

Computer Science 112

Data Structures

Lecture 25:

Review for Final Exam

Merge (*part* of merge sort)

- **Merging:**
 - Start with two lists, each in order within itself
 - Produce one combined, in-order list

2 5 8 9

1 3 4 6

=> 1 2 3 4 5 6 8 9

Merging

- **Merging:**

Inputs:

| | | | |
|----------|----------|----------|----------|
| 2 | 5 | 8 | 9 |
|----------|----------|----------|----------|

| | | | |
|----------|----------|----------|----------|
| 1 | 3 | 4 | 6 |
|----------|----------|----------|----------|

Output:

Merging

- **Merging:**

Inputs:

2 5 8 9

1 **3** 4 6

Output:

1

Merging

- **Merging:**

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2

Merging

- **Merging:**

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2 3

Merging

- **Merging:**

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2 3 4

Merging

- **Merging:**

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2 3 4 5

Merging

- **Merging:**

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2 3 4 5 6

Merging

Merging:

Inputs:

2 5 8 9

1 3 4 6

Output:

1 2 3 4 5 6 8 9

How much work?

Merging

- **Work: worst case $O(\text{Length})$ compares**

Merge *Sort*

- **Divide & Conquer:**
 - split in two parts
 - no comparisons done in split
 - sort each part
 - merge the groups
- **Cf quicksort which does comparisons in split and not in combine**

Merge Sort

Unsorted:

2 5 1 8 3 9 4

Partition:



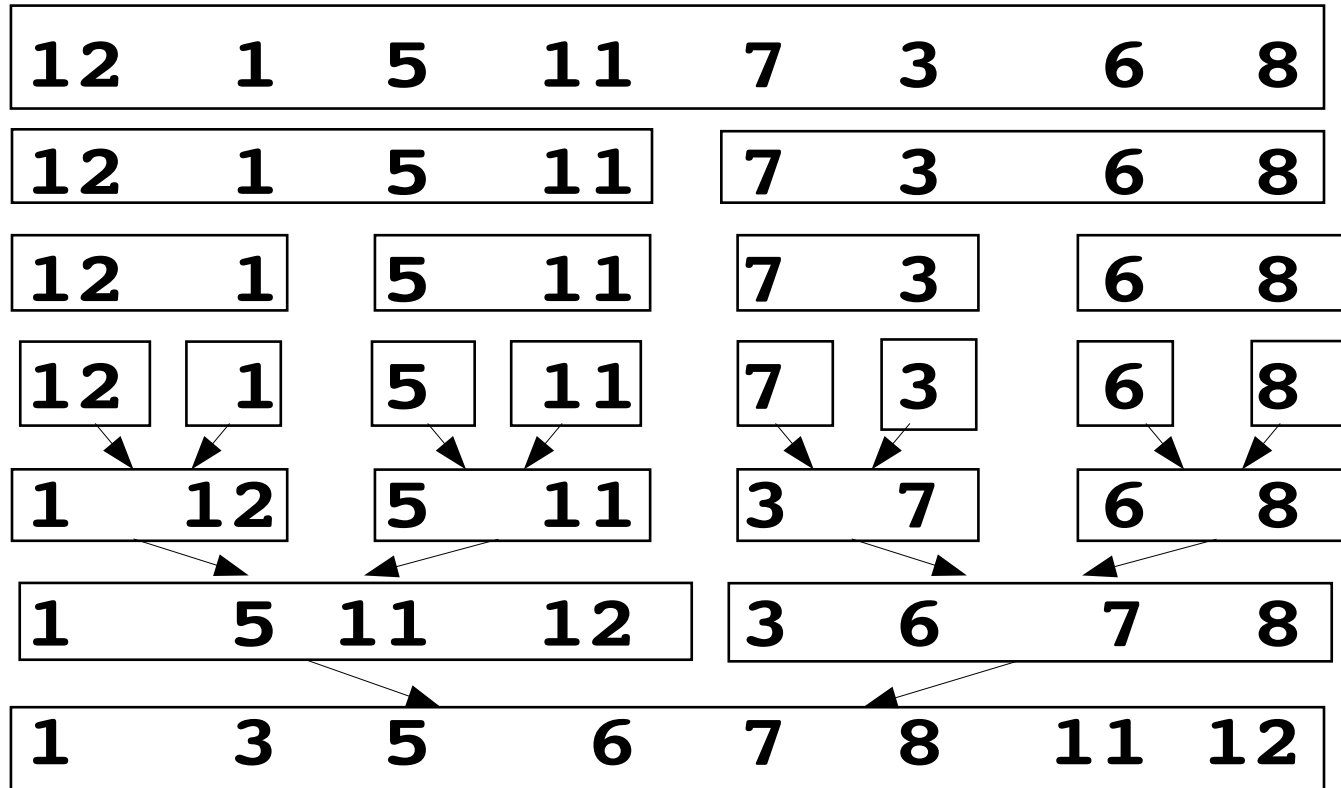
Sort Groups:



Merge Groups:



Merge Sort



Split

Split

Split

Merge

Merge

Merge

Complexity

- Merge takes $O(n)$ where n is size of result
- Like quicksort, level i does 2^i sublists, each of length $O(N/2^i) \Rightarrow O(N)$ work at each level
- Best, worst, average all do $O(\log n)$ levels
- Complexity is $O(n \log n)$

Merge vs Quick

- **Merge has space overhead and also time overhead but even worst case is $O(n \log n)$**
- **Quick is in-place and low time overhead but (very unlikely) worst case $O(n^2)$**

Topics for Final Exam

Everything from exams 1 and 2

Heaps

Graphs

Sorting

Topics for Final Exam

heaps

- heap structure and order, implementation as an array
- heap insert / sift up and delete / sift down

graphs

- directed/undirected, weighted, path, cycle, connected
- representation as adjacency matrix and adjacency list
- Depth First Search, Breadth First Search
- DFS and **BFS** Topsort
- Dijkstsra's shortest path algorithm

Sorting

- quicksort, heapsort, (treesort), [merge, insertion sorts]

Topics for exam 2

Binary search trees

AVL trees

Huffman codes

Hashing

Binary search trees

**Ordering, Search, Insertion, Deletion,
Depth as a function of number of nodes**

AVL trees

**Balance factor, Rotation operation, Insertion and
rebalancing [NOT deletion], Big-O**

Huffman codes

**Varying length codes, Huffman trees,
Decoding, Encoding, Building the tree**

Hashing

**Insertion, Chaining, Searching,
Load factor and rehashing, Big-O:
search and insert, worst and expected**

Topics for Exam 1

- **Linked Lists**
- **Exceptions**
- **Generics**
- **Stacks**
- **Queues**
- **Search**

Linked lists

- add-front, delete-front, add-after, delete-after, length, last, etc**
- circular linked lists, doubly linked lists**

Exceptions

Generics

Stacks, queues

- as linked lists, as ArrayLists**
- big-O**

Search

- sequential, best/worst/average big-O**
- binary**