

## Merge Sort

An optimal sorting Algorithm based on Divide & Conquer approach. ( $\Theta(n \log n)$  time)

### Divide & Conquer

Many useful algorithms are recursive in structure

**Divide** the problem into a number of subproblems that are smaller instances of the same problem.

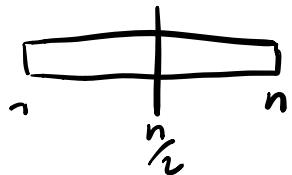
**Conquer** the subproblems by solving them recursively. If subproblem size is small enough, solve it with a straight forward solution

**Combine** the solutions to the subproblems into the solution for the original problem.

Usually Conquer step is trivial and cheap. and only one Divide or Combine is expensive

## Merge Sort

Divide an  $n$ -element array into two subarrays of size  $= \frac{n}{2}$



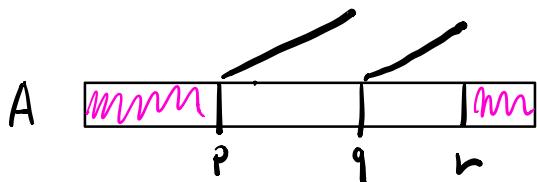
Conquer Sort two subarrays recursively  
if the size is  $\leq 1$ , do nothing

Combine Merge the two sorted subarrays to produce their sorted union

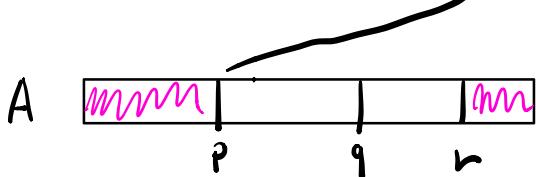
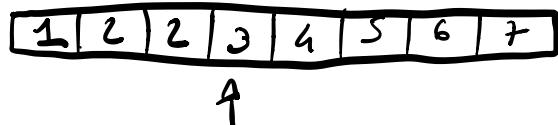
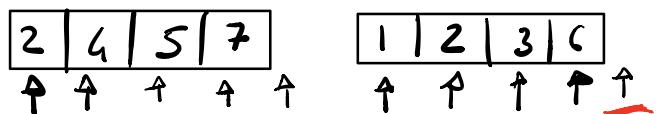
Merge ( $A, p, q, r$ )

$m$  do not care

Example

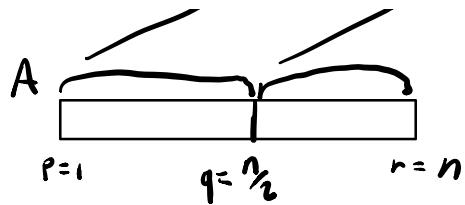


$\Downarrow$  merge



Linear time algorithm

MergeSort ( $A, p, r$ )



if  $p < r$

$$q = \lfloor (p+r)/2 \rfloor \quad // \text{Divide}$$

MergeSort ( $A, p, q$ )

MergeSort ( $A, q+1, r$ )  $// \text{Conquer}$

Merge ( $A, p, q, r$ )  $// \text{Combine}$

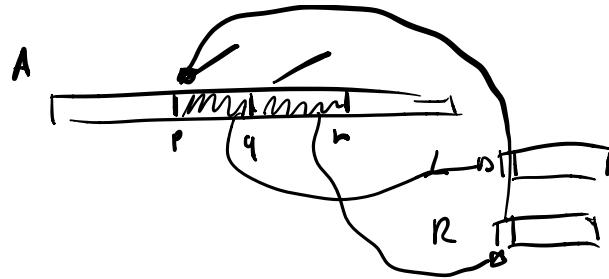
Use sentinels

2	4	5	7	+∞
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1	1	2	3	4	+∞
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say  $n = n_1 + n_2$

Merge ( $A, p, q, r$ )



$c // n_1 = q - p + 1$

$n_2 = r - q$

$// \text{let } L[1 \dots n_1 + 1] \text{ and } R[1 \dots n_2 + 1]$   
be new arrays // not in place

for  $i = 1$  to  $n_1$

$$L[i] = A[p+i-1]$$

for  $j = 1$  to  $n_2$

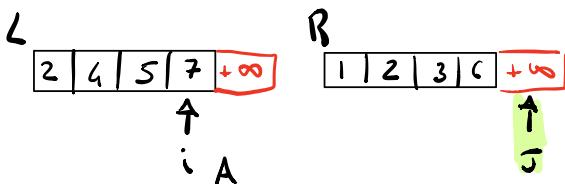
$$R[j] = A[q+j]$$

$L[n_1 + 1] = +\infty \quad \Theta(n_1 + n_2)$

$R[n_2 + 1] = +\infty$

$i = 1$

$j = 1$



for  $k = p + 0 \rightarrow r$

$// \text{if } L[i] \leq R[j]$

$$A[k] = L[i]$$

MS is stable

$i = i + 1$

$n$  iterations

else

$$A[k] = R[j]$$

for loop costs

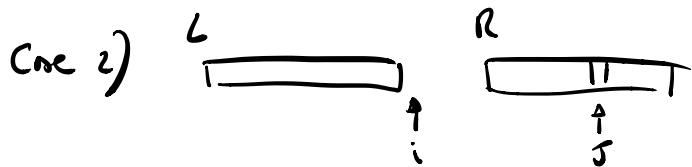
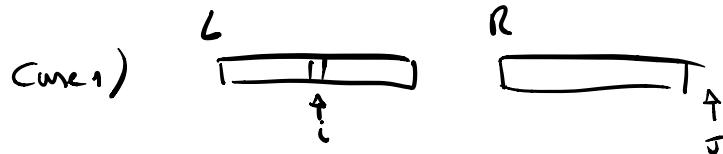
$j = j + 1$

$C \cdot n$

merge costs  $\Theta(n)$

3 while Loops if we do not want to use sentinels.

while  $i \leq q$  and  $j \leq r$ :



while  $i \leq q$ :

//copy from L

while  $j \leq r$ :

//copy from R

MergeSort ( $A, p, r$ )

if  $p < r$

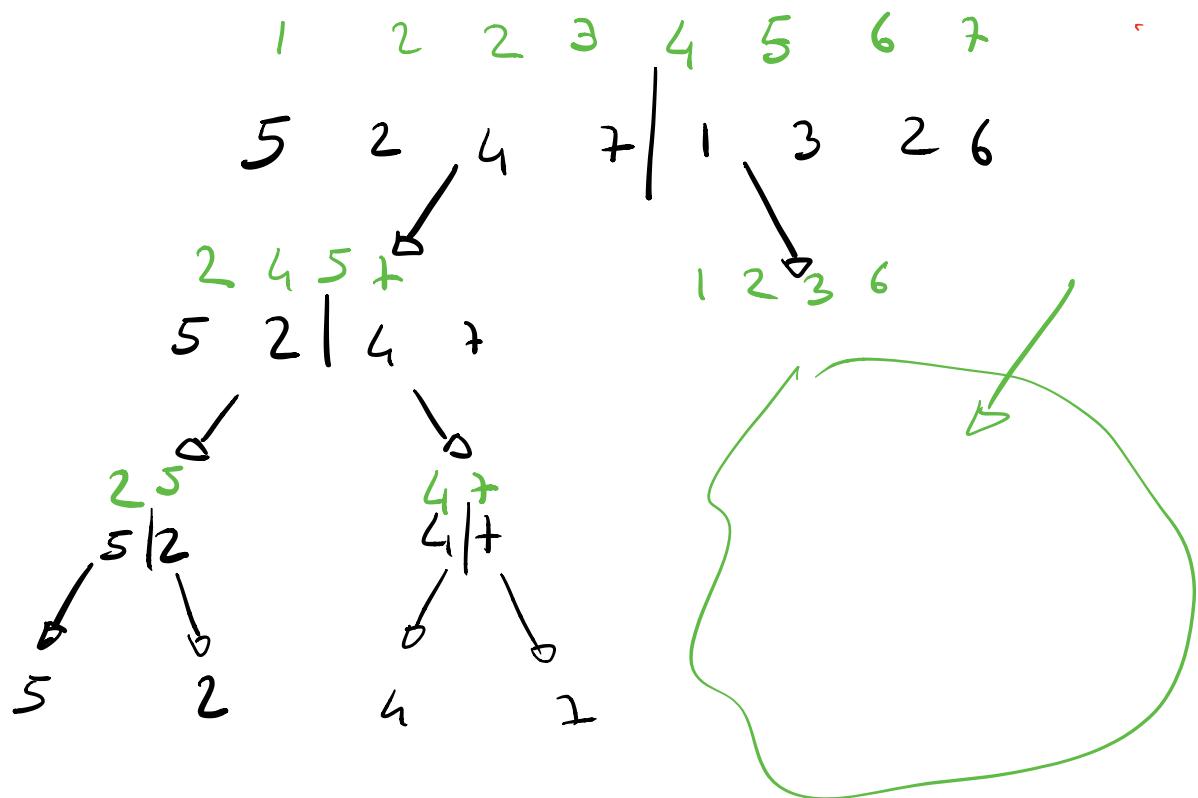
$$q = \lfloor (p+r)/2 \rfloor \quad // \text{Divide}$$

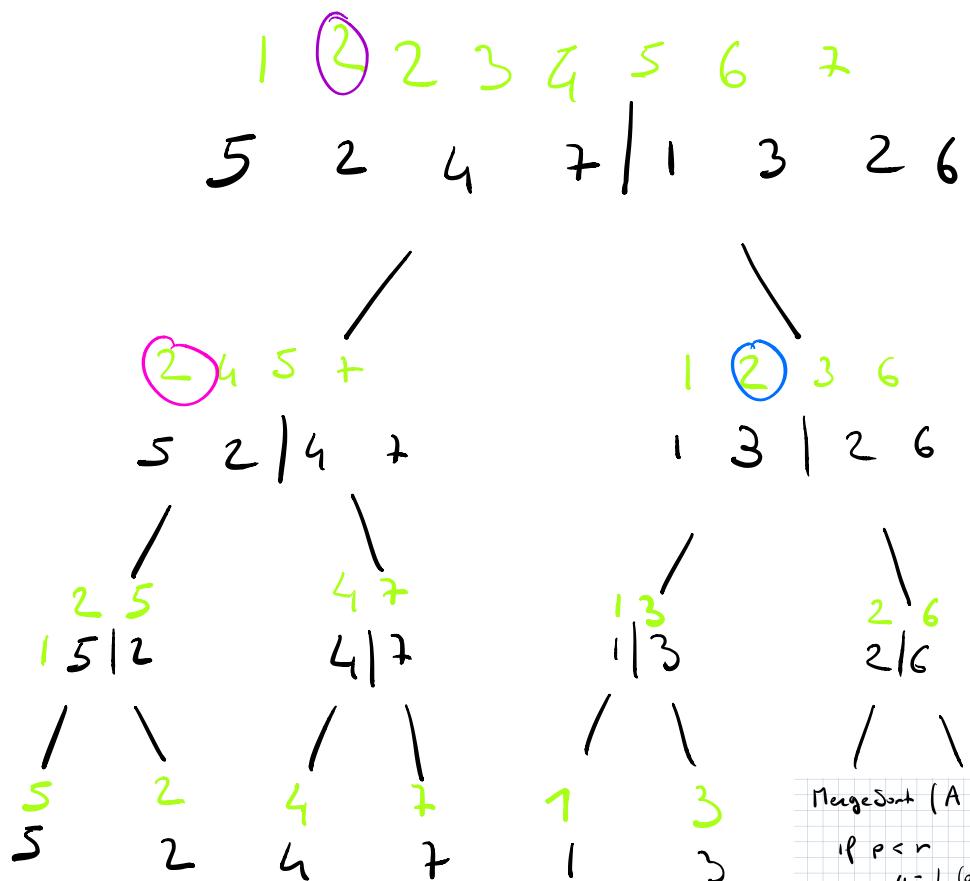
MergeSort ( $A, p, q$ )

MergeSort ( $A, q+1, r$ )  $// \text{Conquer}$

Merge ( $A, p, q, r$ )  $// \text{Combine}$

Open Visu Alg 5





MergeSort( $A, p, r$ )

if  $p < r$   
 $q = \lfloor (p+r)/2 \rfloor$  // Divide

MergeSort( $A, p, q$ ) // Conquer  
 MergeSort( $A, q+1, r$ ) // Conquer  
 Merge( $A, p, q, r$ ) // Combine

## MergeSort Analysis

Are best case and worst case different? NO!

A recurrence  $T(n)$  for the running time of a divide & conquer - based algorithm.

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq c \\ a T\left(\frac{n}{b}\right) + D(n) + C(n) \end{cases}$$

$a$  = # of subproblems

$\frac{n}{b}$  = max size of a subproblem

$D(n)$  = cost of dividing a problem of size  $n$

$C(n)$  = cost of combining a problem of size  $n$

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ 2 \underbrace{T\left(\frac{n}{2}\right)}_{\Theta(1)} + \Theta(1) + \Theta(n) \end{cases}$$

MergeSort ( $A, p, r$ )  $\leftarrow T(n)$

if  $p < r$

$$q = \lfloor (p+r)/2 \rfloor \quad // \text{Divide} \quad D(n) = \Theta(1)$$

MergeSort ( $A, p, q$ )  $// \text{Conquer}$   $T(\frac{n}{2})$

MergeSort ( $A, q+1, r$ )  $// \text{Conquer}$   $T(\frac{n}{2})$

Merge ( $A, p, q, r$ )  $// \text{Combine}$   $C(n) = \Theta(n)$

$$T(n) = \Theta(1) + T\left(\frac{n}{2}\right) + T\left(\frac{n}{2}\right) + \Theta(n)$$

$$= 2T\left(\frac{n}{2}\right) + \underbrace{\Theta(n) + \Theta(1)}_{\Theta(n)}$$

$$T(n) = \Theta(n \log_2 n)$$

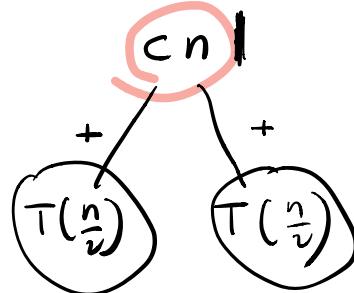
$$T(n) = \begin{cases} c & \text{if } n < 1 \\ 2 T\left(\frac{n}{2}\right) + cn \end{cases}$$

Use recursion tree

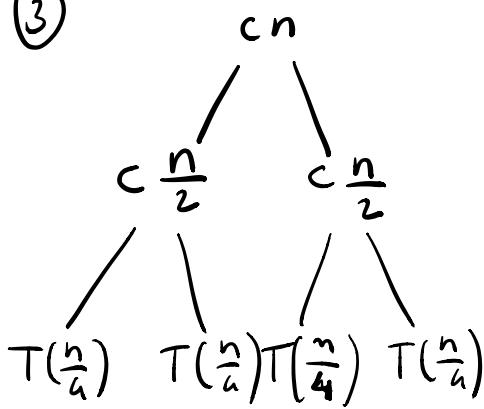
①

$$T(n)$$

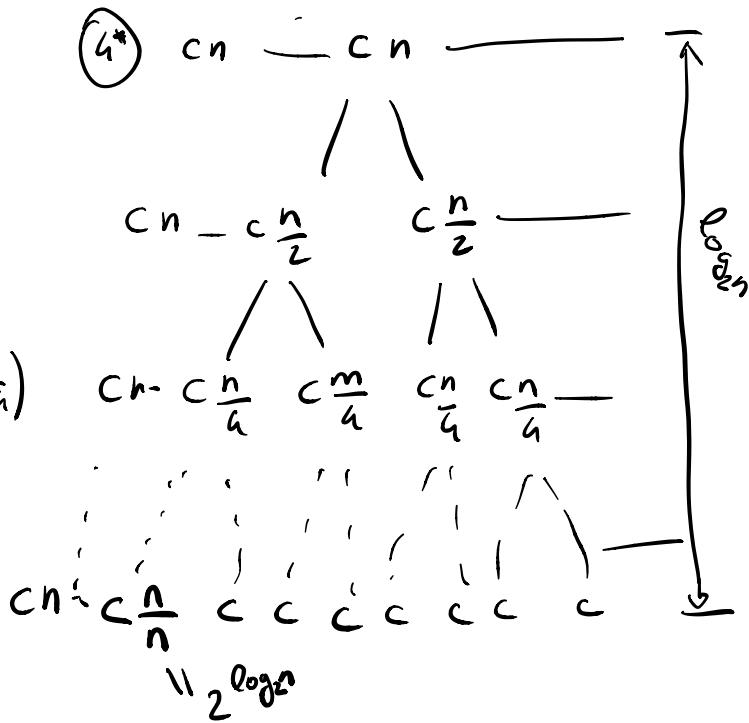
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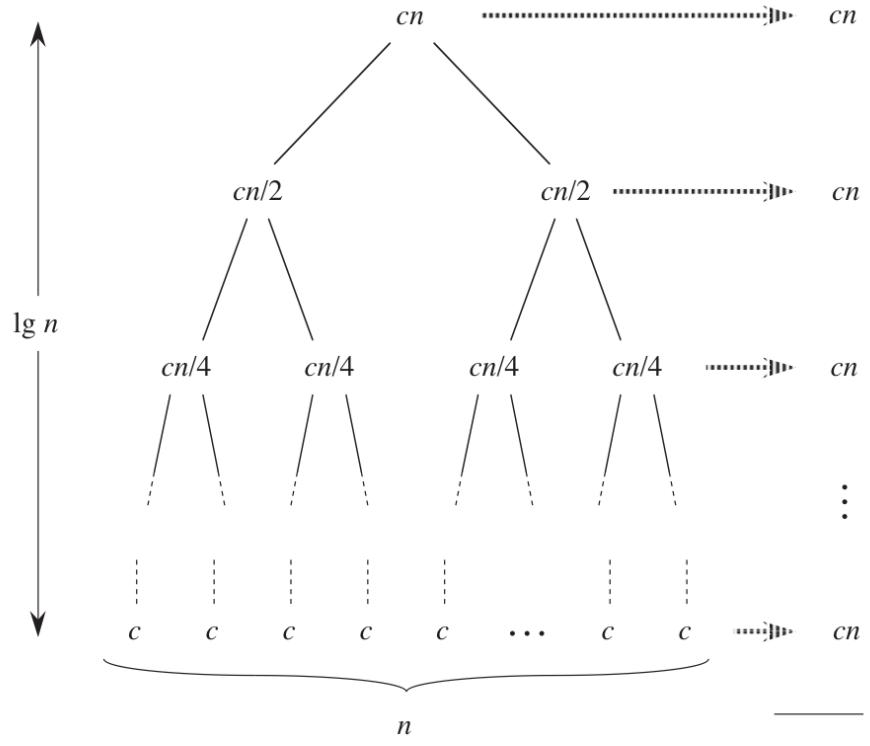


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(d)

Total:  $cn \lg n + cn$