

Divide & Conquer (I)



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Divide-and-conquer algorithms

- Strategy:
 - Divide the problem into smaller subproblems of the same type of problem
 - Solve the subproblems recursively
 - Combine the answers to solve the original problem
- The work is done in three places:
 - In partitioning the problem into subproblems
 - In solving the basic cases at the tail of the recursion
 - In merging the answers of the subproblems to obtain the solution of the original problem

Conventional product of polynomials

Example:

$$P(x) = 2x^3 + x^2 - 4$$

$$Q(x) = x^2 - 2x + 3$$

$$(P \cdot Q)(x) = 2x^5 + (-4 + 1)x^4 + (6 - 2)x^3 + 8x - 12$$

$$(P \cdot Q)(x) = 2x^5 - 3x^4 + 4x^3 + 8x - 12$$

Conventional product of polynomials

```
function PolynomialProduct(P, Q)
    // P and Q are vectors of coefficients.
    // Returns R = P × Q.
    // degree(P) = size(P)-1, degree(Q) = size(Q)-1.
    // degree(R) = degree(P)+degree(Q).

    R = vector with size(P)+size(Q)-1 zeros;

    for each  $P_i$ 
        for each  $Q_j$ 
             $R_{i+j} = R_{i+j} + P_i \cdot Q_j$ 

    return R
```

Complexity analysis:

- Multiplication of polynomials of degree n : $O(n^2)$
- Addition of polynomials of degree n : $O(n)$

Product of polynomials: Divide&Conquer

Assume that we have two polynomials with n coefficients (degree $n - 1$)

	$n - 1$	$n/2$	0
P:	P_L		P_R
Q:	Q_L		Q_R

$$\begin{aligned} P(x) \cdot Q(x) = & P_L(x) \cdot Q_L(x) \cdot x^n + \\ & (P_R(x) \cdot Q_L(x) + P_L(x) \cdot Q_R(x)) \cdot x^{n/2} + \\ & P_R(x) \cdot Q_R(x) \end{aligned}$$

$$T(n) = 4 \cdot T(n/2) + O(n) = O(n^2) \quad \leftarrow \text{Shown later}$$

Product of complex numbers

- The product of two complex numbers requires four multiplications:

$$(a + bi)(c + di) = ac - bd + (bc + ad)i$$

- Carl Friedrich Gauss (1777-1855) noticed that it can be done with just three: ac , bd and $(a + b)(c + d)$

$$bc + ad = (a + b)(c + d) - ac - bd$$

- A similar observation applies for polynomial multiplication.

Product of polynomials with Gauss's trick

$$R_1 = P_L Q_L$$

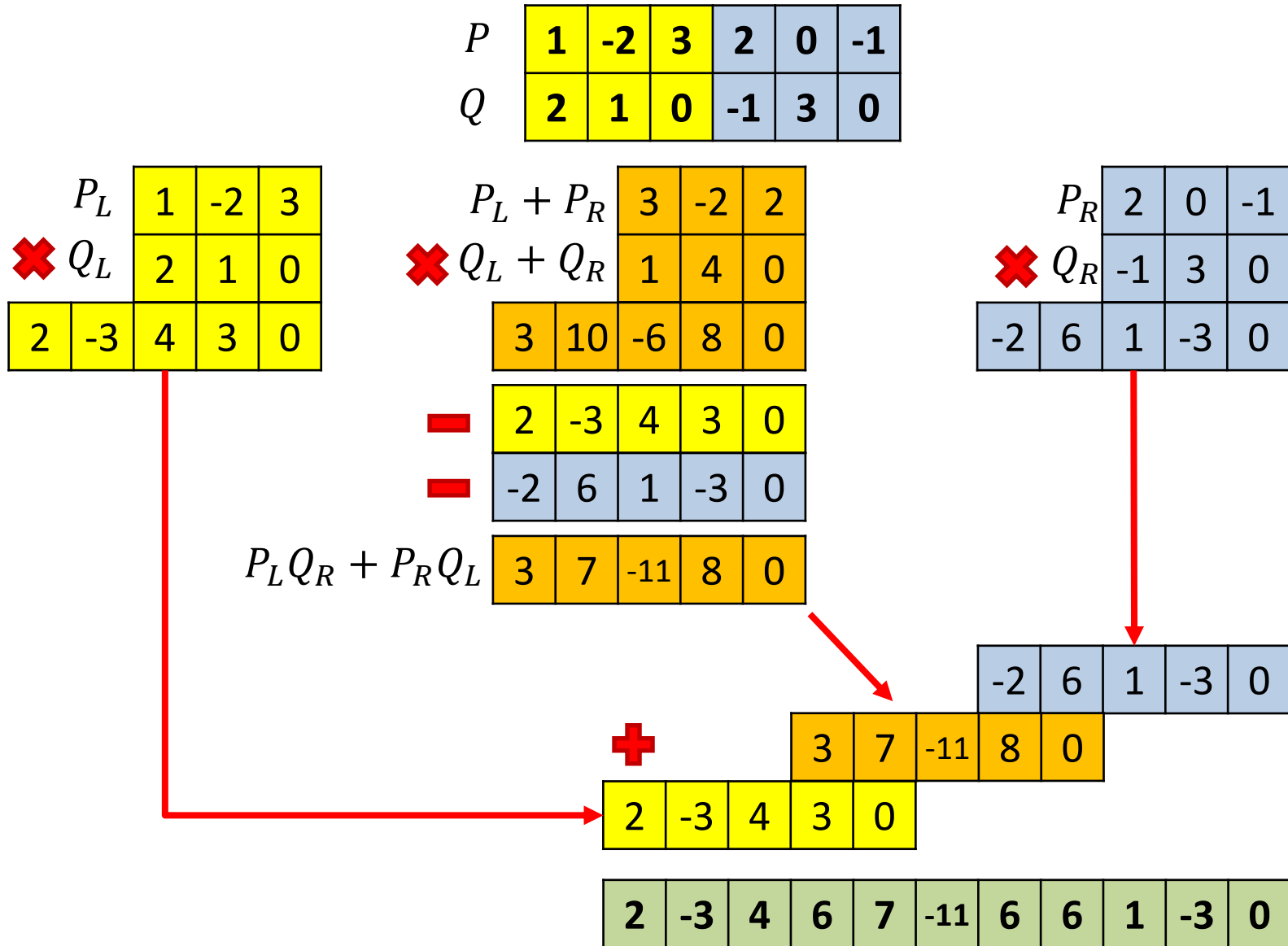
$$R_2 = P_R Q_R$$

$$R_3 = (P_L + P_R)(Q_L + Q_R)$$

$$PQ = \underbrace{P_L Q_L}_{R_1} x^n + \underbrace{(P_R Q_L + P_L Q_R)}_{R_3 - R_1 - R_2} x^{n/2} + \underbrace{P_R Q_R}_{R_2}$$

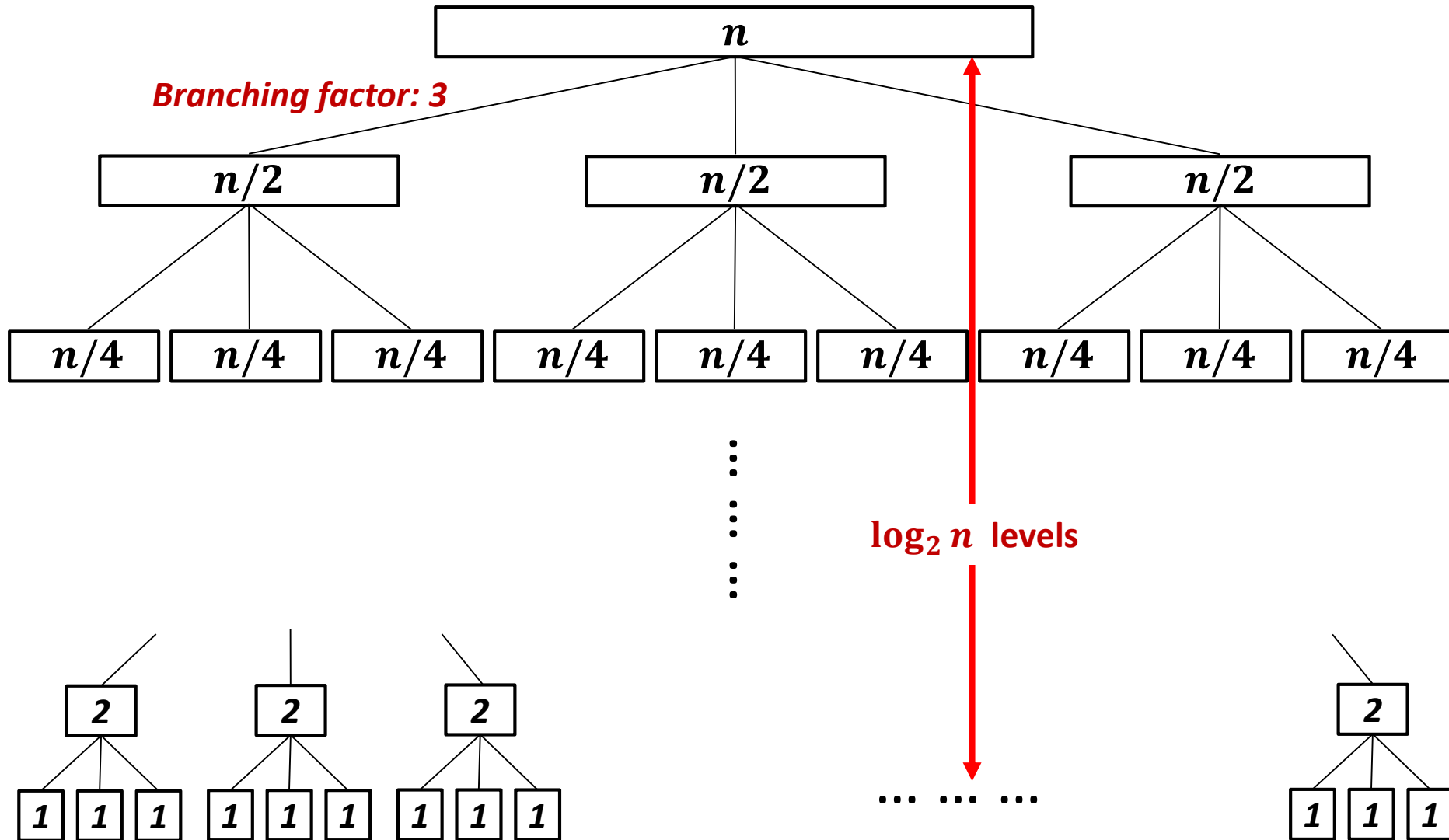
$$T(n) = 3T(n/2) + O(n)$$

Polynomial multiplication: recursive step



Pattern of recursive calls

Branching factor: 3



Useful reminders

- Sum of geometric series with ratio r :

$$S = a + ar + ar^2 + ar^3 + \dots + ar^{n-1}$$

$$S = a \left(\frac{1 - r^n}{1 - r} \right) = \frac{a}{1 - r} + \frac{r}{r - 1} ar^{n-1}$$

- Logarithms:

$$\log_b n = \log_b a \cdot \log_a n$$

$$a^{\log_b n} = a^{(\log_a n)(\log_b a)} = n^{\log_b a}$$

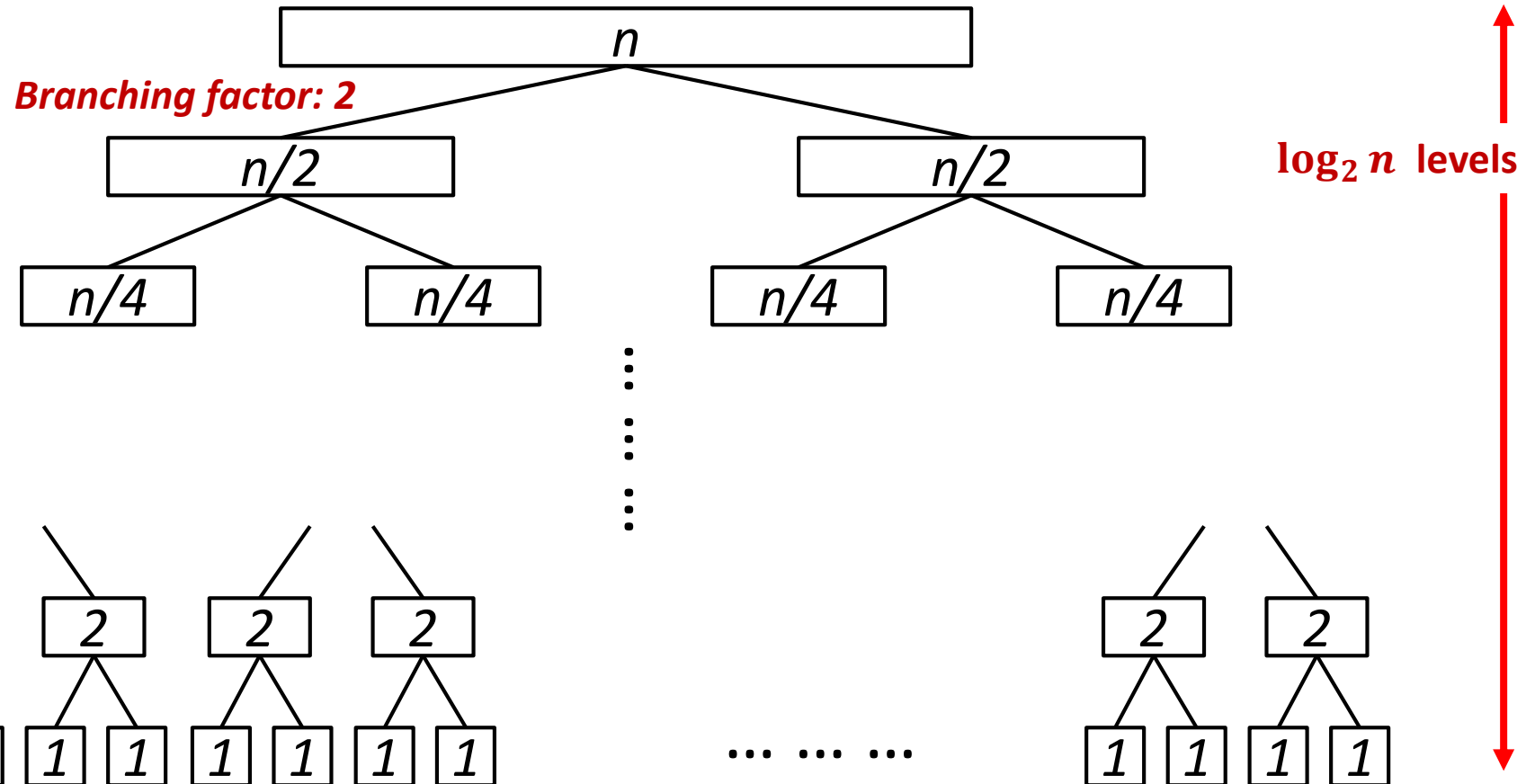
Complexity analysis

- The time spent at level k is

$$3^k \cdot O\left(\frac{n}{2^k}\right) = \left(\frac{3}{2}\right)^k \cdot O(n)$$

- For $k = 0$, runtime is $O(n)$.
- For $k = \log_2 n$, runtime is $O(3^{\log_2 n})$, which is equal to $O(n^{\log_2 3})$.
- The runtime per level increases geometrically by a factor of $3/2$ per level. The sum of any increasing geometric series is, within a constant factor, simply the last term of the series.
- Therefore, the complexity is $O(n^{1.59})$.

A popular recursion tree



Example: efficient sorting algorithms.

$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + O(n)$$

Algorithms may differ on the amount of work done at each level: $O(n^c)$

Examples

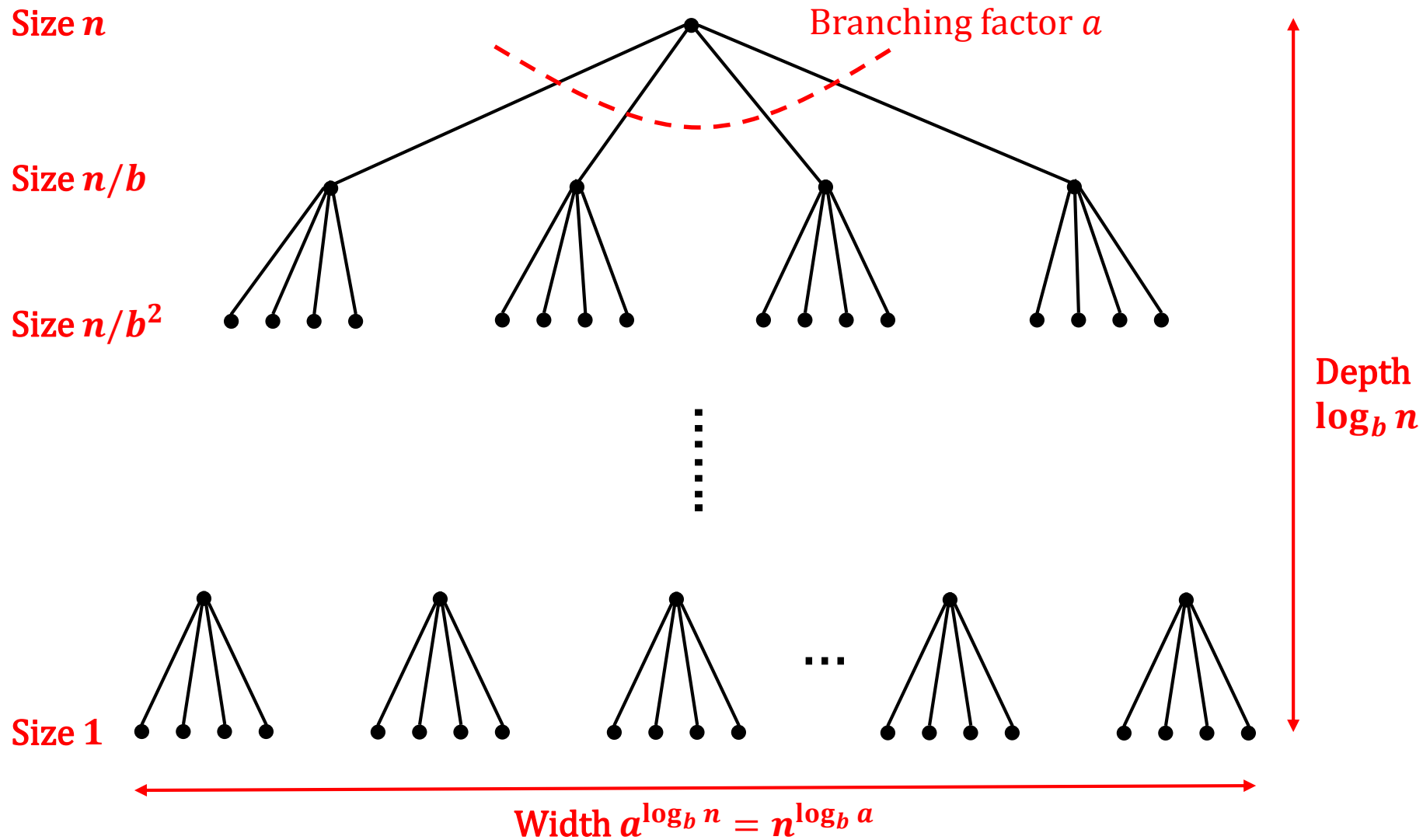
Algorithm	Branch	c	Runtime equation
Power (x^y)	1	0	$T(y) = T(y/2) + O(1)$
Binary search	1	0	$T(n) = T(n/2) + O(1)$
Merge sort	2	1	$T(n) = 2 \cdot T(n/2) + O(n)$
Polynomial product	4	1	$T(n) = 4 \cdot T(n/2) + O(n)$
Polynomial product (Gauss)	3	1	$T(n) = 3 \cdot T(n/2) + O(n)$

Master theorem

- Typical pattern for Divide&Conquer algorithms:
 - Split the problem into a subproblems of size n/b
 - Solve each subproblem recursively
 - Combine the answers in $O(n^c)$ time
- Running time: $T(n) = a \cdot T(n/b) + O(n^c)$
- Master theorem:

$$T(n) = \begin{cases} O(n^c) & \text{if } c > \log_b a & (a < b^c) \\ O(n^c \log n) & \text{if } c = \log_b a & (a = b^c) \\ O(n^{\log_b a}) & \text{if } c < \log_b a & (a > b^c) \end{cases}$$

Master theorem: recursion tree



Master theorem: proof

- For simplicity, assume n is a power of b .
- The base case is reached after $\log_b n$ levels.
- The k th level of the tree has a^k subproblems of size n/b^k .
- The total work done at level k is:

$$a^k \times O\left(\frac{n}{b^k}\right)^c = O(n^c) \times \left(\frac{a}{b^c}\right)^k$$

- As k goes from 0 (the root) to $\log_b n$ (the leaves), these numbers form a geometric series with ratio a/b^c . We need to find the sum of such a series.

$$T(n) = O(n^c) \cdot \underbrace{\left(1 + \frac{a}{b^c} + \frac{a^2}{b^{2c}} + \frac{a^3}{b^{3c}} + \dots + \frac{a^{\log_b n}}{b^{(\log_b n)c}}\right)}_{\log_b n \text{ terms}}$$

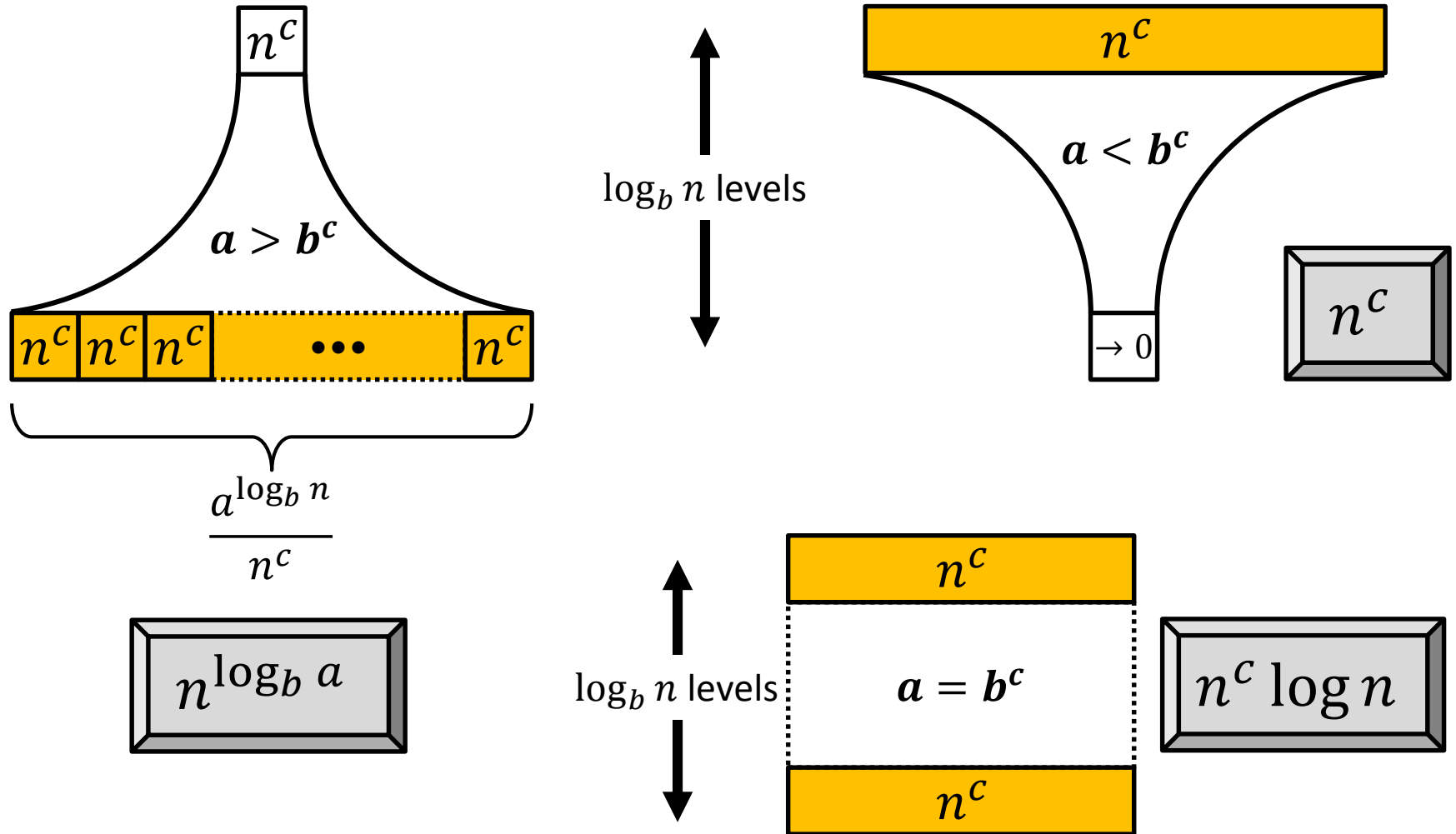
Master theorem: proof

- Case $a/b^c < 1$. Decreasing series. The sum is dominated by the first term ($k = 0$): $O(n^c)$.
- Case $a/b^c > 1$. Increasing series. The sum is dominated by the last term ($k = \log_b n$):

$$n^c \left(\frac{a}{b^c} \right)^{\log_b n} = n^c \left(\frac{a^{\log_b n}}{(b^{\log_b n})^c} \right) = a^{\log_b n} = n^{\log_b a}$$

- Case $a/b^c = 1$. We have $O(\log n)$ terms all equal to $O(n^c)$.

Master theorem: visual proof



Master theorem: examples

Running time: $T(n) = a \cdot T(n/b) + O(n^c)$

$$T(n) = \begin{cases} O(n^c) & \text{if } a < b^c \\ O(n^c \log n) & \text{if } a = b^c \\ O(n^{\log_b a}) & \text{if } a > b^c \end{cases}$$

Algorithm	a	c	Runtime equation	Complexity
Power (x^y)	1	0	$T(y) = T(y/2) + O(1)$	$O(\log y)$
Binary search	1	0	$T(n) = T(n/2) + O(1)$	$O(\log n)$
Merge sort	2	1	$T(n) = 2 \cdot T(n/2) + O(n)$	$O(n \log n)$
Polynomial product	4	1	$T(n) = 4 \cdot T(n/2) + O(n)$	$O(n^2)$
Polynomial product (Gauss)	3	1	$T(n) = 3 \cdot T(n/2) + O(n)$	$O(n^{\log_2 3})$

$b = 2$ for all the examples