COMP90038 Algorithms and Complexity

Lecture 11: S and Conquer

(with thanks to Hara ergaard)

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Divide and Conquer

- We earlier studied recursion as a powerful problem solving technique.

- The **divide-and-conquer** strategy tries to make the most of this idea:

1. Divide the given into smaller instances.

2. Solve the smaller instances ely.
3. Combine the smaller solutions to solve the original instance.

- This works best when the smaller instances can be made to be of equal (or near-equal) size.

Split-Solve-and-Join Approach

Divide and Conquer Algorithms

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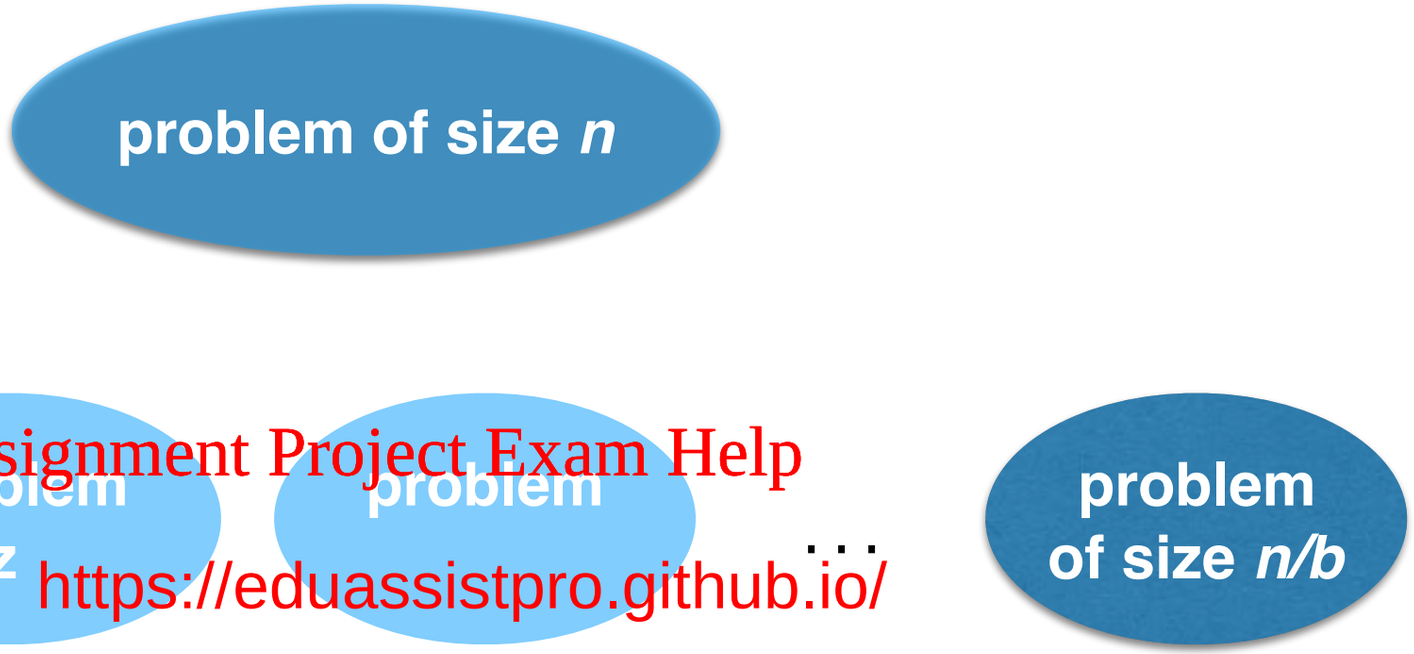
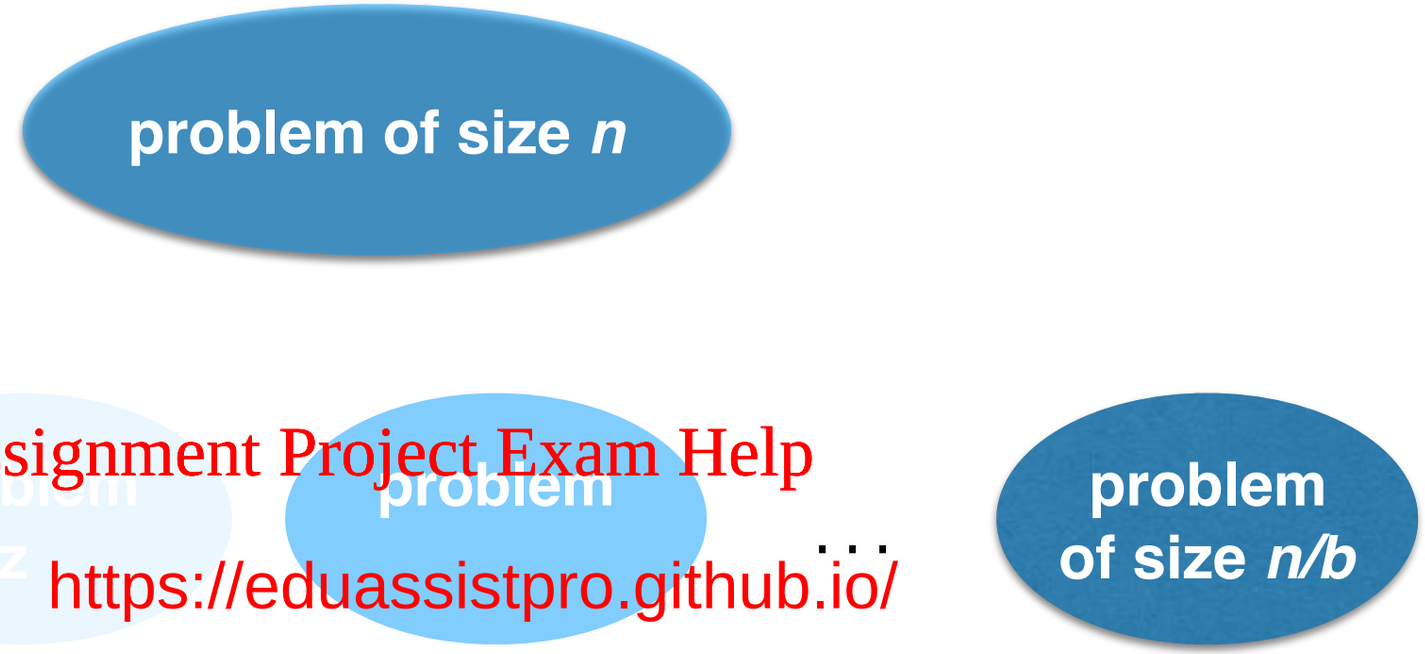
- We will discuss:
  - The Master Theorem
  - Mergesort
  - Quicksort
  - Tree traversal
  - Closest Pair revisited

Divide-and-Conqer General Case



b sub-problems

Divide-and-Conqer General Case



only *a* sub-problems need to be solved

Divide-and-Conqer General Case

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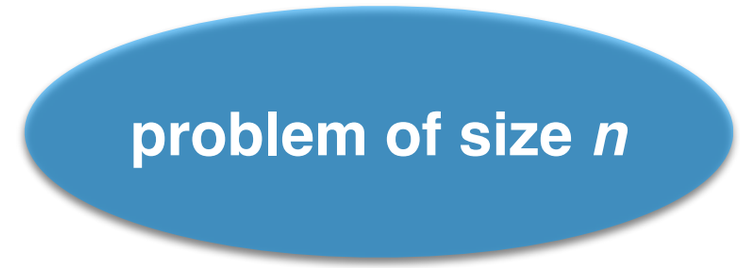

only *a* sub-problems need to be solved

Divide-and-Conquer Recurrences

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- What is the time required to solve a problem of size *n* by divide-and-conquer?

- For the general case, assume we split the problem into *b* instances (each of size *n/b*), of which *a* need to be solved:

$$T(n)$$

where $f(n)$ expresses the time spent on dividing a problem into *b* sub-problems and combining the *a* results.

- (A very common case is $T(n) = 2T(n/2) + n$.)

- How to find closed forms for these recurrences?

The Master Theorem

- (A proof is in Levitin's Appendix B.)

- For integer constants $a \geq 1$ and $b > 1$, and function f with $f(n) \in \Theta(n^d)$, $d \geq 0$, the recurrence

$$T(n)$$

(with T(1) = c) has solution:

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

- Note that we also allow a to be greater than b.

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

Master Theorem: Example 1

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

a = 2, b = 2, d = 1

$a = b^d$

So, by the Master Theorem, $T(n) \in \Theta(n \log n)$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 2(2T(n/4) + (n/2)) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 4T(n/4) + 2(n/2) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 4(2T(n/8) + n/4) + 2(n/2) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 8T(n/8) + 4(n/4) + 2(n/2) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 8(2T(n/16) + n/8) + 4(n/4) + 2(n/2) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) = 16T(n/16) + 8(n/8) + 4(n/4) + 2(n/2) + n$

Master Theorem: Example 1

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$T(n) = 2T(n/2) + n$ a = 2, b = 2, d = 1

$T(n) \in \Theta(n \log n)$

Master Theorem: Example 2

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$T(n) = 4T(n/4) + n$

a = 4, b = 4, d = 1

$a = b^d$

So, by the Master Theorem, $T(n) \in \Theta(n \log n)$

Master Theorem: Example 2

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$T(n) = 4T(n/4) + n$

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Master Theorem: Example 2

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$T(n) = 4T(n/4) + n$ a = 4, b = 4, d = 1

$T(n) = 16(4T(n/64) + n/16)\ 4(n/4) + n$

Master Theorem: Example 2

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$T(n) = 4T(n/4) + n$ a = 4, b = 4, d = 1

$T(n) = 64T(n/64) + 16(n/16) + 4(n/4) + n$

Master Theorem: Example 2

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$T(n) = 4T(n/4) + n$ a = 4, b = 4, d = 1

$T(n) = 64T(n/64) + 16(n/16) + 4(n/4) + n$

⋮

(log$_4$ n times)

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$T(n) \in \Theta(n \log n)$

Master Theorem: Example 3

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$T(n) = T(n/2) + n$ a = 1, b = 2, d = 1

Master Theorem: Example 3

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

a = 1, b = 2, d = 1

$a < b^d$

So, by the Master Theorem, $T(n) \in \Theta(n)$

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Master Theorem: Example 3

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$T(n) \in \Theta(n)$

Master Theorem: Example 4

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$T(n) = 2T(n/2) + n^2$ a = 2, b = 2, d = 2

Master Theorem: Example 4

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$T(n) \in \Theta(n^2)$

Mergesort

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- Perhaps the most obvious application of divide-and-conquer:

- To sort an array (or a list), cut it into two halves, sort each half, and merge the two results.

Mergesort

Mergesort

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Mergesort: Merging Arrays

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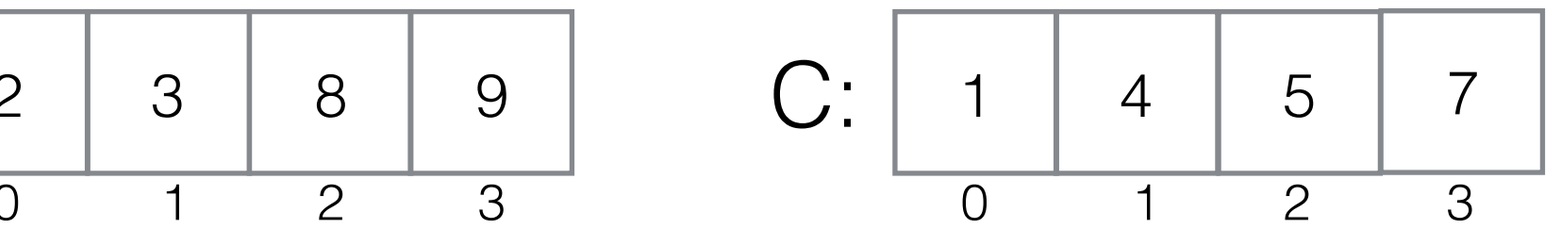

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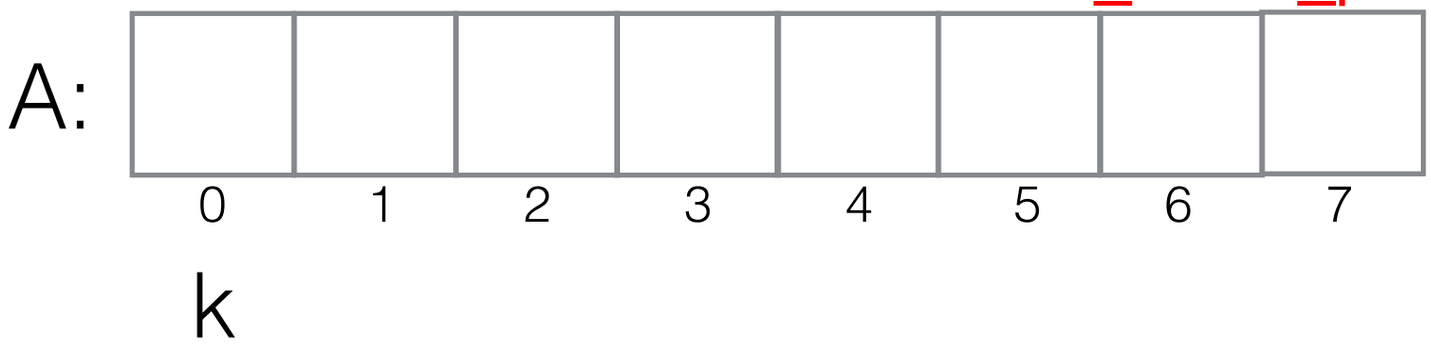

Mergesort: Merging Arrays

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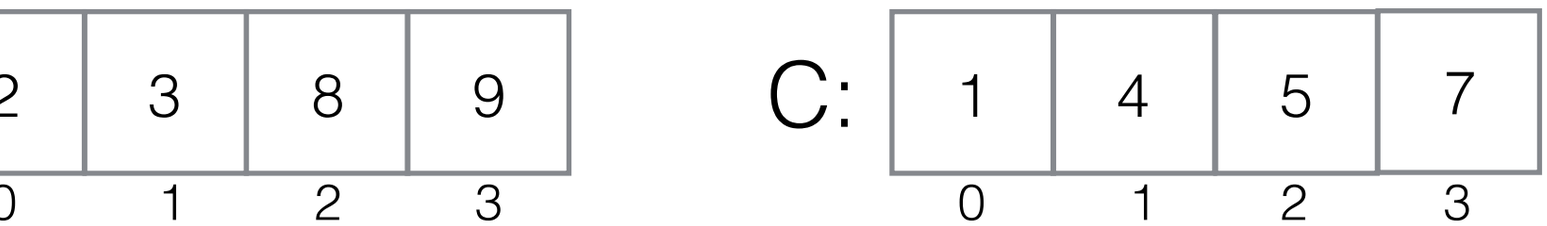

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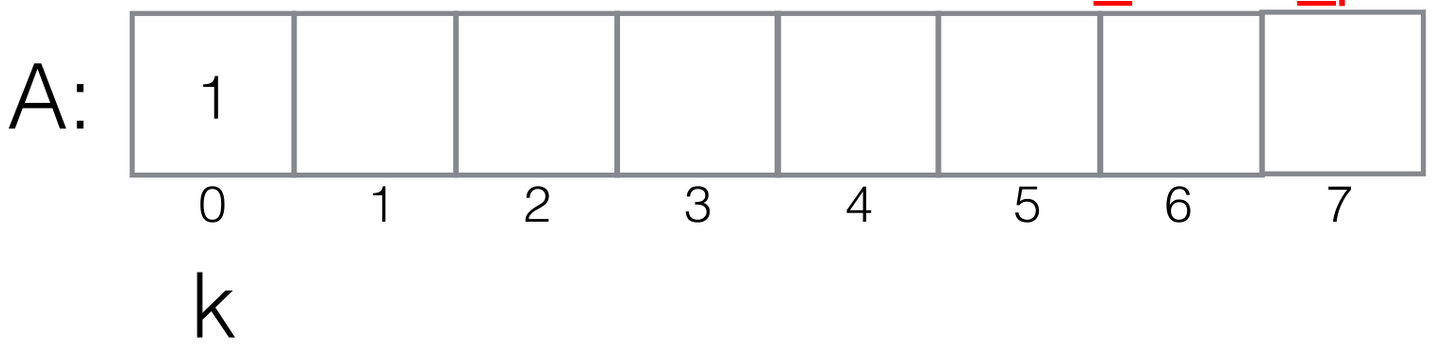

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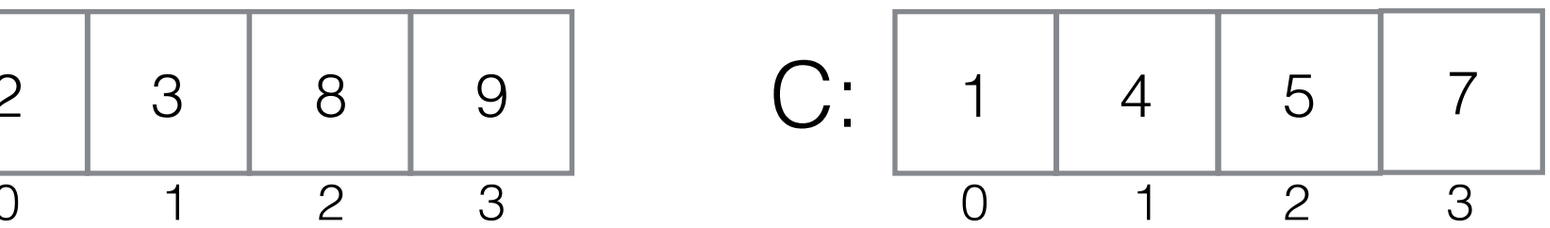

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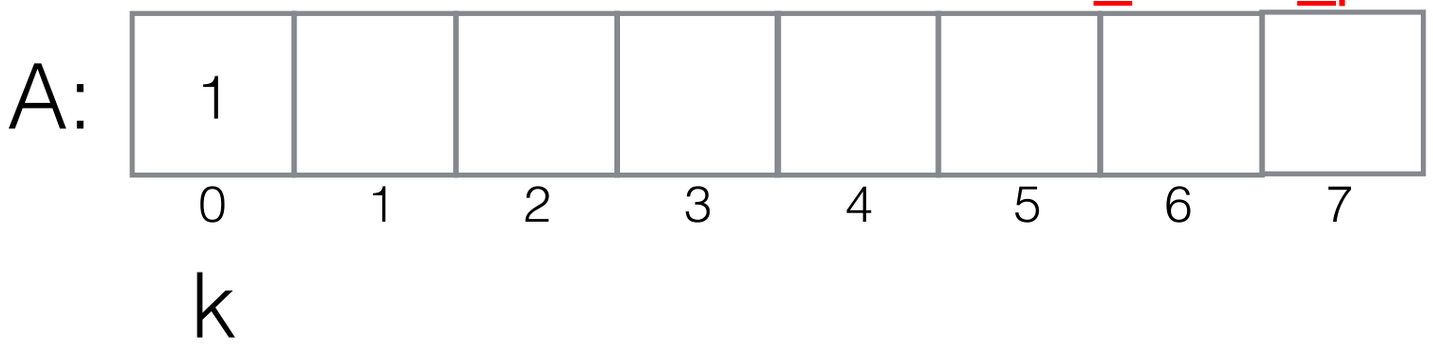

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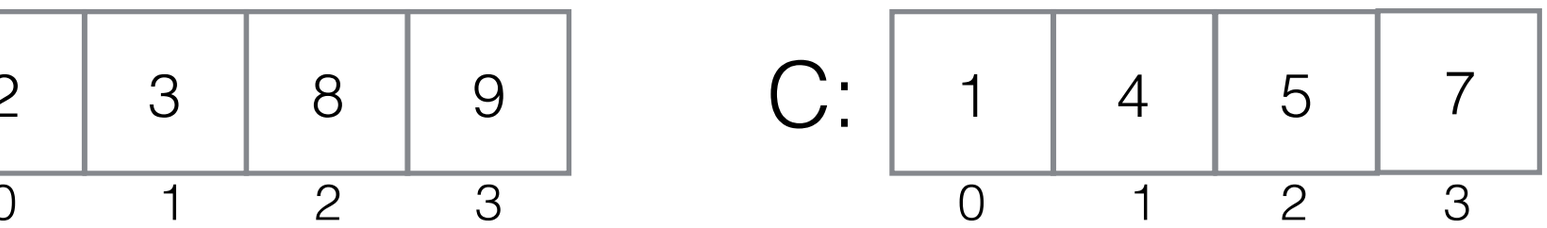

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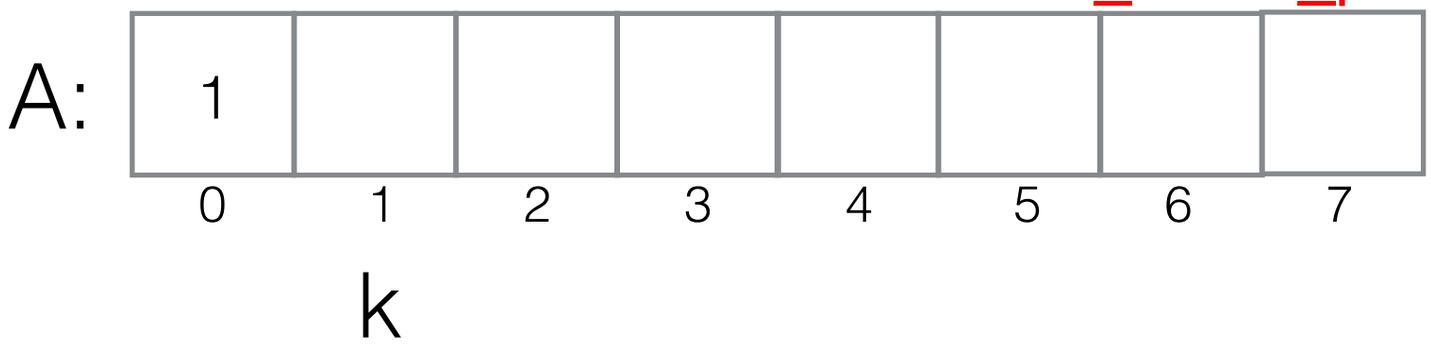

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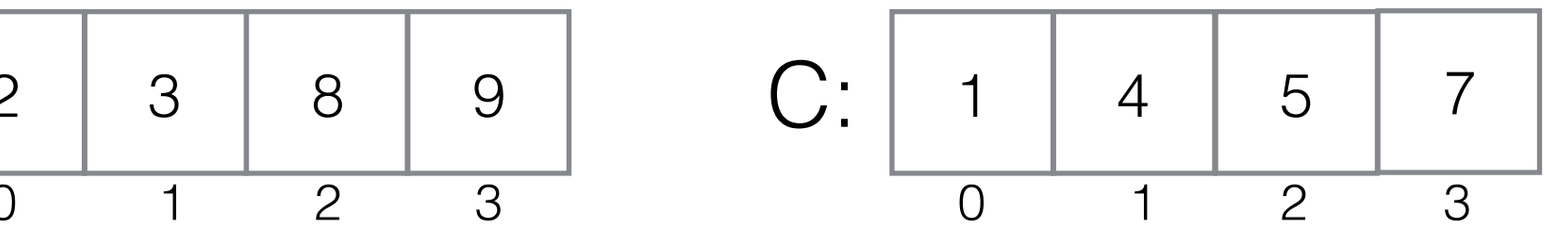

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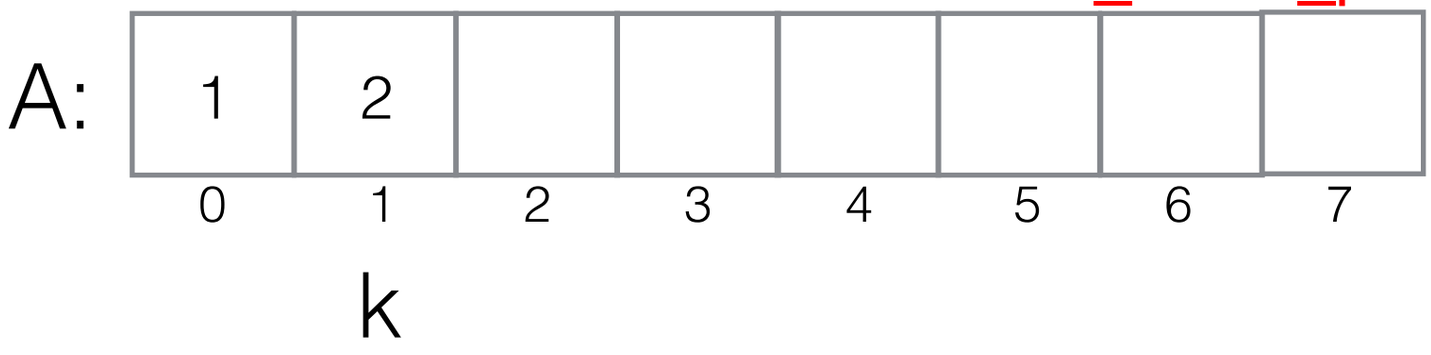

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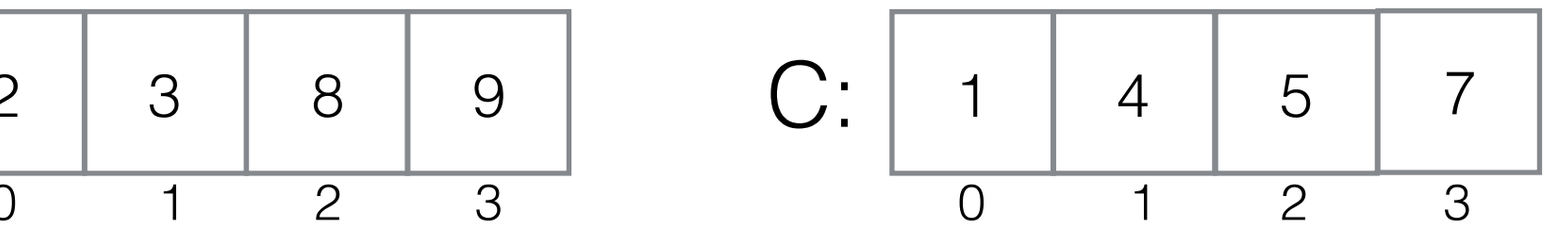

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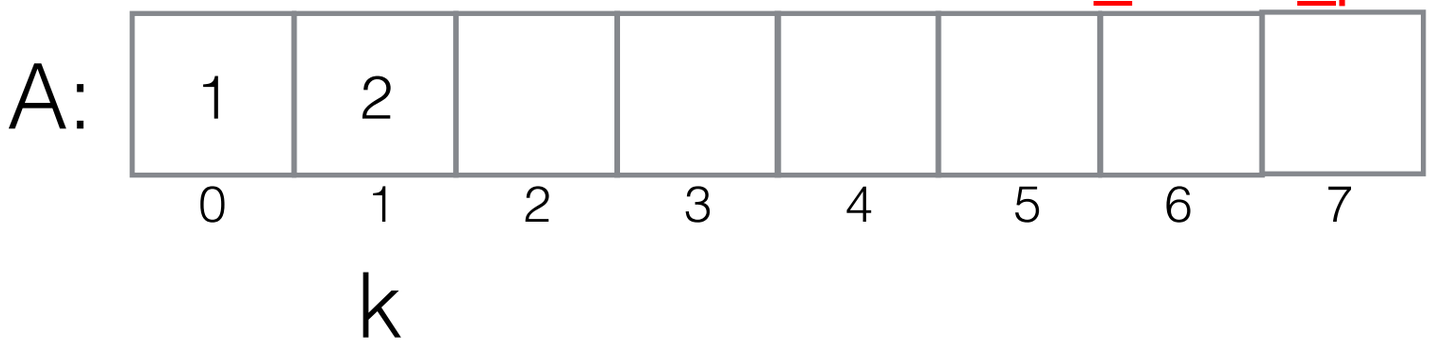

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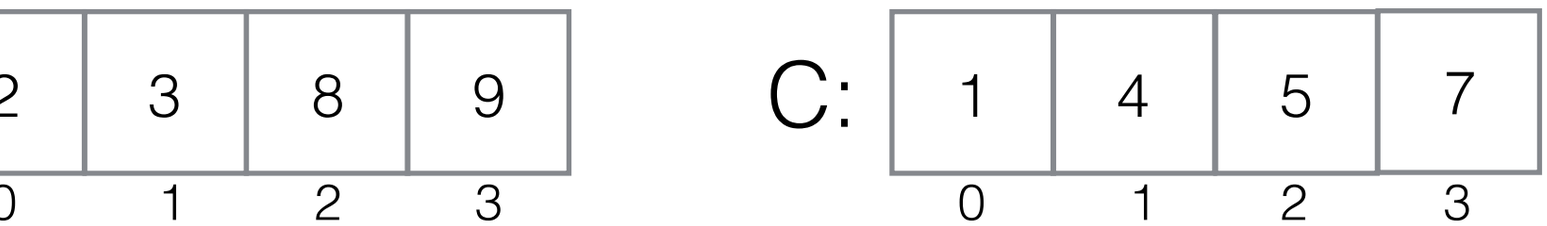

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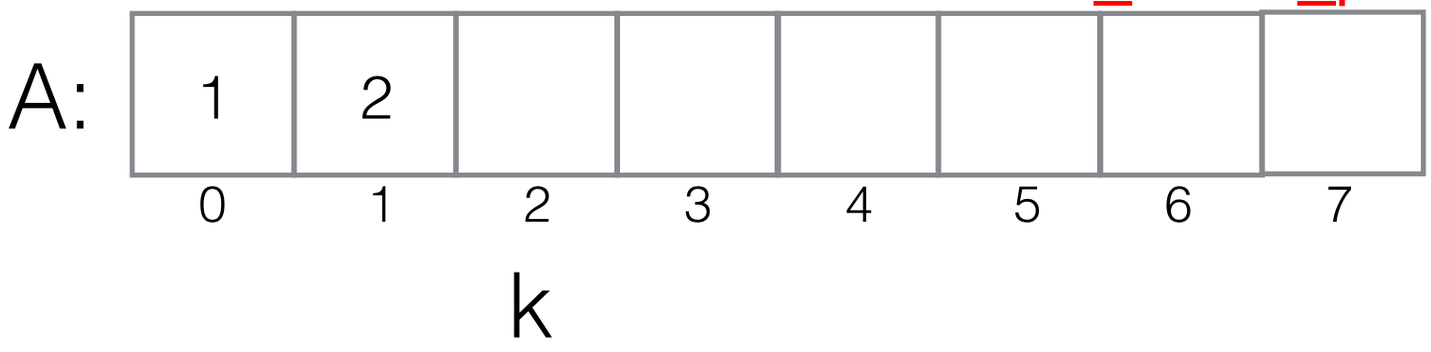

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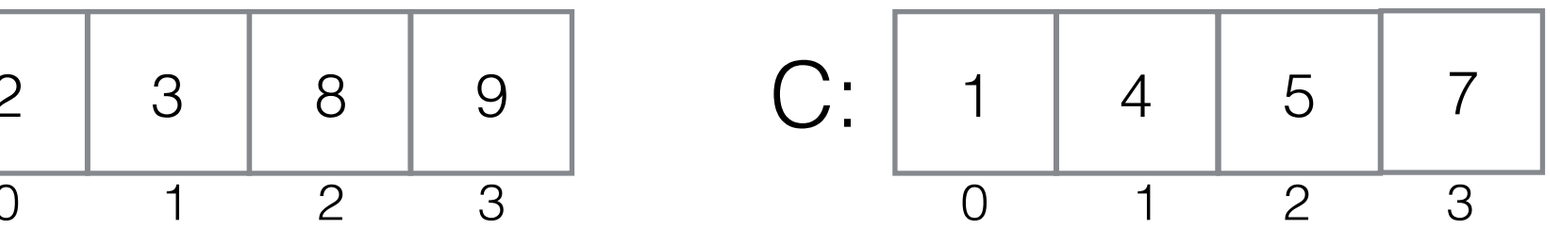

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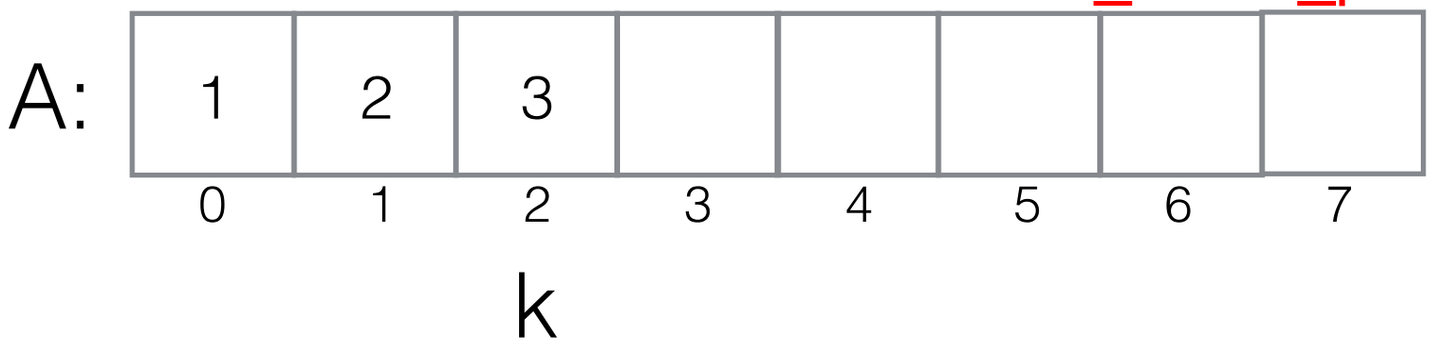

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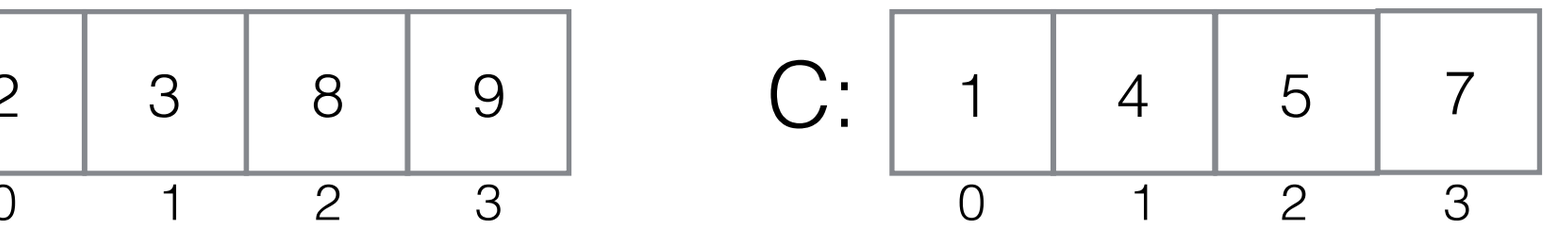

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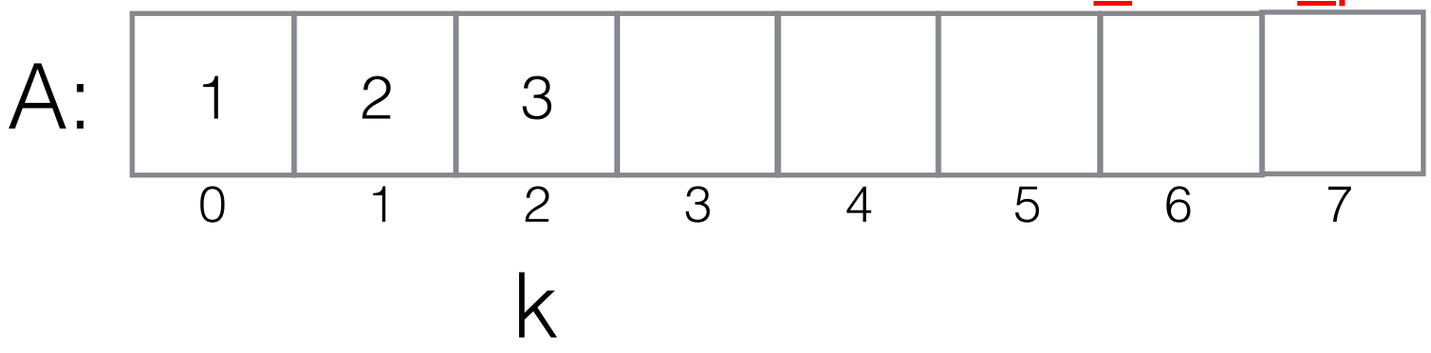

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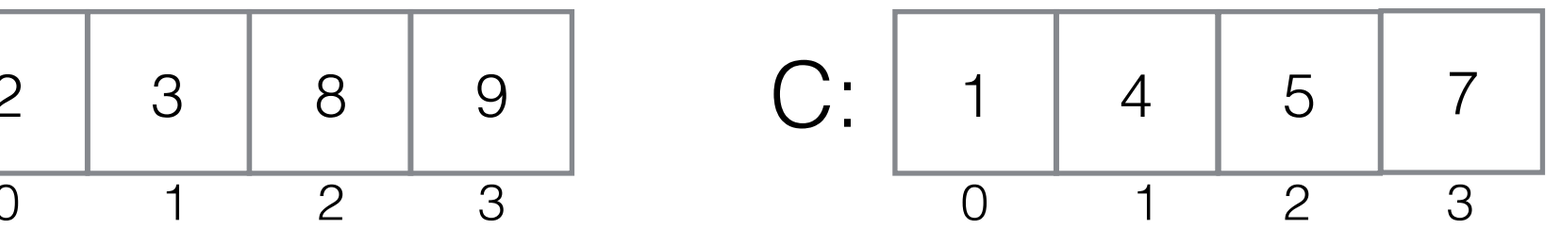

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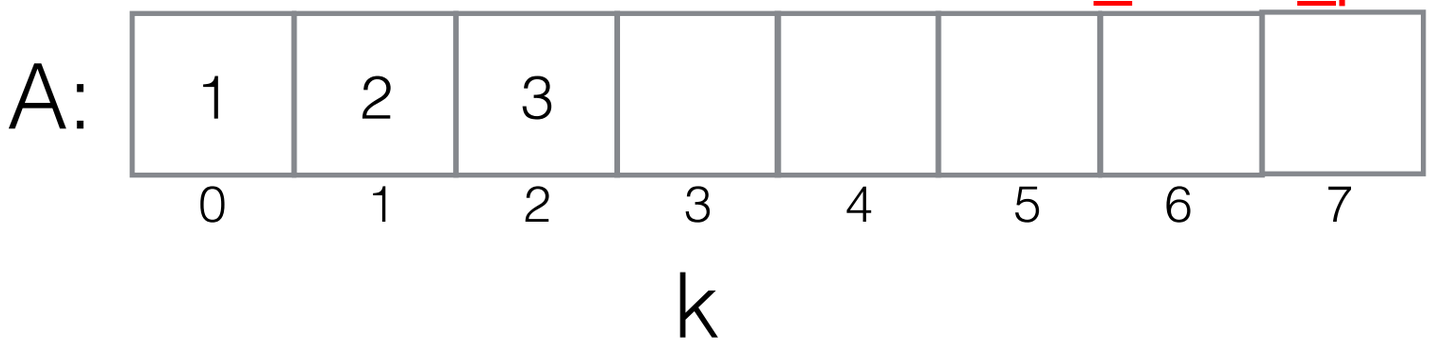

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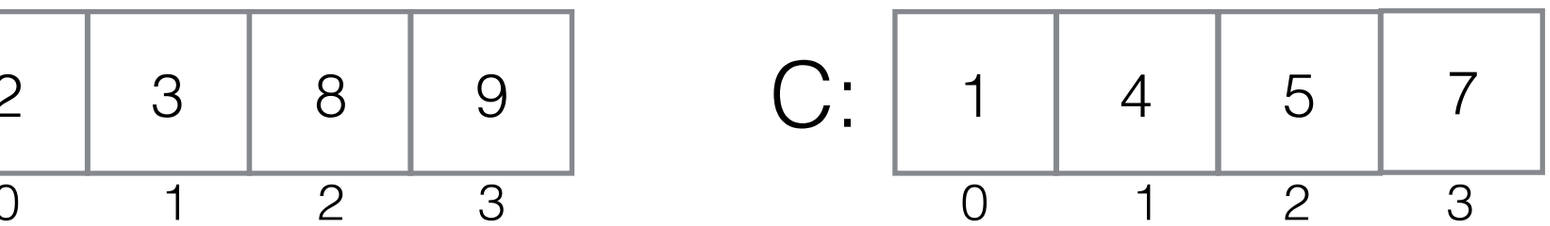

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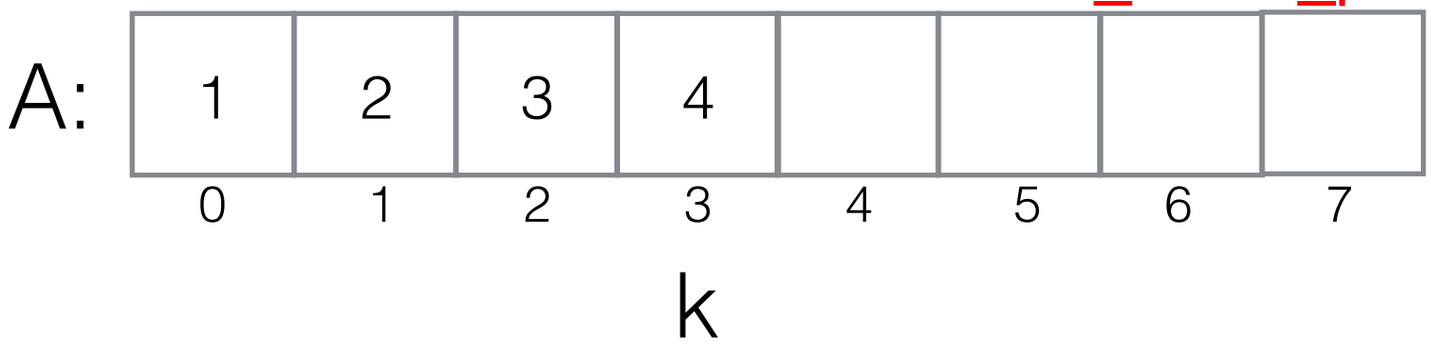

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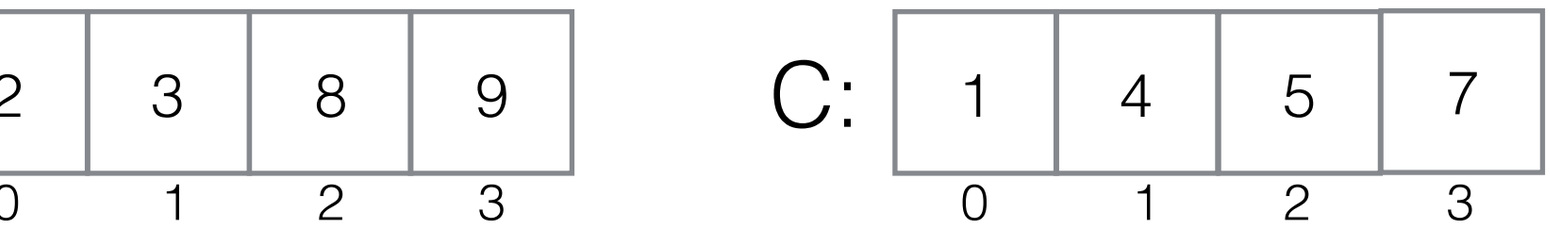

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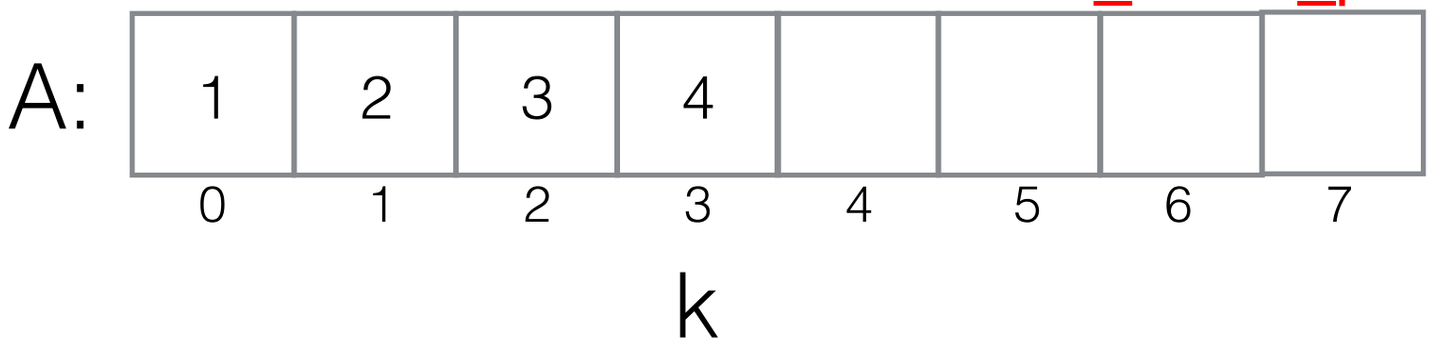

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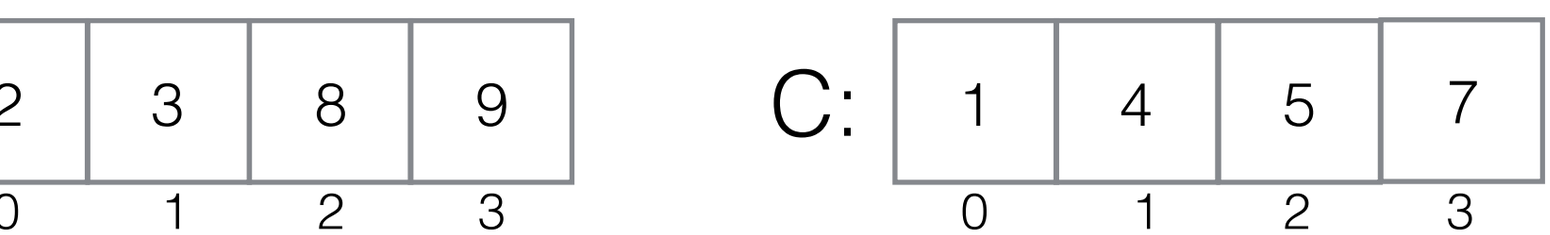

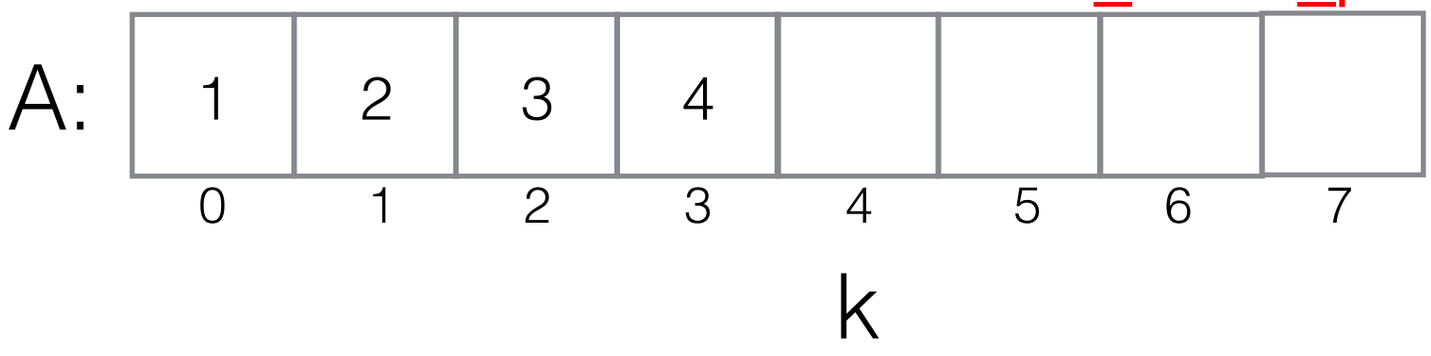

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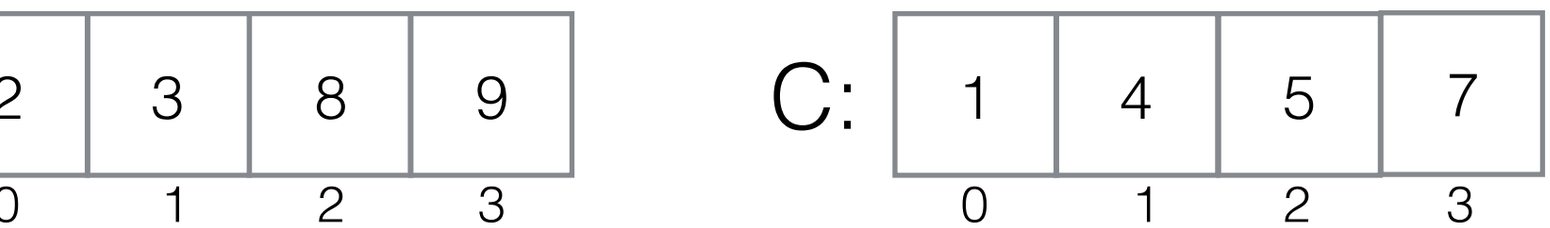

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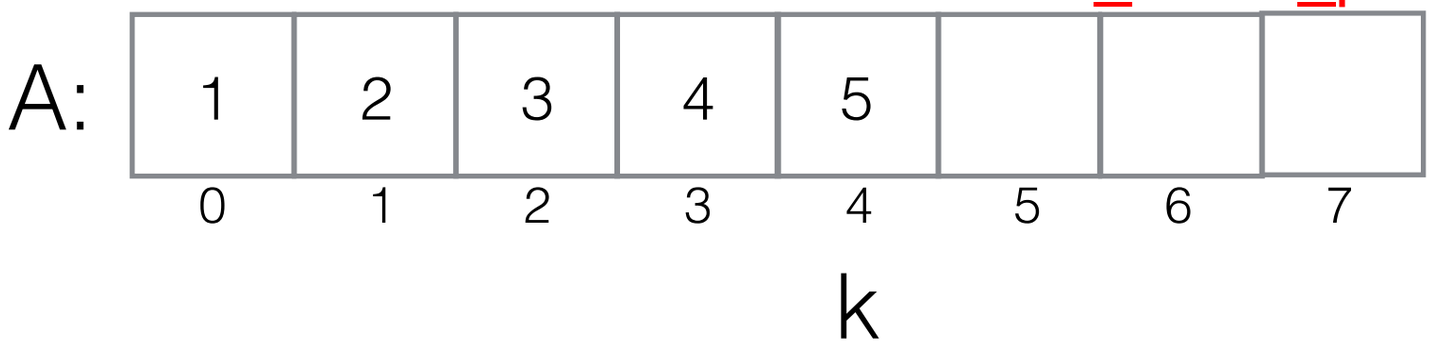

Mergesort: Merging Arrays

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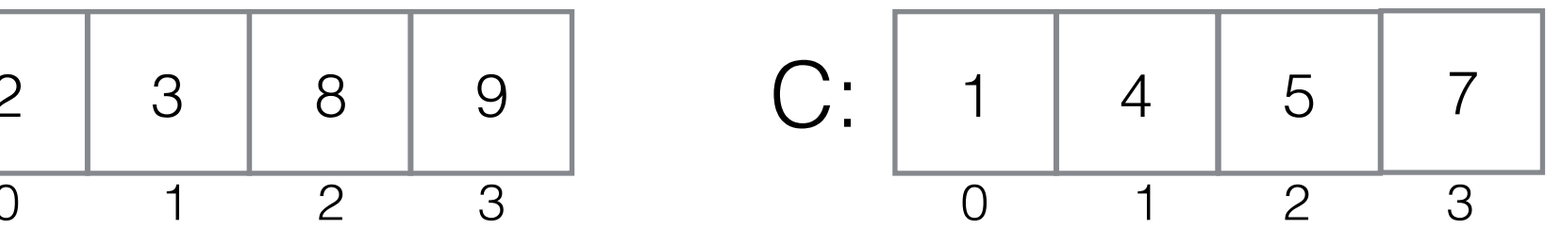

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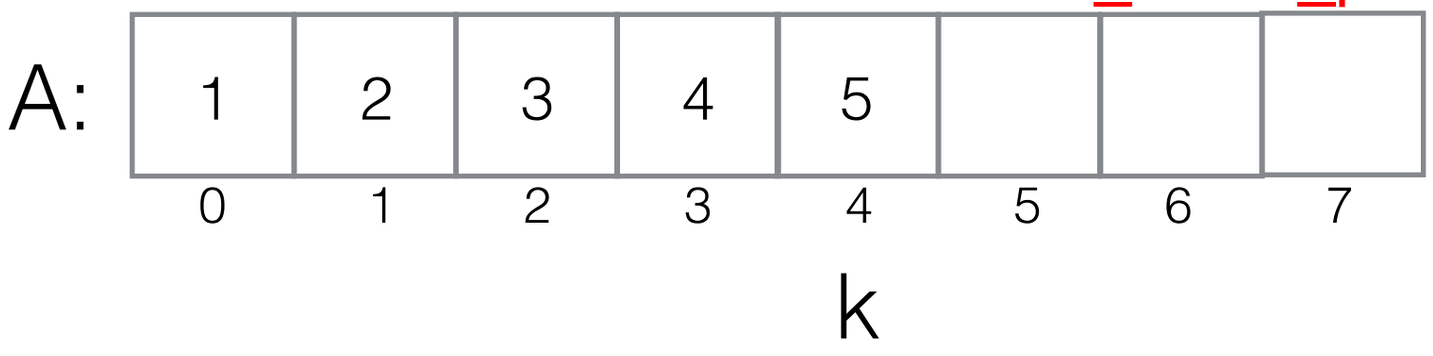

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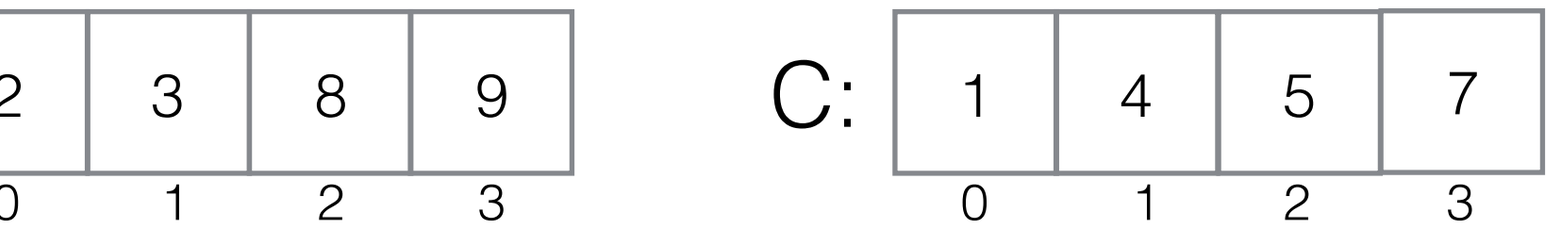

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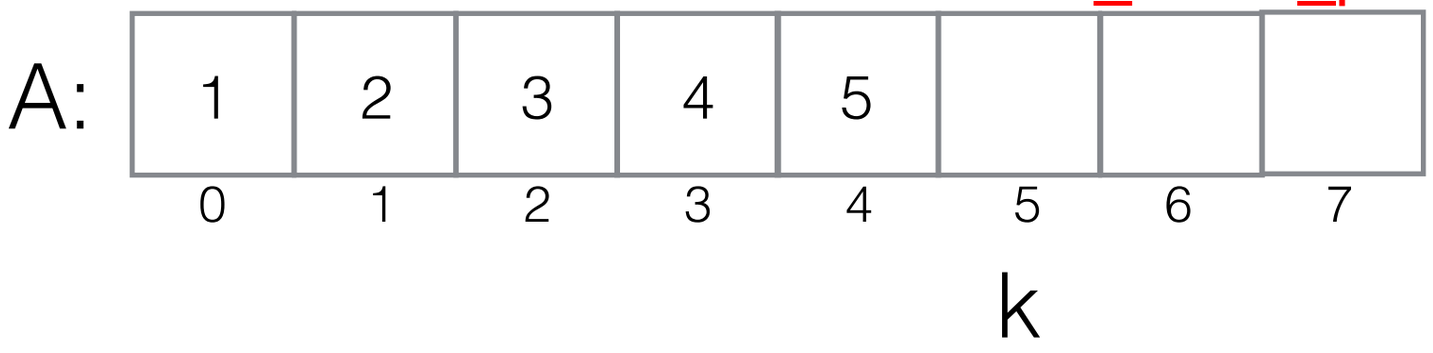

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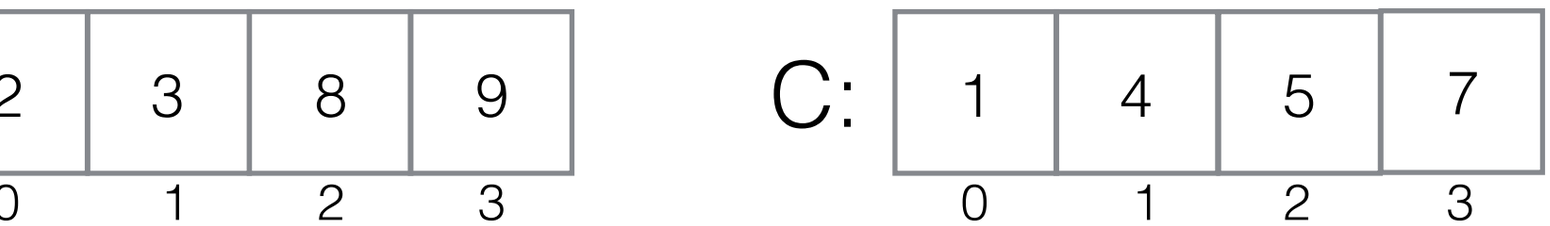

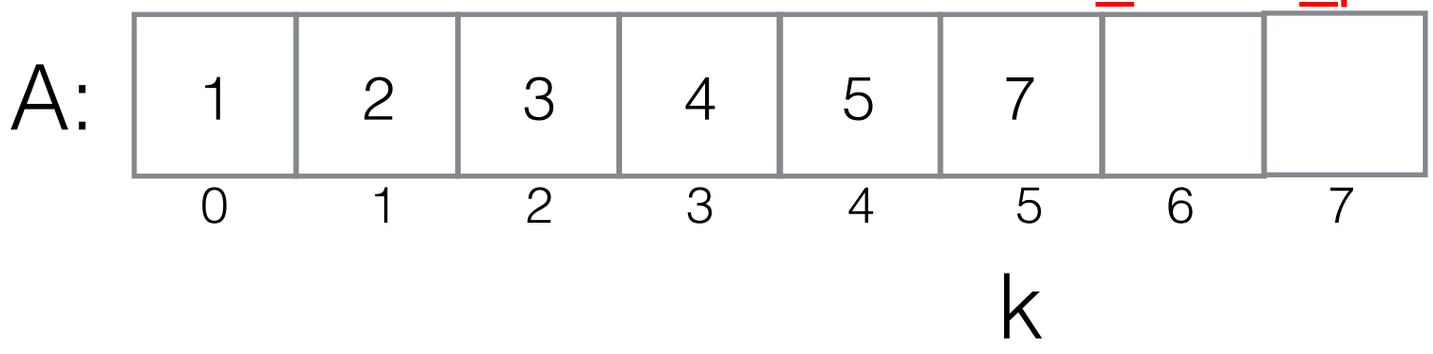

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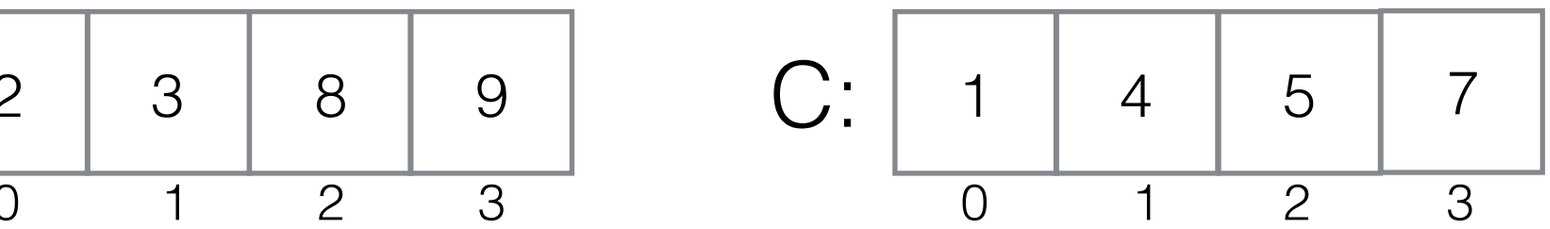

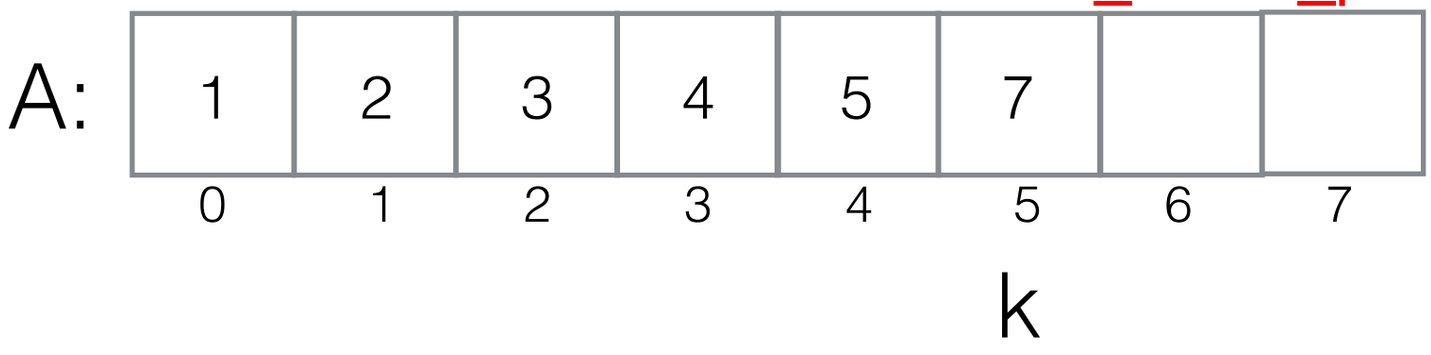

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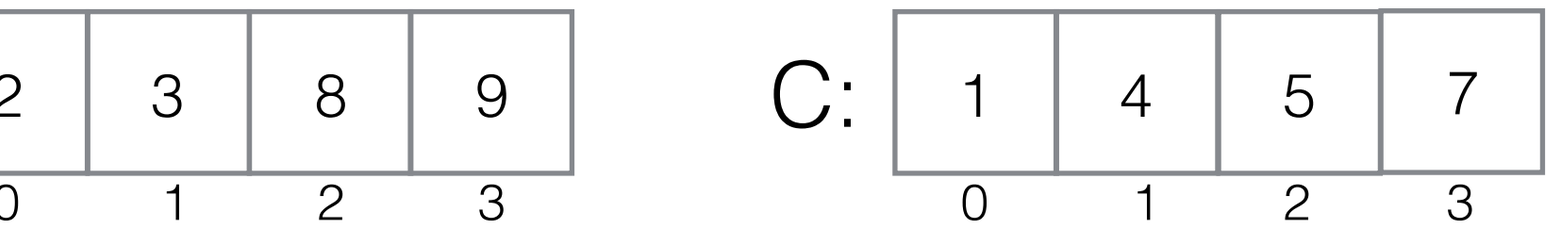

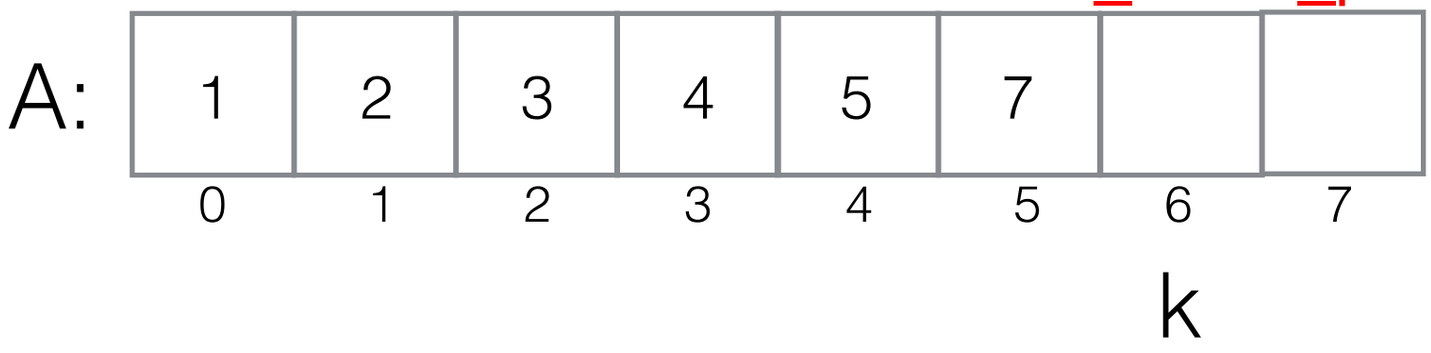

Mergesort: Merging Arrays

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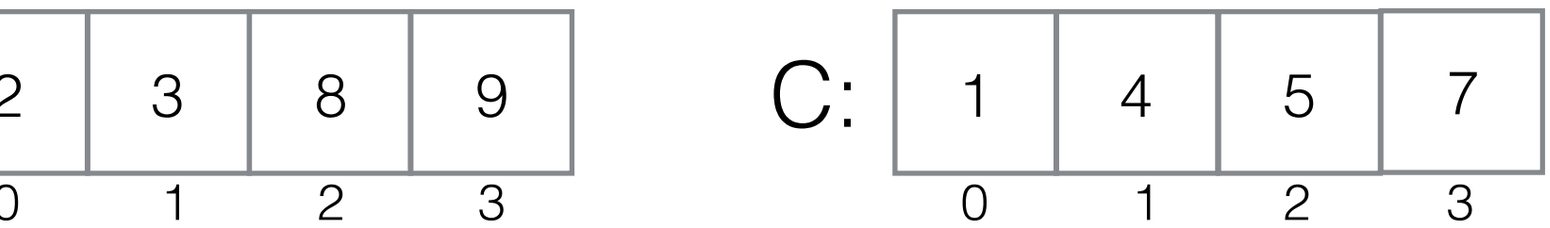

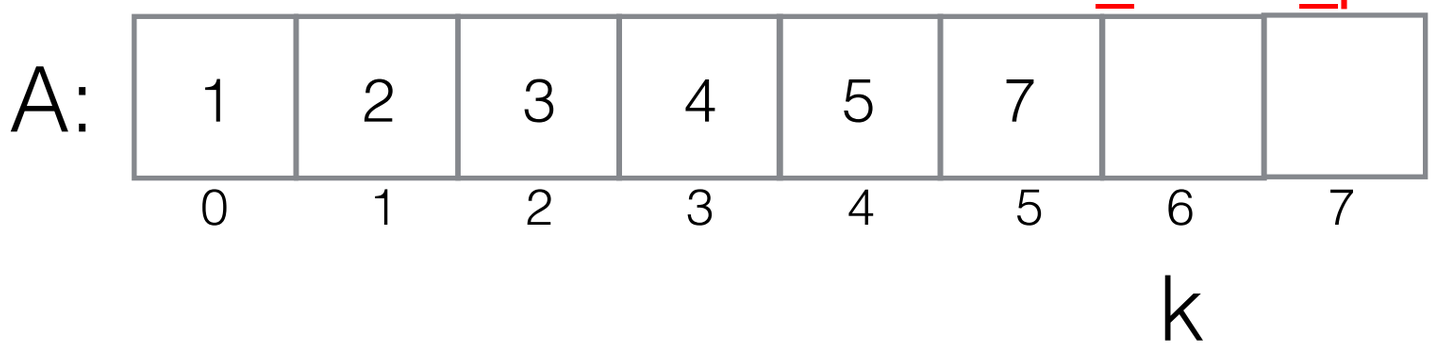

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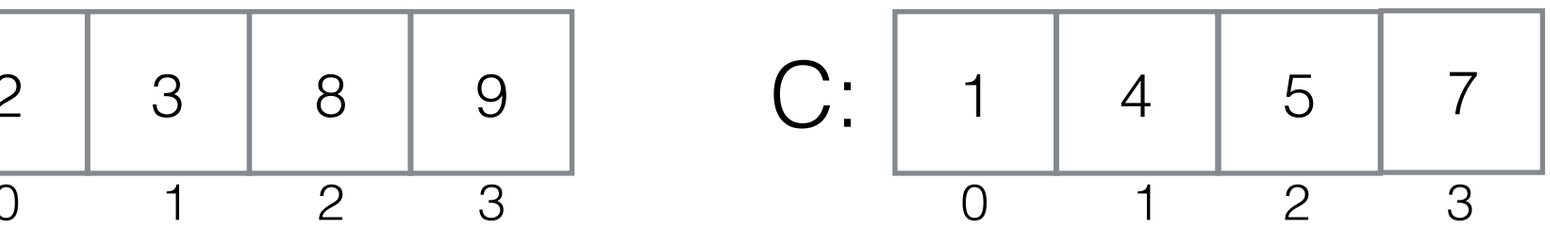

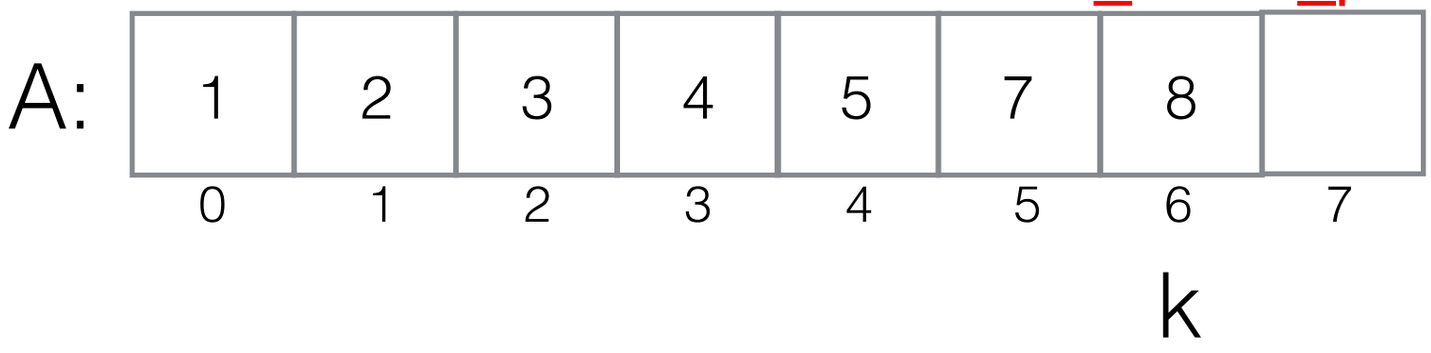

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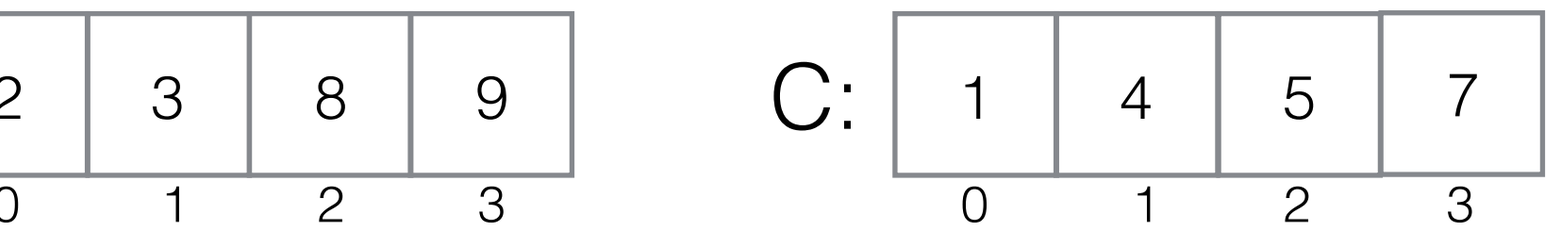

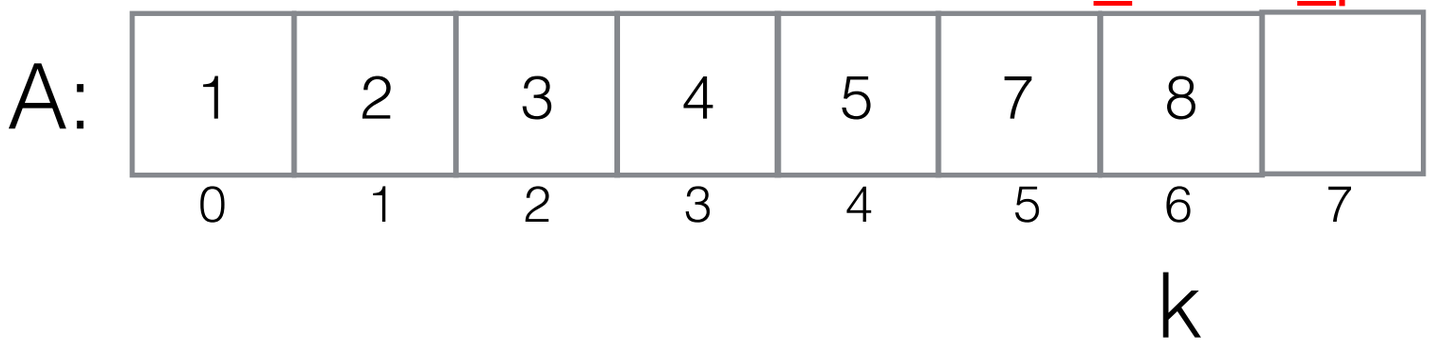

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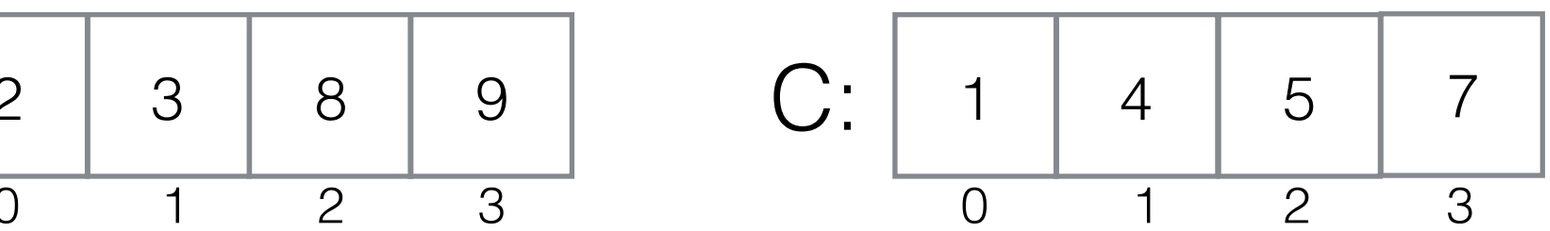

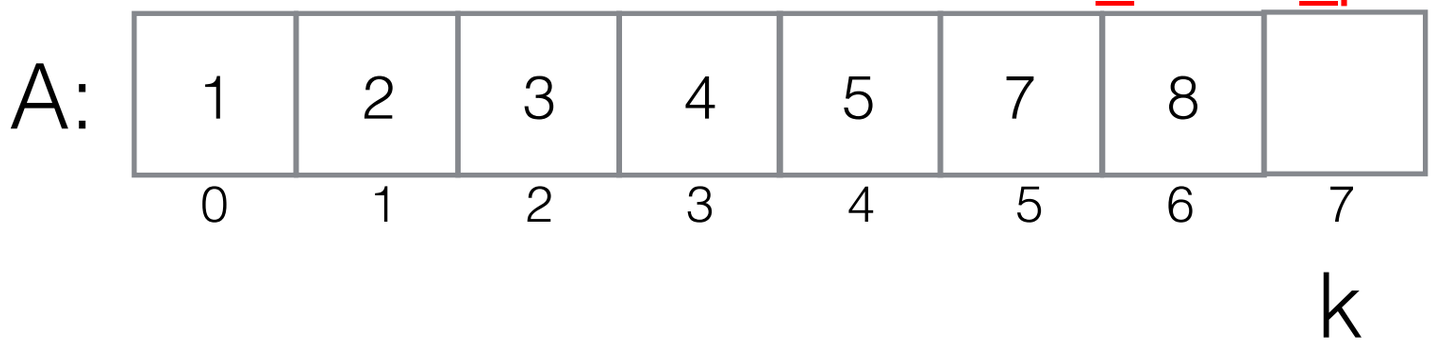

Mergesort: Merging Arrays

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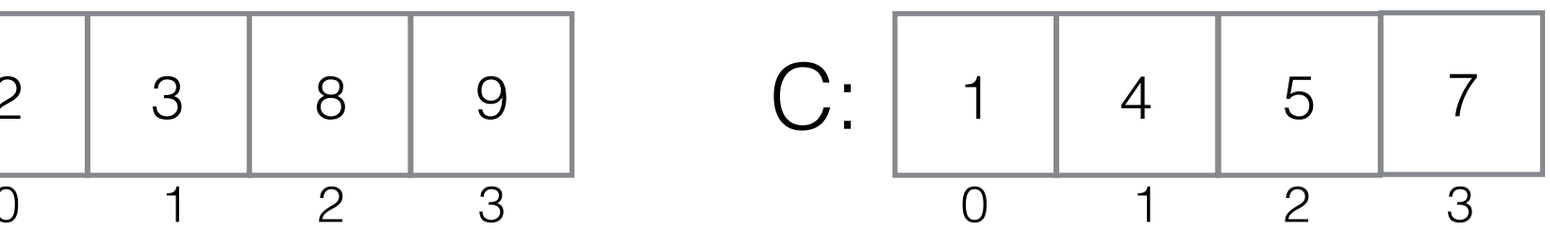

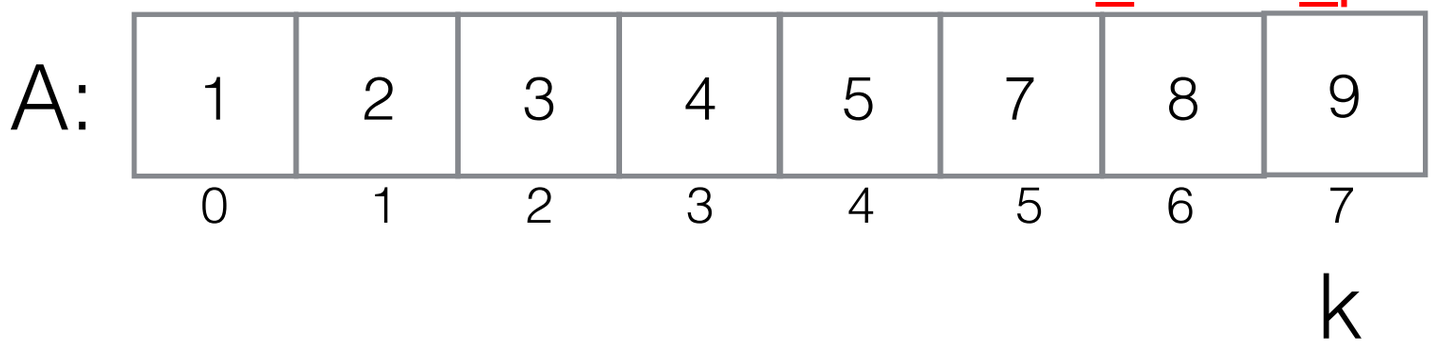

Mergesort: Analysis

- How many comparisons will MERGE need to make in the worst case, when given arrays of size ⌊n/2⌋ and ⌈n/2⌉?

- If the largest and elements are in different arrays, then n – 1 risons. Hence the cost equation for Mergesor

$$C(n) = \begin{cases} 0 & \text{if } n < 2 \\ 2C(n/2) + n - 1 & \text{otherwise} \end{cases}$$

- By the Master Theorem, C(n) ∈ Θ(n log n).

Mergesort: Properties

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- For large n, the number of comparisons made tends to be around 75% of the worst-case scenario.

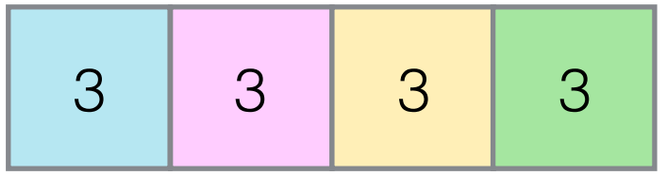
- Is mergesort stable? ?

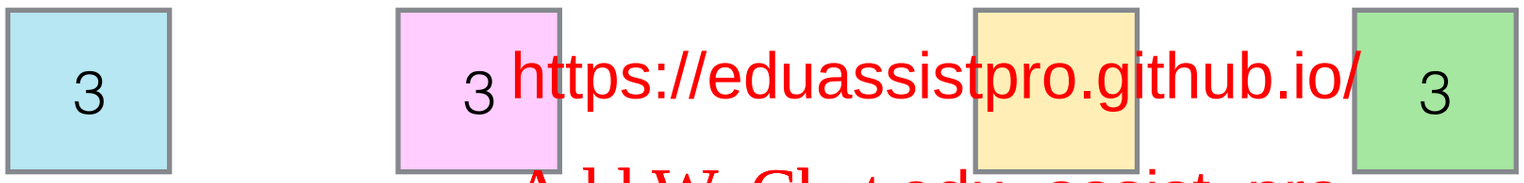
- Is mergesort in-pl

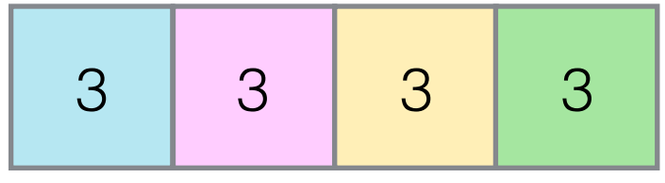
- If comparisons are fast, me ranks between quicksort and heapsort (covered next week) for time, assuming random data.

- Mergesort is the method of choice for linked lists and for very large collections of data.

Mergesort: Stability







Mergesort: Properties

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Bottom-Up Mergesort

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- An alternative way of doing mergesort:

- Generate **runs** of length 2, then of length 4, and so on:

Quicksort

- Quicksort takes a divide-and-conquer approach that is different to mergesort's.

- It uses the **partitioning** idea from QuickSelect, picking a pivot element, and partitioning the array around that, so as to obtain this situation:

- The element A[s] will be in its final position (it is the (s + 1)th smallest element).

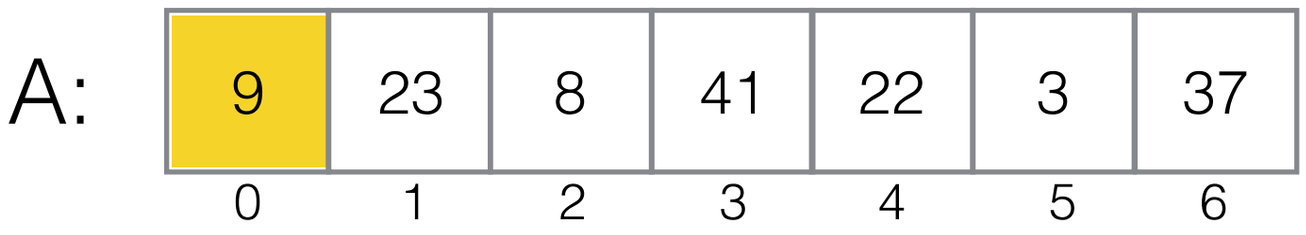
- All that then needs to be done is to sort the segment to the left, recursively, as well as the segment to the right.

Quicksort

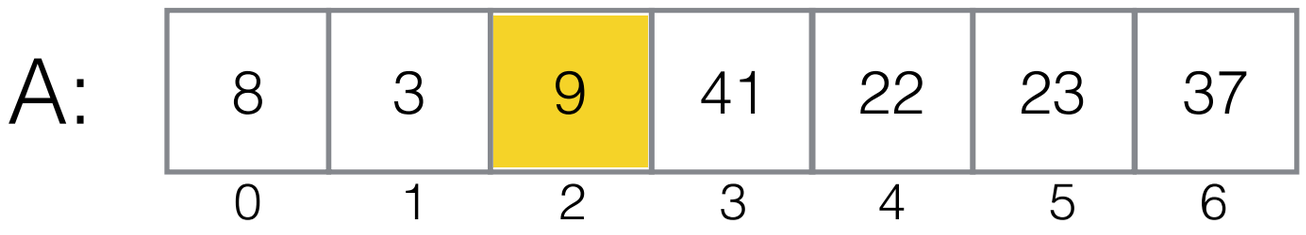
- Very short and elegant:

- Initial call: Quicksort(A, 0, n – 1).

Quicksort: Example



Quicksort: Example



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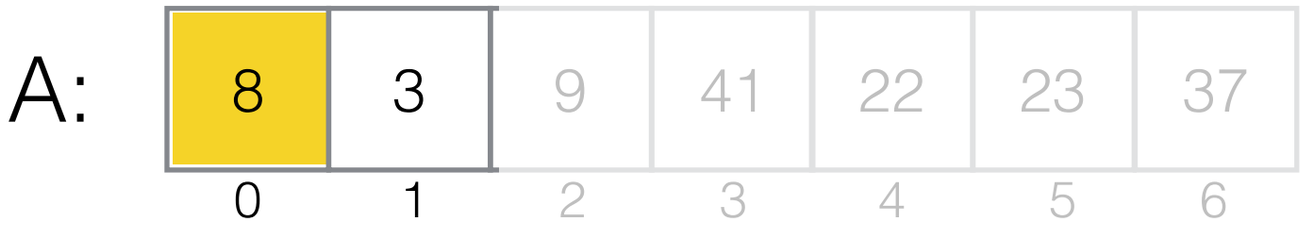

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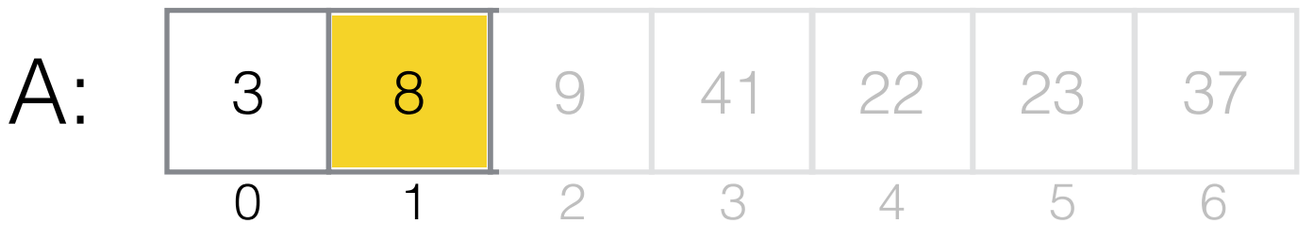

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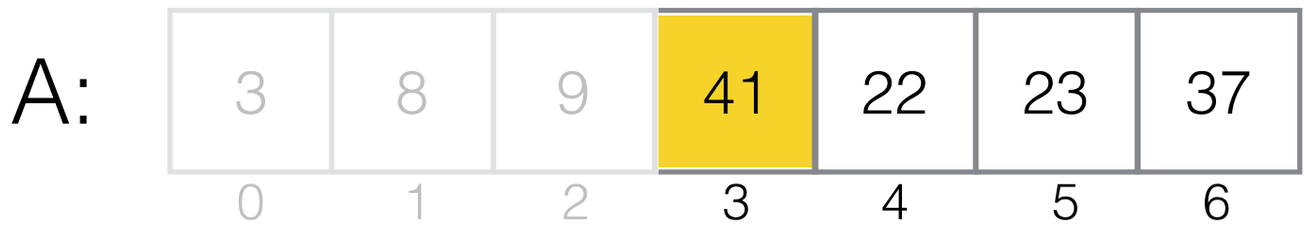
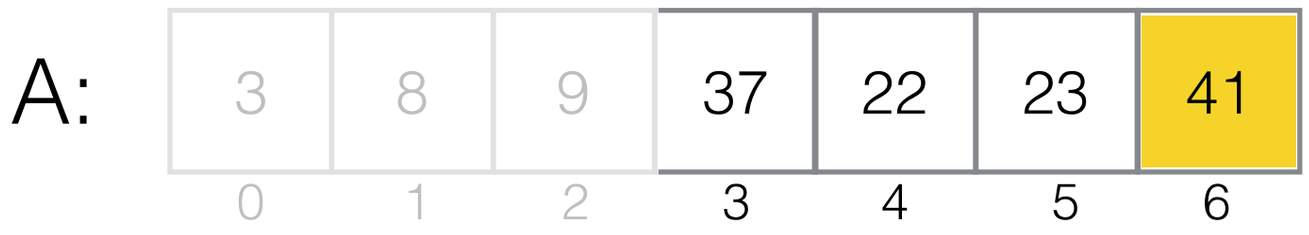
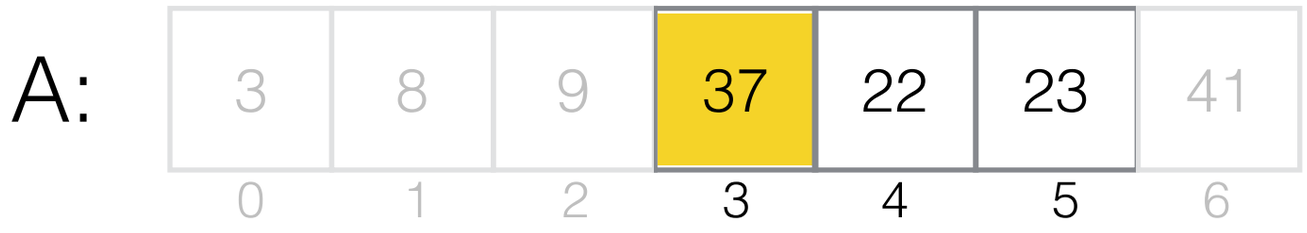


Quicksort: Example



Quicksort: Example



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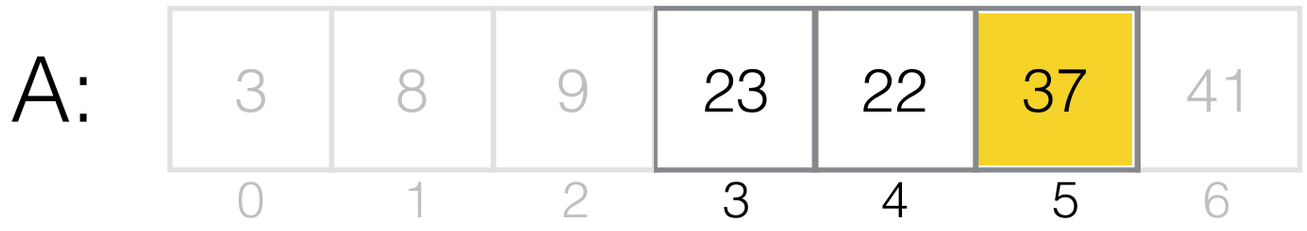

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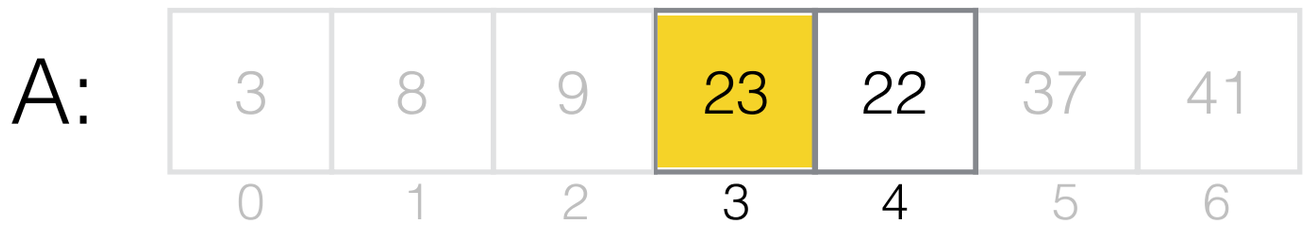

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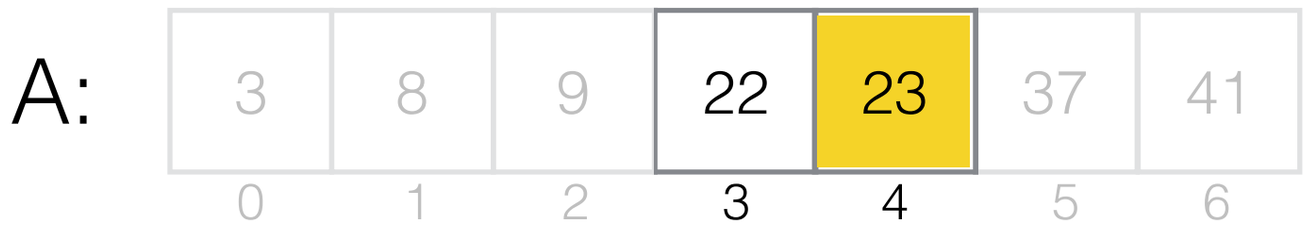

Quicksort: Example

A:

3	8	9	22	23	37	41
0	1	2	3	4	5	6

Hoare Partitioning

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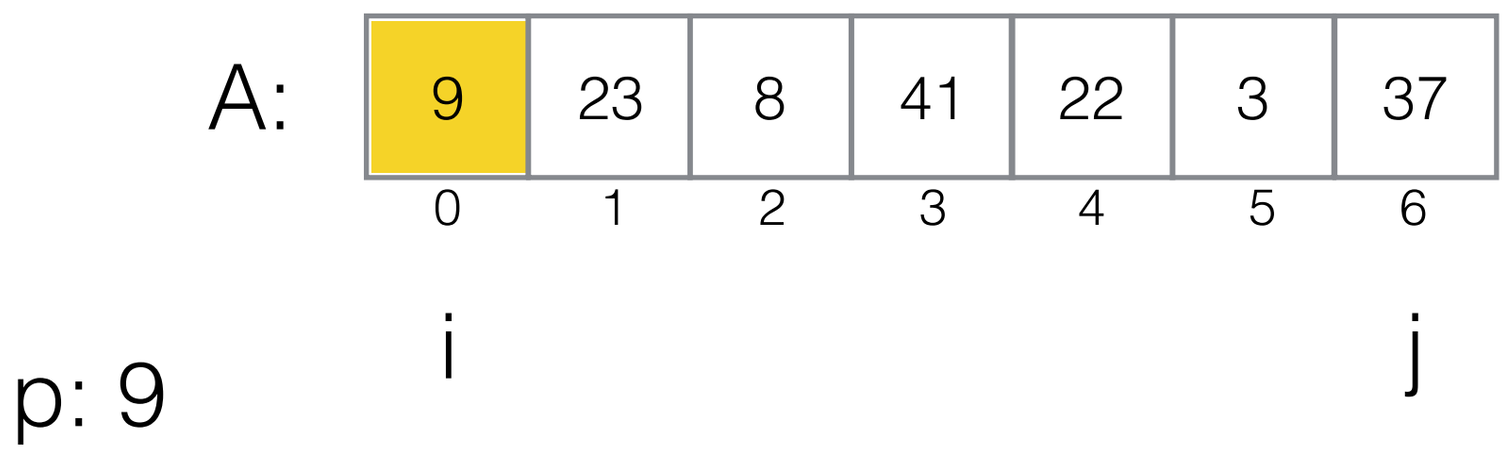
- The standard way of doing partitioning in Quicksort

Hoare Partitioning



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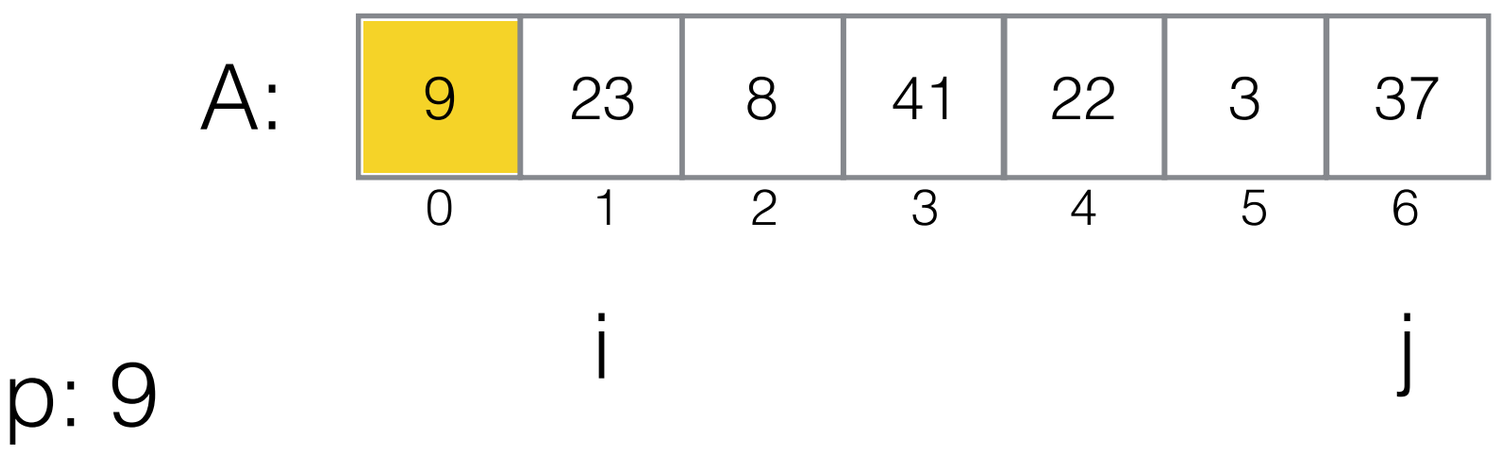

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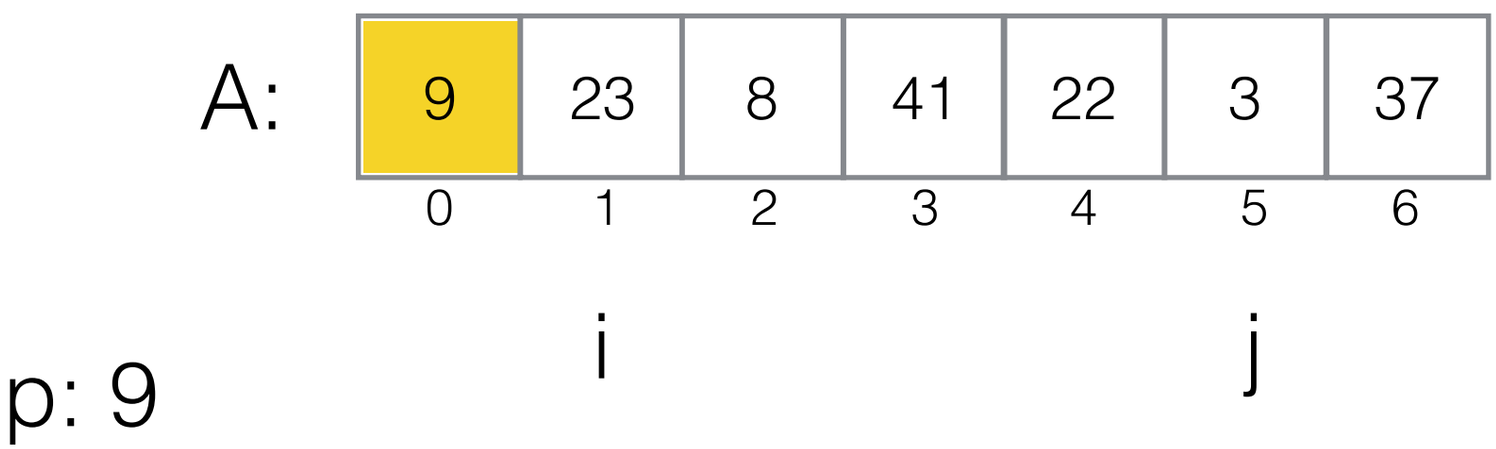

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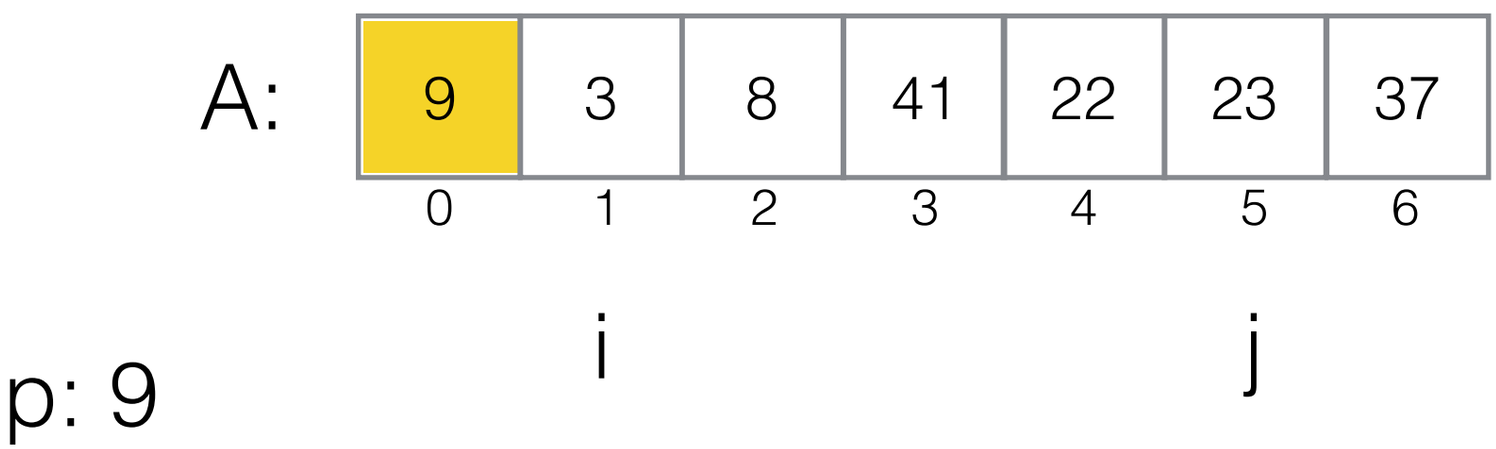

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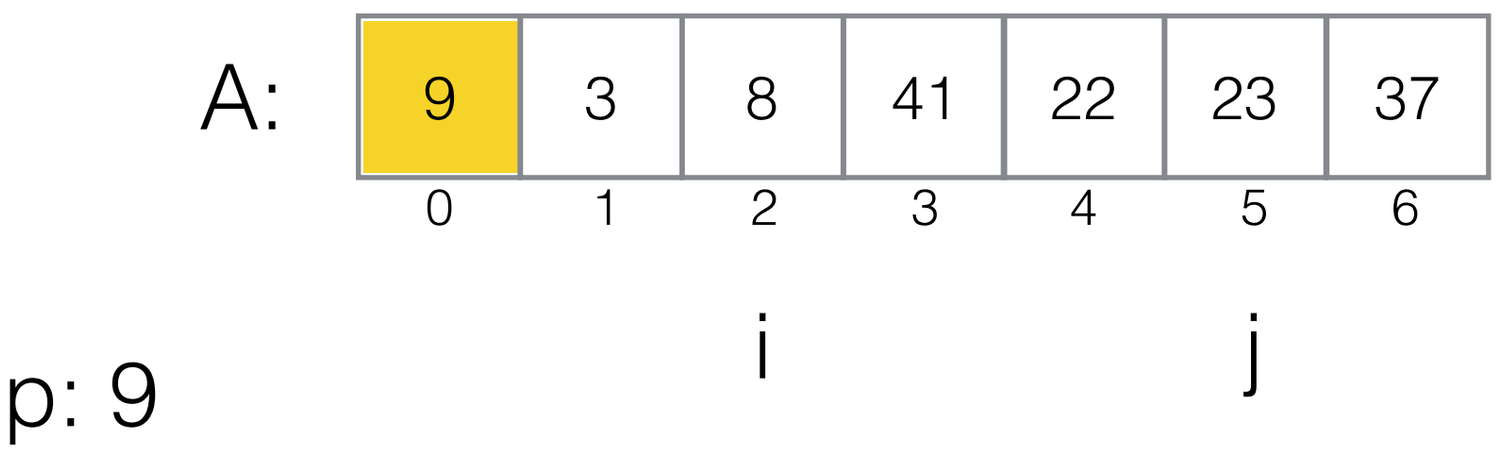

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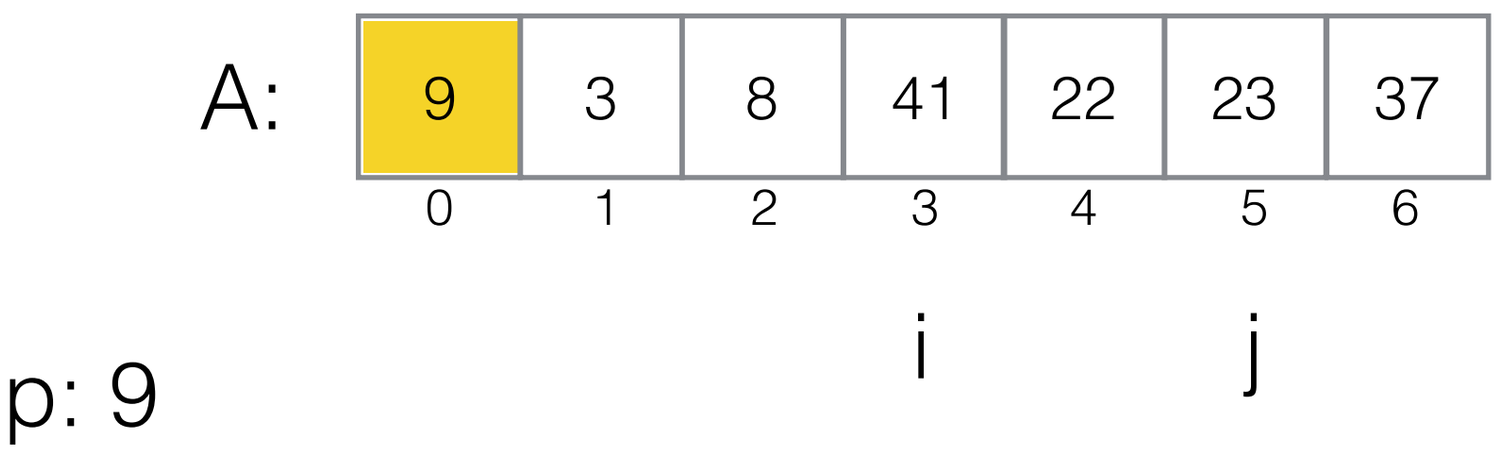

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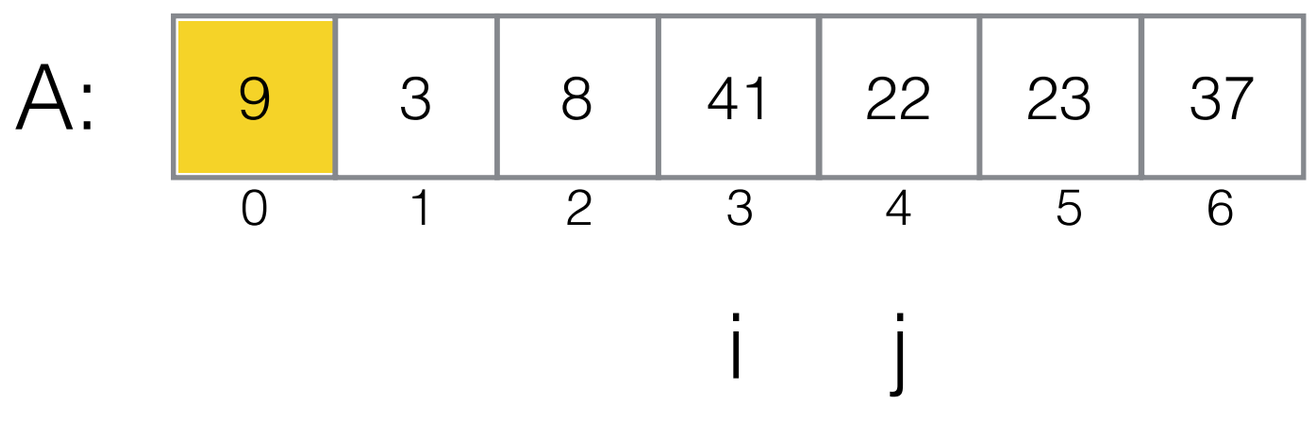

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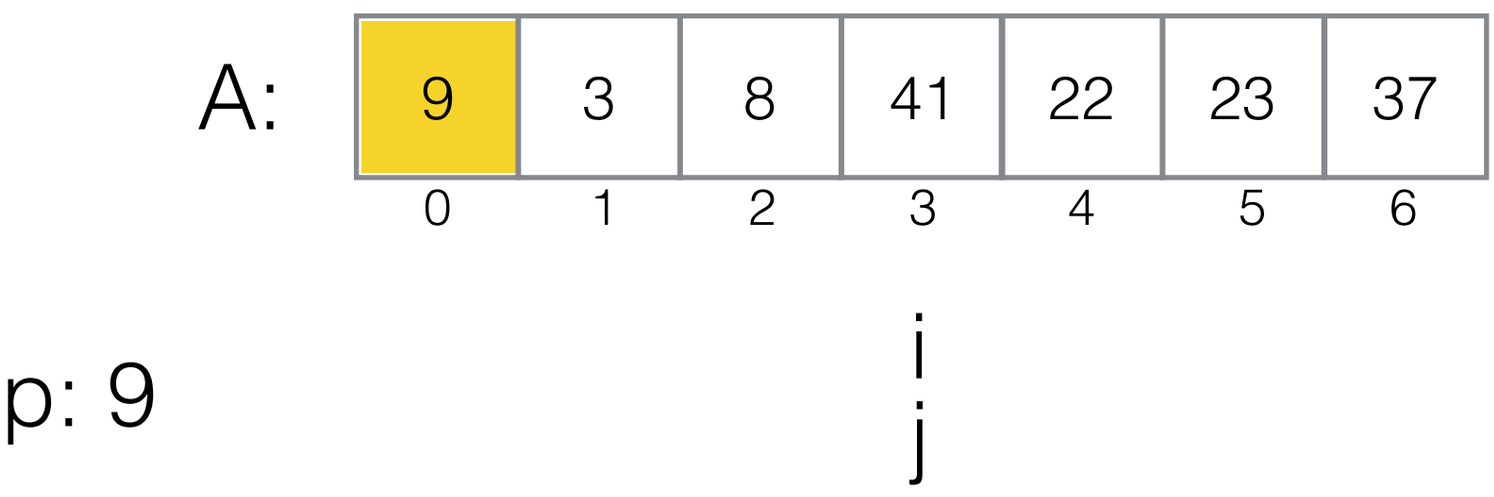

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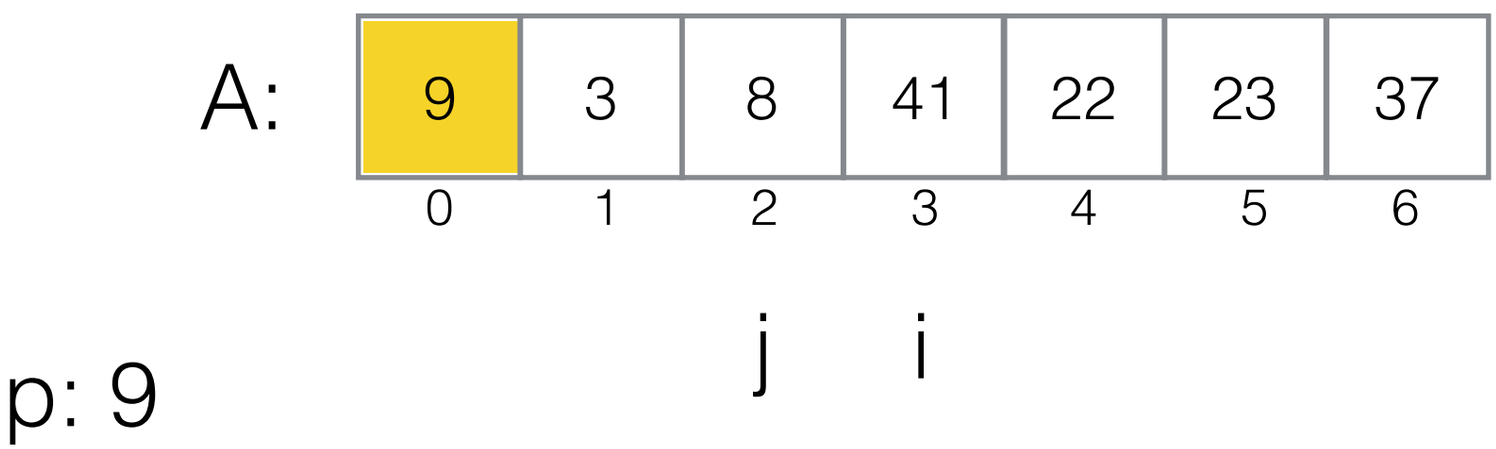

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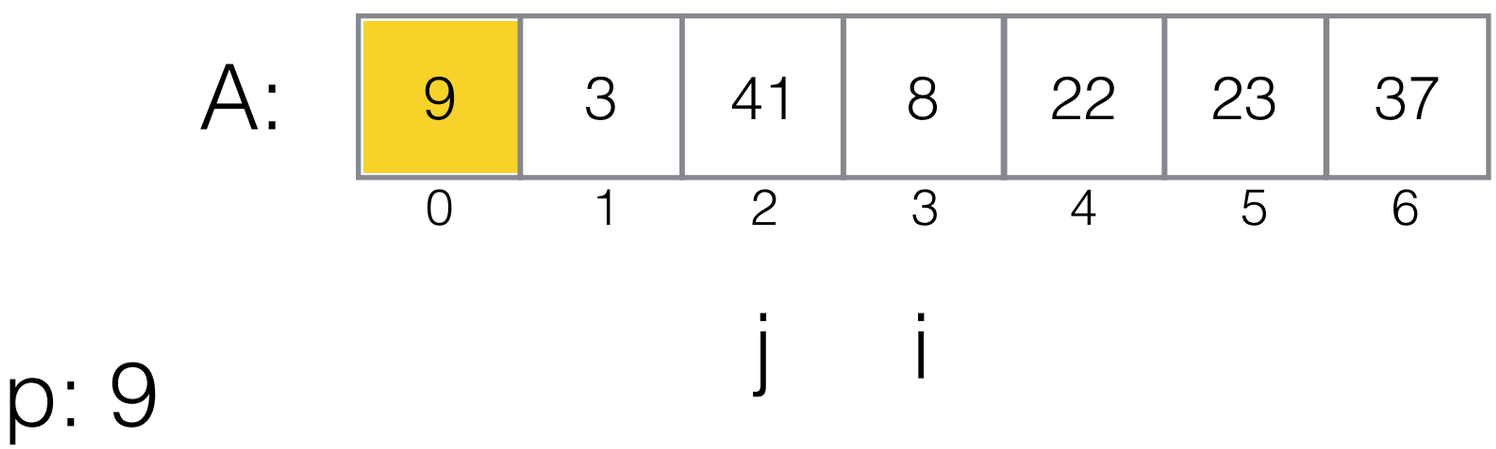

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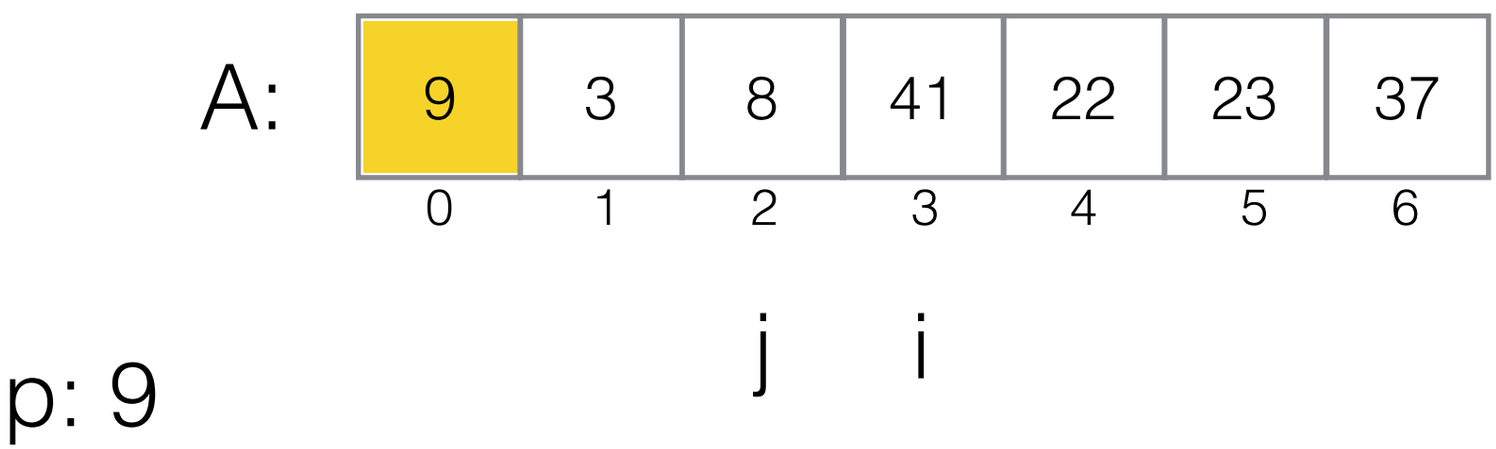

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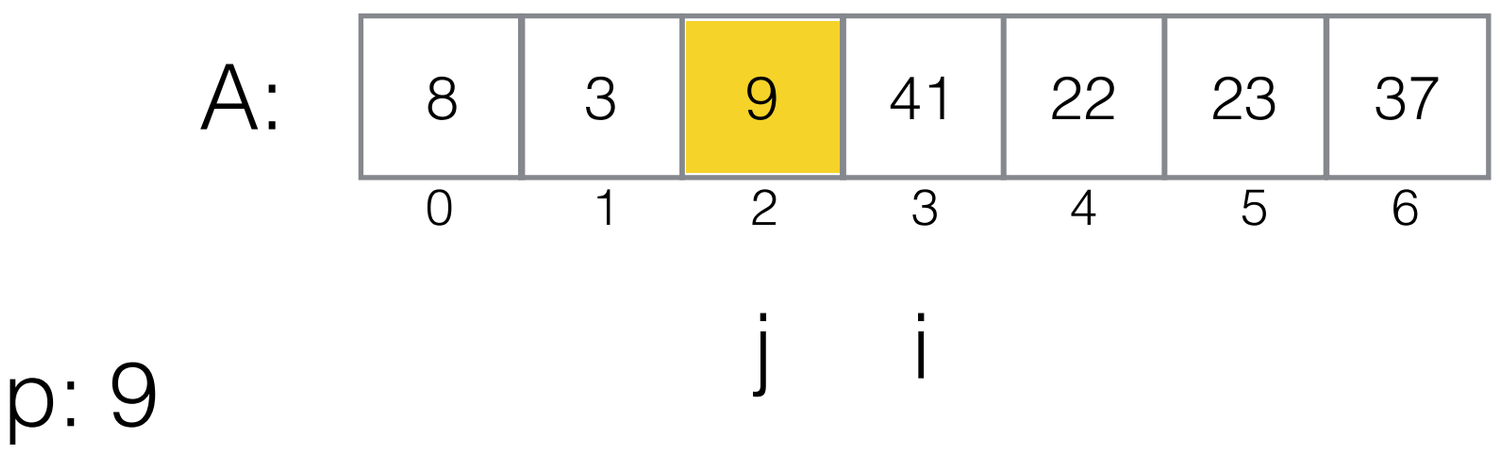

Quicksort Analysis: Best Case Analysis

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- The best case happens when the pivot is the median; that results in two sub-tasks of equal size.

The ‘n’ is for the Partition.

is performed by

- By the Master Theorem, $C_{best}(n) \in \Theta(n \log n)$, just as for mergesort, so quicksort’s best case is (asymptotically) no better than mergesort’s worst case.

Quicksort Worst Case

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A:

Quicksort Analysis: Worst Case Analysis

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- The worst case happens if the array is already sorted.

- In that case, we don't really have divide-and-conquer, becaus e call deals with a problem size that decremented by 1:

- That is, $C_{worst}(n) = n + (n - 1) + \cdots + 3 + 2 \in \Theta(n^2)$.

Quicksort Improvements: Median-of-Three

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- It would be better if the pivot was chosen randomly.

- A cheap and useful approximation to this is to take the median of three candidates, A[lo], A[hi], and A[⌊(lo + hi)/2⌋].

- Reorganise the three elements so that p_1 is the median, and p_3 is the largest of the three.

- Now run quicksort as before.

Quicksort Improvements: Median-of-Three

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- In fact, with median-of-three, we can have a much faster version than before, simplifying tests in the innermost loops:

Quicksort Improvements: Early Cut-Off

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- A second useful improvement is to stop quicksort early and switch to insertion sort. This is easily implemented:

Quicksort Properties

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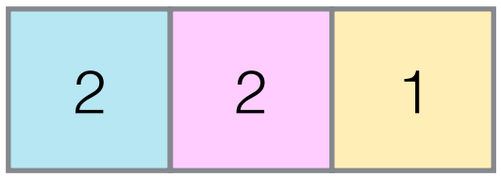
- With these (and other) improvements, quicksort is considered the best available sorting method for arrays of random data.
- A major reason for its speed is the very tight inner loop in PARTITION.
- Although mergesort has a better performance guarantee, quicksort is faster on average.

- In the best case, we get $\lceil \log_2 n \rceil$ levels. It can be shown that on random data, the expected number is $2 \log_e n \approx 1.38 \log_2 n$. So quicksort's average behaviour is very close to the best-case behaviour.
- Is quicksort stable? ?
- Is it in-place? yes

Quicksort Stability



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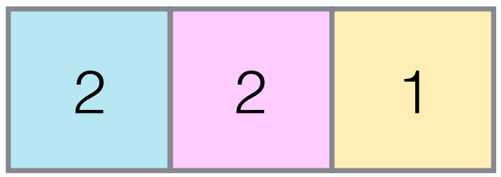

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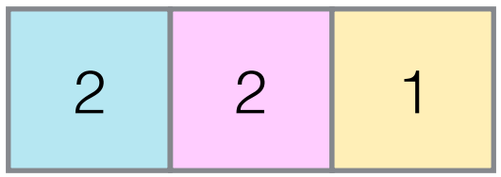

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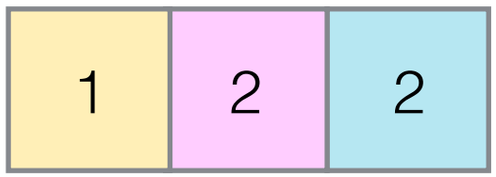
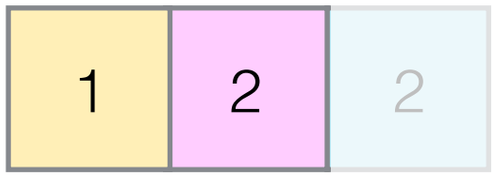
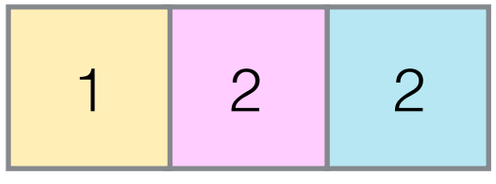


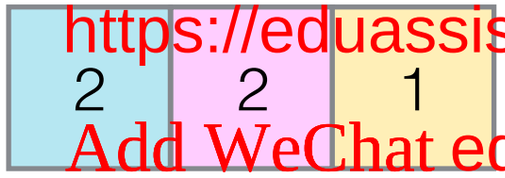
Quicksort Stability



Quicksort Stability



This is where we finished



This is where we started

Not stable

Quicksort Properties

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- With these (and other) improvements, quicksort is considered the best available sorting method for arrays of random data.

- A major reason for its speed is the very tight inner loop in PARTITION.

- Although mergesort has a better performance guarantee, quicksort is faster on average.

- In the best case, we get $\lceil \log_2 n \rceil$ levels. It can be shown that on random data, the expected number is $2 \log_e n \approx 1.38 \log_2 n$. So quicksort's average behaviour is very close to the best-case behaviour.

- Is quicksort stable? no

- Is it in-place? yes

Next up

- Tree traversal m apply the divide-and-conquer techniqe to est-pair problem.

