

Design and Analysis of Algorithms I

Master Method

Examples

The Master Method

If
$$T(n) \le aT\left(\frac{n}{b}\right) + O(n^d)$$

then

$$T(n) = \begin{cases} O(n^d \log n) & \text{if } a = b^d \text{ (Case 1)} \\ O(n^d) & \text{if } a < b^d \text{ (Case 2)} \\ O(n^{\log_b a}) & \text{if } a > b^d \text{ (Case 3)} \end{cases}$$

Merge Sort

$$\begin{array}{c} \mathbf{a=2} \\ \mathbf{b=2} \\ \mathbf{d=1} \end{array} \qquad b^d = \begin{array}{c} \mathbf{a=>} \quad Case \ 1 \\ \end{array}$$

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

Tei ve

Where are the respective values of a, b, d for a binary search of a sorted array, and which case of the Master Method does this correspond to?

$$0$$
 1, 2, 0 [Case 1] $a = b^d => T(n) = O(n^d \log n) = O(n \log n)$ 0 1, 2, 1 [Case 2] 0 2, 2, 0 [Case 3] 0 2, 2, 1 [Case 1]

Integer Multiplication Algorithm # 1

$$=> T(n) = O(n^{\log_b a}) = O(n^{\log_2 4})$$

$$= O(n^2)$$

Same as grade-school algorithm

Where are the respective values of a, b, d for Gauss's recursive integer multiplication algorithm, and which case of the Master Method does this correspond to?

O 2, 2, 1 [Case 1]

 \bigcirc 3, 2, 1 [Case 1]

 \bigcirc 3, 2, 1 [Case 2]

7 3, 2, 1 [Case 3]

the gradeschool algorithm!!!

Better than

$$a = 3, b^d = 2 \ a > b^d \ (Case \ 3)$$

$$=> T(n) = O(n^{\log_2 3}) = O(n^{1.59})$$

Strassen's Matrix Multiplication Algorithm

=> beats the naïve iterative algorithm!

Fictitious Recurrence

$$T(n) \le 2T(n/2) + O(n^2)$$
 $\Rightarrow a = 2$
 $\Rightarrow b = 2$
 $\Rightarrow d = 2$
 $\Rightarrow d = 2$
 $\Rightarrow D = 4 > a \quad (Case 2)$
 $\Rightarrow D = 2$