

Robert Sedgewick I Kevin Wayne

### 2.2 Mergesort

- mergesort
- bottom-up mergesort
- sorting complexity
- comparators
- stability


## Two classic sorting algorithms: mergesort and quicksort

Critical components in the world's computational infrastructure.

- Full scientific understanding of their properties has enabled us to develop them into practical system sorts.
- Quicksort honored as one of top 10 algorithms of $20^{\text {th }}$ century in science and engineering.

Mergesort. [this lecture]


Quicksort. [next lecture]


## Algorithms

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### 2.2 Mergesort

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## Mergesort

Basic plan.

- Divide array into two halves.
- Recursively sort each half.
- Merge two halves.

| input | $M$ | $E$ | $R$ | $G$ | $E$ | $S$ | $O$ | $R$ | $T$ | $E$ | $X$ | $A$ | $M$ | $P$ | $L$ | $E$ |
| ---: | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| sort left half | $E$ | $E$ | $G$ | $M$ | $O$ | $R$ | $R$ | $S$ | $T$ | $E$ | $X$ | $A$ | $M$ | $P$ | $L$ | $E$ |
| sort right half | $E$ | $E$ | $G$ | $M$ | $O$ | $R$ | $R$ | $S$ | $A$ | $E$ | $E$ | $L$ | $M$ | $P$ | $T$ | $X$ |
| merge results | $A$ | $E$ | $E$ | $E$ | $E$ | $G$ | $L$ | $M$ | $M$ | $O$ | $P$ | $R$ | $R$ | $S$ | $T$ | $X$ |

Mergesort overview


## Abstract in-place merge demo

Goal. Given two sorted subarrays a[1o] to a[mid] and a[mid+1] to a[hi], replace with sorted subarray a[1o] to a[hi].


## Abstract in-place merge demo

Goal. Given two sorted subarrays $\mathrm{a}[1 \mathrm{o}]$ to $\mathrm{a}[\mathrm{mid}]$ and $\mathrm{a}[\mathrm{mid}+1]$ to $\mathrm{a}[\mathrm{hi}]$, replace with sorted subarray a[1o] to a[hi].


## Merging: Java implementation

```
private static void merge(Comparable[] a, Comparable[] aux, int lo, int mid, int hi)
{
    for (int k = 1o; k <= hi; k++)
        aux[k] = a[k];
                            copy
    int i = 1o, j = mid+1;
    for (int k = lo; k <= hi; k++)
    {
        if (i > mid) a[k] = aux[j++]; merge
        else if (j > hi) a[k] = aux[i++];
        else if (less(aux[j], aux[i])) a[k] = aux[j++];
        else a[k] = aux[i++];
    }
}
```



## Mergesort: Java implementation

```
public class Merge
{
    private static void merge(...)
    { /* as before */ }
    private static void sort(Comparab7e[] a, Comparable[] aux, int lo, int hi)
    {
        if (hi <= 1o) return;
        int mid = 1o + (hi - 1o) / 2;
        sort(a, aux, lo, mid);
        sort(a, aux, mid+1, hi);
        merge(a, aux, lo, mid, hi);
    }
    public static void sort(Comparab7e[] a)
    {
        Comparable[] aux = new Comparable[a.length];
        sort(a, aux, 0, a.length - 1);
    }
}
```



## Mergesort: trace



## Mergesort: animation

50 random items


- algorithm position in order
$\square$
current subarray
not in order
http://www.sorting-algorithms.com/merge-sort


## Mergesort: animation

50 reverse-sorted items


- algorithm position in order
current subarray
not in order
http://www.sorting-algorithms.com/merge-sort


## Mergesort: empirical analysis

Running time estimates:

- Laptop executes $10^{8}$ compares/second.
- Supercomputer executes $10^{12}$ compares/second.

|  | insertion sort (N2) |  |  | mergesort (N log N) |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | thousand | million | billion | thousand | million | billion |
| home | instant | 2.8 hours | 317 years | instant | 1 second | 18 min |
| super | instant | 1 second | 1 week | instant | instant | instant |

Bottom line. Good algorithms are better than supercomputers.

## Mergesort: number of compares

Proposition. Mergesort uses $\leq N \lg N$ compares to sort an array of length $N$.

Pf sketch. The number of compares $C(N)$ to mergesort an array of length $N$ satisfies the recurrence:

```
C(N)\leqC(\lceilN/2\rceil)+C(\lfloorN/2\rfloor) + N for N>1, with C(1)=0.
    left half
\uparrow right half merge
```

We solve the recurrence when $N$ is a power of 2:

$$
D(N)=2 D(N / 2)+N, \text { for } N>1, \text { with } D(1)=0 .
$$

## Divide-and-conquer recurrence: proof by picture

Proposition. If $D(N)$ satisfies $D(N)=2 D(N / 2)+N$ for $N>1$, with $D(1)=0$, then $D(N)=N \lg N$.

Pf 1. [assuming $N$ is a power of 2]


## Divide-and-conquer recurrence: proof by induction

Proposition. If $D(N)$ satisfies $D(N)=2 D(N / 2)+N$ for $N>1$, with $D(1)=0$, then $D(N)=N \lg N$.

## Pf 2. [assuming $N$ is a power of 2]

- Base case: $N=1$.
- Inductive hypothesis: $D(N)=N \lg N$.
- Goal: show that $D(2 N)=(2 N) \lg (2 N)$.

$$
\begin{aligned}
D(2 N) & =2 D(N)+2 N & & \text { given } \\
& =2 N \lg N+2 N & & \text { inductive hypothesis } \\
& =2 N(\lg (2 N)-1)+2 N & & \text { algebra } \\
& =2 N \lg (2 N) & & \text { QED }
\end{aligned}
$$

## Mergesort: number of array accesses

Proposition. Mergesort uses $\leq 6 N \lg N$ array accesses to sort an array of length $N$.

Pf sketch. The number of array accesses $A(N)$ satisfies the recurrence:

$$
A(N) \leq A(\lceil N / 2\rceil)+A(\lfloor N / 2\rfloor)+6 N \text { for } N>1 \text {, with } A(1)=0 \text {. }
$$

Key point. Any algorithm with the following structure takes $N \log N$ time:

```
public static void linearithmic(int N)
{
    if (N == 0) return;
    linearithmic(N/2); \longleftarrow solve two problems
    linearithmic(N/2); \longleftarrow of half the size
    linear(N);
    do a linear amount of work
}
```

Notable examples. FFT, hidden-line removal, Kendall-tau distance, ...

## Mergesort analysis: memory

Proposition. Mergesort uses extra space proportional to $N$.
Pf. The array aux[] needs to be of length $N$ for the last merge.


Def. A sorting algorithm is in-place if it uses $\leq c \log N$ extra memory. Ex. Insertion sort, selection sort, shellsort.

Challenge 1 (not hard). Use aux[] array of length $\sim 1 / 2 N$ instead of $N$. Challenge 2 (very hard). In-place merge. [Kronrod 1969]

## Java 6 system sort

Basic algorithm for sorting objects $=$ mergesort.

- Cutoff to insertion sort $=7$.
- Stop-if-already-sorted test.
- Eliminate-the-copy-to-the-auxiliary-array trick.

Arrays.sort(a)

http://www.java2s.com/Open-Source/Java/6.0-JDK-Modules/j2me/java/util/Arrays.java.html

## Algorithms

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### 2.2 Mergesort

## - mergesort

- bottom-up mergesort
sorting complexity
- comparators
- stability


## Bottom-up mergesort

## Basic plan.

- Pass through array, merging subarrays of size 1 .
- Repeat for subarrays of size $2,4,8, \ldots$.

```
    sz=1
    merge(a, aux, 0, 0, 1)
    merge(a, aux, 2, 2, 3)
    merge(a, aux, 4, 4, 5)
    merge(a, aux, 6, 6, 7)
    merge(a, aux, 8, 8, 9)
    merge(a, aux, 10, 10, 11)
    merge(a, aux, 12, 12, 13)
    merge(a, aux, 14, 14, 15)
sz=2
merge(a, aux, 0, 1, 3)
merge(a, aux, 4, 5, 7)
merge(a, aux, 8, 9, 11)
merge(a, aux, 12, 13, 15)
    sz=4
    merge(a, aux, 0, 3, 7)
merge(a, aux, 8, 11, 15)
sz=8
merge(a, aux, 0, 7, 15)
```



## Bottom-up mergesort: Java implementation

```
public class MergeBU
{
    private static void merge(...)
    { /* as before */ }
    public static void sort(Comparable[] a)
    {
        int N = a.length;
        Comparable[] aux = new Comparable[N];
        for (int sz = 1; sz < N; sz = sz+sz)
            for (int lo = 0; 1o < N-sz; 1o += sz+sz)
            merge(a, aux, 1o, 1o+sz-1, Math.min(1o+sz+sz-1, N-1));
    }
}
```

but about $10 \%$ slower than recursive,
top-down mergesort on typical systems

Bottom line. Simple and non-recursive version of mergesort.

## Mergesort: visualizations




 ......||||||||||||||||||....|||||||||.....||||||||||.||||||.||||.|||||||||.|||||||||||||.||||||.||...||


 ............||||||||||||||||||||||||||||||||||...|||||||||...|.1||||||||||||||||||.|||||.||.|.|||
 .............||||||||||||||||||||||||||||||||.....||m|||||||||||||||...|||||||||||||.||...||


 ...........................|.|.|.|||||||||||||||||||||||||||||||||||||||||||||||||||||










 .....|||||||||||||||||......||||||||||||||||.....|||||||||||||||||......|.|||||||||||||||




Sort countries by gold medals

| NOC $\stackrel{\rightharpoonup}{*}$ | Gold | $\stackrel{\rightharpoonup}{*}$ | Silver | $\stackrel{\rightharpoonup}{*}$ | Bronze | $\stackrel{\rightharpoonup}{*}$ | Total | $\stackrel{\rightharpoonup}{*}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 噍 United States（USA） | 46 |  | 29 |  | 29 |  | 104 |  |
| －China（CHN）§ | 38 |  | 28 |  | 22 |  | 88 |  |
| Grat Britain（GBR）＊ | 29 |  | 17 |  | 19 |  | 65 |  |
| Russia（RUS）§ | 24 |  | 25 |  | 32 |  | 81 |  |
| ；${ }^{\text {\％}}$ ：South Korea（KOR） | 13 |  | 8 |  | 7 |  | 28 |  |
| －Germany（GER） | 11 |  | 19 |  | 14 |  | 44 |  |
| －France（FRA） | 11 |  | 11 |  | 12 |  | 34 |  |
| －Italy（ITA） | 8 |  | 9 |  | 11 |  | 28 |  |
| －Hungary（HUN）§ | 8 |  | 4 |  | 6 |  | 18 |  |
| W日成 Australia（AUS） | 7 |  | 16 |  | 12 |  | 35 |  |

Sort countries by total medals

| NOC * | Gold | $\stackrel{\rightharpoonup}{*}$ | Silver | $\stackrel{\rightharpoonup}{*}$ | Bronze | $\stackrel{\rightharpoonup}{*}$ | Total | $\checkmark$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 䛒 United States (USA) | 46 |  | 29 |  | 29 |  | 104 |  |
| - China (CHN)§ | 38 |  | 28 |  | 22 |  | 88 |  |
| $\square$ Russia (RUS)§ | 24 |  | 25 |  | 32 |  | 81 |  |
| 成 Great Britain (GBR)* | 29 |  | 17 |  | 19 |  | 65 |  |
| - Germany (GER) | 11 |  | 19 |  | 14 |  | 44 |  |
| - Japan (JPN) | 7 |  | 14 |  | 17 |  | 38 |  |
| Wern Australia (AUS) | 7 |  | 16 |  | 12 |  | 35 |  |
| - France (FRA) | 11 |  | 11 |  | 12 |  | 34 |  |
| : $0_{\text {: }}$ South Korea (KOR) | 13 |  | 8 |  | 7 |  | 28 |  |
| $\square$ Italy (ITA) | 8 |  | 9 |  | 11 |  | 28 |  |




## Comparable interface: review

Comparab7e interface: sort using a type's natural order.

```
public class Date implements Comparable<Date>
{
    private final int month, day, year;
    public Date(int m, int d, int y)
    {
        month = m;
        day = d;
        year = y;
    }
    public int compareTo(Date that)
    {
        if (this.year < that.year ) return -1;
        if (this.year > that.year ) return +1;
        if (this.month < that.month) return -1;
        if (this.month > that.month) return +1;
        if (this.day < that.day ) return -1;
        if (this.day > that.day ) return +1;
        return 0;
    }
}
```


## Comparator interface

Comparator interface: sort using an alternate order.
public interface Comparator<Key>
int compare (Key v, Key w) compare keys vand w

Required property. Must be a total order.

| string order | example |
| :---: | :--- |
| natural order | Now is the timepre-1994 order for |
| case insensitive | is Now the timedigraphs ch and II and rr |
| Spanish language | café cafetero cuarto churro nube noño |
| British phone book | McKinley Mackintosh |

## Comparator interface: system sort

To use with Java system sort:

- Create Comparator object.
- Pass as second argument to Arrays.sort().


Bottom line. Decouples the definition of the data type from the definition of what it means to compare two objects of that type.

## Comparator interface: using with our sorting libraries

To support comparators in our sort implementations:

- Use Object instead of Comparable.
- Pass Comparator to sort() and less() and use it in less().
insertion sort using a Comparator

```
public static void sort(Object[] a, Comparator comparator)
{
    int N = a.length;
    for (int i = 0; i < N; i++)
        for (int j = i; j > 0 && less(comparator, a[j], a[j-1]); j--)
            exch(a, j, j-1);
}
private static boolean less(Comparator c, Object v, Object w)
{ return c.compare(v,w) < 0; }
private static void exch(Object[] a, int i, int j)
{ Object swap = a[i]; a[i] = a[j]; a[j] = swap; }
```


## Comparator interface: implementing

To implement a comparator:

- Define a (nested) class that implements the Comparator interface.
- Implement the compare() method.

```
public class Student
{
    private final String name;
    private final int section;
    public static class ByName implements Comparator<Student>
    {
        pub1ic int compare(Student v, Student w)
            { return v.name.compareTo(w.name); }
    }
    public static class BySection implements Comparator<Student>
    {
        public int compare(Student v, Student w)
        { return v.section - w.section; }
    }
}
this trick works here

\section*{Comparator interface: implementing}

To implement a comparator:
- Define a (nested) class that implements the Comparator interface.
- Implement the compare() method.

Arrays.sort(a, new Student.ByName());
\begin{tabular}{|c|c|c|c|c|}
\hline Andrews & 3 & A & \(664-480-0023\) & 097 Little \\
\hline Battle & 4 & C & \(874-088-1212\) & 121 Whitman \\
\hline Chen & 3 & A & \(991-878-4944\) & 308 Blair \\
\hline Fox & 3 & A & \(884-232-5341\) & 11 Dickinson \\
\hline Furia & 1 & A & \(766-093-9873\) & 101 Brown \\
\hline Gazsi & 4 & B & \(766-093-9873\) & 101 Brown \\
\hline Kanaga & 3 & B & \(898-122-9643\) & 22 Brown \\
\hline Rohde & 2 & A & \(232-343-5555\) & 343 Forbes \\
\hline
\end{tabular}

Arrays.sort(a, new Student.BySection());
\begin{tabular}{|c|c|c|c|c|}
\hline Furia & 1 & A & \(766-093-9873\) & 101 Brown \\
\hline Rohde & 2 & A & \(232-343-5555\) & 343 Forbes \\
\hline Andrews & 3 & A & \(664-480-0023\) & 097 Little \\
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\hline
\end{tabular}

\section*{Algorithms}

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http://algs 4.cs.princeton.edu

\subsection*{2.2 Mergesort}
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\section*{Stability}

A typical application. First, sort by name; then sort by section.

Selection.sort(a, new Student.ByName());
\begin{tabular}{|c|c|c|c|c|}
\hline Andrews & 3 & A & \(664-480-0023\) & 097 Little \\
\hline Battle & 4 & C & \(874-088-1212\) & 121 Whitman \\
\hline Chen & 3 & A & \(991-878-4944\) & 308 Blair \\
\hline Fox & 3 & A & \(884-232-5341\) & 11 Dickinson \\
\hline Furia & 1 & A & \(766-093-9873\) & 101 Brown \\
\hline Gazsi & 4 & B & \(766-093-9873\) & 101 Brown \\
\hline Kanaga & 3 & B & \(898-122-9643\) & 22 Brown \\
\hline Rohde & 2 & A & \(232-343-5555\) & 343 Forbes \\
\hline
\end{tabular}

Selection.sort(a, new Student.BySection());
\begin{tabular}{|c|c|c|c|c|}
\hline Furia & 1 & A & \(766-093-9873\) & 101 Brown \\
\hline Rohde & 2 & A & \(232-343-5555\) & 343 Forbes \\
\hline Chen & 3 & A & \(991-878-4944\) & 308 Blair \\
\hline Fox & 3 & A & \(884-232-5341\) & 11 Dickinson \\
\hline Andrews & 3 & A & \(664-480-0023\) & 097 Little \\
\hline Kanaga & 3 & B & \(898-122-9643\) & 22 Brown \\
\hline Gazsi & 4 & B & \(766-093-9873\) & 101 Brown \\
\hline Battle & 4 & C & \(874-088-1212\) & 121 Whitman \\
\hline
\end{tabular}
@\#\%\&@! Students in section 3 no longer sorted by name.

A stable sort preserves the relative order of items with equal keys.

\section*{Stability}
Q. Which sorts are stable?
A. Need to check algorithm (and implementation).
sorted by time
\begin{tabular}{ll} 
Chicago & 09:00:00 \\
Phoenix & \(09: 00: 03\) \\
Houston & \(09: 00: 13\) \\
Chicago & \(09: 00: 59\) \\
Houston & \(09: 01: 10\) \\
Chicago & \(09: 03: 13\) \\
Seattle & \(09: 10: 11\) \\
Seattle & \(09: 10: 25\) \\
Phoenix & \(09: 14: 25\) \\
Chicago & \(09: 19: 32\) \\
Chicago & \(09: 19: 46\) \\
Chicago & \(09: 21: 05\) \\
Seattle & \(09: 22: 43\) \\
Seatt7e & \(09: 22: 54\) \\
Chicago & \(09: 25: 52\) \\
Chicago & \(09: 35: 21\) \\
Seatt7e & \(09: 36: 14\) \\
Phoenix & \(09: 37: 44\)
\end{tabular}

sorted by location (stable)
Chicago 09:00:00
Chicago 09:00:59
Chicago 09:03:13
Chicago 09:19:32
Chicago 09:19:46
Chicago 09:21:05
Chicago 09:25:52
Chicago 09:35:21
Houston 09:00:13
Houston 09:01:10
Phoenix 09:00:03
Phoenix 09:14:25
Phoenix 09:37:44
Seattle 09:10:11
Seattle 09:10:25
Seattle 09:22:43
Seattle 09:22:54
Seattle 09:36:14

\section*{Stability: insertion sort}

Proposition. Insertion sort is stable.
```

public class Insertion
{
public static void sort(Comparable[] a)
{
int N = a.length;
for (int i = 0; i < N; i++)
for (int j = i; j > 0 \&\& less(a[j], a[j-1]); j--)
exch(a, j, j-1);
}
}

| $\mathbf{i}$ | $j$ | 0 | 1 | 2 | 3 | 4 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 0 | 0 | $B_{1}$ | $A_{1}$ | $A_{2}$ | $A_{3}$ | $B_{2}$ |
| 1 | 0 | $A_{1}$ | $B_{1}$ | $A_{2}$ | $A_{3}$ | $B_{2}$ |
| 2 | 1 | $A_{1}$ | $A_{2}$ | $B_{1}$ | $A_{3}$ | $B_{2}$ |
| 3 | 2 | $A_{1}$ | $A_{2}$ | $A_{3}$ | $B_{1}$ | $B_{2}$ |
| 4 | 4 | $A_{1}$ | $A_{2}$ | $A_{3}$ | $B_{1}$ | $B_{2}$ |
|  |  | $A_{1}$ | $A_{2}$ | $A_{3}$ | $B_{1}$ | $B_{2}$ |

```

Pf. Equal items never move past each other.

\section*{Stability: selection sort}

Proposition. Selection sort is not stable.
```

public class Selection
{
public static void sort(Comparable[] a)
{
int N = a.length;
for (int i = 0; i < N; i++)
{
int min = i;
for (int j = i+1; j < N; j++)
if (less(a[j], a[min]))
min = j;
exch(a, i, min);
}
}
}

```


Pf by counterexample. Long-distance exchange can move one equal item past another one.

\section*{Stability: mergesort}

Proposition. Mergesort is stable.
```

public class Merge
{
private static void merge(...)
{ /* as before */ }
private static void sort(Comparab7e[] a, Comparable[] aux, int lo, int hi)
{
if (hi <= lo) return;
int mid = 1o + (hi - lo) / 2;
sort(a, aux, lo, mid);
sort(a, aux, mid+1, hi);
merge(a, aux, lo, mid, hi);
}
public static void sort(Comparable[] a)
{ /* as before */ }
}

```

Pf. Suffices to verify that merge operation is stable.

\section*{Stability: mergesort}

Proposition. Merge operation is stable.
```

private static void merge(...)
{
for (int k = lo; k <= hi; k++)
aux[k] = a[k];
int i = lo, j = mid+1;
for (int k = lo; k <= hi; k++)
{
if (i > mid) a[k] = aux[j++];
else if (j > hi) a[k] = aux[i++];
else if (less(aux[j], aux[i])) a[k] = aux[j++];
else a[k] = aux[i++];
}
}

```
\begin{tabular}{ccccc}
0 & 1 & 2 & 3 & 4 \\
\hline \(\mathrm{~A}_{1}\) & \(\mathrm{~A}_{2}\) & \(\mathrm{~A}_{3}\) & B & D
\end{tabular}\(\quad \quad\)\begin{tabular}{cccccc}
5 & 6 & 7 & 8 & 9 & 10 \\
\hline \(\mathrm{~A}_{4}\) & \(\mathrm{~A}_{5}\) & C & E & F & G
\end{tabular}

Pf. Takes from left subarray if equal keys.

\section*{Sorting summary}
\begin{tabular}{|c|c|c|c|c|c|c|}
\hline & inplace? & stable? & best & average & worst & remarks \\
\hline selection & \(\checkmark\) & & \(1 / 2 N^{2}\) & \(1 / 2 N^{2}\) & \(1 / 2 N^{2}\) & \(N\) exchanges \\
\hline insertion & \(\checkmark\) & \(\checkmark\) & \(N\) & \(1 / 4 N^{2}\) & \(1 / 2 N^{2}\) & use for small \(N\) or partially ordered \\
\hline shell & \(\checkmark\) & & \(N \log _{3} N\) & ? & \(c N^{3 / 2}\) & tight code; subquadratic \\
\hline merge & & \(\checkmark\) & \(1 / 2 N \lg N\) & \(N \lg N\) & \(N \lg N\) & \(N \log N\) guarantee; stable \\
\hline timsort & & \(\checkmark\) & \(N\) & \(N \lg N\) & \(N \lg N\) & improves mergesort when preexisting order \\
\hline ? & \(\checkmark\) & \(\checkmark\) & \(N\) & \(N \lg N\) & \(N \lg N\) & holy sorting grail \\
\hline
\end{tabular}```

