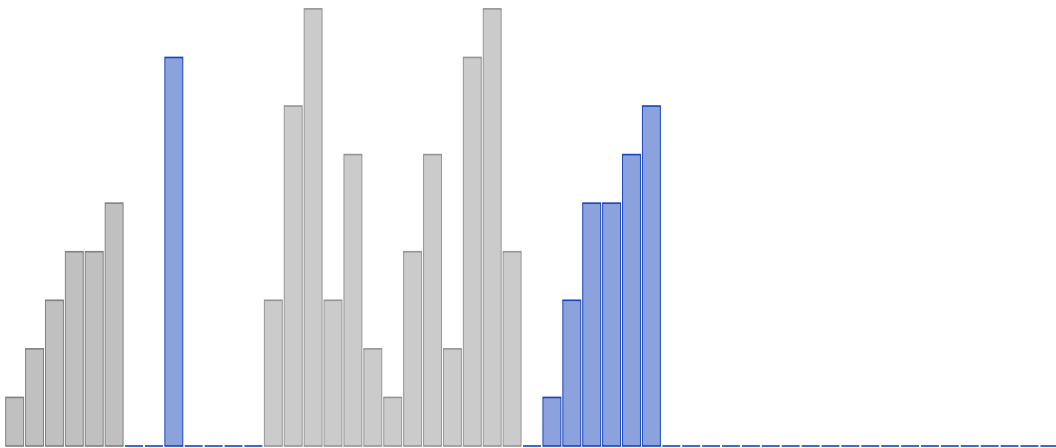


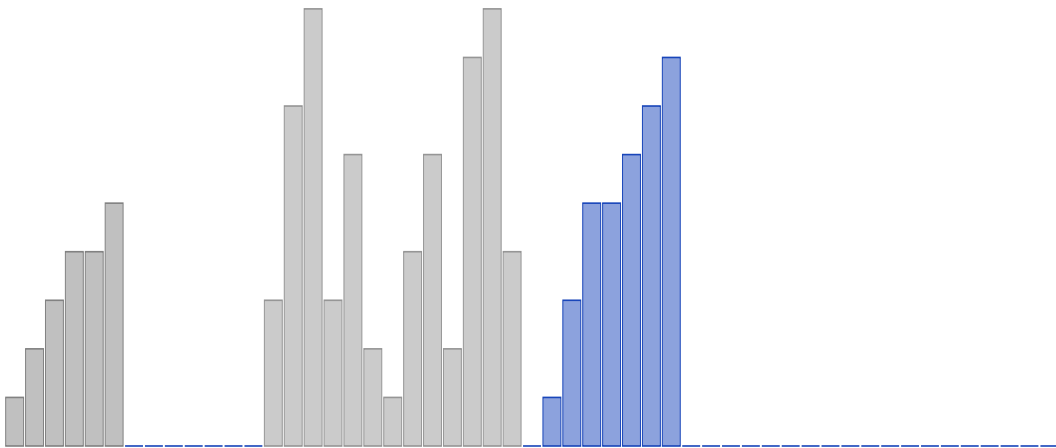


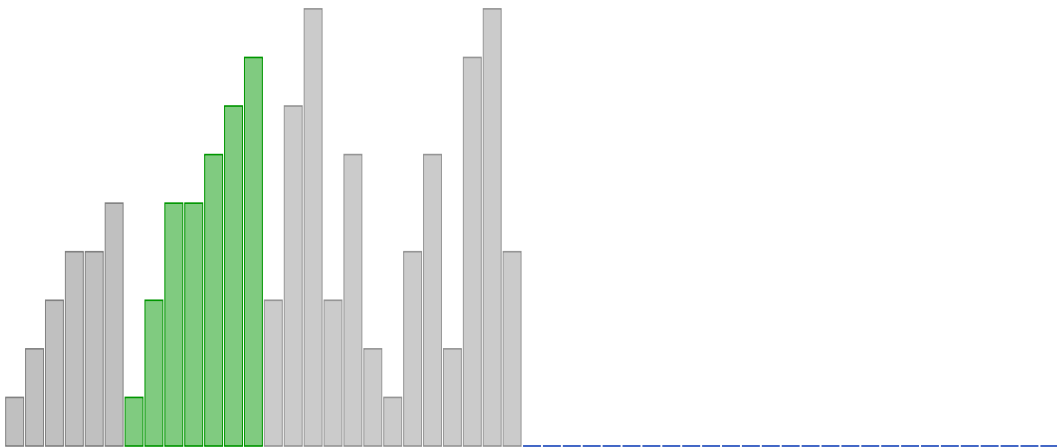


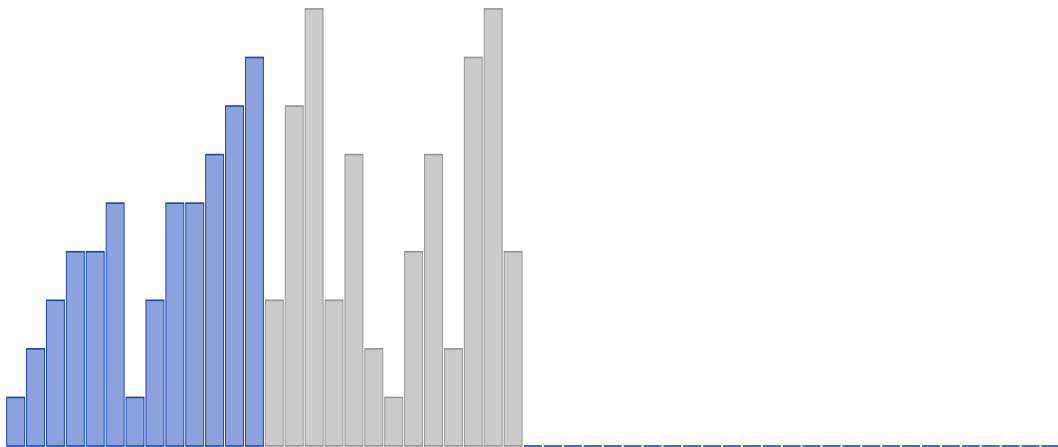


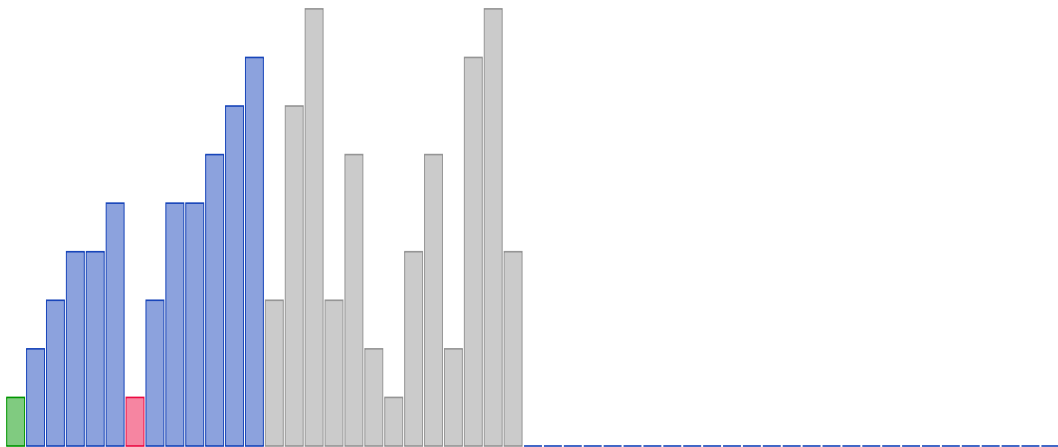


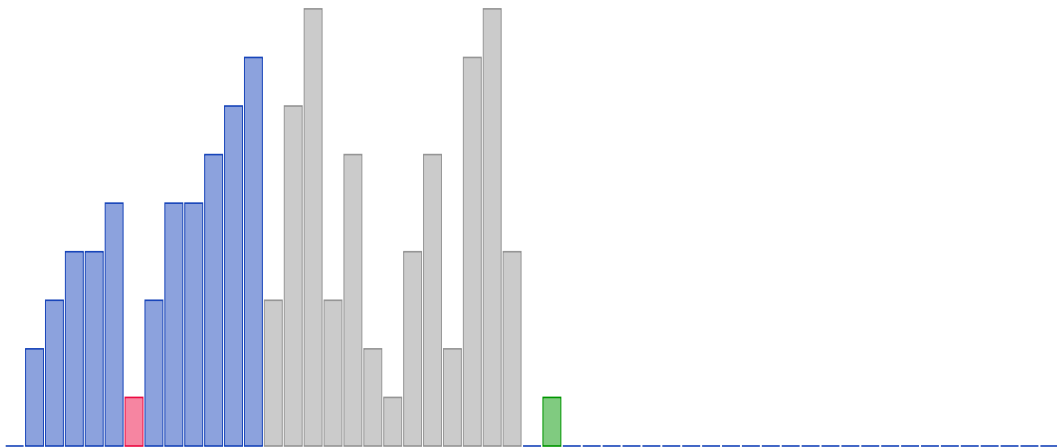


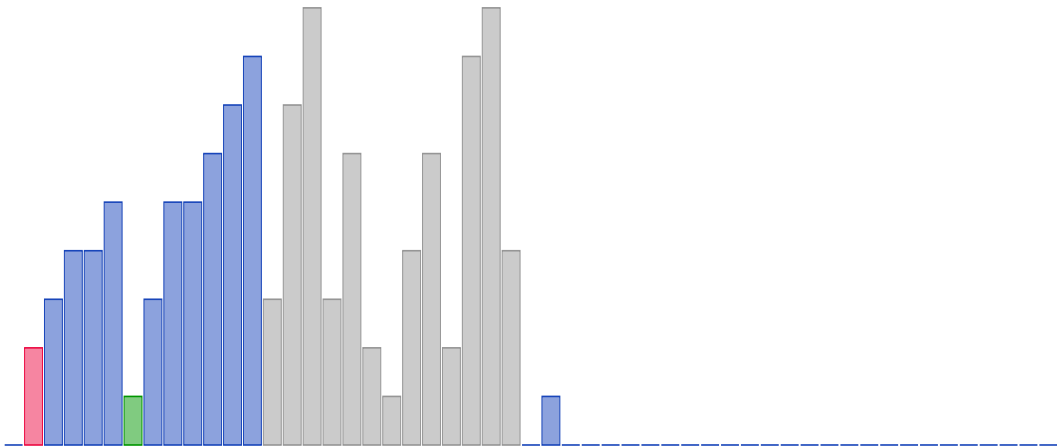


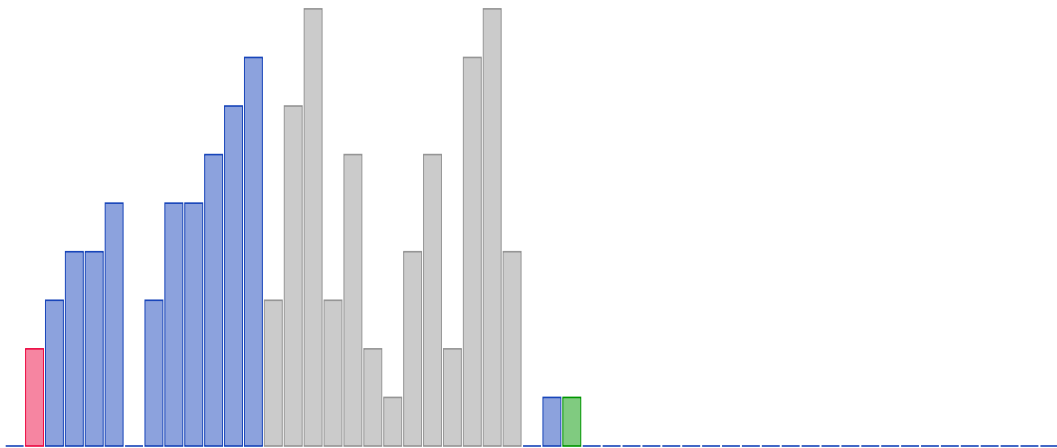


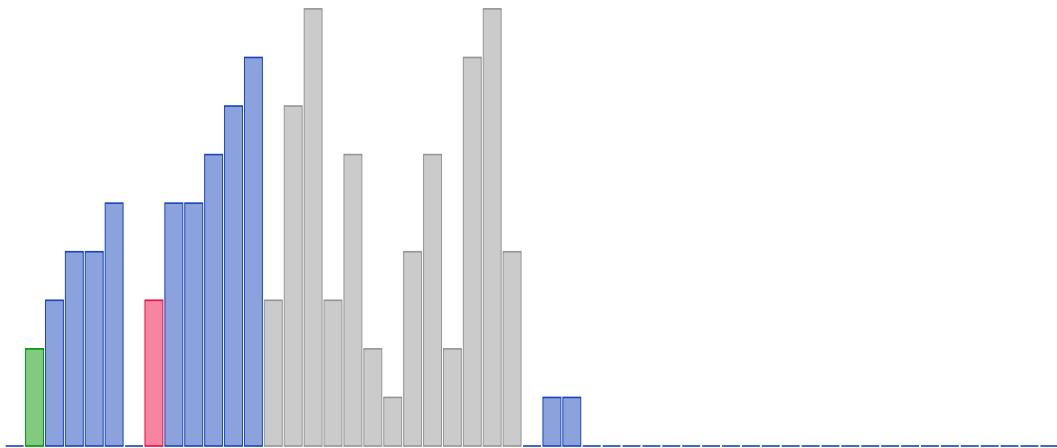


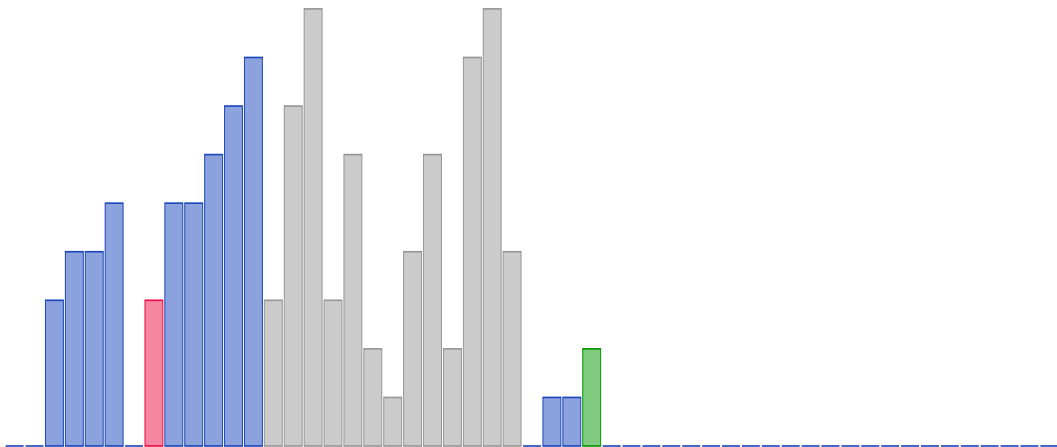


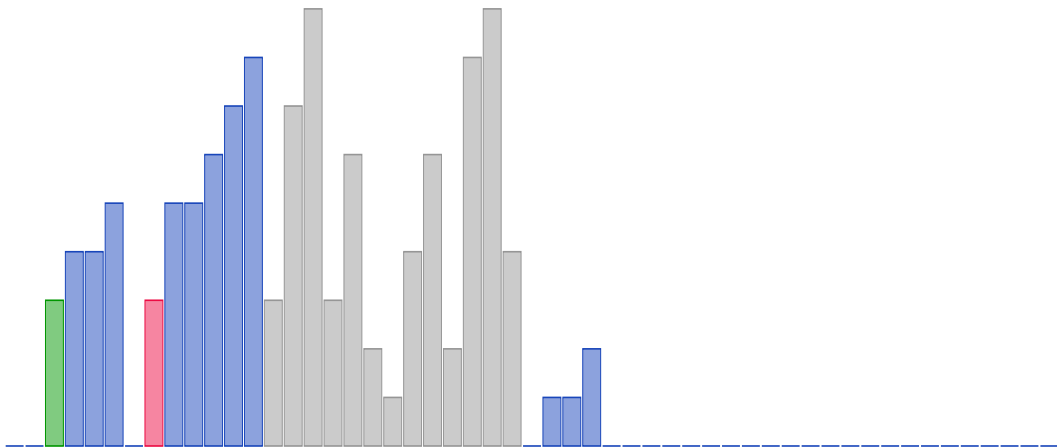


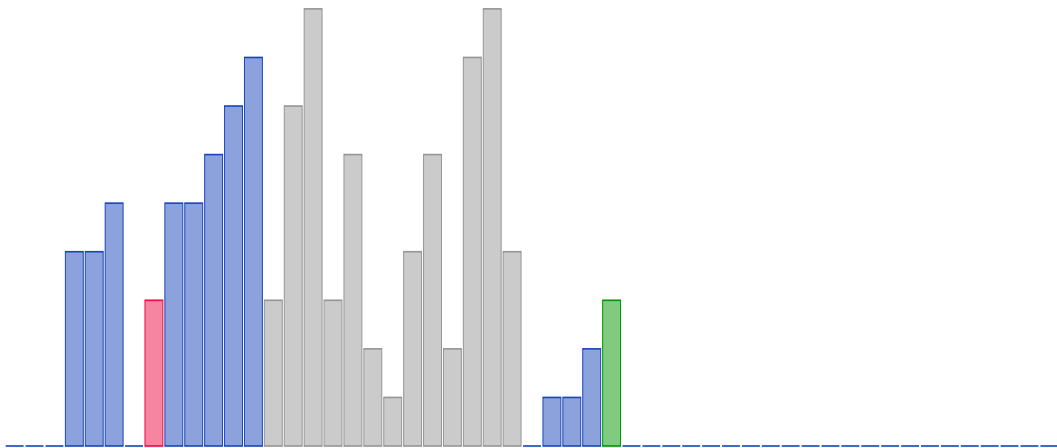


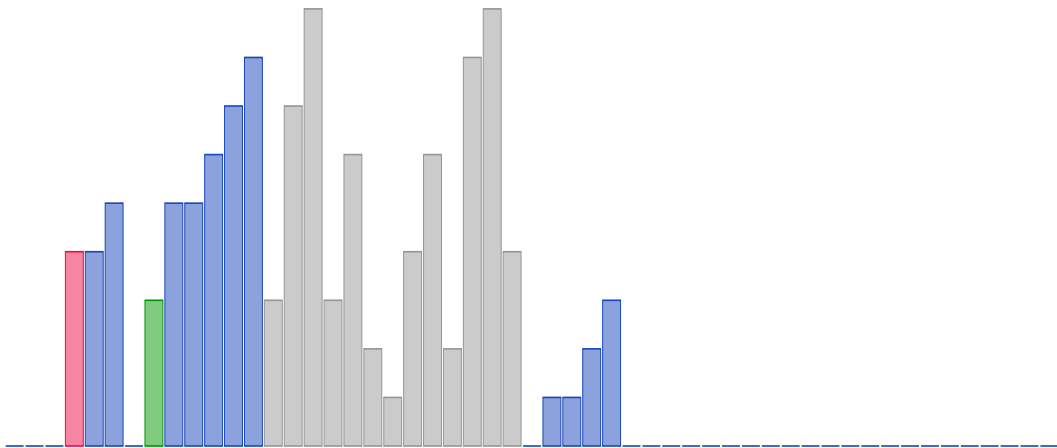


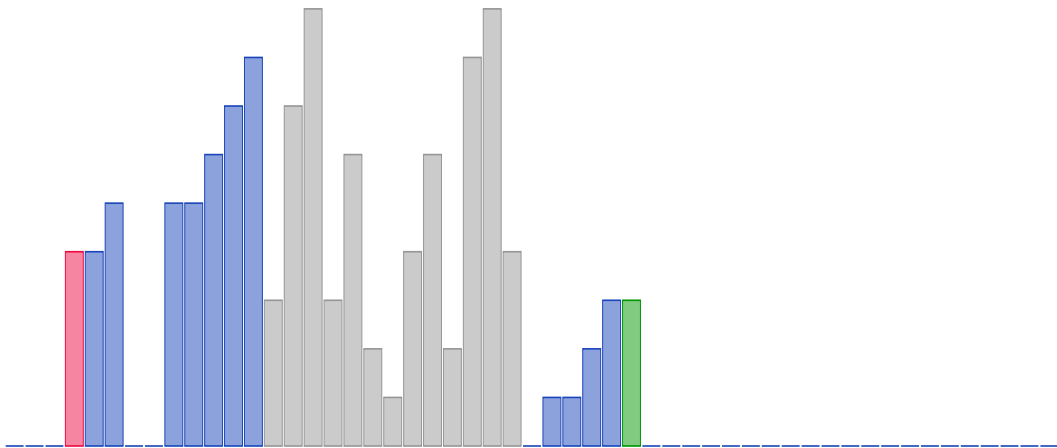


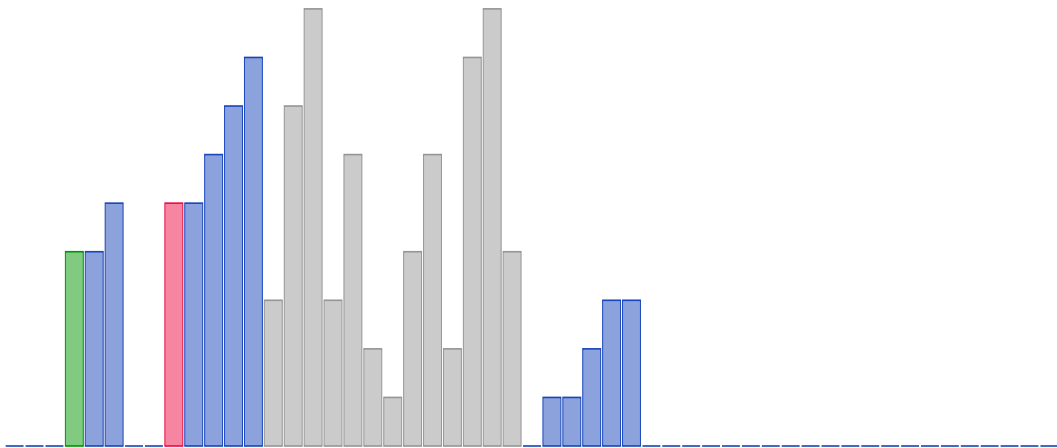


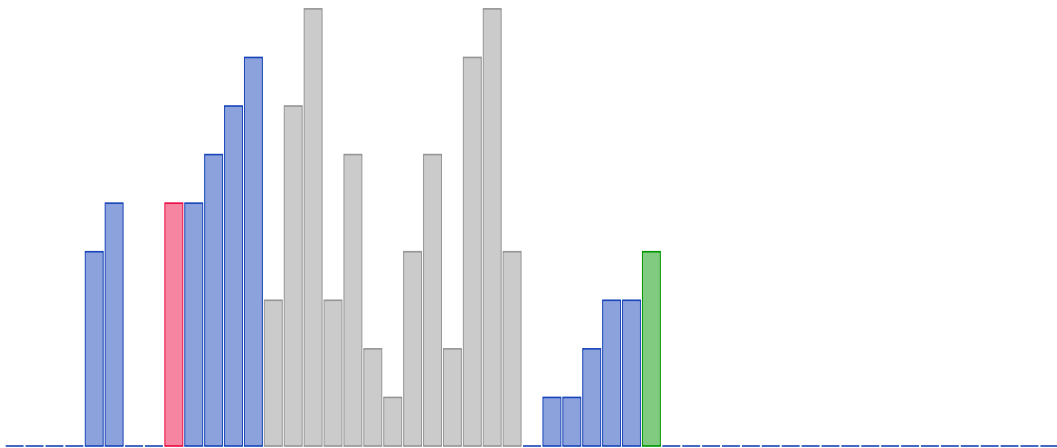


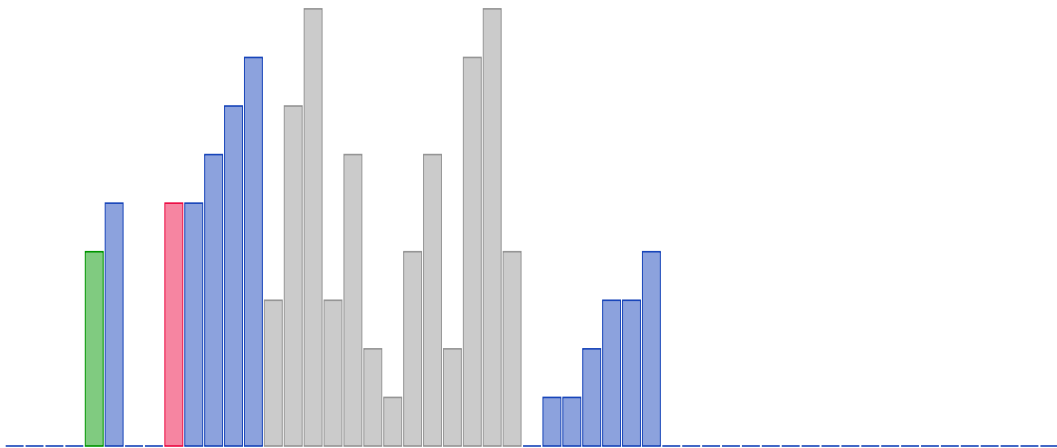


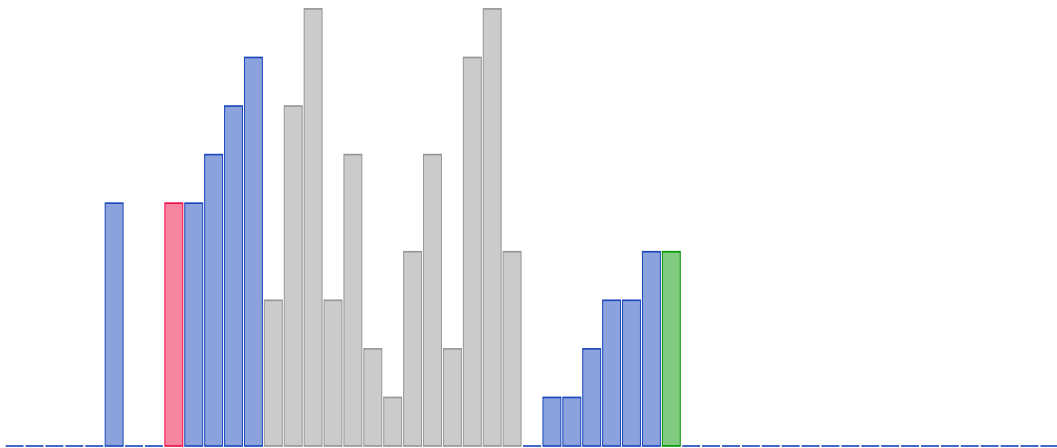


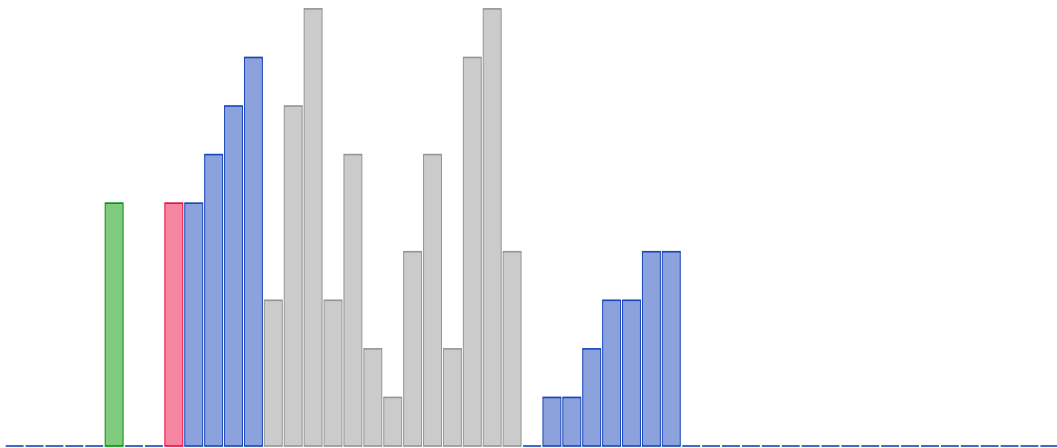


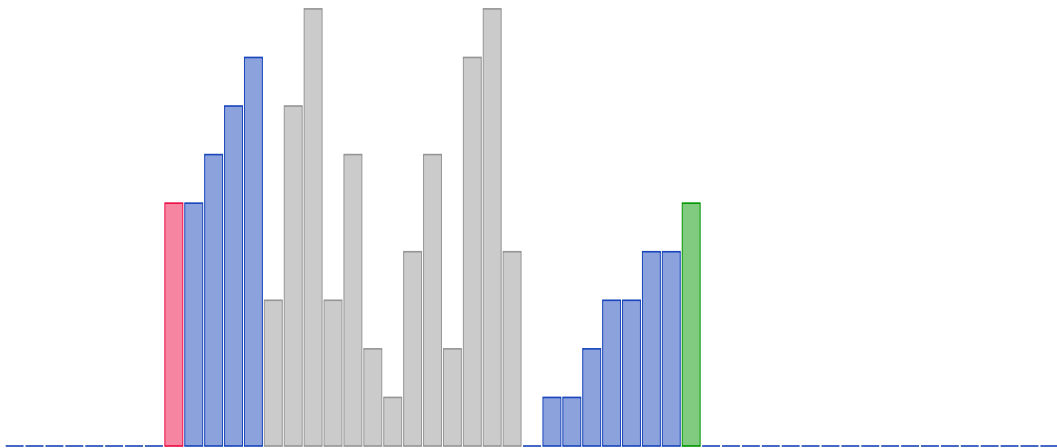


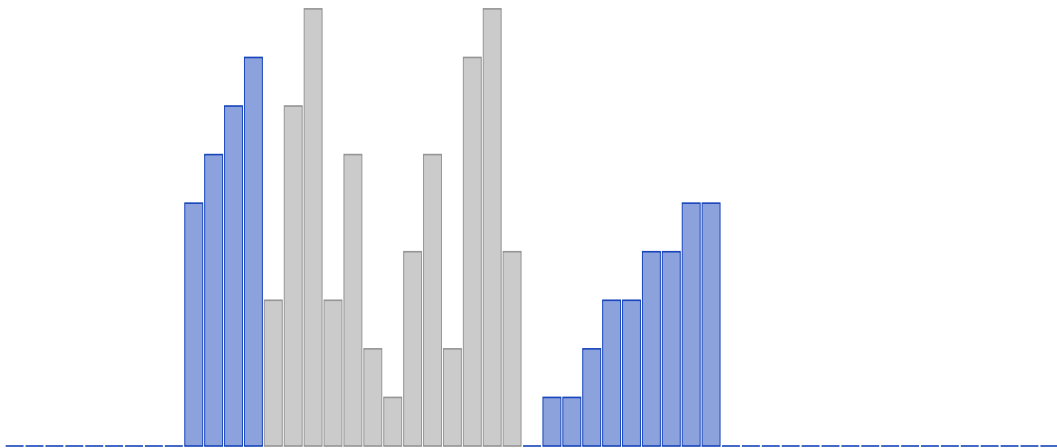


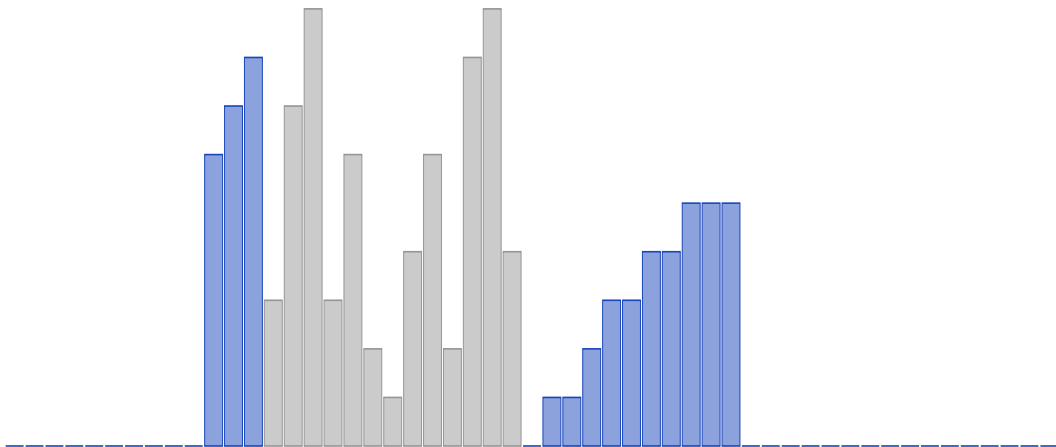


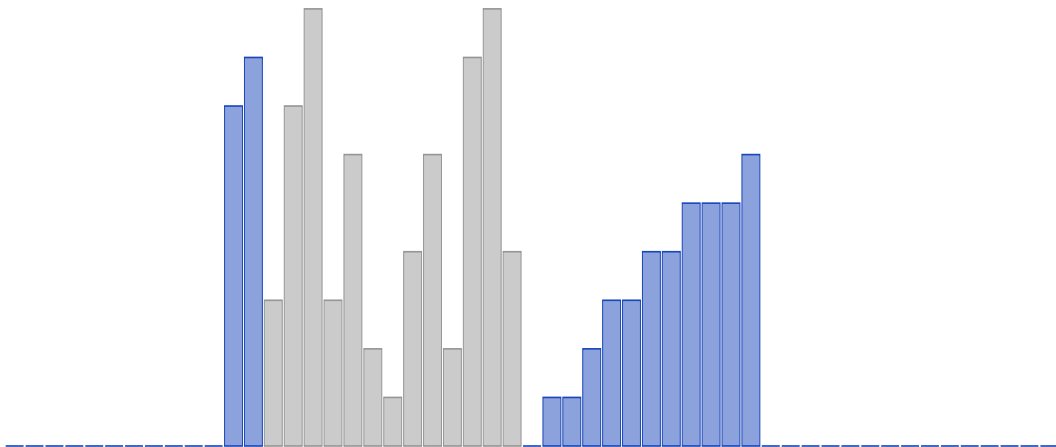


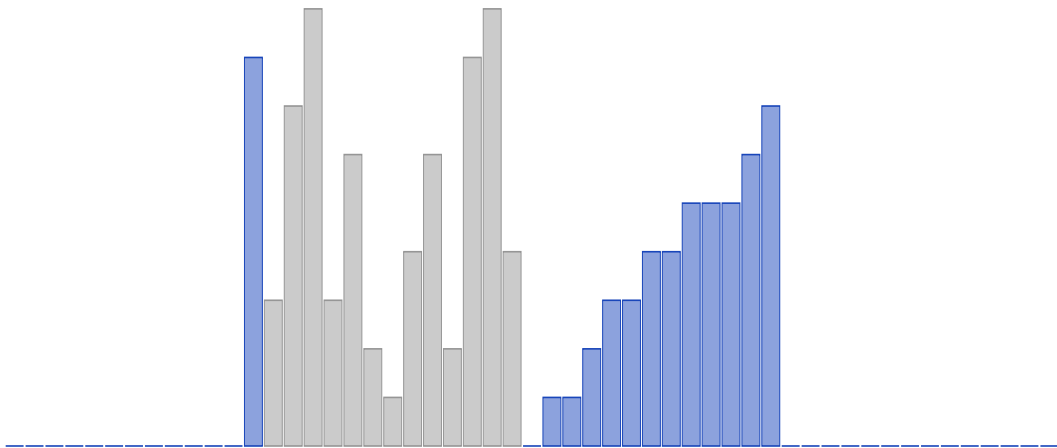


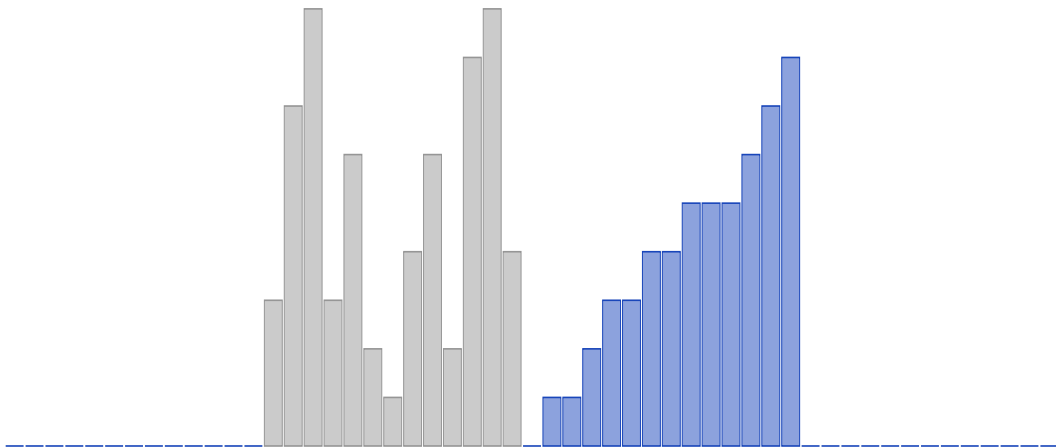


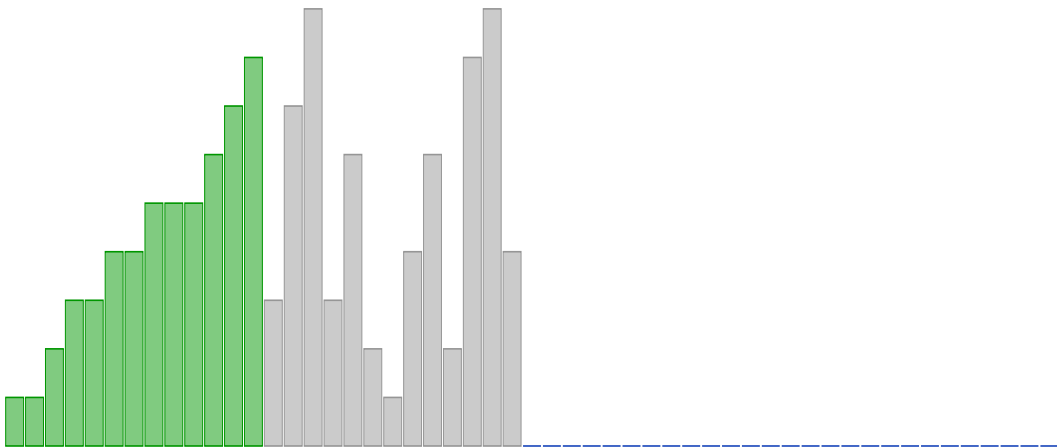


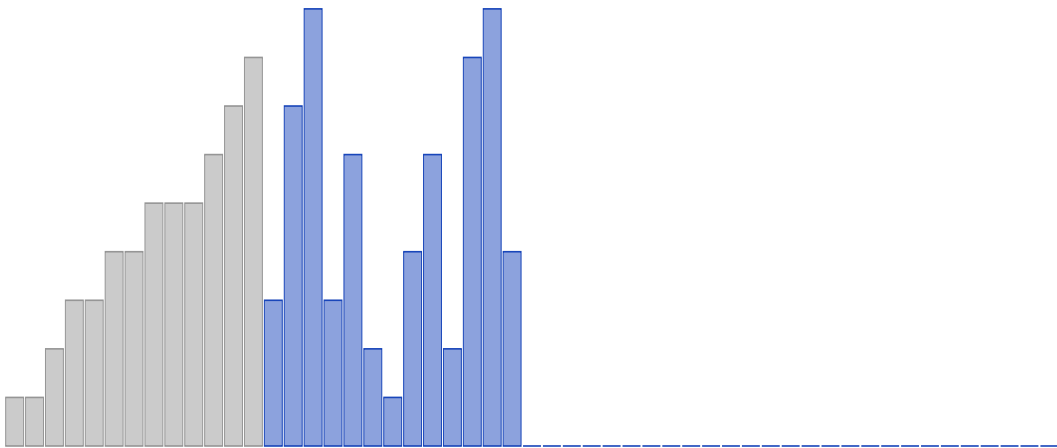


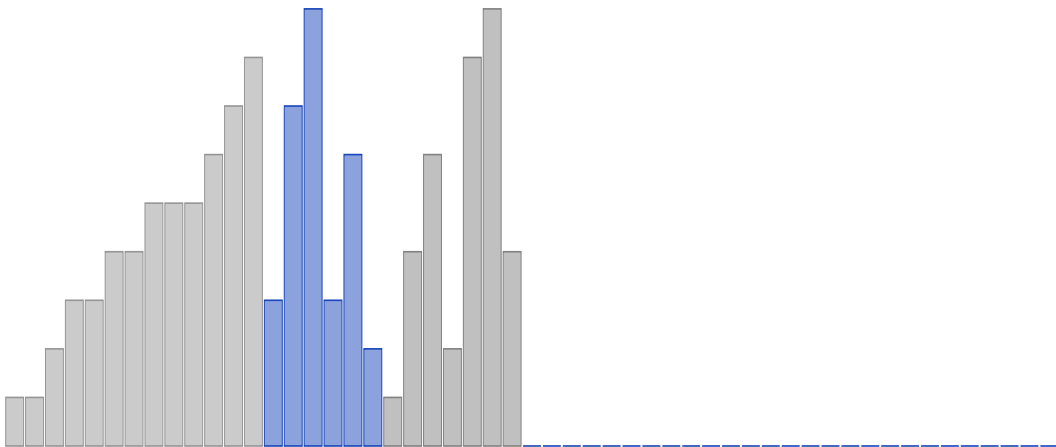


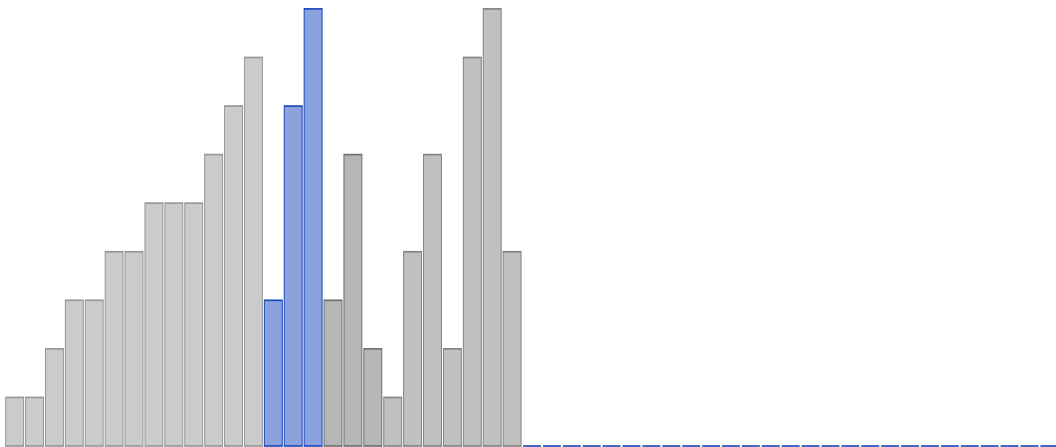


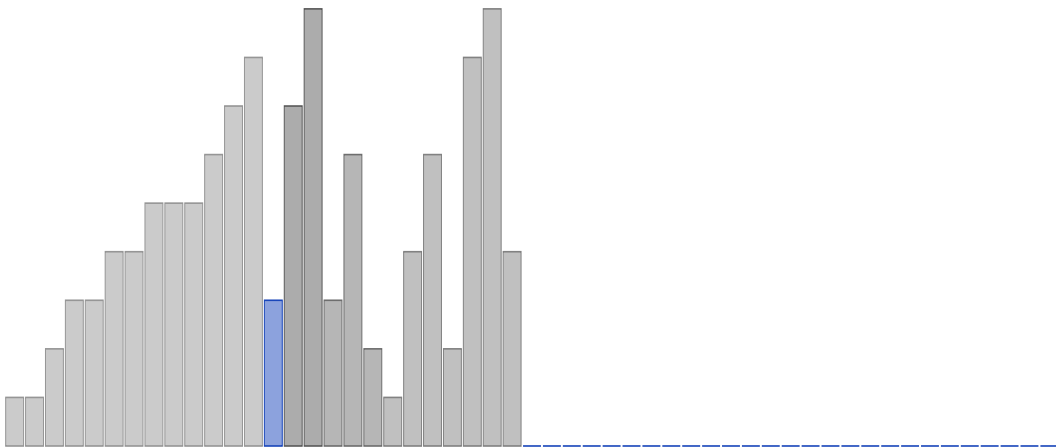


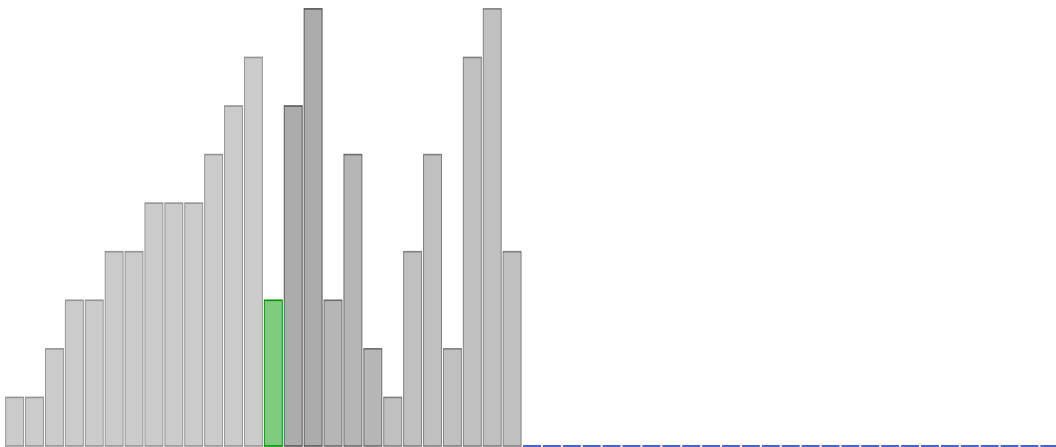


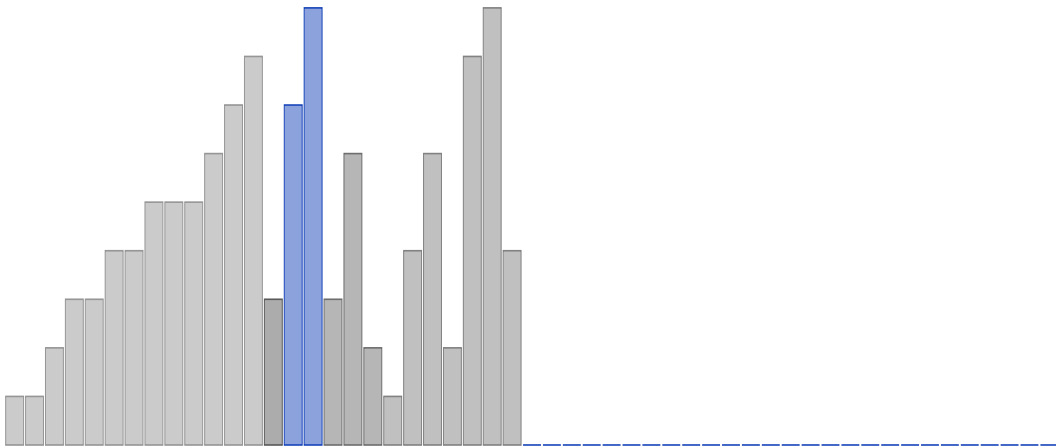


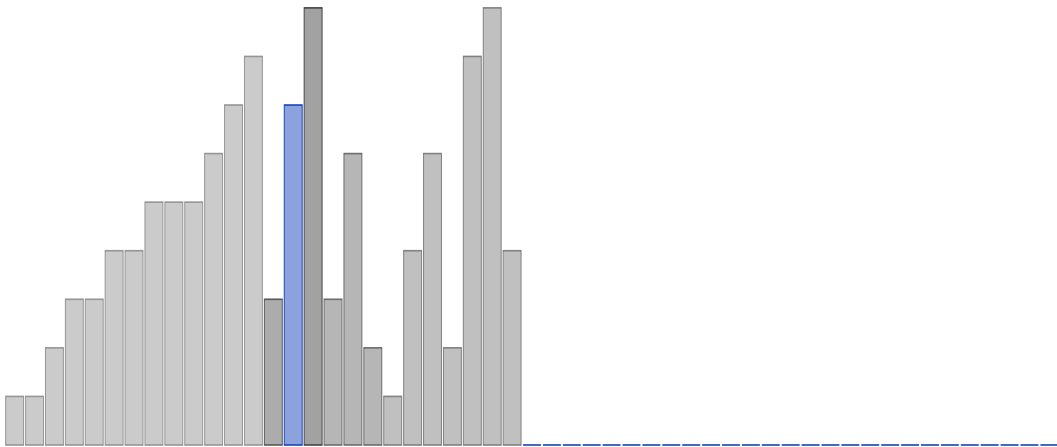


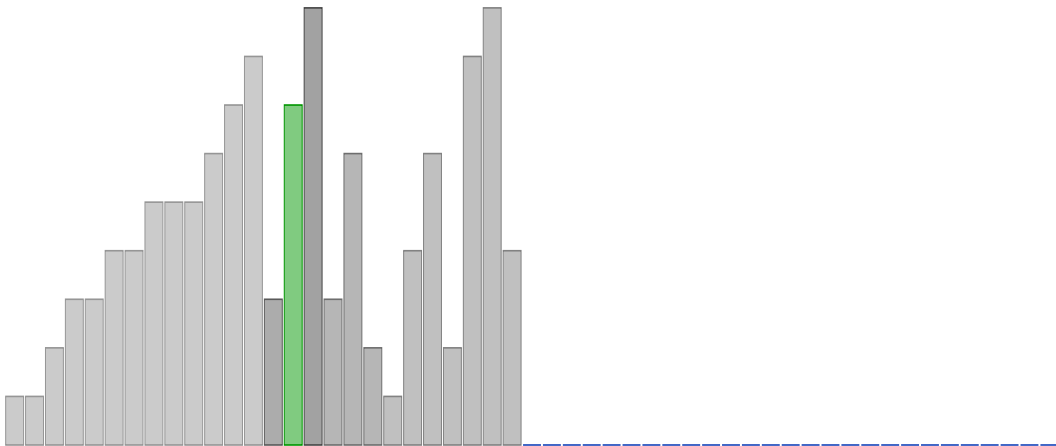


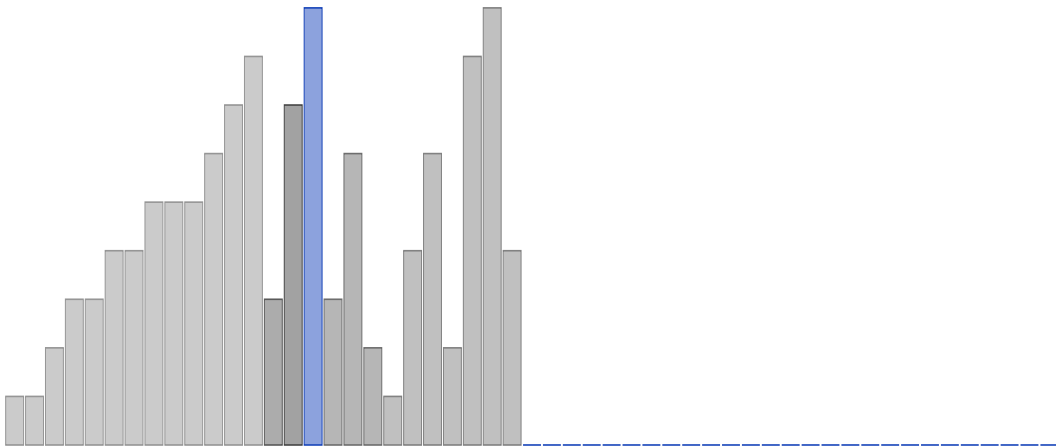


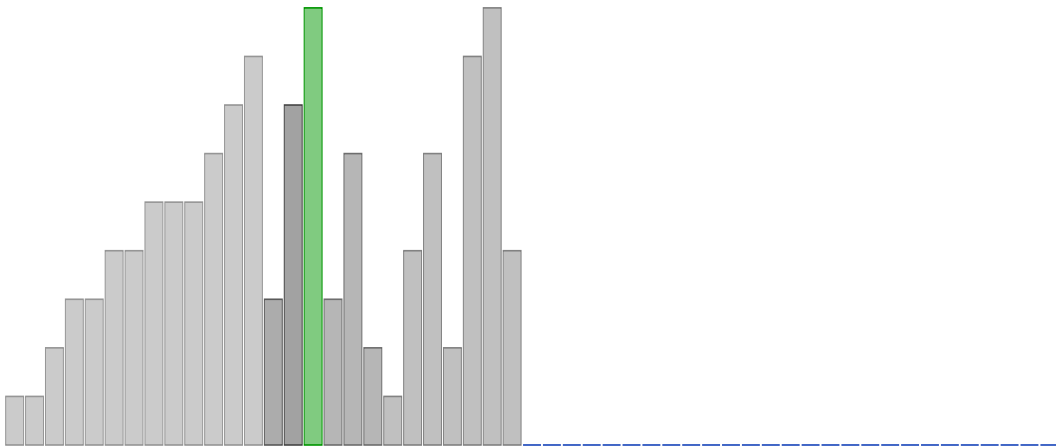


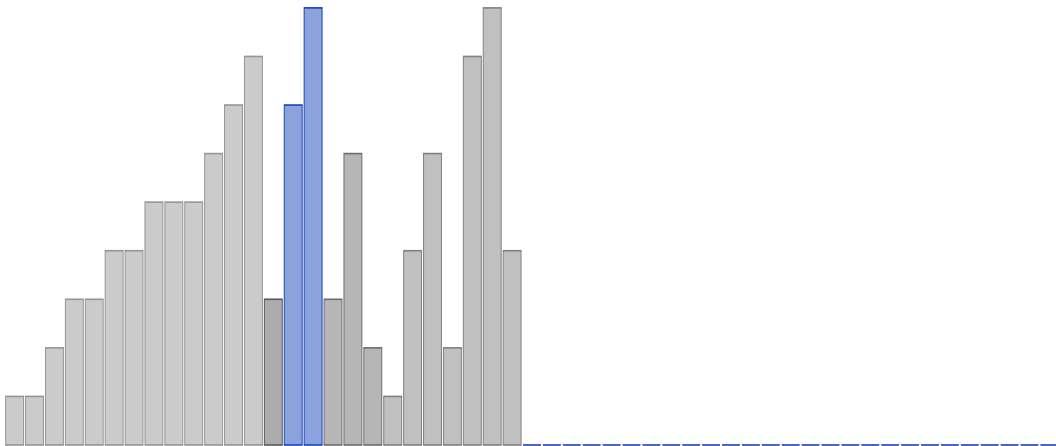


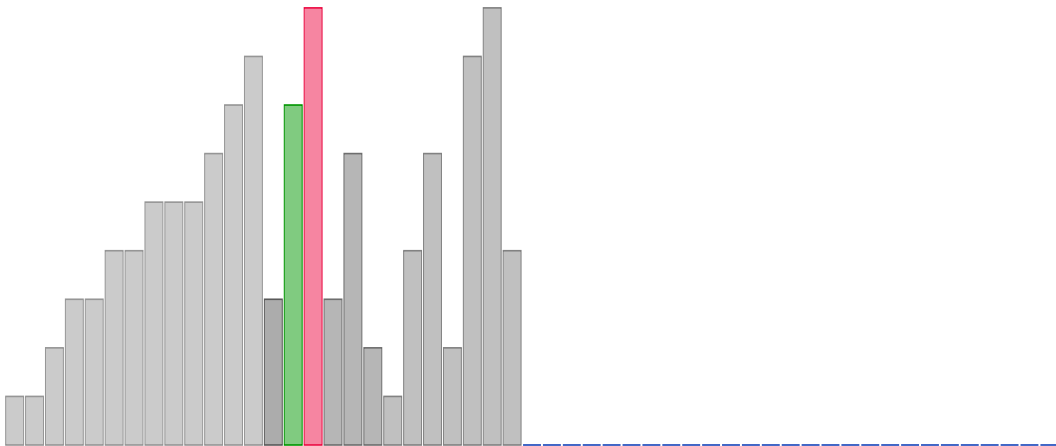


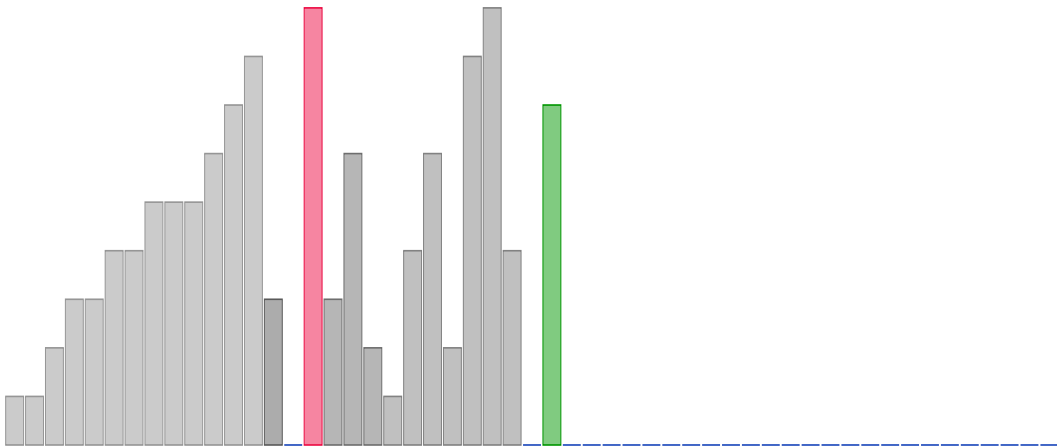


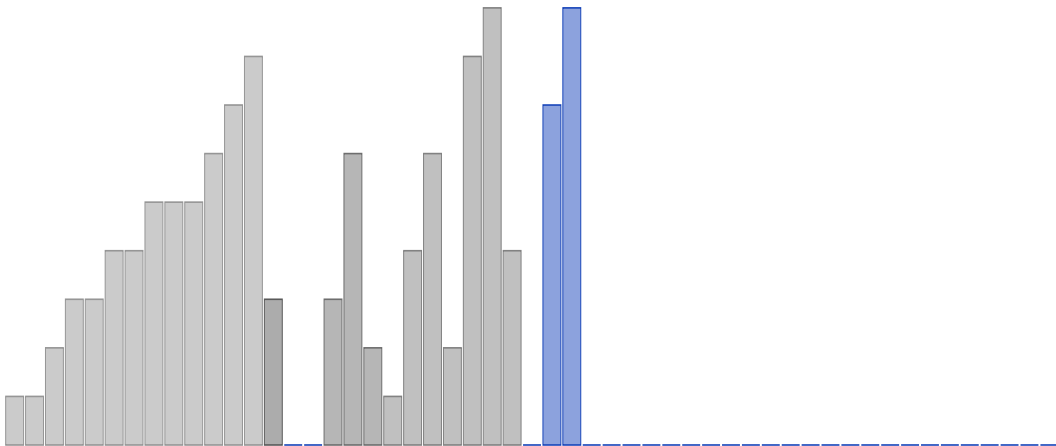


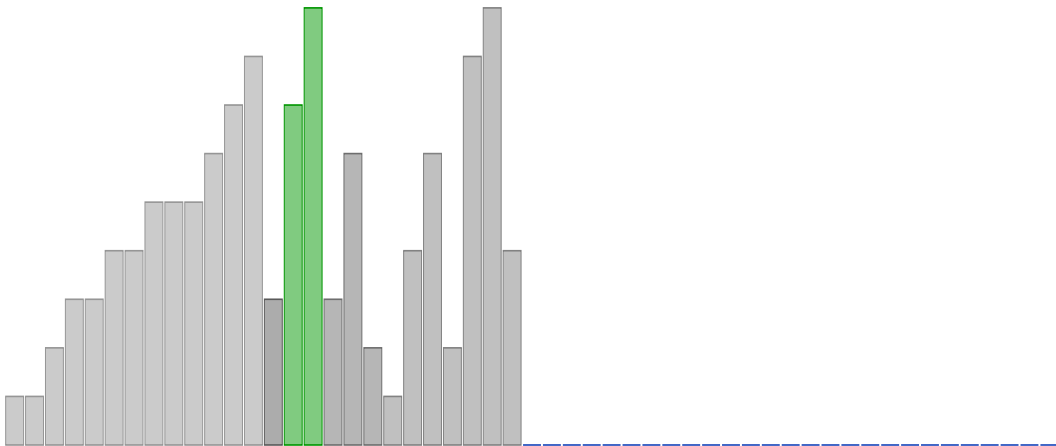


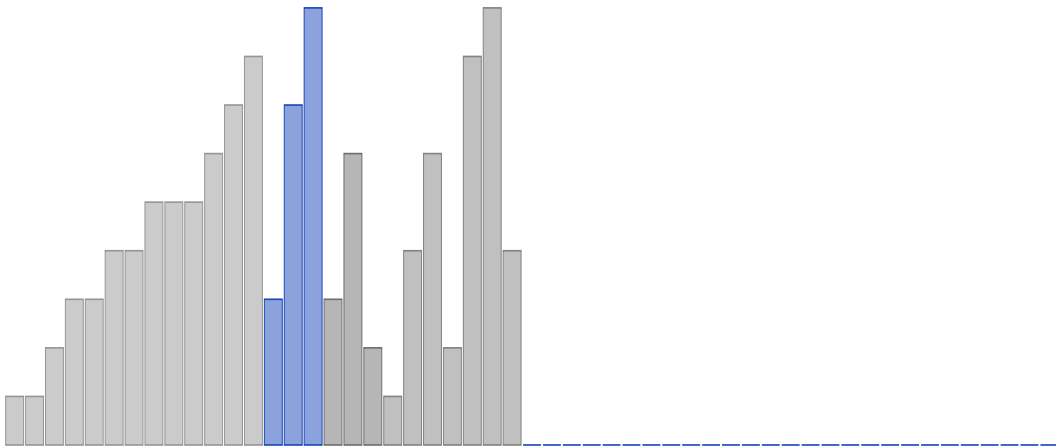


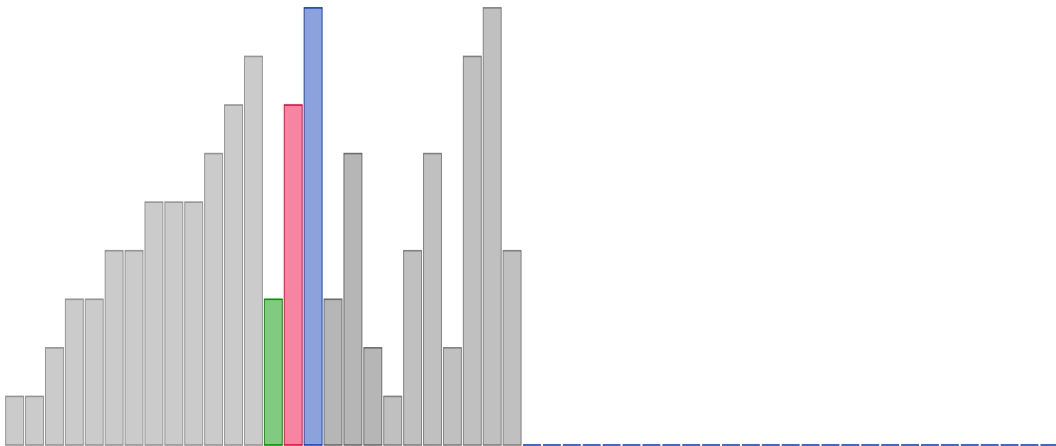


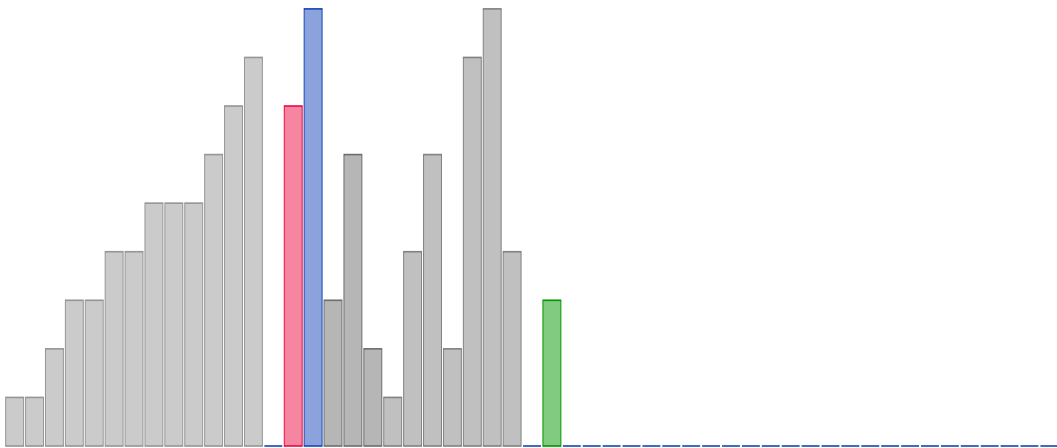


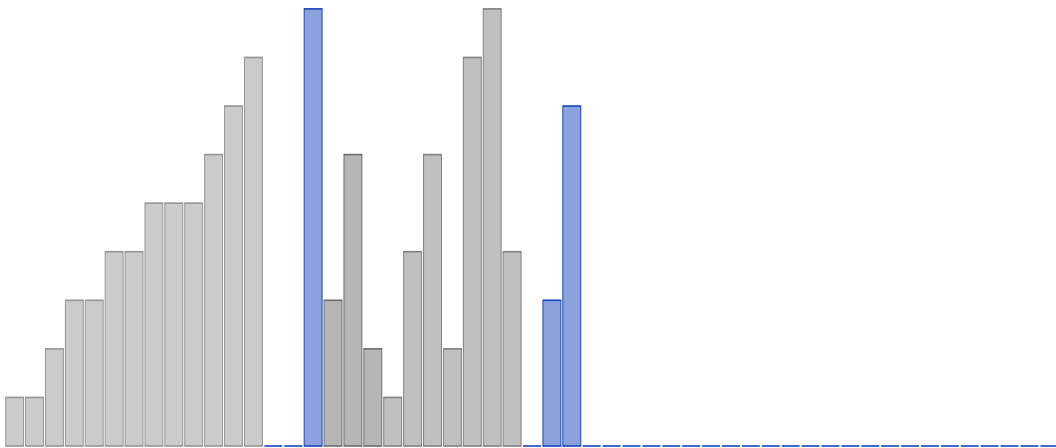


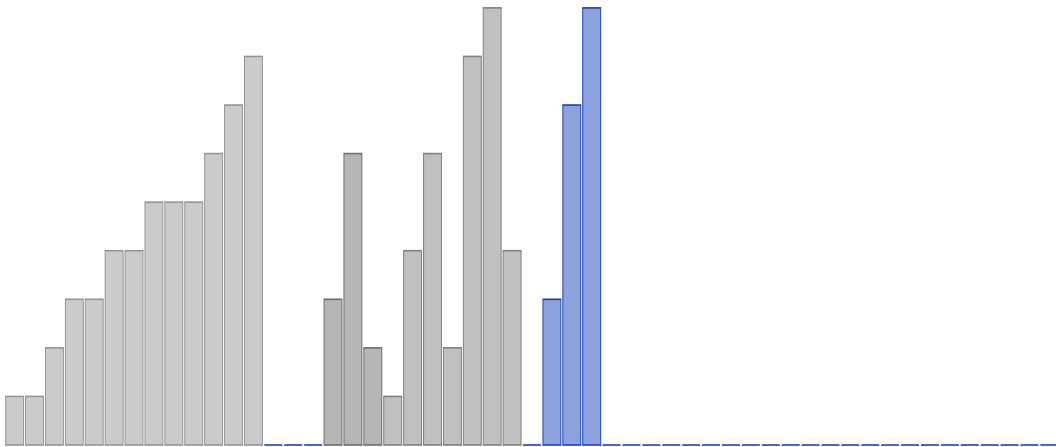


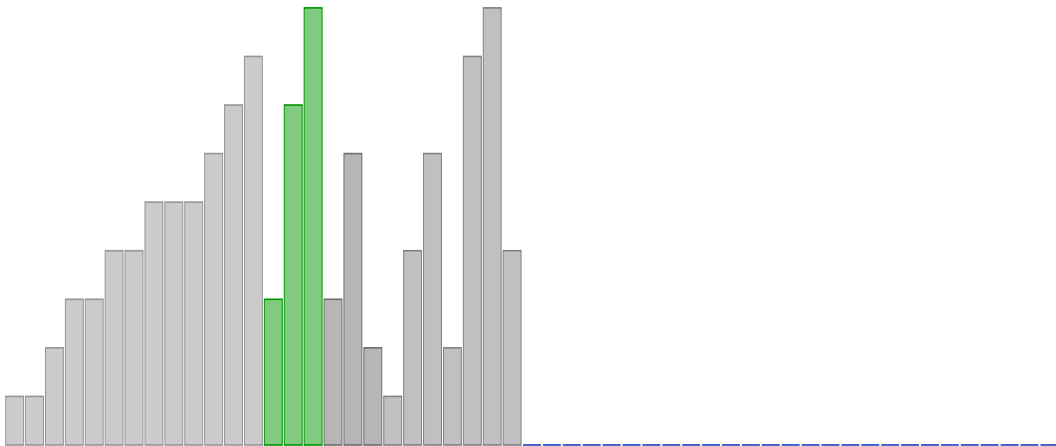


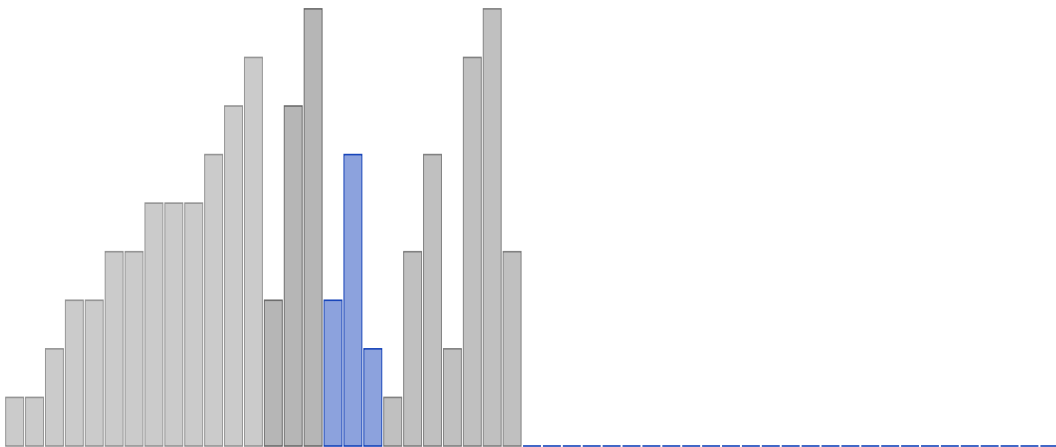


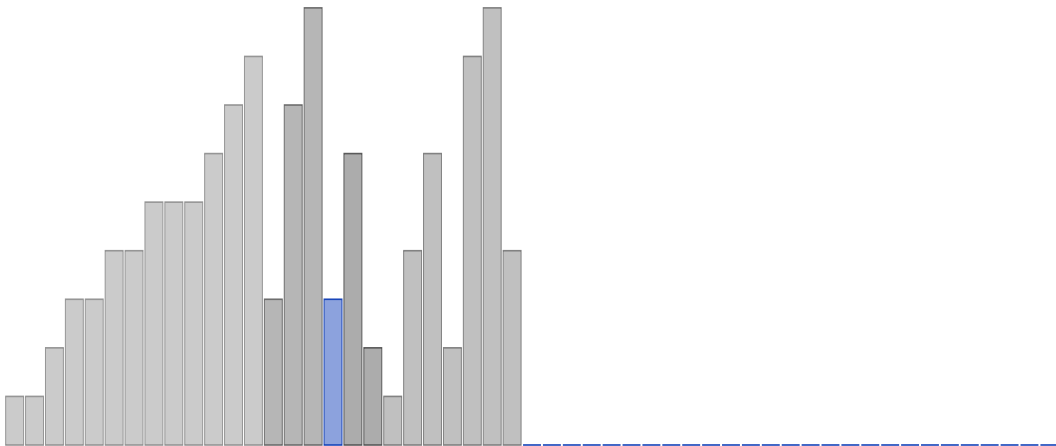


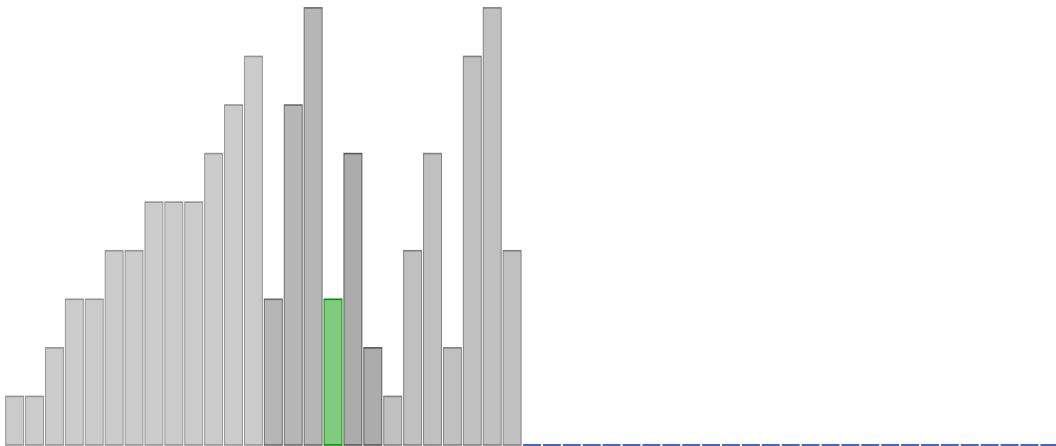


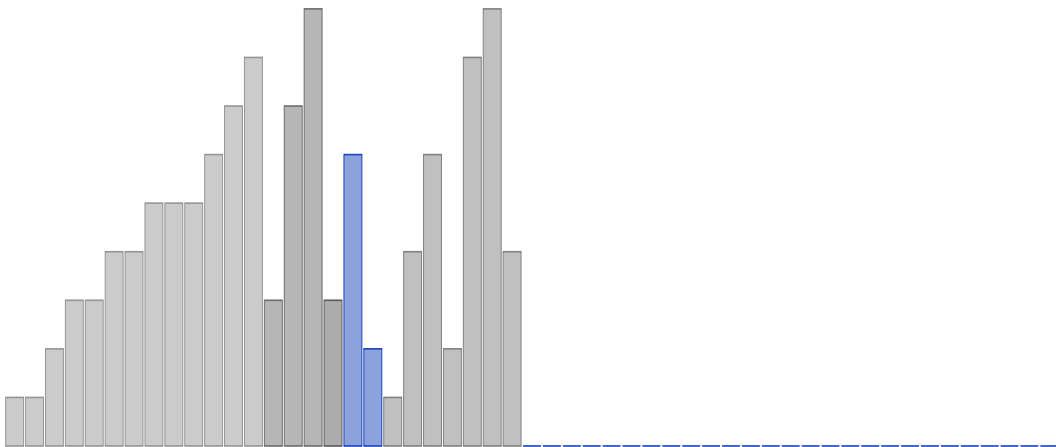


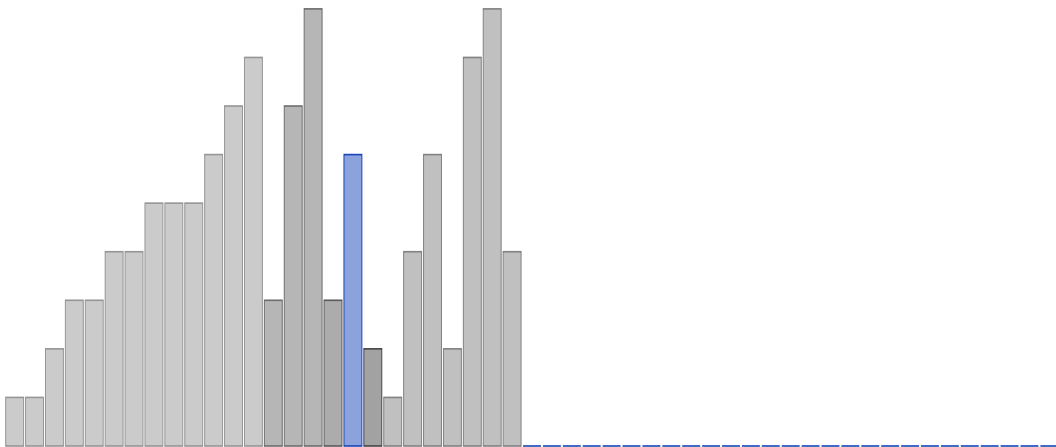


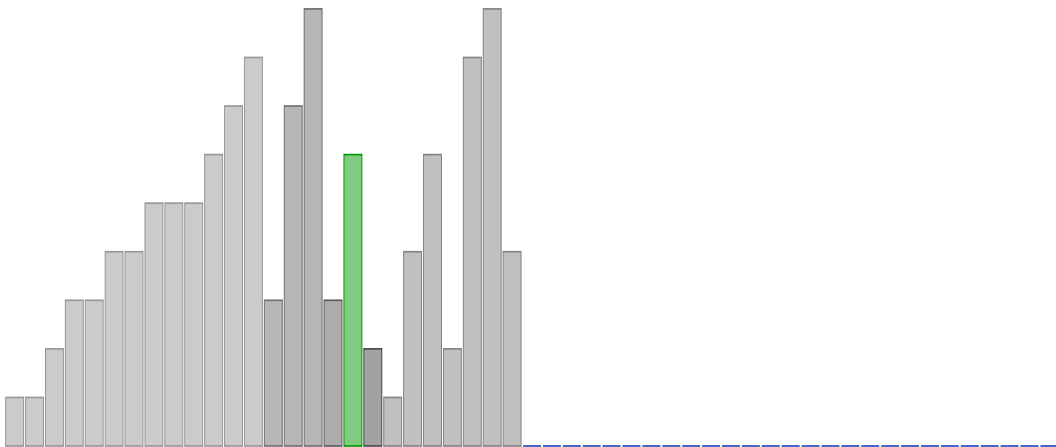


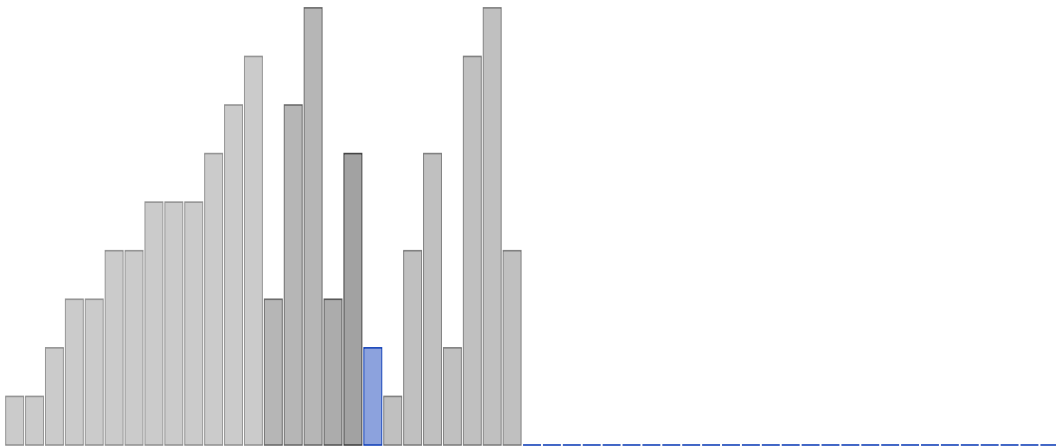


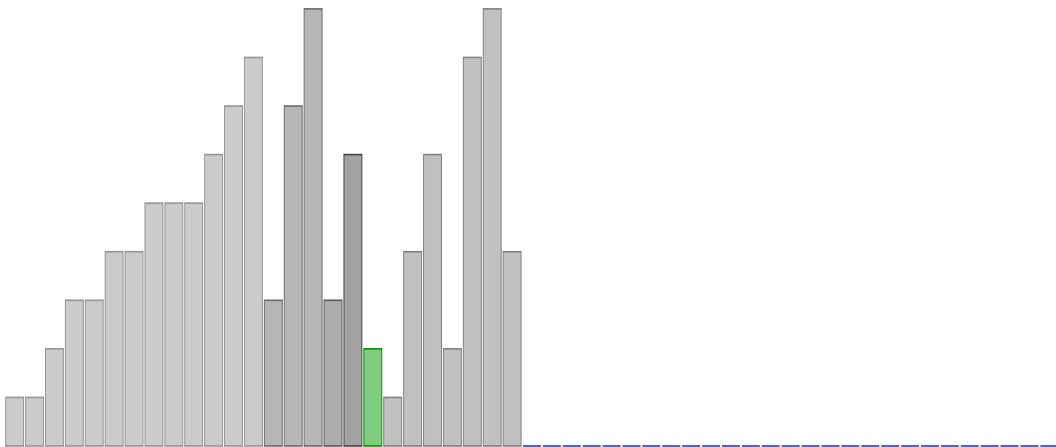


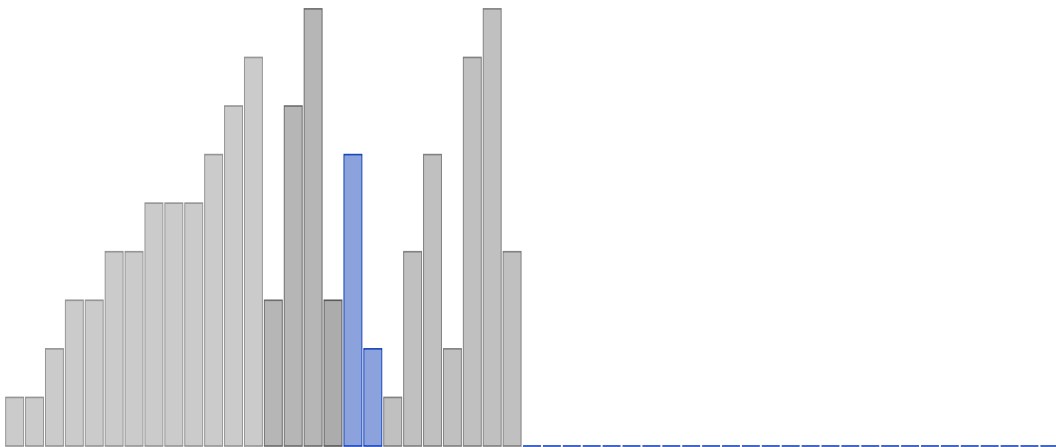


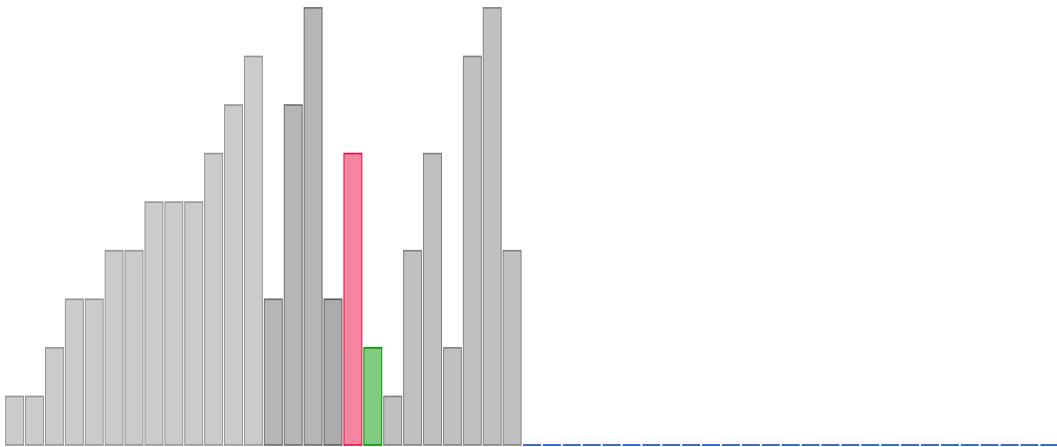


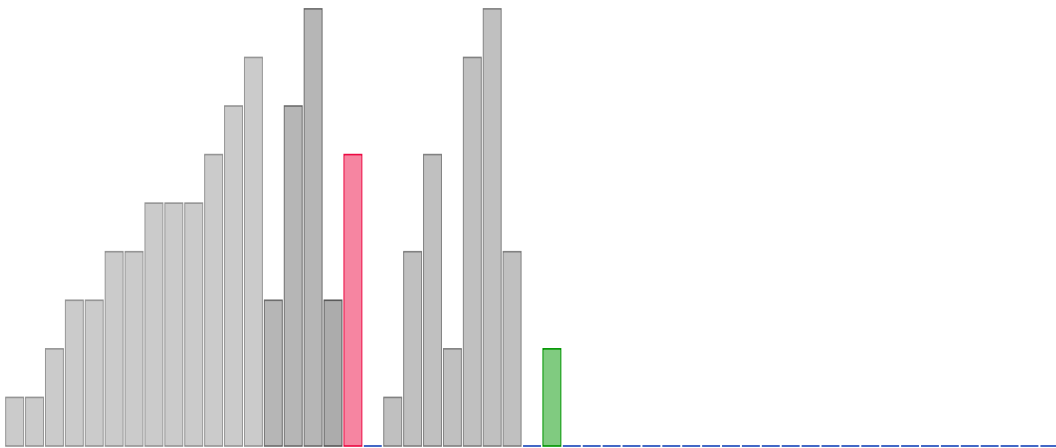


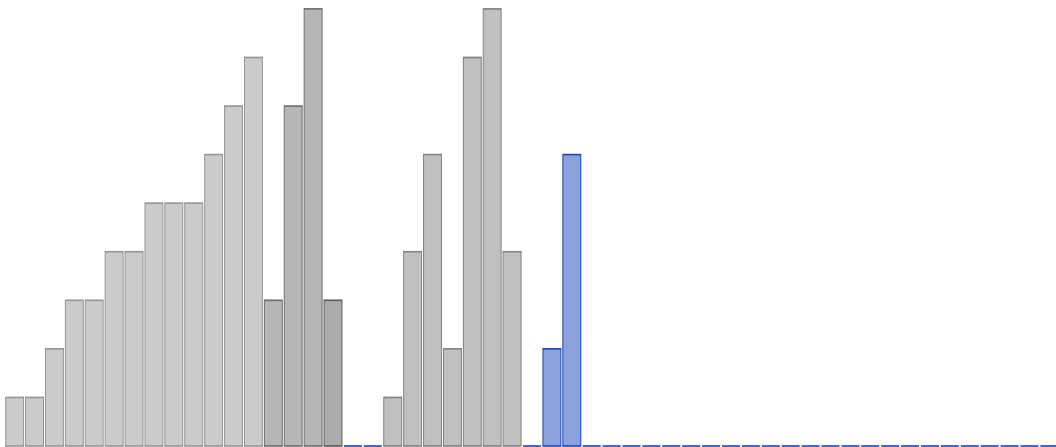


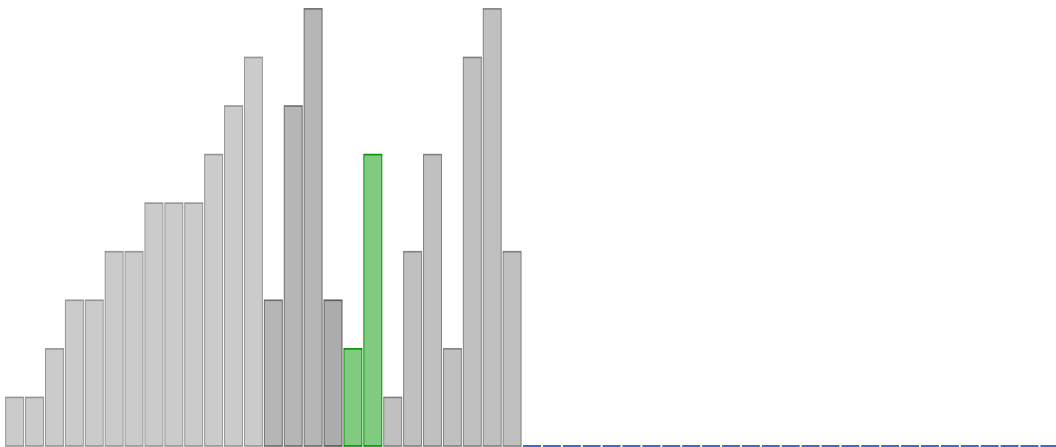


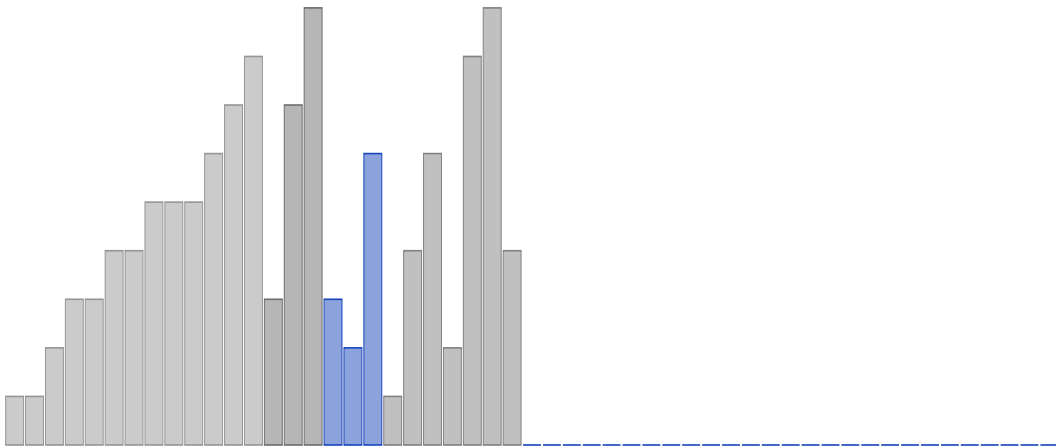


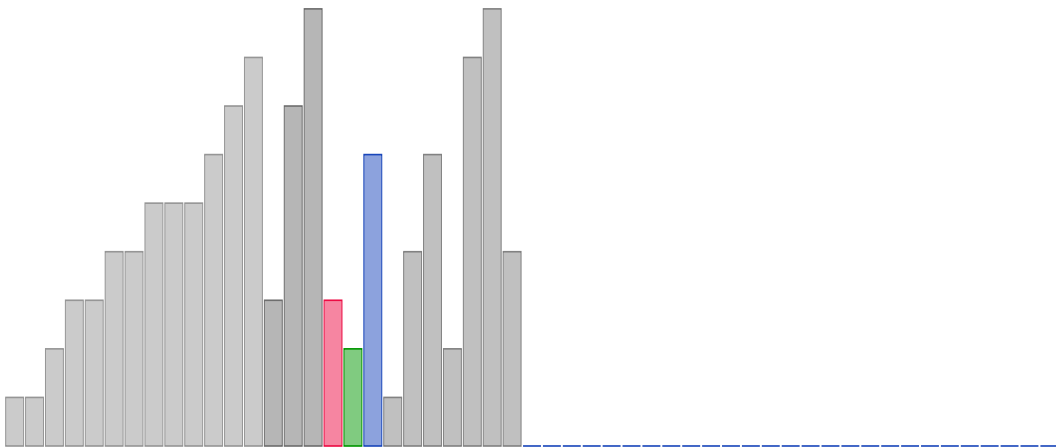


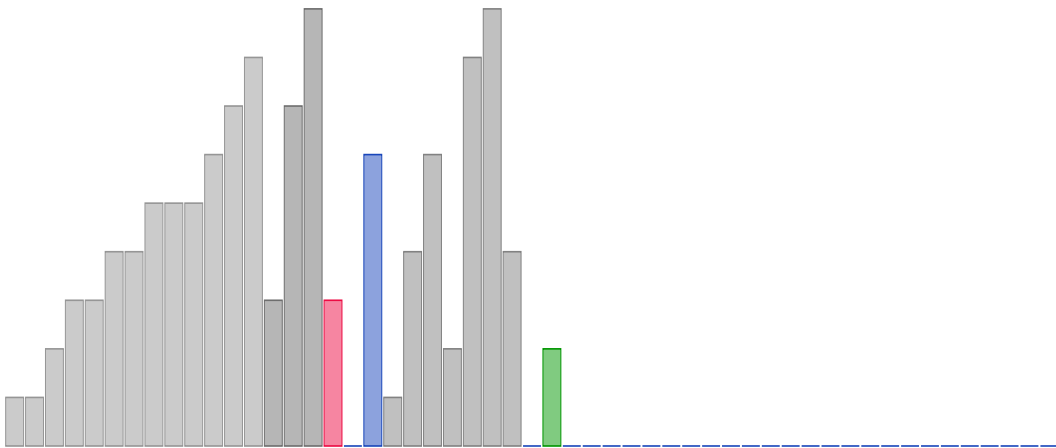


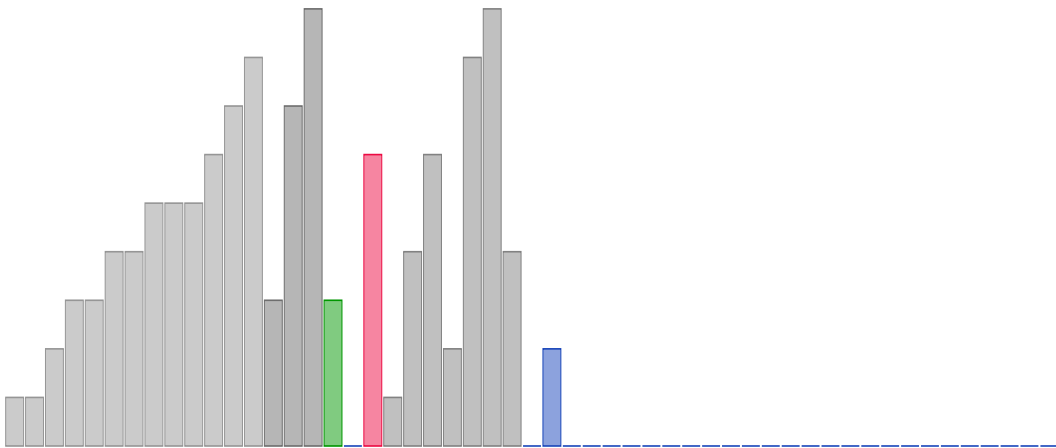


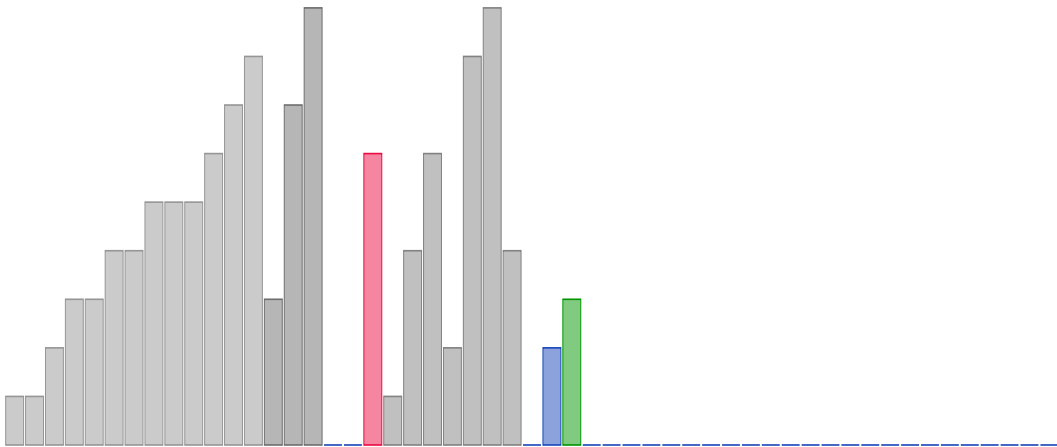


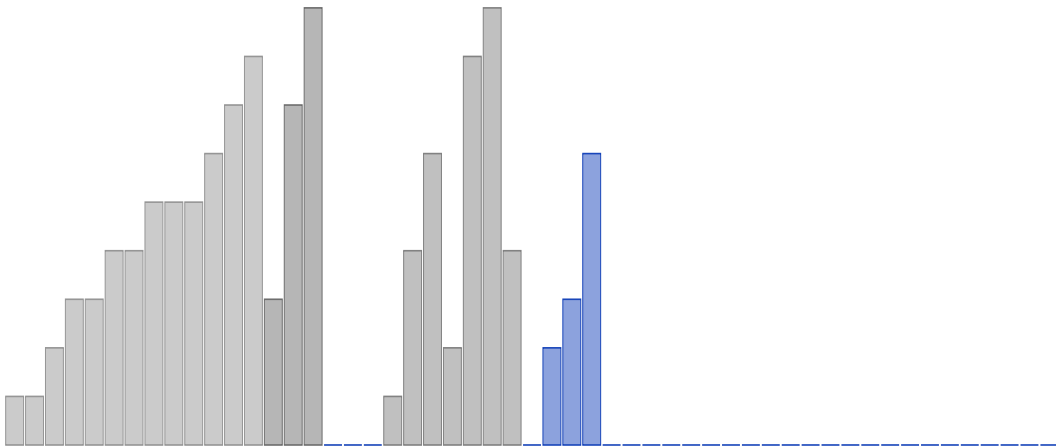


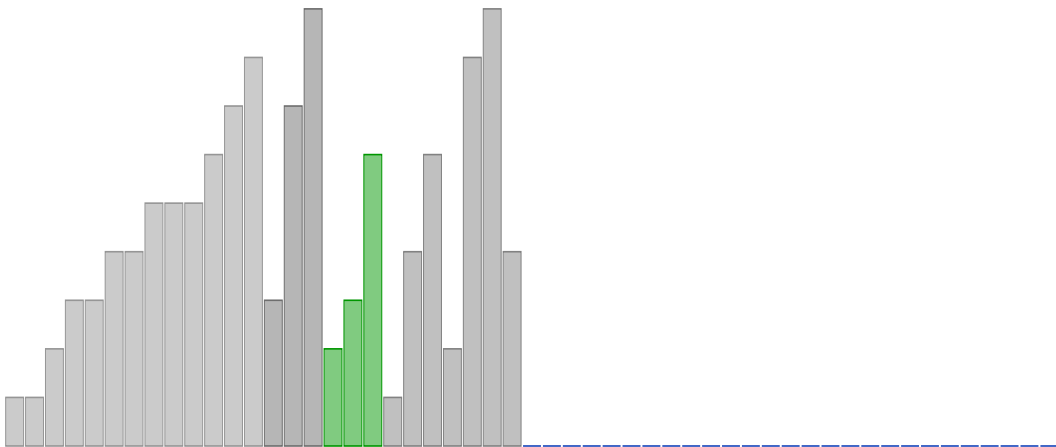


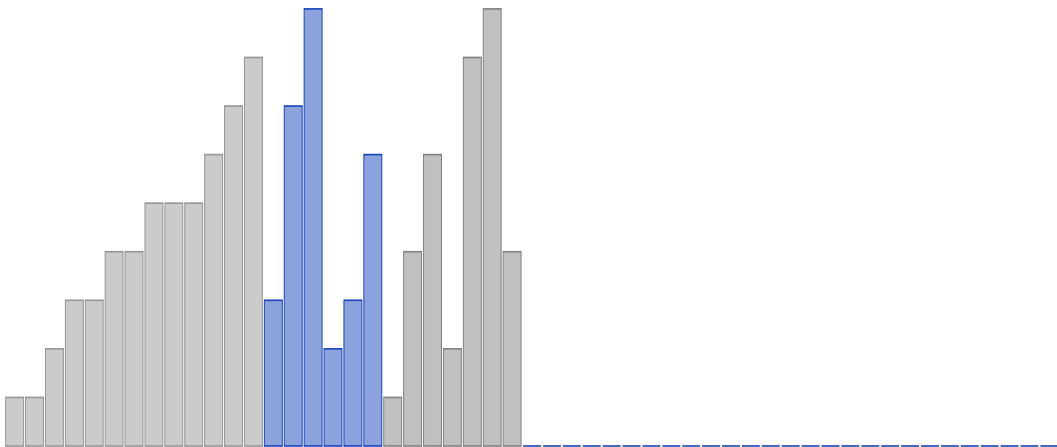


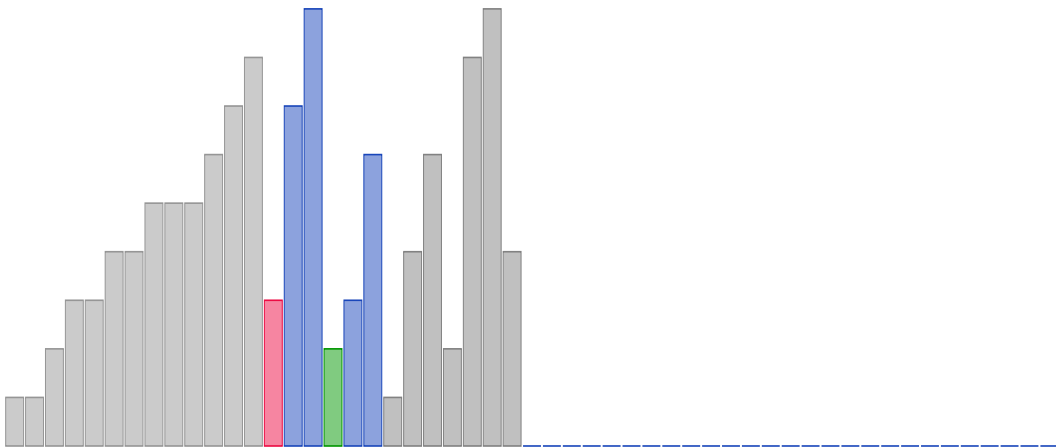


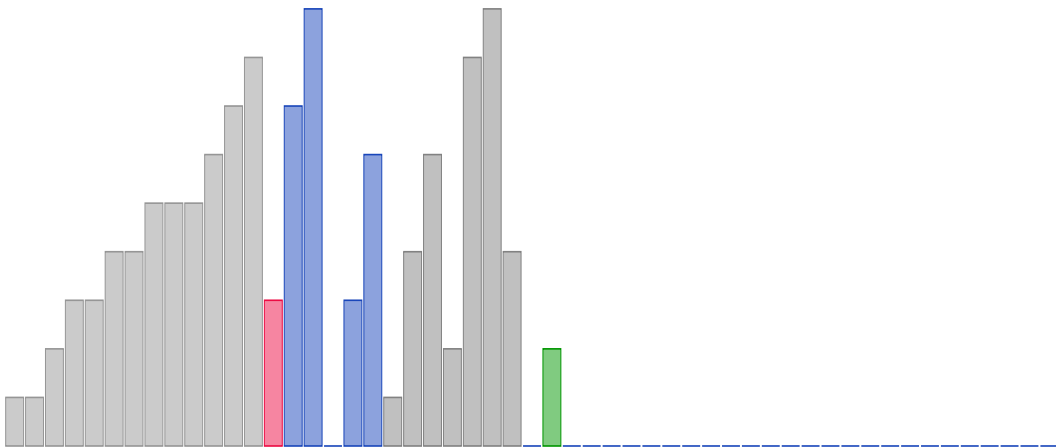


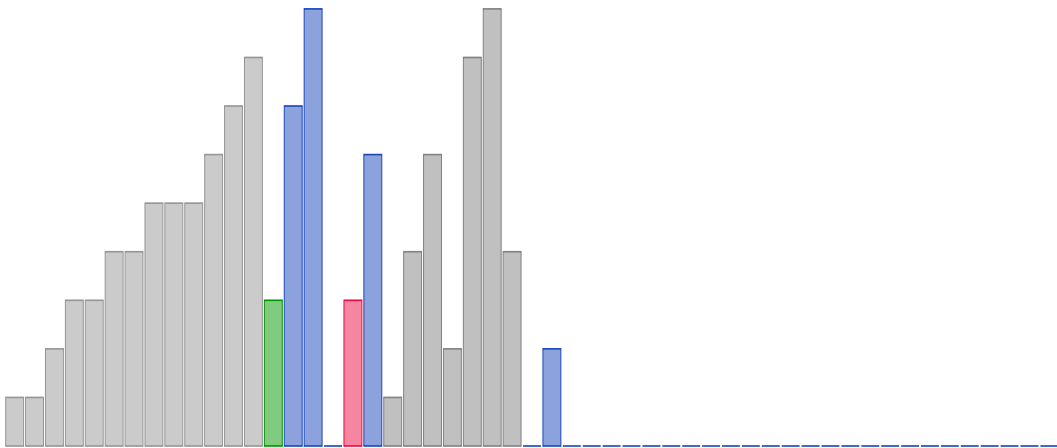


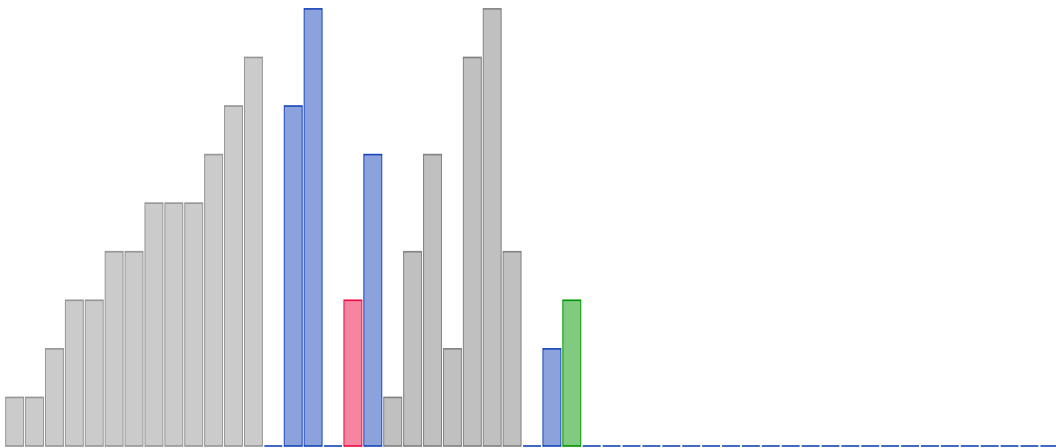


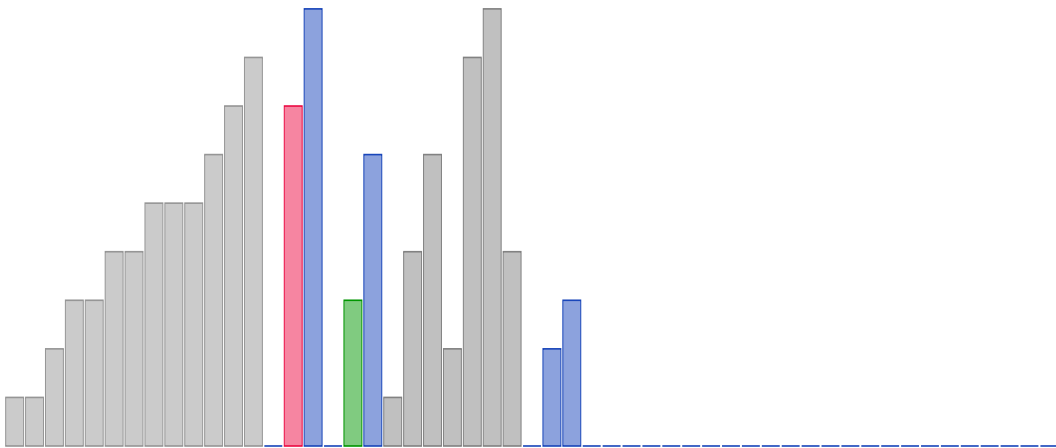


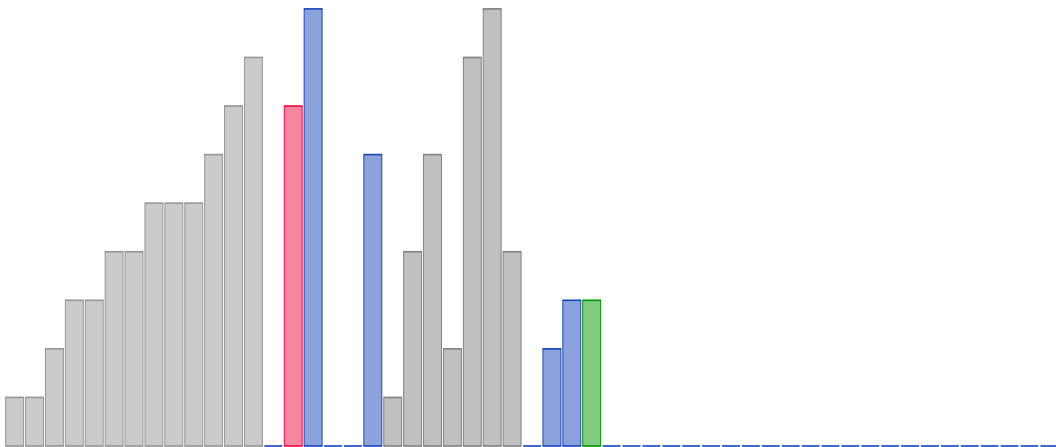


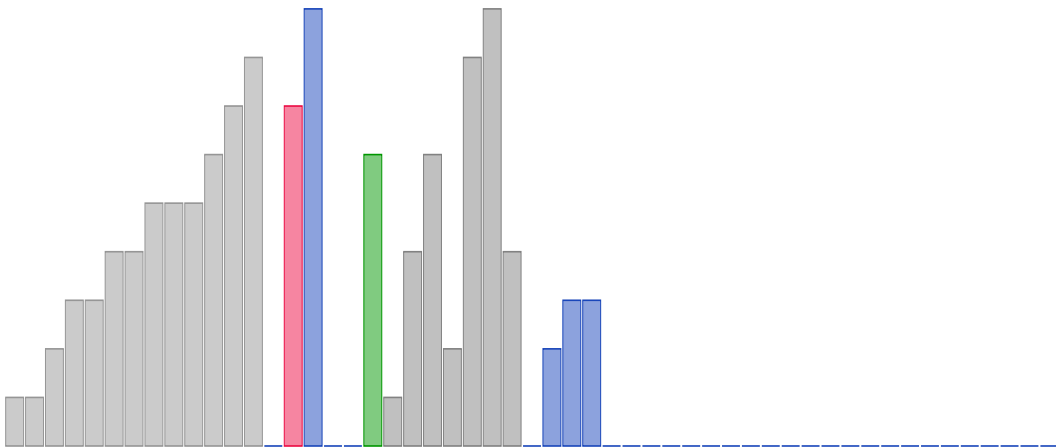


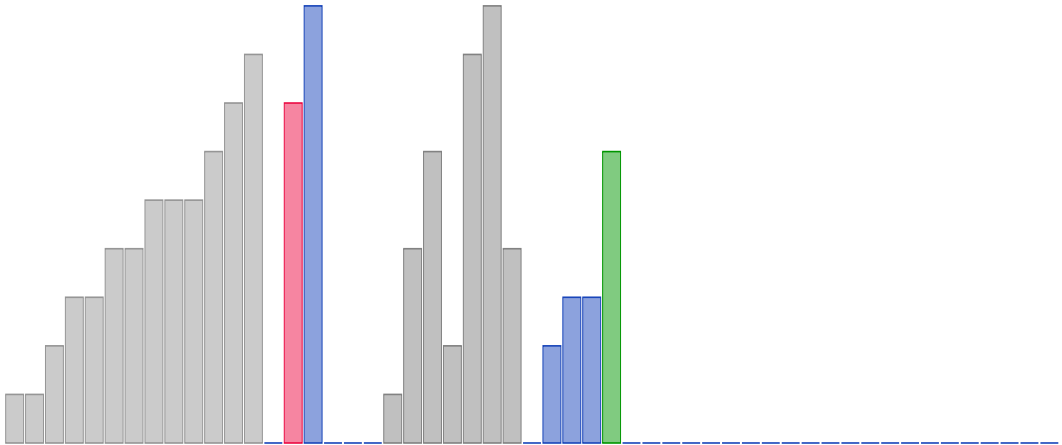


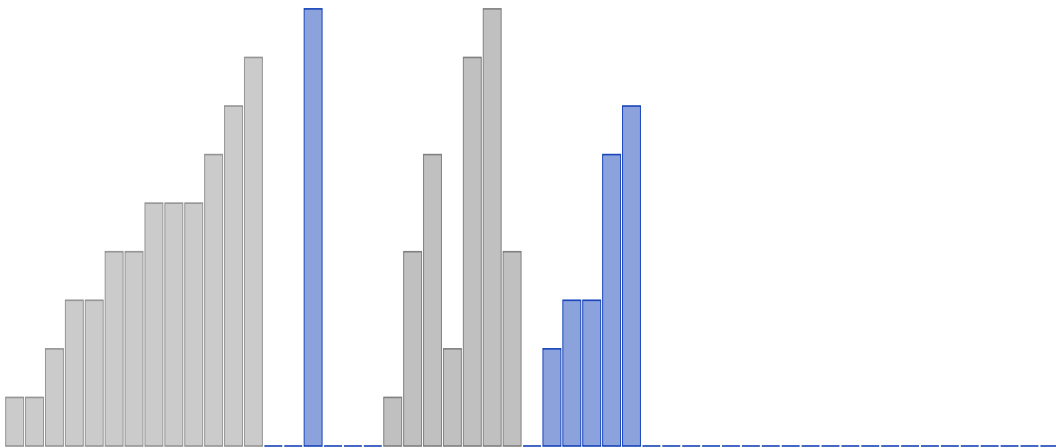


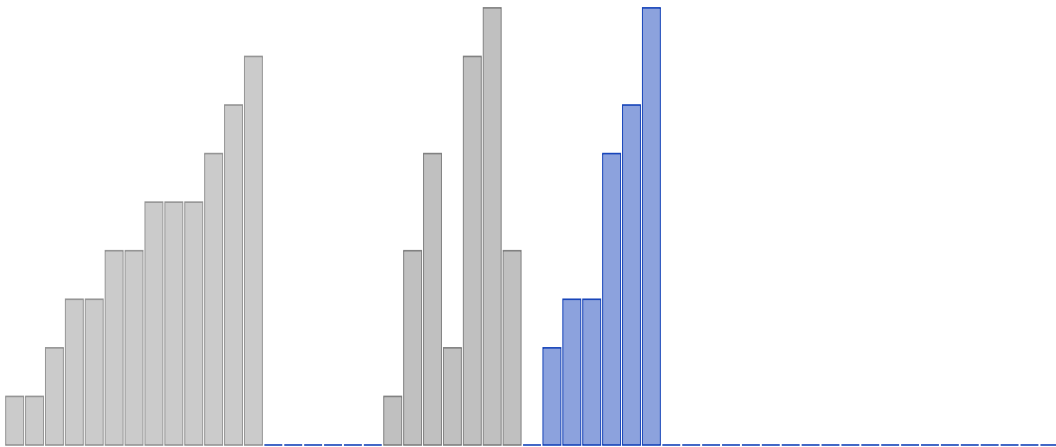


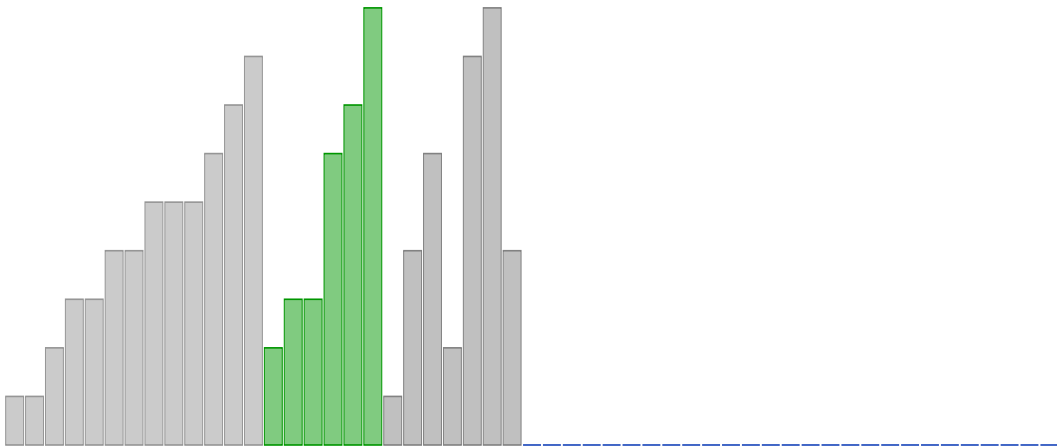


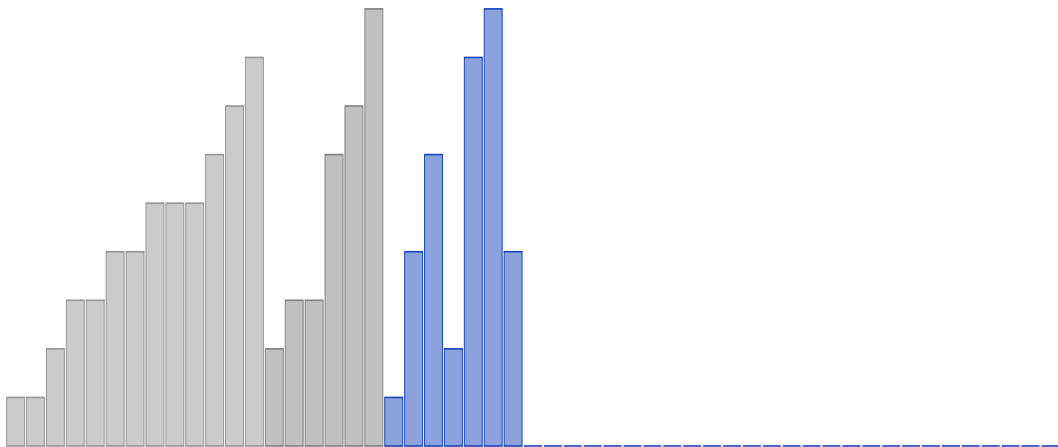


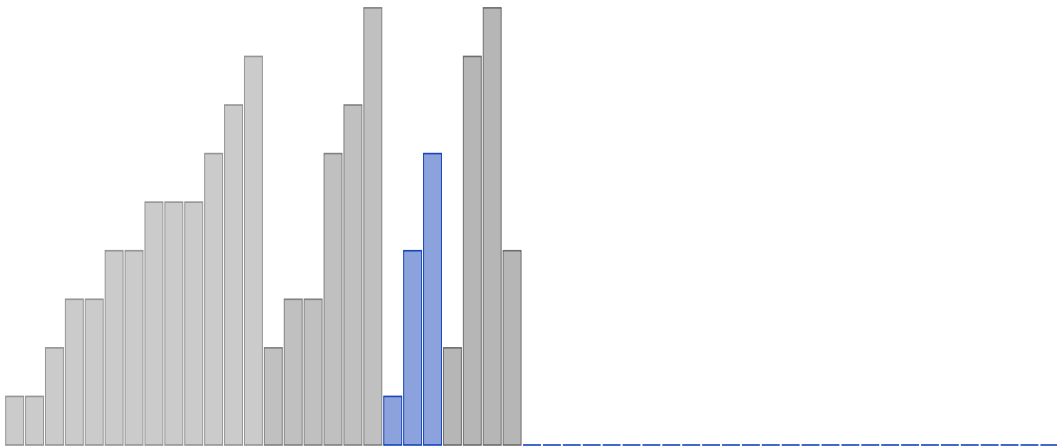


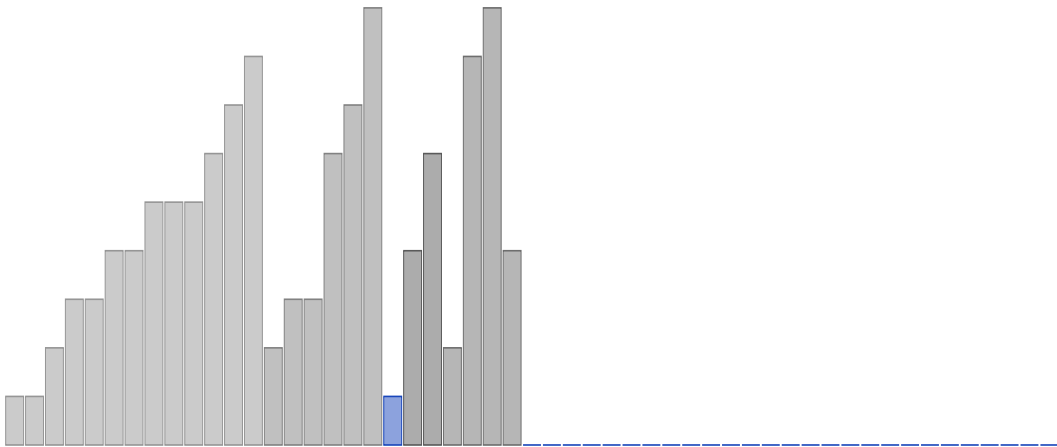


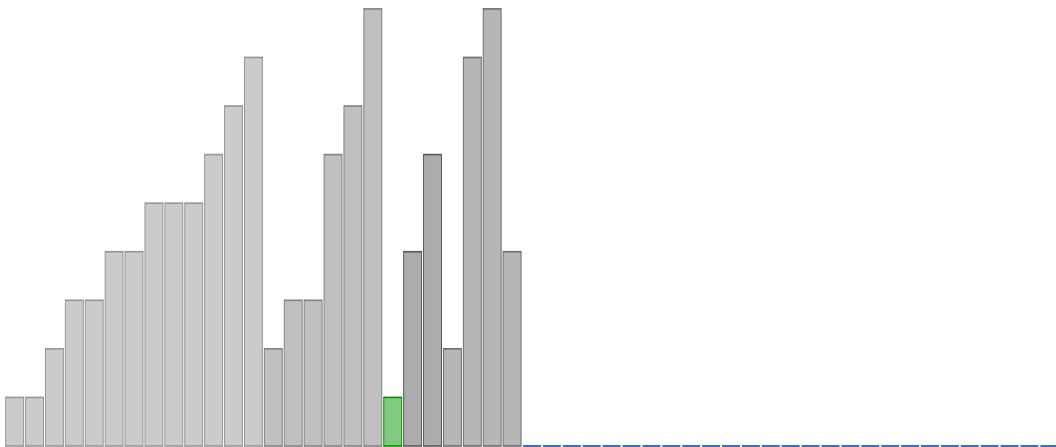


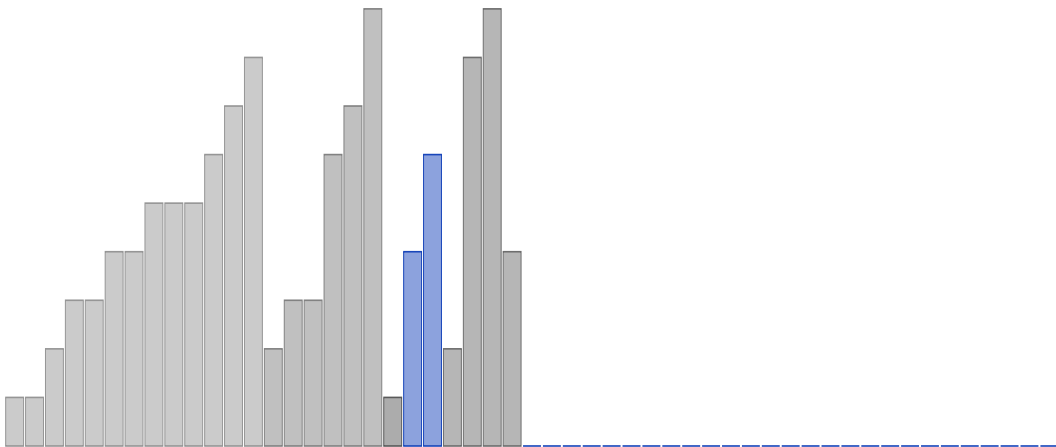


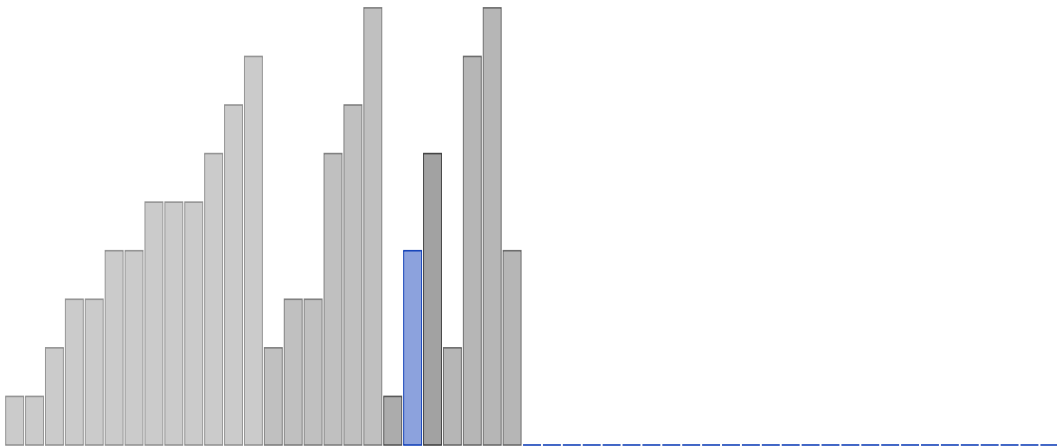


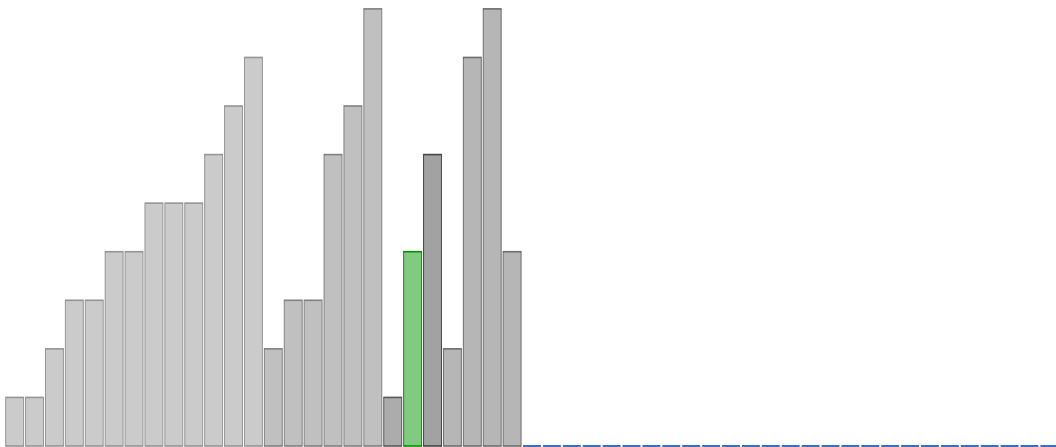


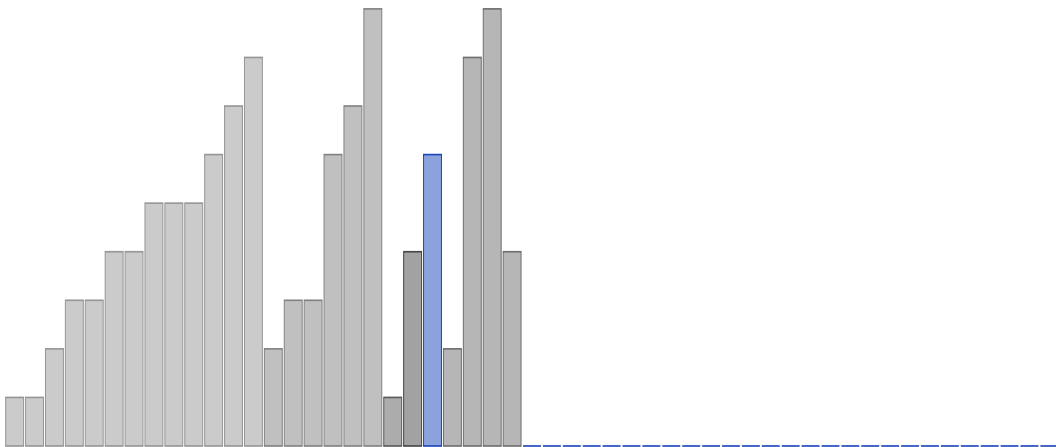


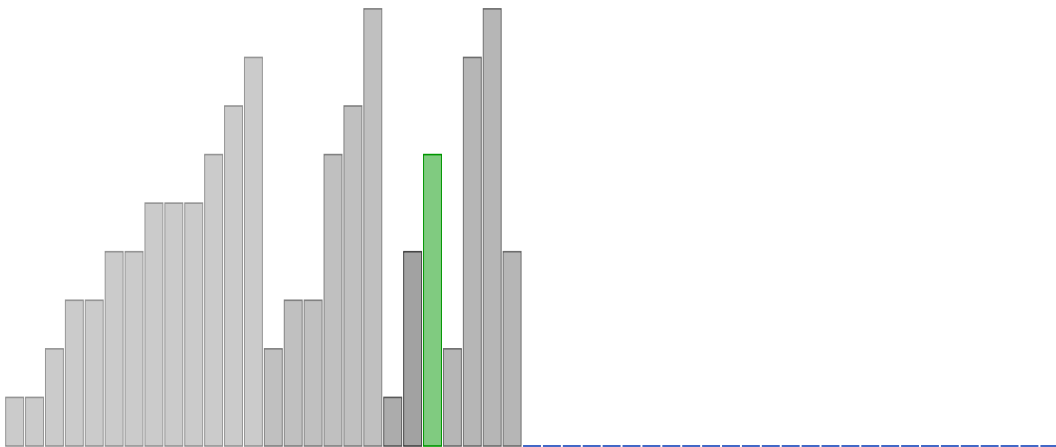


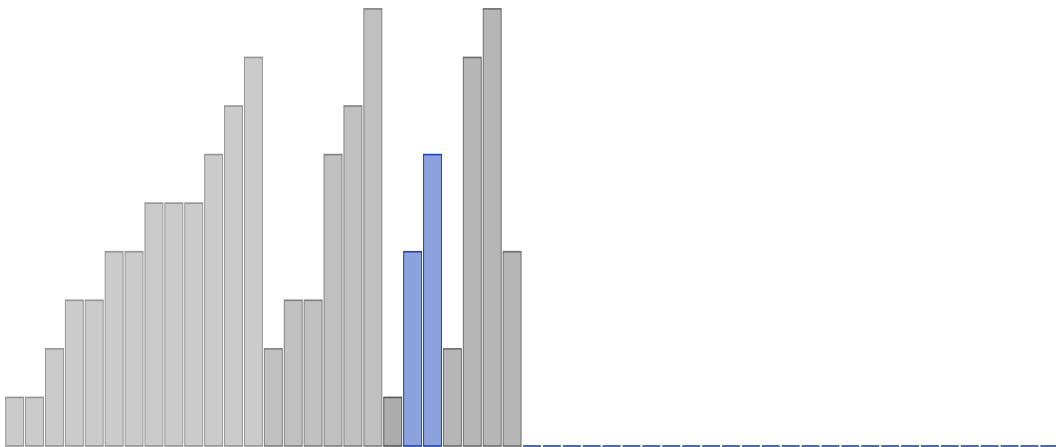


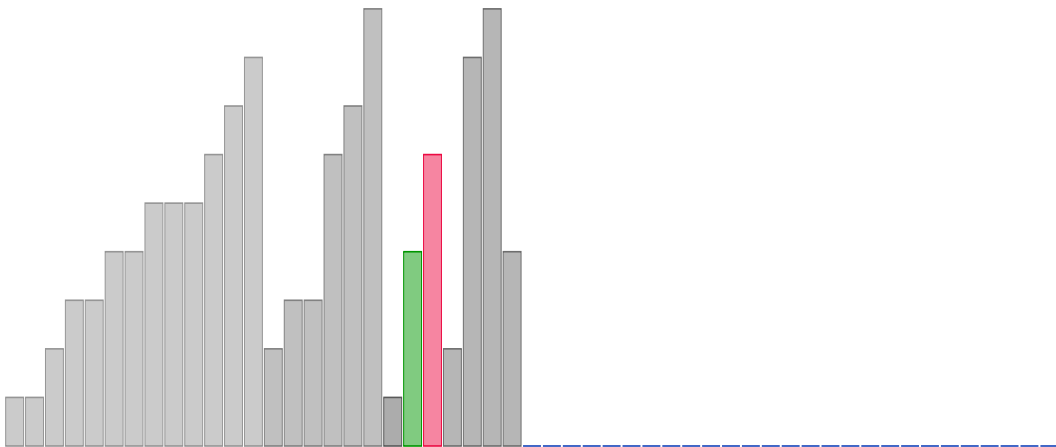


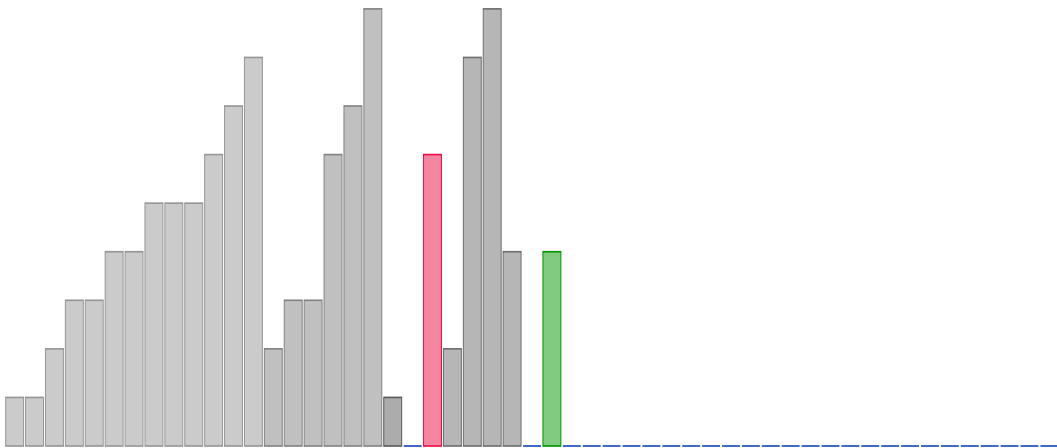


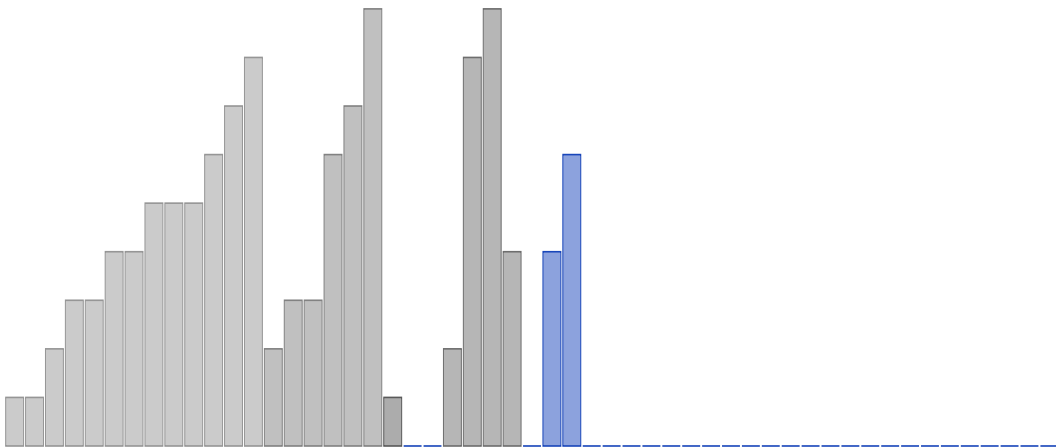


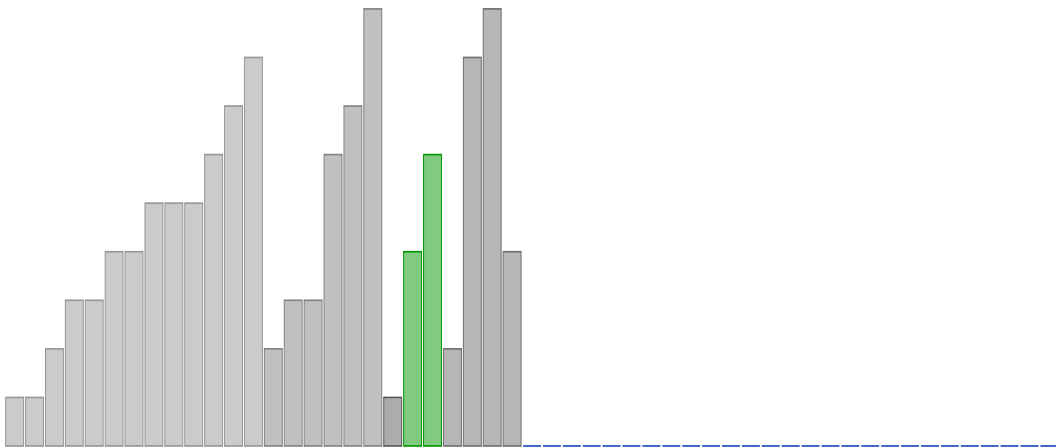


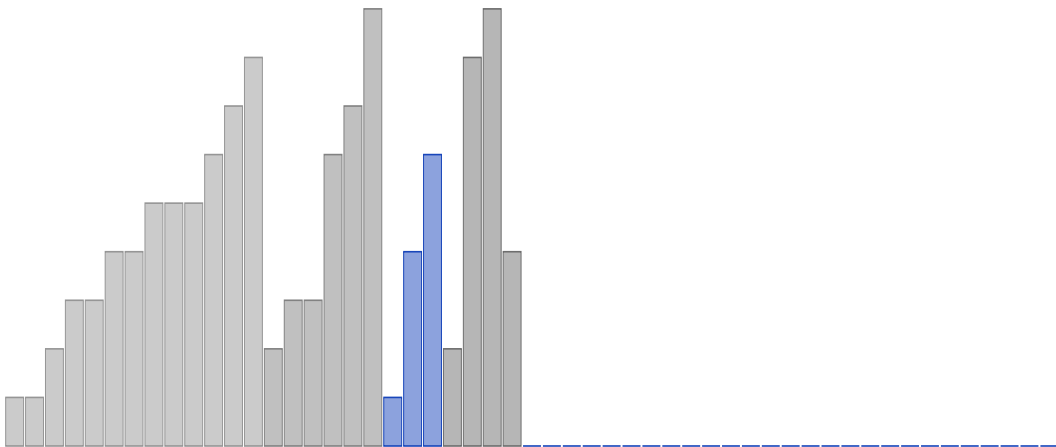


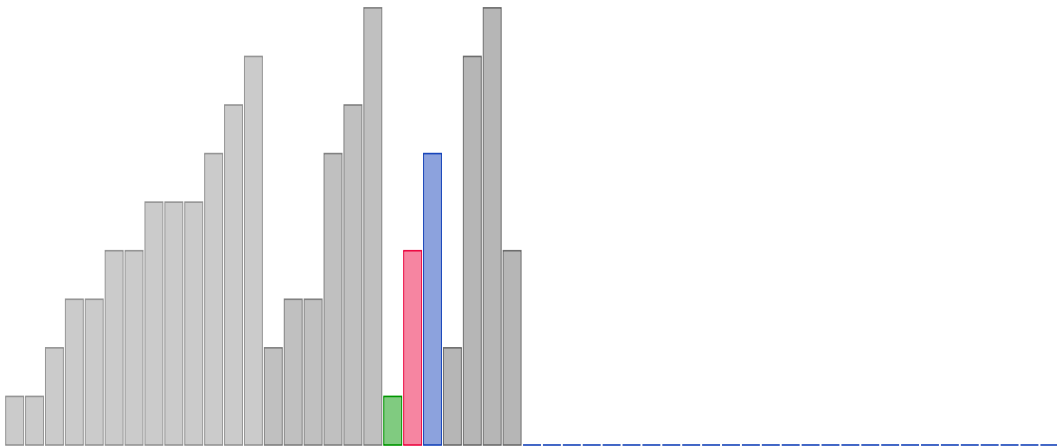


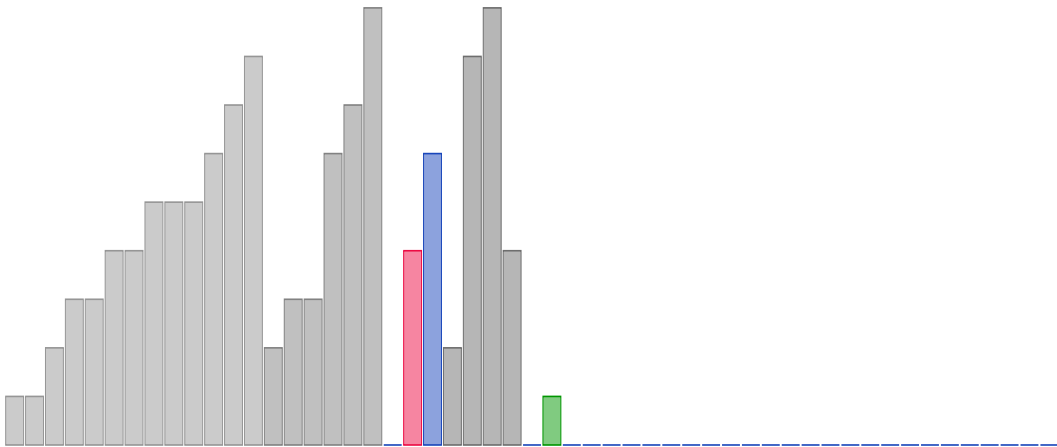


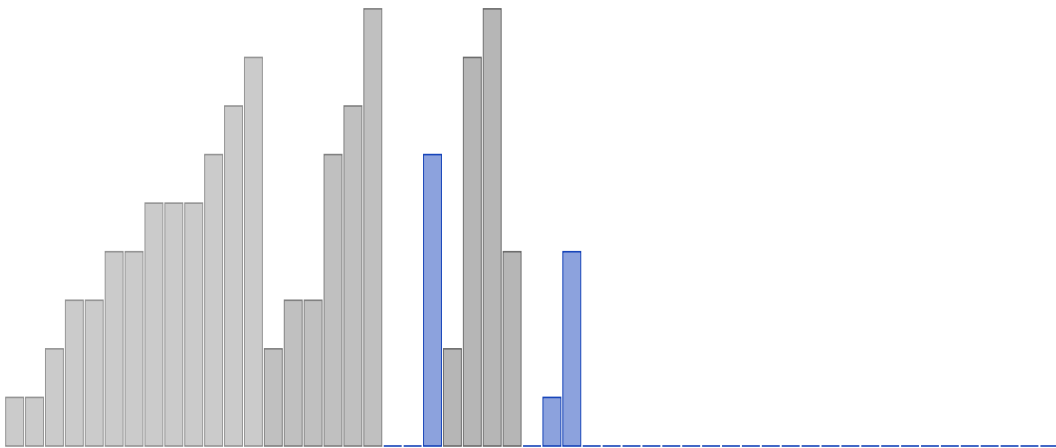


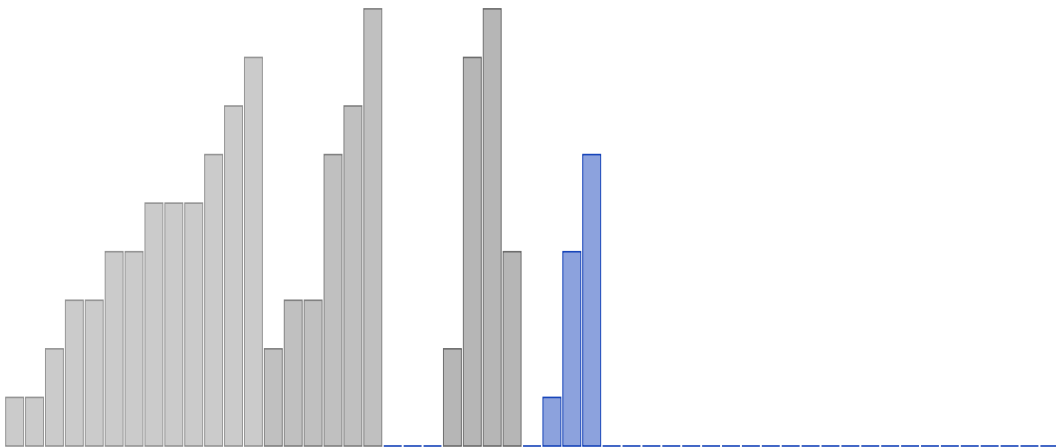


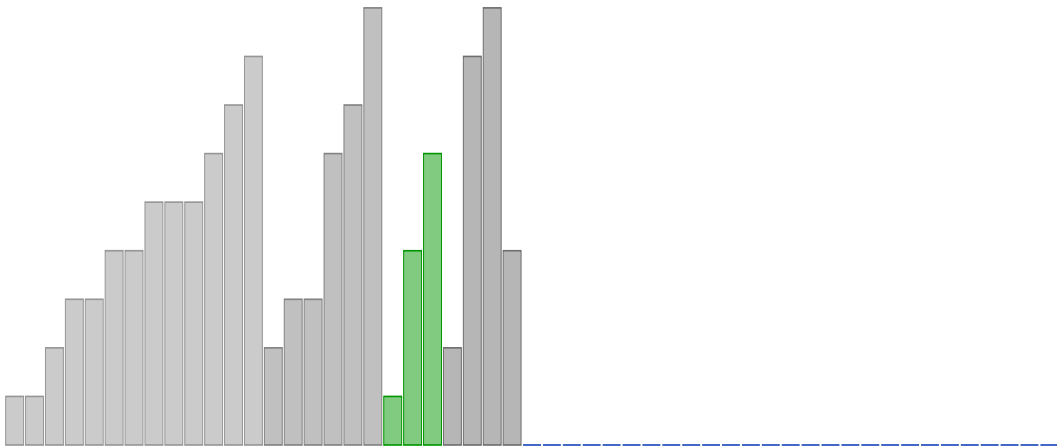


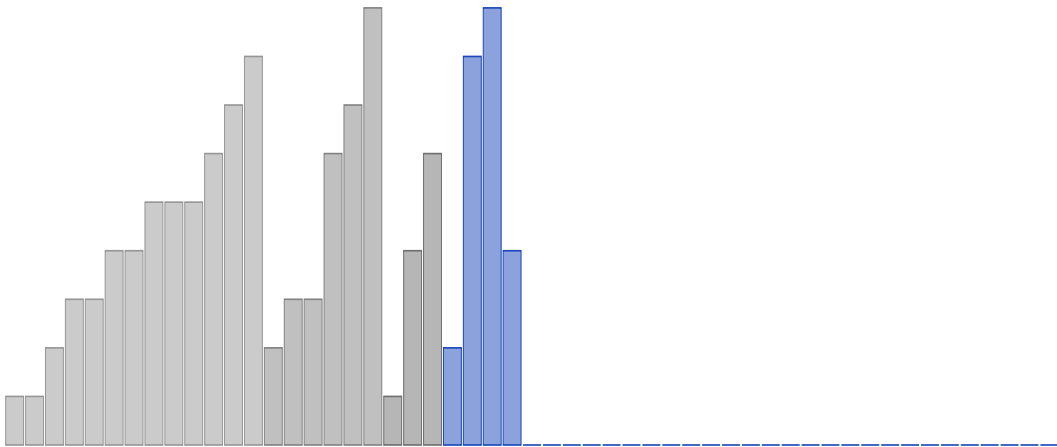


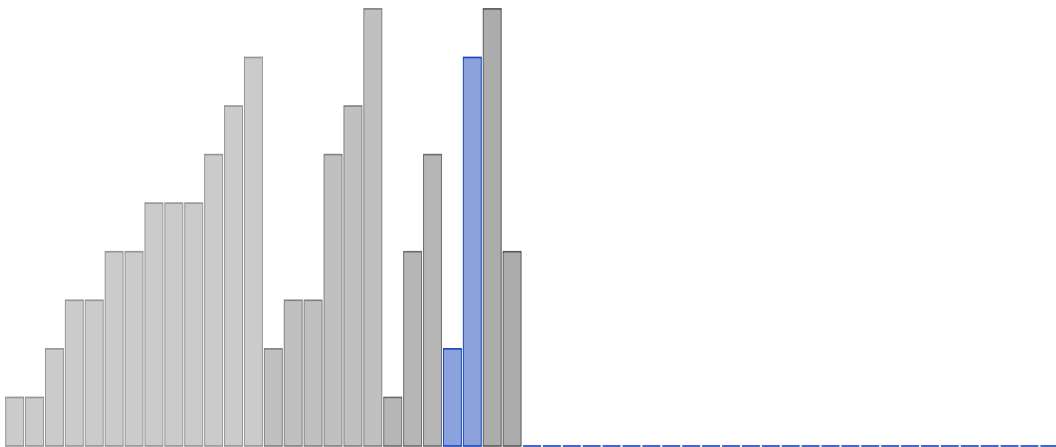


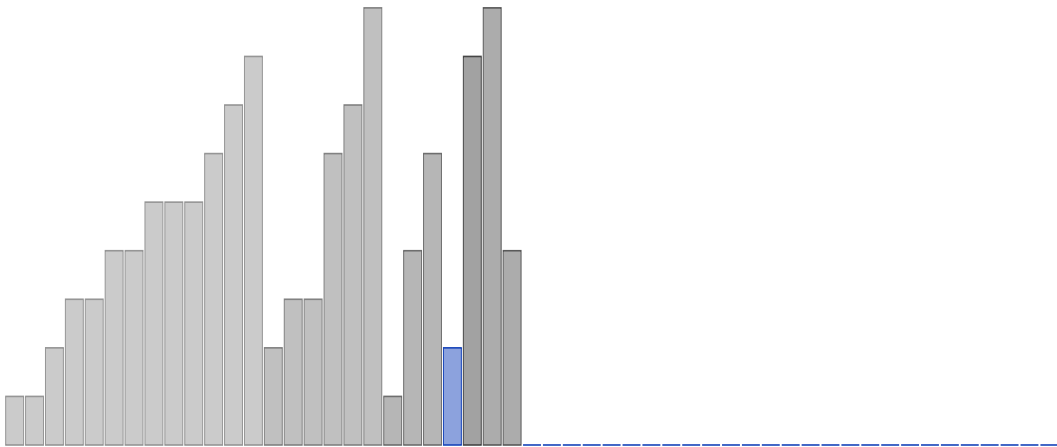


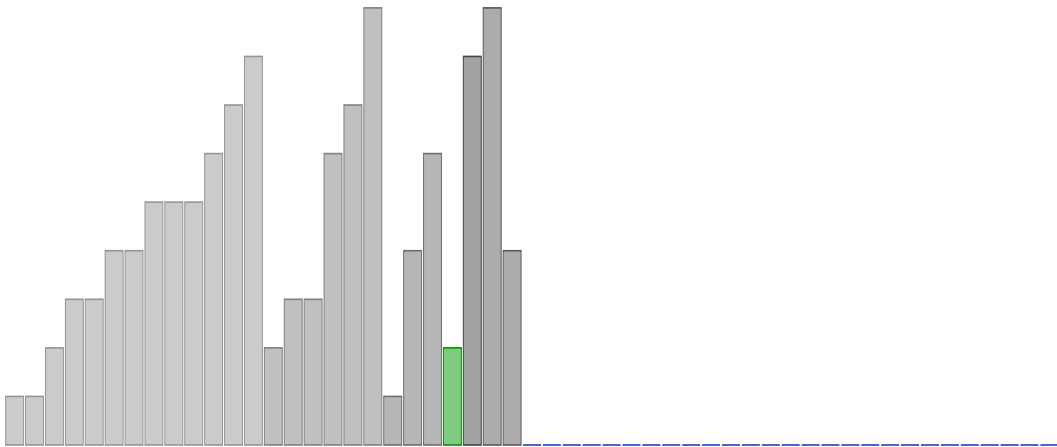


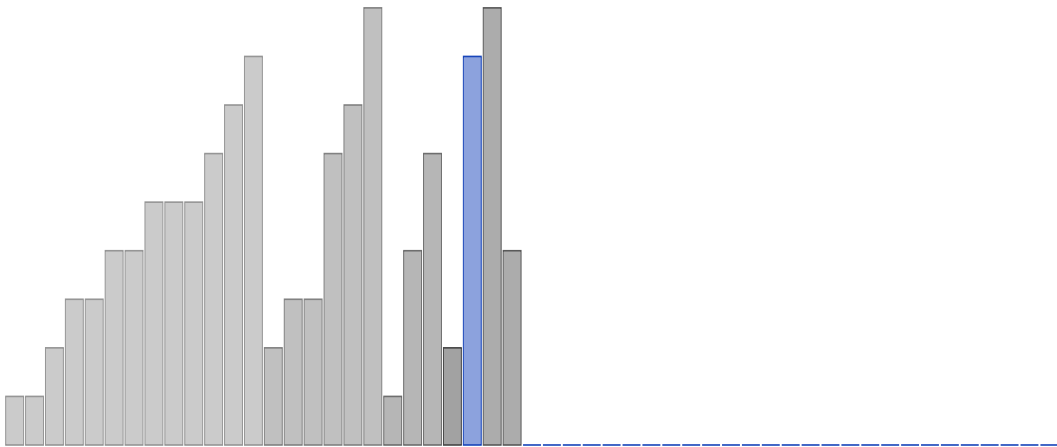


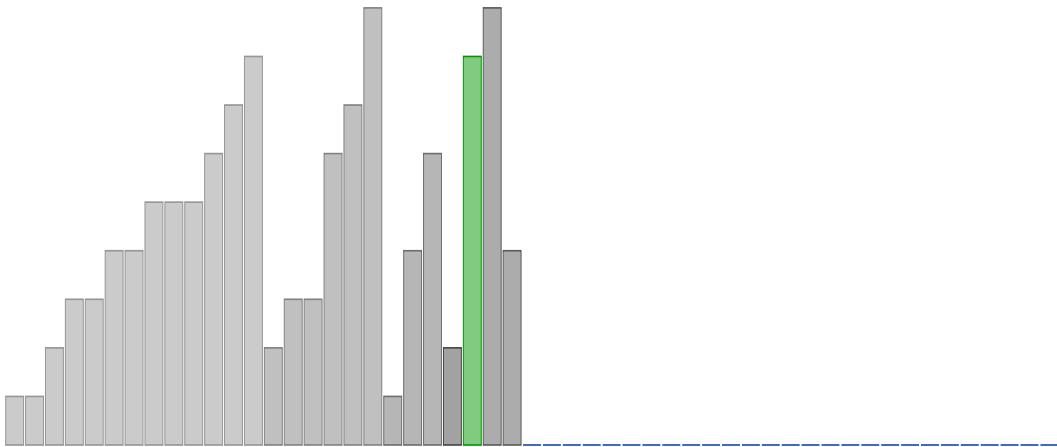


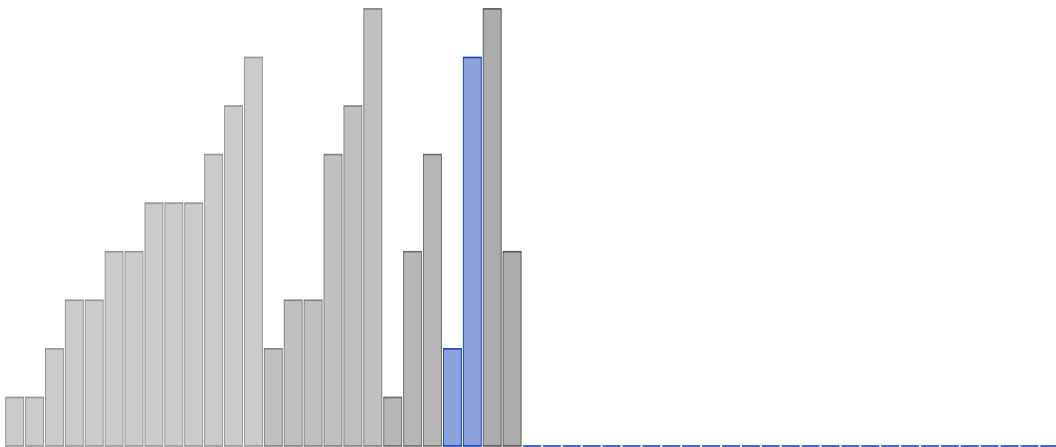


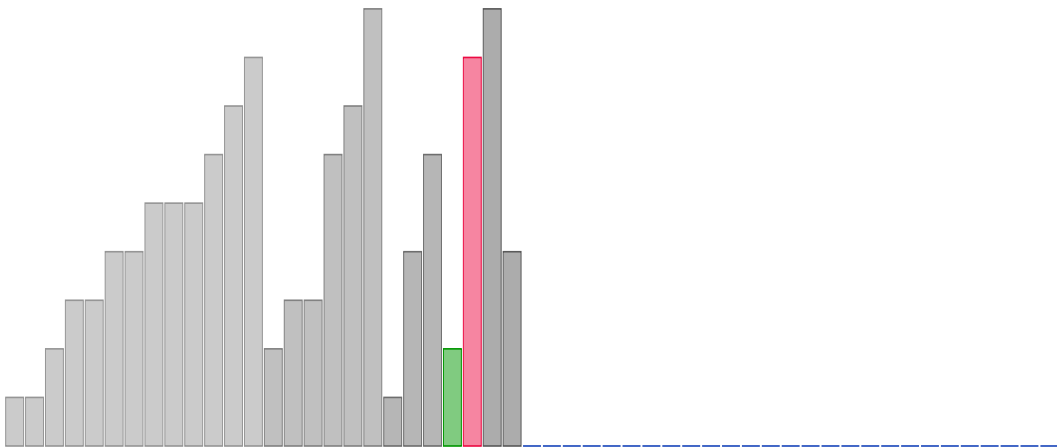


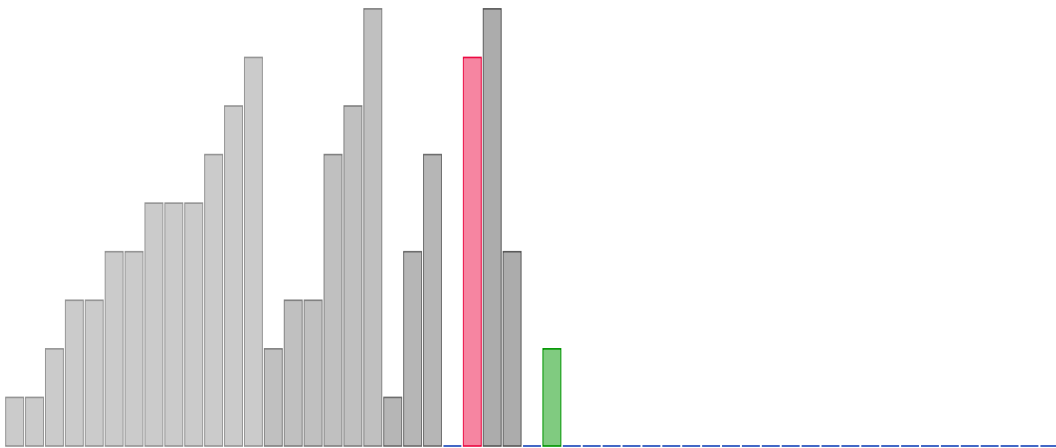


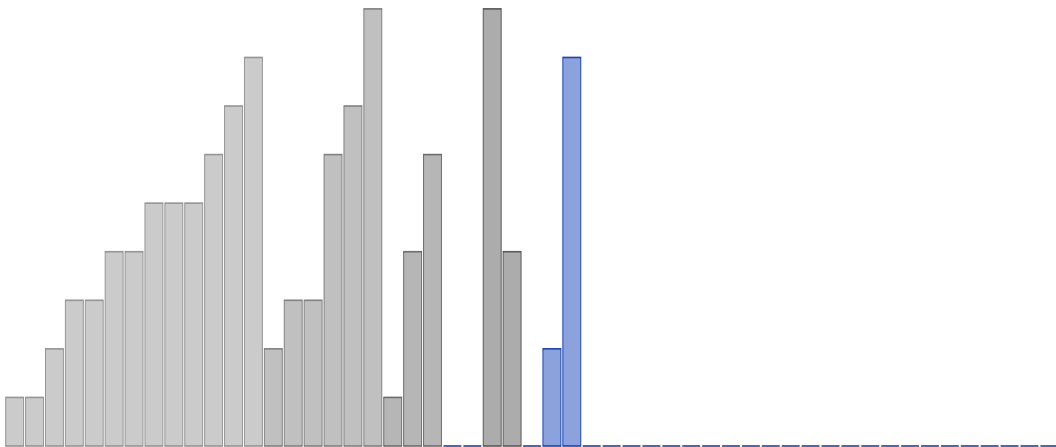


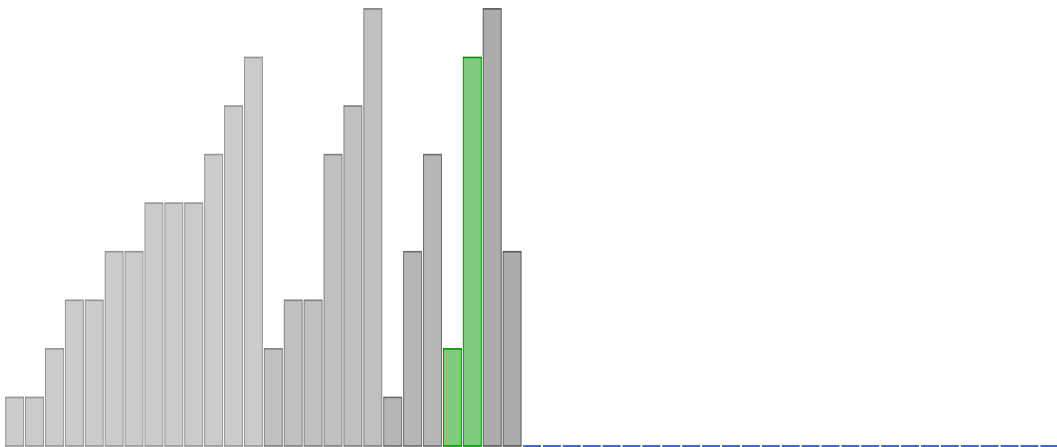


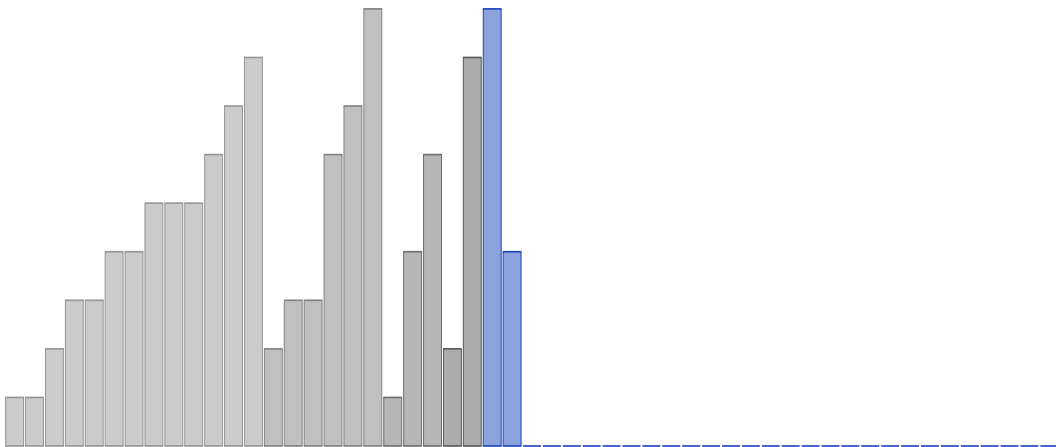


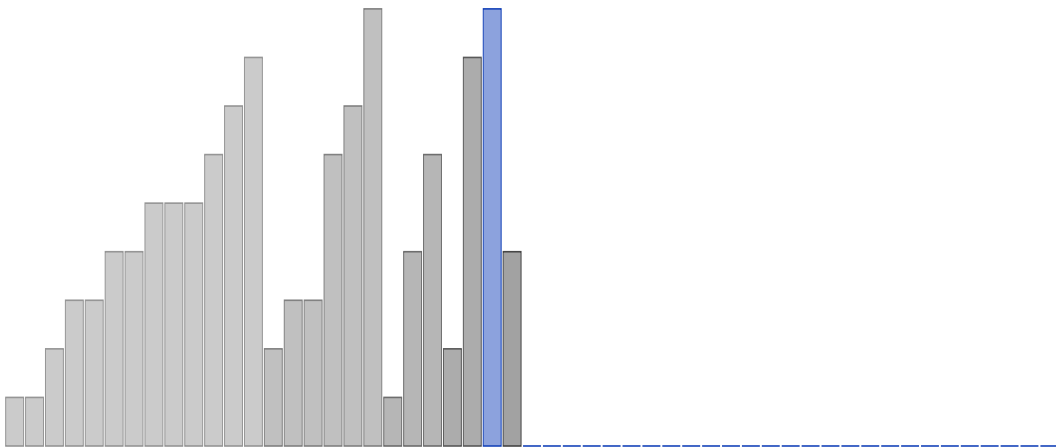


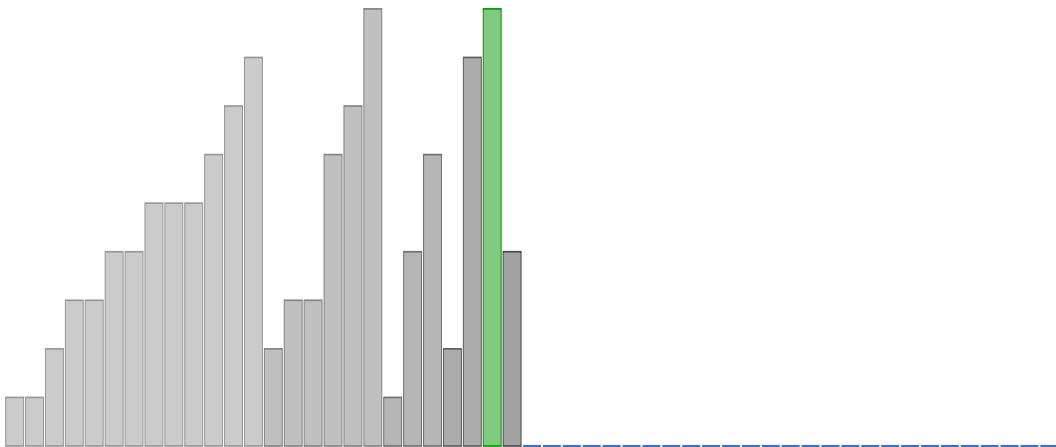


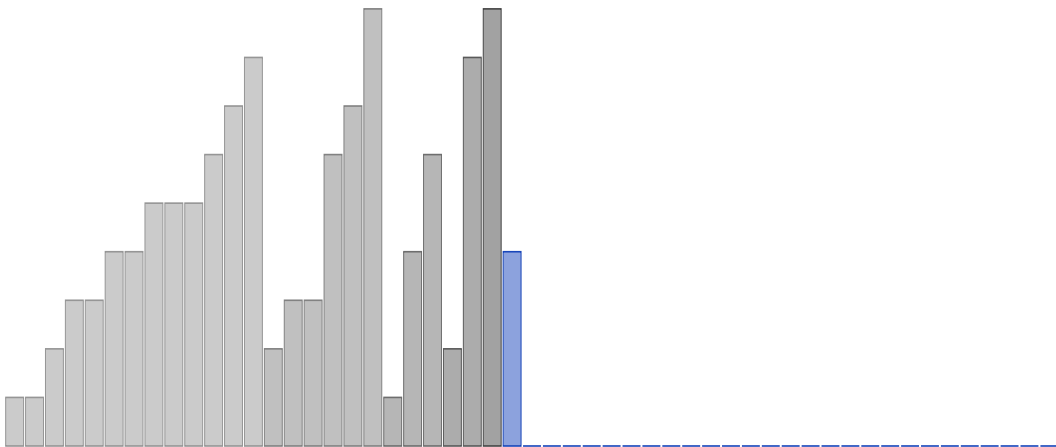


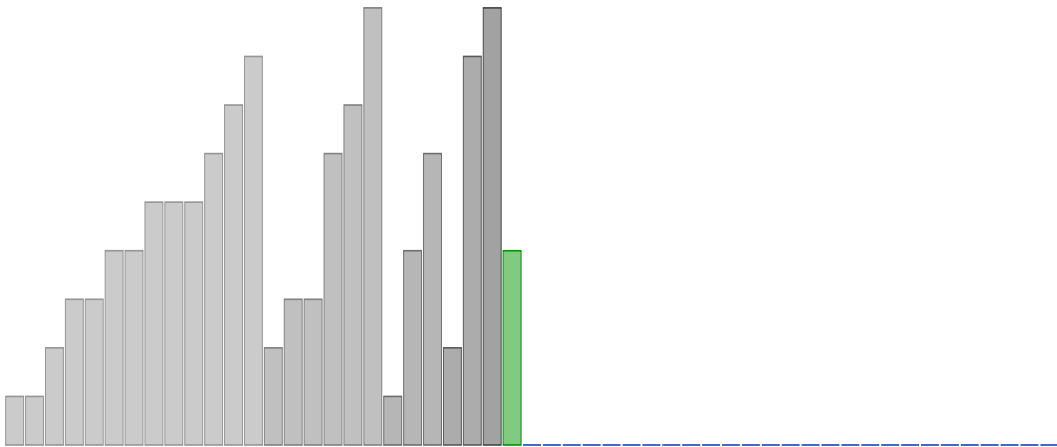


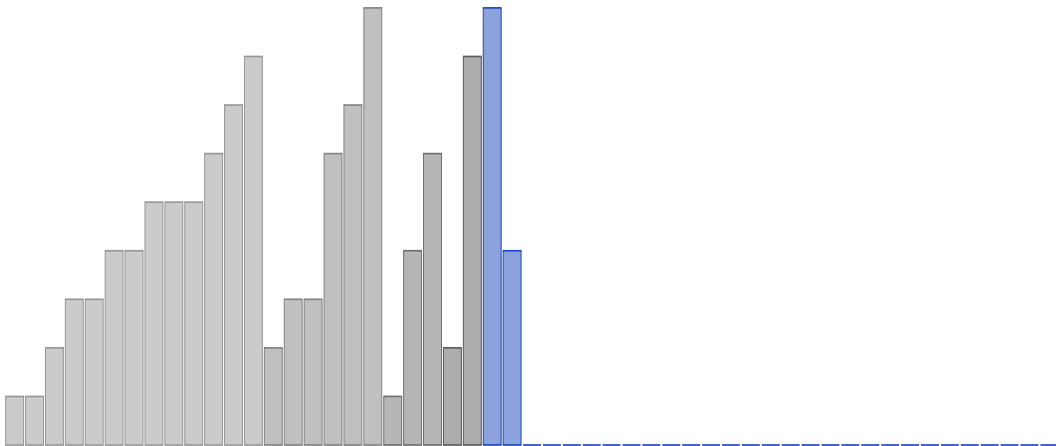


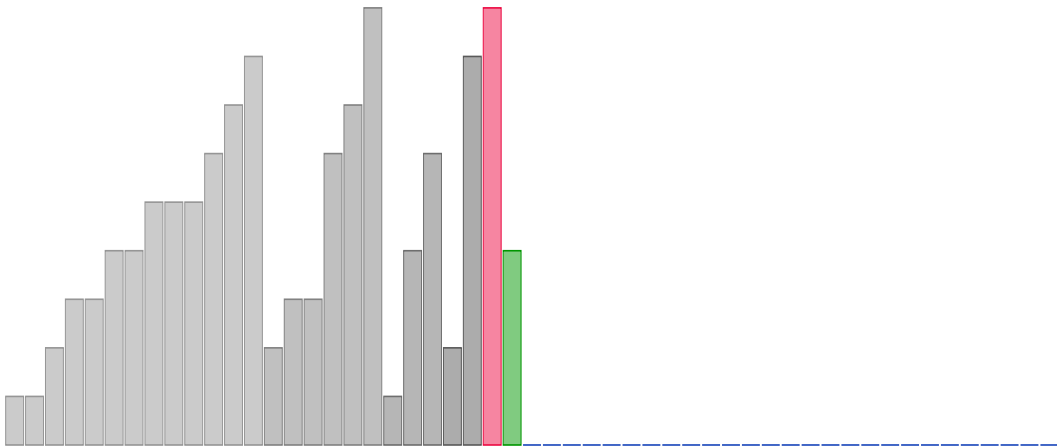


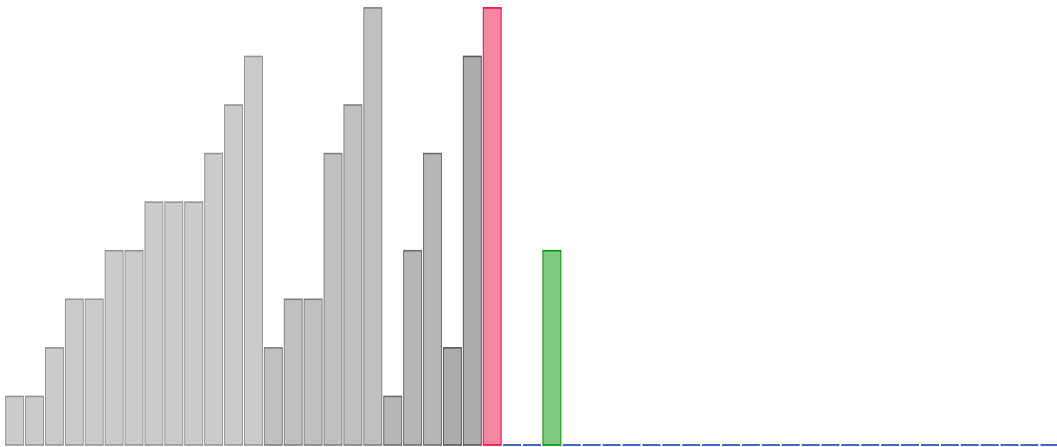


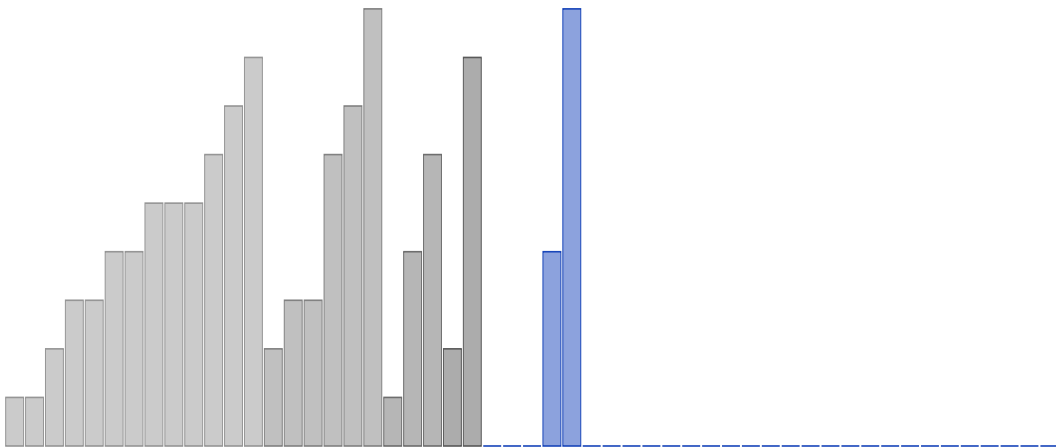


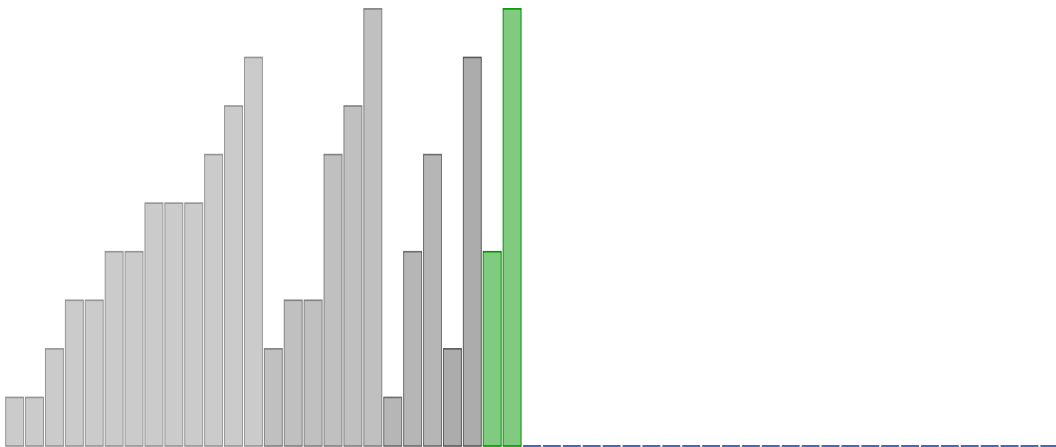


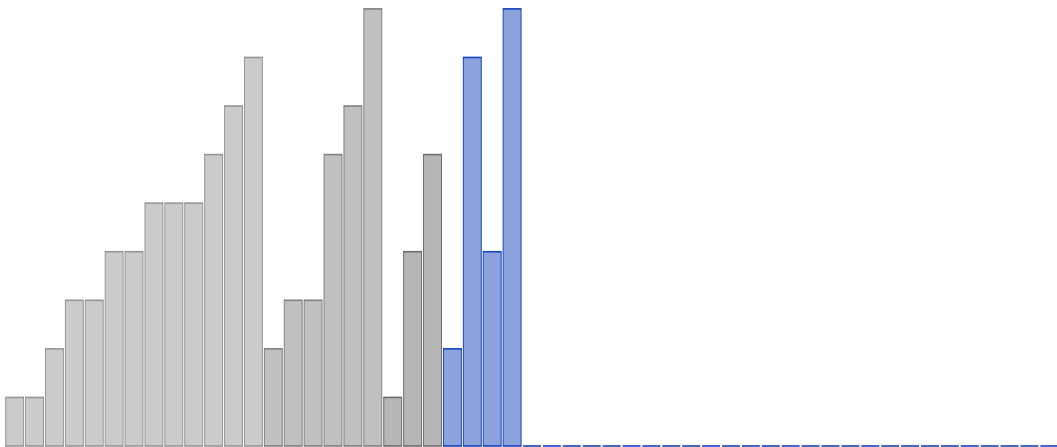


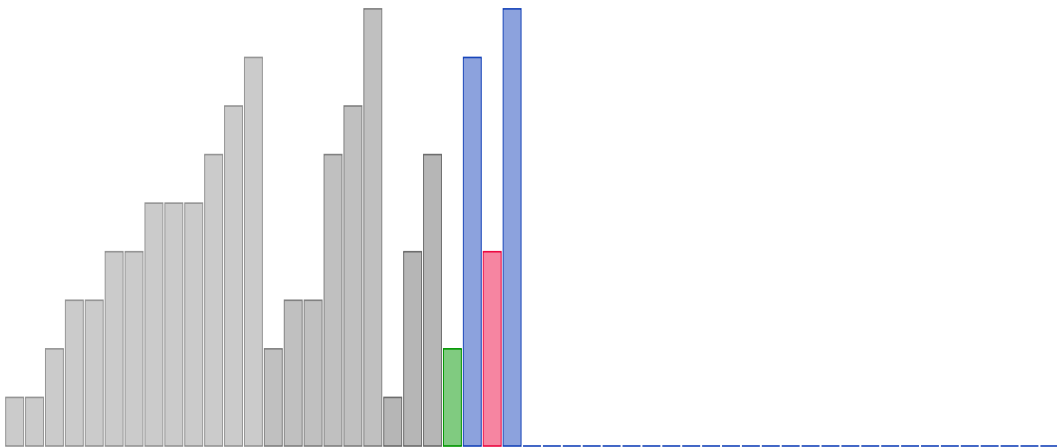


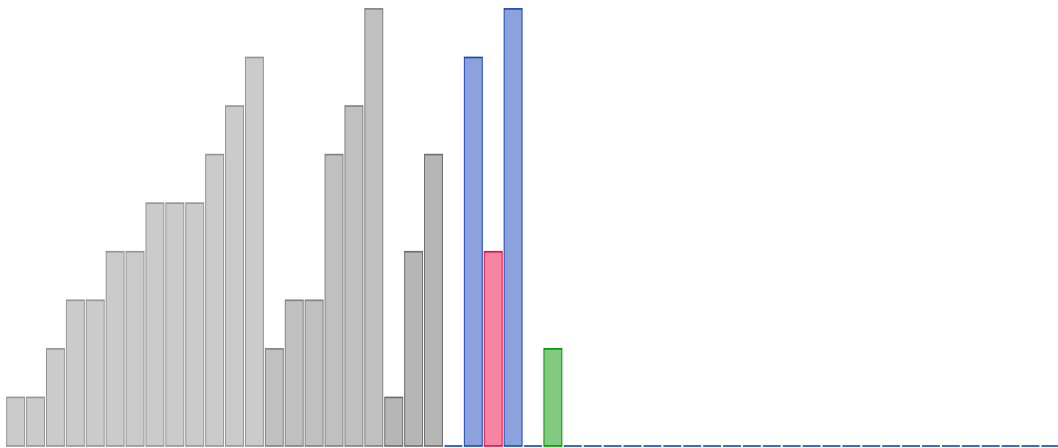


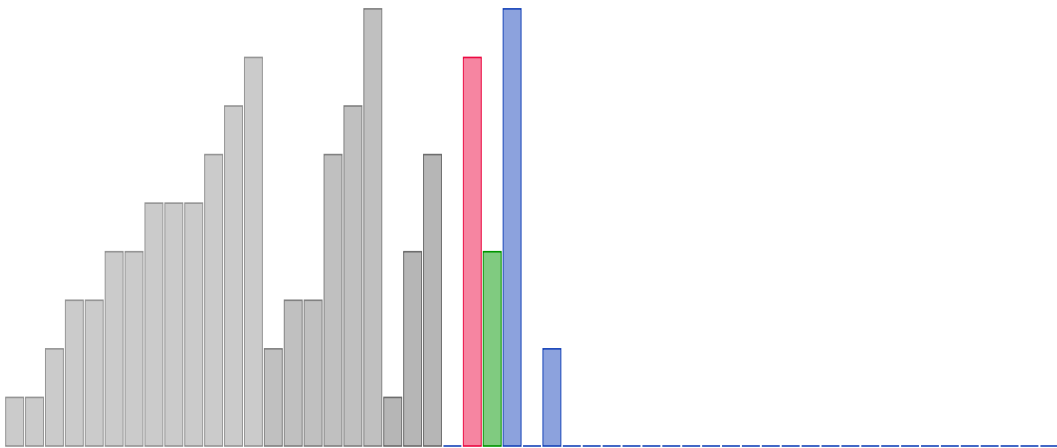


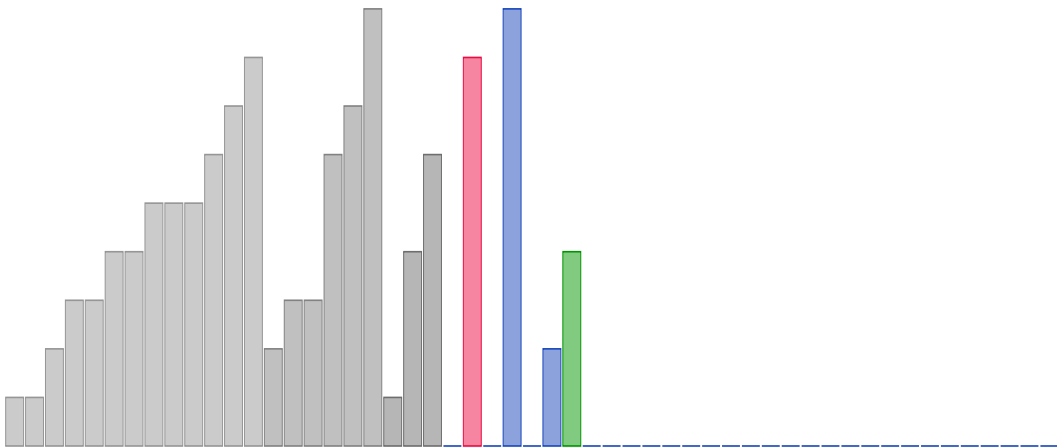


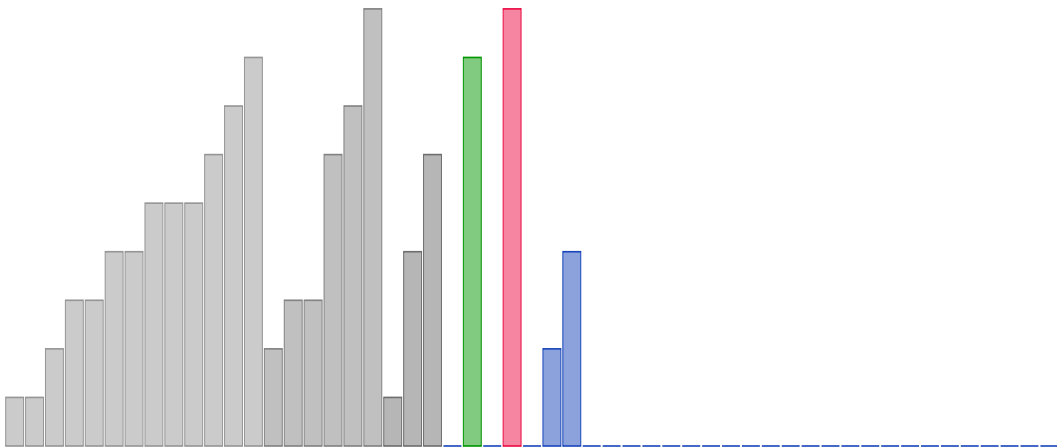


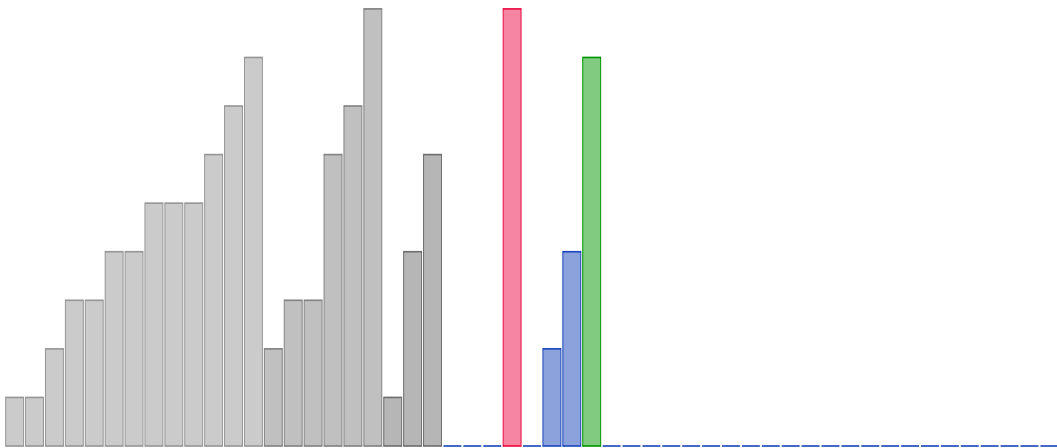


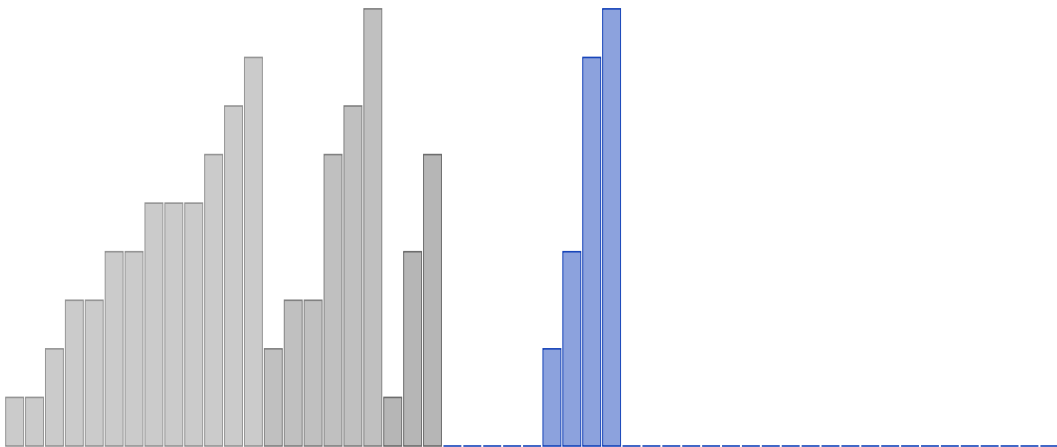


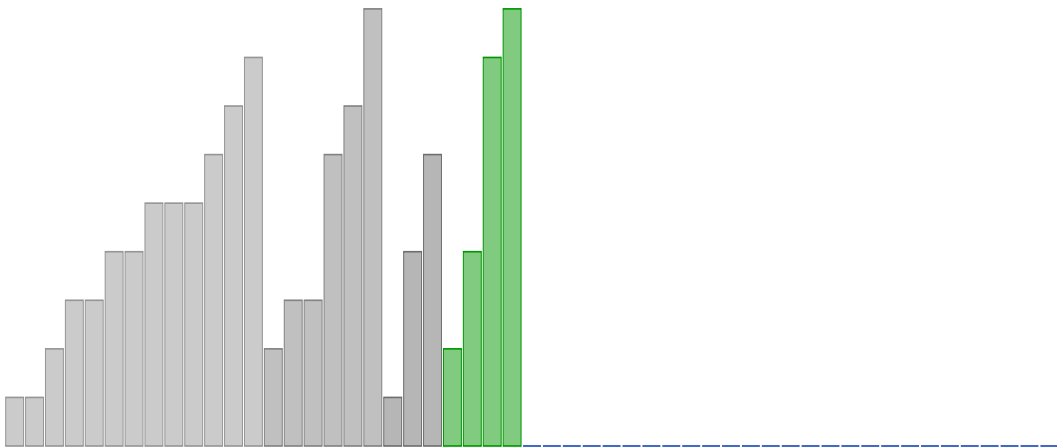


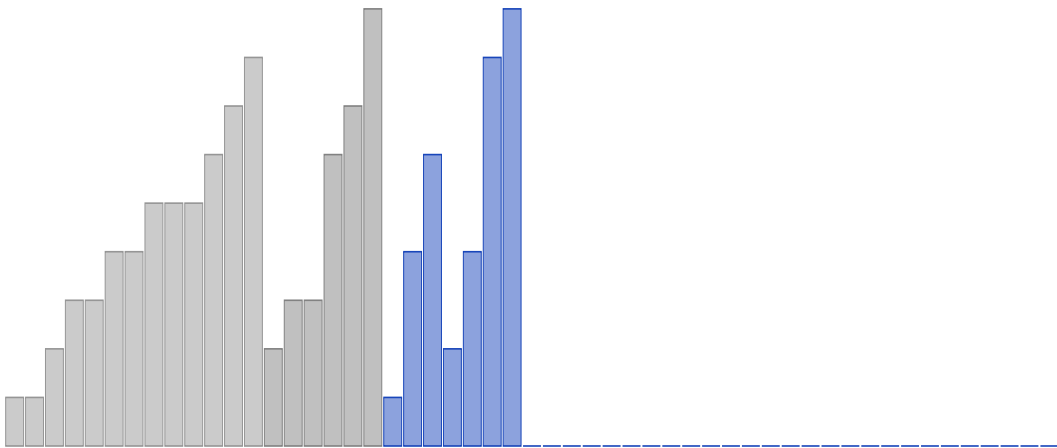


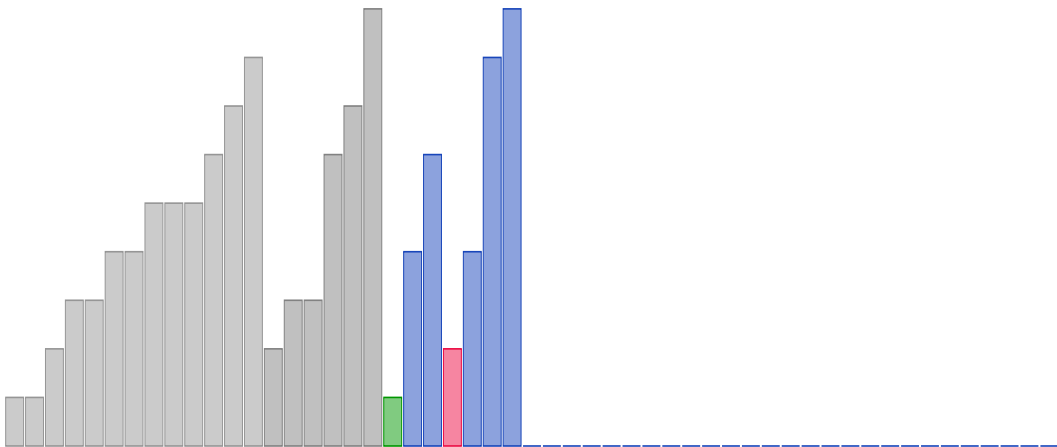


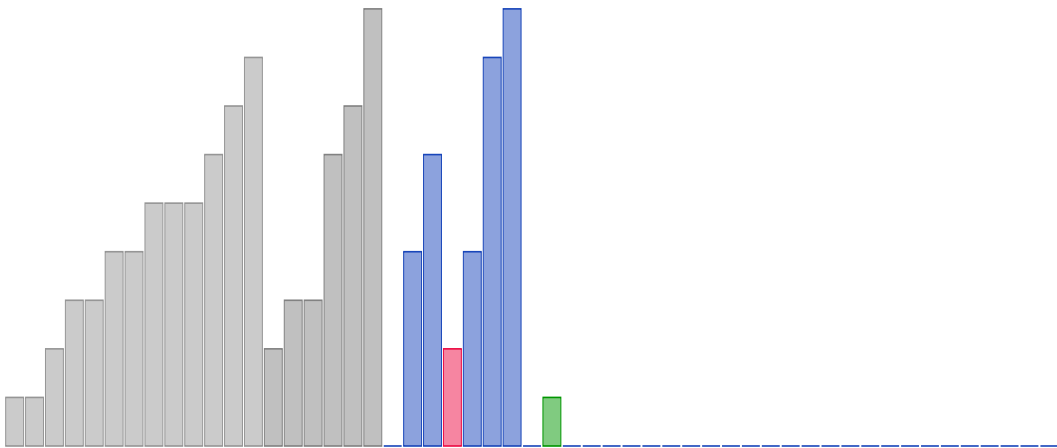


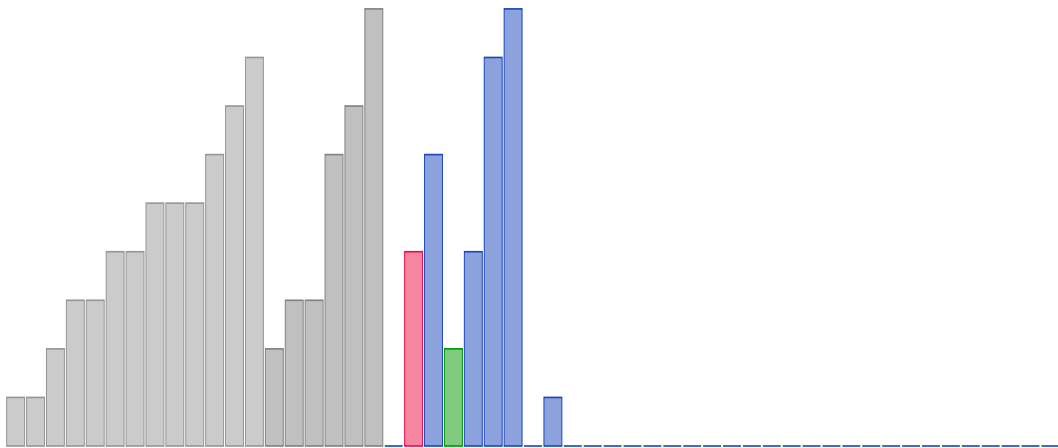


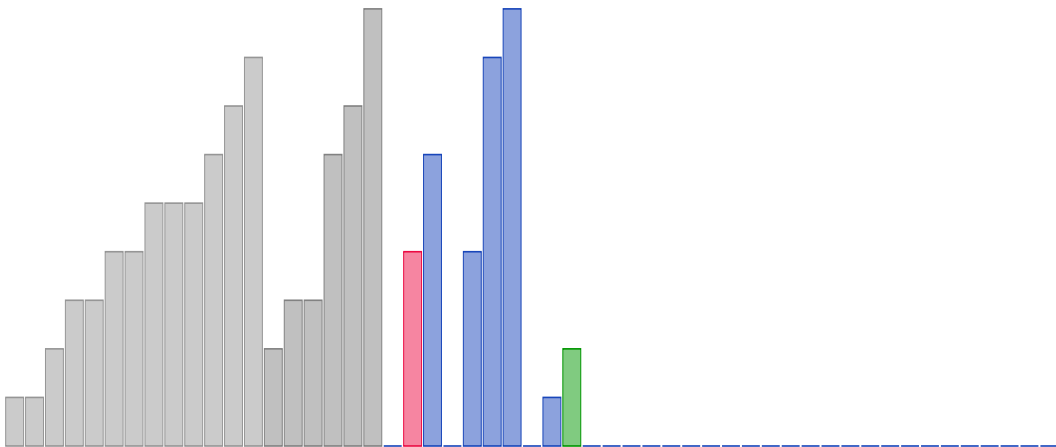


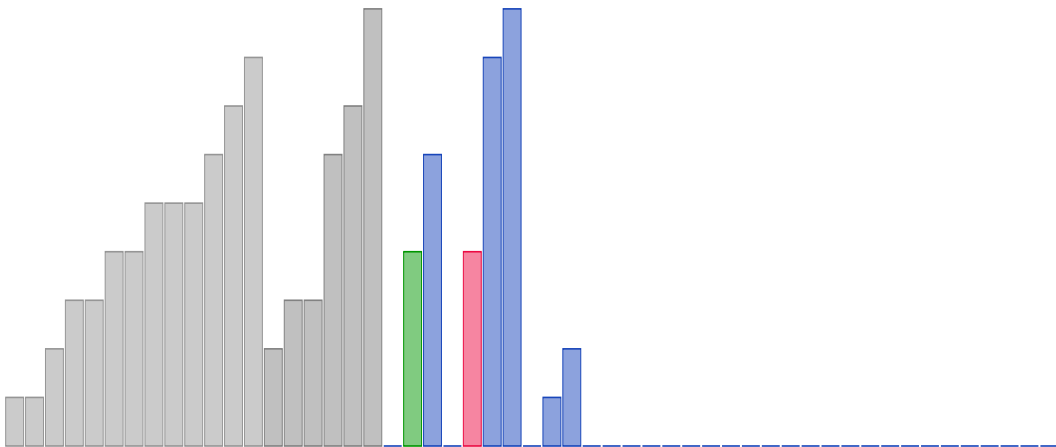


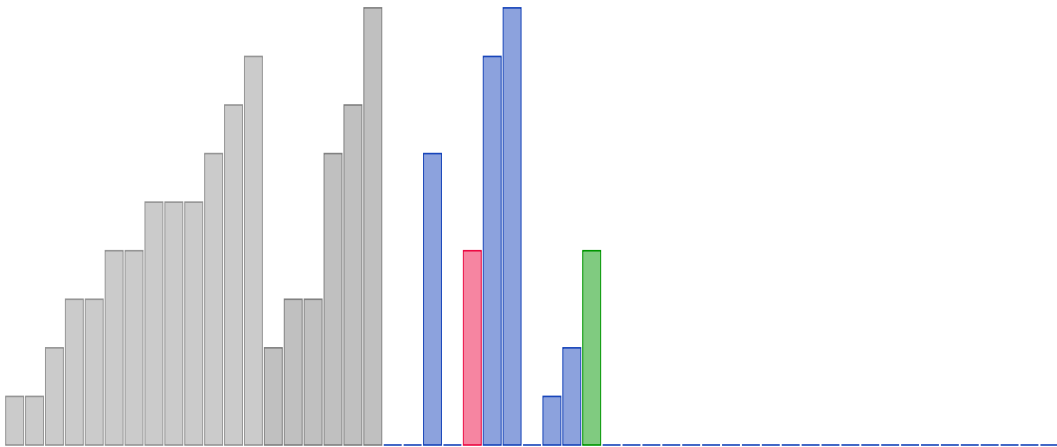


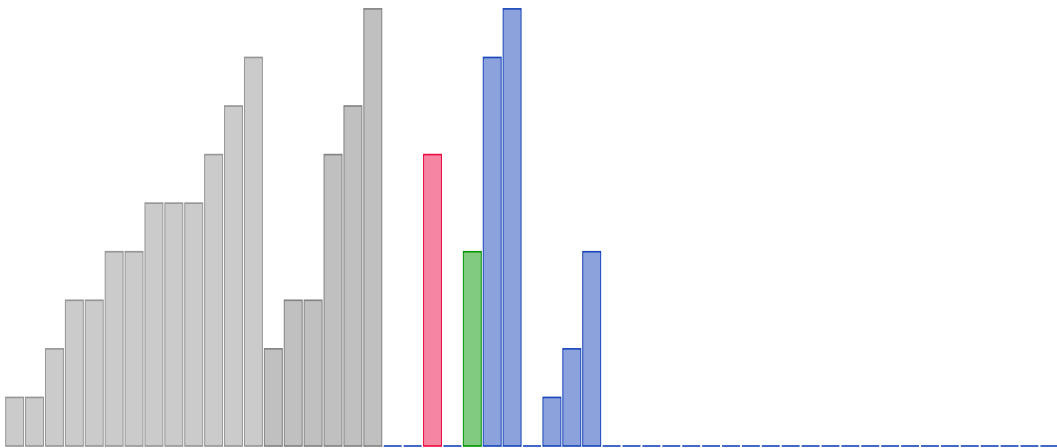


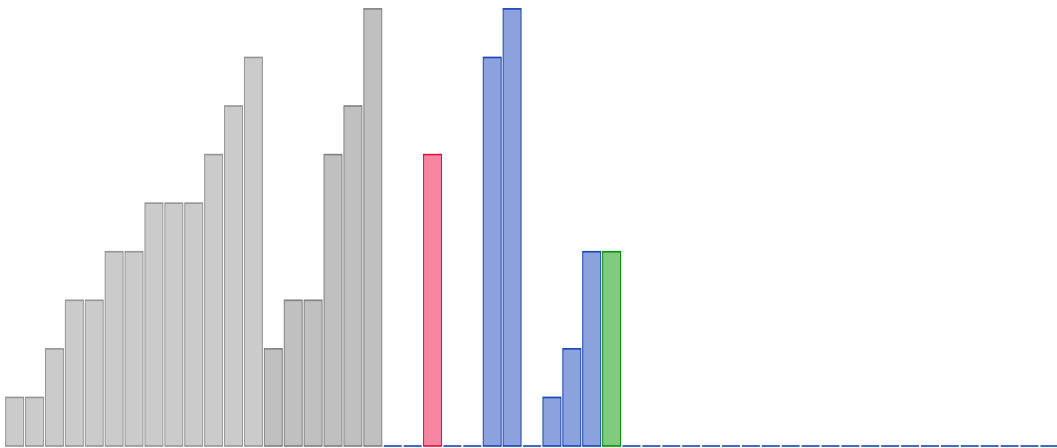


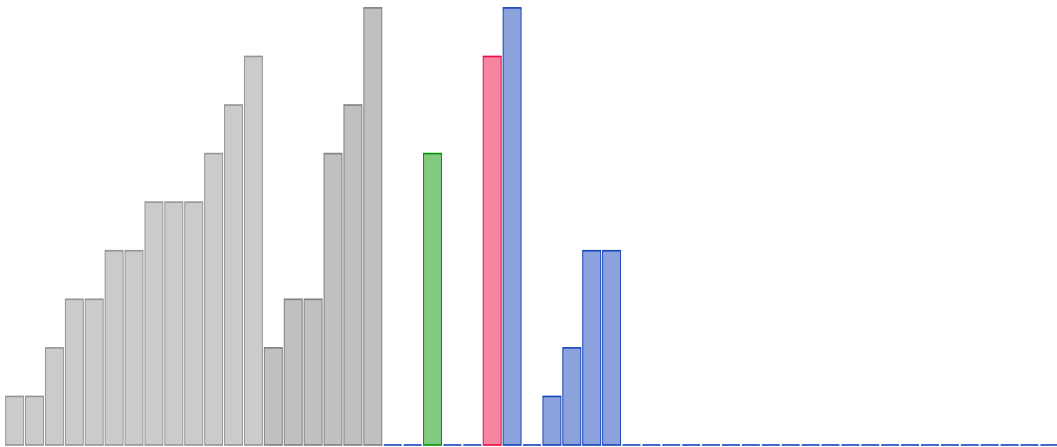


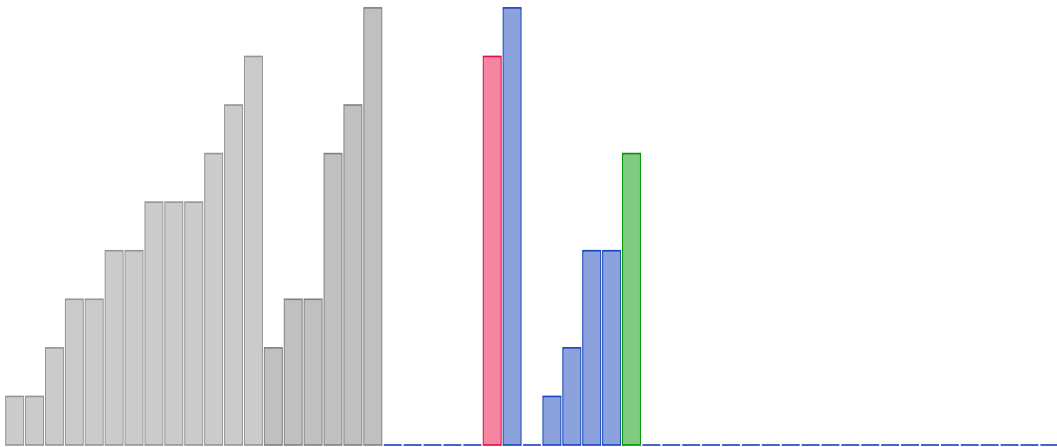


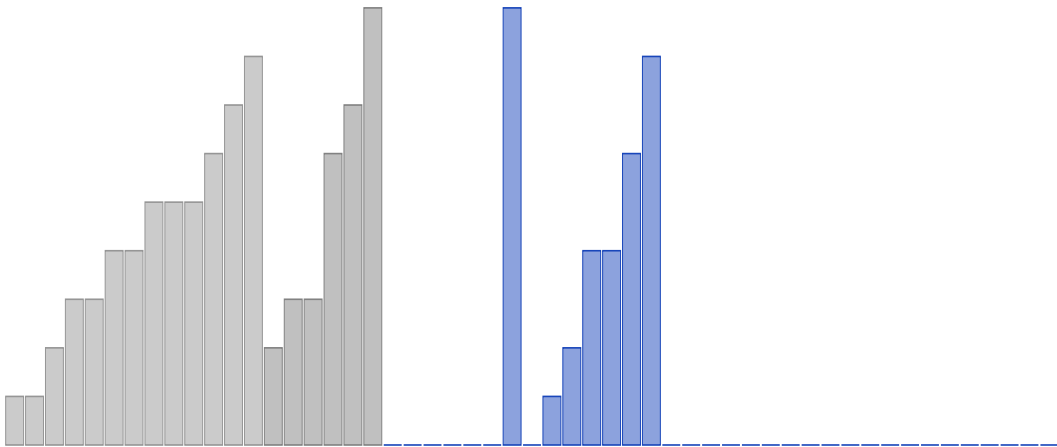


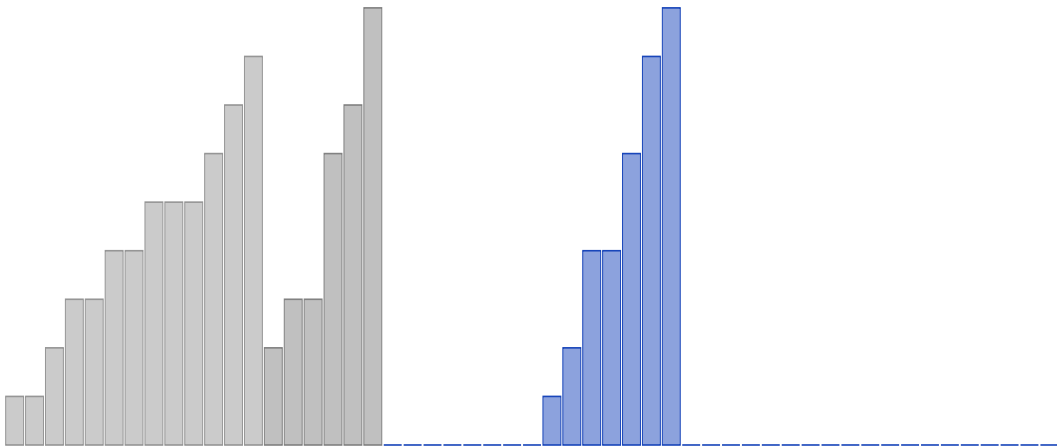


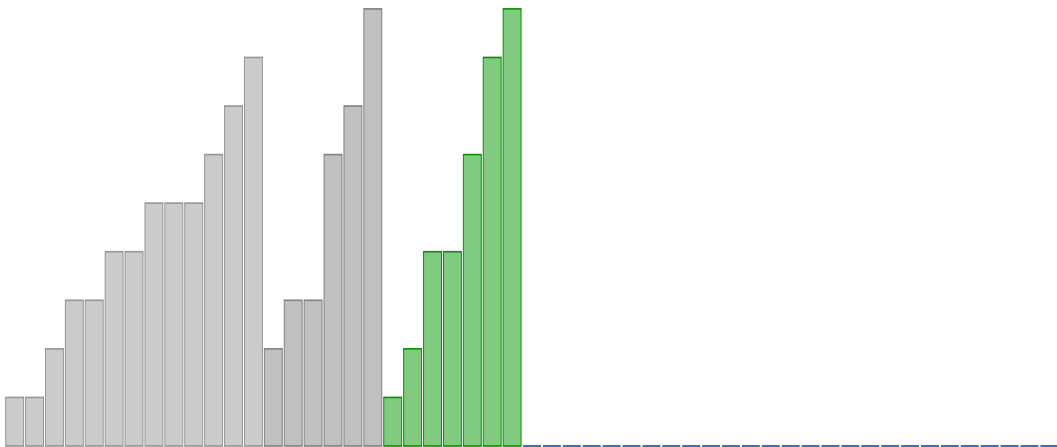


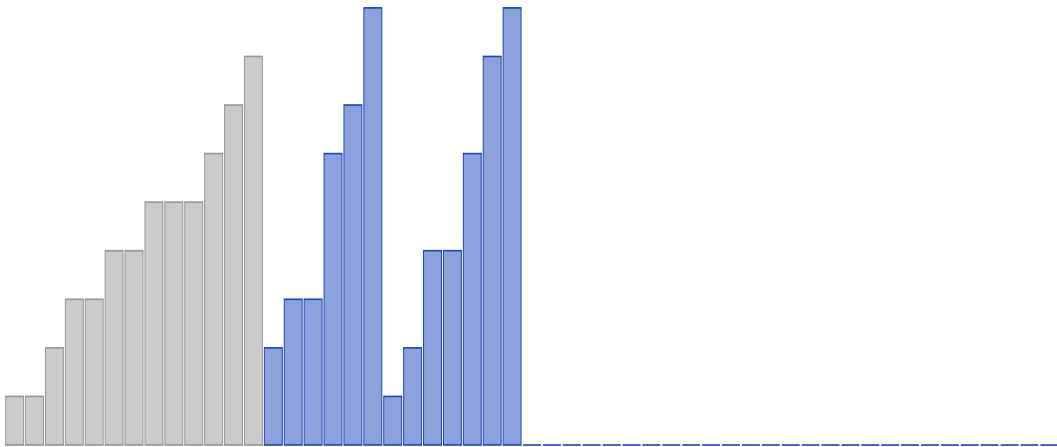


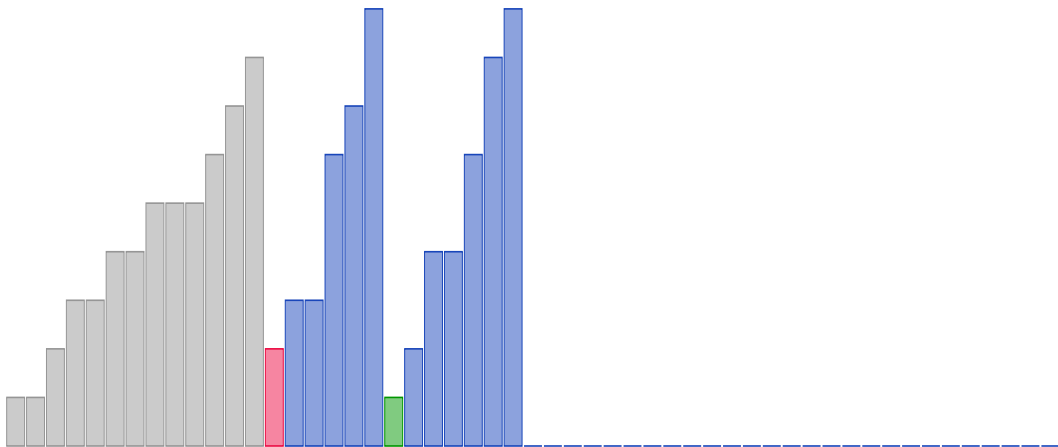


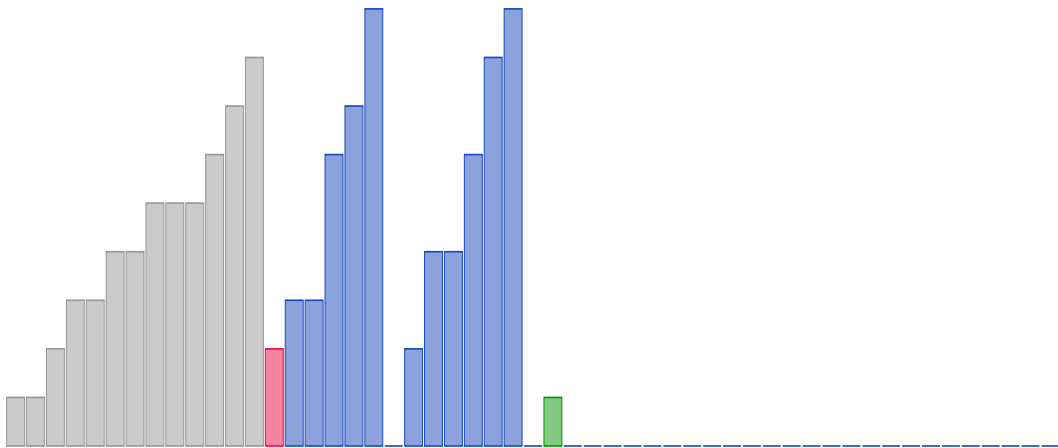


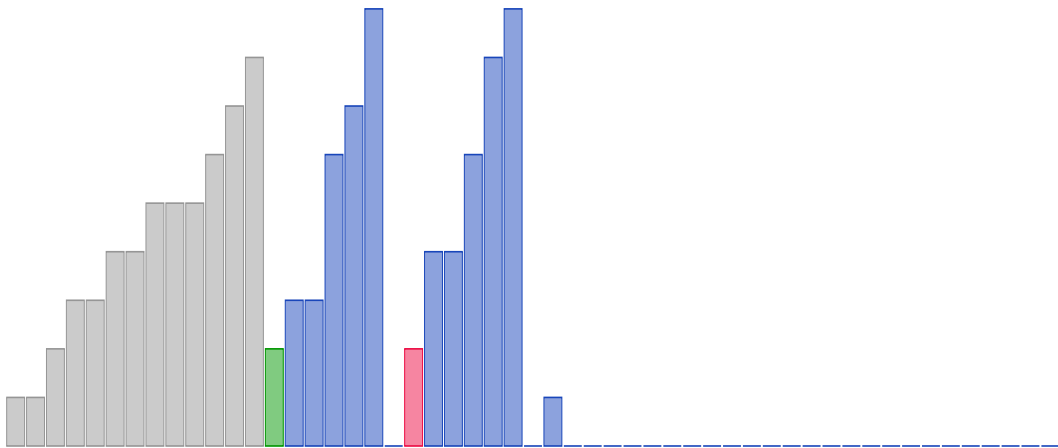


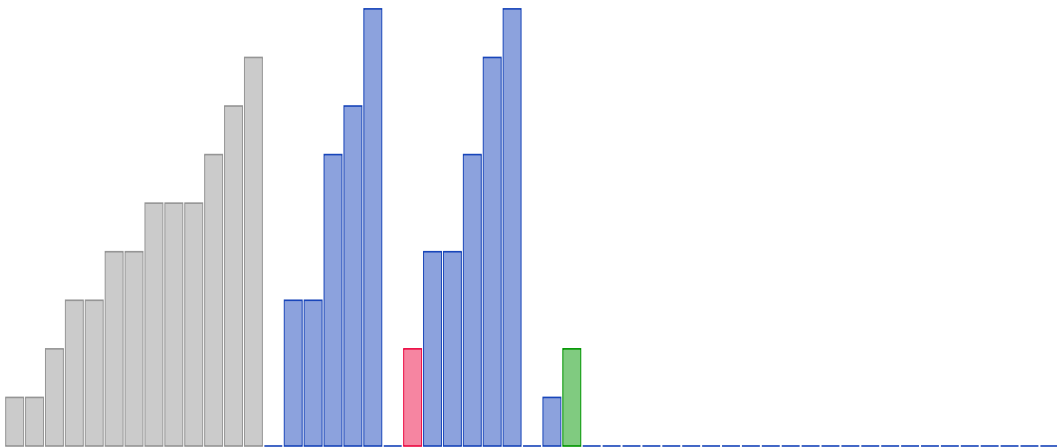


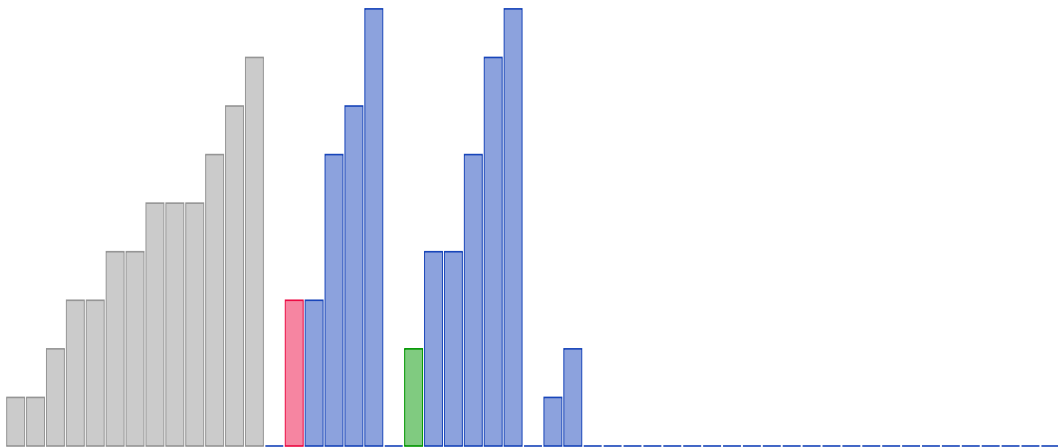


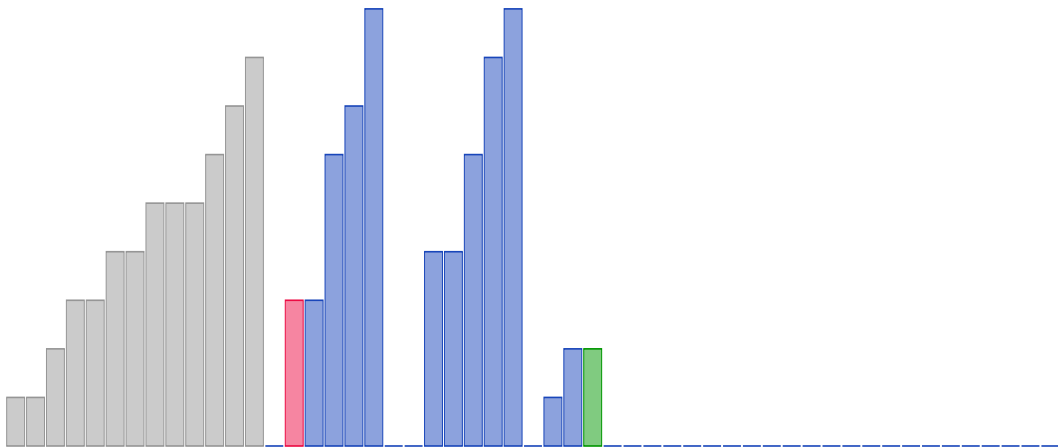


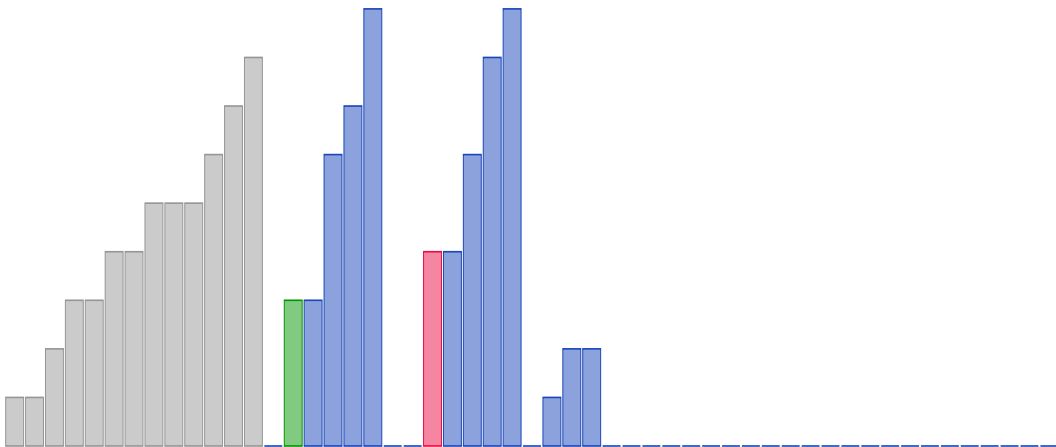


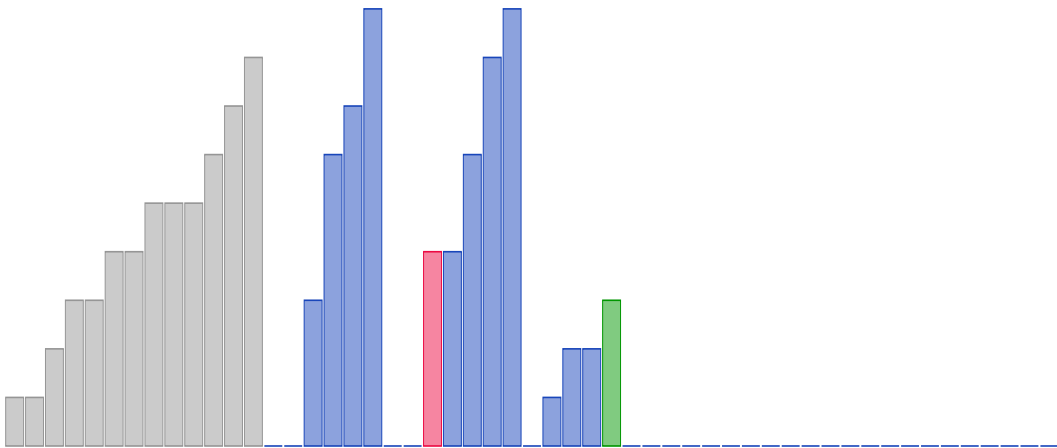


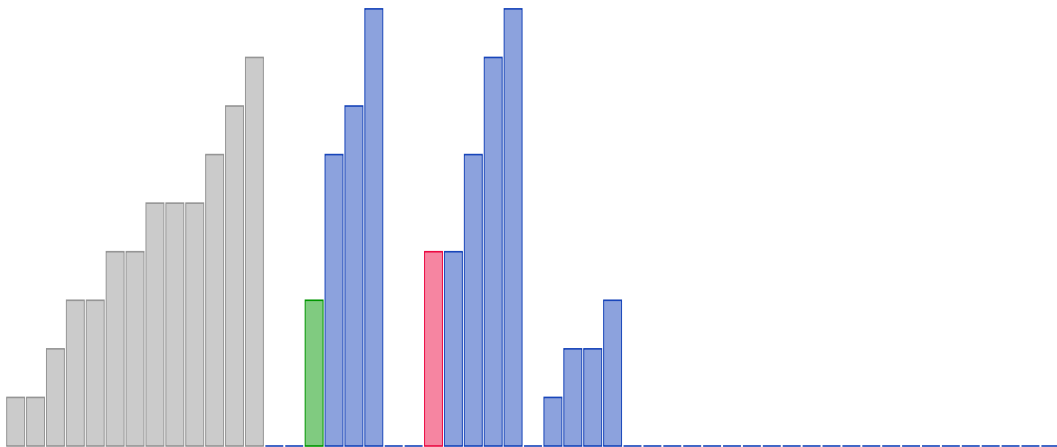


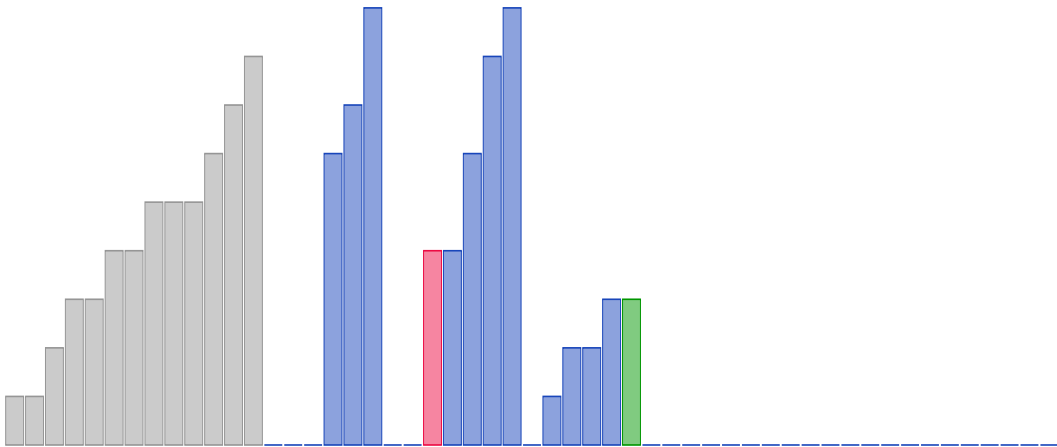


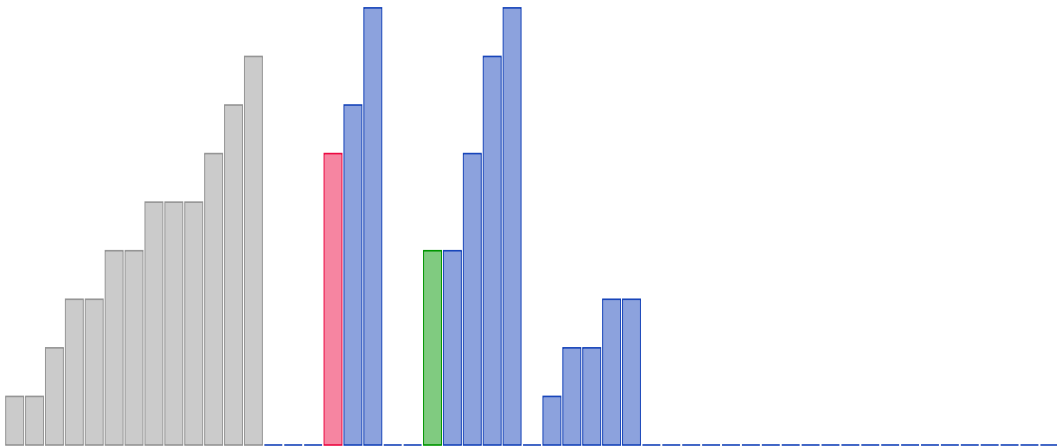


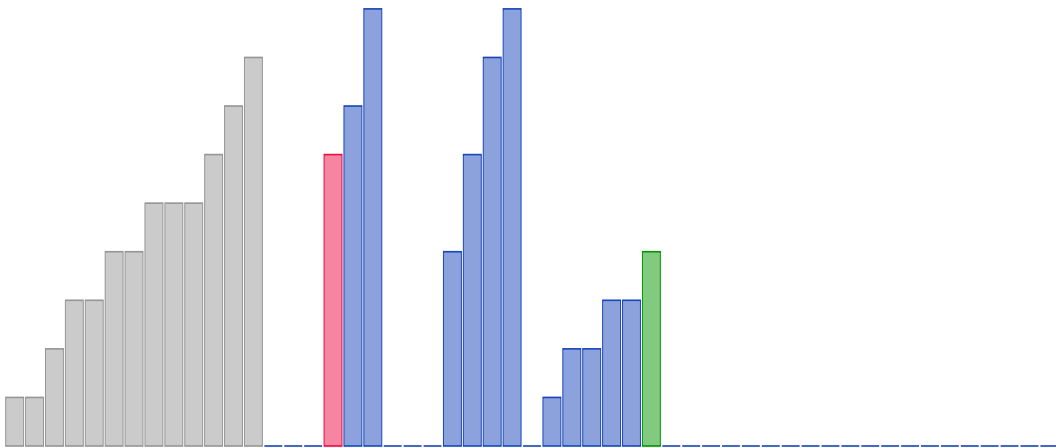


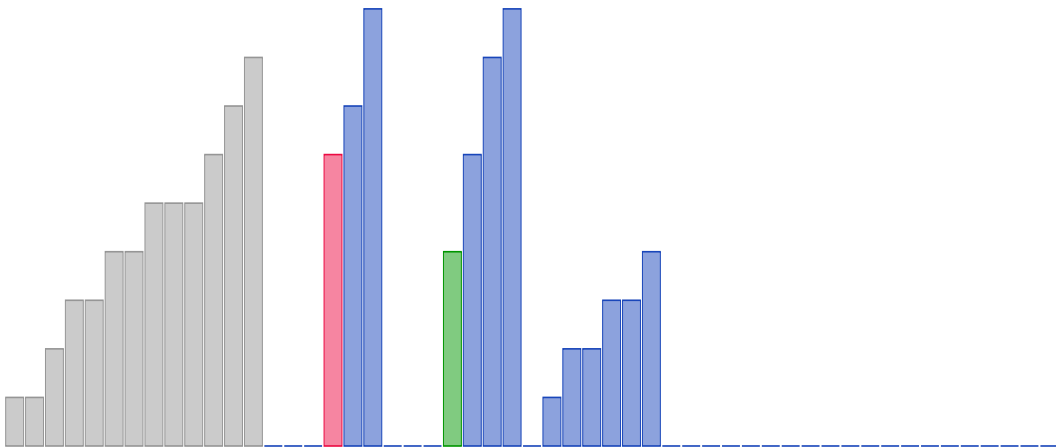


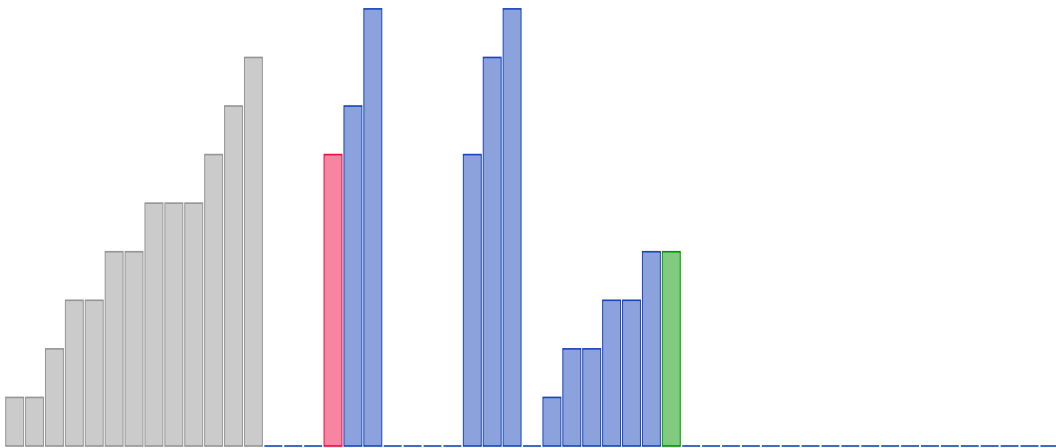


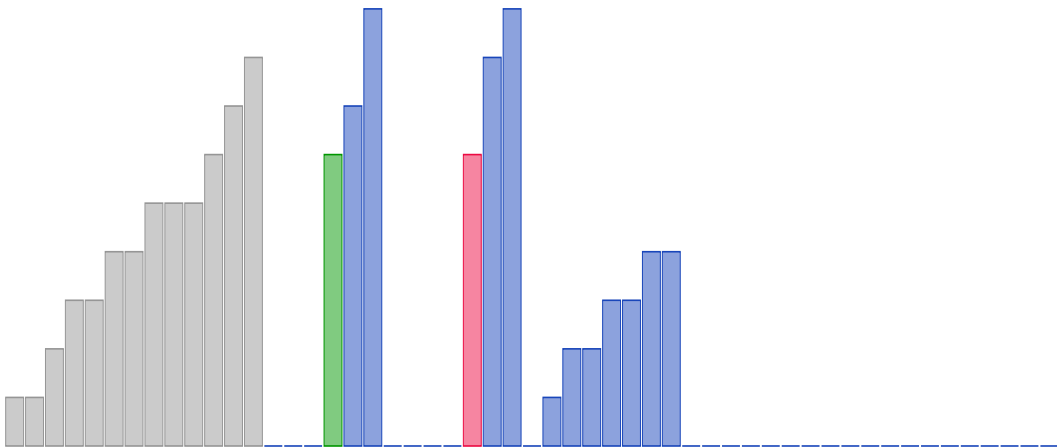


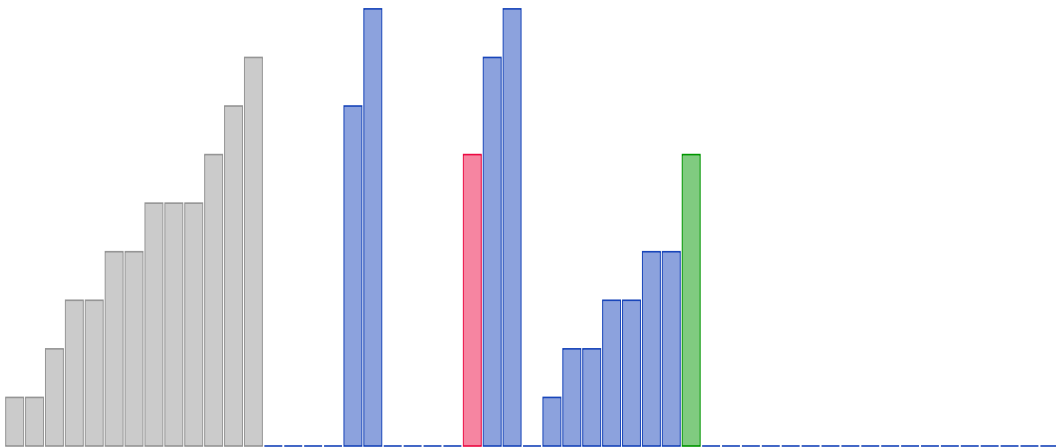


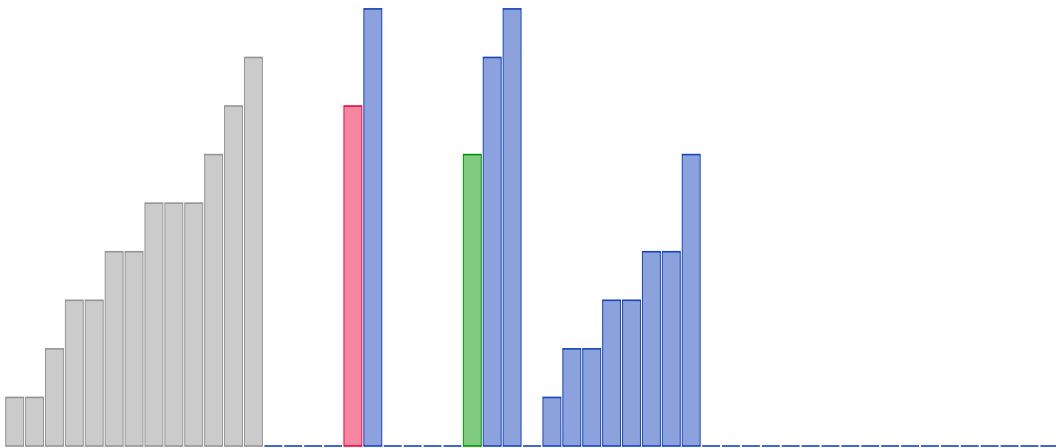


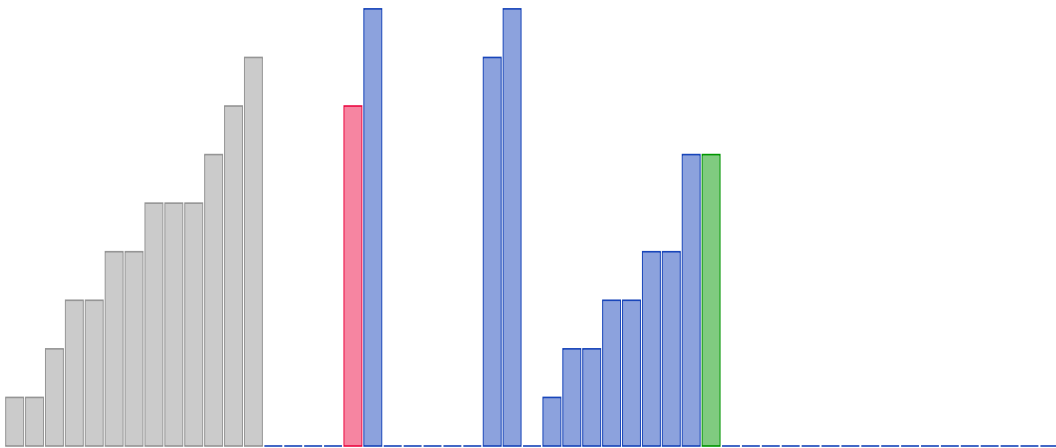


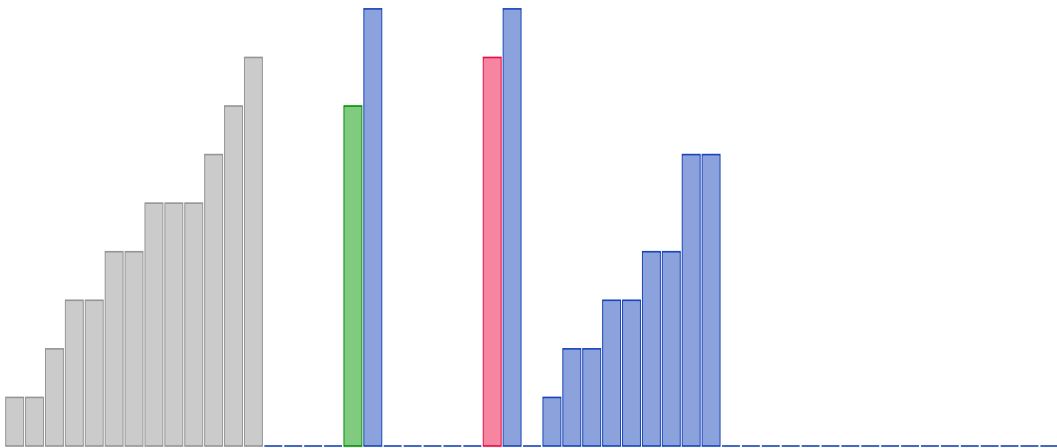


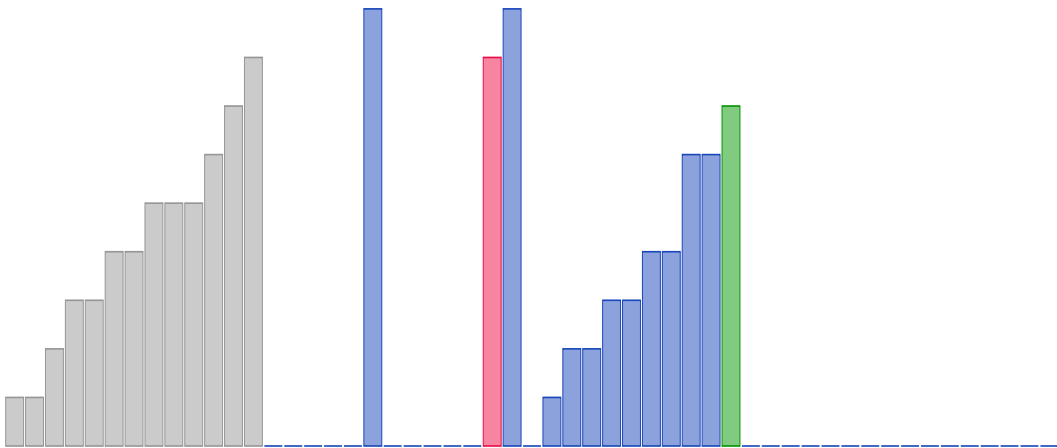


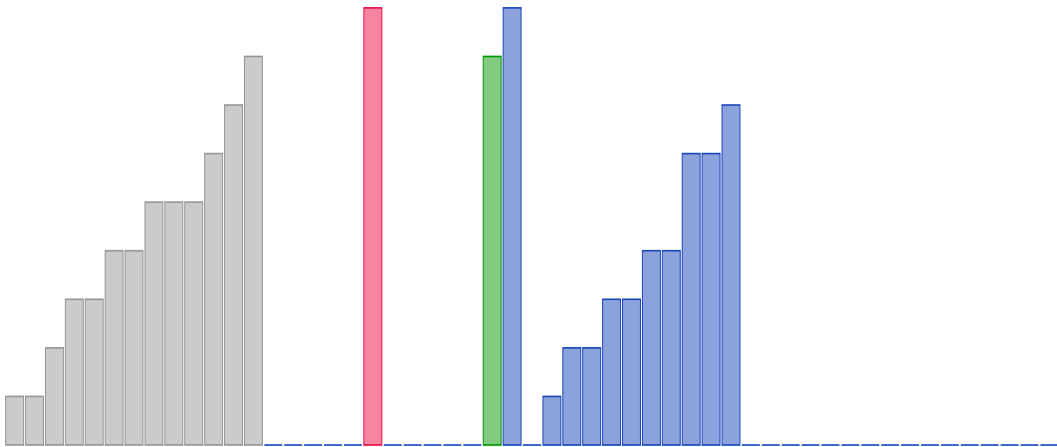


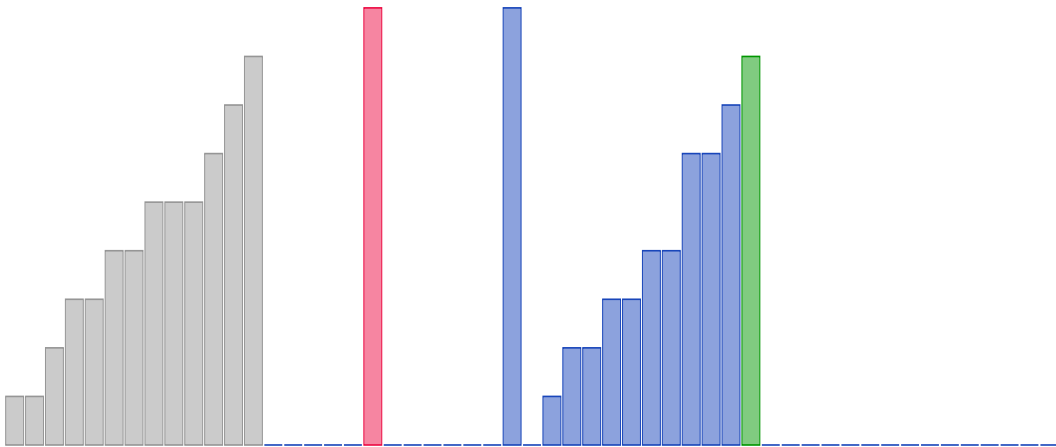


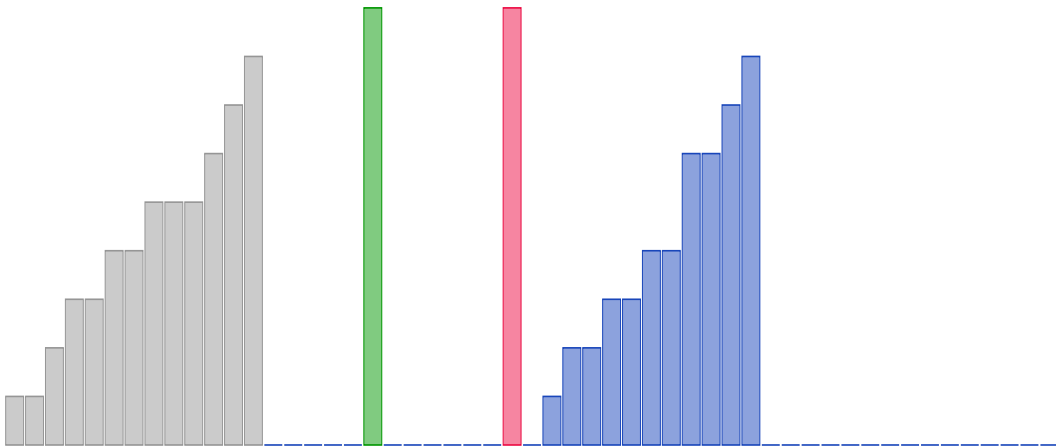


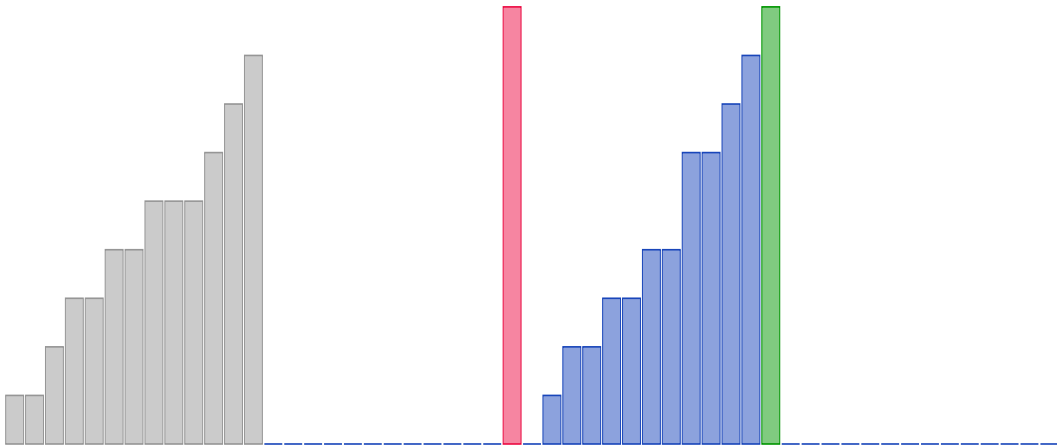


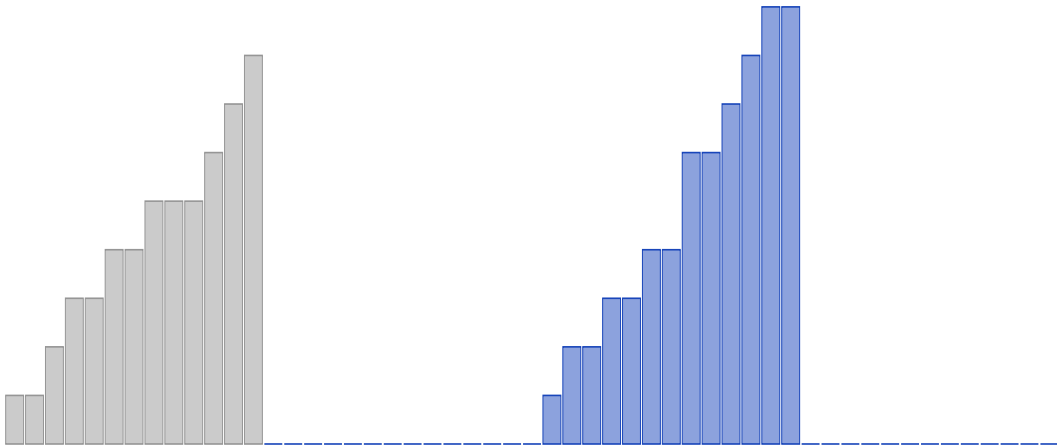


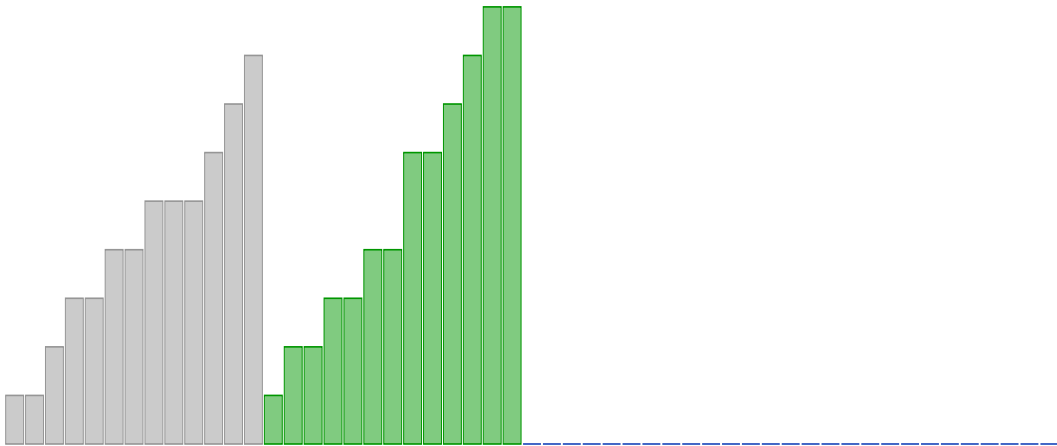


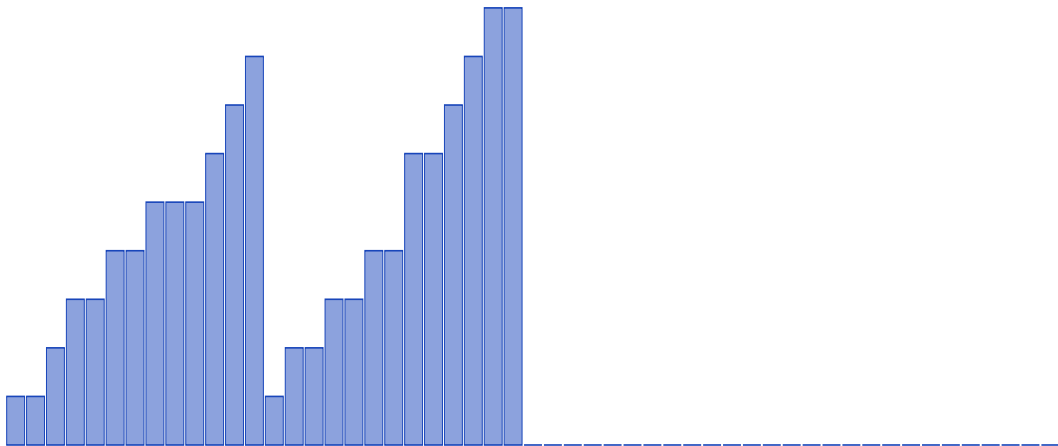


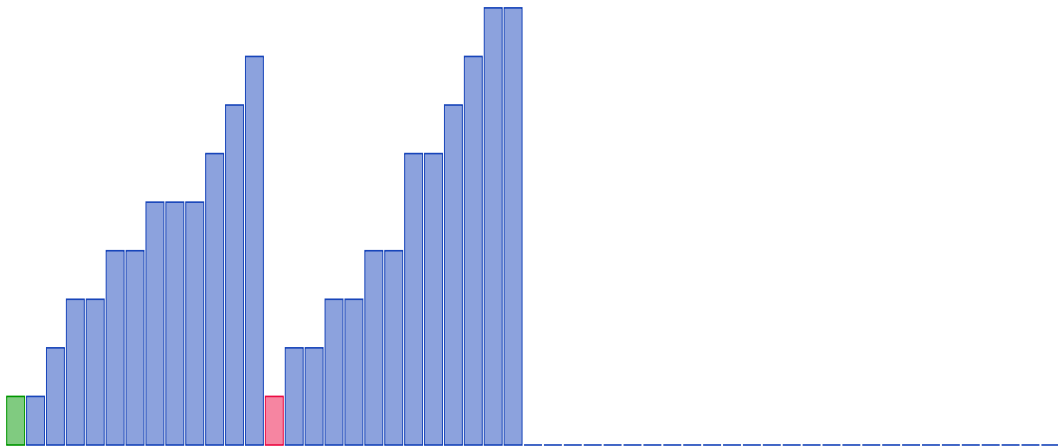


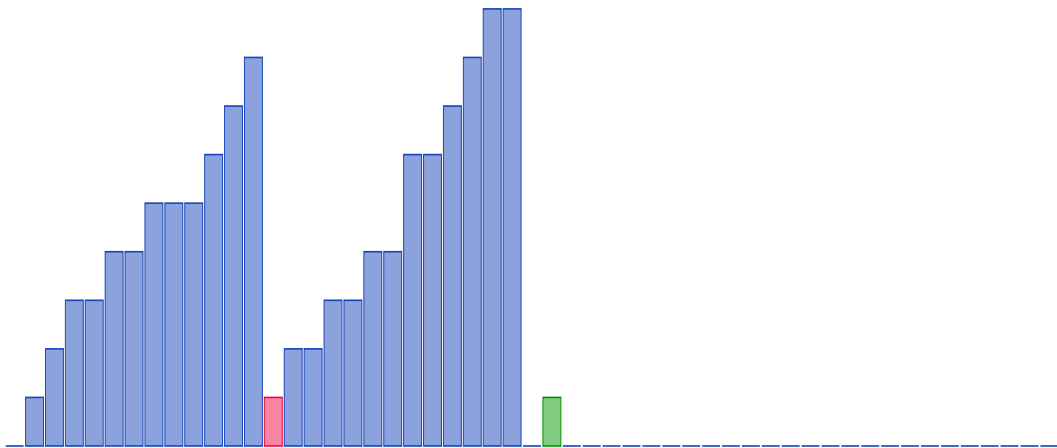


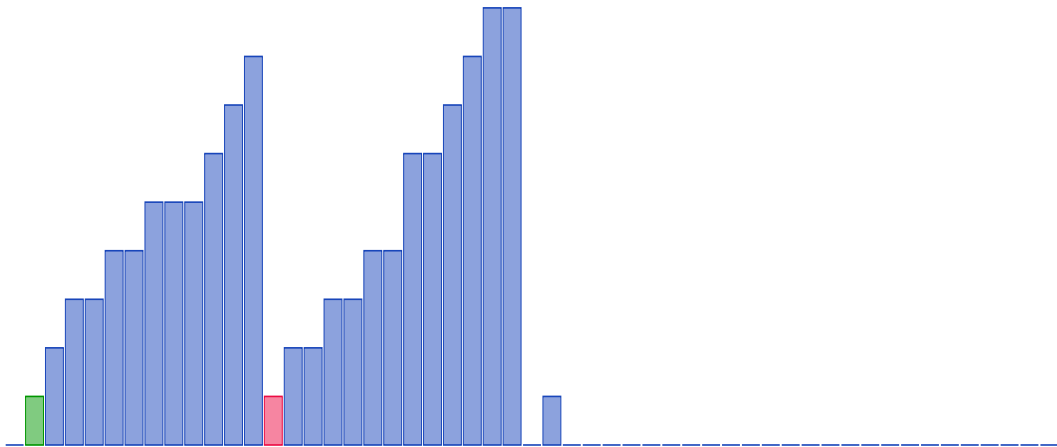


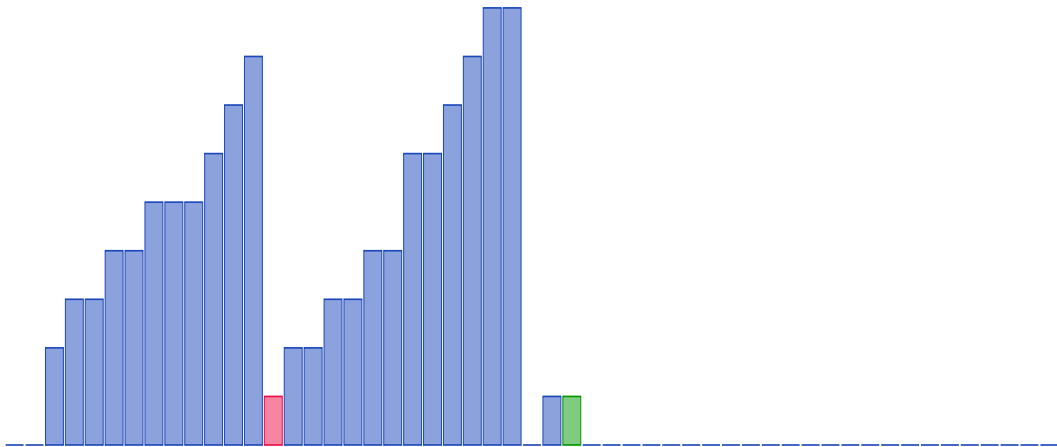


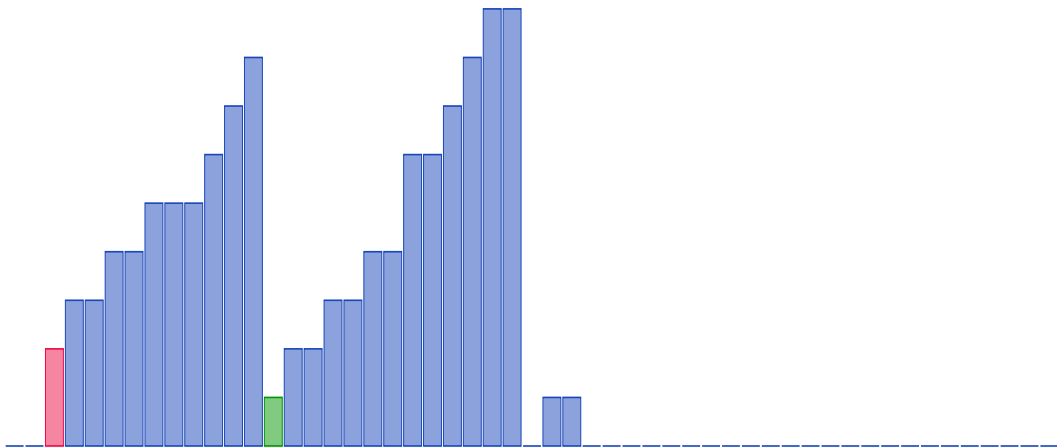


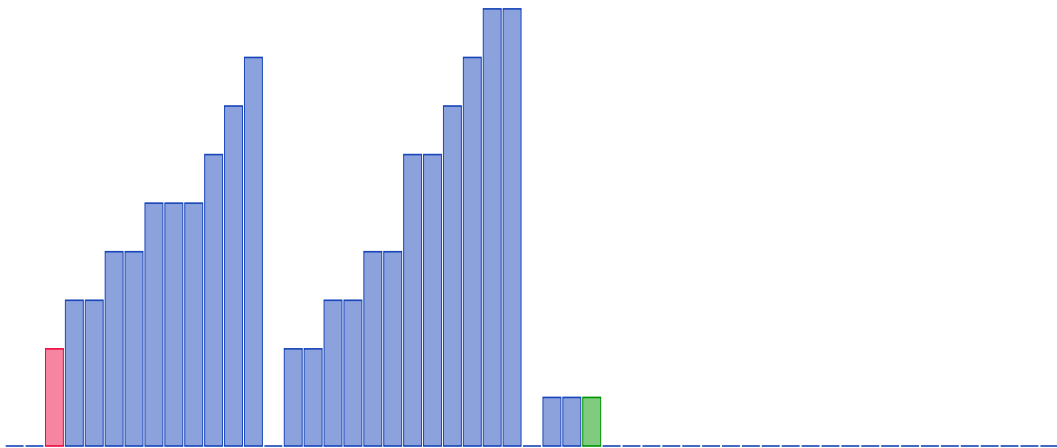


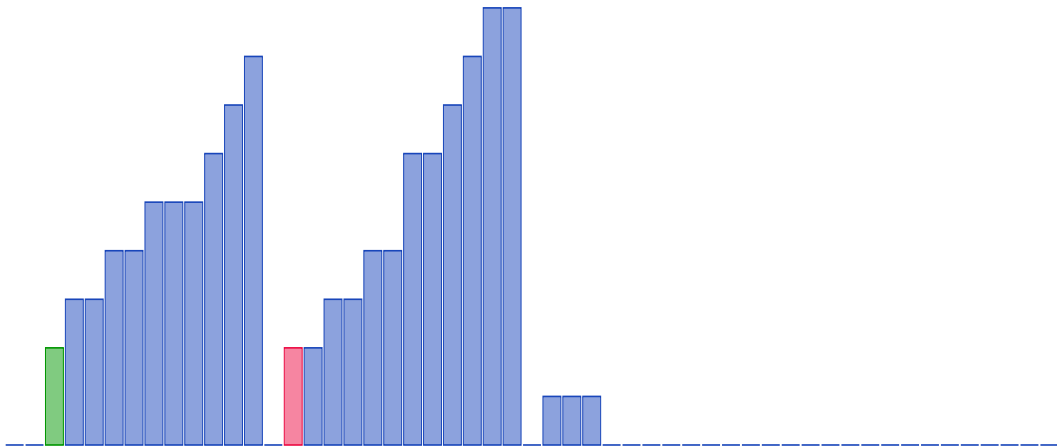


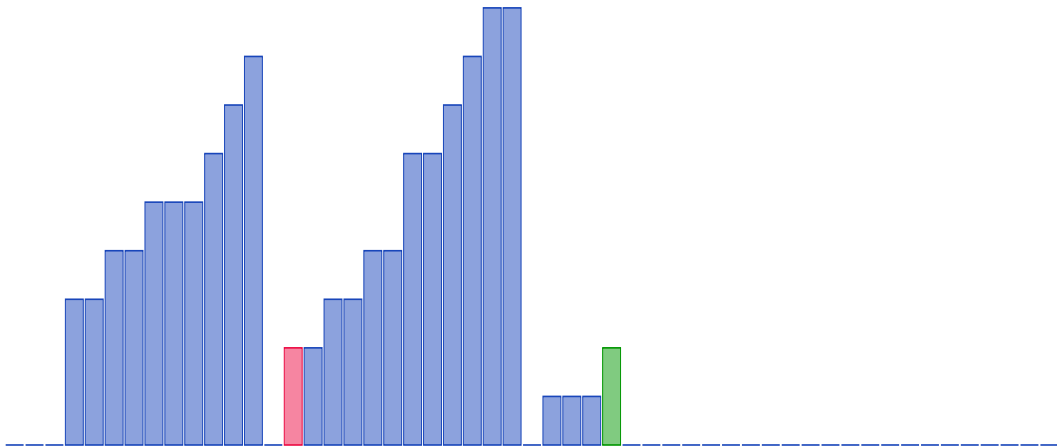


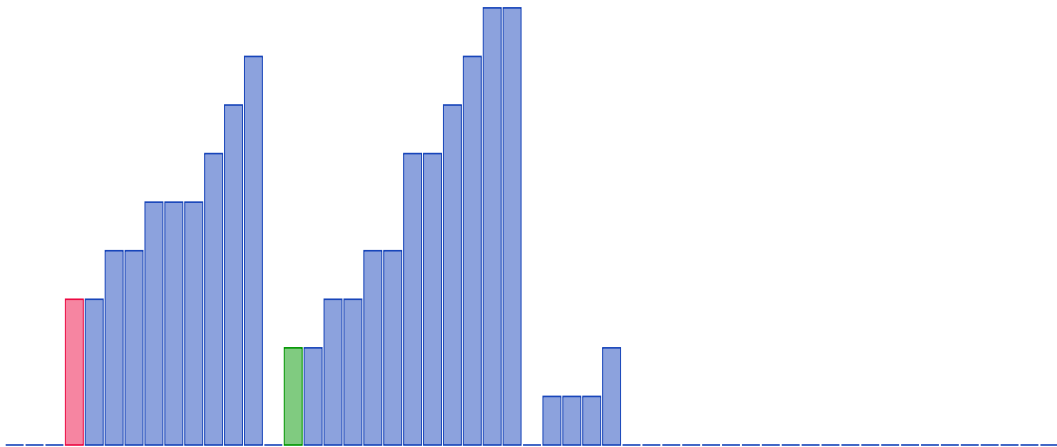


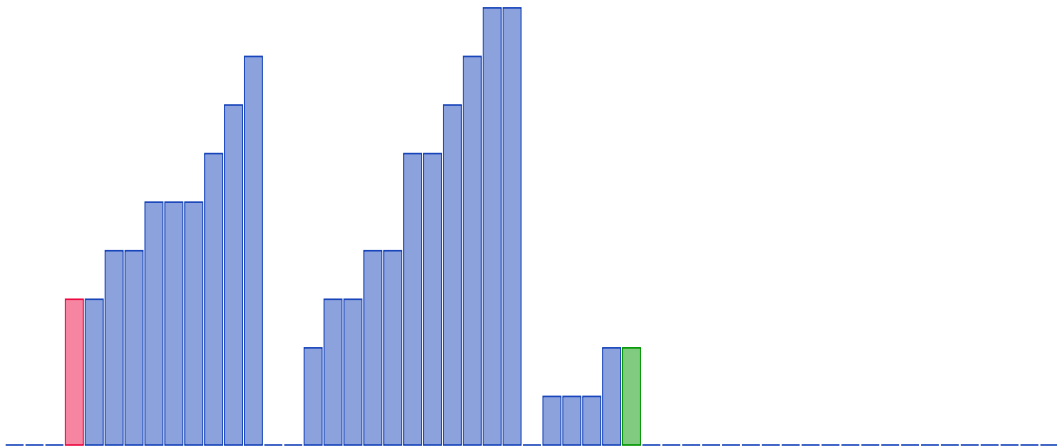


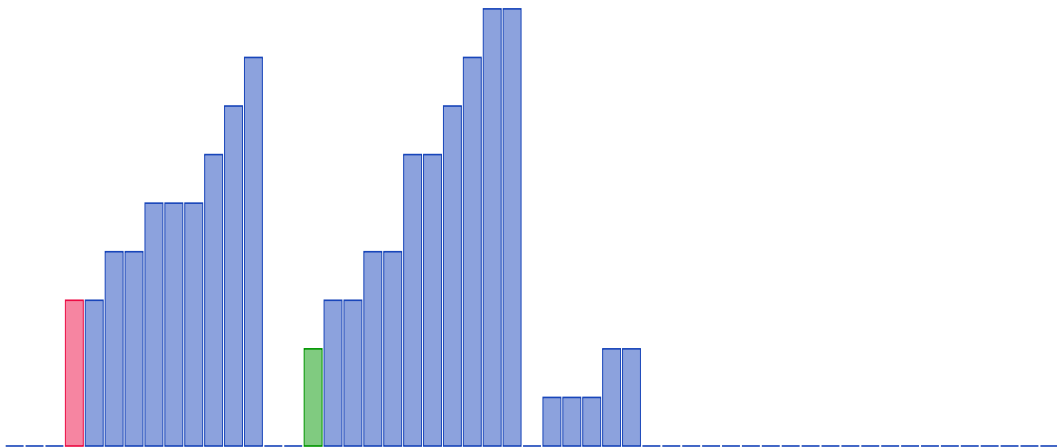


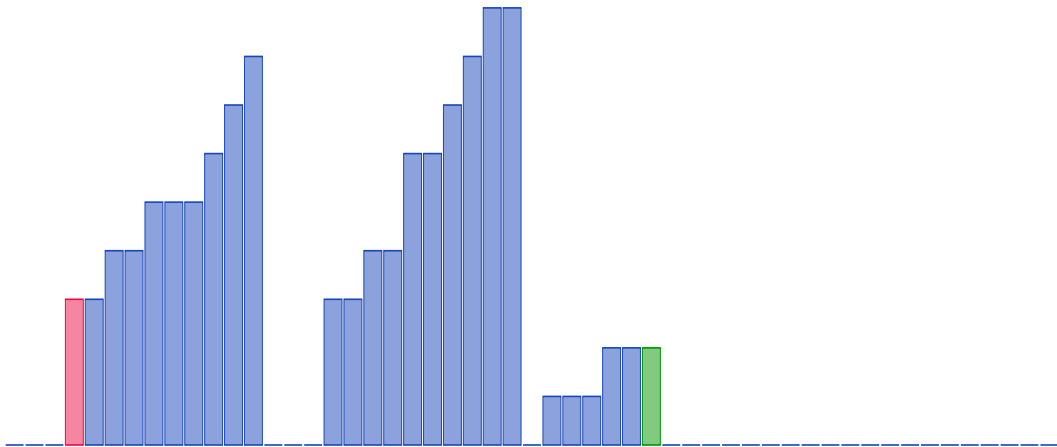


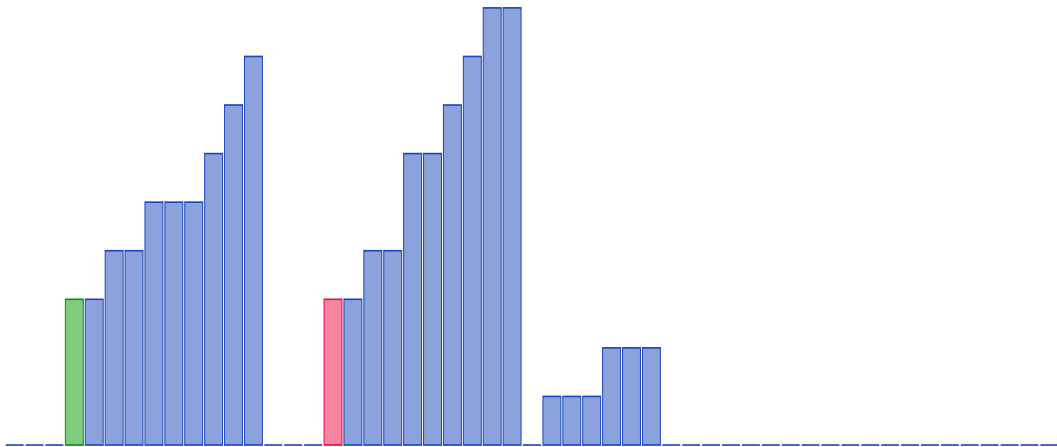


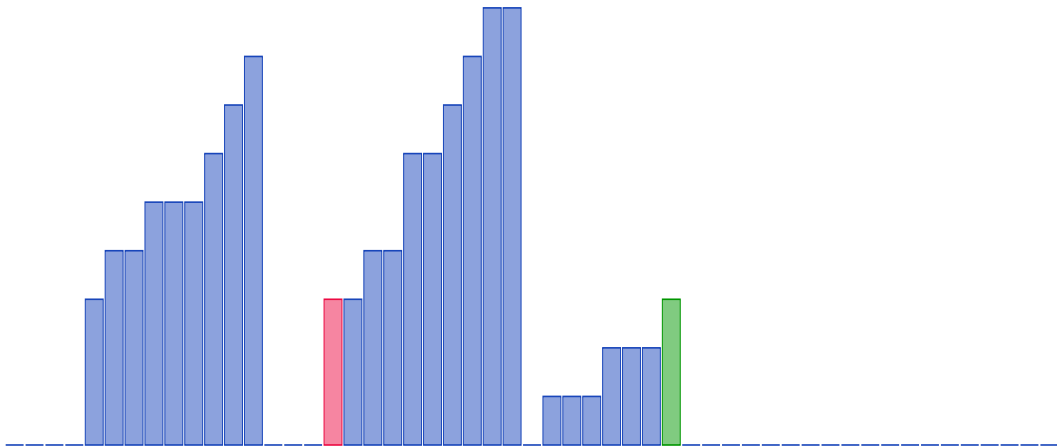


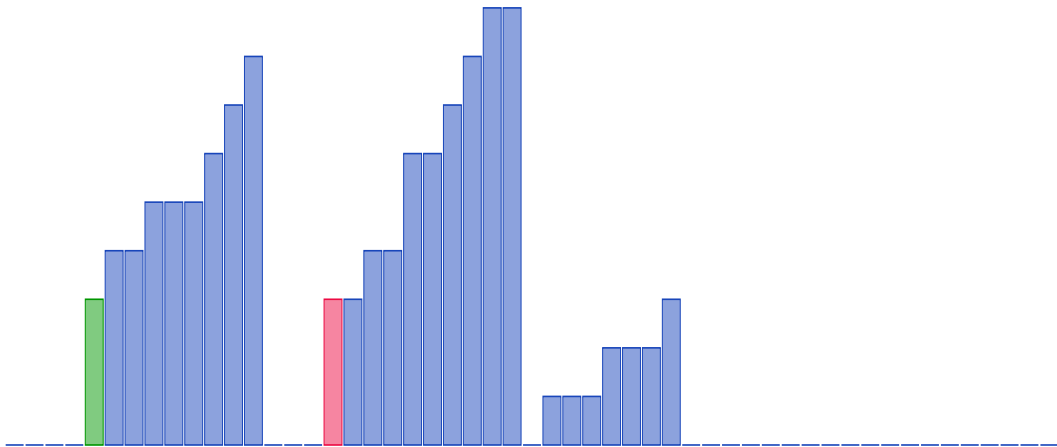


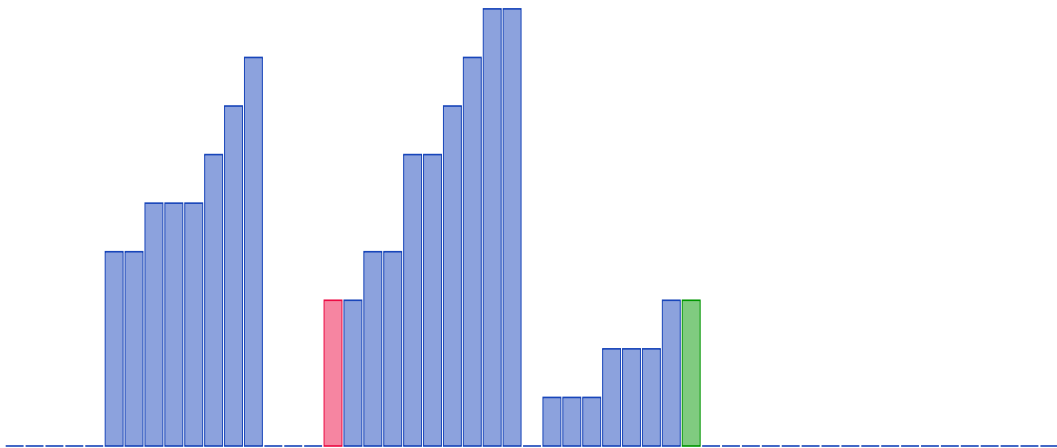


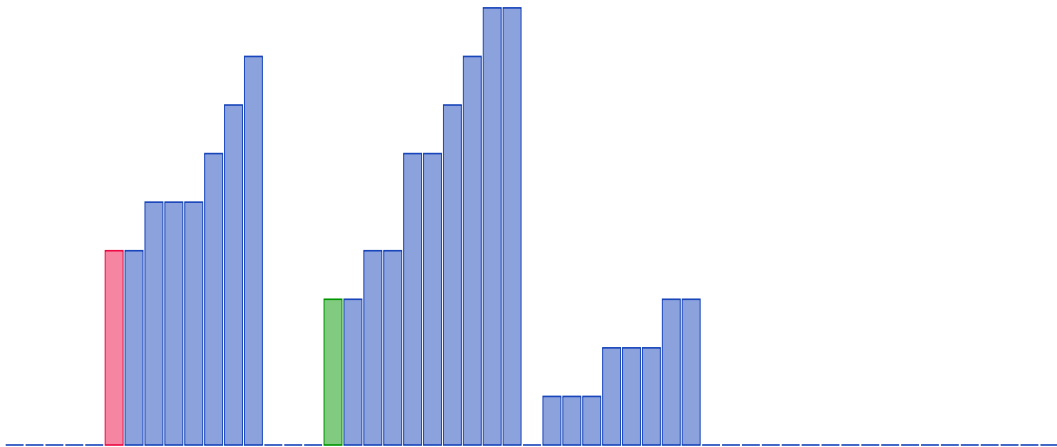


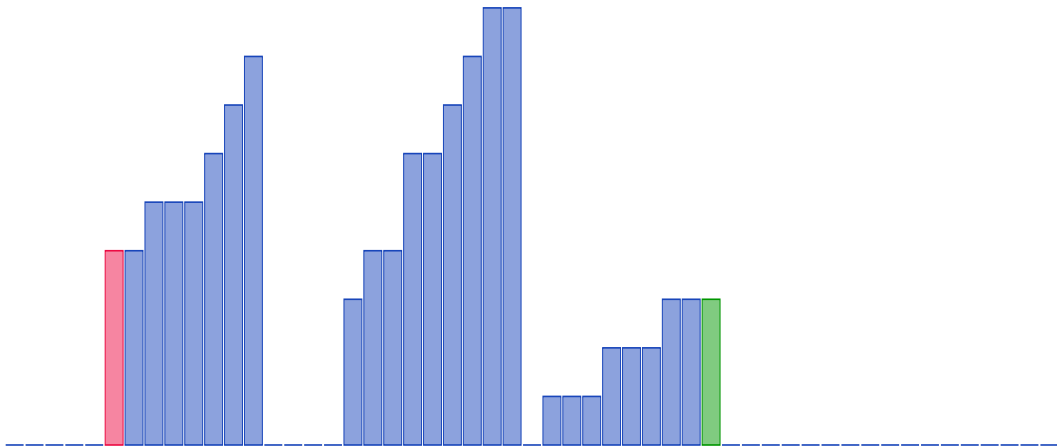


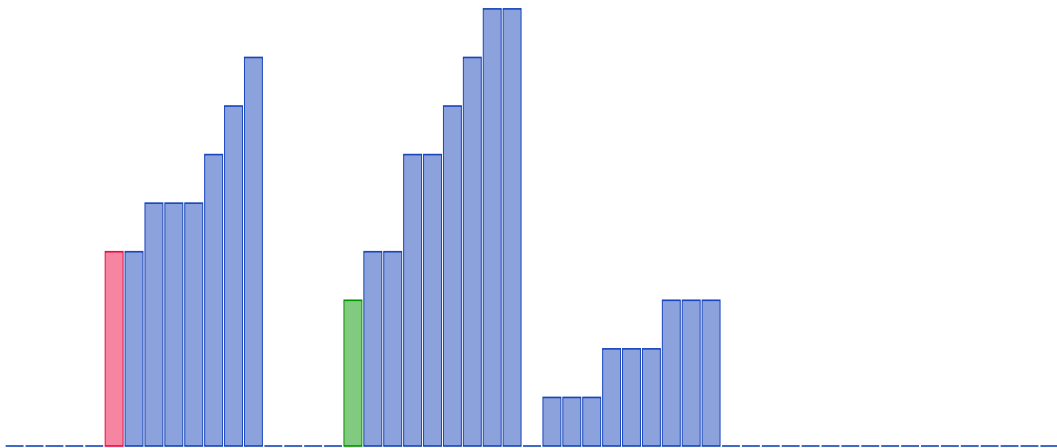


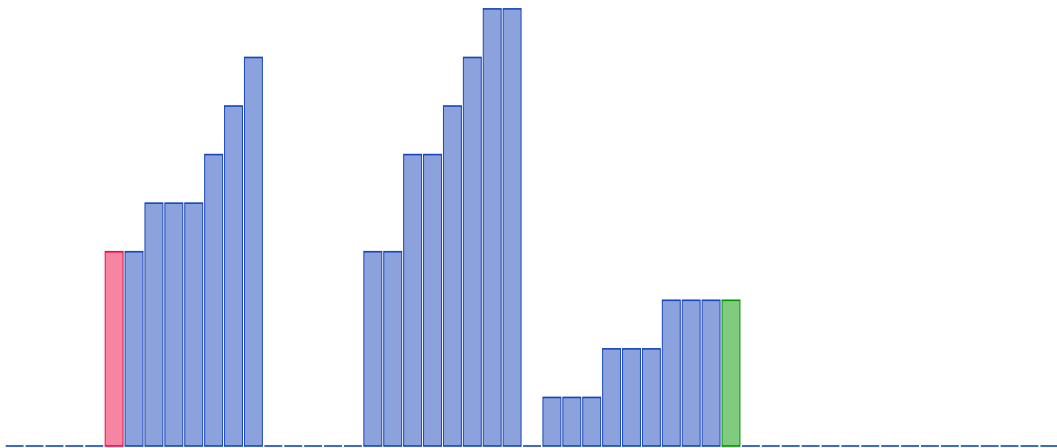


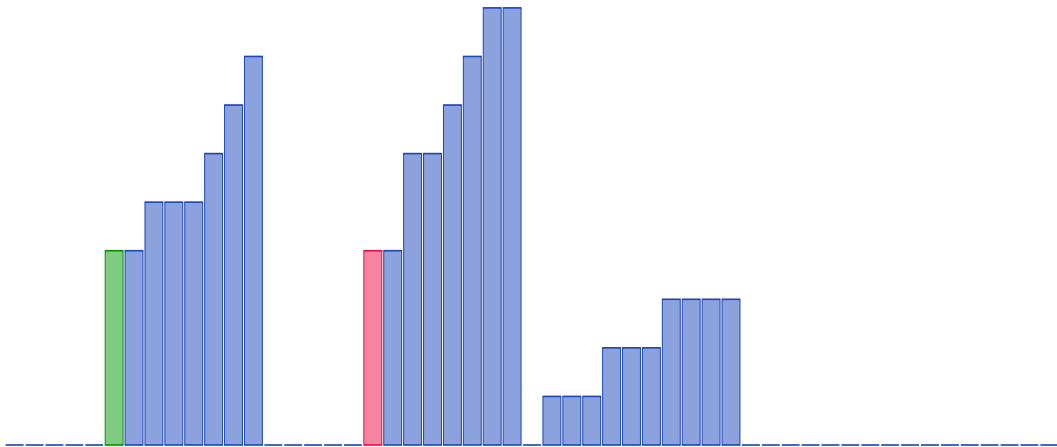


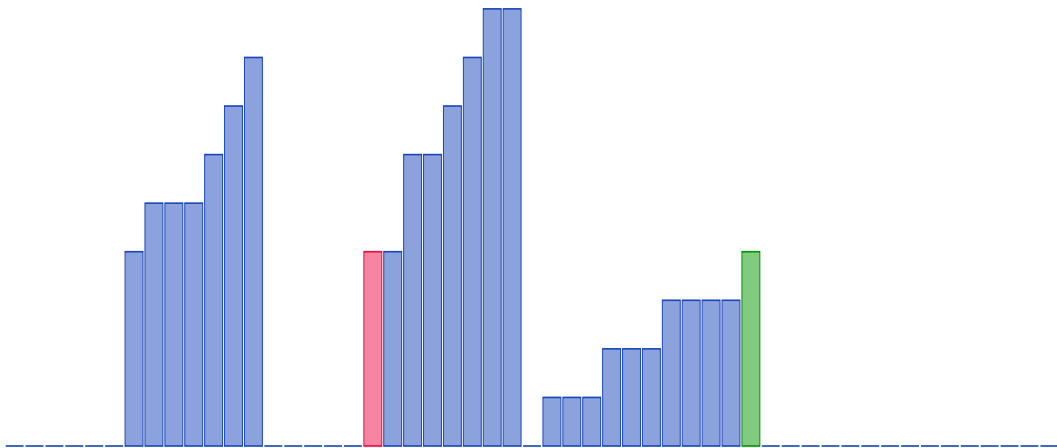


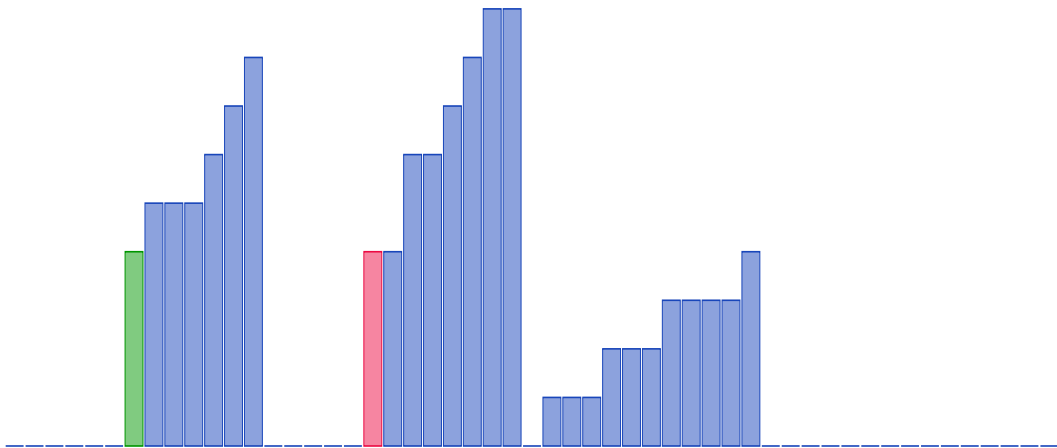


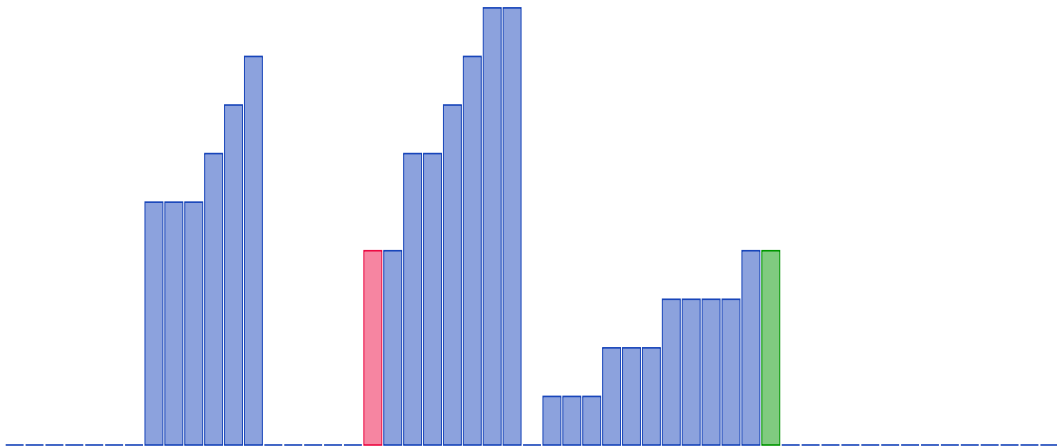


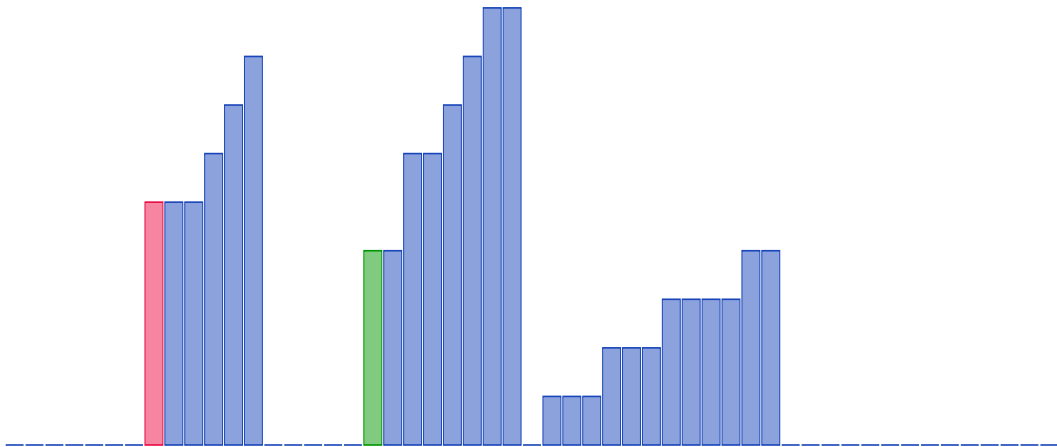


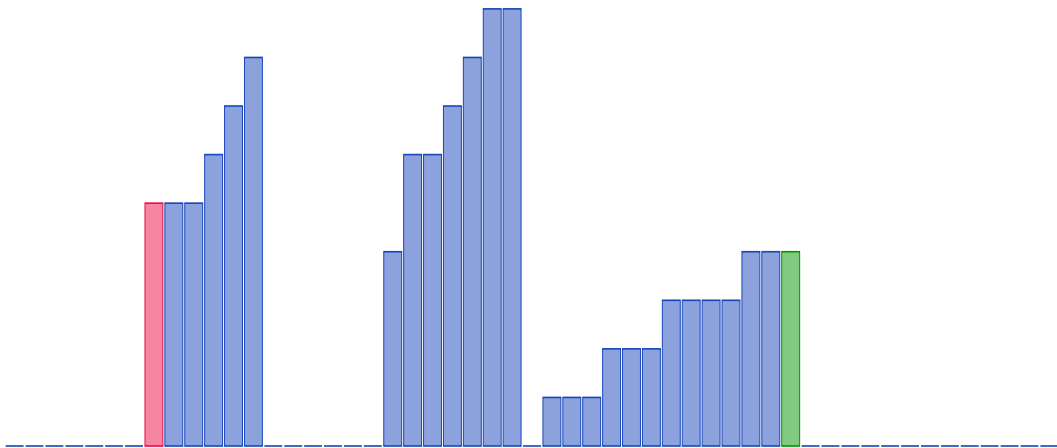


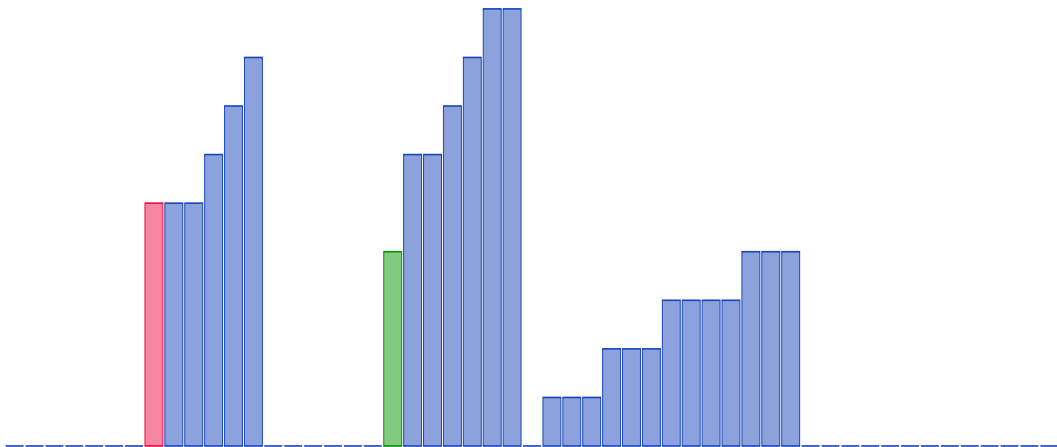


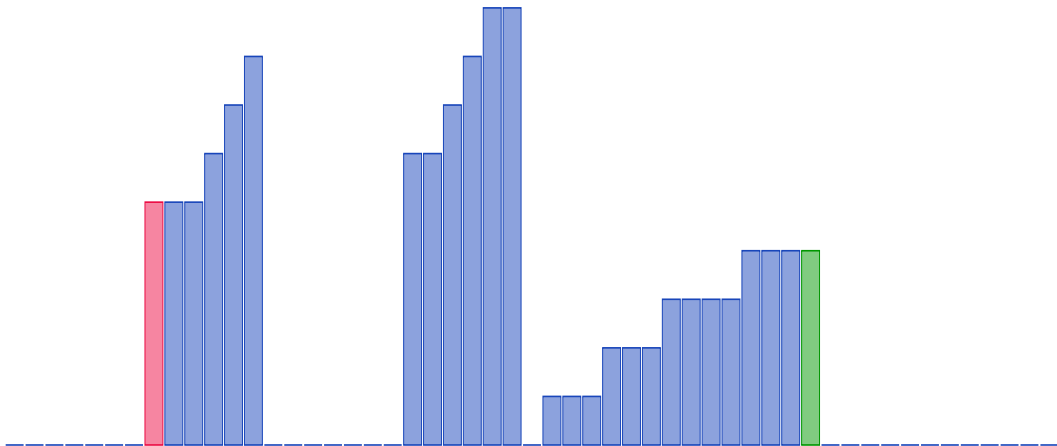


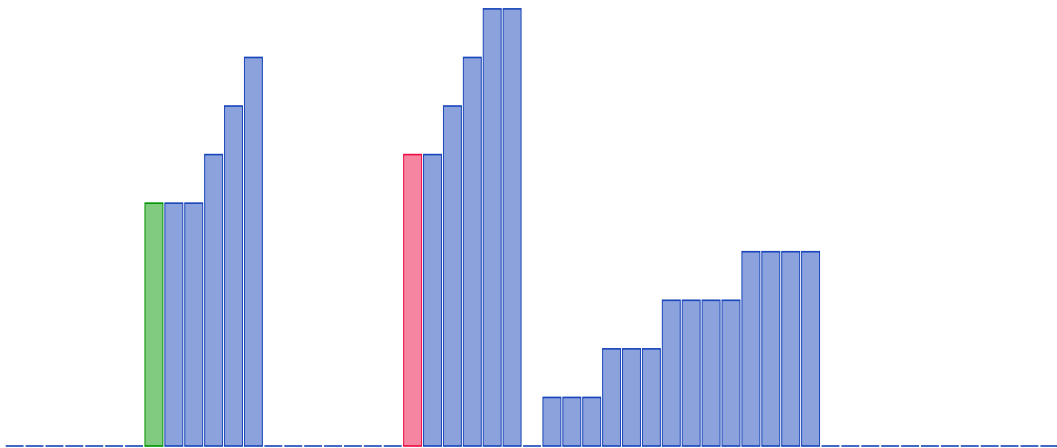


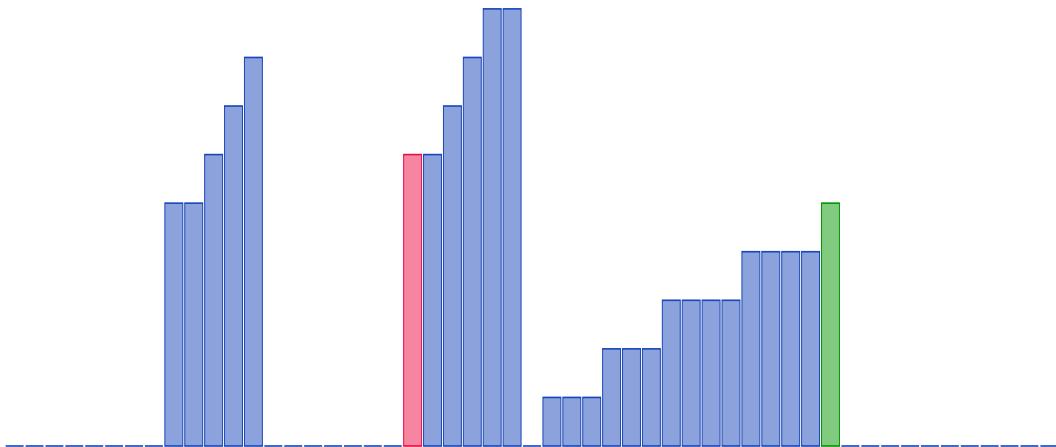


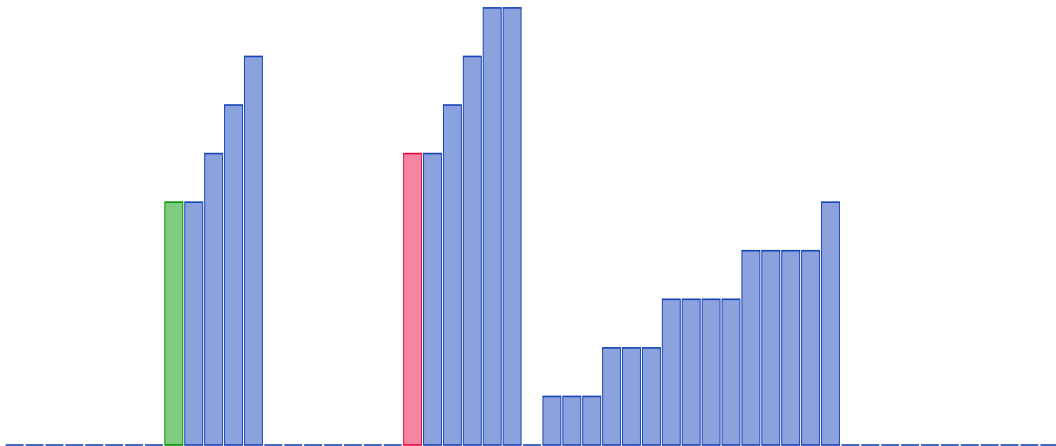


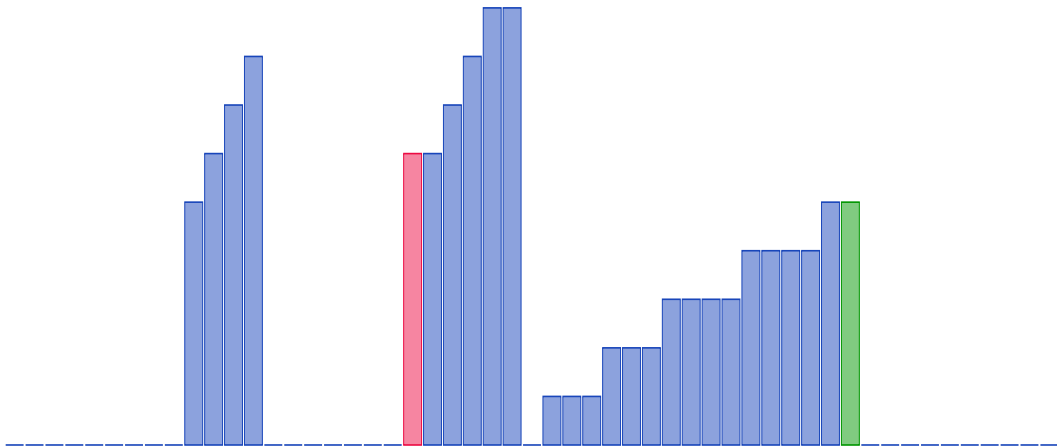


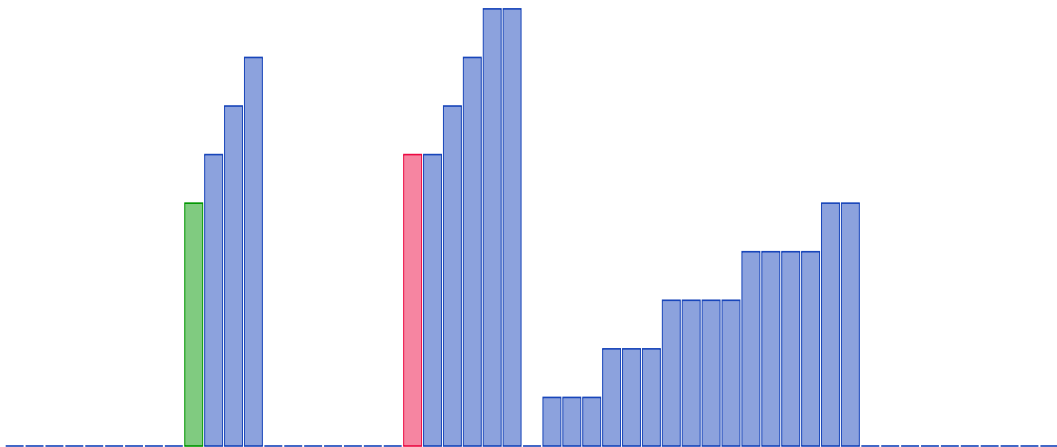


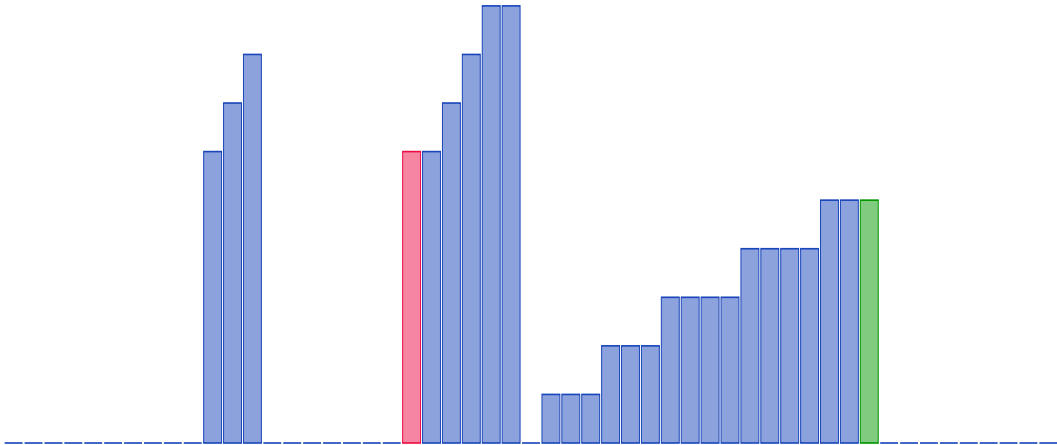


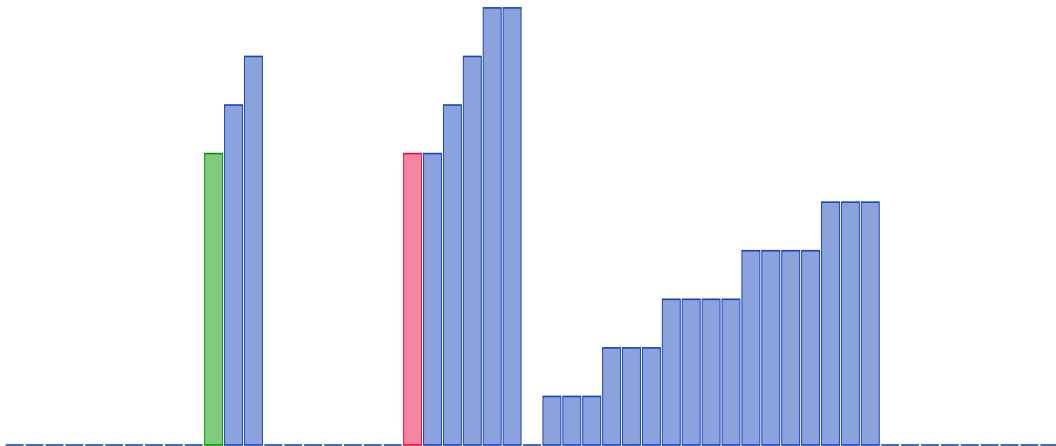


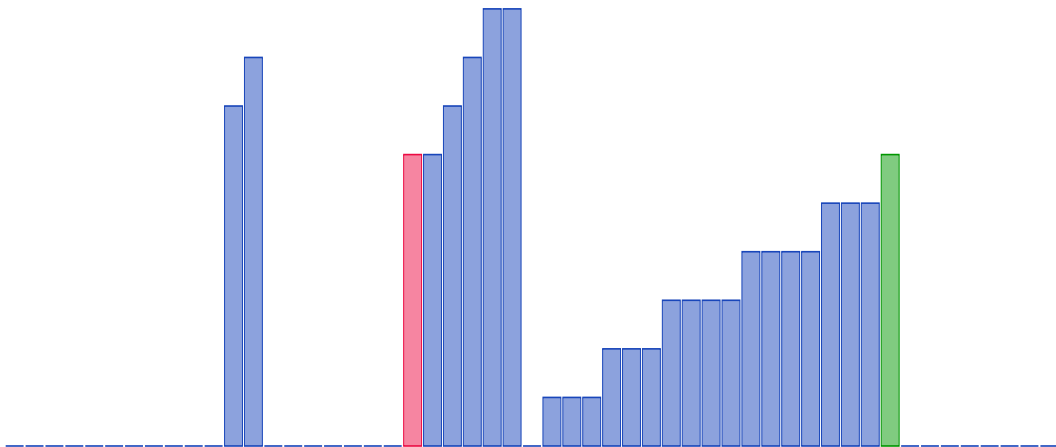


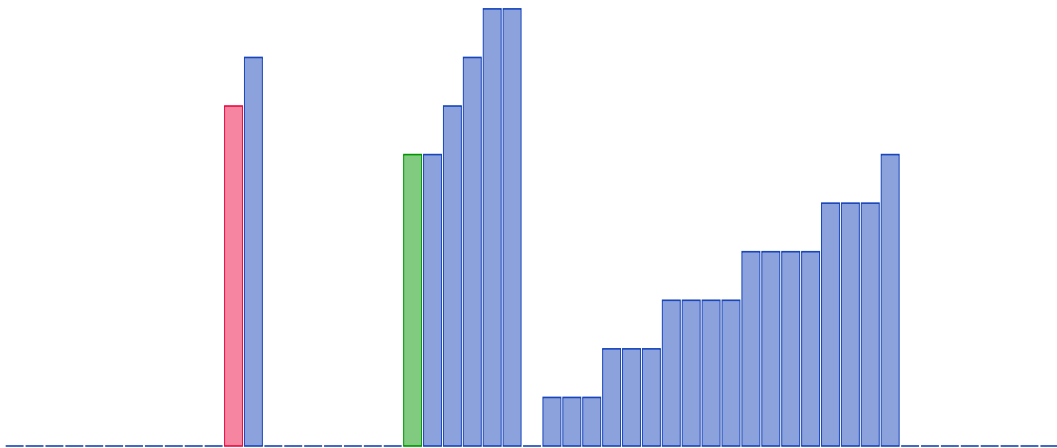


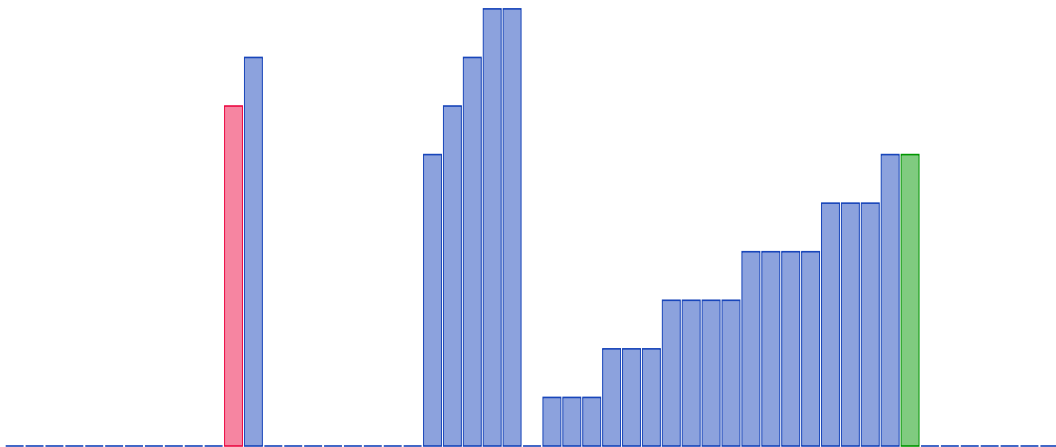


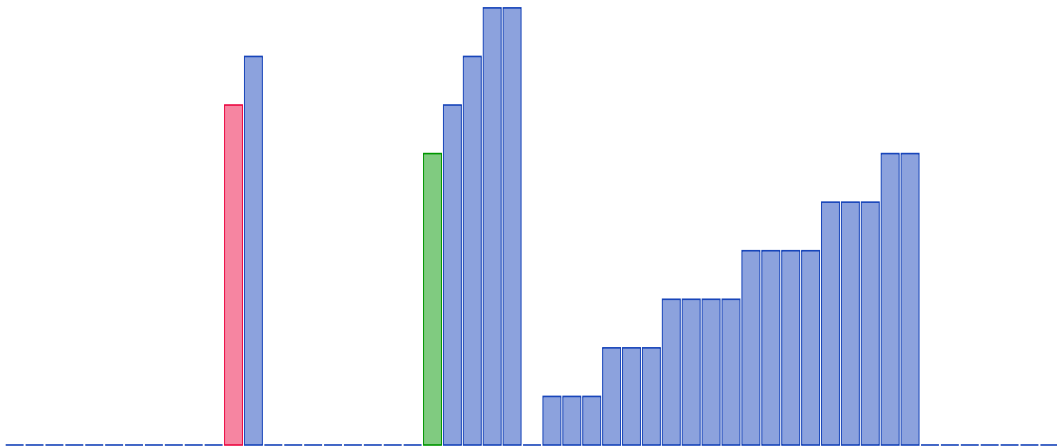


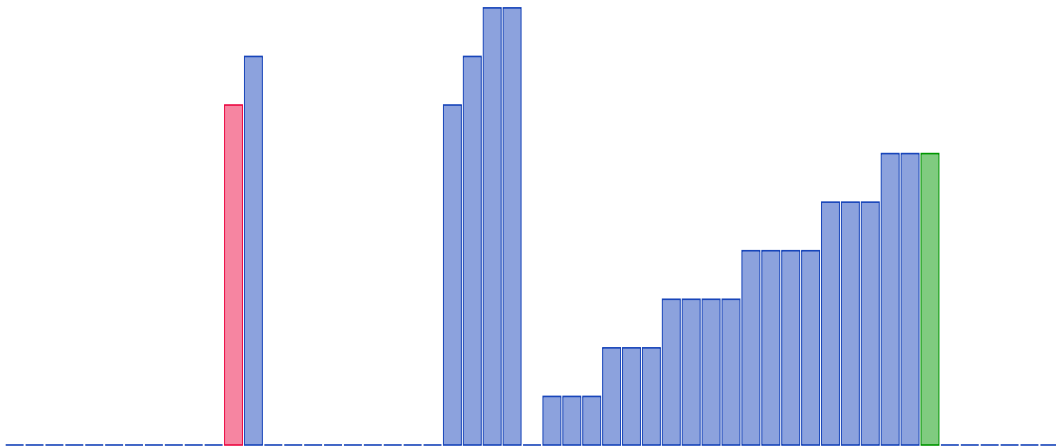


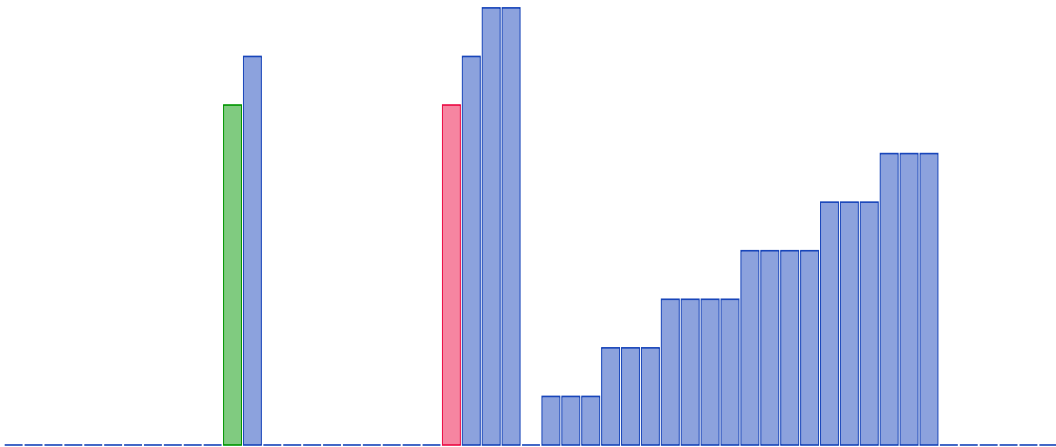


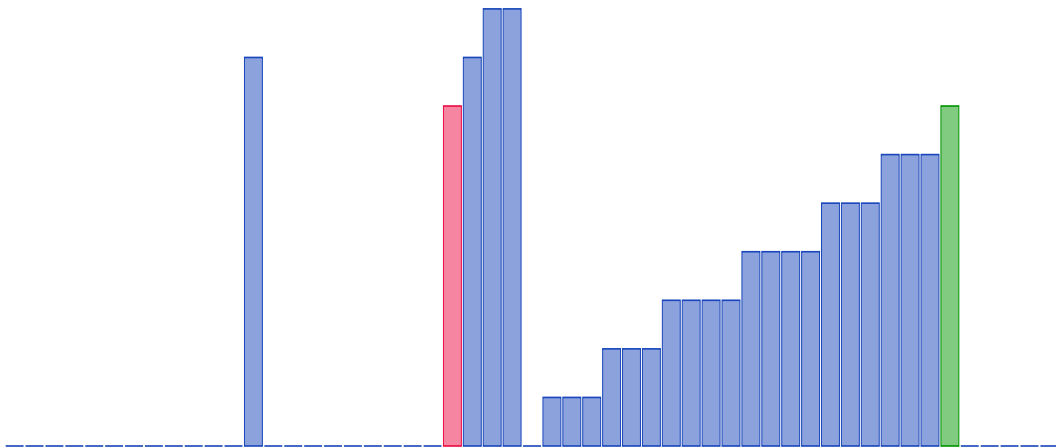


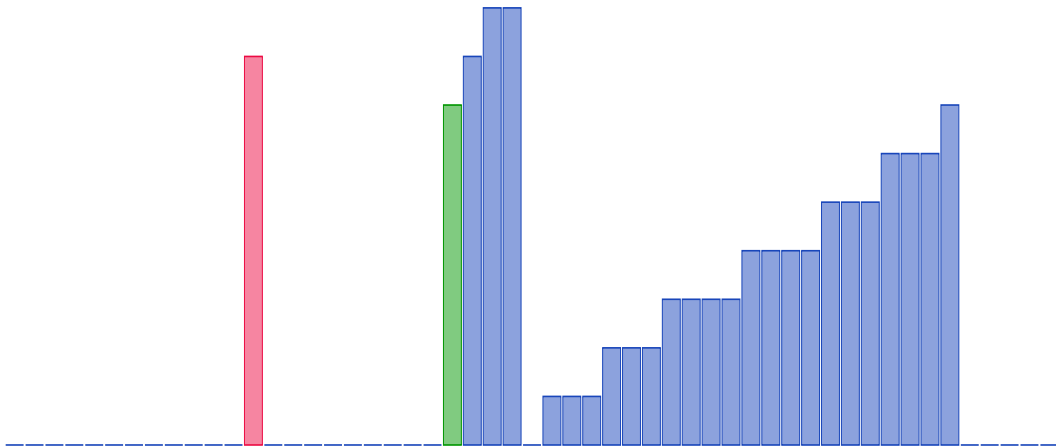


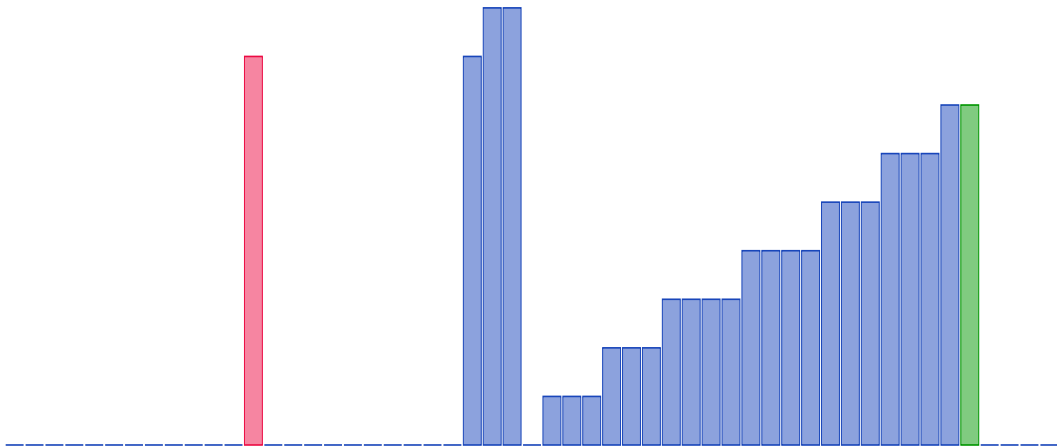


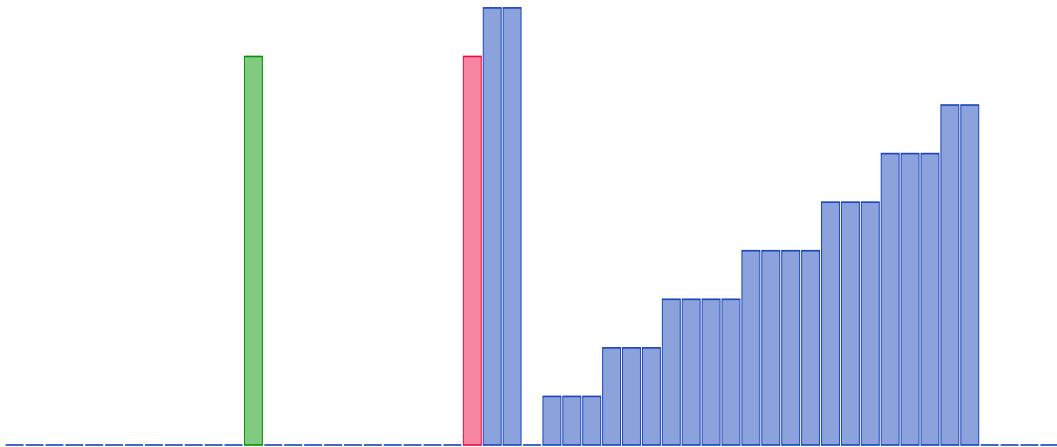


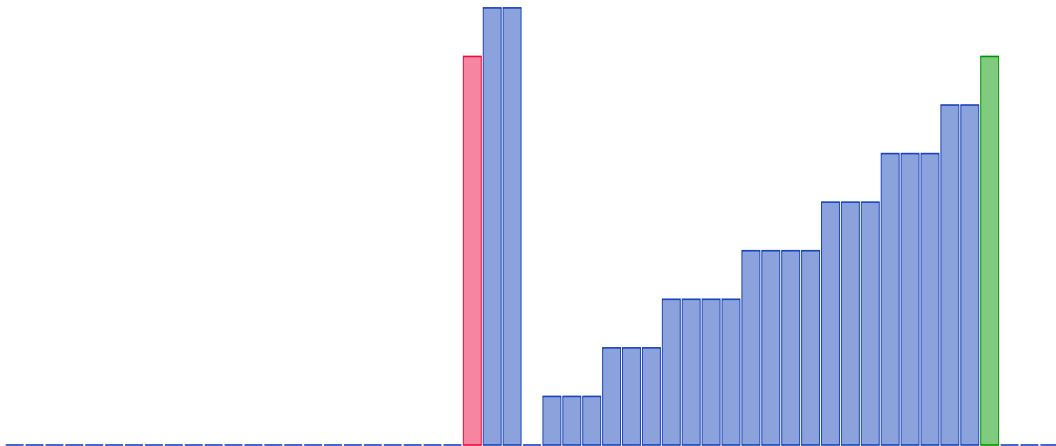


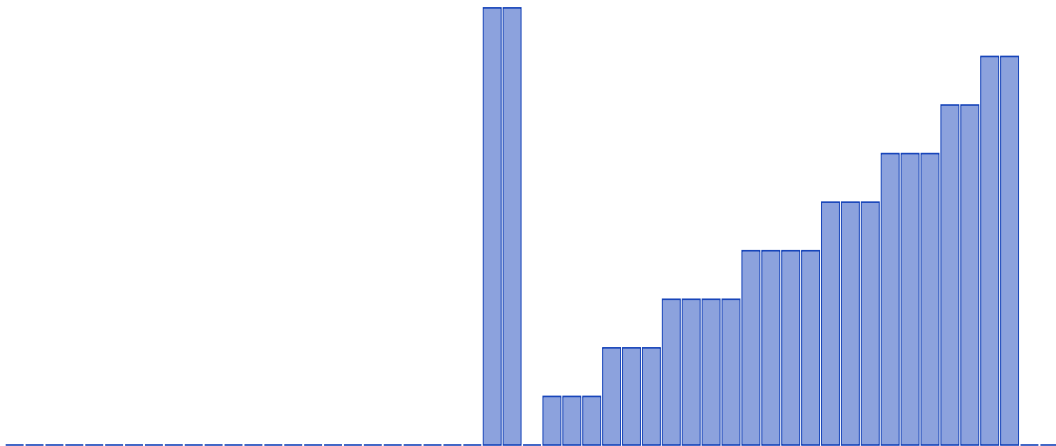


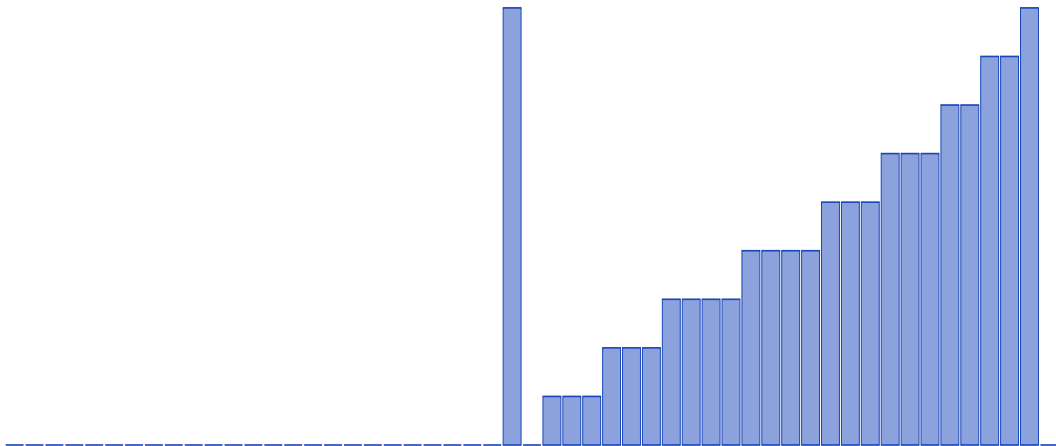


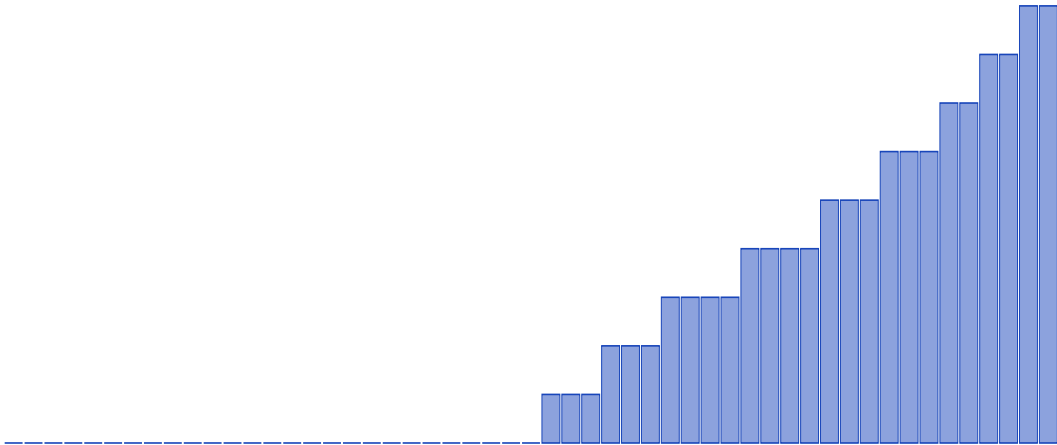


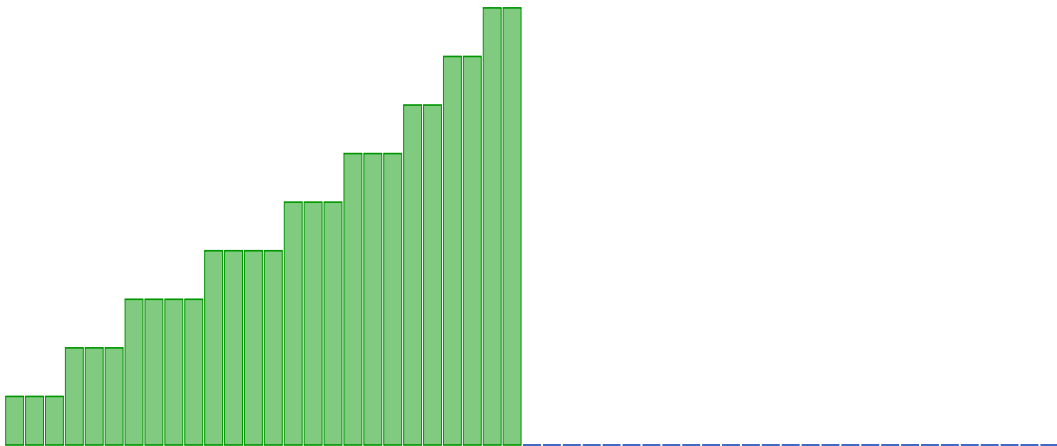












- ▶ What should the merge procedure do?
 - ▶ Given two sorted arrays, construct a sorted array from them

```
 $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
while  $i < m$  or  $j < t$  do  
  if  $j = t$  or ( $i < m$  and  $A[i] \preceq A[j]$ ) then  
     $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
  else  
     $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
  end if  
end while
```

- ▶ What should the merge procedure do?
 - ▶ Given two sorted arrays, construct a sorted array from them
- ▶ Why does it do this?
 - ▶ When $A[i]$ with $s \leq i < m$ is moved?
 - ▶ After all **not greater** elements $s \leq t < i$
 - ▶ After all elements from $[m; e)$ which are **smaller** than $A[i]$

```
 $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
while  $i < m$  or  $j < t$  do  
  if  $j = t$  or  $(i < m$  and  $A[i] \preceq A[j])$  then  
     $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
  else  
     $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
  end if  
end while
```

- ▶ What should the merge procedure do?
 - ▶ Given two sorted arrays, construct a sorted array from them
- ▶ Why does it do this?
 - ▶ When $A[i]$ with $s \leq i < m$ is moved?
 - ▶ After all **not greater** elements $s \leq t < i$
 - ▶ After all elements from $[m; e)$ which are **smaller** than $A[i]$
 - ▶ When $A[j]$ with $m \leq j < e$ is moved?
 - ▶ After all **not greater** elements $m \leq t < j$
 - ▶ After all elements from $[s; m)$ which are **not greater** than $A[j]$

```

 $i \leftarrow s, j \leftarrow m, k \leftarrow s$ 
while  $i < m$  or  $j < t$  do
    if  $j = t$  or  $(i < m \text{ and } A[i] \preceq A[j])$  then
         $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$ 
    else
         $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$ 
    end if
end while
    
```

- ▶ What should the merge procedure do?
 - ▶ Given two sorted arrays, construct a sorted array from them
- ▶ Why does it do this?
 - ▶ When $A[i]$ with $s \leq i < m$ is moved?
 - ▶ After all **not greater** elements $s \leq t < i$
 - ▶ After all elements from $[m; e)$ which are **smaller** than $A[i]$
 - ▶ When $A[j]$ with $m \leq j < e$ is moved?
 - ▶ After all **not greater** elements $m \leq t < j$
 - ▶ After all elements from $[s; m)$ which are **not greater** than $A[j]$
 - ▶ So, all elements are moved precisely in the sorted order

```

 $i \leftarrow s, j \leftarrow m, k \leftarrow s$ 
while  $i < m$  or  $j < t$  do
    if  $j = t$  or  $(i < m \text{ and } A[i] \preceq A[j])$  then
         $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$ 
    else
         $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$ 
    end if
end while
    
```

- ▶ What should the merge procedure do?
 - ▶ Given two sorted arrays, construct a sorted array from them
- ▶ Why does it do this?
 - ▶ When $A[i]$ with $s \leq i < m$ is moved?
 - ▶ After all **not greater** elements $s \leq t < i$
 - ▶ After all elements from $[m; e)$ which are **smaller** than $A[i]$
 - ▶ When $A[j]$ with $m \leq j < e$ is moved?
 - ▶ After all **not greater** elements $m \leq t < j$
 - ▶ After all elements from $[s; m)$ which are **not greater** than $A[j]$
 - ▶ So, all elements are moved precisely in the sorted order
- ▶ The overall correctness of mergesort simply follows

```
 $i \leftarrow s, j \leftarrow m, k \leftarrow s$   
while  $i < m$  or  $j < t$  do  
  if  $j = t$  or  $(i < m$  and  $A[i] \preceq A[j])$  then  
     $W[k] \leftarrow A[i], i \leftarrow i + 1, k \leftarrow k + 1$   
  else  
     $W[k] \leftarrow A[j], j \leftarrow j + 1, k \leftarrow k + 1$   
  end if  
end while
```

Running time is always $\Theta(N \log N)$.

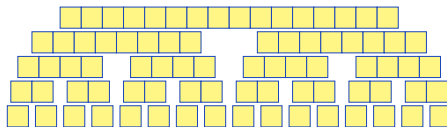
Running time is always $\Theta(N \log N)$.

Proof:

Running time is always $\Theta(N \log N)$.

Proof:

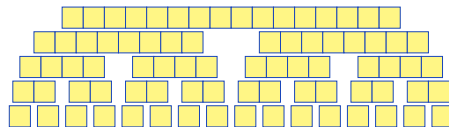
- Look at the call tree to the right



Running time is **always** $\Theta(N \log N)$.

Proof:

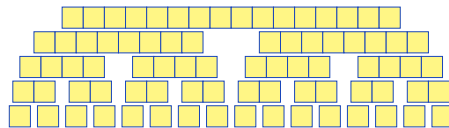
- ▶ Look at the call tree to the right
- ▶ Maximum depth: $\Theta(\log N)$, as every subarray size is **exactly half** of its parent's size



Running time is **always** $\Theta(N \log N)$.

Proof:

- ▶ Look at the call tree to the right
- ▶ Maximum depth: $\Theta(\log N)$, as every subarray size is **exactly half** of its parent's size
- ▶ All merges at given depth run in $\Theta(N)$



Running time is **always** $\Theta(N \log N)$.

Proof:

- ▶ Look at the call tree to the right
- ▶ Maximum depth: $\Theta(\log N)$, as every subarray size is **exactly half** of its parent's size
- ▶ All merges at given depth run in $\Theta(N)$
- ▶ Overall running time: $\Theta(N \log N)$

