Merge Sort

Divide-and-Conquer (§ 10.1.1)

- Divide-and conquer is a general algorithm design paradigm:
 - Divide: divide the input data S in two disjoint subsets S₁ and S₂
 - Recur: solve the subproblems associated with S₁ and S₂
 - Conquer: combine the solutions for S_1 and S_2 into a solution for S
- The base case for the recursion are subproblems of size 0 or 1

- Merge-sort is a sorting algorithm based on the divide-and-conquer paradigm
- Like heap-sort
 - It uses a comparator
 - It has $O(n \log n)$ running time
- Unlike heap-sort
 - It does not use an auxiliary priority queue
 - It accesses data in a sequential manner (suitable to sort data on a disk)

Merge-Sort (§ 10.1)

- 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, C)

Input sequence *S* with *n* elements, comparator *C*

Output sequence S sorted according to C

if
$$S.size() > 1$$

 $(S_1, S_2) \leftarrow partition(S, n/2)$
 $mergeSort(S_1, C)$
 $mergeSort(S_2, C)$

 $S \leftarrow merge(S_1, S_2)$

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

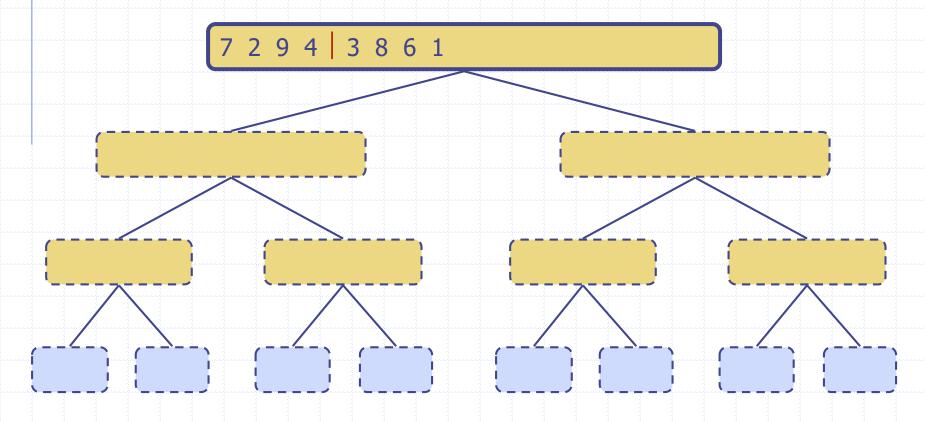
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Algorithm merge(A, B)
   Input sequences A and B with
        n/2 elements each
   Output sorted sequence of A \cup B
   S \leftarrow empty sequence
    while \neg A.empty() \land \neg B.empty()
       if A.front() < B.front()
           S.addBack(A.front()); A.eraseFront();
       else
            S.addBack(B.front()); B.eraseFront();
   while \neg A.empty()
       S.addBack(A.front()); A.eraseFront();
   while \neg B.empty()
       S.addBack(B.front()); B.eraseFront();
   return S
```

Merge-Sort Tree

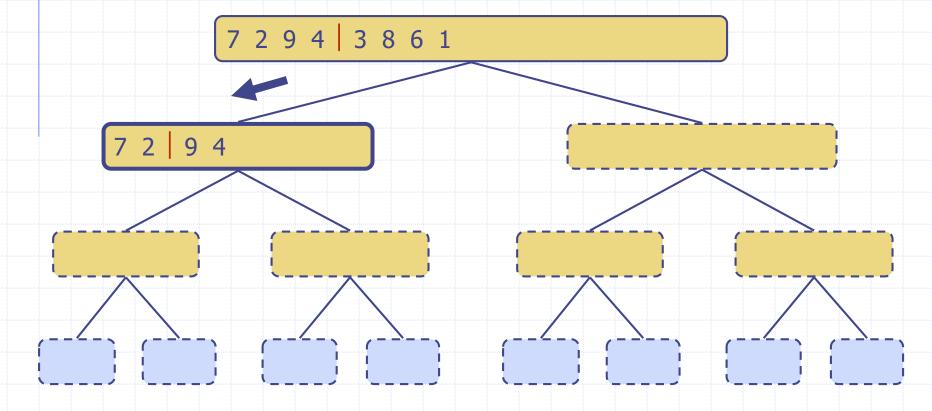
- An execution of merge-sort is depicted by a binary tree
 - each node represents a recursive call of merge-sort and stores
 - unsorted sequence before the execution and its partition
 - sorted sequence at the end of the execution
 - the root is the initial call
 - the leaves are calls on subsequences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

Execution Example

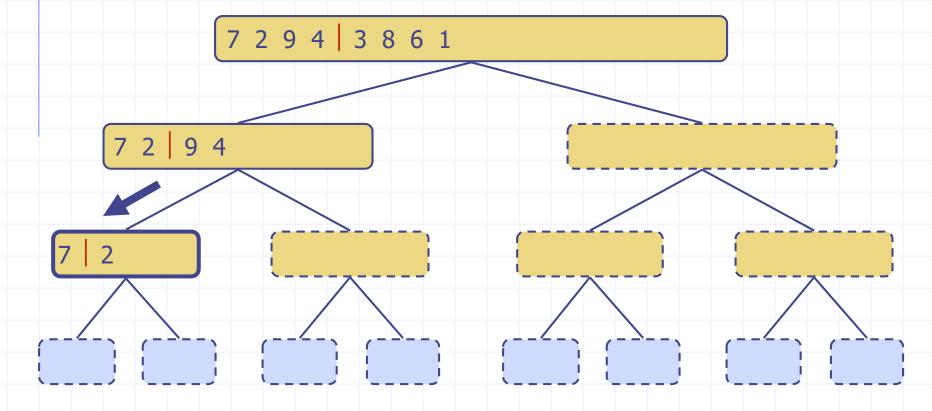
Partition



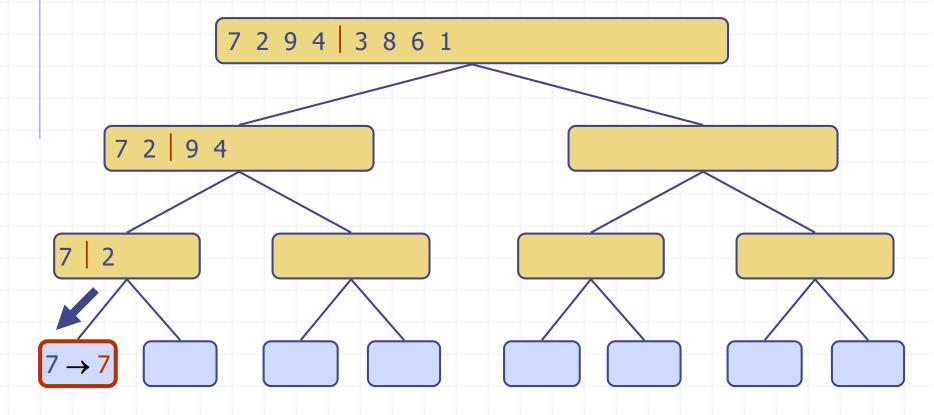
Recursive call, partition



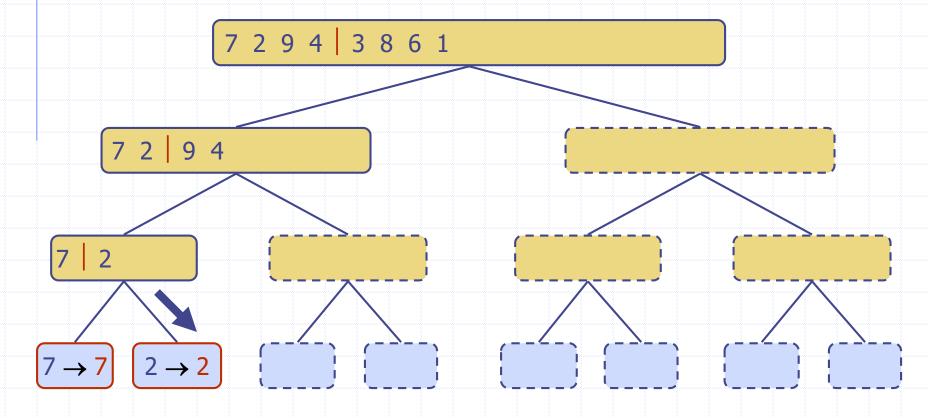
Recursive call, partition

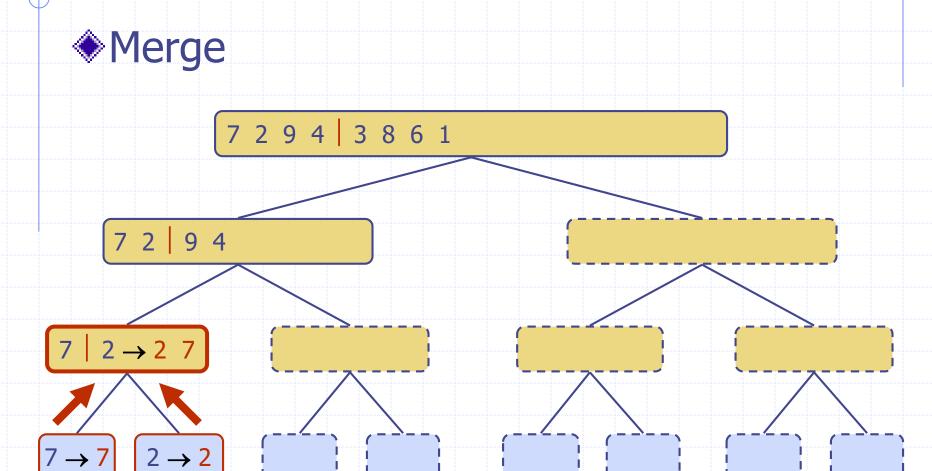


Recursive call, base case



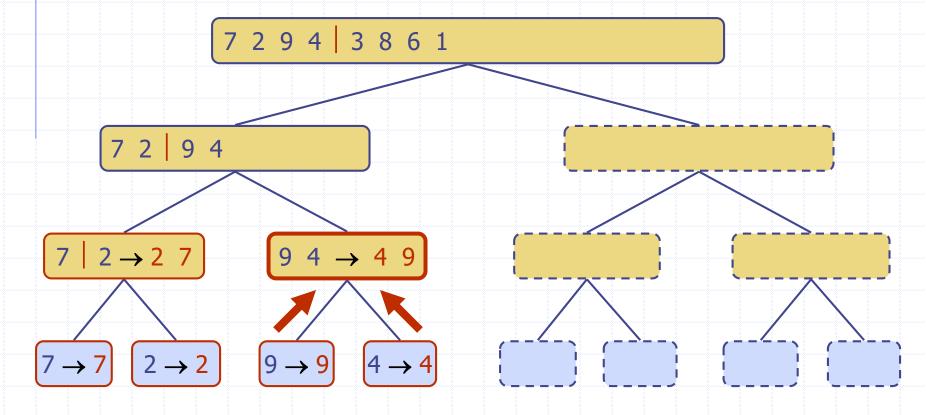
Recursive call, base case





Merge Sort

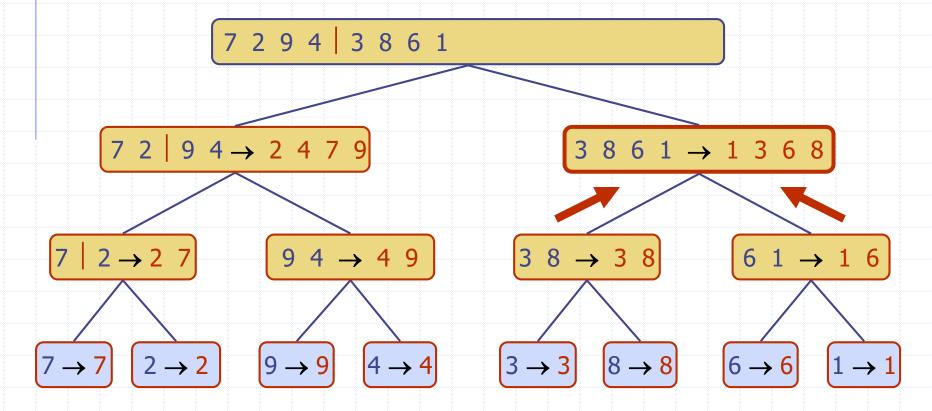
Recursive call, ..., base case, merge





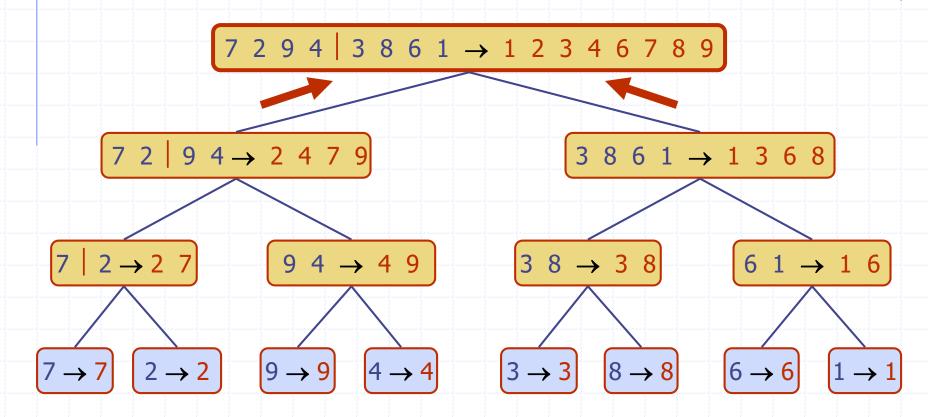
7 2 9 4 3 8 6 1 $7 \ 2 \ | \ 9 \ 4 \rightarrow 2 \ 4 \ 7 \ 9$ $2 \rightarrow 2 \ 7$

Recursive call, ..., merge, merge



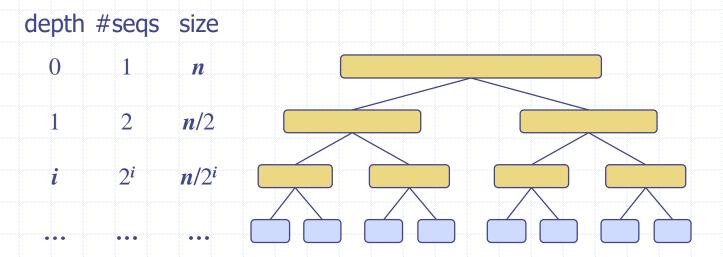
Merge Sort





Analysis of Merge-Sort

- lacktriangle 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 or 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
- \bullet Thus, the total running time of merge-sort is $O(n \log n)$



Summary of Sorting Algorithms

Algorithm	Time	Notes
selection-sort	$O(n^2)$	slowin-placefor small data sets (< 1K)
insertion-sort	$O(n^2)$	slowin-placefor small data sets (< 1K)
heap-sort	$O(n \log n)$	fastin-placefor large data sets (1K — 1M)
merge-sort	$O(n \log n)$	 fast sequential data access for huge data sets (> 1M)