

---

---

*CSE 301*

*Combinatorial Optimization*

*Lecture 2*

*Recurrence*

# Today's Topic

- Recurrence
  - Substitution Method
  - Recursive Method
  - Master Method
  - Akra-bazzi method

# Recurrence Relations

- A *recurrence relation* is the recursive part of a *recursive definition* of either a number sequence or integer function.

# Recursively Defined Sequences

- Fibonacci sequence:
  - $\{f_n\} = 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, \dots$
  - Recursive definition for  $\{f_n\}$ :
  - INITIALIZE:  $f_0 = 0, f_1 = 1$
  - RECURSE:  $f_n = f_{n-1} + f_{n-2}$  for  $n > 1$ .
  - The recurrence relation is the recursive part
  - $f_n = f_{n-1} + f_{n-2}$ . Thus a recurrence relation for a sequence consists of an equation that expresses each term in terms of lower terms.

# Substitution method

*The most general method:*

1. **Guess** the form of the solution.
2. **Verify** by induction.
3. **Solve** for constants.

*Example:*  $T(n) = 2T(n/2) + n$

- [Assume that  $T(1) = \Theta(1)$ .]
- Guess  $O(n \lg n)$ .
- Assume that  $T(k) \leq ck \lg k$  for  $k < n$
- 
- Prove  $T(n) \leq cn \lg n$  by induction.

# Example of substitution

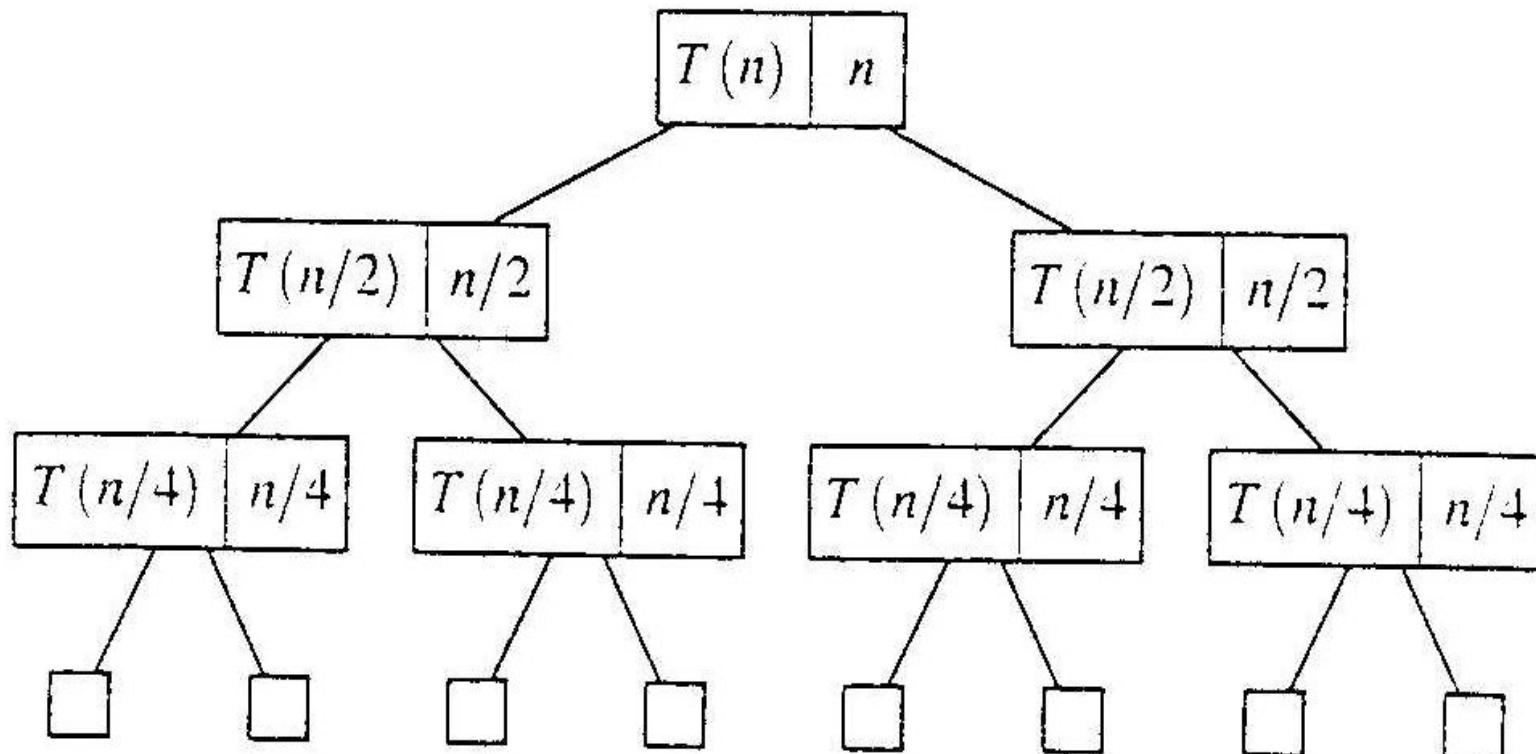
$$\begin{aligned} T(n) &= 2T(n/2) + n \\ &\leq 2(c(n/2) - \lg(n/2)) + n \\ &\leq cn\lg(n/2) + n \\ &= cn\lg n - cn\lg 2 + n \\ &= cn\lg n - (cn - n) \quad \leftarrow \textit{desired - residual} \\ &\leq cn\lg n \quad \leftarrow \textit{desired} \end{aligned}$$

whenever  $cn - n \geq 0$ , for example, if  $c \geq 2$  and  $n \geq 1$ .

*residual*

# Evaluate recursive equation using Recursion Tree

- Evaluate:  $T(n) = T(n/2) + T(n/2) + n$ 
  - Work copy:  $T(k) = T(k/2) + T(k/2) + k$
  - For  $k=n/2$ ,  $T(n/2) = T(n/4) + T(n/4) + (n/2)$
- [size|cost]



# Recursion-tree method

- A recursion tree models the costs (time) of a recursive execution of an algorithm.
- The recursion tree method is **good for generating guesses** for the substitution method.
- The recursion-tree method can be **unreliable**.
- The recursion-tree method promotes intuition, however.

# Recursion Tree e.g.

- To evaluate the total cost of the recursion tree
  - sum all the non-recursive costs of all nodes
  - =  $\text{Sum}(\text{rowSum(cost of all nodes at the same depth)})$
- Determine the maximum depth of the recursion tree:
  - For our example, at tree depth  $d$  the size parameter is  $n/(2^d)$
  - the size parameter converging to base case, i.e. case 1
  - such that,  $n/(2^d) = 1$ ,
  - $d = \lg(n)$
  - The rowSum for each row is  $n$
- Therefore, the total cost,  $T(n) = n \lg(n)$

# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :

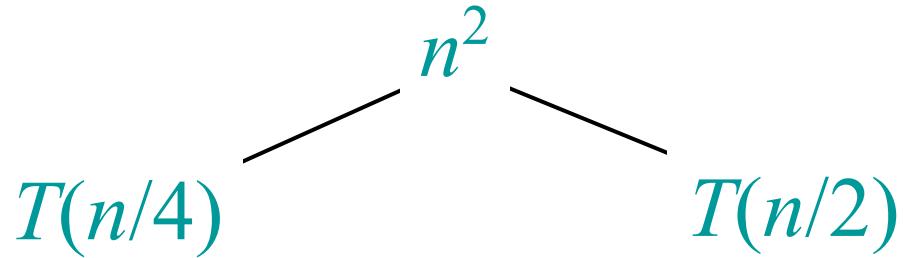
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :

$$T(n)$$

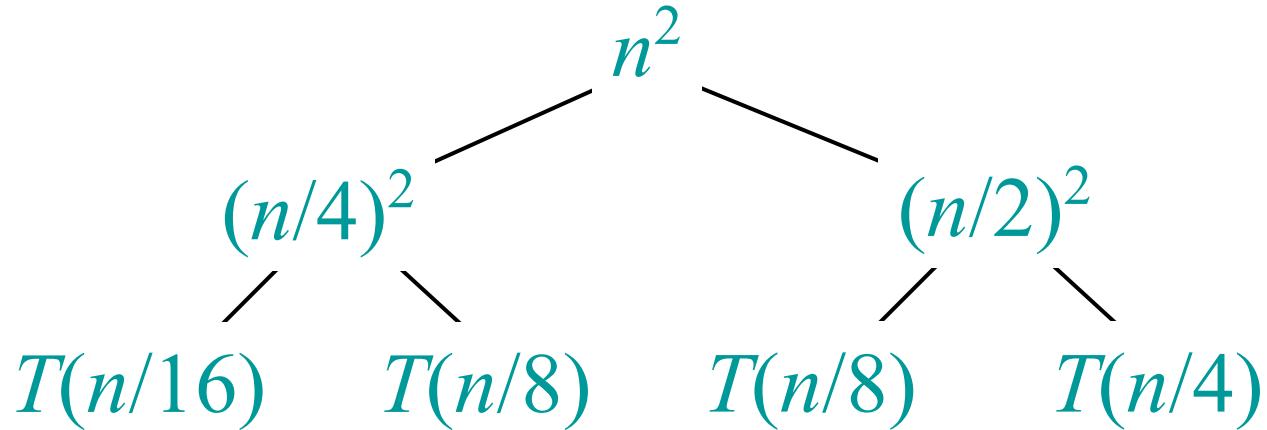
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



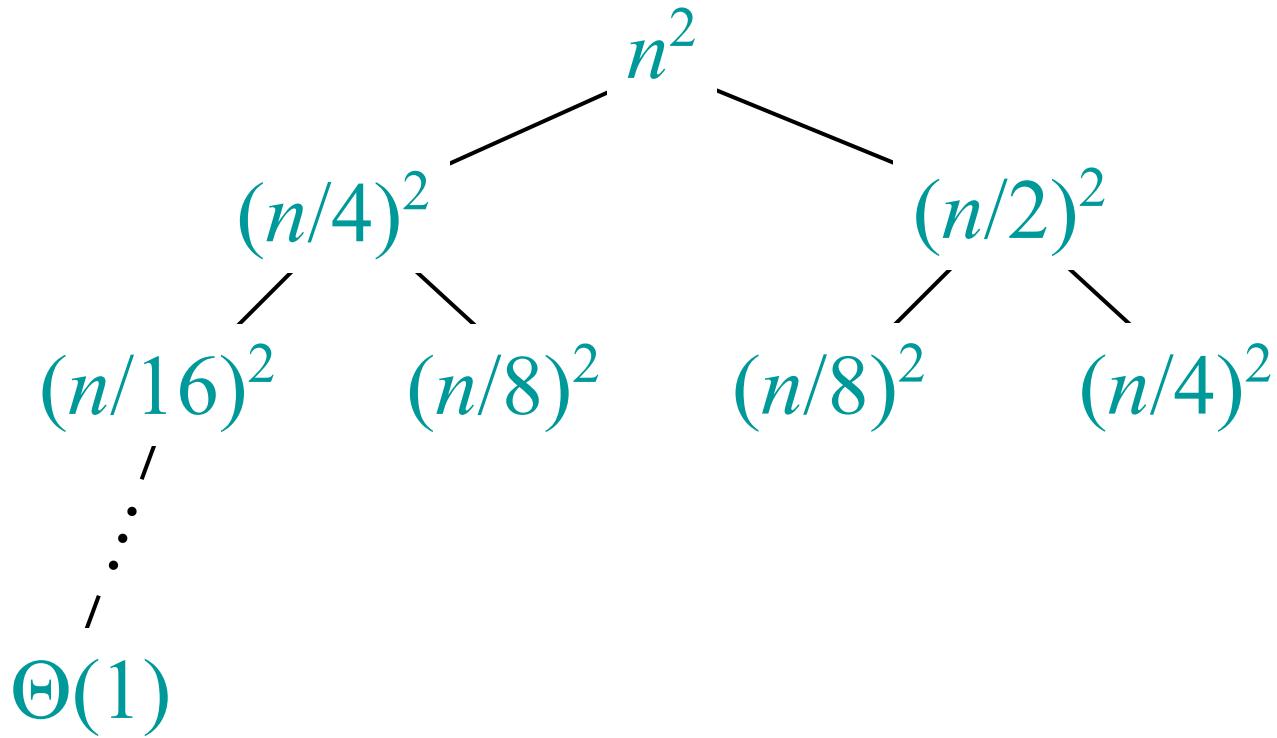
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



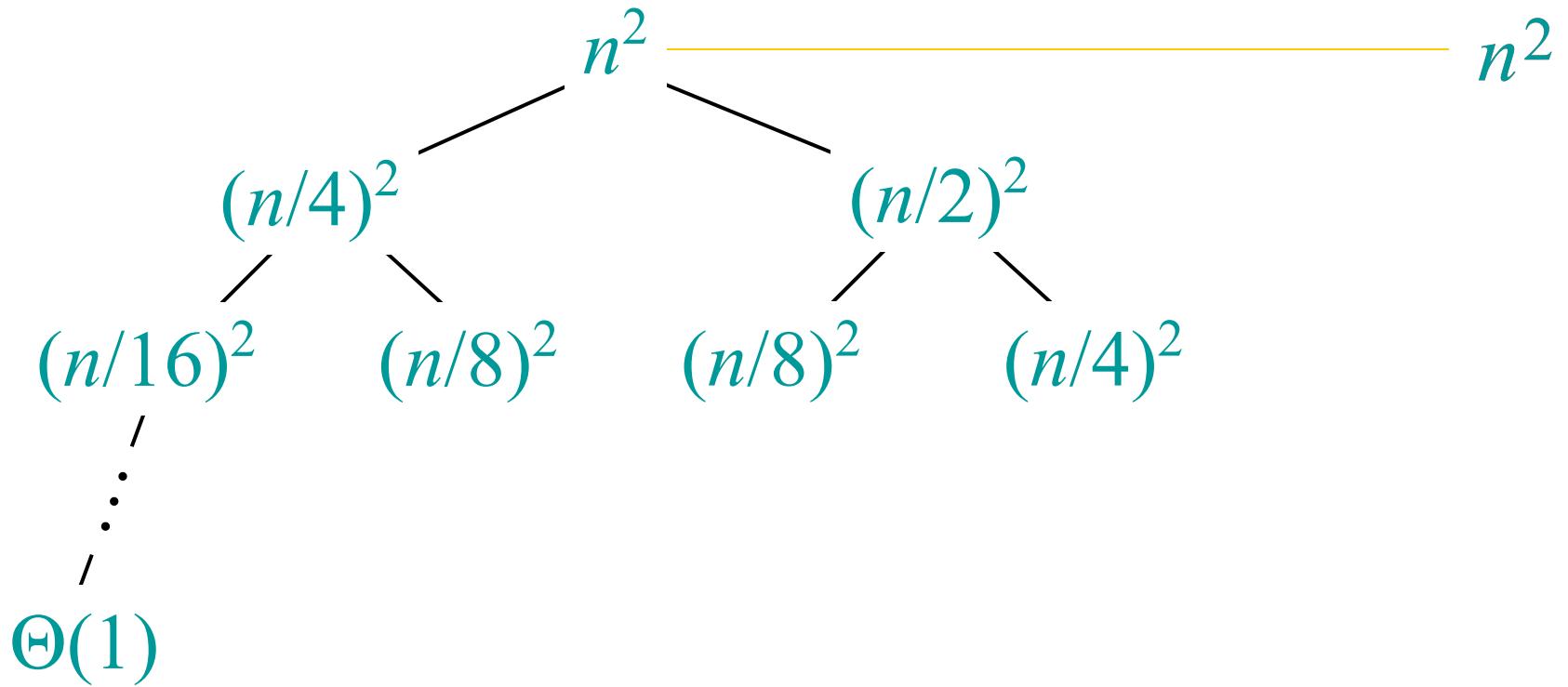
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



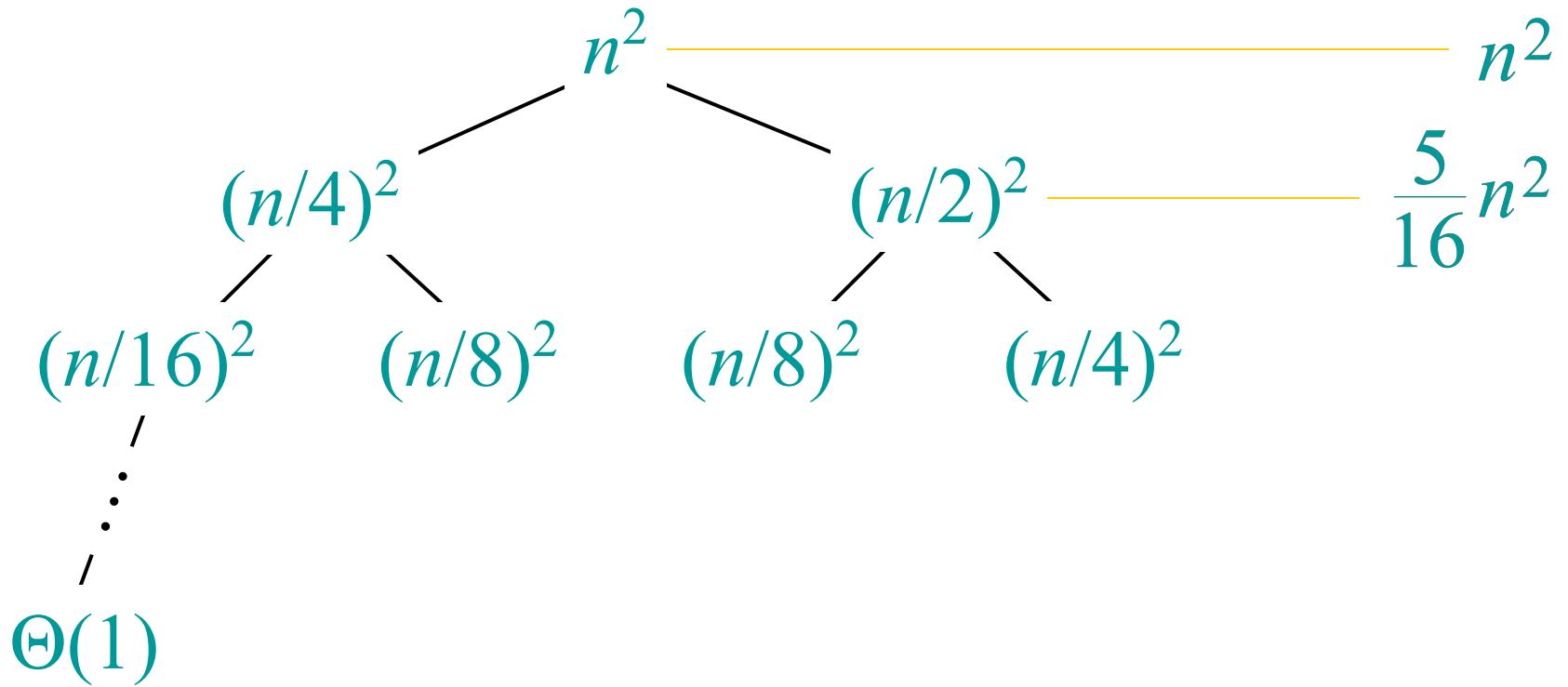
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



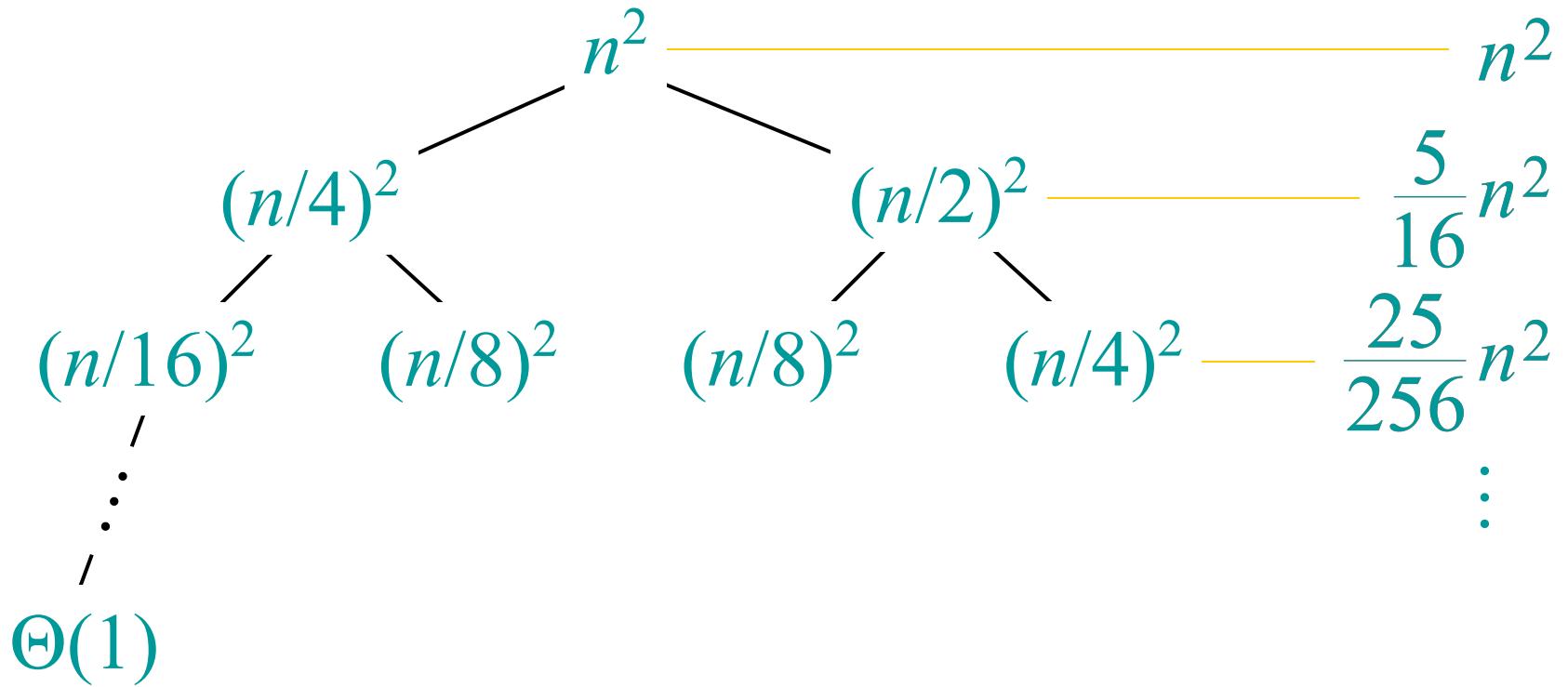
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



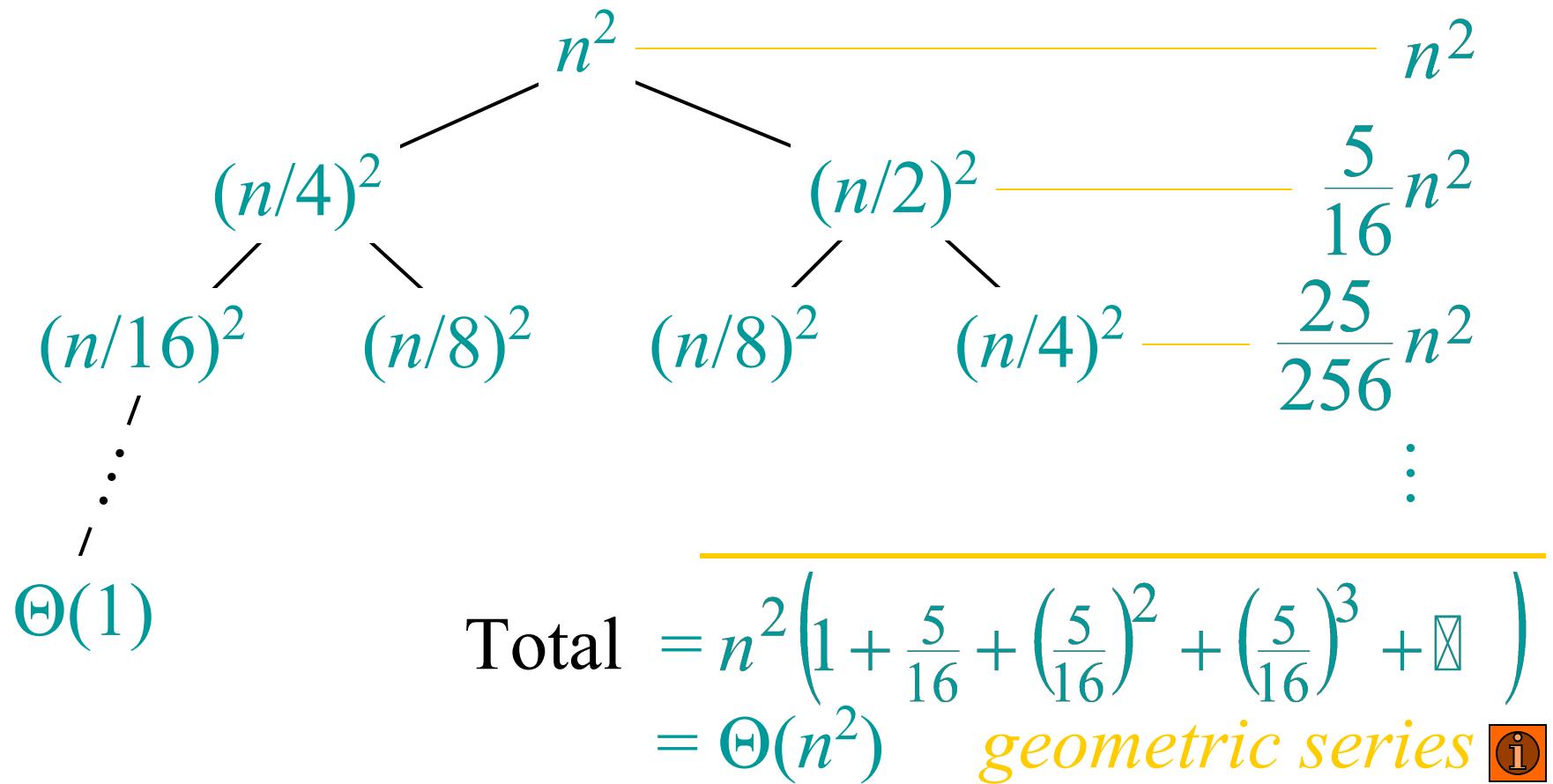
# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



# Example of recursion tree

Solve  $T(n) = T(n/4) + T(n/2) + n^2$ :



# The divide-and-conquer design paradigm

1. *Divide* the problem (instance) into subproblems.
2. *Conquer* the subproblems by solving them recursively.
3. *Combine* subproblem solutions.

# Example: merge sort

1. *Divide*: Trivial.
2. *Conquer*: Recursively sort 2 subarrays.
3. *Combine*: Linear-time merge.

$$T(n) = 2 T(n/2) + O(n)$$

# subproblems                      work dividing  
                                        and combining

subproblem size

# The master method

The master method applies to recurrences of the form

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

where  $a \geq 1$ ,  $b > 1$ , and  $f$  is asymptotically positive.

# Three common cases

Compare  $f(n)$  with  $n^{\log_b a}$ :

1.  $f(n) = O(n^{\log_b a - \varepsilon})$  for some constant  $\varepsilon > 0$ .
  - $f(n)$  grows polynomially slower than  $n^{\log_b a}$  (by an  $n^\varepsilon$  factor).

**Solution:**  $T(n) = \Theta(n^{\log_b a})$ .

2.  $f(n) = \Theta(n^{\log_b a})$ .
  - $f(n)$  and  $n^{\log_b a}$  grow at similar rates.

**Solution:**  $T(n) = \Theta(n^{\log_b a} \lg n)$ .

# Three common cases (cont.)

Compare  $f(n)$  with  $n^{\log_b a}$ :

3.  $f(n) = \Omega(n^{\log_b a + \varepsilon})$  for some constant  $\varepsilon > 0$ .

- $f(n)$  grows polynomially faster than  $n^{\log_b a}$  (by an  $n^\varepsilon$  factor),

and  $f(n)$  satisfies the *regularity condition* that  $af(n/b) \leq cf(n)$  for some constant  $c < 1$ .

**Solution:**  $T(n) = \Theta(f(n))$ .

# Examples

**Ex.**  $T(n) = 4T(n/2) + n$

$$a = 4, b = 2 \Rightarrow n^{\log_b a} = n^2; f(n) = n.$$

CASE 1:  $f(n) = O(n^{2-\varepsilon})$  for  $\varepsilon = 1$ .

$$\therefore T(n) = \Theta(n^2).$$

**Ex.**  $T(n) = 4T(n/2) + n^2$

$$a = 4, b = 2 \Rightarrow n^{\log_b a} = n^2; f(n) = n^2.$$

CASE 2:  $f(n) = \Theta(n^2)$ .

$$\therefore T(n) = \Theta(n^2 \lg n).$$

# Examples

**Ex.**  $T(n) = 4T(n/2) + n^3$

$a = 4, b = 2 \Rightarrow n^{\log_b a} = n^2; f(n) = n^3.$

CASE 3:  $f(n) = \Omega(n^{2+\varepsilon})$  for  $\varepsilon = 1$

and  $4(cn/2)^3 \leq cn^3$  (reg. cond.) for  $c = 1/2$ .  
 $\therefore T(n) = \Theta(n^3).$

**Ex.**  $T(n) = 4T(n/2) + n^2/\lg n$

$a = 4, b = 2 \Rightarrow n^{\log_b a} = n^2; f(n) = n^2/\lg n.$

Master method does not apply. In particular,  
for every constant  $\varepsilon > 0$ , we have  $n^\varepsilon = \omega(\lg n)$ .

# General method (Akra-Bazzi)

- The Master method is fairly powerful and results in a closed form solution for divide-and-conquer recurrences with a special form.
- Akra and Bazzi discovered a far more general solution to divide-and-conquer recurrences.

# The Akra-Bazzi Method

$$T(x) = \begin{cases} \Theta(1) & \text{for } 1 \leq x \leq x_0 \\ \sum_{i=1}^k a_i T(b_i x) + g(x) & \text{for } x > x_0 \end{cases} \quad (1)$$

where<sup>1</sup>

1.  $x \geq 1$  is a real number,
2.  $x_0$  is a constant such that  $x_0 \geq 1/b_i$  and  $x_0 \geq 1/(1 - b_i)$  for  $1 \leq i \leq k$ ,
3.  $a_i > 0$  is a constant for  $1 \leq i \leq k$ ,
4.  $b_i \in (0, 1)$  is a constant for  $1 \leq i \leq k$ ,
5.  $k \geq 1$  is a constant, and
6.  $g(x)$  is a nonnegative function that satisfies the polynomial-growth condition specified below.

**Definition.** We say that  $g(x)$  satisfies the *polynomial-growth condition* if there exist positive constants  $c_1, c_2$  such that for all  $x \geq 1$ , for all  $1 \leq i \leq k$ , and for all  $u \in [b_i x, x]$ ,

$$c_1 g(x) \leq g(u) \leq c_2 g(x).$$

# The Akra-Bazzi Solution

**Theorem 1** ([1]). *Given a recurrence of the form specified in Equation 1, let  $p$  be the unique real number for which  $\sum_{i=1}^k a_i b_i^p = 1$ . Then*

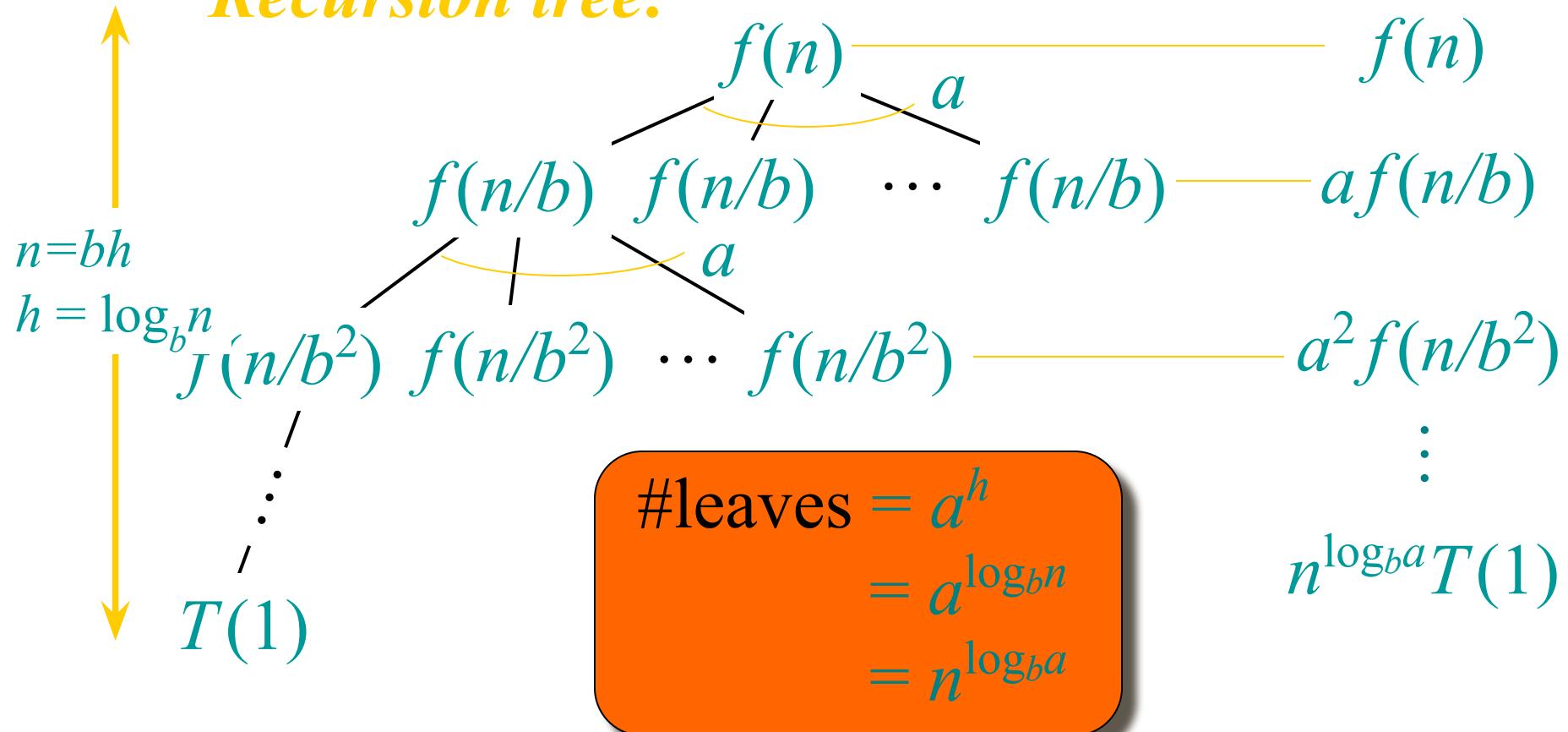
$$T(x) = \Theta\left(x^p \left(1 + \int_1^x \frac{g(u)}{u^{p+1}} du\right)\right).$$

## Examples.

- If  $T(x) = 2T(x/4) + 3T(x/6) + \Theta(x \log x)$ , then  $p = 1$  and  $T(x) = \Theta(x \log^2 x)$ .
- If  $T(x) = 2T(x/2) + \frac{8}{9}T(3x/4) + \Theta(x^2 / \log x)$ , then  $p = 2$  and  $T(x) = \Theta(x^2 / \log \log x)$ .
- If  $T(x) = T(x/2) + \Theta(\log x)$ , then  $p = 0$  and  $T(x) = \Theta(\log^2 x)$ .
- If  $T(x) = \frac{1}{2}T(x/2) + \Theta(1/x)$ , then  $p = -1$  and  $T(x) = \Theta((\log x)/x)$ .
- If  $T(x) = 4T(x/2) + \Theta(x)$ , then  $p = 2$  and  $T(x) = \Theta(x^2)$ .

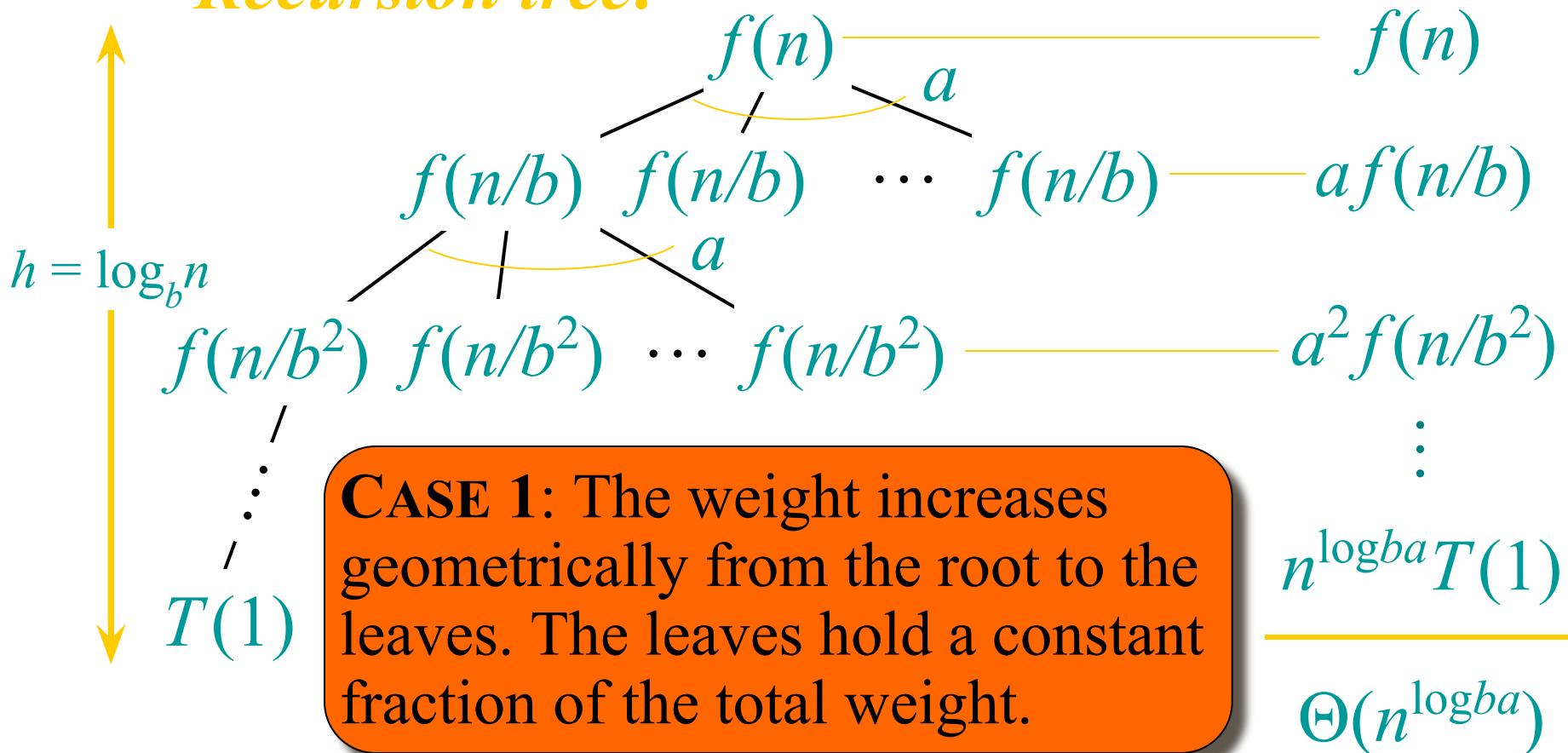
# Idea of master theorem

*Recursion tree:*



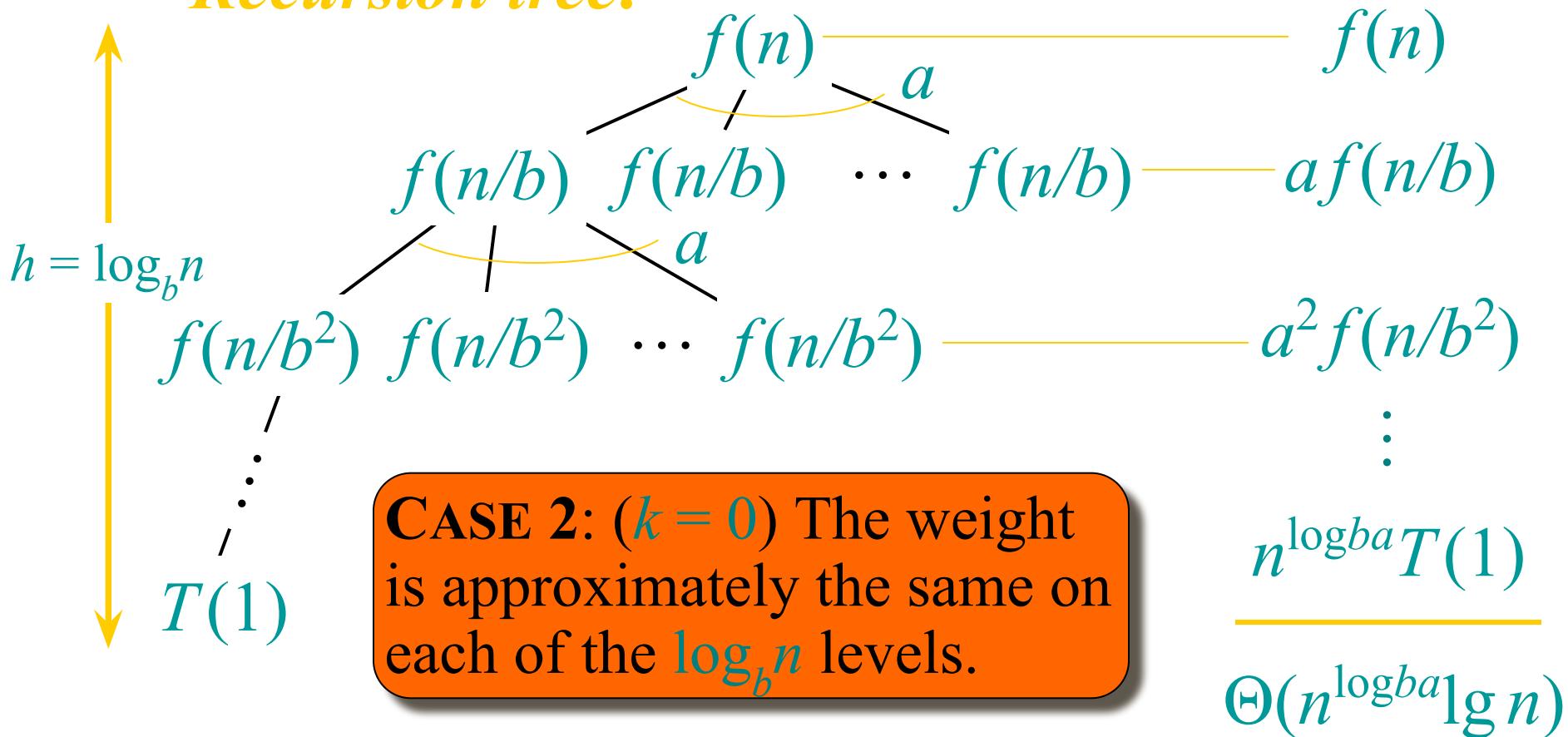
# Idea of master theorem

*Recursion tree:*



# Idea of master theorem

*Recursion tree:*



# Idea of master theorem

*Recursion tree:*

