WIA2005: Algorithm Design and Analysis
Semester 2, Session 2016/17

Lecture 3: Divide and Conquer

Learning objectives

- Know and understand the following:
  - Merge sort
  - Quick sort
  - Binary search
  - Powering a number
  - Fibonacci numbers
  - Matrix multiplication

The divide-and-conquer design paradigm

1. ***Divide*** the problem (instance) into subproblems.
2. ***Conquer*** the subproblems by solving them recursively.
3. ***Combine*** subproblem solutions.

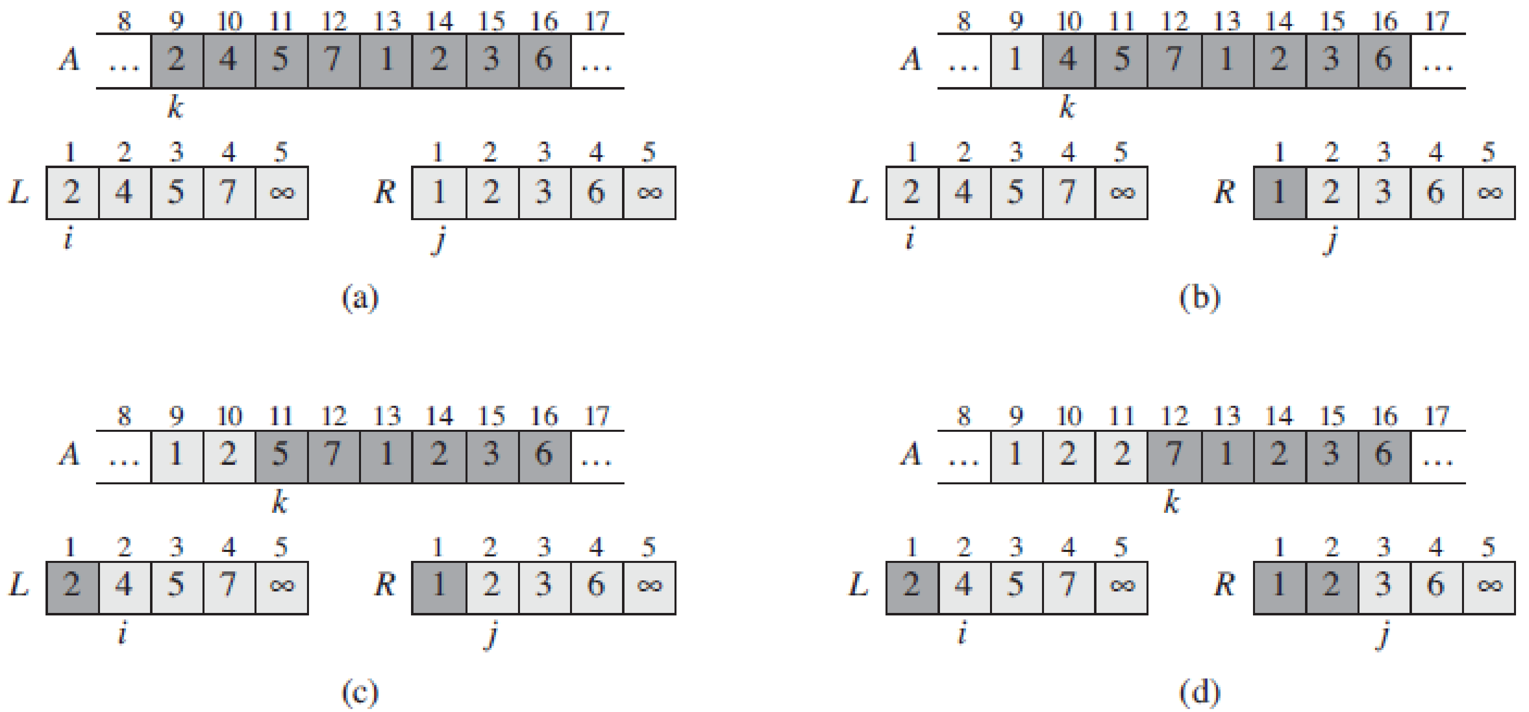
Divide and conquer sorting

- Merge Sort
- Quick Sort

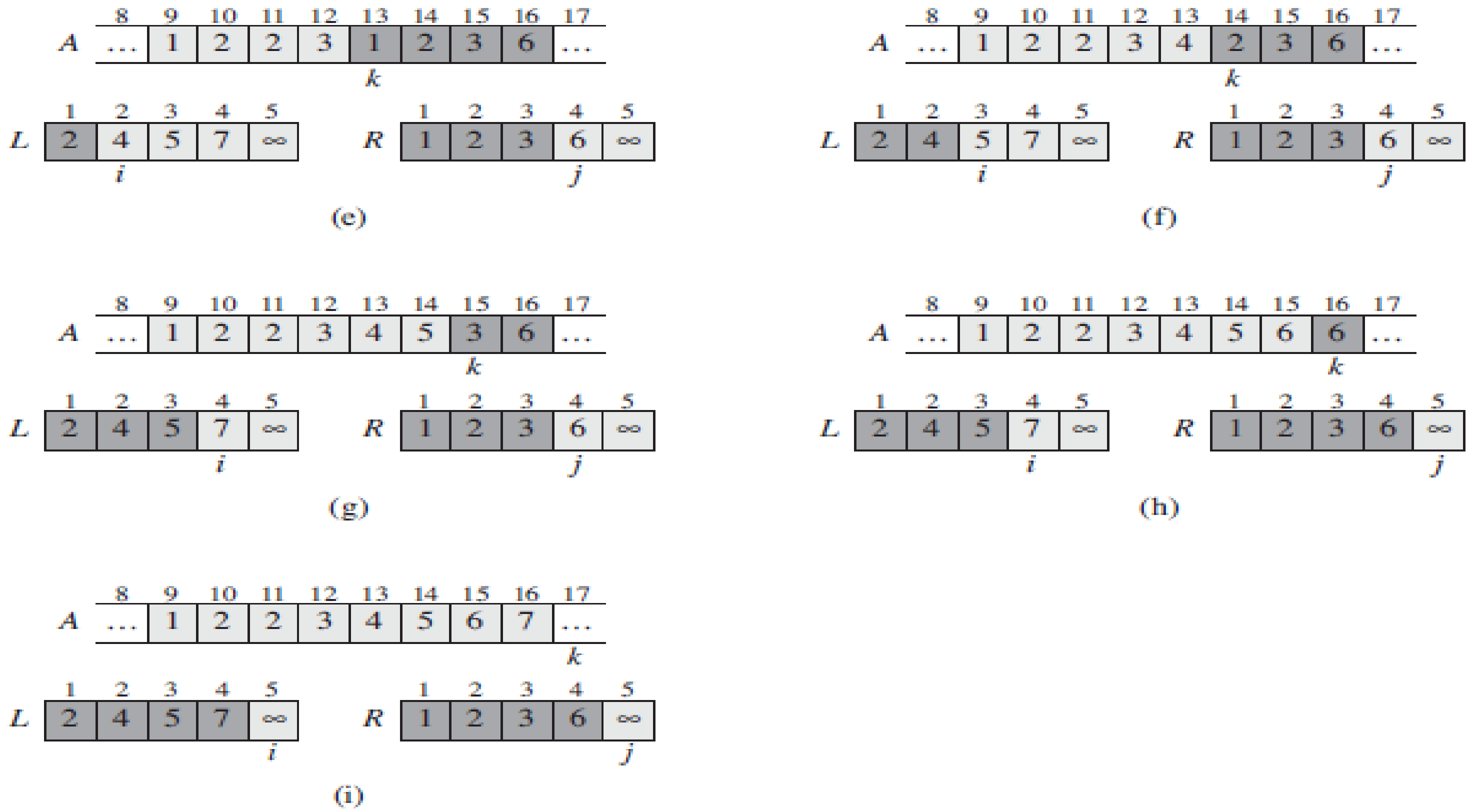
Merge algorithm

```
MERGE(A, p, q, r)
n1 = q - p + 1
n2 = r - q
let L[1 .. n1 + 1] and R[1 .. n2 + 1] be new arrays
for i = 1 to n1
    L[i] = A[p + i - 1]
for j = 1 to n2
    R[j] = A[q + j]
L[n1 + 1] = ∞
R[n2 + 1] = ∞
i = 1
j = 1
for k = p to r
    if L[i] ≤ R[j]
        A[k] = L[i]
        i = i + 1
    else A[k] = R[j]
        j = j + 1
```

Merge operation



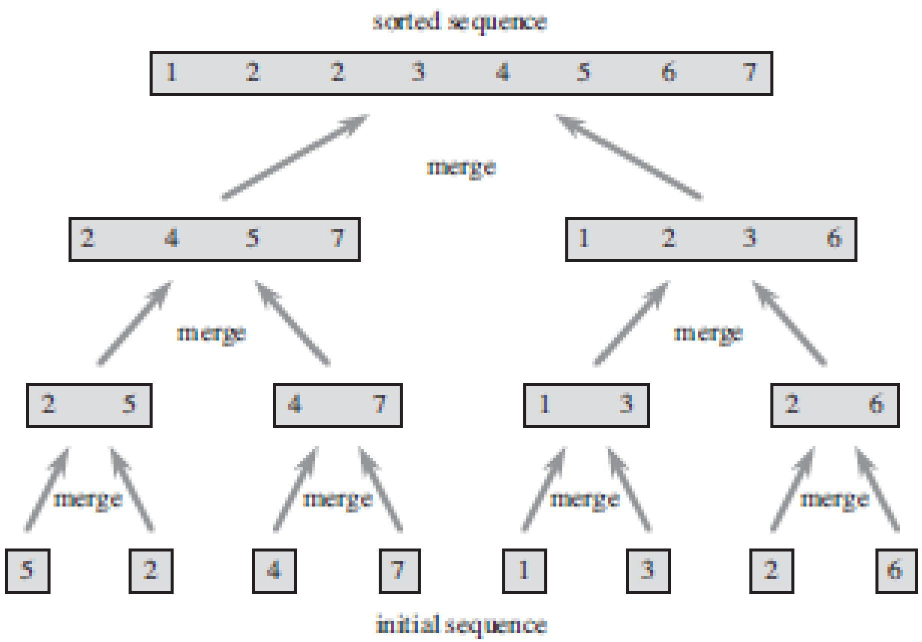
Merge operation Cont..



Merge sort algorithm

```
MERGE-SORT(A, p, r)
if p < r
    q = ⌊(p + r)/2⌋
    MERGE-SORT(A, p, q)
    MERGE-SORT(A, q + 1, r)
    MERGE(A, p, q, r)
```

Merge sort operation



Merge sort

1. ***Divide:*** Trivial.
2. ***Conquer:*** Recursively sort 2 subarrays.
3. ***Combine:*** Linear-time merge.

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$$T(n) = 2\,T(n/2) + \Theta(n)$$

 # subproblems

subproblem size

work dividing and combining

Master theorem (reprise)

$$T(n) = a\,T(n/b) + f(n)$$

CASE 1: $f(n) = O(n^{\log_b a - \varepsilon})$, constant $\varepsilon > 0$
$\Rightarrow T(n) = \Theta(n^{\log_b a})$.

CASE 2: $f(n) = \Theta(n^{\log_b a} \lg^k n)$, constant $k \geq 0$
$\Rightarrow T(n) = \Theta(n^{\log_b a} \lg^{k+1} n)$.

CASE 3: $f(n) = \Omega(n^{\log_b a + \varepsilon})$, constant $\varepsilon > 0$,
and regularity condition
$\Rightarrow T(n) = \Theta(f(n))$.

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CASE 3: $f(n) = \Omega(n^{\log_b a + \varepsilon})$, constant $\varepsilon > 0$, and regularity condition

$\Rightarrow T(n) = \Theta(f(n))$.

Merge sort: $a = 2$, $b = 2$ $\Rightarrow$ $n^{\log_b a} = n^{\log_2 2} = n$

$\Rightarrow$ CASE 2 $(k = 0)$ $\Rightarrow$ $T(n) = \Theta(n \lg n)$.

Quicksort

- Proposed by C.A.R. Hoare in 1962.
- Divide-and-conquer algorithm.
- Sorts "in place" (like insertion sort, but not like merge sort).
- Very practical (with tuning).

Example

Quicksort an n-element array:

1. ***Divide:*** Partition the array into two subarrays around a ***pivot*** x such that elements in lower subarray $\le x \le$ elements in upper subarray.

$\le x$	x	$\ge x$

2. ***Conquer:*** Recursively sort the two subarrays.
3. ***Combine:*** Trivial.

Key: *Linear-time partitioning subroutine.*

Partitioning subroutine

PARTITION(A, p, q) $\triangleleft A[p\,.\,.\,q]$

$x = A[p]$ $\triangleleft$ pivot $= A[p]$

$i = p$

for $j = p + 1$ **to** q

do if $A[j] \le x$

then $i = i + 1$

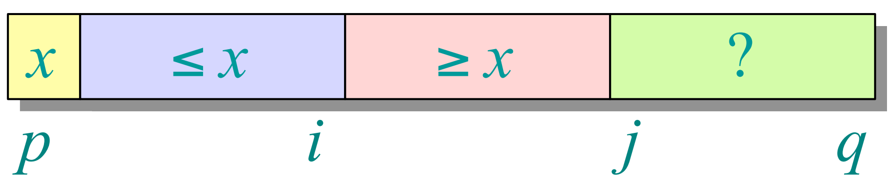
exchange $A[i] \leftrightarrow A[j]$

exchange $A[p] \leftrightarrow A[i]$

return i

Running time =O(n)for n elements.

Invariant:



Example of partitioning

6	10	13	5	8	3	2	11
i	j						

Example of partitioning

6	10	13	5	8	3	2	11

i $\longrightarrow j$

Example of partitioning

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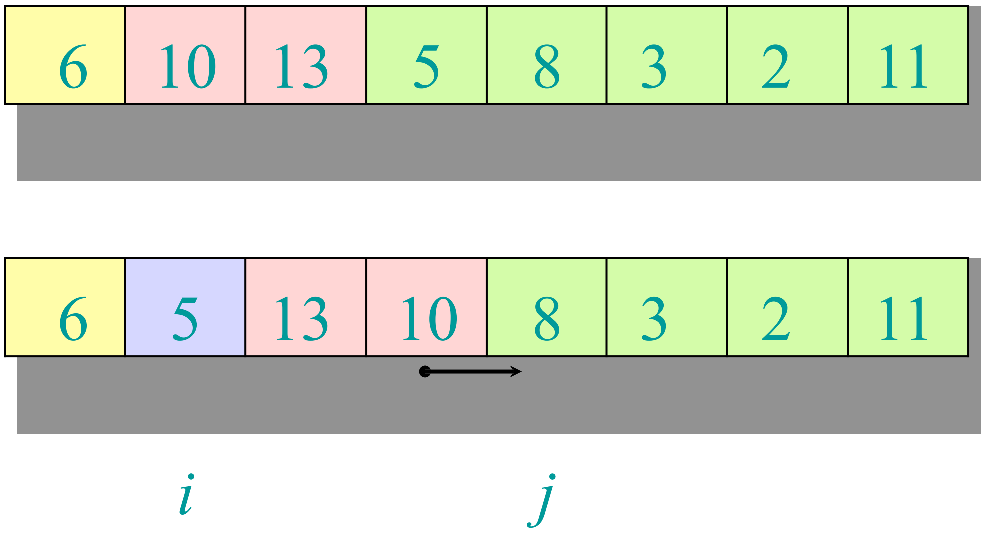

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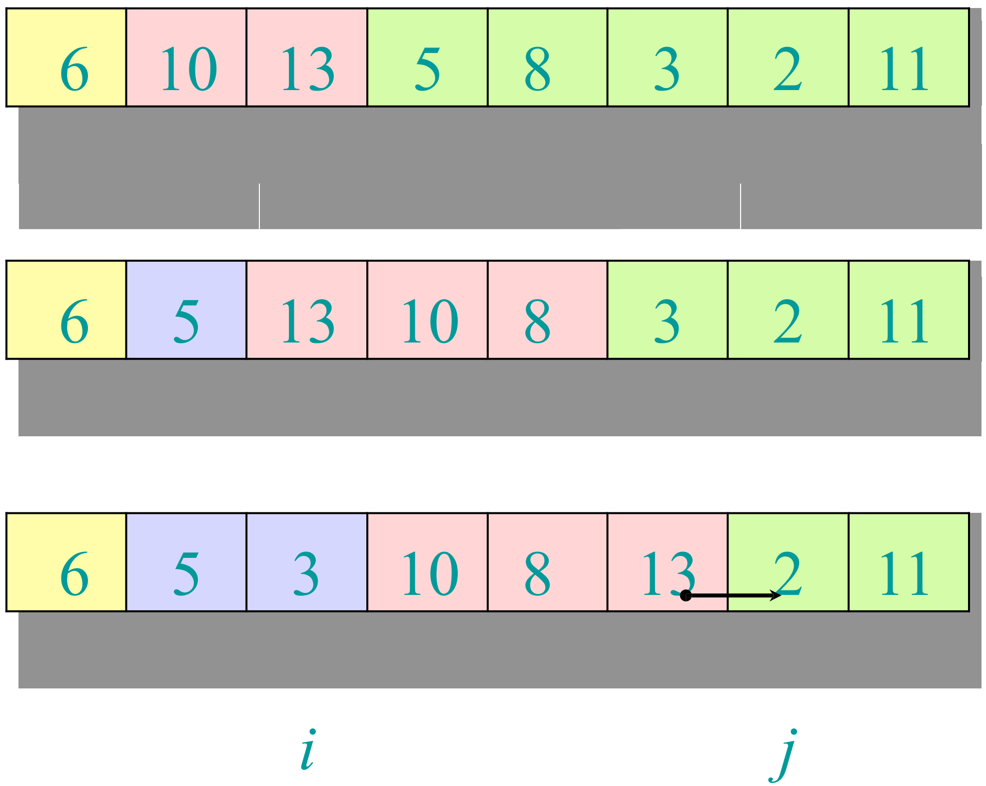

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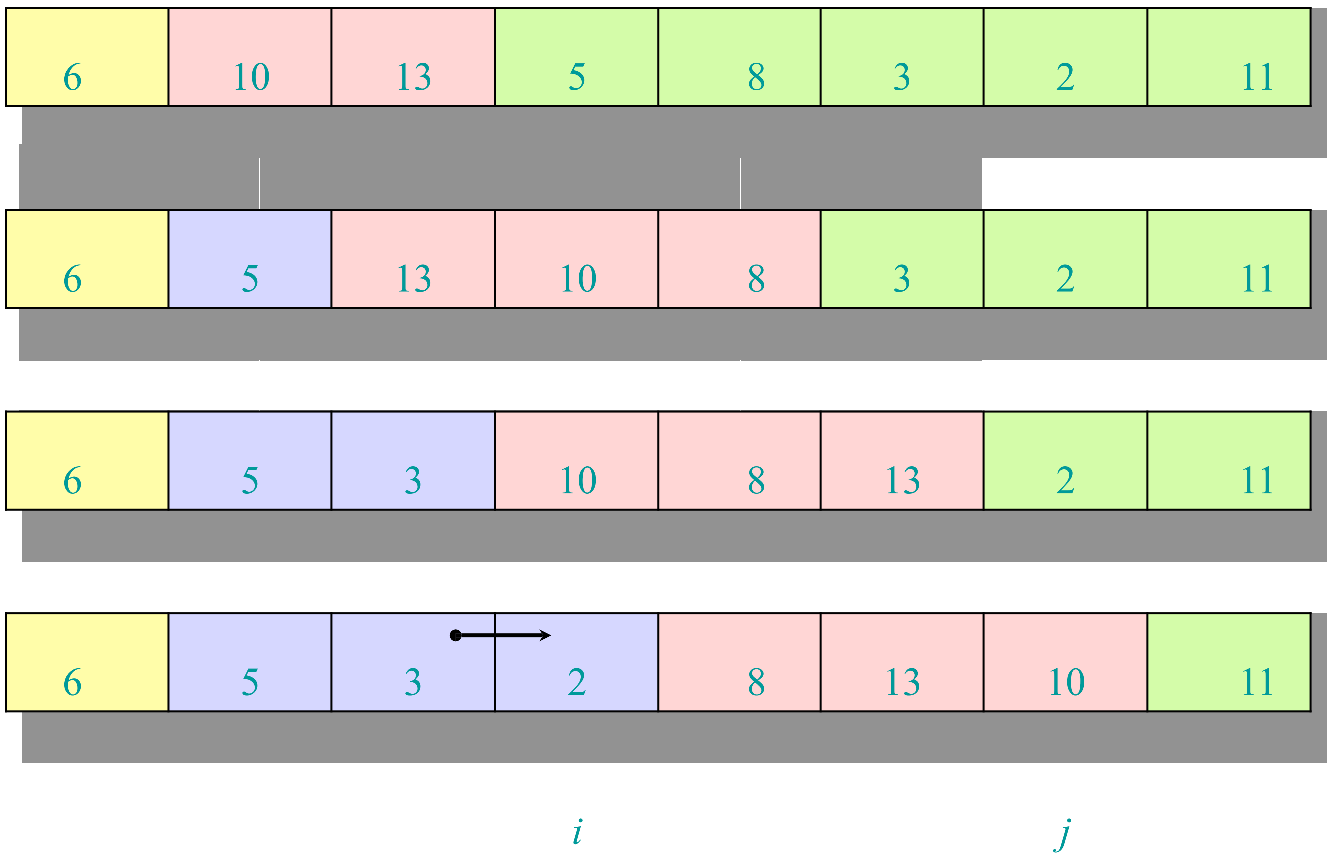
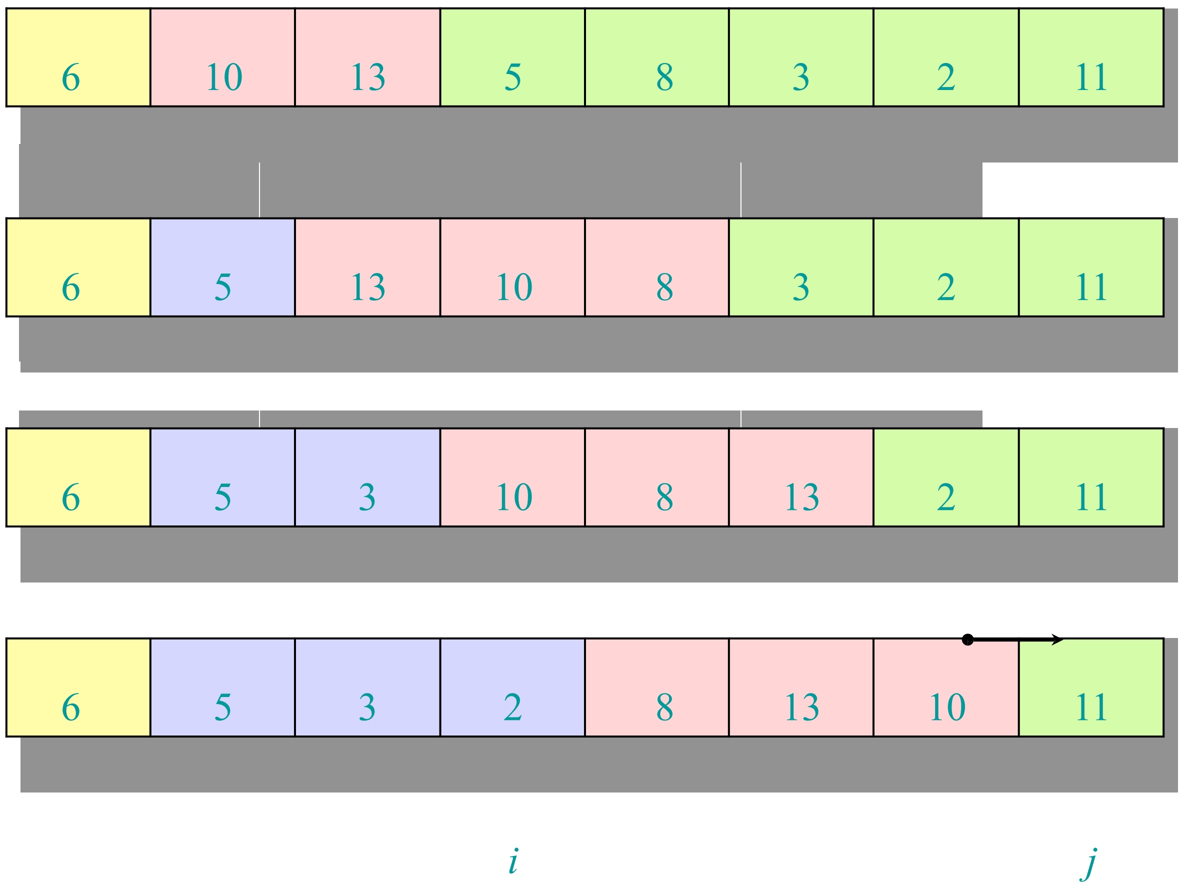


Example of partitioning



Example of partitioning

6	10	13	5	8	3	2	11
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6	5	3	10	8	13	2	11
6	5	3	2	8	13	10	11

i *j*

Example of partitioning

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6	5	13	10	8	3	2	11
6	5	3	10	8	13	2	11
6	5	3	2	8	13	10	11
2	5	3	6	8	13	10	11

i

Pseudocode for quicksort

QUICKSORT(A, p, r)
  if $p < r$
    then $q \leftarrow$ PARTITION(A, p, r)
      QUICKSORT$(A, p, q-1)$
      QUICKSORT$(A, q+1, r)$

Initial call: QUICKSORT$(A, 1, n)$

Analysis of quicksort

- Assume all input elements are distinct.
- In practice, there are better partitioning algorithms for when duplicate input elements may exist.
- Let $T(n) =$ worst-case running time on an array of n elements.

Worst-case of quicksort

- Input sorted or reverse sorted.
- Partition around min or max element.
- One side of partition always has no elements.

$$
\begin{aligned}
T(n) &= T(0) + T(n-1) + \Theta(n) \\
&= \Theta(1) + T(n-1) + \Theta(n) \\
&= T(n-1) + \Theta(n) \\
&= \Theta(n^2) \qquad \textit{(arithmetic series)}
\end{aligned}
$$

Worst-case recursion tree

$$T(n) = T(0) + T(n-1) + cn$$

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$$cn$$

$$T(0) \qquad T(n-1)$$

Worst-case recursion tree

$$T(n) = T(0) + T(n-1) + cn$$

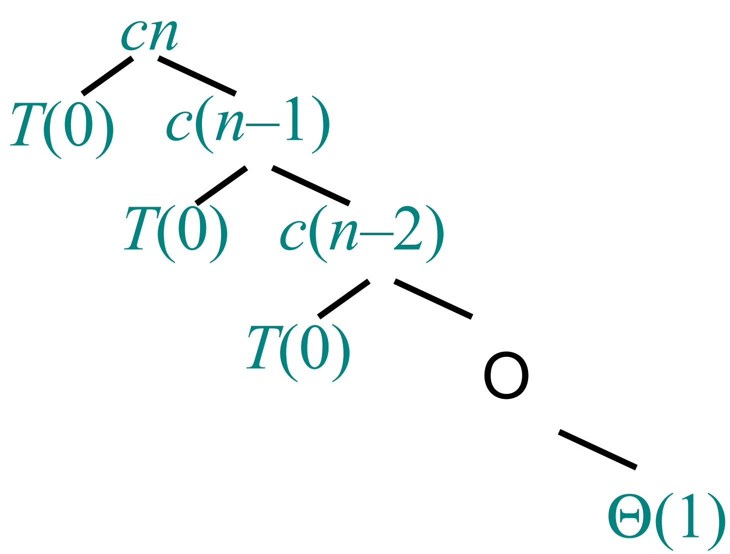
$$cn$$

$$T(0) \quad c(n-1)$$

$$T(0) \quad T(n-2)$$

Worst-case recursion tree

$$T(n) = T(0) + T(n–1) + cn$$



Worst-case recursion tree

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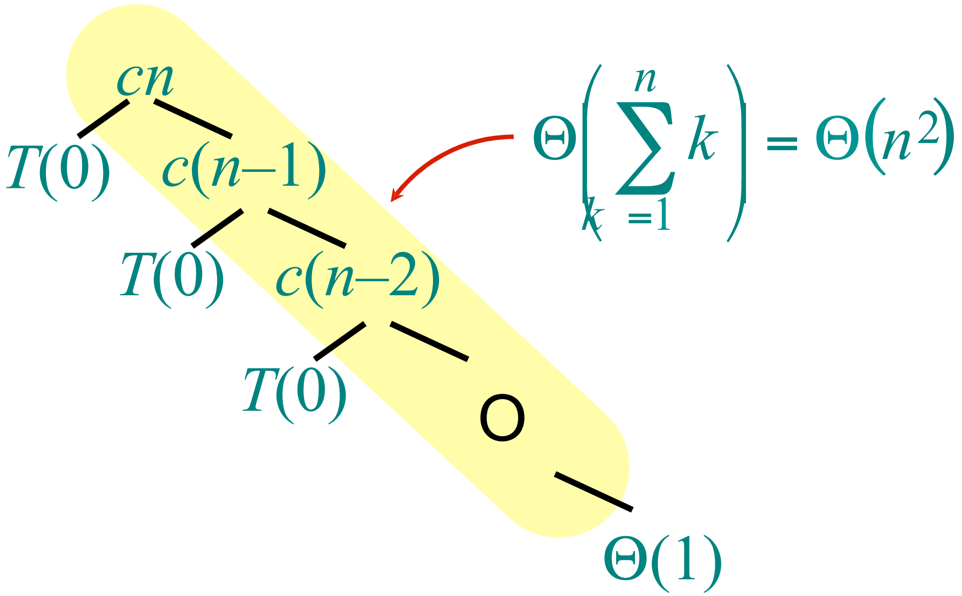

Worst-case recursion tree

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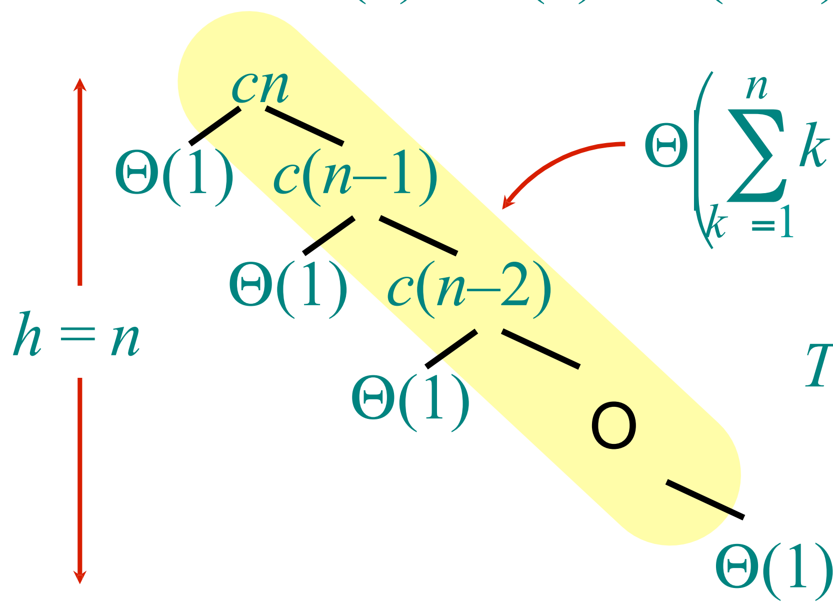


$$\Theta\left(\sum_{k=1}^{n} k\right) = \Theta\left(n^2\right)$$

$$T(n) = \Theta(n) + \Theta(n^2)$$
$$= \Theta(n^2)$$

Best-case analysis

(For intuition only!)

If we're lucky, PARTITION splits the array evenly:

$$\begin{aligned} T(n) &= 2T(n/2) + \Theta(n) \\ &= \Theta(n \lg n) \end{aligned}$$ (same as merge sort)

What if the split is always $\frac{1}{10} : \frac{9}{10}$?

$$T(n) = T\left(\tfrac{1}{10}n\right) + T\left(\tfrac{9}{10}n\right) + \Theta(n)$$

What is the solution to this recurrence?

Analysis of “almost-best” case

$$T(n)$$

Analysis of “almost-best” case

$$cn$$

$$T\left(\tfrac{1}{10}n\right) \qquad\qquad T\left(\tfrac{9}{10}n\right)$$

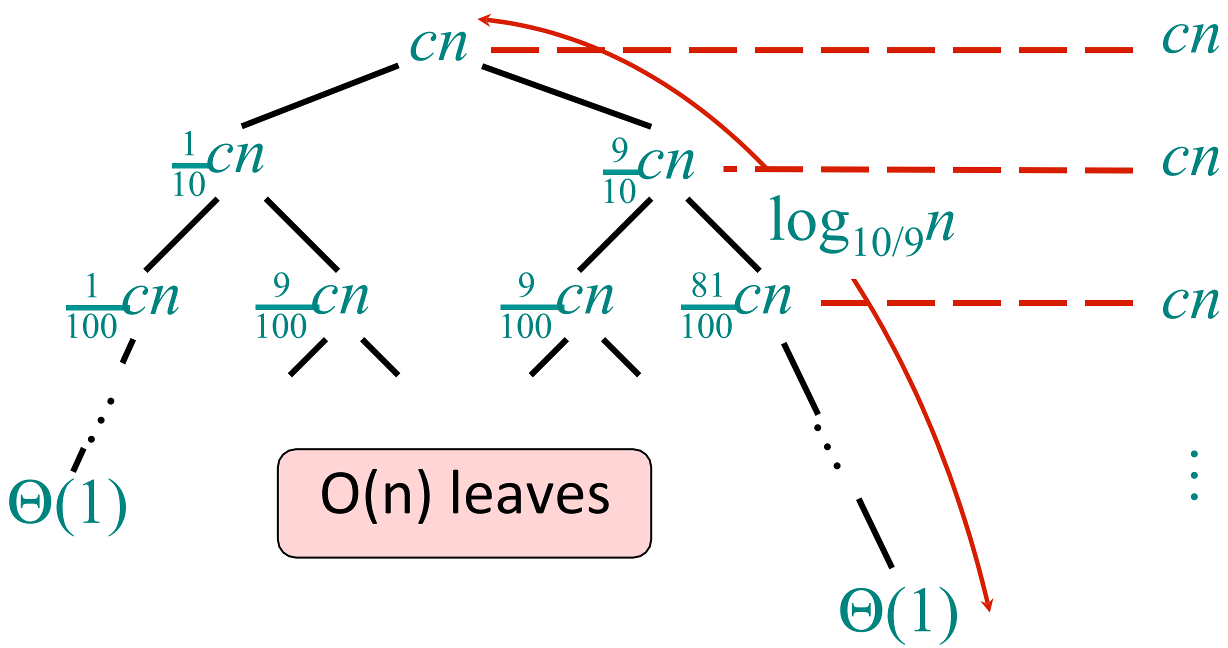
Analysis of “almost-best” case

$$cn$$

$$\frac{1}{10}cn \qquad \frac{9}{10}cn$$

$$T\left(\frac{1}{100}n\right) \quad T\left(\frac{9}{100}n\right) \quad T\left(\frac{9}{100}n\right) \quad T\left(\frac{81}{100}n\right)$$

Analysis of "almost-best" case



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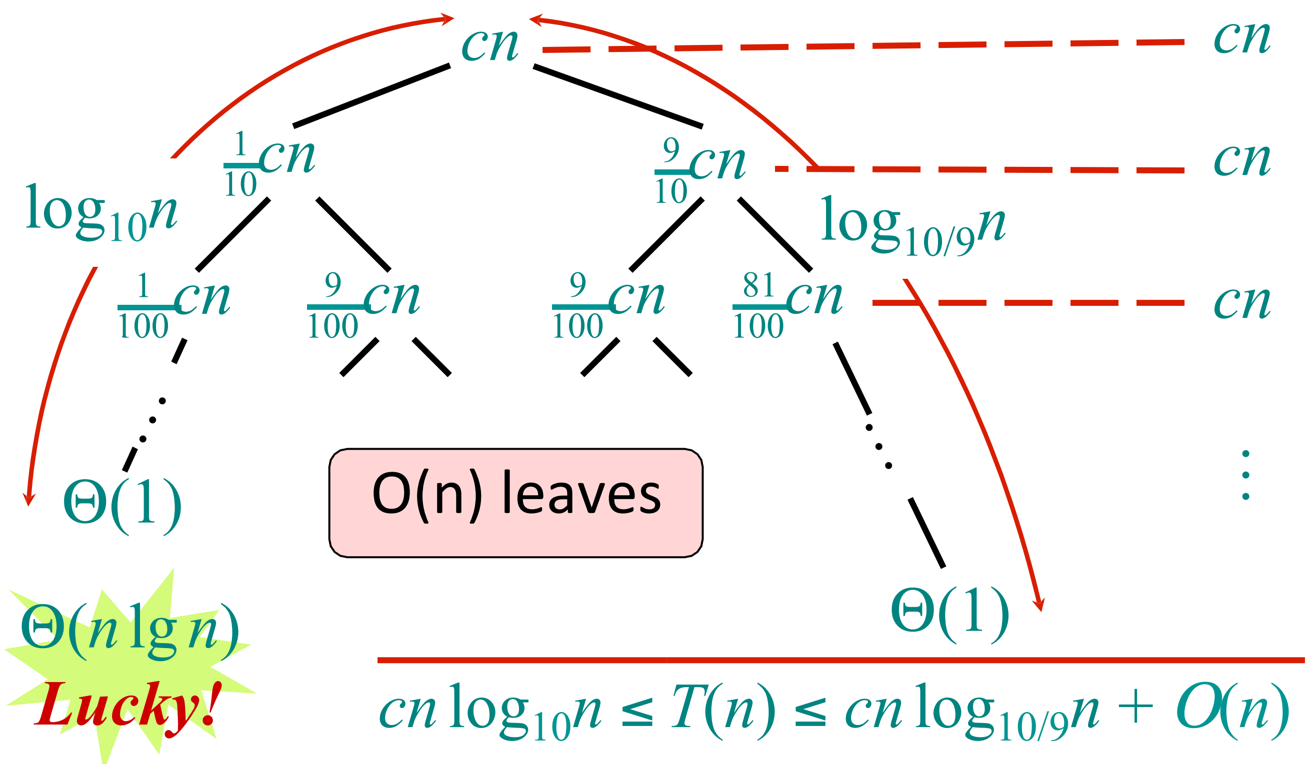

More intuition

Suppose we alternate lucky, unlucky, lucky, unlucky, lucky, ….

$$L(n) = 2U(n/2) + \Theta(n) \quad \textbf{\textit{lucky}}$$
$$U(n) = L(n-1) + \Theta(n) \quad \textbf{\textit{unlucky}}$$

Solving:

$$\begin{aligned} L(n) &= 2(L(n/2-1) + \Theta(n/2)) + \Theta(n) \\ &= 2L(n/2-1) + \Theta(n) \\ &= \Theta(n \lg n) \end{aligned}$$

Lucky!

How can we make sure we are usually lucky?

Randomized quicksort

IDEA: Partition around a ***random*** element.

- Running time is independent of the input order.
- No assumptions need to be made about the input distribution.
- No specific input elicits the worst-case behavior.
- The worst case is determined only by the output of a random-number generator.

Binary search

- Find an element in a sorted array:

1. ***Divide:*** Check middle element.
2. ***Conquer:*** Recursively search 1 subarray.
3. ***Combine:*** Trivial.

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  -

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  - 3 5 7 8 12 15

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  - 3 5 7 8 12 15

Recurrence for binary search

$$T(n) = 1\, T(n/2) + \Theta(1)$$

 # subproblems

subproblem size

work dividing and combining

Recurrence for binary search

$$T(n) = 1\, T(n/2) + \Theta(1)$$

 # subproblems

subproblem size

work dividing and combining

$$n^{\log_b a} = n^{\log_2 1} = n^0 = 1 \Rightarrow \quad \text{CASE } 2\ (k = 0)$$
$$\Rightarrow \quad T(n) = \Theta(\lg n)\,.$$

Powering a number

Problem: Compute a^n, where $n \in N$.

Naive algorithm: $\Theta(n)$.

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Divide-and-conquer algorithm:

$$a^n = \begin{cases} a^{n/2} \cdot a^{n/2} & \text{if } n \text{ is even;} \\ a^{(n-1)/2} \cdot a^{(n-1)/2} \cdot a & \text{if } n \text{ is odd.} \end{cases}$$

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$$T(n) = T(n/2) + \Theta(1) \;\Rightarrow\; T(n) = \Theta(\lg n).$$

Fibonacci numbers

Recursive definition:

$$F_n = \begin{cases} 1 & \text{if } n = 0; \\ 2 & \text{if } n = 1; \\ F_{n-1} + F_{n-2} & \text{if } n \geq 2. \end{cases}$$

0 1 1 2 3 5 8 13 21 34 L

Fibonacci numbers

Recursive definition:

$$F_n = \begin{cases} 0 & \text{if } n = 0; \\ 1 & \text{if } n = 1; \\ F_{n-1} + F_{n-2} & \text{if } n \geq 2. \end{cases}$$

$0 \quad 1 \quad 1 \quad 2 \quad 3 \quad 5 \quad 8 \quad 13 \quad 21 \quad 34 \quad \ldots$

Naive recursive algorithm: $\Omega(\phi^n)$ (exponential time), where $\phi = (1+\sqrt{5})/2$ is the ***golden ratio***.

Computing Fibonacci numbers

Bottom-up:

- Compute $F_0, F_1, F_2, \ldots, F_n$ in order, forming each number by summing the two previous.
- Running time: $\Theta(n)$.

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Naive recursive squaring:

$F_n = \phi^n / \sqrt{5}$ rounded to the nearest integer.

- Recursive squaring: $\Theta(\lg n)$ time.
- This method is unreliable, since floating-point arithmetic is prone to round-off errors.

Recursive squaring

Theorem: $\begin{bmatrix} F_{n+1} & F_n \\ F_n & F_{n-1} \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^n.$

Algorithm: Recursive squaring.

Time = $\Theta(\lg n)$.

Proof of theorem. (Induction on n.)

Base ($n = 1$): $\begin{bmatrix} F_2 & F_1 \\ F_1 & F_0 \end{bmatrix} = \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^1.$

Recursive squaring

Inductive step ($n \geq 2$):

$$\begin{bmatrix} F_{n+1} & F_n \\ F_n & F_{n-1} \end{bmatrix} = \begin{bmatrix} F_n & F_{n-1} \\ F_{n-1} & F_{n-2} \end{bmatrix} \cdot \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^{n-1} \cdot \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}$$

$$= \begin{bmatrix} 1 & 1 \\ 1 & 0 \end{bmatrix}^{n} \qquad \blacksquare$$

Matrix Multiplication

Suppose that we partition each of A, B, and C into four n/2 x n/2 matrices

$$A = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix}, \quad B = \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}, \quad C = \begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix}, \tag{4.9}$$

so that we rewrite the equation C = A.B as

$$\begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix} = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \cdot \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}. \tag{4.10}$$

Equation (4.10) corresponds to the four equations

$$C_{11} = A_{11} \cdot B_{11} + A_{12} \cdot B_{21}, \tag{4.11}$$
$$C_{12} = A_{11} \cdot B_{12} + A_{12} \cdot B_{22}, \tag{4.12}$$
$$C_{21} = A_{21} \cdot B_{11} + A_{22} \cdot B_{21}, \tag{4.13}$$
$$C_{22} = A_{21} \cdot B_{12} + A_{22} \cdot B_{22}. \tag{4.14}$$

Matrices simple algorithm

$n = A.rows$
let C be a new $n \times n$ matrix
if $n == 1$
    $c_{11} = a_{11} \cdot b_{11}$
else partition A, B, and C as in equations (4.9)
    $C_{11} = \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{11}, B_{11}) + \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{12}, B_{21})$
    $C_{12} = \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{11}, B_{12}) + \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{12}, B_{22})$
    $C_{21} = \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{21}, B_{11}) + \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{22}, B_{21})$
    $C_{22} = \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{21}, B_{12}) + \text{SQUARE-MATRIX-MULTIPLY-RECURSIVE}(A_{22}, B_{22})$

Running time

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 , \\ 8T(n/2) + \Theta(n^2) & \text{if } n > 1 . \end{cases} \tag{4.17}$$

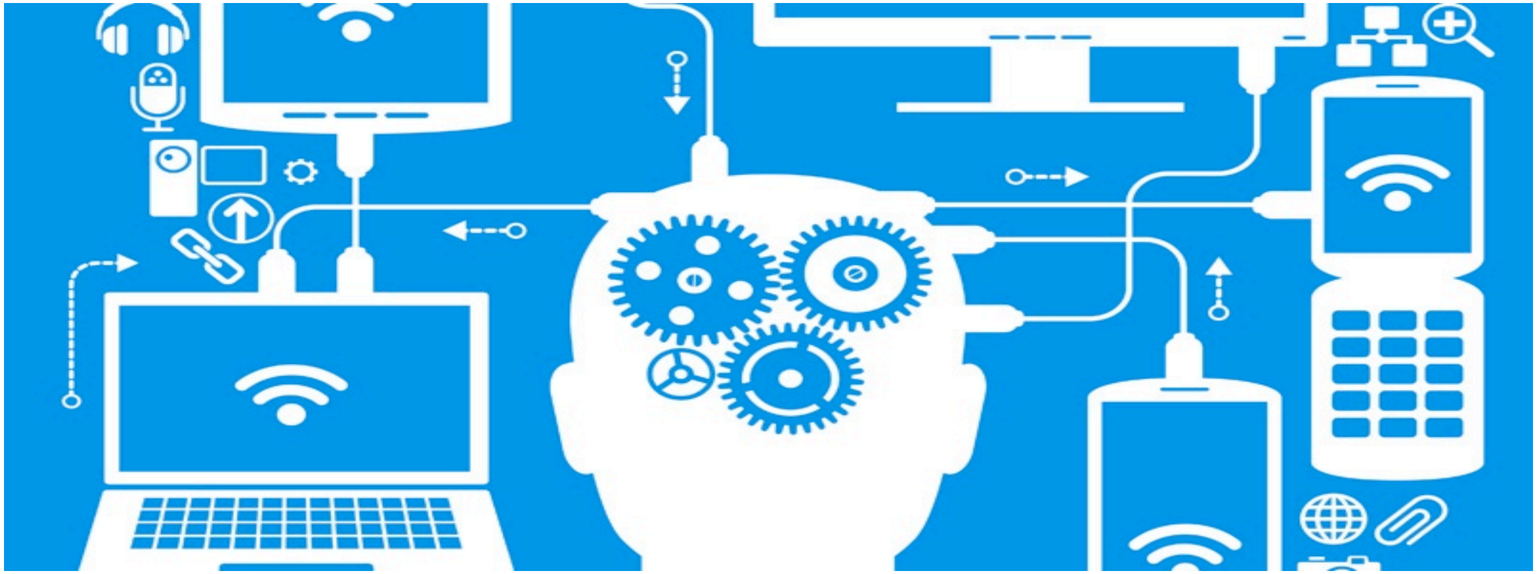
From master methods:

$$T(n) = \Theta(n^3).$$

Reference

- MIT open courseware, Introduction to Algorithms, 2005.
- Cormen, Lieserson and Rivest, Introduction to Algorithms, Third Edition, MIT Press, 2009.

In the next lecture..



Lecture 4: Probabilistic Analysis and randomize algorithm