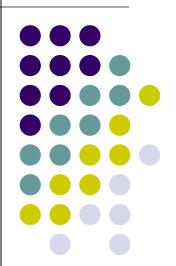
Analysis of Algorithms

Chapter 5.1, 5.2, 5.4

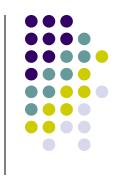


ROAD MAP



- Divide And Conquer
 - Mergesort
 - Quicksort
 - Multiplication of large integers
 - Strassen's Matrix multiplication

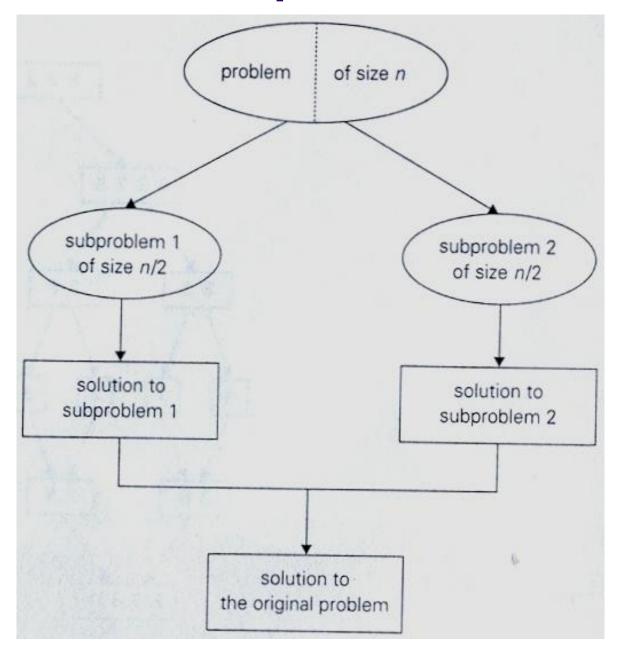




A well known general algorithm design technique Approach:

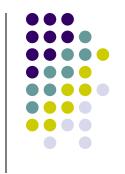
- A problem's instance is divided into several <u>smaller</u> instances of the <u>same</u> problem
 - ideally of about the same size
- The smaller instances are solved
 - typically recursively
- The solutions obtained for the smaller instances are combined to get a solution to the original problem

Divide And Conquer









Algorithm :

```
D&C (P) if small (P) then return S(P) else  \{ \\  \text{divide P into P}_1, P_2, ..., P_k \quad k \geq 1 \\  \text{apply D&C to P}_i \\  \text{return combine ( D&C (P}_1), ..., D&C (P}_k) ) \}
```





Analysis:

$$T(P) = T(P_1) + T(P_2) + \dots + T(P_a) + \underbrace{f(n)}_{to \ divide\& \ combine}$$

$$T(n) = T(n_1) + T(n_2) + ... + T(n_a) + f(n)$$

$$T(n) = a(T(n/b)) + f(n)$$

General Divide-and-Conquer Recurrence



$$T(n) = aT(n/b) + f(n)$$
 where $f(n) \in \Theta(n^d)$, $d \ge 0$

Master Theorem: If
$$a < b^d$$
, $T(n) \in \Theta(n^d)$
If $a = b^d$, $T(n) \in \Theta(n^d \log n)$
If $a > b^d$, $T(n) \in \Theta(n^{\log b})^a$

Note: The same results hold with O instead of Θ .

Examples:
$$T(n) = 4T(n/2) + n \Rightarrow T(n) \in ?$$

 $T(n) = 4T(n/2) + n^2 \Rightarrow T(n) \in ?$
 $T(n) = 4T(n/2) + n^3 \Rightarrow T(n) \in ?$

A simple Example



Problem:

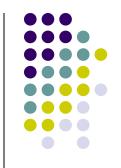
Compute the sum of n numbers

Approach:

Divide the problem into two subproblems

- What about the analysis?
 - Is it more efficient than brute force approach?

ROAD MAP



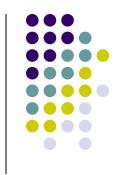
- Divide And Conquer
 - Mergesort
 - Quicksort
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- Mergesort is a perfect example of a successfull application of divide & conquer technique
- Solves the sorting problem
- Given array A[0..n-1]

Approach:

- 1. divide array into two halves A[0..n/2-1] and A[n/2..n-1]
- 2. sort each halve recursively
- 3. merge two smaller sorted arrays into a single sorted one



• ALGORITHM Mergesort (A[0..n-1])

```
// input : An array A[0..n-1] of orderable elements
// output : Array A[0..n-1] sorted in nondecreasing
order

If n>1
    copy A[0..(n/2)-1] to B[0..(n/2)-1]
    copy A[n/2..n-1] to C[0..(n/2)-1]
    Mergesort (B[0..(n/2)-1])
    Mergesort (C[0..(n/2)-1])
    Merge (B, C, A)
```

// sorts array A[0..n-1] by recursive mergesort

 $k \leftarrow k+1$

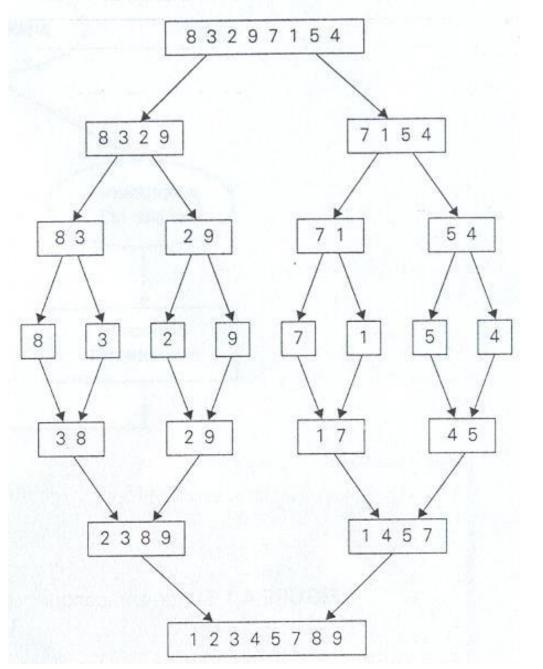
else

 ALGORTHM Merge (B[0..p-1],C[0..q-1],A[0..p+q-1]) // Merges two sorted arrays into one sorted array // Input : Arrays B[0..p-1] and C[0..q-1] both sorted // Output : Sorted array A[0..p+q-1] of the elements of B and C $i \leftarrow 0$; $j \leftarrow 0$, $k \leftarrow 0$ while i<p and j<q do if B[i]≤C[j] $A[k] \leftarrow B[i]; i \leftarrow i+1$ else $A[k] \leftarrow C[j]; j \leftarrow j+1$

if i=p copy C[j..q-1] to A[k..p+q-1]

copy B[i..p-1] to A[k..p+q-1]

Mergesort Example









Analysis:

Count the number of comparisons

$$C(n) = 2C(n/2) + C_{merge}(n)$$
 for $n > 1$,
 $C(1) = 0$

What about the merge operation?

Worst case: when the smaller comes from alternating array

$$C_{merge}(n) = n-1$$





Analysis:

$$C_w(n) = 2C_w(n/2) + n - 1$$
 for $n > 1$,
 $C_w(1) = 0$

By backward substitution

$$C_{w}(n) = n \log_{2} n - n + 1 = O(n \log n)$$

Or we can use Master Theorem if asymptotic solution is sufficient



• Discussion:

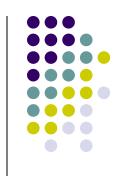
- Perfect example of a successfull application of divide & conquer technique
- Optimal with respect to number of comparisons
- Disadvantages
 - Extra space used in Merge
 - How big it is?
 - How to reduce?
 - Recursive calls stack space
 - use insertion sort for small # of elements
 - iterative

ROAD MAP



- Divide And Conquer
 - Mergesort
 - Quicksort
 - Multiplication of large integers
 - Strassen's Matrix multiplication

Quicksort



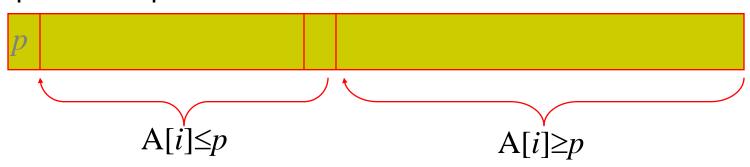
- Quicksort is an important sorting algorithm based on D & C strategy
- It sorts a given array A[0..n-1]

Quicksort

Given an array A[0..n-1]

Approach:

- Select a pivot (partitioning element) here, the first element
- Rearrange the list so that all the elements in the first s
 positions are smaller than or equal to the pivot and all the
 elements in the remaining n-s positions are larger than or
 equal to the pivot



- Exchange the pivot with the last element in the first (i.e., ≤) subarray the pivot is now in its final position
- Sort the two subarrays recursively







```
ALGORITHM
              Quicksort (A[l..r])
// Sorts a subarray by quicksort
// Input : A subarray A[1..r] of A[0..n-1],
defined by its left and right indces 1 and r
// Output : The subarray A[l..r] sorted in
nondecreasing order
If 1<r
   s \leftarrow Partition(A[1..r])
         //s is a split position
   Quicksort(A[1..s-1])
   Quicksort(A[s+1..r])
```

Quicksort

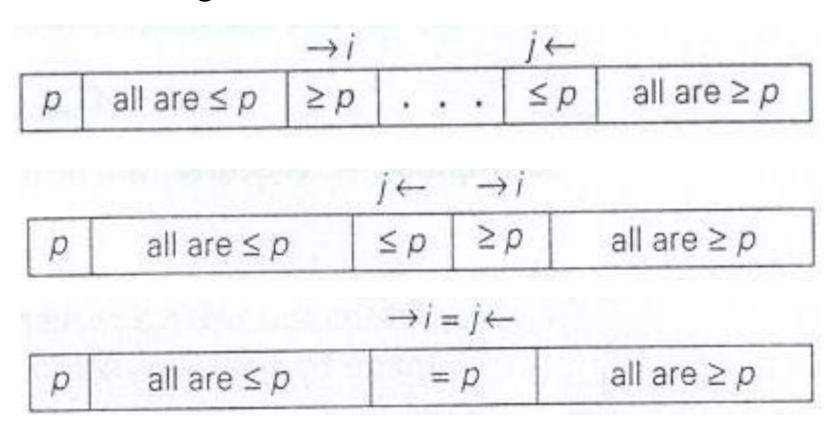


- How to achieve a partition of A[0..n-1]?
 - Select an element with respect to whose value we are going to divide subarray
 - this element is called *pivot*
- There are several strategies to select a pivot.
- For now we use the simplest strategy
 - Pivot is subarray's first element; p=A[0]





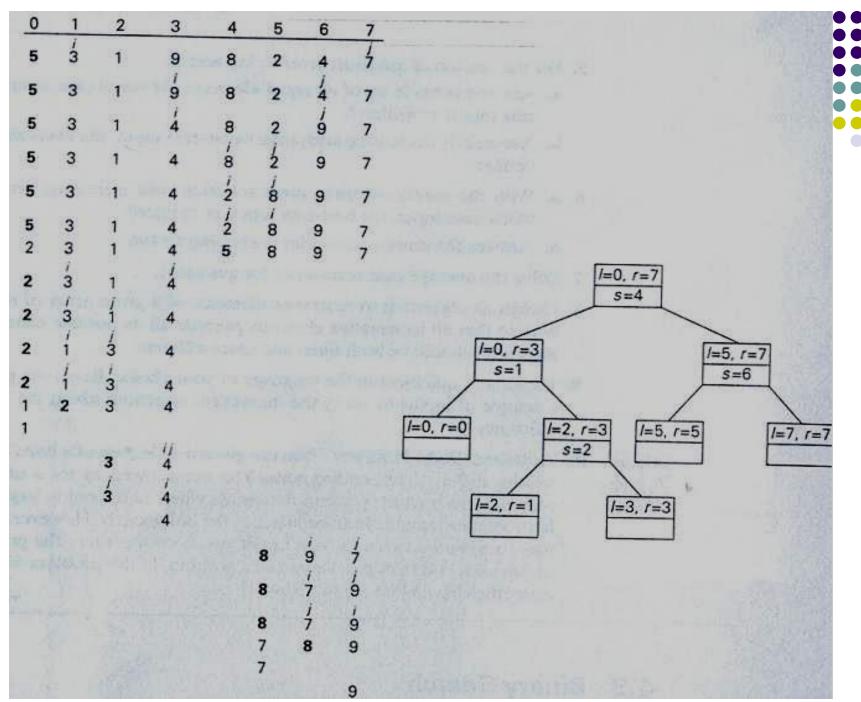
Partitioning :





Partitioning Algorithm

```
Algorithm Partition(A[l..r])
//Partitions a subarray by using its first element as a pivot
//Input: A subarray A[l..r] of A[0..n-1], defined by its left and right
// indices l and r (l < r)
//Output: A partition of A[l..r], with the split position returned as
       this function's value
p \leftarrow A[l]
i \leftarrow l; \quad j \leftarrow r+1
repeat
    repeat i \leftarrow i+1 until A[i] \geq p
    repeat j \leftarrow j-1 until A[j] \leq p
    swap(A[i], A[j])
until i \geq j
\operatorname{swap}(A[i],A[j]) //undo last swap when i\geq j
swap(A[l], A[j])
return j
```





• Analysis:

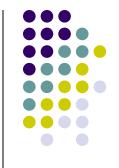
n:# of elements
$$T(partition) = O(n) \rightarrow n+1$$

Best case

If all the splits happen in the middle of the corresponding subarrays, it is the best case

$$T(n) = 2T(n/2) + n$$
 for $n > 1$

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



- Analysis:
 - Worst-case
 - All splits will be skewed to the extreme
 - One of the two subarrays will be empty while the size of the other will be just one less than the size of a subarray being partitioned
 - If A[0 .. n-1] is a strictly increasing array and we use A[0] as the pivot
 - Left to right scan will stop on A[1]
 - Right to left scan will go all the way to reach A[0]

$$j \leftarrow i \rightarrow$$

$$A[0] \ A[1] \qquad \cdots \qquad A[n-1]$$



- Analysis:
 - Worst-case
 - After comparisons and exchanging the elements the array must be sorted
 - So

$$T(n) = (n+1) + n + \dots + 3 = \frac{(n+1)(n+2)}{2} - 3 \in \theta(n^2)$$





Analysis:

Average Case

each element has an equal probability of being the pivot

$$P = 1/n$$

$$T(n) = \frac{1}{n} \left(\sum_{k=1}^{n} \left(T(k-1) + T(n-k) \right) + n + 1 \right)$$

$$T(n) = \frac{1}{n} \sum_{k=1}^{n} [T(k-1) + T(n-k) + (n+1)]$$



$$nT(n) = \sum_{k=1}^{n} [T(k-1) + T(n-k) + (n+1)]$$

$$nT(n) = 2(T(0) + T(1) + \dots + T(n-1)) + n(n+1)$$

$$- (n-1)T(n-1) = 2(T(0) + ... + T(n-2)) + n(n-1)$$

$$nT(n) - (n-1)T(n-1) = 2T(n-1) + 2n$$

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

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



$$\frac{T(n)}{n+1} = \frac{T(n-3)}{n-2} + \frac{2}{n+1} + \frac{2}{n} + \frac{2}{n-1}$$

•

$$\frac{T(n)}{n+1} = \frac{T(1)}{2} + 2\sum_{k=3}^{n+1} \frac{1}{k}$$

$$\frac{T(n)}{n+1} = 2\sum_{k=3}^{n+1} \frac{1}{k}$$

$$\frac{T(n)}{n+1} \le 2\log(n+1)$$

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



Discussion:

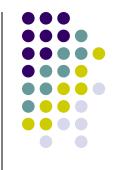
- Quicksort is a very efficient algorithm
- However, its performance depends on the pivot point
- The farther we get from the median for the pivot value the more lopsided the partitions become and the greater the depth of the recursion needs to be

ROAD MAP



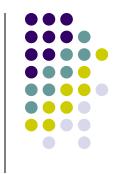
- Divide And Conquer
 - Mergesort
 - Quicksort
 - Multiplication of large integers
 - Strassen's Matrix multiplication





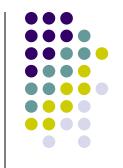
- Some applications require manupilation of large integers (over 100 decimal digits long)
 - Such as cryptology
- Such integers are too long to fit in a special word of a modern computer
 - They require special treatment
 - Does not take unit time





- Classical pen-pencil algorithm for multiplying two n-digit integer
 - Each of n digits of the first number is muliplied by each of n digits of second number
- The total is n² digit multiplications
- Is it possible to design an algorithm with fewer than n² digit multiplication?





Example: multiply 23 and 14

$$23 = 2 \cdot 10^{1} + 3 \cdot 10^{0} \text{ and } 14 = 1 \cdot 10^{1} + 4 \cdot 10^{0}.$$

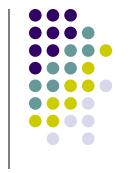
$$23 = (2 \cdot 10^{1} + 3 \cdot 10^{0}) * (1 \cdot 10^{1} + 4 \cdot 10^{0})$$

$$= (2 * 1)10^{2} + (3 * 1 + 2 * 4)10^{1} + (3 * 4)10^{0}.$$

- There are 4 multiplications in total
- The middle term can also be calculated as

$$3*1+2*4=(2+3)*(1+4)-(2*1)-(3*4)$$

So the result can be obtained by three multiplications only



Multiplication of Large Integers

In general:

For any pair of two-digit integers $a = a_1 a_0$ and $b = b_1 b_0$, their product c can be computed by the formula

$$c = a*b = c_210^2 + c_110^1 + c_0$$

where

$$c_2 = a_1 * b_1 \rightarrow \text{product of their first digits}$$

$$c_0 = a_0 * b_0 \rightarrow$$
 product of their second digits

$$c_1 = (a_1 + a_0) * (b_1 + b_0) - (c_2 + c_0) \rightarrow$$
 product of the sum of the a's digits and the sum of the b's digits minus the sum of c_2 and c_0

36





Approach :

If we want to multiply two *n-digit* integers a and b where a is positive even number

- Divide both numbers in the middle
- Denote first half of the a's digits by a₁ and second half by a₀
 - Same notations for b
- $a = a_1 a_0$ implies that $a = a_1 10^{n/2} + a_0$ and $b = b_1 b_0$ implies that $b = b_1 10^{n/2} + b_0$



Multiplication of Large Integers

We get

$$c = a*b = (a_110^{n/2} + a_0) * (b_110^{n/2} + b_0)$$

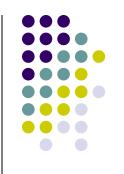
$$c = (a_1*b_1)10^n + (a_1*b_0 + a_0*b_1)10^{n/2} + (a_0*b_0)$$

$$c = c_210^n + c_110^{n/2} + c_0$$

where

```
c_2 = a_1 * b_1 \rightarrow \text{product of their first halves}
c_0 = a_0 * b_0 \rightarrow \text{product of their second halves}
c_1 = (a_1 + a_0) * (b_1 + b_0) - (c_2 + c_0) \rightarrow \text{product of the sum of the } a's halves and the sum of the b's halves minus the sum of c_2 and c_0
```





- If n/2 is even, we can apply same method for computing products of c₂, c₁ and c₀.
- Thus we have a recursive algorithm to compute product of two *n-digit* integers
- Recursion is stopped
 - when n becomes 1
 - when we deem n small enough to multiply the numbers of that size directly





Analysis:

How many digit multiplications does this algorithm make?





Analysis:

Multiplication of n-digit numbers requires three multiplications of *n*/2 digit number

So

$$M(n) = 3M(n/2)$$
 for $n > 1$, $M(1) = 1$ solving it by backward substitution for $n = 2^k$ yields

$$M(2^k) = 3M(2^{k-1}) = 3[3M(2^{k-2})] = 3^2M(2^{k-2})$$

= $\cdots = 3^iM(2^{k-i}) = \cdots = 3^kM(2^{k-k}) = 3^k$

since $k = log_2 n$

$$M(n) = 3^{\log_2 n} = n^{\log_2 3} \approx n^{1.585}.$$





Discussion:

- Used in many problems today
 - Cryptography
 - Security units of mobile devices
- Divide and conquer algorithm outperform the pen-and-pencil method on integers over 600 digits long

ROAD MAP



- Divide And Conquer
 - Mergesort
 - Quicksort
 - Multiplication of large integers
 - Strassen's Matrix multiplication





Problem Definition :

Find product C of two n-by-n matrices A and B

 We will see that matrix multiplication can be done using less than n³ scalar multiplications



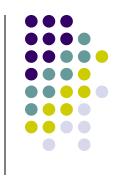


A simple divide and conquer strategy:

- Let A and B be two n-by-n matrices where n is a power of 2
- We can divide A, B and their product C into four n/2-by-n/2 submatrices each as follows

ae + bg af +	bh	a	b	v	е	f
ce + dg cf +	dh	С	d	^	g	h





8 Sub-Problems:

Analysis:

- 8 multiplication operation → (n/2)-by-(n/2) matrix
- 4 addition operation \rightarrow (n/2)-by-(n/2) matrix

• T (n) = 8 * T (n/2) +
$$\Theta$$
 (n²) = Θ (n³)





- To perform matrix multiplication using less than n³ scalar multiplications
- First lets consider the case of 2-by-2 matrix multiplication
 - We will show that this can be done using 7
 multiplications instead of 8 multiplications required
 by brute-force algorithm.

Strassen's Matrix Multiplication



We can use the following formulas

$$\begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix} = \begin{bmatrix} a_{00} & a_{01} \\ b_{10} & b_{11} \end{bmatrix} * \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix}$$
$$= \begin{bmatrix} m_1 + m_4 - m_5 + m_7 & m_3 + m_5 \\ m_2 + m_4 & m_1 + m_3 - m_2 + m_6 \end{bmatrix}$$

where

$$m_1 = (a_{00} + a_{11}) * (b_{00} + b_{11})$$

$$m_2 = (a_{10} + a_{11}) * b_{00}$$

$$m_3 = a_{00} * (b_{01} - b_{11})$$

$$m_4 = a_{11} * (b_{10} - b_{00})$$

$$m_5 = (a_{00} + a_{01}) * b_{11}$$

$$m_6 = (a_{10} - a_{00}) * (b_{00} + b_{01})$$

$$m_7 = (a_{01} - a_{11}) * (b_{10} + b_{11}).$$

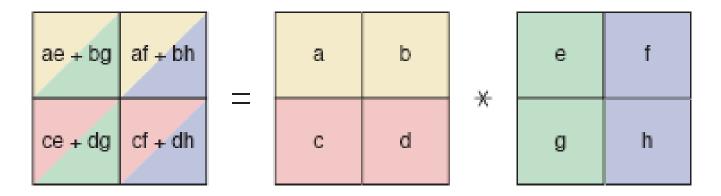




- There are 7 multiplications.
- But how many additions are there?
- Is it good idea to use this method for 2-by-2 matrices?



Strassen's Matrix Multiplication



7 multiplication operation

Solution:





Approach:

- Let A and B be two n-by-n matrices
 - where n is a power of 2
- Divide A and B into four n/2-by-n/2 submatrices
- Calculate 7 submatrix multiplications recursively
- Perform required additions to obtain the matrix C





Analysis:

$$M(n) = 7M(n/2)$$
 for $n > 1$, $M(1) = 1$.

Since $n=2^k$,

$$M(2^k) = 7M(2^{k-1}) = 7[7M(2^{k-2})] = 7^2M(2^{k-2}) = \cdots$$

= $7^iM(2^{k-i}) \cdots = 7^kM(2^{k-k}) = 7^k$.

Since
$$k = \log_2 n$$
.

$$M(n) = 7^{\log_2 n} = n^{\log_2 7} \approx n^{2.807},$$





Discussion:

- Saving in # of multiplications was achieved at the expense of making extra additions
 - We must check # of additions A(n)
 - A(n) $\in \Theta(n^{\log_2 7})$
 - Same order of growth as # of multiplication
- Efficiency is better than brute force
 - Brute force algorithm is n³
- Is it good for memory efficiency?
- It is not the best algorithm for matrix multiplication
 - Coopersmith and Winogrand algorithm's efficiency is O(n^{2.376})

Divide & Conquer



Discussion:

There are 3 criterias for efficiency of D&C algorithms

- # of subproblems
- Proportion of the main problem and subproblem
- Time to divide the problem and combine the subsolutions