CSE 143

MergeSort

N&H Exercise 13.4, Exercise 17.3

^{3/4/2003} V-1

3/4/2003

V-3

Divide & Conquer Revisited

 Quicksort illustrates "Divide and Conquer" approach:

- 1. Divide the array into two parts, in some sensible way Quicksort: "Partition"
- •2. Sort the two parts separately (recursively)
- 3. Recombine the two halves easily
- Quicksort: nothing to do at this step
- Mergesort takes similar steps
- Divide the array
- 2. Sort the parts recursively
- •3. Recombine the parts

3/4/2003 V-2

Mergesort

- Split in half
 - just take the first half and the second half of the array, without rearranging
- sort the halves separately
- 3. Combining the sorted halves ("merge")
- repeatedly pick the least element from each array
 compare, and put the smaller in the resulting array
- example: if the two arrays are

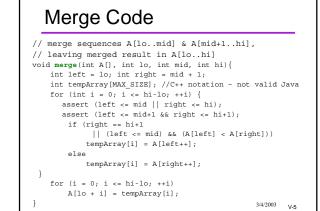
```
1 12 15 20
5 6 13 21 30
```

```
The "merged" array is
1 5 6 12 13 15 20 21 30
```

note: we will need a temporary result array

```
Mergesort Code
```

```
void mergesort(int A[], int N) {
   mergesort_help(A, 0, N-1);
}
// Sort A[lo..hi] into ascending order
void mergesort_help(int A[],int lo,int hi) {
   if (lo < hi) {
      int mid = (lo + hi) / 2;
      mergesort_help(A, lo, mid);
      mergesort_help(A, mid + 1, hi);
      merge(A, lo, mid, hi);
   }
}
342003 y4</pre>
```



 Mergesort Example

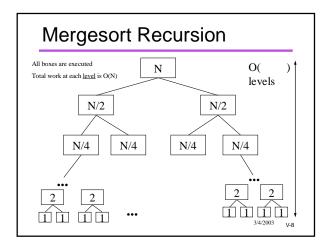
 8
 4
 2
 9
 5
 6
 1
 7

Mergesort Complexity

- •Time complexity of merge() = O(_____) •N is size of the part of the array being sorted
- Recursive calls:
 - Two recursive calls at each level of recursion, each does "half" the array at a cost of o $({\tt N}/2)$

3/4/2003 V-7

• How many levels of recursion?



Mergesort Space Complexity

- •"Efficiency" refers to use of resources
 - Very often time (number of steps) is the resource
 - Could also be *space* (memory)
- Mergesort needs a temporary array at each call
 - Total temp. space is N at each level
 - Space complexity of O(N*logN)
- •Compare with Quicksort, Selection Sort, etc:
 - None of them required a temp array
 - All were "in-place" sorts: space complexity O(N)

3/4/2003 V-9

External Sorting

- Random Factoid: Merging is the usual basis for sorting large data files
- Sometimes called "external" sorting
- •Big files won't fit into memory all at once
- Pieces of the file are brought into memory, sorted internally, written out to sorted "runs" (subfiles) and then merged.
- •Goes all the way back to early computers
- Main memories and disks were extremely small
 Large data files were stored on tape, which had (and still
- have) extremely high storage capacities

3/4/2003 V-10