

Merge Sort

(break down the array, then merge the pieces back together)

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| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

Slides by **Sean Szumlanski**
for **COP 3502**, Computer Science I

Summer 2018

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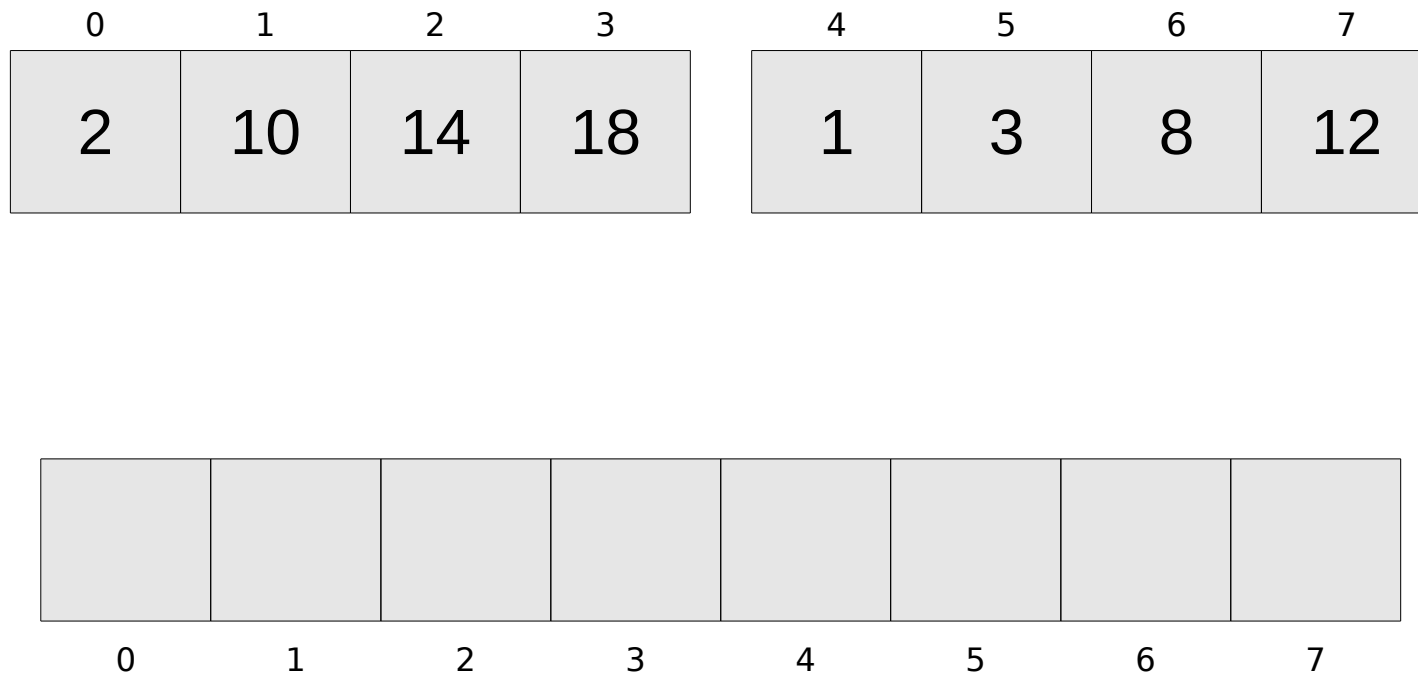
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Do you agree we can merge two **sorted** arrays into **one** sorted array in **linear** time?

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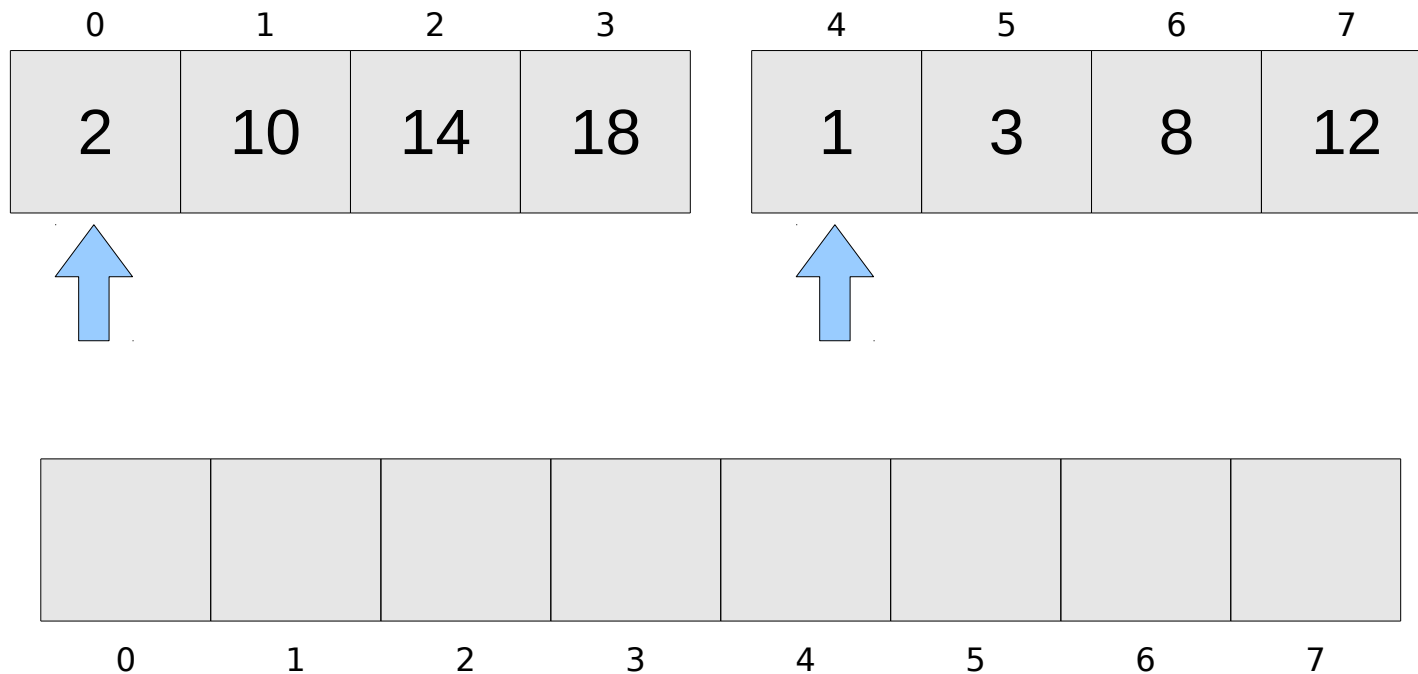
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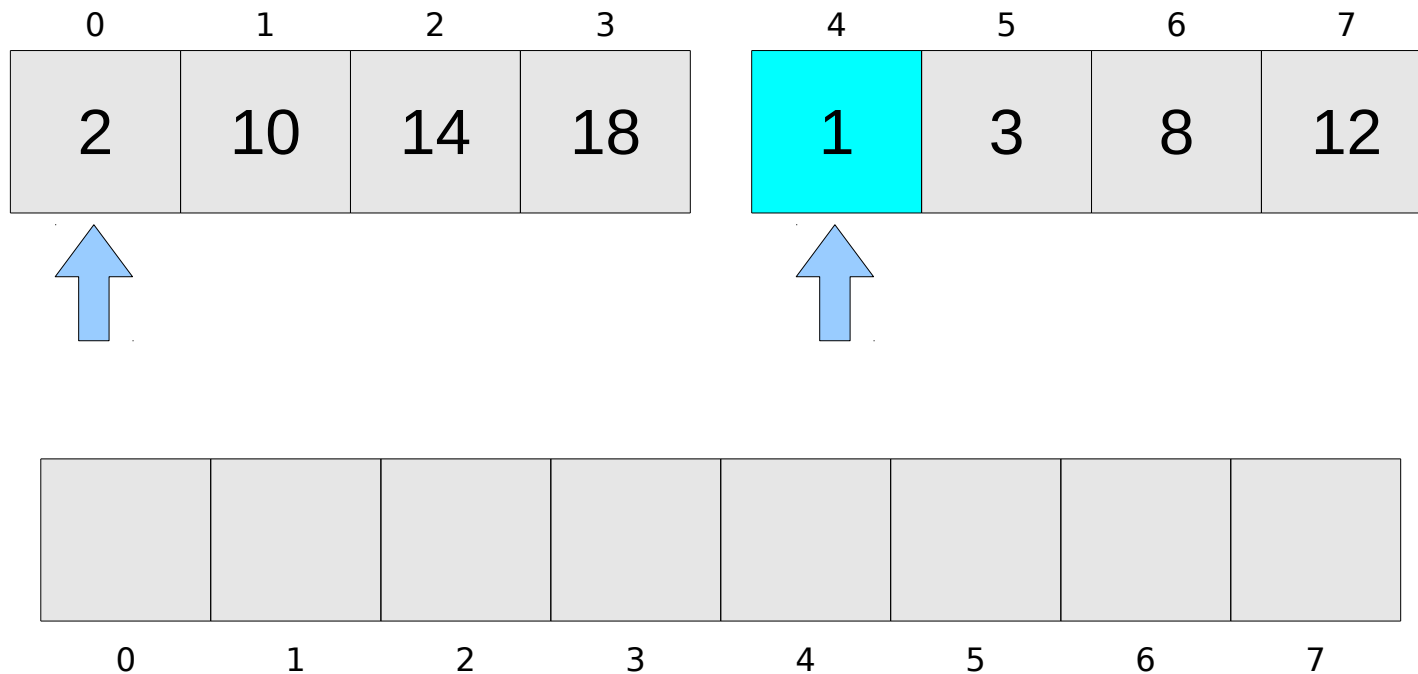
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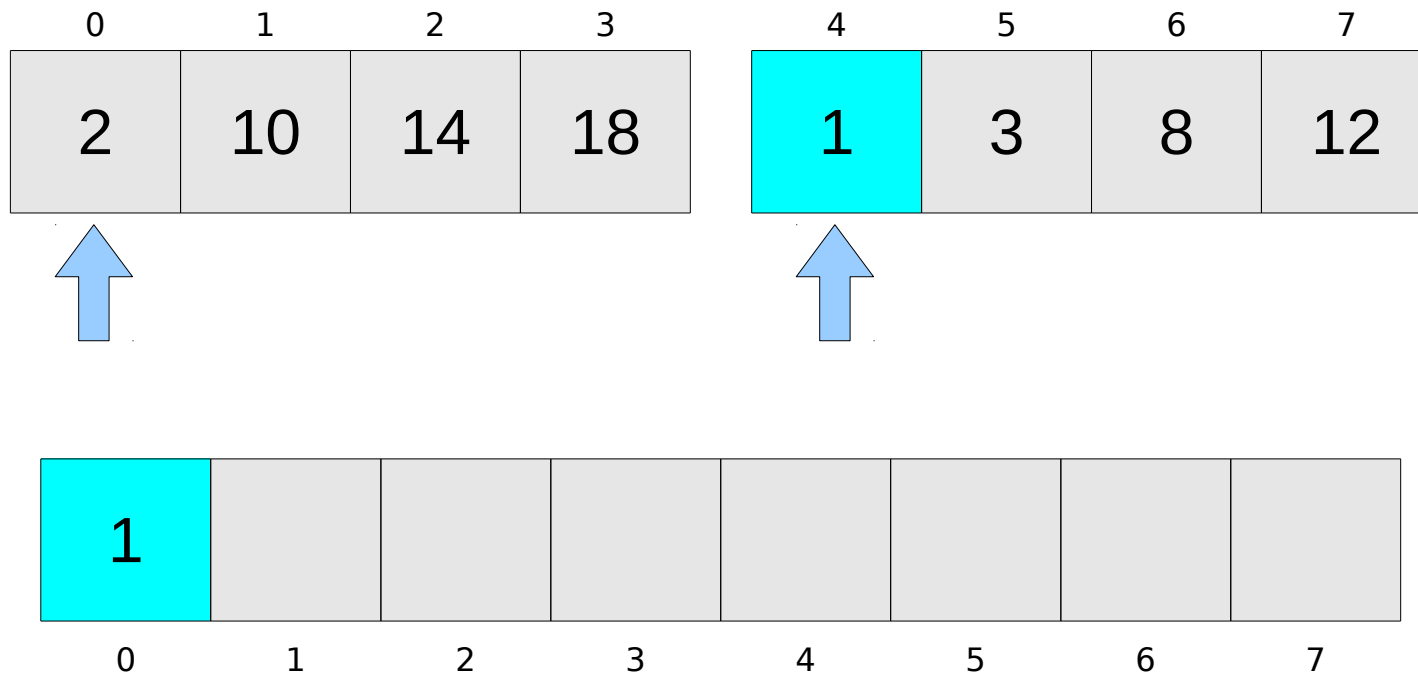
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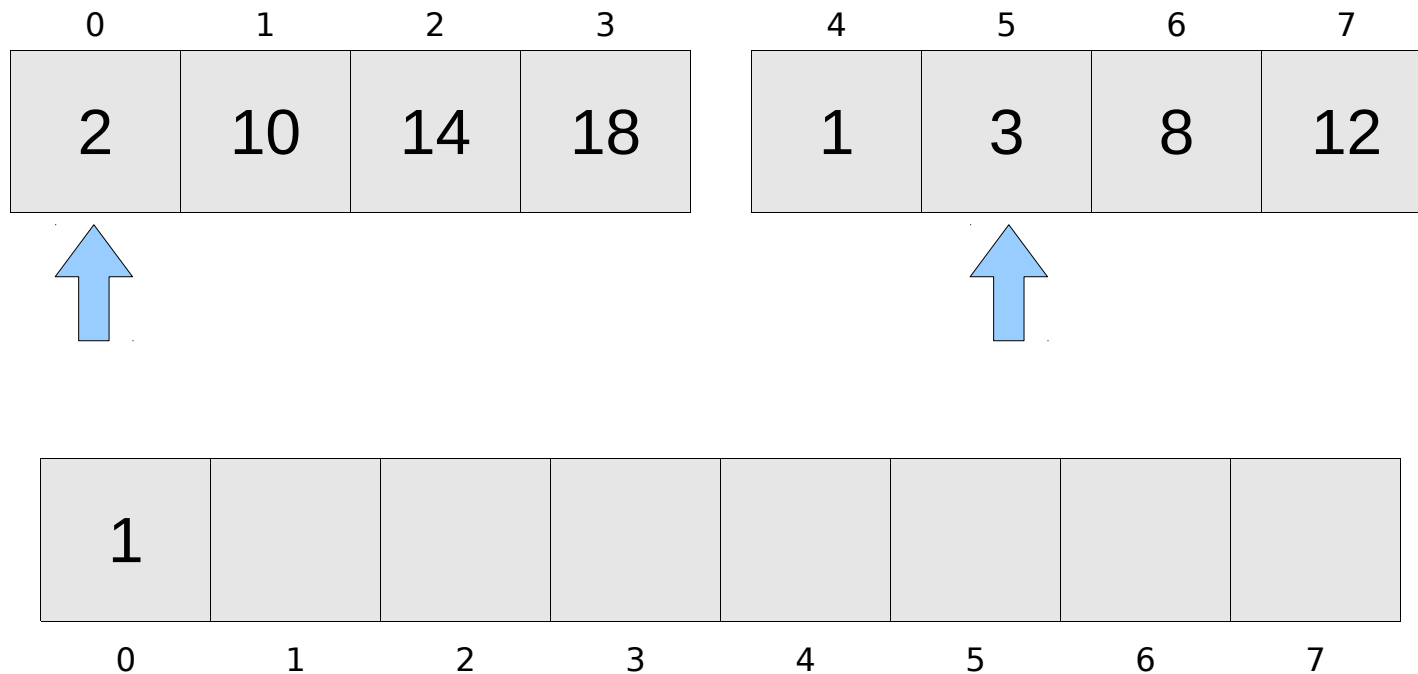
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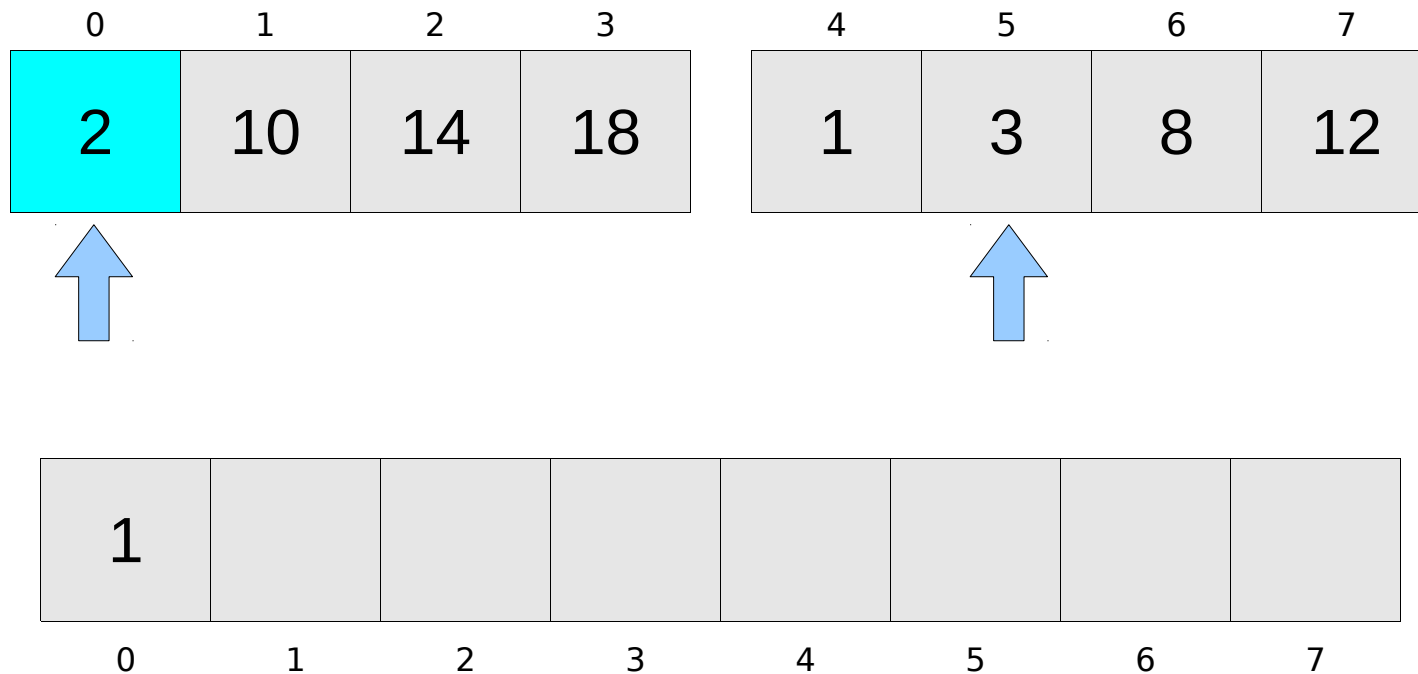
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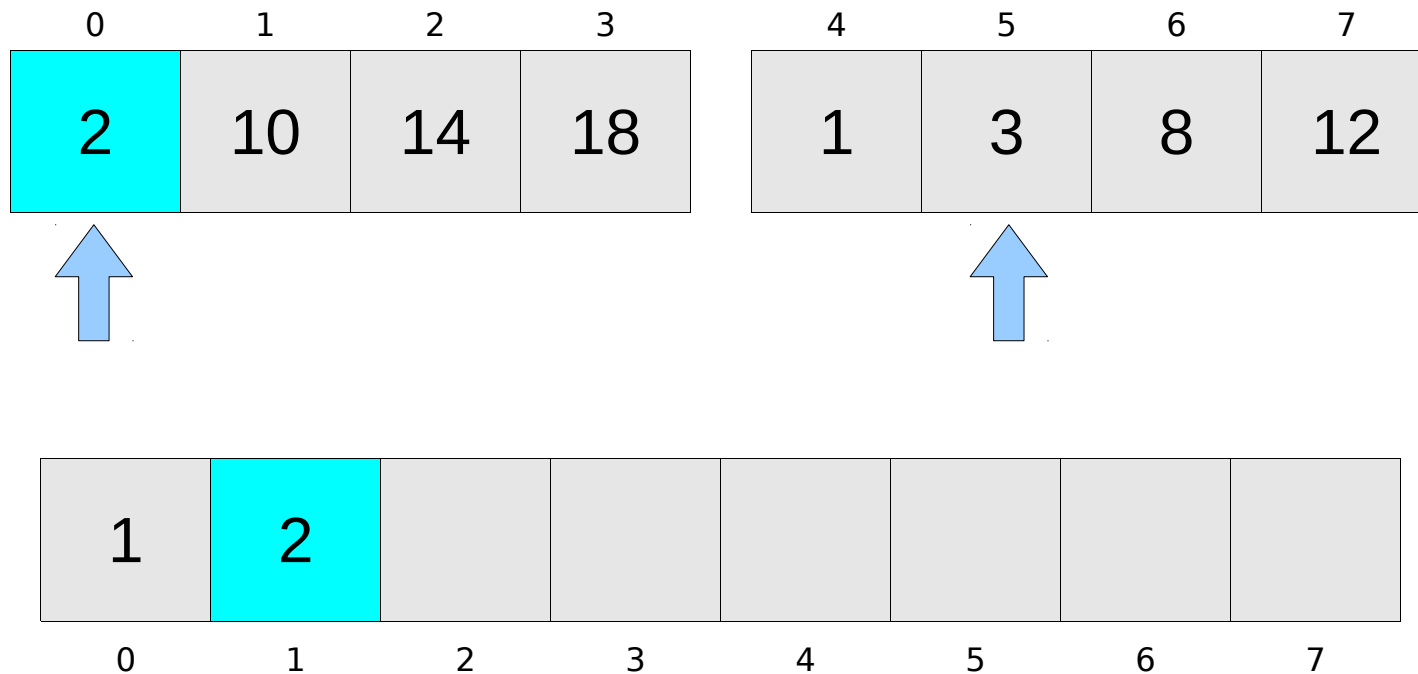
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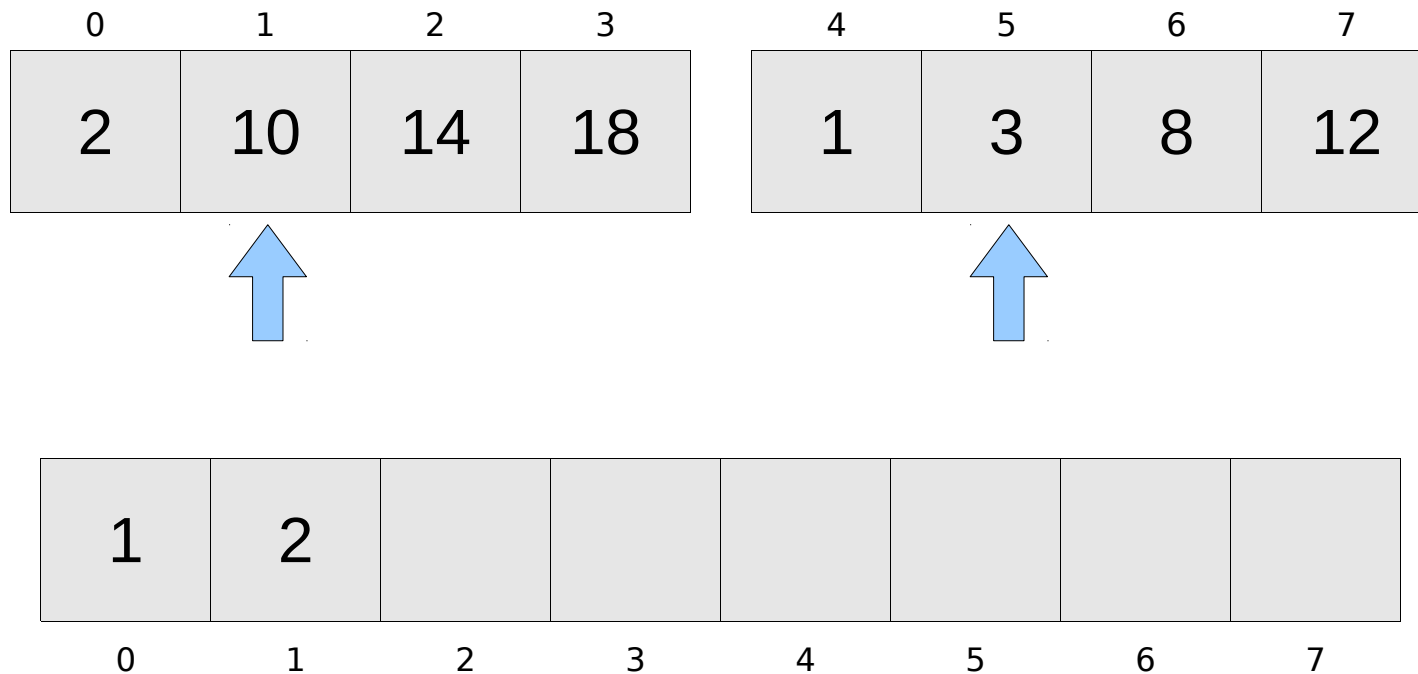
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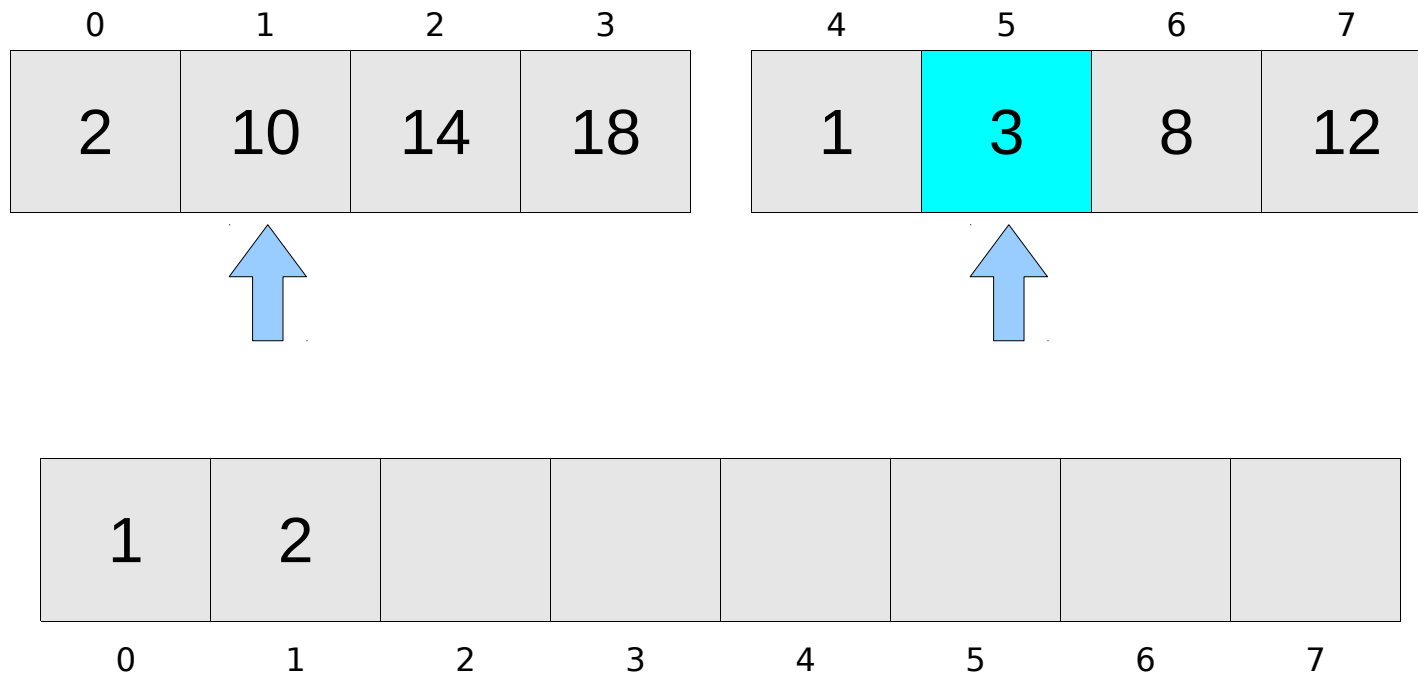
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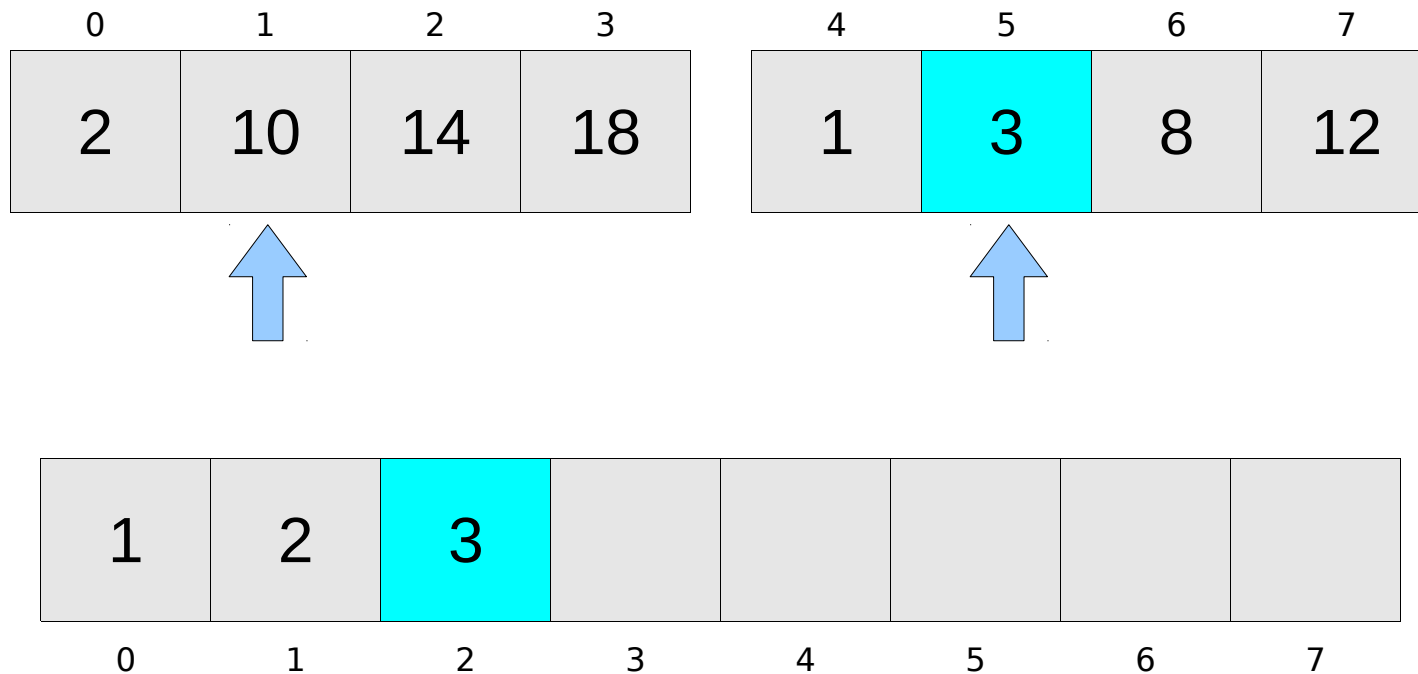
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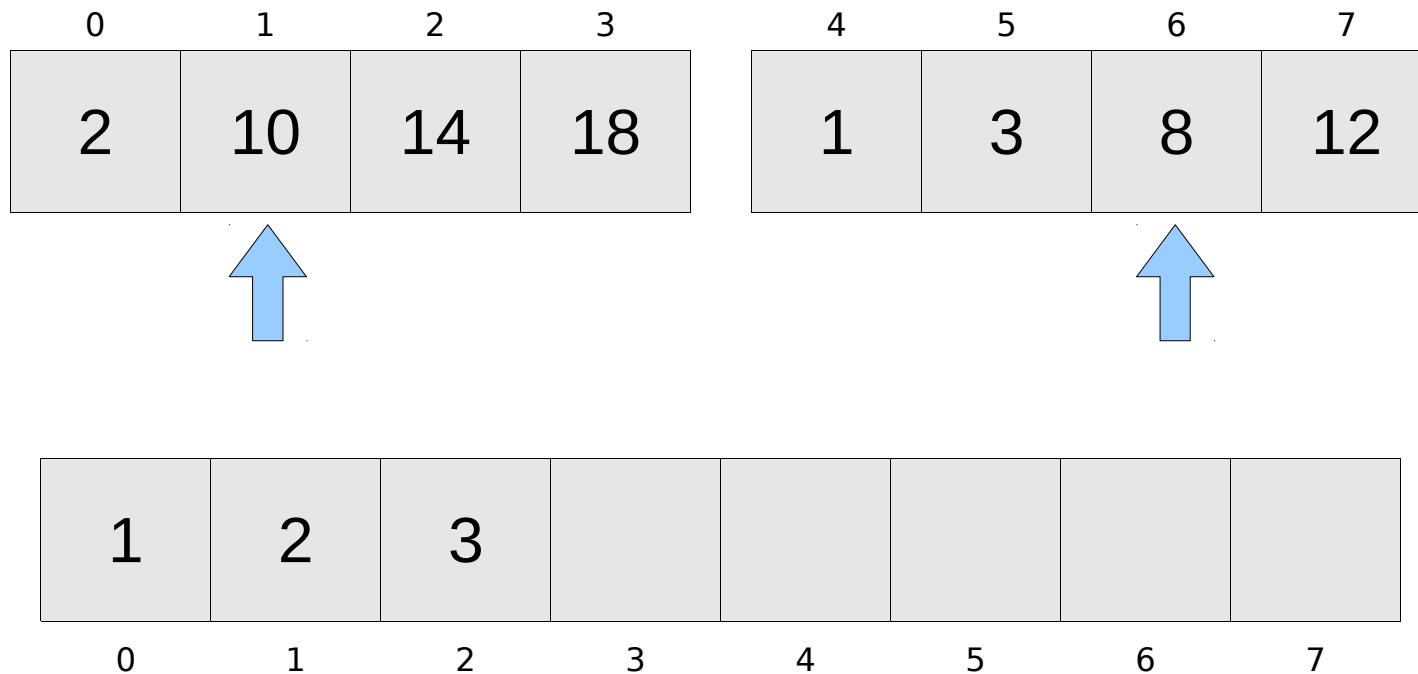
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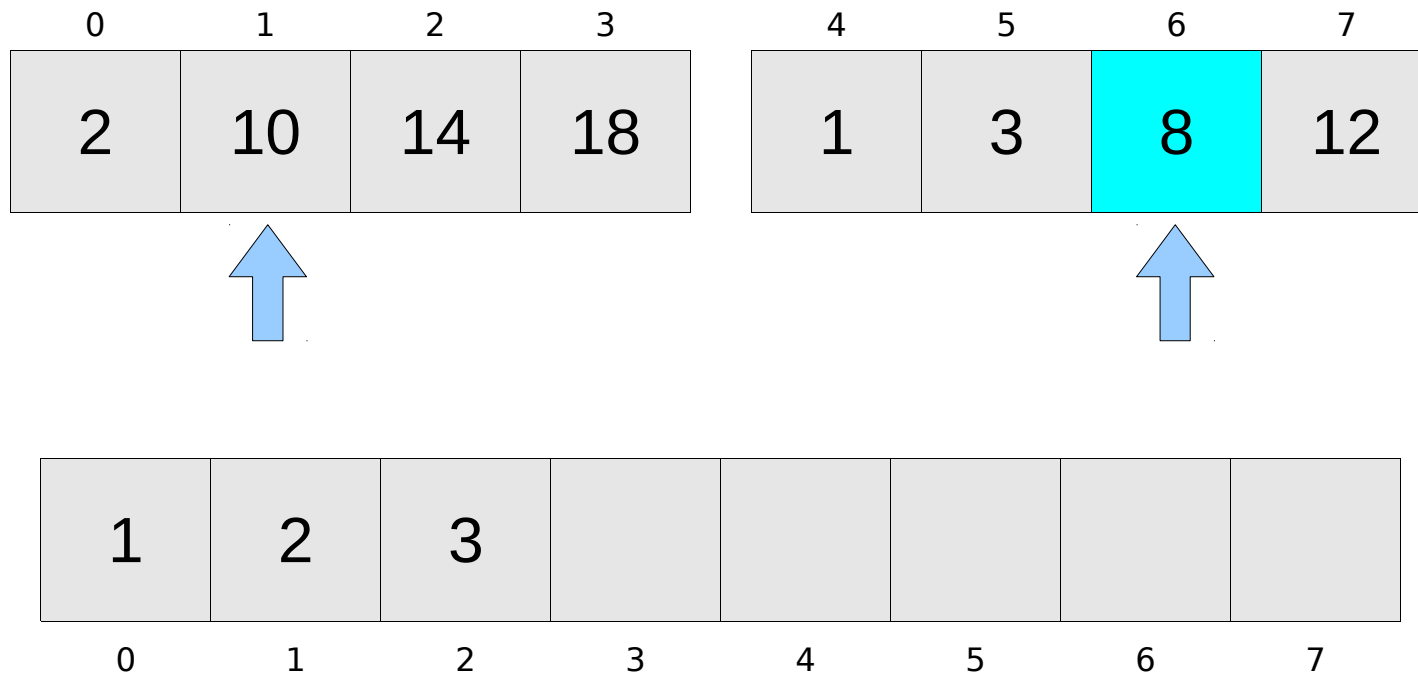
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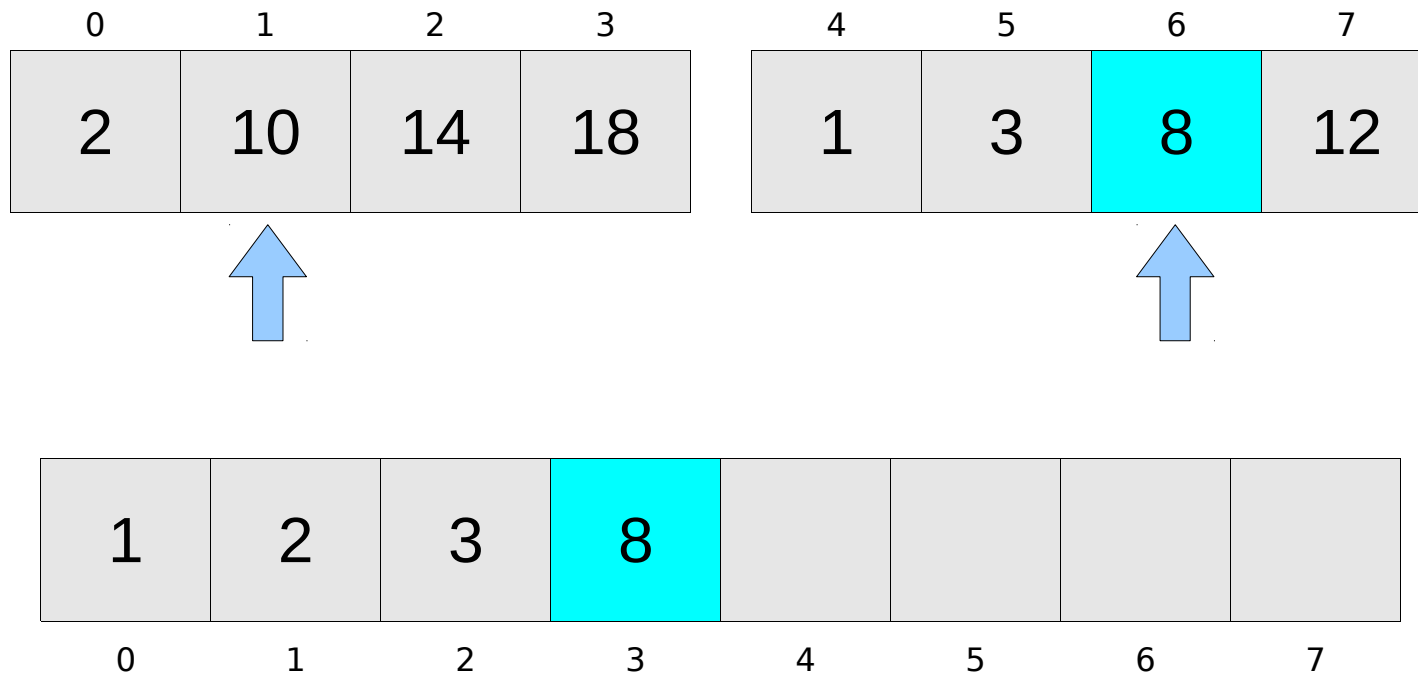
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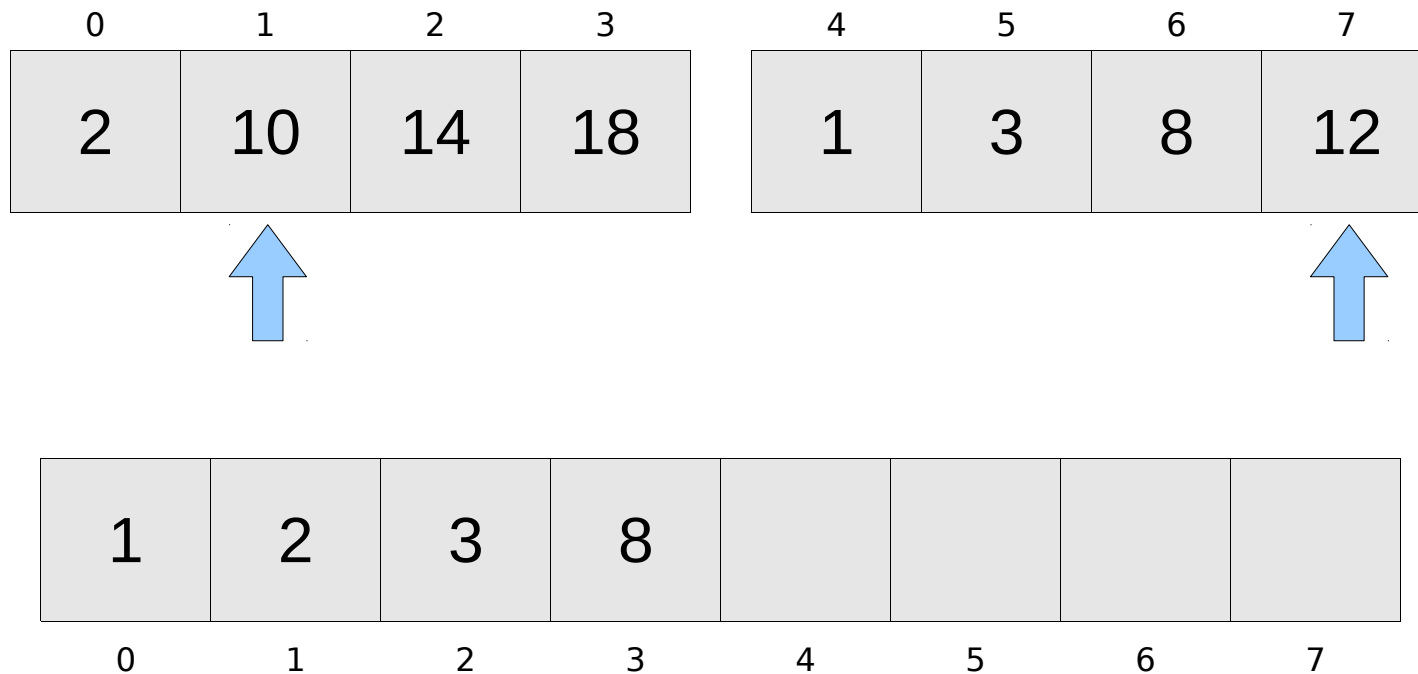
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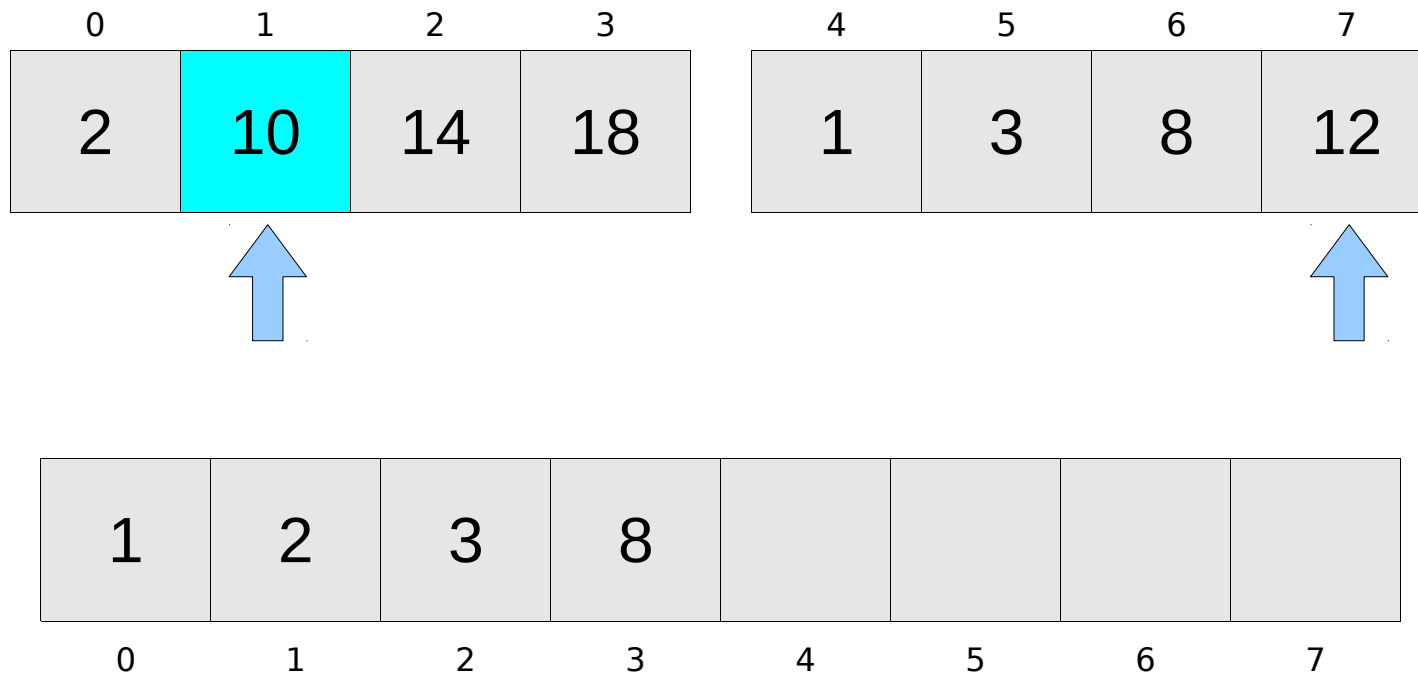
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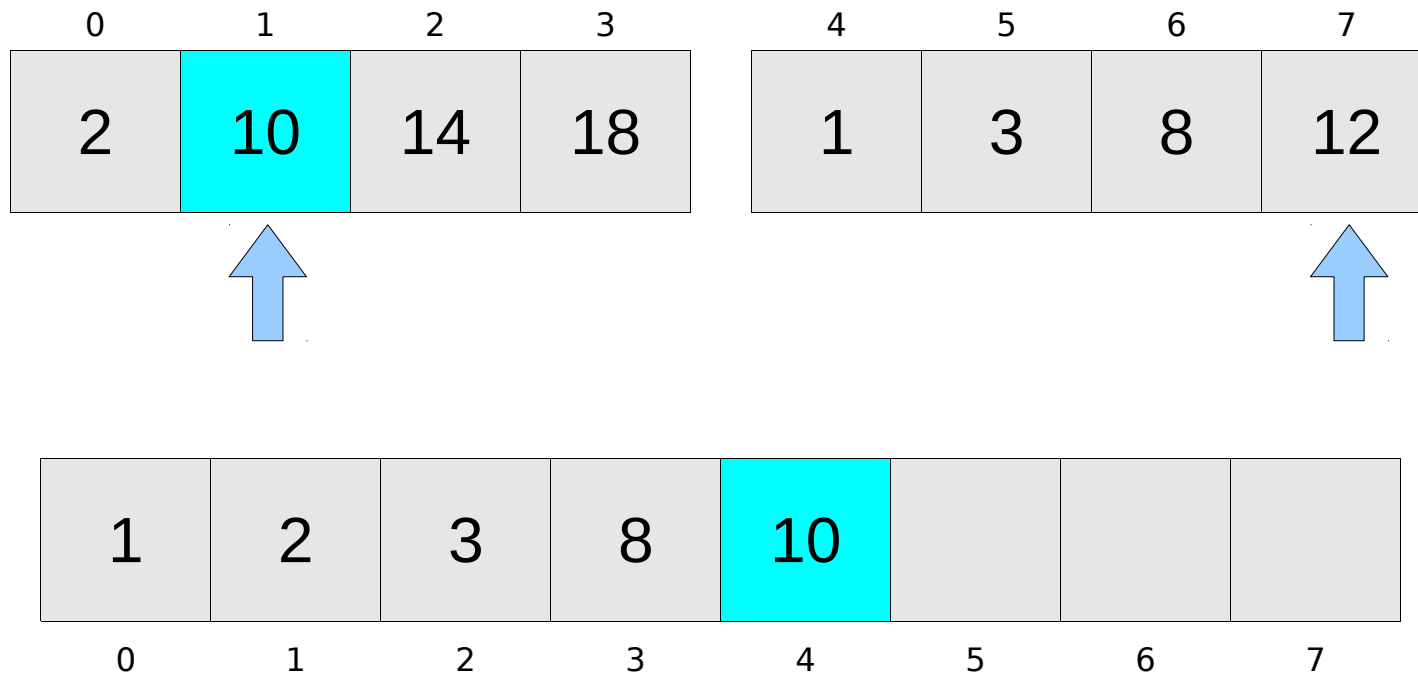
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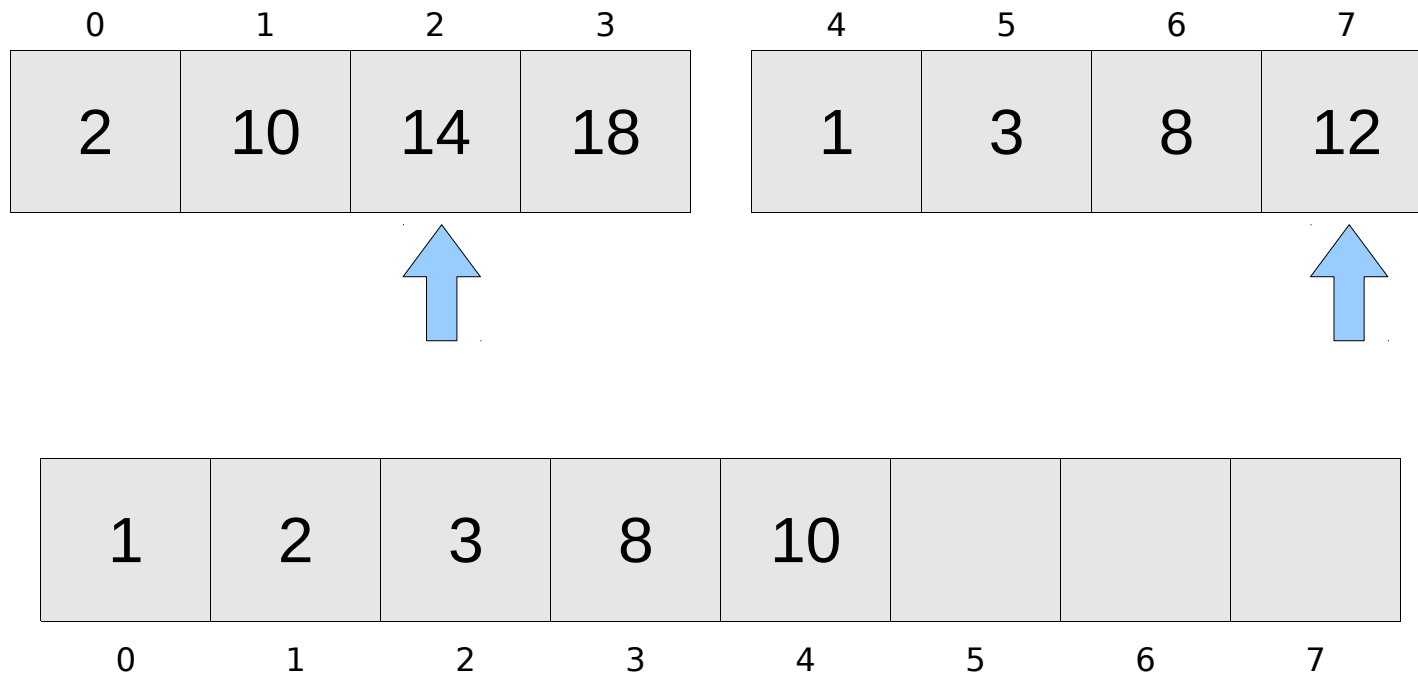
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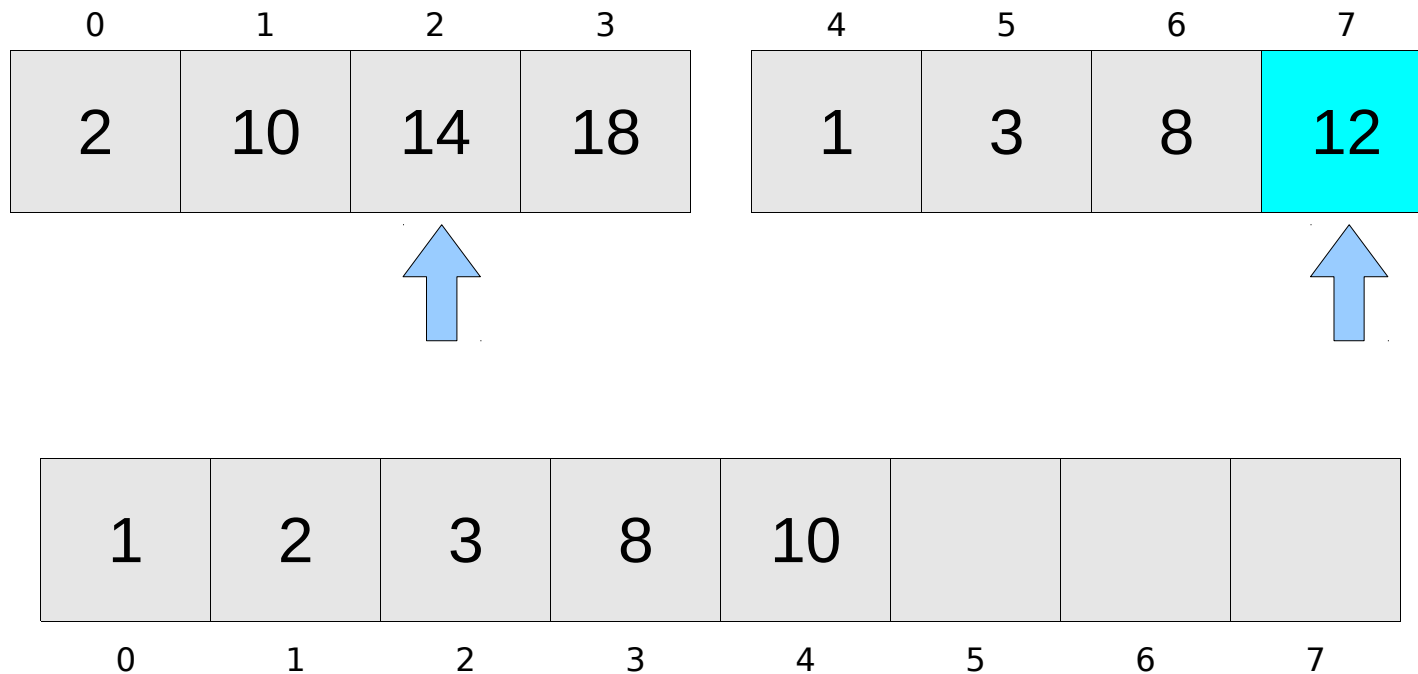
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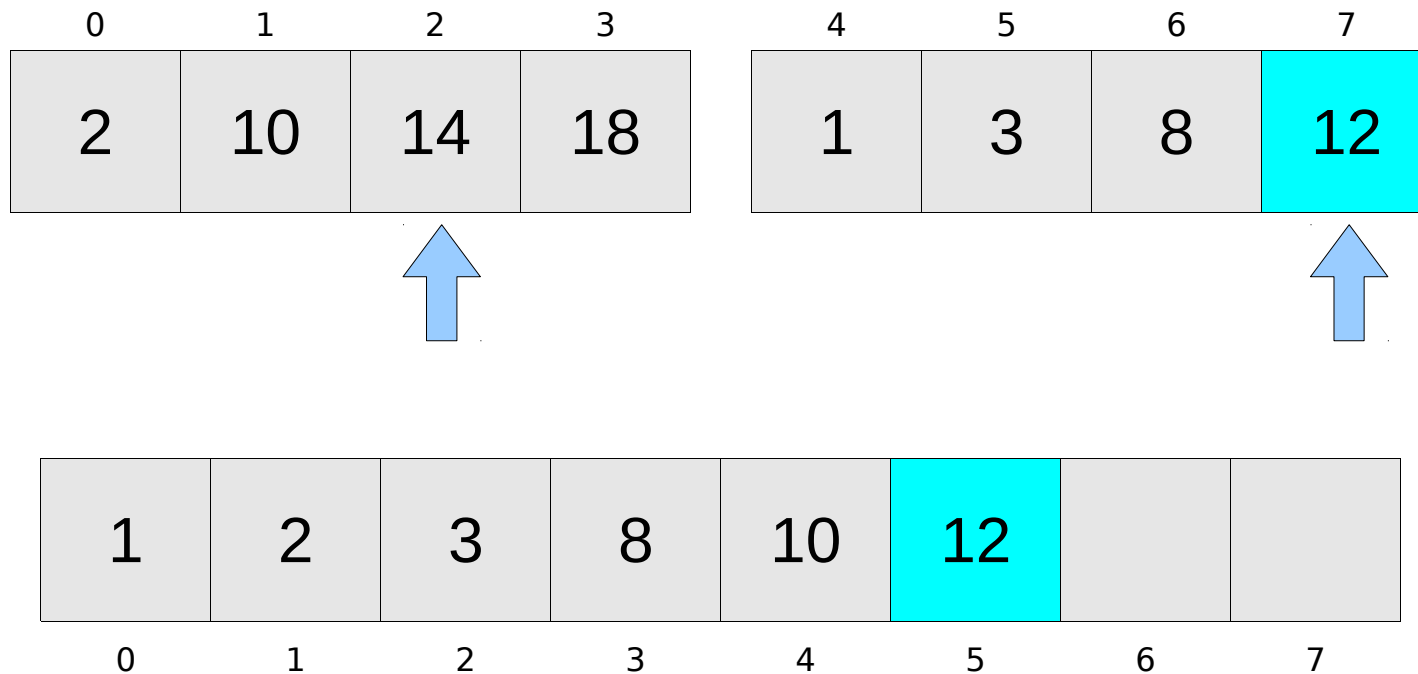
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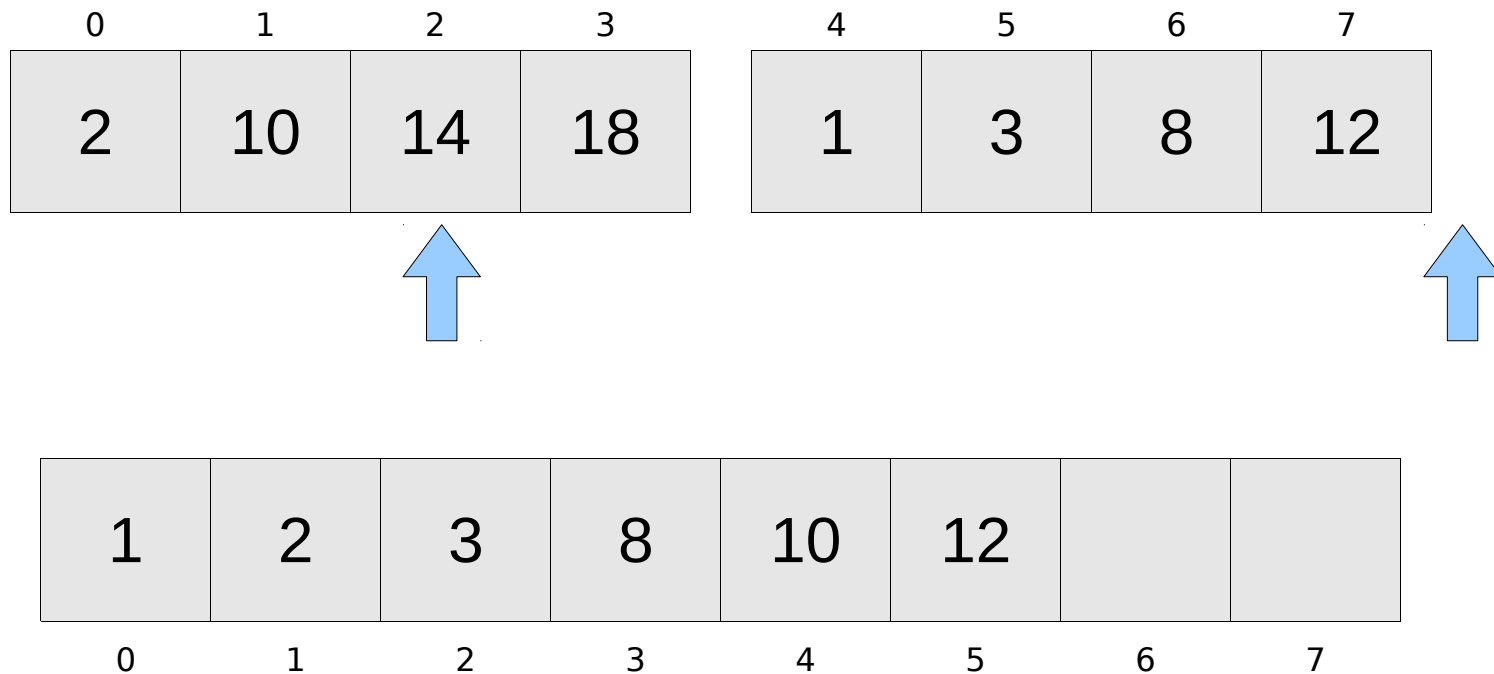
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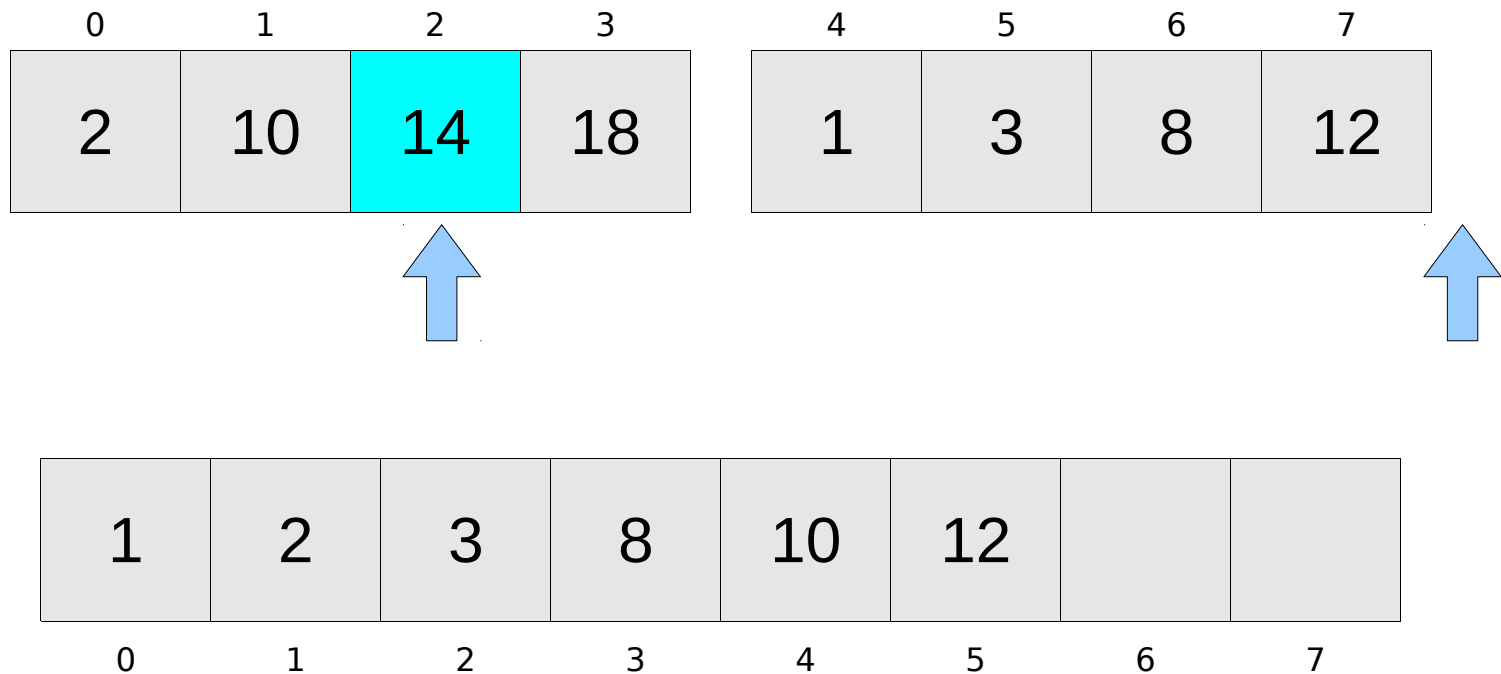
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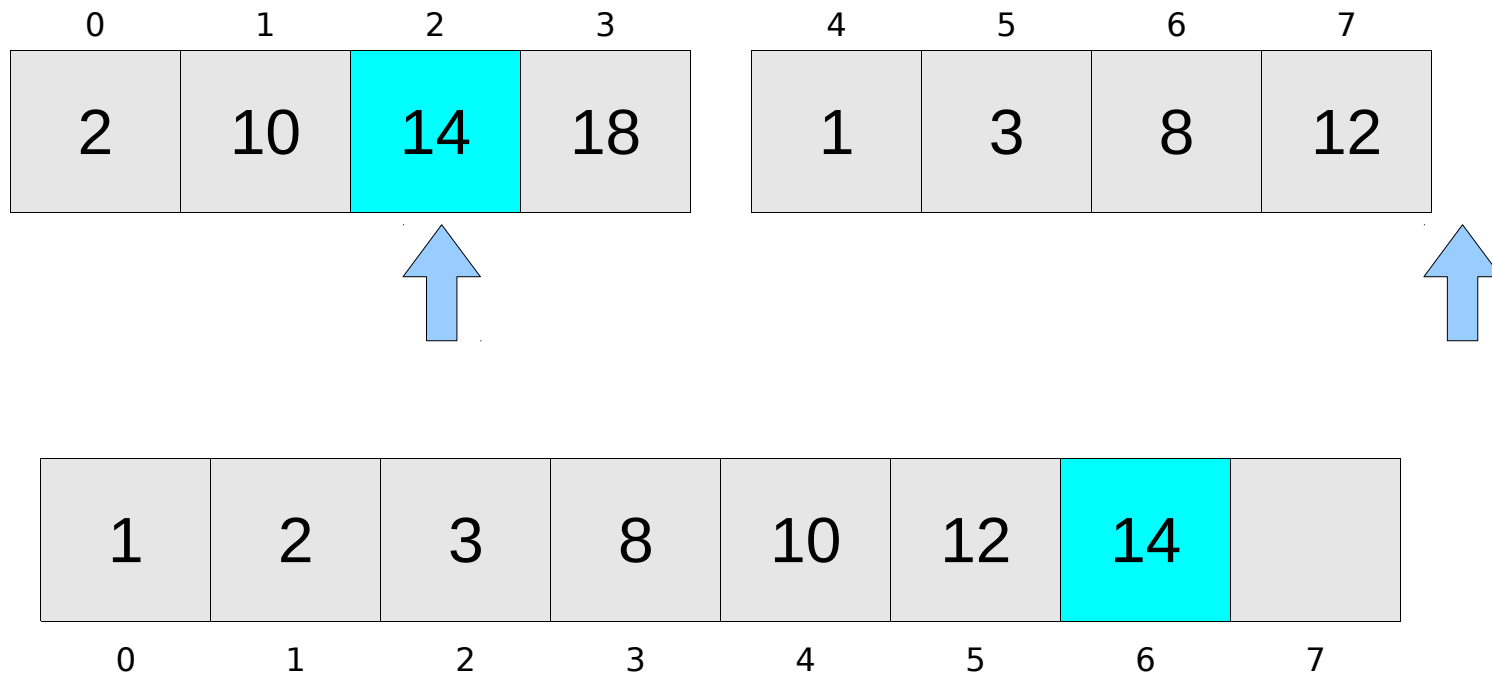
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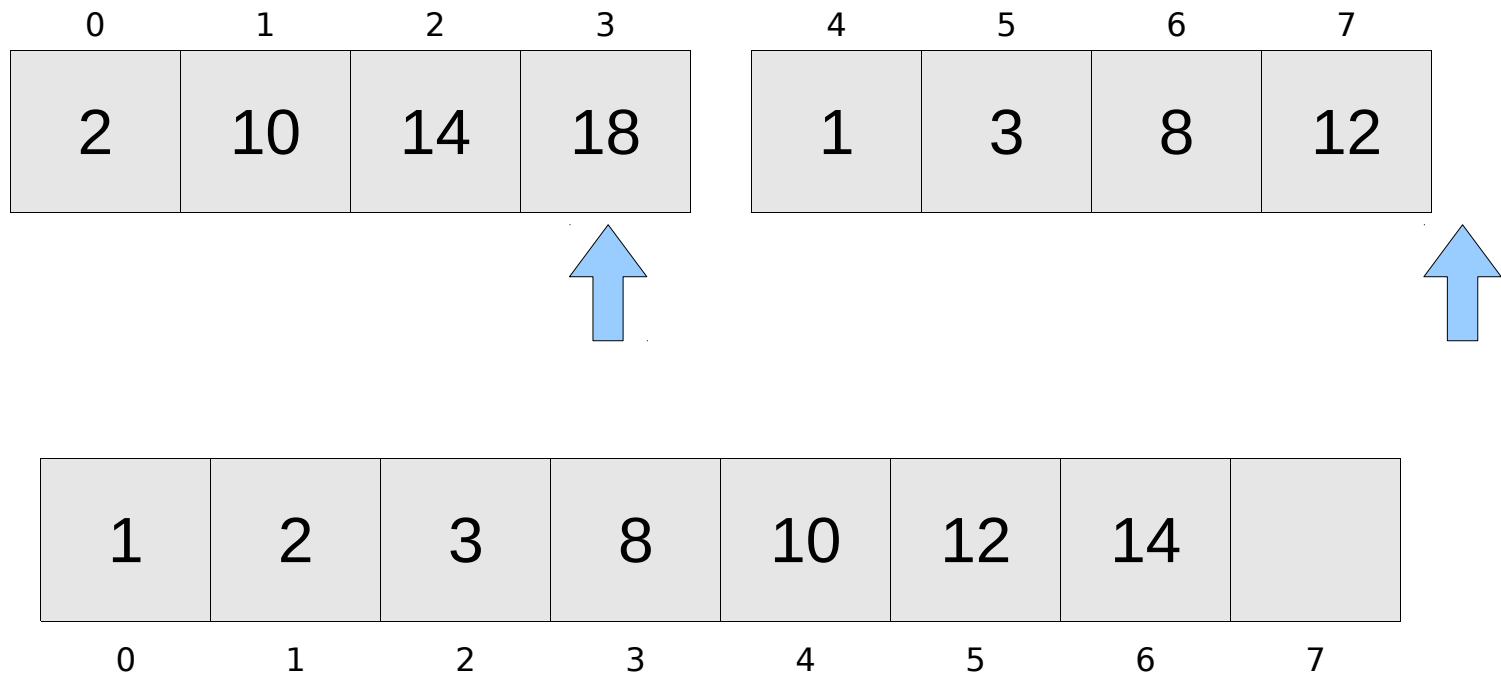
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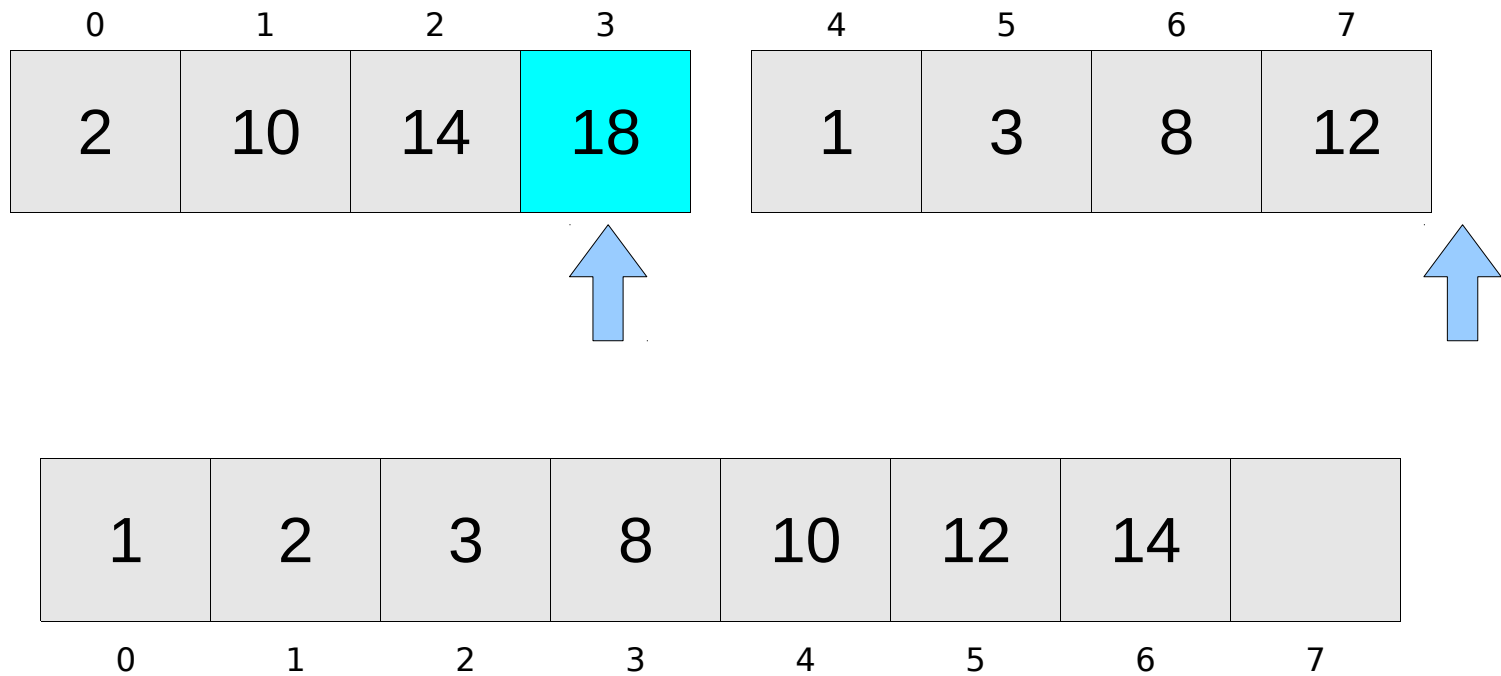
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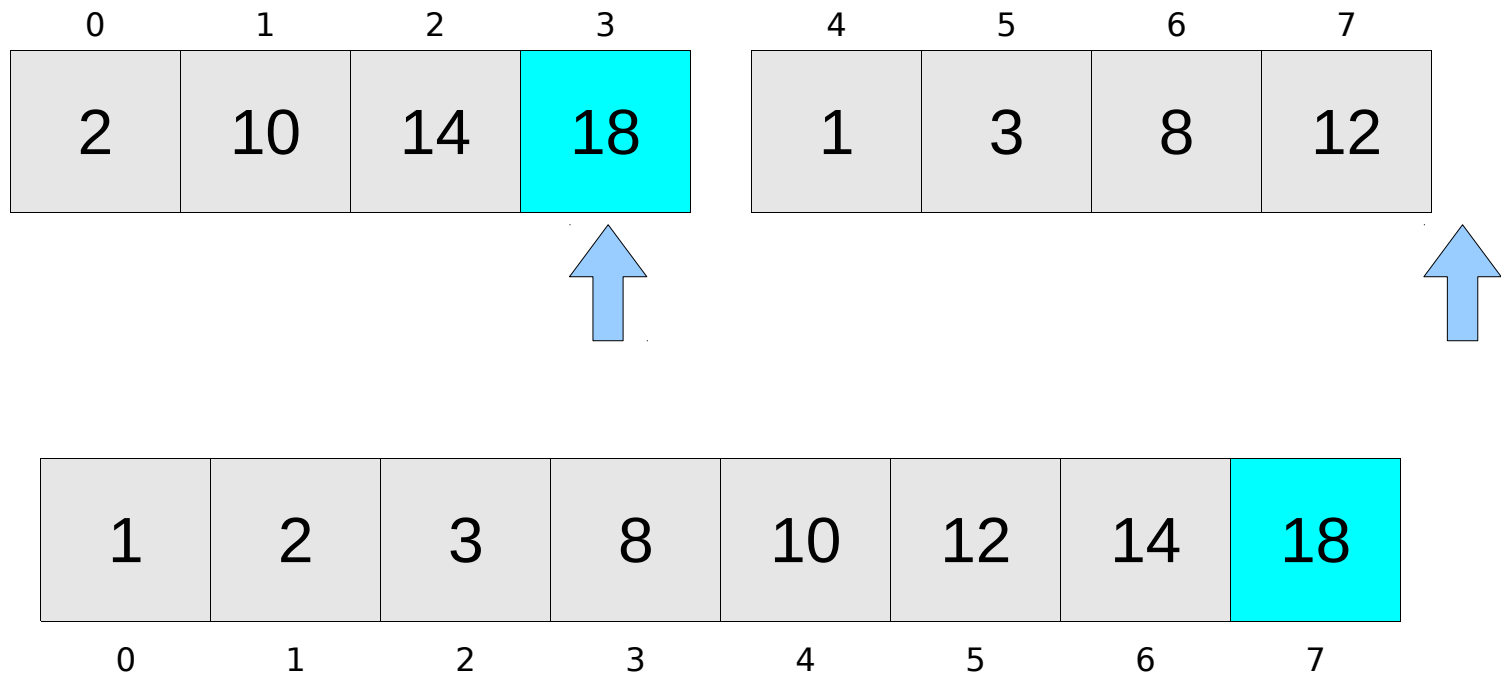
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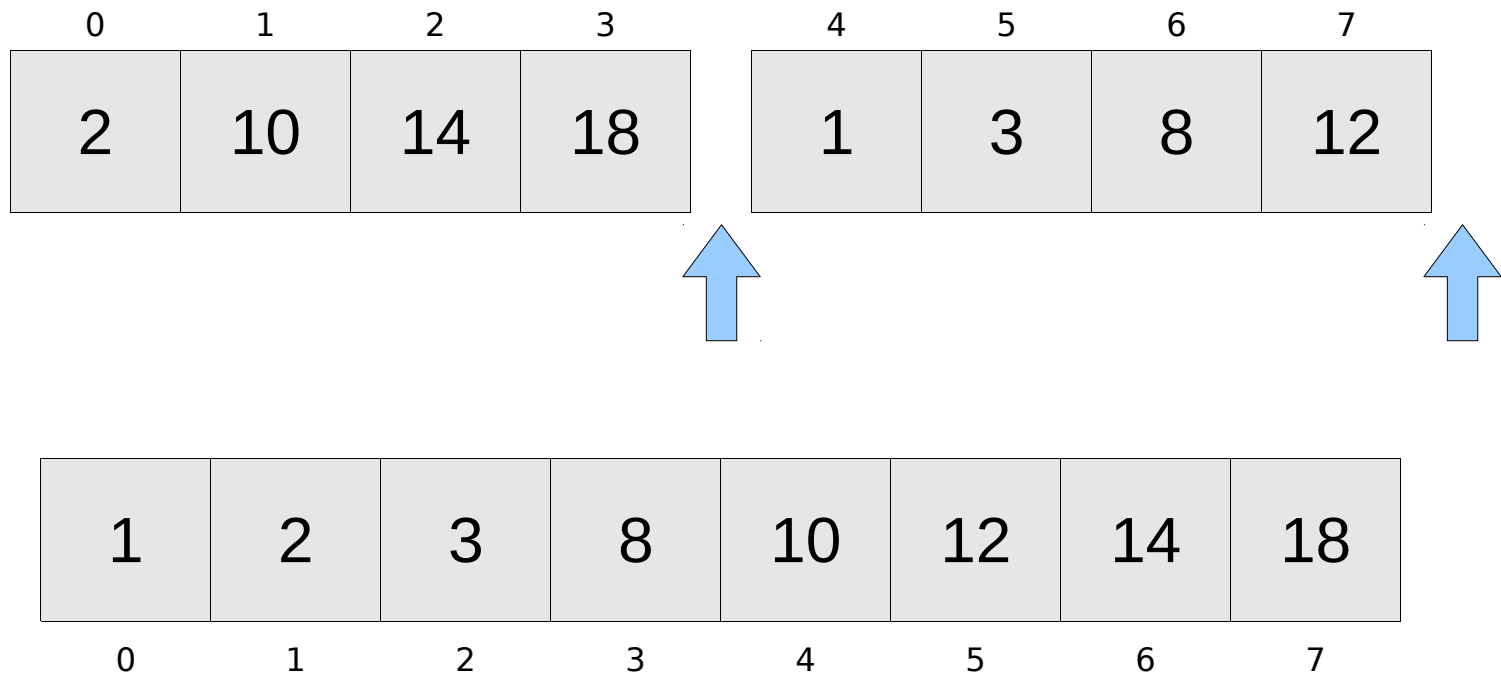
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TADA

| | | | | | | | |
|---|---|---|---|----|----|----|----|
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(break down the array, then merge the pieces back together)

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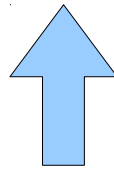
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Recall: $\text{mid} = \text{lo} + (\text{hi} - \text{lo}) / 2;$

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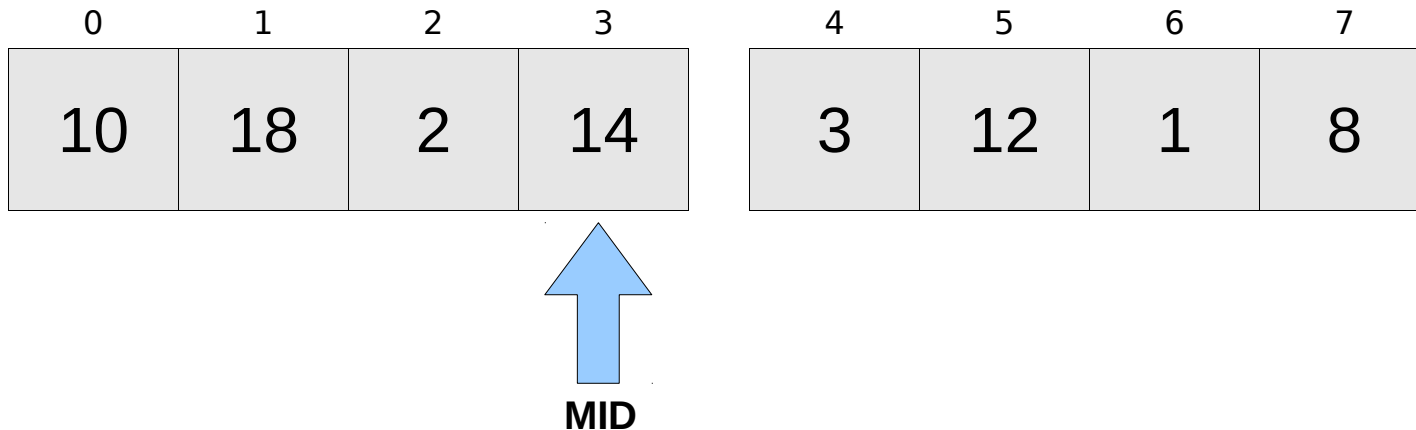


MID

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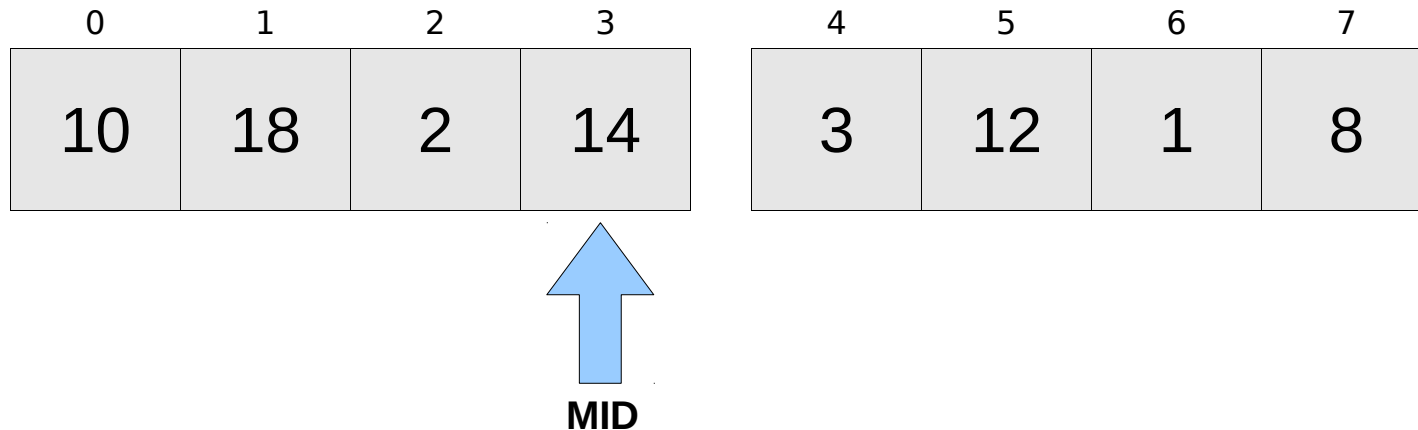
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Recall: $\text{mid} = \text{lo} + (\text{hi} - \text{lo}) / 2;$

MergeSort(array, lo, hi) → **MergeSort**(array, lo, mid)
MergeSort(array, mid + 1, hi)

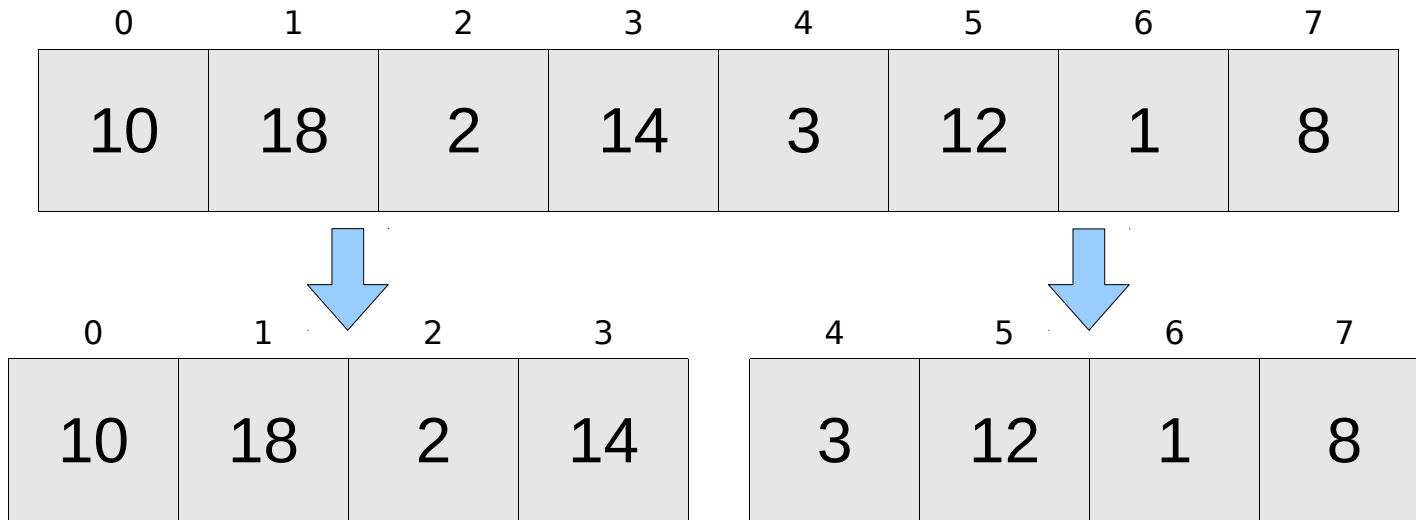
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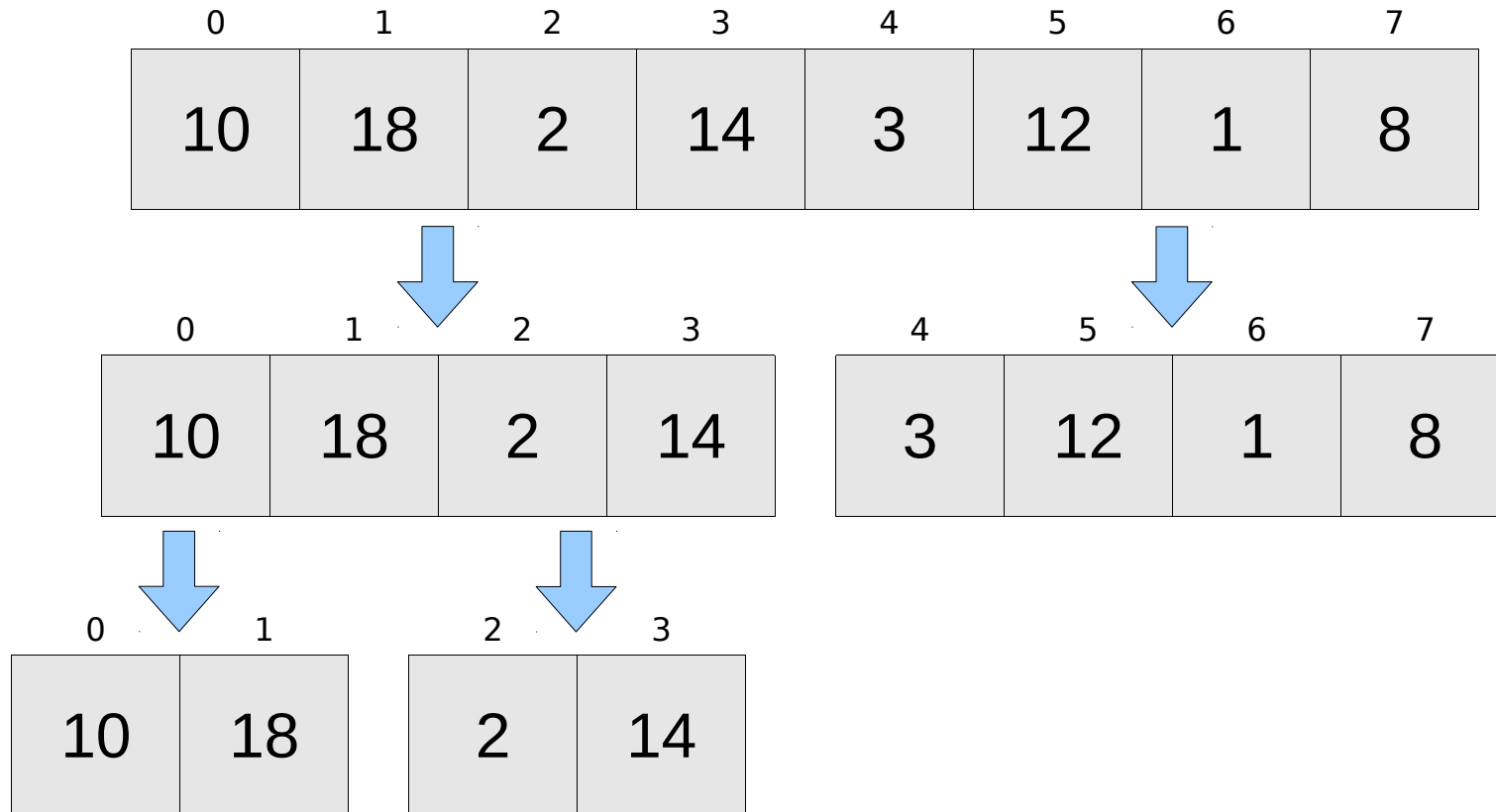
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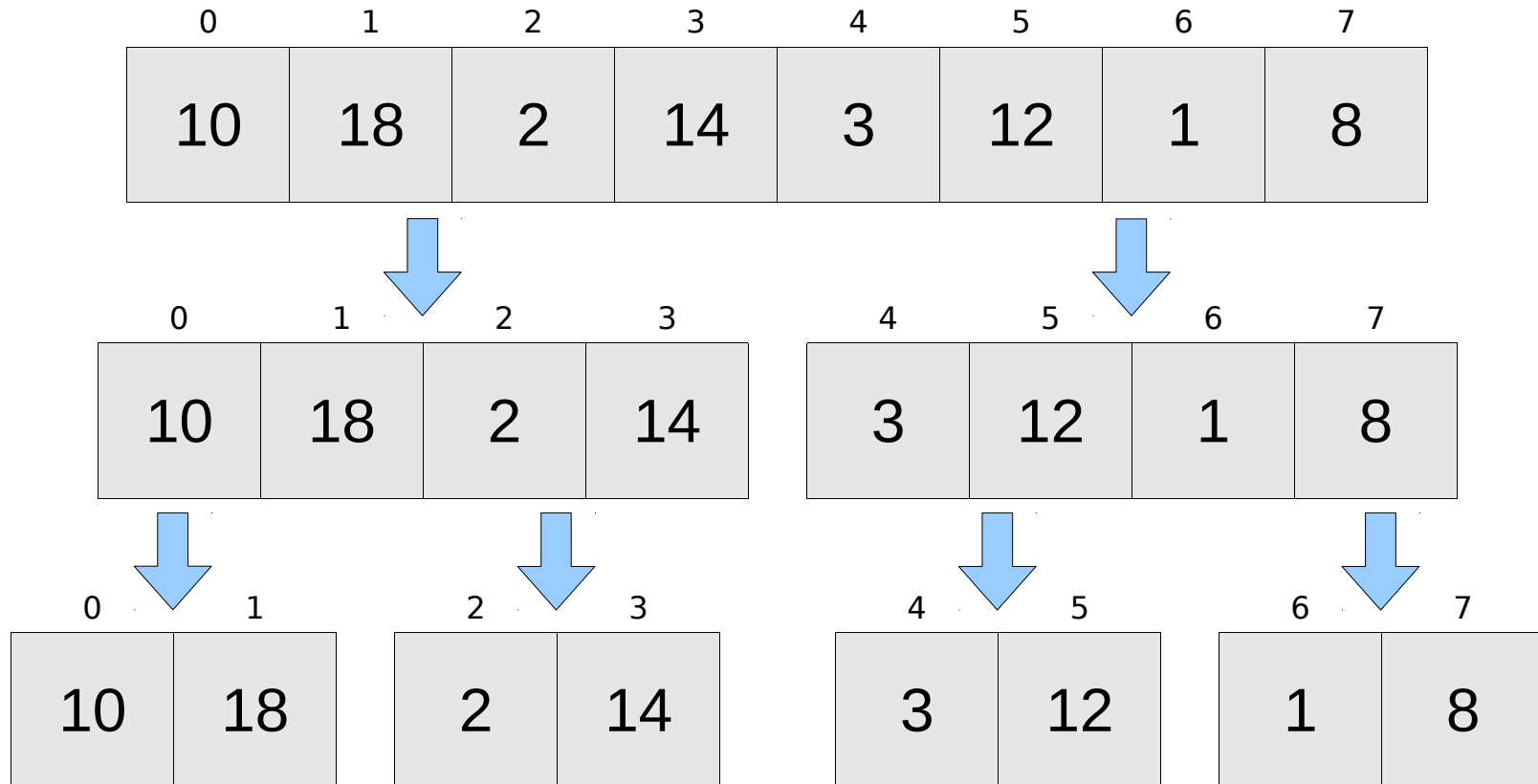
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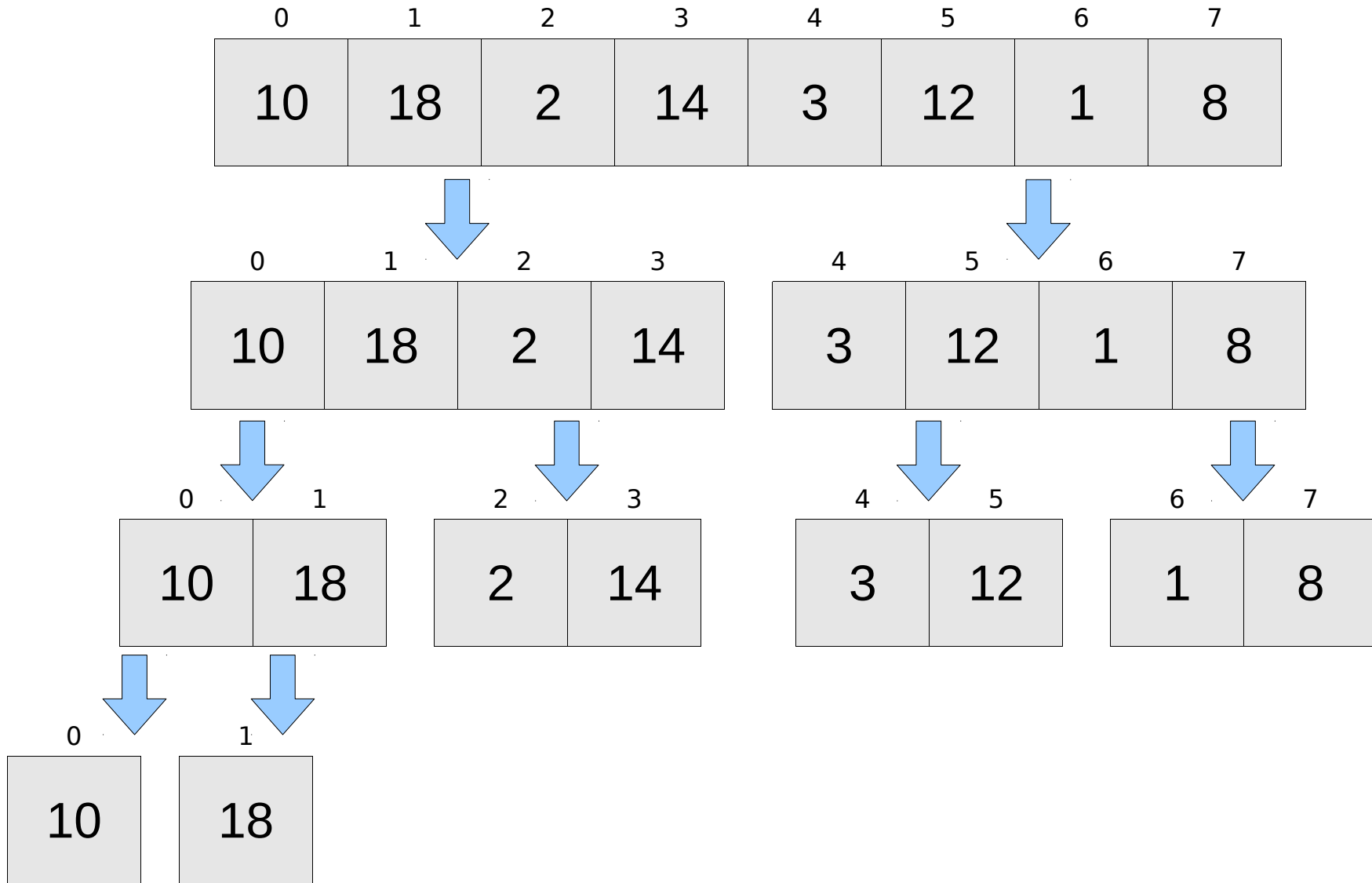
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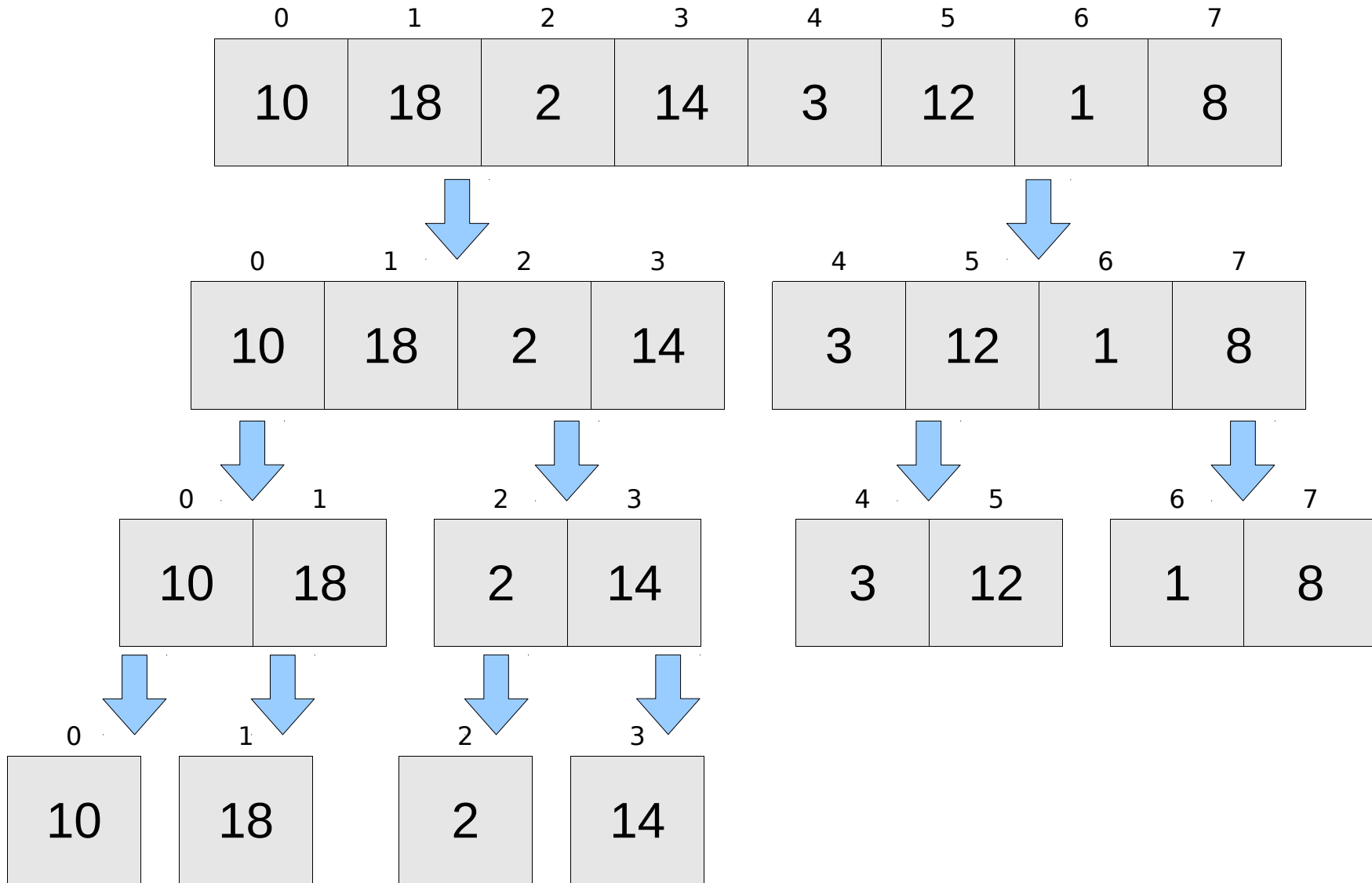
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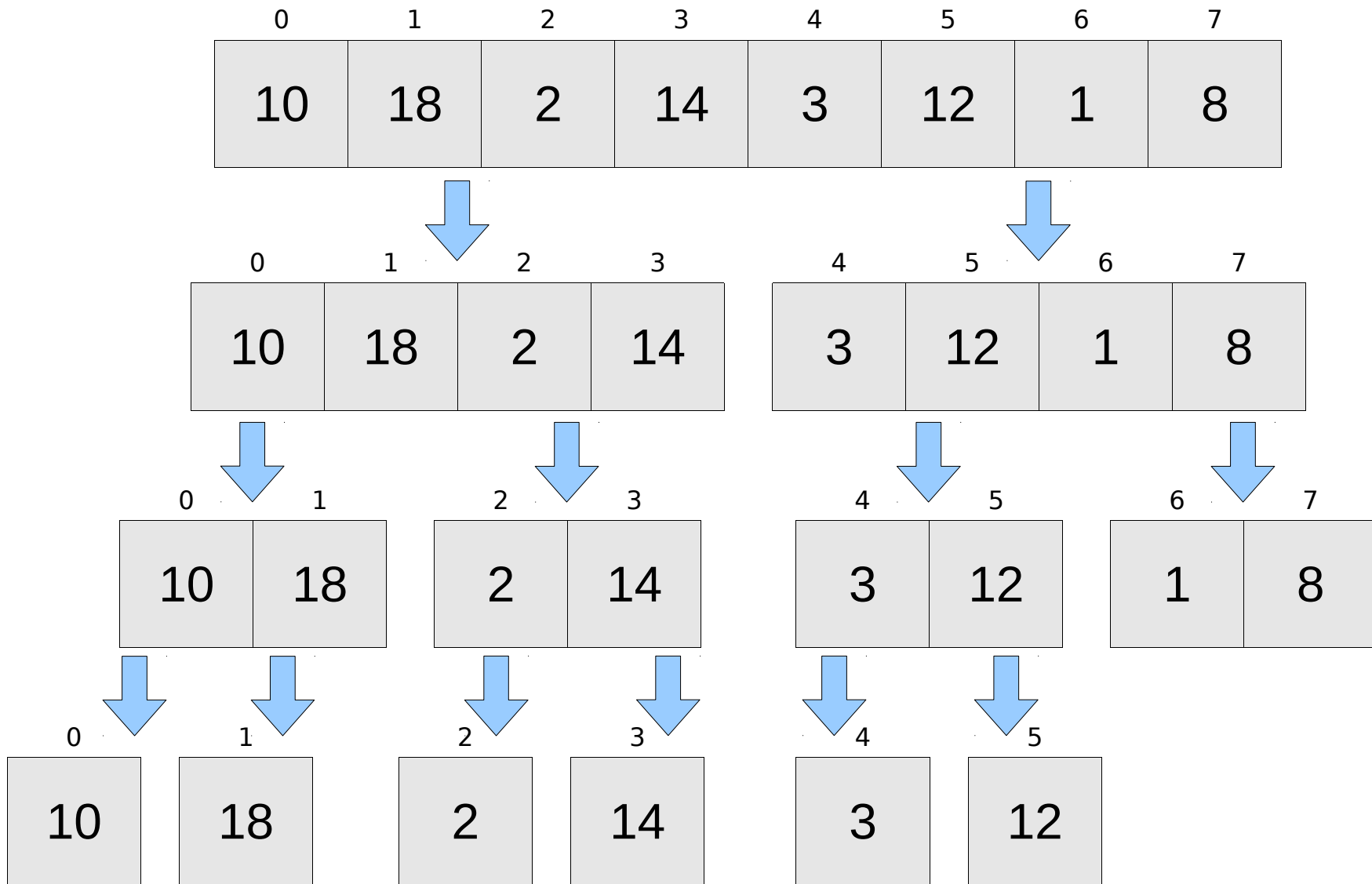
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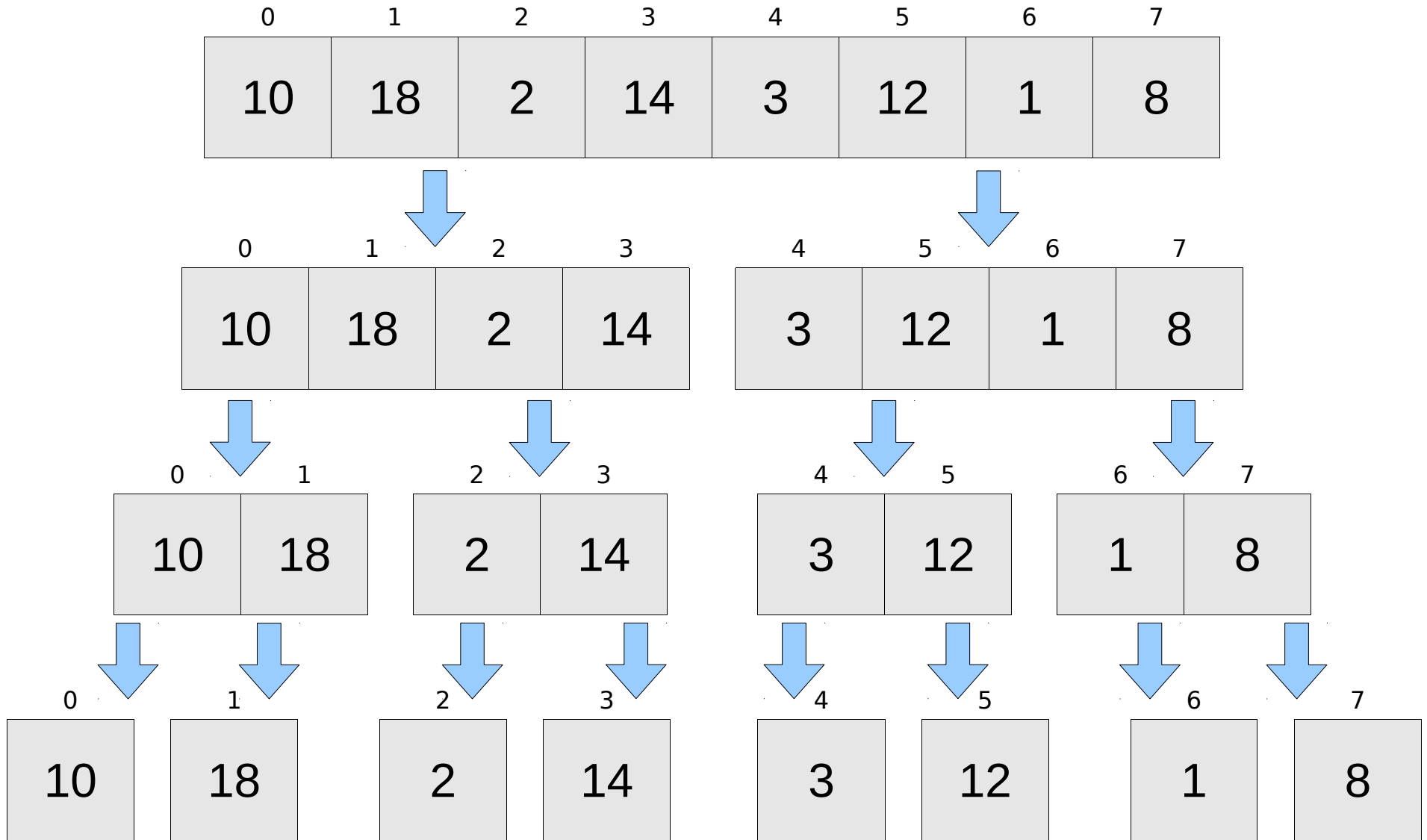
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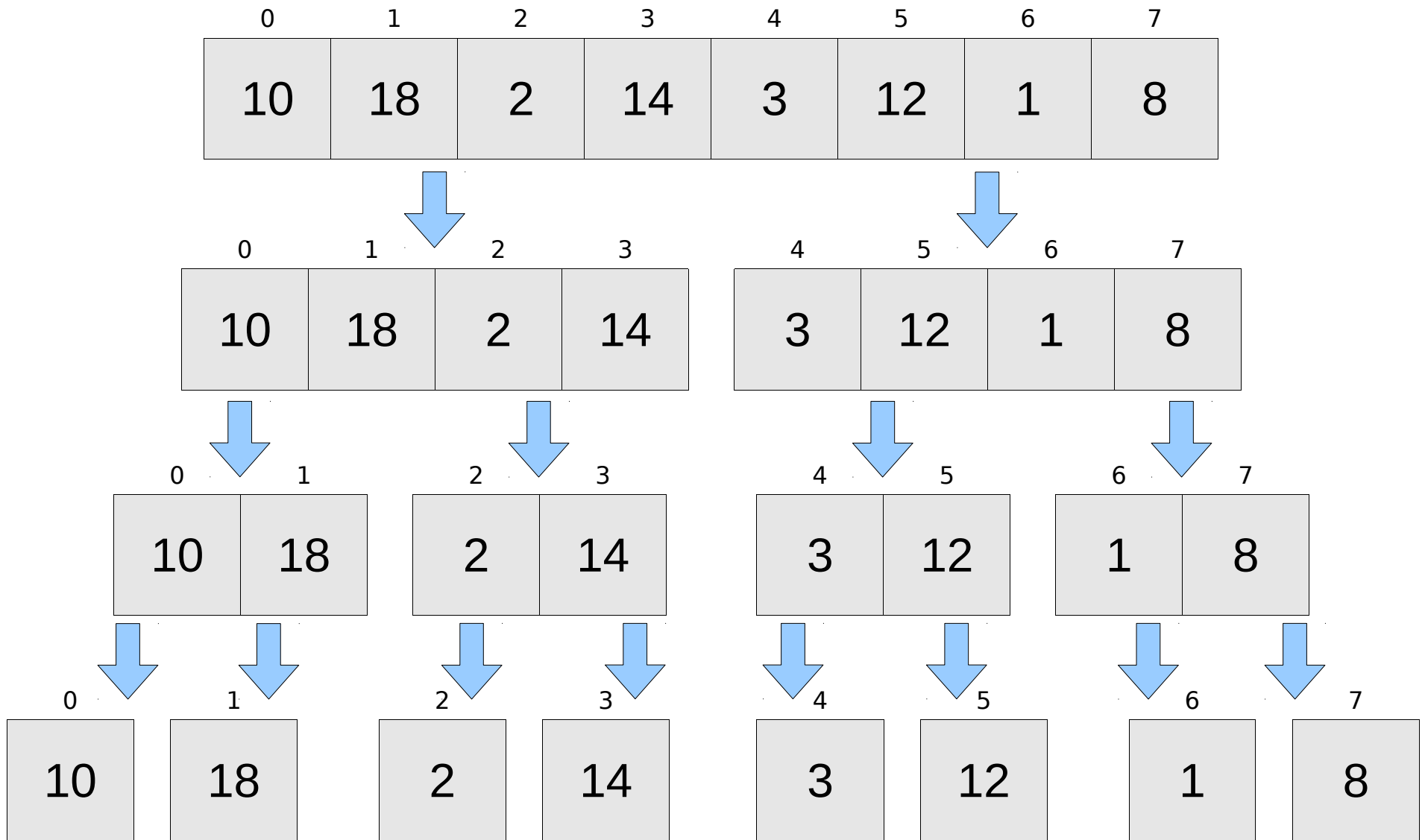
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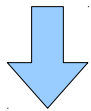
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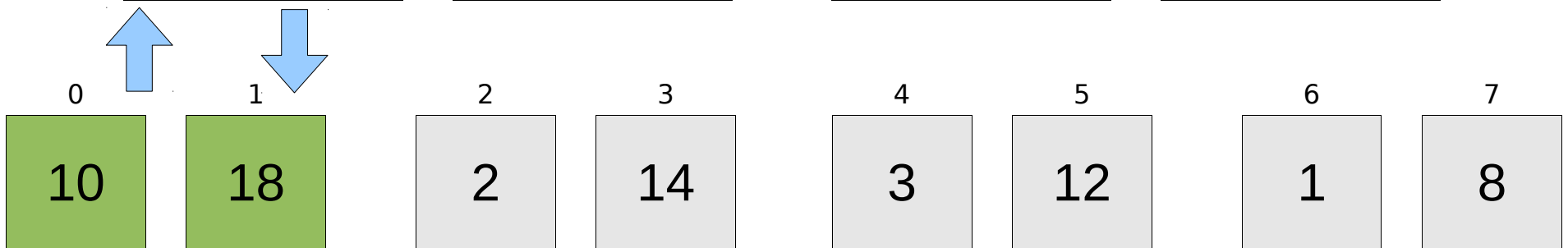
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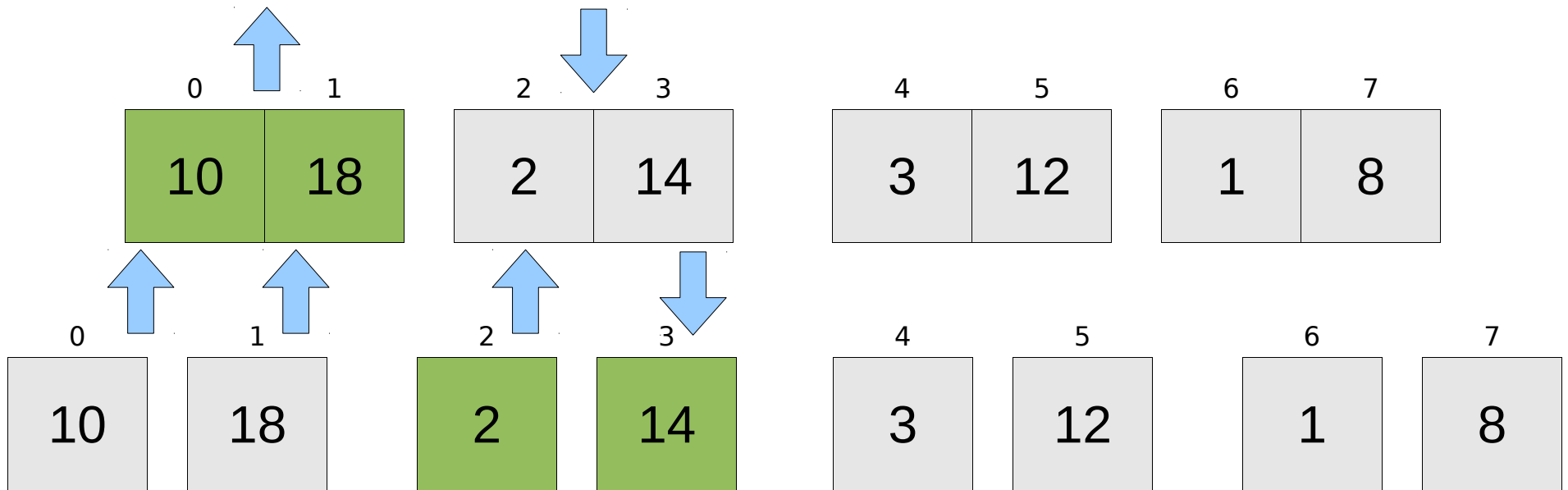
We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

(break down the array, then merge the pieces back together)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |



We've reached our **base cases**. An array with one element is **sorted**.

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|----|----|---|----|---|----|---|---|
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| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 |
|----|----|---|----|
| 10 | 18 | 2 | 14 |

| 4 | 5 | 6 | 7 |
|---|----|---|---|
| 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
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Merge Sort

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|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 |
|----|----|---|----|
| 10 | 18 | 2 | 14 |

| 4 | 5 | 6 | 7 |
|---|----|---|---|
| 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
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Merge Sort

(break down the array, then merge the pieces back together)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 |
|----|----|---|----|
| 10 | 18 | 2 | 14 |

| 4 | 5 | 6 | 7 |
|---|----|---|---|
| 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 |
|----|----|---|----|
| 10 | 18 | 2 | 14 |

| 4 | 5 | 6 | 7 |
|---|----|---|---|
| 3 | 12 | 1 | 8 |

We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

(break down the array, then merge the pieces back together)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|----|----|----|---|----|---|---|
| 2 | 10 | 14 | 18 | 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 |
|----|----|---|----|
| 10 | 18 | 2 | 14 |

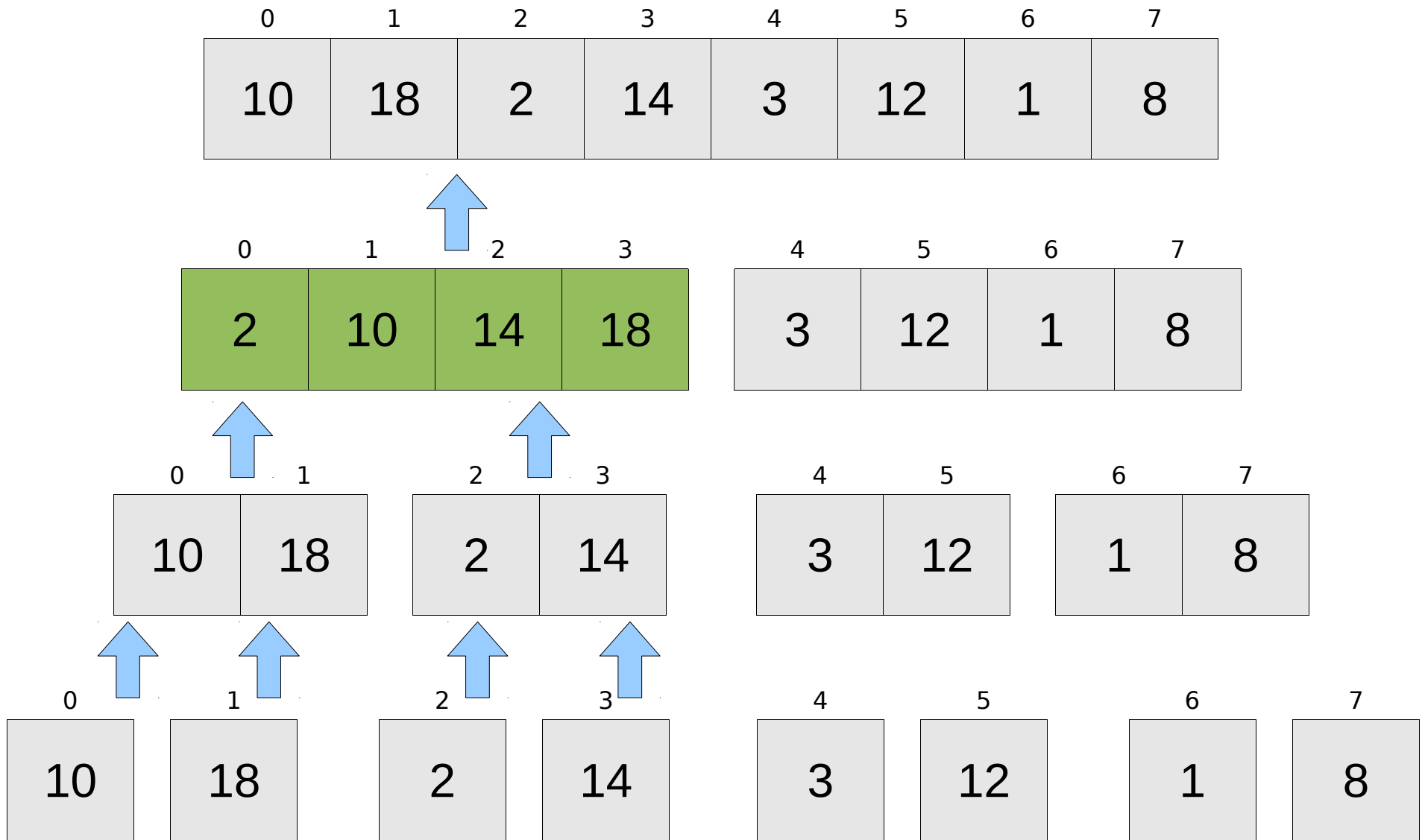
| 4 | 5 | 6 | 7 |
|---|----|---|---|
| 3 | 12 | 1 | 8 |

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|----|----|---|----|---|----|---|---|
| 10 | 18 | 2 | 14 | 3 | 12 | 1 | 8 |

We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

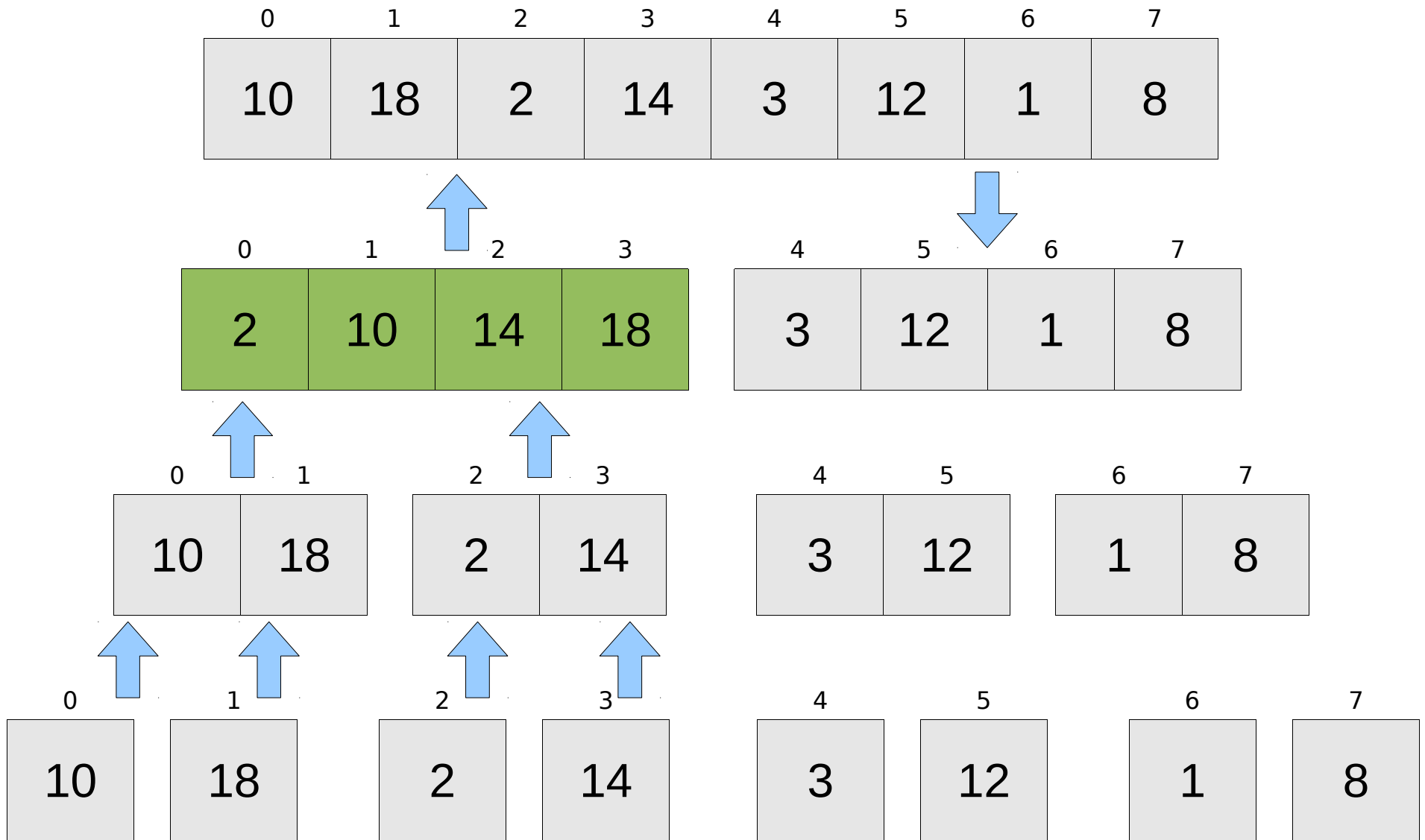
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

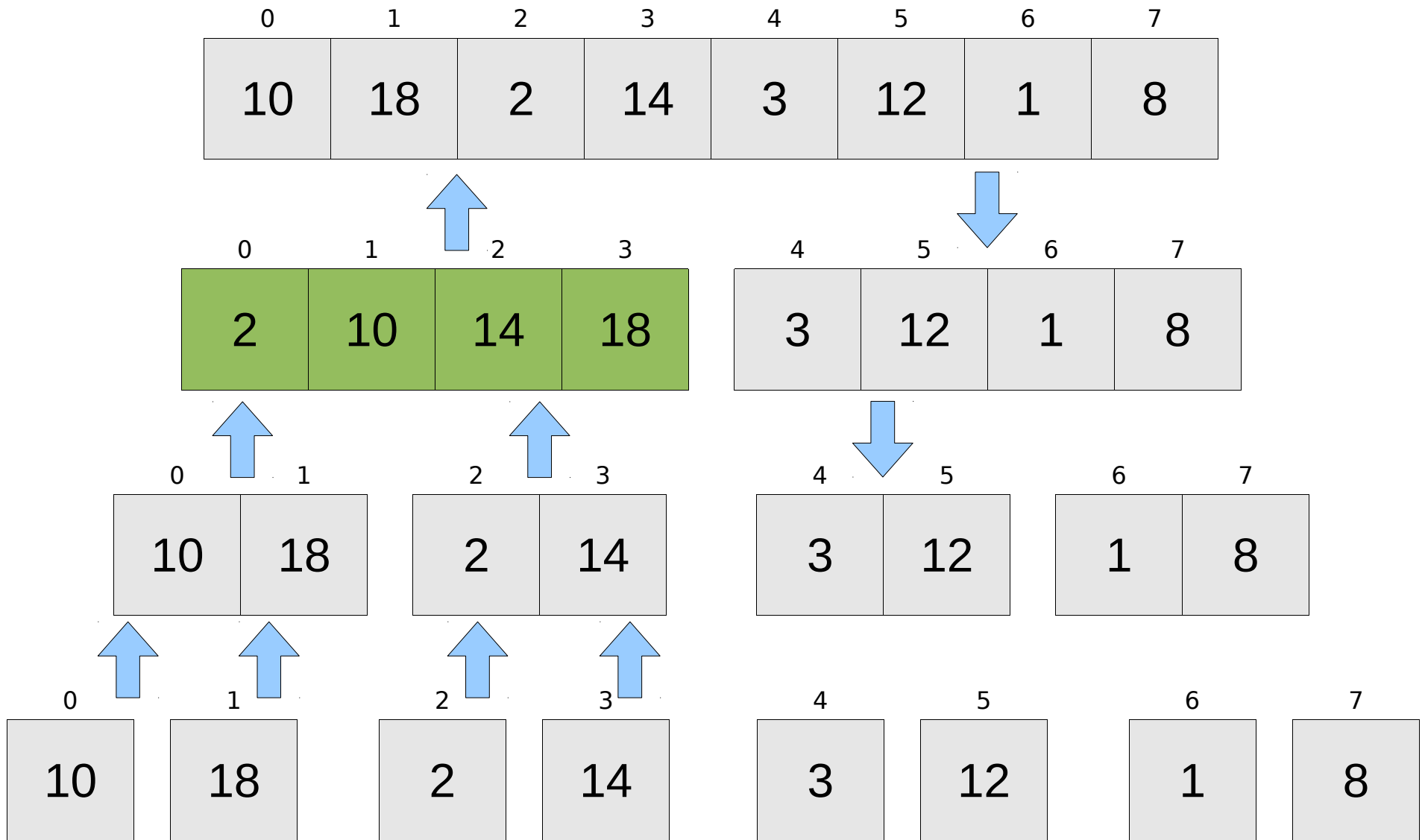
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

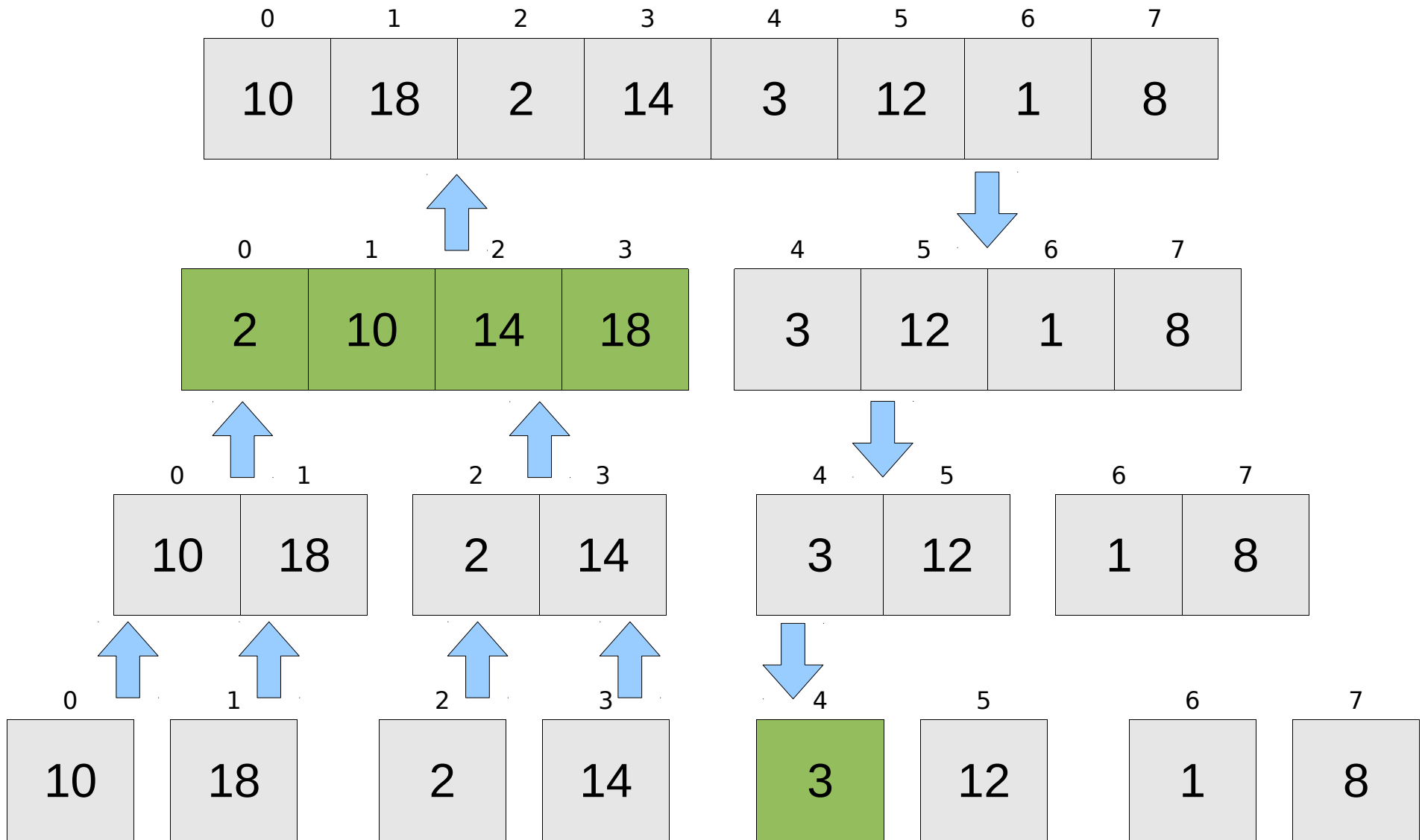
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

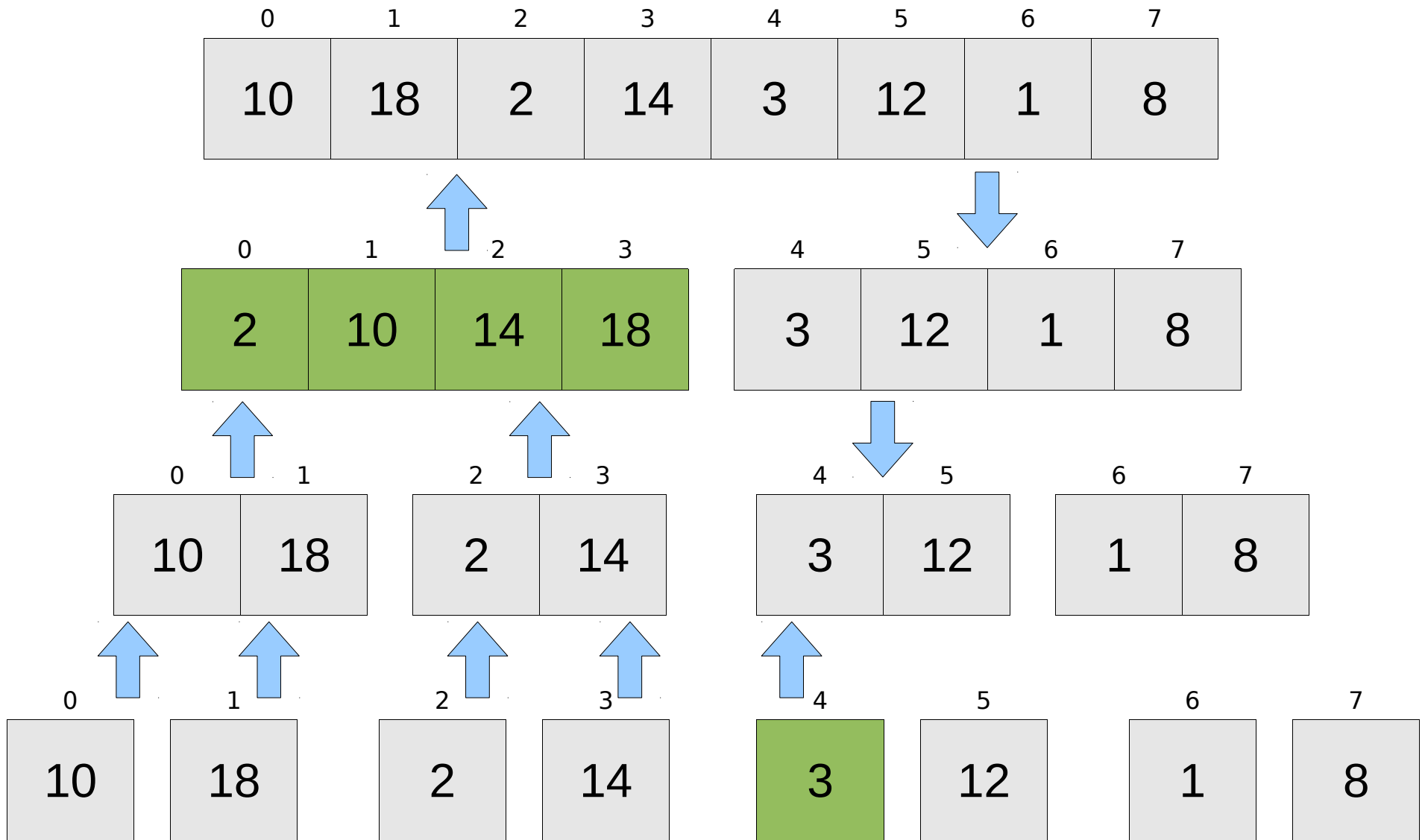
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

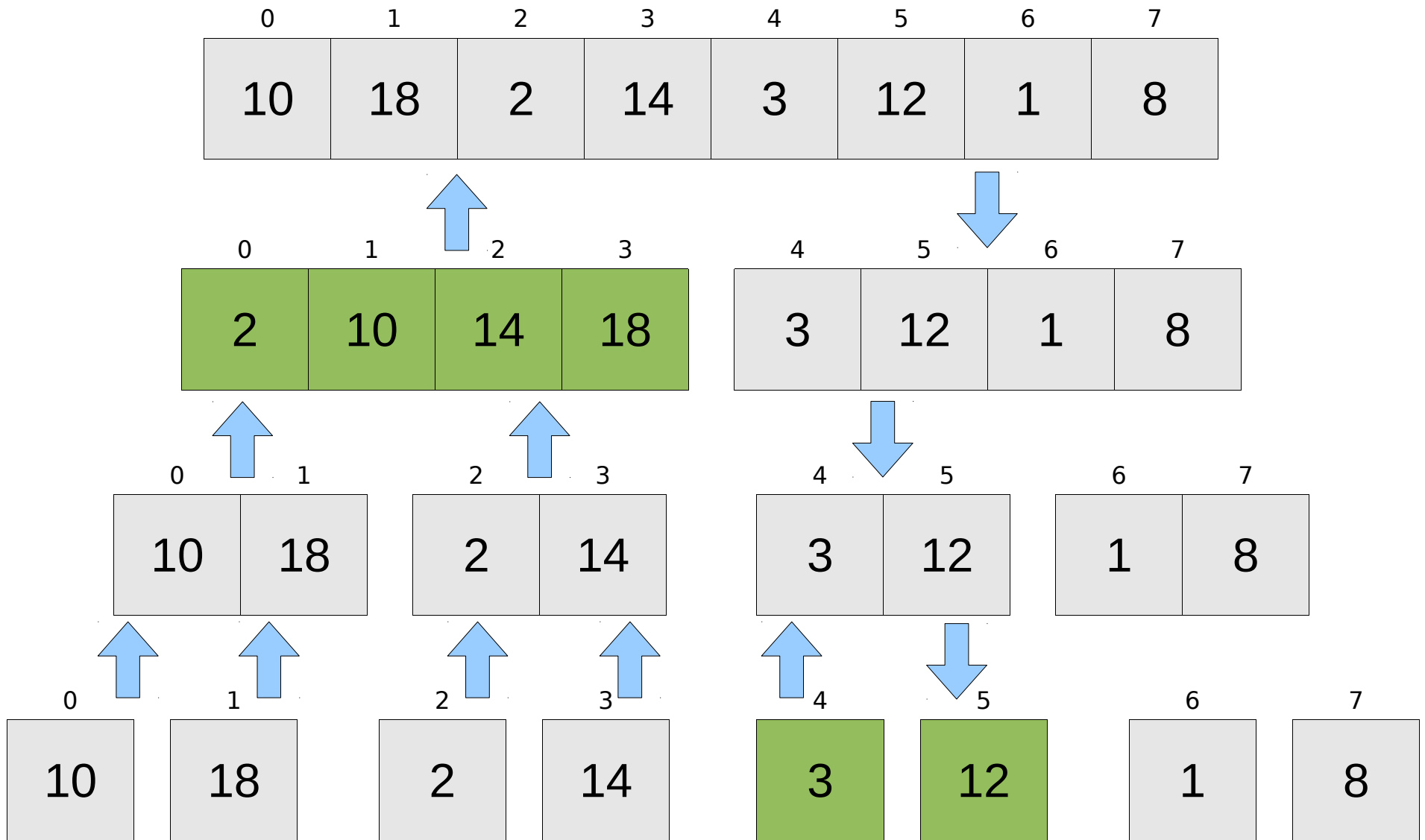
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

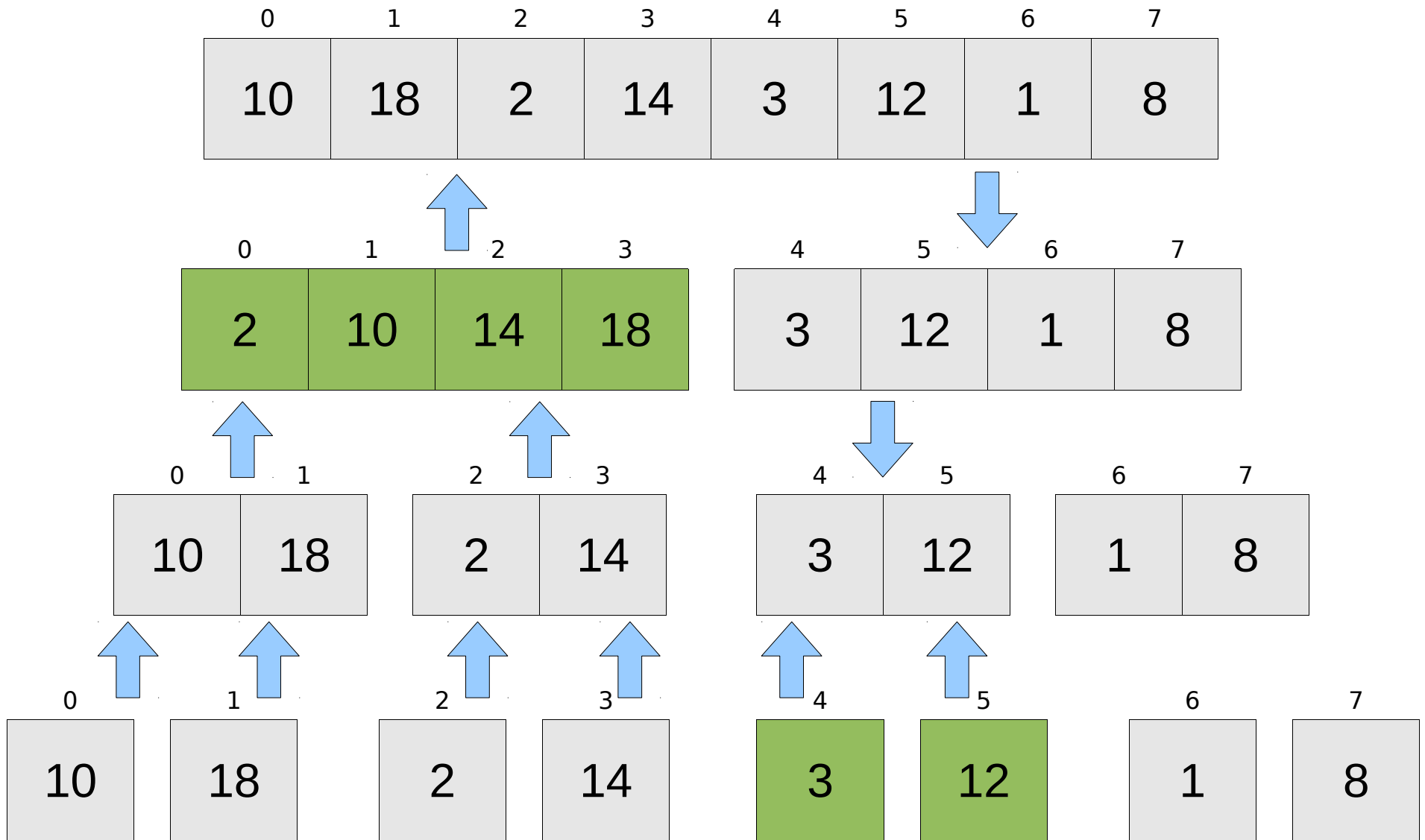
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

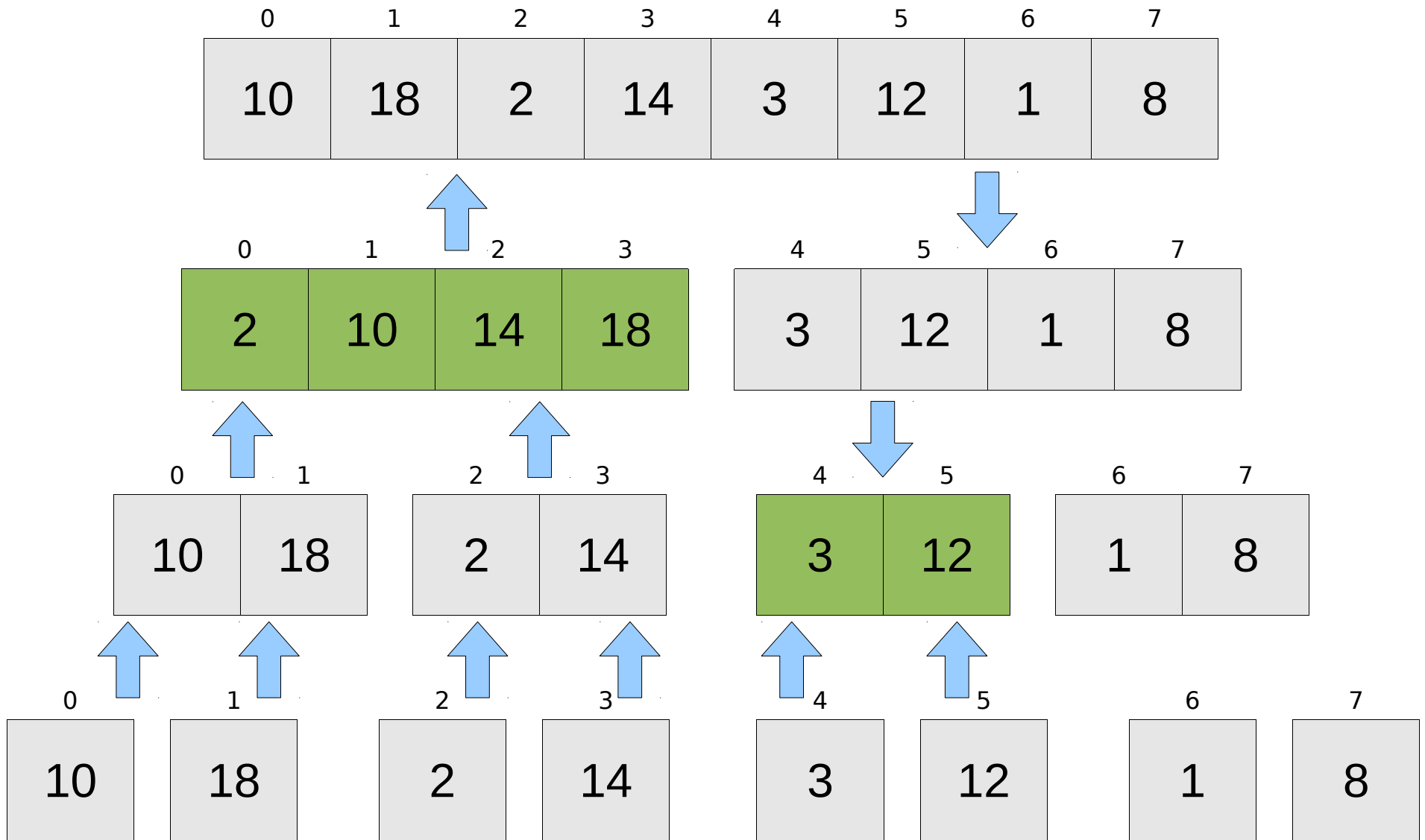
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

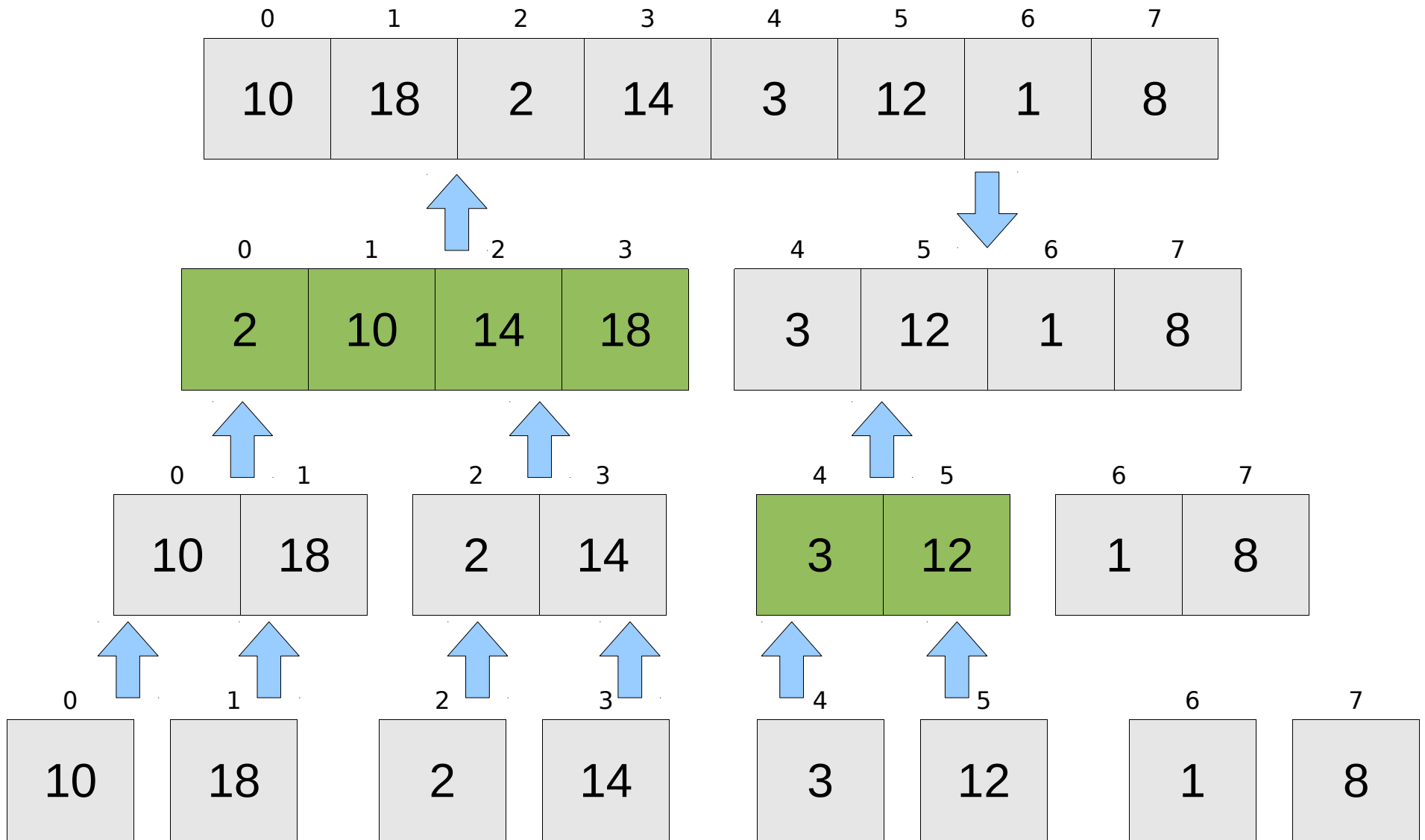
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

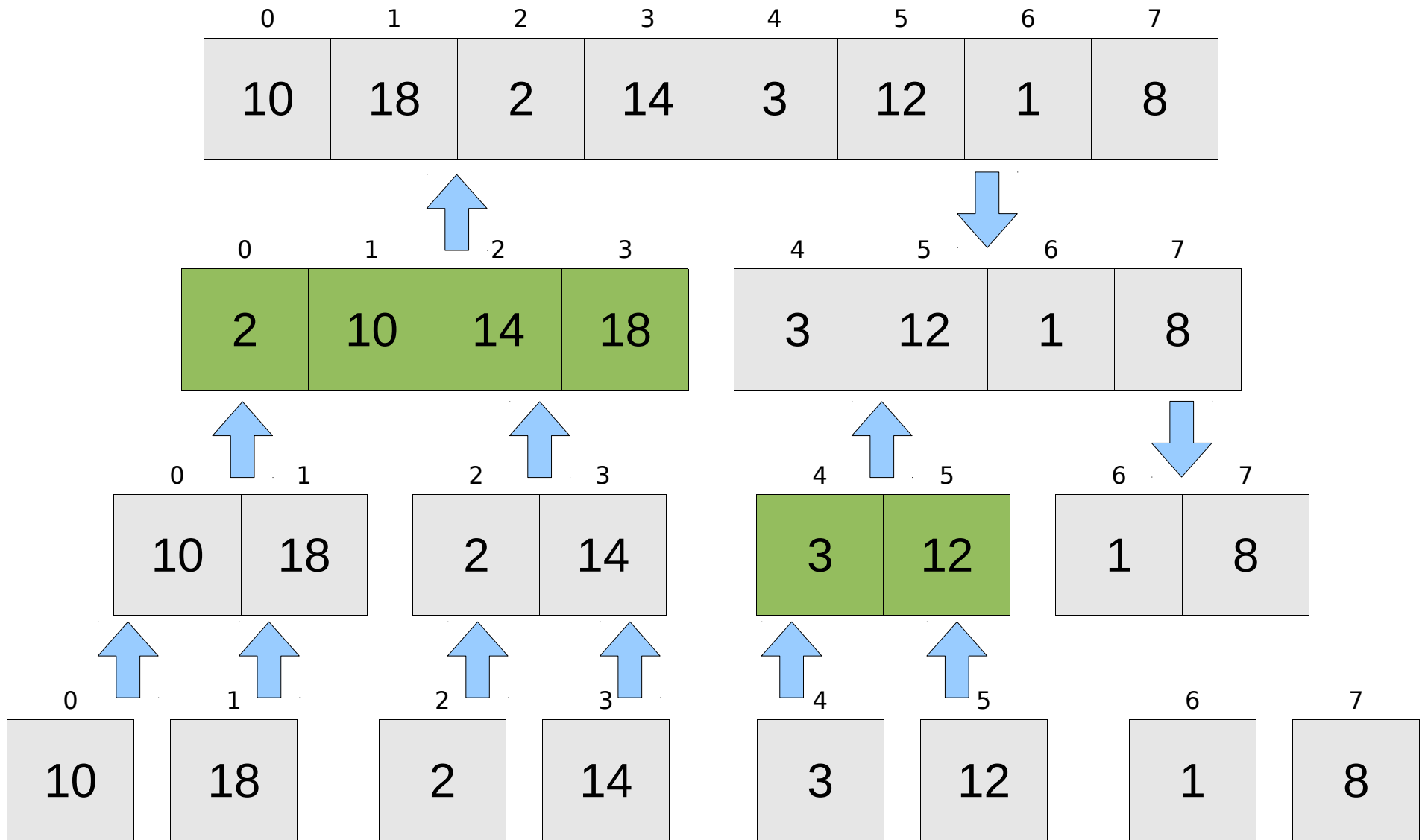
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

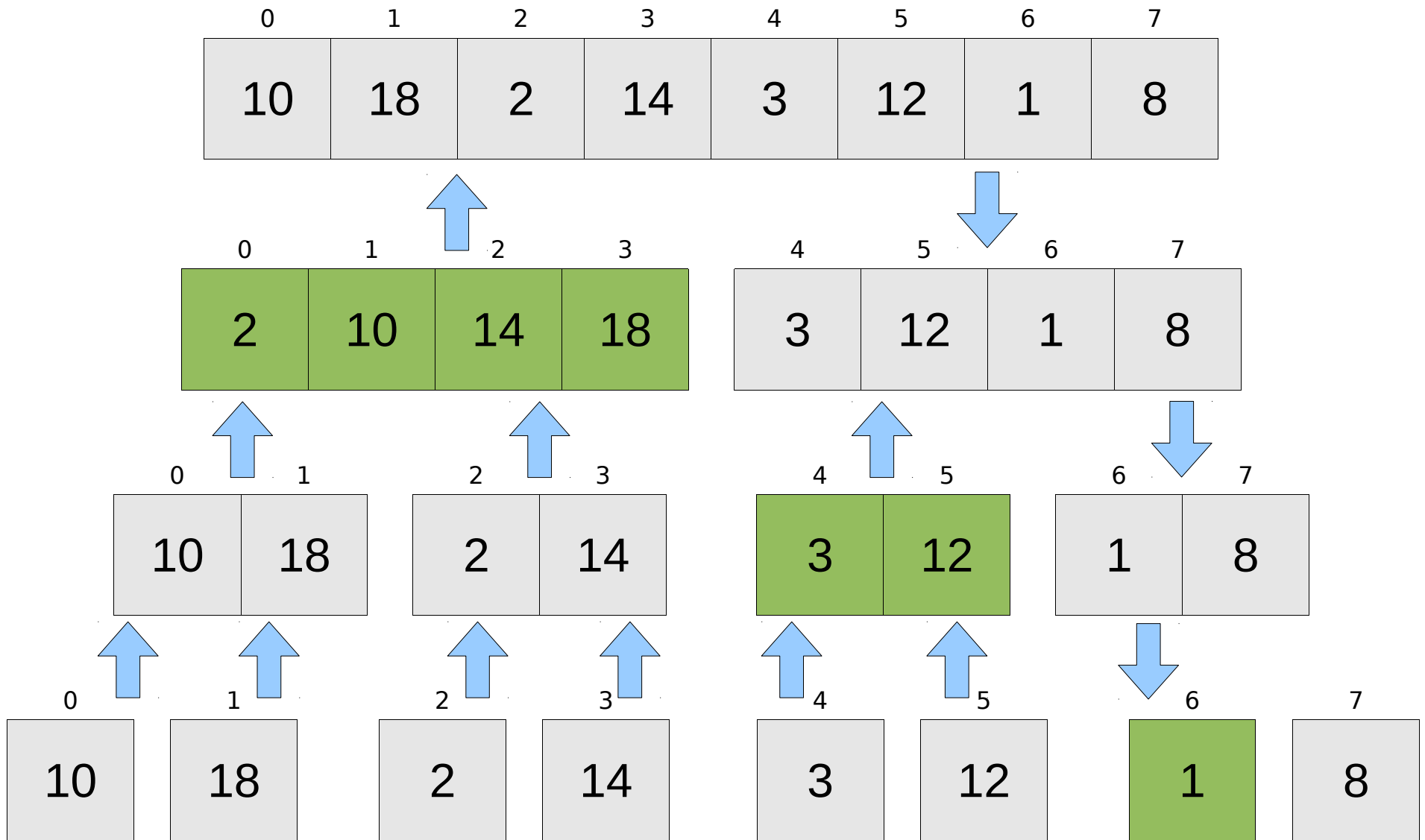
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

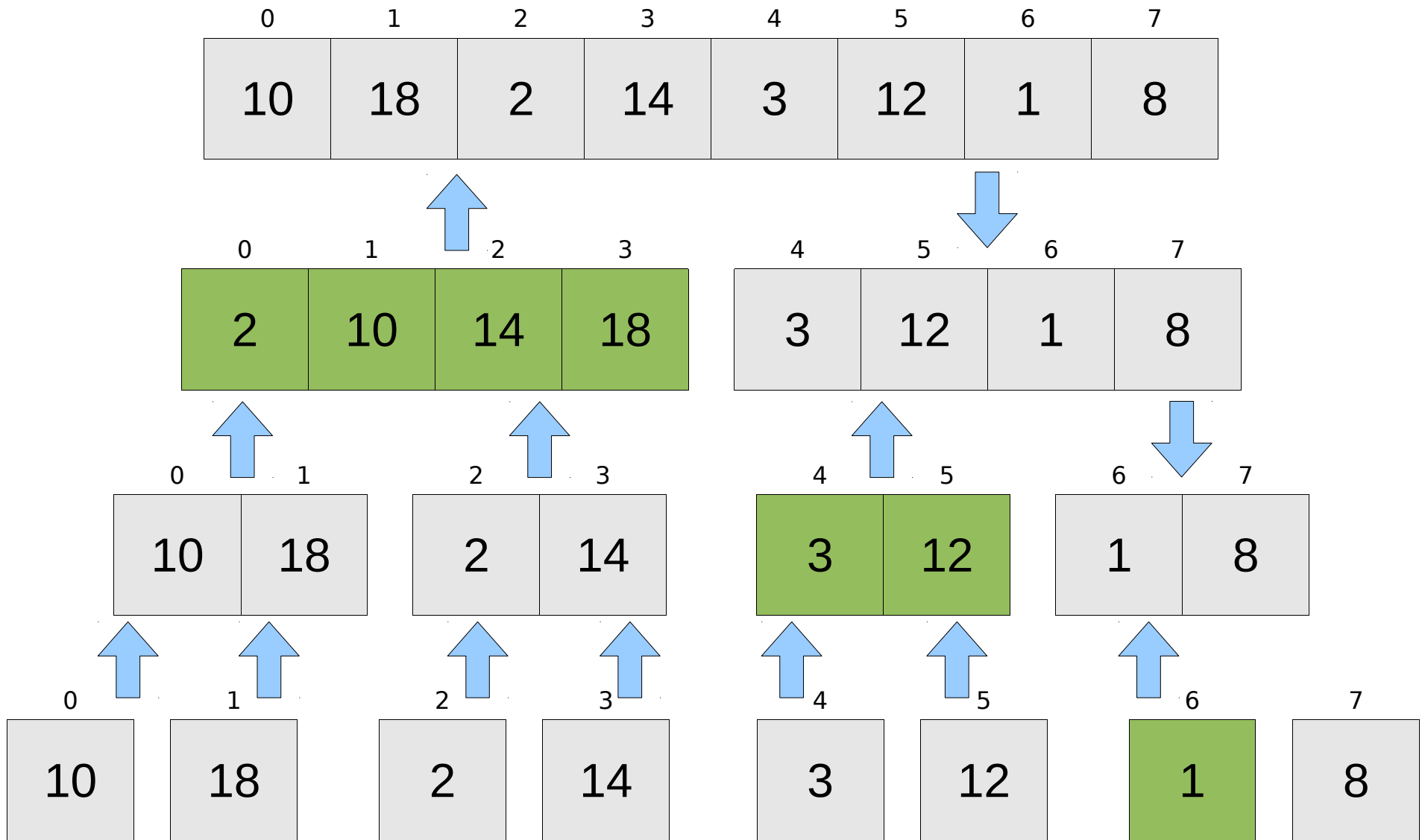
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

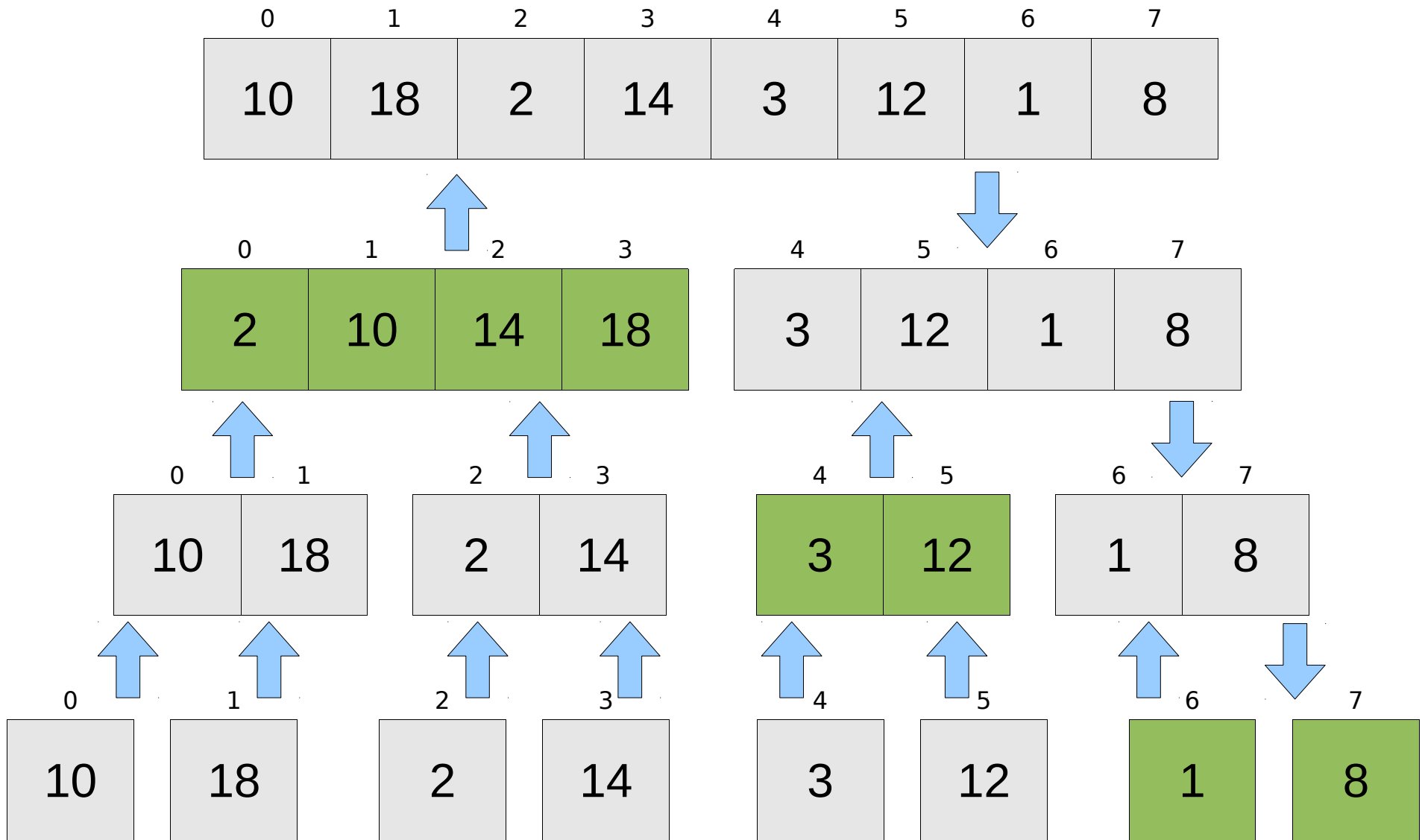
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

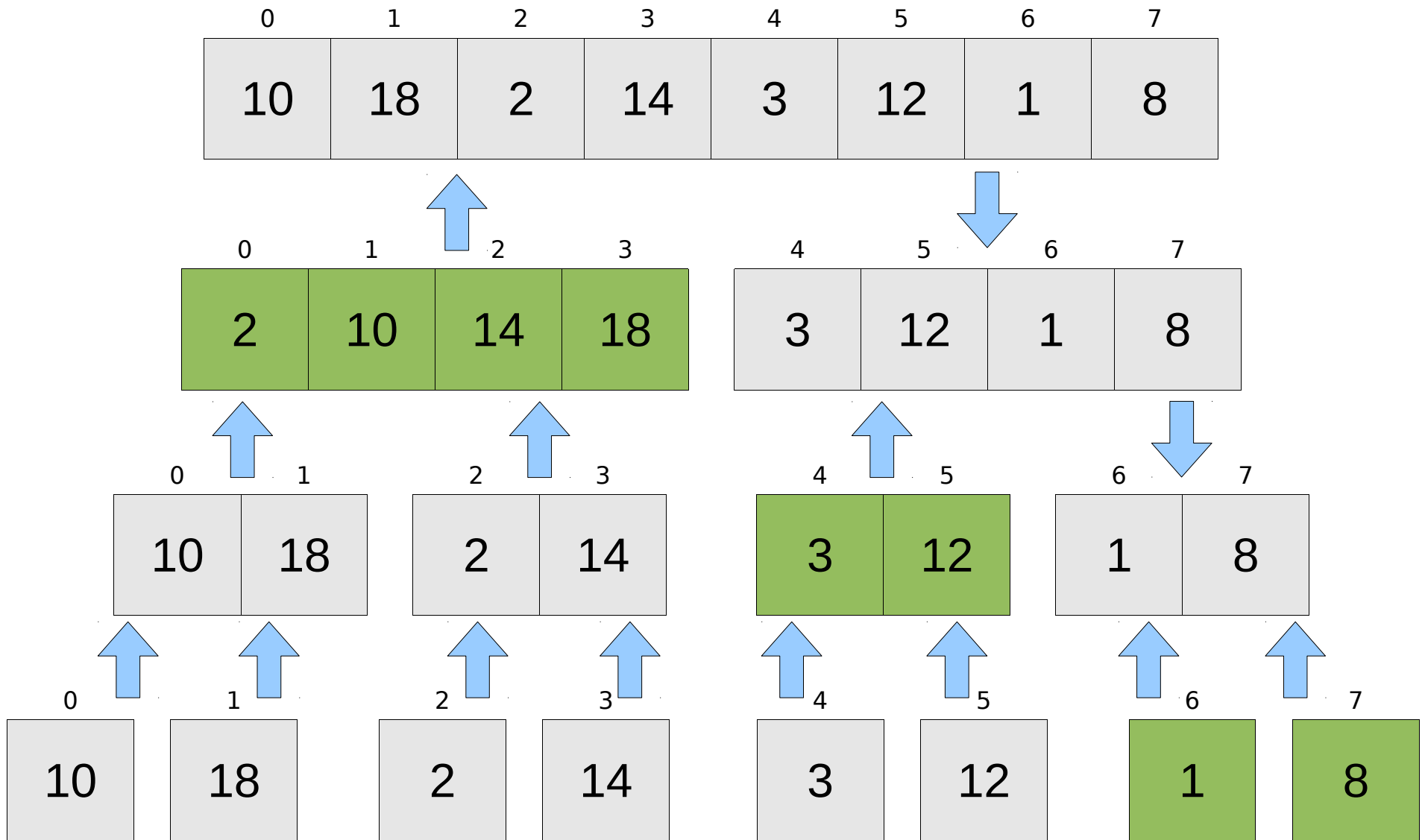
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

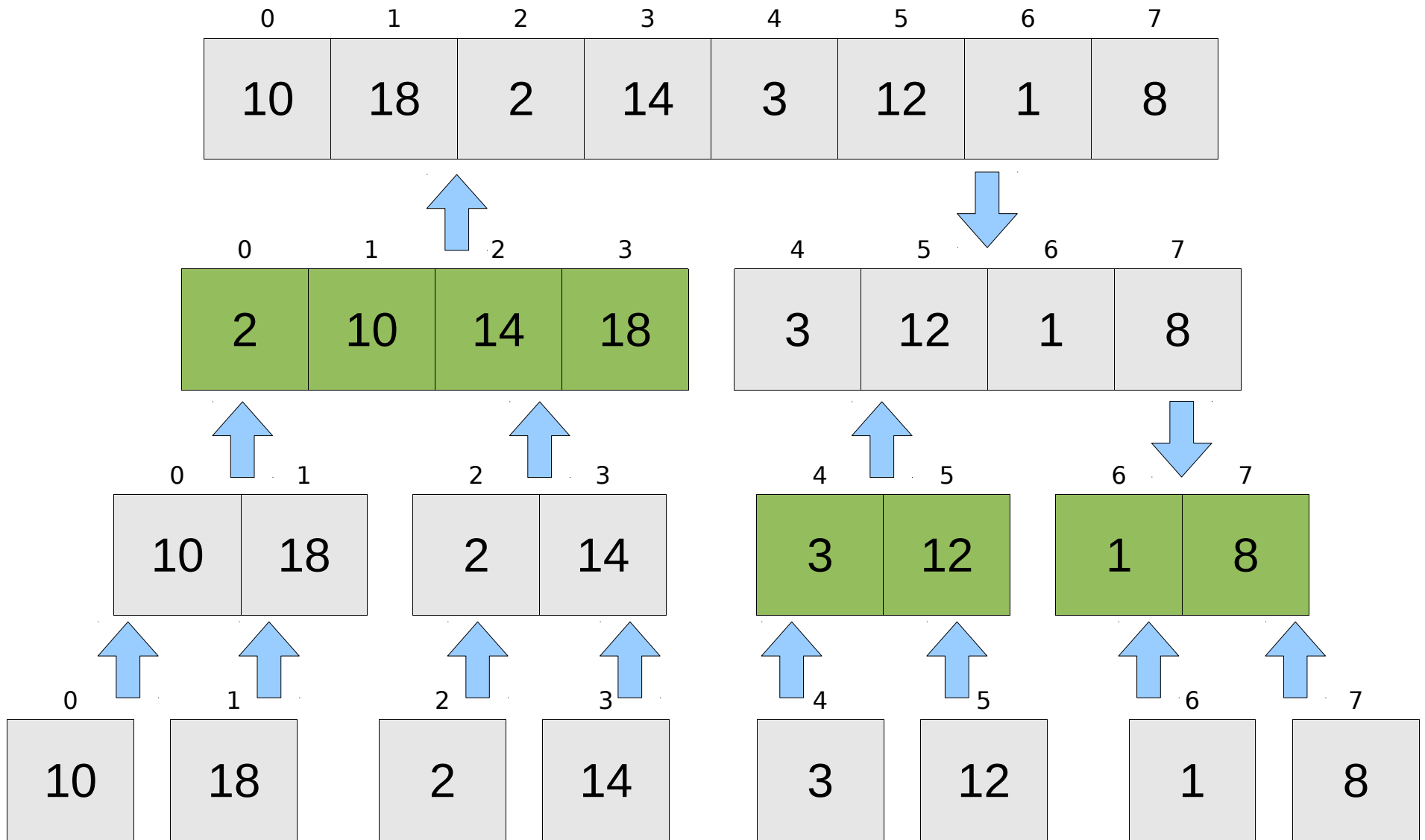
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

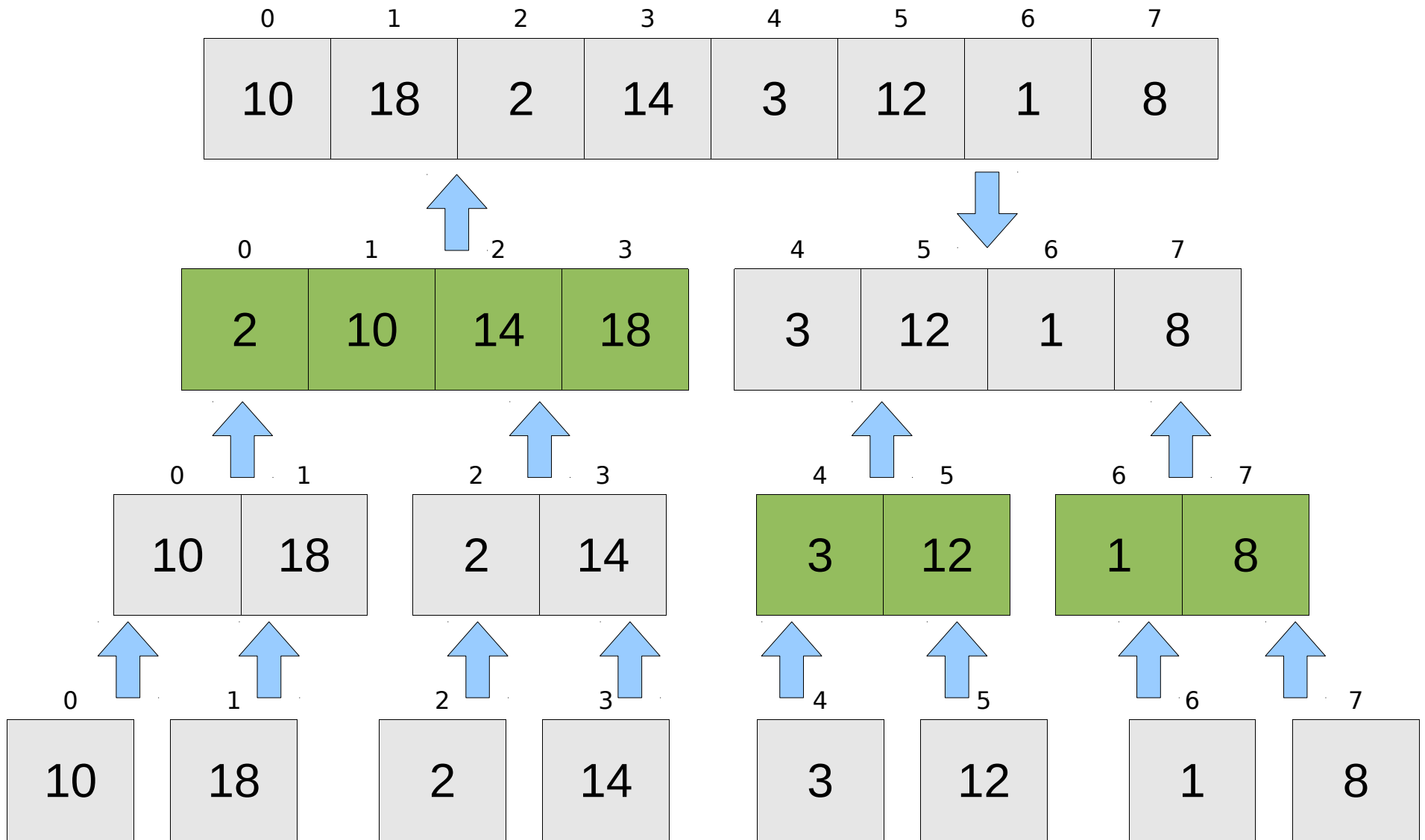
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

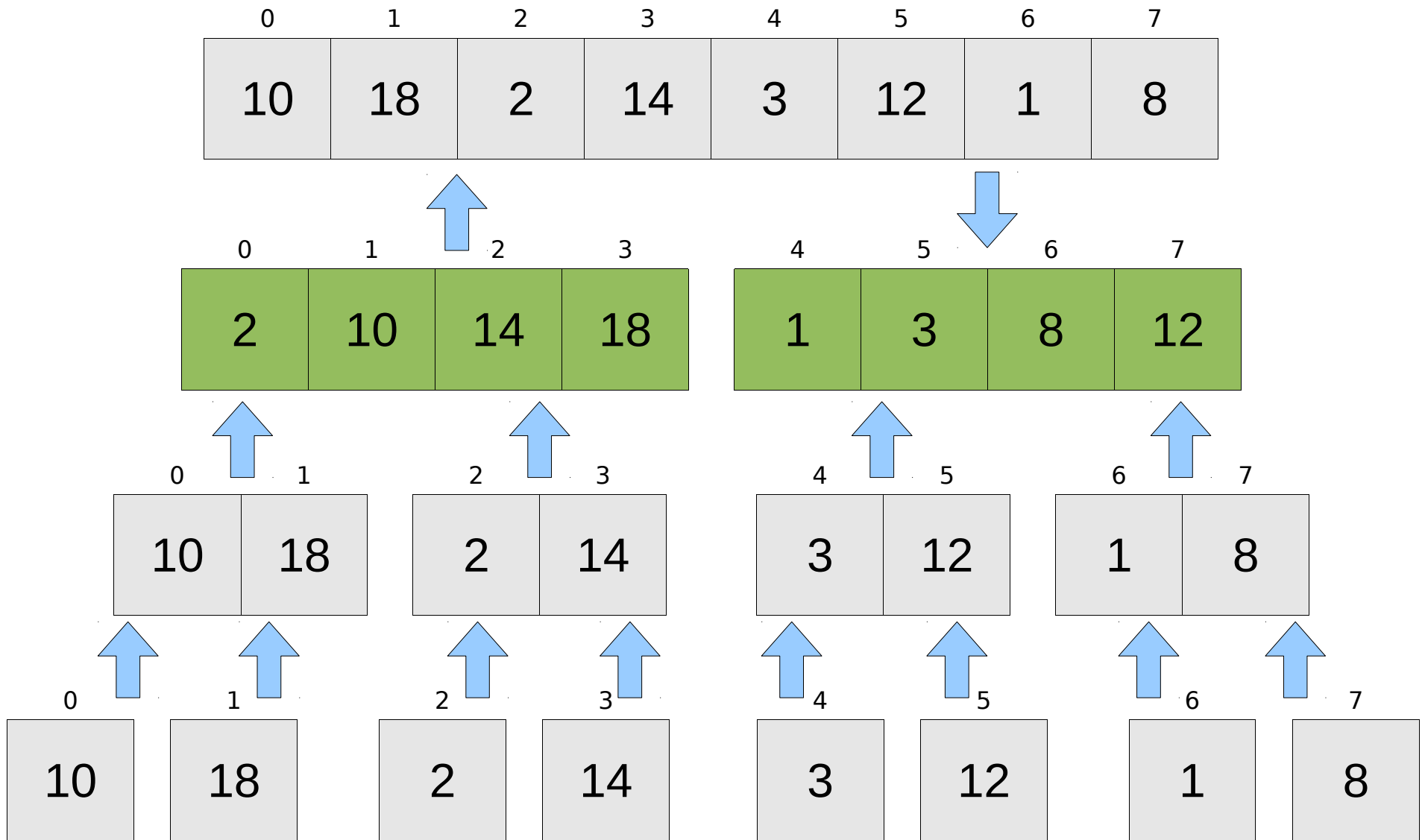
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

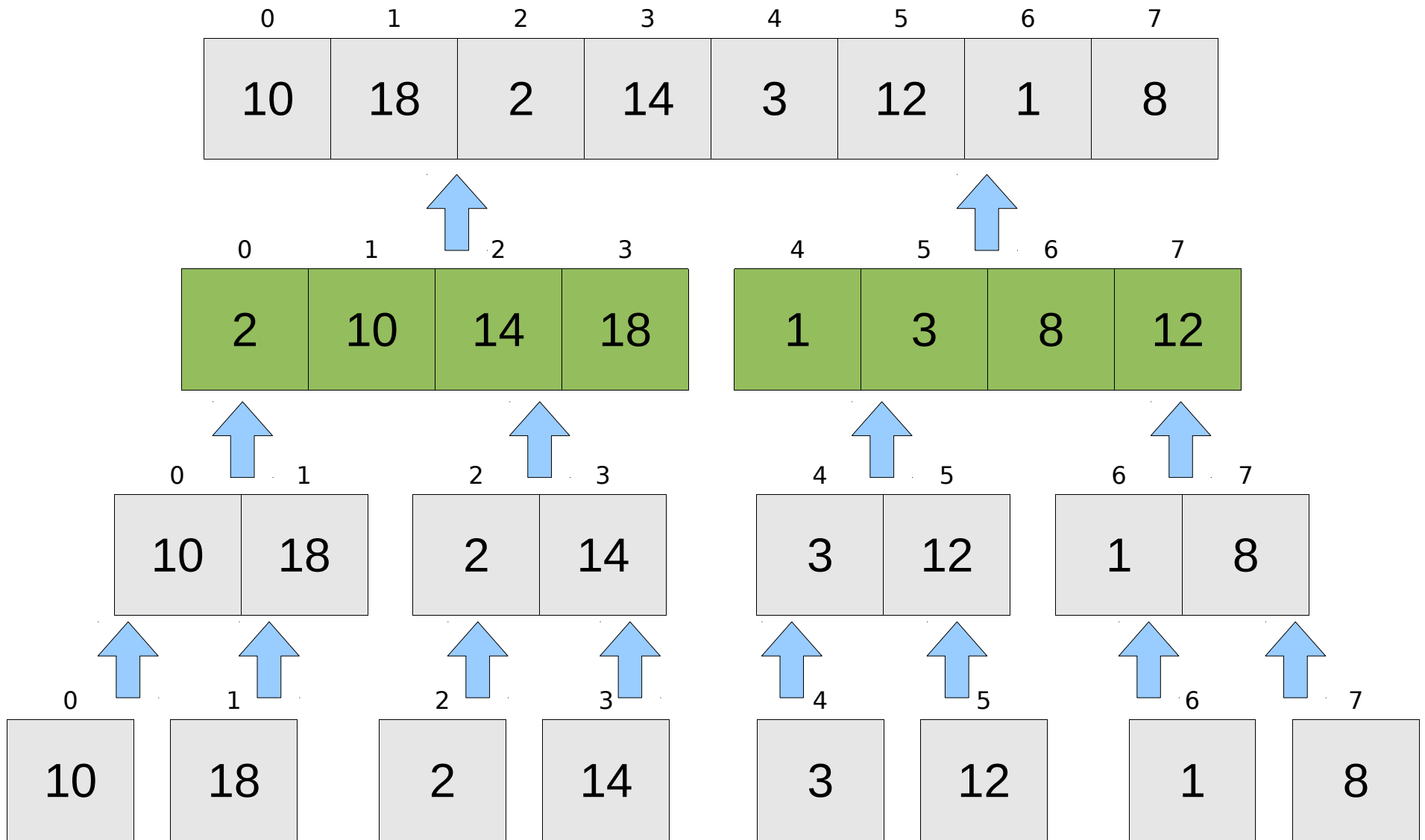
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

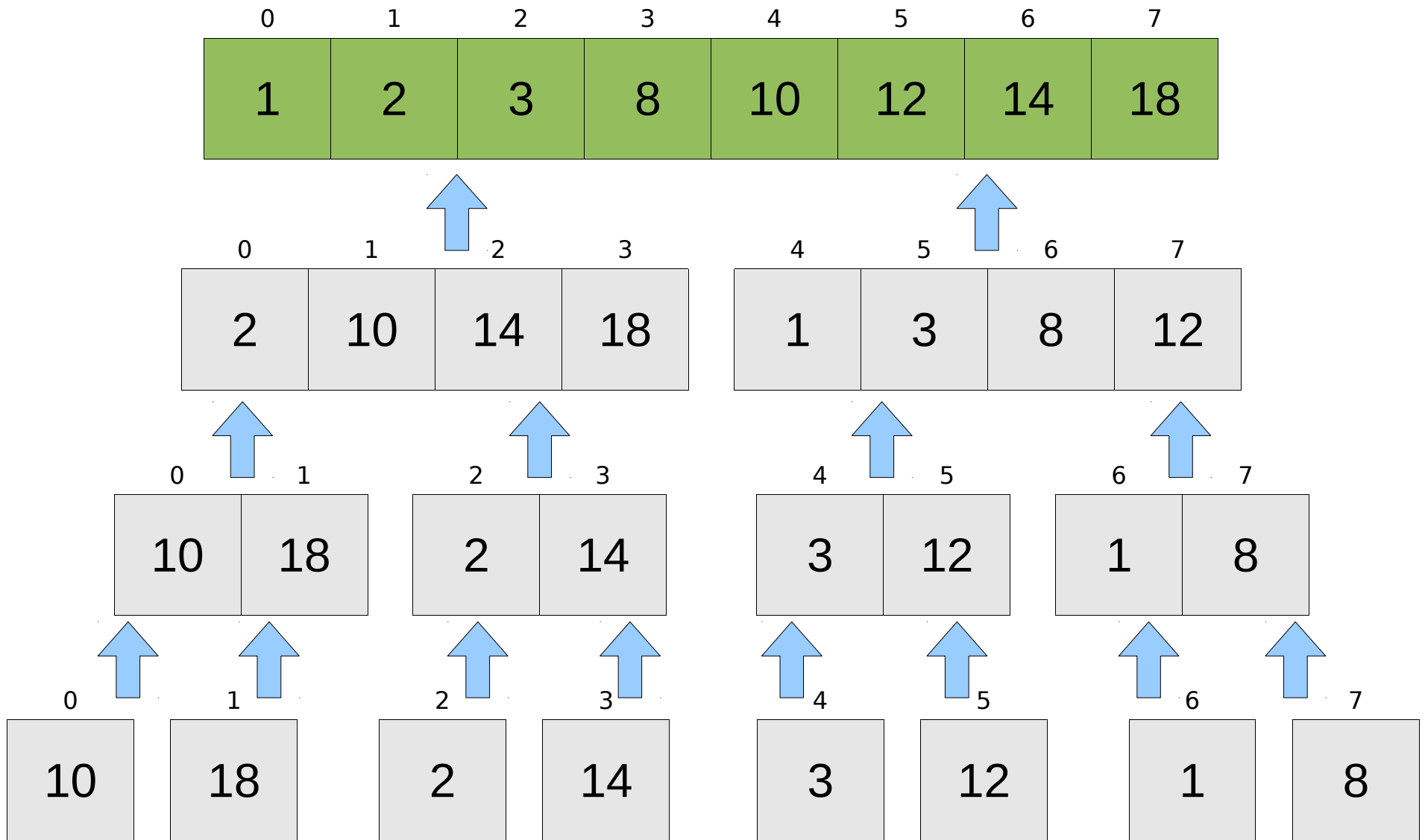
(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

(break down the array, then merge the pieces back together)



We've reached our **base cases**. An array with one element is **sorted**.

Merge Sort

(break down the array, then merge the pieces back together)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|----|----|----|----|
| 1 | 2 | 3 | 8 | 10 | 12 | 14 | 18 |

*** TADA! ***

Merge Sort

(break down the array, then merge the pieces back together)

| | | | | | | | |
|---|---|---|---|----|----|----|----|
| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 2 | 3 | 8 | 10 | 12 | 14 | 18 |

1. What's the **worst-case** Big-Oh runtime?
2. What's the **best-case** Big-Oh runtime?
3. On an exam: trace the results of **each recursive sub-call** to Merge Sort.

Merge Sort

(break down the array, then merge the pieces back together)

| 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
|---|---|---|---|----|----|----|----|
| 1 | 2 | 3 | 8 | 10 | 12 | 14 | 18 |

Let's code it up!