Lab02-Divide and Conquer

CS214-Algorithm and Complexity, Xiaofeng Gao, Spring 2020.

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- 1. **Quicksort** is based on the Divide-and-Conquer method. Here is the two-step divide-and-conquer process for sorting a typical subarray $A[p \dots r]$:
 - (a) **Divide:** Partition the array $A[p \dots r]$ into two subarrays $A[p \dots q-1]$ and $A[q+1 \dots r]$ such that each element of $A[p \dots q-1]$ is less than or equal to A[q], which is, in turn, less than or equal to each element of $A[q+1 \dots r]$. Compute the index q as part of this partitioning procedure.
 - (b) Conquer: Sort $A[p \dots q-1]$ and $A[q+1 \dots r]$ respectively by recursive calls to Quicksort.

Write down the recurrence function T(n) of QuickSort and compute its time complexity.

Hint: At this time T(n) is split into two subarrays with different sizes (usually), and you need to describe its recurrence relation by the sum of two subfunctions plus additional operations.

Solution.

$$T(n) = T(i-1) + T(n-i) + O(n),$$

where i is the final position of the pivot chosen. O(n) stands for the time complexity to determine the pivot's final position.

The worst case happens when the *pivots* chosen always end up at either ends of the array, that is, i = n or i = 1. For the sake of simplicity, assume i = n all the time. Hence we have

$$T(n) = T(n-1) + O(n)$$

$$= T(n-2) + O(n-1) + O(n)$$
...
$$= T(0) + O(1) + O(2) + \dots + O(n)$$

$$= O(n^{2})$$

2. **MergeCount**. Given an integer array A[1...n] and two integer thresholds $t_l \leq t_u$, Lucien designed an algorithm using divide-and-conquer method (As shown in Alg. 1) to count the number of ranges (i,j) $(1 \leq i \leq j \leq n)$ satisfying

$$t_l \le \sum_{k=i}^j A[k] \le t_u. \tag{1}$$

Before computation, he firstly constructed S[0 ... n + 1], where S[i] denotes the sum of the first i elements of A[1 ... n]. Initially, set S[0] = S[n + 1] = 0, low = 0, high = n + 1.

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Algorithm 1: MergeCount(S, t_l, t_u, low, high)

Input: S[0, \cdots, n+1], t_l, t_u, low, high.

Output: count = number of ranges satisfying Eqn. (1).

1 count \leftarrow 0; mid \leftarrow \lfloor \frac{low + high}{2} \rfloor;

2 if mid = low then return 0;

3 count \leftarrow MergeCount(S, t_l, t_u, low, mid) + MergeCount(S, t_l, t_u, mid, high);

4 for i = low to mid - 1 do

5 m \leftarrow \begin{cases} \min\{m \mid S[m] - S[i] \geq t_l, m \in [mid, high - 1]\}, & \text{if exists} \\ high, & \text{if not exist} \end{cases};

6 m \leftarrow \begin{cases} \min\{n \mid S[n] - S[i] > t_u, n \in [mid, high - 1]\}, & \text{if exists} \\ high, & \text{if not exist} \end{cases};

7 m \leftarrow \begin{cases} \min\{n \mid S[n] - S[i] > t_u, n \in [mid, high - 1]\}, & \text{if not exist} \end{cases};

8 m \leftarrow \begin{cases} n \in S[n] - S[n] > t_u, n \in S[n] > t_u, n \in
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Example: Given A = [1, -1, 2], lower = 1, upper = 2, return 4. The resulting four ranges should be (1, 1), (1, 3), (2, 3), and (3, 3).

Is Lucien's algorithm correct? Explain his idea and make correction if needed. Besides, compute the running time of Alg. 1 (or the corrected version) by recurrence relation. (Note: we can't implement Master's Theorem in this case. Refer Reference06 for more details.)

Solution.

Correct. The counting of size n can be divided into two same-type sub-problems of size $\frac{n}{2}$ and the work of examining ranges which cover the division mid, which is done by the for loop. Moreover, a Merge is conducted so that m and n can be obtained more efficiently. We can derive a guess of the time complexity T(n) by the recursion-tree method:

$$T(n) = \sum_{k=0}^{\log_2 n} cn \log_2 \frac{n}{2^k}$$

$$= cn \log_2 \prod_{k=0}^{\log_2 n} \frac{n}{2^k}$$

$$= cn \log_2 n^{\log_2 n + 1} (2 - \frac{1}{n})$$

$$\sim O(n \log^2 n)$$

where k is the depth in the tree.

Now we can use the substitution method to verify that our guess was correct, that is, $T(n) = O(n \log^2 n)$ is an upper bound for the recurrence $T(n) = 2T(\frac{n}{2}) + O(n \log n)$. We want to show that $T(n) \leq dn \log_2^2 n$ for some constant d > 0. Using the same constant c > 0 as before, we have

$$T(n) = 2T(\frac{n}{2}) + O(n \log n)$$

$$\leq 2d \cdot \frac{n}{2} \cdot \log_2^2 \frac{n}{2} + cn \log_2 n$$

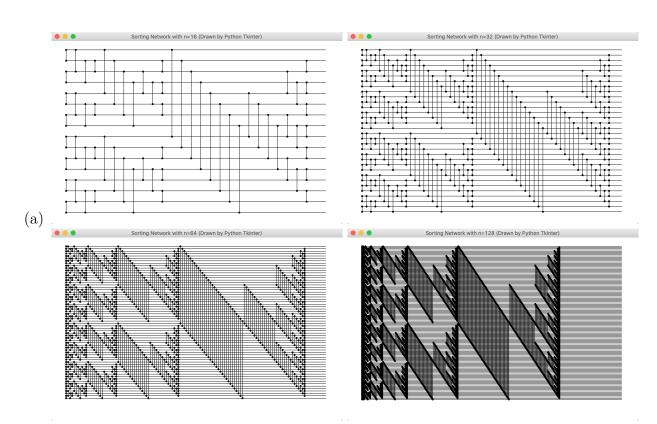
$$= dn \log_2^2 \frac{n}{2} + cn \log_2 n$$

$$\leq dn \log_2^2 n$$

where the last step holds as long as $d \geq \lambda c$ (λ is a constant satisfying $\lambda \geq \frac{\log_2 n}{\log_2^2 n - \log_2^2 \frac{n}{2}}$ for $n \geq 2$).

- 3. Batcher's odd-even merging network. In this problem, we shall construct an *odd-even* merging network. We assume that n is an exact power of 2, and we wish to merge the sorted sequence of elements on lines $\langle a_1, a_2, \ldots, a_n \rangle$ with those on lines $\langle a_{n+1}, a_{n+2}, \ldots, a_{2n} \rangle$. If n=1, we put a comparator between lines a_1 and a_2 . Otherwise, we recursively construct two odd-even merging networks that operate in parallel. The first merges the sequence on lines $\langle a_1, a_3, \ldots, a_{n-1} \rangle$ with the sequence on lines $\langle a_{n+1}, a_{n+3}, \ldots, a_{2n-1} \rangle$ (the odd elements). The second merges $\langle a_2, a_4, \ldots, a_n \rangle$ with $\langle a_{n+2}, a_{n+4}, \ldots, a_{2n} \rangle$ (the even elements). To combine the two sorted subsequences, we put a comparator between a_{2i} and a_{2i+1} for $i=1,2,\ldots,n-1$.
 - (a) Replace the original Merger (taught in class) with Batcher's new Merger, and draw 2n-input sorting networks for n = 8, 16, 32, 64. (Note: you are not forced to use Python Tkinter. Any visualization tool is welcome for this question.)
 - (b) What is the depth of a 2n-input odd-even sorting network?
 - (c) (Optional Sub-question with Bonus) Use the zero-one principle to prove that any 2n-input odd-even merging network is indeed a merging network.

Solution.



(b) The depth of Sorter[2n] is given by the recurrence:

$$D(2n) = \begin{cases} 1 & \text{for } n = 1\\ D(n) + \log_2 2n & \text{for } n = 2^k \text{ and } k \ge 1 \end{cases}$$

whose solution is $D(2n) = \Theta(\log^2 n)$.

(c) Firstly, we'll prove that the merging network works fine for 0-1 sequences.

Suppose that $\langle a_1, a_2, \ldots, a_n \rangle$ starts with m_1 0's, $\langle a_{n+1}, a_{n+2}, \ldots, a_{2n} \rangle$ starts with m_2 0's. Then $\langle a_1, a_3, \ldots, a_{2n-1} \rangle$ has $\left\lceil \frac{m_1}{2} \right\rceil + \left\lceil \frac{m_2}{2} \right\rceil$ 0's, while $\langle a_2, a_4, \ldots, a_{2n} \rangle$ has $\left\lfloor \frac{m_1}{2} \right\rfloor + \left\lfloor \frac{m_2}{2} \right\rfloor$ 0's. Hence the odd sequence has 0, 1, or 2 more 0's than the even one.

After merging on both the odd and even sequences, 0's go up while 1's go down. If the odd sequence has 0 or 1 more 0's than the even one, the whole sequence is already merged. If the odd sequence had 2 more 0's than the even one, the comparators between a_{2i} and a_{2i+1} $(i=1,2,\ldots,n-1)$ will fix the problem, i.e., exchanging the 1 of the even sequence and the 0 of the odd sequence right below it.

In conclusion, the merging network is correct for 0-1 sequences. As **Zero-one principle** indicates, the network sorts all sequences of arbitrary numbers correctly.

Remark: You need to include your .pdf, .tex and .py files (or other possible sources) in your uploaded .rar or .zip file.