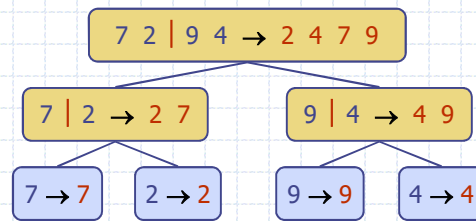


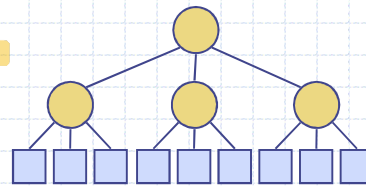
## Merge Sort



1

## Divide-and-Conquer

- ◆ **Divide-and conquer** is a general algorithm design paradigm:
  - **Divide:** divide the input data  $S$  in two or more disjoint subsets  $S_1, S_2, \dots$
  - **Conquer:** solve the subproblems recursively
  - **Combine:** combine the solutions for  $S_1, S_2, \dots$  into a solution for  $S$
- ◆ The base case for the recursion are subproblems of constant size (typically 0 or 1)



2

## Merge-Sort

- ◆ Merge-sort is a sorting algorithm based on the divide-and-conquer paradigm
- ◆ Merge-sort on an input sequence  $S$  with  $n$  elements consists of three steps:
  - **Divide**: partition  $S$  into two sequences  $S_1$  and  $S_2$  of about  $n/2$  elements each
  - **Recur**: recursively sort  $S_1$  and  $S_2$
  - **Conquer**: merge  $S_1$  and  $S_2$  into a unique sorted sequence

```

Algorithm mergeSort( $S$ )
    Input sequence  $S$  with  $n$  elements
    Output sequence  $S$  sorted according to  $C$ 
    if  $S.size() > 1$ 
         $(S_1, S_2) \leftarrow partition(S, n/2)$ 
        mergeSort( $S_1$ )
        mergeSort( $S_2$ )
         $S \leftarrow merge(S_1, S_2)$ 
    
```

↓  
grosso delle  
complessità

3

## Merging Two Sorted Sequences

- ◆ The conquer step of merge-sort consists of merging two sorted sequences  $A$  and  $B$  into a sorted sequence  $S$  containing the union of the elements of  $A$  and  $B$
- ◆ Merging two sorted sequences, each with  $n/2$  elements and implemented by means of a doubly linked list, takes  $O(n)$  time

```

Algorithm merge( $A, B$ )
    Input sequences  $A$  and  $B$  with  $n/2$  elements each
    Output sorted sequence of  $A \cup B$ 
     $S \leftarrow$  empty sequence
    while  $\neg A.isEmpty() \wedge \neg B.isEmpty()$ 
        if  $A.first().element() < B.first().element()$ 
             $S.addLast(A.remove(A.first()))$ 
        else
             $S.addLast(B.remove(B.first()))$ 
    while  $\neg A.isEmpty()$ 
         $S.addLast(A.remove(A.first()))$ 
    while  $\neg B.isEmpty()$ 
         $S.addLast(B.remove(B.first()))$ 
    return  $S$ 
    
```

4

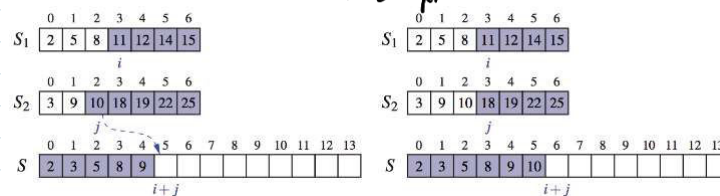
Operaz. fatte sono  $\dim S_1 + \dim S_2$ .  
 Se  $S_1$  e  $S_2$  sono  $\frac{n}{2}$ , la compless. è  $O(n)$

## Java Merge Implementation

```

1  /** Merge contents of arrays S1 and S2 into properly sized array S. */
2  public static <K> void merge(K[] S1, K[] S2, K[] S, Comparator<K> comp) {
3      int i = 0, j = 0;
4      while (i + j < S.length) {
5          if (j == S2.length || (i < S1.length && comp.compare(S1[i], S2[j]) < 0))
6              S[i+j] = S1[i++];           // copy ith element of S1 and increment i
7          else
8              S[i+j] = S2[j++];           // copy jth element of S2 and increment j
9      }
10 }

```



5

## Java Merge-Sort Implementation

```

1  /** Merge-sort contents of array S. */
2  public static <K> void mergeSort(K[] S, Comparator<K> comp) {
3      int n = S.length;
4      if (n < 2) return; // CASO BASE // array is trivially sorted
5      // divide
6      int mid = n/2; // Spezzo S
7      K[] S1 = Arrays.copyOfRange(S, 0, mid); // copy of first half
8      K[] S2 = Arrays.copyOfRange(S, mid, n); // copy of second half
9      // conquer (with recursion)
10     mergeSort(S1, comp); // sort copy of first half
11     mergeSort(S2, comp); // sort copy of second half
12     // merge results
13     merge(S1, S2, S, comp); // merge sorted halves back into original
14 }

```

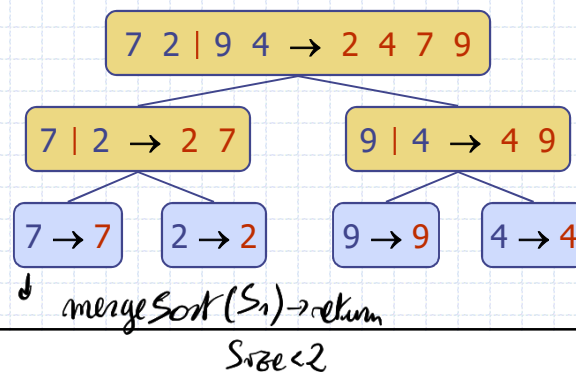
↓ Da un probl. di dimensione  $n \rightarrow 2$  probl. di dimensione  $\frac{n}{2}$   
 RICORSIONE BINARIA

6



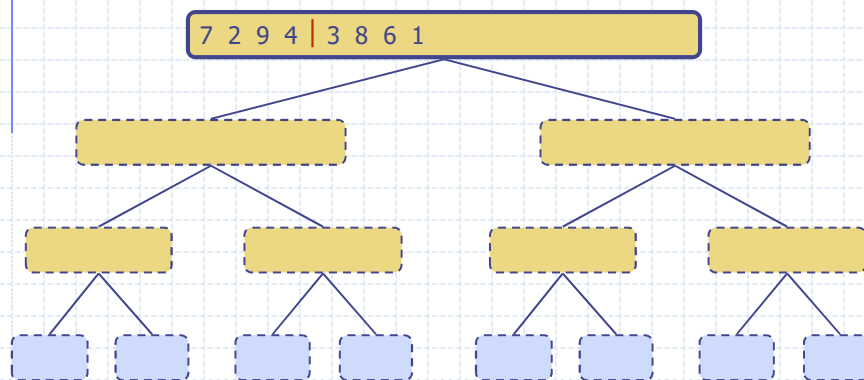
## Merge-Sort Tree

- ◆ An execution of merge-sort is depicted by a binary tree
  - each node represents a recursive call of merge-sort and stores
    - ◆ unsorted sequence before the execution and its partition
    - ◆ sorted sequence at the end of the execution
  - the root is the initial call
  - the leaves are calls on subsequences of size 0 or 1



## Execution Example

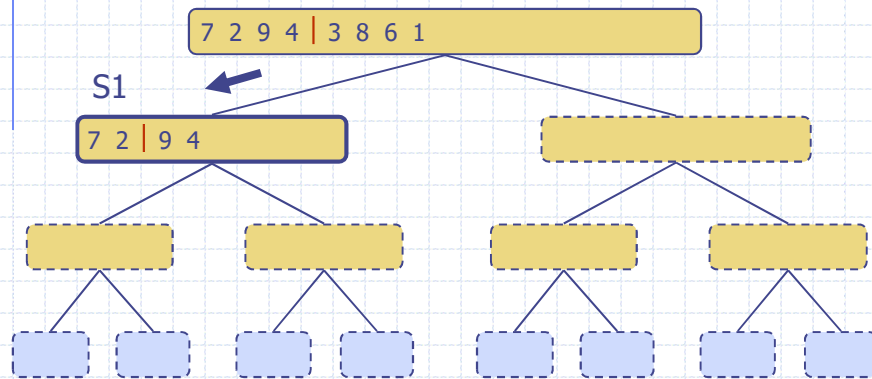
### ◆ Partition



8

## Execution Example (cont.)

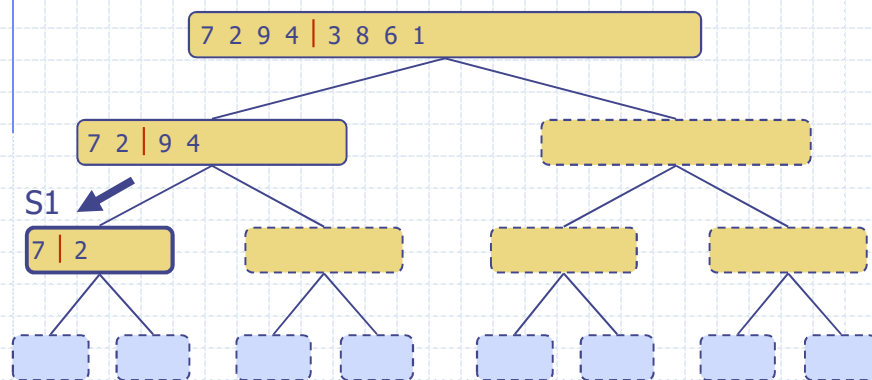
◆ Recursive call, partition



9

## Execution Example (cont.)

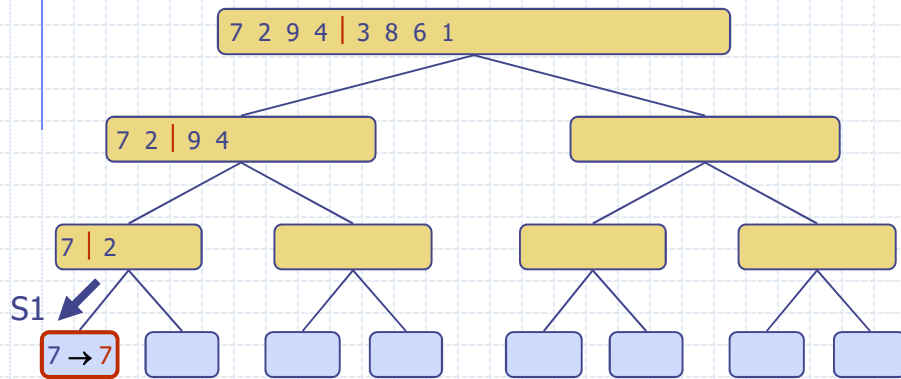
◆ Recursive call, partition



10

## Execution Example (cont.)

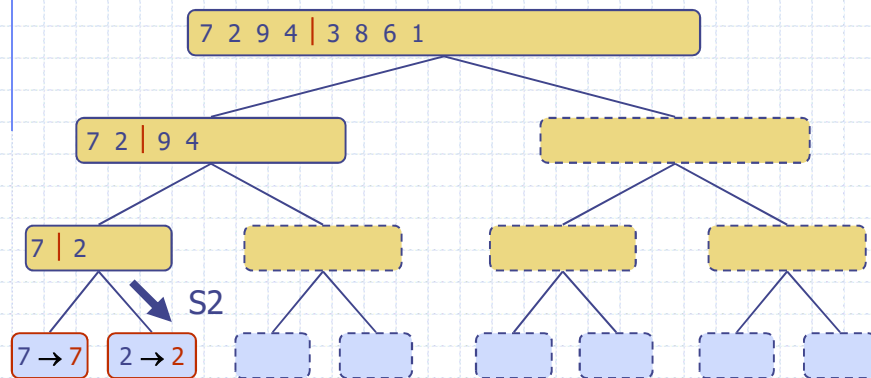
◆ Recursive call, base case



11

## Execution Example (cont.)

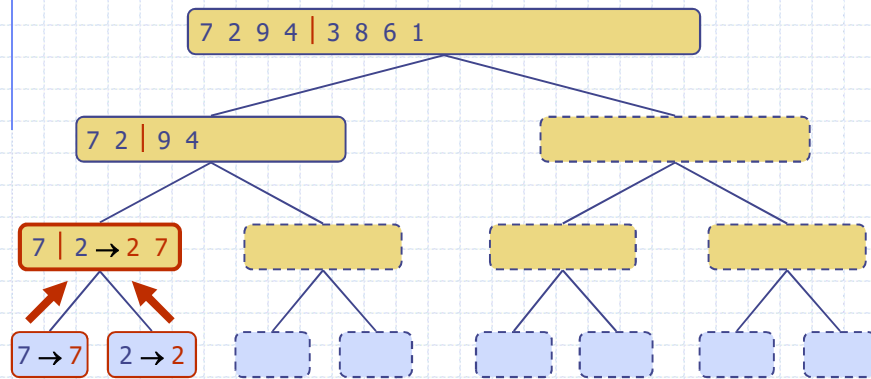
◆ Recursive call, base case



12

## Execution Example (cont.)

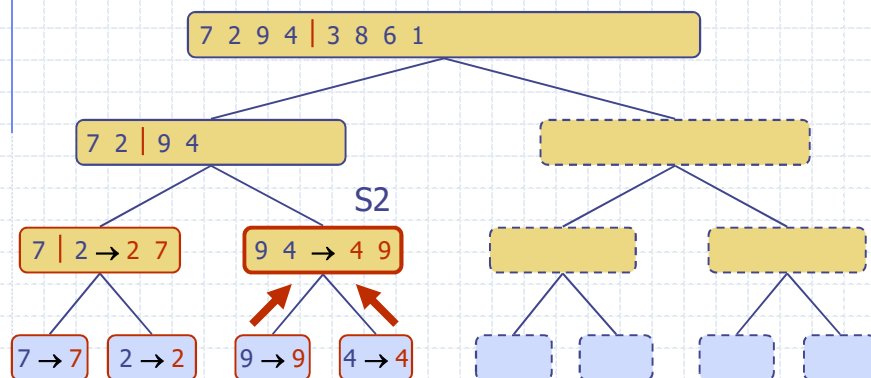
### ◆ Merge



13

## Execution Example (cont.)

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

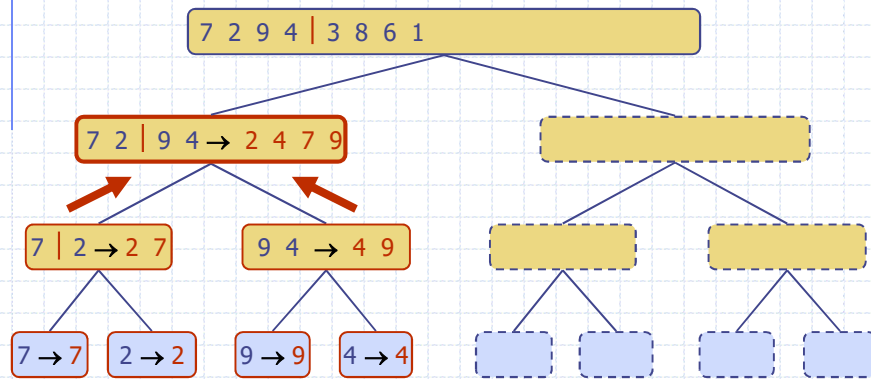


14



## Execution Example (cont.)

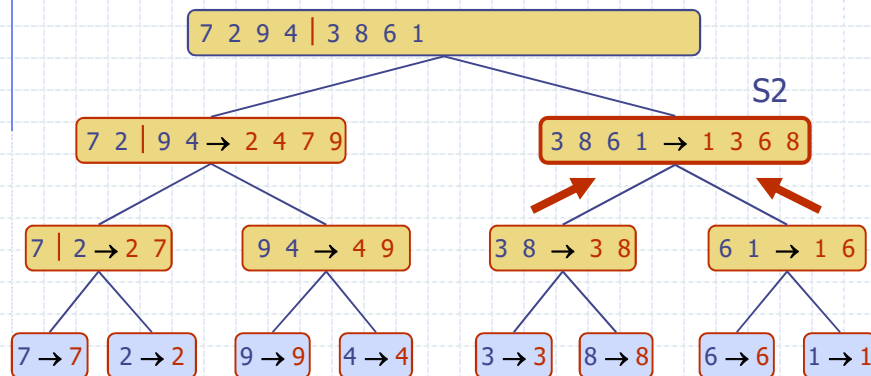
### ◆ Merge



15

## Execution Example (cont.)

### ◆ Recursive call, ..., merge, merge

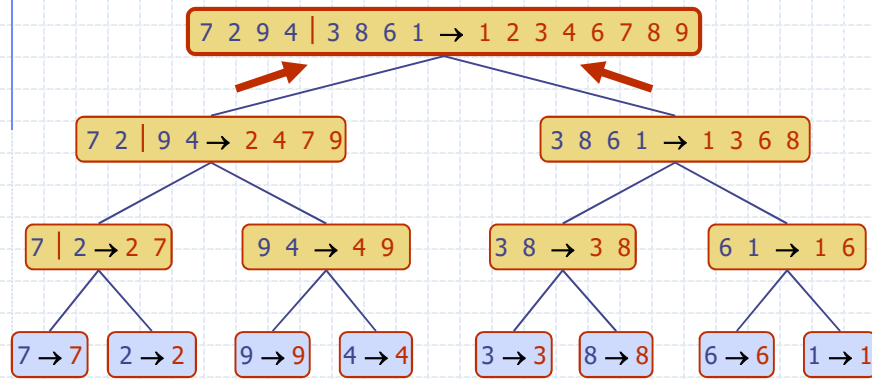


16



## Execution Example (cont.)

### ◆ Merge



17

Fase di discen: non costa niente dividere la lista

## Analysis of Merge-Sort

- ◆ The height  $h$  of the merge-sort tree is  $O(\log n)$ 
  - at each recursive call we divide in half the sequence,
- ◆ The overall amount of work done at the nodes of depth  $i$  is  $O(n)$ 
  - we partition and merge  $2^i$  sequences of size  $n/2^i$
  - we make  $2^{i+1}$  recursive calls
- ◆ Thus, the total running time of merge-sort is  $O(n \log n)$

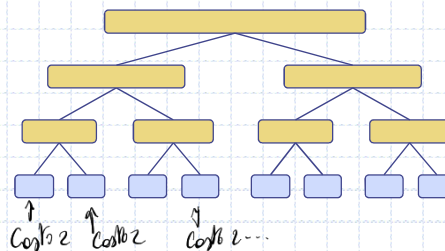
depth #seqs size

0 1  $n$

1 2  $n/2$

$i$   $2^i$   $n/2^i$

... ...



18

Merge: Costo = Somma delle dim. delle 2 sottoliste  
 Per passare da ultimo livello a penultimo:  $n$ ,  
 Adesso da 8 liste da 1 a 4 liste da 2.  
 Costo 4 per due merge.  $\Rightarrow 8$ .

Ogni livello di Merging ha costo di  $O(n)$ .

Quanti sono livelli? Da  $n$  per dimezz. successivi,

per arrivare a 1 ho  $\log n$  suddivisione.

$\log n$  livelli, ogni livello ha numero di nodi pari a  $2^i$ ,  $\frac{n}{2^i}$  elementi

per nodo. Prodotto: sempre  $n$ . Numero nodi  $\times$  numero elem. ogni nodo.

Complessità per ogni livello  $n$ .

$\Rightarrow$  Big O:  $O(n \log n)$

Merge Sort ha sempre  $O(n \log n)$  perché  
non dipende dai dati. Le operaz. fatte sono  
sempre le stesse.