

CS4102 Algorithms

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Fall 2017

Warm up

Simplify:

$$(1 + a + a^2 + a^3 + a^4 + \cdots + a^L)(a - 1) = ?$$

$$\begin{aligned} & (\cancel{a} + \cancel{a}^2 + \cancel{a}^3 + \cancel{a}^4 + \cancel{a}^5 + \cdots + \cancel{a}^L + a^{L+1}) + \\ & (-\cancel{a} - \cancel{a}^2 - \cancel{a}^3 - \cancel{a}^4 - \cancel{a}^5 - \cdots - \cancel{a}^L - 1) = \\ & \qquad \qquad \qquad a^{L+1} - 1 \end{aligned}$$

$$\sum_{i=0}^L a^i = \frac{a^{L+1} - 1}{a - 1}$$

Anonymous Feedback

- Suggestion: within the lecture slides folder, make two separate folders: one for PDFs and one for PowerPoints, so we don't have to look at 2 of every slidedeck. So far so good. Keep up the good work Nate! :)
- I thought this attendance thing was gonna be a s***fest, but it was actually pretty efficient –KL
- What do you mean caricature? Because I can't draw

Today's Keywords

- Divide and Conquer
- Recurrences
- Merge Sort
- Karatsuba
- Tree Method
- Guess and check Method
- Induction

CLRS Readings

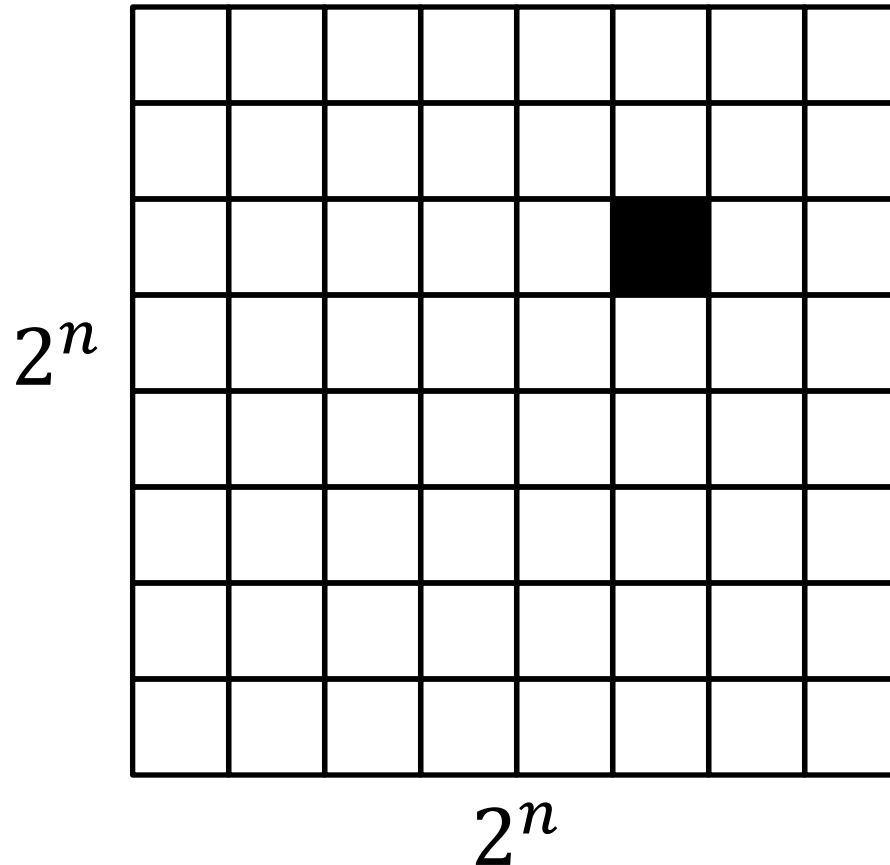
- Chapter 4

Homeworks

- Hw0 due 11pm Friday, January 26
 - Submit BOTH pdf and zip!
 - Use align environment
- Hw1 released Friday, January 26
 - Due 11pm Friday, February 2
 - Written (use Latex!)
 - Asymptotic notation
 - Recurrences
 - Divide and conquer

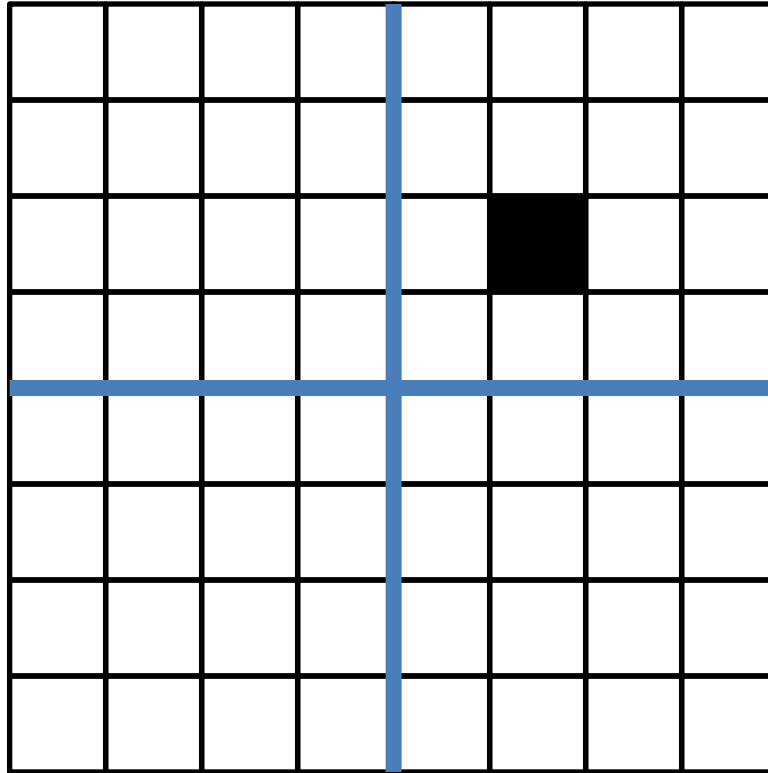
$$\begin{array}{l} a = 2c \\ a^2 = (2c)^2 \\ 2b^2 = 4c^2 \end{array}$$

Trominoes Puzzle Solution



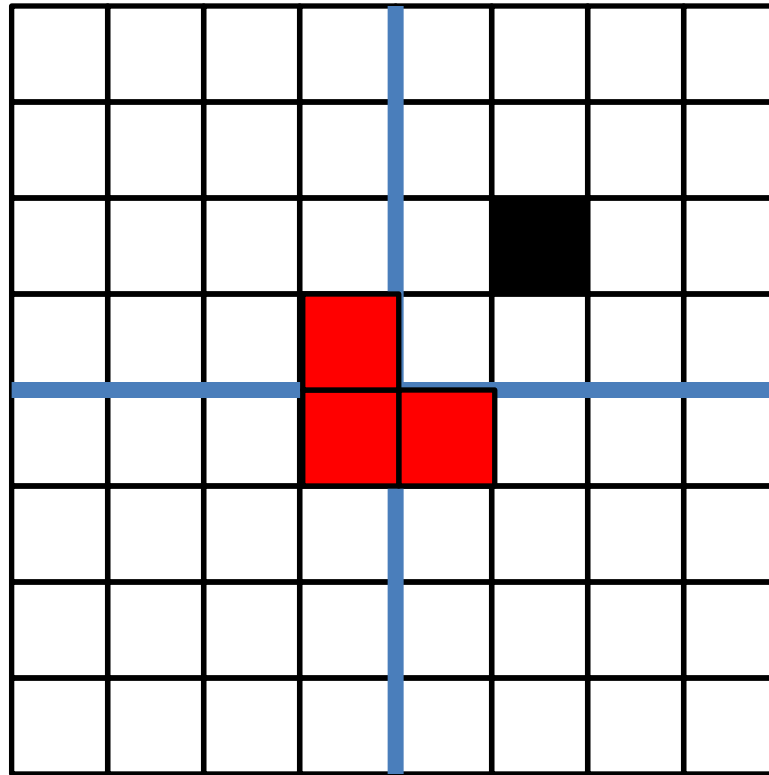
What about larger boards?

Trominoes Puzzle Solution



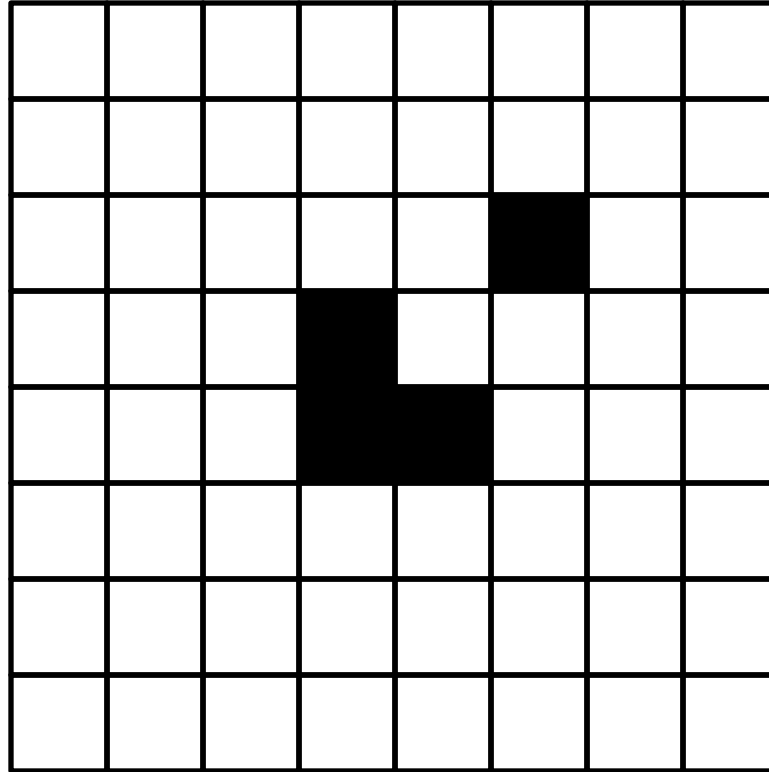
Divide the board into quadrants

Trominoes Puzzle Solution



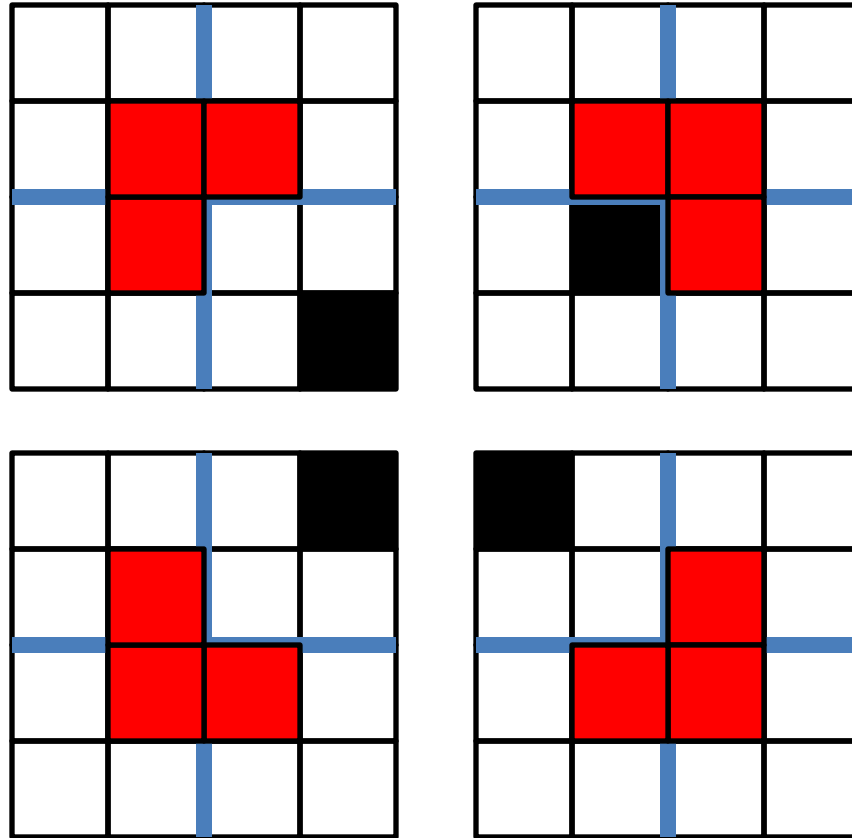
Place a tromino to occupy the three quadrants without the missing piece

Trominoes Puzzle Solution



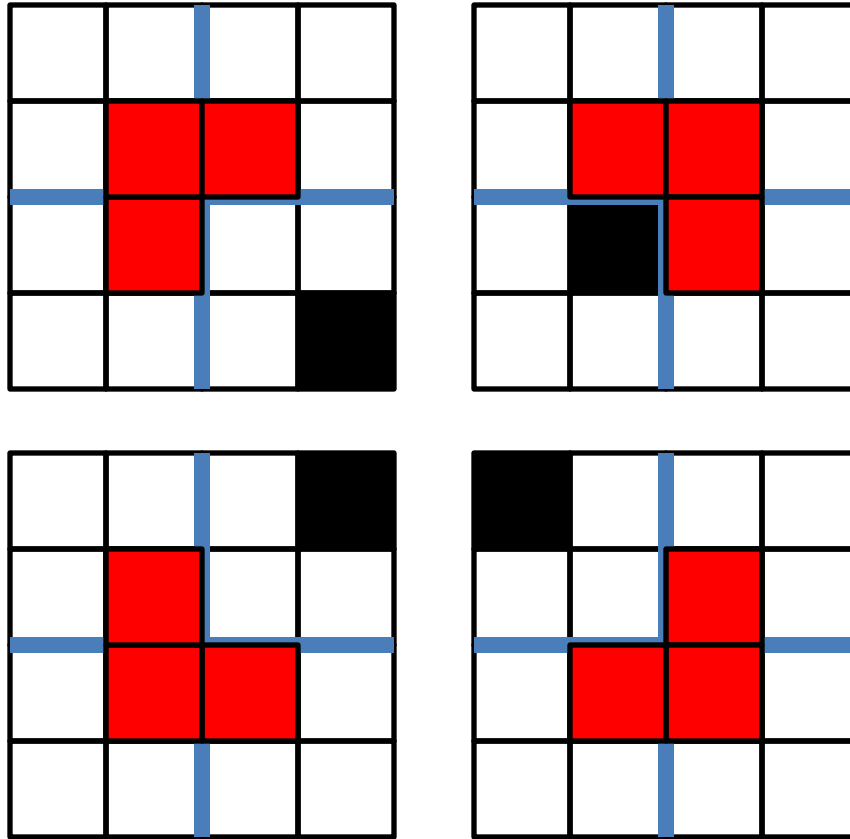
Each quadrant is now a smaller subproblem

Trominoes Puzzle Solution



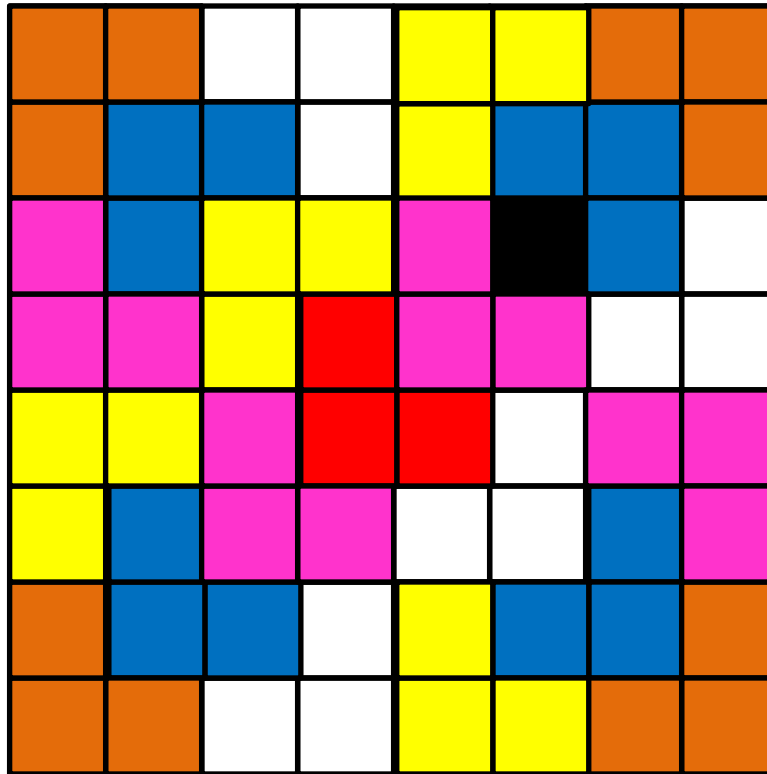
Solve **Recursively**

Divide and Conquer



Our first algorithmic technique!

Trominoes Puzzle Solution



Divide and Conquer*

When is this a good strategy?

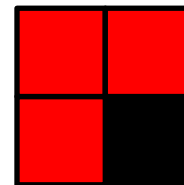
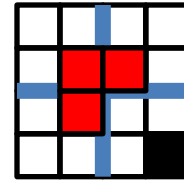


- **Divide:**

- Break the problem into multiple **subproblems**, each smaller instances of the original

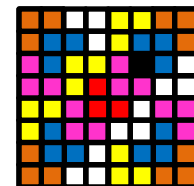
- **Conquer:**

- If the subproblems are “large”:
 - Solve each subproblem **recursively**
- If the subproblems are “small”:
 - Solve them directly (**base case**)



- **Combine:**

- Merge together solutions to subproblems



Analyzing Divide and Conquer

1. Break into smaller **subproblems**
2. Use **recurrence** relation to express recursive running time
3. Use **asymptotic** notation to simplify

- **Divide:** $D(n)$ time,
- **Conquer:** recurse on small problems, size s
- **Combine:** $C(n)$ time
- **Recurrence:**
 - $T(n) = D(n) + \sum T(s) + C(n)$

Recurrence Solving Techniques



Tree



Guess/Check



“Cookbook”



Substitution

Merge Sort

- **Divide:**
 - Break n -element list into two lists of $n/2$ elements
- **Conquer:**
 - If $n > 1$:
 - Sort each sublist **recursively**
 - If $n = 1$:
 - List is already sorted (**base case**)
- **Combine:**
 - Merge together sorted sublists into one sorted list

Merge

- **Combine:** Merge sorted sublists into one sorted list
- We have:
 - 2 sorted lists (L_1, L_2)
 - 1 output list (L_{out})

While (L_1 and L_2 not empty):

 If $L_1[0] \leq L_2[0]$:

$L_{out}.append(L_1.pop())$

 Else:

$L_{out}.append(L_2.pop())$

$L_{out}.append(L_1)$

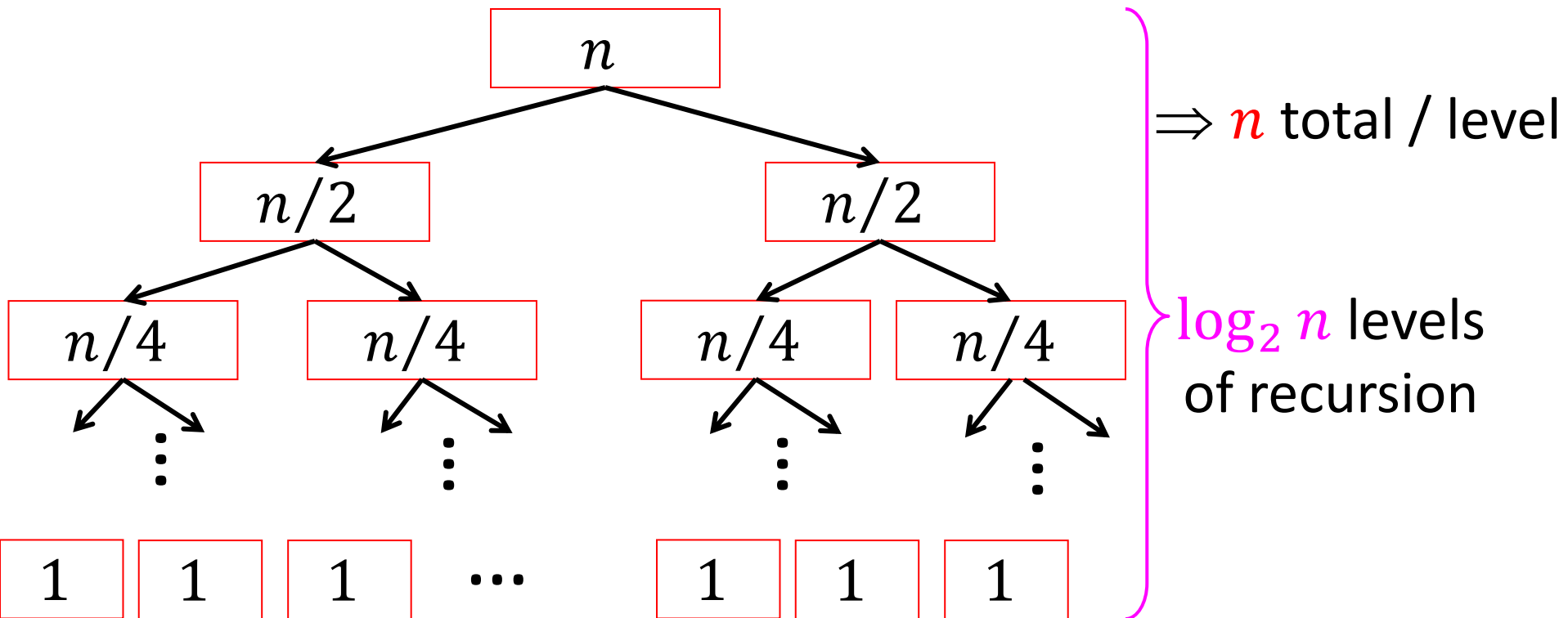
$L_{out}.append(L_2)$

Analyzing Merge Sort

1. Break into smaller **subproblems**
 2. Use **recurrence** relation to express recursive running time
 3. Use **asymptotic** notation to simplify
- **Divide**: 0 comparisons
 - **Conquer**: recurse on 2 small problems, size $\frac{n}{2}$
 - **Combine**: n comparisons
 - **Recurrence**:
 - $T(n) = 2T(\frac{n}{2}) + n$

Tree method

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$



$$T(n) = \sum_{i=1}^{\log n} n = n \log_2 n$$

Analyzing Merge Sort

1. Break into smaller **subproblems**
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Recurrence Solving Techniques



Tree



Guess/Check



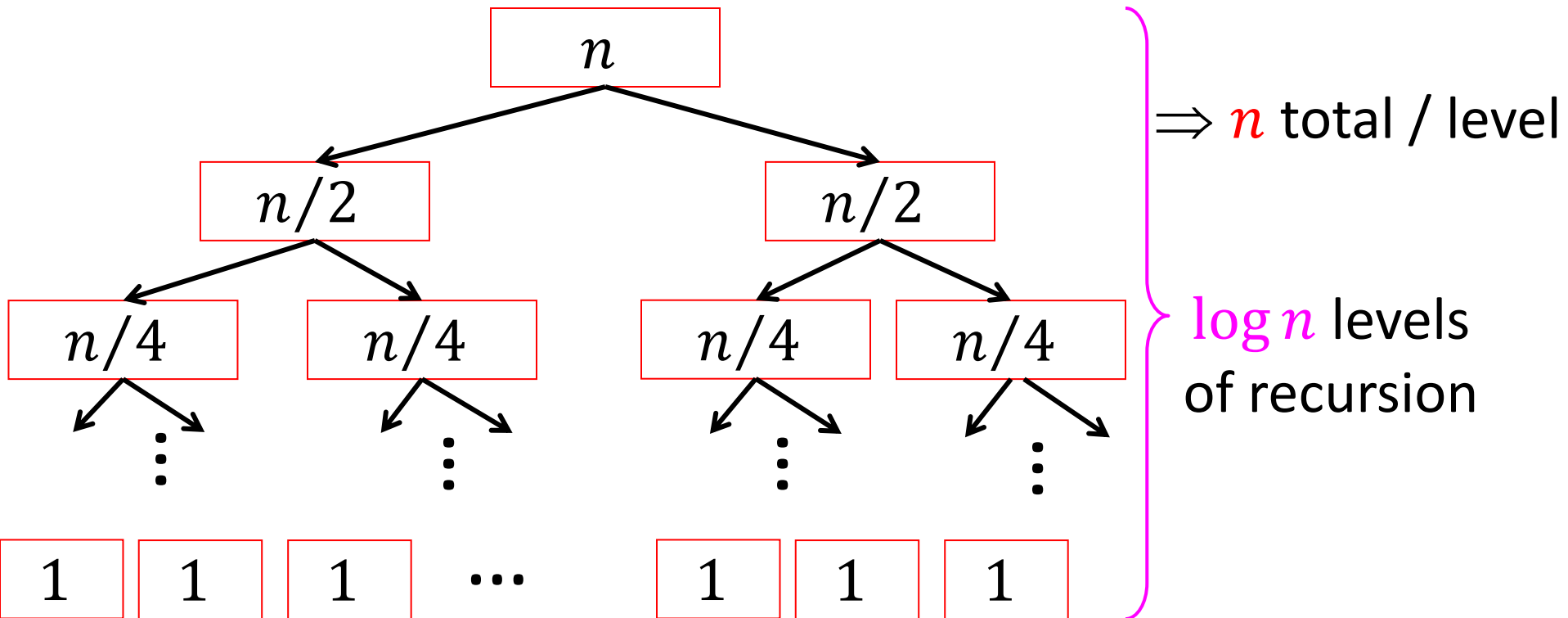
“Cookbook”



Substitution

Tree method

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$



$$T(n) = \sum_{i=1}^{\log n} n = n \log n$$

Multiplication

- Want to multiply large numbers together

$$\begin{array}{r} 4102 \\ \times 1819 \\ \hline \end{array}$$

n-digit numbers

- What makes a “good” algorithm?
- How do we measure input size?
- What do we “count” for run time?

“Schoolbook” Method

How many total
multiplications?

n -digit numbers

$$\begin{array}{r} 4102 \\ \times 1819 \\ \hline 36918 \\ 4102 \\ 32816 \\ + 4102 \\ \hline 7461538 \end{array}$$

n mults

n mults

n mults

n mults

n levels

$\Rightarrow \theta(n^2)$

Divide and Conquer method

1. Break into smaller **subproblems**

$$\begin{array}{rcl} \boxed{a} \boxed{b} & = & 100 \boxed{a} + \boxed{b} \\ \times \boxed{c} \boxed{d} & = & 100 \boxed{c} + \boxed{d} \\ \hline \end{array}$$
$$100^2 (\boxed{a} \times \boxed{c}) +$$
$$100 (\boxed{a} \times \boxed{d} + \boxed{b} \times \boxed{c}) +$$
$$(\boxed{b} \times \boxed{d})$$

Divide and Conquer Multiplication

- **Divide:**
 - Break n -digit numbers into four numbers of $n/2$ digits each (call them a, b, c, d .)
- **Conquer:**
 - If $n > 1$:
 - Recursively compute ac, ad, bc, bd
 - If $n = 1$:
 - Compute ac, ad, bc, bd directly (base case)
- **Combine:**
 - $100^2(ac) + 100(ad + bc) + bd$

Divide and Conquer method

2. Use **recurrence** relation to express recursive running time

$$100^2(ac) + 100(ad + bc) + bd$$

Recursively solve

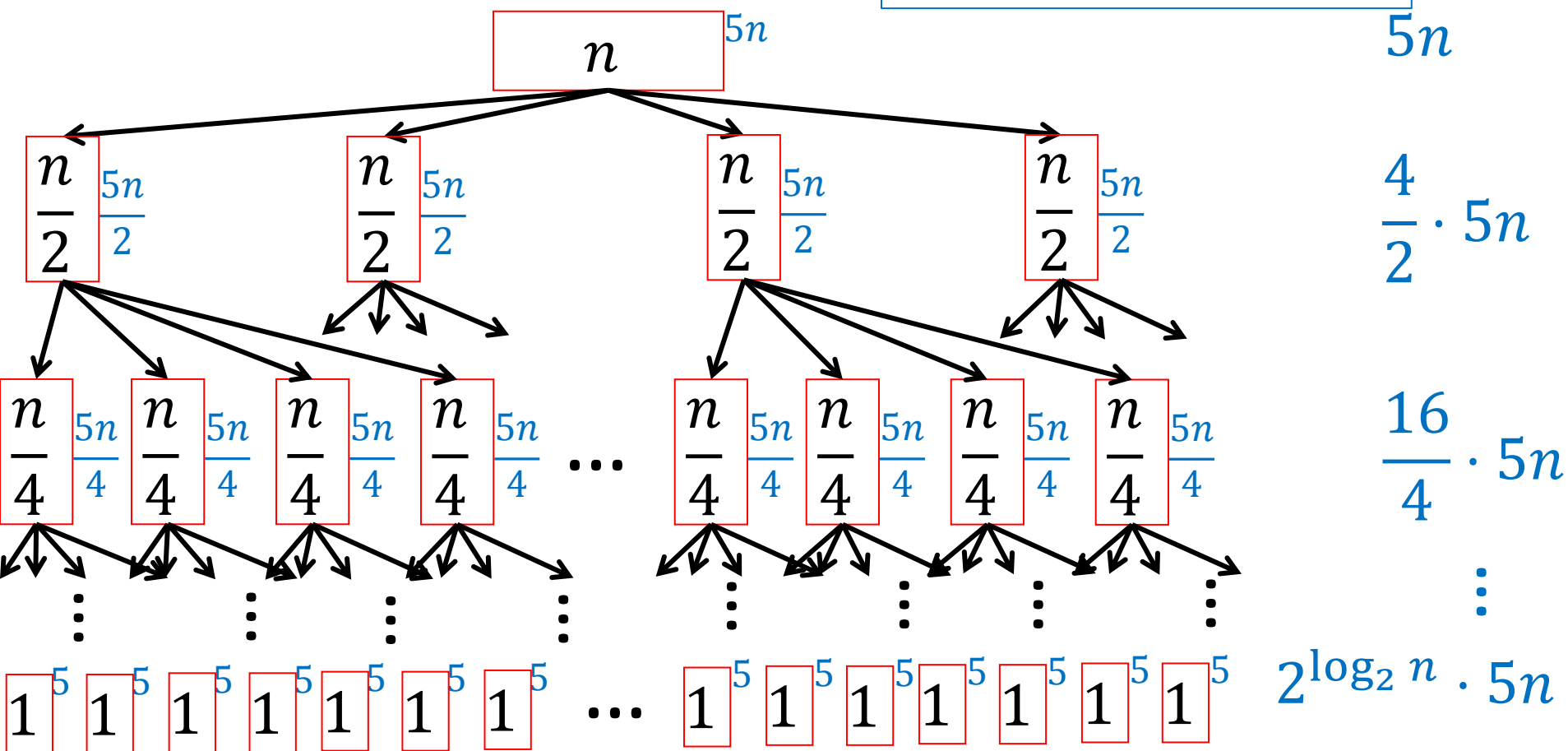
$$T(n) = 4T\left(\frac{n}{2}\right) + 5n$$

Divide and Conquer method

3. Use **asymptotic** notation to simplify

$$T(n) = 4T\left(\frac{n}{2}\right) + 5n$$

$$T(n) = 5n \sum_{i=0}^{\log_2 n} 2^i$$



Divide and Conquer method

3. Use **asymptotic** notation to simplify

$$T(n) = 4T\left(\frac{n}{2}\right) + 5n$$

$$T(n) = 5n \sum_{i=0}^{\log_2 n} 2^i$$

$$T(n) = 5n \frac{2^{\log_2 n + 1} - 1}{2 - 1}$$

$$T(n) = 5n(2n - 1) = \Theta(n^2)$$

Karatsuba

1. Break into smaller **subproblems**

$$\begin{array}{r} \begin{array}{cc} \boxed{a} & \boxed{b} \end{array} = 100 \begin{array}{c} \boxed{a} \end{array} + \begin{array}{c} \boxed{b} \\ \end{array} \\ \times \begin{array}{cc} \boxed{c} & \boxed{d} \end{array} = 100 \begin{array}{c} \boxed{c} \end{array} + \begin{array}{c} \boxed{d} \\ \end{array} \\ \hline \\ 100^2 (\boxed{a} \times \boxed{c}) + \\ 100 (\boxed{a} \times \boxed{d} + \boxed{b} \times \boxed{c}) + \\ (\boxed{b} \times \boxed{d}) \end{array}$$

$$\begin{array}{r} \begin{array}{|c|c|} \hline a & b \\ \hline \end{array} \\ \times \begin{array}{|c|c|} \hline c & d \\ \hline \end{array} \\ \hline \end{array}$$

Karatsuba

$$100^2(ac) + 100(ad + bc) + bd$$

Can't avoid these

This can be
simplified

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

$$ac + ad + bc + bd$$

$$ad + bc = (a + b)(c + d) - ac - bd$$

Two
multiplications

One multiplication

Karatsuba

2. Use **recurrence** relation to express recursive running time

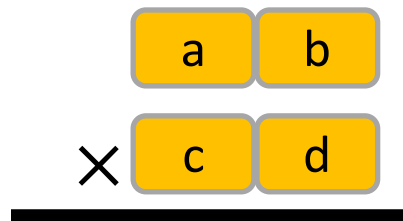
$$100^2(ac) + 100((a+b)(c+d) - ac - bd) + bd$$

Recursively solve

$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

Karatsuba

- **Divide:**
 - Break n -digit numbers into four numbers of $n/2$ digits each (call them a, b, c, d ,)
- **Conquer:**
 - If $n > 1$:
 - Recursively compute $ac, bd, (a + b)(c + d)$
 - If $n = 1$:
 - Compute $ac, bd, (a + b)(c + d)$ directly (base case)
- **Combine:**
 - $10^n(ac) + 10^{\frac{n}{2}}((a + b)(c + d) - ac - bd) + bd$



Karatsuba Algorithm

1. Recursively compute: $ac, bd, (a + b)(c + d)$
2. $(ad + bc) = (a + b)(c + d) - ac - bd$
3. Return $10^n(ac) + 10^{\frac{n}{2}}(ad + bc) + bd$

$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

Pseudo-code

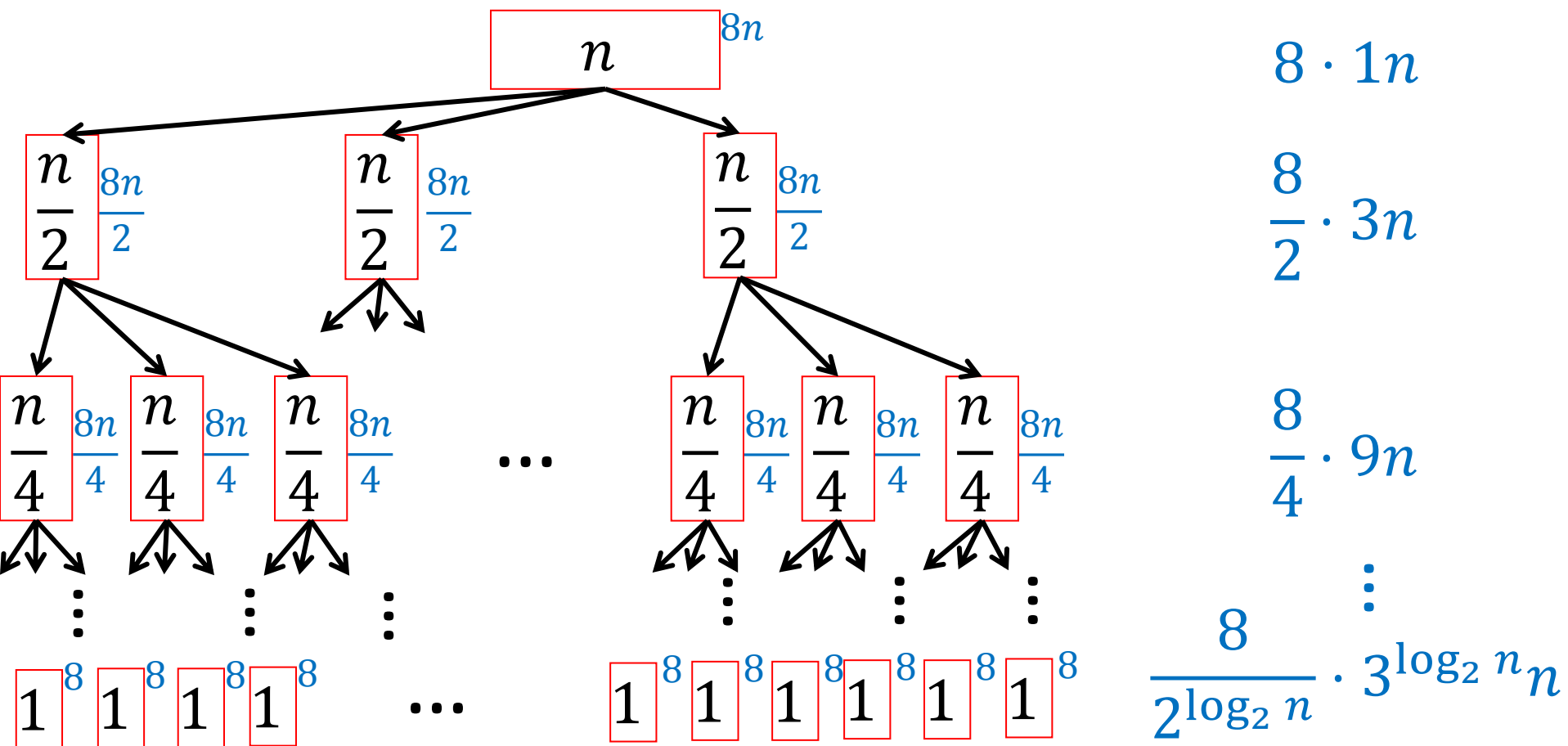
1. $x = \text{Karatsuba}(a, c)$
2. $y = \text{Karatsuba}(a, d)$
3. $z = \text{Karatsuba}(a+b, c+d) - x - y$
4. Return $10^n x + 10^{n/2} z + y$

Karatsuba

3. Use **asymptotic** notation to simplify

$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

$$T(n) = 8n \sum_{i=0}^{\log_2 n} \left(\frac{3}{2}\right)^i$$



Karatsuba

3. Use **asymptotic** notation to simplify

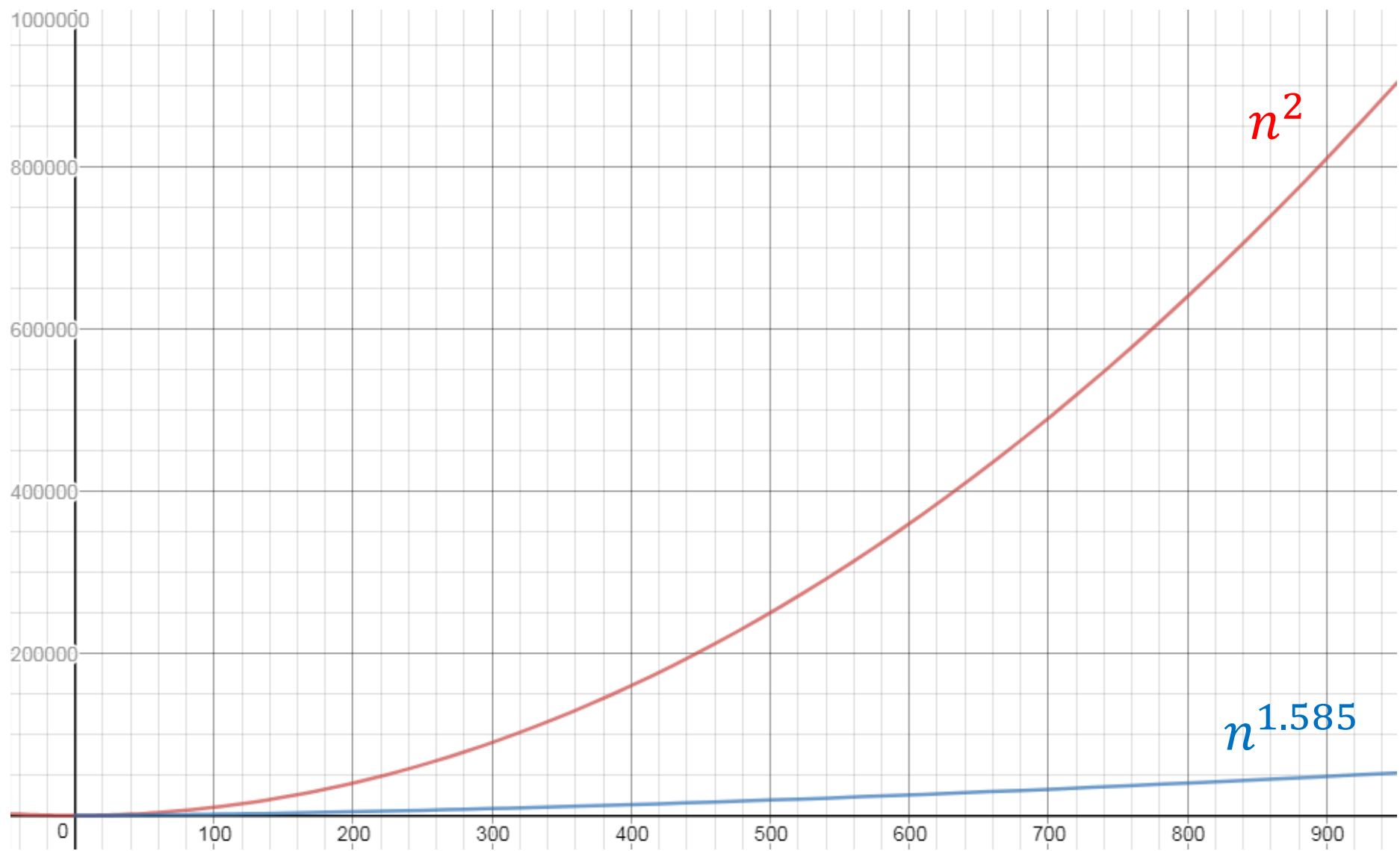
$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

$$T(n) = 8n \sum_{i=0}^{\log_2 n} (3/2)^i$$

$$T(n) = 8n \frac{(3/2)^{\log_2 n + 1} - 1}{3/2 - 1}$$

Math, math, and more math...(on board, [see lecture supplemental](#))

$$\begin{aligned} T(n) &= 24(n^{\log_2 3}) - 16n = \Theta(n^{\log_2 3}) \\ &\approx \Theta(n^{1.585}) \end{aligned}$$



Recurrence Solving Techniques



Tree



Guess/Check

(induction)



“Cookbook”



Substitution

Induction (review)

Goal: $\forall k, P(k)$ holds

Base cases: $P(1)$ holds

Hypothesis: $\forall n < n_0, P(n)$ holds

Inductive step: $P(n_0) \Rightarrow P(n_0 + 1)$

Karatsuba Guess and Check (Loose)

$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

Goal: $T(n) < 3000 n^{1.6} = O(n^{1.6})$

Base cases: $T(1) = 8 < 3000$
 $T(2) = 3(8) + 16 = 40 < 3000 \cdot 2^{1.6}$
... up to some small k

Hypothesis: $\forall n < n_0 \ T(n) < 3000n^{1.6}$

Inductive step: $T(n_0 + 1) < 3000(n_0 + 1)^{1.6}$

[see lecture supplemental](#)

Mergesort Guess and Check

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

Goal: $T(n) < 2n \log n = O(n \log n)$

Base cases: $T(1) = 0$
 $T(2) = 2 < 4 \log 2$
... up to some small k

Hypothesis: $\forall n < n_0 \ T(n) < n \log n$

Inductive step: $T(n_0 + 1) < 2(n_0 + 1) \log(n_0 + 1)$

[see lecture supplemental](#)

Karatsuba Guess and Check

$$T(n) = 3T\left(\frac{n}{2}\right) + 8n$$

Goal: $T(n) < n^{\log_2 3} - 16n = O(n^{\log_2 3})$

Base cases: by inspection, holds for small n (at home)

Hypothesis: $\forall n < n_0 \ T(n) < n^{\log_2 3} - 16n$

Inductive step: $T(n_0 + 1) < (n_0 + 1)^{\log_2 3} - 16(n_0 + 1)$

[see lecture supplemental](#)