DIVIDE AND CONQUER

AOA : Module 2

CONTENTS

INTRODUCTION

- Original problem is divided into <u>similar kind of subproblems</u> that are smaller in size and easy to be find.
- The solution of these small independent subproblems are combined to obtain the solution of whole problem.
- Divide and Conquer paradigm solves a problem in three steps at each level of recursion:
  1. Divide
  2. Conquer
  3. Combine

INTRODUCTION

- Time complexity to solve "Divide & Conquer" problem is given by recurrence relations.
- Recurrence relation is derived from algorithm and solved to calculate complexity.
- The general recurrence relation for divide and conquer is given as follows:

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

Where, T(n/b) : time required to solve each subproblem

f(n) : time required to combine the solutions of all subproblems

BINARY SEARCH

- There are two approaches:
  1. Iterative or Non-recursive
  2. Recursive
- There is a linear Array ‘a’ of size ‘n’.
- Binary Search is one of the fastest searching algorithm.
- Binary Search can only be applied on “Sorted Arrays”- either ascending or descending order.
- We compare “key” with item in the middle position. If they are equal, search ends successfully.
- Otherwise,

  if key is less than element present in the middle position,

  then apply binary search on lower half,

  else apply BINARY SEARCH on upper half of the array.
- Same process is applied to remaining half until match is found or there are no more elements left

BINARY SEARCH

Iterative Approach:

```
Algorithm IBinaryS(arr[ ], start, end, key){
        int mid;
        while(start<=end){
                mid = (start + end)/2;
                if (arr[mid] == key)
                        return 1;
                if (arr[mid]<key)
                        start = mid+1;
                else
                        end = mid-1;
        }
        return 0;
}
```

Recursive Approach:

```
Algorithm RBinaryS(arr[ ], start, end, key){
        int mid;
        if (start > end) { return 0; }
else
        mid = (start + end)/2;
        if (key == arr[mid])
        return (mid);
        else
        if (key < arr[mid]){
        RBinaryS(key, start, mid-1)
        else
        RBinaryS(key, mid+1, end)
        }
}
```

FINDING MINIMUM AND MAXIMUM

Iterative Approach:

```
Algorithm MinMax(a[ ], n, max, min){
        max=min=a[1];
        for(i=2 to n)do
{
        if(a[i]> max) then max=a[i];
        if (a[i]< max) then min=a[i];
}
}
```

Recursive Approach:

```
Algorithm MinMax(a[ ], l, h, max, min) {
        if(l==h) then
                max=min=a[l];
        else if     (h-l==1), then
        {
        if(a[l]>=a[h]), then
                max=a[l];
                min=a[h];
        else{
                max=a[h];
                min=a[l];
}
else{
        Mid = (l+h)/2;
        MinMax(l,, mid, max, min);
        MinMax(mid+1, h, max, min);
        if(max< max1)  then max=max1;
        if (min>min1)then, min = min1;
}
}
```

FINDING MINIMUM AND MAXIMUM

Recursive Approach:

```
Algorithm MinMax(a[ ], l, h, max,
min) {
        if(l==h) then
                max=min=a[l];
        else if(h-l==1), then
        {
        if(a[l]>=a[h]), then
                max=a[l];
                min=a[h];
        else{
                max=a[h];
                min=a[l];
}
```

```
else{
        Mid = (l+h)/2;
        MinMax(l,, mid, max, min);
        MinMax(mid+1, h, max1, min1);
        if(a[max]< a[max1])  then
                max=max1;
        if (a[min]>a[min1])then,
                min = min1;
}
}
```

FINDING MINIMUM AND MAXIMUM

Time Complexity:

Recurrence relation :

$$T(n) = 2T\left(\frac{n}{2}\right) + 2 \qquad n > 2$$
$$= 1 \qquad n = 2$$

MERGE SORT

- Simple and efficient algorithm for sorting a list of numbers
- Based on divide and Conquer paradigm
- Performed in three steps:

1. <u>Divide:</u>
   i. List of n elements is divided into 2 sub-lists of n/2 elements
   ii. Computes middle of the array, so it takes constant time O(1).
2. <u>Conquer:</u>
   1. Each half is sorted independently.
   2. Merge sort is recursively used to sort elements of smaller sub-lists.
   3. This step contributes T(n/2) + T(n/2) to running time.

MERGE SORT

3. Combine:
   i. Two sorted halves are merged to obtain a sorted sequence
   ii. This requires merging of n elements into 1 list.
   iii. It contributes O(n) to running time.

NOTE: The Key operation of merge sort is Merging

MERGE SORT ALGORITHM

```
mergeSort(arr[ ],low, high)
//arr is array, low is left sub-list, high is right sub-list
{
   if(low<high)
   {
      mid = (low+high)/2;
      mergeSort(arr, low, mid);
      mergeSort(arr,mid+1,high);
      merge(arr, low, mid, high);
   }
}
```

MERGE ALGORITHM

```
void merge(int arr[ ], int low, int mid,
int high) {
  int i = low;
  int j = mid + 1;
  int k = low;

  /* create temp array */
  int temp[5];
```

1

```
while (i <= mid && j <= high) {
    if (arr[i] <= arr[j]) {
      temp[k] = arr[i];
      i++;
      k++;
    }
else {
      temp[k] = arr[j];
      j++;
      k++;
    }
  }
```

2

MERGE ALGORITHM

```
/* Copy the remaining elements
of first half, if there are any */
  while (i <= mid) {
    temp[k] = arr[i];
    i++;
    k++;
  }
```

3

```
/* Copy the remaining elements
of 2nd half, if there are any */
  while (j <= high) {
    temp[k] = arr[j];
    j++;
    k++;
  }
```

4

```
/* Copy the temp array to original array */
  for (int k = low; k <= high; k++) {
    arr[k] = temp[k];
  }
}
```

5