Decrease and Conquer

(Chapter 4)

Decrease and Conquer

- 1. Introduction to Decrease and Conquer
- 2. Decrease by One
 - Insertion sort
 - Generating permutations
 - Generating subsets
- 3. Decrease by half
 - Binary search
 - Fake Coin Problem

Decrease-and-Conquer

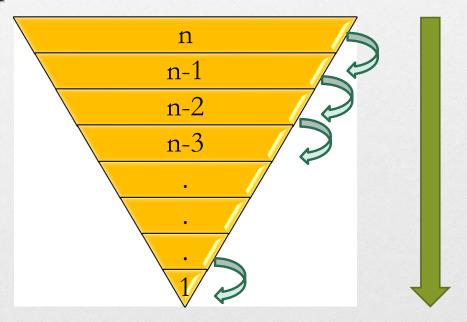
- 1. Reduce problem instance to smaller instance of the same problem and solve smaller instance
- 2. Extend solution of smaller instance to obtain solution to original instance

Can be implemented:

- top-down (Recursive)
- bottom-up (Iterative)

Decrease-and-Conquer

• Can be implemented:

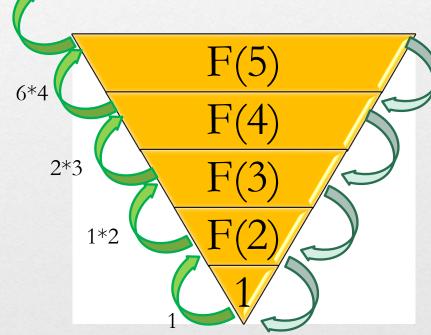


top-down (Recursive)

Example: top-down (Recursive)

24*5

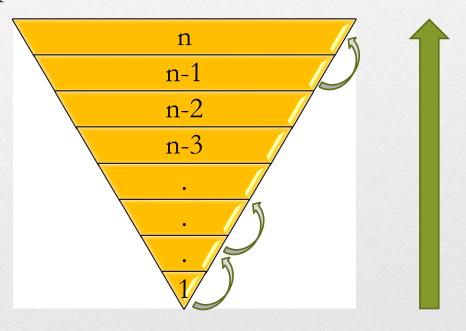
Factorial (n) if n = 1 then return 1 else return Factorial(n - 1) × n



Factorial (5) = ?

Decrease-and-Conquer

• Can be implemented:

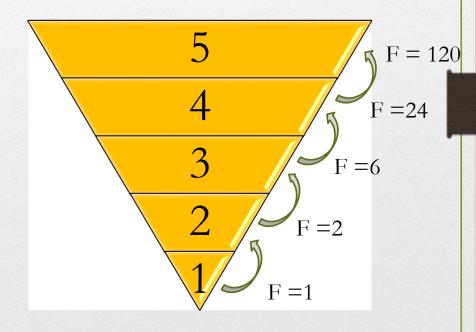


bottom-up

Example: bottom-up (Iterative)

Factorial (n) $F \leftarrow 1$ for $i \leftarrow 1$ to $i \leftarrow n$ $F \leftarrow F * i$ return F

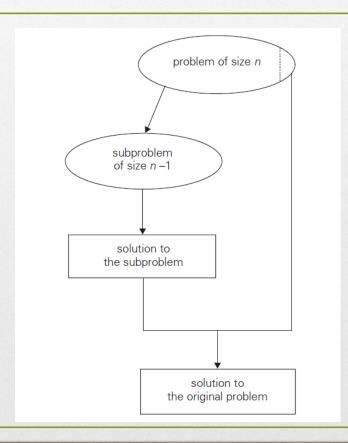
Factorial (5) = ?



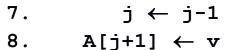
Decrease and Conquer

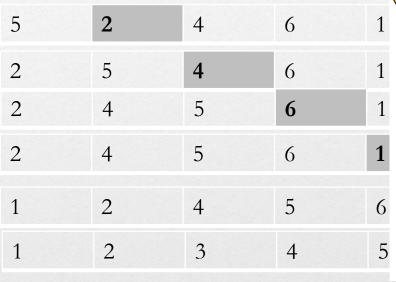
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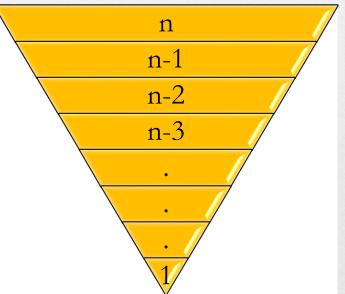
Decrease by One



```
    Loops(A[0..n-1])
    for i ← 1 to n-1 do
    v ← A[i]
    j ← i-1
    while j≥0 and A[j]>v do
    A[j+1] ← A[j]
```







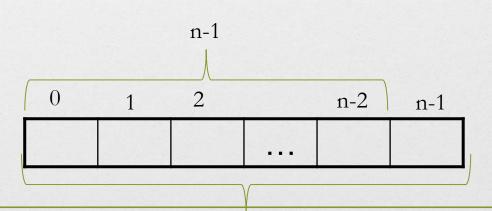
bottom-up

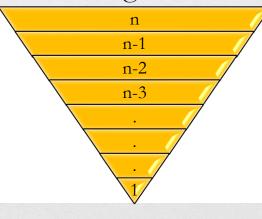
Insertion sort (A[0..n-1])

• Sort A[0..n-2]

• Insert element A[n-1] in its proper place among the

sorted list A[0..n-2]





top-down (Recursive)

1.1 Insertion sort (recursive)

```
InsertionSort(A ,n)
1   if n > 1
2     InsertionSort(A,n-1)
3     key ← A[n-1]
4     i = n-2
5     while i ≥ 0 and A[i] > key
6         A[i+1] ← A[i]
7         i ← i - 1
8     A[i + 1] ← key     n-1
```

0 1 2 n-2 n-1

5	2	4	6	1	3
5					
5	2				
2	5	4			
2	4	5	6		
2	4	5	6	1	
1	2	4	5	6	3
1	2	3	4	5	6



Recursive decrease

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What is a permutation?

For A,B,C:

ABC, ACB, BAC, BCA, CAB, CBA

To find all permutations of n objects:

- Find all permutations of n-1 of those objects
- Insert the remaining object into all possible positions of each permutation of n-1 objects

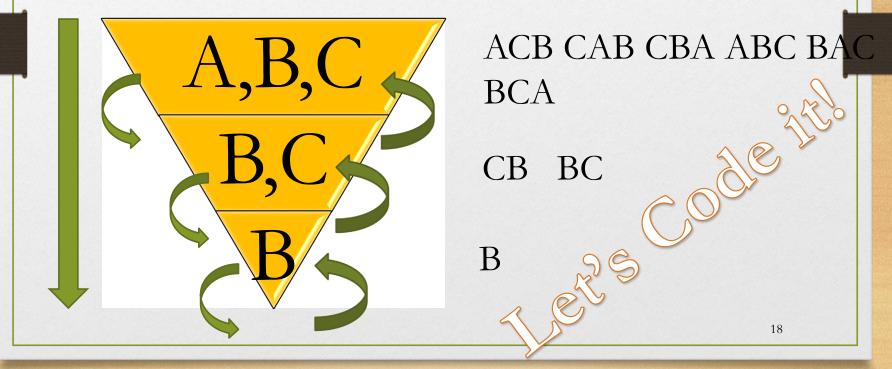
- Example: To find all permutations of 3 objects A, B, C
 - Find all permutations of 2 objects, say B and C:

B C and C B

• Insert the remaining object, A, into all possible positions in each of the permutations of B and C:

ABC BAC BCA and ACB CAB CBA

• Example: find all permutations of A, B, C

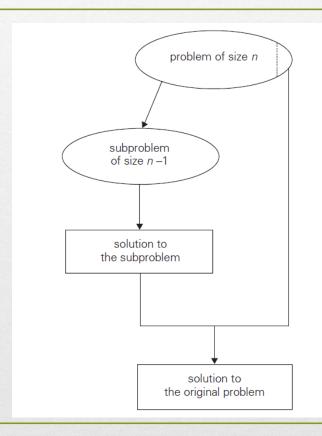


```
generatePermutation (n elements a_1, a_2, ..., a_n)
       If n = 1
               return a<sub>1</sub>
       If n > 1
            Permutations \leftarrow generatePermutation (n-1 of elements a_1, a_2, ..., a_{n-1})
            for each p in permutations
                 insert a<sub>n</sub> before a<sub>1</sub>
                  for i \leftarrow 1 to i \leftarrow n-1
                    insert a<sub>n</sub> after a<sub>i</sub>
                                                                                                                 19
```

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Decrease by One



Decrease by One (Generating Subsets)

What is a subset?

For a,b,c:

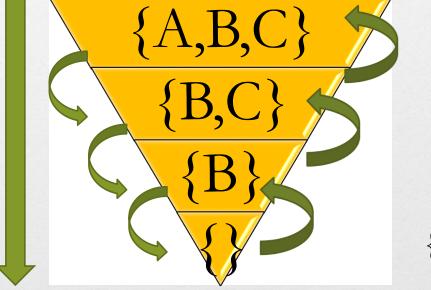
 ${a, b, c}, {a, b}, {b, c}, {a, c}, {a}, {b}, {c}, {}$

Decrease by One (Generating Subsets)

To find all subsets of n objects:

- Find all subsets of n-1 of those objects
- For each subsets copy it and insert the remaining object to the subset

Example: find all subsets of {A, B, C}



```
{} {B} {C} {BC}

{A} {AB} {AC} {ABC}

{} {B} {C} {BC}

{} {B} {C} {BC}

{} {B}
```

```
generateSubsets (n elements a_1, a_2, ..., a_n)

If n=0

return empty set

If n>0

subsets \leftarrow generateSubsets (n-1 elements a_1, a_2, ..., a_{n-1})

for each subset s in subsets

clone s

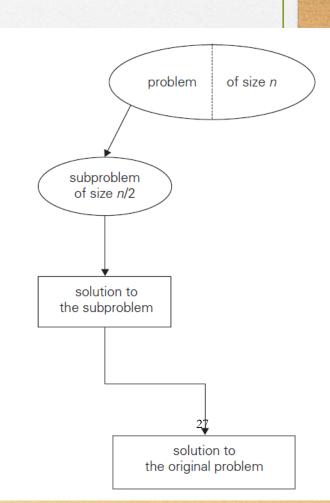
insert a_n to the s
```

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Decrease by Half

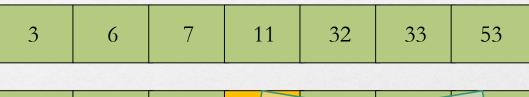
- Make the problem smaller by some constant factor.
- Typically the constant factor is *two*, ie, we divide the problem in half.



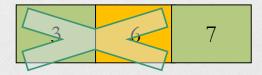
Decrease by Half (Binary Search)

▶ 2.1 Binary search, key =7

Sorted Array







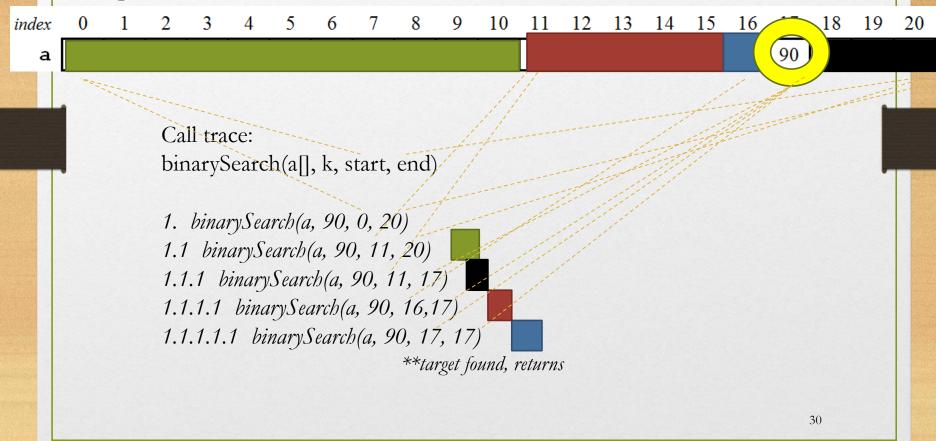
Decrease by Half (Binary Search)

- Binary Search works by dividing the sorted array (ie: the solution space) in half each time, and searching in the half where the target should exist
- In other words, we throw away half the input on each iteration!
- it makes efficiency gains by *ignoring* the part of the solution space that we know cannot contain a feasible solution

2. Decrease by half

2.1 Binary search (Recursive)

Example: for k=90



pseudocode

- You try! Attempt to write pseudocode implement:
 - binarySearch(a[], k, start, end)

Decrease by Half (Binary Search)

▶ 2.1 Binary search

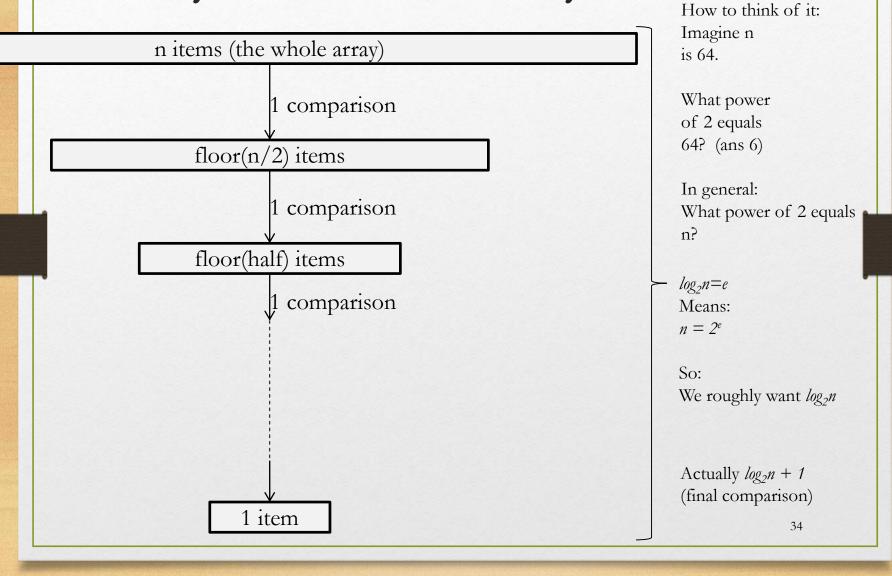
```
binarySearch(a[], k, start, end)
  if end < start
      return not found
  middle ← floor((start+end)/2)
  if k = a[middle]
      return found
  if k > a[middle]
      return binarySearch(a[], k, middle+1, end)
  else if k < a[middle]
      return binarySearch(a[], k, start, middle-1)</pre>
```

Decrease by Half (Binary Search)

▶ 2.1 Binary search, key =7

binarySearch(a[], k, start, end) 11 32 33 53 if end < start return not found 3 $middle \leftarrow floor((start+end)/2)$ if k = a[middle]return found if k > a[middle]return binarySearch(a[], k, middle+1, end) else if k < a[middle] **return** binarySearch(a[], k, start, middle-1) 33

Binary Search Efficiency



Binary Search Efficiency

- Time efficiency
 - Worst-case efficiency...
 - $C_w(n) = \log_2(n+1)$
 - So binary search is O(log n)

This is VERY fast: e.g., $C_{\nu}(1000000) = 20$

- Optimal for searching a sorted array
- Limitations: must be a sorted array

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Decrease by half

(Fake Coin Problem)

Assume that you have n identical looking coins, but one is a fake (weighs less). You also have a balance scale, and can compare any two sets of coins.

Design an efficient Decrease by a Constant Factor algorithm that finds the fake coin.





Question 1: Assume that n=2. How many times will you need to weigh the coins?

One weight comparisons are needed.

Question 2: Assume that n=4. How many times will you need to weigh the coins? Give two answers, one for the best case and one for the worst case.

Worst case: 2 weight comparisons are needed.

Best base: 2 weight comparisons are needed.

Question 3: Assume that n=8. How many times will you need to weigh the coins? Give two answers, one for the best case and one for the worst case.

Worst case: 3 weight comparisons are needed.

Best base: 3 weight comparisons are needed.

 $\log_2 n$

Question 3: Assume that n=9. How many times will you need to weigh the coins? Give two answers, one for the best case and one for the worst case.

Worst case: 3 weight comparisons are needed.

Best base: 1 weight comparisons are needed.

 $\hat{\varrho}\log_2 n\hat{\varrho}$

Fake Coin Problem (Algorithm)

Explain, in plain English, how you would solve this problem.

Divide the coins into two equal piles. If n is odd, set one coin aside first. Compare the piles (ie: put one pile on each side of the balance scale).

If the piles weigh the same, the coin that was put aside is the fake, otherwise the fake is in the pile that has lesser weight.

Discard the heavier pile. Split the remaining pile in half and repeat the above procedure until there are only two coins, or, the lighter coin has been found.

If there are only two coins left, the lighter of the two is the fake.

Fake Coin Problem (cont ...)

```
Question 4: Write the pseudocode for your solution to this problem.
fakeCoin(n coins):
  if n=1 the coin is fake
  else
     if n is odd
          remove first coin c0 and set aside
     else
          divide remaining coins into two piles c1 and c2, each with \hat{e}_n/2\hat{y} coins
     weigh the two piles
     if they weigh the same
          c0 is the fake
      else
          discard the heavier pile and set n = \hat{\varrho}n / 2\hat{\varrho}
      fakeCoin(remaining pile)
```

Fake Coin Problem

- This solution is $O(\log_2 n)$
 - It involves dividing the problem in half every time
- Is there is a better solution?
 - Hint: yes, it runs in $O(\log_3 n)$
 - Divide into 3 piles, weigh two of them
 - If different
 - Continue with the lighter one (1/3 of the original)
 - If same
 - Continue with the unweighed pile (1/3 of the original)

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Try it/ Homework

- 1. Chapter 4.1, page 137, questions 7,10
- 2. Chapter 4.4, page 156, question 3, 9

Notes for Lab Two

The sort algorithm for technique two can use Array.sort (java.util.Arrays' solution)

Quiz Time

Will be 20 minutes

Please be a silent as possible