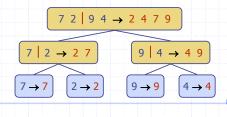
Merge Sort



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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 S₁ and S₂ 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)

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Merge Sort

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Merge-Sort (§ 10.1)

- Merge-sort on an input sequence S with n elements consists of three steps:
 - Divide: partition S into two sequences S₁ and S₂ of about n/2 elements each
 - Recur: recursively sort S₁ and S₂
 - Conquer: merge S₁ and S₂ 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

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 $\neg A.isEmpty() \land \neg B.isEmpty()$

 $\textbf{if} \ \textit{A.first}().element() \leq \textit{B.first}().element()$

S.insertLast(A.remove(A.first()))

else

S.insertLast(B.remove(B.first()))

while $\neg A.isEmpty()$

S.insertLast(A.remove(A.first()))

while $\neg B.isEmpty()$

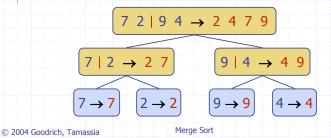
S.insertLast(B.remove(B.first()))

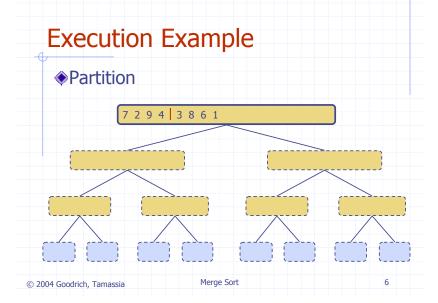
return S

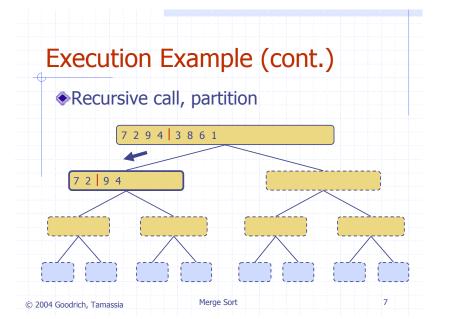
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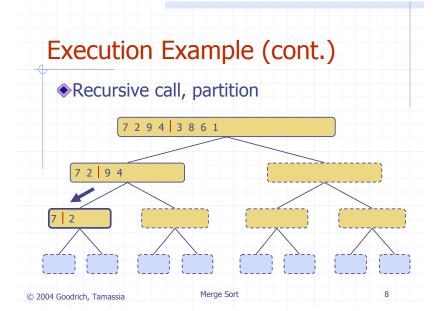
Merge-Sort Tree

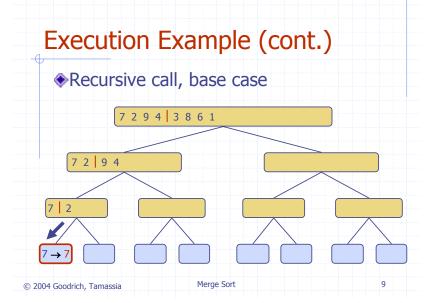
- An execution of merge ort is depicted by a binary tree
 - each node represents a recursive call of merge-sort and stores
 - unsorted sequence before the execution and its partition
 - · sorted sequence at the end of the execution
 - the root is the initial call
 - the leaves are calls on subsequences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

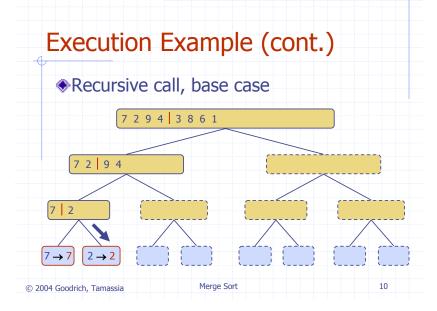


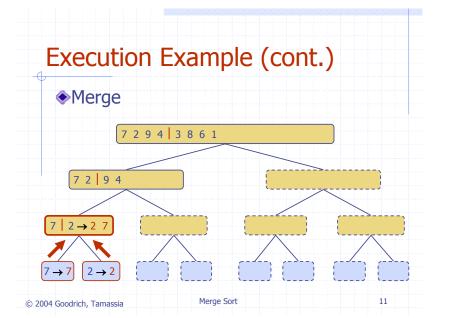


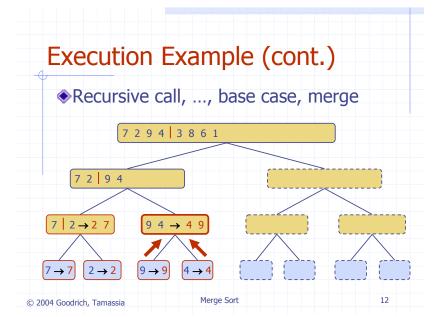


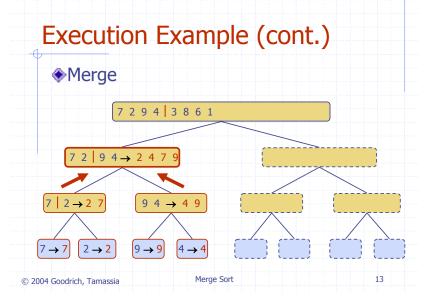


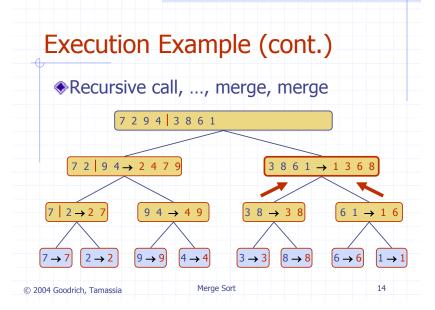


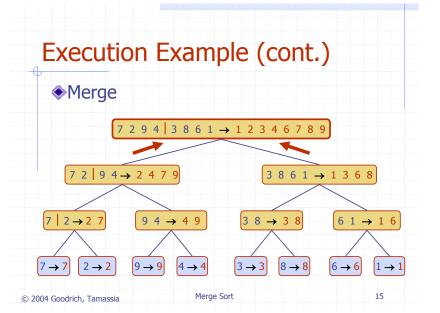






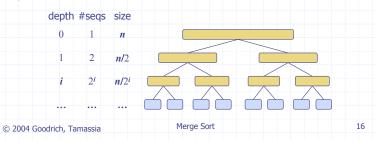








- - at each recursive call we divide in half the sequence,
- lacklose The overall amount or work done at the nodes of depth *i* is O(n)
 - we partition and merge 2^i sequences of size $n/2^i$
 - we make 2ⁱ⁺¹ recursive calls
- \bullet Thus, the total running time of merge-sort is $O(n \log n)$



Summary of Sorting Algorithms

Algorithm	Time	Notes
selection sort	$O(n^2)$	 slow in-place for small data sets (< 1K)
insertion sort	$O(n^2)$	slowin-placefor small data sets (< 1K)
heap sort	$O(n \log n)$	♦ fast♦ in-place♦ for large data sets (1K — 1M)
merge-sort	$O(n \log n)$	fastsequential data accessfor huge data sets (> 1M)

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Merge Sort

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Nonrecursive Merge-Sort

public static void mergeSort(Object[] orig, Comparator c) { // nonrecursive Object[] in = new Object[orig.length]; // make a new temporary array System.arraycopy(orig,0,in,0,in.length); // copy the input Object[] out = new Object[in.length]; // output array Object[] temp; // temp array reference used for swapping int n = in.length: merge runs of for (int i=1; i < n; i*=2) { // each iteration sorts all length 2i runs for (int j=0; j < n; j+=2*i) // each iteration merges two length i pairs length 2, then merge(in,out,c,j,i); // merge from in to out two length iruns at j temp = in; in = out; out = temp; // swap arrays for next iteration 4, then 8, and // the "in" array contains the sorted array, so re opy it so on System.arraycopy(in,0,orig,0,in.length); protected static void merge(Object[] in, Object[] out, Comparator c, int start, int inc) { // merge in[start..start+inc 1] and in[start+inc..start+2*inc 1] int x = start; // index into run #1 int end1 = Math.min(start+inc, in.length); // boundary for run #1 int end2 = Math.min(start+2*inc, in.length); // boundary for run #2 int y = start+inc; // index into run #2 (could be beyond array boundary) int z = start; // index into the out array merge two runs while ((x < end1) && (y < end2)) in the in array if $(c.compare(in[x],in[y]) \le 0)$ out[z++] = in[x++]; else out[z++] = in[y++]; to the out array if (x < end1) // first run didn't finish System.arraycopy(in, x, out, z, end1- x); else if (y < end2) // second run didn't finish System.arraycopy(in, y, out, z, end2- y); Merge Sort 18 © 2004 Goodrich, Tamassia