

DIVIDE - ET - IMPERA / DIVIDE - AND - CONQUER ALGORITHMS

Rq (932) (RECURRENCES)

$$T_q(n) = \begin{cases} q \cdot T\left(\frac{n}{2}\right) + c \cdot n & \forall n \geq 3 \\ c & n \in \{0, 1, 2\} \end{cases}$$

parameter

THM: $T_2(n) \leq O(n \log n)$

THM: $T_q(n) \leq O(n^{\log_2 q})$

A INTEGER $q \geq 3$ different behaviour than when $q < 3$

Try to prove this as an exercise: $(T_1(n) \leq O(n))$

Thus, $T_4(n) \leq O(n^{\log_2 4}) = O(n^2)$

$T_3(n) \leq O(n^{\log_2 3}) = O(n^{1.5849\dots})$

Strange because we have been looking at combinatorial runtimes

$$\log_2 3 = 1.5849$$

INTEGER ADDITION

$$\begin{array}{r} \overbrace{1100}^{n=4} + \\ 0111 = \\ \hline 10011 \end{array}$$

Summing up two binary(or decimal) numbers of "n" digits each takes $O(n)$ time.

INTEGER MULTIPLICATION

$$\begin{array}{r} 1100 \cdot \\ 0111 \\ \hline 1100 \\ 1100 \\ 1100 \\ 0000 \\ \hline 1010100 \end{array}$$

Multiplying two binary(or decimal) numbers of n digits each (using the primary school algo) takes $O(n^2)$ time.

HOW TO IMPROVE MULTIPLICATION?

Let us assume that our goal is to multiply two n digits numbers, x and y .

We would like to compute $M = x \cdot y$

To implement a divide-et-impera approach we will split x and y into two halves each.

$$x = 100110$$

$$x_1 = 100 \quad x_0 = 110$$

$$y = 011010$$

$$y_1 = 011 \quad y_0 = 010$$

$$x_1 \cdot 2^{\frac{n}{2}} = 100 \cdot 1000 = \\ = 100000$$

$$x_1 \cdot 2^{\frac{n}{2}} + x_0 = \\ (100000 + 110 = \\ 100110$$

Then, $x = x_1 \cdot 2^{\frac{n}{2}} + x_0$ and $y = y_1 \cdot 2^{\frac{n}{2}} + y_0$

$$\begin{aligned} x \cdot y &= (x_1 \cdot 2^{\frac{n}{2}} + x_0) \cdot (y_1 \cdot 2^{\frac{n}{2}} + y_0) = \\ &= x_1 y_1 2^{\frac{n}{2}} 2^{\frac{n}{2}} + x_1 y_0 2^{\frac{n}{2}} + x_0 y_1 2^{\frac{n}{2}} + x_0 y_0 \\ &= x_1 y_1 2^n + (x_1 y_0 + x_0 y_1) 2^{\frac{n}{2}} + x_0 y_0 \end{aligned}$$

$$(a+b)(c+d)$$

$$ac + ad + bc + bd$$

Multiplications by powers of 2 take linear time (n).

Thus, we have split the problem of multiplying two binary numbers of n -digits each into the problems of

- ① Computing 4 products of binary numbers of $\frac{n}{2}$ digits each;
- ② Performing 3 sums of n -digits binary numbers;
- ③ Performing 2 multiplications with powers-of-2

Now, ② and ③ can be easily performed in $O(n)$ time.
What about ①?

$$T_4(n) \leq 4T\left(\frac{n}{2}\right) + cn$$

If $q = 4$, we have that $T_4(n) \leq O(n^{\log_2 4}) = O(n^2)$

We didn't gain anything so far! $\underline{\underline{}}$

If we want to do better than n^2 , we need to reduce the number of subproblems to $q \leq 3$.

We aim to compute :

3 subproblems
of size $\frac{n}{2}$
digits each

$$M = X_1 Y_1 2^n + (X_1 Y_0 + X_0 Y_1) 2^{\frac{n}{2}} + X_0 Y_0$$

$$\left\{ \begin{array}{l} M_2 = (X_1 + X_0)(Y_1 + Y_0) = X_1 Y_1 + X_1 Y_0 + X_0 Y_1 + X_0 Y_0 \\ M_1 = X_1 Y_1 \\ M_0 = X_0 Y_0 \end{array} \right.$$

we are performing
ONE SINGLE multiplication.
We can see it gives 4 mult.
later but it's still a single one.

$$\begin{aligned} M_2 - M_1 - M_0 &= (X_1 + X_0)(Y_1 + Y_0) - X_1 Y_1 - X_0 Y_0 = \\ &= \cancel{X_1 Y_1} + X_1 Y_0 + X_0 Y_1 + \cancel{X_0 Y_0} - \cancel{X_1 Y_1} - \cancel{X_0 Y_0} = \\ &= X_1 Y_0 + X_0 Y_1 \end{aligned}$$

$$M = X_1 Y_1 2^n + (X_1 Y_0 + X_0 Y_1) 2^{\frac{n}{2}} + X_0 Y_0 = M_1 2^n + (M_2 - M_1 - M_0) 2^{\frac{n}{2}} + M_0$$

$\checkmark \quad \checkmark \quad \checkmark$

$X_1 Y_1 \cdot 2^{\frac{n}{2}}$ 1 product here
 $X_0 Y_0$ 1 product here

Thus, we can get the product of two n -digit numbers by taking 3 products of two $\frac{n}{2}$ -digit numbers.

With $q=3$, I get :

$$T_3(n) \leq O(n^{\log_2 3}) = O(n^{1.5849...})$$

This improves significantly the primary school algo.

This algo makes sense only if the numbers that we've to multiply are very large.

RECURSIVE - MULTIPLY (x, y) :

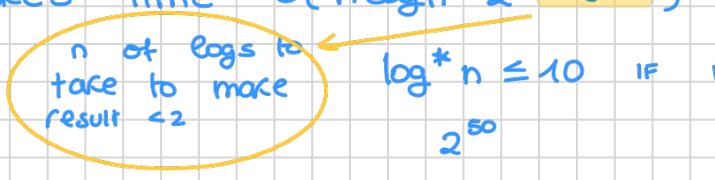
LET $x = x_1 2^{\frac{n}{2}} + x_0$ and $y = y_1 2^{\frac{n}{2}} + y_0$	$O(n) \rightarrow \frac{n}{2} + \frac{n}{2}$
COMPUTE $S_x = x_1 + x_0$ and $S_y = y_1 + y_0$	$O(n)$
$M_2 = \text{RECURSIVE - MULTIPLY } (S_x, S_y)$	$T_3(\frac{n}{2})$
$M_1 = \text{RECURSIVE - MULTIPLY } (x_1, y_1)$	$T_3(\frac{n}{2})$
$M_0 = \text{RECURSIVE - MULTIPLY } (x_0, y_0)$	$T_3(\frac{n}{2})$
RETURN $M_1 2^n + (M_2 - M_1 - M_0) 2^{\frac{n}{2}} + M_0$	$O(n)$

$$T_3(n) \leq 3T_3(\frac{n}{2}) + O(n) \Rightarrow T_3(n) \leq O(n^{\log_2 3})$$

As we did in MergeSort, we assume that the numbers that we multiply are a power of 2

00011011

The best known algorithm for multiplying two n-digits numbers takes time $O(n \log n \cdot 2^{\log^* n})$



2^{50}

10 times
 $n \leq 2^{2^{2^{2^2}}}$

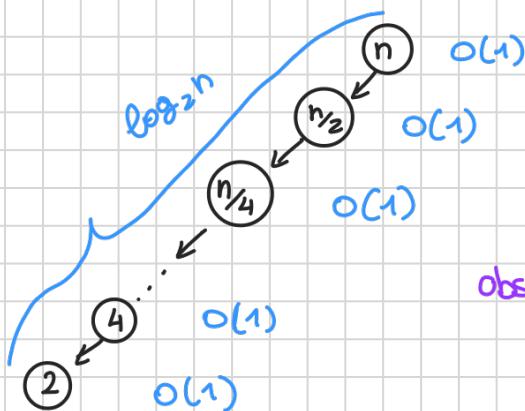
$$((2^2)^2)^2 = 2^{2^3} = 2^8 = 256$$

$< 2^{273}$ atoms in the universe
 $\log^* 2^{273} < 5$

$$\log^* 2^{50} < 6$$

Constant time for a single recursive call

$$S(n) \leq \begin{cases} S\left(\frac{n}{2}\right) + c & \forall n \geq 3 \\ c & n \in \{0, 1, 2\} \end{cases}$$



$O(1)$
 $O(1)$
 $O(1)$
 $O(1)$
 $O(1)$

Look at level by level and observe the runtime approach

TOTAL RUNTIME

$$S(n) \leq O(\log n)$$

THM: $S(n) \leq c \log_2 n, \forall n \geq 2$

P: $S(0) = S(1) = S(2) = c$ (BASE CASE HOLDS)

Guess the runtime and by induction prove that it holds

approach

$$S(n) \leq S\left(\frac{n}{2}\right) + c \leq c \log_2\left(\frac{n}{2}\right) + c$$

$$= c(\log_2 n - \log_2 2) + c$$

$$= c(\log_2 n - 1) + c$$

$$= c \log_2 n - \cancel{c} + \cancel{c} = \boxed{c \log_2 n}$$

More precision

We can use this recurrence on binary search

Mountain - goes up and then down

EX: Let x be an unimodal array of size n , that is, $\exists i \in \{0, 1, \dots, n-1\}$, such that $x[:i]$ is sorted increasingly, and $x[i:]$ is sorted decreasingly

$$x = [2, 3, 10, 100, 94, 20, 3, 1]$$

Find the largest value in x as fast as you can.

\downarrow \downarrow \downarrow
 [2, 3, 100, 90, 80, 70, 3]

EXAM EX.

Let V be a n -dimensional array.

We say that $0 \leq i \leq j \leq n-1$ form an inversion

IF $V[i] > V[j]$

$c=0$

FOR $i=0, \dots, \boxed{n-2}$ $n-1$ would also work

FOR $j=i+1, \dots, n-1$

IF $V[i] > V[j]$: } $O(1)$
 $c += 1$

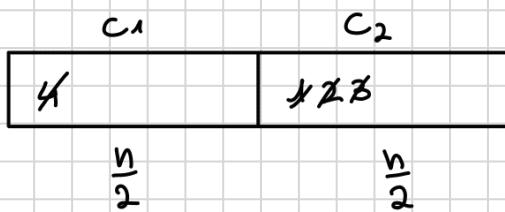
RETURN c



1,2
1,4
3,4 $O(n^2)$

This solution would be ok, but by using MergeSort would be even better $\rightarrow O(n \log n)$.

The other solution, based on MergeSort could make you get a 30 cum LAUDE, and it looks like this:



Solve the following exercises.

exam_test

1. Let $G(V, E, w)$ be an undirected weighted graph, that is, let V be the graph's set of nodes, let E be the graph's set of edges, and let $w : E \rightarrow \mathbf{R}^+$ be the function that assigns positive weights to edges. (For instance, $V = \{1, 2, 3\}$, $E = \{\{1, 2\}, \{2, 3\}\}$, $w(\{1, 2\}) = 1.5$ and $w(\{2, 3\}) = 1$.)

Consider the following claim: “*For any two nodes v, v' of V , if π is a shortest path in $G(V, E, w)$ from v to v' , then π is a shortest path from v to v' even in the graph $G(V, E, w')$, where $w'(e) = w(e)^2$ for each $e \in E$. (That is, the sequence of nodes of a shortest path does not change, if we square the weight of the edges.)*”

Your task is to determine whether the claim is true or false. I.e., either prove the claim, or give a counterexample.

2. Consider a long rectilinear road, of length t km, on the west-to-east axis. There are k houses along this road, the first of which is at distance d_1 km from the western endpoint w of the road, the second of which at distance d_2 from w , ..., and the last of which is at distance d_k from w . A phone company would like to build antennas along the road so that each house can be served by its GSM network. If each antenna covers a radius of 10 km, what is the smallest number of antennas required for covering each house? Give an efficient algorithm for this problem (prove that it solves the problem, and bound its running time).

