

Lecture 26

CSE 331

MergeSortCount algorithm

Input: $a_1, a_2, \dots, a_n$

Output: Numbers in sorted order+ #inversion

```
MergeSortCount( a, n )
```

```
  If  $n = 1$  return ( 0 ,  $a_1$  )
```

```
  If  $n = 2$  return (  $a_1 > a_2$ , min( $a_1, a_2$ ); max( $a_1, a_2$ ))
```

```
   $a_L = a_1, \dots, a_{n/2}$      $a_R = a_{n/2+1}, \dots, a_n$ 
```

```
  ( $c_L$ ,  $a_L$ ) = MergeSortCount( $a_L$ ,  $n/2$ )
```

```
  ( $c_R$ ,  $a_R$ ) = MergeSortCount( $a_R$ ,  $n/2$ )
```

```
  ( $c$ ,  $a$ ) = MERGE-COUNT( $a_L, a_R$ )
```

```
  return ( $c + c_L + c_R$ ,  $a$ )
```

Counts #crossing-inversions+
MERGE

MERGE-COUNT(a_L, a_R)

$a_L = l_1, \dots, l_{n'}$ $a_R = r_1, \dots, r_m$

```
c = 0
i, j = 1
while i ≤ n' and j ≤ m
    if  $l_i \leq r_j$ 
        i ++
        add  $l_i$  to output
    else
        add  $r_j$  to output
        j ++
        c += n' - i + 1
Output any remaining items
return c
```

1

a_L

5 6

a_R

5 6

a_L

1

a_R

MergeSortCount algorithm

Input: $a_1, a_2, \dots, a_n$

Output: Numbers in sorted order+ #inversion

MergeSortCount(a, n)

If $n = 1$ return (0 , a_1)

If $n = 2$ return ($a_1 > a_2$, min(a_1, a_2); max(a_1, a_2))

$a_L = a_1, \dots, a_{n/2}$ $a_R = a_{n/2+1}, \dots, a_n$

(c_L, a_L) = MergeSortCount($a_L, n/2$)

(c_R, a_R) = MergeSortCount($a_R, n/2$)

(c, a) = MERGE-COUNT(a_L, a_R)

return ($c+c_L+c_R, a$)

$$T(2) = c$$

$$T(n) = 2T(n/2) + cn$$

$O(n \log n)$ time

$O(n)$

Counts #crossing-inversions+
MERGE

Improvements on a smaller scale

Greedy algorithms: exponential $\rightarrow$ poly time

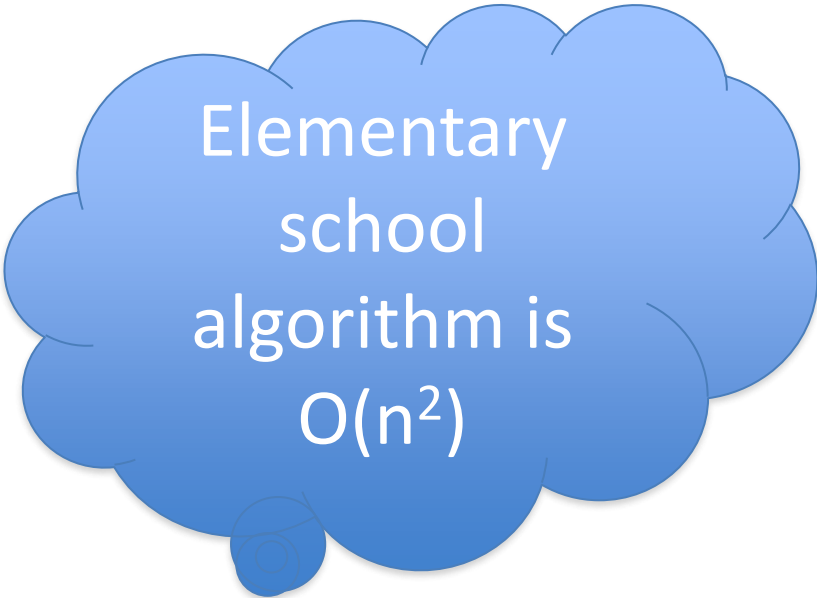
(Typical) Divide and Conquer: $O(n^2)$ $\rightarrow$ asymptotically smaller running time

Multiplying two numbers

Given two numbers a and b in binary

$$a = (a_{n-1}, \dots, a_0) \text{ and } b = (b_{n-1}, \dots, b_0)$$

Compute $c = a \times b$



Elementary
school
algorithm is
 $O(n^2)$

Problem definition on the board...