

Mar 27

Merge Sort (a, n)

$$\lfloor 0.3 \rfloor = 0 \quad \lceil 0.3 \rceil = 1$$

If $n=1$ return $a_1 \leftarrow O(1)$

$$O(n) \begin{cases} a_L = a_1, \dots, a_{\lfloor \frac{n}{2} \rfloor} \\ a_R = a_{\lfloor \frac{n}{2} \rfloor + 1}, \dots, a_n \end{cases}$$

return MERGE (Merge Sort ($a_L, \lfloor \frac{n}{2} \rfloor$),
 Merge Sort ($a_R, n - \lfloor \frac{n}{2} \rfloor$))
 \uparrow
 $O(n)$ $\rightarrow \leq T(\lfloor \frac{n}{2} \rfloor)$ $\rightarrow \leq T(n - \lfloor \frac{n}{2} \rfloor)$

$T(n) \stackrel{\text{def}}{=} \text{max. runtime of Merge Sort over ALL inputs of size } n$

$$T(n) \leq O(1) + O(n) + T(\lfloor \frac{n}{2} \rfloor) + T(n - \lfloor \frac{n}{2} \rfloor) + O(n)$$

If $n=1$, $T(1) = O(1)$

$n > 1$, $T(n) = O(n) + T(\lfloor \frac{n}{2} \rfloor) + T(n - \lfloor \frac{n}{2} \rfloor)$

(By defn of Big Oh)

$$T(n) = \begin{cases} O(1) & \text{if } n=1 \\ O(n) + T(\lfloor \frac{n}{2} \rfloor) + T(n - \lfloor \frac{n}{2} \rfloor) & \text{o.w.} \end{cases}$$

$$T(n) \leq \begin{cases} c_1 & \text{if } n=1 \\ c_2 \cdot n + T(\lfloor \frac{n}{2} \rfloor) + T(\lceil \frac{n}{2} \rceil) & \text{o.w.} \end{cases}$$

$[c = \max(c_1, c_2)]$

$$T(n) \leq \begin{cases} c & \text{if } n=1 \\ cn + T(\lfloor \frac{n}{2} \rfloor) + T(\lceil \frac{n}{2} \rceil) & \text{o.w.} \end{cases} \Rightarrow$$

Rule of thumb
 For asymptotics of $T(n)$
 $T(\lfloor x \rfloor) = T(x)$
 $T(\lceil x \rceil) = T(x)$

$$T(n) \leq \begin{cases} c & \text{if } n=1 \\ cn + 2 \cdot T(\frac{n}{2}) & \text{o.w.} \end{cases}$$

Lemma: $T(n) \leq c \cdot n \cdot \log_2 n + cn$

\Rightarrow Merge Sort runs in $O(n \cdot \log n)$ time

Some remarks:

- ① $O(n \cdot \log n)$ best known upper bound for general algo.
- ② Can do faster if domain of the a_i 's is of size $O(n)$
(TIF on piazza $a_i \in \{0, 1\}$)
- ③ Can have faster runtime for "almost" sorted input
- ④ Any comparison based algo for sorting takes $\Omega(n \cdot \log n)$ comparisons.