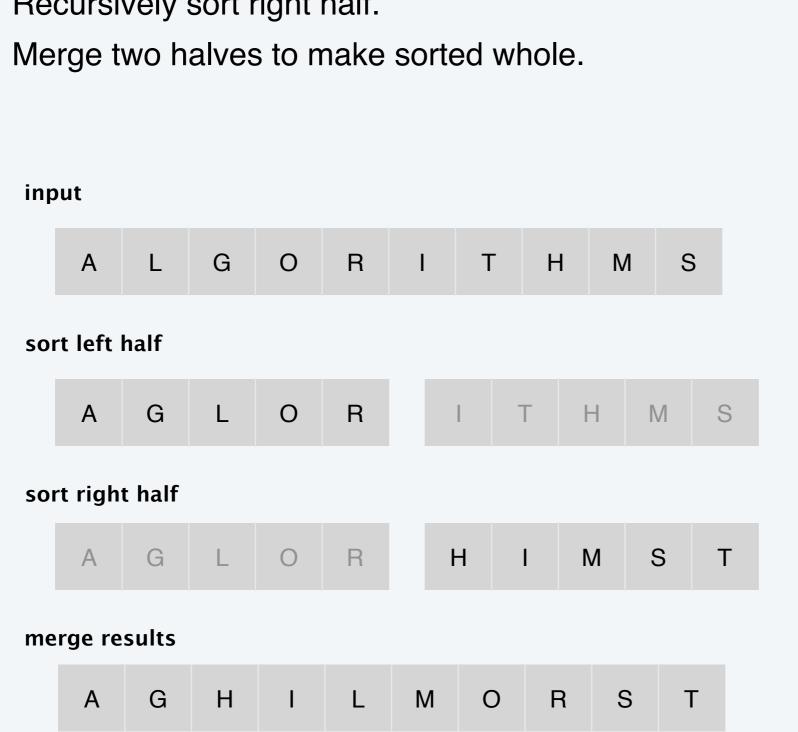
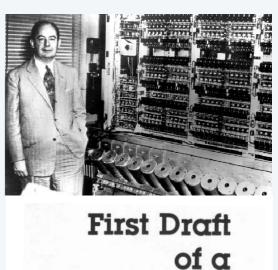
Today: - merge sort -> avalyzing runtime of recursive algs - proving a lower bound on sorting runtime - Counting inversions

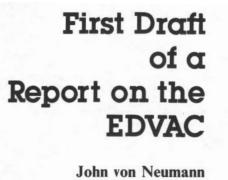
- SULVEY

Mergesort

- Recursively sort left half.
- Recursively sort right half.





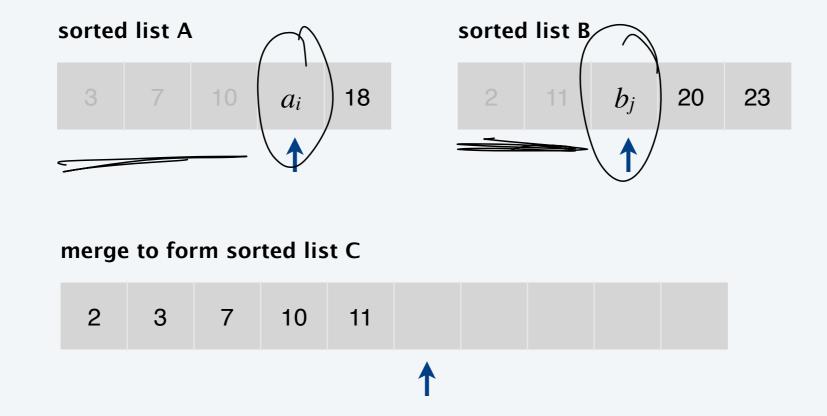


N/2 10Mg

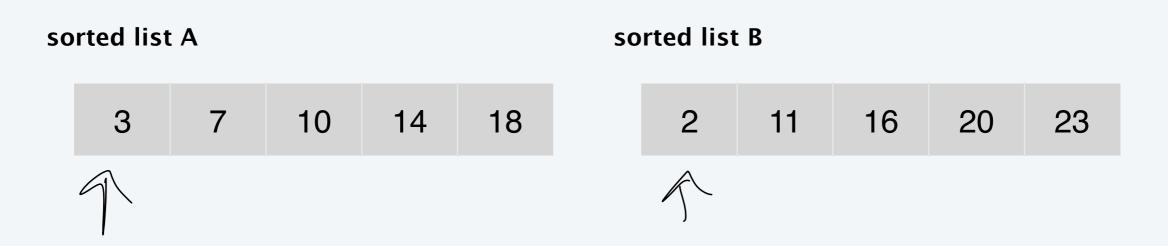
Merging

Goal. Combine two sorted lists A and B into a sorted whole C.

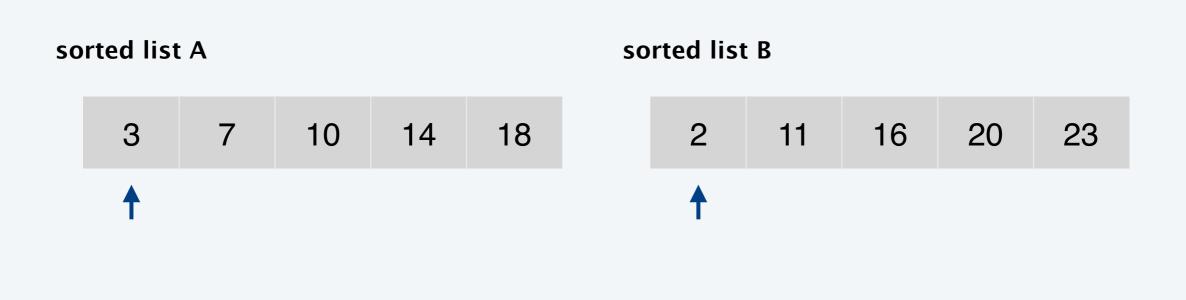
- Scan A and B from left to right.
- Compare a_i and b_j .
- If $a_i \le b_j$, append a_i to C (no larger than any remaining element in B).
- If $a_i > b_j$, append b_j to C (smaller than every remaining element in A).



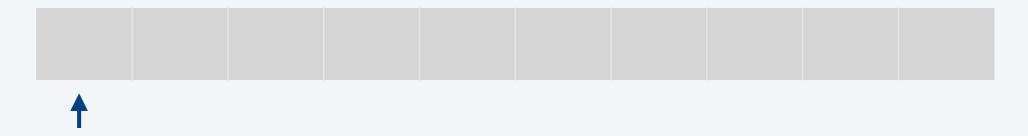
Given two sorted lists A and B, merge into sorted list C.



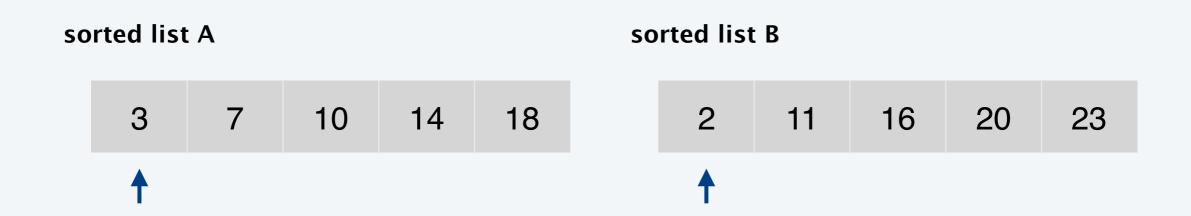
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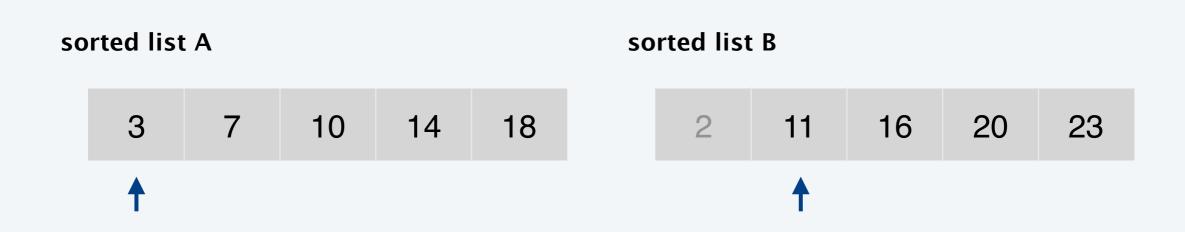
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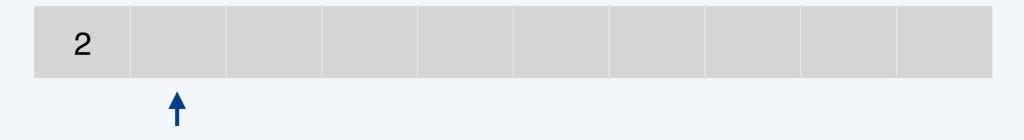


compare minimum entry in each list: copy 2

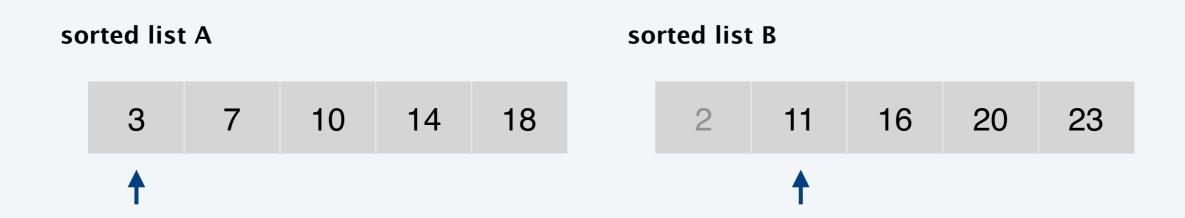


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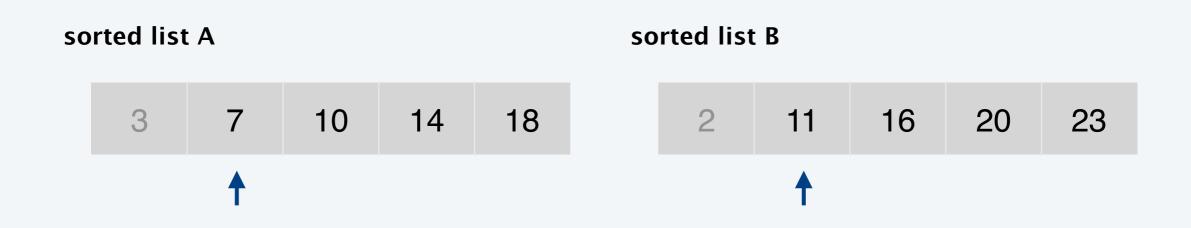


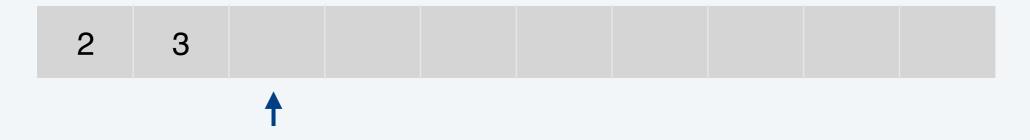
compare minimum entry in each list: copy 3

sorted list C

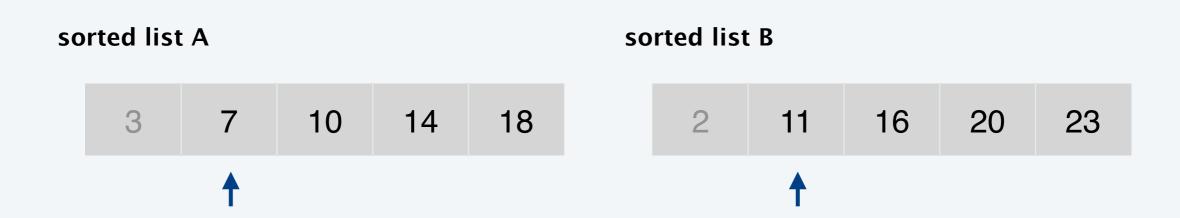
2

Given two sorted lists A and B, merge into sorted list C.

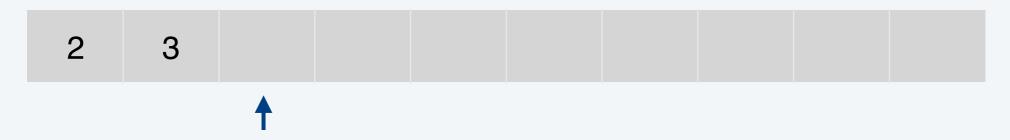




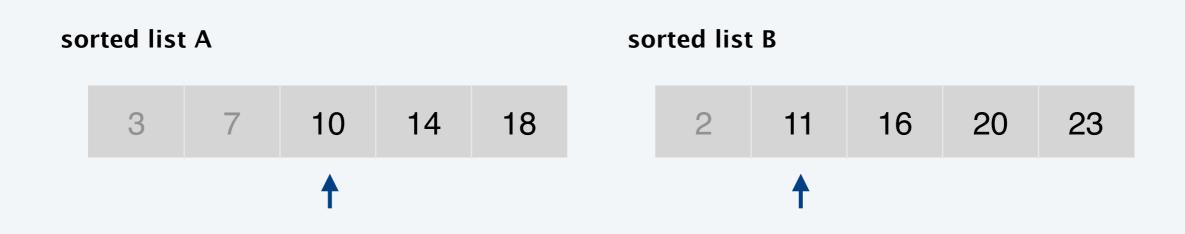
Given two sorted lists A and B, merge into sorted list C.



compare minimum entry in each list: copy 7

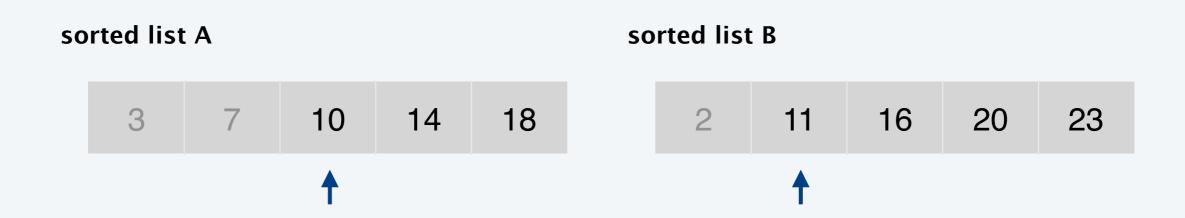


Given two sorted lists A and B, merge into sorted list C.





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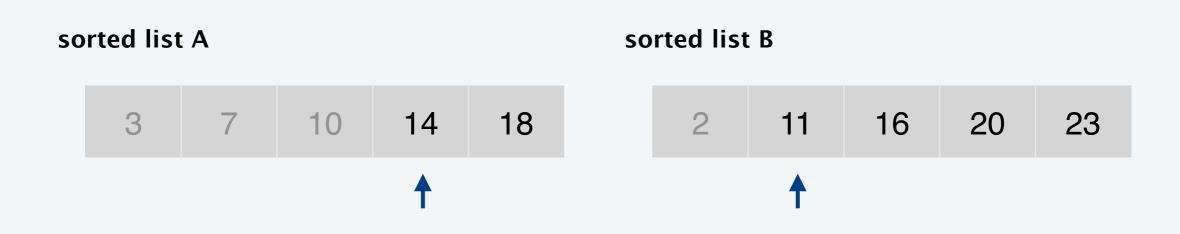


compare minimum entry in each list: copy 10

sorted list C

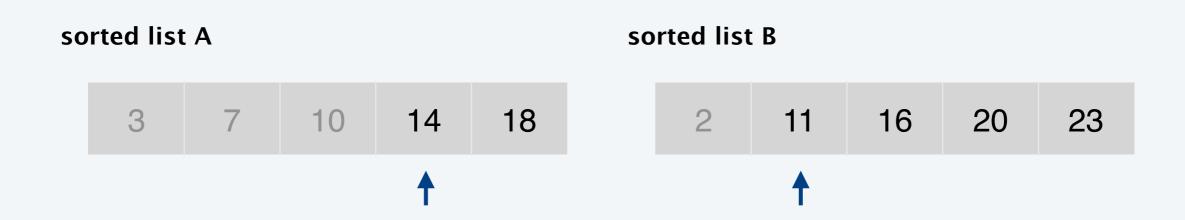
2 3 7

Given two sorted lists A and B, merge into sorted list C.





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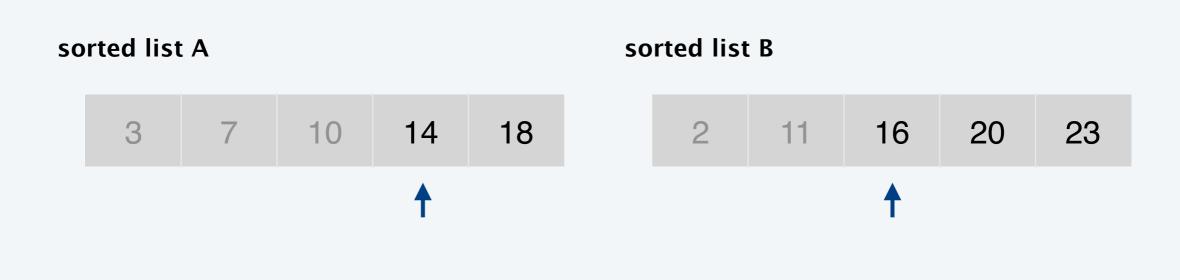


compare minimum entry in each list: copy 11

sorted list C

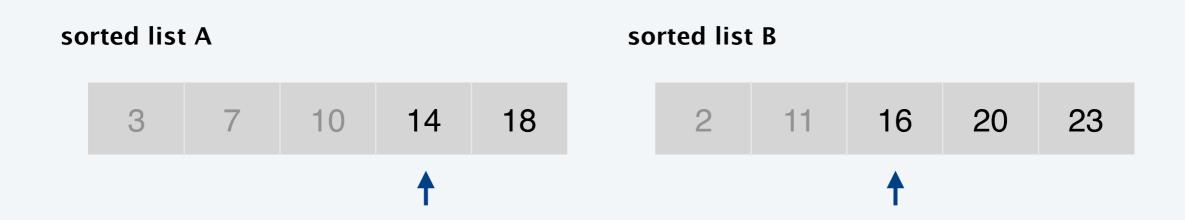
2 3 7 10

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Given two sorted lists A and B, merge into sorted list C.



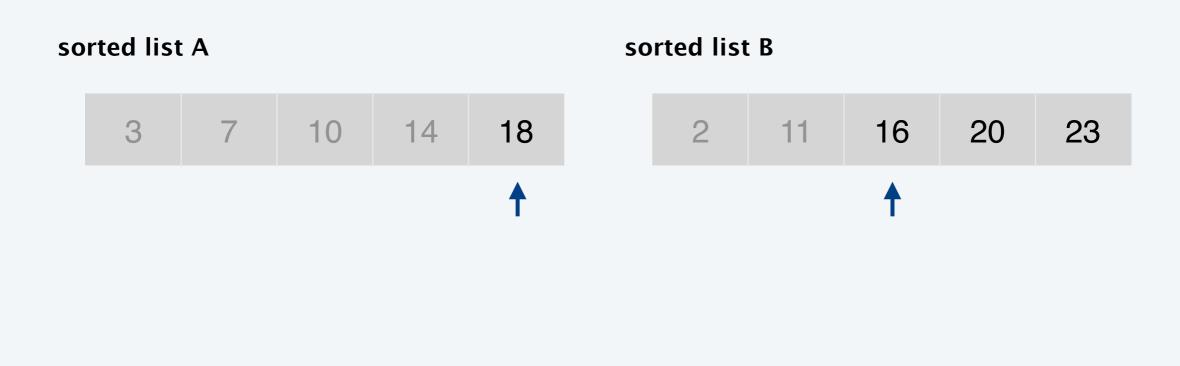
compare minimum entry in each list: copy 14

sorted list C

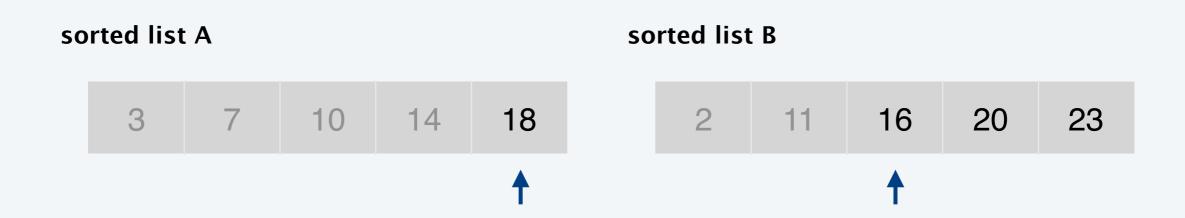
2 3 7 10 11

sorted list C

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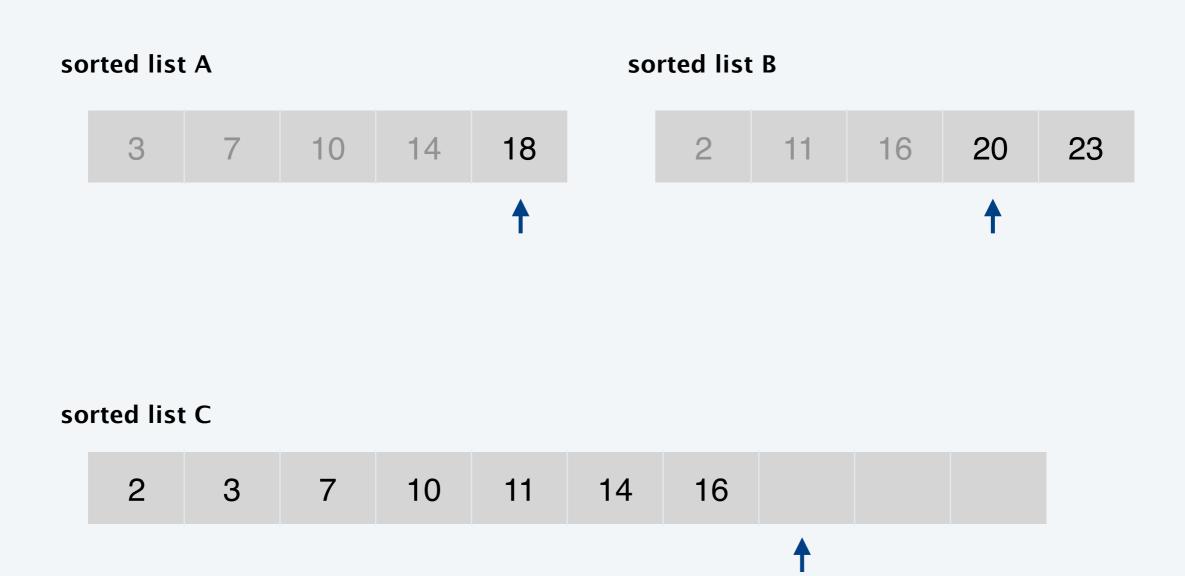


compare minimum entry in each list: copy 16

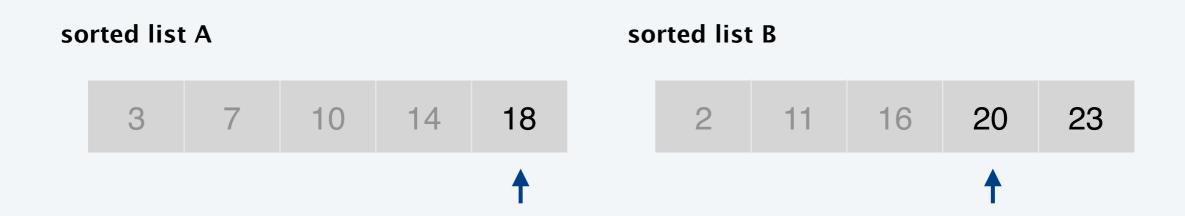
sorted list C

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Given two sorted lists A and B, merge into sorted list C.



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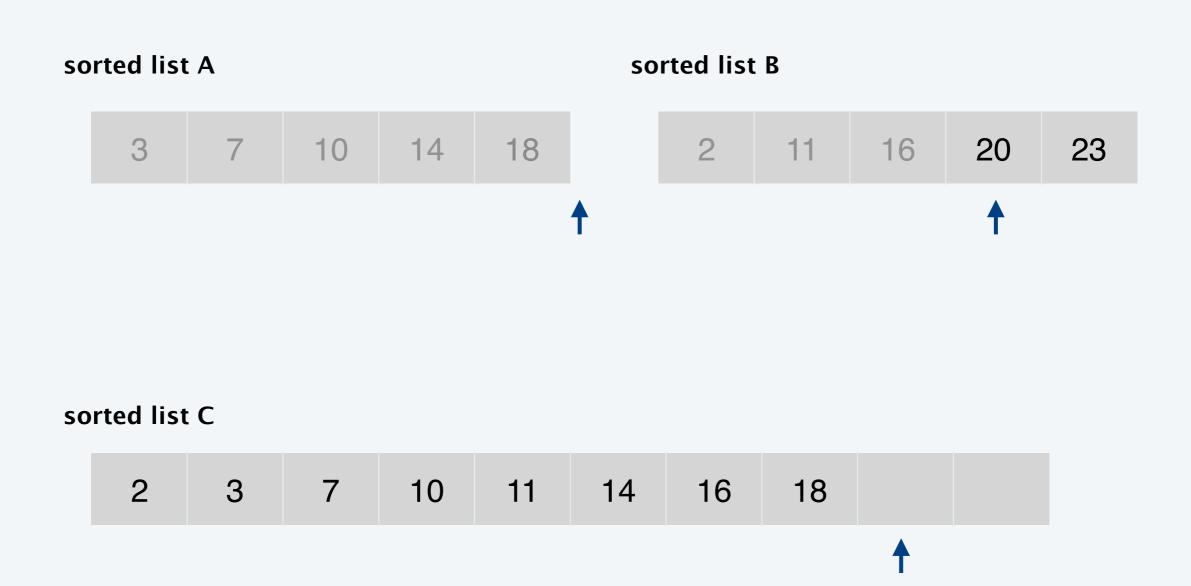


compare minimum entry in each list: copy 18

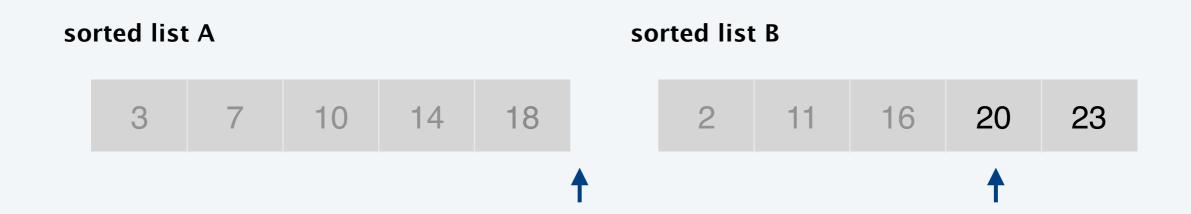
sorted list C

2 3 7 10 11 14 16

Given two sorted lists A and B, merge into sorted list C.



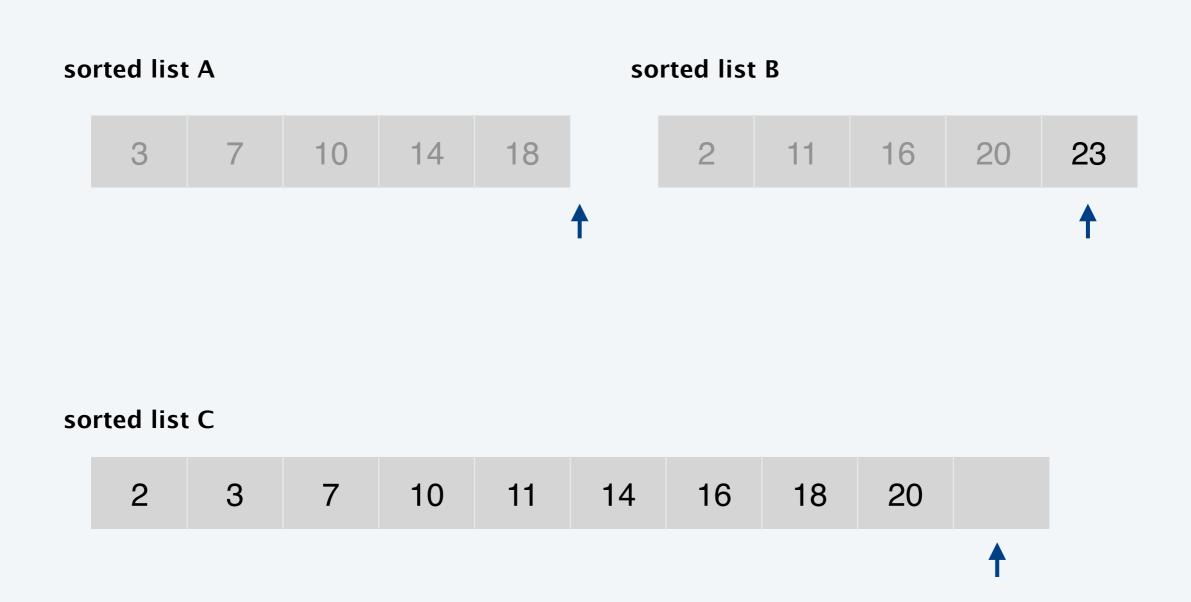
Given two sorted lists A and B, merge into sorted list C.



list A exhausted: copy 20



Given two sorted lists A and B, merge into sorted list C.



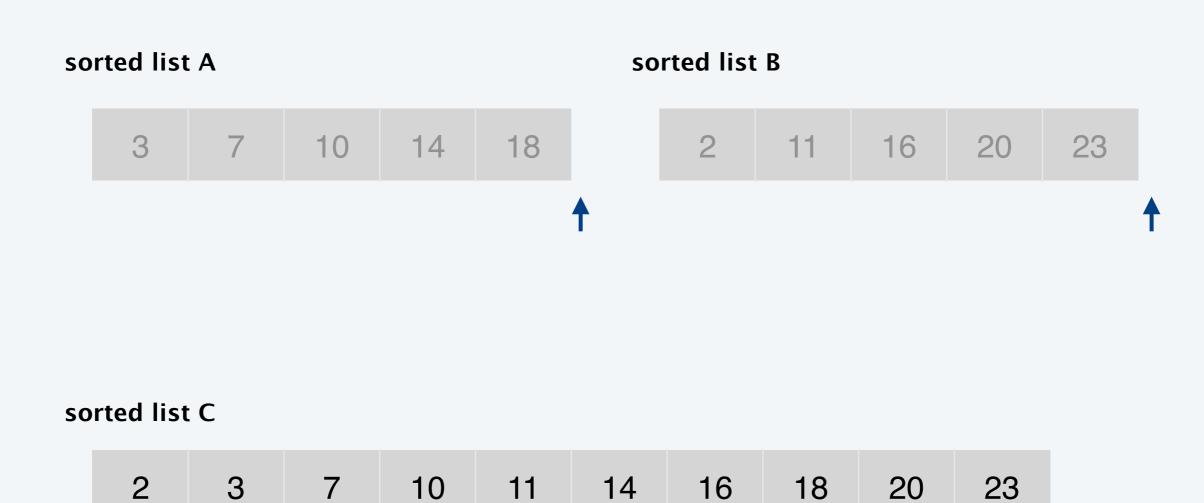
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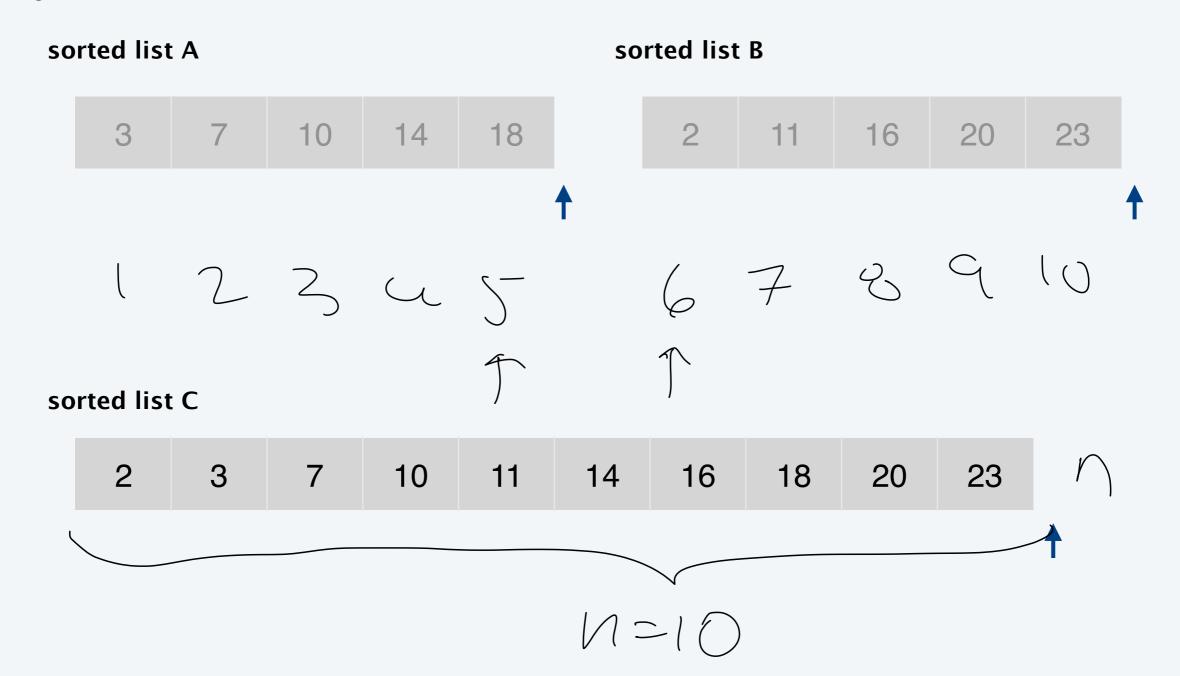
list A exhausted: copy 23



Given two sorted lists A and B, merge into sorted list C.



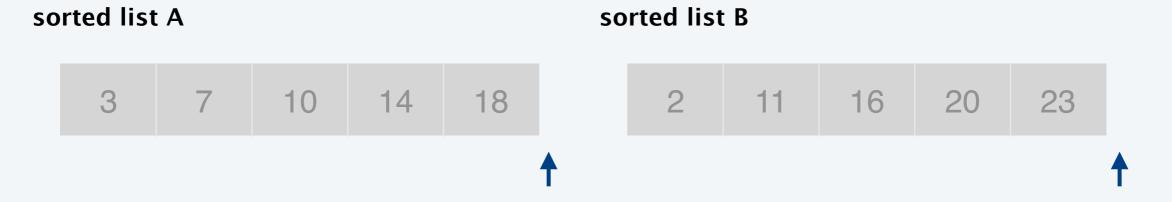
- 1. Yes
- 2. No



 $\frac{1}{2}$ is O(n)

Is there a difference between a worst-case and best-case input for number of steps taken by this algorithm? Discuss with table

- 1. Yes
- 2. No

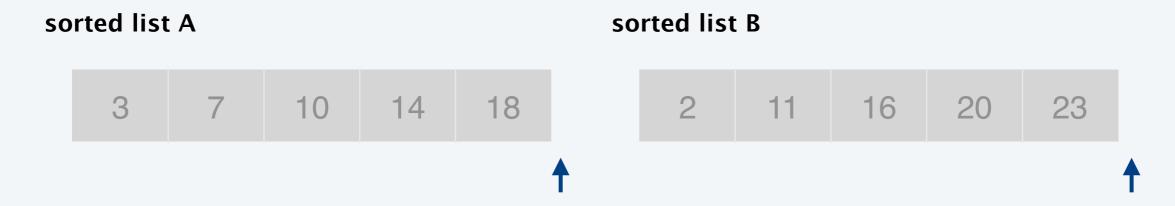




Is there a difference between a worst-case and best-case input for number of steps taken by this algorithm? Discuss with table

1. Yes

2. No





Is there a difference between a worst-case and best-case input for number of steps taken by this algorithm? Discuss with table: what is the runtime?

1. Yes

2. No





Mergesort

Recursively sort left half.

 $T(N) = 2T(\frac{N}{2}) + CN$

- Recursively sort right half.
- Merge two halves to make sorted whole.

mergesort (L):

$$L_1 = \text{first half of } L$$
 $L_2 = \text{first half of } L$
 $\text{sorted}_L_1 = \text{mergesort}(L_1)$
 $\text{sorted}_L_2 = \text{mergesort}(L_2)$
 $\text{return merged } L_1 \text{ and } L_2$
 $\text{N} = \text{Worst-case runtime of mergesont}$
 $\text{on an input of cength in}$
 $\text{N} = \text{Vorst-case runtime}$
 $\text{N} = \text{Vorst-case ru$

rewrence relation

Proposition. If T(n) satisfies the following recurrence, then T(n) is...

$$T(n) = \begin{cases} 0 & \text{if } n = 1\\ 2T(n/2) + n & \text{if } n > 1 \end{cases}$$

Proposition. If T(n) satisfies the following recurrence, then $T(n) = n \log_2 n$.

$$T(n) = \begin{cases} 0 & \text{if } n = 1\\ 2T(n/2) + n & \text{if } n > 1 \end{cases}$$

assuming n is a power of 2

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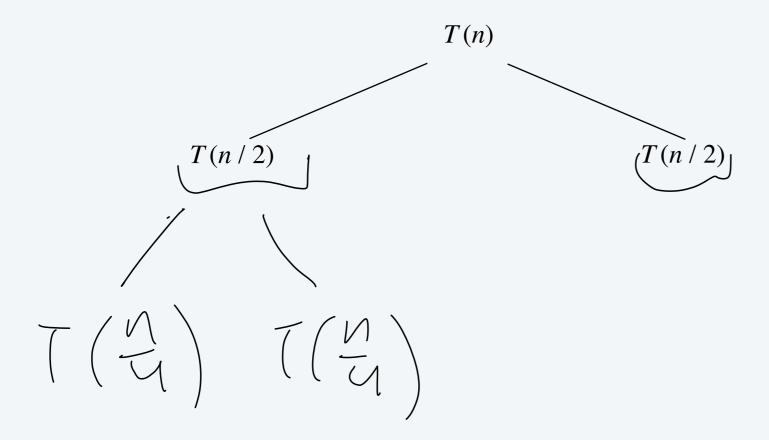
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T(n)

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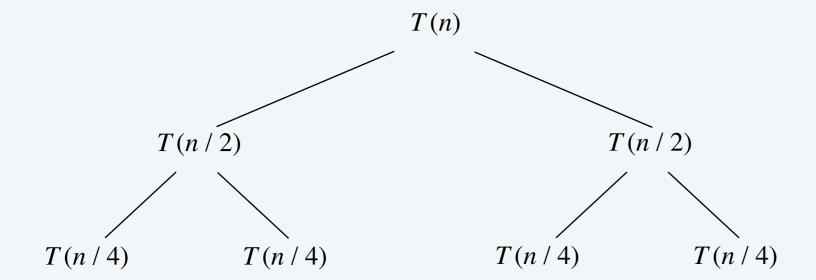
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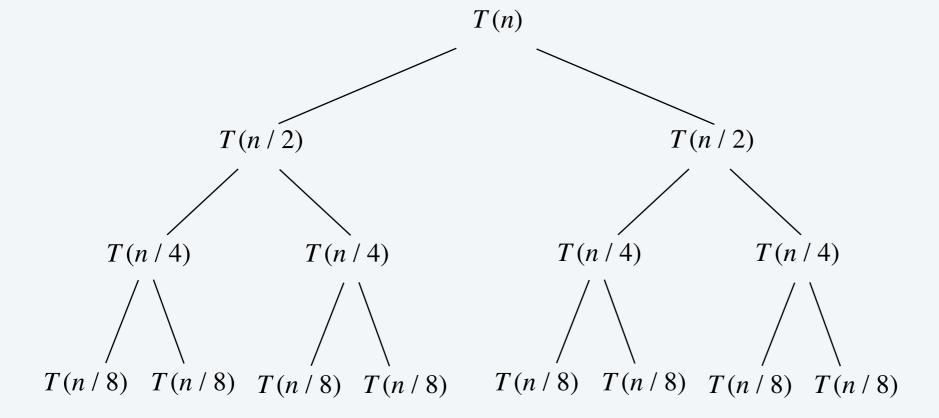
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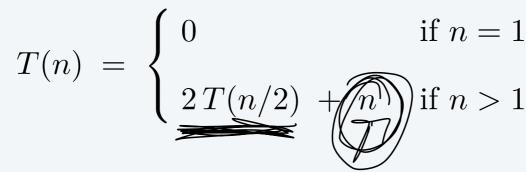


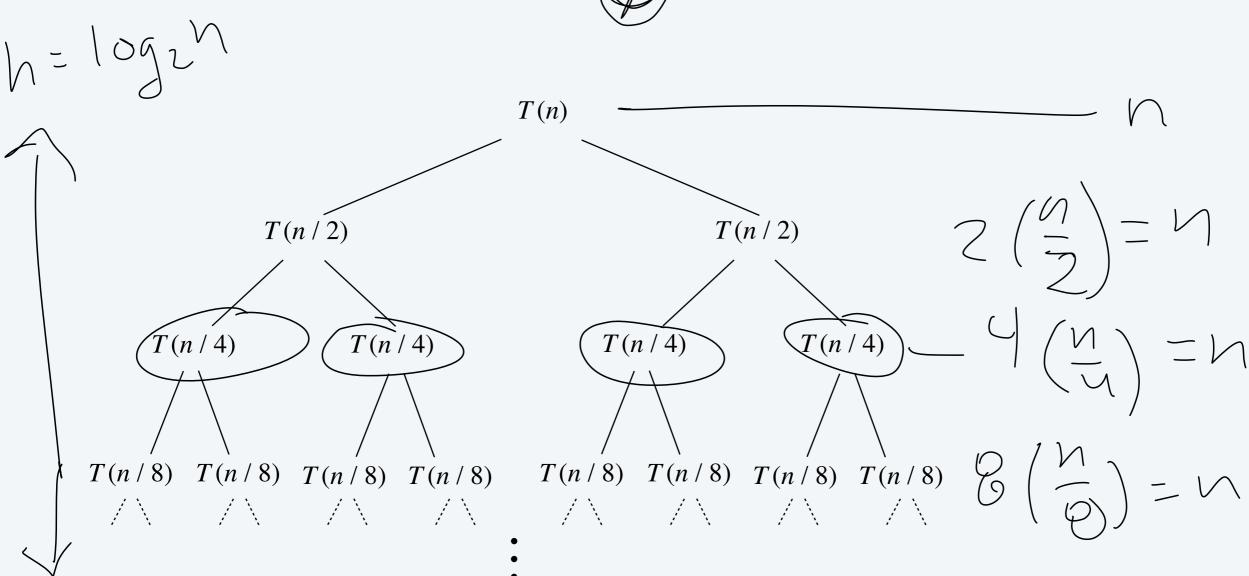
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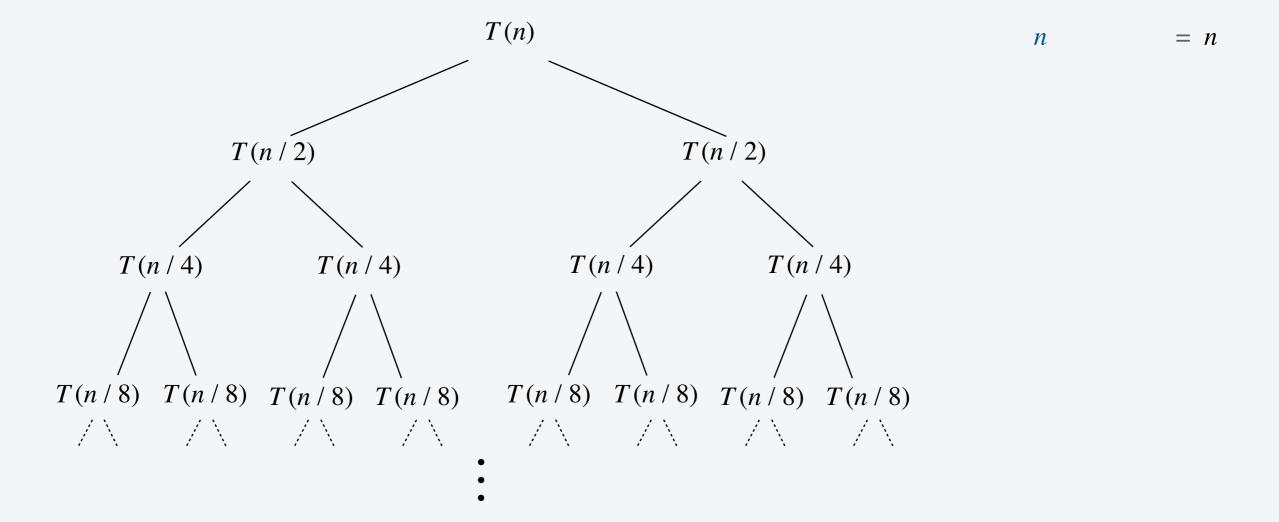


assuming *n*

is a power of 2

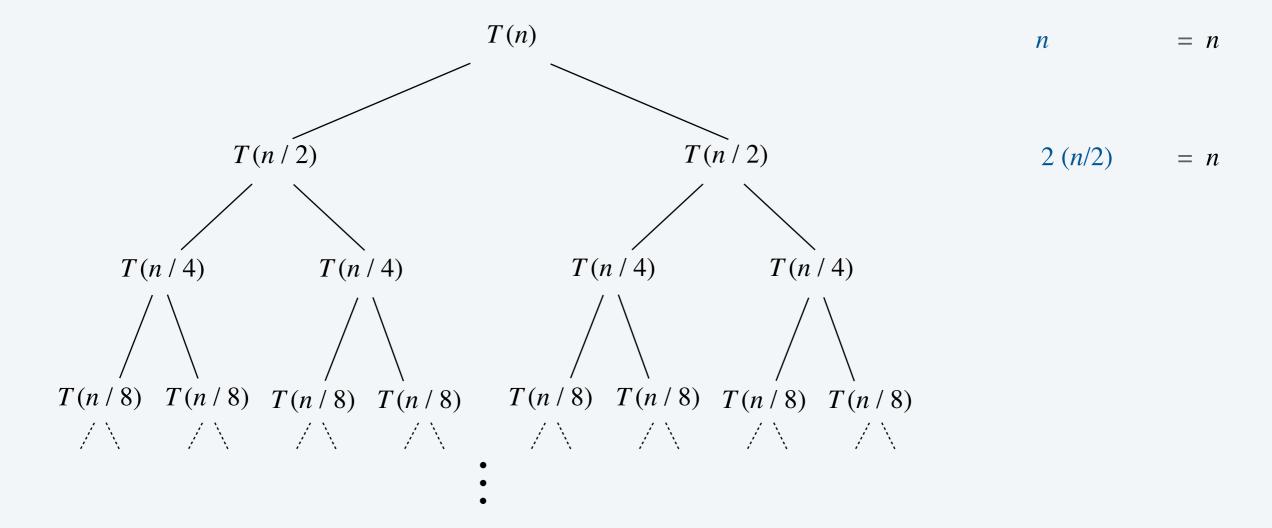
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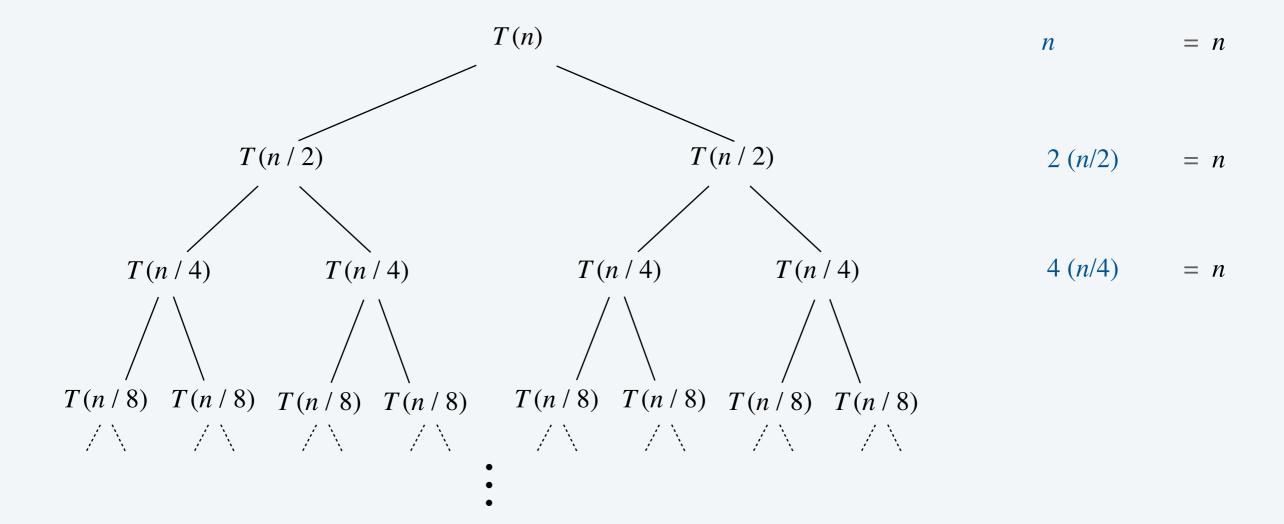
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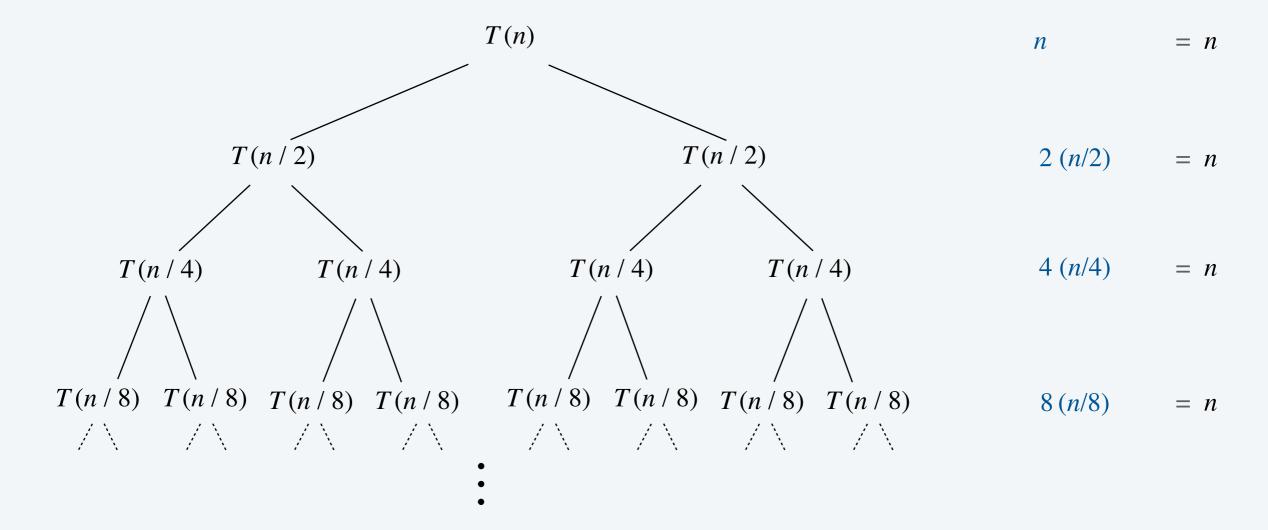
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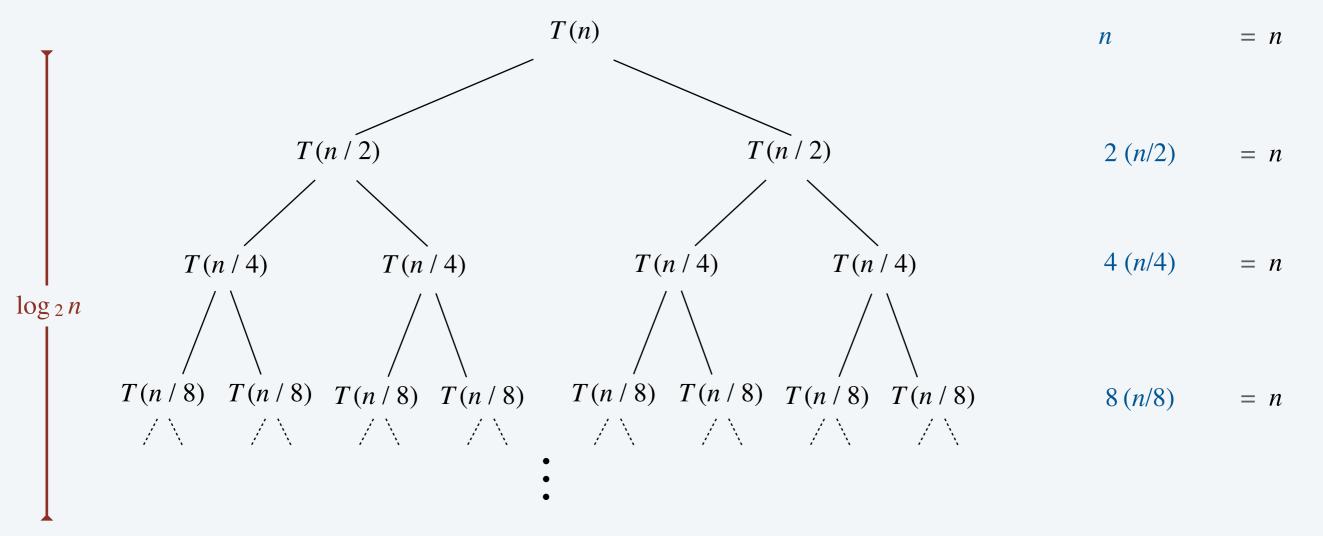
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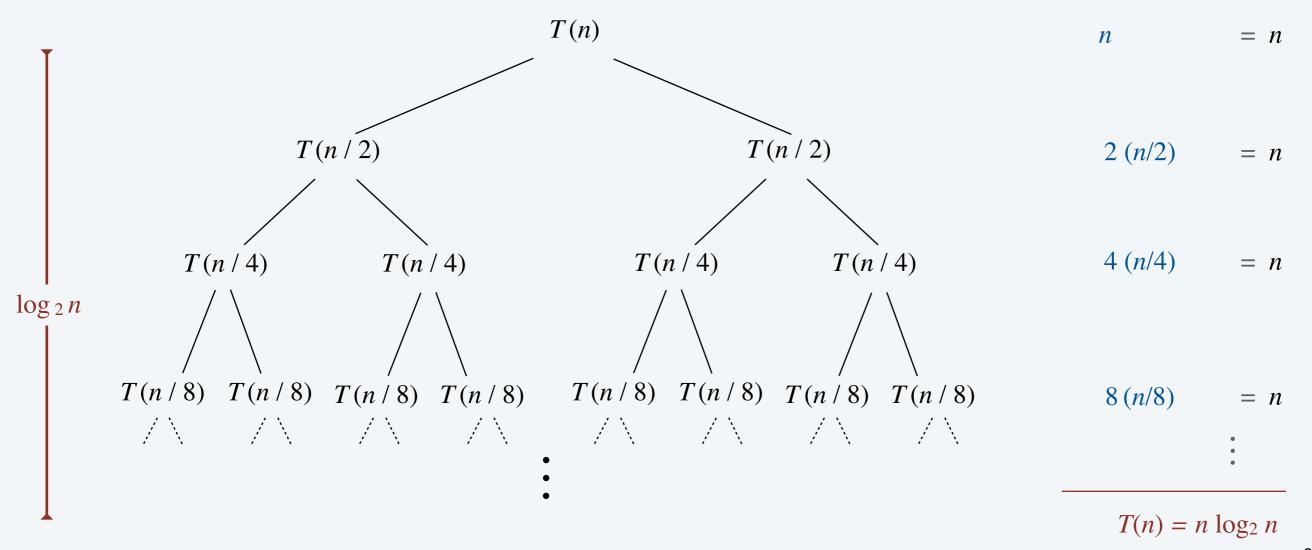
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Choose an answer

```
\begin{array}{l} \text{fancymergesort}(L): \\ L_1 = \text{first third of } L \\ L_2 = \text{second third of } L \\ L_3 = \text{last third of } L \\ sorted\_L_1 = \text{mergesort}(L_1) \\ sorted\_L_2 = \text{mergesort}(L_2) \\ sorted\_L_3 = \text{mergesort}(L_3) \\ \text{return merged } L_1, L_2, L_3 \\ \end{array} \right. \qquad \qquad \begin{array}{l} \mathcal{N} \\ \mathcal{N
```

What is a valid recurrence relation for fancymergesort?

1.
$$T(n) = n^2$$

2.
$$T(n) = 3T(n/3) + n$$

3.
$$T(n) = cn \log_3 n$$

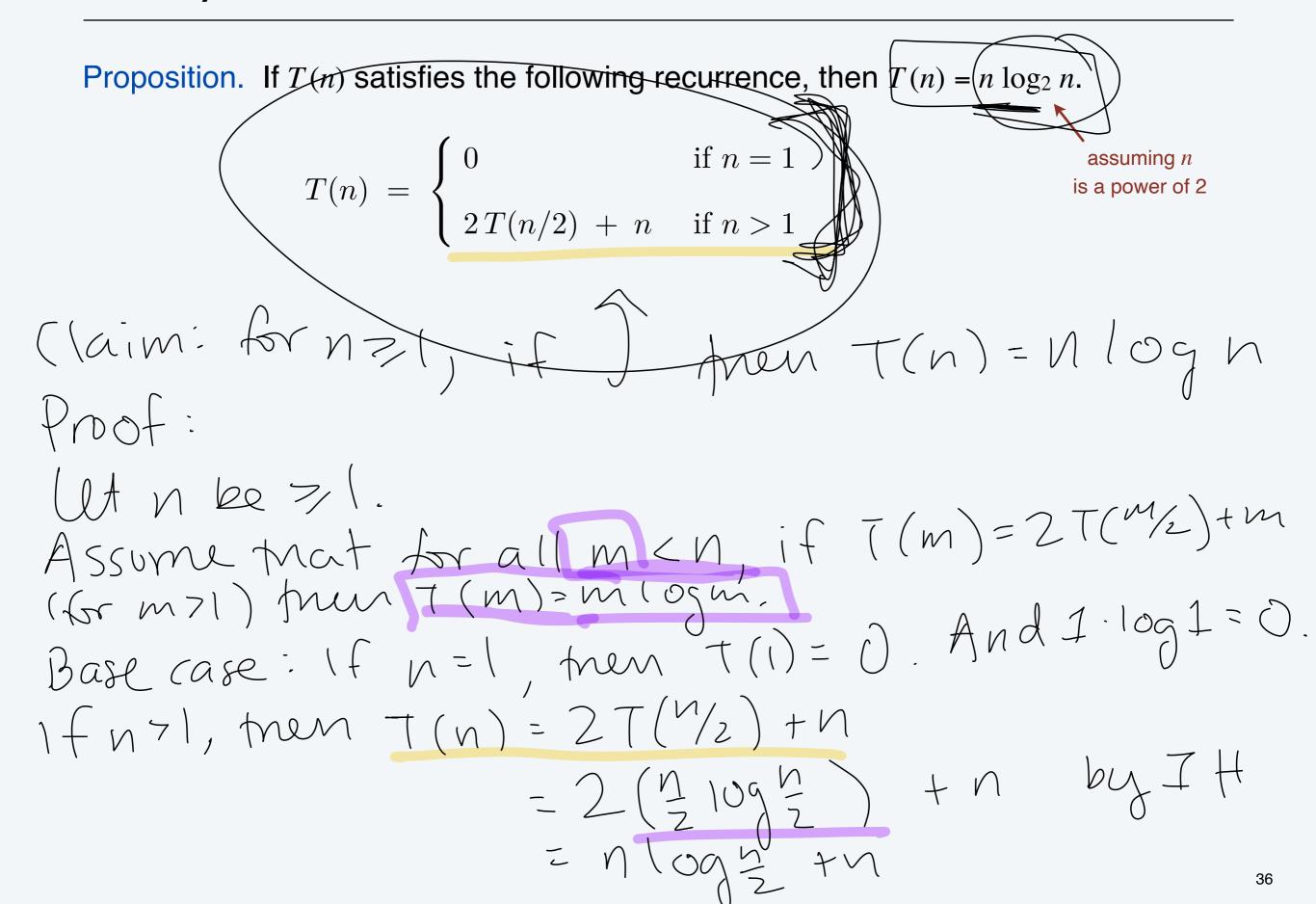
4.
$$T(n) = nT(n) + 3n$$

$$T(n) = 3T(\frac{h}{3}) + h$$

Proof by induction

$$T(n) = \begin{cases} 0 & \text{if } n = 1\\ 2T(n/2) + n & \text{if } n > 1 \end{cases}$$

Proof by induction



$$= M \left(\log \frac{1}{2} + 1 \right)$$

$$= M \left(\log \frac{1}{2} + \log_2 2 \right)$$

$$= M \left(\log_2 \chi \left(\frac{1}{2} \right) \right)$$

$$= M \left(\log M \right)$$

Challenge. How to prove a lower bound for all conceivable algorithms?

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Cost model. Number of compares.

Q. Realistic model?

A1. Yes. Java, Python, C++, ...

```
Comparable[] a = ...;
...
can access elements only
via calls to compareTo()
```

Challenge. How to prove a lower bound for all conceivable algorithms?

Model of computation. Comparison trees.

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- All other operations (control, data movement, etc.) are free.

Cost model. Number of compares.

Q. Realistic model?

A1. Yes. Java, Python, C++, ...

sort(*, key=None, reverse=False)

This method sorts the list in place, using only < comparisons between items. Exceptions are not suppressed – if any comparison operations fail, the entire sort operation will fail (and the list will likely be left in a partially modified state).

Challenge. How to prove a lower bound for all conceivable algorithms?

Model of computation. Comparison trees.

- Can access the elements only through pairwise comparisons.
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- A2. Yes. Mergesort, insertion sort, quicksort, heapsort, ...

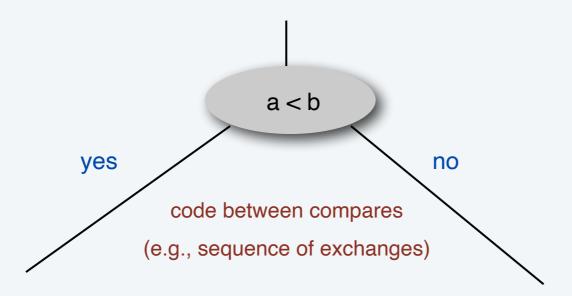
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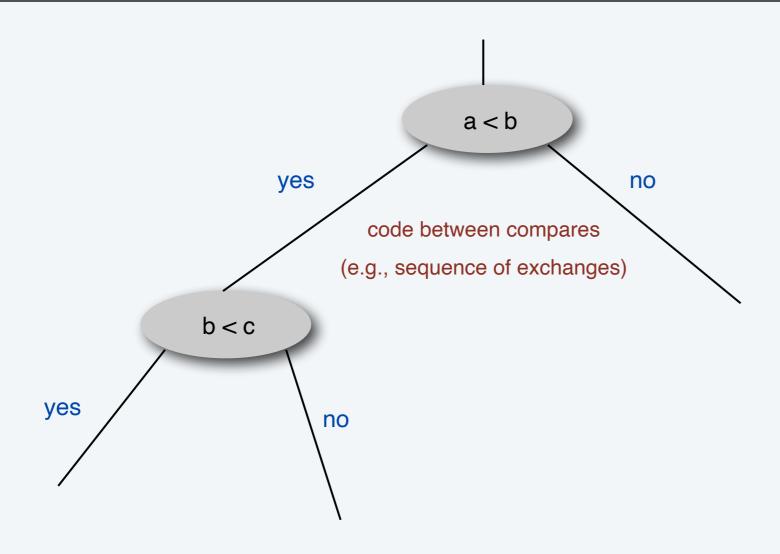
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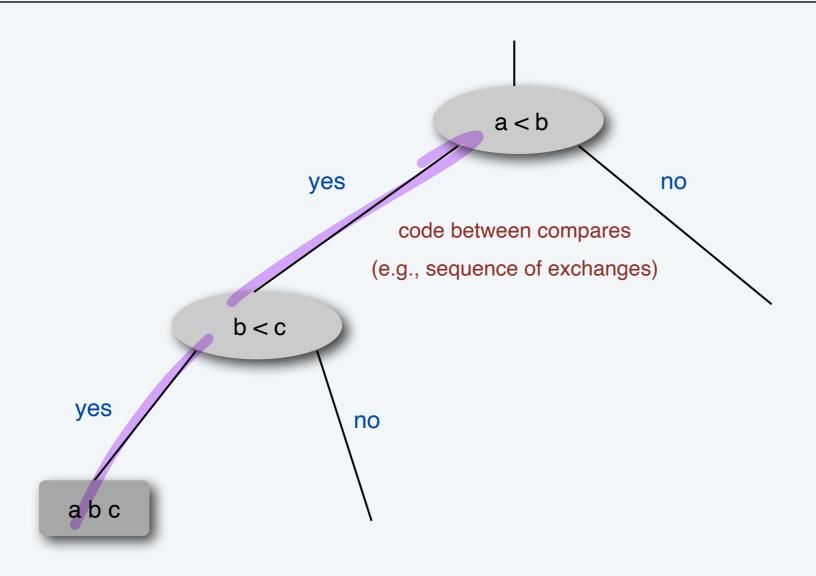
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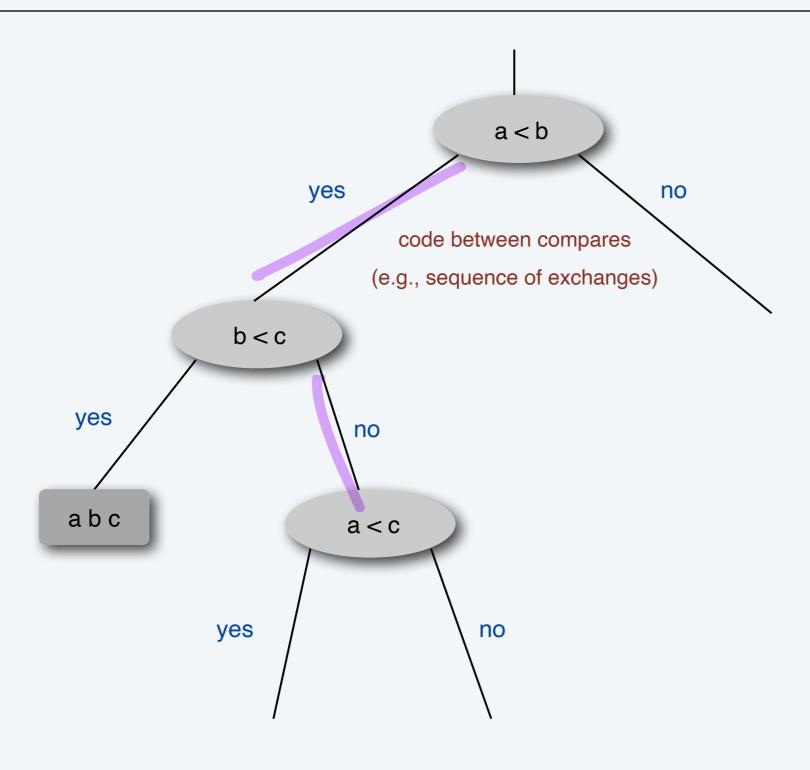
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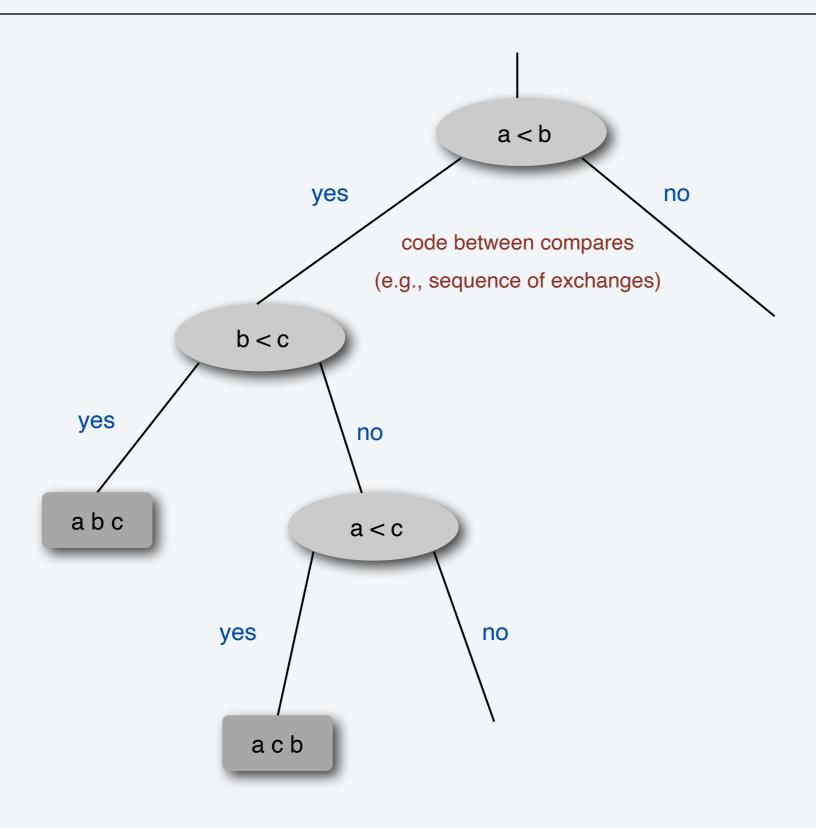
- Q. Realistic model?
- A1. Yes. Java, Python, C++, ...
- A2. Yes. Mergesort, insertion sort, quicksort, heapsort, ...
- A3. No. Bucket sort, radix sorts, ...

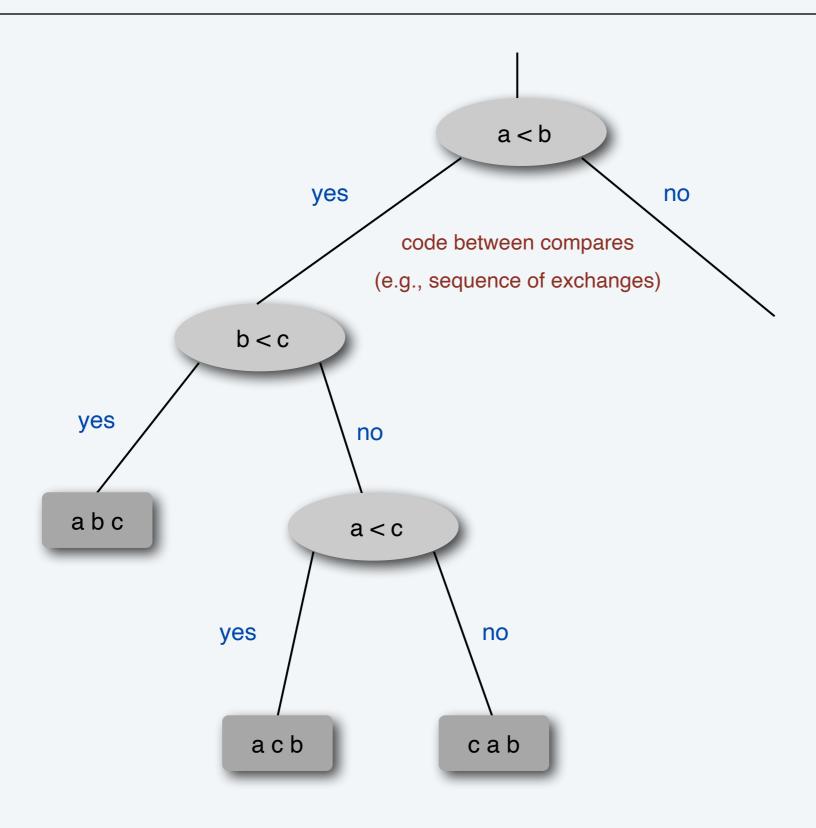


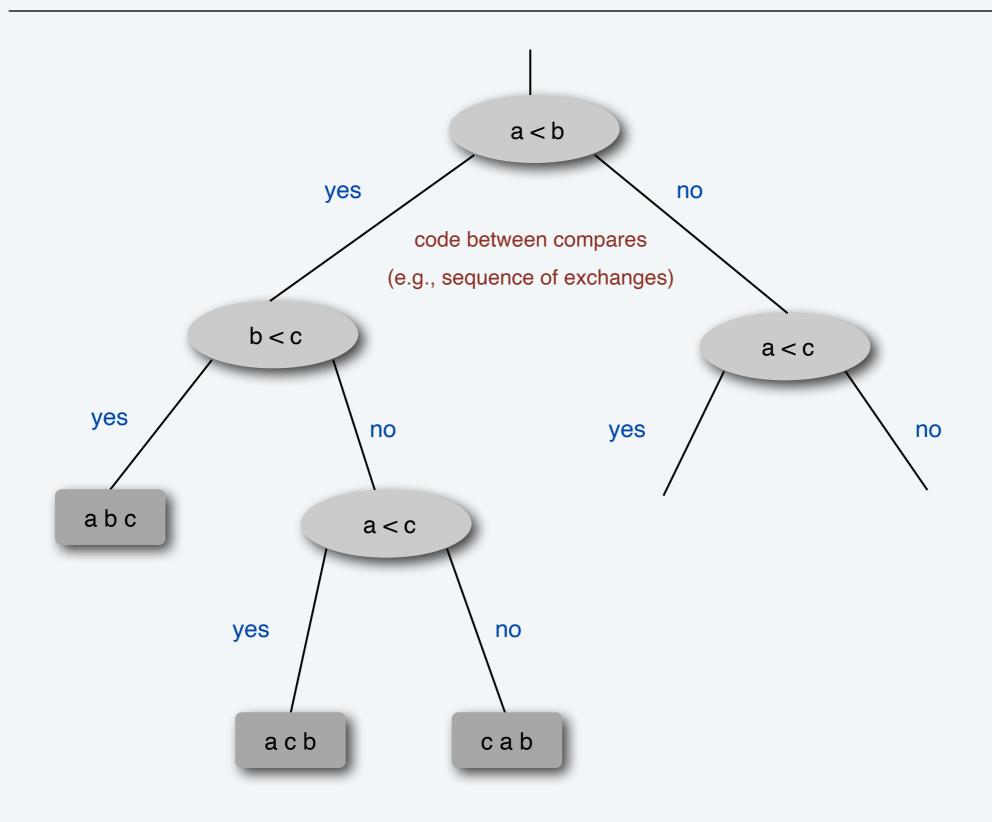


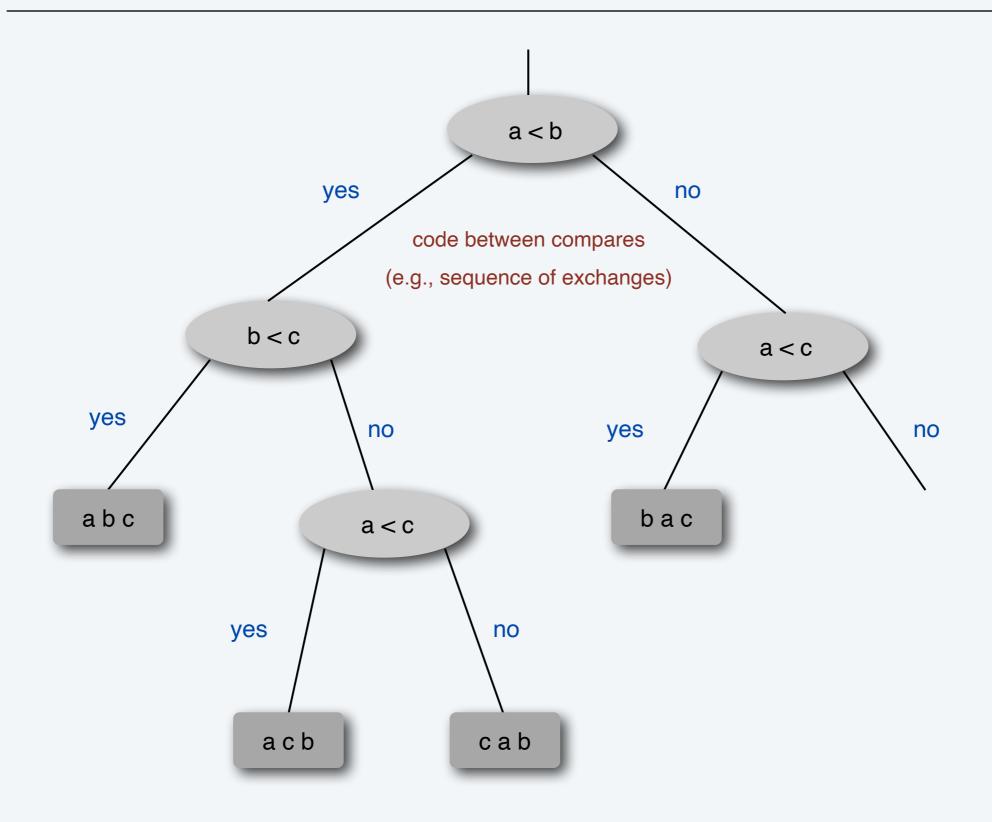


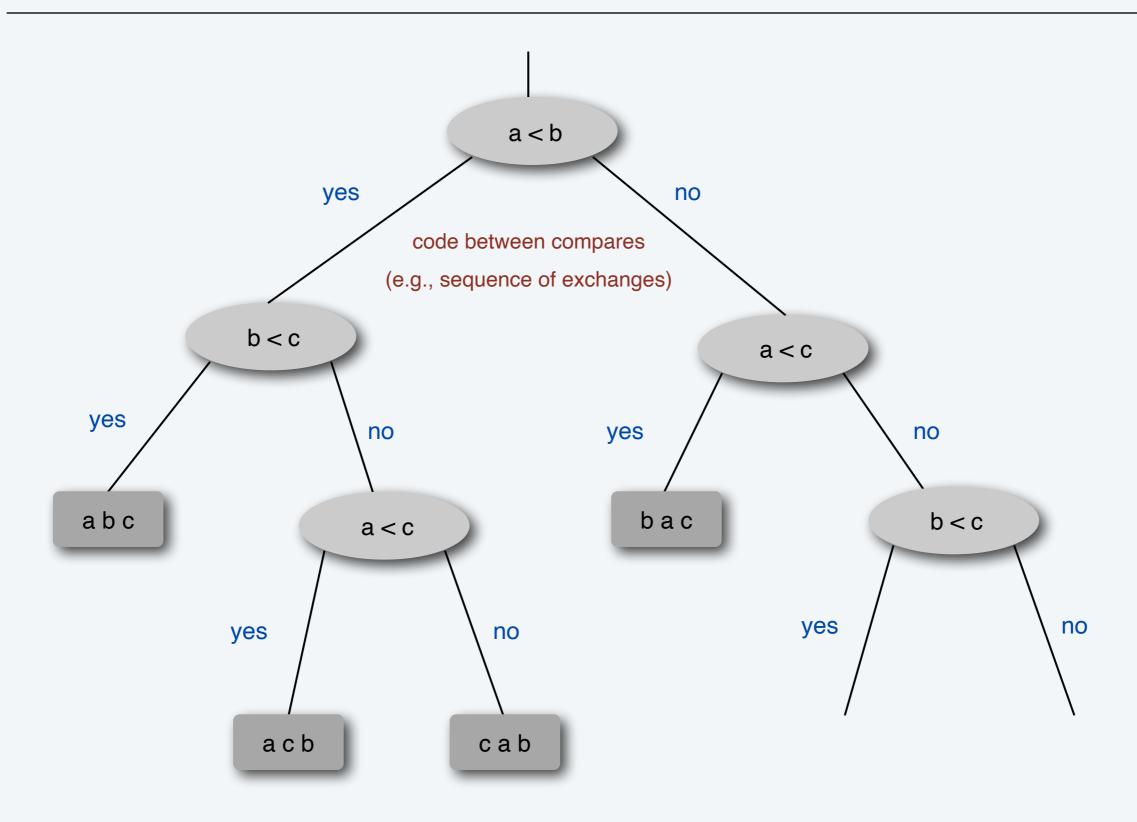


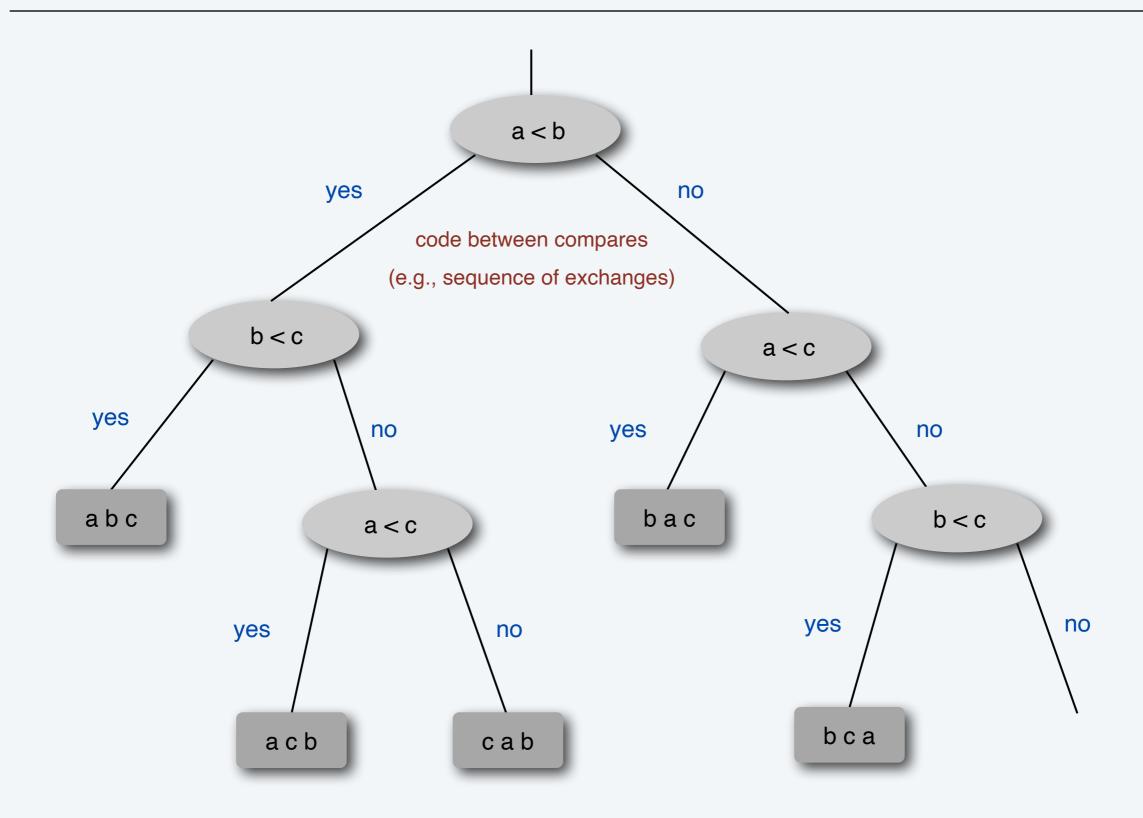


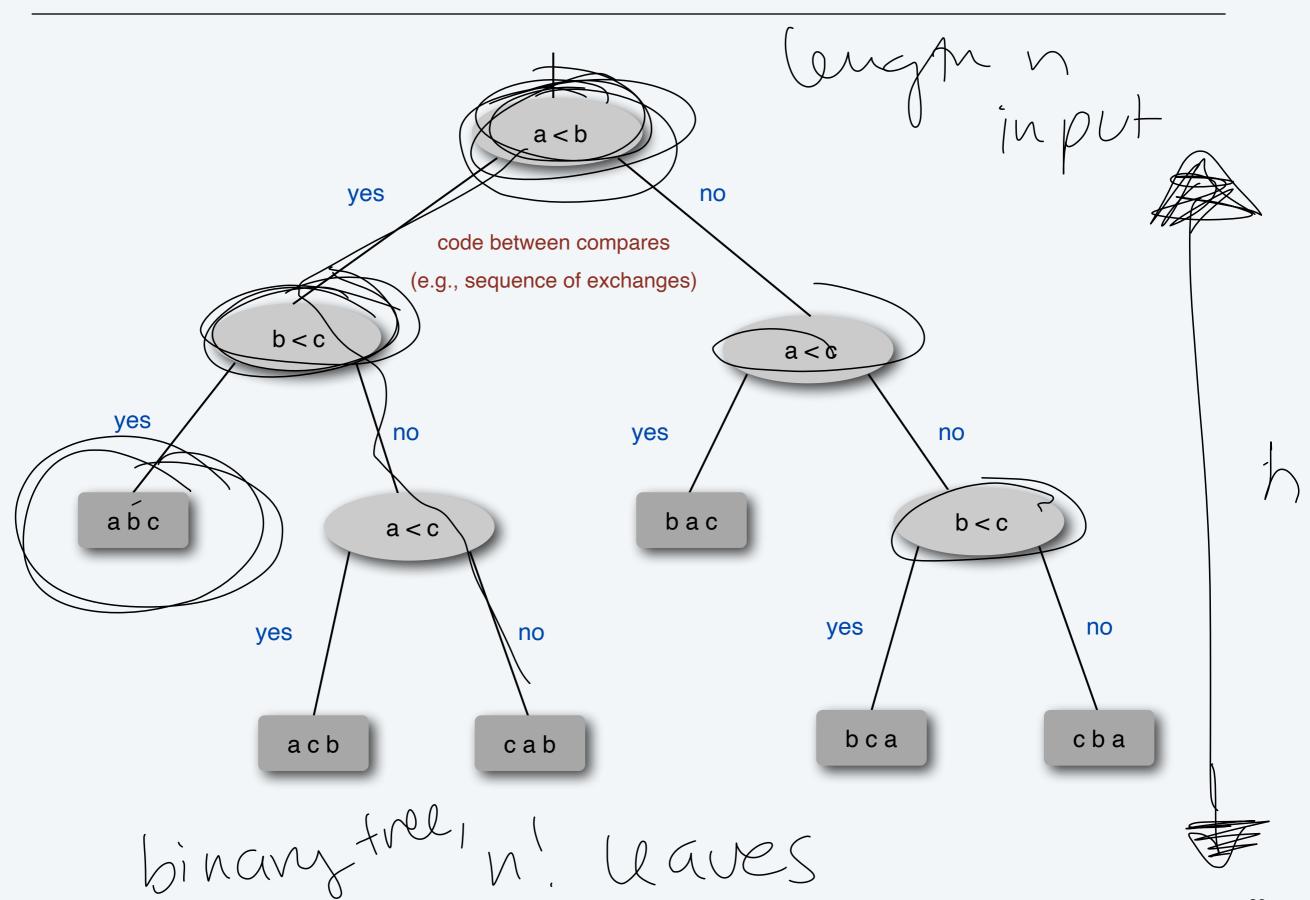












Sorting lower bound



Theorem. Any deterministic compare-based sorting algorithm must make $\Omega(n \log n)$ compares in the worst-case.

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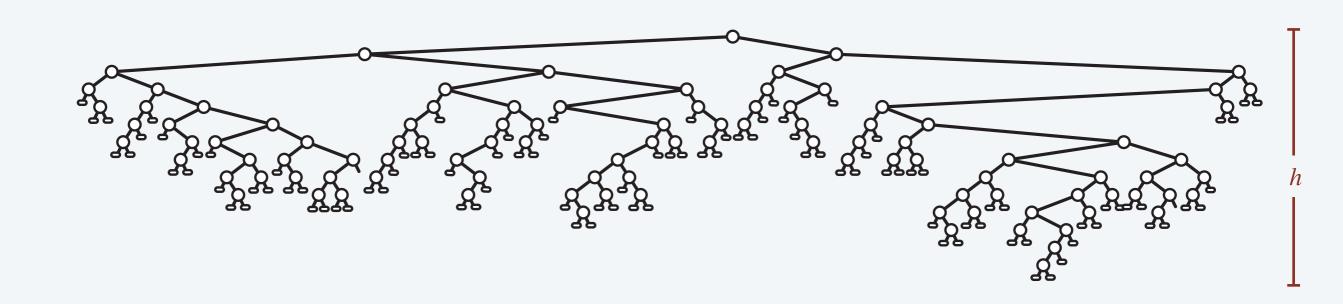
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Pf. [information theoretic]

• Assume array consists of n distinct values a_1 through a_n .

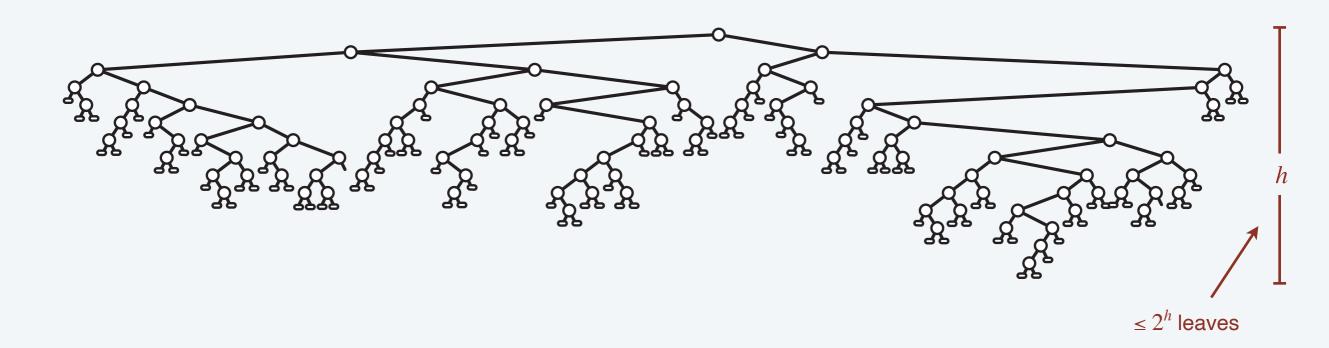
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- Assume array consists of n distinct values a_1 through a_n .
- Worst-case number of compares = height h of pruned comparison tree.



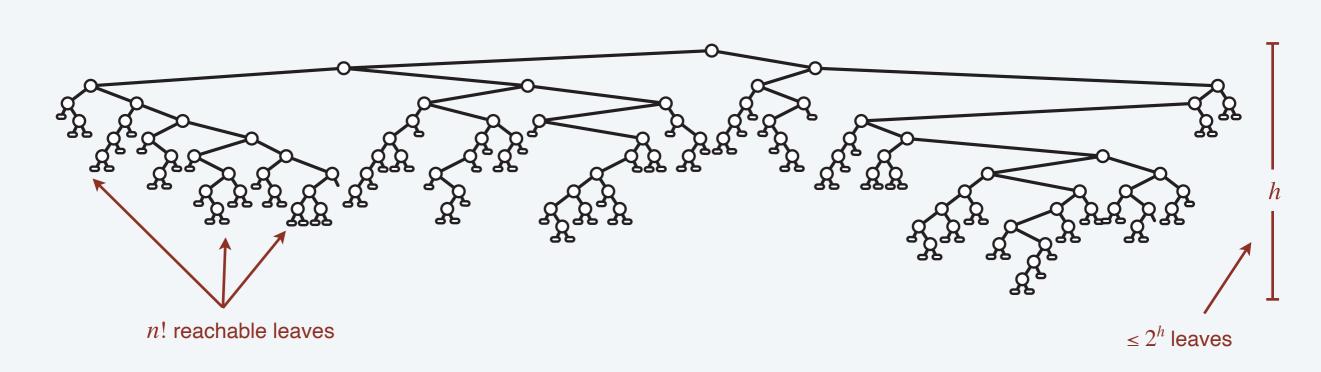
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```
2^h \ge \# \text{ reachable leaves} = n!

\Rightarrow h \ge \log_2(n!)
```

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- Worst-case number of compares = height h of pruned comparison tree.
- Binary tree of height h has $\leq 2^h$ leaves.
- n! different orderings $\Rightarrow n!$ reachable leaves.

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$$\Rightarrow h \ge \log_2(n!)$$

$$\ge n \log_2 n - n / \ln 2 \quad \blacksquare$$
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Pf. [information theoretic]

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Note. Lower bound can be extended to include randomized algorithms.

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- Songs i and j are inverted if i < j, but $a_i > a_j$.

