Divide and Conquer Algorithm

Binary Search

Quick Sort

Merge Sort

Strassen's Matrix

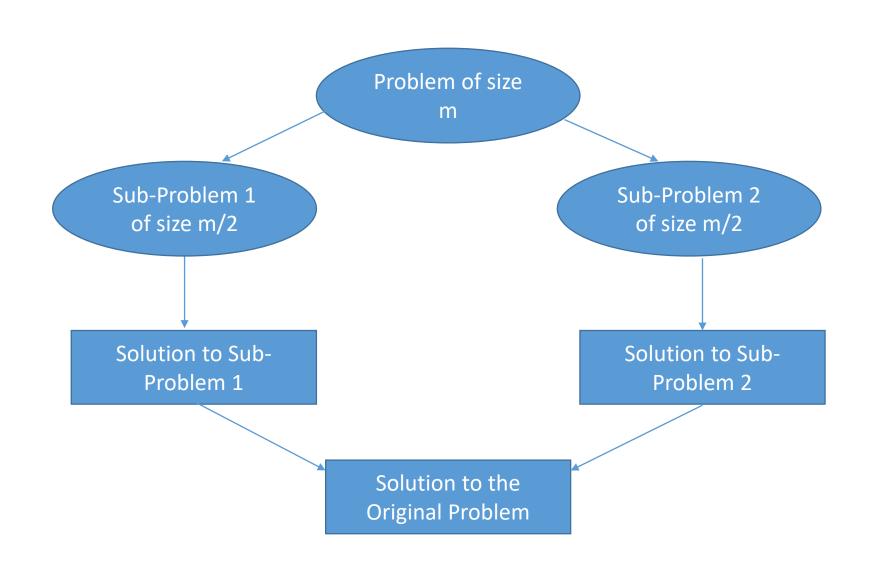
Approach

• Divide the problem into a number of sub-problems

Sub-problems must be of same type

Sub-problems do not need to overlap

- Conquer the sub-problems by solving them recursively. If they are small enough, solve them in brute force fashion.
- Combine the solutions to the sub-problems into the solution for the original problem.



Advantage of Divide and Conquer

• Divide and conquer approach supports parallelism as sub-problems are independent. Hence, an algorithm, which is designed using this technique, can run on the multiprocessor system or in different machines simultaneously.

Disadvantage of Divide and Conquer

• In this approach, most of the algorithms are designed using recursion, hence memory management is very high. For recursive function stack is used, where function state needs to be stored.

Application of Divide & Conquer

- Finding the maximum and minimum of a sequence of numbers
- Merge sort
- Binary search
- Quick Sort
- Strassen's matrix multiplication

Divide & Conquer Algorithm

```
D&C(P)
   if (small (P))
    Solve(P)
  else
      Divide P into P1, P2, P3 .....,Pk -----> f1(n)
      Apply DAC(P1), DAC(P2),...., DAC(Pk) \longrightarrow T(n/2)
      Combine (DAC(P1), DAC(P2), ...., DAC(Pk)) ------ > f2(n)
Recurrence Relation of DAC algorithm will be
T(n) = f1(n) + aT(n/2) + f2(n)
where, n is the size of input
       a is number of the sub problems we break the problem into
       n/2 is the size of the sub problems (in terms of n)
```

Binary Search

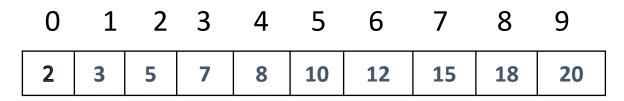
Introduction

- Binary search can be performed only on a sorted array and reduce the time complexity.
- So, the elements must be arranged in-
 - -> Either ascending order if the elements are numbers.
 - -> Dictionary order if the elements are strings.
- Approach:-
 - (i) Compare **x** with the **middle** element.
 - (ii) If x matches with middle element, we return the mid index.
 - (iii) Else If x is greater than the mid element, then x can only lie in right half subarray after the mid element. So we **recur** for **right half**.
 - (iv) Else (x is smaller) recur for the left half.

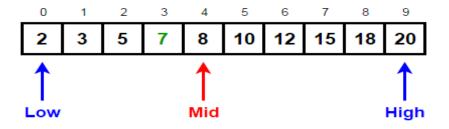
Binary Search Algorithm

```
int binarySearch(int arr[], int I, int r, int x)
     if (r >= 1)
         int mid = I + (r - I) / 2; // Floor Function
         if (arr[mid] == x)
           return mid; // Element found at middle
         if (arr[mid] > x)
            return binarySearch(arr, I, mid - 1, x); // Element found at Left subarray
        return binarySearch(arr, mid + 1, r, x); // Element found at Right subarray
    return -1; // Element not found
```

Using Binary searching search the Target element 7

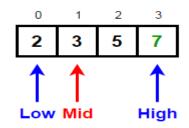


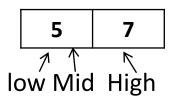
Target = 7



Since 8 (Mid) > 7 (target), we discard the right half and go LEFT

Target = 7





Since 5 (Mid) < 7 (Target),

Since 3 (Mid) < 7 (target), We discard the left half and go RIGHT

We discard the left half and go to right

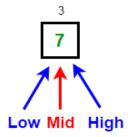
Time Complexity

 1^{st} Iteration ----- n 2^{nd} Iteration ----- n/2 3^{rd} Iteration ----- $n/2^2$ 4^{th} Iteration ----- $n/2^3$

k Iteration ----- $n/2^k$ $n/2^k = 1$ $k = log_2 n$

Time Complexity is O(log₂ n)

Target = 7



Now our search space consists of only one element 7. Since 7 (Mid) = 7 (target), we return index of 7 i.e. 3 and terminate our search

Quick Sort

Introduction

 Quick sort is an algorithm based on divide and conquer approach in which the array is split into sub arrays and these sub-arrays are recursively called to sort the elements.

(I) Divide

The array is divided into subparts taking pivot as the partitioning point. The elements smaller than the pivot are placed to the left of the pivot and the elements greater than the pivot are placed to the right.

(II) Conquer

The left and the right subparts are again partitioned using the by selecting pivot elements for them. This can be achieved by recursively passing the subparts into the algorithm.

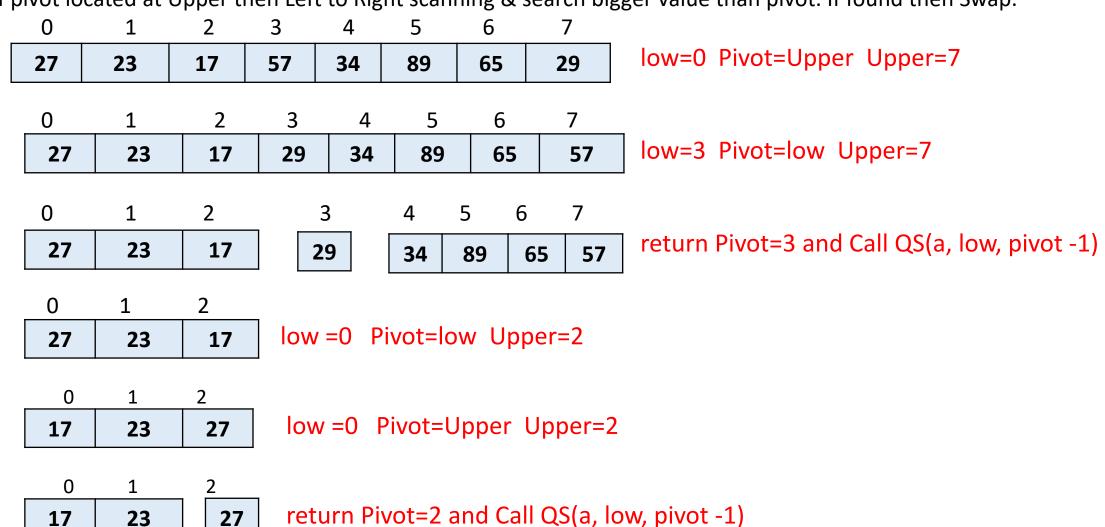
(III) Combine

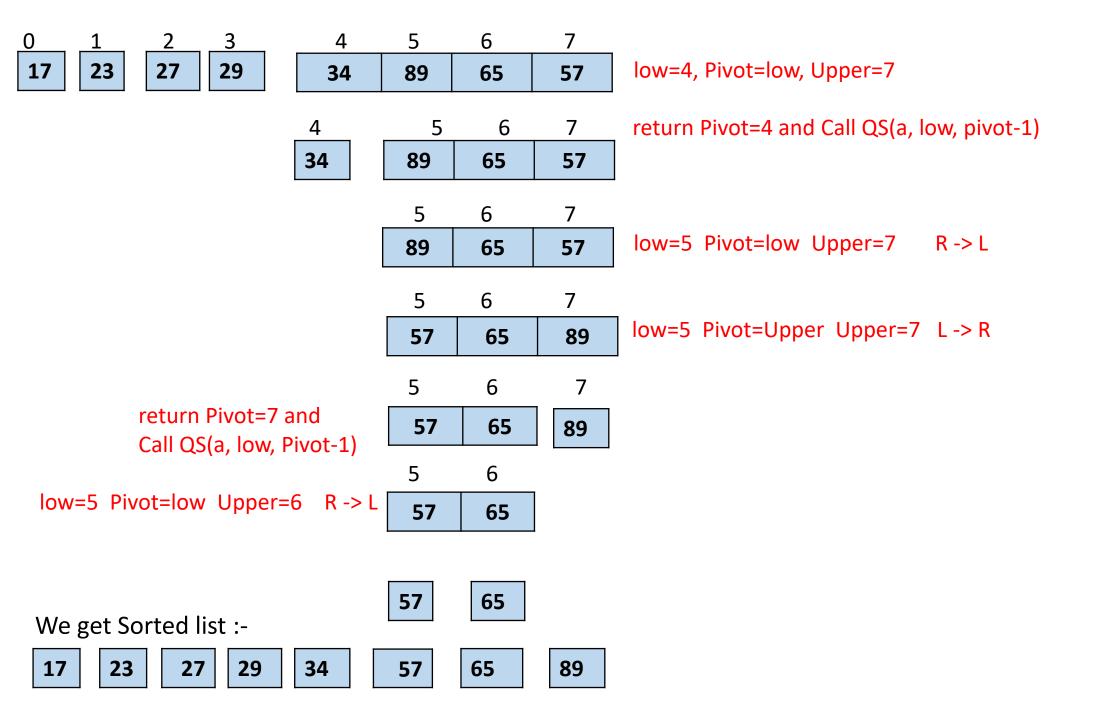
This step does not play a significant role in quick sort. The array is already sorted at the end of the conquer step.

```
QuickSort(a, low, upper)
 if(low<upper)
  Pivot=Partition(a, low, upper, pivot); // Comparison & locate pivot at proper location
  QuickSort(a, low, Pivot-1);
  QuickSort(a, Pivot+1, upper);
Time Complexity:-
n time taken by Partition() as it comparing elements and swapping them
log, n by recursive QuickSort().
O(nlog<sub>2</sub>n) because every time Partition() will be called by QuickSort().
Note:- If we have sorted list and apply QuickSort() then time complexity will be O(n<sup>2</sup>)
```

	1							_
29	23	17	57	34	89	65	27	low=0 Pivot=low Upper=7

If pivot located at low position then Right to Left scanning & search smaller value than pivot. If found then Swap. If pivot located at Upper then Left to Right scanning & search bigger value than pivot. If found then Swap.





Merge Sort

- Merge sort is a sorting technique based on divide and conquer technique.
- Idea :-
 - -> **Divide:** Split Array of size n down the middle into two subsequences, each of size n/2 each subsist consists of a single element.
 - -> Conquer: Sort each subsequence (by calling Merge Sort recursively on each).
 - -> **Combine:** Merge the two sorted subsequences into a single sorted list.

Algorithm

```
mergeSort(arr[], I, r)
If (r > I)
```

Find the middle point to divide the array into two halves:
 middle m = (I+r)/2

2. Call mergeSort for first half:

Call mergeSort(arr, I, m)

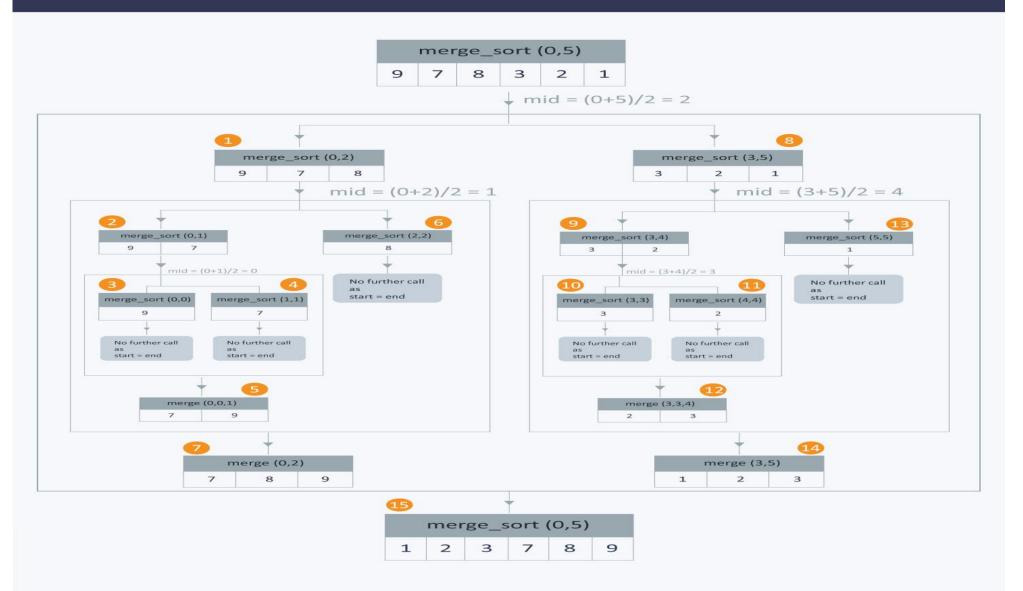
3. Call mergeSort for second half:

Call mergeSort(arr, m+1, r)

4. Merge the two halves sorted in step 2 and 3:

Call merge(arr, I, m, r)

Merge Sort



The **performance** of **merge sort** is then given by this **recurrence relation**

$$T(N) = 2*T(N/2) + N (1)$$

 $T(1) = 1 (2)$

We can use the **expansion method** to find a solution:

$$T(N) = 2*T(N/2) + N$$

$$= 2*(2*T(N/4) + N/2) + N$$

$$= 4*T(N/4) + N + N$$

$$= 4*T(N/4) + 2*N$$

$$T(N) = 4*T(N/4) + 2*N$$

$$= 4*(2*T(N/8) + N/4) + 2*N$$

$$= 8*T(N/8) + N + 2*N$$

$$= 8*T(N/8) + 3*N$$

And so on....

In general:

$$T(N) = 2^k * T(N/(2^k)) + k*N$$

```
If N = 2^k T(N)
= 2*T(N/2) + N
= 4*T(N/4) + 2*N
= 8*T(N/8) + 3*N
= 16*T(N/16) + 4*N
= 32*T(N/32) + 5*N
= ...
=(2^{k})*T(N/(2^{k})) + k*N
                               w.k.t(N = 2^k, so: N/(2^k) = 1)
=(2^k)*T(1) + k*N
                                     (2^k = N)
=N*T(1) + k*N
                                      (T(1) = 1)
= N + k*N
                                      (N = 2^k \Rightarrow k = \lg(N))
= (k+1)*N
= (\lg(N)+1)*N
```

The running time of merge sort to sort an array of size N is bounded by $(log(N)+1) \times N = O(N \times log(N))$

Applications of Merge Sort

1) Merge Sort for Linked Lists

https://www.youtube.com/watch?v=mM0EVkKraVw

2) Count Inversions in an array

https://www.youtube.com/watch?v=k9RQh21KrH8

3) External Sort

https://www.youtube.com/watch?v=Bp7fGofsIng

Merge Sort v/s Quick Sort

https://www.youtube.com/watch?v=Jjrk4OqZ2VY

Strassen's Matrix

Divide and Conquer

• The Naive method to perform **Matrix Multiplication** of square matrices A and B of size n x n each

$$A = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix}, \quad B = \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}, \quad C = \begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix},$$

 We may apply the definition of block-matrix multiplication to write down a formula for the block-entries of C, i.e.

$$C_{11}=A_{11}B_{11}+A_{12}B_{21}$$
 $C_{12}=A_{11}B_{12}+A_{12}B_{22}$ 8 Multiplications $C_{21}=A_{21}B_{11}+A_{22}B_{21}$ 4 Additions $C_{22}=A_{21}B_{12}+A_{22}B_{22}$

• Addition of two matrices takes O(N2) time.

So, the time complexity can be written as

$$T(N) = 8T(N/2) + O(N^2)$$

• From Master's Theorem, time complexity of above method is O(N3)

Pseudocode for Matrix Multiplication

```
void multiply(int A[][N], int B[][N], int C[][N])
  for (int i = 0; i < N; i++)
     for (int j = 0; j < N; j++)
       C[i][j] = 0;
       for (int k = 0; k < N; k++)
          C[i][j] += A[i][k]*B[k][j];
```

Time Complexity O(N³)

Strassen's Matrix Multiplication

- Divide and Conquer technique
- The overall complexity for multiplication two matrices is reduced by decreasing the total number of multiplication performed at the expenses of a slight increase in the number of addition.
- Strassen's Matrix multiplication can be performed only on **square matrices** where **n** is a **power of 2** and if n is not power of 2 then matrices can be padded with zeros.
- Order of both of the matrices are **n** × **n**.
- Break up each matrix into four N/2 x N/2 submatrices.
- Recursively multiply the parts

$$\begin{bmatrix} A11 & A12 \\ A21 & A22 \end{bmatrix} X \begin{bmatrix} B11 & B12 \\ B21 & B22 \end{bmatrix} = \begin{bmatrix} C11 & C12 \\ C21 & C22 \end{bmatrix}$$

The four sub-matrices of result are calculated using following formula:-

$$P1 = A11(B12 - B22)$$

$$P2 = (A11 + A12) B22$$

$$P3 = (A21 + A22) B11$$

$$P4 = A22(B21 - B11)$$

$$P5 = (A11 + A22) (B11 + B22)$$

$$P6 = (A12 - A22) (B21 + B22)$$

$$P7 = (A11 - A21) (B11 + B12)$$

Computing the values of the 4 quadrants of the final matrix C:-

$$C11 = P1 + P4 - P5 + P7$$

$$C12 = P3 + P5$$

$$C21 = P2 + P4$$

$$C22 = P1 + P3 - P2 + P6$$

Example: Perform Matrix Multiplication using Strassen's Matrix

$$A = \begin{bmatrix} 5 & 2 & 6 & 1 \\ 0 & 6 & 2 & 0 \\ 3 & 8 & 1 & 4 \\ 1 & 8 & 5 & 6 \end{bmatrix} \quad B = \begin{bmatrix} 7 & 5 & 8 & 0 \\ 1 & 8 & 2 & 6 \\ 9 & 4 & 3 & 8 \\ 5 & 3 & 7 & 9 \end{bmatrix}$$

$$P1 = A_{11} (B_{12} - B_{22})$$

$$= \begin{bmatrix} 5 & 2 \\ 0 & 6 \end{bmatrix} * \begin{bmatrix} 8 & 0 \\ 2 & 6 \end{bmatrix} - \begin{bmatrix} 3 & 8 \\ 7 & 9 \end{bmatrix} = \begin{bmatrix} 15 & -46 \\ -30 & -18 \end{bmatrix}$$

$$P2 = (A_{11} + A_{12}) B_{22}$$

$$= \begin{bmatrix} 5 & 2 \\ 0 & 6 \end{bmatrix} + \begin{bmatrix} 6 & 1 \\ 2 & 0 \end{bmatrix} * \begin{bmatrix} 3 & 8 \\ 7 & 9 \end{bmatrix} = \begin{bmatrix} 54 & 115 \\ 48 & 70 \end{bmatrix}$$

$$P3 = (A_{21} + A_{22}) B_{11}$$

$$= \begin{bmatrix} 3 & 8 \\ 1 & 8 \end{bmatrix} + \begin{bmatrix} 1 & 4 \\ 5 & 6 \end{bmatrix} * \begin{bmatrix} 7 & 5 \\ 1 & 8 \end{bmatrix} = \begin{bmatrix} 40 & 116 \\ 56 & 142 \end{bmatrix}$$

$$P4 = A_{22} (B_{21} - B_{11}) = \begin{bmatrix} 18 & -21 \\ 34 & -35 \end{bmatrix}$$

$$P5 = (A_{11} + A_{22}) (B_{11} + B_{22}) = \begin{bmatrix} 108 & 180 \\ 146 & 269 \end{bmatrix}$$

$$P6 = (A_{12} - A_{22}) (B_{21} + B_{22}) = \begin{bmatrix} 24 & 24 \\ -108 & -108 \end{bmatrix}$$

$$P7 = (A_{12} - A_{22}) (B_{21} + B_{22}) = \begin{bmatrix} 96 & 68 \\ 24 & 56 \end{bmatrix}$$

Comparison of Naïve and Strassen's Matrix

```
MMult(A, B, n)
If n = 1
Output A \times B
Else
 Compute A11, B11, . . ., A22, B22 % by computing m = n/2
 X1 \leftarrow MMult(A11, B11, n/2)
 X2 \leftarrow MMult(A12, B21, n/2)
 X3 \leftarrow MMult(A11, B12, n/2)
 X4 \leftarrow MMult(A12, B22, n/2)
 X5 \leftarrow MMult(A21, B11, n/2)
 X6 \leftarrow MMult(A22, B21, n/2)
 X7 \leftarrow MMult(A21, B12, n/2)
 X8 \leftarrow MMult(A22, B22, n/2)
 C11 \leftarrow X1 + X2
 C 12 \leftarrow X3 + X4
 C21 \leftarrow X5 + X6
 C22 \leftarrow X7 + X8
                                T(n) = 8T(n/2) + \Theta(n^2)
 Output C
End If
```

```
Strassen(A, B)
If n = 1
 Output A \times B 2
Else
 Compute A11, B11, . . ., A22, B22 % by computing m = n/2
 P1 \leftarrow Strassen(A11, B12 - B22)
 P2 \leftarrow Strassen(A11 + A12, B22)
 P3 \leftarrow Strassen(A21 + A22, B11)
 P4 \leftarrow Strassen(A22, B21 - B11)
 P5 \leftarrow Strassen(A11 + A22, B11 + B22)
 P6 \leftarrow Strassen(A12 - A22, B21 + B22)
 P7 \leftarrow Strassen(A11 - A21, B11 + B12)
 C 11 \leftarrow P5 + P4 - P2 + P6
 C 12 \leftarrow P1 + P2
 C21 \leftarrow P3 + P4
 C22 \leftarrow P1 + P5 - P3 - P7
 Output C
                                        T(n) = 7T(n/2) + \Theta(n^2)
End If
```