

## 2. Divide and conquer

---

Angel Napa

April 17, 2023

Divide and Conquer

Mergesort

Decrease and Conquer

Binary search

# Divide and Conquer

---

# Divide and conquer

- The basic idea to a "divide and conquer" algorithm is:
  1. **Divide:** split the problem in more than one smaller subproblems
  2. **Conquer:** solve each of the subproblems recursively
  3. **Merge:** Combine the solutions of these subproblems in the original problem
- Some divide and conquer algorithms:
  1. Quicksort
  2. Mergesort
  3. Karatsuba algorithm
  4. Convex Hull
  5. etc.

# Time Complexity

- $f(n) = \#$  operations in the program

# Time Complexity

- $f(n) = \#$  operations in the program
- Common Notation:  $f(n) = O(g(n))$

# Time Complexity

- $f(n) = \#$  operations in the program
- Common Notation:  $f(n) = O(g(n))$
- For  $n$  sufficiently large  $f(n) \leq C \cdot g(n)$ , for some  $C > 0$

# Time Complexity

- $f(n) = \#$  operations in the program
- Common Notation:  $f(n) = O(g(n))$
- For  $n$  sufficiently large  $f(n) \leq C \cdot g(n)$ , for some  $C > 0$
- $\alpha < \beta \rightarrow n^\alpha \ll n^\beta$



# Time Complexity

- $f(n) = \#$  operations in the program
- Common Notation:  $f(n) = O(g(n))$
- For  $n$  sufficiently large  $f(n) \leq C \cdot g(n)$ , for some  $C > 0$
- $\alpha < \beta \rightarrow n^\alpha \ll n^\beta$
- $a > 1 \rightarrow \log_a(n) \ll n^\alpha \ll a^n$

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

- How do we know this time of complexity?

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

- How do we know this time of complexity?
- Check **the Master Theorem**:

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

- How do we know this time of complexity?
- Check **the Master Theorem**:
- It helps to know the complexity of algorithms where  
 $T(n) = aT(n/b) + f(n)$

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

- How do we know this time of complexity?
- Check **the Master Theorem**:
- It helps to know the complexity of algorithms where  
 $T(n) = aT(n/b) + f(n)$
- Thanks to this we can conclude that the time complexity is  
 $O(n\log(n))$

# Mergesort

---

# Mergesort

Given an *array*[ $a...b$ ]:

1. if  $a = b$  leave it that way

# Mergesort

Given an *array*[ $a \dots b$ ]:

1. if  $a = b$  leave it that way
2.  $k = (a + b)/2$



# Mergesort

Given an *array*[ $a \dots b$ ]:

1. if  $a = b$  leave it that way
2.  $k = (a + b)/2$
3. sort recursively *array*[ $a \dots k$ ]

# Mergesort

Given an *array* $[a...b]$ :

1. if  $a = b$  leave it that way
2.  $k = (a + b)/2$
3. sort recursively *array* $[a...k]$
4. sort recursively *array* $[(k + 1)...b]$

# Mergesort

Given an *array*[ $a...b$ ]:

1. if  $a = b$  leave it that way
2.  $k = (a + b)/2$
3. sort recursively *array*[ $a...k$ ]
4. sort recursively *array*[ $(k + 1)...b$ ]
5. Merge the sorted subarrays into a sorted array *array*[ $a...b$ ]

# Mergesort

```
] void sortVector(vector<int>& a, int l, int r) {  
    int m=(l+r)/2;  
    if (l>=r) return;  
    sortVector(a, l, m);  
    sortVector(a, m+1, r);  
    mergear(a, l, r, m);  
-}  
  
[ int main() {  
    ios_base::sync_with_stdio(false);  
    cin.tie(nullptr);  
    vector<int> v={1, 5, 3, 4, 2, 7, 6, 8};  
    for(int i=0; i<8; i++) cout<<v[i]<<"\n " [i+1<8];  
    sortVector(v, 0, 7);  
    for(int i=0; i<8; i++) cout<<v[i]<<"\n " [i+1<8];  
    exit(0);  
}
```

# Mergesort

```
void mergeSort(vector<int> &a, int l, int r, int m) {  
    vector<int> arreglado;  
    int x=l;  
    int y=m+1;  
    while (x<=m || y<=r) {  
        if (x==m+1 || (y<=r && a[y]<a[x])) {  
            arreglado.push_back(a[y]); y++;  
        }  
        else {  
            arreglado.push_back(a[x]); x++;  
        }  
    }  
    for (int i=l; i<=r; i++) a[i]=arreglado[i-l];  
}
```

# Decrease and Conquer

---

# Decrease and conquer

- Some problems can be divided in only one subproblem
- for these reason they are called Decrease and conquer

# Binary Exponentiation

- We want to calculate  $x^n$
- We can define a build a function recursively
- This first function is slow ( $O(n)$ ) in some problems
- We use decrease and conquer.



## Binary Exponentiation

```
long long pot(int b,int e){  
    if(e==0) return 1;  
    long long x=pot(b,e/2)*pot(b,e/2);  
    if(e%2) x=x*b;  
    return x;  
}
```

# Binary search

---

# Binary Search

- Given a **sorted array**  $[a...b]$  , we want to know if there is some particular element  $x$ .
  1. If the array is invalid( $a > b$ ) return false

# Binary Search

- Given a **sorted array**  $[a...b]$  , we want to know if there is some particular element  $x$ .
  1. If the array is invalid( $a > b$ ) return false
  2. Let  $m=(a+b)/2$

# Binary Search

- Given a **sorted array**  $[a...b]$  , we want to know if there is some particular element  $x$ .
  1. If the array is invalid( $a > b$ ) return false
  2. Let  $m = (a+b)/2$
  3. If  $array[m] = x$  return true
  4. If  $array[m] < x$  the value  $x$  should be in  $array[m+1...b]$
  5. If  $array[m] > x$  the value  $x$  should be in  $array[a...m]$

# Binary Search

```
bool binarysearch(vector<int> v,int lo,int hi, int x){
    if(lo>hi) return false;
    int m=(lo+hi)/2;
    if(v[m]==x) {
        /// process
        return true;
    }
    else if(v[m]<x) return binarysearch(v,m+1,hi,x);
    else if(v[m]>x) return binarysearch(v,lo,m-1,x);
}
```

# Binary Search

```
bool binarysearch_v2(vector<int> v, int x) {  
    int lo=0,hi=v.size()-1;  
    while(lo<=hi) {  
        int m=(lo+hi)/2;  
        if(v[m]==x) return true;  
        else if(x<v[m]) {hi=m-1;}  
        else if(x>v[m]) {lo=m+1;}  
    }  
    return false;  
}
```

# Binary Search over integers

- Given a predicate :  $P : \mathbb{Z} \rightarrow \text{true}, \text{false}$  such that:
- $P(x) = \text{false} \forall x < n, P(x) = \text{true} \forall x \geq n$
- and **we want to find  $n$**
- suppose that we have  $L$  and  $R$  with  $P(L) = \text{false}$  and  $P(R) = \text{true}$



# Binary Search

```
while (L+1<R) {  
    int M=(L+R) / 2;  
    if (P (M) ) R=M;  
    else L=M;  
}
```

# Binary Search

```
while (L+1<R) {  
    int M=(L+R)/2;  
    if (P(M)) R=M;  
    else L=M;  
}
```

```
while (L+1<R) {  
    int M=(L+R)/2;  
    P(M) ? R=M : L=M;  
}
```

# Binary Search

```
while (L+1<R) {  
    int M=(L+R)/2;  
    if (P(M)) R=M;  
    else L=M;  
}
```

```
while (L+1<R) {  
    int M=(L+R)/2;  
    P(M) ? R=M : L=M;  
}
```

- At the end of this code, we will get  $n = L + 1$

# Binary Search

```
while (L+1<R) {  
    int M=(L+R)/2;  
    if (P(M)) R=M;  
    else L=M;  
}
```

```
while (L+1<R) {  
    int M=(L+R)/2;  
    P(M) ? R=M : L=M;  
}
```

- At the end of this code, we will get  $n = L + 1$
- Complexity  $O(\log(R - L))$

# Binary Search over reals

- Given a predicate :  $P : \mathbb{R} \rightarrow \text{true}, \text{false}$  such that:
- $P(x) = \text{false} \forall x < T, P(x) = \text{true} \forall x \geq T$
- and **we want to find T**
- suppose that we have  $L$  and  $R$  with  $P(L) = \text{false}$  and  $P(R) = \text{true}$
- The bsi algorithm in this case would occur indefinitely
- But, for us it will suffice to obtain a real  $T'$  such that  $|\text{abs}(T' - T)| < \epsilon$

## Binary Search over reals

```
double EPS = 1e-10,  
L = -1000.0,  
R = 1000.0;  
  
while (R - L > EPS) {  
    double mid = (L + R) / 2.0;  
    if (p(mid)) R = mid;  
    else L = mid;  
}
```

# Output decimal precision

- Be careful when you want to print a double:

# Output decimal precision

- Be careful when you want to print a double:
- If you use *cout*, you can use  
*cout << fixed << setprecision(10) << L;*



# Output decimal precision

- Be careful when you want to print a double:
- If you use *cout*, you can use  
*cout* << *fixed* << *setprecision*(10) << *L*;
- you can also use `printf("%.10lf",L);`

Gracias