

# COMP3121 Lecture 7 Notes: Divide and Conquer

## Module 2: Divide and Conquer

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## Table of Contents

1. Introductory Examples
  - (a) Coin puzzle
  - (b) Binary search
  - (c) Merge sort
  - (d) Quick sort
  - (e) Divide and Conquer paradigm
2. Recurrences
  - (a) Framework
  - (b) Master Theorem
3. Integer Multiplication
  - (a) Applying D&C to multiplication
  - (b) Karatsuba trick
4. Convolutions
  - (a) Polynomials
  - (b) Fast Fourier Transform
5. Puzzle

## 1. Introductory Examples

### 1.1 Coin Puzzle

- **Problem:** Find counterfeit (lighter) coin among 27 coins using only 3 weighings
- **Solution:**
  1. Divide into 3 groups of 9 (A, B, C)

2. Weigh A vs B
    - If unequal: lighter group contains counterfeit
    - If equal: counterfeit is in C
  3. Repeat with groups of 3, then individual coins
- Classic divide-and-conquer example - reduces problem size by  $1/3$  each step

## 1.2 Binary Search

- **Steps:**
  - **Divide:** Test midpoint ( $\Theta(1)$ )
  - **Conquer:** Search one side recursively
  - **Combine:** Pass answer up ( $\Theta(1)$ )
- Time complexity:  $\Theta(\log n)$  (recursion depth  $\log_2 n$ )
- **Extensions:**
  - Lower bound: smallest  $i$  where  $A[i] \geq x$
  - Upper bound: largest  $i$  where  $A[i] \leq x$
  - Equal range: find all indices with  $A[\ell] = \dots = A[r] = x$

## 1.3 Merge Sort

- **Steps:**
  - **Divide:** Split array equally ( $\Theta(1)$ )
  - **Conquer:** Sort halves recursively
  - **Combine:** Merge sorted subarrays ( $\Theta(n)$ )
- Time complexity:  $\Theta(n \log n)$  ( $\log n$  levels,  $\Theta(n)$  work per level)
- **Counting Inversions:**
  - Measure of array "disorder" (pairs where  $i < j$  but  $A[i] > A[j]$ )
  - Modified merge sort counts inversions in  $\Theta(n \log n)$  time
  - Key insight: inversions = left inversions + right inversions + split inversions

## 1.4 Quick Sort

- **Steps:**
  - **Divide:** Choose pivot, partition ( $\Theta(n)$ )
  - **Conquer:** Sort partitions recursively
  - **Combine:** Pass answer up ( $\Theta(1)$ )
- Average case:  $\Theta(n \log n)$
- Worst case:  $\Theta(n^2)$  (bad pivot choices)

## 1.5 Divide and Conquer Paradigm

- **General Approach:**
  1. **Divide:** Split problem into smaller subproblems
  2. **Conquer:** Solve subproblems recursively
  3. **Combine:** Merge solutions to solve original problem
- **Correctness:** Proved by induction on problem size
  - Base case: trivial solution
  - Inductive step: assume works for smaller sizes, show combine step works

## 2. Recurrences

### 2.1 Framework

- General form:  $T(n) = aT(n/b) + f(n)$ 
  - $a$ : number of subproblems
  - $b$ : size reduction factor
  - $f(n)$ : divide/combine cost
- Examples:
  - Binary search:  $T(n) = T(n/2) + \Theta(1)$
  - Merge sort:  $T(n) = 2T(n/2) + \Theta(n)$
  - Karatsuba:  $T(n) = 3T(n/2) + \Theta(n)$

### 2.2 Master Theorem

For recurrences of form  $T(n) = aT(n/b) + f(n)$  with  $a \geq 1$ ,  $b > 1$ :

1. If  $f(n) = O(n^{c^*-\epsilon})$  for  $\epsilon > 0$ , then  $T(n) = \Theta(n^{c^*})$
2. If  $f(n) = \Theta(n^{c^*} \log^k n)$ , then  $T(n) = \Theta(n^{c^*} \log^{k+1} n)$
3. If  $f(n) = \Omega(n^{c^*+\epsilon})$  and regularity condition holds, then  $T(n) = \Theta(f(n))$

where  $c^* = \log_b a$  is the critical exponent.

## 3. Integer Multiplication

### 3.1 Naive D&C Approach

- Split  $n$ -bit numbers  $A, B$  into halves:
$$A = A_1 2^{n/2} + A_0$$
$$B = B_1 2^{n/2} + B_0$$
- Compute recursively:
$$AB = A_1 B_1 2^n + (A_1 B_0 + A_0 B_1) 2^{n/2} + A_0 B_0$$
- Recurrence:  $T(n) = 4T(n/2) + \Theta(n) \Rightarrow T(n) = \Theta(n^2)$  (no improvement)

### 3.2 Karatsuba Algorithm

- Key insight: Compute only three products:

$$\begin{aligned}W &= A_1 B_1 \\X &= A_0 B_0 \\V &= (A_1 + A_0)(B_1 + B_0) \\AB &= W2^n + (V - W - X)2^{n/2} + X\end{aligned}$$

- Recurrence:  $T(n) = 3T(n/2) + \Theta(n)$
- Solution:  $T(n) = \Theta(n^{\log_2 3}) \approx \Theta(n^{1.585})$

## 4. Convolutions and FFT

### 4.1 Polynomials and Convolutions

- Polynomial multiplication equivalent to convolution:

$$C_t = \sum_{i+j=t} A_i B_j$$

- Naive approach:  $\Theta(n^2)$  time
- **Value Representation:**
  - Represent degree- $n$  polynomial by  $n + 1$  point-value pairs
  - Multiplication: pointwise multiply values ( $\Theta(n)$ )

### 4.2 Fast Fourier Transform

- **Strategy:**
  1. Evaluate polynomials at roots of unity (FFT)
  2. Pointwise multiply values
  3. Interpolate to get coefficients (inverse FFT)
- **Roots of Unity:**
  - $\omega_m = e^{2\pi i/m}$  (primitive  $m$ -th root)
  - Properties:
    - \*  $\omega_m^m = 1$
    - \*  $\omega_m^{m/2} = -1$
    - \*  $\omega_m^{m+k} = \omega_m^k$
- **FFT Algorithm:**
  - Divide: Split into even/odd coefficients
  - Conquer: Compute FFT of halves
  - Combine: Use  $\omega_m^k$  properties
  - Time:  $T(n) = 2T(n/2) + \Theta(n) \Rightarrow \Theta(n \log n)$
- **Applications:**
  - Polynomial multiplication
  - integer multiplication (via polynomial evaluation)
  - Signal processing, image compression

## 5. Pirate Puzzle

- **Problem:** 5 pirates must divide 100 gold bars with voting rules
- **Priorities:**
  1. Survival
  2. Maximize gold
  3. See others walk plank
- **Solution Approach:** Backwards induction
  - Solve for 1 pirate, then 2, ..., up to 5
  - At each step, pirates anticipate next steps
- **Final Solution:** First pirate proposes (98, 0, 1, 0, 1)