

CSE 417 Autumn 2025

Lecture 8: Sorting as a Subroutine

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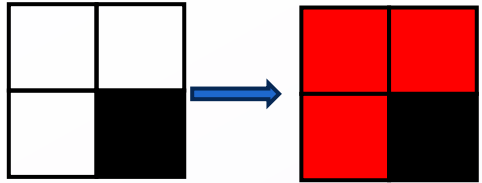
Homeworks

HW 1 feedback released yesterday

HW 2 out, due Friday (today) 11:59pm.

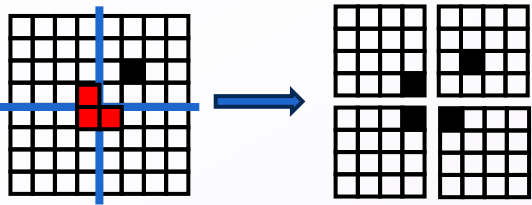
Divide and Conquer Review

Divide and Conquer (Trominoes)



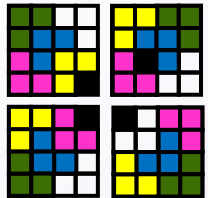
Base Case:

For a 2×2 board, the empty cells will be exactly a tromino



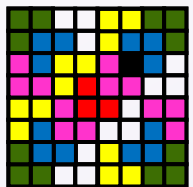
Divide:

Break of the board into quadrants of size $2^{n-1} \times 2^{n-1}$ each
Put a tromino at the intersection such that all quadrants have one occupied cell



Conquer:

Cover each quadrant



Combine:

Reconnect quadrants

Divide and Conquer (Merge Sort)

5

Base Case:

If the list is of length 1 or 0, it's already sorted, so just return it
(Alternative: when length is ≤ 15 , use insertion sort)

5 8 2 9 4 1

Divide:

Split the list into two “sublists” of (roughly) equal length

2 5 8 1 4 9

Conquer:

Sort both lists recursively

2 5 8 1 4 9

Combine:

Merge sorted sublists into one sorted list

1 2 4 5 8 9

Divide and Conquer (Integer Multiplication)

Base Case:

If there is only 1 place value, just multiply them

Divide:

Break the operands into 4 values:

- x_1 is the most significant $\frac{n}{2}$ digits of x
- x_2 is the least significant $\frac{n}{2}$ digits of x
- y_1 is the most significant $\frac{n}{2}$ digits of y
- y_2 is the least significant $\frac{n}{2}$ digits of y

Conquer:

Compute each of x_1y_1 , x_1y_2 , x_2y_1 , and x_2y_2

Combine:

Return $2^n(x_1y_1) + 2^{\frac{n}{2}}(x_1y_2 + x_2y_1) + (x_2y_2)$

$$\begin{array}{r} x_1 \quad x_2 \\ \times y_1 \quad y_2 \\ \hline \end{array}$$

$$\begin{array}{r} x_1y_1 \quad x_1y_2 \quad x_2y_1 \quad x_2y_2 \\ + \quad x_1y_1 \\ + \quad x_1y_2 \\ + \quad x_2y_1 \\ + \quad x_2y_2 \end{array}$$

Divide and Conquer (Karatsuba Method)

Base Case:

If there is only 1 place value, just multiply them

Divide:

Break the operands into 4 values:

- x_1 is the most significant $\frac{n}{2}$ digits of x
- x_2 is the least significant $\frac{n}{2}$ digits of x
- y_1 is the most significant $\frac{n}{2}$ digits of y
- y_2 is the most significant $\frac{n}{2}$ digits of y

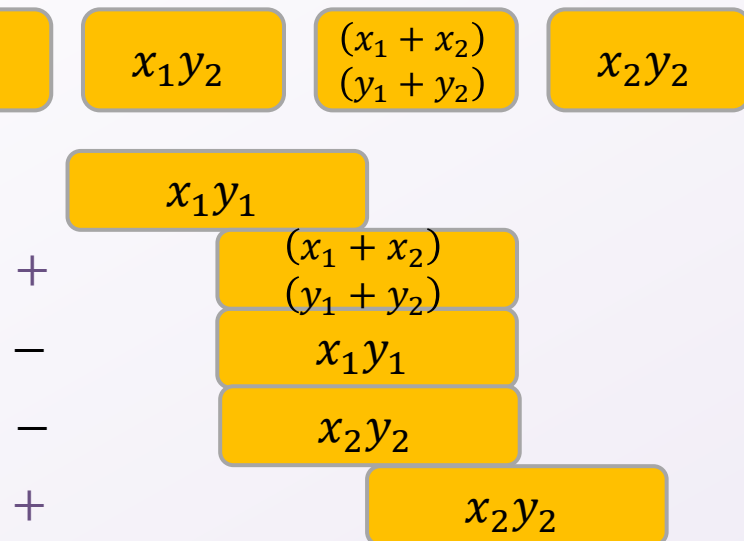
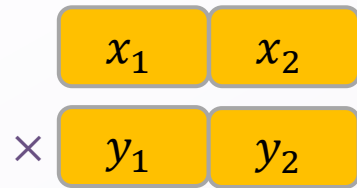
Conquer:

Compute each of x_1y_1 , $(x_1 + x_2)(y_1 + y_2)$, and x_2y_2

Combine:

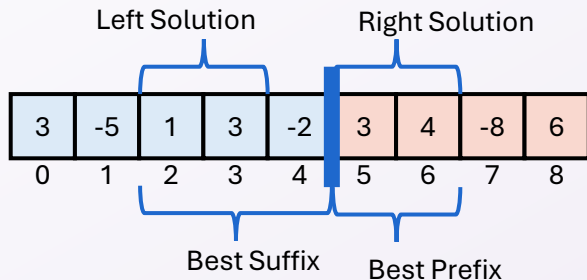
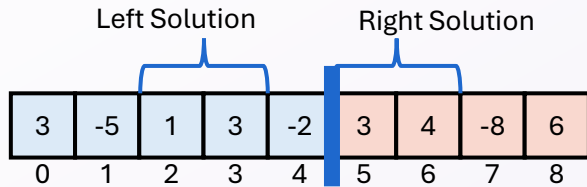
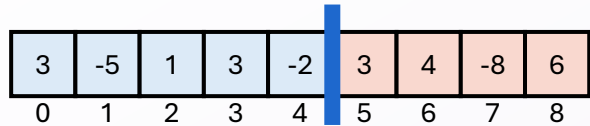
Return

$$2^n(x_1y_1) + 2^{\frac{n}{2}}((x_1 + x_2)(y_1 + y_2) - x_1y_1 - x_2y_2) + (x_2y_2)$$



Maximum Sum Subarray (D&C from reading)

3



Base Case:

If $i = j$ then return $i, i, arr[i]$ as the start, end, sum respectively

Divide:

Split the list into two “sublists” of (roughly) equal length. So the left is i to $\frac{i+j}{2}$ and the right is $\frac{i+j}{2} + 1$ to j

Conquer:

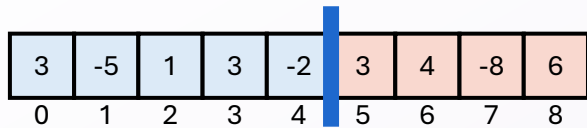
Find the start, end and sum of each subarray. Call these *leftStart*, *leftEnd*, *leftSum*, *rightStart*, *rightEnd*, *rightSum*

Combine:

Find the best suffix of the left subarray and best prefix of the right subarray. Return depending on which of *leftSum*, *rightSum*, and *middleSum* is largest

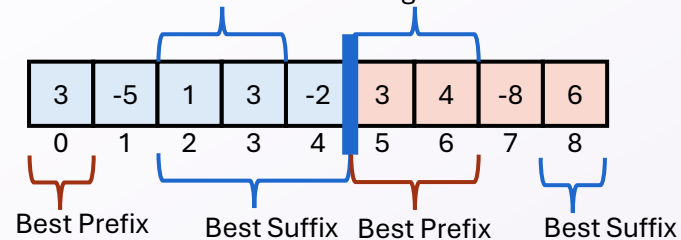
Maximum Sum Subarray (Improved D&C)

3

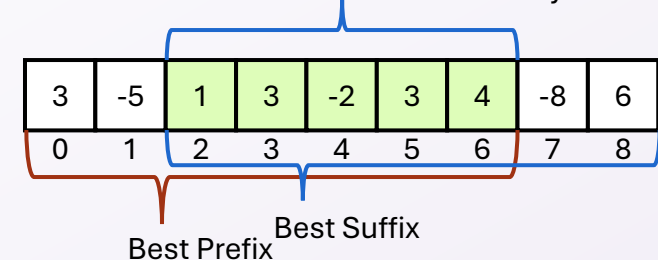


Left Solution

Right Solution



Max Sum Subarray



Base Case:

If $i = j$ then: $\text{start} = i$, $\text{end} = i$, $\text{max sum} = \text{arr}[i]$, $\text{suffix start} = i$, $\text{suffix sum} = \text{arr}[i]$, $\text{prefix start} = i$, $\text{prefix sum} = \text{arr}[i]$, and $\text{total sum} = \text{arr}[i]$

Divide:

Split the list into two “sublists” of (roughly) equal length. So the left is i to $\frac{i+j}{2}$ and the right is $\frac{i+j}{2} + 1$ to j

Conquer:

Find all 8 return values for each half, we'll have a *left* and *right* version of each

Combine:

Use the 16 return values from the conquer step to identify the 8 return values for this step (details on the next slide)

The “Technique of Computing More”

Sometimes, it's helpful to perform more tasks in your combine and conquer algorithm. We'll see 2 examples:

- 1) More tasks give better running time
- 2) More tasks enable correctness

Binary Tree Diameter

Binary Trees – Vocab Review

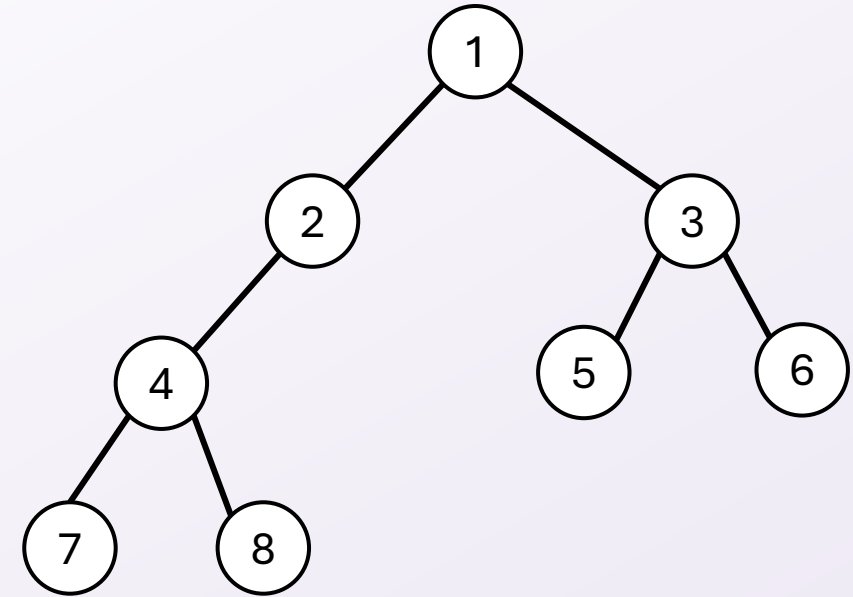
Nodes: Objects in the tree (labelled 1-8 here). They contain a value and may have a link to up to two other nodes

Child Node: a node linked to by some other node, that node is called its “parent”. E.g. 4 is the child of 2

Sibling Nodes: two nodes that share a parent. E.g. 2 and 3 are siblings

Root Node: The unique node which has no parent. Node 1 is the root

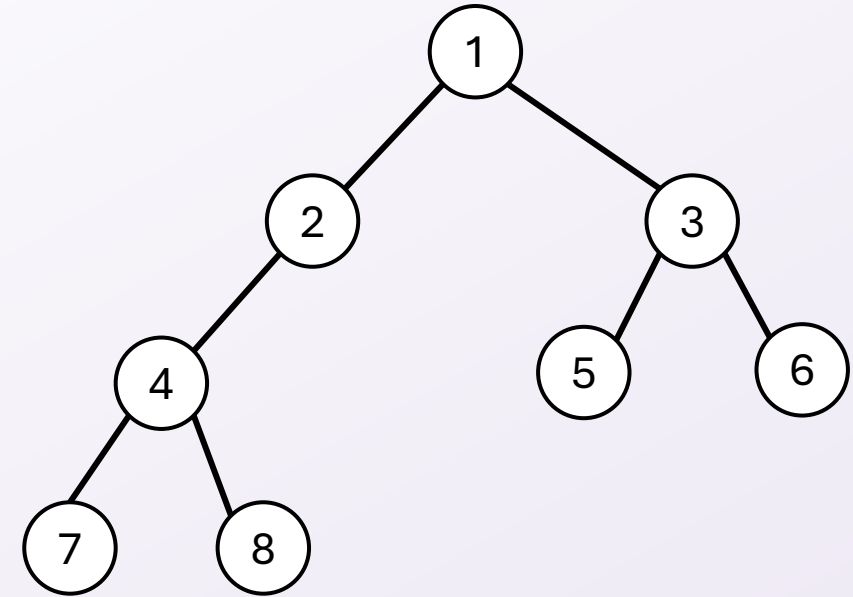
Leaf Nodes: Nodes that have no children. 5,6,7, and 8 here



Binary Tree Height - Definition

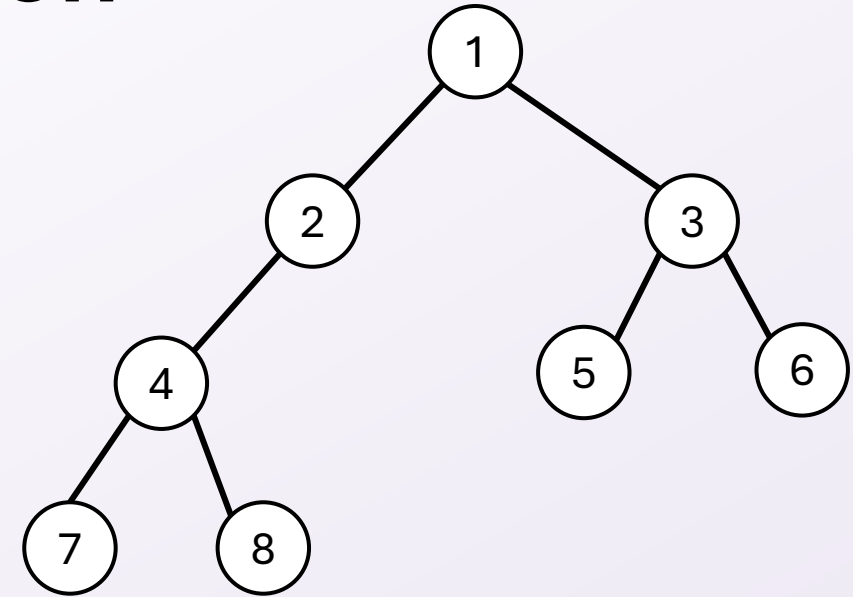
Distance: The distance between two nodes is the number of links you must follow to get from one to the other. E.g. the distance from 2 to 8 is 2, the distance from 2 to 6 is 3.

Height: The height of a binary tree is the largest distance from the root to some leaf. The height of this tree is 3 (1 is 3 away from 7)



Binary Tree Diameter - Definition

Diameter: The maximum distance between two nodes in a binary tree. The diameter of this tree is 5, because 7 is distance 5 from node 6.



Binary Tree Diameter – Incorrect Algorithm

0 (8)

Base Case:

If the current node is a leaf, the diameter is 0

Divide:

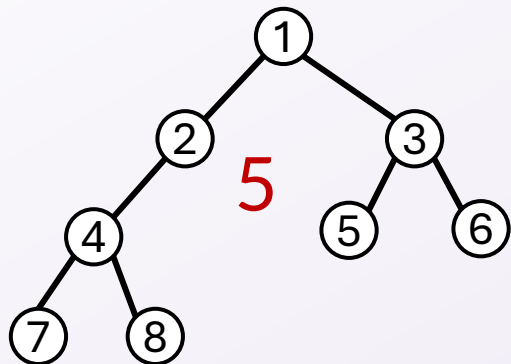
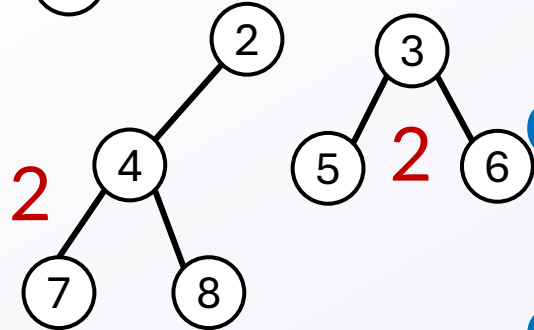
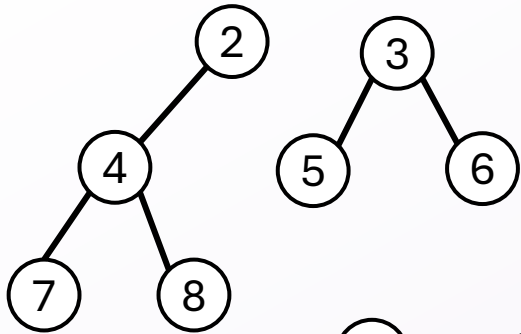
Split the tree into the left subtree and the right subtree

Conquer:

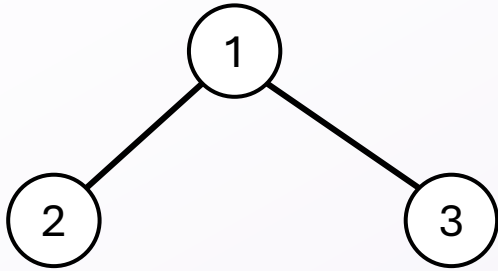
Find the diameter of each subtree

Combine:

Return the diameter of the left subtree + the diameter of the right subtree + 1



Incorrect Algorithm - Counterexample



Diameter of the left subtree: 0

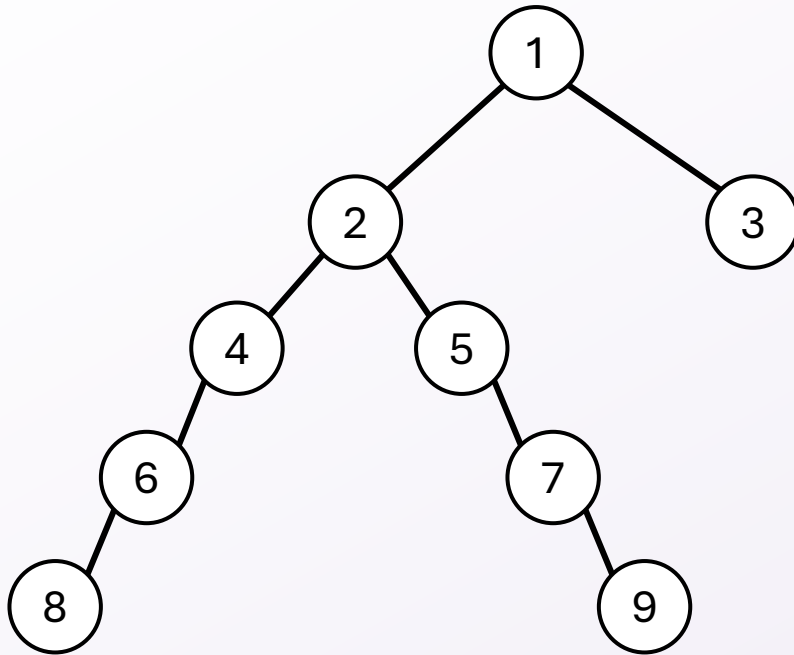
Diameter of the right subtree: 0

Diameter of the whole tree: 2

Diameter ended up being:

the distance to a left leaf + distance to a right leaf

Incorrect Algorithm - Counterexample



Diameter of the left subtree: 6

Diameter of the right subtree: 0

Diameter of the whole tree: 6

Diameter ended up being:
The diameter of a subtree

Binary Tree Diameter – Correct Algorithm

Base Case:

If the node is null the diameter and height are -1.

Divide:

Split the tree into the left subtree and the right subtree

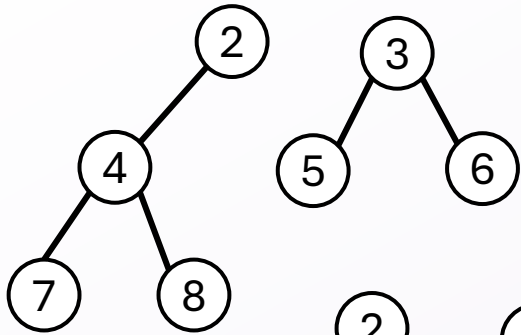
Conquer:

Find the diameter and height of each subtree

Combine:

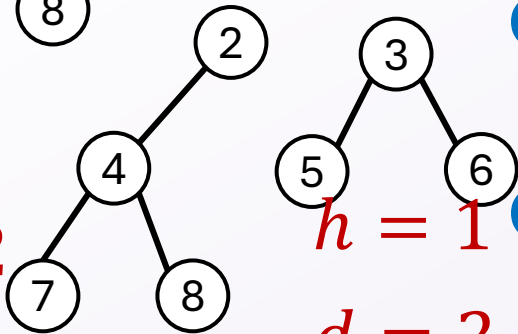
Height = $1 + \max(\text{left height}, \text{right height})$

Diameter = $\max(\text{left diameter}, \text{right diameter}, \text{left height} + \text{right height} + 2)$



$h = 2$

$d = 2$

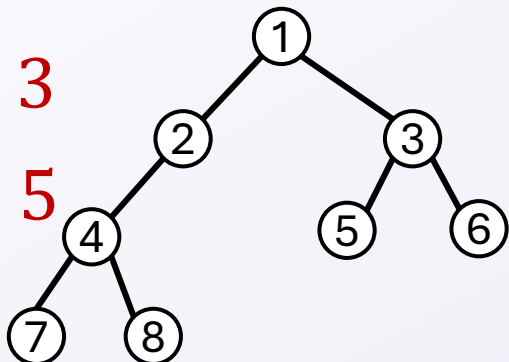


$h = 1$

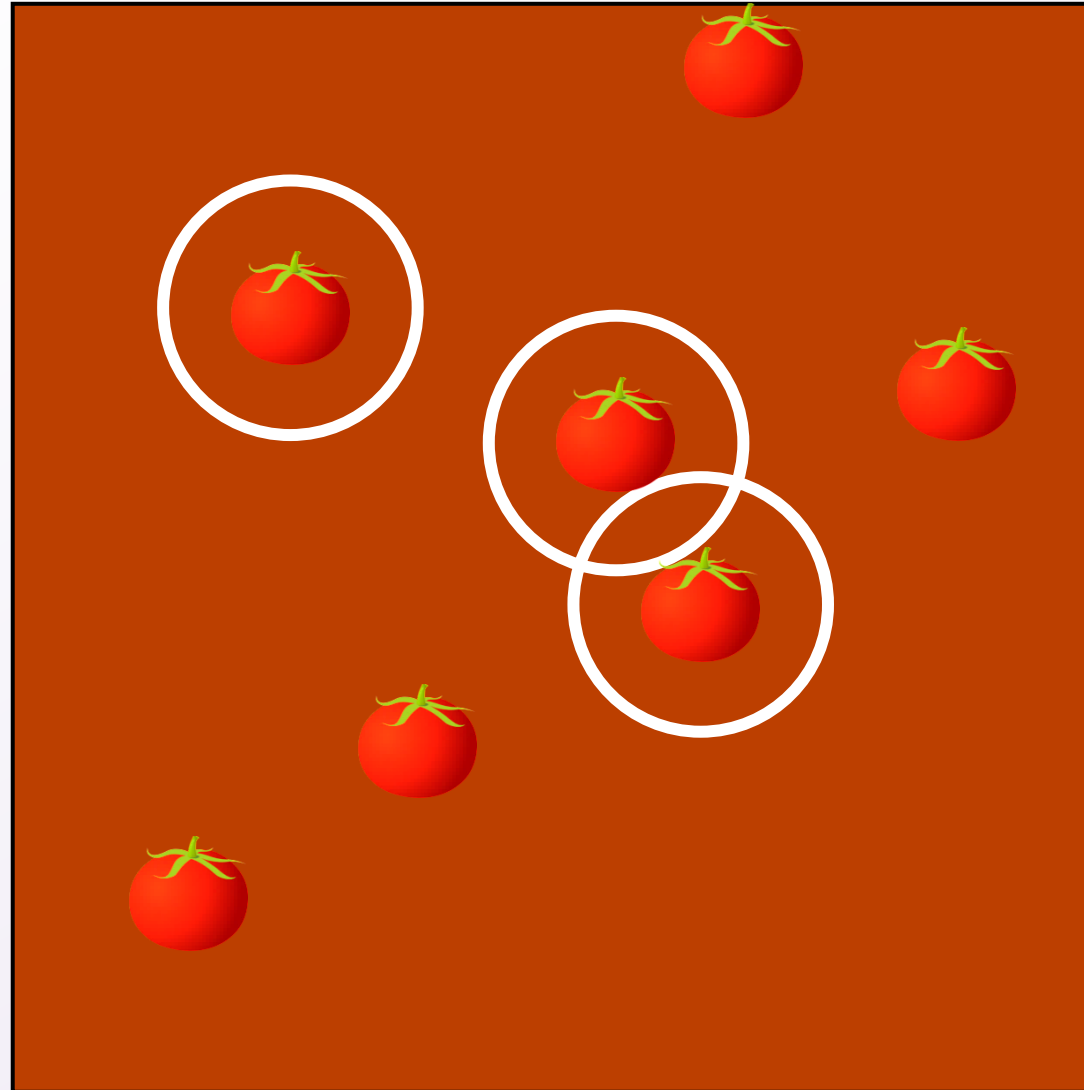
$d = 2$

$h = 3$

$d = 5$



Closest Pair of Tomatoes



Closest Pair of Points

Given:

- A sequence of n points p_1, \dots, p_n with real coordinates in 2 dimensions (\mathbb{R}^2)

Find:

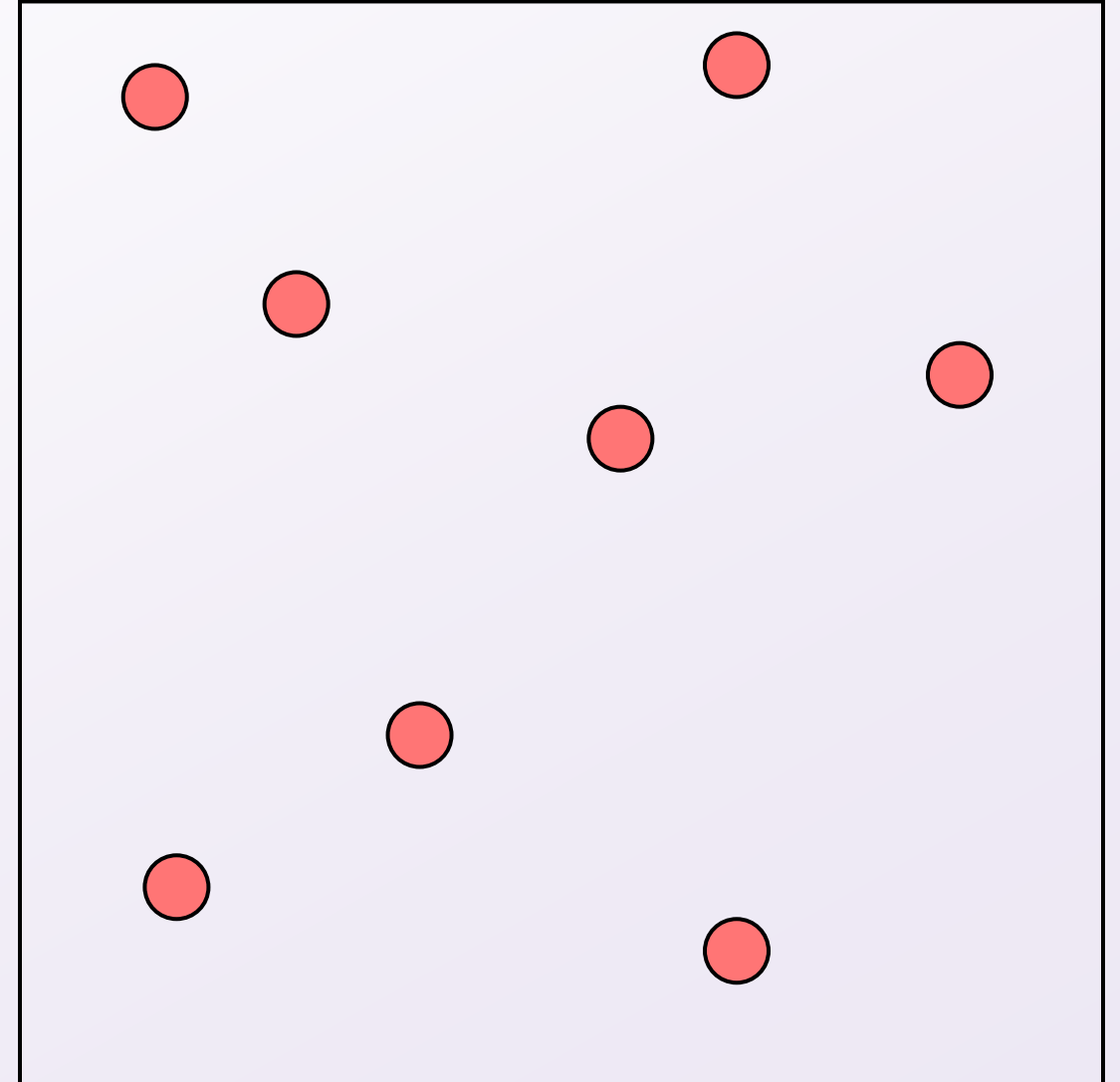
- A pair of points p_i, p_j s.t. the Euclidean distance $d(p_i, p_j)$ is minimized

How about a $\Theta(n^2)$ algorithm?

- Try all possible pairs, keeping the smallest

Our goal:

- Use D&C to create a $\Theta(n \log n)$ algorithm



Closest Pair of Point D&C Idea

To get $\Theta(n \log n)$, we will aim for $T(n) = 2T\left(\frac{n}{2}\right) + n$

Base Case:

If the number of points is small, do use a naïve solution

Divide:

Otherwise partition the points into 2 subsets

Running time “budget” $O(n)$

Conquer:

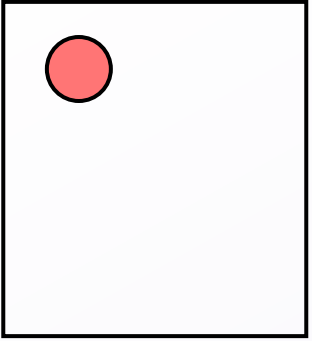
Find the closest pair of points in each subset

Combine:

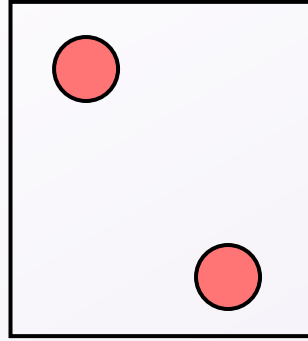
Use those closest pairs of points to find the closest overall

Running time “budget” $O(n)$

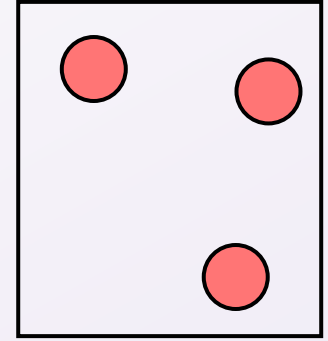
Closest Pair: Base Cases



If $n = 1$
return ∞

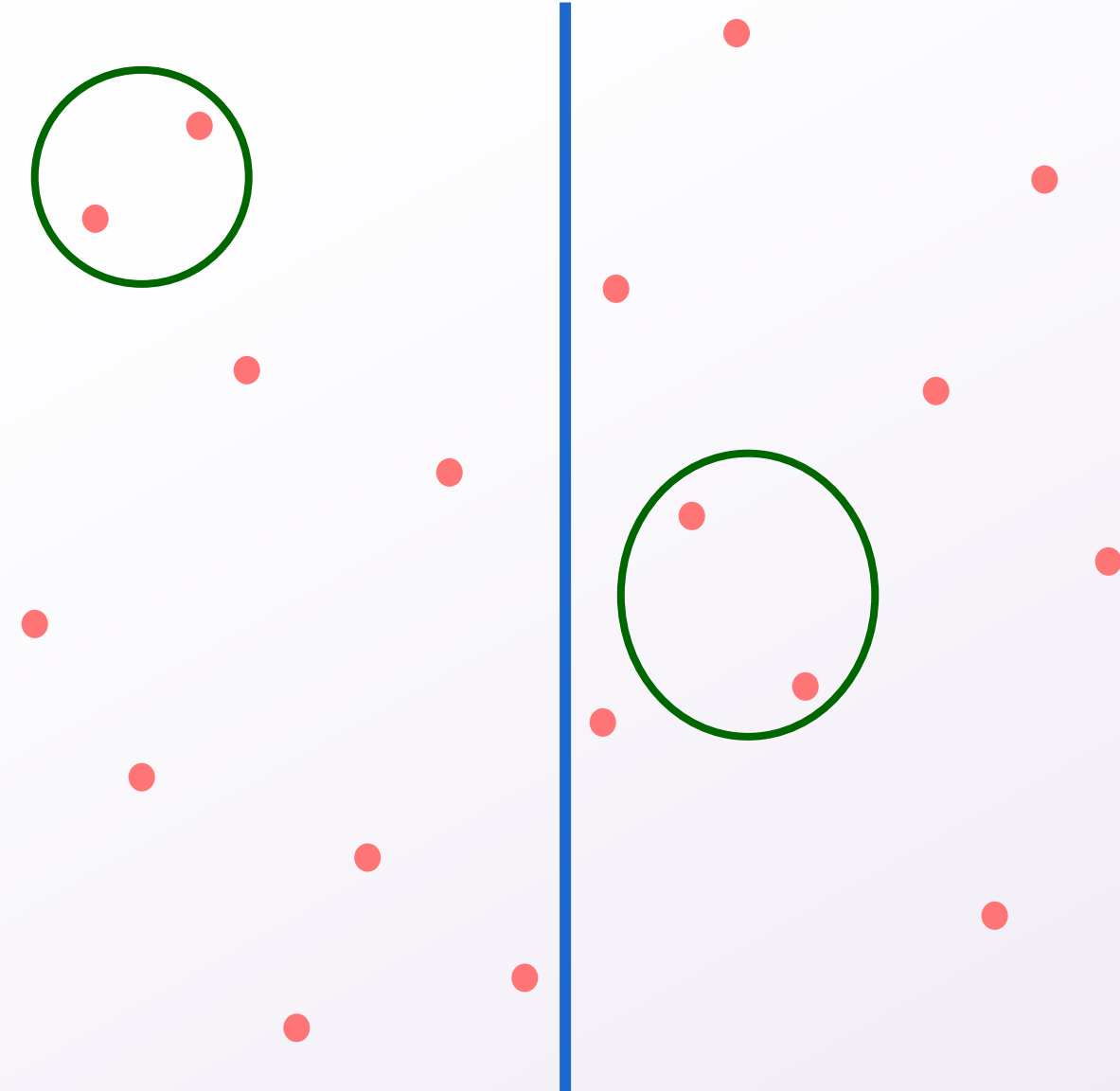


If $n = 2$
return the distance



If $n = 3$
check all 3 pairs
return the closest

Closest Pair: First Idea



Divide:

- Split using **median** x -coordinate
- each subpart has size $n/2$.

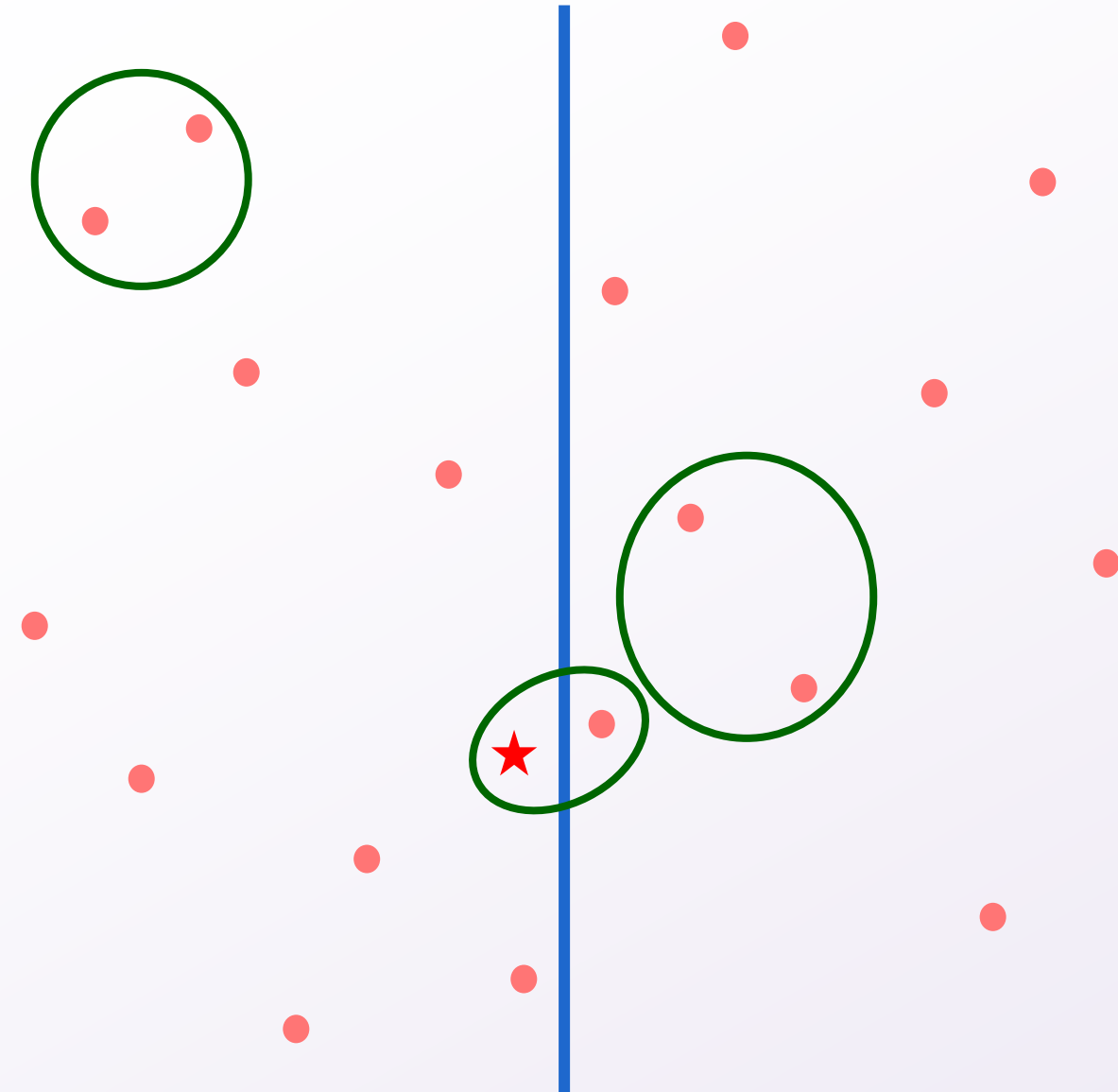
Conquer:

- Solve both size $n/2$ subproblems
- We now have the closest pair from the left and from the right

Combine:

- Return the closer of the left pair and the right pair

Closest Pair: First Idea - Problem



Divide:

- Split using **median** x -coordinate
- each subpart has size $n/2$.

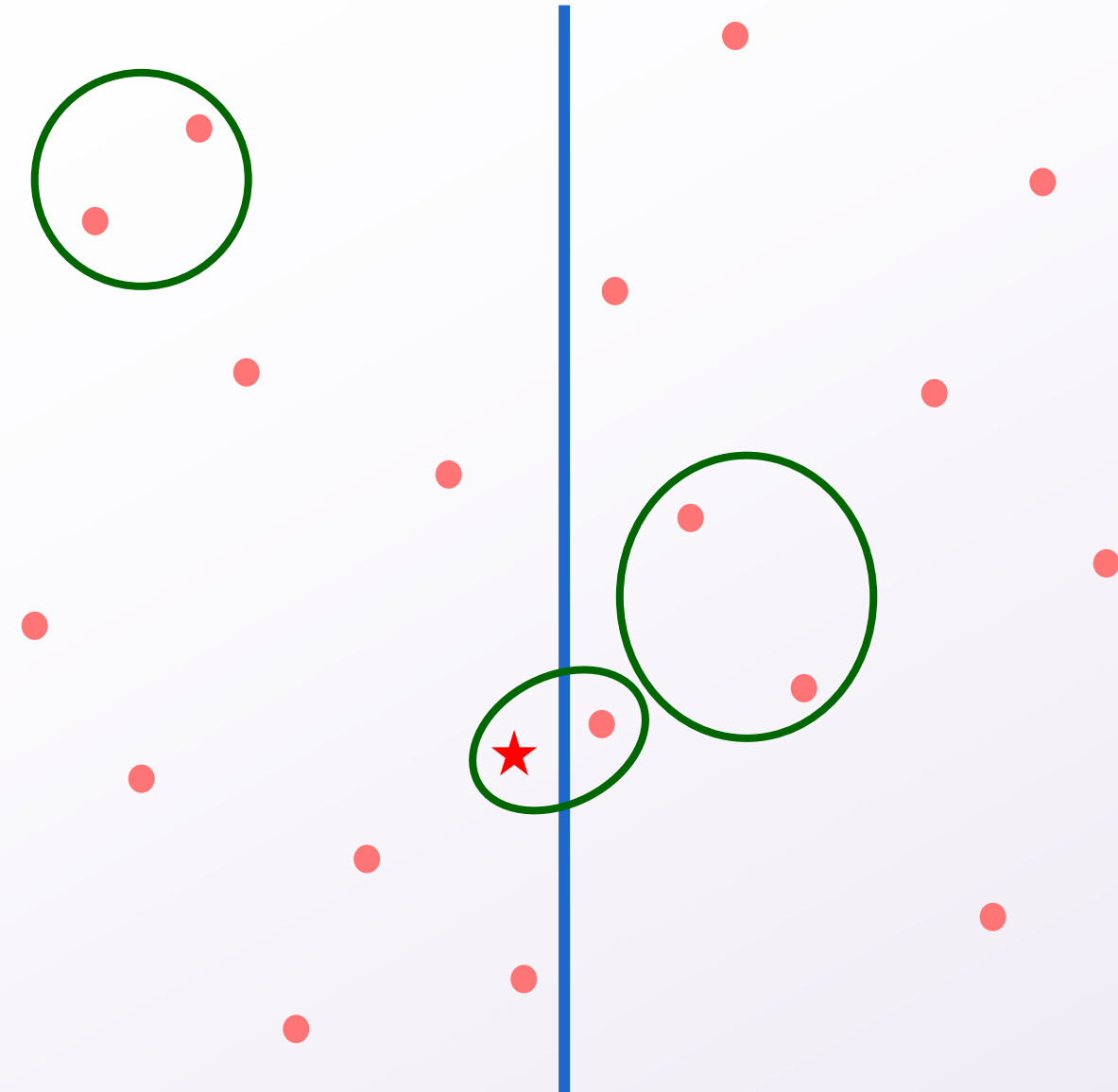
Conquer:

- Solve both size $n/2$ subproblems
- We now have the closest pair from the left and from the right

Combine:

- Find the closest pair crossing the middle
- Return the closest of the left, right, and crossing pairs

Finding the Closest Crossing Pair – 1st Idea



Combine:

- Find the closest pair crossing the middle
- Return the closest of the left, right, and crossing pairs

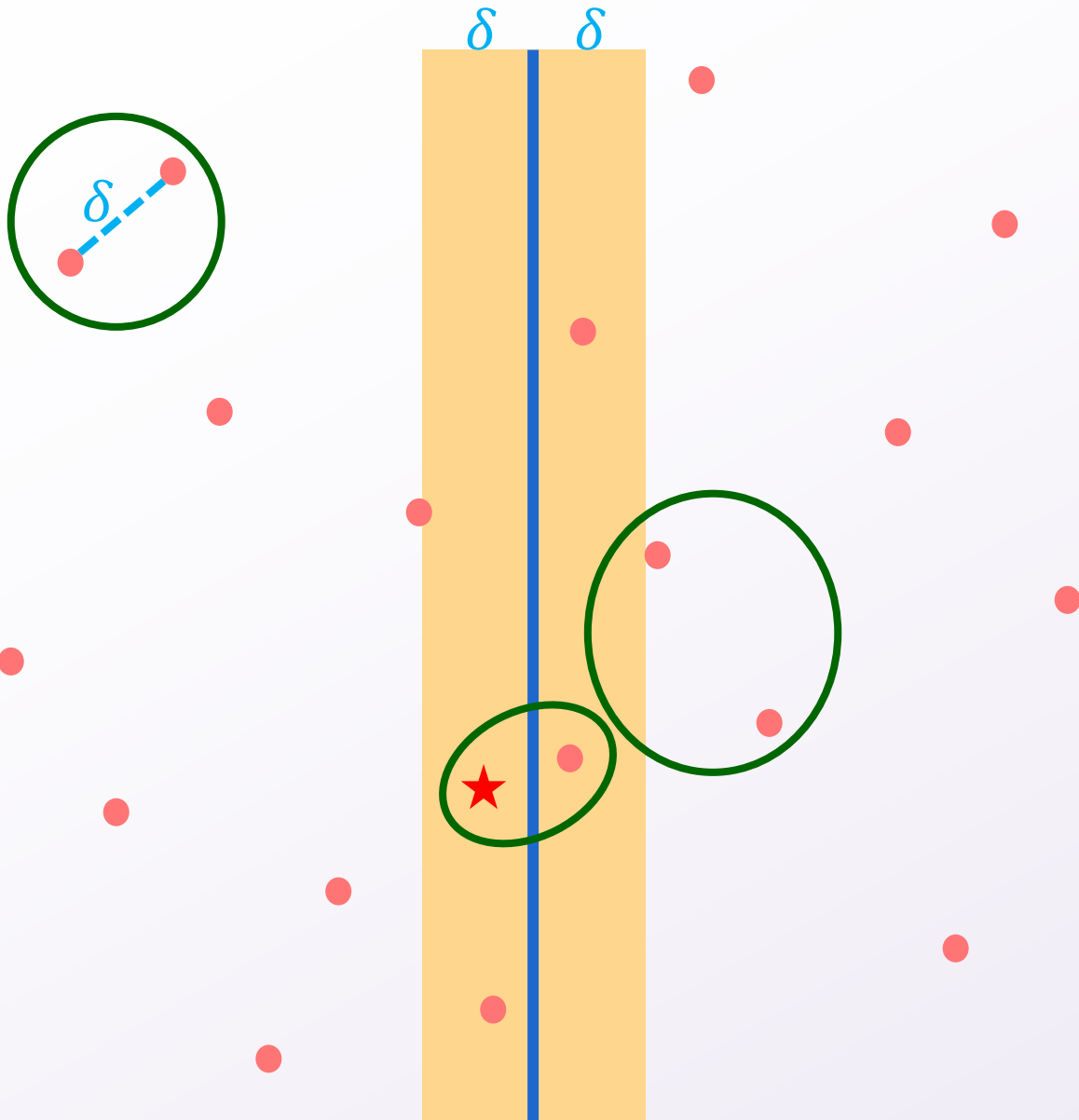
Procedure:

- For each point on the left, find its closest point on the right
- Save the closest seen as the crossing pair

Problem?

Running time is $\left(\frac{n}{2}\right)^2$

Finding the Closest Crossing Pair – 2nd Idea



Combine:

- Find the closest pair crossing the middle
- Return the closest of the left, right, and crossing pairs

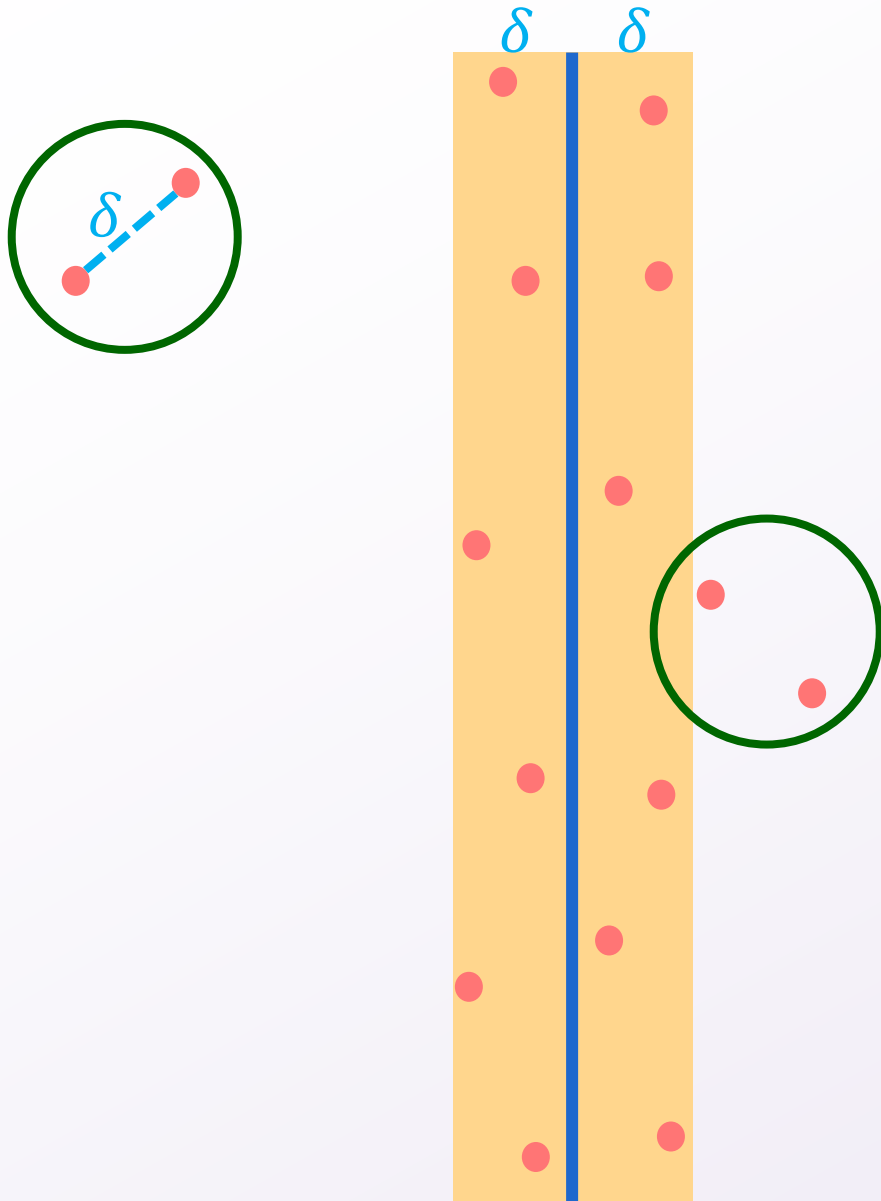
Observation:

- We only care about crossing pairs that might be closer than left and right
- Ignore points too far from the divide

Procedure:

- Let δ be the closest distance from left and right
- For each point on the left that's within δ of the divide, find its closest match from among points within δ on the right

Problem with the 2nd Idea



Combine:

- Find the closest pair crossing the middle
- Return the closest of the left, right, and crossing pairs

Observation:

- We only care about crossing pairs that might be closer than left and right
- Ignore points too far from the divide

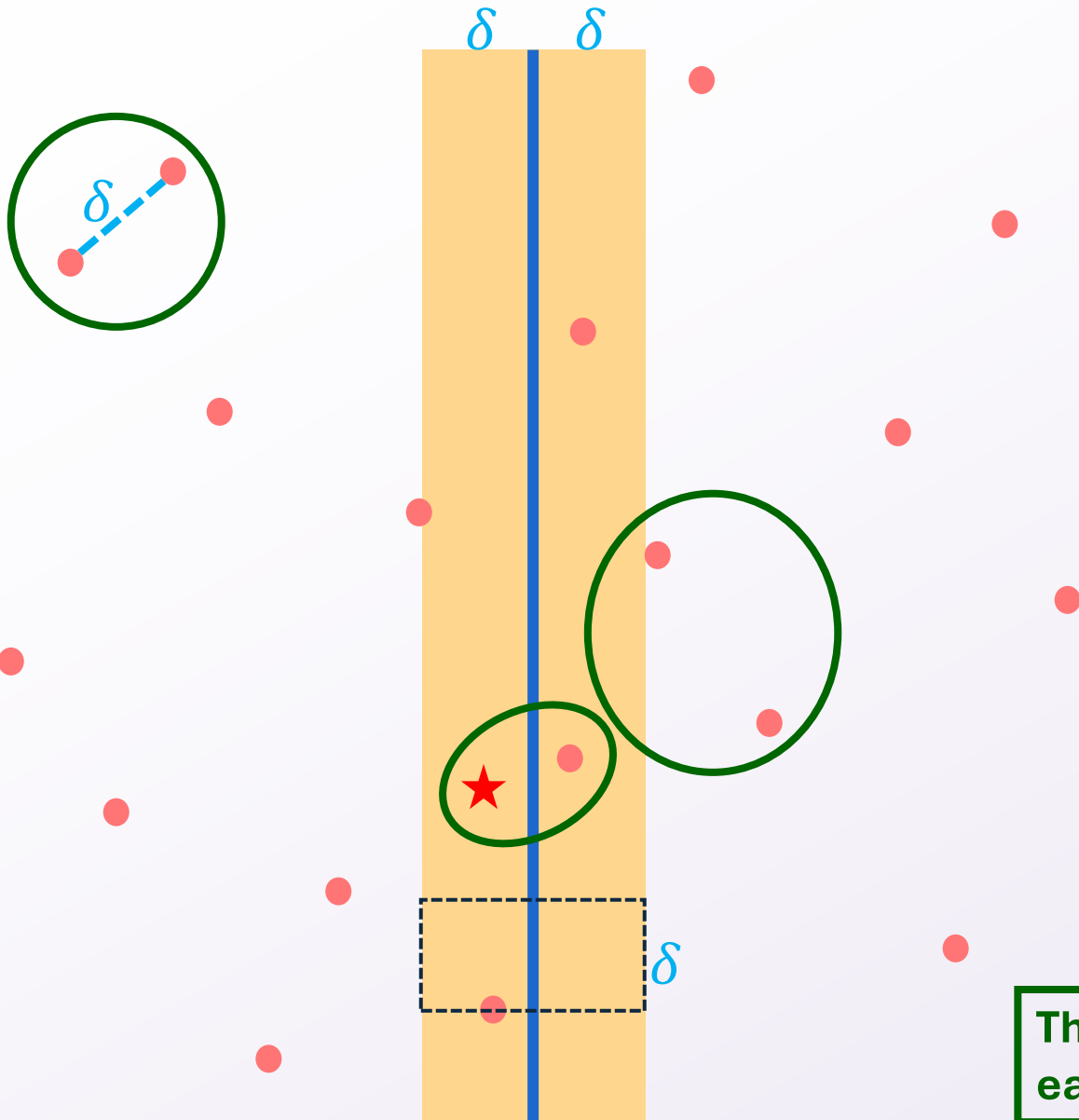
Problem:

- We could still exceed our budget!

Solution:

- Re-apply the observation vertically!
- We only need to consider points within δ above the current point as well!

Finding the Closest Crossing Pair – 3rd Idea



Combine:

- Find the closest pair crossing the middle
- Return the closest of the left, right, and crossing pairs

Procedure:

- Let δ be the closest distance from left and right
- From bottom to top, for each point p_l on the left that's within δ of the divide on the left:
 - compare it to each point on the right that is within δ of the divide and no more than δ above p_l

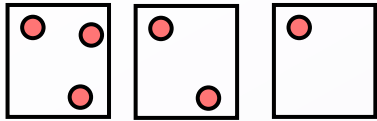
This will only fit within our budget if we compare each p_l to a constant number of other points

Divide and Conquer (Closest Pair of Points)

Preprocessing:

Sort the points by x coordinate (call this list L_x)

Make a copy of the points and sort by y coordinate (call this list L_y)



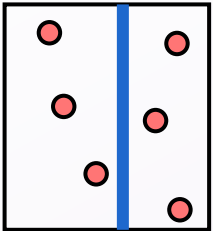
Base Case:

If there's 1 point then return ∞ , If there's 2 or 3 points, solve naively

Divide:

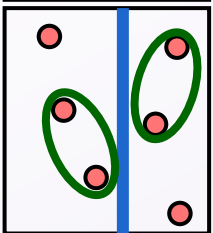
Find the median x coordinate

Partition L_x and L_y into the points on the left vs. right of the median



Conquer:

Recursively find the closest pair from among the left and right of the median



Combine:

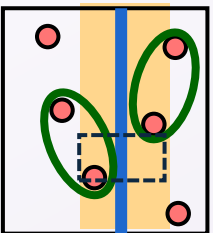
Let δ be the closest from the left and the right solutions

Filter L_y to include only the points within δ of the median x

For each point p still in L_y :

- For each point within δ of p vertically:
 - Compare p with that point and save if the distance is less than δ

Return minimum of the saved pair and the one used for δ

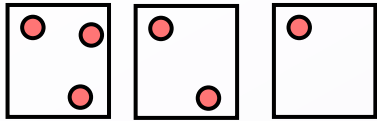


Surprisingly, This works!

Preprocessing:

Sort the points by x coordinate (call this list L_x)

Make a copy of the points and sort by y coordinate (call this list L_y)



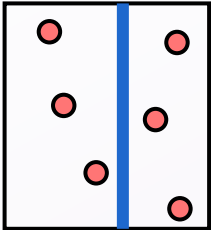
Base Case:

If there's 1 point then return ∞ , If there's 2 or 3 points, solve naively

Divide:

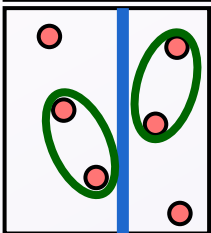
Find the median x coordinate

Partition L_x and L_y into the points on the left vs. right of the median



Conquer:

Recursively find the closest pair from among the left and right of the median



Combine:

Let δ be the closest from the left and the right solutions

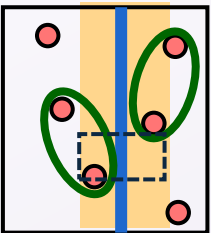
Filter L_y to include only the points within δ of the median x

For each point p still in L_y :

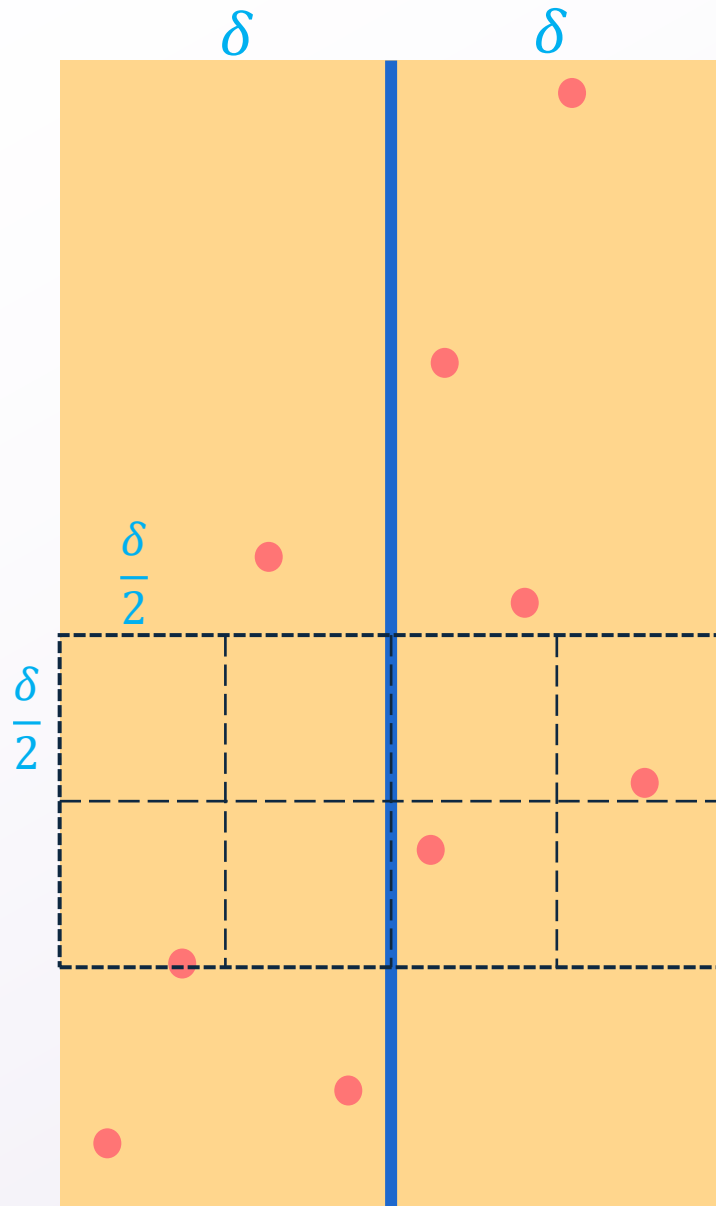
- **For the next 7 points vertically:**

- Compare p with that point and save if the distance is less than δ

Return minimum of the saved pair and the one used for δ



Why is 7 enough?

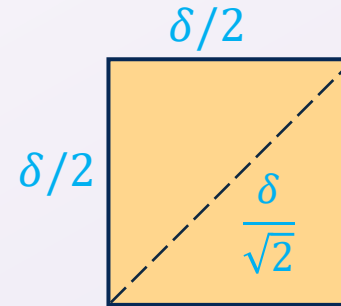


Claim:

- For any point p in the “strip”, the 8th point above it is guaranteed to be more than δ away.

Proof:

- Consider a grid of $\frac{\delta}{2} \times \frac{\delta}{2}$ squares starting from p
- Any two points within the same square are at most $\frac{\delta}{\sqrt{2}}$ apart.



- Because $\sqrt{2} > 1$, we know that $\frac{\delta}{\sqrt{2}} < \delta$
- Therefore, there is at most one point per square
- Besides the one which contains p there are only 7 other squares within range δ

Full Algorithm

ClosestPair(L):

$L_x = L$ sorted by x coordinate

$L_y = L$ sorted by y coordinate

return ClosestPairRec(L_x, L_y)

ClosestPairRec(L_x, L_y):

Base cases omitted

m = median x coordinate

P_{x1} = the points from L_x to the left of the median

P_{y1} = the points from L_y to the left of the median

P_{x2} = the points from L_x to the right of the median

P_{y2} = the points from L_y to the right of the median

a_1 = ClosestPairRec(P_{x1}, P_{y1})

a_2 = ClosestPairRec(P_{x2}, P_{y2})

a = closer of a_1 and a_2

δ = distance(a)

for each p in L_y :

if p 's x coordinate is more than δ from m :

remove p from L_y

for each p in L_y :

for each of the next 7 points q in L_y :

if distance(p, q):

$a = (p, q)$

return a