

Metoda Divide et Impera

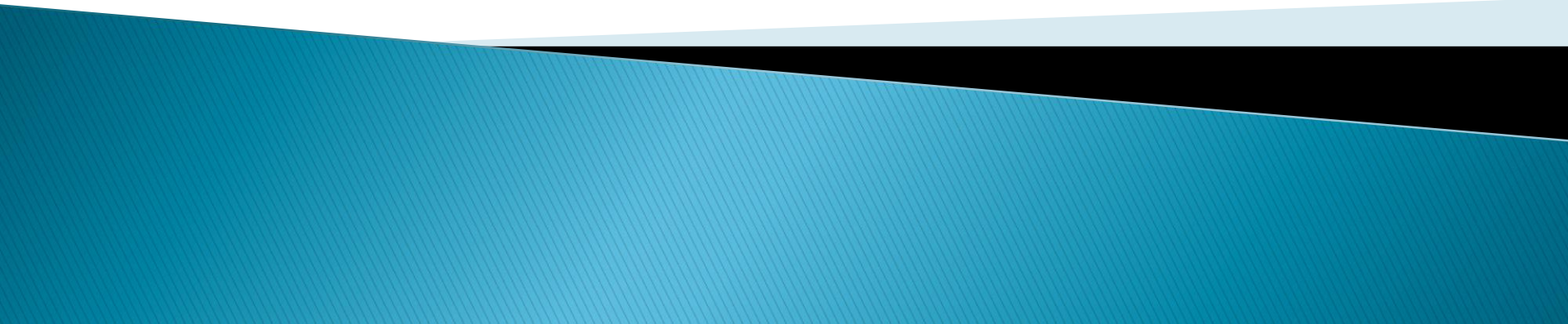
desparte și stăpânește



Algoritmi classici

Recapitulare

Căutarea binară



Căutarea binară

- ▶ Se consideră vectorul $a=(a_1,\dots,a_n)$ **ordonat crescător** și o valoare x . Se cere să se determine dacă x apare printre componentele vectorului.
- ▶ Mai exact căutăm perechea (b,i) dată de:
 - (true, i) dacă $a_i = x$;
 - (false, i) dacă **$a_{i-1} < x < a_i$** ,unde, prin convenție,
$$a_0 = -\infty, a_{n+1} = +\infty.$$

Căutarea binară

```
void cautBin(int a[], int n, int x){
    int p = 1, u = n;
    while (p<=u){
        int m = (p+u)/2; //compar cu elem. din mijl. secv.
        if (a[m] > x )
            u = m-1; //caut in subsecv stanga
        else
            if (a[m] == x) {
                System.out.println("true "+m); return;
            }
            else
                p = m+1; //caut in subsecv dreapta
    }
    System.out.println("false "+p);
}
```

Căutarea binară

- ▶ **Complexitate:** $O(\log n)$
 - $T(n) = T(n/2) + c$
 $= \dots = T(n/2^k) + kc$
 - $k = \log_2 n$

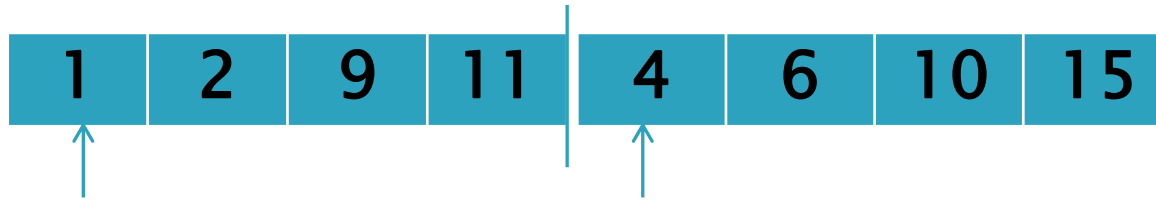
Sortarea prin interclasare

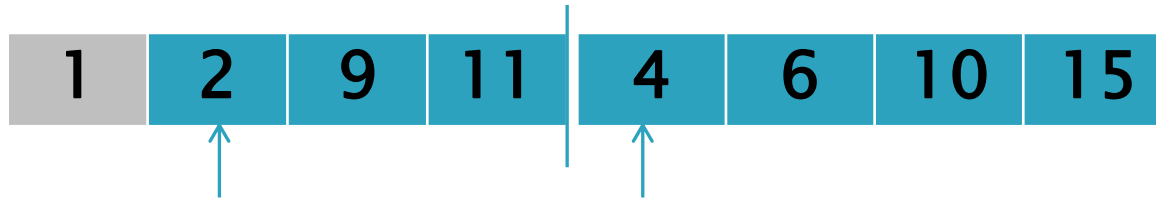
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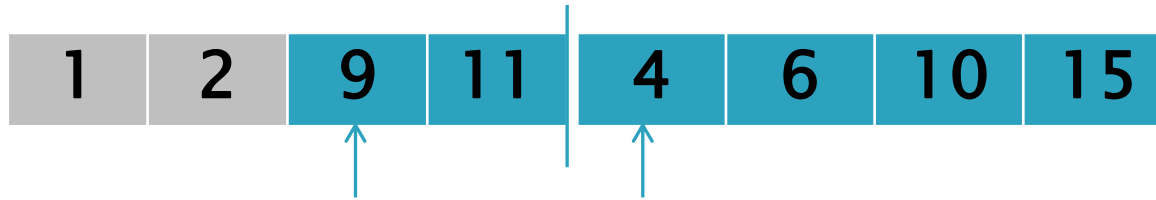
▶ Idee:

- împărțim vectorul în doi subvectori
- ordonăm crescător fiecare subvector
- asamblăm rezultatele prin *interclasare*



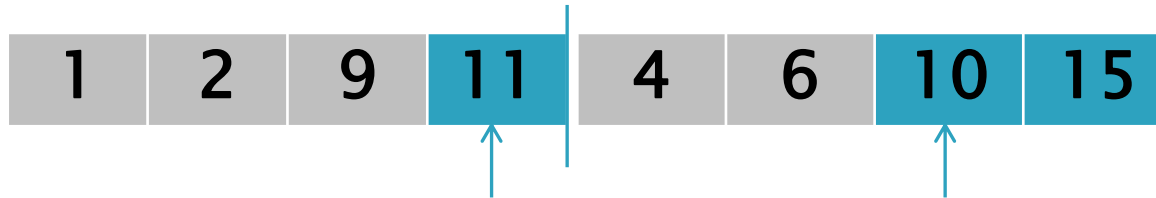


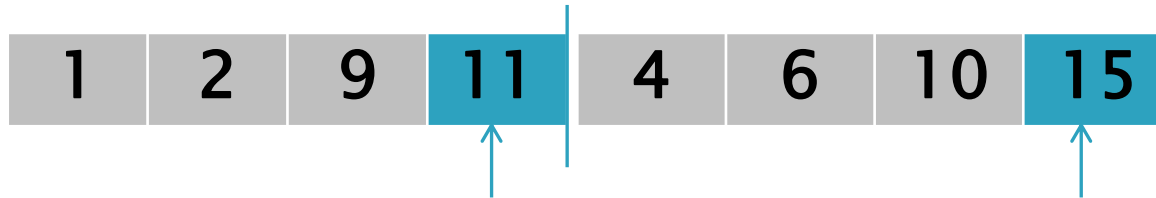


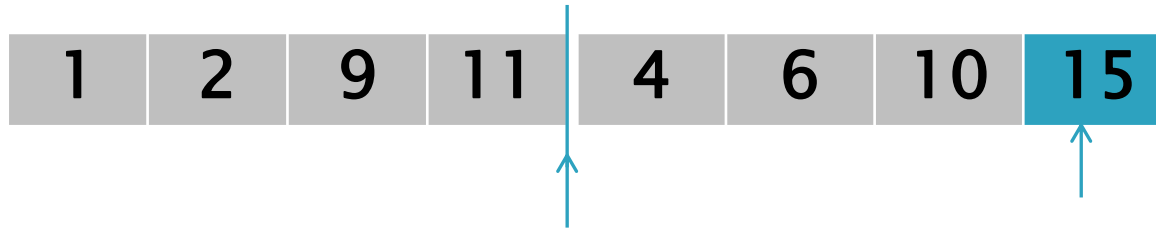


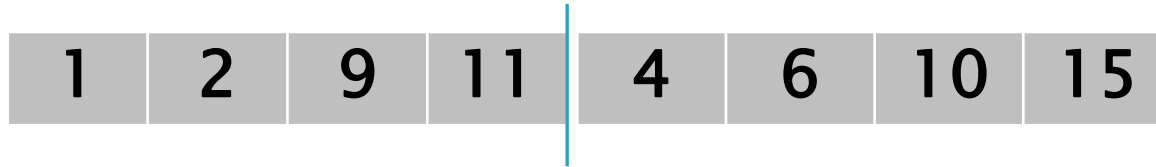






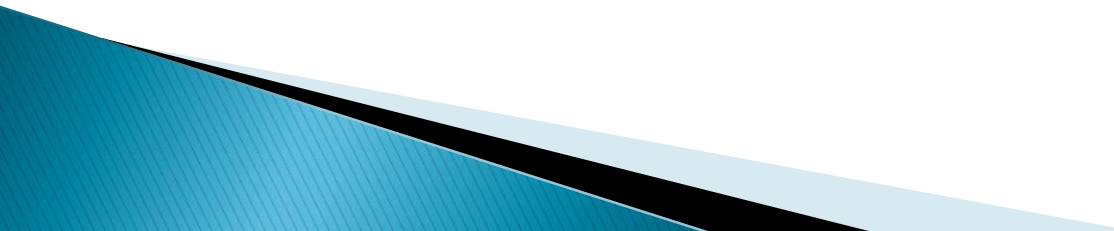






Sortare prin interclasare

```
void sortInter(int p,int u) {  
    if (p==u) {}  
    else {  
        int m = (p+u)/2;  
        sortInter(p,m);  
        sortInter(m+1,u);  
        interclaseaza(p,m,u);  
    }  
}
```



```
void interclaseaza(int p,int m,int u){  
    int b[]=new int[u-p+1], k1=p, k2=m+1, kb=0;  
    while ((k1<=m)&&(k2<=u)) {  
        if (a[k1]<=a[k2]){ b[kb]=a[k1]; k1++; }  
        else{ b[kb]=a[k2]; k2++;}  
        kb++;  
    }  
    while(k1<=m){ b[kb]=a[k1]; kb++; k1++; }  
    while(k2<=u){ b[kb]=a[k2]; kb++; k2++; }  
    for (int i=p;i<=u;i++)  
        a[i]=b[i-p];  
}
```

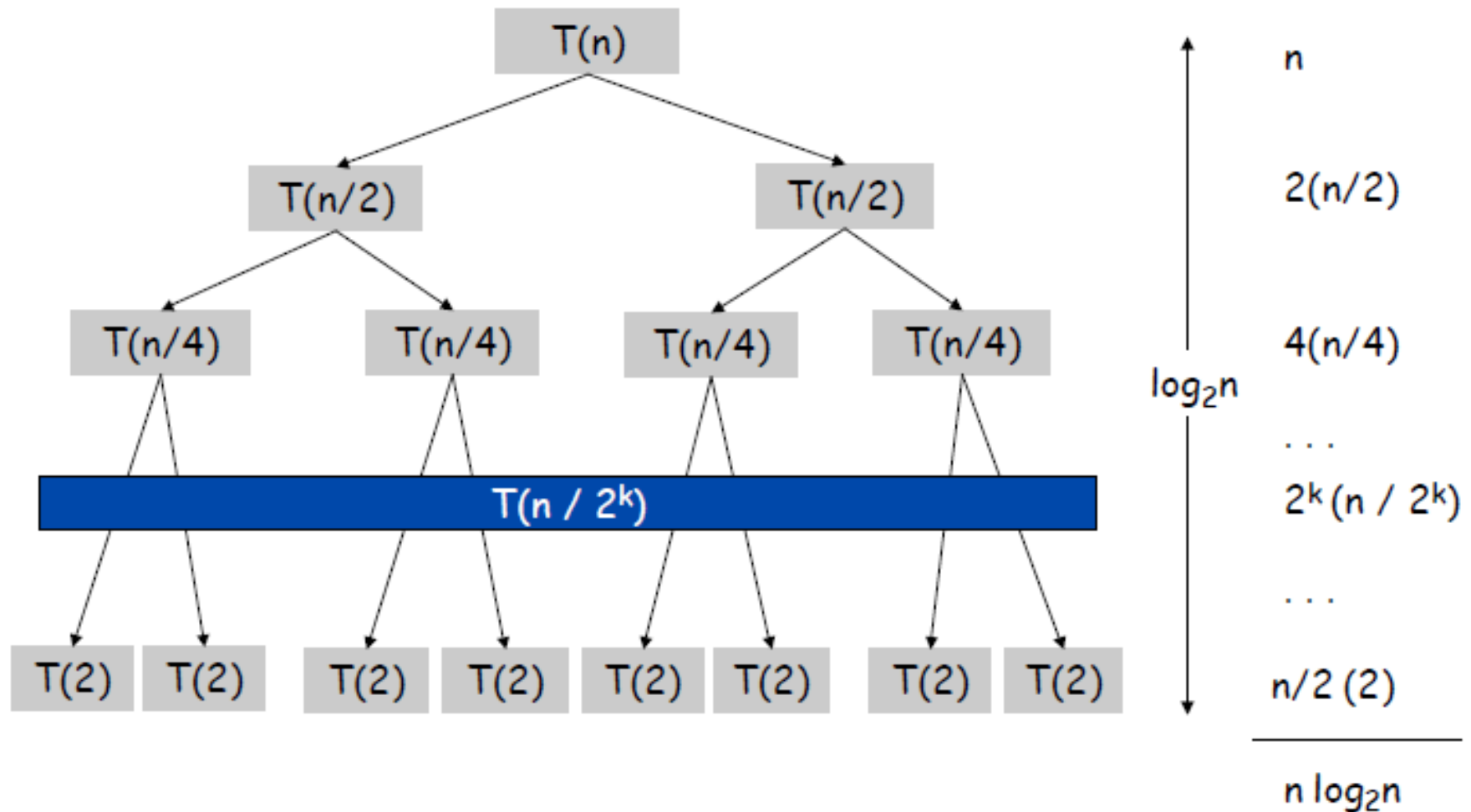
Sortare prin interclasare

- **Complexitate:** $O(n \log n)$

Sortare prin interclasare

- **Complexitate:** $O(n \log n)$
- $T(n) = T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + cn$, pentru $n > 1$
- Pentru $n = 2^k$
 $T(n) = 2T(n/2) + cn$, pentru $n > 1$

Sortare prin interclasare



Sortare prin interclasare

$$\begin{aligned}T(n) &= T(2^k) = 2 T(2^{k-1}) + c \cdot 2^k = \\&= 2 [2T(2^{k-2}) + c \cdot 2^{k-1}] + c \cdot 2^k = 2^2 T(2^{k-2}) + 2 \cdot c \cdot 2^k \\&= 2^2 [T(2^{k-3}) + c \cdot 2^{k-2}] + 2 \cdot c \cdot 2^k = 2^3 T(2^{k-3}) + 3 \cdot c \cdot 2^k \\&= \dots = 2^i T(2^{k-i}) + i \cdot c \cdot 2^k = \\&= 2^k T(1) + k \cdot c \cdot 2^k = nt_0 + c \cdot n \cdot \log_2 n.\end{aligned}$$

Quicksort

Sortarea rapidă

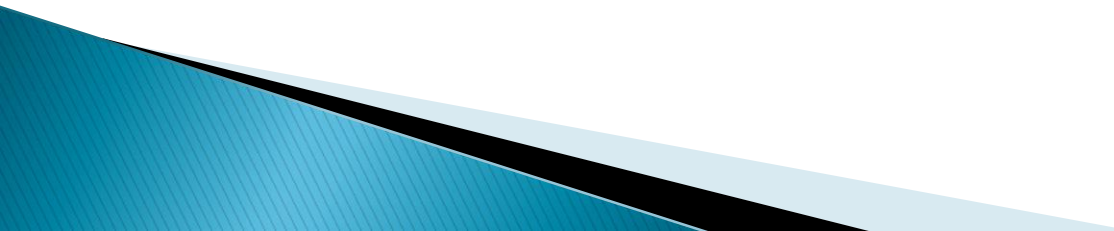
Quicksort

► Idee:

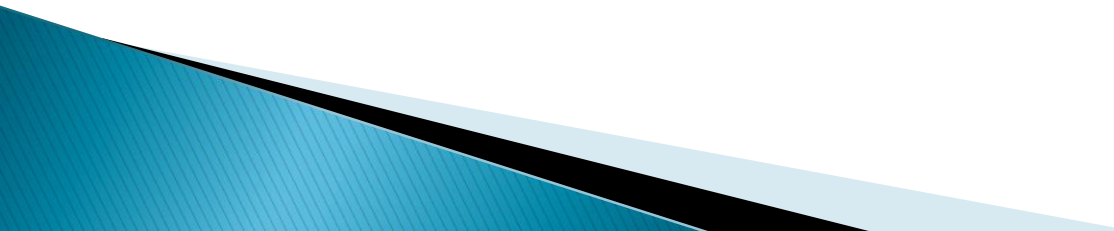
- poziționăm primul element al secvenței (**pivotul**) pe poziția sa finală = astfel încât elementele din stânga sa sunt mai mici, iar cele din dreapta mai mari
- ordonăm crescător elementele din stânga
- ordonăm crescător elementele din dreapta

Quicksort

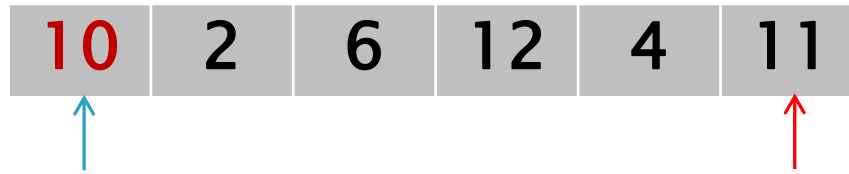
```
void quicksort(int p,int u)
    if (p==u) {}
    else {
        int m = poz(p,u);
        quicksort(p,m-1);
        quicksort(m+1,u);
    }
}
```



```
int poz(int p,int u){
    int i=p,j=u, depli=0,deplj=-1;
    while(i<j){
        if(a[i]>a[j]){
            int aux=a[i];a[i]=a[j];a[j]=aux;
            aux=depli;
            depli=-deplj;
            deplj=-aux;
        }
        i+=depli;j+=deplj;
    }
    return i;
}
```



Exemplu – poziționare pivot



10	2	6	12	4	11
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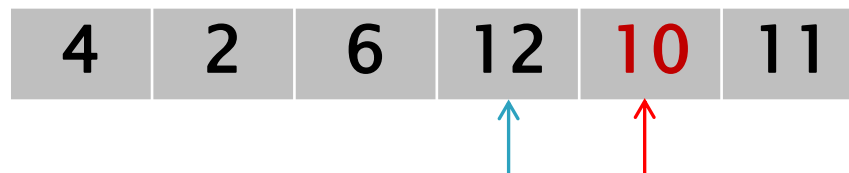
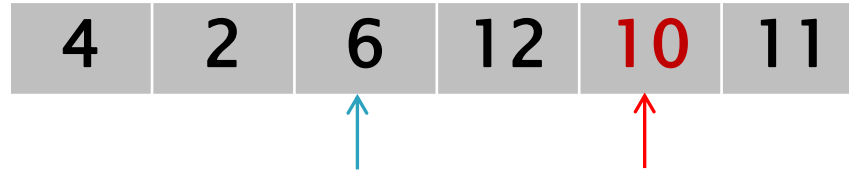
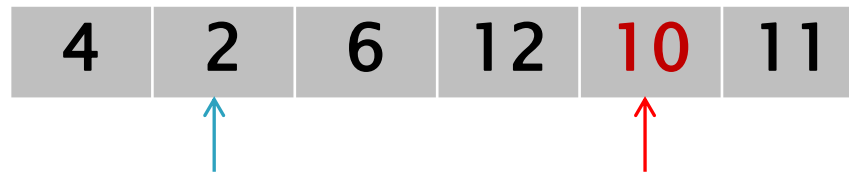
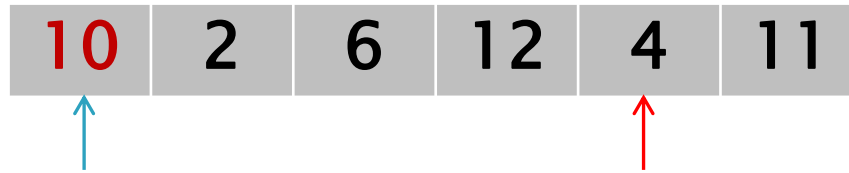
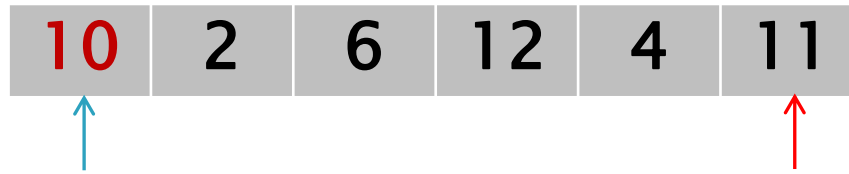


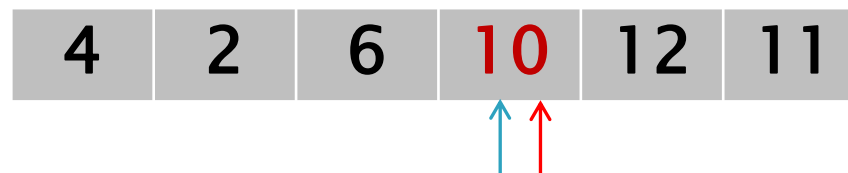
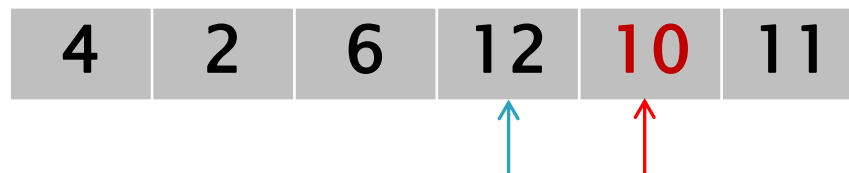
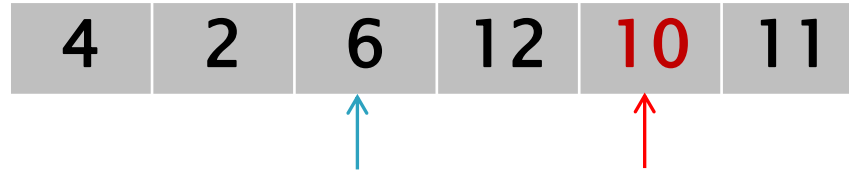
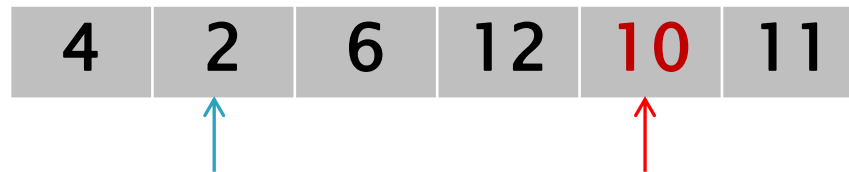
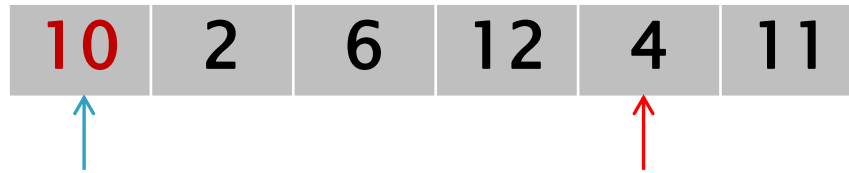
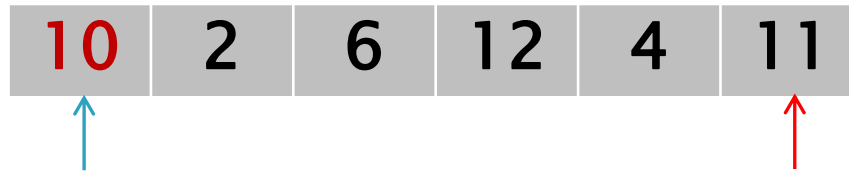
10	2	6	12	4	11
----	---	---	----	---	----











Quicksort

- ▶ **Complexitate:**
 - Defavorabil: $O(n^2)$
 - Mediu: $O(n \log n)$ (demonstrație în pdf)

Quicksort

$$\begin{cases} T(n) = n - 1 + \frac{1}{n} \sum_{k=1}^n [T(k-1) + T(n-k)] \\ T(1) = T(0) = 0 \end{cases}$$

Quicksort

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$$nT(n) = n(n-1) + 2[T(0) + T(1) + \dots + T(n-1)]$$

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$$(n-1)T(n-1) = (n-1)(n-2) + 2[T(0) + \dots + T(n-2)]$$

Quicksort

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Scădem cele două relații:

$$nT(n) - (n-1)T(n-1) = 2(n-1) + 2T(n-1)$$

Quicksort

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$$nT(n) = (n+1)T(n-1) + 2(n-1)$$

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$$nT(n) - (n-1)T(n-1) = 2(n-1) + 2T(n-1)$$

$$nT(n) = (n+1)T(n-1) + 2(n-1) \quad | \quad :n(\mathbf{n+1})$$

Quicksort

$$\frac{T(n)}{n+1} = \frac{T(n-1)}{n} + \frac{2(n-1)}{n(n+1)}$$

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$$\frac{T(n)}{n+1} = \frac{T(n-1)}{n} + 2\left(\frac{2}{n+1} - \frac{1}{n}\right)$$

Quicksort

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$$\frac{T(n-1)}{n} = \frac{T(n-2)}{n-1} + 2\left(\frac{2}{n} - \frac{1}{n-1}\right)$$

.....

$$\frac{T(2)}{3} = \frac{T(1)}{2} + 2\left(\frac{2}{3} - \frac{1}{2}\right)$$

Quicksort

$$\frac{T(n)}{n+1} = \frac{T(n-1)}{n} + \frac{2(n-1)}{n(n+1)}$$

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.....

$$\frac{T(2)}{3} = \frac{T(1)}{2} + 2\left(\frac{2}{3} - \frac{1}{2}\right)$$

+

$$\frac{T(n)}{n+1} = 2\left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3}\right) + \frac{2}{n+1} - 1$$

Quicksort

$$\begin{aligned}\frac{T(n)}{n+1} &= 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right) + \frac{2}{n+1} - 1 \\ &\leq 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right)\end{aligned}$$

sume Riemann inferioare pentru funcția $f(x)=1/x$

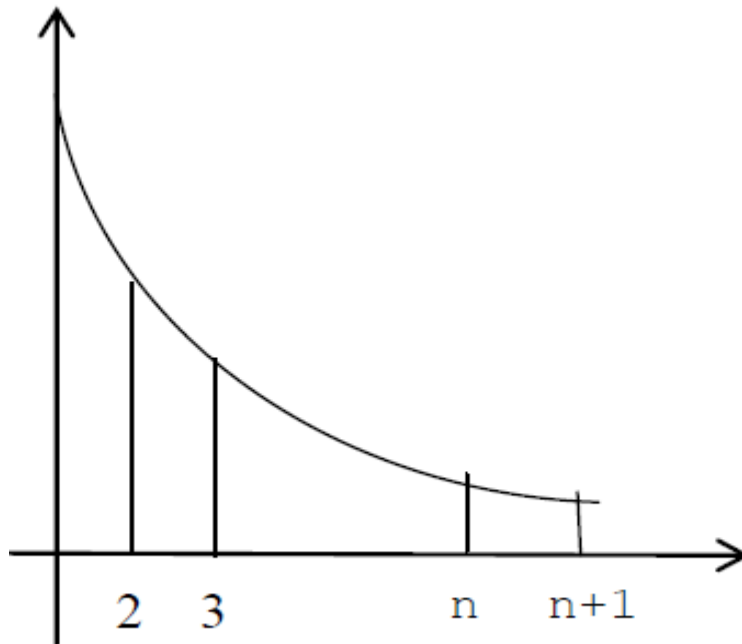
$$\Delta = \{2, 3, \dots, n+1\}$$

Quicksort

$$\begin{aligned}\frac{T(n)}{n+1} &= 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right) + \frac{2}{n+1} - 1 \\ &\leq 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right)\end{aligned}$$

sume Riemann inferioare pentru funcția $f(x) = 1/x$

$$\Delta = \{2, 3, \dots, n+1\}$$



Quicksort

$$\begin{aligned}\frac{T(n)}{n+1} &= 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right) + \frac{2}{n+1} - 1 \\ &\leq 2 \left(\frac{1}{n+1} + \frac{1}{n} + \dots + \frac{1}{3} \right)\end{aligned}$$

sume Riemann inferioare pentru funcția $f(x)=1/x$

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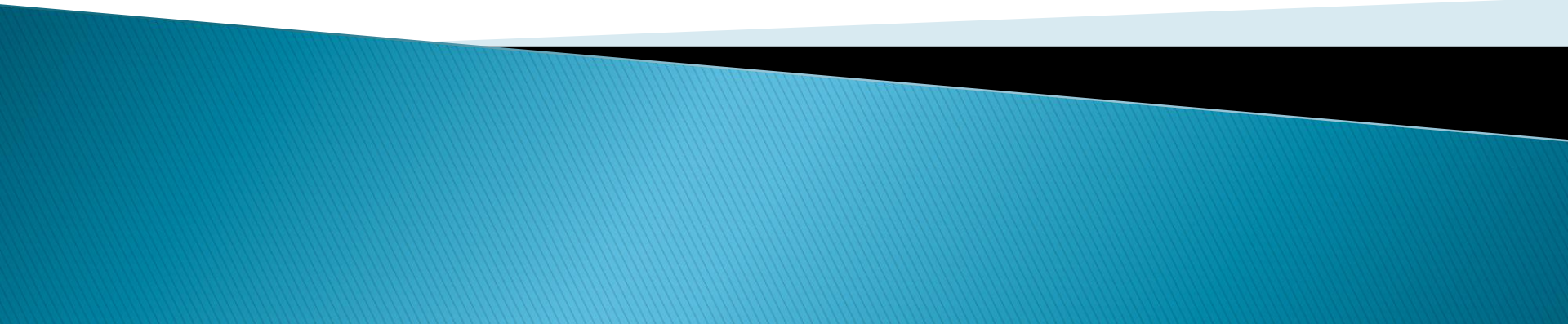
$$\frac{T(n)}{n+1} \leq 2 \int_2^{n+1} \frac{1}{x} dx = 2 \ln x \Big|_2^{n+1} \leq 2 \ln(n+1)$$

Quicksort

- Variantă – pivot aleator

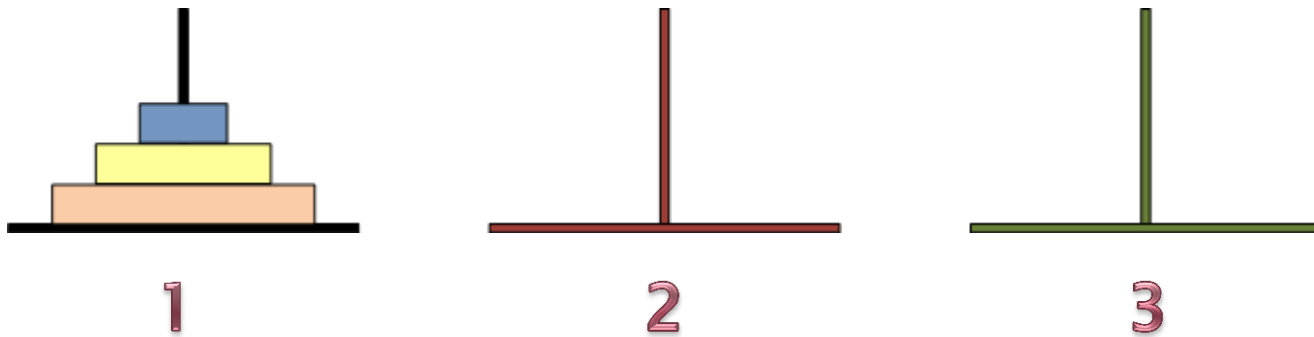
```
int pozRand(int p, int u) {  
    r ← random(p, u)  
    a[r] ↔ a[p]  
    return poz(p, u)  
}
```

Problema turnurilor din Hanoi



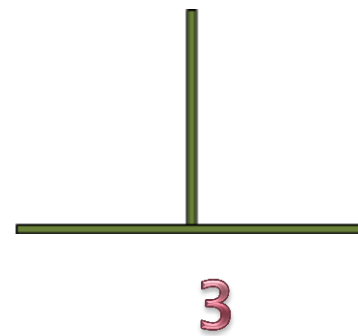
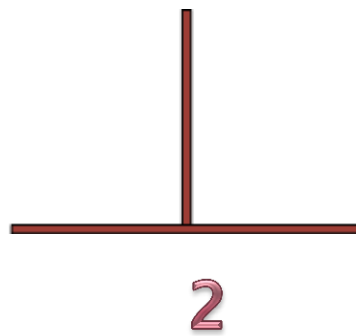
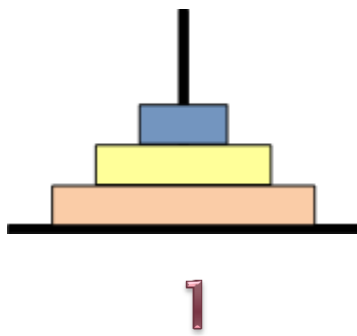
Problema turnurilor din Hanoi

- ▶ Se consideră 3 tije. Inițial pe tija 1 se află n discuri cu diametrele descrescătoare privind de la bază către vârf, iar pe tijele 2 și 3 nu se află nici un disc.



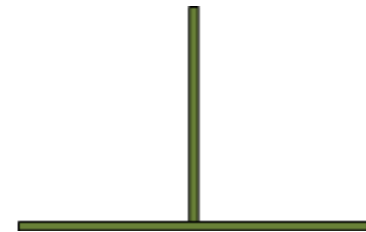
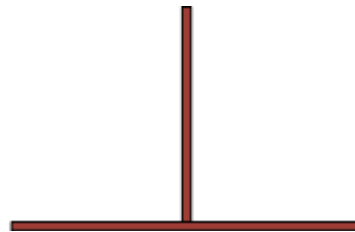
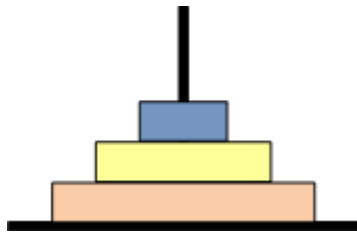
Problema turnurilor din Hanoi

- ▶ Se cere să se mute aceste discuri pe tija 2, ajutându-ne și de tija 3.
- ▶ O **mutare** (i,j) constă în deplasarea discului din vârful tijeii i în vârful tijeii j. Mutarea este **corectă** dacă stiva j este goală sau are în vârf un disc de diametru mai mare decât discul deplasat



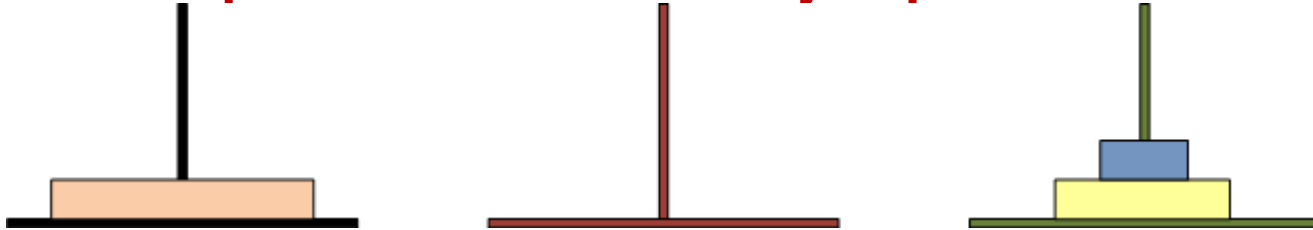
Problema turnurilor din Hanoi

- ▶ Pentru $n = 3$



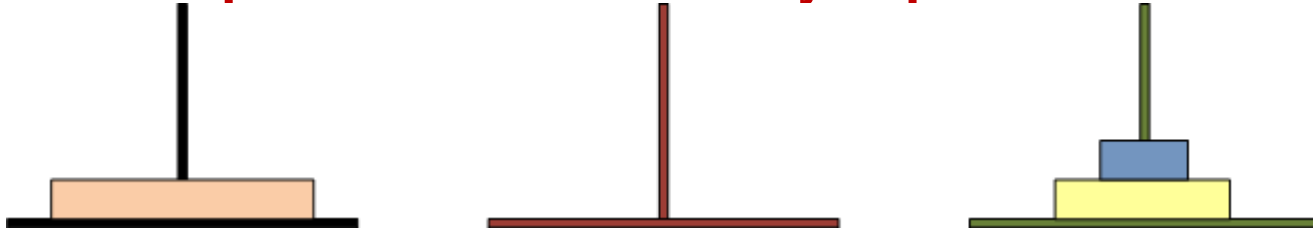
Problema turnurilor din Hanoi

- ▶ Mutăm două discuri de pe stiva 1 pe stiva 3, folosind stiva 2 – **subproblemă de același tip**

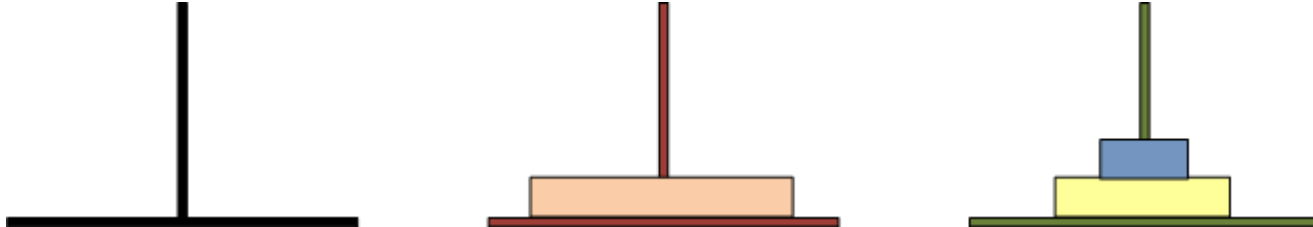


Problema turnurilor din Hanoi

- ▶ Mutăm două discuri de pe stiva 1 pe stiva 3, folosind stiva 2 – **subproblemă de același tip**

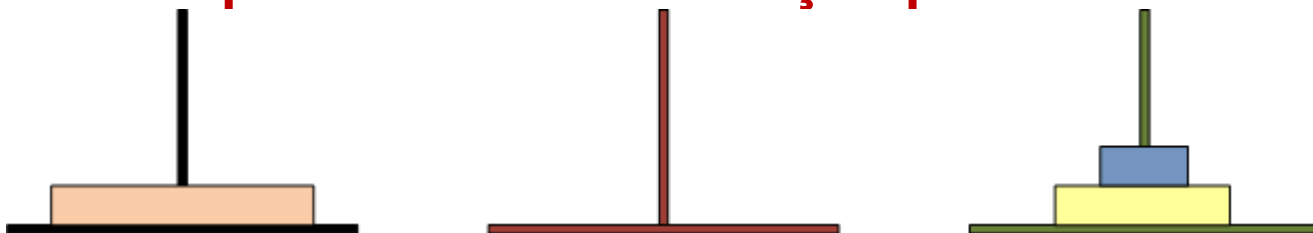


- ▶ Mutăm unicul disc rămas pe stiva 1 (cu diametrul maxim) pe stiva 2

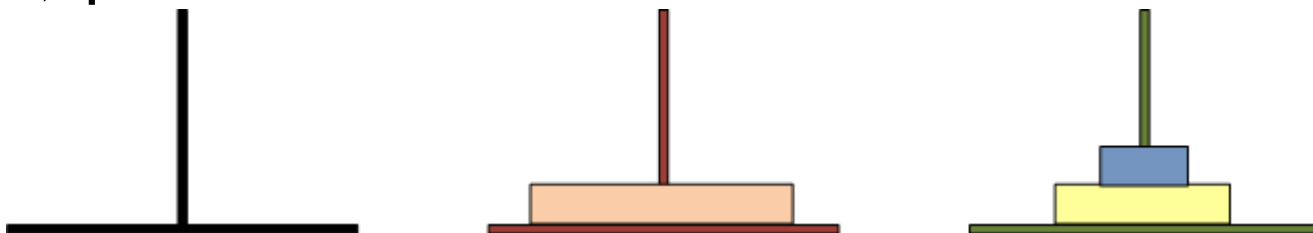


Problema turnurilor din Hanoi

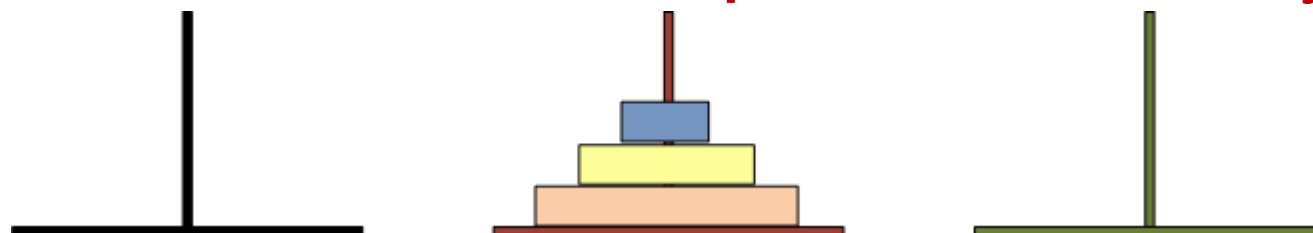
- ▶ Mutăm două discuri de pe stiva 1 pe stiva 3, folosind stiva 2 – **subproblemă de același tip**



- ▶ Mutăm unicul disc rămas pe stiva 1 (cu diametrul maxim) pe stiva 2



- ▶ Mutăm cele două discuri de pe stiva auxiliară 3 pe stiva 2 folosind stiva 1 – **subproblemă de același tip**

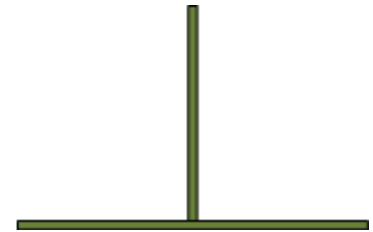
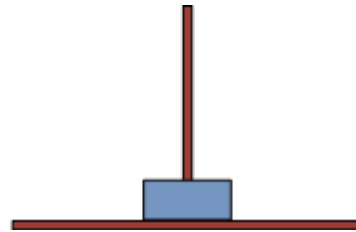
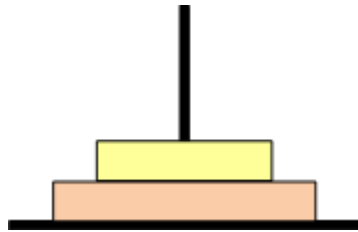


Problema turnurilor din Hanoi

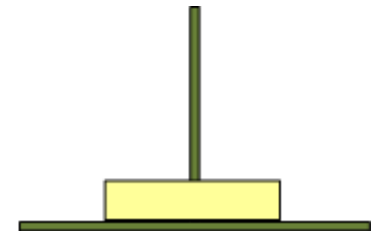
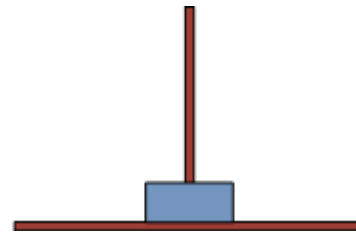
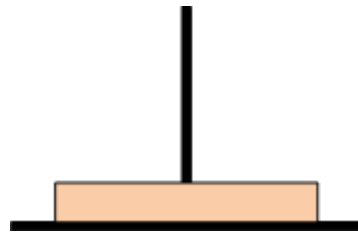
- ▶ Rezolvăm, recursiv, **subproblemele de același tip**

Mutăm două discuri de pe stiva 1 pe stiva 3,
folosind stiva 2

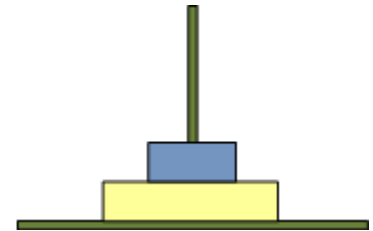
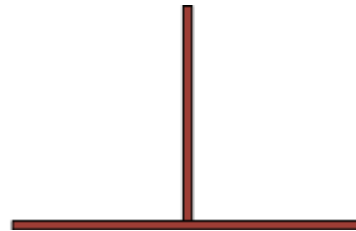
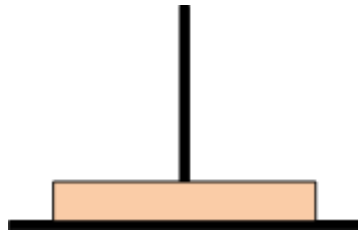
(1,2)



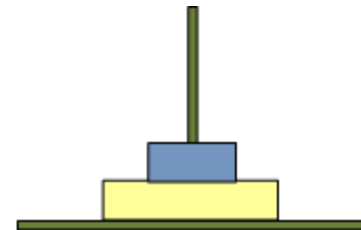
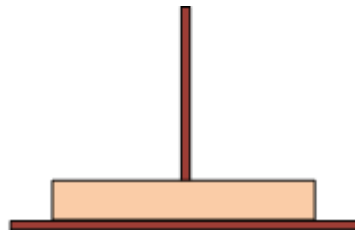
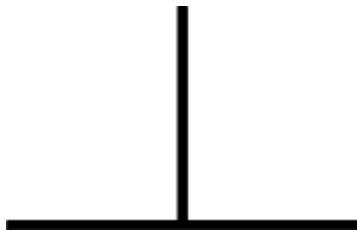
(1,3)



(2,3)

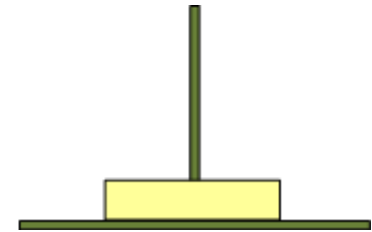
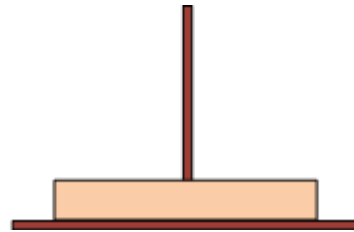
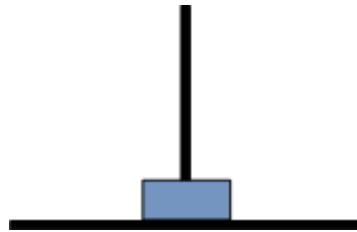


Mutăm unicul disc rămas pe stiva 1 (cu diametrul maxim) pe stiva 2

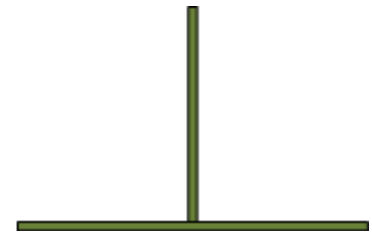
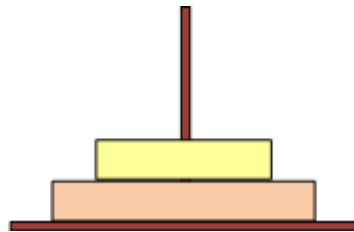
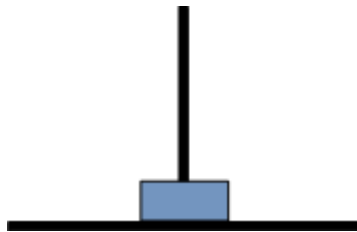


Mutăm două discuri de pe stiva 3 pe stiva 2,
folosind stiva 1

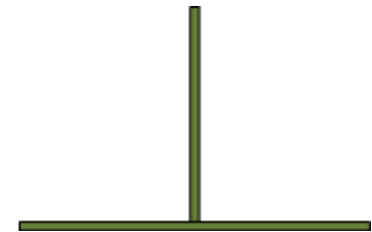
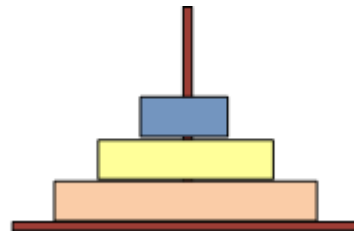
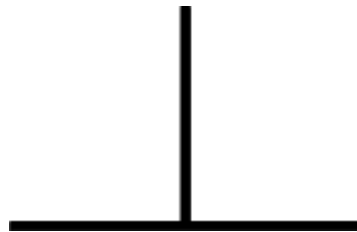
(3,1)



(3,2)



(1,2)



Problema turnurilor din Hanoi

➤ Pentru $n > 1$ are loc recurența

$$\text{Han}(n;i,j) = \text{Han}(n-1;i,k) + (i,j) + \text{Han}(n-1;k,j)$$

unde $k = 6 - i - j$

Problema turnurilor din Hanoi

```
procedure Hanoi(n,i,j)
    if n = 1
        scrie(i,j)
    else k ← 6-i-j;
        Hanoi(n-1,i,k);
        Hanoi(1,i,j);    // scrie(i,j)
        Hanoi(n-1,k,j)
    end
```

Apel: Hanoi(n,1,2)



Problema turnurilor din Hanoi

➤ $2^n - 1$ mutări

Problema turnurilor din Hanoi

- $2^n - 1$ mutări
- $T(n) = 2T(n-1) + 1$, pentru $n > 1$