

CS660: Algorithms - Lecture 2

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Divide and Conquer (Recursion) - Tower of Hanoi

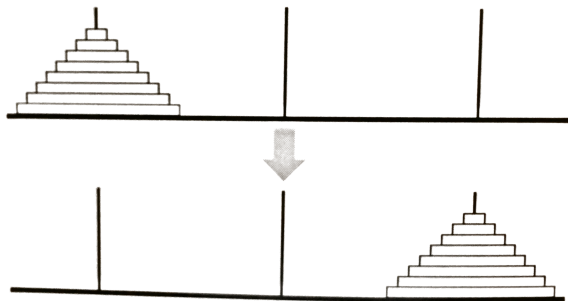


Figure 1.1. The (8-disk) Tower of Hanoi puzzle

- Move the discs from the original needle to the target needle.
- During the process, no bigger disc can be on top of a smaller disc.
- Can only move one disc at the top of a needle to another disc one at a time.
- Design an algorithm that output a solution to the problem.

Divide and Conquer (Recursion) - Tower of Hanoi

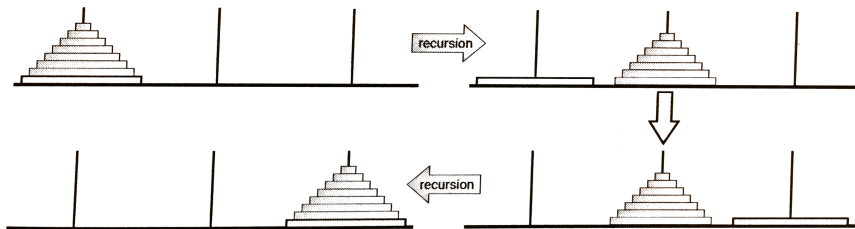


Figure 1.2. The Tower of Hanoi algorithm; ignore everything but the bottom disk.

- First, move the $n - 1$ smallest discs to the non-target needle.
- Move the largest disc to the target needle.
- Move the $n - 1$ smallest discs to the target needle.

Divide and Conquer (Recursion) - Tower of Hanoi

HANOI(n, src, dst, tmp):

if $n > 0$

HANOI($n - 1, src, tmp, dst$) $\langle\langle \text{Recurse!} \rangle\rangle$

move disk n from src to dst

HANOI($n - 1, tmp, dst, src$) $\langle\langle \text{Recurse!} \rangle\rangle$

Figure 1.4. A recursive algorithm to solve the Tower of Hanoi

Divide and Conquer (Recursion) - Tower of Hanoi

- The running time is given by the recurrence

$$T(n) = 2T(n-1) + 1$$

- Claim: $T(n) = 2^n - 1$. Since we do nothing when $n = 0$, $T(0) = 0$.
Prove by induction.
- $T(0) = 0 = 2^0 - 1$.
- Suppose $T(i) = 2^i - 1$. Then
 $T(i+1) = 2T(i) + 1 = 2(2^i - 1) + 1 = 2^{i+1} - 1$.
- Therefore, the running time is $O(2^n + 1) = O(2^n)$.

Divide and Conquer

- Given a problem of size n .
- Strategy: reduce to solving similar problem of size $< n$ and combine.
- Example from last lecture: to sort a list $A[1 \dots n]$
 - 1 Sort($A[1 : \lceil n/2 \rceil]$).
 - 2 Sort($A[\lceil n/2 \rceil + 1 : n]$).
 - 3 Merge.
- Careful: you need to show how to solve the base case where n is small enough.
- The running time to solve sort a list of size n is given by the recurrence $T(n) = 2T(n/2) + O(n)$.
- Show that $T(n) = O(n \log n)$.

Master Theorem (one theorem to rule them all)

- Often, we want to solve recurrences in the form

$$T(n) \leq aT(n/b) + cn^\alpha \text{ where } c \text{ is some constant.}$$

- Then,

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

- Check that merge sort takes $O(n \log n)$ time using Master theorem.

Fast Multiplication

- Suppose we want to multiply 2 numbers x and y of length n , say in decimal.
- We can check that addition can be done digit by digit in $O(n)$ time.
- Also, modulo 10^i can be done in constant time, i.e., $345 \bmod 10^2 = 45$ (just output the last i digits).
- Question: How fast can we multiply?

Fast Multiplication

- Naive algorithm:
- $x = 10^{n-1}x_{n-1} + 10^{n-2}x_{n-1} + \dots + 10^0x_0$.
- $y = 10^{n-1}y_{n-1} + 10^{n-2}y_{n-1} + \dots + 10^0y_0$.
- Compute n^2 terms in $10^{i+j}x_iy_j$ and add them up. Note that x_i and y_j are single digit numbers and therefore can be multiplied in constant time. Hence, the total running time is $O(n^2)$.

Fast Multiplication

- First divide-and-conquer attempt: $x = 10^m a + b$ and $y = 10^m c + d$.
- $(10^m a + b)(10^m c + d) = 10^{2m} ac + 10^m(bc + ad) + bd$.

SPLITMULTIPLY(x, y, n):

if $n = 1$

return $x \cdot y$

else

$m \leftarrow \lceil n/2 \rceil$

$a \leftarrow \lfloor x/10^m \rfloor$; $b \leftarrow x \bmod 10^m$

$\langle\langle x = 10^m a + b \rangle\rangle$

$c \leftarrow \lfloor y/10^m \rfloor$; $d \leftarrow y \bmod 10^m$

$\langle\langle y = 10^m c + d \rangle\rangle$

$e \leftarrow \text{SPLITMULTIPLY}(a, c, m)$

$f \leftarrow \text{SPLITMULTIPLY}(b, d, m)$

$g \leftarrow \text{SPLITMULTIPLY}(b, c, m)$

$h \leftarrow \text{SPLITMULTIPLY}(a, d, m)$

return $10^{2m}e + 10^m(g + h) + f$

Fast Multiplication

- Observation: $ac + bd - (a - b)(c - d) = bc + ad$.
- So we only need to use 3 recursive calls
FastMultiply(*a*, *c*, *m*),
FastMultiply(*b*, *d*, *m*), and
FastMultiply(*a* - *b*, *c* - *d*, *m*).

Fast Multiplication

FASTMULTIPLY(x, y, n):

if $n = 1$

return $x \cdot y$

else

$m \leftarrow \lceil n/2 \rceil$

$a \leftarrow \lfloor x/10^m \rfloor$; $b \leftarrow x \bmod 10^m$ $\langle\langle x = 10^m a + b \rangle\rangle$

$c \leftarrow \lfloor y/10^m \rfloor$; $d \leftarrow y \bmod 10^m$ $\langle\langle y = 10^m c + d \rangle\rangle$

$e \leftarrow \text{FASTMULTIPLY}(a, c, m)$

$f \leftarrow \text{FASTMULTIPLY}(b, d, m)$

$g \leftarrow \text{FASTMULTIPLY}(a - b, c - d, m)$

return $10^{2m}e + 10^m(e + f - g) + f$

Fast Multiplication

- Running time is given by the recurrence $T(n) \leq 3T(n/2) + O(n)$.
- By Master theorem, the running time is $O(n^{\log_2 3}) \approx O(n^{1.58496})$.

Fast Multiplication

- The fastest algorithm for multiplying two n -digit numbers runs in $O(n \log n)$ time! Only recently discovered in 2019.
- The best previous algorithm runs in $O(n \log n \log \log n)$ time, discovered in 1979.

Strassen's algorithm

- We want to multiply two n -by- n matrices X and Z .
- $Z = XY$ then $Z_{ij} = \sum_k A_{ik} B_{kj}$.
- Naive algorithm: $O(n^3)$ time.

Strassen's algorithm

- For simplicity, assume n is a power of 2.

$$X = \begin{bmatrix} A & B \\ C & D \end{bmatrix}, Y = \begin{bmatrix} E & F \\ G & H \end{bmatrix}$$

- Then,

$$XY = \begin{bmatrix} AE + BG & AF + BH \\ CE + DG & CF + DH \end{bmatrix}$$

- $T(n) = 8T(n/2) + O(n^2)$ which is $O(n^3)$ using Master theorem. No improvement.

Strassen's algorithm

- For simplicity, assume n is a power of 2.

$$X = \begin{bmatrix} A & B \\ C & D \end{bmatrix}, Y = \begin{bmatrix} E & F \\ G & H \end{bmatrix}$$

- Then,

$$XY = \begin{bmatrix} P_5 + P_4 - P_2 + P_6 & P_1 + P_2 \\ P_3 + P_4 & P_1 + P_5 - P_3 - P_7 \end{bmatrix}$$

- Where

$$P_1 = A(F - H), P_2 = (A + B)H, P_3 = (C + D)E, P_4 = D(G - E) \\ P_5 = (A + D)(E + H), P_6 = (B - D)(G + H), P_7 = (A - C)(E + F).$$

- The new running time is $T(n) = 7T(n/2) + O(n^2)$. By master theorem, the running time is $O(n^{\log_2 7}) \approx O(n^{2.81})$.