



Design and Analysis of Algorithms

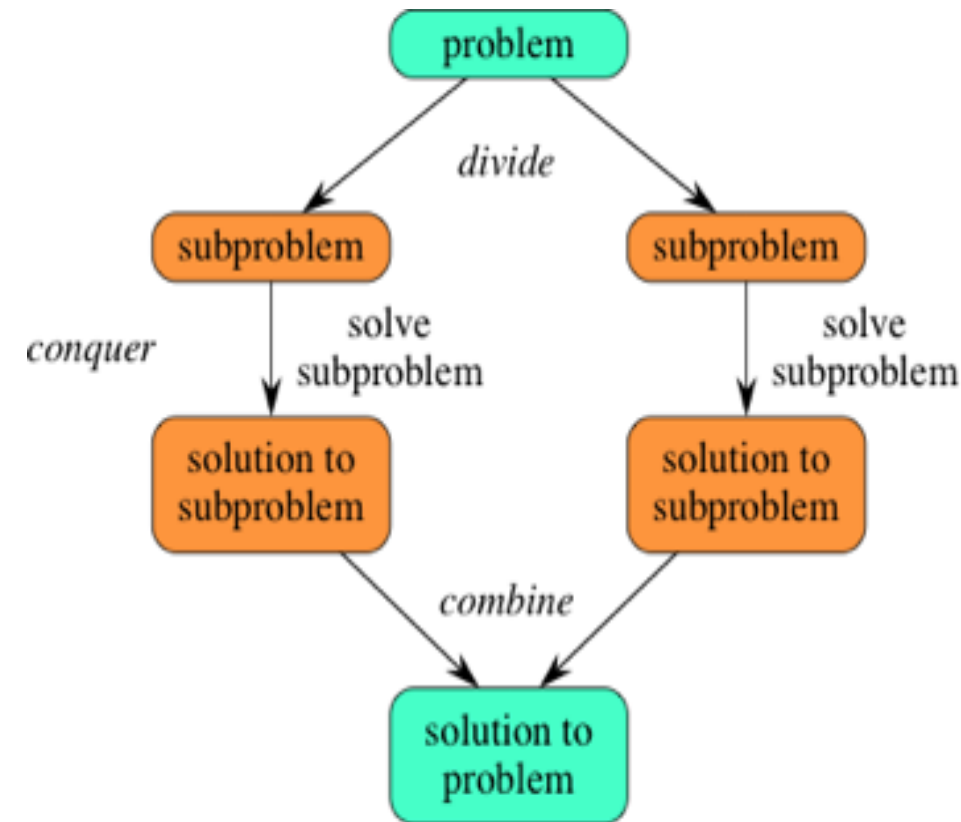
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Divide and conquer

Divide and conquer strategy involves three steps :

1. **Divide** the given problem into sub-problems of **same type**. This step involves breaking the problem into smaller sub-problems. **Sub-problems should represent a part of the original problem**. This step generally takes a recursive approach to divide the problem until no sub-problem is further divisible.

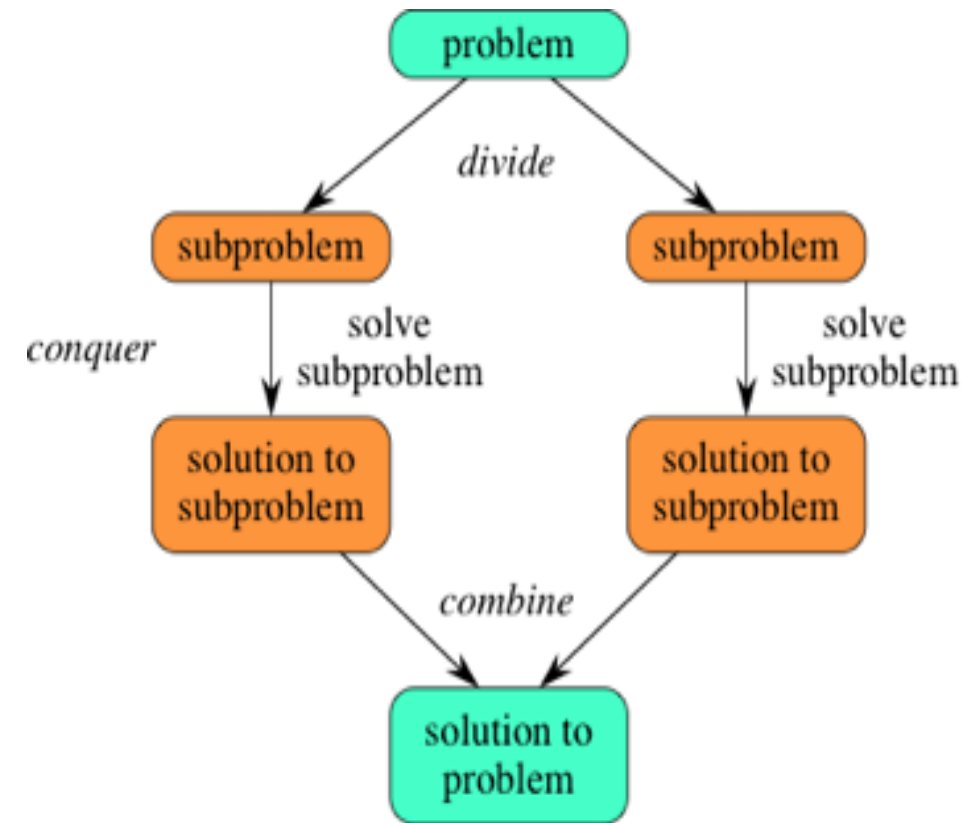


Divide and conquer

Divide and conquer strategy involves three steps :

2. Conquer the sub-problems by solving them recursively. If the sub-problem sizes are small enough, just solve the sub-problems in a straightforward manner.

3. Combine: Appropriately combine the answers. When the smaller sub-problems are solved, this stage recursively combines them until they formulate a solution of the original problem.

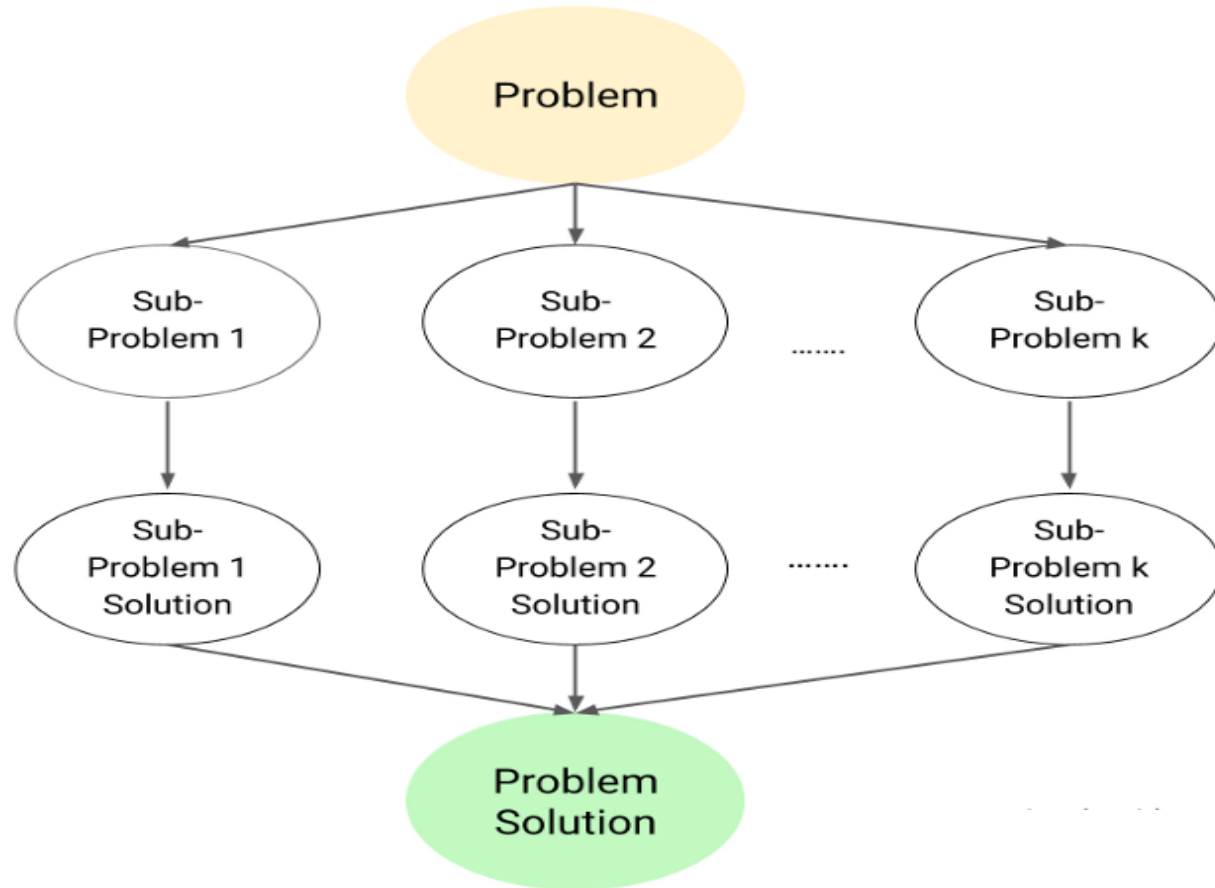


Divide and conquer

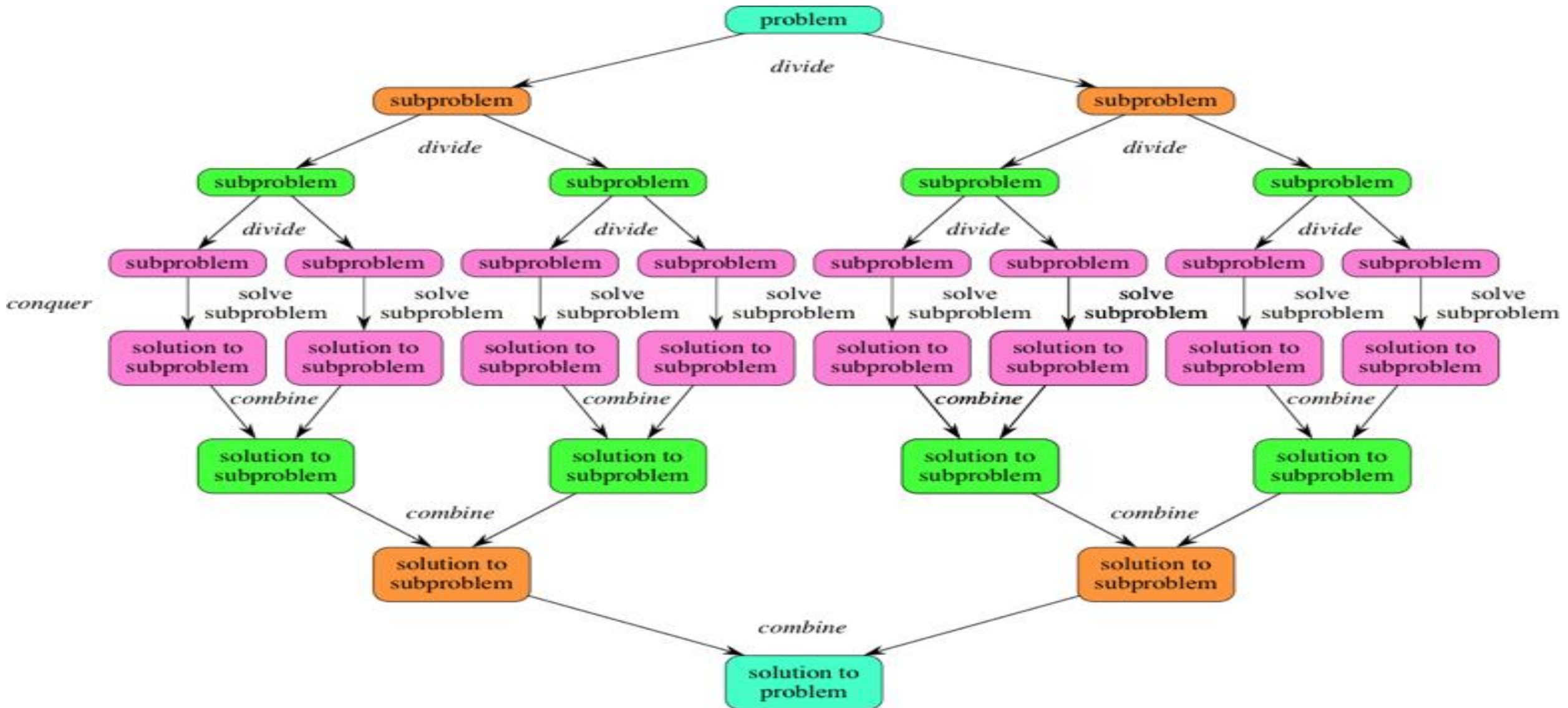
Divide
Dividing the problem into
smaller sub-problems

Conquer
Solving each
sub-problems recursively

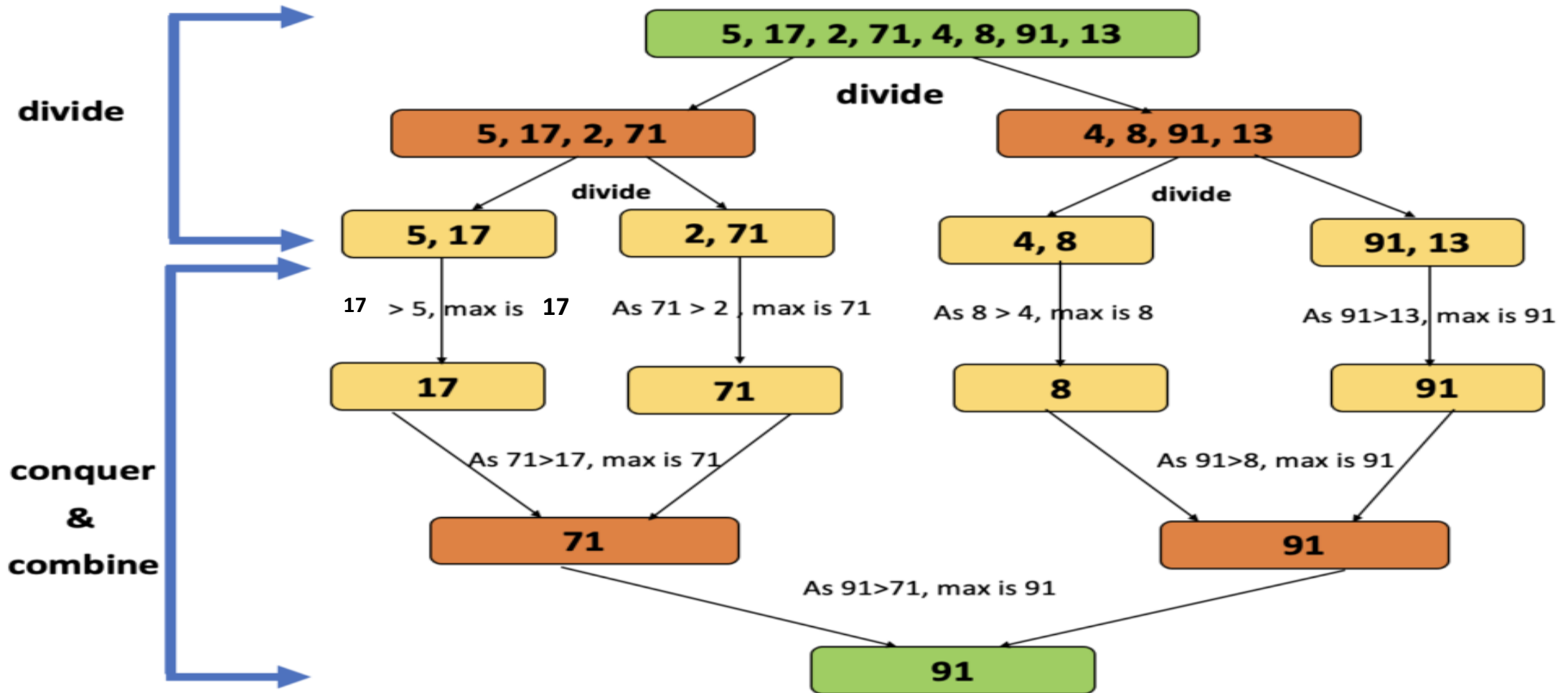
Combine
Combining sub-problem
solutions to build the original
problem solution



Divide and conquer

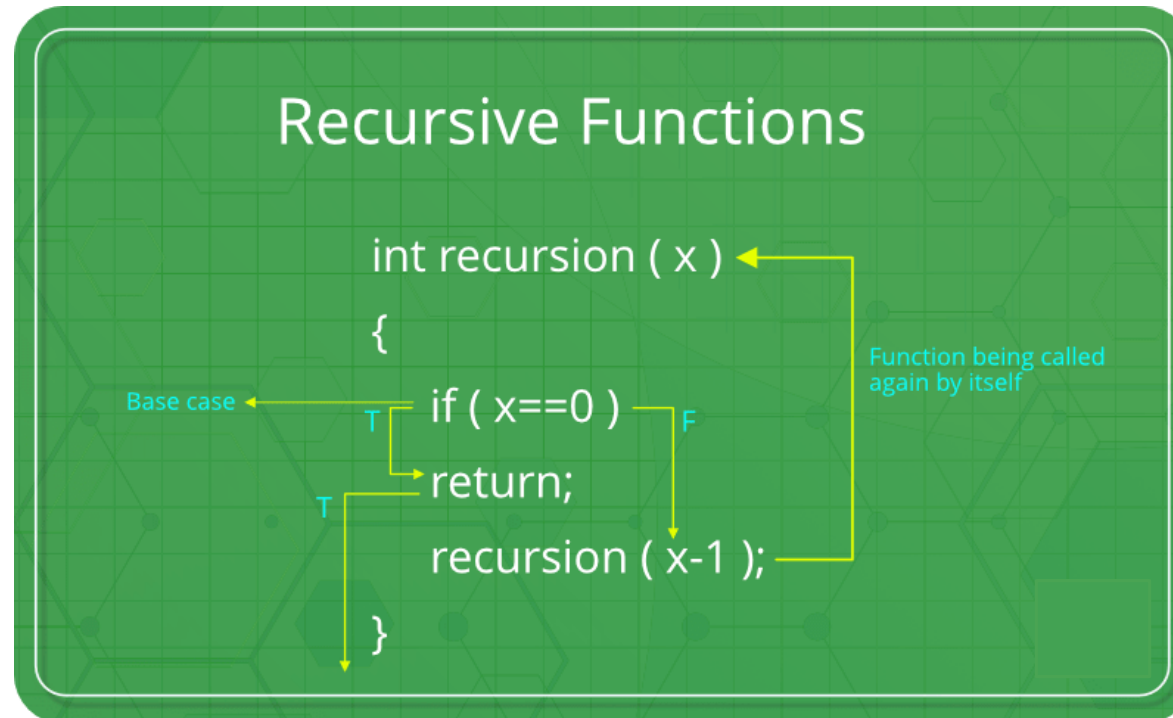


Divide and conquer (Find The Maximum)



Recursive Functions

- A recursive function is a function in code that refers to itself for execution.



Divide and conquer Algorithm

```
Divide_Conquer(problem P) {  
    if Small(P) return SimpleSolution(P);  
    else {  
  
        divide P into smaller instances  $P_1, P_2, \dots, P_k, k \geq 2$ ;  
  
        Apply Divide_Conquer to each of these subproblems;  
  
        return Combine(Divide_Conquer( $P_1$ ), Divide_Conquer( $P_2$ ), ...,  
            Divide_Conquer( $P_k$ ));  
    }  
}
```


Advantages of Divide and Conquer Algorithm

- **Solving difficult problems**: It is a powerful method for solving difficult problems. Dividing the problem into sub-problems so that sub-problems can be combined again is a major difficulty in designing a new algorithm. For many such problem this algorithm provides a simple solution.
- The **Tower of Hanoi** was one of the biggest mathematical puzzles. But the divide and conquer algorithm has successfully been able to solve it recursively.
- The divide and conquer divides the problem into sub-problems which can run parallelly at the same time. Thus, this algorithm works on **parallelism**. *Parallelism* allows us to solve the sub-problems independently, this allows for execution in multi-processor machines.
- *Memory access*: It naturally tend to make efficient use of memory caches. This is because once a sub-problem is small, all its sub-problems can be solved within the cache, without accessing the slower main memory. The divide and conquer strategy makes use of **cache memory** because of the repeated use of variables in recursion. Executing problems in the cache memory is faster than the main memory.

Assignment 2 (two weeks)

- Write a divide-and-conquer algorithm for the Tower of Hanoi problem

Disadvantages of Divide and Conquer Algorithm

- The divide and conquer technique uses recursion. Recursion in turn leads to lots of **space complexity** because it makes use of the stack.
- The implementation of divide and conquer requires **high memory management**.
- The system may **crash** in case the recursion is not performed properly.

Some standard algorithms that follow Divide and Conquer algorithm

- ❑ Binary Search
- ❑ Merge Sort
- ❑ Quick Sort
- ❑ Closest Pair of Points
- ❑ Strassen's Algorithm (matrix multiplication)
- ❑ Finding maximum and minimum

Guess the number from 0 to 100 [Traditional Search]

Ali



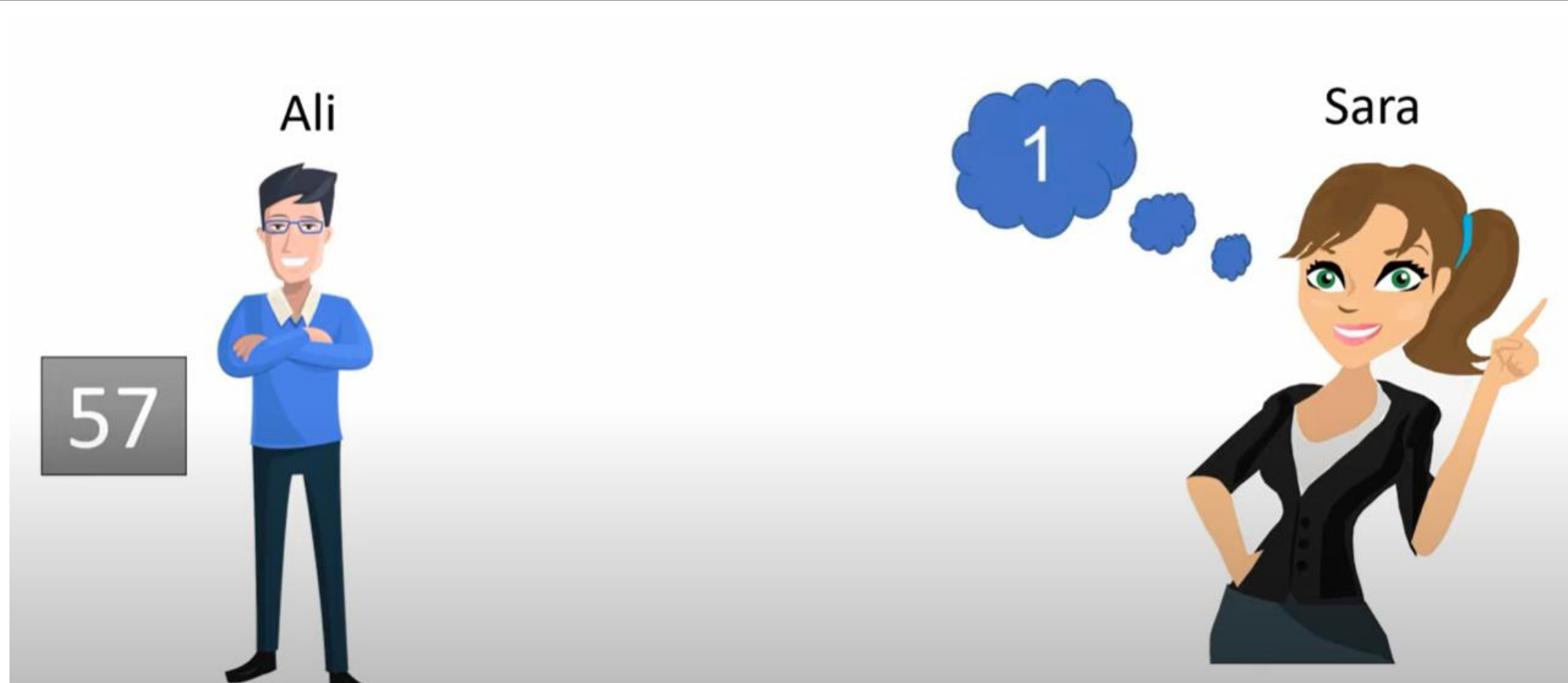
Sara



Guess the number [Traditional Search]



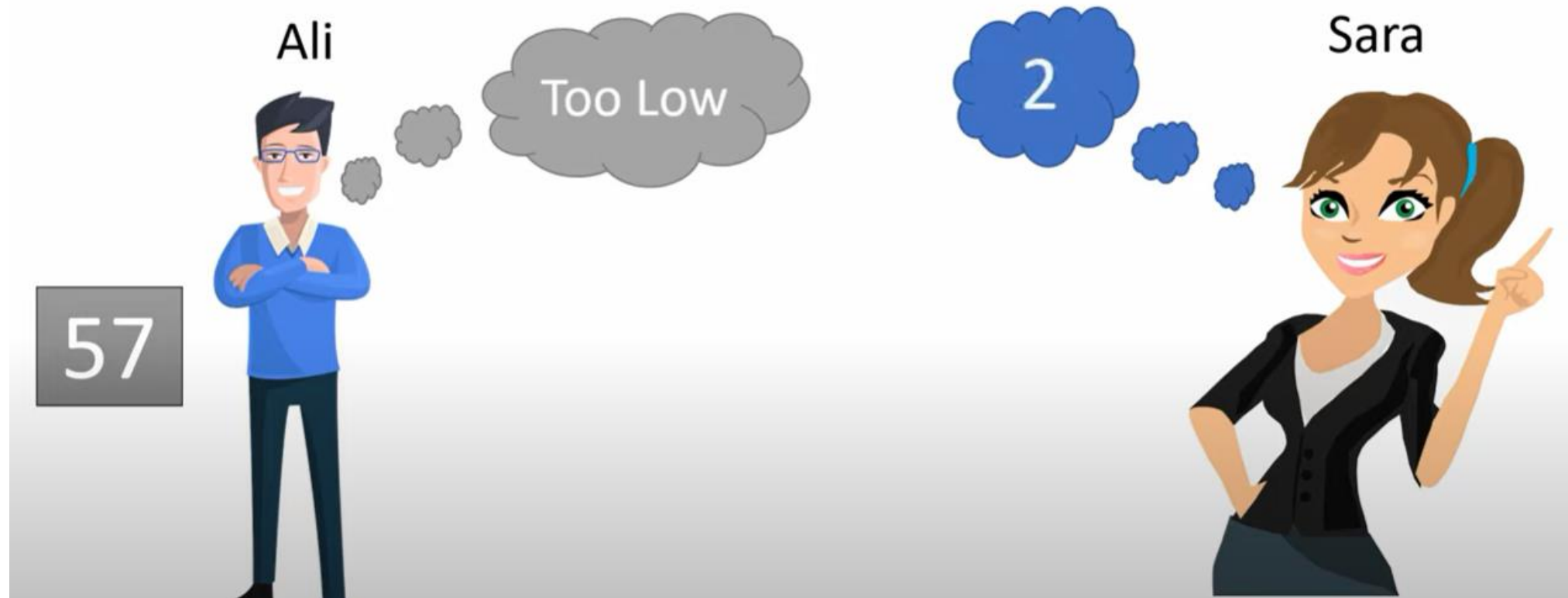
Guess the number [Traditional Search]



Guess the number [Traditional Search]



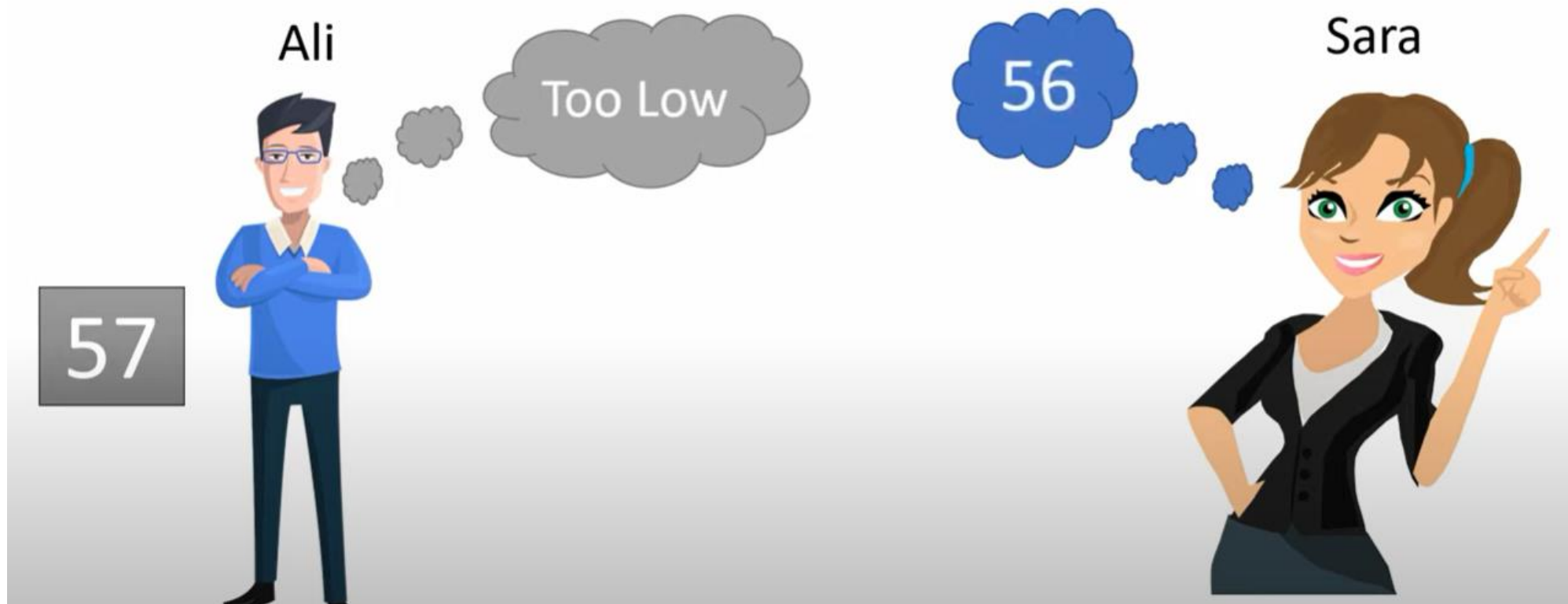
Guess the number [Traditional Search]



Guess the number [Traditional Search]

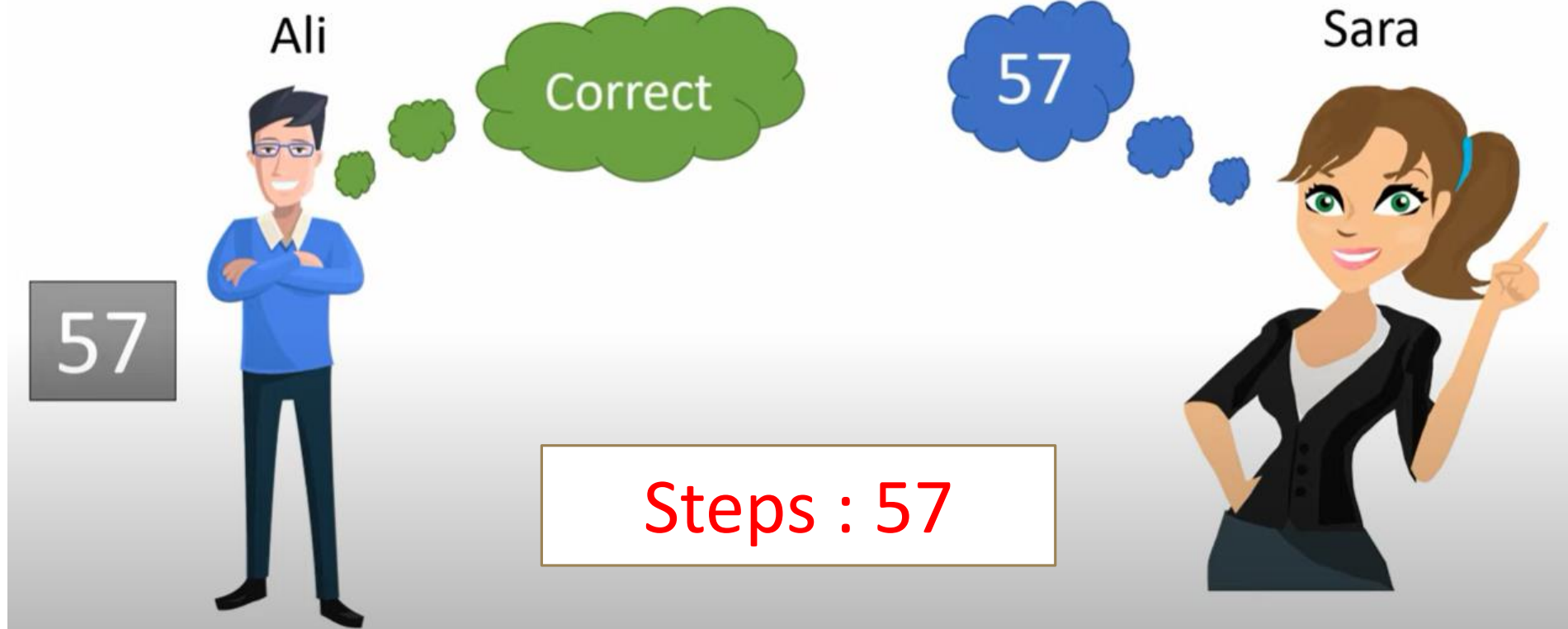


Guess the number [Traditional Search]



Guess the number [Traditional Search]

Sara follows the linear Search method



Guess the number from 0 to 100 [Binary Search]

Ali



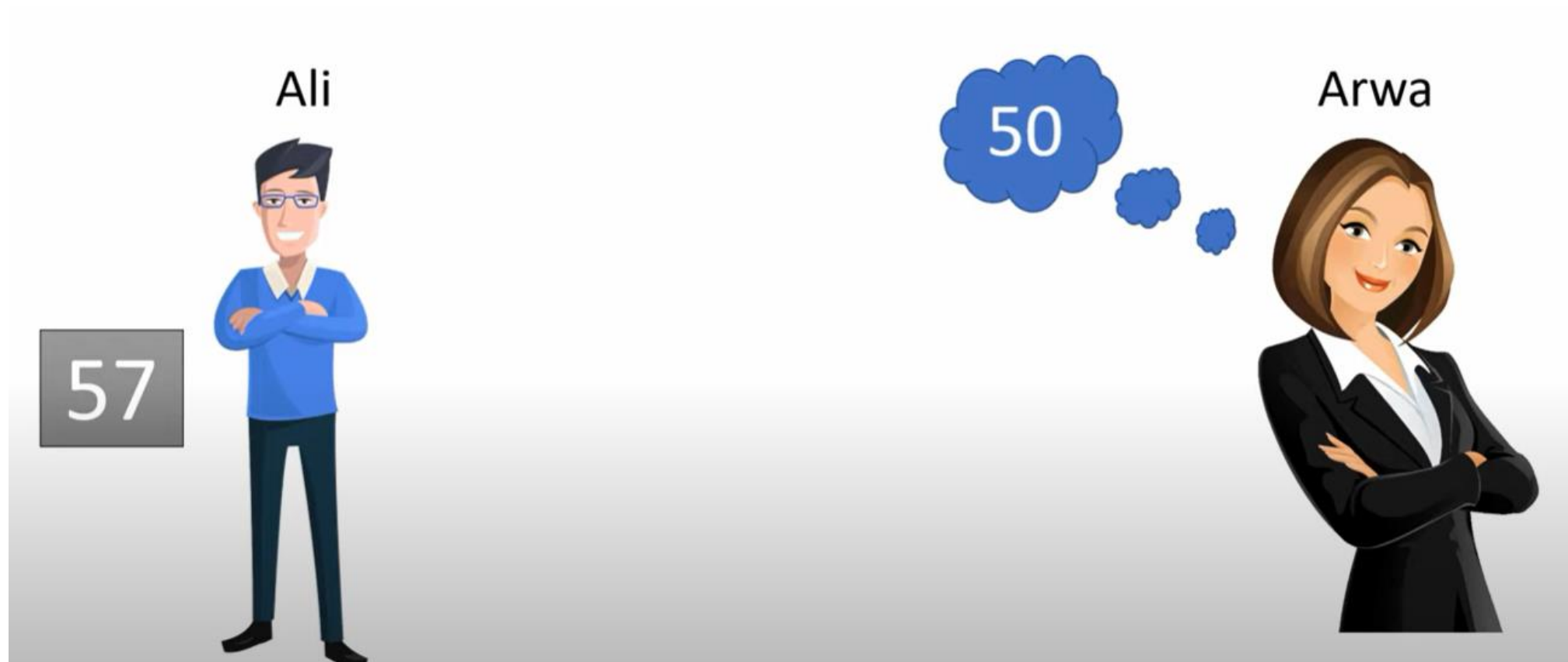
Arwa



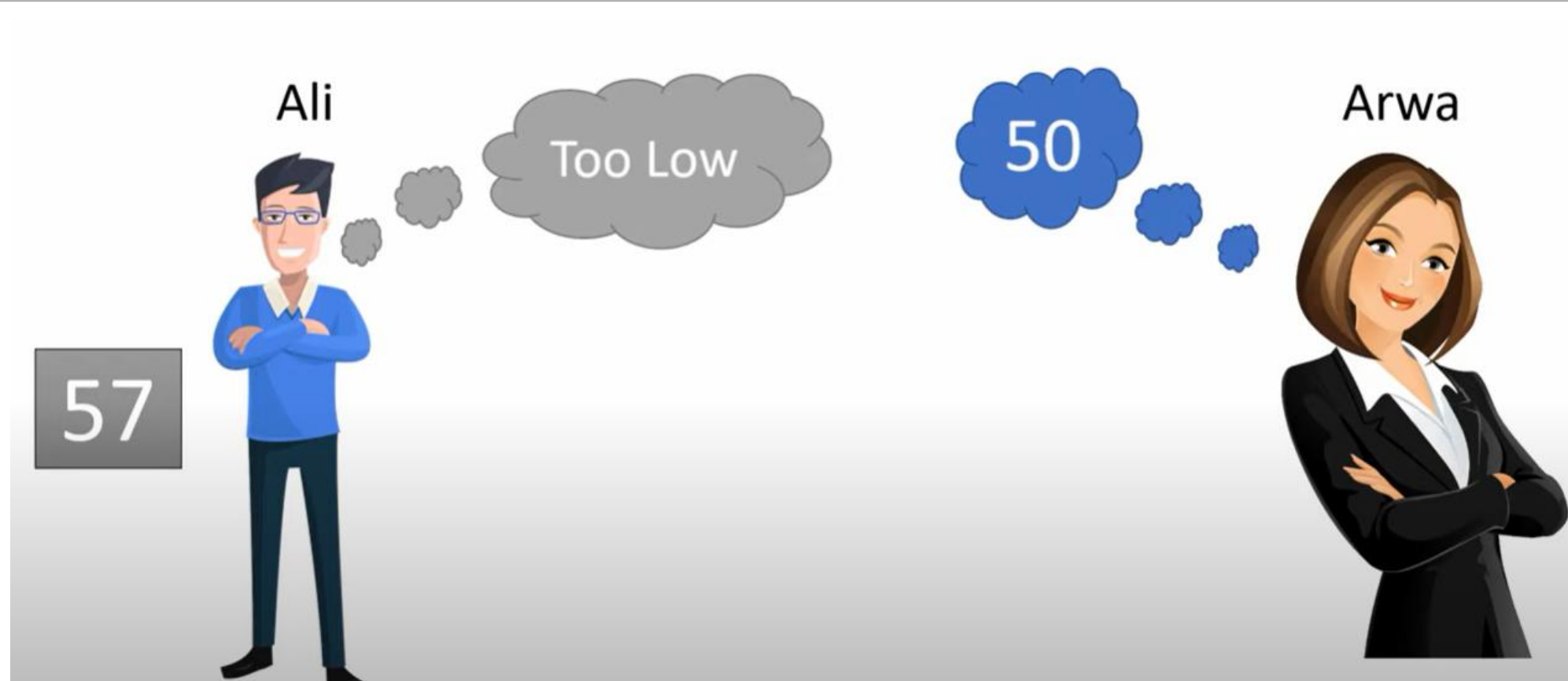
Guess the number [Binary Search]



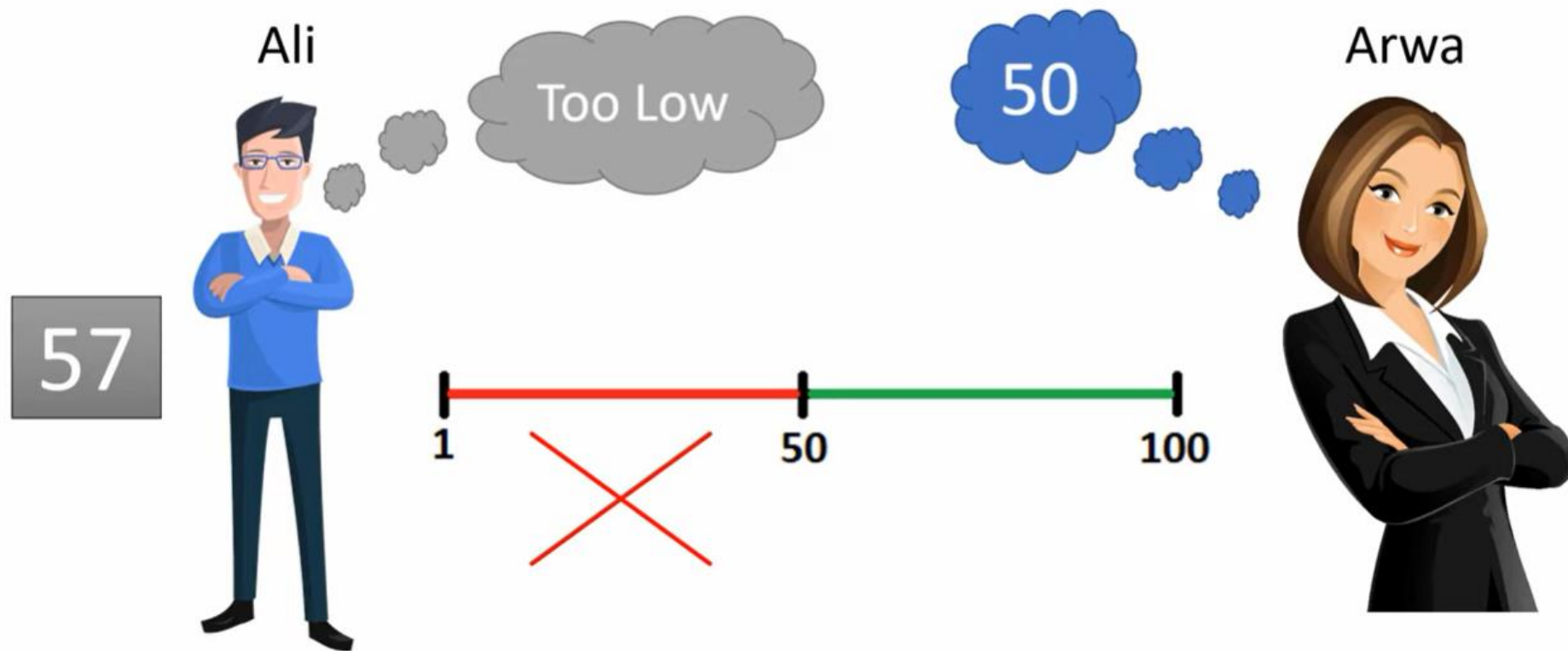
Guess the number [Binary Search]



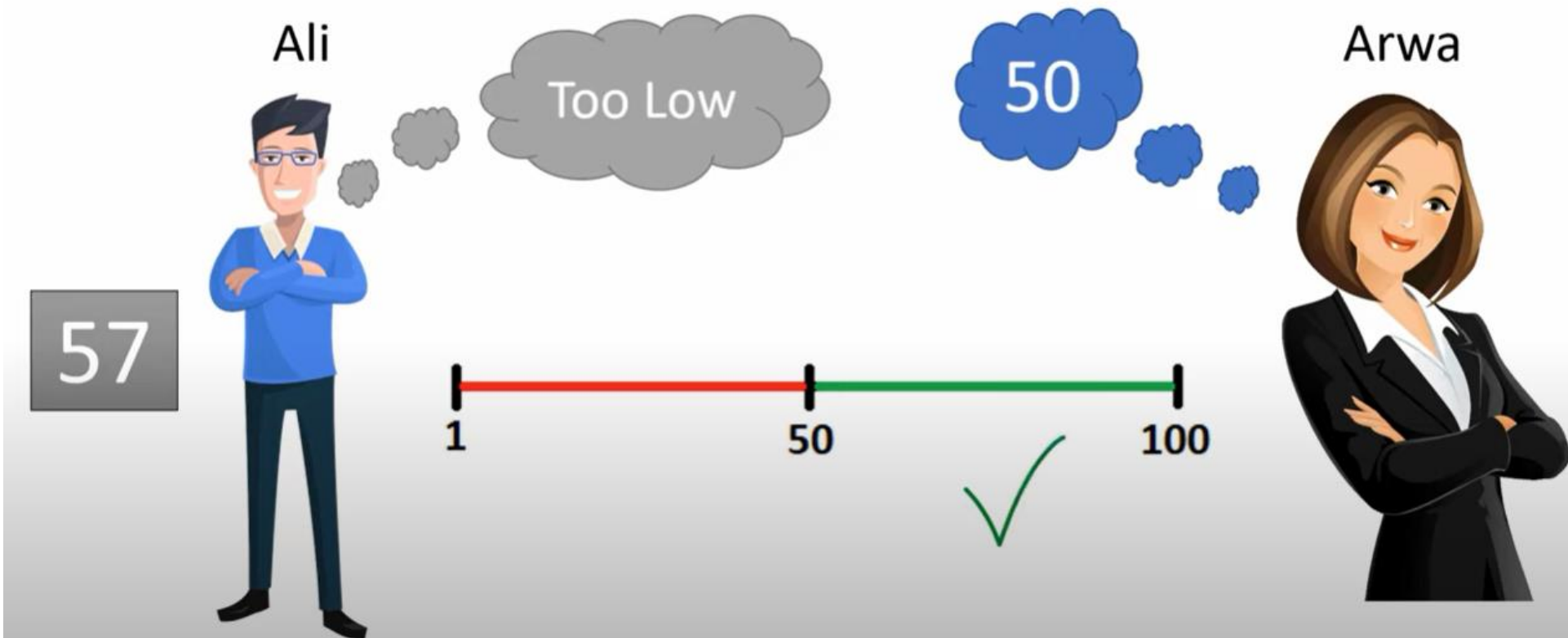
Guess the number [Binary Search]



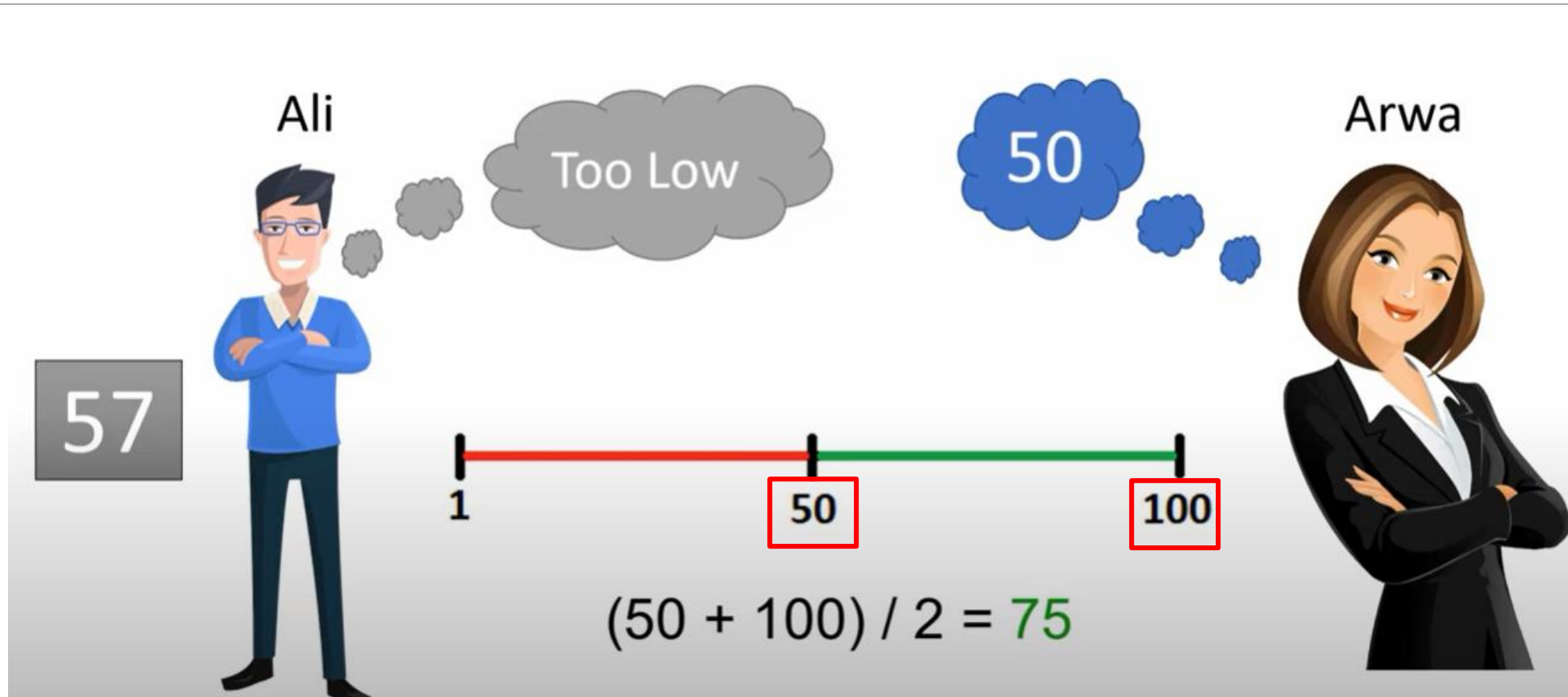
Guess the number [Binary Search]



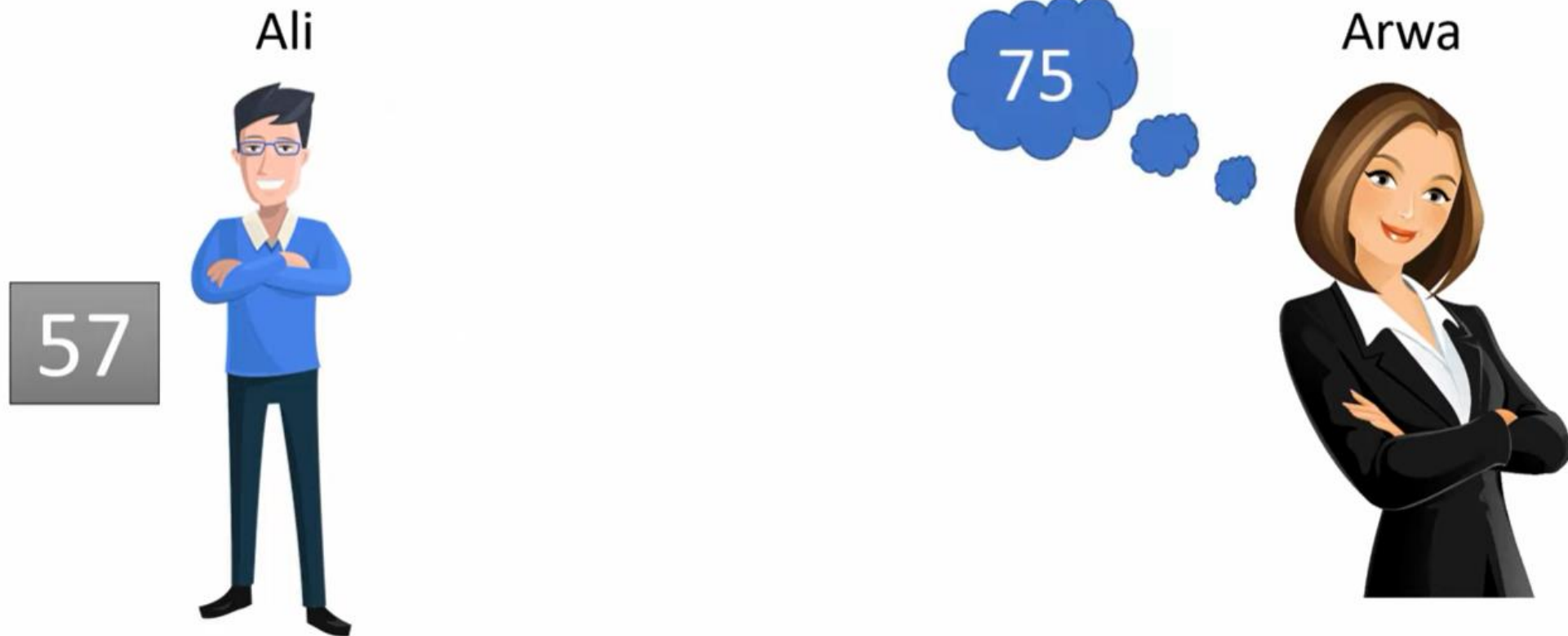
Guess the number [Binary Search]



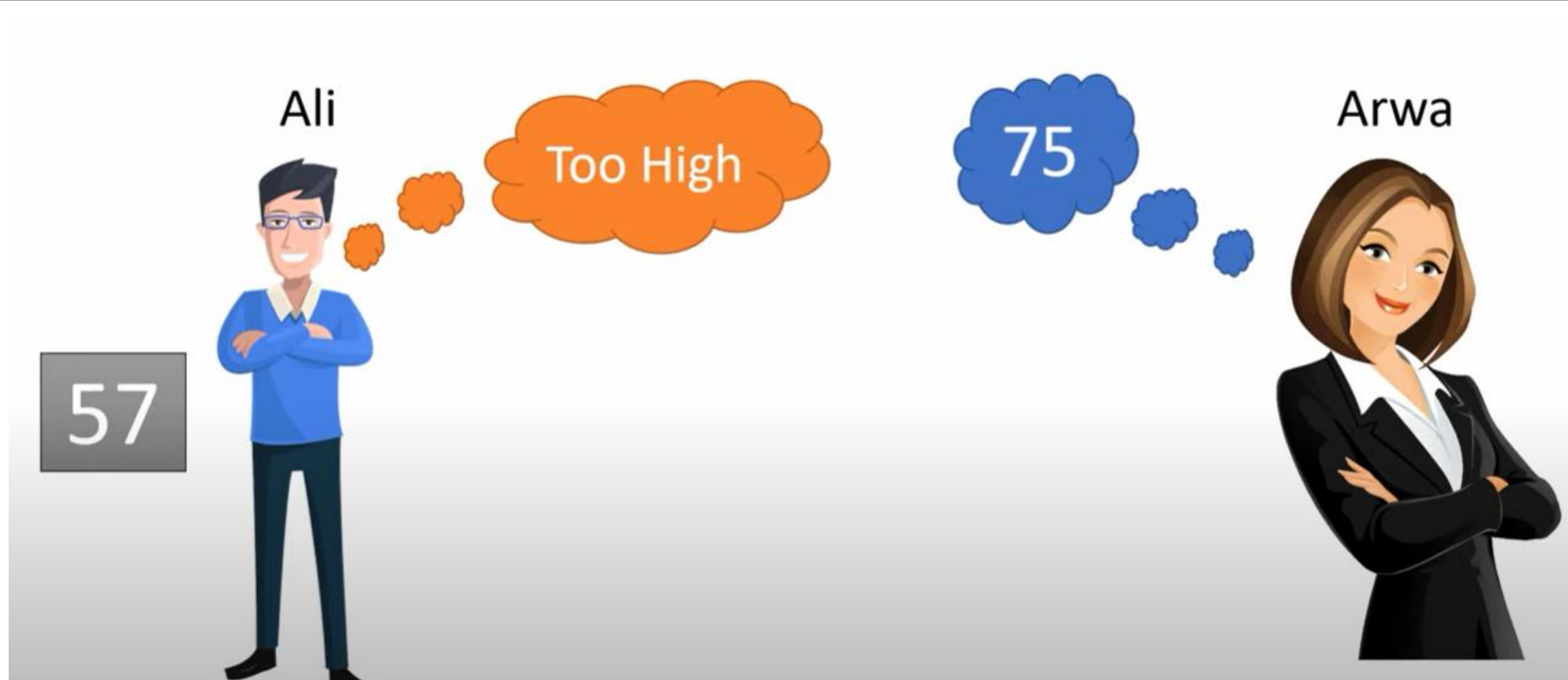
Guess the number [Binary Search]



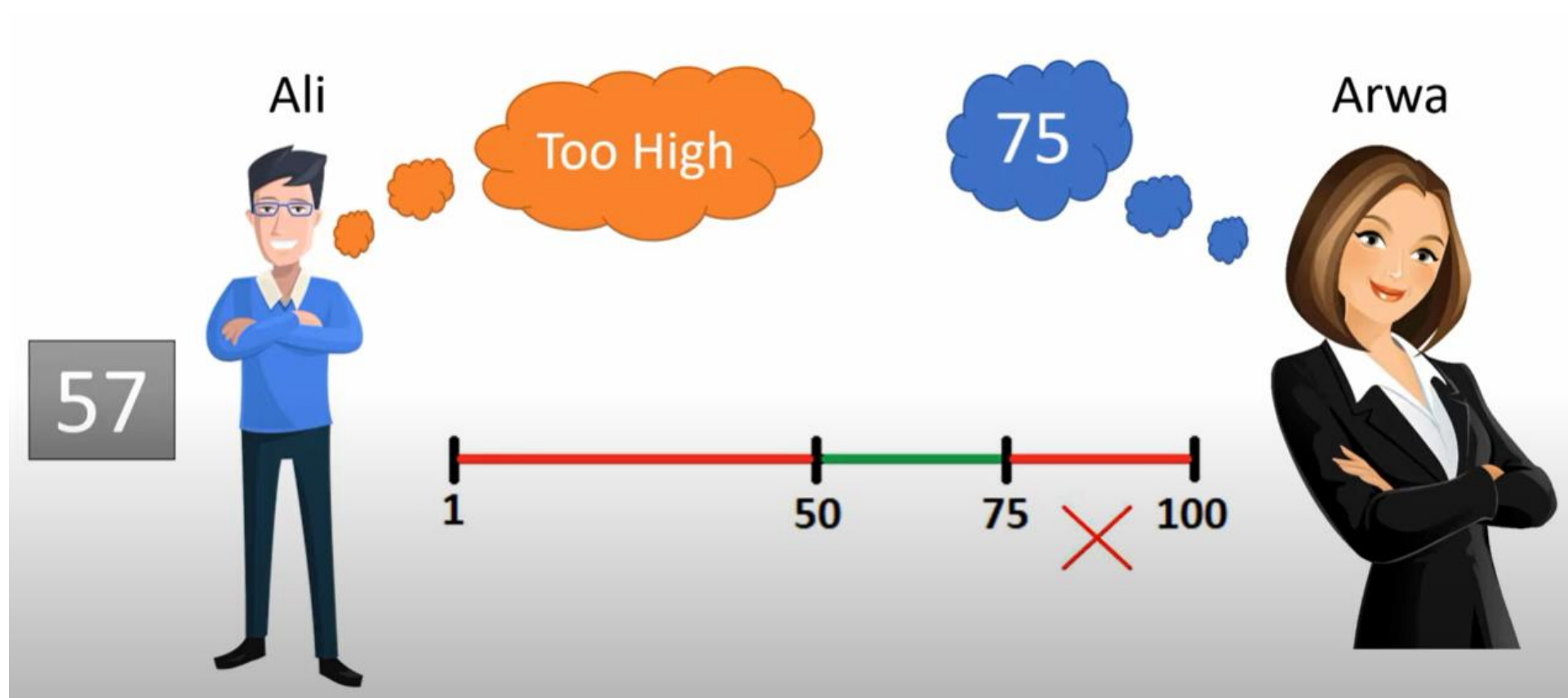
Guess the number [Binary Search]



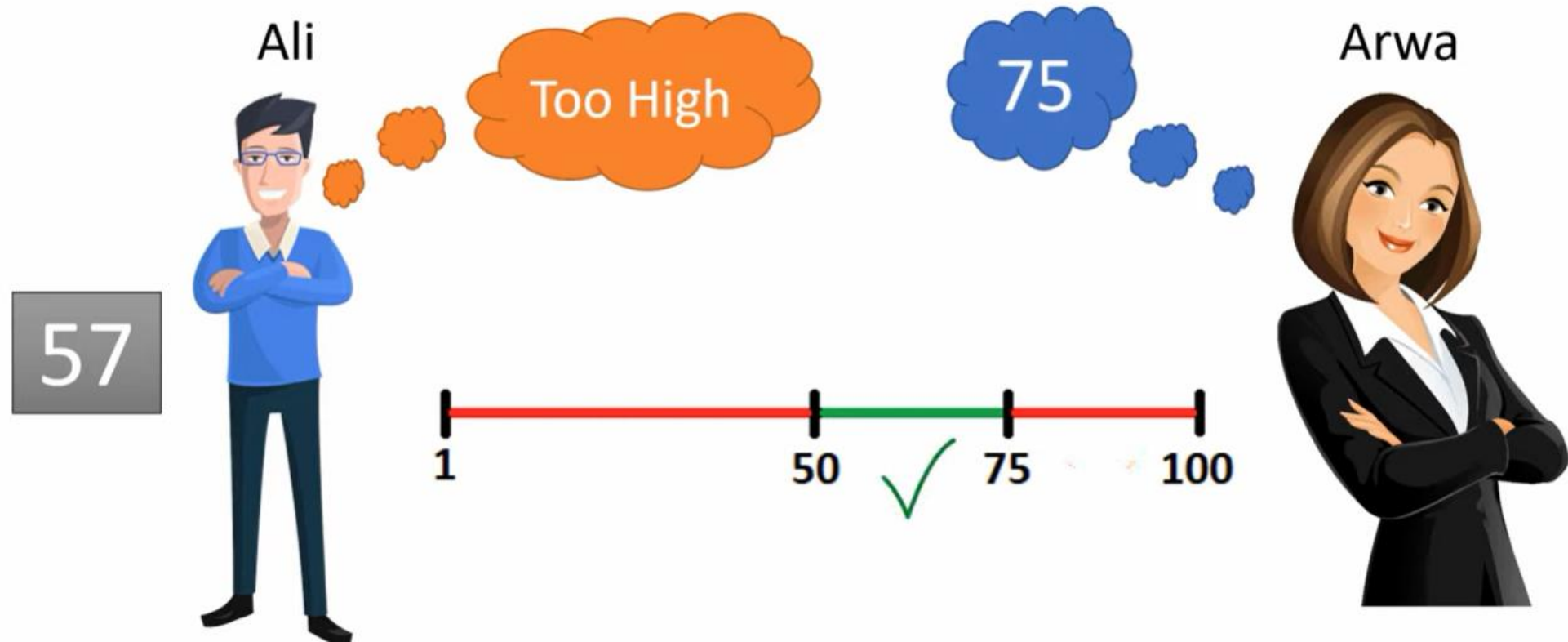
Guess the number [Binary Search]



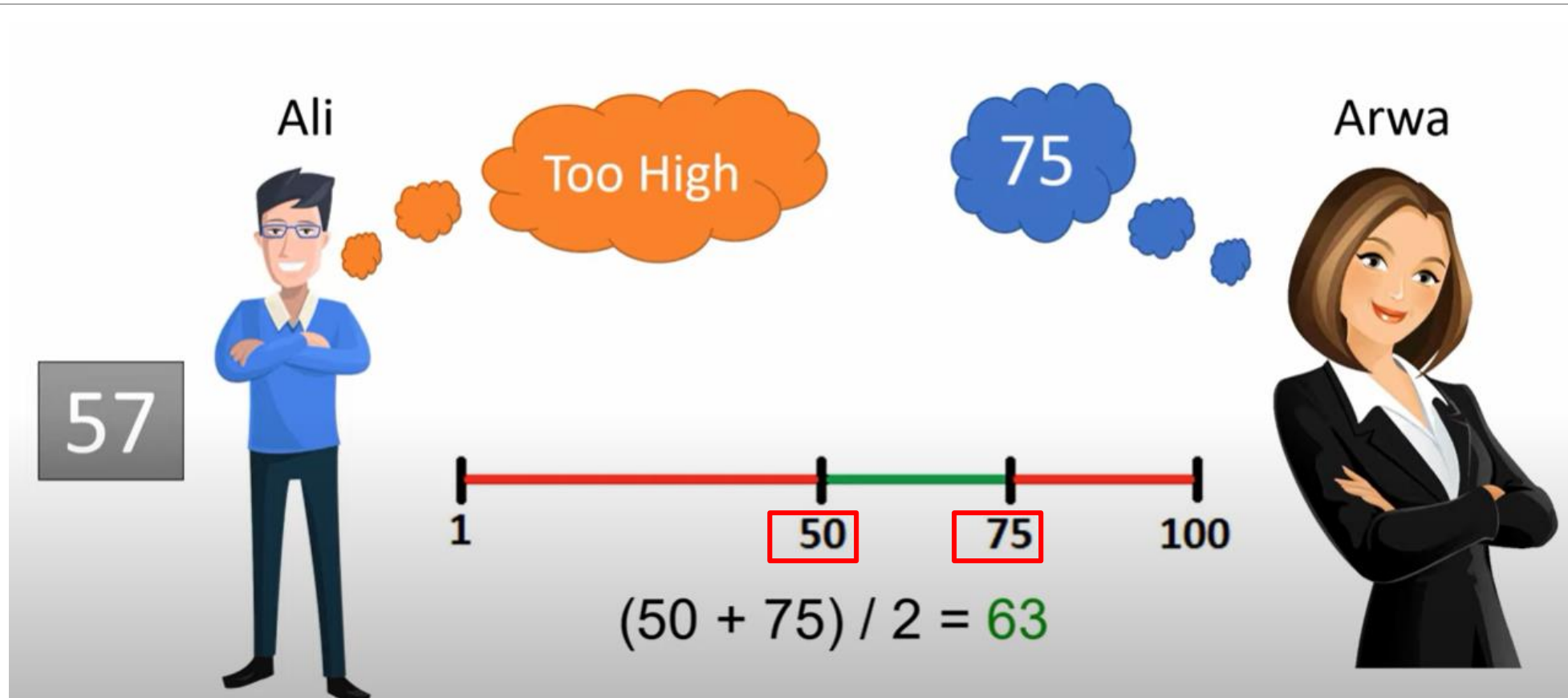
Guess the number [Binary Search]



Guess the number [Binary Search]



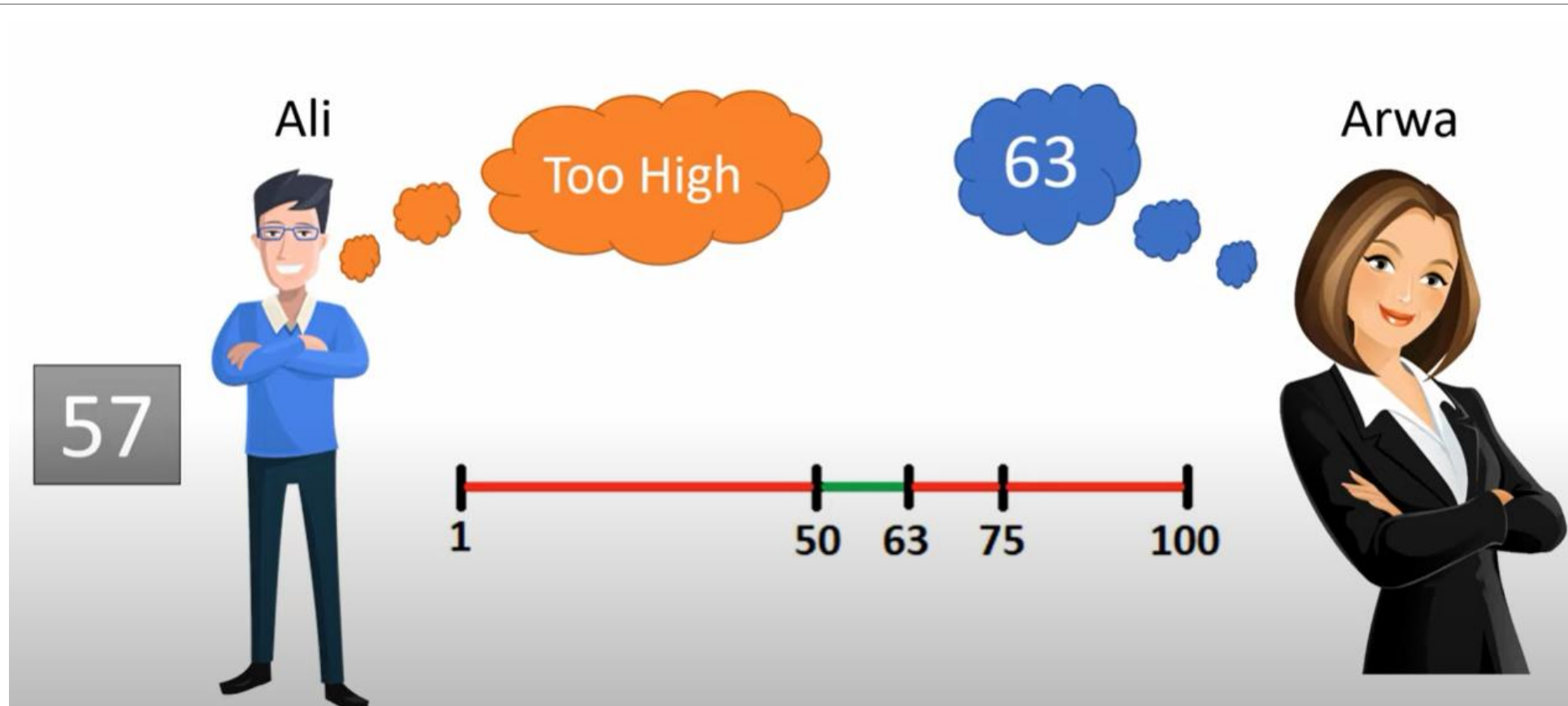
Guess the number [Binary Search]



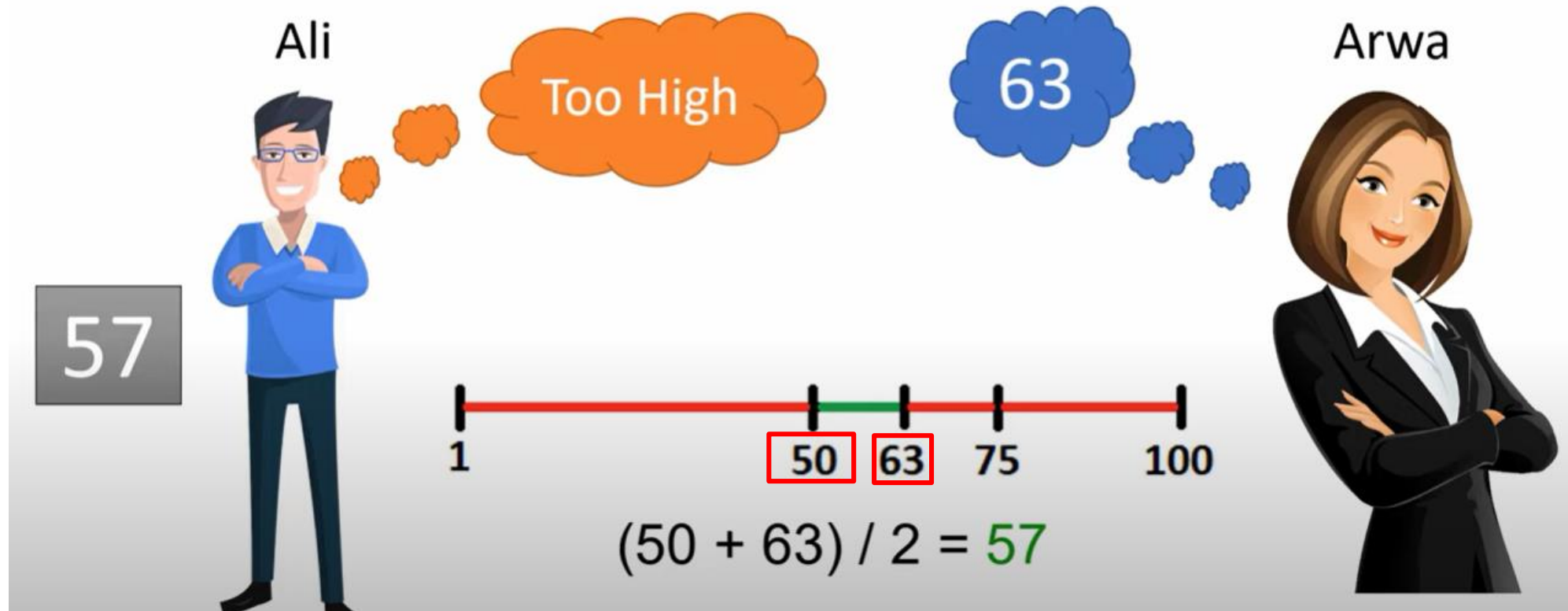
Guess the number [Binary Search]



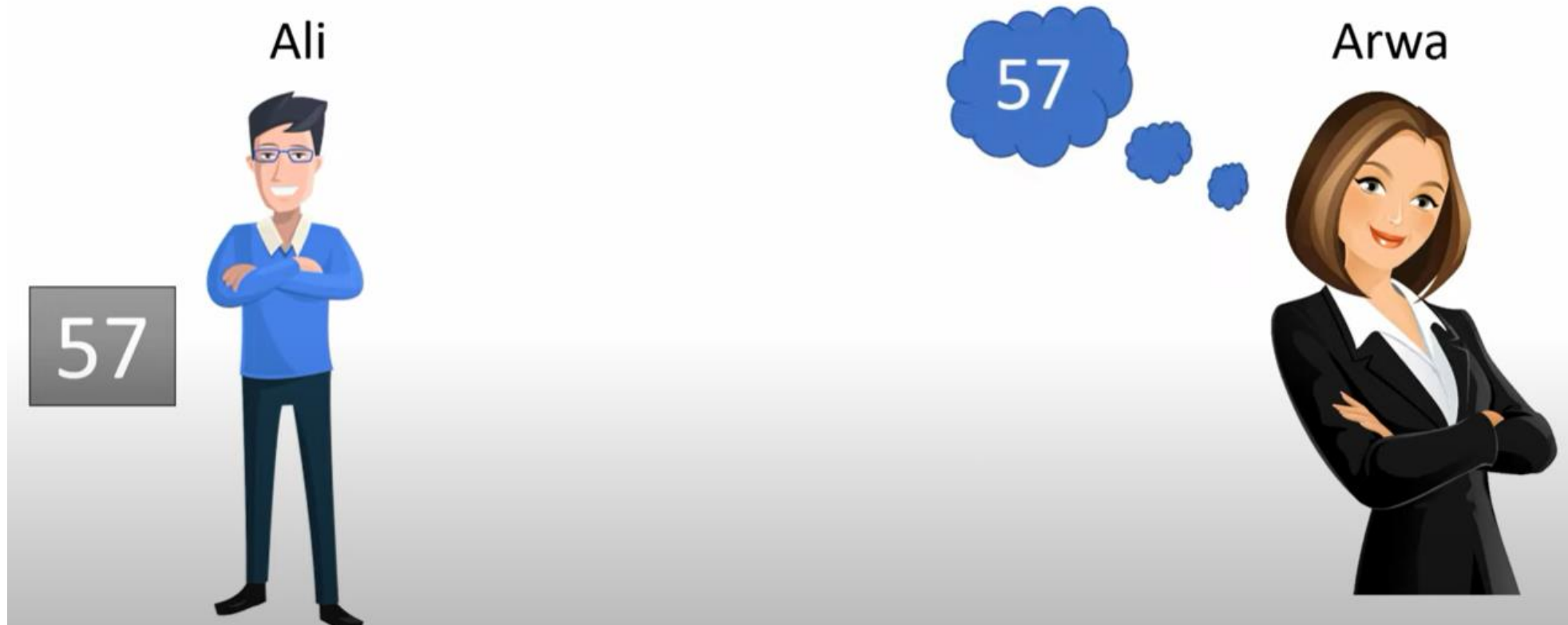
Guess the number [Binary Search]



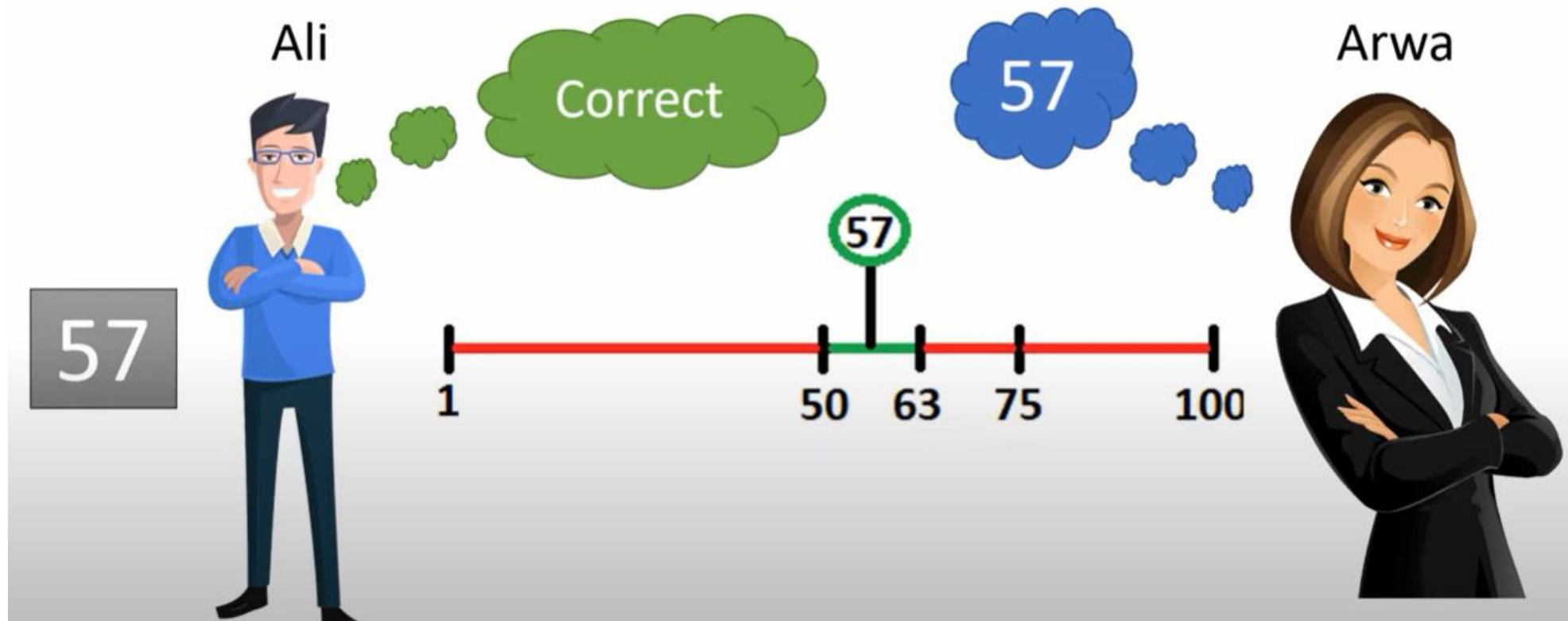
Guess the number [Binary Search]



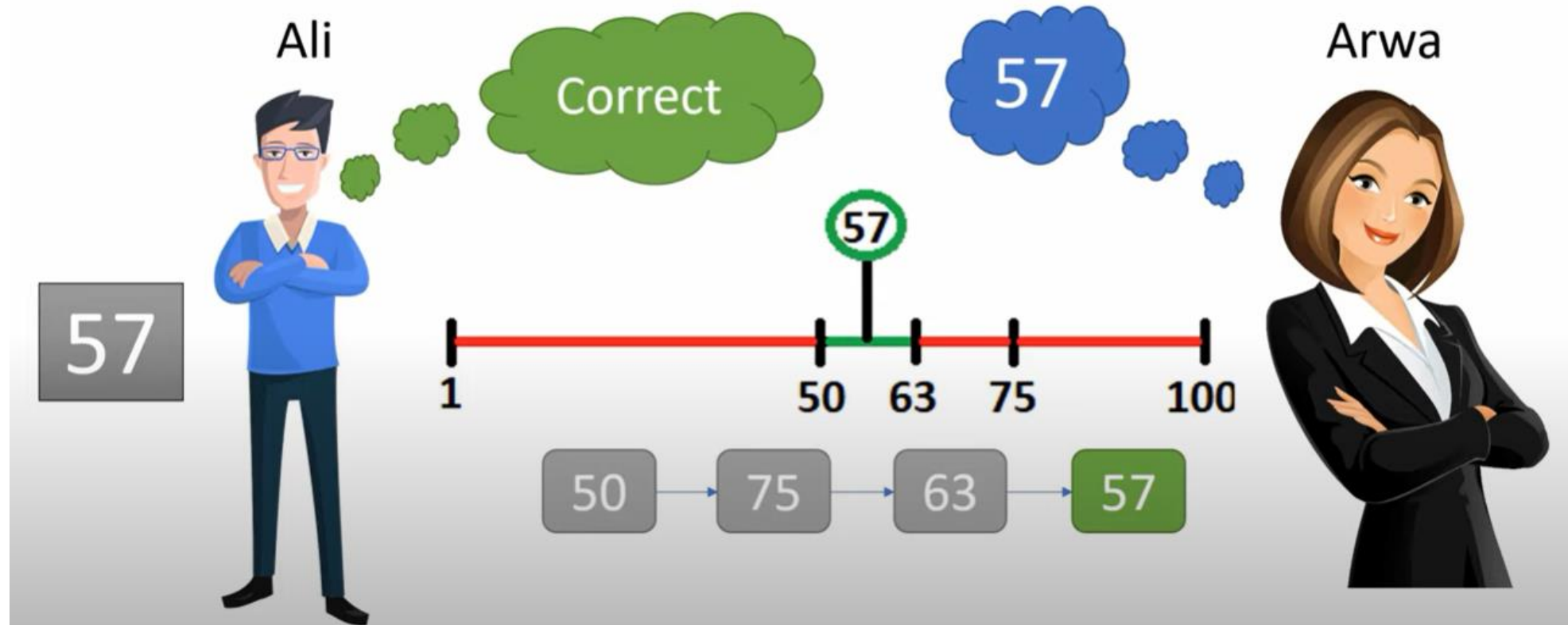
Guess the number [Binary Search]



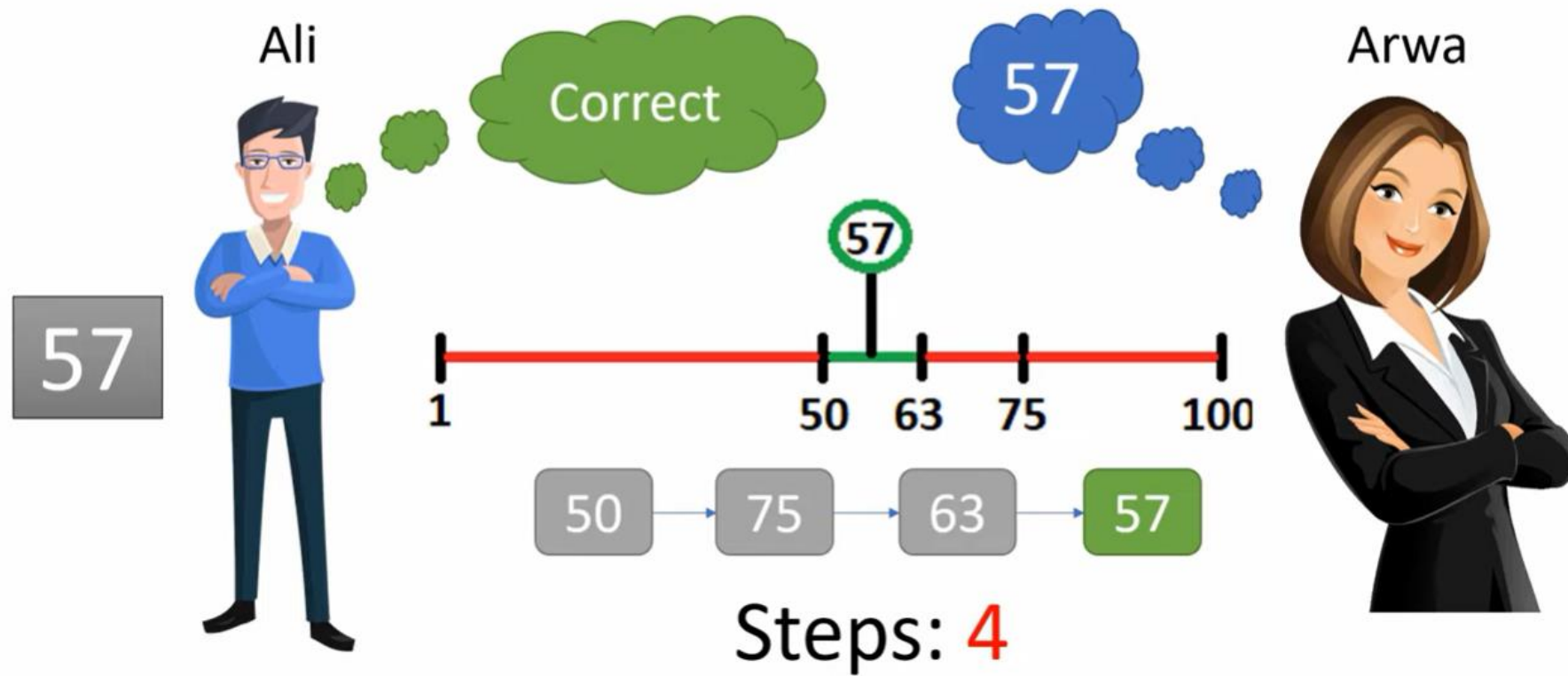
Guess the number [Binary Search]



Guess the number [Binary Search]



Guess the number [Binary Search]



Binary Search

- **Problem Definition:** Given a sorted array $A=(a_1, a_2, \dots, a_n)$ of n elements in non-decreasing order and an element k . Find the position of k in A , j , if $k=a_j$. Otherwise, return zero.

Examples

Example 1: Given $A=(2,4,6,7,10,17,20)$ and $k=7$ then $\text{search}(A,k)=4$

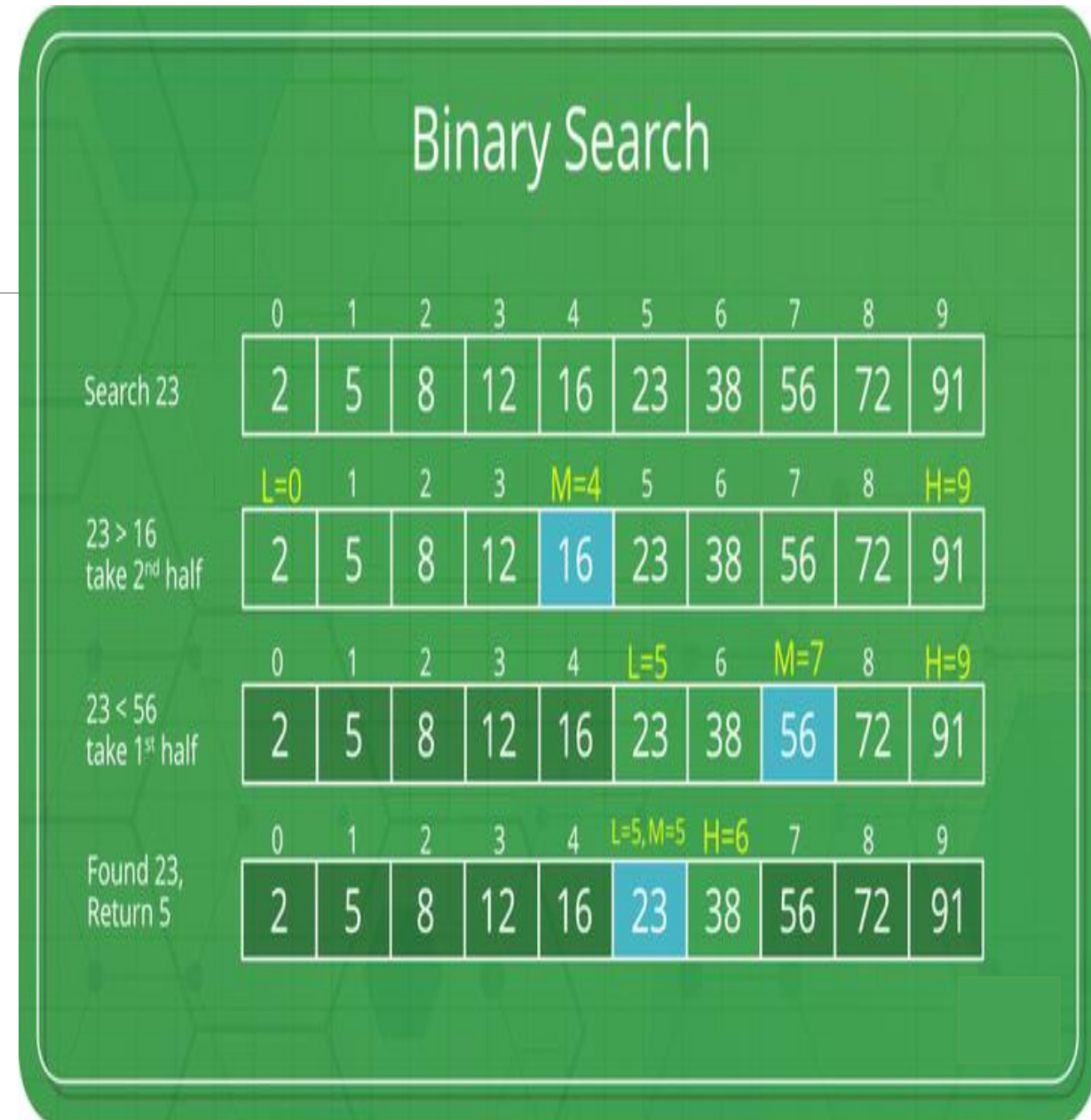
Example 2: Given $A=(2,4,6,7,10,17,20)$ and $k=6$ then $\text{search}(A,k)=3$

Example 3: Given $A=(2,4,6,7,10,17,20)$ and $k=9$ then $\text{search}(A,k)=0$

Binary Search

Main Idea:

- We compare a given **element k** with the **middle element** in the sorted array $A(1...n)$.
- $m = \lfloor (L+H)/2 \rfloor$, L is the index of first element of A and H is the index of the last element of A .
- If $k = a_m$ then the **element k is exist** in the array A and return m .
- If $k < a_m$ then we discard $A(m...H)$ and we repeat the same process on $A(L...m-1)$. Similarly,
- if $k > a_m$ then we discard $A(L...m)$ and we repeat the same process on $A(m+1..H)$.



Pseudo Code

Algorithm: **BinarySearch**(A(L...H),k)

Begin

if $L > H$ then return 0

else

$m = \lfloor (L+H)/2 \rfloor$

if $k = a_m$ then return m

else if $k < a_m$ then return **BinarySearch**(A(l..m-1),k)

else return **BinarySearch**(A(m+1..r),k)

End.

Recursion

Some standard algorithms that follow Divide and Conquer algorithm

- ❑ Binary Search
- ❑ Merge Sort
- ❑ Quick Sort
- ❑ Closest Pair of Points
- ❑ Strassen's Algorithm (matrix multiplication)
- ❑ Finding maximum and minimum

Merge Sort Algorithm

❑ **Merge Sort** is one of the most popular sorting algorithms that is based on the principle of **Divide and Conquer Algorithm**.

❑ Here, a problem is **divided into multiple sub-problems**. Each sub-problem is solved **individually**. Finally, sub-problems are **combined** to form the final solution.

❑ **Definition**

Problem Definition: Given an array $A=(a_1, a_2, \dots, a_n)$ of n elements. Sorting the array is rearrangement the elements of the array such that $a_i \leq a_{i+1}$, $1 \leq i \leq n-1$.

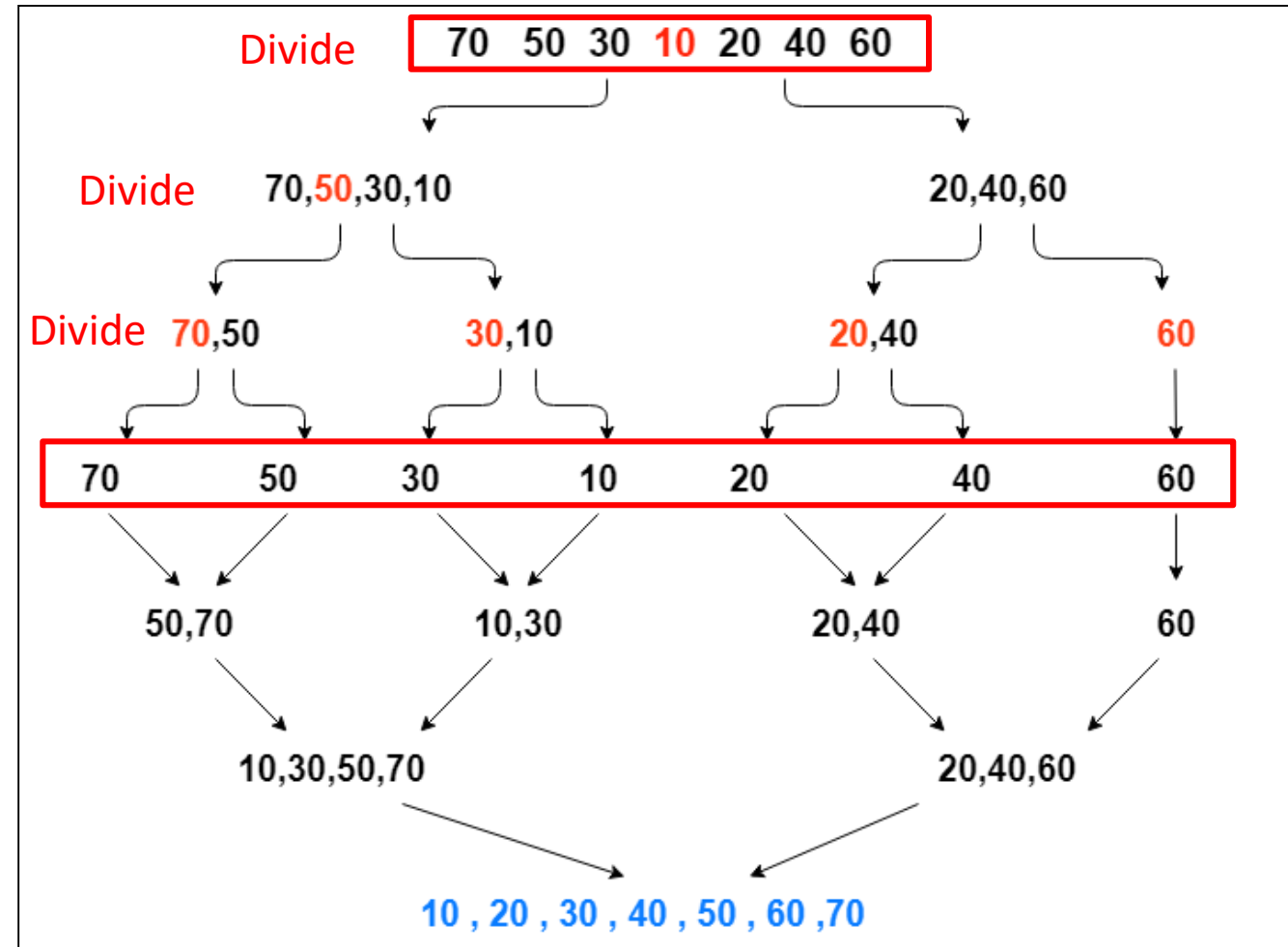
Example 1: Given $A=(20,4,10,17,6,7,2)$

Goal $A=(2,4,6,7,10,17,20)$

How Merge Sort Works

❏ Merge sort works in the following way:

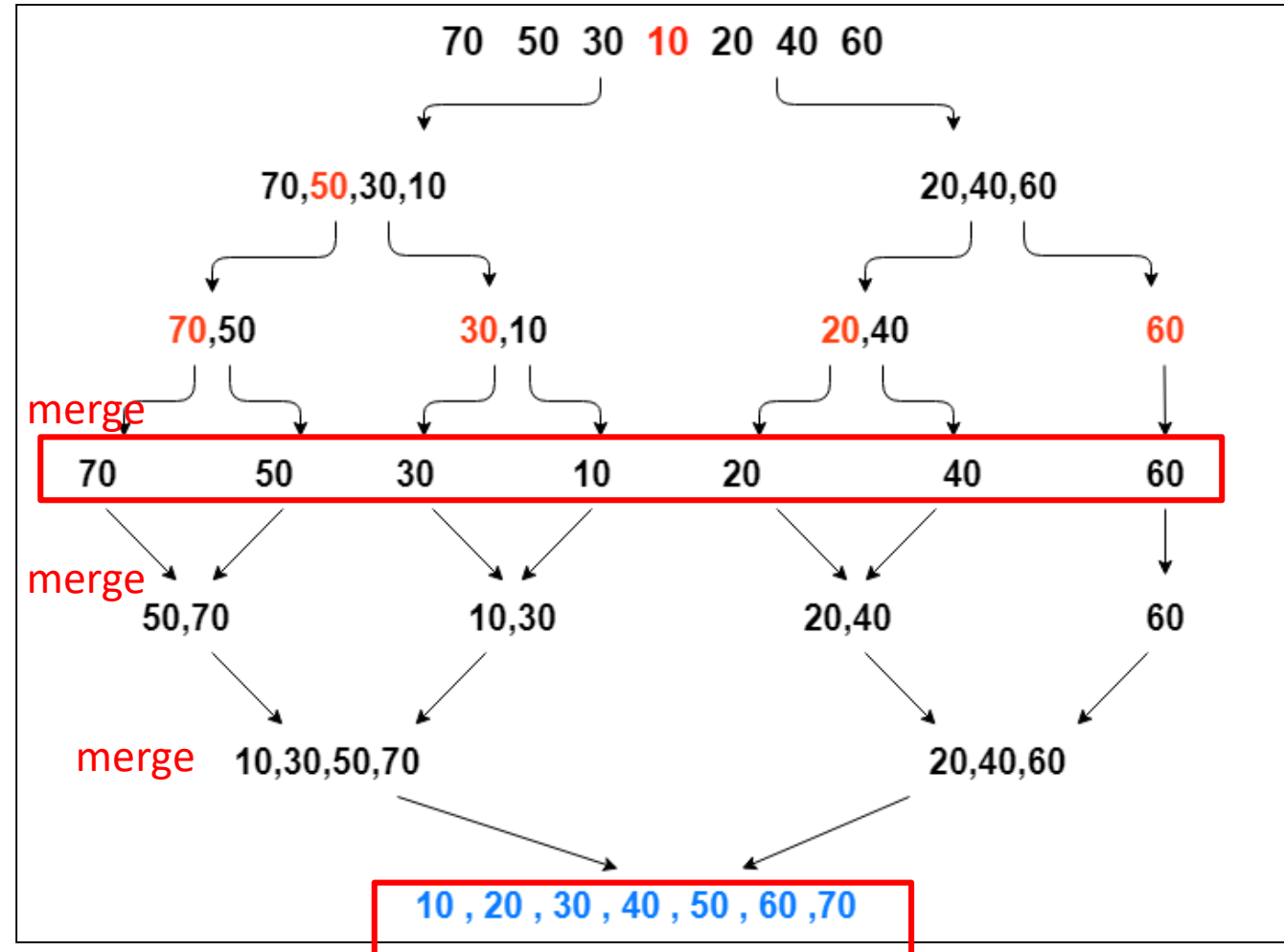
- **Merge sort**, take middle index in data set and split into two collections : one collection for items left of middle index and second for right values of middle index.
- Repeat step 1 as long as these **collections size reach to one** item only.



How Merge Sort Works

□ Merge sort works in the following way:

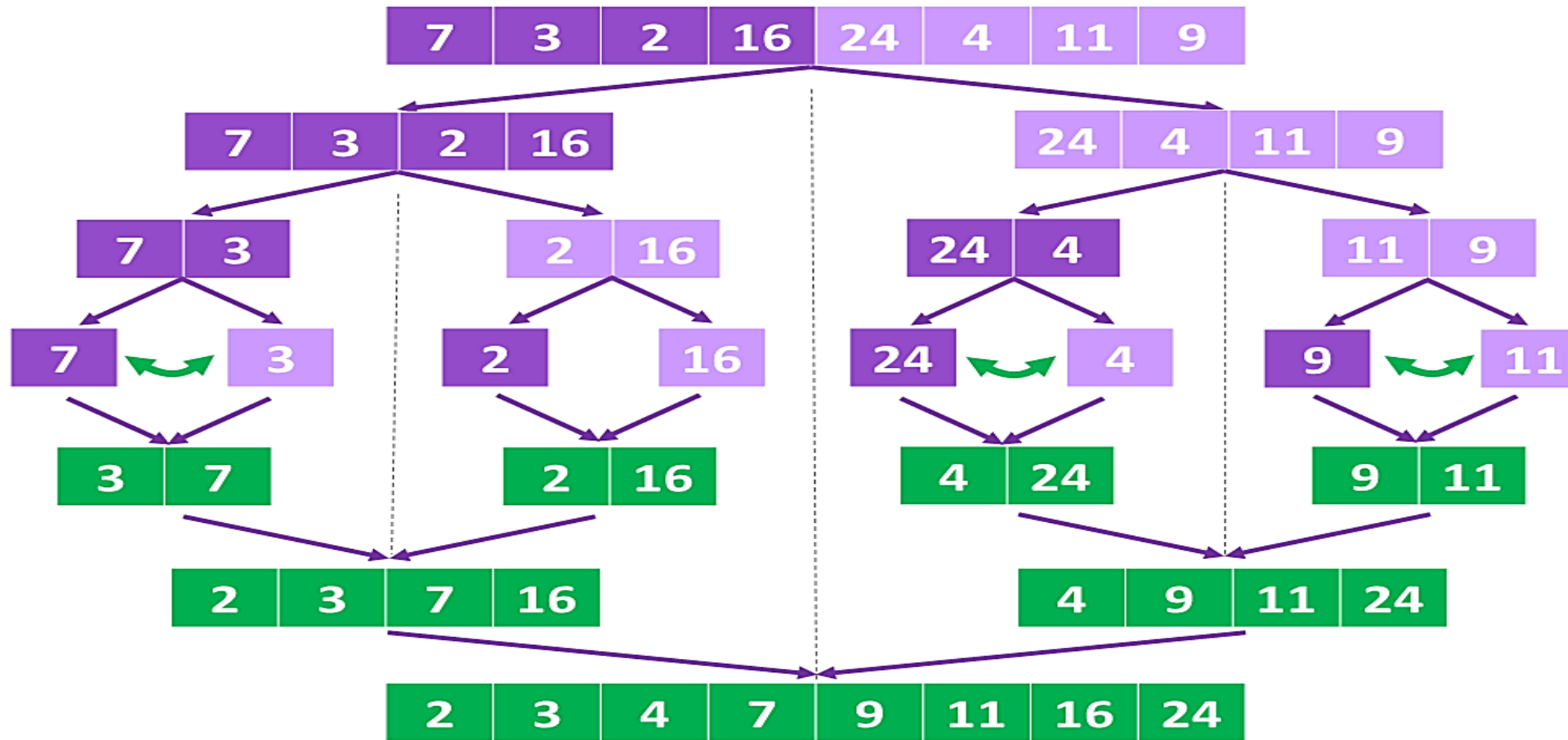
- Now merge sort picks the items from smaller collections, sort them and merge to create new collection.
- Repeat this sort and merge process until all small collection sort and merge not completed.
- Finally will get single collection with sorted result.



How Merge Sort Works *(Main Idea)*

- ❑ Divide the array $A(1 \dots n)$ into two subarrays $A(1 \dots m)$ and $A(m + 1 \dots n)$, where $m = n/2$.
- ❑ *Recursively mergesort* the subarrays $A(1 \dots m)$ and $A(m + 1 \dots n)$.
- ❑ *Merge* the newly sorted subarrays $A(1 \dots m)$ and $A(m + 1 \dots n)$ into a *single sorted array* A .

How Merge Sort Works



Split sub-lists in two until you reach pair of values.

Sort/swap pair of values if needed.

Merge and sort sub-lists and repeat process till you merge to the full list.

Pseudo Code

MERGE-SORT(A, p, r)

1 **if** $p < r$

2 $q = \lfloor (p + r) / 2 \rfloor$

3 **MERGE-SORT**(A, p, q)

4 **MERGE-SORT**($A, q + 1, r$)

5 **MERGE**(A, p, q, r)

```
// merge sort sorting algorithm
```

```
// merge function
```

```
void merge(int arr[], int l, int m, int r)
```

```
{  
}  
}
```



```
// merge sort function
```

```
void mergeSort(int arr[],int l, int r)
```

```
{
```

```
    if(l<r)
```

```
    {
```

```
        int m = (l+r)/2;
```

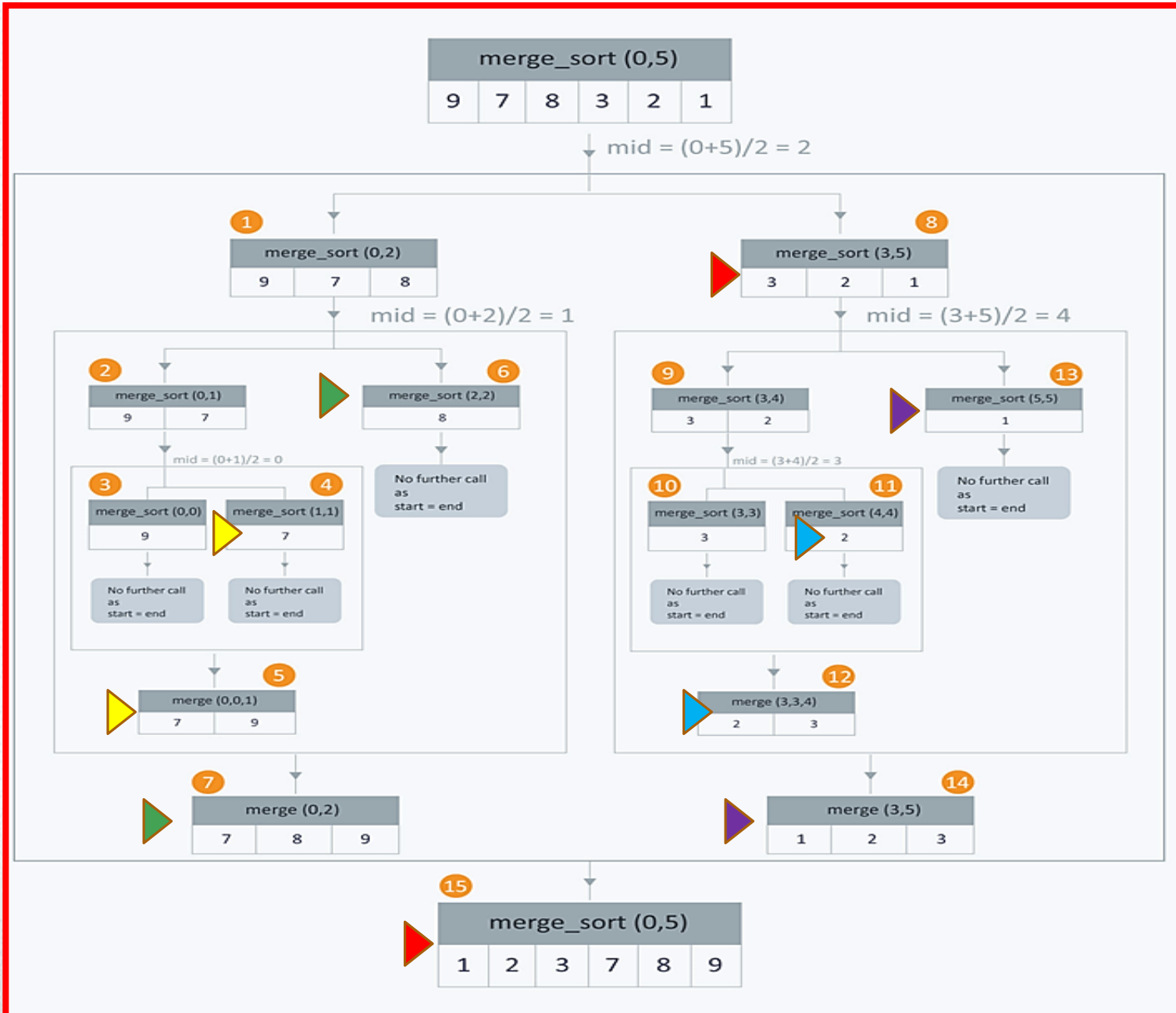
```
        mergeSort(arr,l,m);
```

```
        mergeSort(arr,m+1,r);
```

```
        merge(arr,l,m,r);
```

```
    }
```

```
}
```



Tracing Merge Sort Algorithm

Indicate the order in which steps are processed in **merge sort** algorithm

38	27	43	3	9	82	10
----	----	----	---	---	----	----

These numbers indicate the order in which steps are processed

Answer

