

COMP90038 Algorithms and Complexity

Decrease-and-Conquer-by-a-Factor

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Lecture 10

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Decrease-and-Conquer Again

The last lecture looked at a problem solving approach that went like this: To solve a problem of size n , try to express the solution in terms of a solution to the same problem of size $n - 1$.

A simple example was sorting: To sort an array of length n , just

- 1 sort the first $n - 1$ items, then
- 2 locate the cell that should hold the last item, shift all elements to its right to the right, and place the last element.

This led to an $O(n^2)$ algorithm, insertion sort. We can implement this with recursion or iteration (we chose iteration).

Decrease-and-Conquer by a Factor

We now look at better utilization of the approach, often leading to methods with logarithmic time behaviour or better!

Decrease-by-a-constant-factor is exemplified by binary search.

Decrease-by-a-variable-factor is exemplified by interpolation search.

Let us look at these and other instances.

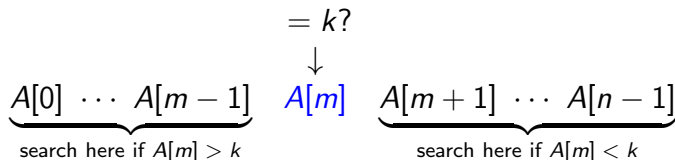
Binary Search

This is a well-known approach for searching for an element k in a **sorted** array.

Start by comparing against the array's middle element $A[m]$.
If $A[m] = k$ we are done.

If $A[m] > k$, search the sub-array up to $A[m - 1]$ recursively.

If $A[m] < k$, search the sub-array from $A[m + 1]$ recursively.



Binary Search

Again, the formulation is naturally recursive, but here we use a non-recursive formulation:

```
function BINSEARCH( $A[0..n-1], k$ )
```

```
     $lo \leftarrow 0$ 
```

```
     $hi \leftarrow n - 1$ 
```

```
    while  $lo \leq hi$  do
```

```
         $m \leftarrow \lfloor (lo + hi) / 2 \rfloor$ 
```

```
        if  $A[m] = k$  then
```

```
            return  $m$ 
```

```
        if  $A[m] > k$  then
```

```
             $hi \leftarrow m - 1$ 
```

```
        else
```

```
             $lo \leftarrow m + 1$ 
```

```
    return  $-1$ 
```

Complexity of Binary Search

The worst-case situation for binary search is when the sought-for k is not in the array. We have the following recursive equation for the cost, in terms of the size n of the array:

$$C(n) = \begin{cases} 1 & \text{if } n = 1 \\ C(\lfloor n/2 \rfloor) + 1 & \text{if } n > 1 \end{cases}$$

A closed form for this is

$$C(n) = \lfloor \log_2 n \rfloor + 1$$

In the worst case, searching for k in an array of size 1,000,000 requires 20 comparisons.

The average-case time complexity is also $\Theta(\log n)$.

Russian Peasant Multiplication

This way of doing multiplication utilises the fact that for even n ,

$$n \cdot m = \frac{n}{2} \cdot 2m$$

whereas for odd n ,

$$n \cdot m = \frac{n-1}{2} \cdot 2m + m$$

We can thus proceed by halving n , repeatedly, until $n = 1$.

n	m	
81	92	92
40	184	
20	368	
10	736	
5	1472	1472
2	2944	
1	5888	5888
		<hr/>
		7452

Finding the Median

Given an array, an important problem is how to find the **median**, that is, an array value which is no larger than half the elements and no smaller than half.

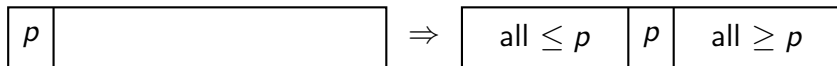
More generally, we would like to solve the problem of finding the ***k*th smallest element**.

If the array is sorted, the solution is straight-forward, so one approach is to start by sorting (as we'll soon see, this can be done in time $O(n \log n)$).

However, sorting the array seems like overkill.

A Detour via Partitioning

Partitioning an array around some **pivot** element p means reorganizing the array so that all elements to the left of p are no greater than p , while those to the right are no smaller.



Lomuto Partitioning

function LOMUTOPARTITION($A[lo..hi]$)

$p \leftarrow A[lo]$

$s \leftarrow lo$

for $i \leftarrow lo + 1$ **to** hi **do**

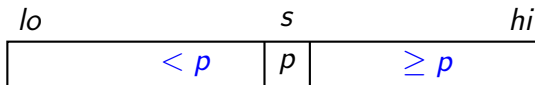
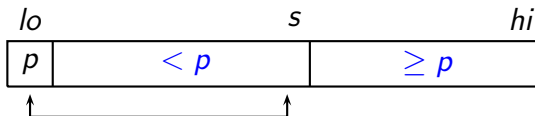
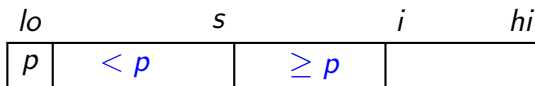
if $A[i] < p$ **then**

$s \leftarrow s + 1$

 swap($A[s], A[i]$)

swap($A[lo], A[s]$)

return s



Finding the k th Smallest Element

Here is how we can use partitioning to find the k th smallest element.

```
function QUICKSELECT( $A[.]$ ,  $lo$ ,  $hi$ ,  $k$ )  
     $s \leftarrow$  LOMUTOPARTITION( $A$ ,  $lo$ ,  $hi$ )  
    if  $s - lo = k - 1$  then  
        return  $A[s]$   
    else  
        if  $s - lo > k - 1$  then  
            QUICKSELECT( $A$ ,  $lo$ ,  $s - 1$ ,  $k$ )  
        else  
            QUICKSELECT( $A$ ,  $s + 1$ ,  $hi$ ,  $(k - 1) - (s - lo)$ )
```

Example: Finding the Fifth Smallest Element

<i>s</i>	<i>i</i>								
72	29	64	86	33	89	38	32	94	42

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72	29	64	86	33	89	38	32	94	42
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				<i>s</i>		<i>i</i>			
72	29	64	33	38	32	86	89	94	42
					<i>s</i>		<i>i</i>		
72	29	64	33	38	32	42	89	94	86

Example: Finding the Fifth Smallest Element

Now swap 72 and 42, to bring 72 into its correct position in the array (index 6, as it was the seventh smallest element):

42 29 64 33 38 32 72 89 94 86

We wanted the fifth smallest element, so repeat the process with

42 29 64 33 38 32

42 being the new pivot.

Example: Finding the Fifth Smallest Element

<i>s</i>	<i>i</i>				
42	29	64	33	38	32
	<i>s</i>		<i>i</i>		
42	29	64	33	38	32
	<i>s</i>		<i>i</i>		
42	29	33	64	38	32
	<i>s</i>		<i>i</i>		
42	29	33	38	64	32
	<i>s</i>		<i>i</i>		
42	29	33	38	32	64

Finally the pivot is swapped into its correct position, which happens to be the fifth (index 4):

				<i>s</i>	<i>i</i>
32	29	33	38	42	64

Hence QUICKSELECT returns 42.

Although the worst case complexity for QUICKSELECT is quadratic, its average-case complexity is linear.

Interpolation Search

If the elements of a sorted array are distributed reasonably evenly, we can do better than binary search!

Think about how you search for an entry in the telephone directory: If you look for 'Zobel', you make a rough estimate of where to do the first probe—very close to the end of the directory.

This is the idea in **interpolation** search.

When searching for k in the array segment $A[lo]$ to $A[hi]$, take into account where k is, relative to $A[lo]$ and $A[hi]$.

Interpolation Search

Instead of computing, as in binary search,

$$m \leftarrow \lfloor (lo + hi)/2 \rfloor$$

we perform a linear interpolation between the points $(lo, A[lo])$ and $(hi, A[hi])$. That is, we use

$$m \leftarrow lo + \left\lfloor \frac{k - A[lo]}{A[hi] - A[lo]} (hi - lo) \right\rfloor$$

Interpolation search has average-case complexity $O(\log \log n)$.

It is the right choice for search in large arrays when elements are uniformly distributed.

Next Week

Learn to divide and conquer!

Read Levitin Chapter 5, but skip 5.4.