Divide and Conquer

Outline

- Overview
- Recap master theorem
- Counting inversions
- Closest pair of points
- Integer multiplication
- Matrix multiplication
- FFT (evaluate a polynomial of n-1-th degree)

Divide-and-Conquer: Overview

Divide-and-conquer.

- Break up problem into several parts.
- Solve each part recursively.
- Combine solutions to sub-problems into overall solution.

Most common usage.

- Break up problem of size n into two equal parts of size $\frac{1}{2}$n.
- Solve two parts recursively.
- Combine two solutions into overall solution in linear time.

Remark.

- Partition the problem into disjoint subproblems.
- Each subproblem is the same type as the original problem.
- A simple partition of the problem and combination of solutions to subproblems may not beat brute force.

> The phrase is attributed to Julius Caesar, Philip II, king of Macedon (382-336 BC), describing his political policy.

Divide-and-Conquer: Overview

Examples we have seen so far.

- Binary search
- Mergesort
- Quicksort

The running times of Divide-and-conquer algorithms are often characterized by recurrences.

- Binary search: $T(n) = 2T(n/2) + \Theta(1)$
- Mergesort: $T(n) = 2T(n/2) + \Theta(n)$
- Quicksort: not always partition the subproblems evenly!

$$T(n) = 2T(n/2) + \Theta(n),$$

$$T(n) = T(0) + T(n-1) + \Theta(n),$$

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

$$\ldots\ldots$$

Solving recurrences.

Iteration, master theorem, recursion tree, etc.

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Master method

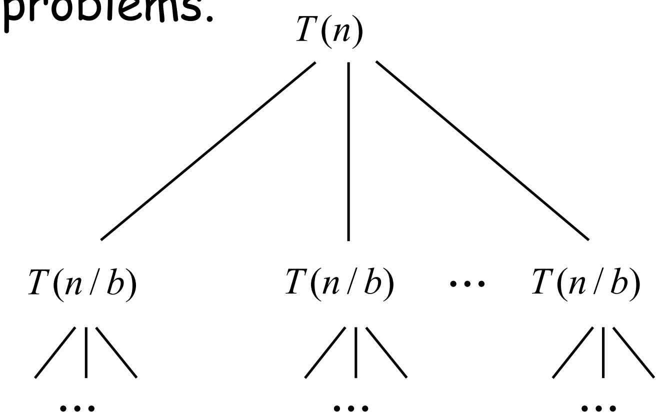
Goal. Recipe for solving common divide-and-conquer recurrences:

$$T(n) = a\,T\left(\frac{n}{b}\right) + f(n)$$

where $a \geq 1$, $b > 1$, and f is asymptotically positive.

Terms.

- $a \geq 1$ is the (integer) number of subproblems.
- $b \geq 2$ is the (integer) factor by which the subproblem size decreases.
- $f(n) \geq 0$ is the work to divide and combine subproblems.



Running time by analyzing the recursion tree.

- Dominated by cost at leaves

(for solving the minimum subproblems)

- Evenly distributed throughout the tree
- Dominated by cost at the root

(for dividing the problem and combining the results)

Master method

Master theorem. Suppose that $T(n)$ is a function on the non-negative integers that satisfies the recurrence

$$T(n) = a\,T\left(\frac{n}{b}\right) + f(n)$$

where $a \geq 1$, $b > 1$, and f is asymptotically positive.

Case 1. If $f(n) = O(n^k)$ for some constant $k < \log b^a$, then $T(n) = \Theta(n^{\log b^a})$.

Case 2. If $f(n) = \Theta(n^k \log^p n)$ for $p \geq 0$, $k = \log b^a$, then $T(n) = \Theta(n^k \log^{p+1} n)$.

Case 3. If $f(n) = \Omega(n^k)$ for some constant $k > \log b^a$, and
if $a\,f(n/b) \leq c\,f(n)$ for some constant $c < 1$ and all sufficiently large n,
then $T(n) = \Theta(f(n))$.

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Counting Inversions

Music site tries to match your song preferences with others.

- You rank n songs.
- Music site consults database to find people with similar tastes.

Similarity metric: number of inversions between two rankings.

- My rank: 1, 2, …, n.
- Your rank: $a_1, a_2, \ldots, a_n$.
- Songs i and j inverted if $i < j$, but $a_i > a_j$.

Songs

	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5

<u>Inversions</u>

3-2, 4-2

Brute force: check all $\Theta(n^2)$ pairs i and j.

Applications

Applications.

- Voting theory.
- Collaborative filtering.
- Measuring the "sortedness" of an array.
- Sensitivity analysis of Google's ranking function.
- Rank aggregation for meta-searching on the Web.
- Nonparametric statistics (e.g., Kendall's Tau distance).

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

1	5	4	8	10	2	6	9	12	11	3	7

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- Divide: separate list into two pieces.

1	5	4	8	10	2	6	9	12	11	3	7

Divide: $O(1)$.

1	5	4	8	10	2

6	9	12	11	3	7

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- Divide: separate list into two pieces.
- Conquer: recursively count inversions in each half.

1	5	4	8	10	2	6	9	12	11	3	7

Divide: O(1).

1	5	4	8	10	2

6	9	12	11	3	7

Conquer: 2T(n / 2)

5 blue-blue inversions

8 green-green inversions

5-4, 5-2, 4-2, 8-2, 10-2

6-3, 9-3, 9-7, 12-3, 12-7, 12-11, 11-3, 11-7

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- Divide: separate list into two pieces.
- Conquer: recursively count inversions in each half.
- Combine: count inversions where a_i and a_j are in different halves, and return sum of three quantities.

1	5	4	8	10	2	6	9	12	11	3	7

Divide: O(1).

1	5	4	8	10	2

6	9	12	11	3	7

Conquer: 2T(n / 2)

5 blue-blue inversions

8 green-green inversions

9 blue-green inversions
5-3, 4-3, 8-6, 8-3, 8-7, 10-6, 10-9, 10-3, 10-7

Combine: ???

Total = 5 + 8 + 9 = 22.

Counting Inversions: Combine

Combine: count blue-green inversions

- Assume each half is sorted.
- Count inversions where a_i and a_j are in different halves.
- Merge two sorted halves into sorted whole.

to maintain sorted invariant

3	7	10	14	18	19

2	11	16	17	23	25
6	3	2	2	0	0

13 blue-green inversions: 6 + 3 + 2 + 2 + 0 + 0

Count: O(n)

2	3	7	10	11	14	16	17	18	19	23	25

Merge: O(n)

$$T(n) \leq T\left(\lfloor n/2 \rfloor\right) + T\left(\lceil n/2 \rceil\right) + O(n) \quad \Rightarrow \quad \mathrm{T}(n) = O(n \log n)$$

Counting Inversions: Implementation

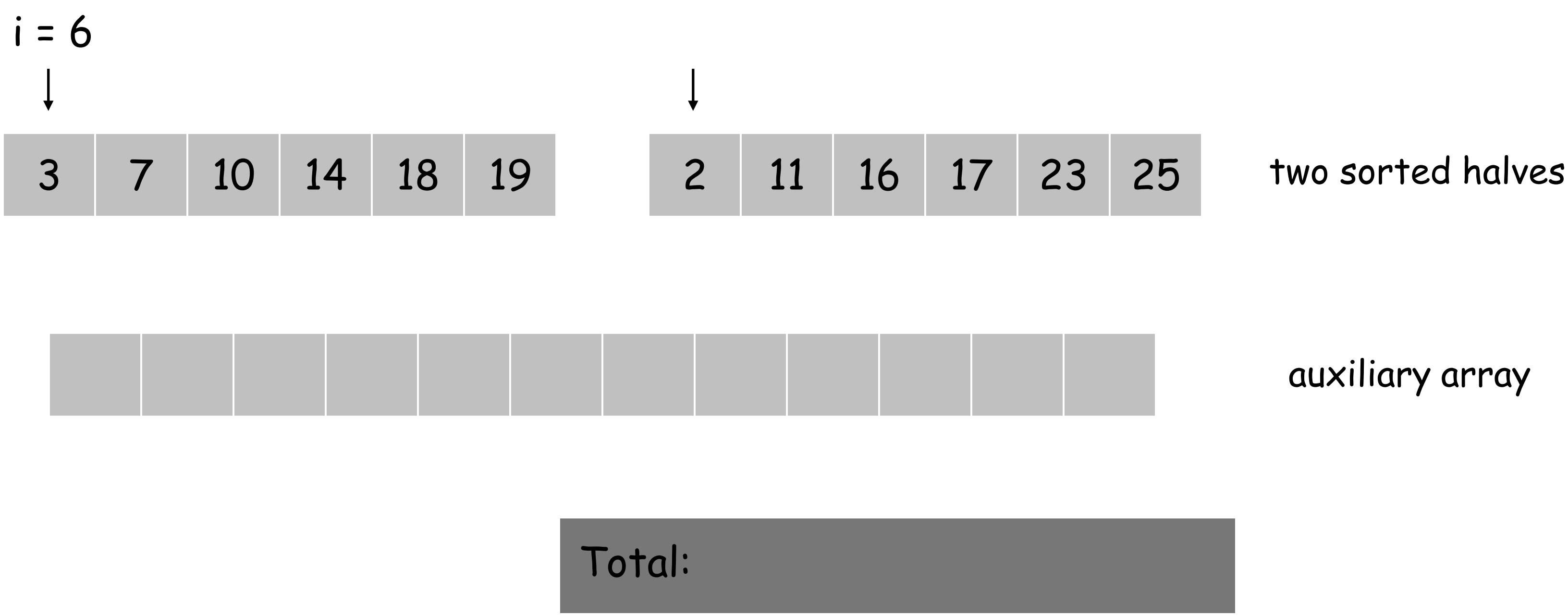
Pre-condition. [Merge-and-Count] A and B are sorted.
Post-condition. [Sort-and-Count] L is sorted.

```
Sort-and-Count(L) {
   if list L has one element
      return 0 and the list L

   Divide the list into two halves A and B
   (rA, A) ← Sort-and-Count(A)
   (rB, B) ← Sort-and-Count(B)
   (r , L) ← Merge-and-Count(A, B)

   return r = rA + rB + r and the sorted list L
}
```

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.



Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 6

3	7	10	14	18	19		2	11	16	17	23	25
							6					

two sorted halves

2											

auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 6

two sorted halves

3	7	10	14	18	19

2	11	16	17	23	25
6					

auxiliary array

2											

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 6

3	7	10	14	18	19		2	11	16	17	23	25	two sorted halves
							6						

2	3											auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 5

3	7	10	14	18	19		2	11	16	17	23	25
							6					

two sorted halves

2	3										

auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 5

two sorted halves

3	7	10	14	18	19

2	11	16	17	23	25
6					

auxiliary array

2	3	7									

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 4

3	7	10	14	18	19	2	11	16	17	23	25	two sorted halves
						6						

2	3	7										auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 4

3	7	10	14	18	19	2	11	16	17	23	25	two sorted halves
						6						

2	3	7	10									auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 3

3	7	10	14	18	19	2	11	16	17	23	25	two sorted halves
						6						

2	3	7	10									auxiliary array

Total: 6

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 3

two sorted halves

3	7	10	14	18	19		2	11	16	17	23	25
							6	3				

auxiliary array

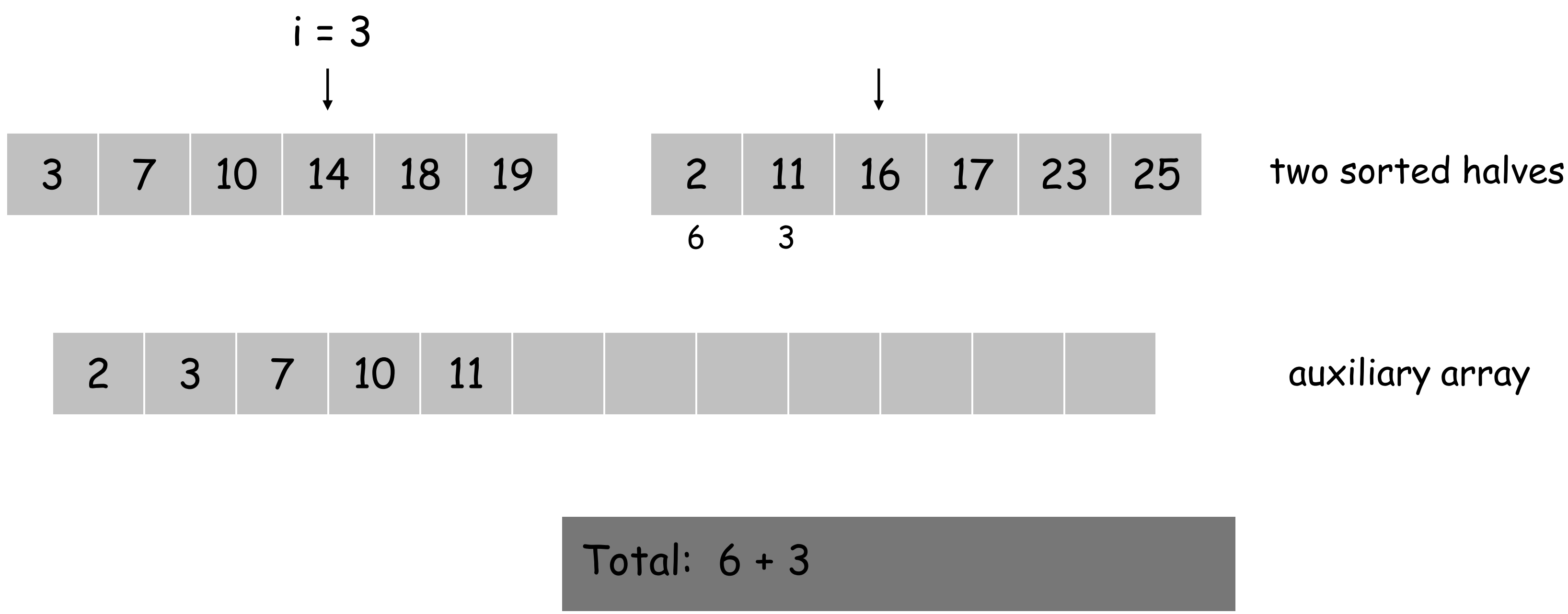
2	3	7	10	11							

Total: 6 + 3

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.



Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 3

two sorted halves

3	7	10	**14**	18	19	2	11	16	17	23	25
						6	3				

auxiliary array

2	3	7	10	11	14						

Total: 6 + 3

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 2

3	7	10	14	18	19		2	11	16	17	23	25	two sorted halves
							6	3					

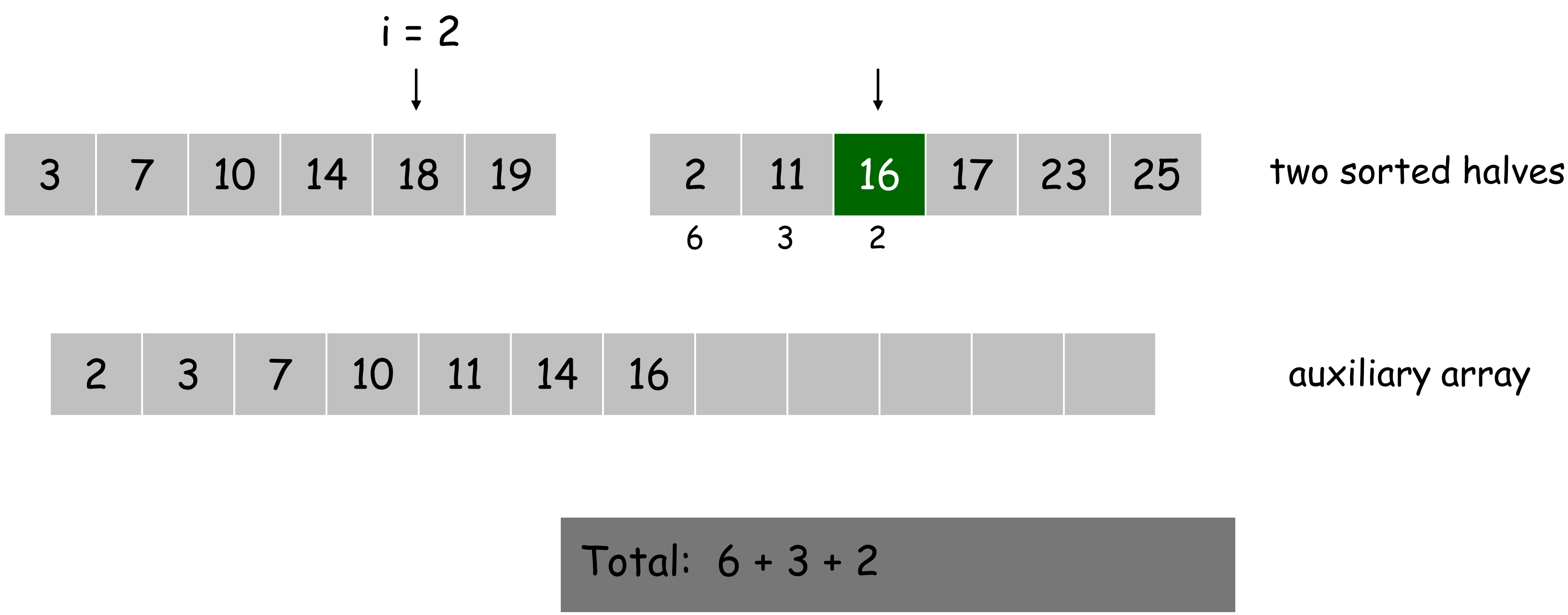
2	3	7	10	11	14							auxiliary array

Total: 6 + 3

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.



Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 2

3	7	10	14	18	19		2	11	16	17	23	25
							6	3	2			

two sorted halves

2	3	7	10	11	14	16					

auxiliary array

Total: 6 + 3 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 2

3	7	10	14	18	19		2	11	16	17	23	25
							6	3	2	2		

two sorted halves

2	3	7	10	11	14	16	17				

auxiliary array

Total: 6 + 3 + 2 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 2

two sorted halves

3	7	10	14	18	19

2	11	16	17	23	25
6	3	2	2		

auxiliary array

2	3	7	10	11	14	16	17				

Total: 6 + 3 + 2 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

$i = 2$

3	7	10	14	**18**	19		2	11	16	17	23	25	two sorted halves
							6	3	2	2			

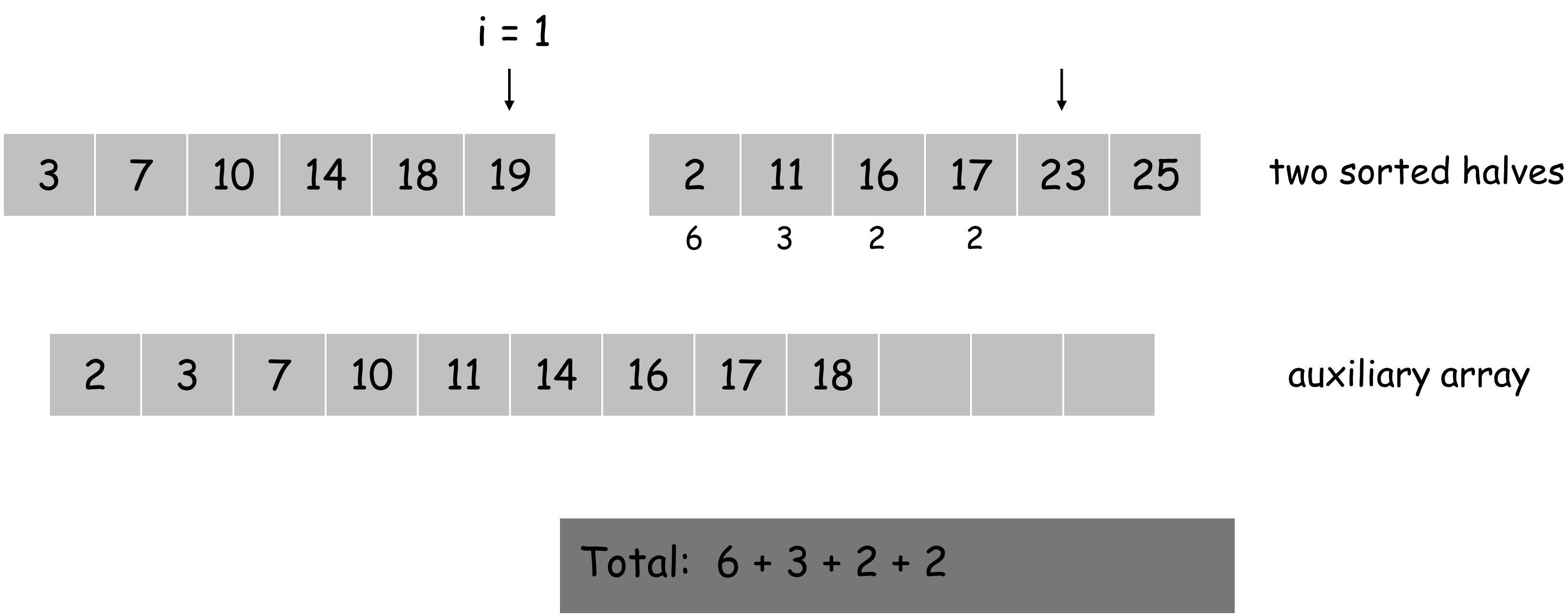
2	3	7	10	11	14	16	17	18				auxiliary array

Total: 6 + 3 + 2 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.



Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

$i = 1$

3	7	10	14	18	19		2	11	16	17	23	25
							6	3	2	2		

two sorted halves

2	3	7	10	11	14	16	17	18	19		

auxiliary array

Total: 6 + 3 + 2 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

first half exhausted   i = 0

3	7	10	14	18	19		2	11	16	17	23	25	two sorted halves
							6	3	2	2			

2	3	7	10	11	14	16	17	18	19			auxiliary array

Total: 6 + 3 + 2 + 2

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 0

two sorted halves

3	7	10	14	18	19	2	11	16	17	23	25
						6	3	2	2	0	

auxiliary array

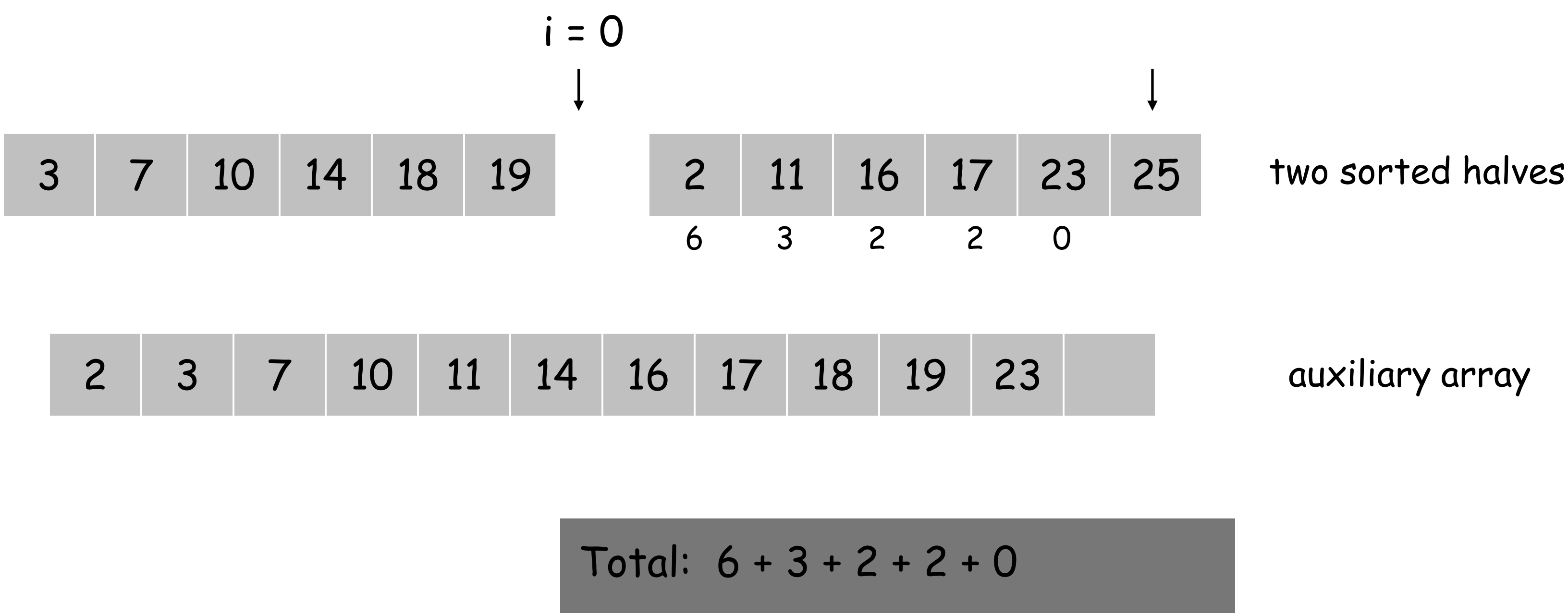
2	3	7	10	11	14	16	17	18	19	23	

Total: 6 + 3 + 2 + 2 + 0

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.



Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 0

two sorted halves

3	7	10	14	18	19	2	11	16	17	23	25
						6	3	2	2	0	0

auxiliary array

2	3	7	10	11	14	16	17	18	19	23	25

Total: 6 + 3 + 2 + 2 + 0 + 0

Merge and Count

Merge and count step.

- Given two sorted halves, count number of inversions where a_i and a_j are in different halves.
- Combine two sorted halves into sorted whole.

i = 0

3	7	10	14	18	19	2	11	16	17	23	25	two sorted halves
						6	3	2	2	0	0	

2	3	7	10	11	14	16	17	18	19	23	25	auxiliary array

Total: 6 + 3 + 2 + 2 + 0 + 0 = 13

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- Closest pair of points
- Integer multiplication
- Matrix multiplication
- FFT (evaluate a polynomial of n-1-th degree)

Closest Pair of Points

Closest pair. Given n points in the plane, find a pair with smallest Euclidean distance between them.

Fundamental geometric primitive.
- Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.
- Special case of nearest neighbor, Euclidean MST, Voronoi.

fast closest pair inspired fast algorithms for these problems

Brute force. Check all pairs of points p and q with $\Theta(n^2)$ comparisons.

1-D version. O(n log n) easy if points are on a line.

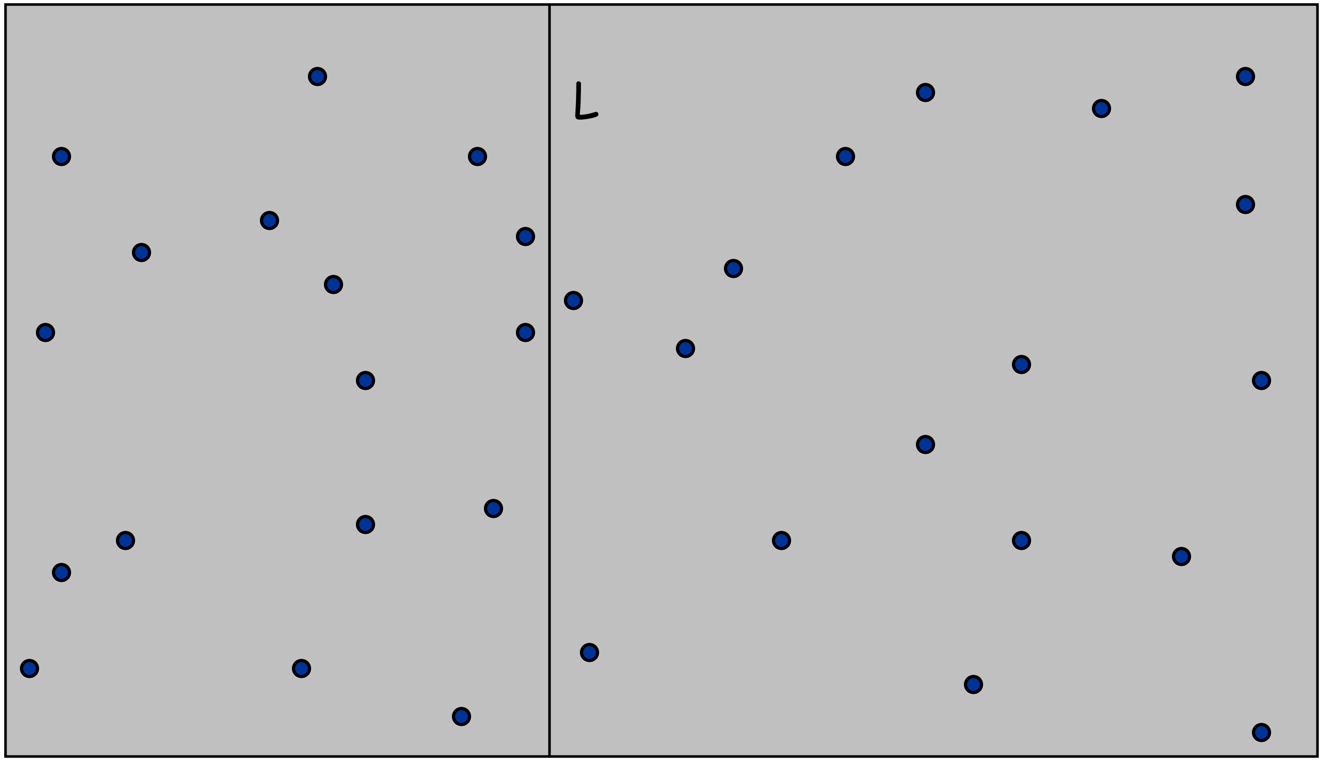
Assumption. No two points have same x coordinate.

to make presentation cleaner

Closest Pair of Points

Algorithm.

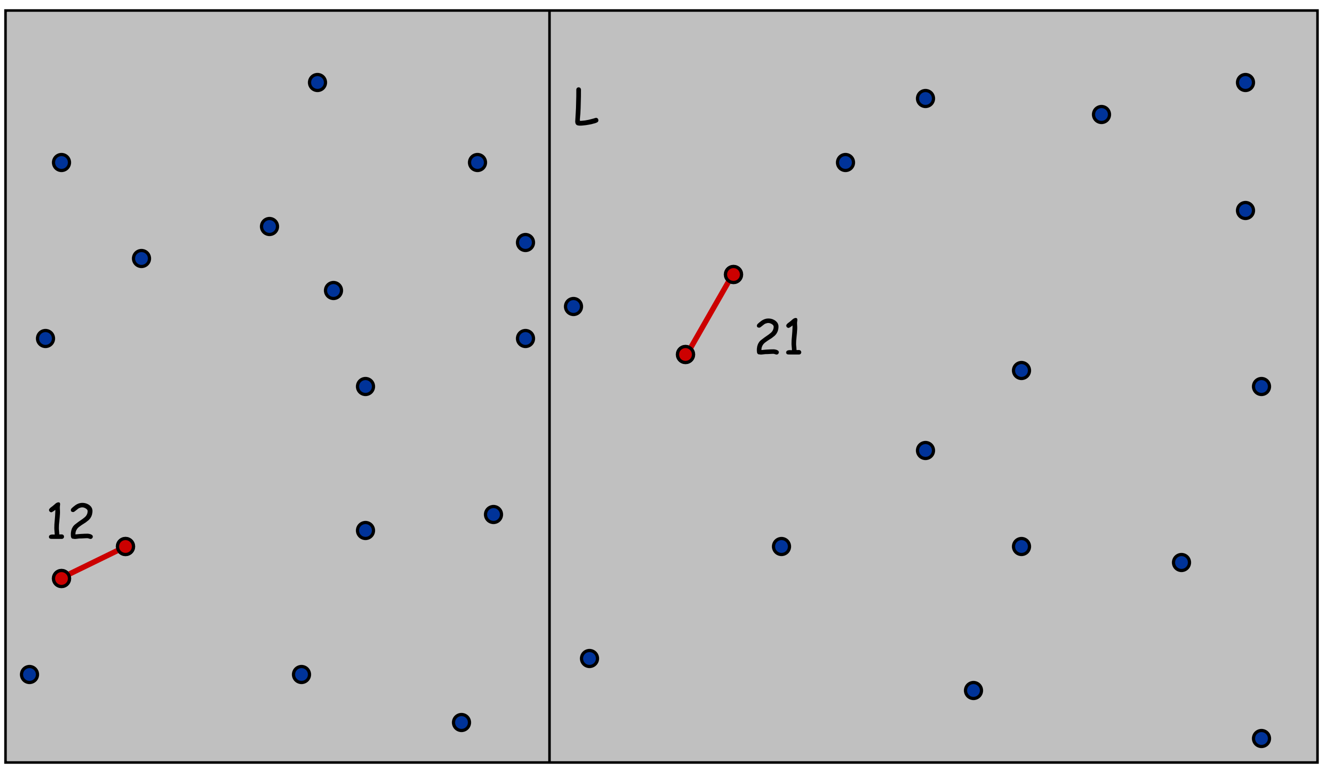
- Divide: draw vertical line L so that roughly $\frac{1}{2}$n points on each side.



Closest Pair of Points

Algorithm.

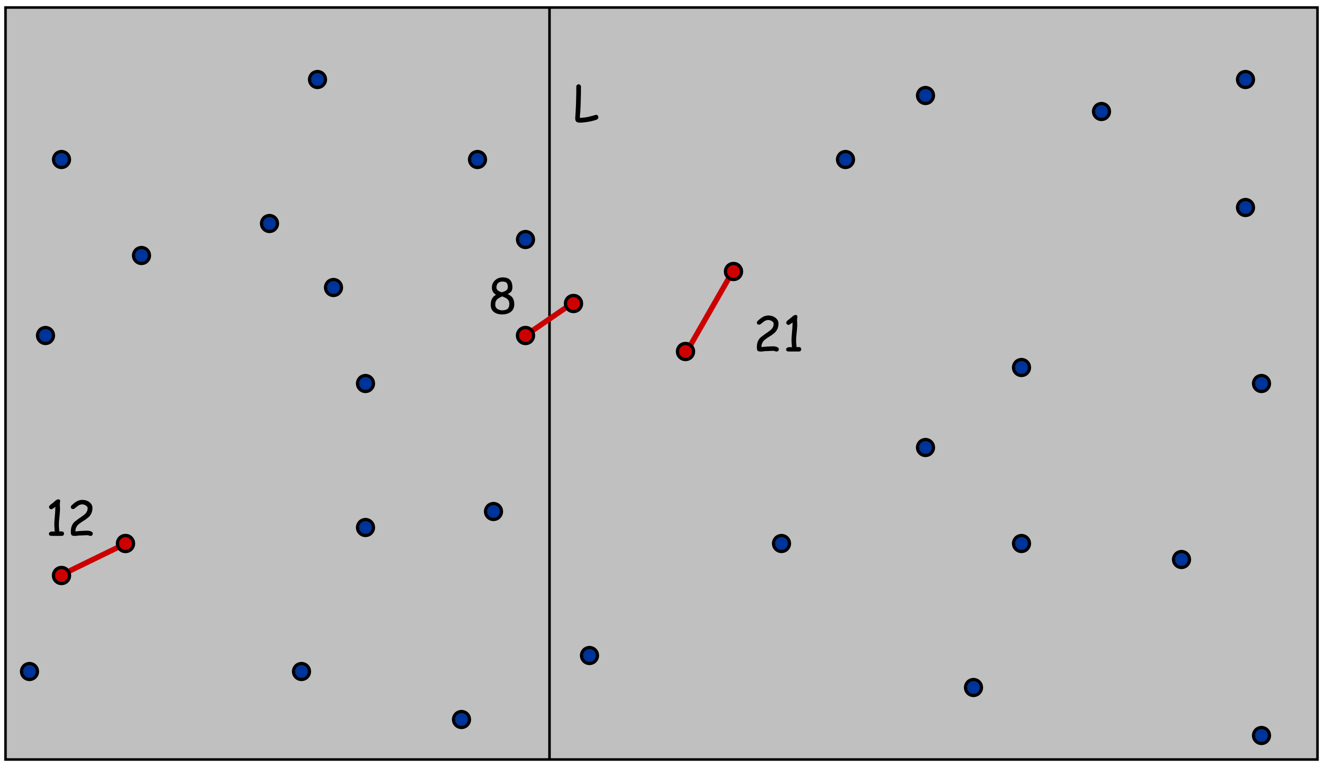
- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.
- Conquer: find closest pair in each side recursively.



Closest Pair of Points

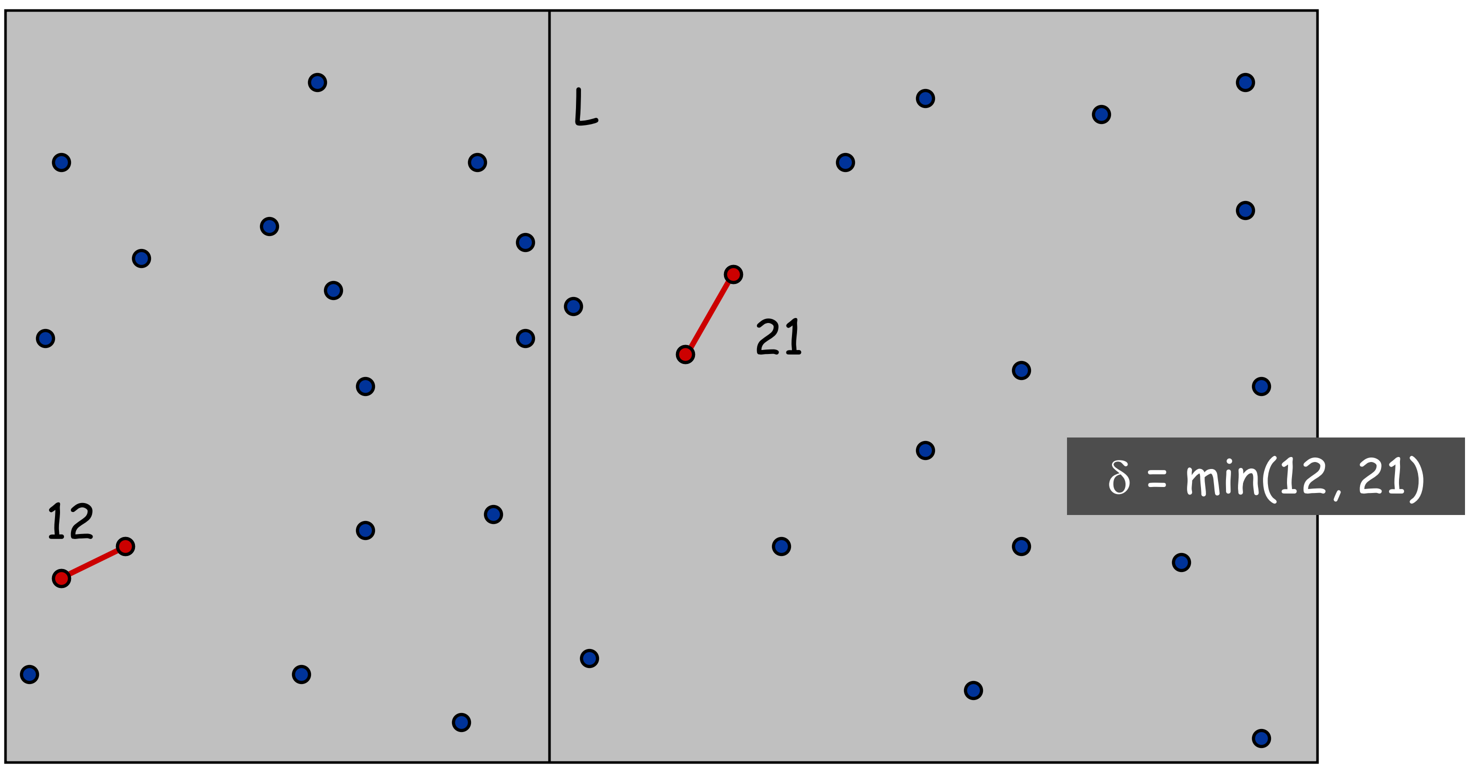
Algorithm.

- Divide: draw vertical line L so that roughly $\frac{1}{2}$n points on each side.
- Conquer: find closest pair in each side recursively.
- Combine: find closest pair with one point in each side. ← seems like $\Theta(n^2)$
- Return best of 3 solutions.



Closest Pair of Points

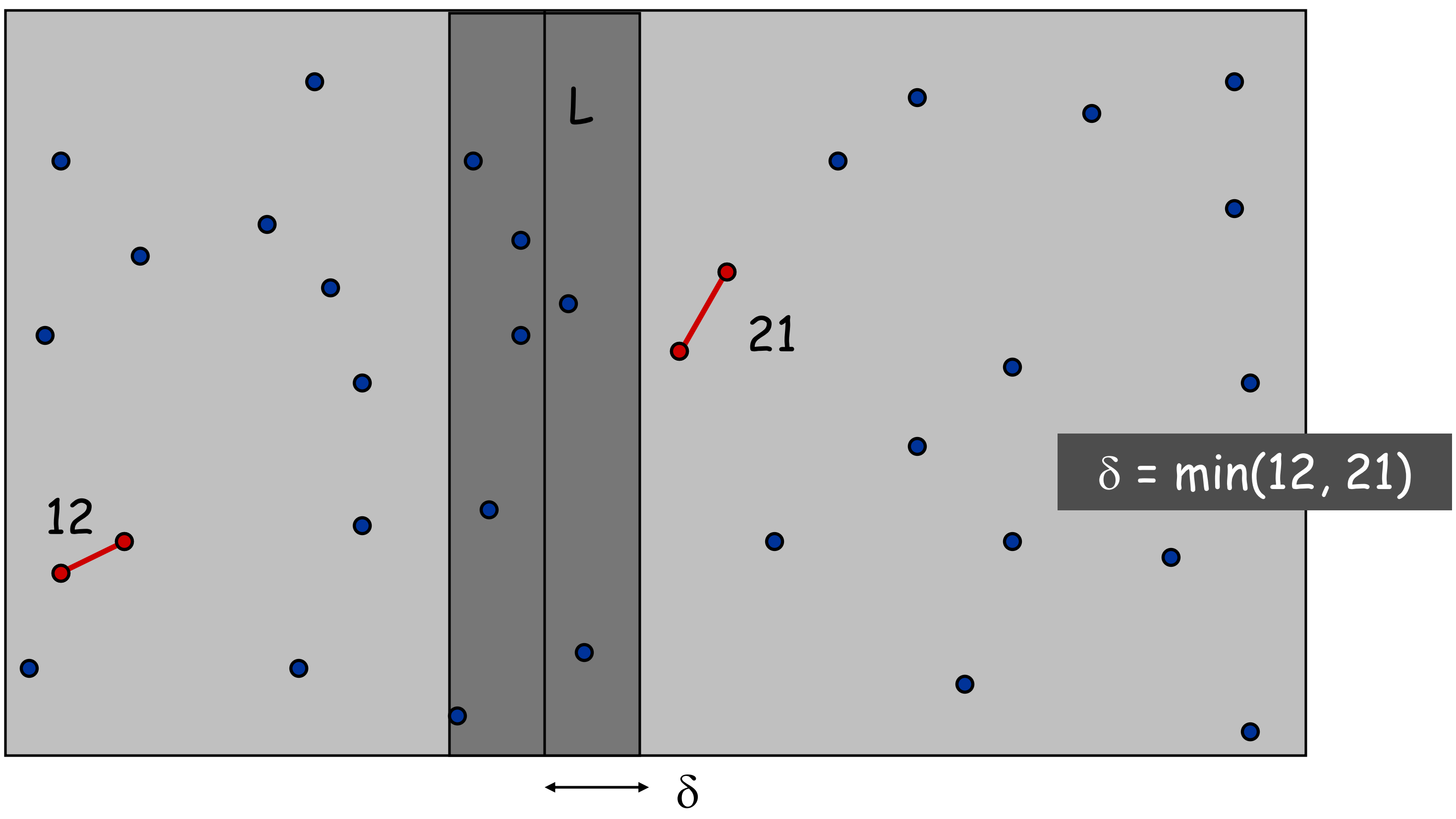
Find closest pair with one point in each side, assuming that distance < δ.



Closest Pair of Points

Find closest pair with one point in each side, assuming that distance < δ.

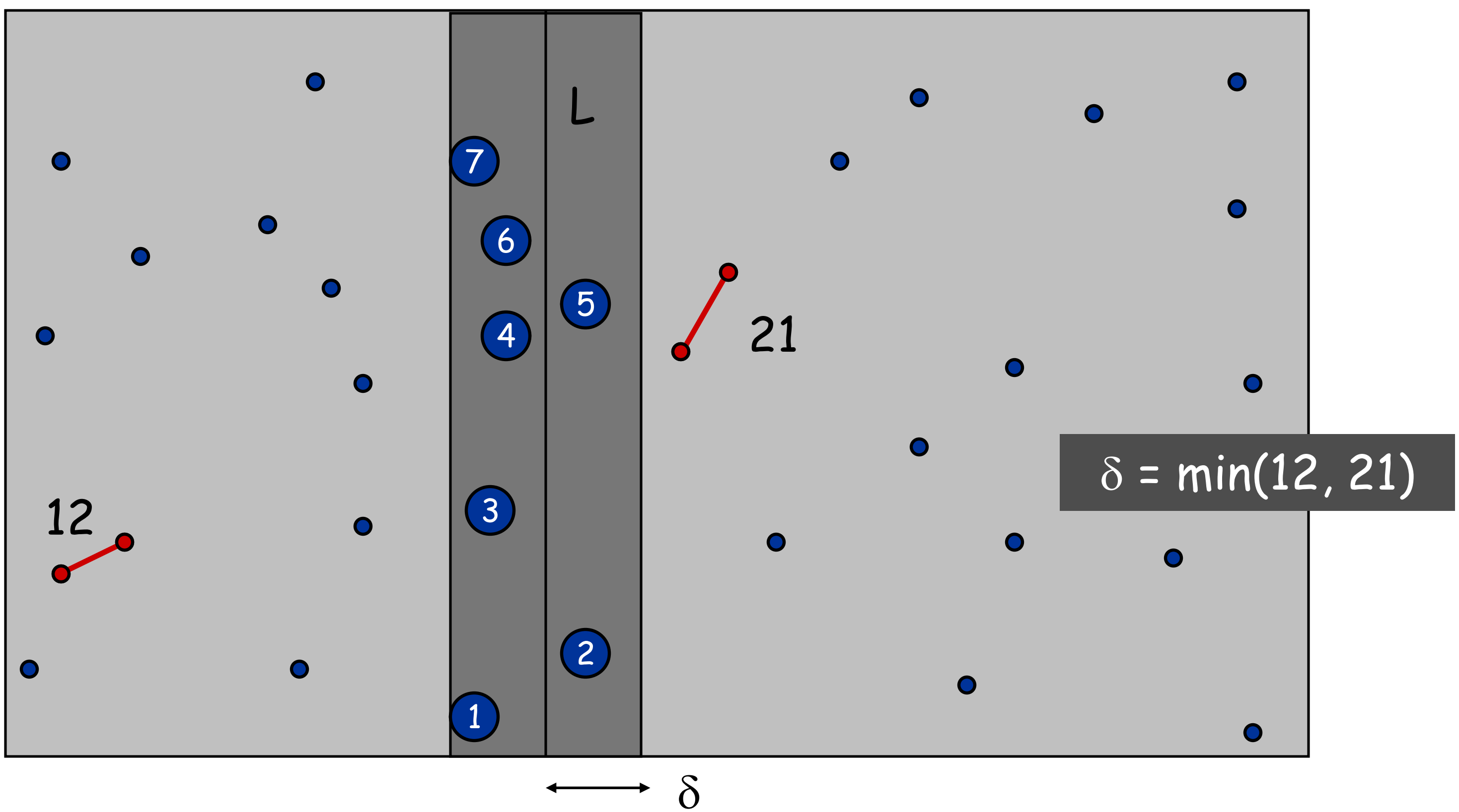
- Observation: only need to consider points within δ of line L.



Closest Pair of Points

Find closest pair with one point in each side, assuming that distance < δ.

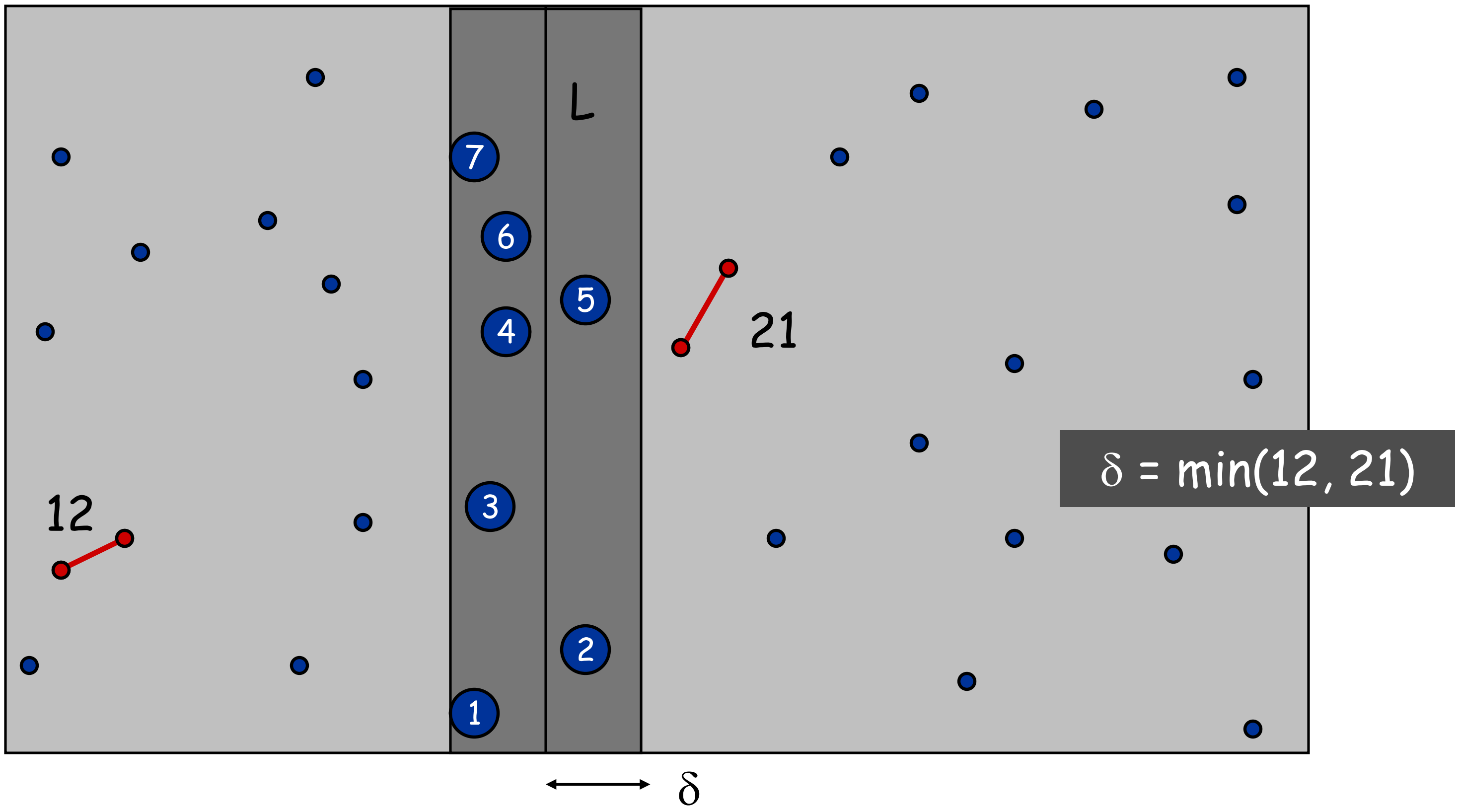
- Observation: only need to consider points within δ of line L.
- Sort points in 2δ-strip by their y coordinate.



Closest Pair of Points

Find closest pair with one point in each side, assuming that distance < δ.

- Observation: only need to consider points within δ of line L.
- Sort points in 2δ-strip by their y coordinate.
- Only check distances of those within 11 positions in sorted list!



Closest Pair of Points

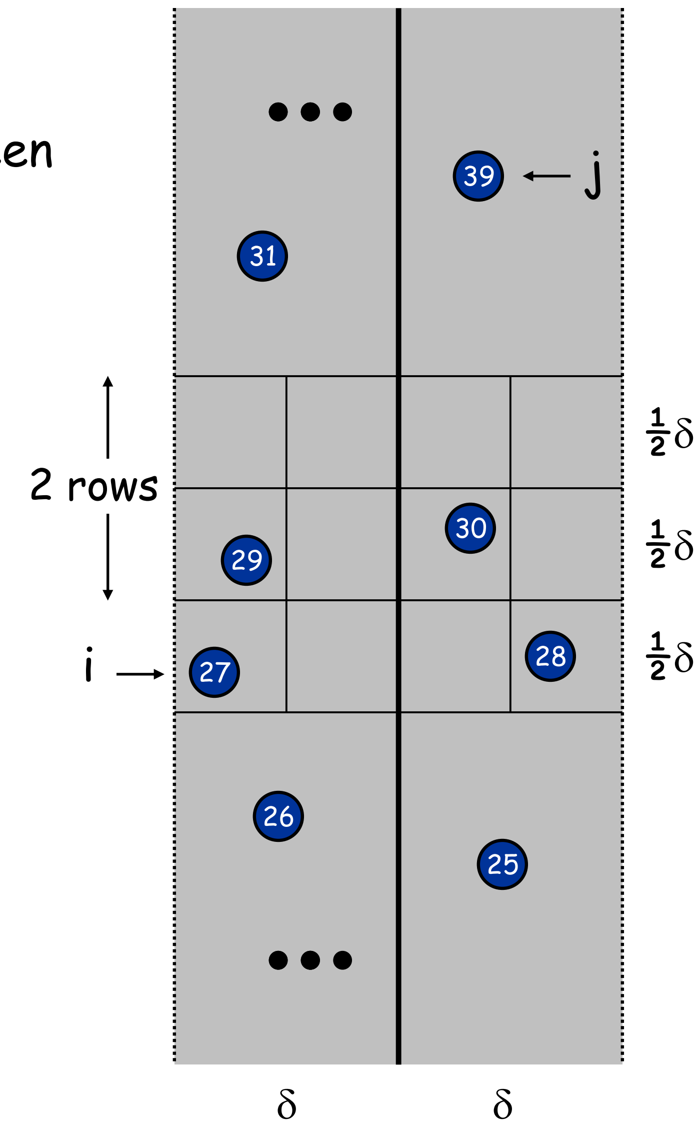
Def. Let s_i be the point in the 2δ-strip, with the i^{th} smallest y-coordinate.

Claim. If $|i - j| \geq 12$, then the distance between s_i and s_j is at least δ.

Pf.

- No two points lie in same $\frac{1}{2}\delta$-by-$\frac{1}{2}\delta$ box.
- Two points at least 2 rows apart have distance $\geq 2(\frac{1}{2}\delta)$. ▪

Fact. Still true if we replace 12 with 7.



Closest Pair Algorithm

```
Closest-Pair(p1, …, pn) {
   Compute separation line L such that half the points        O(n log n)
   are on one side and half on the other side.

   δ1 = Closest-Pair(left half)                                2T(n / 2)
   δ2 = Closest-Pair(right half)
   δ  = min(δ1, δ2)

   Delete all points further than δ from separation line L    O(n)

   Sort remaining points by y-coordinate.                     O(n log n)

   Scan points in y-order and compare distance between        O(n)
   each point and next 11 neighbors. If any of these
   distances is less than δ, update δ.

   return δ.
}
```

Closest Pair of Points: Analysis

Running time.

$$T(n) \leq 2T(n/2) + O(n \log n) \Rightarrow T(n) = O(n \log^2 n)$$

Q. Can we achieve O(n log n)?

A. Yes. Don't sort points in strip from scratch each time.

- Each recursive returns two lists: all points sorted by y coordinate, and all points sorted by x coordinate.
- Sort by merging two pre-sorted lists.

$$T(n) \leq 2T(n/2) + O(n) \Rightarrow T(n) = O(n \log n)$$

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Integer Addition

Addition. Given two n-bit integers a and b, compute $a + b$.
Grade-school. $\Theta(n)$ bit operations.

1	1	1	1	1	1	0	1	
	1	1	0	1	0	1	0	1
+	0	1	1	1	1	1	0	1
1	0	1	0	1	0	0	1	0

Remark. Grade-school addition algorithm is optimal.

Integer Multiplication

Multiplication. Given two n-bit integers a and b, compute $a \times b$.

Grade-school. $\Theta(n^2)$ bit operations.

								1	1	0	1	0	1	0	1
							×	0	1	1	1	1	1	0	1
								1	1	0	1	0	1	0	1
							0	0	0	0	0	0	0	0	
						1	1	0	1	0	1	0	1		
					1	1	0	1	0	1	0	1			
				1	1	0	1	0	1	0	1				
			1	1	0	1	0	1	0	1					
		1	1	0	1	0	1	0	1						
	0	0	0	0	0	0	0	0							
0	1	1	0	1	0	0	0	0	0	0	0	0	0	0	1

Q. Is grade-school multiplication algorithm optimal?

Divide-and-Conquer Multiplication: Warmup

To multiply two n-bit integers a and b:
- Multiply four $\frac{1}{2}n$-bit integers, recursively.
- Add and shift to obtain result.

$$
\begin{aligned}
a &= 2^{n/2} \cdot a_1 + a_0 \\
b &= 2^{n/2} \cdot b_1 + b_0 \\
ab &= \left(2^{n/2} \cdot a_1 + a_0\right)\left(2^{n/2} \cdot b_1 + b_0\right) = 2^n \cdot a_1 b_1 + 2^{n/2} \cdot (a_1 b_0 + a_0 b_1) + a_0 b_0
\end{aligned}
$$

Ex. $\boldsymbol{a} = \underbrace{1000}_{a_1}\underbrace{1101}_{a_0}$ $\boldsymbol{b} = \underbrace{1110}_{b_1}\underbrace{0001}_{b_0}$

$$
T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)
$$

assumes n is a power of 2

Conjecture. [Kolmogorov 1952] Grade-school algorithm is optimal.
Theorem. [Karatsuba 1960] Conjecture is wrong.

Karatsuba Multiplication

To multiply two n-bit integers a and b:

- Add two $\frac{1}{2}n$ bit integers.
- Multiply three $\frac{1}{2}n$-bit integers, recursively.
- Add, subtract, and shift to obtain result.

$$
\begin{aligned}
a &= 2^{n/2} \cdot a_1 + a_0 \\
b &= 2^{n/2} \cdot b_1 + b_0 \\
ab &= 2^{n} \cdot a_1 b_1 + 2^{n/2} \cdot \left(a_1 b_0 + a_0 b_1\right) + a_0 b_0 \\
&= 2^{n} \cdot \underset{1}{a_1 b_1} + 2^{n/2} \cdot \left(\underset{2}{(a_1 + a_0)(b_1 + b_0)} - \underset{1}{a_1 b_1} - \underset{3}{a_0 b_0}\right) + \underset{3}{a_0 b_0}
\end{aligned}
$$

Karatsuba Multiplication

To multiply two n-bit integers a and b:

- Add two $\frac{1}{2}n$ bit integers.
- Multiply three $\frac{1}{2}n$-bit integers, recursively.
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$$
\begin{aligned}
a &= 2^{n/2} \cdot a_1 + a_0 \\
b &= 2^{n/2} \cdot b_1 + b_0 \\
ab &= 2^{n} \cdot a_1 b_1 + 2^{n/2} \cdot \left(a_1 b_0 + a_0 b_1\right) + a_0 b_0 \\
&= 2^{n} \cdot \underset{1}{a_1 b_1} + 2^{n/2} \cdot \left(\underset{2}{(a_1 + a_0)(b_1 + b_0)} - \underset{1}{a_1 b_1} - \underset{3}{a_0 b_0}\right) + \underset{3}{a_0 b_0}
\end{aligned}
$$

Theorem. [Karatsuba-Ofman 1962] Can multiply two n-bit integers in $O(n^{1.585})$ bit operations.

$$
T(n) \le \underbrace{3T\left(n/2\right)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, subtract, shift}} \Rightarrow T(n) = O(n^{\lg 3}) = O(n^{1.585})
$$

Outline

- Overview
- Recap master theorem
- Counting inversions
- Closest pair of points
- Integer multiplication
- Matrix multiplication
- FFT (evaluate a polynomial of n-1-th degree)

Matrix Multiplication

Matrix multiplication. Given two n-by-n matrices A and B, compute $\underbrace{C = AB}$.

$$c_{ij} = \sum_{k=1}^{n} a_{ik} b_{kj}$$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

Grade-school. $\Theta(n^3)$ arithmetic operations.

Q. Is grade-school matrix multiplication algorithm optimal?

Block Matrix Multiplication

C_{11} A_{11} A_{12} B_{11}

$$\begin{bmatrix} 152 & 158 & 164 & 170 \\ 504 & 526 & 548 & 570 \\ 856 & 894 & 932 & 970 \\ 1208 & 1262 & 1316 & 1370 \end{bmatrix} = \begin{bmatrix} 0 & 1 & 2 & 3 \\ 4 & 5 & 6 & 7 \\ 8 & 9 & 10 & 11 \\ 12 & 13 & 14 & 15 \end{bmatrix} \times \begin{bmatrix} 16 & 17 & 18 & 19 \\ 20 & 21 & 22 & 23 \\ 24 & 25 & 26 & 27 \\ 28 & 29 & 30 & 31 \end{bmatrix}$$

B_{11}

$$C_{11} = A_{11} \times B_{11} + A_{12} \times B_{21} = \begin{bmatrix} 0 & 1 \\ 4 & 5 \end{bmatrix} \times \begin{bmatrix} 16 & 17 \\ 20 & 21 \end{bmatrix} + \begin{bmatrix} 2 & 3 \\ 6 & 7 \end{bmatrix} \times \begin{bmatrix} 24 & 25 \\ 28 & 29 \end{bmatrix} = \begin{bmatrix} 152 & 158 \\ 504 & 526 \end{bmatrix}$$

Matrix Multiplication: Warmup

To multiply two n-by-n matrices A and B:

- Divide: partition A and B into $\frac{1}{2}n$-by-$\frac{1}{2}n$ blocks.
- Conquer: multiply 8 pairs of $\frac{1}{2}n$-by-$\frac{1}{2}n$ matrices, recursively.
- Combine: add appropriate products using 4 matrix additions.

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned} C_{11} &= (A_{11} \times B_{11}) + (A_{12} \times B_{21}) \\ C_{12} &= (A_{11} \times B_{12}) + (A_{12} \times B_{22}) \\ C_{21} &= (A_{21} \times B_{11}) + (A_{22} \times B_{21}) \\ C_{22} &= (A_{21} \times B_{12}) + (A_{22} \times B_{22}) \end{aligned}$$

Assume n is a power of 2

$$T(n) = \underbrace{8T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, form submatrices}} \Rightarrow T(n) = \Theta(n^3)$$

Fast Matrix Multiplication

Key idea. multiply 2-by-2 blocks with only 7 multiplications. [Strassen 1969]

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned}
P_1 &= A_{11} \times (B_{12} - B_{22}) \\
P_2 &= (A_{11} + A_{12}) \times B_{22} \\
P_3 &= (A_{21} + A_{22}) \times B_{11} \\
P_4 &= A_{22} \times (B_{21} - B_{11}) \\
P_5 &= (A_{11} + A_{22}) \times (B_{11} + B_{22}) \\
P_6 &= (A_{12} - A_{22}) \times (B_{21} + B_{22}) \\
P_7 &= (A_{11} - A_{21}) \times (B_{11} + B_{12})
\end{aligned}$$

$$\begin{aligned}
C_{11} &= P_5 + P_4 - P_2 + P_6 \\
C_{12} &= P_1 + P_2 \\
C_{21} &= P_3 + P_4 \\
C_{22} &= P_5 + P_1 - P_3 - P_7
\end{aligned}$$

Assume n is a power of 2

$$T(n) = \underbrace{7T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, subtract}} \Rightarrow T(n) = \Theta(n^{\log_2 7}) = O(n^{2.81})$$

Strassen's algorithm beats the ordinary algorithm on today's machines for $n \geq 32$ or so.

Fast Matrix Multiplication: Theory

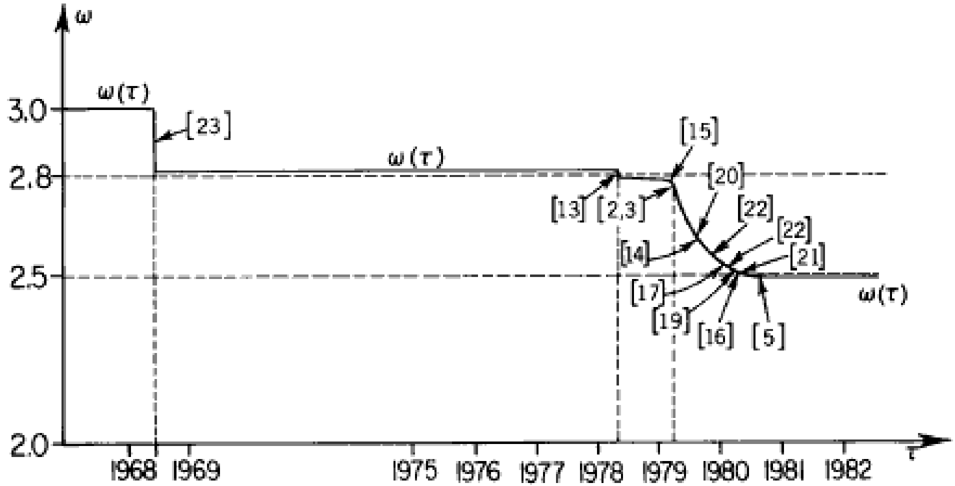

FIG. 1. $\omega(t)$ *is the best exponent announced by time* τ.

Best known. $O(n^{2.376})$ [Coppersmith-Winograd, 1987]

Conjecture. $O(n^{2+\varepsilon})$ for any $\varepsilon > 0$.

Caveat. Theoretical improvements to Strassen are progressively less practical.

Homework

Exercises 2, 3, 7 in Chapter 5 “Divide and Conquer" by Jon Kleinberg and Éva Tardos. Addison-Wesley, 2005.