

## Divide-and-conquer

Recurrences are one way to express the running time of recursive algorithms and in particular of D-a-c ones.

Recurrences describe the running time of an algo in terms of its smaller inputs. For mergesort, the running time can be defined as:

$$T(n) = \begin{cases} \Theta(1) & \text{if } n=1 \\ 2T\left(\frac{n}{2}\right) + \Theta(n) & \text{otherwise} \end{cases}$$

# of subproblems      size of the input for every subproblem

The input instance can be divided into subproblems of different sizes for instance, if we have a  $\frac{1}{3}$  and a  $\frac{2}{3}$  split we can write:

$$T(n) = T\left(\frac{2n}{3}\right) + T\left(\frac{n}{3}\right) + f(n)$$

Or in the case of linear search we do not split the input, but we work on consecutive inputs:  $T(n) = T(n-1) + \Theta(1)$

We will see 3 ways to solve recurrences:

- ① Recurrence trees
- ② Substitution
- ③ Master method.

### Mergesort running time by using recurrence trees

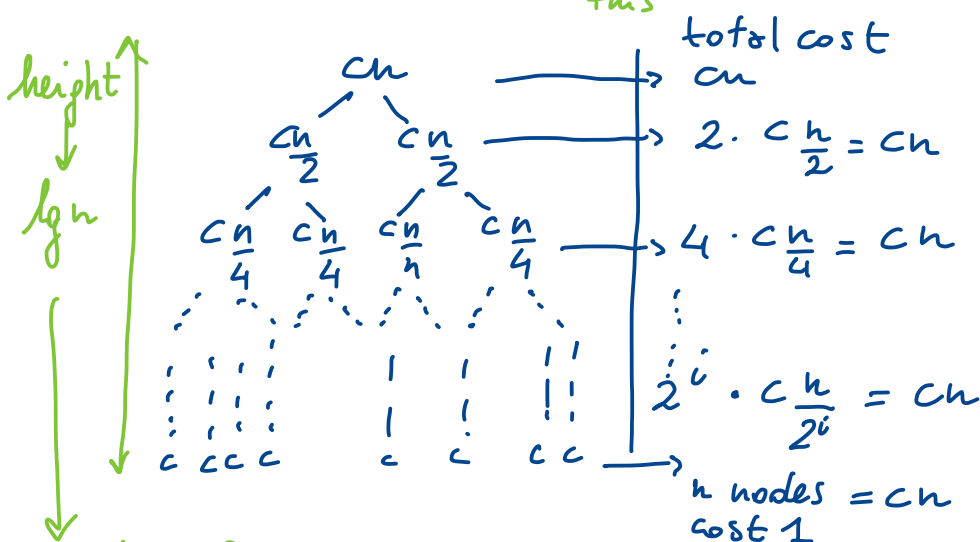
① We assume, without loss of generality, that the input size is a power of 2

Divide: we compute the middle of an array:  $\Theta(1) = D(n)$

Conquer: we recursively solve 2 subproblems, each of size  $\frac{n}{2} \Rightarrow 2T\left(\frac{n}{2}\right)$

Combine: the merge operation  $C(n) = \Theta(n)$

$$T(n) = \begin{cases} \Theta(1) & \text{if } n=1 \\ 2T\left(\frac{n}{2}\right) + \Theta(n) + \underbrace{\Theta(1)}_{\text{we can ignore this}}, & \text{otherwise} \end{cases}$$



levels = height + 1  $\rightarrow$  A tree with one node has 1 level and height = 0

The number of levels of the recursion is  $\lg n + 1$  where  $n$  is the number of leaves (size of the input)

Why?

Induction:

Base  $n=1$  then we have 1 level  $\Rightarrow \lg 1 + 1 = 1$

Inductive step  $n=2^i \Rightarrow \text{levels} = \lg 2^i + 1 \Rightarrow i \lg 2 + 1 = i + 1$

$\rightarrow$  Since  $n$  is a power of 2, the next level to consider is  $2^{i+1}$

so:  $\lg 2^{i+1} + 1$

We know that a tree with  $2^{i+1}$  leaves has just one more level than a tree with  $2^i$  leaves so since  $\text{levels}(2^i) = i + 1$ ,  $\text{levels}(2^{i+1}) = i + 2$

so  $\lg 2^{i+1} + 1 = \lg 2 + i \lg 2 + 1 = (i + 1) \lg 2 + 1 = i + 2$   $\checkmark$

Then, a binary tree with  $n$  leaves, has  $\lg n + 1$  levels each taking  $cn$  work  $\Rightarrow T(n) = \Theta((\lg n + 1)cn) \Rightarrow \Theta(n \lg n + n) = \Theta(n \lg n)$

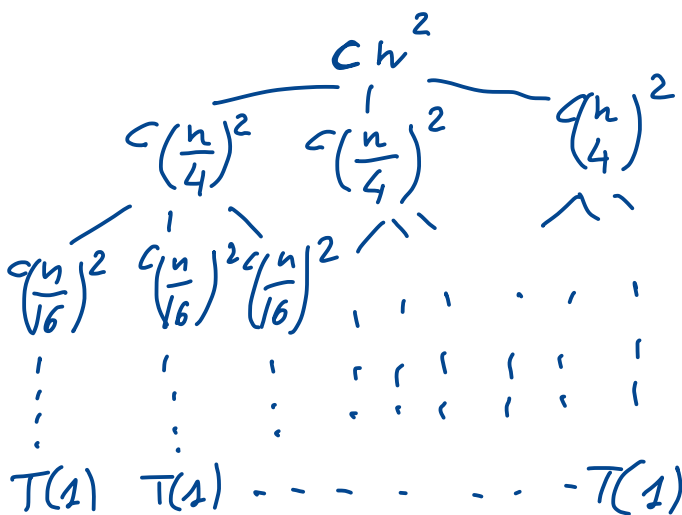
$\downarrow$   
we ignore constants

## Recurrence trees

Solve the following recursion:

$$T(n) = 3T\left(\left\lfloor \frac{n}{4} \right\rfloor\right) + \Theta(n^2)$$

- ① With a tolerable amount of sloppiness we ignore floors and ceilings
- ② The input is divided, recursively, into 3 subproblems with size  $n/4$ . Each level requires  $cn^2$  work



The subproblem size at depth  $i$  is  $\frac{n}{4^i} \rightarrow$  when do we reach size  $n=1$ ?

$$\frac{n}{4^i} = 1 \quad n = 4^i$$

$$\Rightarrow i = \log_4 n$$

$\downarrow$   
height

$\hookrightarrow$  total # levels =  $\log_4 n + 1$

What is the cost of each level?

Each level has 3 times the nodes of the level above, so at level  $i$  we have  $3^i$  nodes. The subproblem size reduces by a factor 4 for each level, so each node for  $i = 0, 1, 2, \dots, \log_4 n - 1$  has a cost  $c(\frac{n}{4^i})^2$  so given that at level  $i$  we have  $3^i$  nodes, the cost for each level is  $3^i c(\frac{n}{4^i})^2$

$$\Rightarrow \left(\frac{3}{16}\right)^i c n^2$$

At the leaves level we have  $3^{\log_4 n}$  nodes each one requiring  $\Theta(1)$  work  $\Rightarrow n^{\log_4 3}$

$$\Rightarrow T(n) = \sum_{i=0}^{\log_4 n - 1} \left(\frac{3}{16}\right)^i c n^2 + \Theta(n^{\log_4 3})$$

We can approximate to:

$$T(n) = \sum_{i=0}^{\log_4 n - 1} \left(\frac{3}{16}\right)^i c n^2 + \Theta(n^{\log_4 3}) < \sum_{i=0}^{+\infty} \left(\frac{3}{16}\right)^i c n^2 + \Theta(n^{\log_4 3})$$

Remember that  $\sum_{k=0}^{+\infty} x^k = \frac{1}{1-x}$  if  $|x| < 1 \Rightarrow \frac{3}{16} = x < 1$

$$= \frac{1}{1 - \frac{3}{16}} \cdot c n^2 + \Theta(n^{\log_4 3})$$

$$= \frac{16}{13} c n^2 + \Theta(n^{\log_4 3}) \Rightarrow \underbrace{O(n^2)}_{\text{Valid for big-oh / not big-Theta}}$$

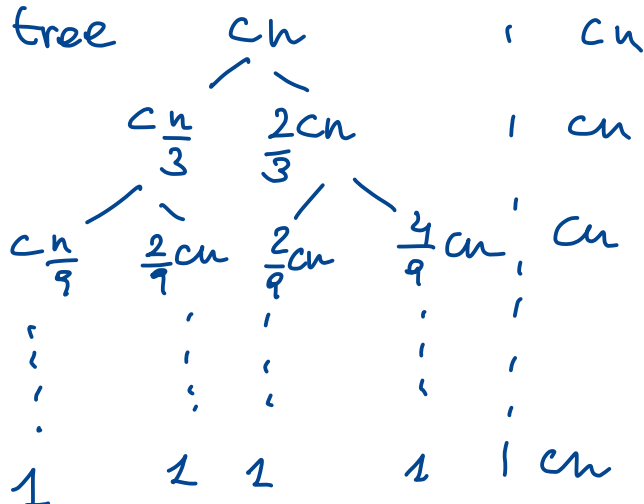
In general, given a recurrence  $T(n) = aT(\frac{n}{b}) + \Theta(1)$

$$h = \log_b n \quad \# \text{ leaves} = n^{\log_b a}$$

Exercise:  $T(n) = T(\frac{n}{3}) + T(\frac{2}{3}n) + O(n) \rightarrow$  What's the complexity?

~~Warning!~~

We build the recursion tree



We have to determine the height of the tree, we consider the longest path from root to leaves  $\Rightarrow T(\frac{2}{3}n)$

$$\Rightarrow \frac{1}{b} = \frac{2}{3} \Rightarrow b = \frac{3}{2}$$

$h = \log_{3/2} n$  each level costs  $cn$ , so the overall cost is  $O(n \lg n)$

How many leaves does the tree have?

# leaves  $= n^{\log_{3/2} 2}$  if we'd have a complete binary tree

$\Rightarrow w(n \lg n)$  for a given constant  $w$ .

We have to check if  $O(n \lg n)$  is a reasonable boundary given that we do not have a complete binary tree and thus we have to perform less work.

We have to show that  $T(n) \leq d n \lg n$ , where  $d$  is a positive constant

$$T(n) \leq T(\frac{n}{3}) + T(\frac{2}{3}n) + cn \leq d(\frac{n}{3}) \lg(\frac{n}{3}) + d(\frac{2n}{3}) \lg(\frac{2n}{3}) + cn$$

$$\stackrel{!}{=} (d(\frac{n}{3}) \lg n - d(\frac{n}{3}) \lg 3) + (d(\frac{2n}{3}) \lg n - d(\frac{2n}{3}) \lg(\frac{3}{2})) + cn$$

$$= d n \lg n - d n (\lg 3 - \frac{2}{3}) + cn$$

$$\leq d n \lg n$$

so, as long as  $d \geq \frac{c}{(\lg 3 - \frac{2}{3})}$ ,  $O(n \lg n)$  is an admissible upper bound