CSC 373 Week 1 Notes

Divide and Conquer:

- Divide and conquer is an that aims to break down the problem into sub-problems (Divide), solve each problem and then combine the solutions (Combine).
- Divide: Break the original subproblems into smaller ones.
 - Conquer: Solve the sub-problems. You may need to use recursion, or if the subproblems are simple enough, you can solve it straight forward.

Combine: Combine the solutions to the subproblems to create a final solution.

- A recurrence is an eqn or inequality that describes a function in terms of its value on smaller inputs.
- There are 3 main methods for finding 0 or 0 bounds for recurrences:
 - 1. Substitution Method: We guess a bound and then use induction to prove our guess right.
 - 2. Recursion Tree Method: We convert the recurrence into a tree whose nodes represent the costs incurred at various levels of the recursion. We use techniques for bounding summations to solve the recurrence.

3. Master Method: The master method

provides bounds for recurrences in the form

of T(n) = a T(f) + f(n) where

n = size of input

a = number of subproblems in recursion

n = size of each subproblem

for = cost of the work done outside the recursive call. This includes the cost of dividing the problem and merging the soln.

Note: a ≥1, b>1 and f(n) is a function.

Let $d = \log_b \alpha$. Then: a) If $f(n) = O(n^{d-\epsilon})$ for some constant $\epsilon > 0$, then $T(n) = O(n^d)$

- b) If $f(n) = O(n^d \log^k n)$ for some constant $k \ge 0$, then $T(n) = O(n^d \log^{k+1} n)$.
- c) If $f(n) = O(n^{d+\epsilon})$ for some constant $\epsilon > 0$, then T(n) = O(f(n))

Examples:

- Some problems that use divide and conquer include:
 - 1. Quicksort
 - 2. Merge sort
 - 3. Counting Inversions
 - 4. Closest pair in R2
 - 5. Karatsuba's Algorithm
 - 6. Strassen's Algorithm

- Quicksort:

- With quicksort, you choose a pivot (I'll be using the last element, but you can choose another), put all elements that are less than the pivot to the left and all other elements to the right. Then, you recursively repeat these steps for the left and right subarraies.
- Fig. [], 30, 27, 2, 15, 8, 16]

 Left Right Pivot

P Stands for pivot. I'll also be using 2 pointers, L (Left) and R (Right).

Step 1: Since the Left value (1) is less than the pivot value (16), we move it 1 to the right.

[1, 30, 27, 2, 15, 8, 16] R P Step 2: Since the Left value (30) is greater than the pivot value (16) and the Right value (8) is less than the pivot value, swap Left and Right value, then, move Left one to the right and Right one to the left.

[1, 30, 27, 2, 15, 8, 16] Swap

[1, 8, 27, 2, 15, 30, 16] R P

Step 3: Since the Left value (27) is greater than the pivot value (16) and the Right value is less than the pivot value, swap the Left and Right values and then move Left one to the right and Right one to the left.

[1, 8, 27, 2, 15, 30, 16] Swap

[1,8,15, 2,27,30,16] R Step 4: If Left ? Right, the point that
they met is where the left subarray
ends and the right subarray begins.
You apply the same steps to each
subarray recursively.

[1,8,15,2,,27,30,,16]

Left Right

Subarray Subarray

- Pseudo - Code:

func Quicksort (array): left = 0 right = array, length -1

if (right - left == 0): # Only I element return array in array

pivot = array [right]

partition = partition Func (left, right-1, pivot)

Quicksort (left, partition -1)

Quicksort (partition +1, right)

- Merge Sort:

- With merge sort, you divide up the array into halves and you recursively do merge sort on each half. Then you merge the sorted halves.

- Pseudo - Code:

func Merge Sort (arr): left = 0 right = arr. length -1

if ():

m = (1+1)/2 (Find the index to split and)

Mergesort (arr [:m+1]) (Call mergesort on the left subarray)

Mergesort (arr [m+1:]) (Call mergesort on the right subarray)

merge () (Merge the 2 subarraies)

- Counting Inversions:

- Problem: Given an array of length n, count the number of pairs (i,j) s.t. icj but a [i] > a [j].

- Brute Force Solution:

- Use a nested for loop.

- Pseudo - Code:

func count_inversions (a):

Yesult = 0

for i in range (n):

Val = a [i]

For j in range (i+1, n):

new-val = a [i]

if (new-val > val):

result +=1

return result

- Time Complexity: ((n2)

- Divide and Conquer Solution:
- Divide: Break the array into 2 halves
of equal length, x and y.

- Conquer: Count the number of inversions in each subarray recursively.
- Combine: Count the number of inversions across x and y. (I.e. One element is in x and the other is in Y.)

 Then, combine the 3 results.

- Pseudo-Code:

func count-inversions (L): if (len (L) ==0): return (0, L)

Divide L into 2 halves, A and B

((A, A) = Count-inversions (A):

((B, B) = Count-inversions (B):

((AB, L') = merge-and-count (A, B)

There, I'm counting the inversions where

one element is in A and the other is B.

(Eturn ((A+ (B+ (AB, L'))))

Note: We don't have to sort the 2 halves, but it becomes a lot easier if we do.

- E.g.

[1, 5, 4, 8, 10, 2, 6, 9, 3, 7]

Step 1: Split the array into 2 halves. A = [1, 5, 4, 8, 10]B = [2, 6, 9, 3, 7]

Step 2: Find the number of inversions in A. There is only 1: 5 and 4.

Step 3! Find the num of inversions in B.

There are 3: 6 and 3

9 and 3

9 and 7

Step 4: Find the num of inversions
across A and B.
There are 13: 4 and 2, 4 and 3,
5 and 2, 5 and 3,
8 and 2, 8 and 6,
8 and 3, 8 and 7,
10 and 2, 6, 9, 3, 7

Hence, the total number of inversions is 17. (1+3+13=17.)

- What happens if we sort the 2 halves:
- Suppose that the 2 halves, A and B
are sorted.

I.e. A = [1,3,7, ai, 10]
B = [2,4,9,bj,13]

- Then, if we compare any element in A, say Qi, with any element in B, say bj, we'll know these info:

 1. If Qi < bj, then Qi < bj.th.

 2. If Qi > bj, then Qith > bj.
 - Because of the 2 points above, we don't need to compare every point/element in A with every element in B. It can save us a lot of time.

- Run Time Analysis:
 - Suppose Ton) is the worst-case running time for inputs of size n.
 - Our algo satisfies $T(n) \leq 2T(\frac{2}{2}) + O(n)$ if the 2 halves are sorted. This is because if the 2 arrays are sorted, then we will only traverse each array once.

T(n) = 2 T(\frac{1}{2}) + O(n)

This comes This comes from

from dividing traversing each

the array into array exactly

halves and once.

finding the

num of

inversions in

each half.

Note: Master's Theorem says T(n) = o(nlgp)

However, if the 2 halves aren't Sorted, then the algo satisfies $T(n) \leq 2 T(\frac{2}{5}) + O(\frac{3}{5})$

Now, we have to compare each element in A with each element in B. Hence, we'll need a nested loop.

- Proof of Run Time Complexity:

1. Using Substitution Method:

- We'll "guess" that the run time

complexity is O(nlg2n) and then

use induction to prove it.

I.e. "Guess" T(n) = O(n/gg) = c·n/gg and use induction to prove it.

- Base Case (n=1): Let n=1LHS: $T(1) = O(|1|g|1) \leftarrow |ag|1 = 0$ = O(0)

RHS: c-(11g1) = C.0

.. Any c works for the base case. .. The base case holds.

- Hypothesis Step: Assume that Tcn) holds for some n=k, k≥1, k∈N

- Induction Step: We know that T(n) ≤ 2 T(\frac{1}{2}) + O(n) Here, I'm subbing 2T(\frac{1}{2}) + O(n) for T(n) → ≤ 2((C-\frac{1}{2} \cdot 19\frac{1}{2}) + m-n

- 2. Using Master's Theorem:
 - In our case, a=2 and b=2. Hence, d=logba =logz² =1
 - Our f(n) = O(nd·logkn) for some k≥0

 This is because d=1, so we get

 f(n) = O(n·logkn). If k = 0, then

 we get f(n) = O(n), which is what

 we have originally.

 Hence, T(n) = O(nd logkn)

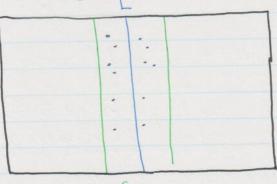
 = O(n logn)

- Closest Pair in R2:

- Problem: Given n points of the form (Xi, Yi), find the closest pair of points.
- Brute Force Solution:
 - Get the distance between every pair of points.
 - Time Complexity: O (n2)
 - Divide and Conquer Solution:
 - Divide: Divide the points in half (equal halves) by drawing a vertical line L.
 - Conquer: Solve each half recursively.
 - Combine: Find the closest poir with one point on each side of L. Then, return the best of the 3 solutions.

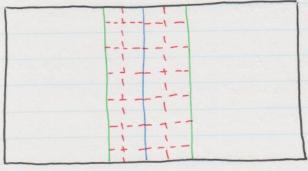
- One thing we can do to reduce the amount of work we do is to find the min distance on both sides of L and then restrict the straddling points based on that distance.

E.g. Suppose of is the min dist between 2 points s.t. both points are on the same side. Then, we can restrict the Straddling points s.t. they are within of of L.



We will only consider points within this area.

- After doing that, we sort the points with of horizontal distance of L by their y coordinate.
- Now, consider this: We divide up the strip into

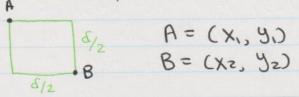


Note: Assume each "sed" square has side length of \$12.

We know that there can't be 2 or more points in 1 8/2. 8/2 square.

Proof:

I will prove this with a proof by contradiction. Assume that there are 2 points in 1 6/2-6/2 square.



The dist between A and B is $\int (x_1-x_2)^2 + (y_1-y_2)^2$ $(x_1-x_2) = \frac{6}{2}$ $(y_1-y_2) = \frac{6}{2}$ So now, we have $\int \frac{6}{4} + \frac{6}{4}$

of 152 < d and since we assumed earlier that the smallest dist between 2 points on the same side of L is of, this is a contradiction.

.. Each \$/z. d/z square can't have more than I point.

After sorting the points by their y coordinate, each point only has to be compared with the next 11 points in the list. This is because any point more than 11 positions away will have a vertical distance of at least d.

Eig.

A has to check with each of the shaded squares to see if there's a point in there s.t. the dist bluen them is less than d.

Any points in these dotted boxes have a vertical distance of > d.

Note: We only care about not going over & for the vertical dist bluen 2 points.

We may go over & for the horizontal dist bluen 2 points even if the second point is in 1 of the Shaded squares.

- Run Time Analysis:

- Finding points on the Strip: O(n)

- Sorting points on the strip by their y-coordinate is Ochlogn).

- Testing each point against 11 points: O(n-11)

- Total running time: T(n) = 2T(2) + O(nlgn)

- By Master's Thm, we get: Ton = O(n/g²n)

- karatsuba's Algorithm.

- It is a fast way to multiply 2 n digit numbers x and y.
- Brute Force Soln:
 - Doing it the way we learned at school.
 - Time Complexity: O(n2)
- Divide and Conquer Solni.
 - Divide each digit into 2 parts:

y= y, - 10 1/2 + y2

- Now, $X-y=(X_1\cdot 10^{n/2}+X_2)(y_1-10^{n/2}+y_2)$ = $(X_1y_1)\cdot 10^n+(X_1y_2+X_2y_1)\cdot 10^{n/2}+X_2y_2$ = (x, y,) - 100 + x2y2 + P((X,+X2)(9,+y2)-X, y,-X2y2)-10"/2 This term came from (X1 42 + X2 Y1)
- Now, we just have 3 multiplications:

1, X, Y,

2. X2 Y2

3. (X,+Xz)(3,+yz)

- Time Complexity:

= T(n) £3T(=2) +0(n)

- By Master's Thm, T(n) = 0(n 1923) ~ O(n 1.58)

- Eig. Let's multiply 1234 with 4321.

 $X = 12 \cdot 10^{2} + 34$ $9 = 43 \cdot 10^{2} + 21$

a, = 12.43

-> X = 1.10+2

-> 9, = 4·10+3

- O2 = 1.4 = 4

-> dz = 2-3=6

- 2 = (1+2)(4+3) - 02 - 62= (1+2)(4+3) - 4 - 6

= (3)(7)-10

= 11

= 4-102+11-10+6

= 516

di = 34.21

-> X, = 3-10+4

-> y, = 2.10+1

-> a2 = 2-3=6

-> dz = 1-4=4

-> ez = (3+4)(2+1)-az-dz

= (7)(3) - 6 - 4

= 11

= 6.102 + 11.10+4

= 714

e1 = 24-102+52-10

= 1714

+24-516-714

 $e_1 = (12+34) \cdot (43+21) - a_1 - d_1$

= 46.64 - 516 - 714

-> X, = 4-10+6

-> 5, = 6-10+4

-> az = 4-6=24

-) d2 = 6.4 = 24

-> ez = (4+6)(6+4)-24-24

= 52

Combining everything, we get:

1234. 4321

= 516-104+1714-102+714

= 5, 332, 114

- Strassen's Algorithm:
- Generalizes karatsuba's insight to design a fast algo for multiplying 2 n by n matrices.

- Time Complexity:
- T(n) & 7T(\frac{1}{2}) + O(n^2) => T(n) = O(n \frac{1}{9}2\frac{7}{1})

lgz 8=3, so O(nlgz 7) is a bit better than 0(n3)