

# CENG 218

## Design and Analysis of Algorithms

Izmir Institute of Technology

### *Lecture 3:* *Divide-and-conquer approach*

Slides were mostly prepared using the material provided by Prof. Charles E. Leiserson and Prof. Erik Demaine from MIT

# Divide-and-conquer approach

- Many useful algorithms are recursive in structure.
- To solve a problem they call themselves recursively to deal with smaller size problems.
- They follow a divide-and-conquer approach:  
**Divide** the problem into several subproblems.  
**Conquer** the subproblems by solving them recursively.  
**Combine** the solutions of subproblems to obtain the solution of the original problem.

# Example: Merge sort

**MERGE-SORT**  $A[1 \dots n]$

1. If  $n = 1$ , done.
2. Recursively sort  $A[1 \dots \lceil n/2 \rceil]$  and  $A[\lceil n/2 \rceil + 1 \dots n]$ .
3. “*Merge*” the two sorted lists.

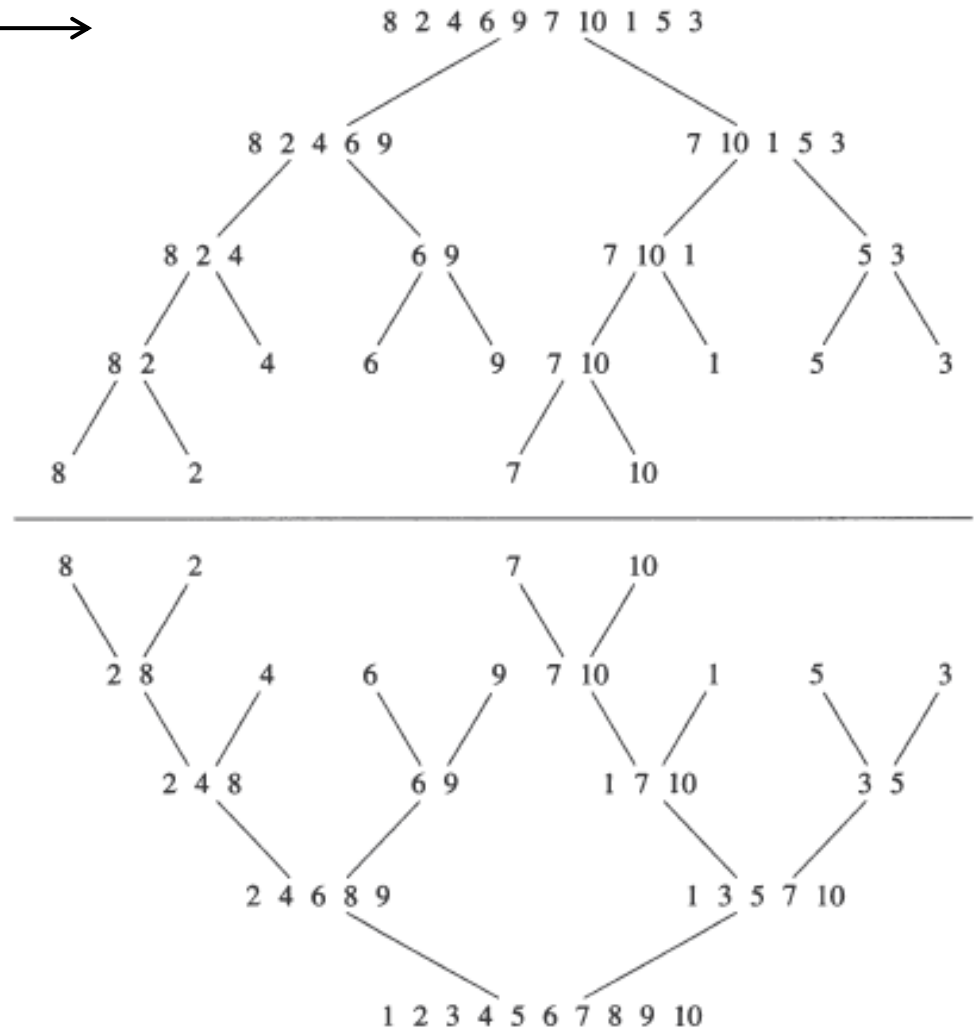
*Key subroutine:* **MERGE**

# A visualization for merge sort

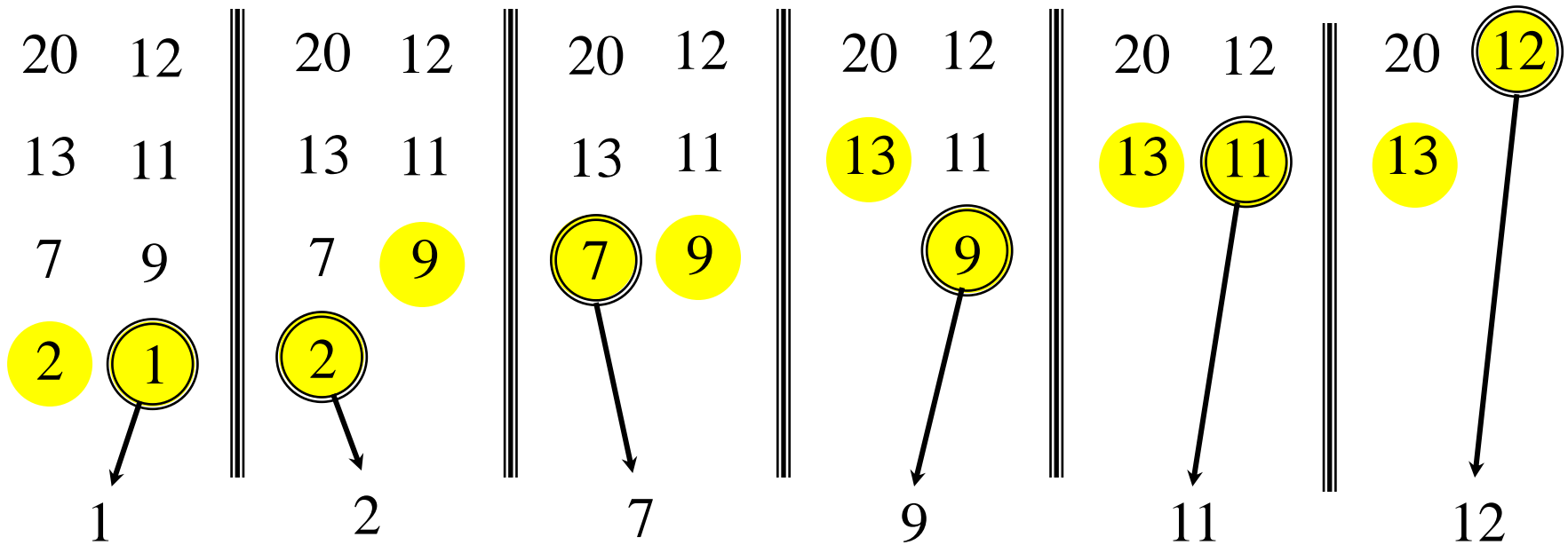
Merge sort of  $\longrightarrow$   
[8 2 4 6 9 7 10 1 5 3].

The list is divided  
into two sub-lists  
recursively.

Sub-lists are merged  
by comparing their  
smallest elements.



# Merging two sorted arrays



$T(n) = \Theta(n)$  ..time to merge a total of  $n$  elements

# Procedure MERGE-SORT

**MERGE-SORT** ( $A[1 \dots n]$ )

**if**  $n > 1$  **then**

**begin**

$m := \lfloor n/2 \rfloor$  { this is roughly halfway }

$A := \text{MERGE} (\text{MERGE-SORT} (A[1 \dots m]),$   
                                   $\text{MERGE-SORT} (A[m+1 \dots n]))$

**end**

# Procedure MERGE

**MERGE** ( $A, B$ : sorted lists)

$L :=$  empty list

$k := 1$

**while**  $A$  and  $B$  are non-empty

**begin**

$m :=$  smaller of the first elements of  $A$  and  $B$

remove  $m$  from the list it is in  $\{A \text{ or } B\}$

$L[k] := m$

$k := k+1$

**end**  $\{L \text{ is merged elements in increasing order}\}$

Takes  $\Theta(|A|+|B|) = \Theta(n)$  time.

# Analyzing merge sort

constant time  $\rightarrow \Theta(1) +$

linear time  $\rightarrow \Theta(n)$

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

**MERGE-SORT**  $A[1 \dots n]$

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Actually this is  $T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor)$ ,  
but it does not matter asymptotically.



# Analyzing recursive algorithms

Recursive algorithms can be described by recurrences. I.e. The running time of problem with size  $n$  is written in terms of smaller inputs.

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \text{ is minimal size} \\ aT(n/b) + D(n) + C(n) & \text{if } n > 1. \end{cases}$$

- ‘Divide’ step yields  $a$  subproblems of size  $1/b$  each.  
(For merge-sort  $a=b=2$ )
- $D(n)$  is the required time to divide the problem.
- $C(n)$  is the required time to combine the solutions.

# Recurrence for merge sort

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1; \\ 2T(n/2) + \Theta(n) & \text{if } n > 1. \end{cases}$$

- In this example, dividing the problem into two is a computation of the middle index (position) in the list. So, takes a constant time,  $D(n) = \Theta(1)$ .
- $C(n) = \Theta(n)$ . Done by Procedure MERGE.
- Thus,  $D(n)+C(n) = \Theta(n)$ .

# Recurrence for merge sort

- For now, we assume that the original problem size is a power of 2. Later, we'll see that this assumption does not affect the solution.
- $\lg n = \log_2 n$
- Let us construct a tree to solve the problem.
- Let  $c$  represent a constant time to solve a problem with  $\Theta(1)$ .

$$T(n) = \begin{cases} c & \text{if } n = 1; \\ 2T(n/2) + cn & \text{if } n > 1. \end{cases}$$

# Recursion tree

Solve  $T(n) = 2T(n/2) + cn$ , where  $c > 0$  is constant.

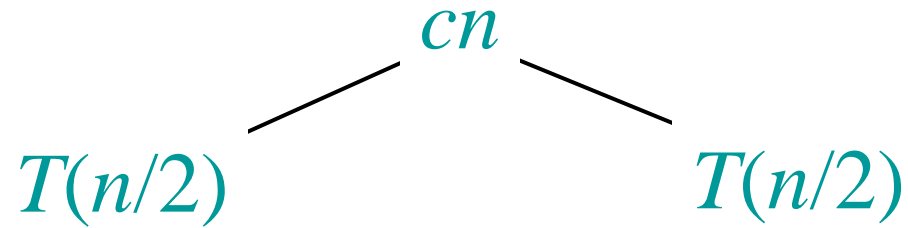
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$$T(n)$$

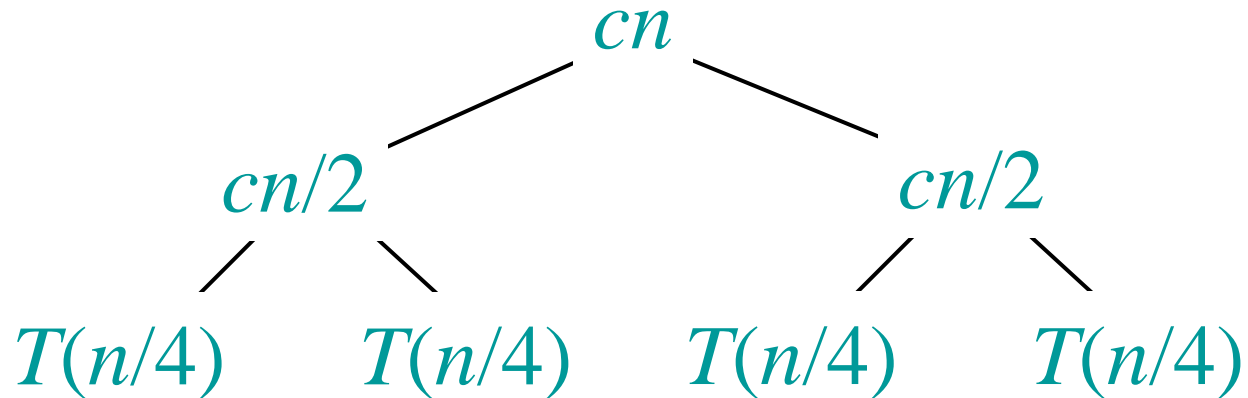
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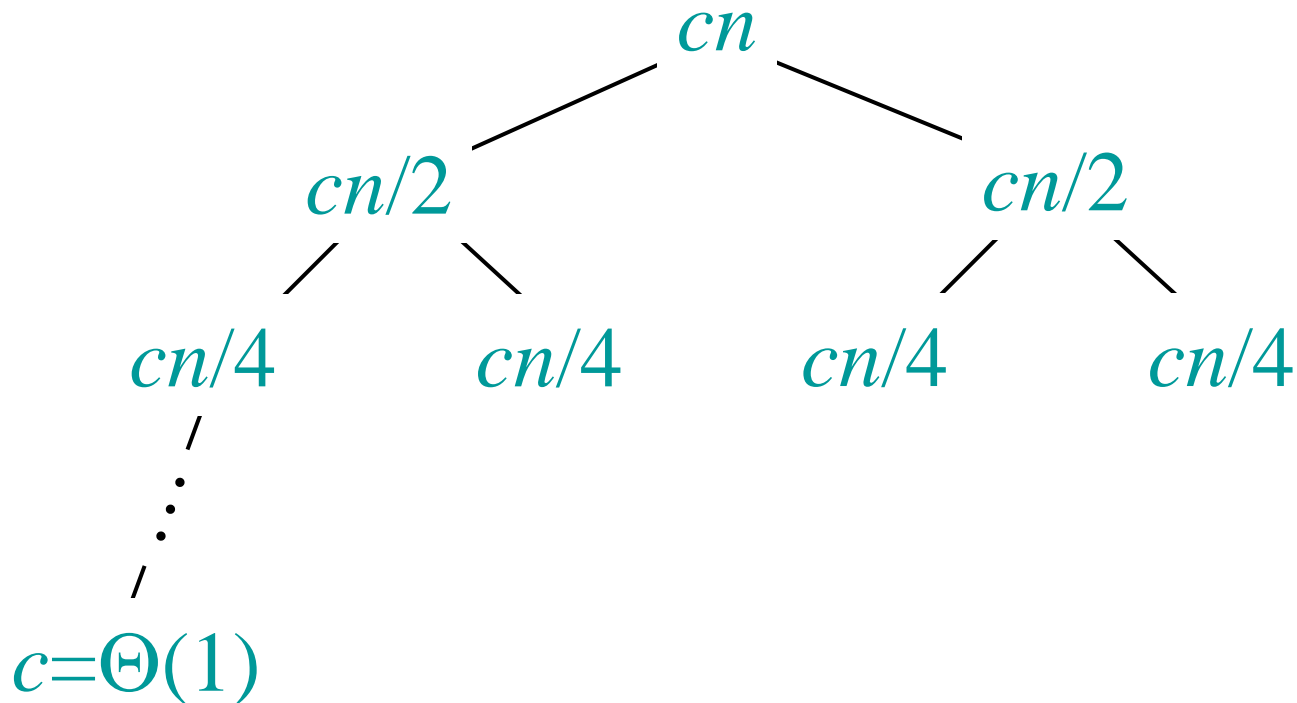
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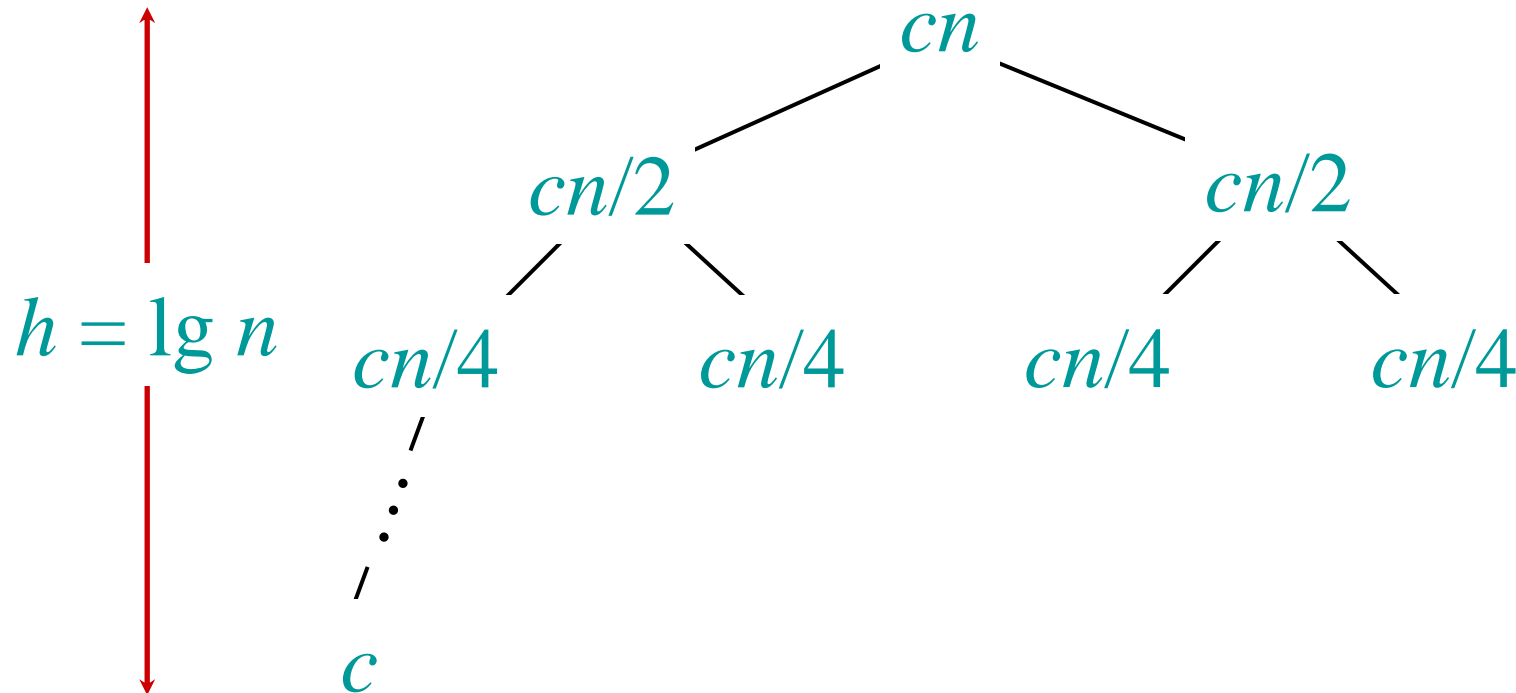
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# Recursion tree

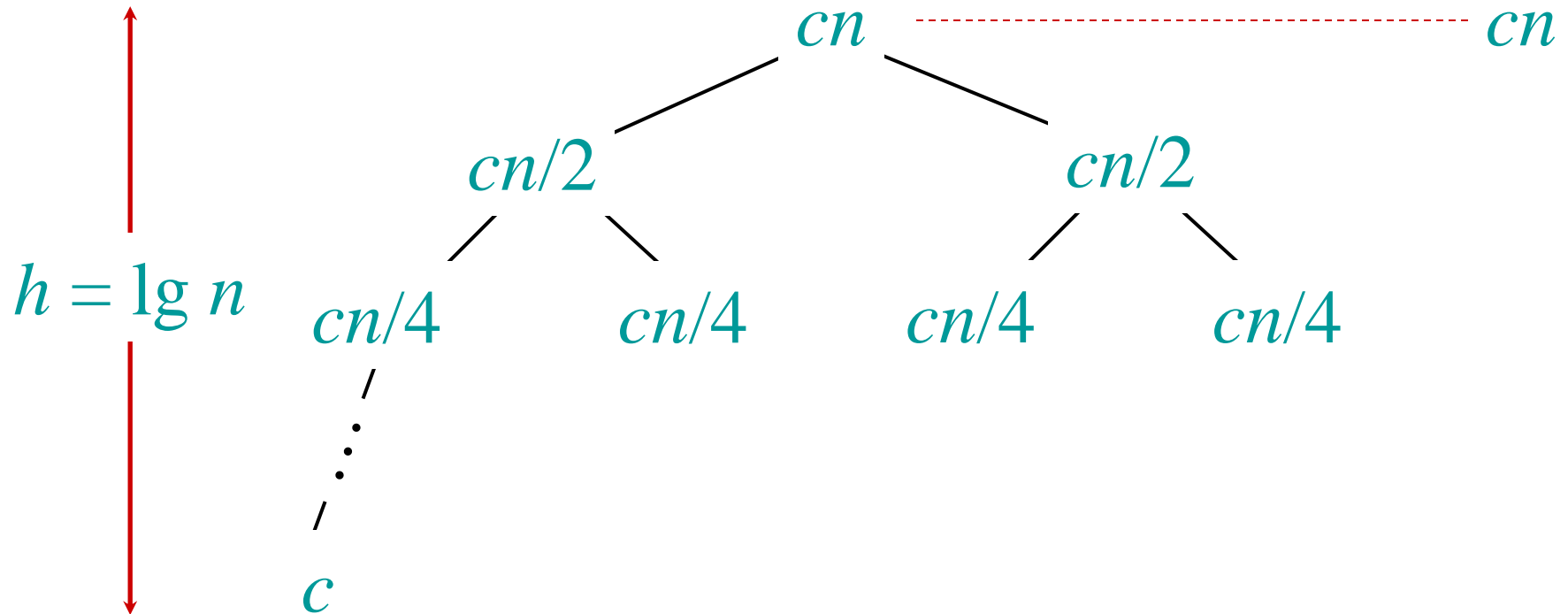
Solve  $T(n) = 2T(n/2) + cn$ , where  $c > 0$  is constant.



Let  $n=2^k$ . It takes  $k$  steps to reach the bottom.  $k=\log_2 n$

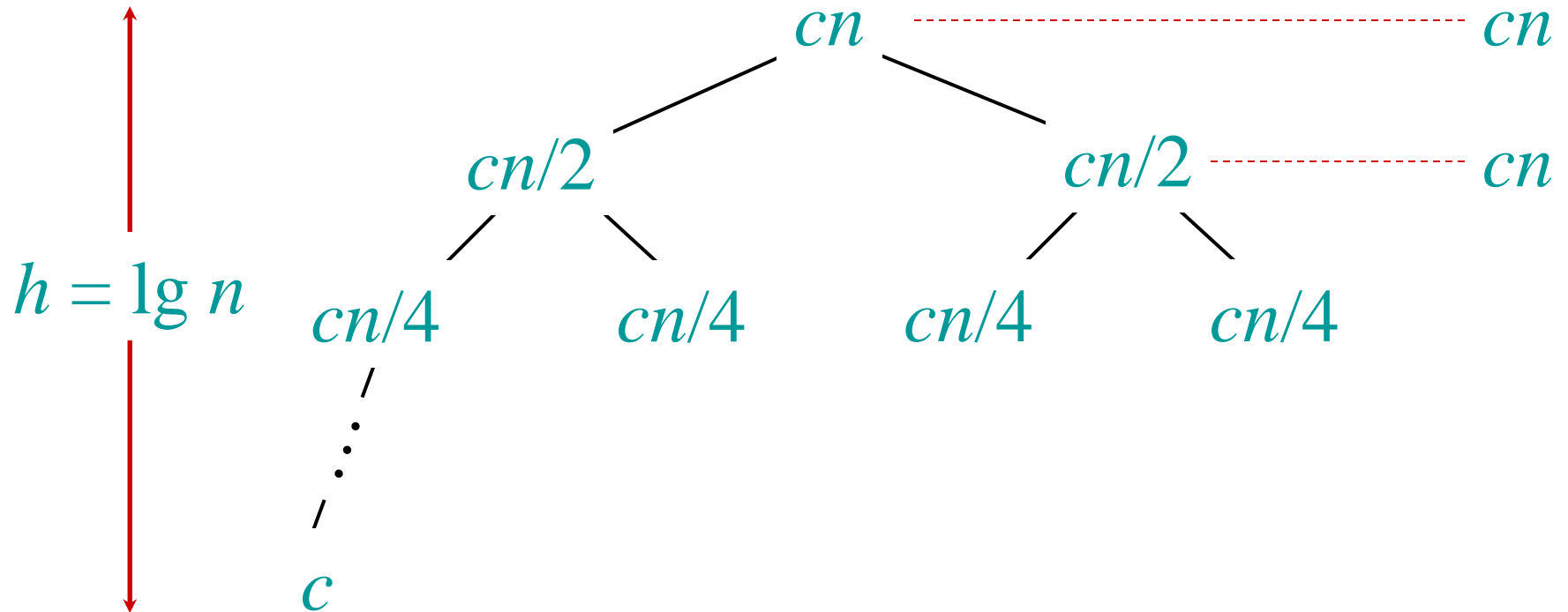
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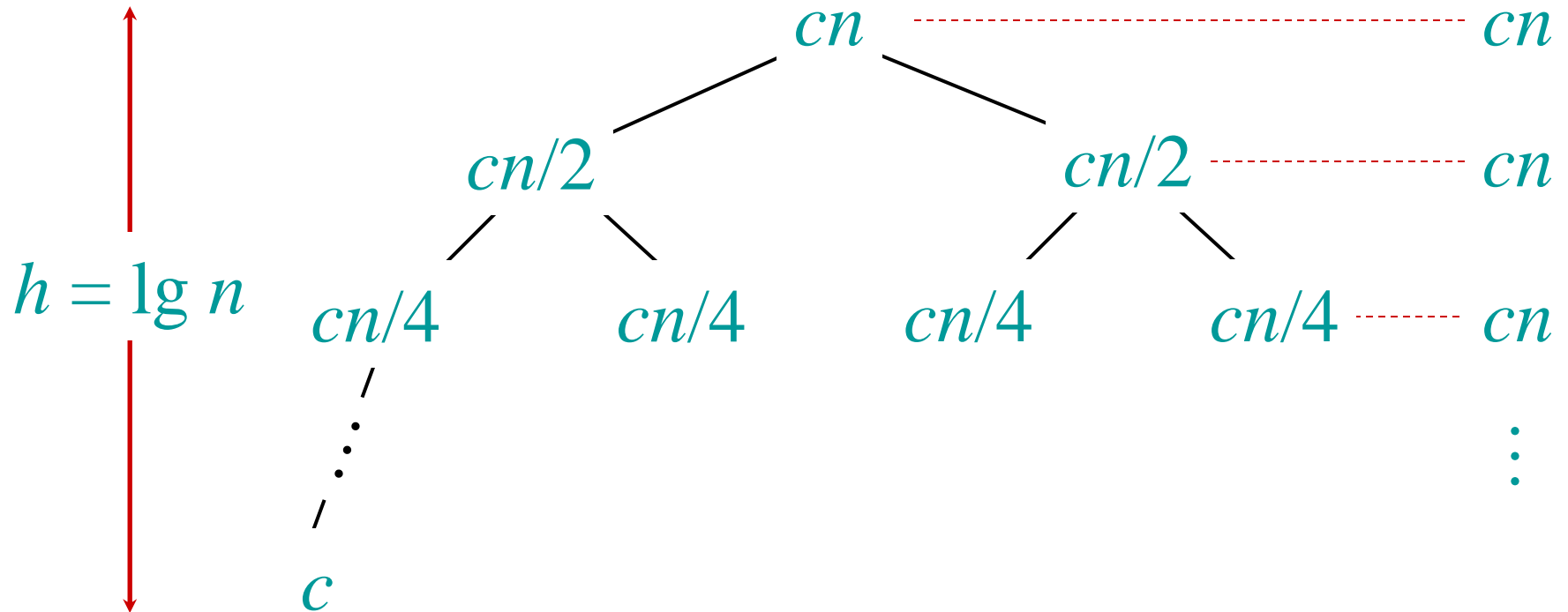
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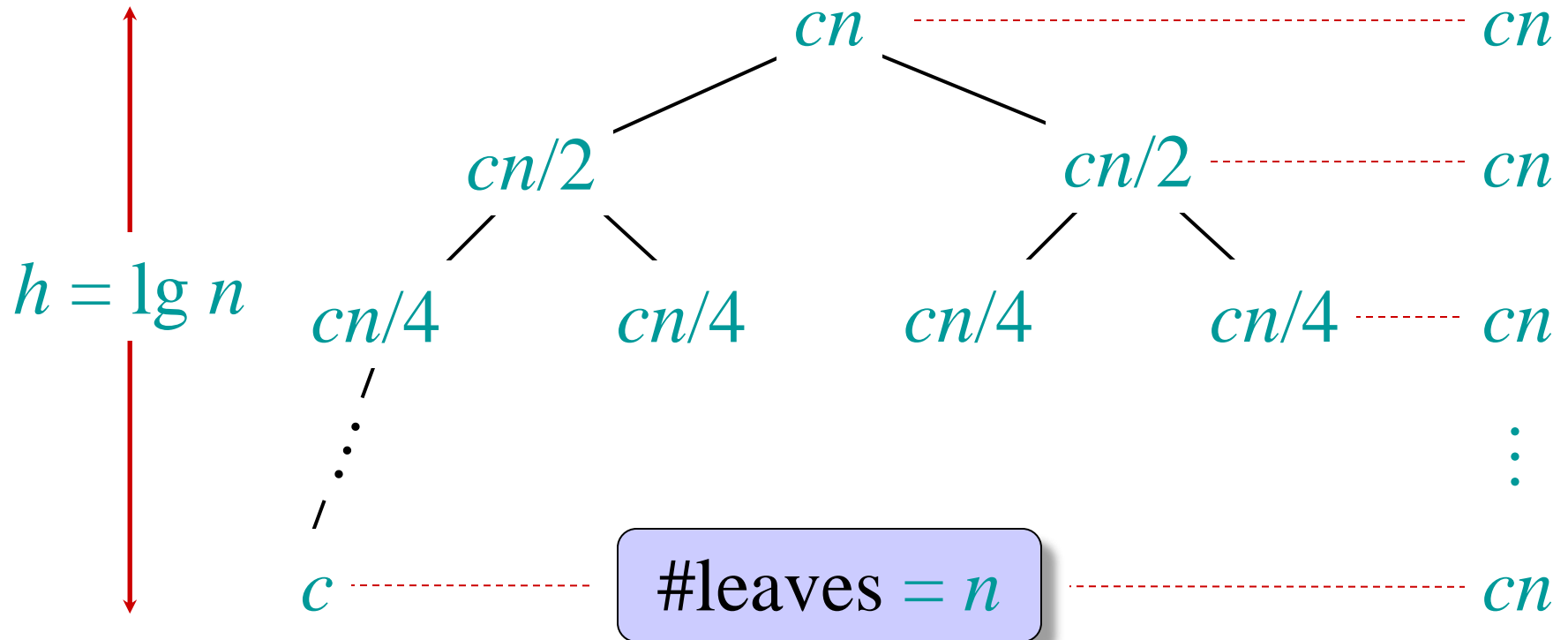
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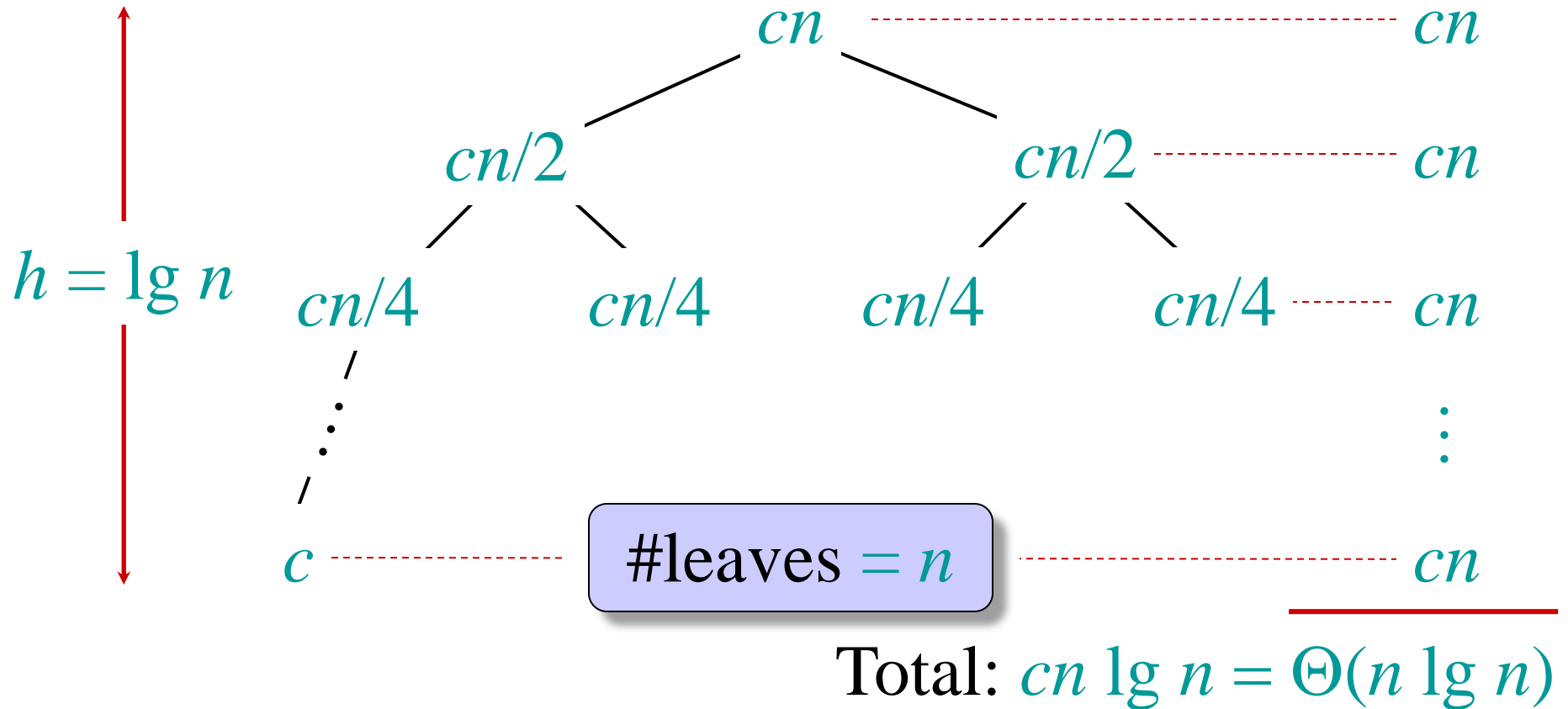
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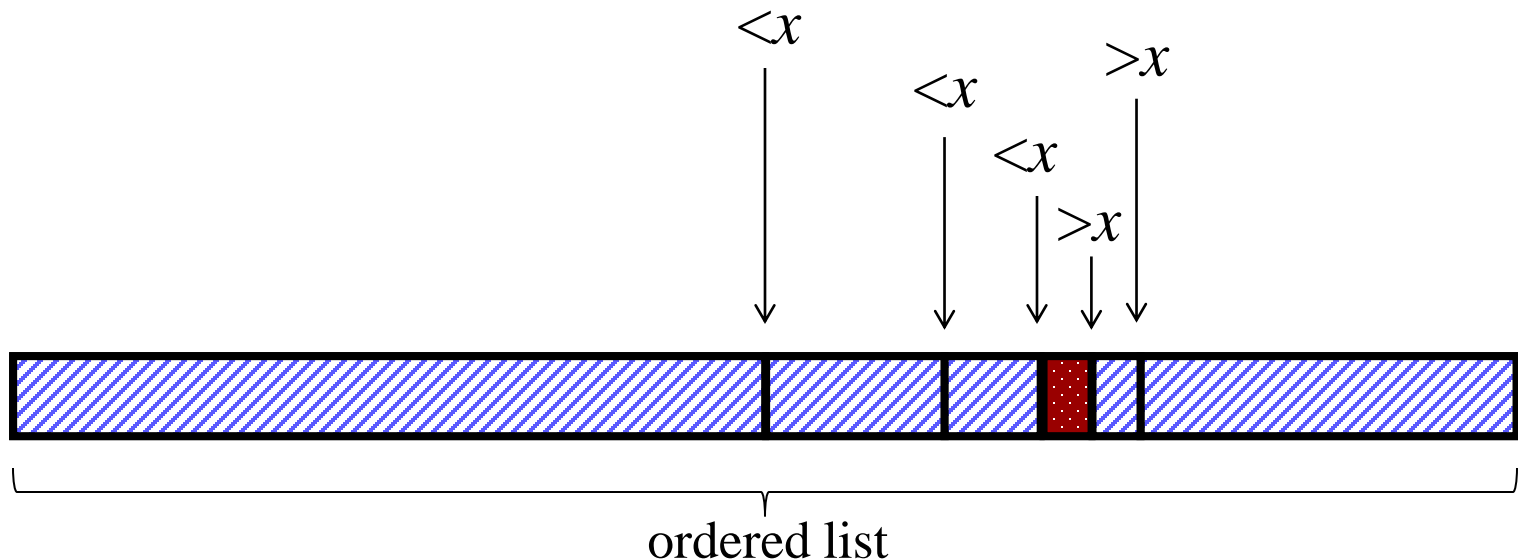


# Comparison

- $\Theta(n \lg n)$  grows more slowly than  $\Theta(n^2)$ .
- Therefore, merge sort asymptotically beats insertion sort in the worst case.
- In practice, merge sort beats insertion sort for  $n > 30$  or so.

# Example 2: Binary Search

- Search a particular element ( $x$ ) in a given sorted list of  $n$  elements.
- Basic idea: On each step, look at the *middle term* of the remaining list to eliminate half of it.





# Recursive Binary Search

**RECURSIVE-BINARY-SEARCH** ( $A, x, low, high$ )

*{low and high are the left and right endpoints of the search interval,  $x$  is the element searched.}*

**if**  $low > high$

**return** NIL

*{ $x$  is not found in the list}*

$mid := \lfloor (low+high)/2 \rfloor$

*{midpoint}*

**if**  $x = A[mid]$

**return**  $mid$

*{ $x$  is found in position  $mid$ }*

**elseif**  $x > A[mid]$

**return** RECURSIVE-BINARY-SEARCH ( $A, x, mid+1, high$ )

**else return** RECURSIVE-BINARY-SEARCH ( $A, x, low, mid-1$ )

Note: There is also an iterative version of binary search. Please check Exercise 2.3-5.

# Recursive Binary Search

- The procedure terminate the search when the range is empty ( $low > high$ ) or when  $x$  is found.
- Otherwise, the search continues with the range halved.
- The recurrence is therefore
$$T(n) = T(n/2) + c$$
where  $c$  is constant time.
- Total time =  $c \lg n = \Theta(\lg n)$   
(Let  $n=2^k$ . It takes  $k=\log_2 n$  steps to reach the bottom)

# Binary search analysis with recursion tree



# The End

- Solve exercises in Chapter 2.2 and 2.3
- Solve problems of Chapter 2.