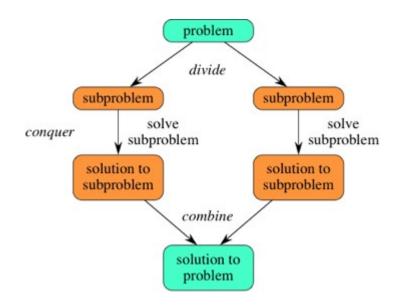
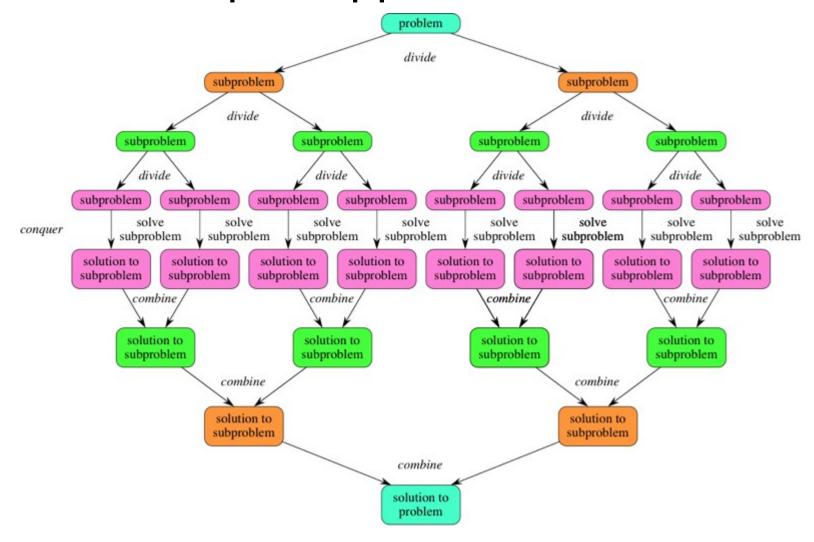
The Divide-and-Conquer Paradigm

- 1 Divide the input into smaller subproblems.
- 2 Conquer the subproblems recursively.
- 3 Combine the solutions for the subproblems into a solution for the original problem.

```
DANDC(P) {
   if SMALL(P) then return S(p);
   else {
      divide P into smaller instances p<sub>1</sub>, p<sub>2</sub>,..., p<sub>k</sub>, k >= 1;
      apply DANDC to each of these sub problems;
      return (COMBINE(DANDC(p<sub>1</sub>), DANDC(p<sub>2</sub>),..., DANDC(p<sub>k</sub>));
   }
}
```





Divide & Conquer Approach (Master Method)

Standard Recurrence Format

Base case: T(n) is at most a constant for all sufficiently small n.

General case: for larger values of n,

$$T(n) \le a \cdot T\left(\frac{n}{b}\right) + O(n^d).$$

Parameters:

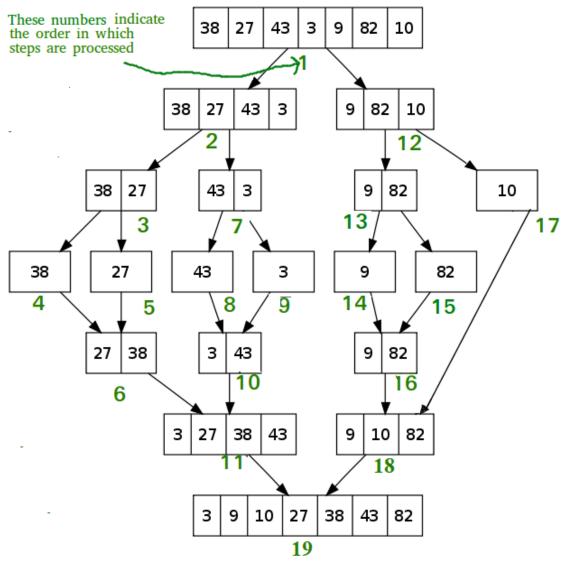
- a = number of recursive calls
- b = input size shrinkage factor
- d = exponent in running time of the "combine step"

$$T(n) = \begin{cases} O(n^d \log n) & \text{if } a = b^d \\ O(n^d) & \text{if } a < b^d \\ O(n^{\log_b a}) & \text{if } a > b^d \end{cases}$$

Sample applications

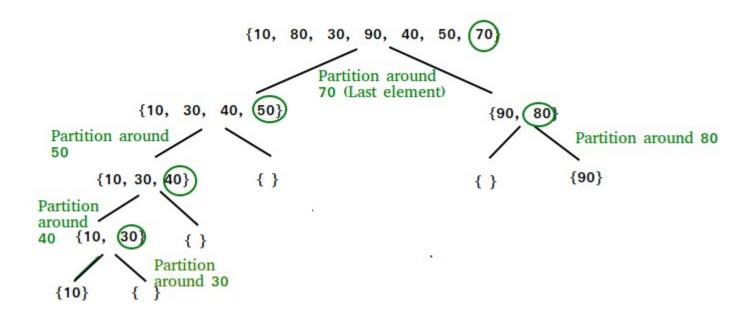
- 1 Mergesort
- 2 Quicksort
- 3 Closest pair of points
- 4 Strassen's matrix multiplication
- 5 ...

Merge Sort



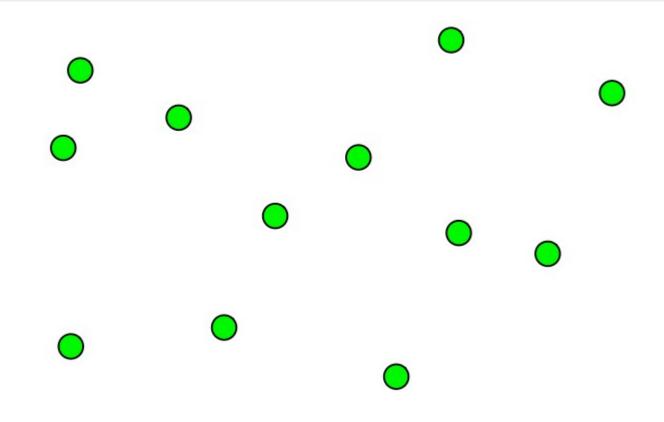
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Quick Sort



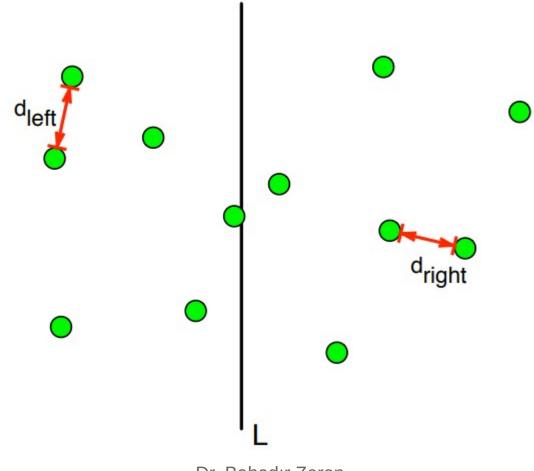
Problem

Given a set of points $\{p_1, \ldots, p_n\}$ find the pair of points $\{p_i, p_j\}$ that are closest together.

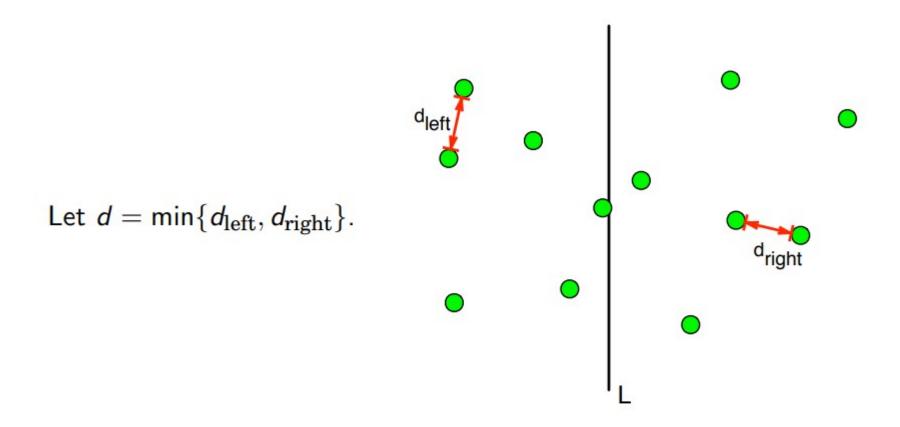


Split the points with line L so that half the points are on each side.

Recursively find the pair of points closest in each half.



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d would be the answer, except maybe L split a close pair!

If there is a pair $\{p_i, p_j\}$ with $dist(p_i, p_j) < d$ that is split by the line, then both p_i and p_j must be within distance d of L.

