

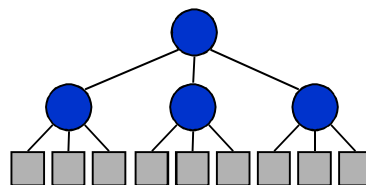
CSE 203: Data Structures and Algorithms-I

Divide-and-Conquer Technique Arrays: Merge Sort, Quick Sort

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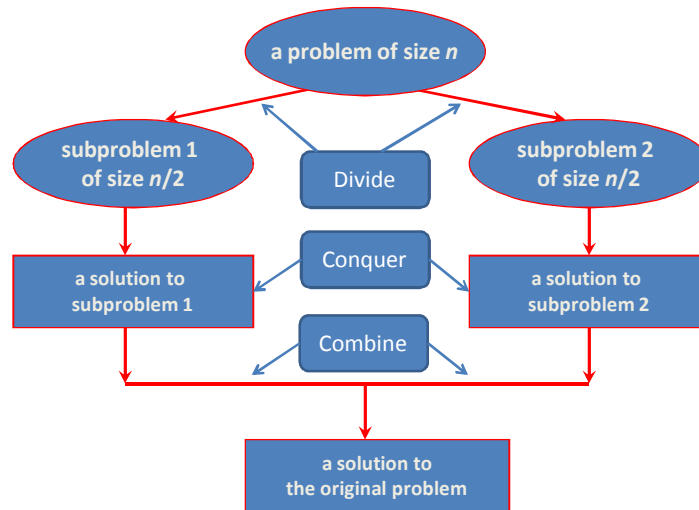
Divide-and-Conquer Technique

- **Divide-and-Conquer** is a general algorithm design paradigm:
 - **Divide** the problem into a number of subproblems that are smaller instances of the same problem
 - **Conquer** the subproblems by solving them recursively
 - **Combine** the solutions to the subproblems into the solution for the original problem
- The base case for the recursion are subproblems of constant size
- Analysis can be done using **recurrence equations**



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Divide-and-Conquer



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Merge Sort and Quick Sort

Two well-known sorting algorithms adopt this divide-and-conquer strategy

- Merge sort
 - Divide step is trivial – just split the list into two equal parts
 - Work is carried out in the conquer step by merging two sorted lists
- Quick sort
 - Work is carried out in the divide step using a pivot element
 - Conquer step is trivial

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Merge Sort: Algorithm

Time

$T(n)$

```

MERGE-SORT(A, p, r)
1  if p < r
2  then q ← ⌊(p+r)/2⌋
3      MERGE-SORT(A, p, q)
4      MERGE-SORT(A, q+1, r)
5      MERGE(A, p, q, r)
        
```

$O(1)$ { 1 if p < r }
 $O(n/2)$ { 2 then q ← ⌊(p+r)/2⌋ }
 $T(n/2)$ { 3 MERGE-SORT(A, p, q) }
 $T(n/2)$ { 4 MERGE-SORT(A, q+1, r) }
 $T(n/2)$ { 5 MERGE(A, p, q, r) }

Divide
Conquer
Combine

$T(n) = 2T(n/2) + O(n)$

$n = 15$
 $p = 5$
 $q = \frac{5+15}{2} = 10$

$p = 1$ $q = 7$ $r = 15$

Continue dividing if $p < r$, then $n > 1$
 if $p = r$, then $n = 1$

base case: $p = r$ (array of size 1)

$2 + 2 = 2x$
 $T(n/2) + T(n/2) = 2T(n/2)$

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Merge Sort: Algorithm

Time

```

MERGE(A, p, q, r)
1  n1 ← q - p + 1
2  n2 ← r - q
3  create arrays L[1..n1+1] and R[1..n2+1]
4  for i ← 1 to n1
5      L[i] ← A[p+i-1]
6  for j ← 1 to n2
7      R[j] ← A[q+j]
8  L[n1+1] ← ∞
9  R[n2+1] ← ∞
10 i ← 1
11 j ← 1
12 for k ← p to r
13   do if L[i] ≤ R[j]
14     then A[k] ← L[i]
15        i ← i + 1
16   else A[k] ← R[j]
17        j ← j + 1
        
```

$O(1)$ { 1 $n_1 \leftarrow q - p + 1$ }
 $O(1)$ { 2 $n_2 \leftarrow r - q$ }
 $O(n_1)$ { 4 for i ← 1 to n_1 }
 $O(n_2)$ { 6 for j ← 1 to n_2 }
 $O(1)$ { 8 $L[n_1+1] \leftarrow \infty$ }
 $O(1)$ { 9 $R[n_2+1] \leftarrow \infty$ }
 $O(n)$ { 12 for k ← p to r }
 $O(n)$ { 13 do if L[i] ≤ R[j] }
 $O(n)$ { 14 then A[k] ← L[i] }
 $O(n)$ { 15 i ← i + 1 }
 $O(n)$ { 16 else A[k] ← R[j] }
 $O(n)$ { 17 j ← j + 1 }

$r - p + 1$

$n = r - p + 1$
 $n = n_1 + 2$

$n_1 = 9 - 5 + 1 = 5$
 $n_2 = 14 - 9 = 5$

$n = 15$
 $p = 5$
 $q = 10$
 $r = 15$

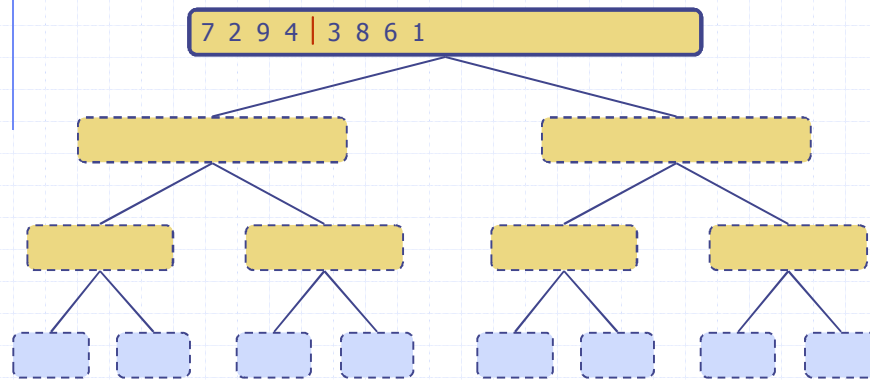
L [2, 10, 15, 20, 30, ∞]
R [5, 6, 8, 12, 13, ∞]

Time for merge =
 $O(1) + O(n_1) + O(n_2) + O(1) + O(n)$
 $= O(n_1 + n_2) + O(n)$
 $= O(n) + O(n) = O(n)$

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Merge Sort: Example

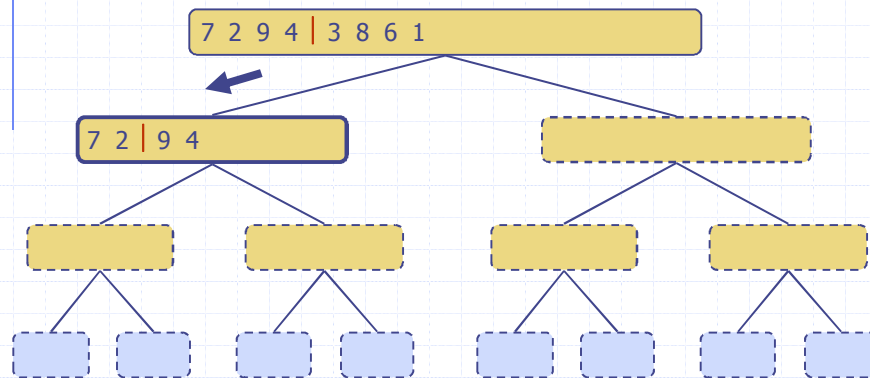
◆ Divide



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Merge Sort: Example

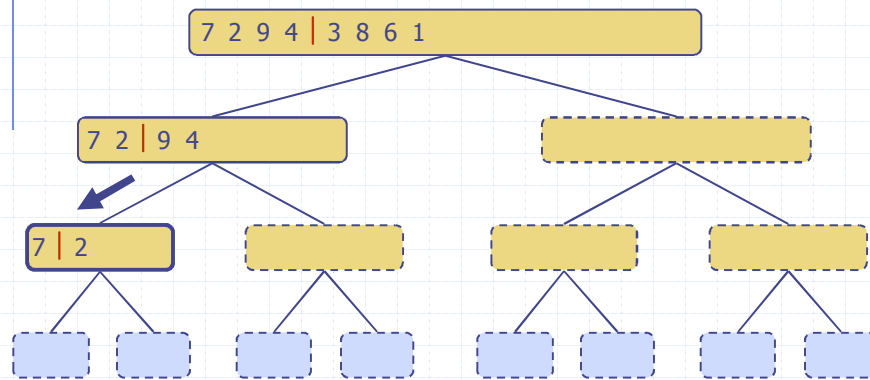
◆ Recursive call, divide



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Merge Sort: Example

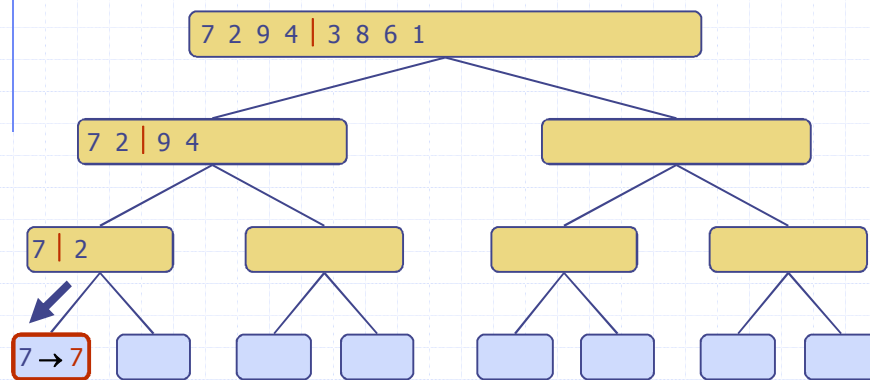
◆ Recursive call, partition



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Merge Sort: Example

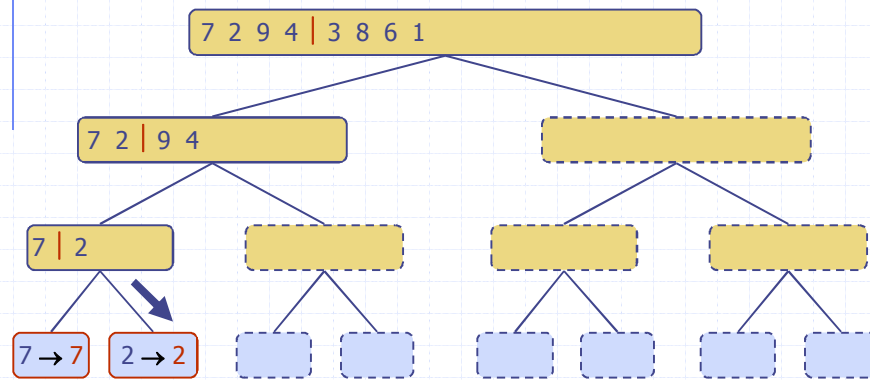
◆ Recursive call, base case



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Merge Sort: Example

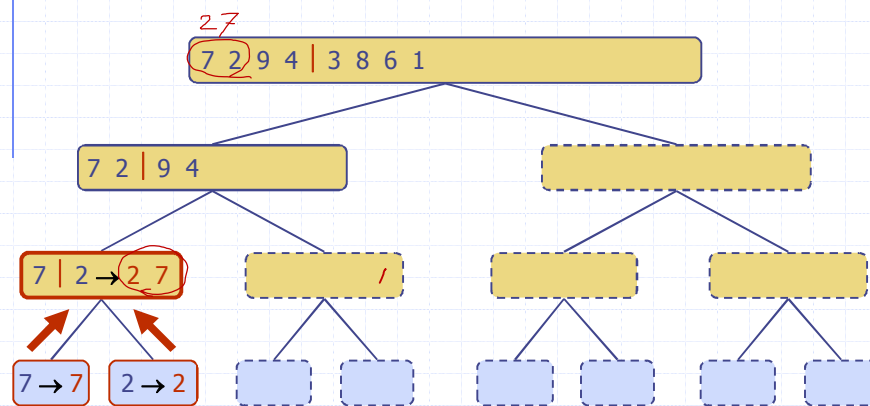
◆ Recursive call, base case



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Merge Sort: Example

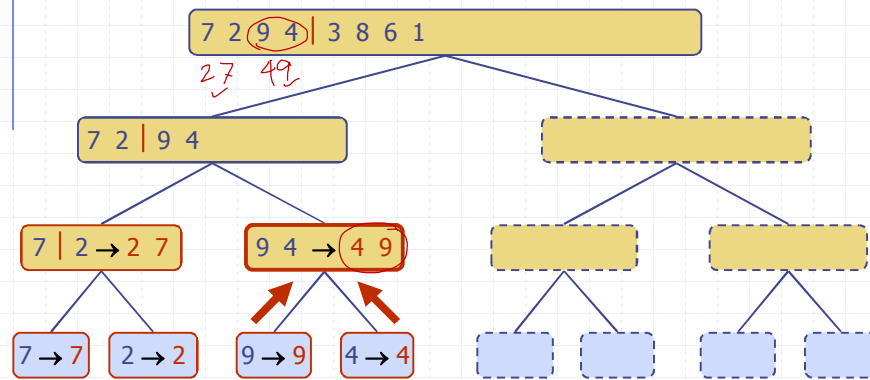
◆ Merge



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Merge Sort: Example

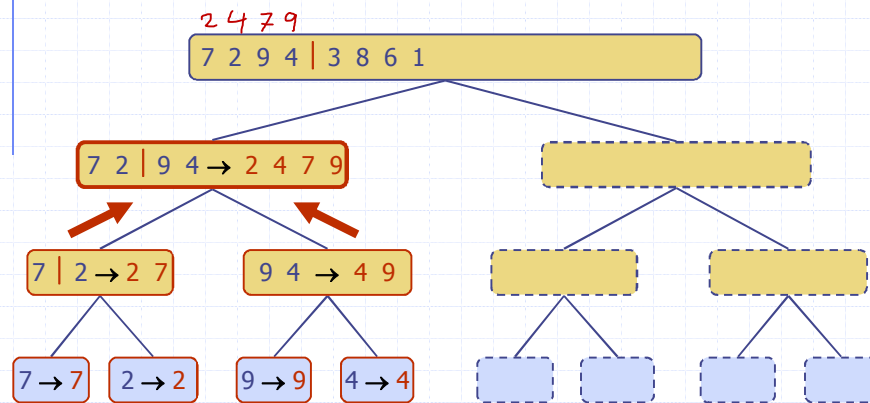
◆ Recursive call, ..., base case, merge



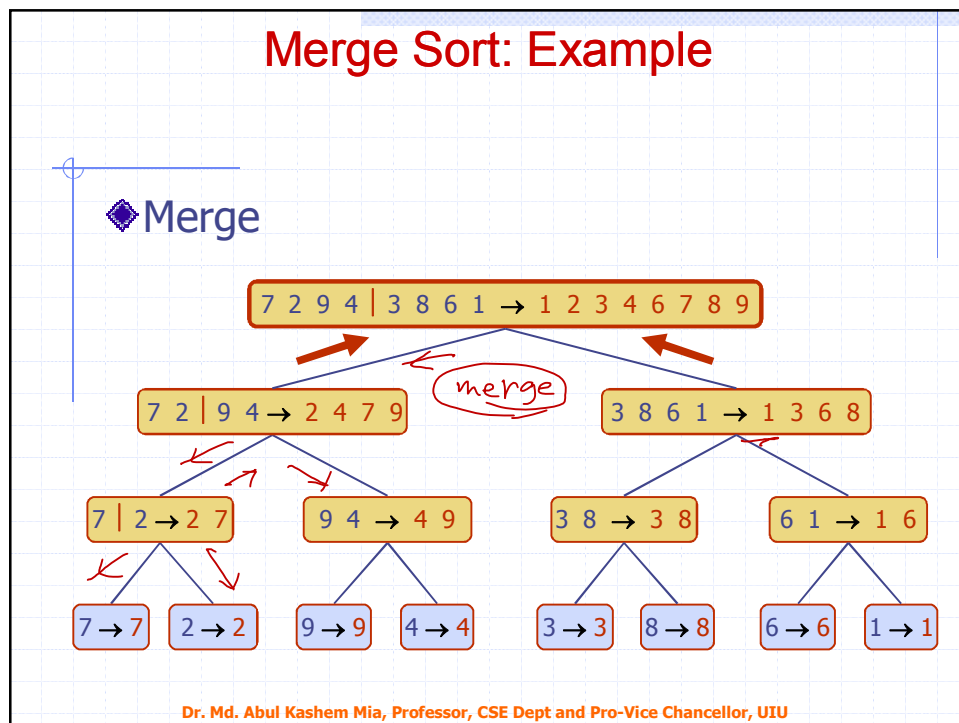
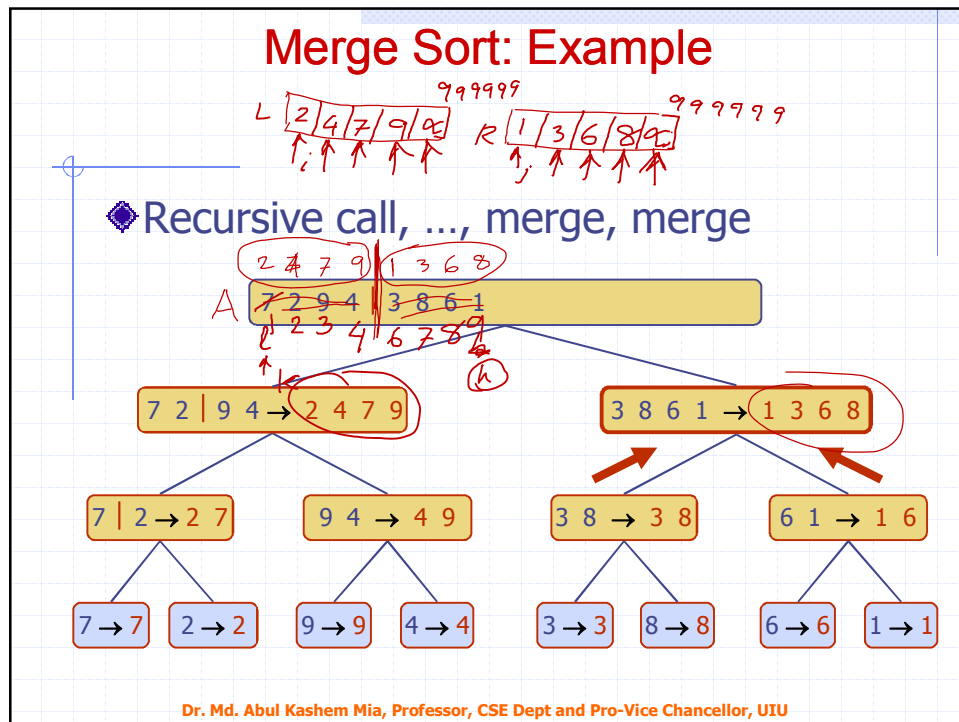
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Merge Sort: Example

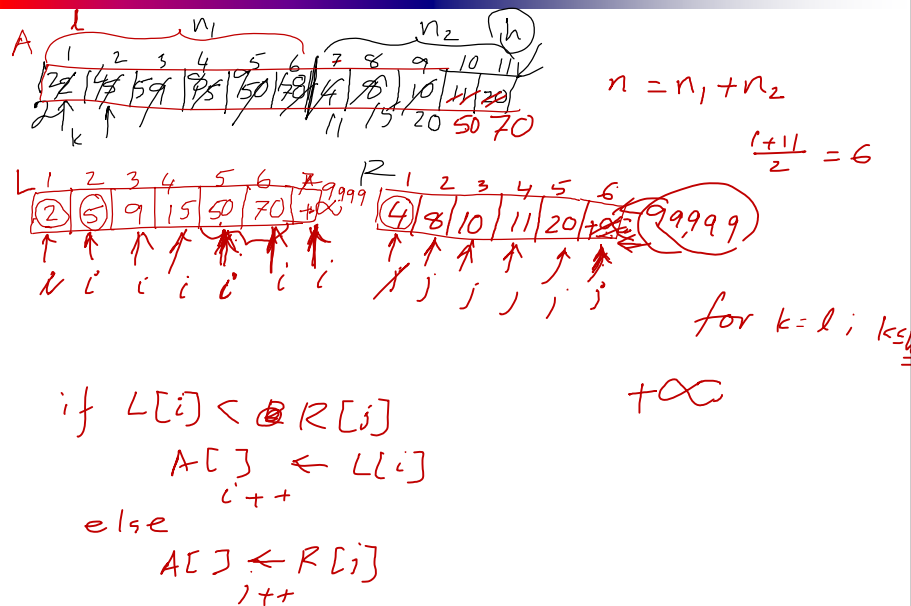
◆ Merge



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Merge: Example



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Merge Sort: Running Time

The recurrence for the worst-case running time $T(n)$ is

$$T(n) \leq \begin{cases} O(1) & \text{if } n = 1 \\ T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor) + O(1) + O(n) & \text{otherwise} \end{cases}$$

solve left half solve right half dividing merging

equivalently

$$T(n) = \begin{cases} O(1) & \text{if } n = 1 \\ 2T(n/2) + O(n) & \text{otherwise} \end{cases}$$

sorting both halves dividing + merging

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Merge Sort: Running Time

The recurrence for the worst-case running time $T(n)$ is

$$T(n) = \begin{cases} O(1) & \text{if } n = 1 \\ 2T(n/2) + O(n) & \text{if } n > 1 \end{cases}$$

equivalently

$$T(n) = \begin{cases} b & \text{if } n = 1 \\ 2T(n/2) + bn & \text{if } n > 1 \end{cases}$$

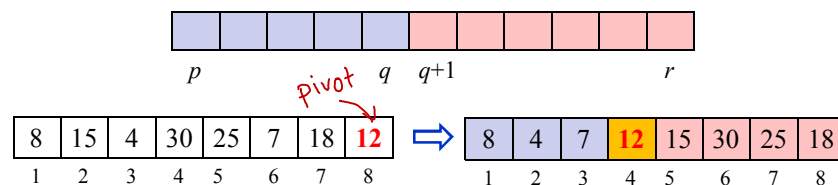
By solving the recurrence, we get

$$T(n) = O(n \log n) \leftarrow \text{both best case and worst case}$$

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Quick Sort: Algorithm

- Another divide-and-conquer algorithm
 - The array $A[p..r]$ is *partitioned* into two non-empty subarrays $A[p..q]$ and $A[q+1..r]$



- ◆ Invariant: All elements in $A[p..q]$ are less than all elements in $A[q+1..r]$
- The subarrays are recursively sorted by calls to quicksort
- Unlike merge sort, no combining step: two subarrays form an already-sorted array

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Quick Sort: Algorithm

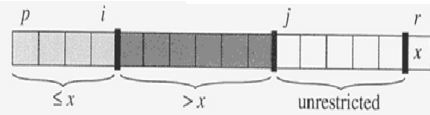
QUICKSORT(A, p, r)

- 1 if $p < r$
- 2 then $q \leftarrow \text{PARTITION}(A, p, r) \leftarrow O(n)$
- 3 ~~QUICKSORT($A, p, q-1$)~~
- 4 QUICKSORT($A, q+1, r$)



PARTITION(A, p, r)

- 1 $x \leftarrow A[r]$
- 2 $i \leftarrow p - 1$
- 3 for $j \leftarrow p$ to $r - 1$
- 4 do if $A[j] \leq x$
- 5 then $i \leftarrow i + 1$
- 6 exchange $A[i] \leftrightarrow A[j]$
- 7 exchange $A[i + 1] \leftrightarrow A[r]$
- 8 return $i + 1$



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Quick Sort: Example

(a) i p j r $x=4$

(b) p i j r $x=4$

(c) p i j r $x=4$

(d) p i j r $x=4$

(e) p i j r $x=4$

(f) p i j r $x=4$

(g) p i j r $x=4$

(h) p i j r $x=4$

(i) p i j r $x=4$

PARTITION(A, p, r)

- 1 $x \leftarrow A[r]$
- 2 $i \leftarrow p - 1$
- 3 for $j \leftarrow p$ to $r - 1$
- 4 do if $A[j] \leq x$
- 5 then $i \leftarrow i + 1$
- 6 exchange $A[i] \leftrightarrow A[j]$
- 7 exchange $A[i + 1] \leftrightarrow A[r]$
- 8 return $i + 1$

Total time = $O(1) + O(n) + O(1) = O(n)$

From $i + 1$ to j is a window of elements $> A[r]$. The cursor j moves right one step at a time.

If the cursor j "discovers" an element $\leq A[r]$, then this element is swapped with the front element of the window, effectively moving the window right one step; if it discovers an element $> A[r]$, then the window simply becomes longer one unit.

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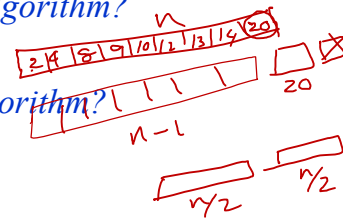
Quick Sort: Algorithm (Partition)

- Clearly, all the actions take place in the **partition()** function
 - Rearranges the subarrays in place
 - End result:
 - ◆ Two subarrays
 - ◆ All values in first subarray \leq all values in the second
 - Returns the index of the “pivot” element separating the two subarrays

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Quick Sort: Analysis

- *What will be the worst case for the algorithm?*
 - Partition is always unbalanced
- *What will be the best case for the algorithm?*
 - Partition is perfectly balanced
- *Which is more likely?*
 - The partition is almost balanced ...
- *Will any particular input elicit the worst case?*
 - Yes: Already-sorted input



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Quick Sort: Worst-case Running Time

The recurrence for the **worst-case** running time $T(n)$ is
 [Partition is always unbalanced]

$$T(n) \leq \begin{cases} O(1) & \text{if } n = 1 \\ \underbrace{T(1)}_{\text{solve for single element}} + \underbrace{T(n-1)}_{\text{solve for n-1 element}} + \underbrace{O(n)}_{\text{dividing}} + \underbrace{0}_{\text{merging}} & \text{otherwise} \end{cases}$$

equivalently

$$T(n) = \begin{cases} O(1) & \text{if } n = 1 \\ \underbrace{T(n-1)}_{\text{sorting both halves}} + \underbrace{O(n)}_{\text{dividing + merging}} & \text{otherwise} \end{cases}$$

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Quick Sort: Best-case Running Time

The recurrence for the **best-case** running time $T(n)$ is
 [Partition is always balanced]

$$T(n) \leq \begin{cases} O(1) & \text{if } n = 1 \\ \underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{O(n)}_{\text{dividing}} + \underbrace{0}_{\text{merging}} & \text{otherwise} \end{cases}$$

equivalently

$$T(n) = \begin{cases} O(1) & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{O(n)}_{\text{dividing + merging}} & \text{otherwise} \end{cases}$$

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Quick Sort: Running Time

- **In the worst case:**

$$T(n) = \begin{cases} b & \text{if } n = 1 \\ T(n-1) + bn & \text{if } n > 1 \end{cases}$$

By solving the recurrence, we get

$$T(n) = O(n^2)$$

- **In the best case:**

$$T(n) = \begin{cases} b & \text{if } n = 1 \\ 2T(n/2) + bn & \text{if } n > 1 \end{cases}$$

By solving the recurrence, we get

$$T(n) = O(n \log n) \leftarrow$$

Handwritten red notes showing the recurrence $T(n) = 2T(n/2) + bn$ and its solution $O(n \log n)$.

Handwritten red notes showing the recurrence $T(n) = 2T(n/2) + bn$ and its solution $O(n \log n)$.

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Quick Sort: Analysis

- The real liability of quicksort is that it runs in $O(n^2)$ on already-sorted input
- Two solutions:
 - *Randomize the input array, OR*
 - *Pick a random pivot element*
- *How will these solve the problem?*
 - By ensuring that no particular input can be chosen to make quick-sort run in $O(n^2)$ time
 - Assuming random input, average-case running time is much closer to $O(n \log n)$ than $O(n^2)$

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