Lab02-Divide and Conquer

CS214-Algorithm and Complexity, Xiaofeng Gao, Spring 2020.

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- 1. Quicksort is based on the Divide-and-Conquer method. Here is the two-step divide-and-conquer process for sorting a typical subarray $A[p \dots r]$:
 - (a) **Divide:** Partition the array $A[p \dots r]$ into two subarrays $A[p \dots q-1]$ and $A[q+1 \dots r]$ such that each element of $A[p \dots q-1]$ is less than or equal to A[q], which is, in turn, less than or equal to each element of $A[q+1 \dots r]$. Compute the index q as part of this partitioning procedure.
 - (b) Conquer: Sort $A[p \dots q-1]$ and $A[q+1 \dots r]$ respectively by recursive calls to Quicksort.

Write down the recurrence function T(n) of QuickSort and compute its time complexity.

Hint: At this time T(n) is split into two subarrays with different sizes (usually), and you need to describe its recurrence relation by the sum of two subfunctions plus additional operations.

Solution

Assume p is on the $k(1 \le k \le n)$. Thus the recurrence function is

$$T(n) = \frac{1}{n} \sum_{k=1}^{n} (T(k-1) + T(n-k)) + n = \frac{2}{n} \sum_{k=1}^{n} T(k) + n$$

Worst Case. When the array has been sorted and we get a subarray with n-1 numbers, the other one is empty. Thus we need n-1 recursive calls. And for the i partition, it needs n-i comparisons with p. So

$$T(n) = \sum_{i=1}^{n-1} = 1 + 2 + \dots + n - 2 + n - 1 = \frac{n(n-1)}{2} = O(n^2)$$

2. **MergeCount**. Given an integer array A[1...n] and two integer thresholds $t_l \leq t_u$, Lucien designed an algorithm using divide-and-conquer method (As shown in Alg. 1) to count the number of ranges (i, j) $(1 \leq i \leq j \leq n)$ satisfying

$$t_l \le \sum_{k=i}^j A[k] \le t_u. \tag{1}$$

Before computation, he firstly constructed S[0 ... n + 1], where S[i] denotes the sum of the first i elements of A[1 ... n]. Initially, set S[0] = S[n + 1] = 0, low = 0, high = n + 1.

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Algorithm 1: MergeCount(S, t_l, t_u, low, high)

Input: S[0, \cdots, n+1], t_l, t_u, low, high.

Output: count = number of ranges satisfying Eqn. (1).

1 count \leftarrow 0; mid \leftarrow \lfloor \frac{low + high}{2} \rfloor;

2 if mid = low then return 0;

3 count \leftarrow MergeCount(S, t_l, t_u, low, mid) + MergeCount(S, t_l, t_u, mid, high);

4 for i = low to mid - 1 do

5 m \leftarrow \begin{cases} \min\{m \mid S[m] - S[i] \geq t_l, m \in [mid, high - 1]\}, & \text{if exists} \\ high, & \text{if not exist} \end{cases};

6 m \leftarrow \begin{cases} \min\{n \mid S[n] - S[i] > t_u, n \in [mid, high - 1]\}, & \text{if exists} \\ high, & \text{if not exist} \end{cases};

7 m \leftarrow \begin{cases} \min\{n \mid S[n] - S[i] > t_u, n \in [mid, high - 1]\}, & \text{if exists} \\ high, & \text{if not exist} \end{cases};

8 m \leftarrow \begin{cases} count \leftarrow count + n - m;

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Example: Given A = [1, -1, 2], lower = 1, upper = 2, return 4. The resulting four ranges should be (1, 1), (1, 3), (2, 3), and (3, 3).

Is Lucien's algorithm correct? Explain his idea and make correction if needed. Besides, compute the running time of Alg. 1 (or the corrected version) by recurrence relation. (Note: we can't implement Master's Theorem in this case. Refer Reference06 for more details.)

Solution

No. He wannt to use divide-and-conquer method to soulve this problem. He divide the array into two subarrays and the results would be the sum of the results of two subarrays and the ranges' count which i comes from the previous subarray and j comes from the later subarray. The way he used to find the ranges' count needs the array been sorted. Thus he uses mergesort.

Correction

However the place he uses the Merge() is wrong. It should be before the cycle on the 4th line.

Running time

$$T(n) = 2T(\frac{n}{2}) + O(n) + O(nlogn) = 2T(\frac{n}{2}) + nlogn$$

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$$= \sum_{i=1}^{logn} 2^i \cdot \frac{n}{2^i} log \frac{n}{2^i}$$

$$= \sum_{i=1}^{logn} n(logn - log2 \cdot i)$$

$$= nlog^2 n$$

3. Batcher's odd-even merging network. In this problem, we shall construct an *odd-even* merging network. We assume that n is an exact power of 2, and we wish to merge the sorted sequence of elements on lines $\langle a_1, a_2, \ldots, a_n \rangle$ with those on lines $\langle a_{n+1}, a_{n+2}, \ldots, a_{2n} \rangle$. If n = 1, we put a comparator between lines a_1 and a_2 . Otherwise, we recursively construct

two odd-even merging networks that operate in parallel. The first merges the sequence on lines $\langle a_1, a_3, \ldots, a_{n-1} \rangle$ with the sequence on lines $\langle a_{n+1}, a_{n+3}, \ldots, a_{2n-1} \rangle$ (the odd elements). The second merges $\langle a_2, a_4, \ldots, a_n \rangle$ with $\langle a_{n+2}, a_{n+4}, \ldots, a_{2n} \rangle$ (the even elements). To combine the two sorted subsequences, we put a comparator between a_{2i} and a_{2i+1} for $i=1,2,\ldots,n-1$.

- (a) Replace the original Merger (taught in class) with Batcher's new Merger, and draw 2n-input sorting networks for n = 8, 16, 32, 64. (Note: you are not forced to use Python Tkinter. Any visualization tool is welcome for this question.)
- (b) What is the depth of a 2*n*-input odd-even sorting network? For two sorted arrays,

$$m = log n$$
 $d_m = m + 2$

Thus

$$D_n = \sum_{j=1}^{m} d_j = \frac{m(m+2)}{2} = \frac{(logn+1)(logn+2)}{2}$$

(c) (Optional Sub-question with Bonus) Use the zero-one principle to prove that any 2n-input odd-even merging network is indeed a merging network.

Proof.

For any two sorted 0-1 arrays, the odd array and the even array differ by 0, 1 or 2 zeros. Since the first element of the odd array doesn't participate the last step (we put a comparator between a_{2i} and a_{2i+1} for i = 1, 2, ..., n-1), there are only 0 or 1 < 0, 1 > number pairs participating in the comparison.

Thus the 0-1 arrays must be correctly merged. Therefore, any 2n-input odd-even merging network is indeed a merging network.

Remark: You need to include your .pdf, .tex and .py files (or other possible sources) in your uploaded .rar or .zip file.