CS 580 ALGORITHM DESIGN AND ANALYSIS

Divide and Conquer 2: Closest Pairs & Multiplication

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PLAN

- Closest Pair of Points (5.4 in KT)
- Integer Multiplication (5.5 in KT)
- Matrix Multiplication (4.2 in CLRS)x

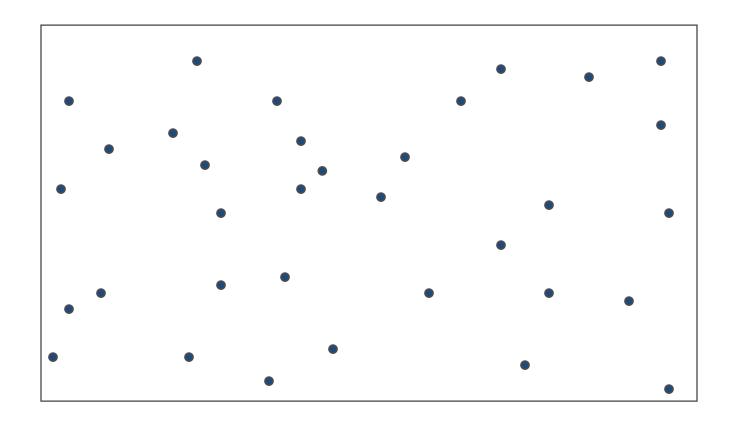
• Input: *n* points in two dimensions

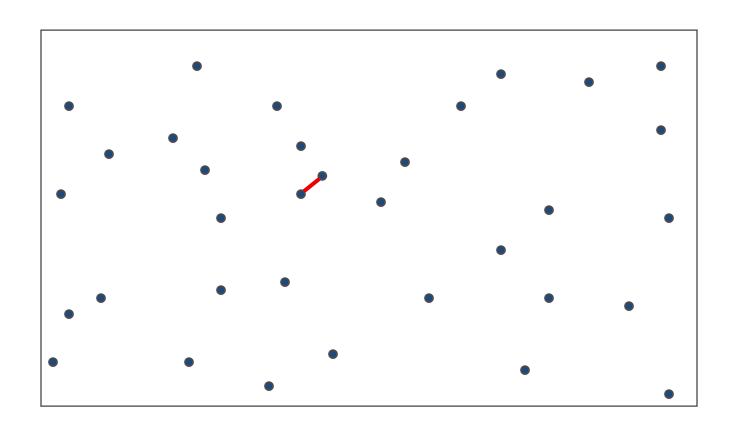
$$(x_1, y_1), (x_2, y_2), ..., (x_n, y_n)$$

 Simplifying assumption: no two points have the same *x*-coordinate

• Output:

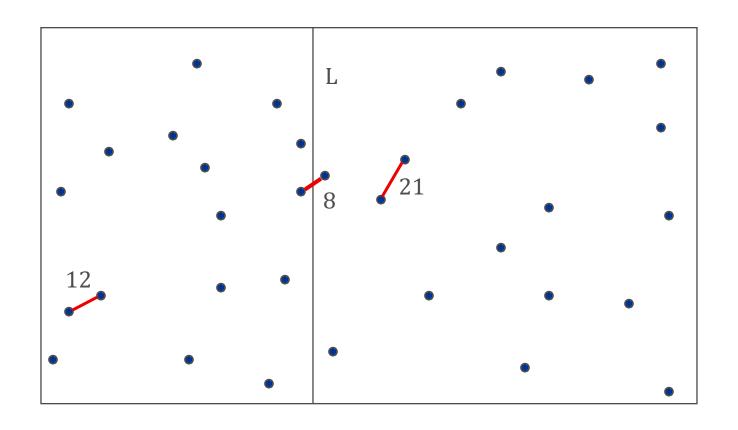
• The pair of points (x_i, y_i) , (x_j, y_j) with the smallest Euclidean distance





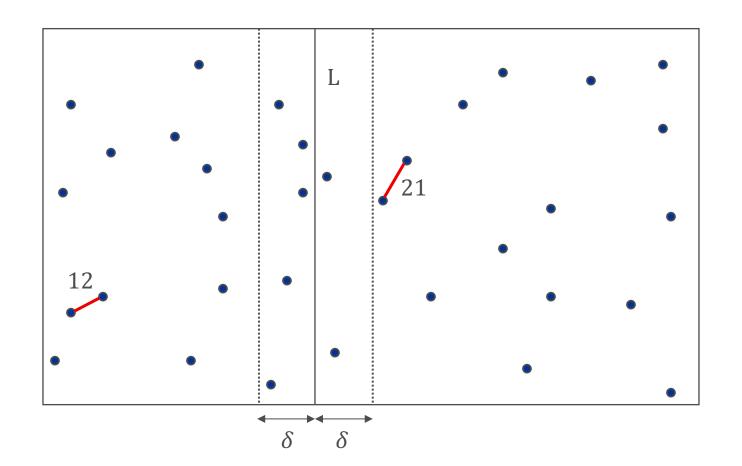
- Brute force: $O(n^2)$
- 1-D version:
 - Sort the points/numbers
 - Move left to right remembering the closest pair you've seen so far
- 2-D version: Maybe sort by y_i or x_i ?
 - Very easy to see that close in x or y doesn't imply anything about Euclidean distance
- Maybe mergesort type of algorithm?
 - Split into two inputs

- Divide: split so that roughly n/2 points in each side
- Conquer: find closest pair in each side, recursively
- Combine: find closest pair with one point in each side



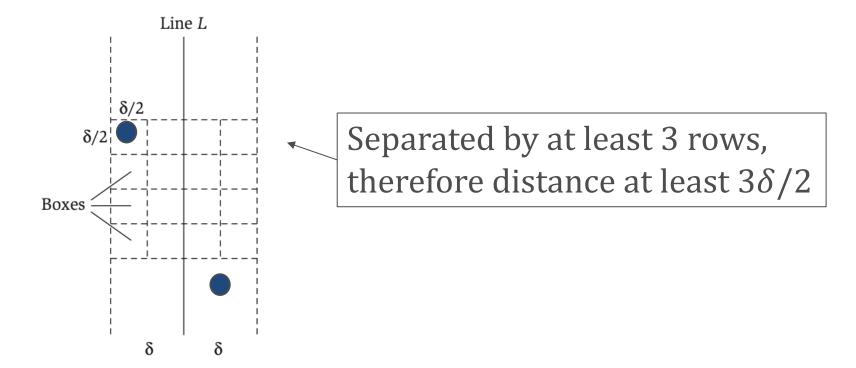
- Combine feels like it should take $\Theta(n^2)$
- Trick: don't look too far from *L*

- No reason to look further than $\delta = \min(12,21)$
- What if all the points are in this band??



- Let S be the set of points in the band, and let S_y be the points in the band sorted by y_i
- Claim: If $s, s' \in S$ are such that $d(s, s') < \delta$, then s and s' are within 15 (!!!!) positions of each other in the sorted list S_y
- Proof:
 - Break Z, the subset of the plane of distance δ from L into squares of side $\delta/2$

- There can't be two points in the same square!
 - The points would be on the same side and their distance would be at most $\frac{\delta\sqrt{2}}{2} < \delta!$



- Overall algorithm:
 - \circ Find L that splits points into two sets with n/2
 - How? Sort by x and pick median. O(nlog(n))
 - $\delta_1 = Closest_Pair(left)$
 - $\delta_2 = Closest_Pair(right)$
 - $\delta = \min(\delta_1, \delta_2)$
 - Delete all points further than δ from L: O(n)
 - Sort remaining points by y: O(nlog(n))
 - Scan in y-order, comparing each point to the 15 points ahead of it; update δ as you go: O(n)

• Running time:

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

- Hmmmm... Doesn't fit Master Theorem the way we've seen it
- But, notice that the two times we sort can be done in the beginning!
- The rest is linear
- Overall: $\Theta(nlogn) + T(n)$, where $T(n) = 2T(\frac{n}{2}) + O(n)$
 - So, O(nlogn) in total

MULTIPLICATION!

- Input: two *n*-bit numbers, *x* and *y*
- Output: their product *xy*

• Grade school algorithm: $O(n^2)$

12	
$\times 13$	
36	
12	
156	

$$\begin{array}{r}
1100 \\
\times 1101 \\
\hline
1100 \\
0000 \\
1100 \\
\hline
10011100
\end{array}$$

Decimal

Binary

- Grade school algorithm: $O(n^2)$
- Each line is a partial product
- Add up all the partial products
- O(n) time to compute each one
- O(n) time to add them all up
- Isn't all this necessary??

1100	
× 1101	
1100	
0000	
1100	
1100	
0011100	

- I guess we're supposed to divide and conquer
- Split x and y into two n/2 bit numbers

$$\circ \ x = 2^{\frac{n}{2}} x_L + x_R$$

$$y = 2^{\frac{n}{2}} y_L + y_R$$

• E.g.: x = 10110110

$$x_L = 1011$$

$$x_R = 0110$$

$$x = 1011 \cdot 2^4 + 0110 = 10110000 + 0110$$

•
$$x \cdot y = (x_L \cdot 2^{\frac{n}{2}} + x_R)(y_L \cdot 2^{\frac{n}{2}} + y_R)$$

• =
$$x_L y_L 2^n + x_L y_R 2^{\frac{n}{2}} + x_R y_L 2^{\frac{n}{2}} + x_R y_R$$

- Overall, 4 subproblems of size n/2
- Linear time to merge

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

- $a = 4, b = 2: \log_b a = 2$
- Master theorem says $T(n) \in O(n^2)$
- Oh well...

- Tricks!!!
- Multiplication of complex numbers

$$(a+b\cdot i)(c+d\cdot i)$$

= $ac-bd+(bc+ad)\cdot i$

- But, bc + ad = (a + b)(c + d) ac bd
- Only three multiplications!
 - \circ ac, bd and (a + b)(c + d)



Gauss (1777-1855)

Back to our problem

•
$$x \cdot y = x_L y_L 2^n + x_L y_R 2^{\frac{n}{2}} + x_R y_L 2^{\frac{n}{2}} + x_R y_R$$

• =
$$x_L y_L 2^n + x_R y_R + 2^{\frac{n}{2}} (x_L y_R + x_R y_L)$$

Gauss:

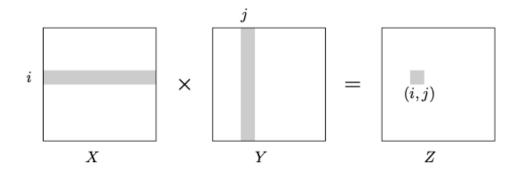
- $(x_L y_R + x_R y_L) = (x_L + x_R)(y_L + y_R) x_L y_L x_R y_R$
- Only three multiplications: $x_L y_L$, $x_R y_R$ and $(x_L + x_R)(y_L + y_R)$
- Master theorem: a = 3, b = 2
 - Runtime $O(n^{\log_b a}) = O(n^{1.59})!$

• Input:

- Two n by n matrices X and Y
- Output:

$$\circ Z = XY$$

$$\circ \ Z_{ij} = \sum_{k=1}^{n} X_{ik} Y_{kj}$$



- Could we hope for better than $\Theta(n^3)$?
- Tricks!!
- Strassen (1969)



Volker Strassen

Multiplication by blocks

•
$$X = \begin{bmatrix} A & B \\ C & D \end{bmatrix}$$
, $Y = \begin{bmatrix} E & F \\ G & H \end{bmatrix}$

•
$$XY = \begin{bmatrix} AE + BG & AF + BH \\ CE + DG & CF + DH \end{bmatrix}$$

- 8 subproblems of size n/2
- Merging (adding) takes $O(n^2)$

•
$$T(n) = 8T\left(\frac{n}{2}\right) + O(n^2)$$

• Master theorem: $T(n) \in O(n^3)...$

Better algebra

•
$$XY = \begin{bmatrix} P_5 + P_4 - P_2 + P_6 & P_1 + P_2 \\ P_3 + P_4 & P_1 + P_5 - P_3 - P_7 \end{bmatrix}$$

• $P_1 = A(F - H)$
• $P_2 = (A + B)H$
• $P_3 = (C + D)E$
• $P_4 = D(G - E)$
• $P_5 = (A + D)(E + H)$
• $P_6 = (B - D)(G + H)$
• $P_7 = (A - C)(E + F)$

- 7 subproblems of size n/2, with $O(n^2)$ merging time
- Master theorem: $T(n) \in O(n^{\log_2 7}) \approx O(n^{2.81})$

- Faster??
- Multiplying two 2-by-2 matrices with 6 scalar multiplications is impossible [Hopcroft and Kerr 1971]
- Two 20-by-20 matrices with 4460 multiplications: $O(n^{2.805})$
- Two 48-by-48 matrices with 47217 multiplications: $O(n^{2.7801})$
- 1990: Coppersmith-Winograd $O(n^{2.376})$
- 2014: Williams $O(n^{2.372873})$
- 2014: Le Gall $O(n^{2.3728639})$
- 2020: Alman-Williams $O(n^{2.3728596})$
- Caveat: this is only worthwhile for matrices too big to fit in modern computers...

SUMMARY

- Closest Pair of Points
- Multiplication:
 - Integer multiplication
 - Matrix multiplication