

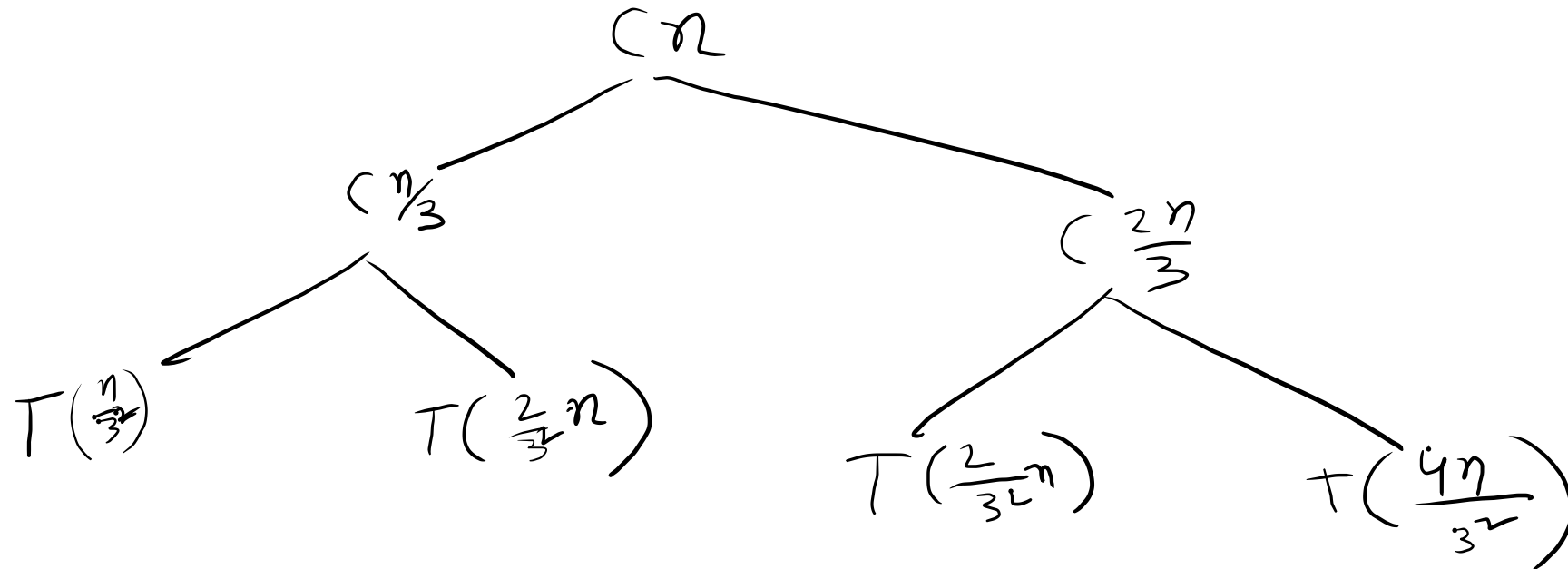
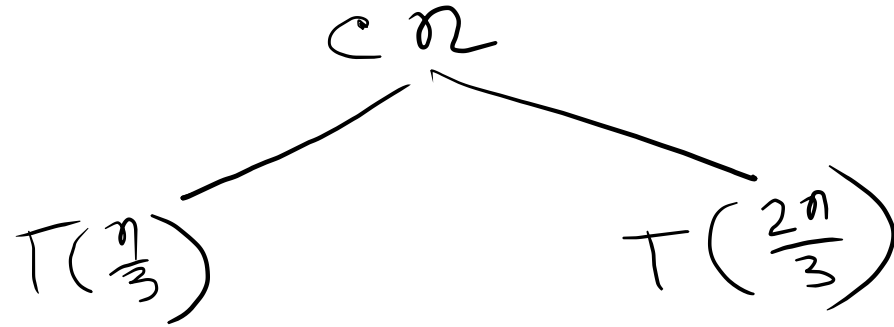
## Recursion tree method

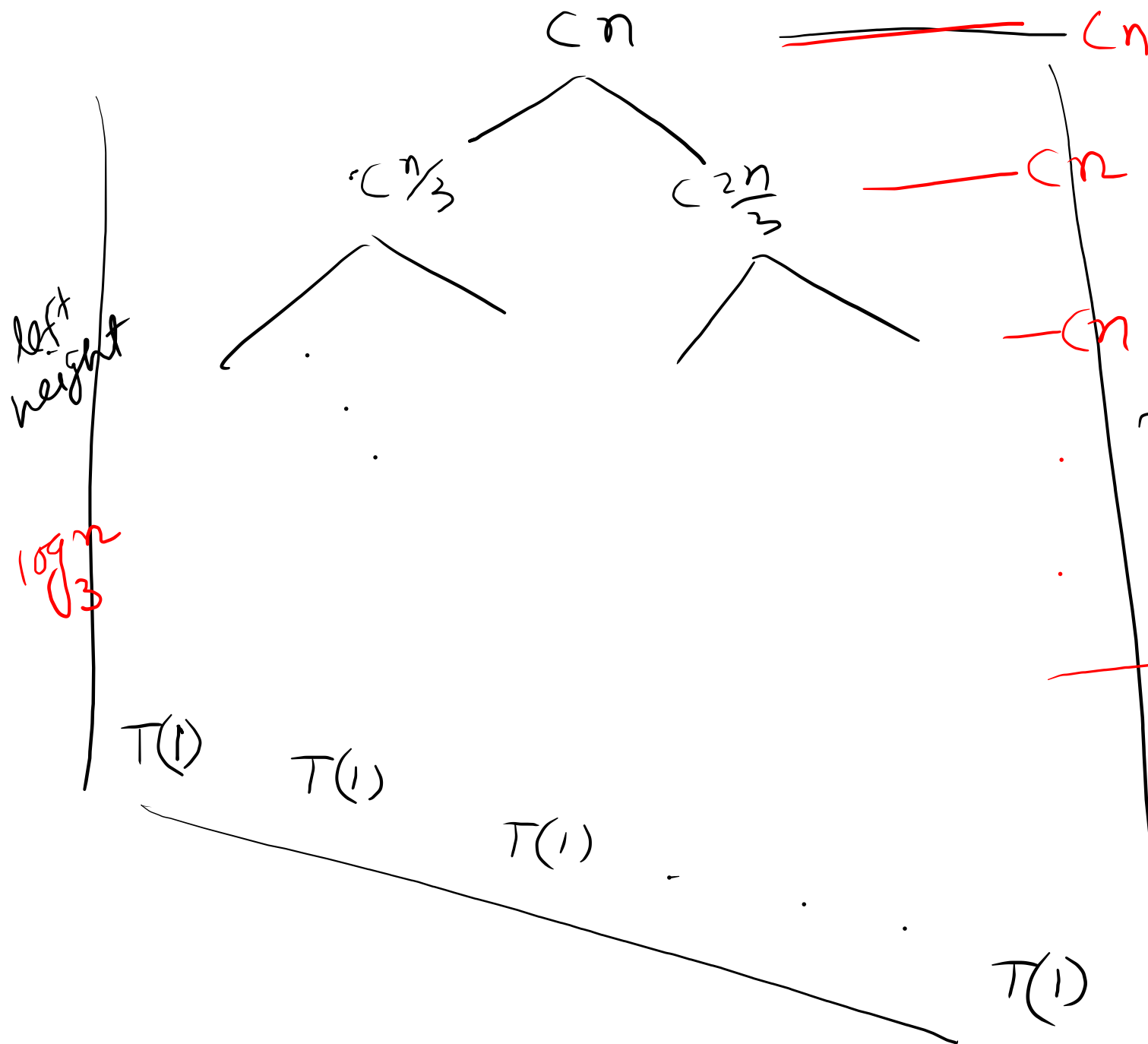
Ex<sup>n</sup>

$$T(n) = T\left(\frac{n}{3}\right) + T\left(\frac{2n}{3}\right) + cn$$

Find  $T(n)$  using recursion tree.

$T(n)$





$$\log_3 n \cdot cn \leq T(n) \leq \log_{3/2} n \cdot cn$$

$$\Rightarrow T(n) = \Theta(n \log n)$$

## The master method

This method applies to the recurrences of the form

$$T(n) = a T\left(\frac{n}{b}\right) + f(n)$$

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

Three common cases based on comparing  $f(n)$  and  $n^{\log_b a}$

case 1:  $f(n) = O(n^{\log_b a - \epsilon})$  for  $\epsilon > 0$   
 $f(n)$  grows polynomially slower than  $n^{\log_b a}$   
by a factor  $n^\epsilon$

solution:  $T(n) = \Theta(n^{\log_b a})$

case 2  $f(n) = \theta(n^{\lg_b a} \lg^k n)$

Solution:  $T(n) = \theta(n^{\lg_b a} \cdot \lg^{k+1} n)$

case 3:  $f(n) = \Omega(n^{\lg_b a + \epsilon})$

Addition condition

$$af\left(\frac{n}{b}\right) \leq cf(n) \text{ for some } c < 1$$

regularity  
condition

Solution:  $T(n) = \theta(f(n))$

Ex<sup>m</sup> i)  $T(n) = 4T\left(\frac{n}{2}\right) + n$

$$a = 4, b = 2, \quad n^{\log_b a} = n^{\log_2 4} = n^2$$

$$f(n) = n$$

$$f(n) = O\left(n^{2-1}\right) = O\left(n^{\log_b a - 1}\right)$$

case 1 of master method applies here  
solution is  $T(n) = \Theta(n^2)$

$$ii) T(n) = 4T\left(\frac{n}{2}\right) + n^2$$

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

$$iii) T(n) = 4T\left(\frac{n}{2}\right) + n^3$$

$$n^3 = \Omega(n^{2+1})$$

$$af\left(\frac{n}{b}\right) \leq cf(n) \text{ for some } c < 1$$

$$4\left(\frac{n}{2}\right)^3 \leq c \cdot n^3$$

$$\frac{n^3}{2} \leq c n^3$$

$$c \geq \frac{1}{2}$$

any value of  $c$   
 where,  $0.5 \leq c < 1$   
 satisfies regularity  
 condition  
 solution  $T(n) = \Theta(n^3)$

$$iv) \quad T(n) = 4T\left(\frac{n}{2}\right) + \frac{n^2}{\lg n}$$

$$f(n) = \frac{n^2}{\lg n}$$

$$n^{\lg b^a} = n^2$$

Master method cannot be applied here X

$$f(n) = n^2 \rightarrow \text{upper bound}$$

$$f(n) = n \Rightarrow \text{lower bound.}$$

your solution  
lies between  
these values.

H.W. Try examples

# Algorithm design techniques

## Divide and conquer paradigm

1. Divide the problem (instance) into subproblems.
2. Conquer recursively solving the subproblems.
3. Combine the solutions of the subproblems.



Ex<sup>m</sup>

## Binary search problem

Def<sup>n</sup>: Given an array of  $n$  sorted numbers  
and an number  $K$

verify whether  $K$  is in the array or not.  
simple algorithm:  
Traverse the array one by one and compare each  
element

running time:-  $O(n)$

can we do better?

Divide: check for the middle element

conquer: Recursively search one subarray

combine: Trivial.

BinarySearch (A, K, low, high)

if low > high

return no

else

mid =  $\left\lfloor \frac{\text{low} + \text{high}}{2} \right\rfloor$

if K == A[mid]

return yes

else if K > A[mid]

BinarySearch (A, K, mid+1, high)

else

return no BinarySearch (A, K, low, mid-1)

$T(n)$

$\theta(1)$

$\theta(1)$

$\theta(1)$

$\theta(1)$

$\theta(1)$

$\theta(1)$

total time  
 $T(n) = T(\frac{n}{2}) + \theta(1)$   
master method

$T(n) = \theta(\lg n)$

$T(\frac{n}{2})$

$\theta(1)$

$T(\frac{n}{2})$