

# Merge Sort

<https://cs.pomona.edu/classes/cs140/>

# Outline

## Topics and Learning Objectives

- Learn how the **merge sort** algorithm operates
- Become aware of the “**Divide and Conquer**” algorithmic paradigm by analyzing merge sort

## Exercise

- Recursion tree

# Extra Resources

- Chapter 4: divide-and-conquer

# Divide and Conquer

- This is an algorithm design paradigm
- Most divide and conquer algorithms are recursive in nature
- The basic idea is to break the problem into easier-to-solve subproblems
- What's easier to do:
  - Sort 0, 1, or 2 numbers, or
  - Sort 10 numbers

# Merge Sort

- This is a “Divide and Conquer”-style algorithm
- Improves over insertion sort in the worst case
- Unlike insertion sort, the best/average/worst case running times of merge sort are all the same

What is the running time of each line?

```
FUNCTION MergeSort(array)
```

```
    n = array.length
```

```
    IF n == 1
```

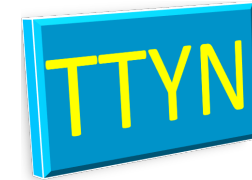
```
        RETURN array
```

```
    left_sorted = MergeSort(array[0 ..< n//2])
```

```
    right_sorted = MergeSort(array[n//2 ..< n])
```

```
    array_sorted = Merge(left_sorted, right_sorted)
```

```
    RETURN array_sorted
```



What is the running time of each line?

**FUNCTION** MergeSort(array)

O(1) n = array.length

O(1) **IF** n == 1

O(1) **RETURN** array

O(?) left\_sorted = MergeSort(array[0 ..< n//2])

O(?) right\_sorted = MergeSort(array[n//2 ..< n])

array\_sorted = Merge(left\_sorted, right\_sorted)

**RETURN** array\_sorted

What is the running time of each line?

$T(n)$  **FUNCTION** MergeSort(array)

$O(1)$   $n = \text{array.length}$

$O(1)$  **IF**  $n == 1$

$O(1)$  **RETURN** array

$T(n/2)$  left\_sorted = MergeSort(array[0 ..< n//2])

$T(n/2)$  right\_sorted = MergeSort(array[n//2 ..< n])

array\_sorted = Merge(left\_sorted, right\_sorted)

**RETURN** array\_sorted



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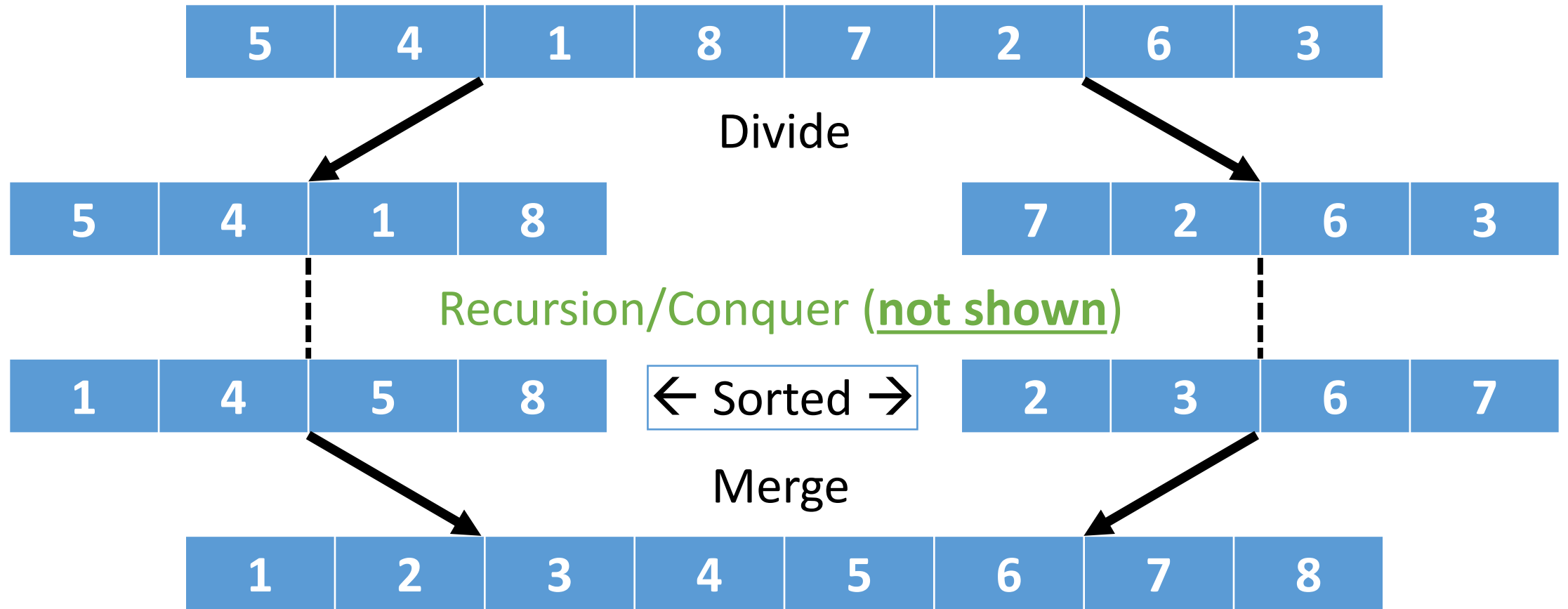
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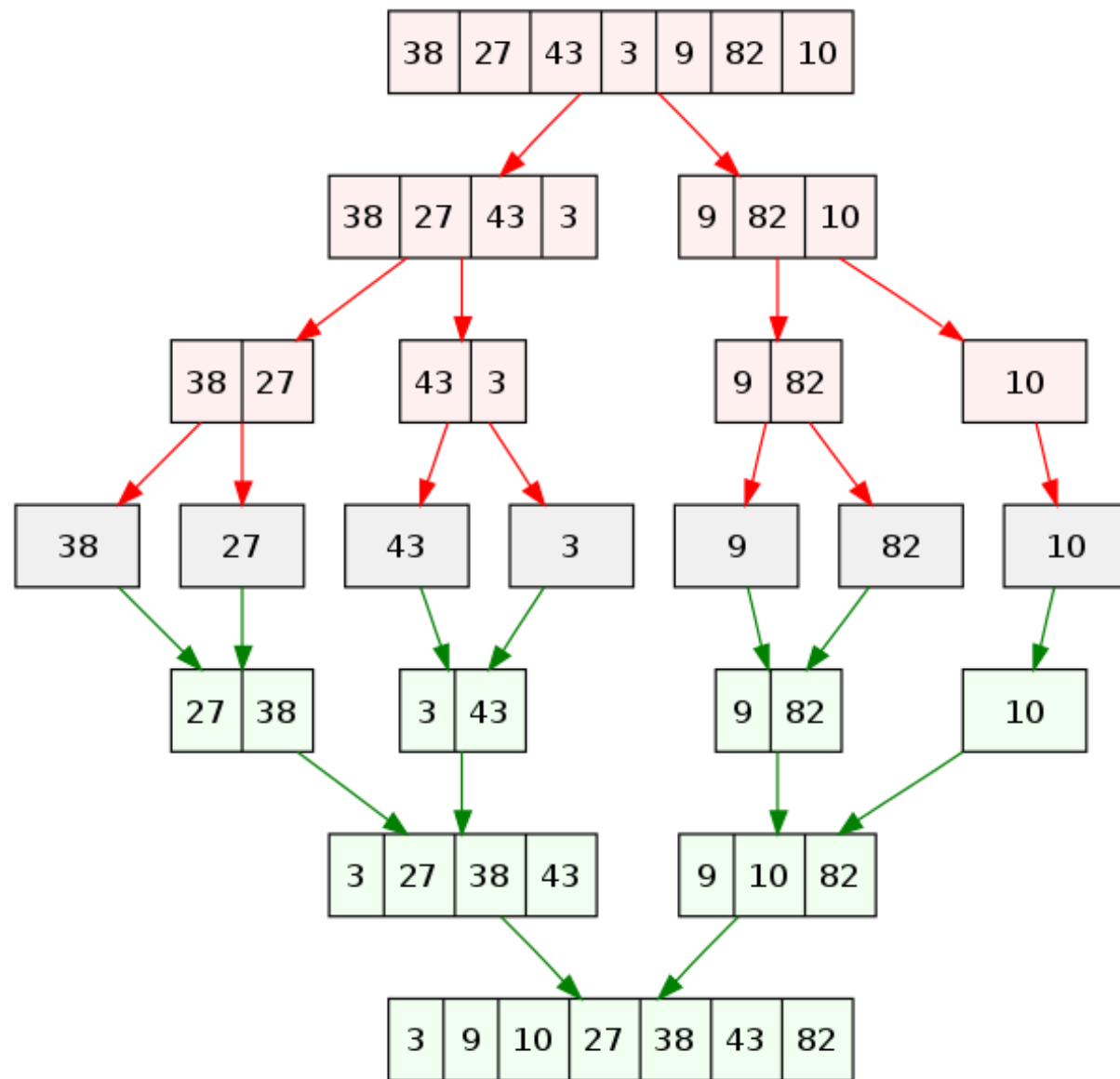
$O(1)$  **RETURN** array\_sorted

# Recurrence Equation

$$\begin{aligned} T(n) &= 2 T(n/2) + O(?) + 4 O(1) \\ &= 2 T(n/2) + O(?) \end{aligned}$$

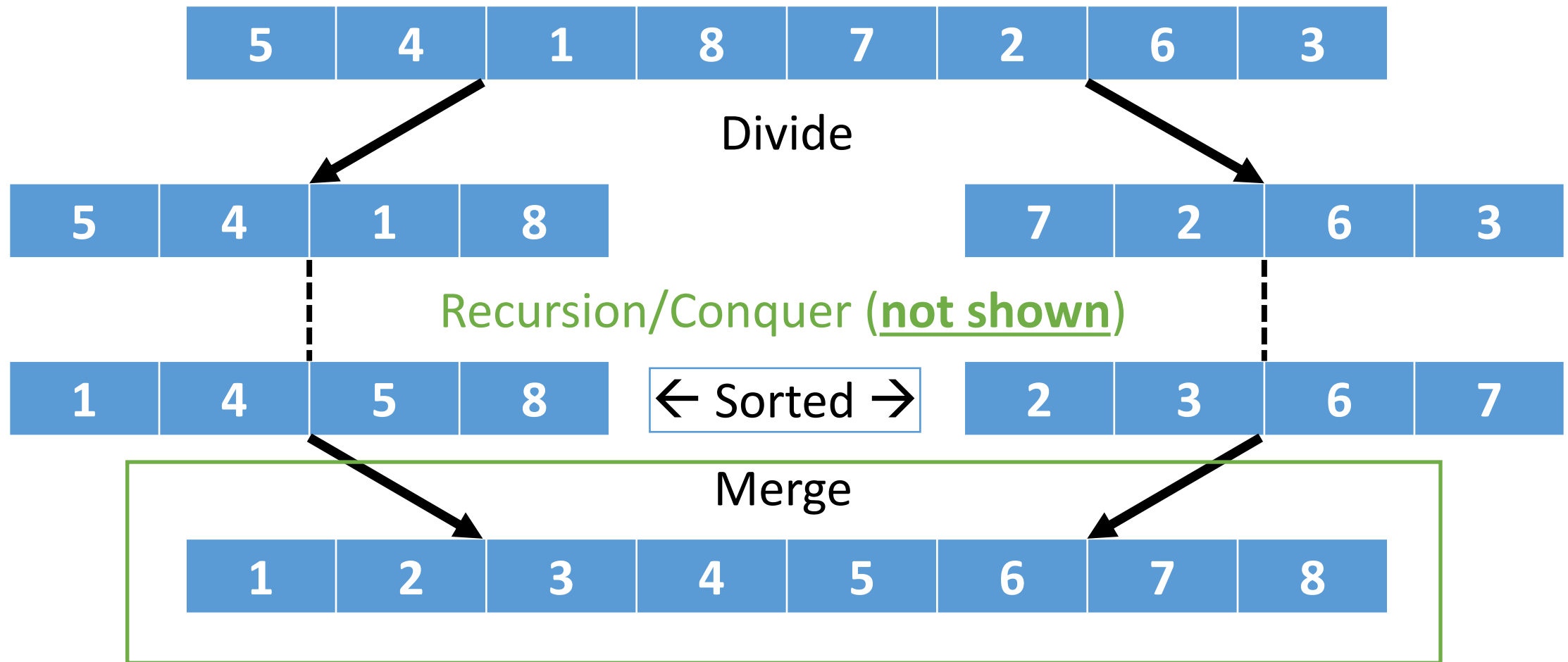
# Merge Sort





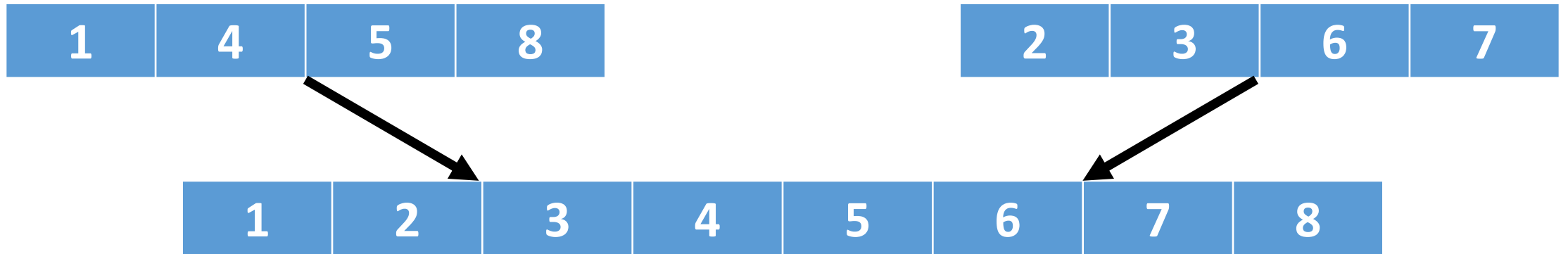
# Merge Sort

Write the **Merge** routine



**FUNCTION** Merge(one, two)

out[one.length + two.length] *# Declare array*



```
FUNCTION Merge(one, two)
  out[one.length + two.length]
  i = j = k = 0
  WHILE k < out.length
    IF one[i] < two[j]
      out[k] = one[i]
      i = i + 1
    ELSE
      out[k] = two[j]
      j = j + 1
  k = k + 1
```

Ignoring  
invalid  
indices

What is the total  
running time?





**FUNCTION** Merge(one, two)

out[one.length + two.length]

i = j = k = 0

**WHILE** k < out.length

**IF** one[i] < two[j]

out[k] = one[i]

i = i + 1

**ELSE**

out[k] = two[j]

j = j + 1

k = k + 1

Total Running Time

4

3

2 (m + 1)

3 m

3 m

2 m

0

3 m

2 m

2 m

Ignoring  
invalid  
indices

**FUNCTION** Merge(one, two)

Total Running Time

out[one.length + two.length]

4

i = j = k = 0

3

**WHILE** k < out.length

2 (m + 1)

**IF** one[i] < two[j]

3 m

$T_{\text{merge}}(m) = 12m + 9$

out

3 m

i = i + 1

2 m

**ELSE**

0

out[k] = two[j]

3 m

j = j + 1

2 m

k = k + 1

2 m

Ignoring  
invalid  
indices

# Simplifying the running time

- We don't need to be *exactly* correct with the running time of Merge
- We will eventually remove lower order terms anyway
- Let's simplify the expression a bit:

$$T_{\text{merge}}(m) = 12m + 9$$

$$T_{\text{merge}}(m) \leq 12m + 9m$$

$$T_{\text{merge}}(m) \leq 21m$$

# Merging

We have an idea of the cost of an individual call to merge:

$$T(m) \leq 21m$$

What else do we need to know to calculate the total time of **MergeSort**?

1. How many times do we merge in total?
2. What is the size of each merge? (In other words: **What is  $m$ ?**)

What is the running time of each line?

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$O(1)$  **IF**  $n == 1$

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$T(n/2)$  left\_sorted = MergeSort(array[0 ..< n//2])

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$O(?)$  array\_sorted = Merge(left\_sorted, right\_sorted)

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What is the running time of each line?

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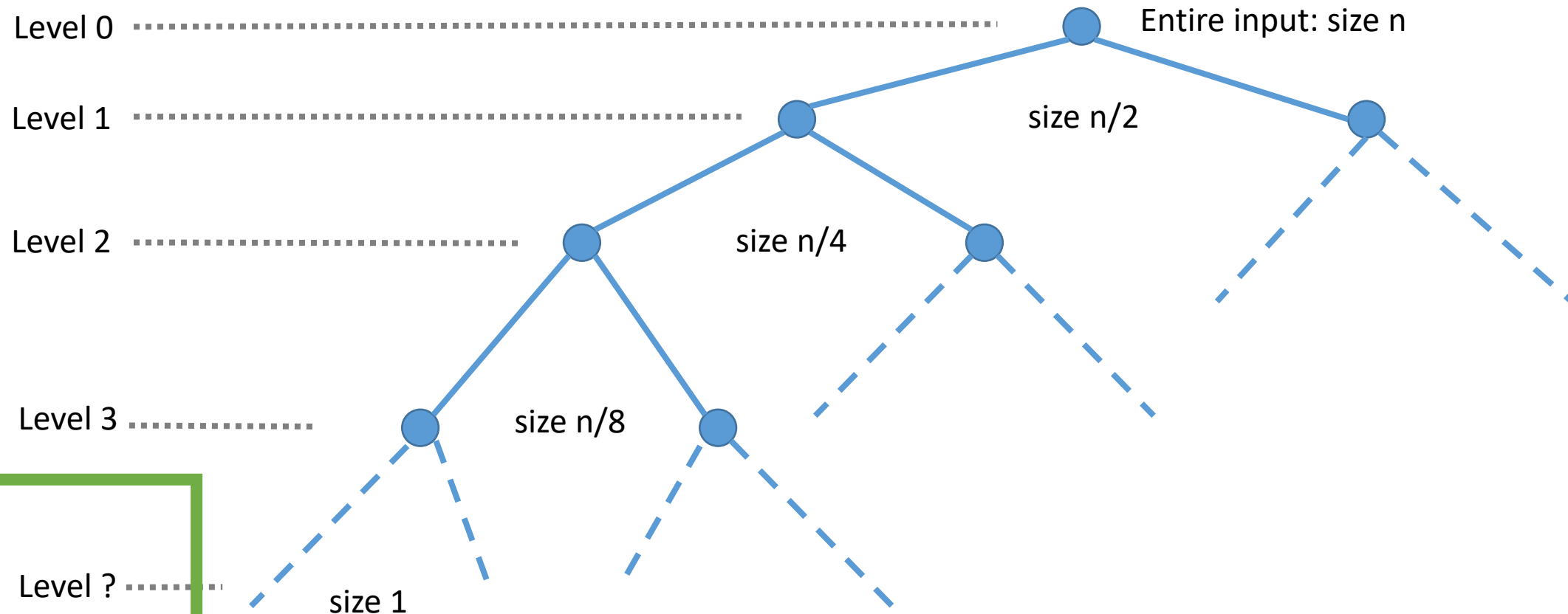
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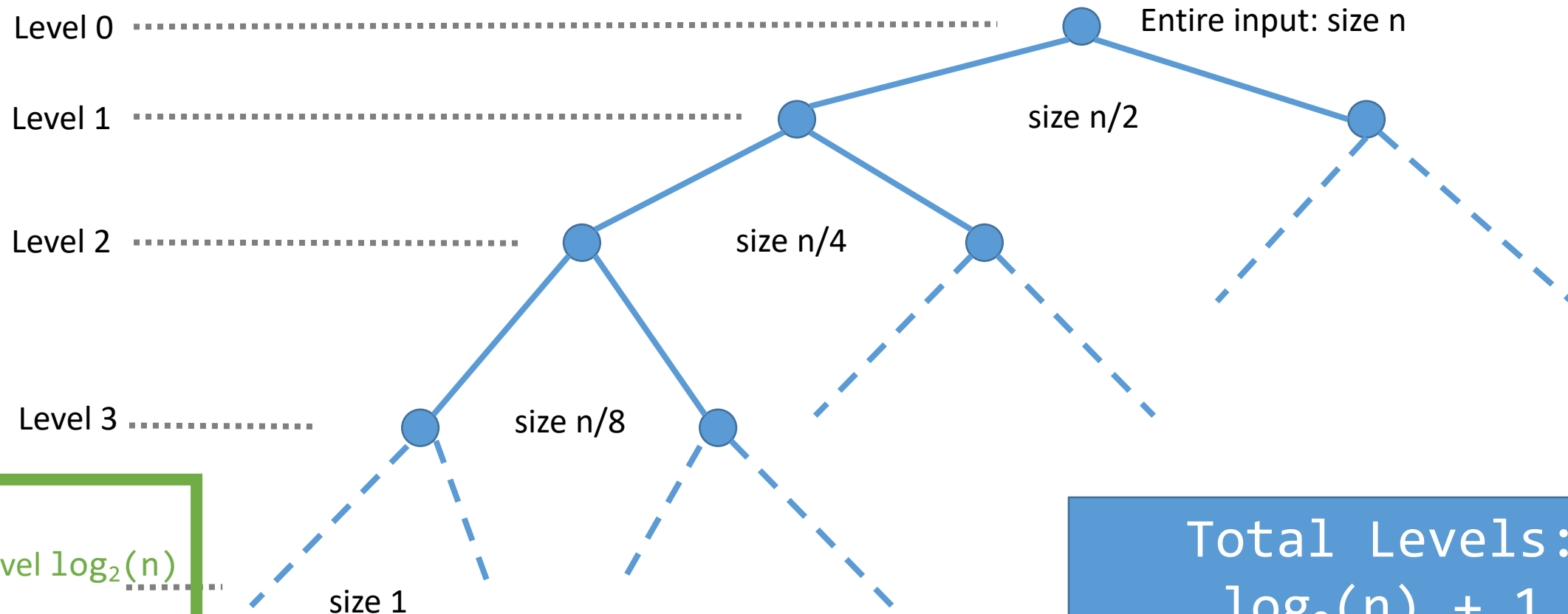
$O(n)$  array\_sorted = Merge(left\_sorted, right\_sorted)

$O(1)$  **RETURN** array\_sorted

# How many times do we call Merge?



# How many times do we call **Merge**?



Total Levels:  
 $\log_2(n) + 1$



# Exercise



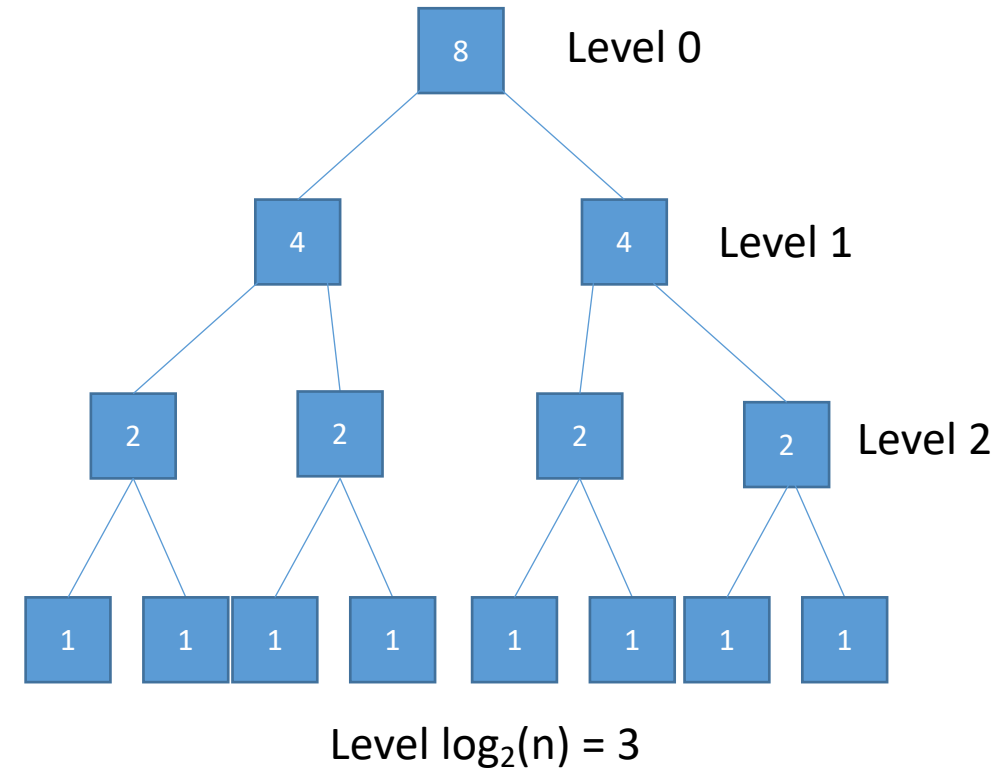
How many sub-problems are there at level  $L$ ? The top level is Level  $0$ , the second level is Level  $1$ , and the bottom level is Level  $\log_2(n)$

Answer:  $2^L$

How many elements are there for a given sub-problem found in level  $L$ ?

Answer:  $n/2^L$

How many computations are performed at a given level?  
The cost of a Merge was 21m.



# Exercise



How many sub-problems are there at level  $L$ ? The top level is Level 0, the second level is Level 1, and the bottom level is Level  $\log_2(n)$

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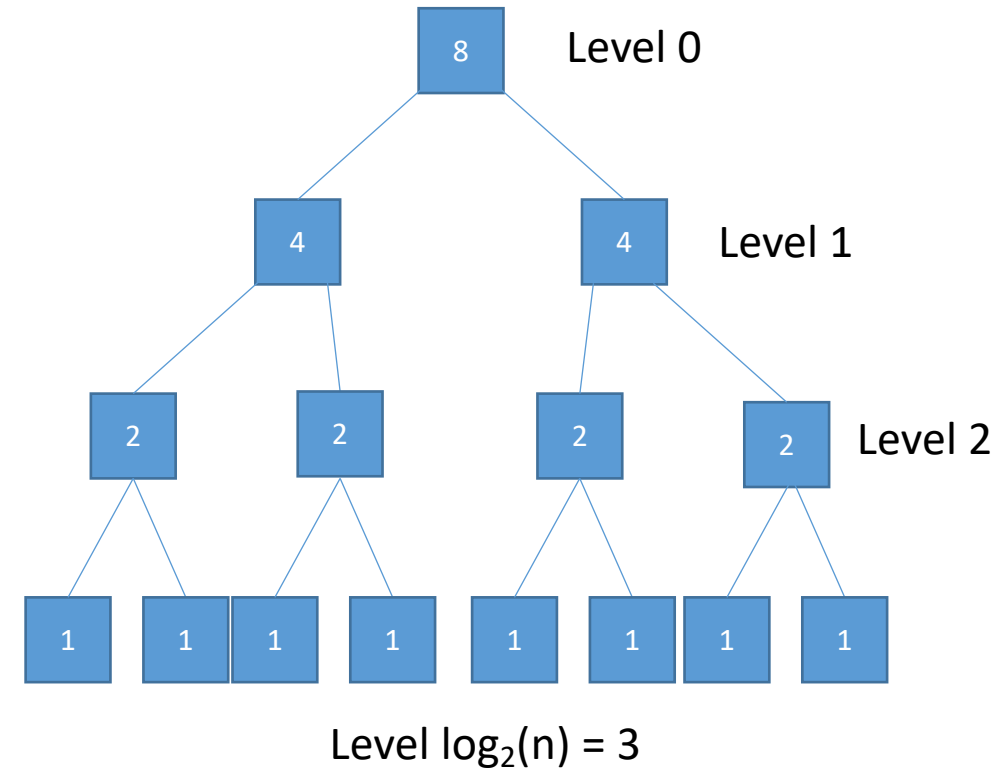
Answer:  $n/2^L$

How many computations are performed at a given level?  
The cost of a Merge was  $21m$ .

Answer:  $2^L \cdot 21(n/2^L) \rightarrow 21n$

What is the total computational cost of merge sort?

Answer:  $21n (\log_2(n) + 1)$



# Exercise

How many sub-problems are there at level  $L$ ? The top level is Level 0, the second level is Level 1, and the bottom level is Level  $\log_2(n)$

Answer:  $2^L$

How many elements are there for a given sub-problem found in level  $L$ ?

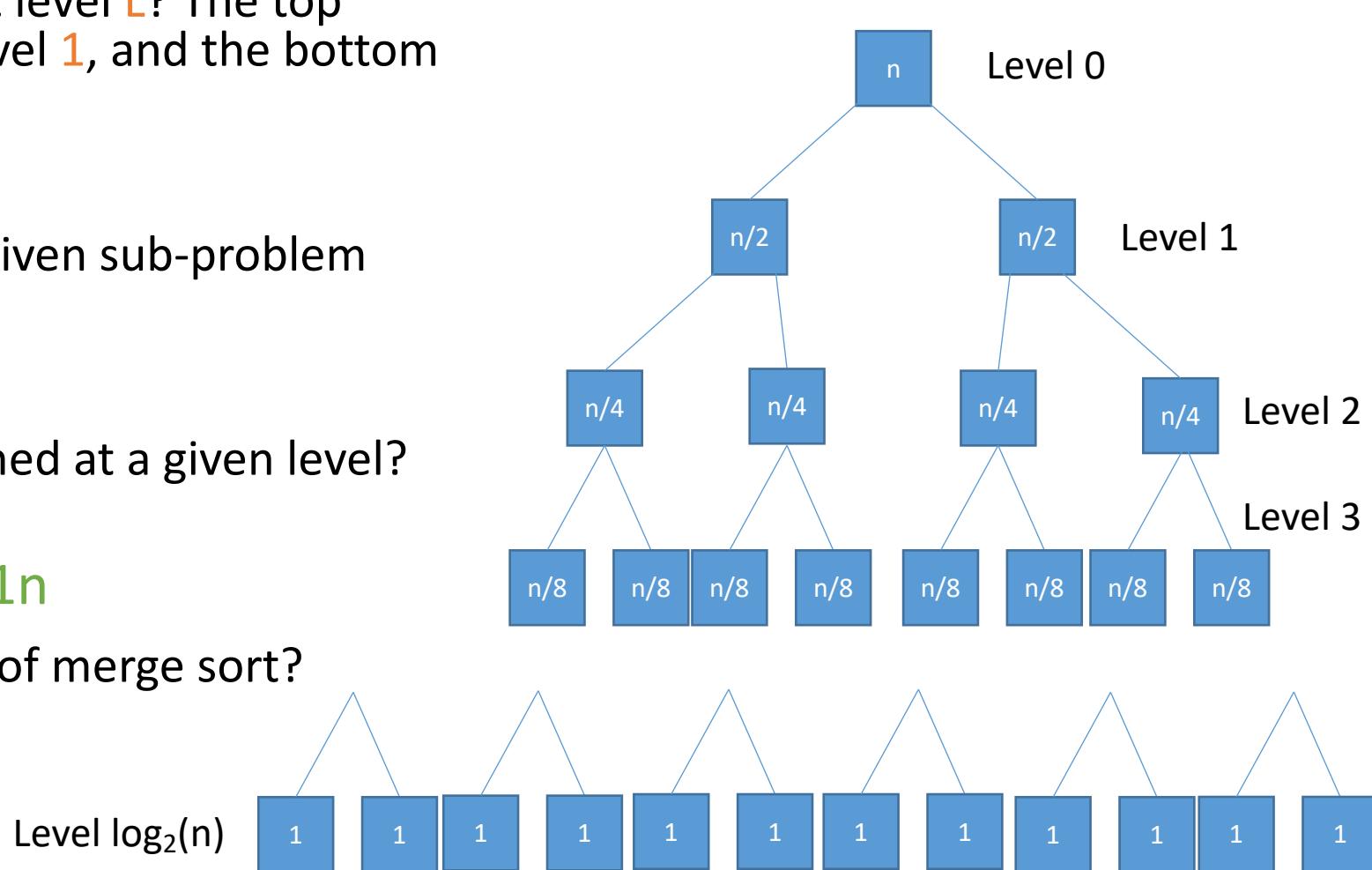
Answer:  $n/2^L$

How many computations are performed at a given level?  
The cost of a Merge was  $21m$ .

Answer:  $2^L \cdot 21(n/2^L) \rightarrow 21n$

What is the total computational cost of merge sort?

Answer:  $21n (\log_2(n) + 1)$



# Merge Sort

Divide and Conquer

- constantly halving the problem size and then merging

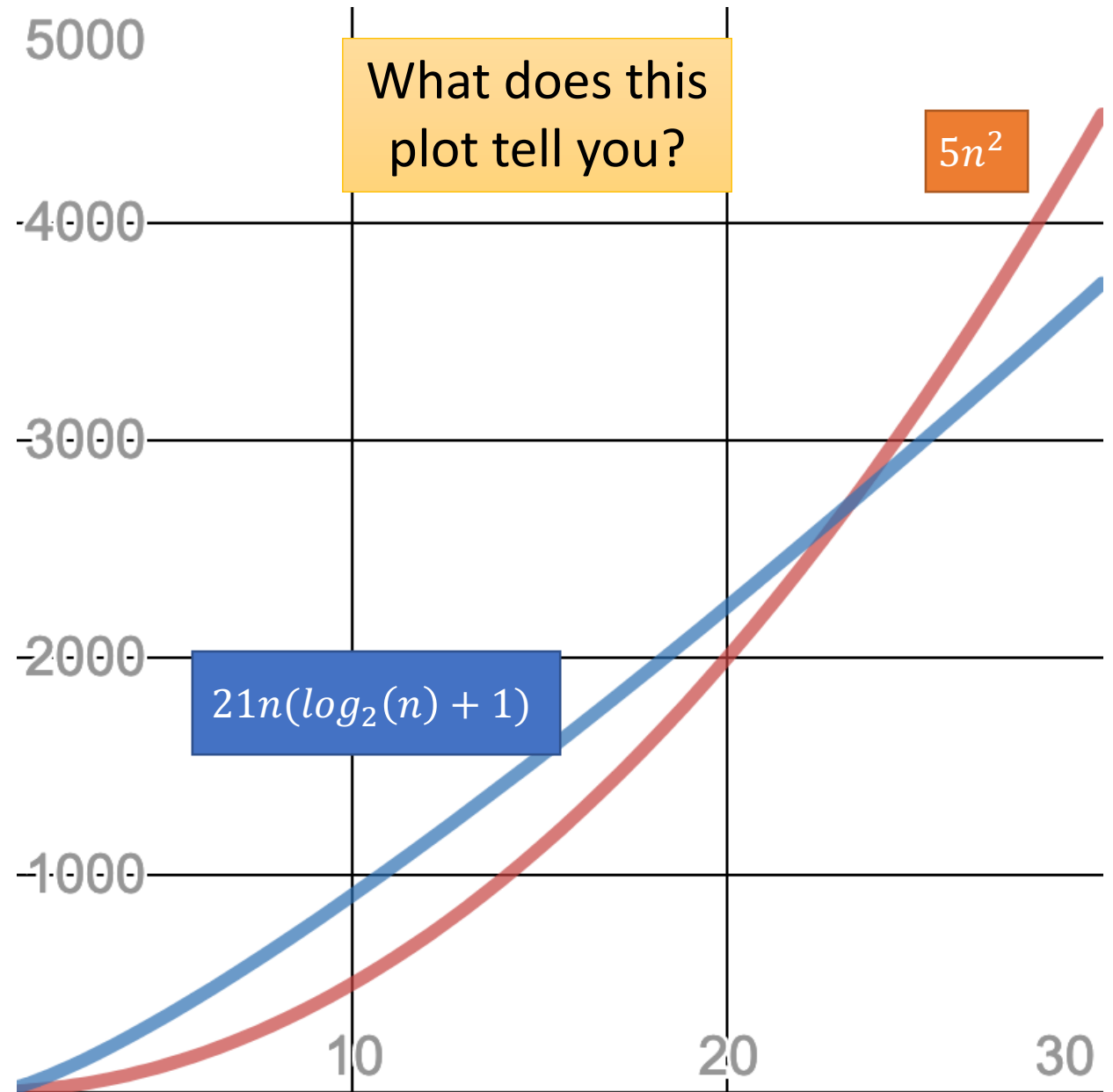
**Total running time** of roughly  $21n \log_2(n) + 21n$

Compared to insertion sort with an **average total running time** of  $\frac{1}{2} n^2$

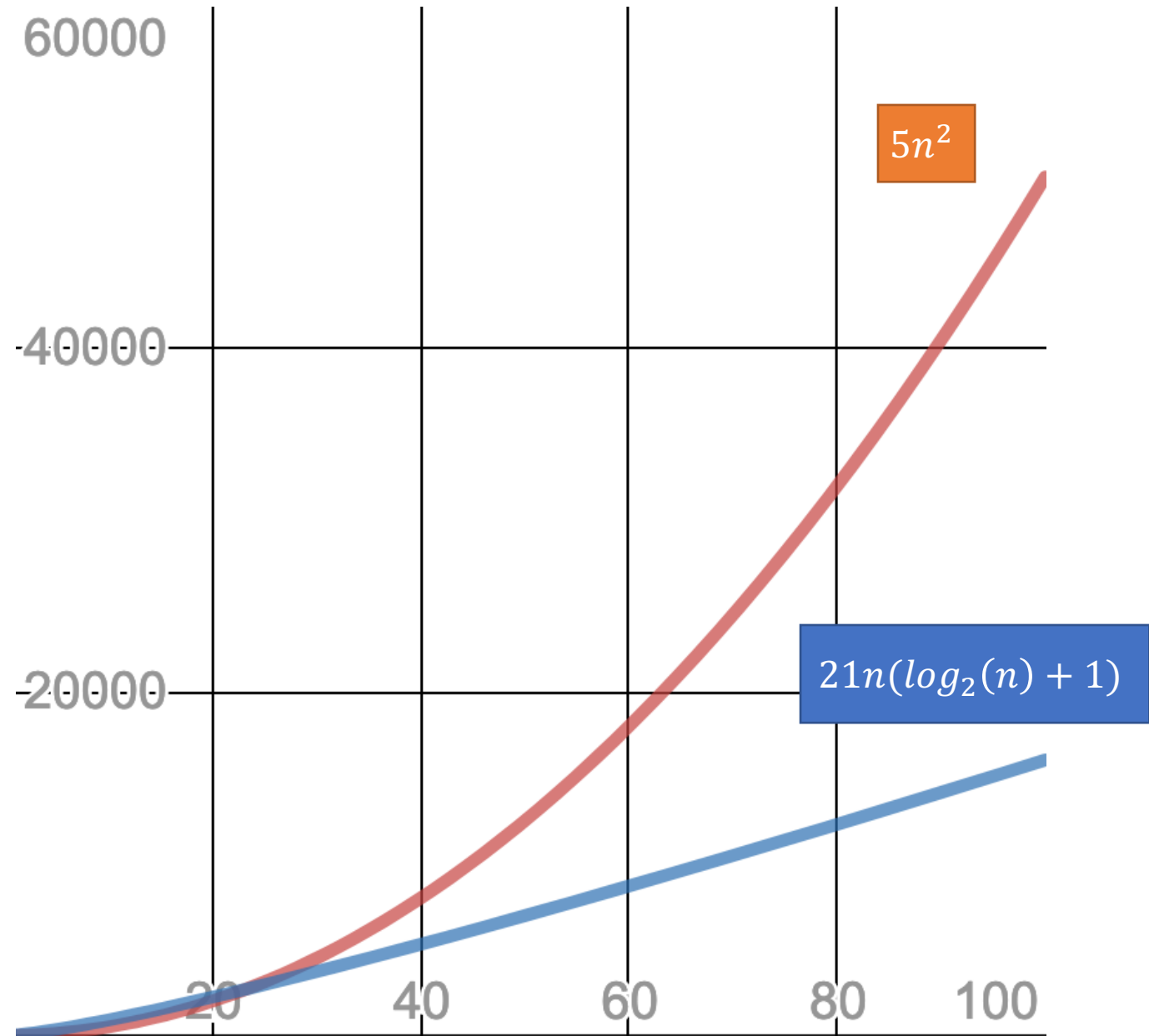
- For small values of  $n$ , insertion sort is better

Which algorithm is **better**?

# Merge Sort Verse Insertion Sort Worst-Case



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# Constants

