

Divide & Conquer

- **Divide and Conquer:** one of the most practical strategies to solve problems.
- Given a function to compute on n inputs the divide and conquer strategy suggests splitting the inputs into k distinct subsets yielding k , $1 < k \leq n$ subproblems which can be solved recursively.
- **Control abstraction:** a procedure whose flow of control is clear but whose primary operations are specified by other procedures whose precise meaning is left undefined.

Global n :integer;

A: array[1..n] of integer;

procedure Divide-And-Conquer(p,q:integer);

var m:integer;

begin

if SMALL(p,q) then //input size is small enough//

G(p,q) //solve directly//

else

begin

$m \leftarrow \text{DIVIDE}(p,q); \quad // \quad p \leq m < q$

COMBINE(Divide-And-Conquer(p,m),
Divide-And-Conquer(m+1,q))

end

end.

- Computing time for the Divide-And-Conquer is naturally described by the recurrence relation:

$$T(n) = \begin{cases} g(n), & n \text{ small} \\ 2T(n/2) + f(n), & \text{otherwise} \end{cases}$$

Binary Search:

- Instance $I = (n, a_1, a_2, \dots, a_n, x)$ is divided into sub instances. One possibility is to pick up the index k and obtain three sub instances: $I_1 = (k-1, a_1, \dots, a_{k-1}, x)$, $I_2 = (1, a_k, x)$ and $I_3 = (n-k, a_{k+1}, \dots, a_n, x)$.
- If $x = a_k$ then instances I_1 and I_3 need not be solved and similarly other conditions can be obtained.

function BinSearch I (A:arraytype; n:integer; x:item): integer;

var:lower, upper, middle:integer;

begin

lower ← 1; upper ← n;

repeat

middle ← (lower+upper) div 2;

if (x > A[middle]) then

lower ← middle + 1;

else

upper ← middle - 1;

until ((A[middle] = x) or (lower > upper));

if (A[middle] = x) then

BinSearch I ← middle;

else BinSearch I ← 0;

end.

```

function BinSearch2(A:arraytype; n:integer; x:item):integer;
var: lower, upper, middle:integer; found:boolean;
begin
    lower ← 1; upper ← n; found ← false; BinSearch2 ← 0;
    while((lower ≤ upper) and not found) do
    begin
        middle ← (lower+upper) div 2;
        if (A[middle] = x) then
        begin
            BinSearch2 ← middle; found ← true;
        end;
        else
            if (x > A[middle]) then lower ← middle + 1;
            else upper ← middle - 1;
        end
    end
end.

```

```

function BinSearch(A:arraytype; n:integer; x:item):integer;
var: lower, upper, middle:integer; found:boolean;
begin
    lower ← 1; upper ← n; found ← false;
    while(( lower ≤ upper) and not found) do
    begin
        middle ← (lower+upper) div 2;
        if (A[middle] = x) then found ← true;
        else
            if (x > A[middle]) then lower ← middle + 1;
            else upper ← middle - 1;
        end
        if found then BinSearch ← middle
        else BinSearch ← 0;
    end.

```

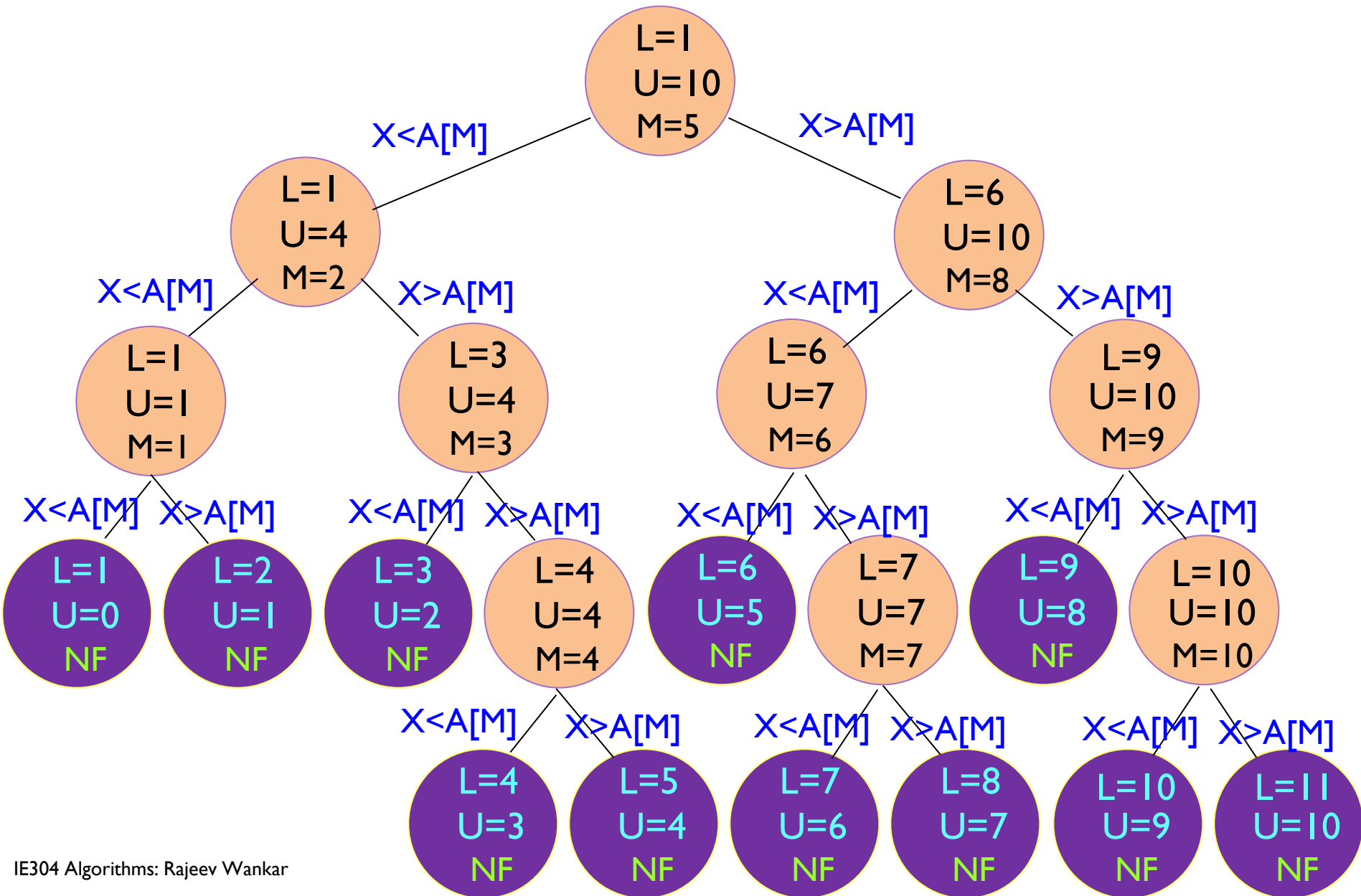

- Let n = number of sorted elements in array A
- Internal nodes in tree associated with “BinSearch” = n
- Leaf nodes in tree associated with “BinSearch” = $n+1$
- Levels in tree associated with “BinSearch” = $k(\text{say}) = \log_2(2n+1+1)$

Successful Searches:

Best case: one comparison: $\Theta(1)$

Worst case: $2\lceil \log(n+1) \rceil - 1$ comparisons: $\Theta(\log n)$

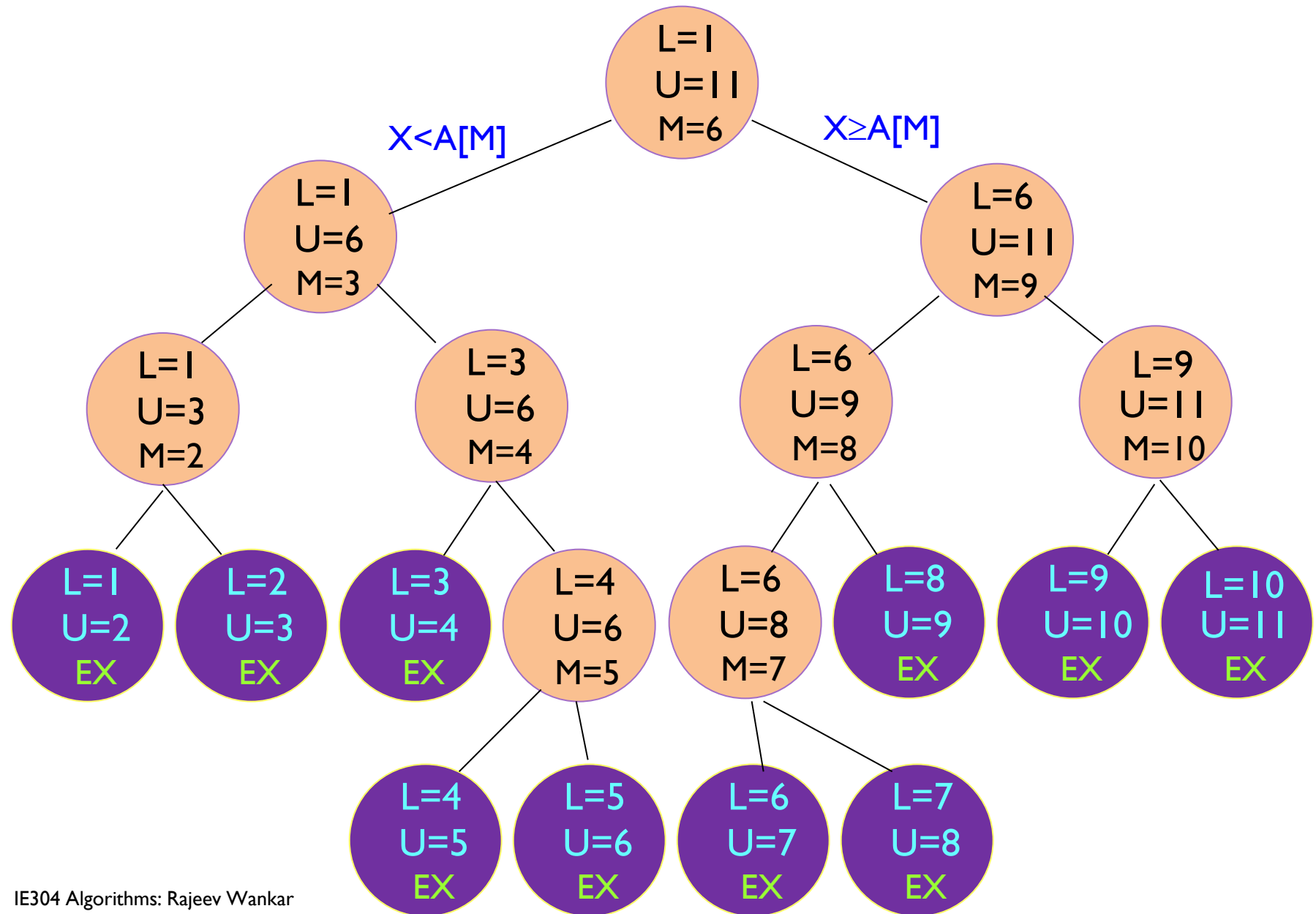
Average case: $\Theta(\log n)$ comparisons: $\Theta(\log n)$



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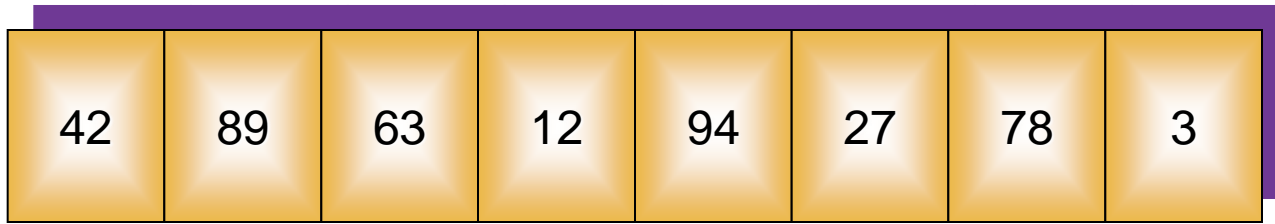
function ModBinSearch(A:arraytype; n:integer; x:item):integer;
var: lower, upper, middle:integer;
begin
lower ← 1; upper ← n + 1; //upper is always one more than is possible//
while( lower < (upper - 1)) do
begin
    middle ← (lower+upper) div 2;
    if (x < A[middle]) then //only one comparison in the loop//
        upper ← middle;
    else
        lower ← middle;
end
if (x = A[lower]) then ModBinSearch ← lower //x is present//
else ModBinSearch ← 0; //x is not present//
end.

```



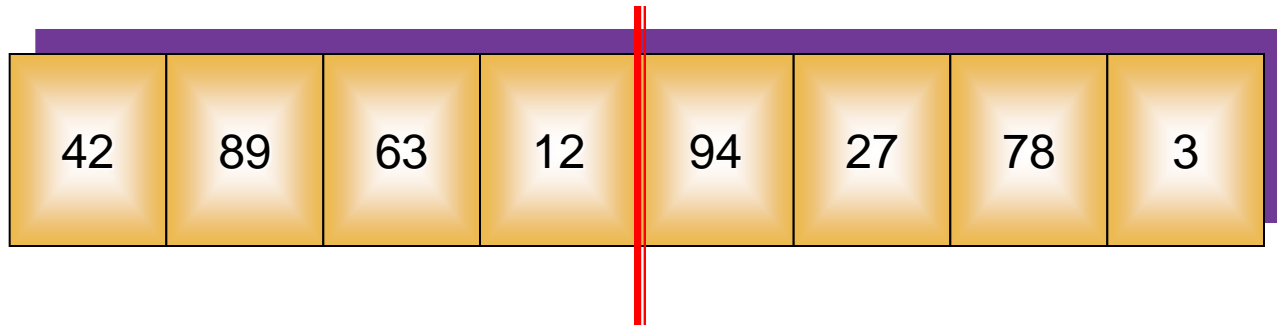
Merge sort

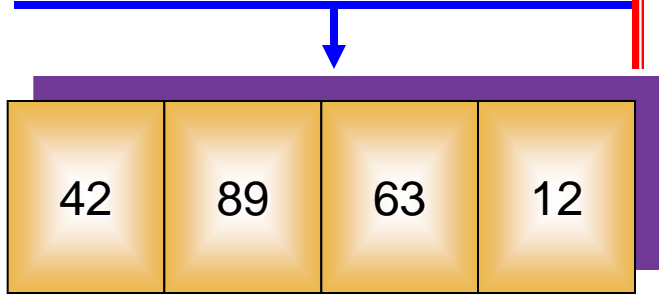
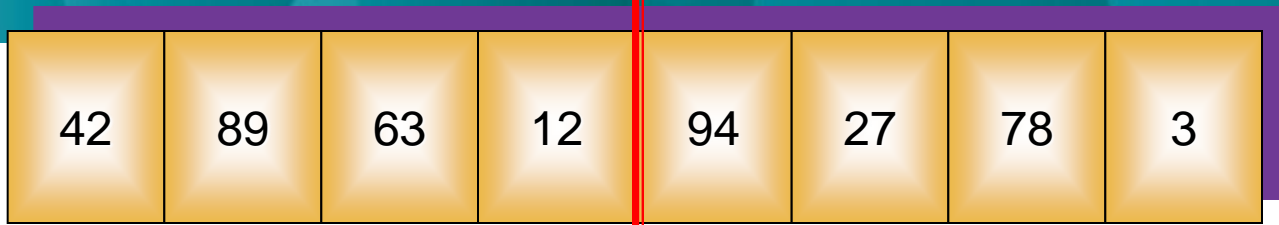
- The idea of a merge sort is to divide an array in half, sort each half, and then merge the two halves into a single sorted array.
- How do we sort each half ?
 - **Using merge sort**
- How do we merge sorted halves

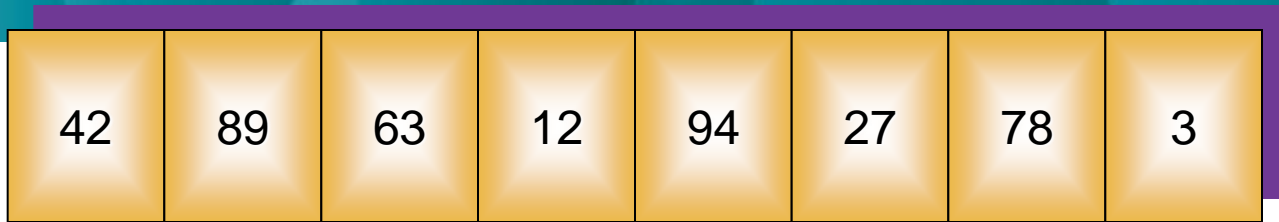


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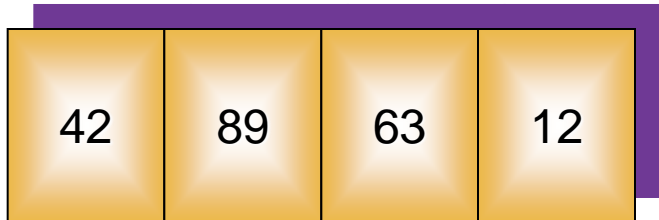
Merge sort Example



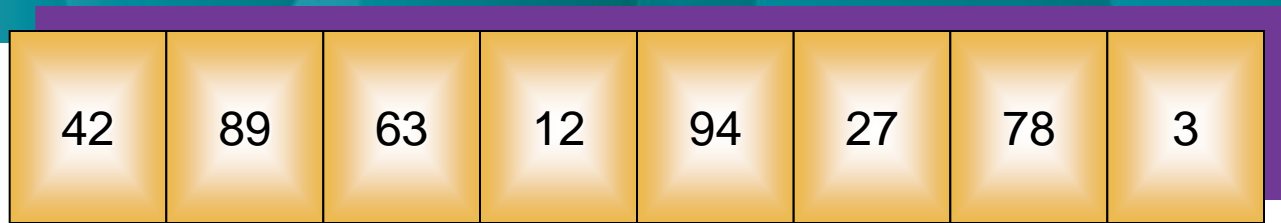




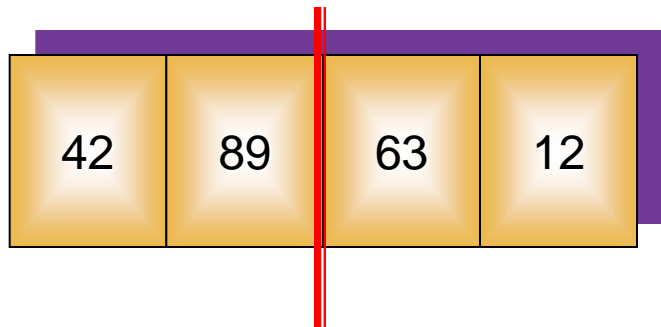
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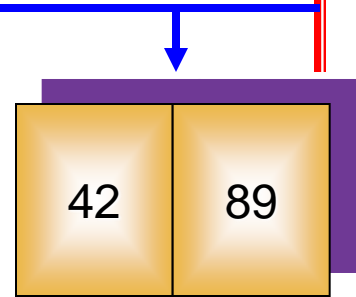
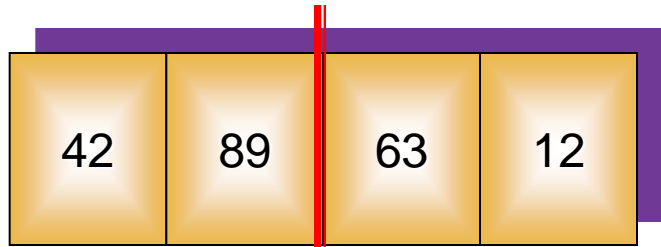
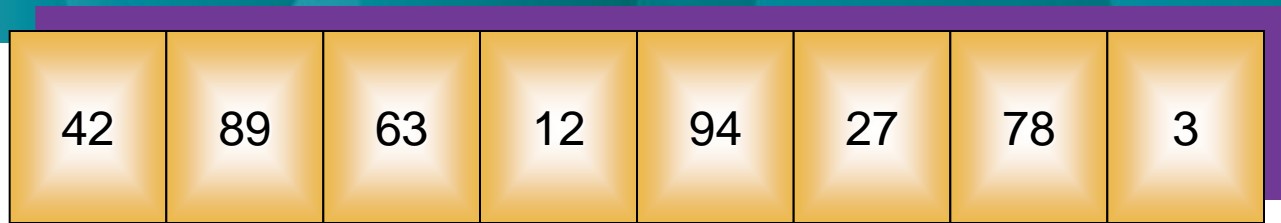
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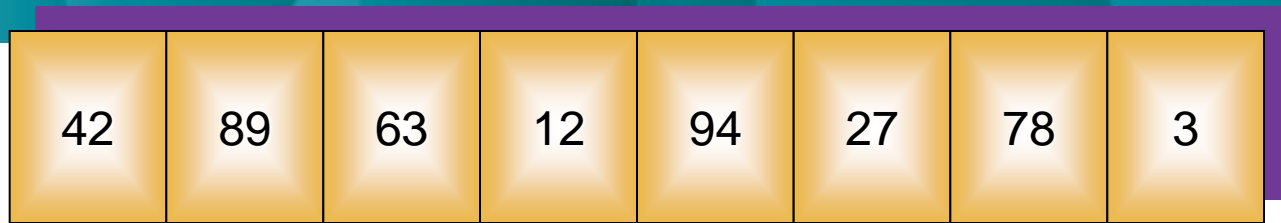


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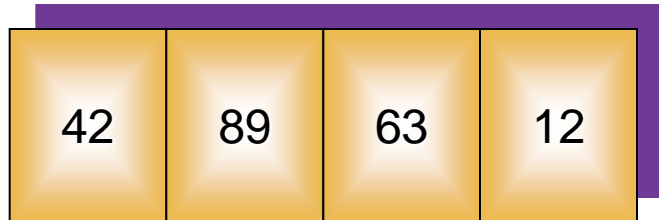


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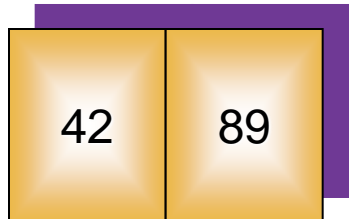




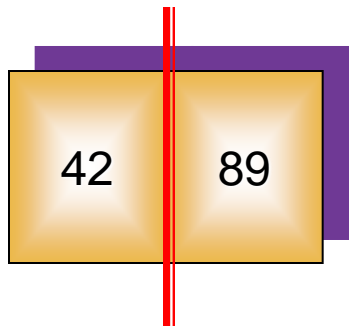
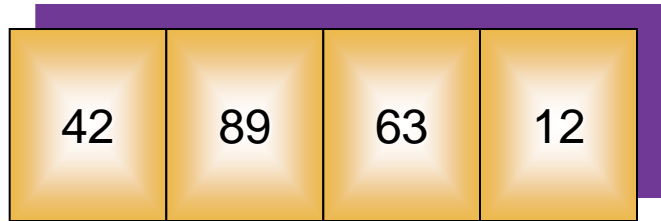
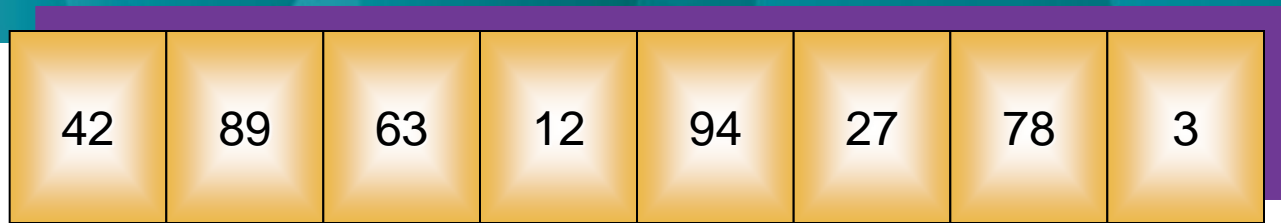
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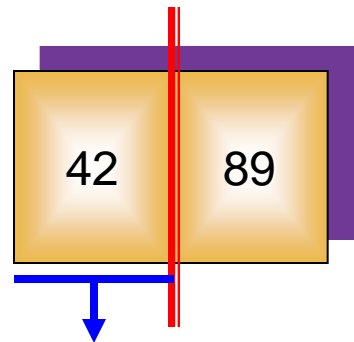
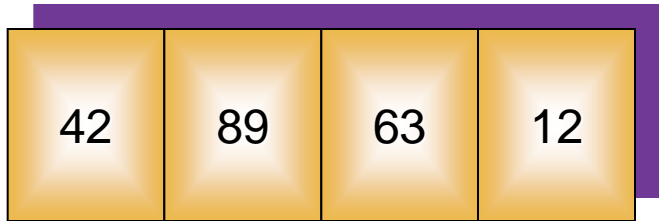
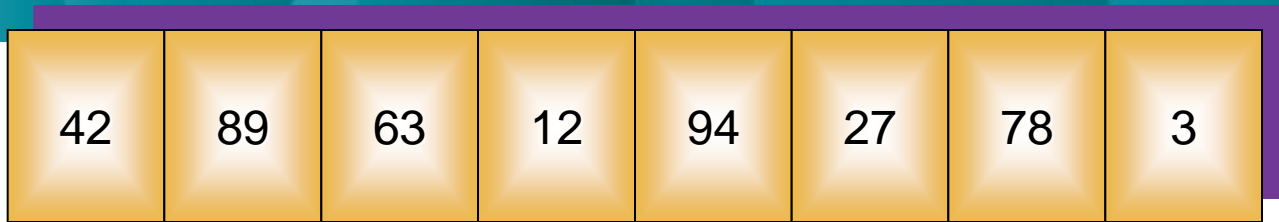


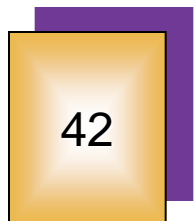
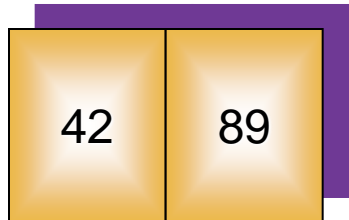
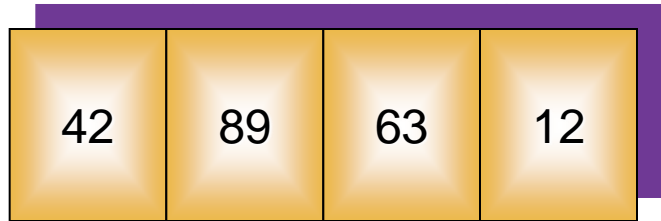
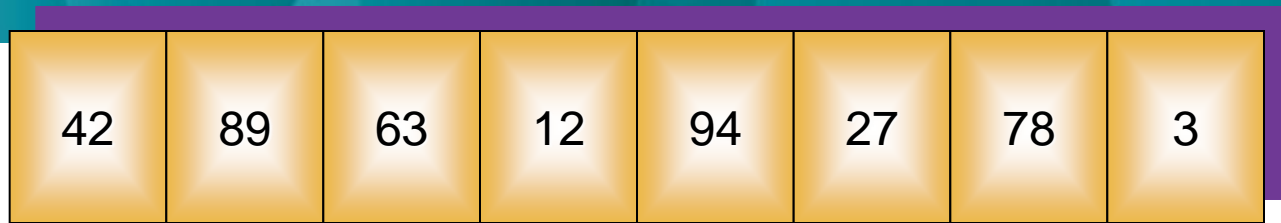
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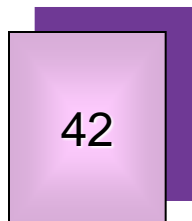
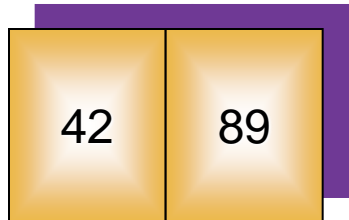
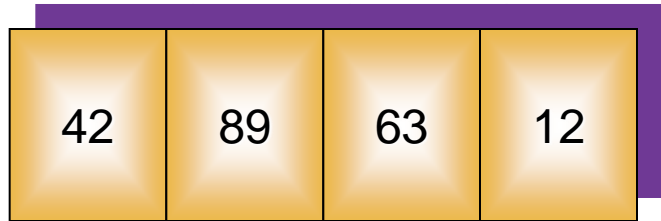
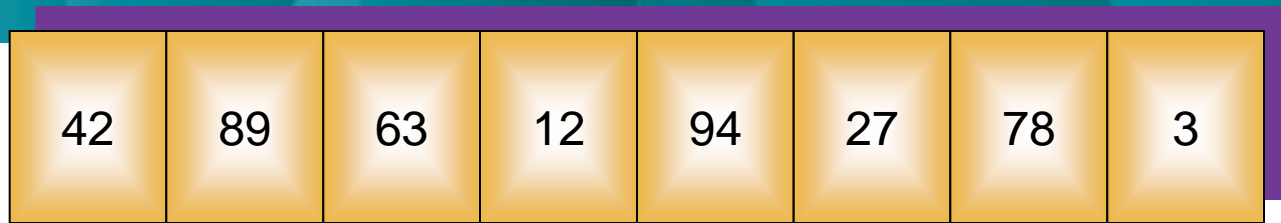


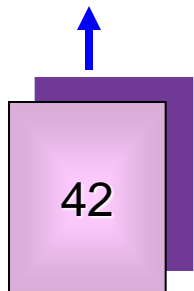
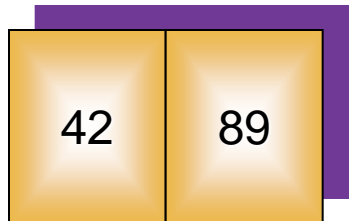
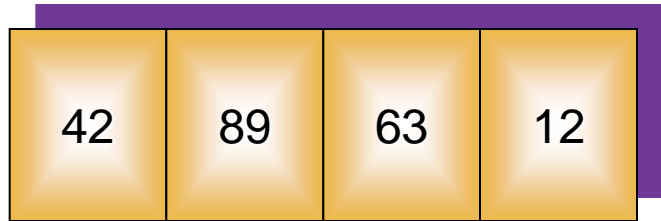
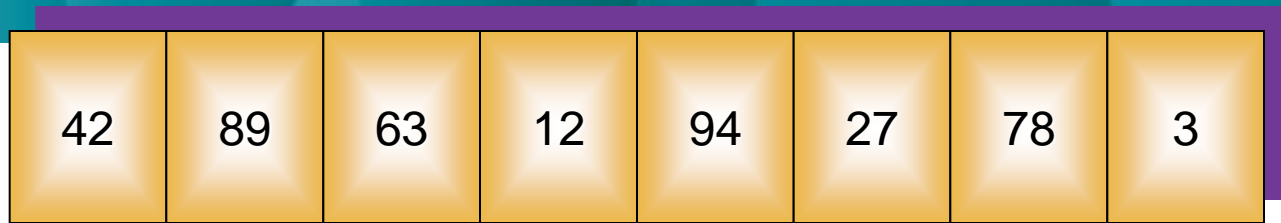
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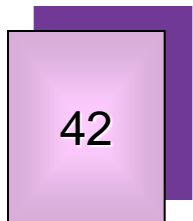
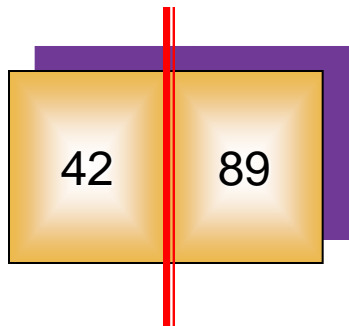
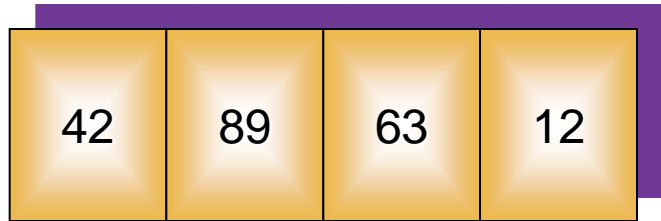
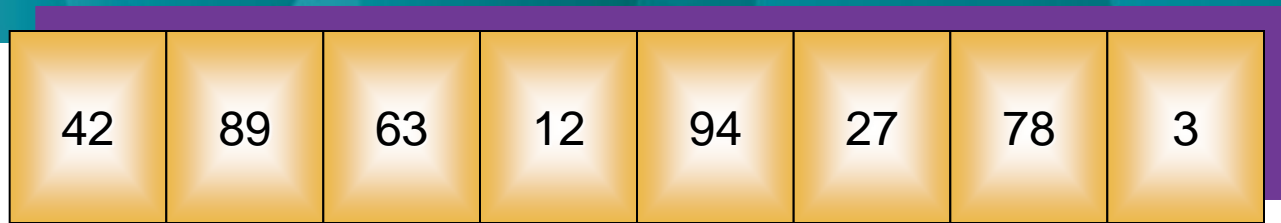


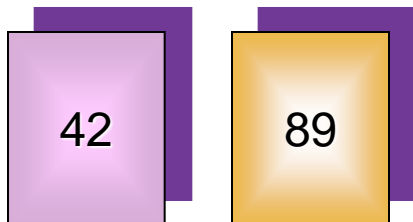
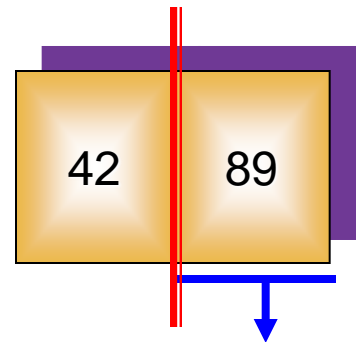
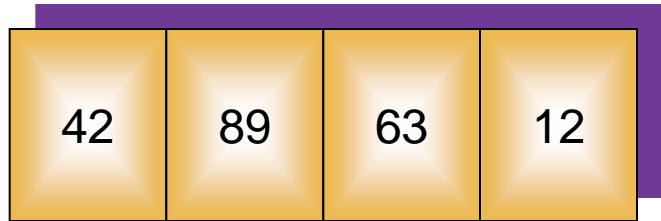
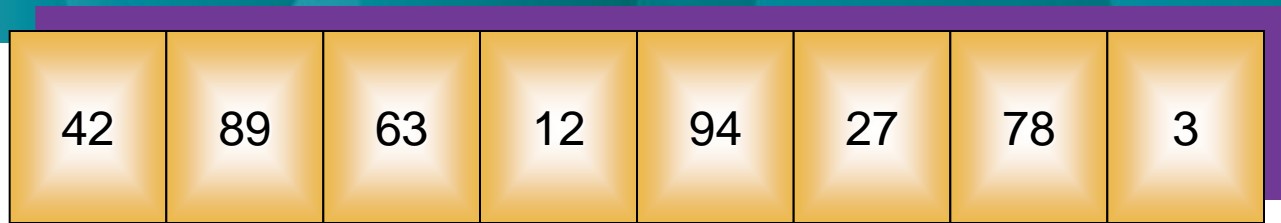


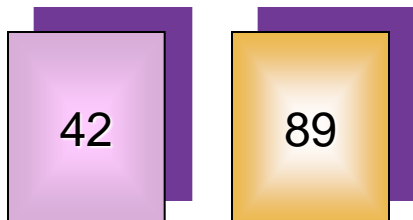
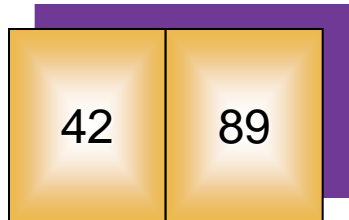
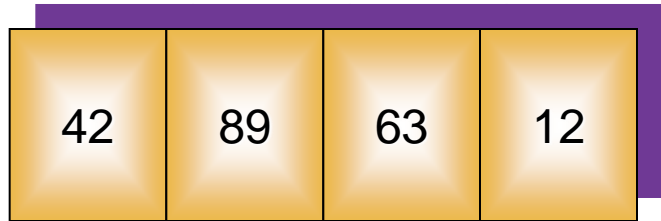
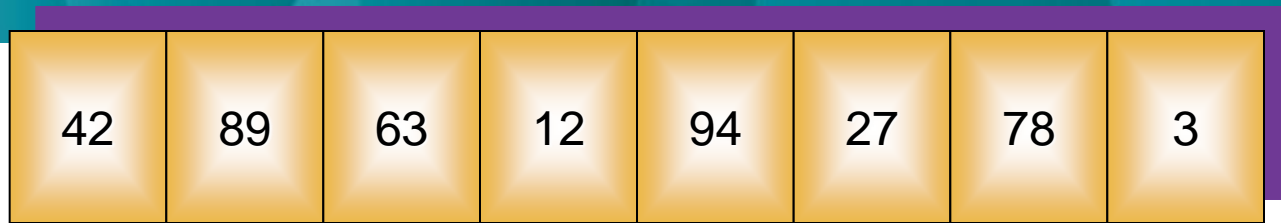


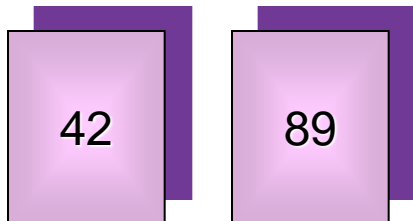
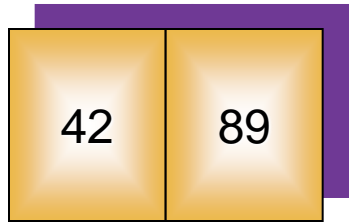
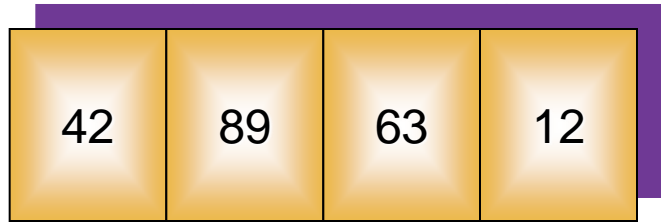
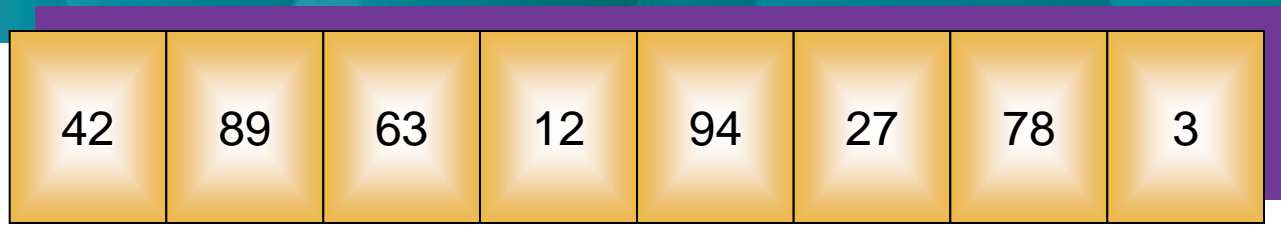


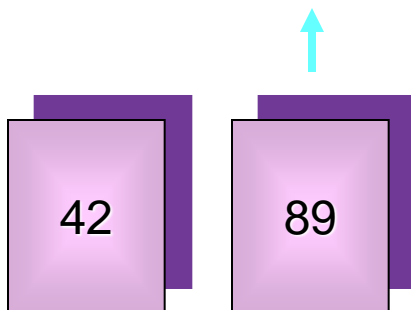
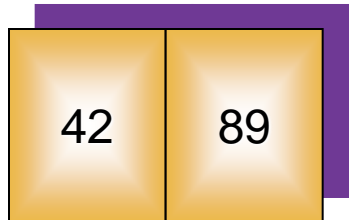
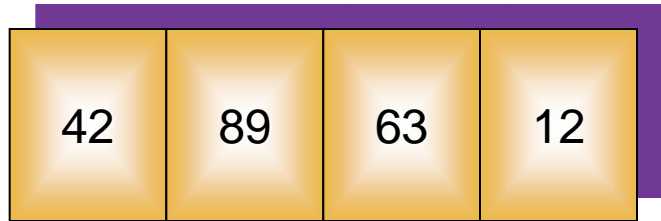
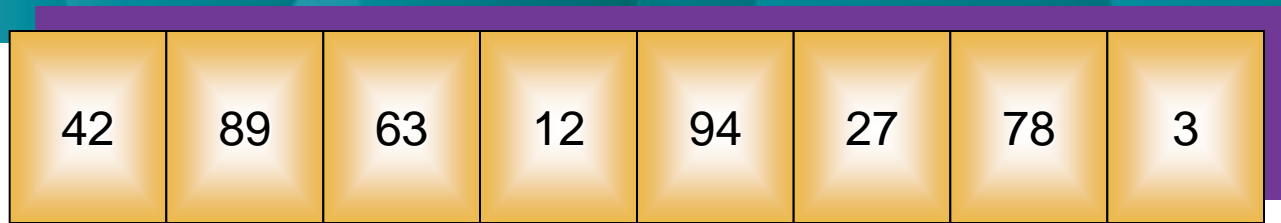


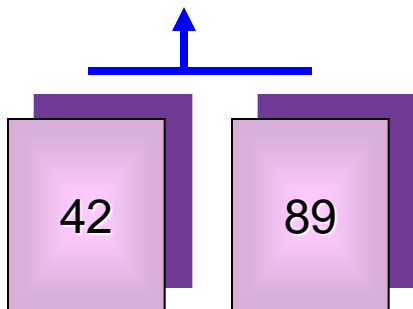
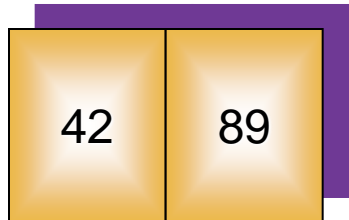
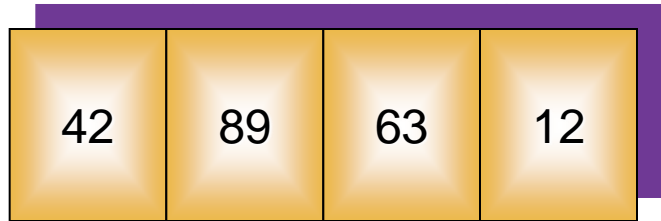
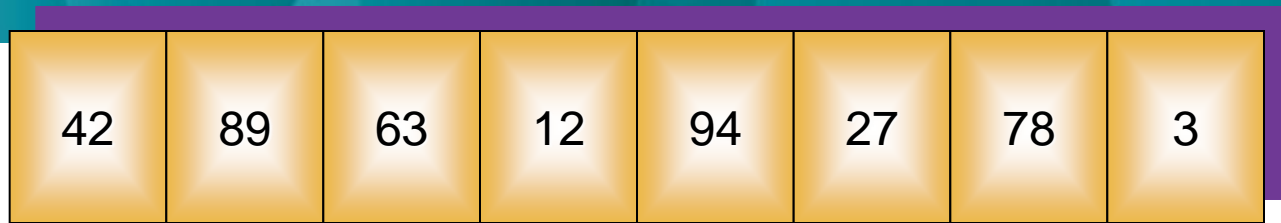


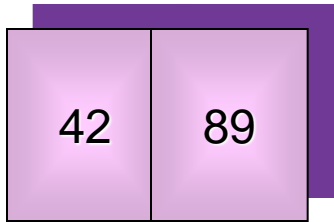
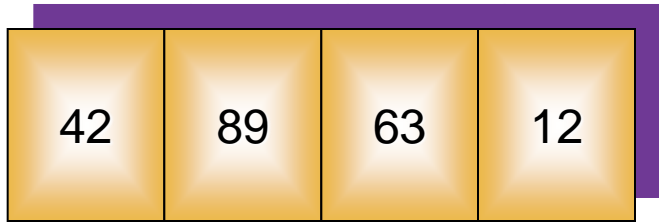
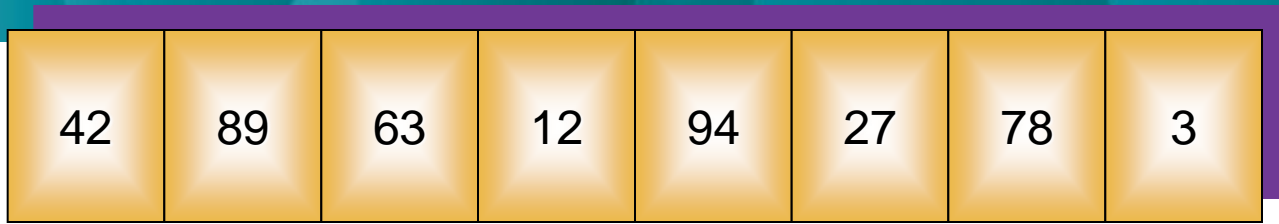


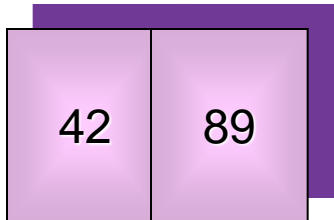
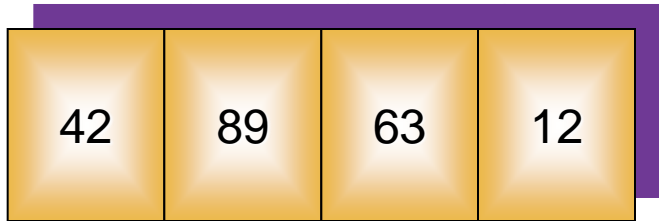
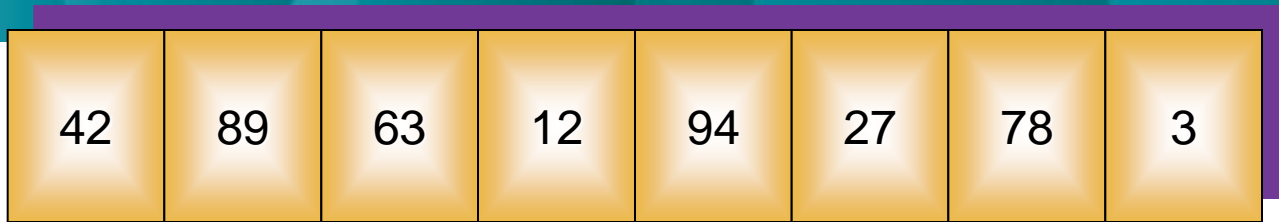


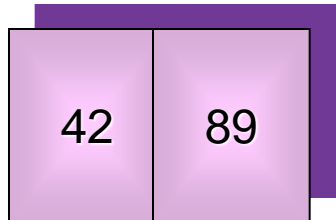
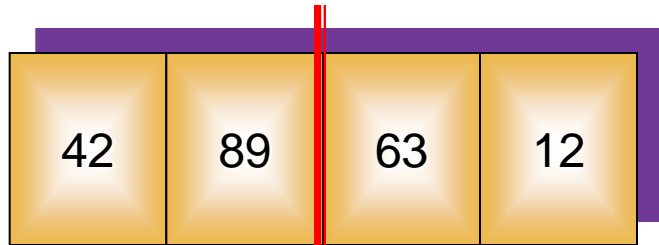
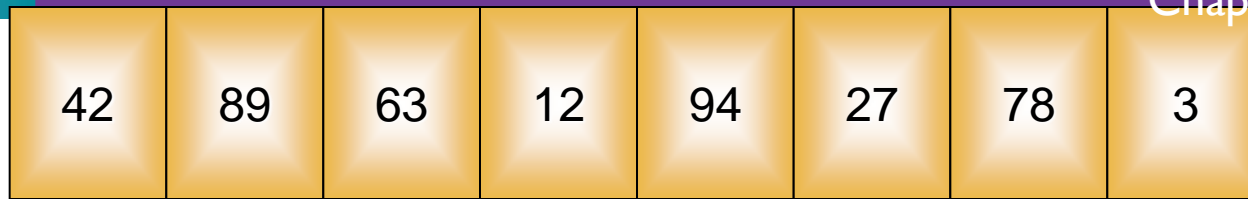


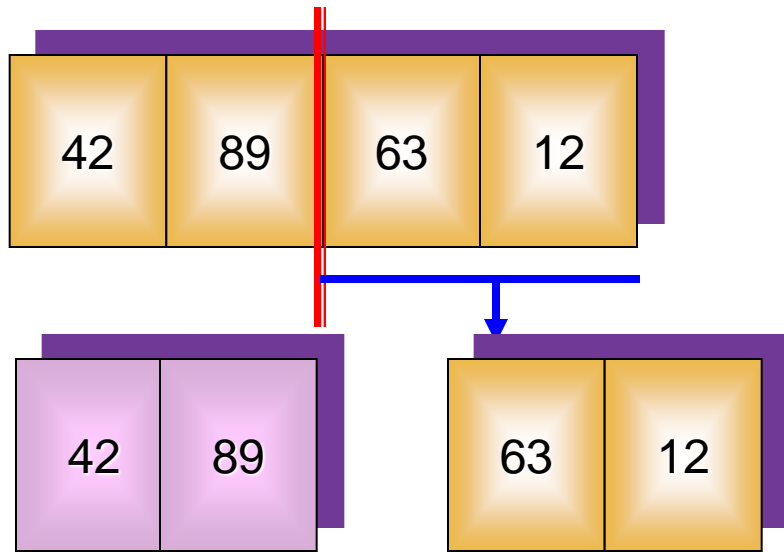
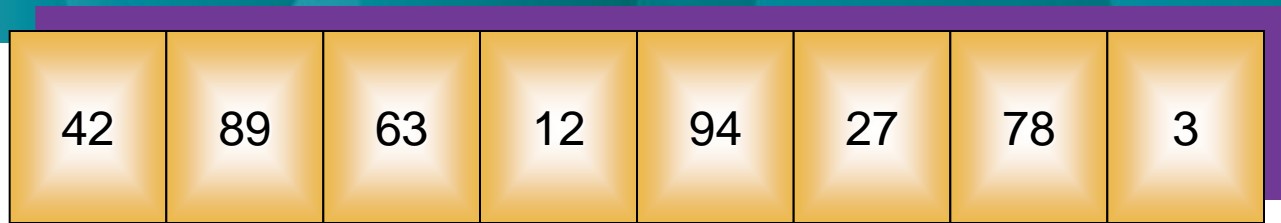


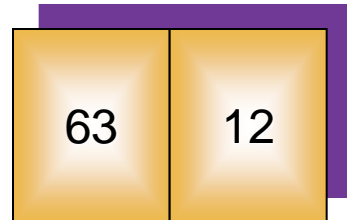
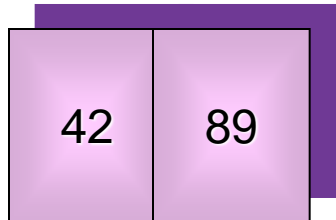
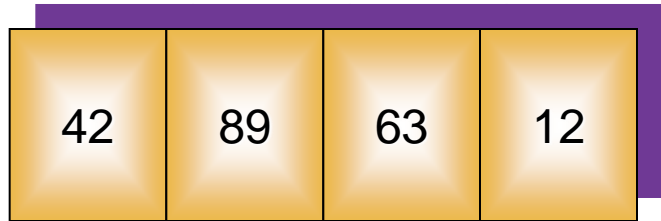
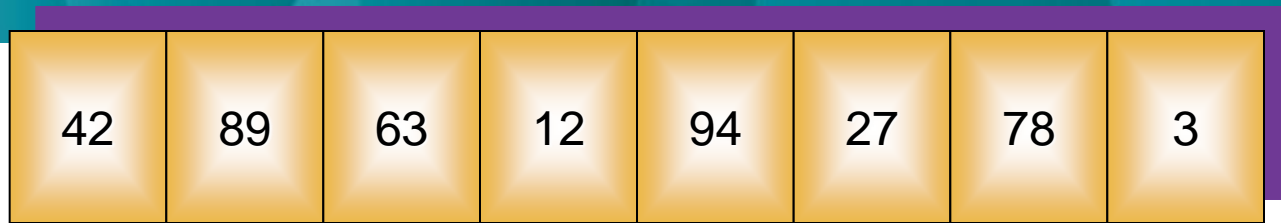


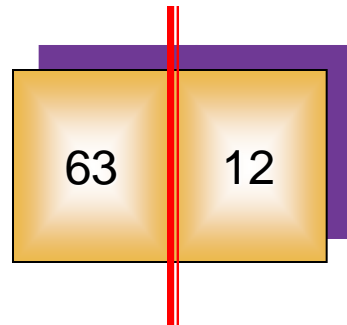
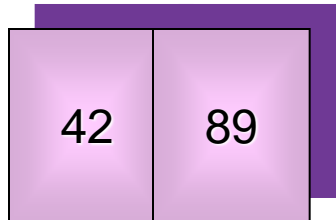
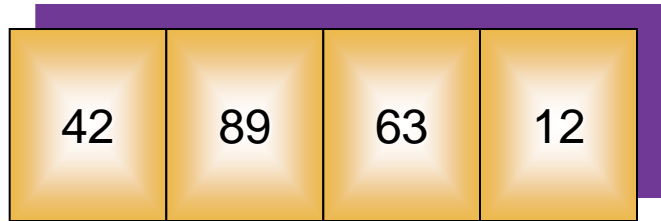
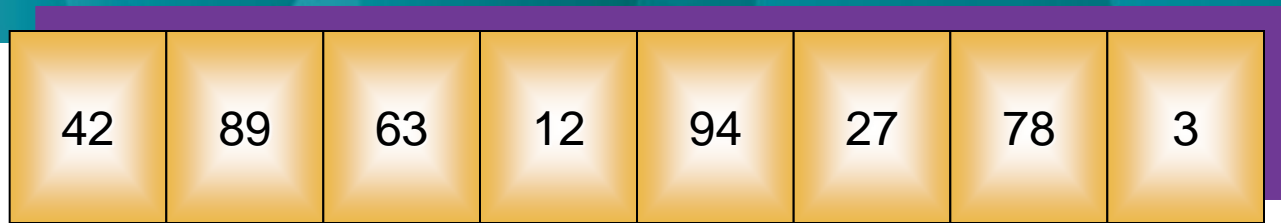


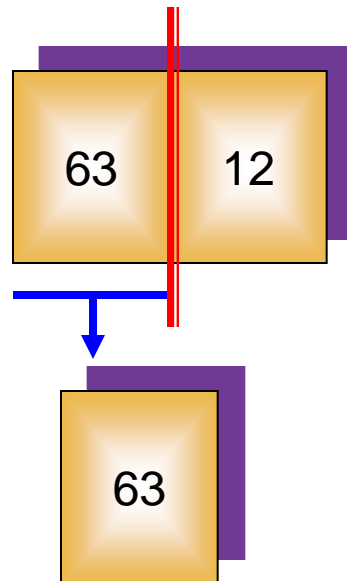
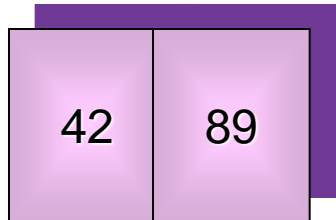
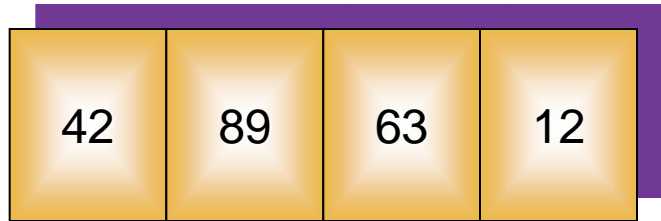
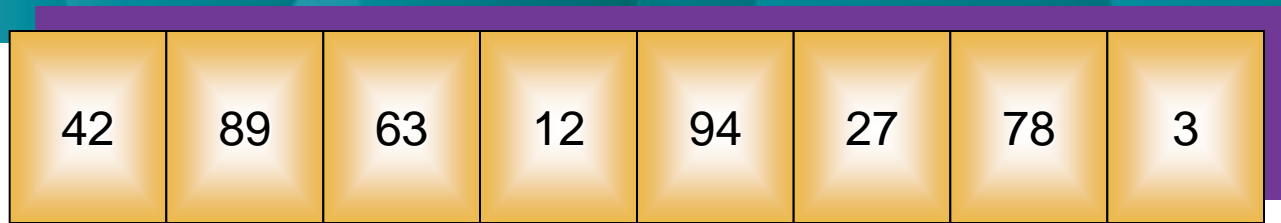


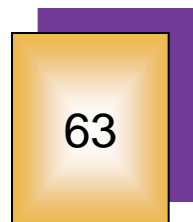
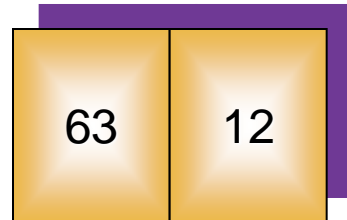
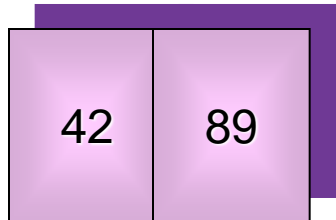
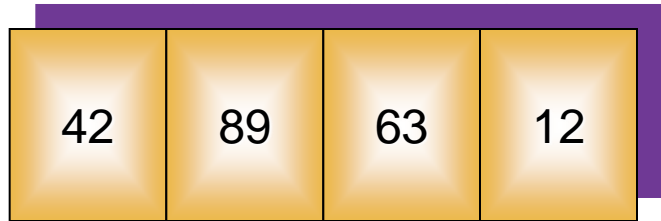
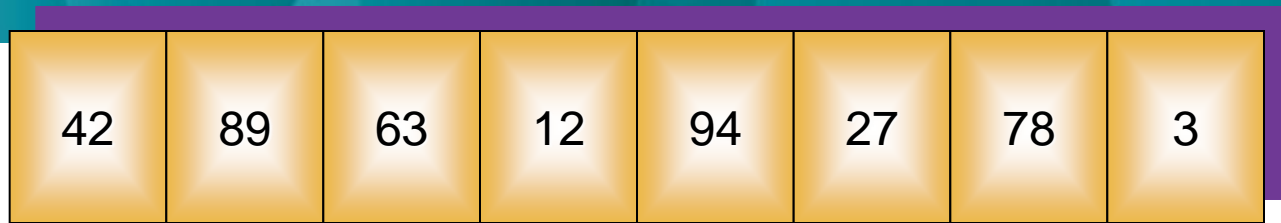


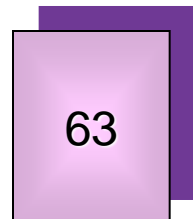
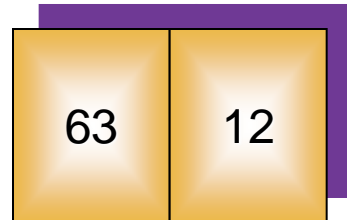
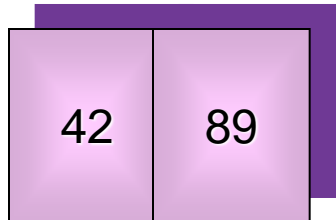
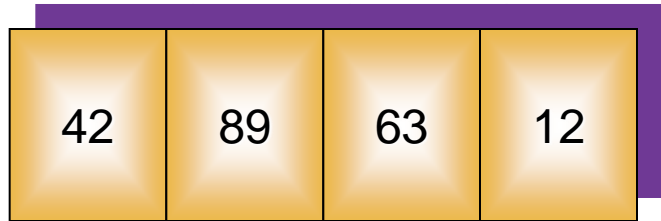
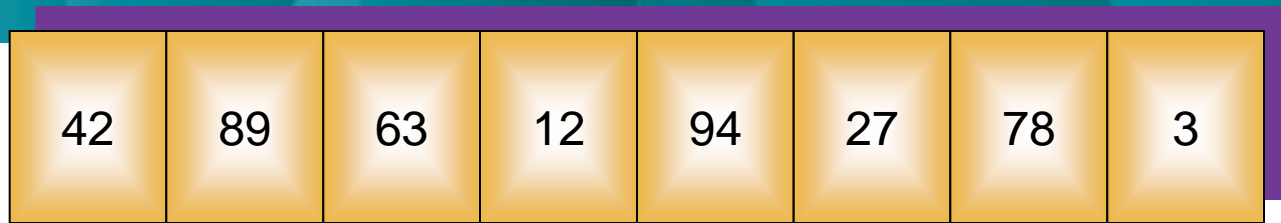


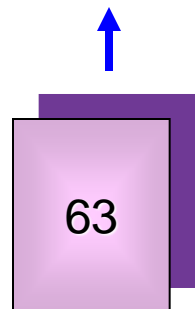
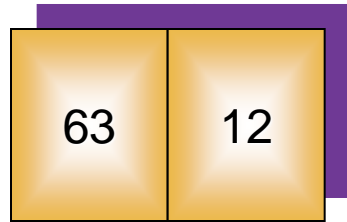
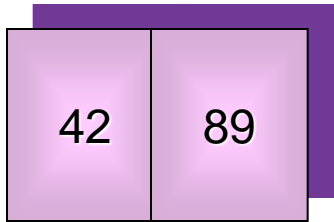
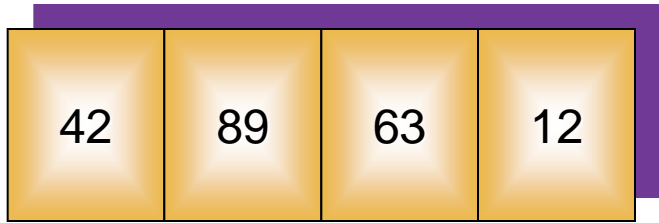
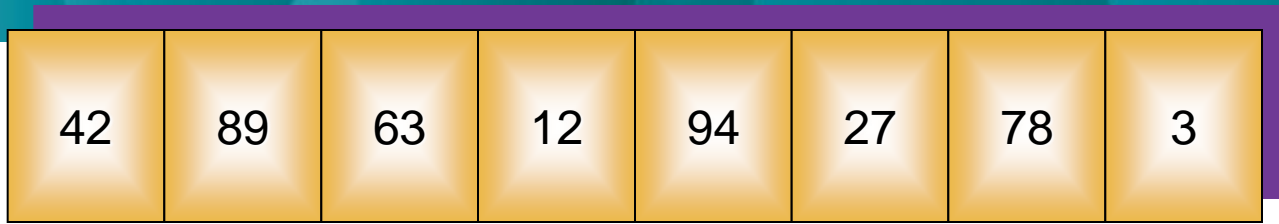


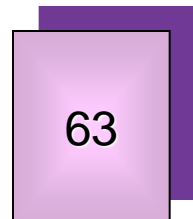
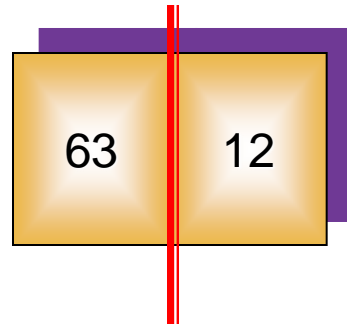
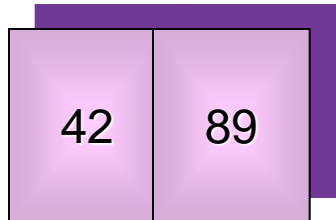
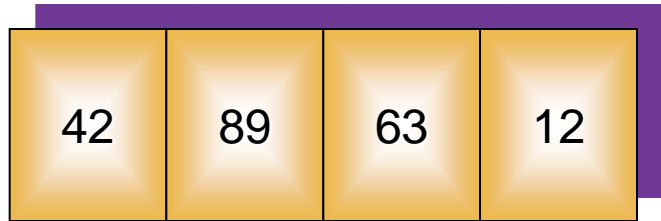
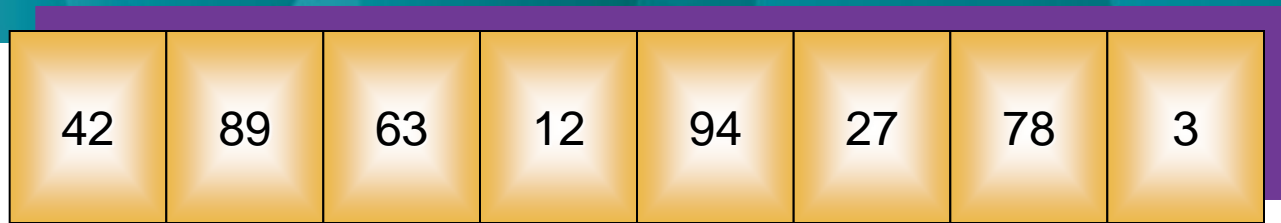


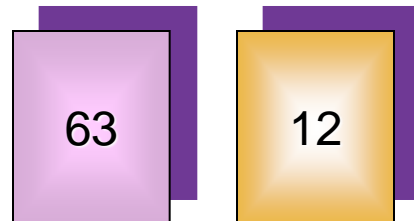
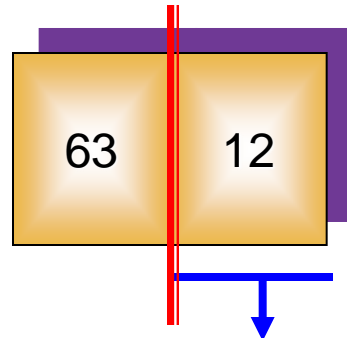
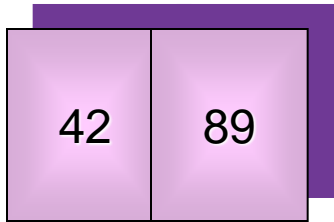
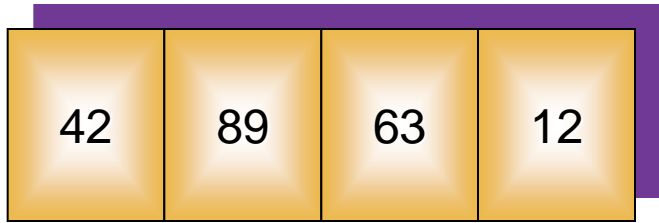
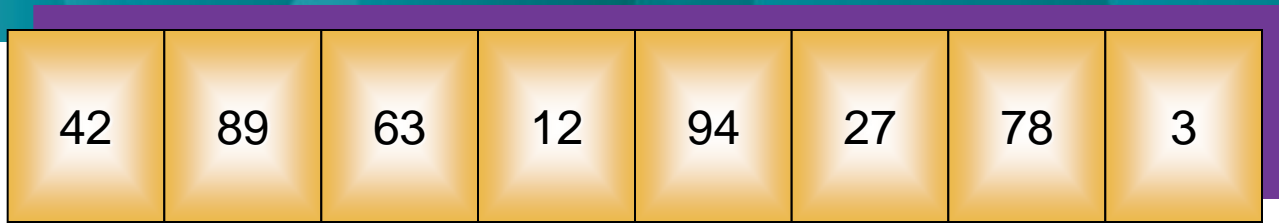


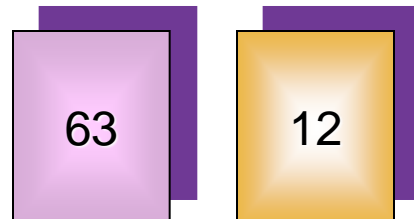
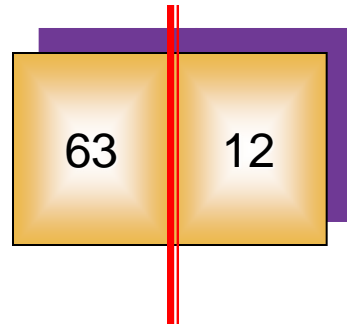
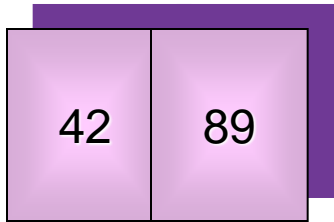
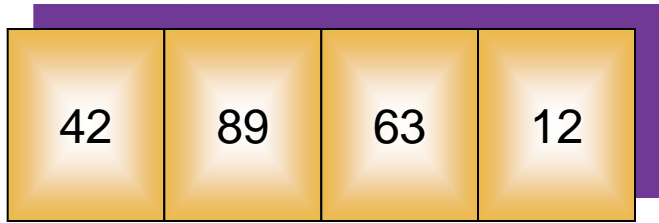
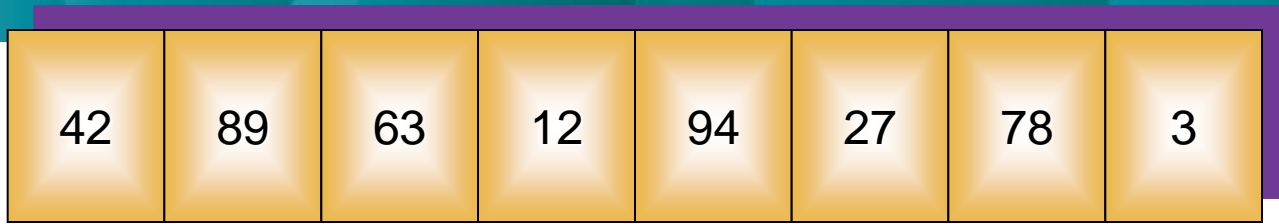


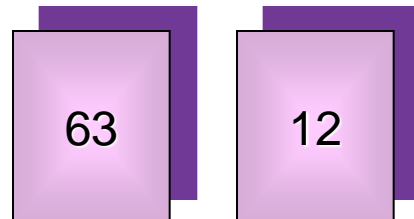
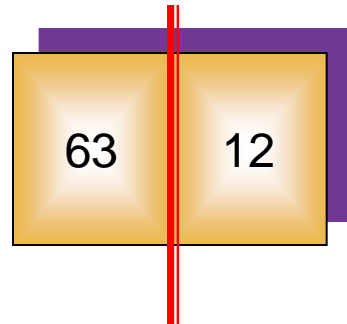
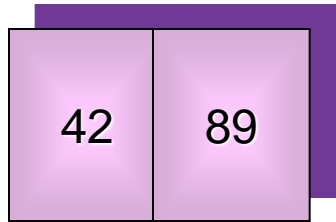
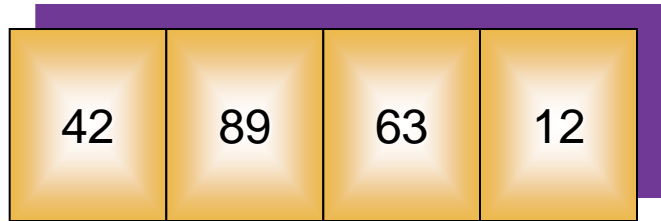
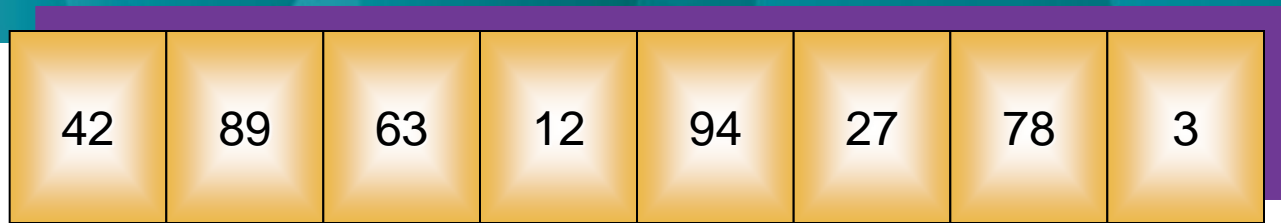


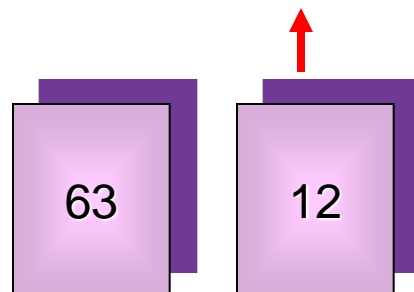
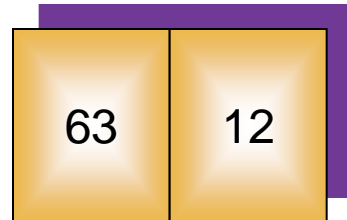
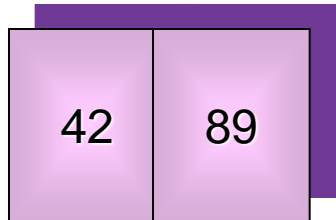
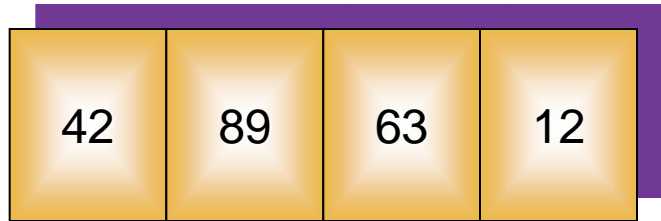
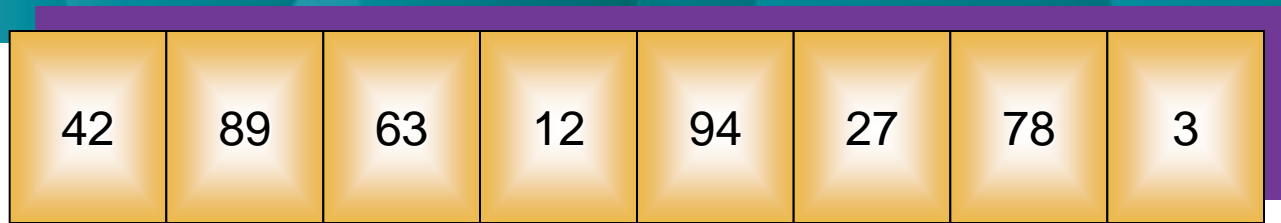


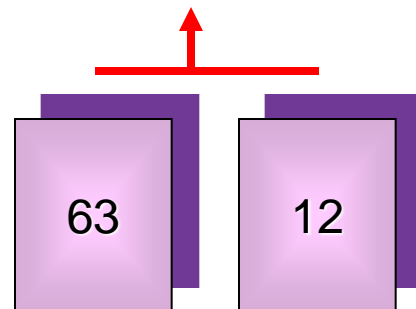
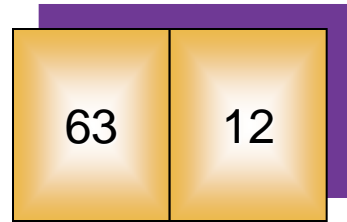
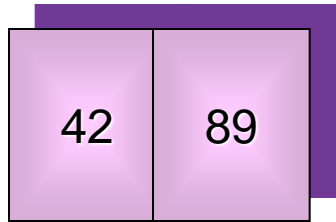
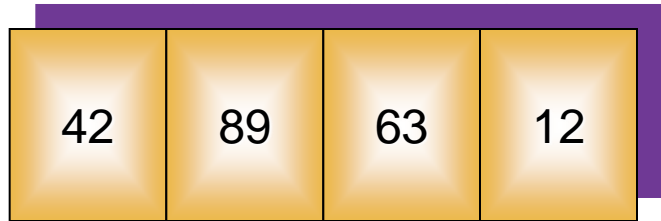
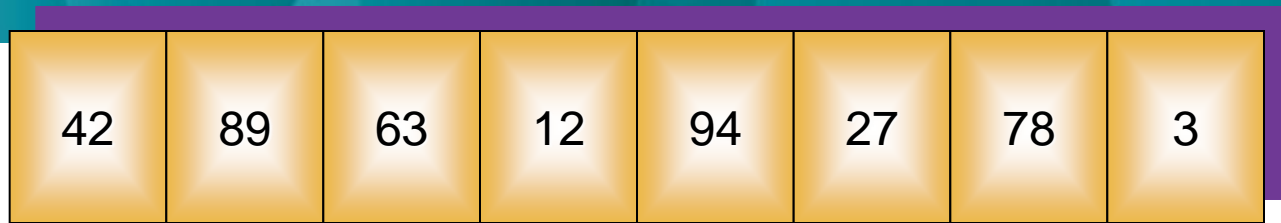


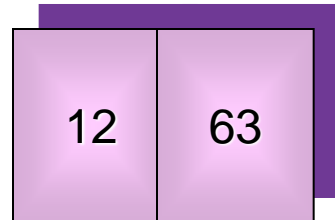
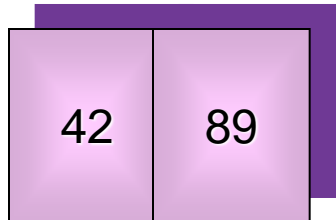
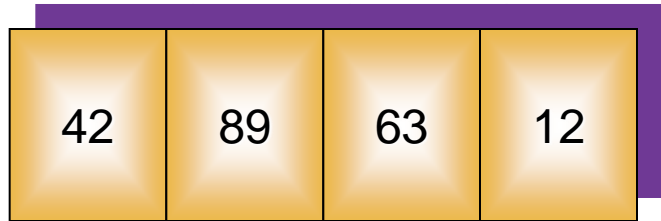
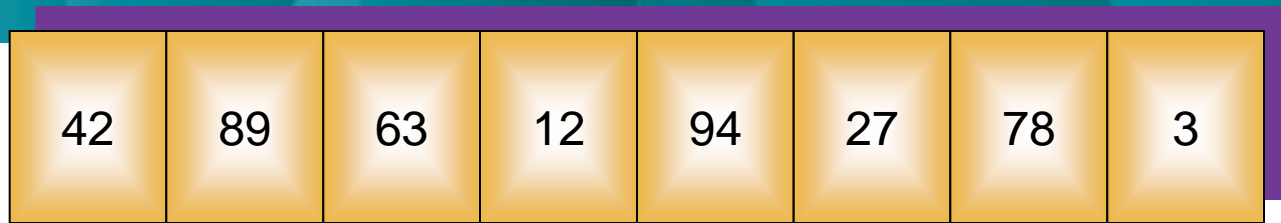


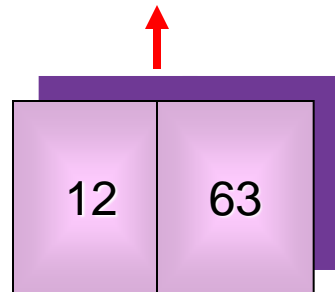
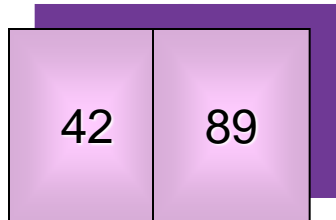
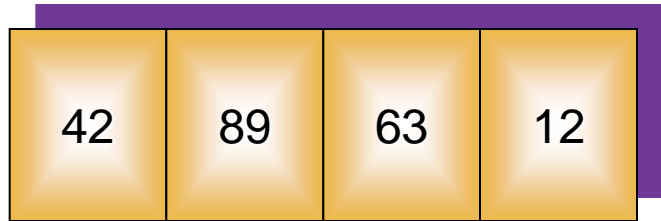
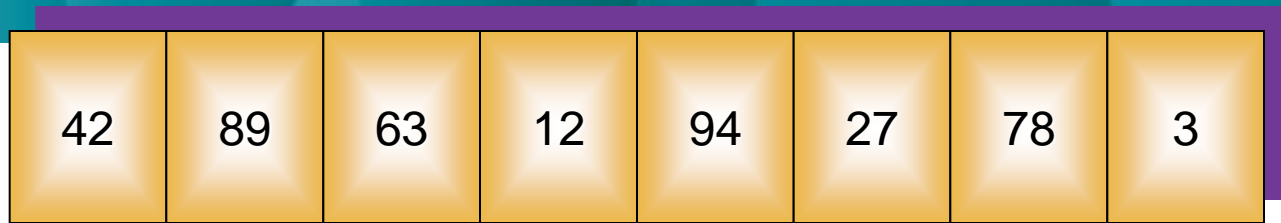


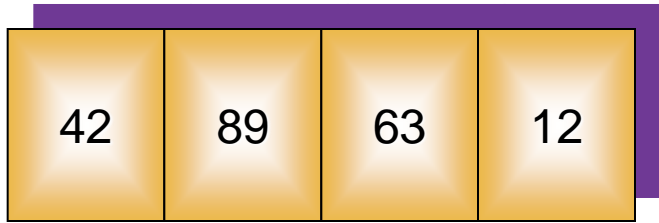
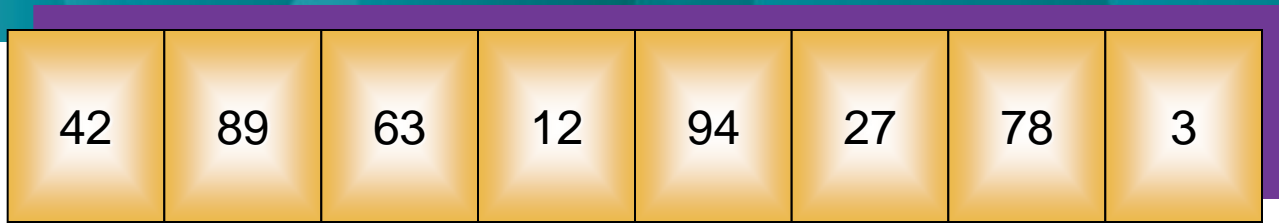




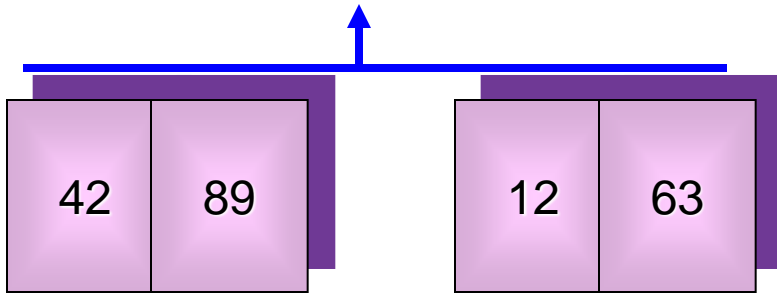








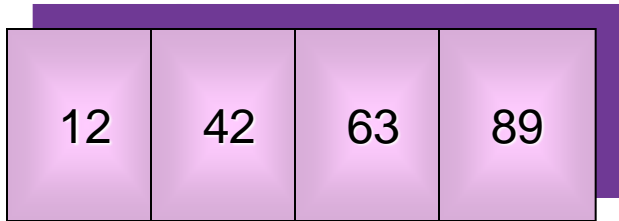
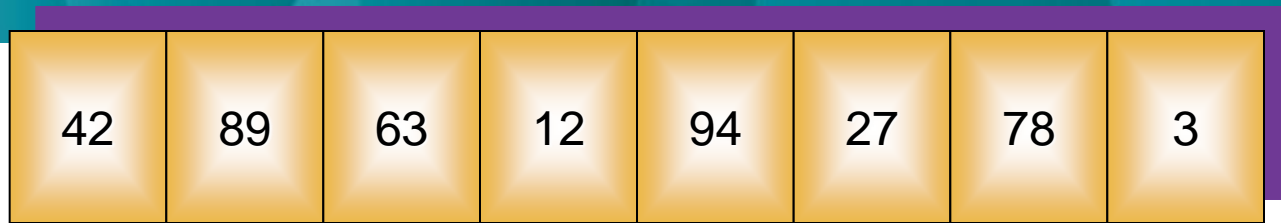
This step is done using MERGE described later



42	89	63	12	94	27	78	3
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12	42	63	89
----	----	----	----

This step is done using MERGE described later



Global $A[\text{low}..\text{high}]$ is a global array containing $\text{high}-\text{low}+1$ values the element to be sorted.

```
procedure MERGESORT(low, high:integer);  
var mid : integer;  
begin  
    if (low < high) then  
        begin  
            mid  $\leftarrow$  (low+high) div 2;           //find the split position//  
            MERGESORT(low,mid);                 //sort first subset//  
            MERGESORT(mid+1,high);              //sort another subset//  
            MERGE(low,mid,high);                //combine the result//  
        end  
    end.  
end.
```

Global $A[\text{low}..\text{high}]$ is a global array containing two sorted subsets in $A[\text{low}..\text{mid}]$ and in $A[\text{mid}+1..\text{high}]$

procedure MERGE(low, mid, high:integer);

var B : array[low..high] of items;

h, i, j, k :integer;

begin

$h \leftarrow \text{low}; j \leftarrow \text{mid}+1; i \leftarrow \text{low};$

while ($(h \leq \text{mid})$ and $(j \leq \text{high})$) **do**

 begin

 if ($A[h] \leq A[j]$) then

 begin

$B[i] \leftarrow A[h]; h \leftarrow h+1;$

 end

```

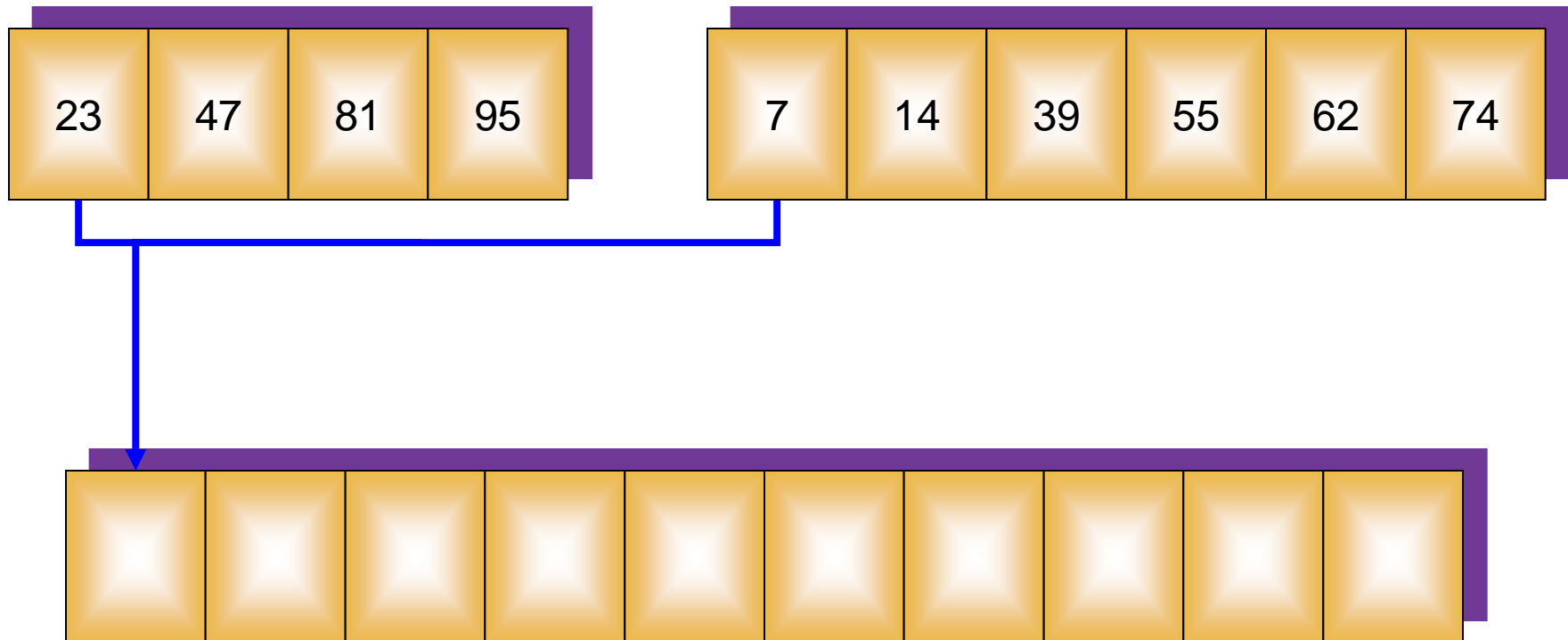
    else
    begin
        B[i] ← A[j] ; j ← j+1;
    end
end;
if (  $h > mid$  ) then           //remaining elements//
for k ← j to high do
begin
    B[i] ← A[k]; i ← i+1;
end
else

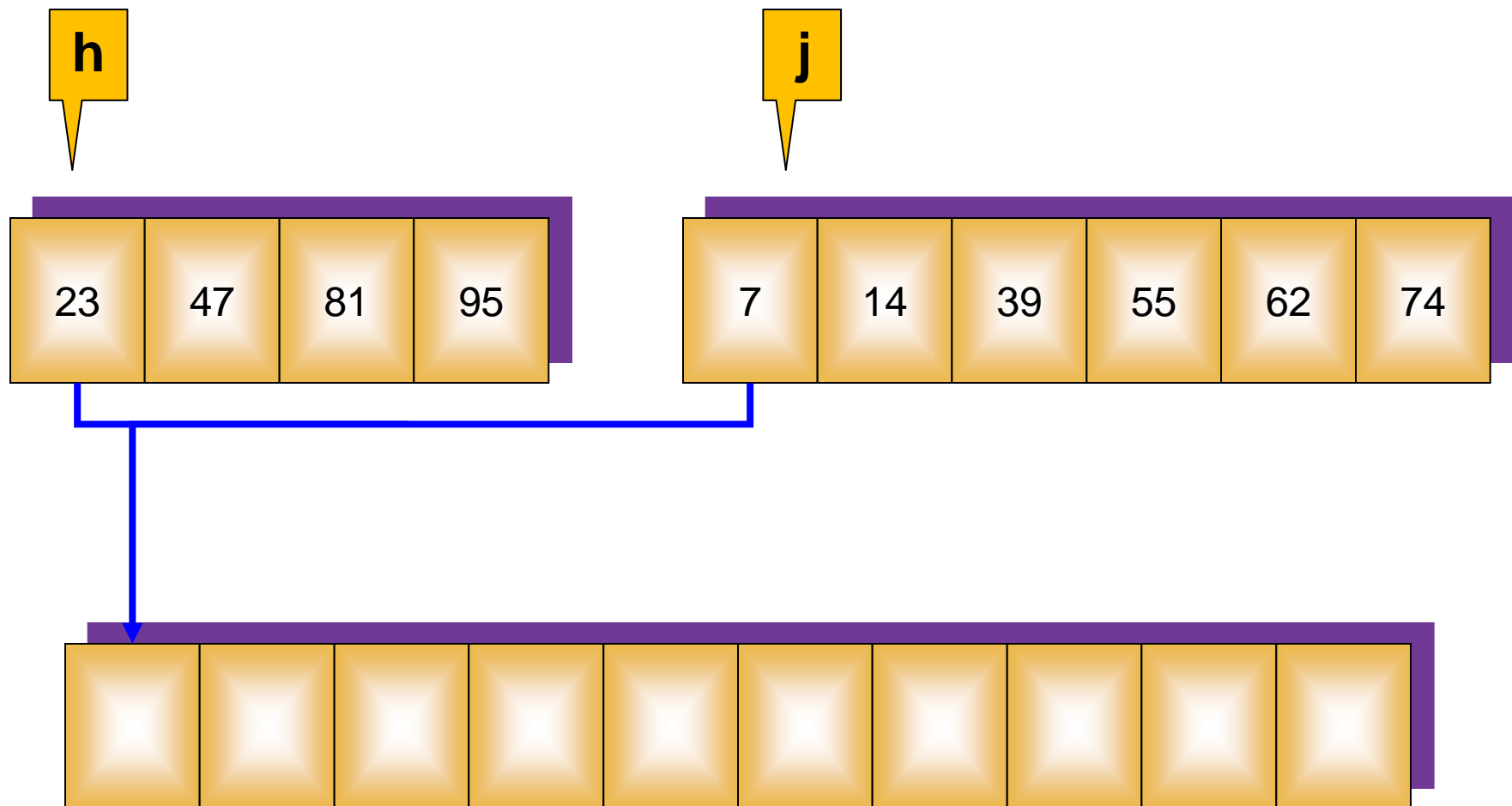
```

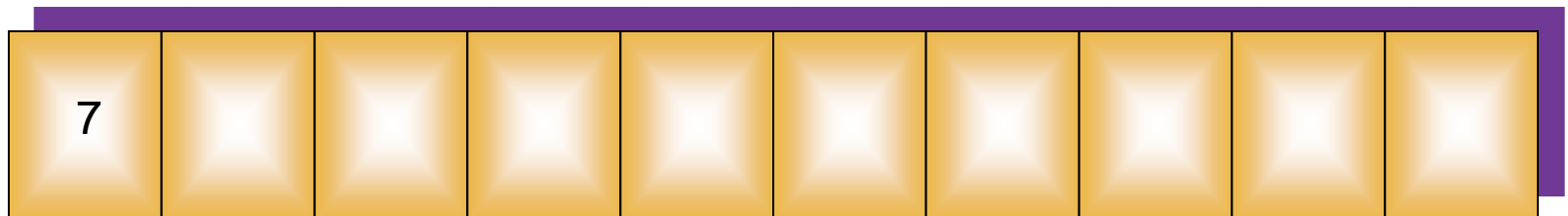
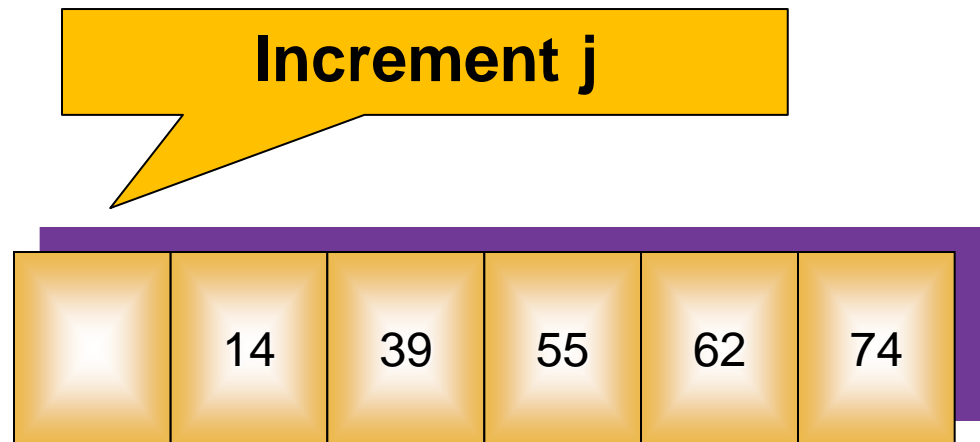
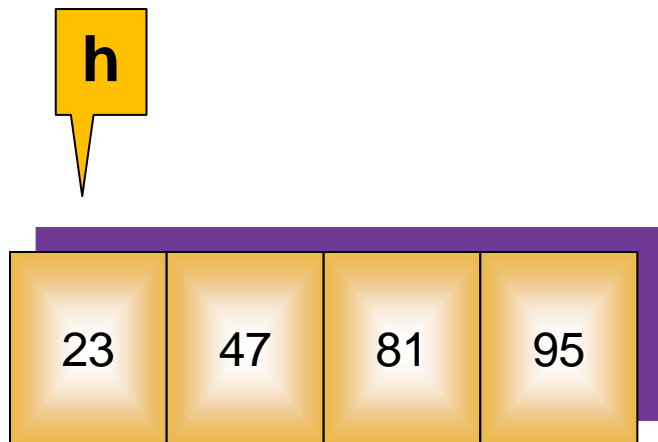


```
for k  $\leftarrow$  h to mid do
begin
    B[i]  $\leftarrow$  A[k]; i  $\leftarrow$  i+1;
end
for k  $\leftarrow$  low to high do
    A[k]  $\leftarrow$  B[k];
end.
```

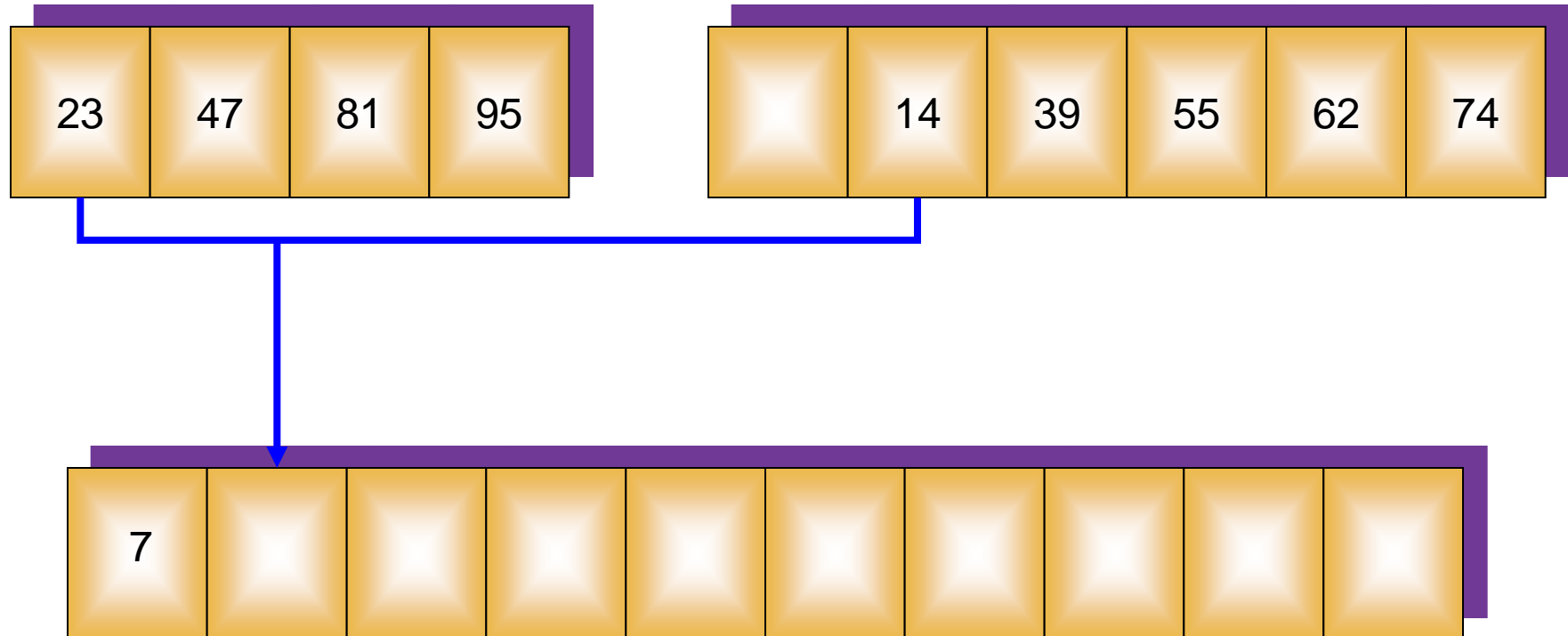
Merging two sorted arrays







Increment j



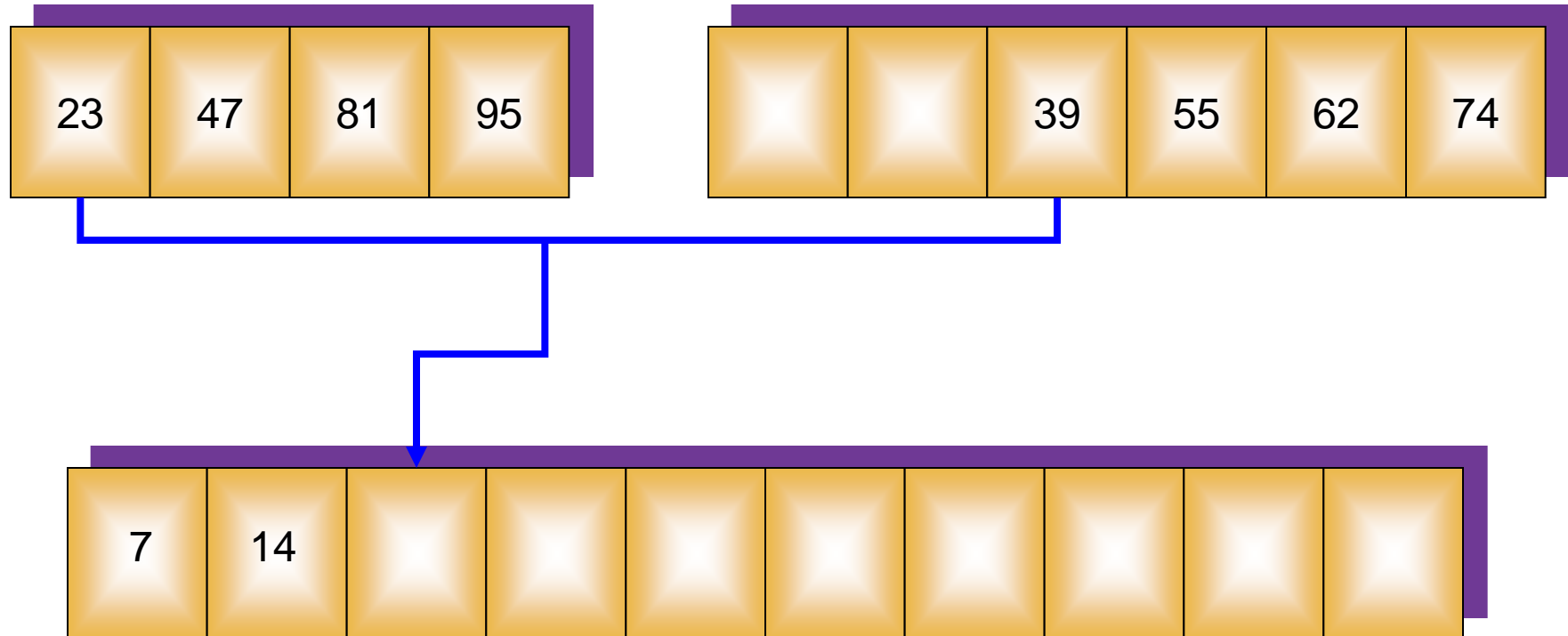
Increment j

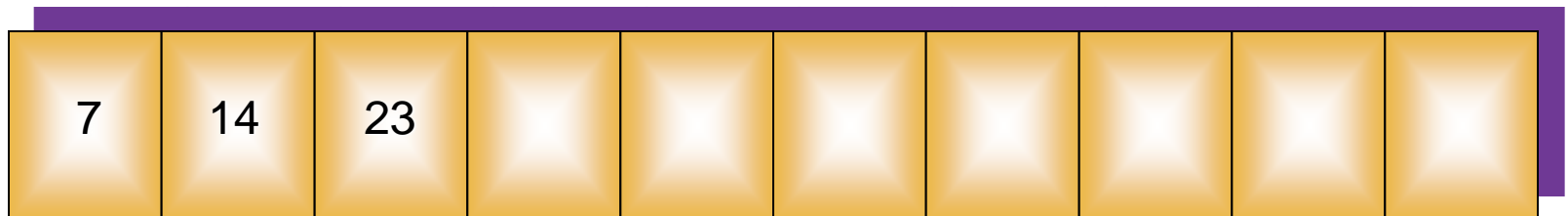
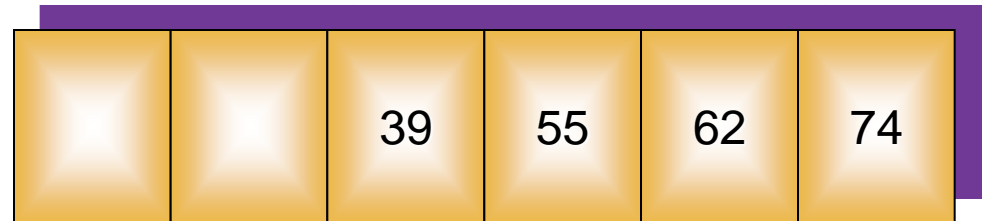
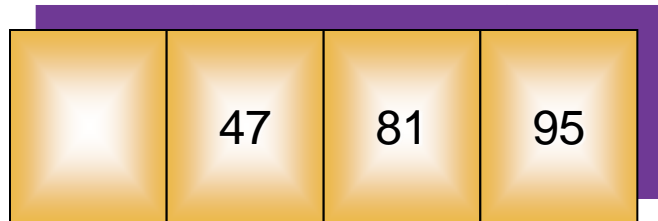
23	47	81	95
----	----	----	----

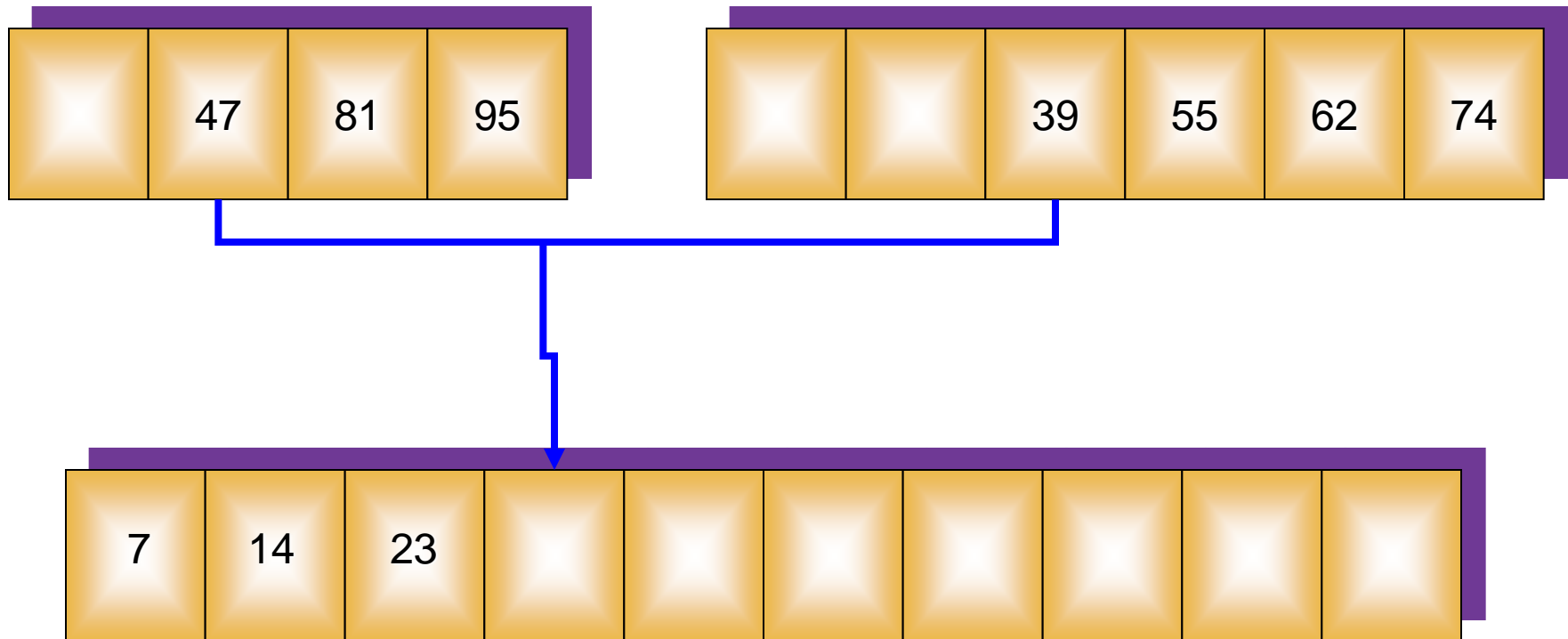
		39	55	62	74
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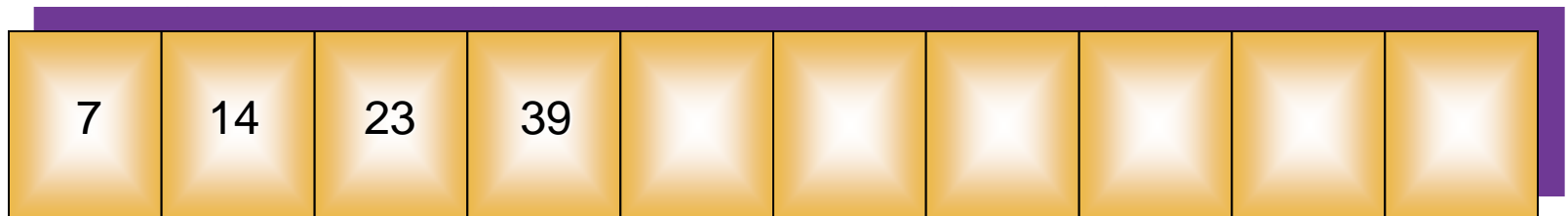
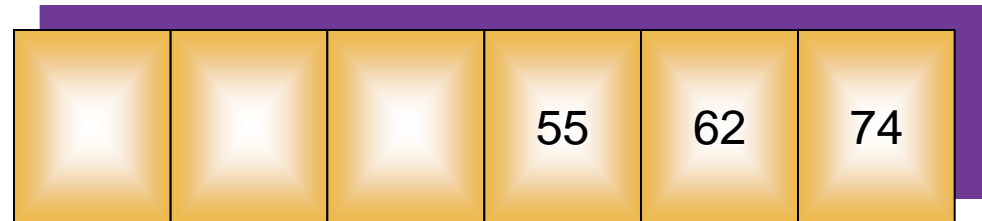
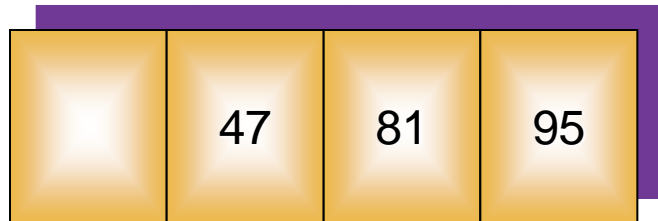
7	14								
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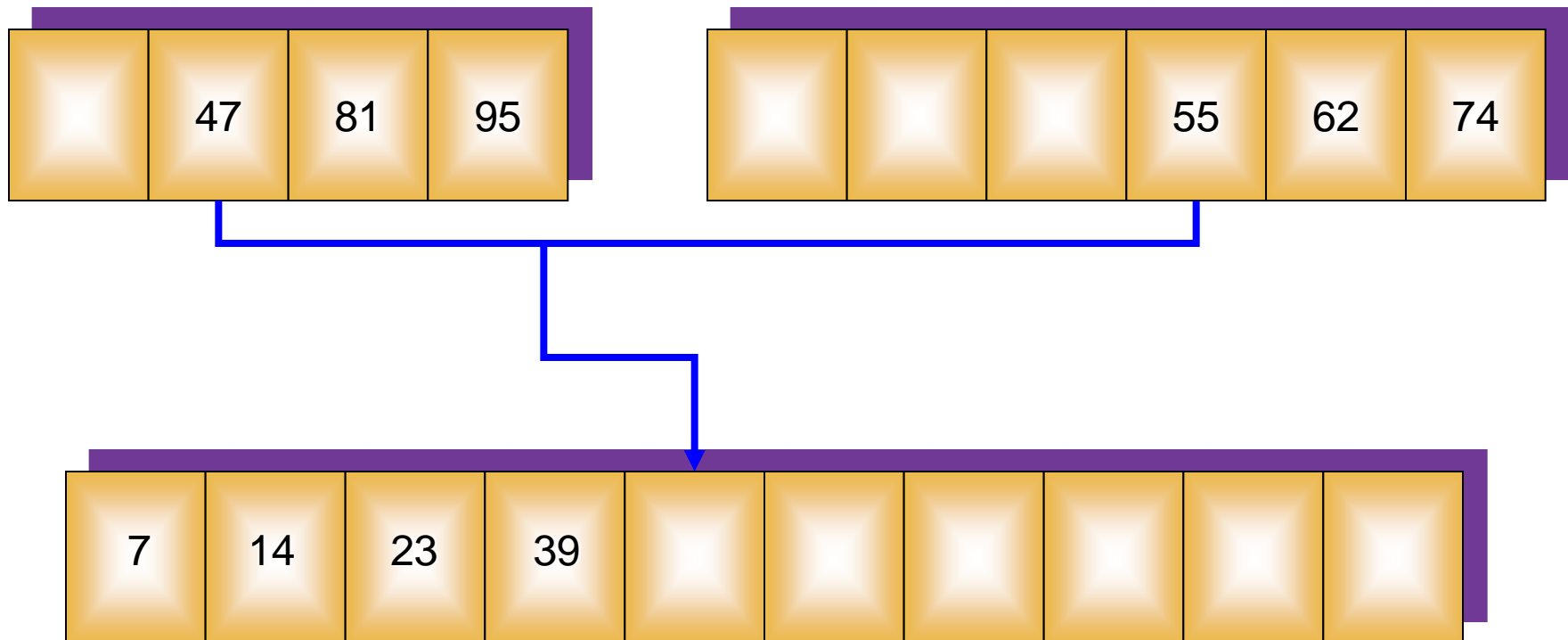
Increment h

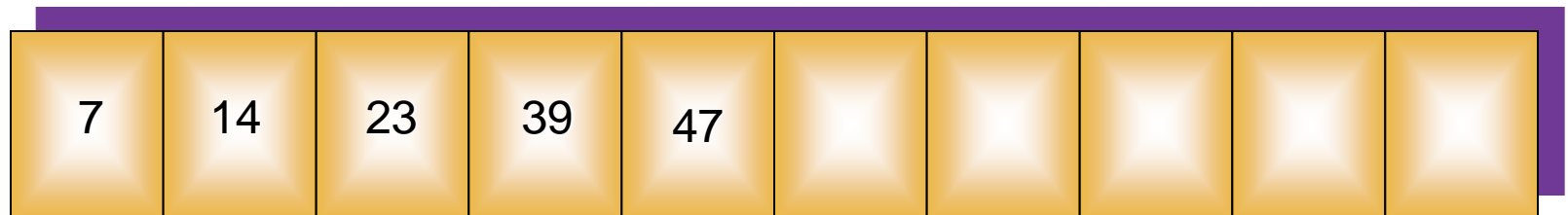
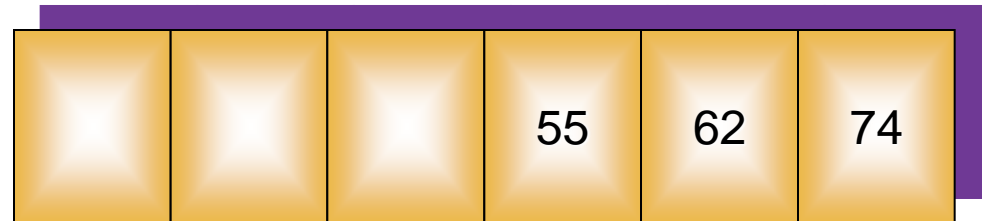
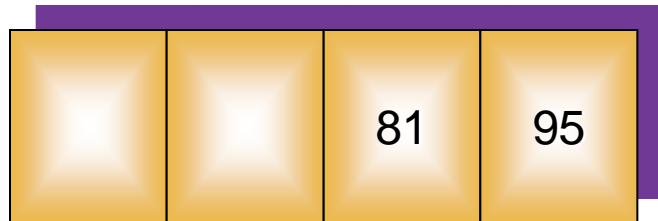


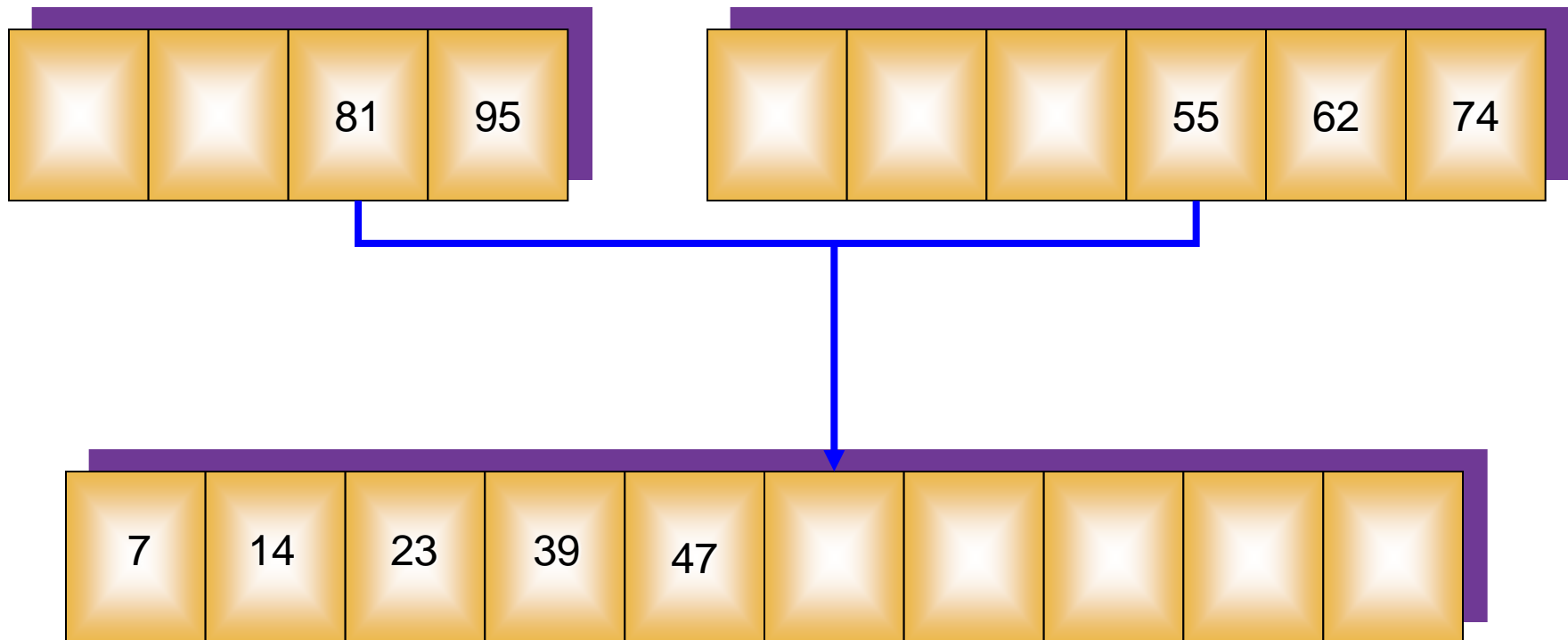


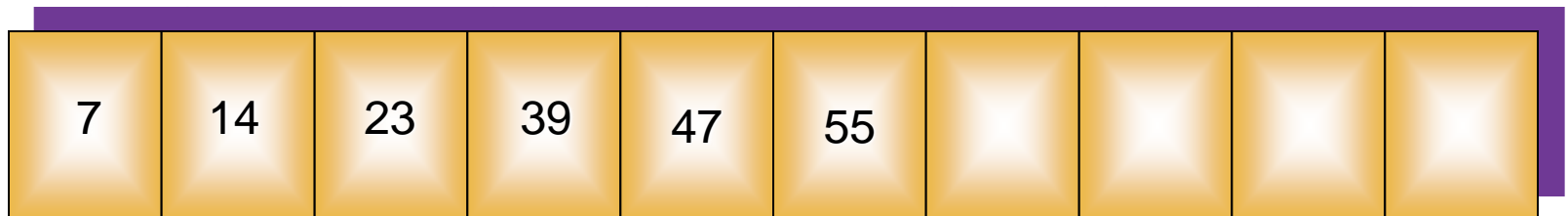
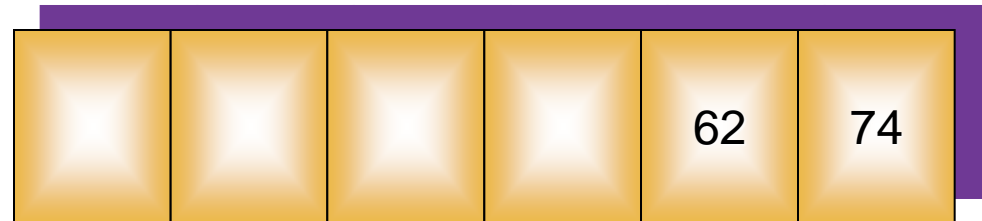
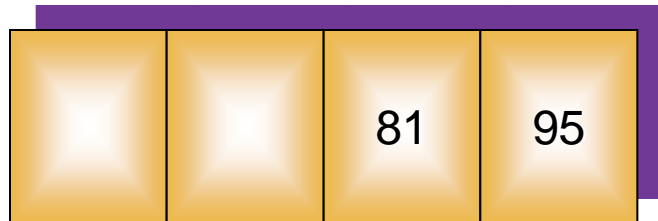


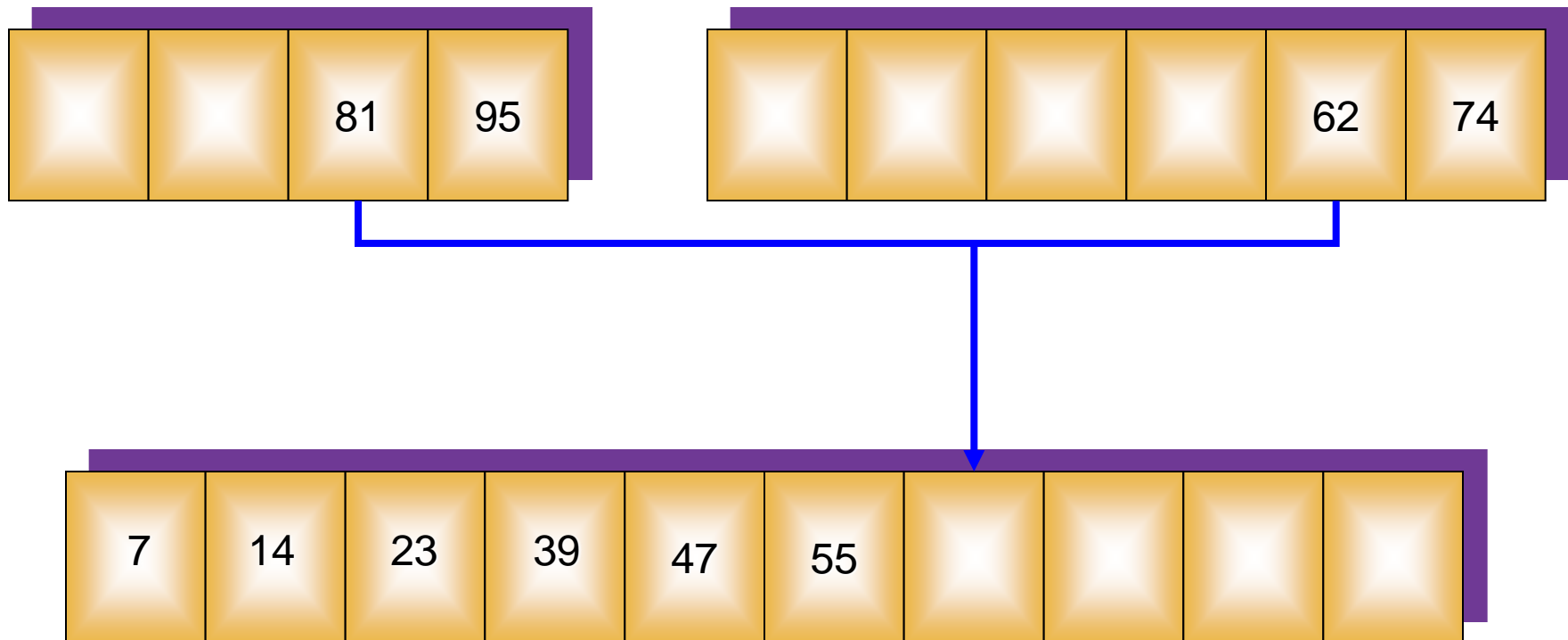


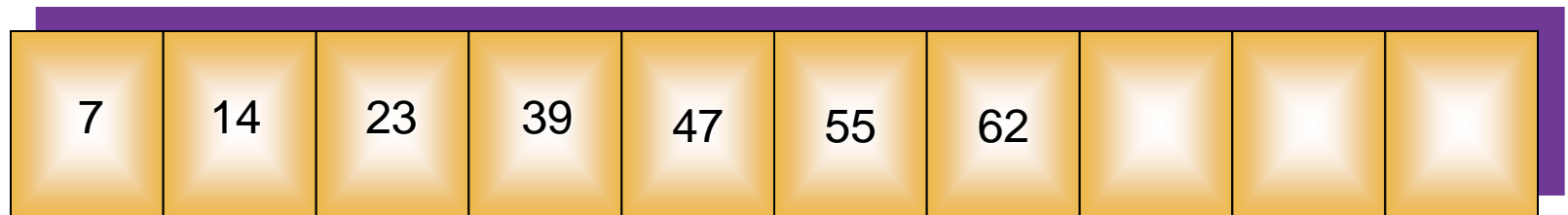
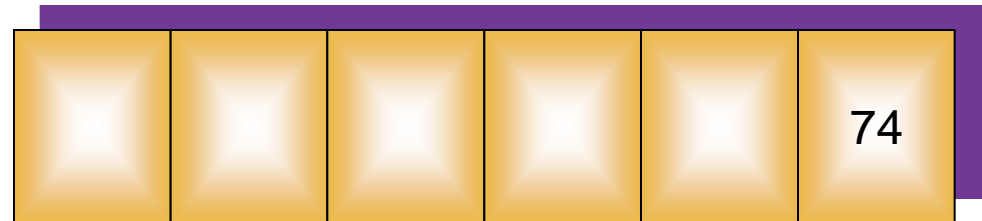
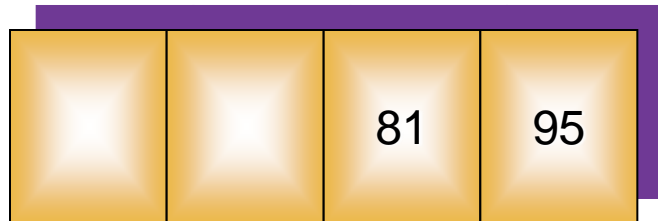


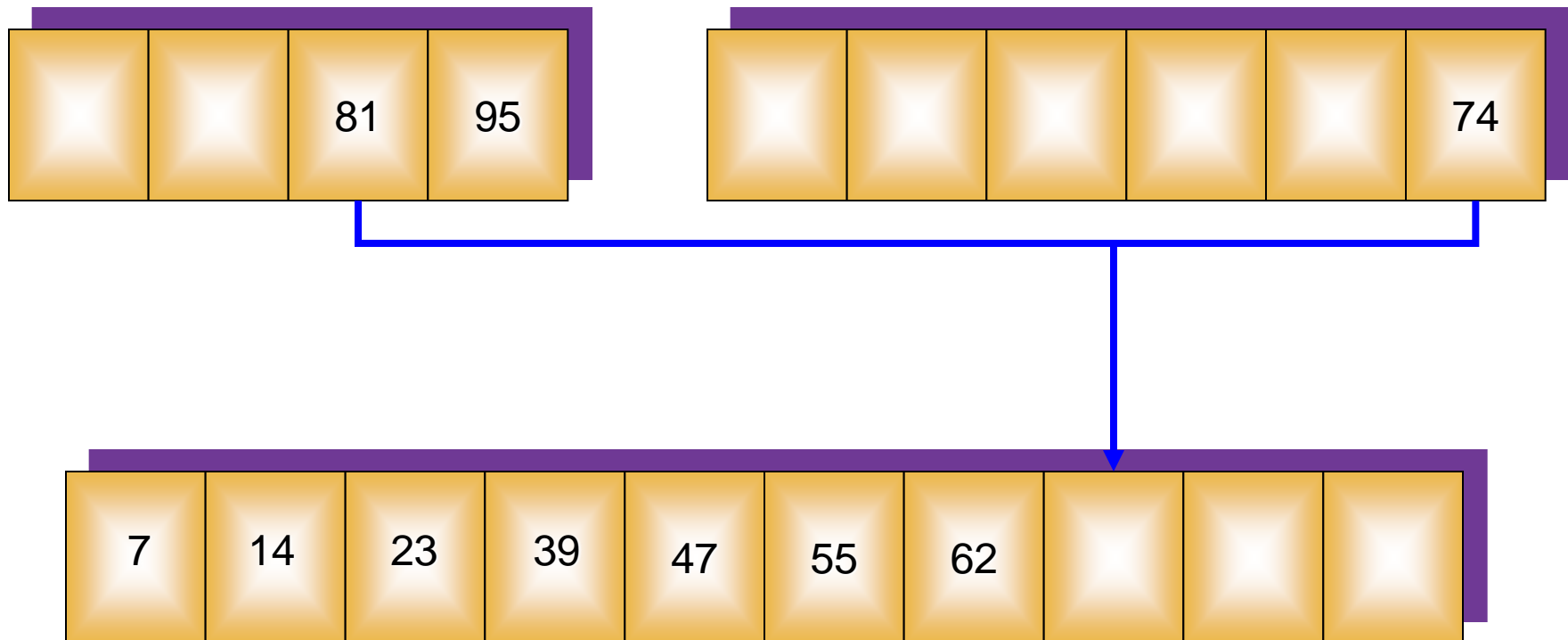


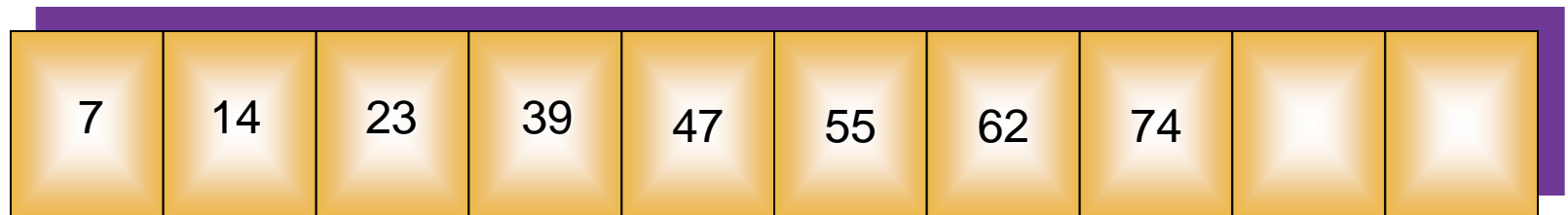
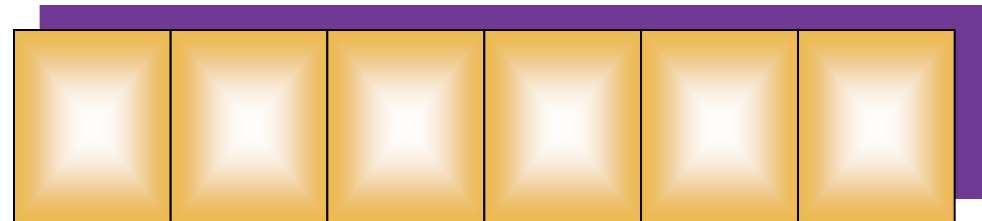
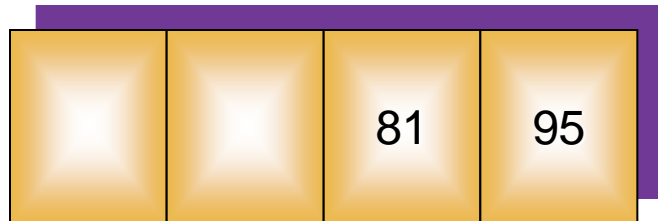










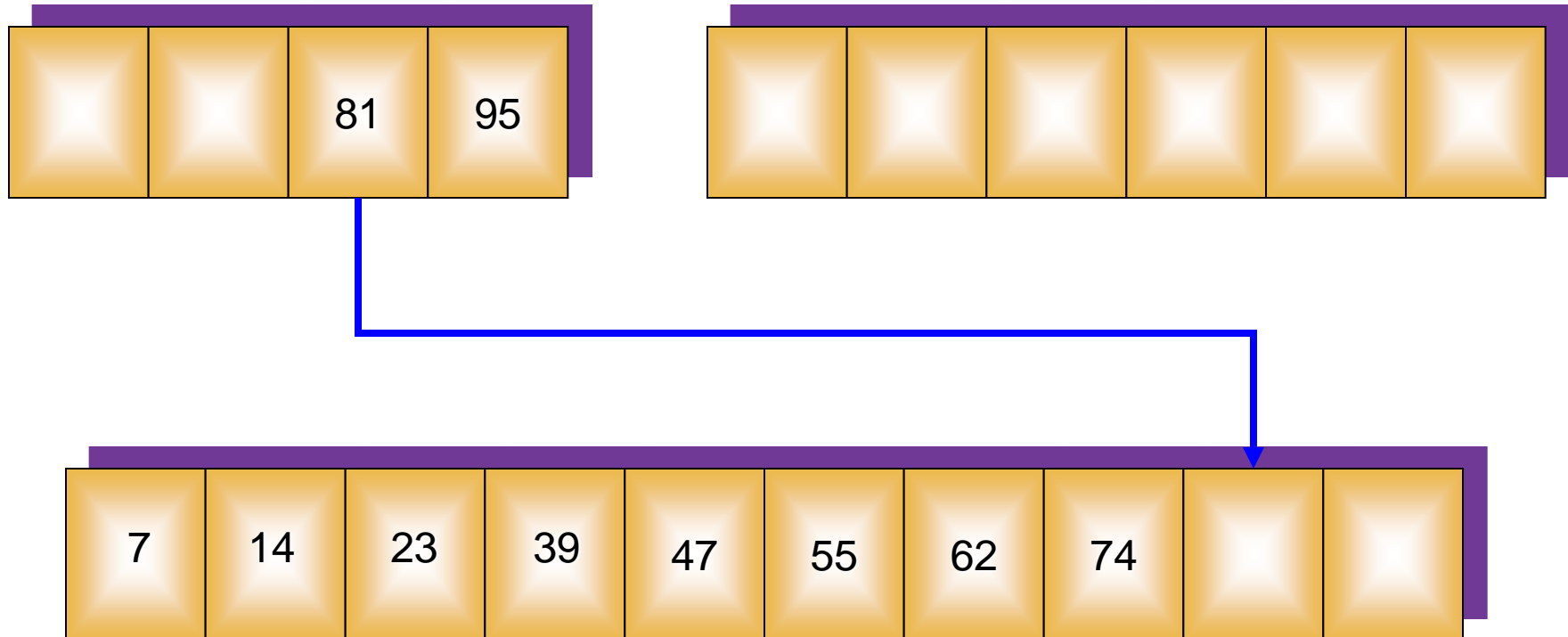


for $k \leftarrow h$ to mid do

begin

$B[i] \leftarrow A[k]; i \leftarrow i + 1;$

end

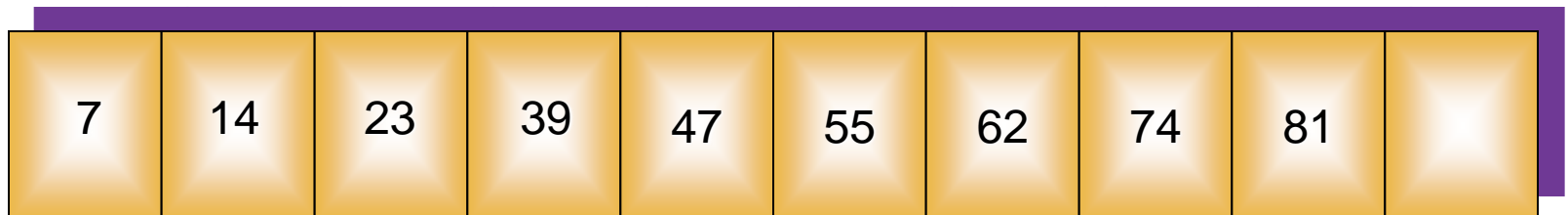
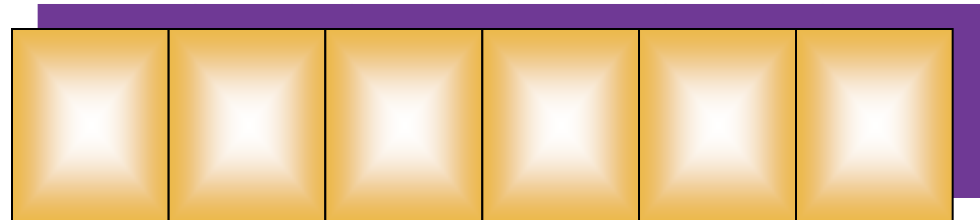
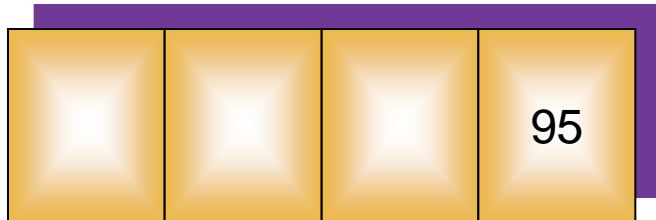


for $k \leftarrow h$ to mid do

begin

$B[i] \leftarrow A[k]; i \leftarrow i + 1;$

end

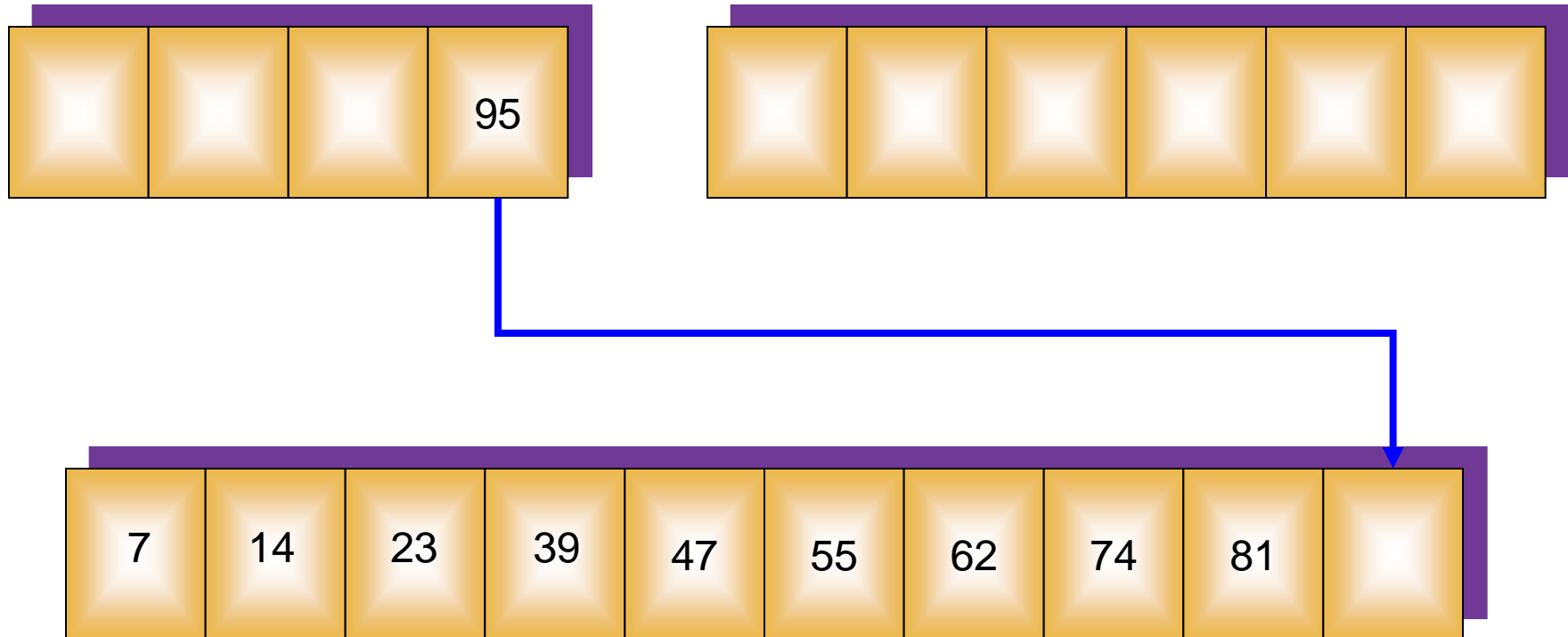


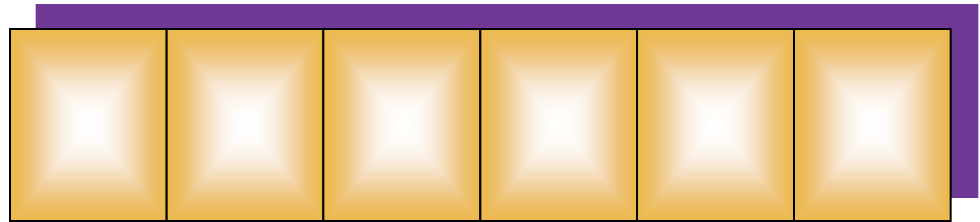
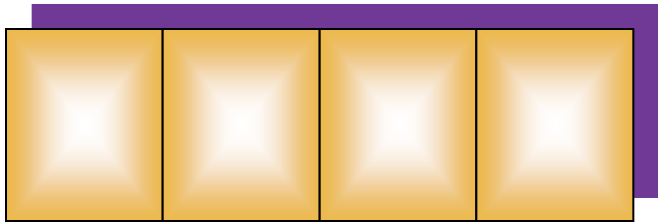
for $k \leftarrow h$ to mid do

begin

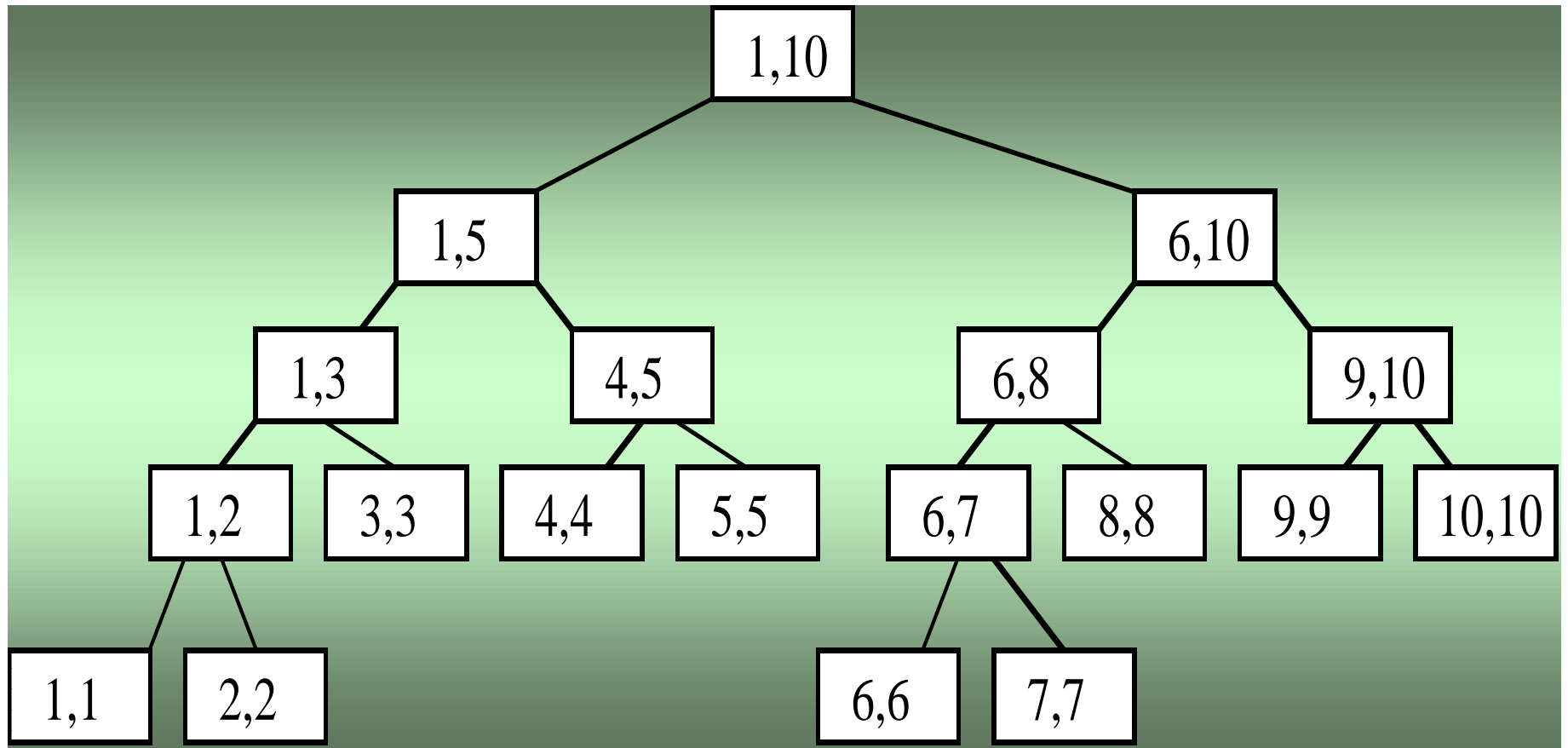
$B[i] \leftarrow A[k]; i \leftarrow i + 1;$

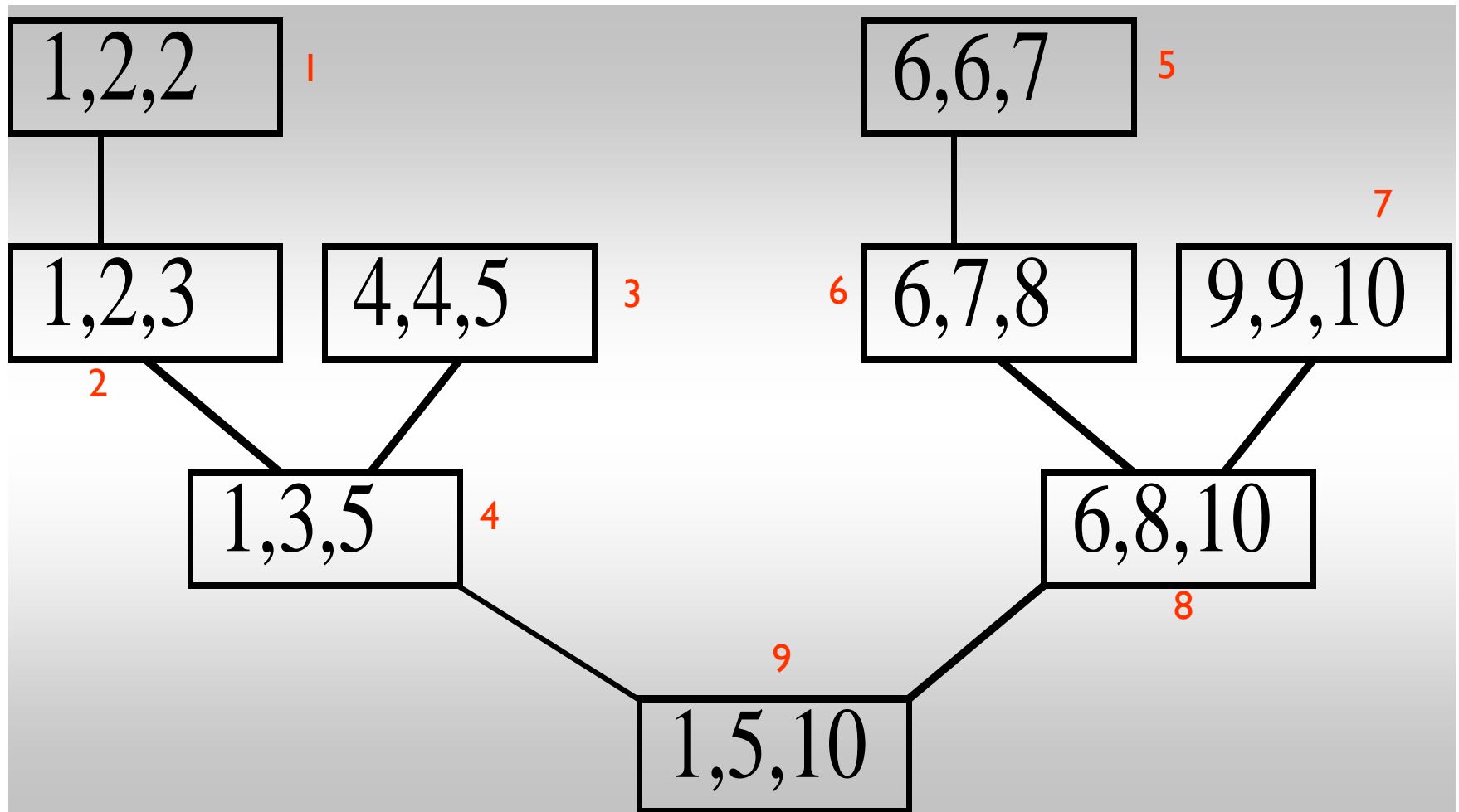
end





7	14	23	39	47	55	62	74	81	95
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If the time for the merging operation is proportional to n then computing time for “MERGESORT” is given by recurrence relation-

$$T(n) = \begin{cases} a, & n = 1, \quad a \text{ is const.} \\ 2T(n/2) + cn, & n > 1, \quad c \text{ is const.} \end{cases}$$

when n is power of 2 then we can solve this equation by successive substitutions, namely-

$$T(n) = 2(2T(n/4) + c \cdot n/2) + c \cdot n$$

$$T(n) = 4T(n/4) + 2 \cdot c \cdot n$$

$$T(n) = 8T(n/8) + 3 \cdot c \cdot n$$

.

.

$$= 2^k T(1) + k \cdot c \cdot n$$

$$= n \cdot a + \log n \cdot c \cdot n$$

$$= a \cdot n + c \cdot n \cdot \log n$$

It is easy to see that if $2^k < n \leq 2^{k+1}$, then $T(n) \leq T(2^{k+1})$
therefore

$$T(n) = O(n \log n)$$