Design and Analysis of Algorithms (UE17CS251)

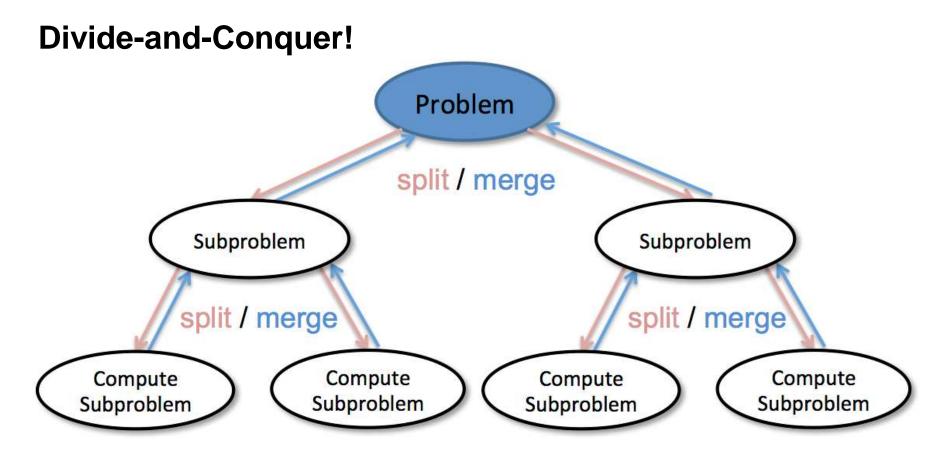
Unit II - Divide and Conquer

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Divide-and-Conquer!





It is a well-known algorithm design technique:

- 1. Divide instance of a problem into two or more smaller instances.
- 2. Solve the smaller instances of the same problem.
- 3. Obtain a solution to the original instance by combining the solutions of the smaller instances.

Q: Write an algorithm to find the sum of an array of n numbers using **Brute Force** approach.

```
Algorithm Sum(A[0..n-1])
```

```
//Sum of the numbers in an array
//Input: Array A having n numbers
//Output: Sum of n numbers in the array A
...
```

Q: Write an algorithm to find the sum of an array of n numbers using **Brute Force** approach.

 $T(n) = n \in \Theta(n)$

Q: Write an algorithm to find the sum of an array of n numbers using **Divide-and-Conquer** approach.

```
Algorithm Sum(A[0..n-1])
//Sum of the numbers in an array
//Input: Array A having n numbers
//Output: Sum of n numbers in the array A
```

Q: Write an algorithm to find the sum of an array of n numbers using **Divide-and-Conquer** approach.

```
Algorithm Sum(A[0..n-1])
//Sum of the numbers in an array
//Input: Array A having n numbers
//Output: Sum of n numbers in the array A
     if (n = 0)
           return 0
     if (n = 1)
           return A[0]
               Sum(A[0..|(n-1)/2|]) +
     return
                     Sum(A[|(n-1)/2|+1..n-1])
T(n) = 2T(n/2) + 1, T(1) = 1
     =2n-1\in\Theta(n)
```

Q: Write an algorithm to find the sum of an array of n numbers using **Decrease-and-Conquer** approach.

```
Algorithm Sum(A[0..n-1])
//Sum of the numbers in an array
//Input: Array A having n numbers
//Output: Sum of n numbers in the array A
     if (n = 0)
           return 0
     return Sum (A[0..(n-2)]) + A[n-1]
T(n) = T(n-1) + 1, T(1) = 1
     = n \in \Theta(n)
```

This approach is called as **Decrease-and-Conquer**. It resonates more with the Math Induction.

Brute Force:

- \circ Sum(A[0..n-1]) = A[0] + A[1] + ... + A[n-1]
- \circ T(n) $\in \Theta$ (n)

Divide-and-Conquer:

- \circ Sum(A[0..n-1]) = Sum(A[0..n/2-1]) + Sum(A[n/2..n-1])
- C(n) = 2C(n/2) + 1, C(1) = 1 $T(n) \in \Theta(n)$

Decrease-and-Conquer:

- \circ Sum(A[0..n-1]) = Sum(A[0..n-2]) + A[n-1]
- C(n) = C(n-1) + 1, C(1) = 1 $T(n) \in \Theta(n)$

Finding **a**ⁿ using **Brute Force** approach.

```
Algorithm Power(a, n)
//Input: a ∈ R and n ∈ I<sup>+</sup>
//Output: a<sup>n</sup>
...
```

Finding **a**ⁿ using **Brute Force** approach.

```
Algorithm Power(a, n)
//Computes a^n = a*a*...a (n times)
//Input: a \in \mathbf{R} and n \in \mathbf{I}^+
//Output: a<sup>n</sup>
       p ← 1
       for i 

1 to n
            p \leftarrow p * a
       return p
C(n) = n
T(n) \in \Theta(n)
```

Finding **a**ⁿ using **Divide-and-Conquer** approach.

```
Algorithm Power(a, n)
//Input: a ∈ R and n ∈ I<sup>+</sup>
//Output: a<sup>n</sup>
...
```

Finding **a**ⁿ using **Divide-and-Conquer** approach.

```
Algorithm Power(a, n)
//Computes a^n = a^{\lfloor n/2 \rfloor} * a^{\lceil n/2 \rceil}
//Input: a \in \mathbf{R} and n \in \mathbf{I}^+
//Output: a<sup>n</sup>
        if (n = 0) return 1
        if (n = 1) return a
        return Power(a, \lfloor n/2 \rfloor) * Power(a, \lfloor n/2 \rfloor)
C(n) = 2C(n/2) + 1
T(n) \in \Theta(n)
```

Finding **a**ⁿ using **Decrease-and-Conquer** approach.

```
Algorithm Power(a, n)
//Input: a ∈ R and n ∈ I<sup>+</sup>
//Output: a<sup>n</sup>
...
```

Finding **a**ⁿ using **Decrease-and-Conquer** approach.

```
Algorithm Power(a, n)
//Computes a<sup>n</sup> = a<sup>n-1</sup> * a
//Input: a ∈ R and n ∈ I<sup>+</sup>
//Output: a<sup>n</sup>
    if (n = 0) return 1
    return Power(a, n-1) * a
C(n) = C(n-1) + 1
T(n) ∈ Θ(n)
```

Finding **a**ⁿ using **Decrease-by-a-constant-factor-and- Conquer** approach.

```
Algorithm Power(a, n)
//Computes an = (a[n/2]) 2 * an mod 2
//Input: a ∈ R and n ∈ I+
//Output: an
    if (n = 0) return 1
        p ← Power(a, [n/2])
        p ← p * p
        if (n is odd) p ← p * a
        return p
```

What is its time complexity? C(n) = ... $T(n) \in \Theta(...)$ Finding **a**ⁿ using **Decrease-by-a-constant-factor-and- Conquer** approach.

```
Algorithm Power(a, n)
//\text{Computes } a^n = (a^{\lfloor n/2 \rfloor})^2 * a^{n \mod 2}
//Input: a \in \mathbf{R} and n \in \mathbf{I}^+
//Output: a<sup>n</sup>
        if (n = 0) return 1
        p \leftarrow Power(a, |n/2|)
        p \leftarrow p \star p
        if (n is odd) p \leftarrow p * a
    return p
C(n) = C(n/2) + 2
T(n) \in \Theta(\log n)
```

Finding an using different approaches.

Brute-Force approach in Θ(n)

$$\circ$$
 $a^n = a * a * ... a (n times)$

Divide-and-Conquer approach in Θ(n)

$$\circ a^{n} = a^{[n/2]} * a^{[n/2]}$$

Decrease-by-a-constant-and-Conquer in Θ(n)

$$\circ$$
 $\mathbf{a}^{n} = \mathbf{a}^{n-1} * \mathbf{a}$

Decrease-by-a-constant-factor-and-Conquer in Θ(log n)

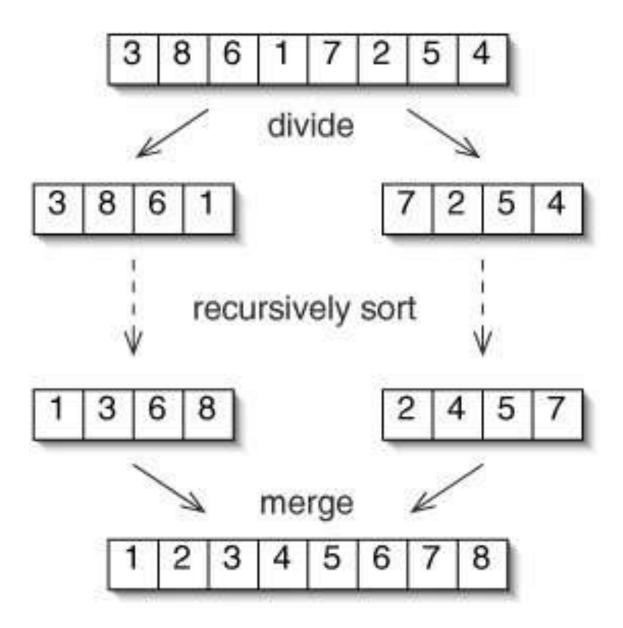
$$\circ a^{n} = (a^{[n/2]})^{2} * a^{n \mod 2}, a^{0} = 1$$

 \circ $a^n = (a^{n/2})^2$ when n is even $a^n = a*(a^{(n-1)/2})^2$ when n is odd and $a^0 = 1$

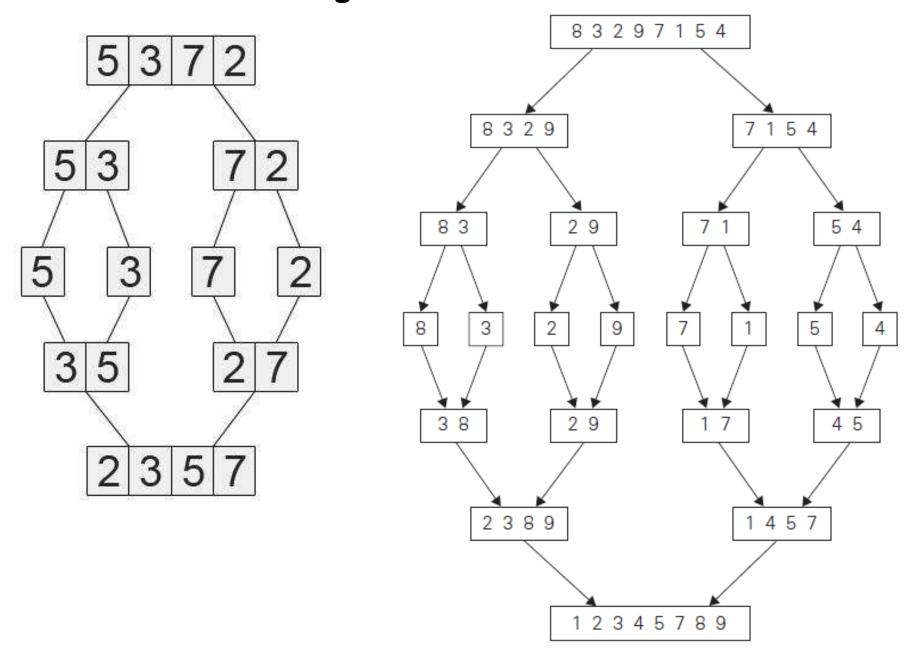
Divide-and-Conquer Examples:

- Sorting: Mergesort and Quicksort
- Search: Binary search
- Multiplication of large integers
- Matrix multiplication: Strassen's algorithm
- Binary tree traversals

Idea of Merge Sort



Recursion tree of Merge Sort



```
Algorithm MergeSort(A[0..n-1])
//Sorts array A[0..n-1] by recursive Merge Sort
//Procedure Merge(A[0..n-1], m) merges two
// sorted subarrays A[0..m-1] and A[m..n-1]
// into a sorted array A[0..n-1].
    if (n \leq 1) return
    m = |n/2|
    MergeSort(A[0..m-1])
    MergeSort(A[m..n-1])
    Merge (A[0..n-1], m)
```

Merge two sorted arrays into a sorted array:

Array1	Array2	Merged	
01	02		01
05	03		02
06	04		03
	07		04
	80		05
	09		06
			07
			80
			09

Two sorted arrays concatenated:

01, **05**, **06**, **02**, **03**, **04**, **07**, **08**, **09**

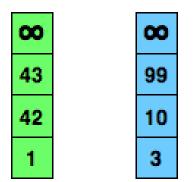
After merging: 01, 02, 03, 04, 05, 06, 07, 08, 09

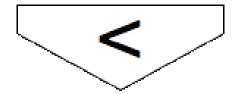
Example for merging two sorted arrays:

List1: 2, 4, 5, 6, 8, 9

List2: 1, 3, 7

Merged: 1, 2, 3, 4, 5, 6, 7, 8, 9





```
Algorithm Merge (A[0..n-1], m)
//Merges two sorted arrays A[0..m-1] and A[m..n-1] into
//the sorted array A[0..n-1]
      i \leftarrow 0, j \leftarrow m, k \leftarrow 0
      while (i < m \text{ and } j < n) do
             if(A[i] \le A[j]) B[k] \leftarrow A[i]; i \leftarrow i+1
             else B[k] \leftarrow A[j]; j \leftarrow j+1
             k \leftarrow k+1
      if (j = n) Copy A[i..m-1] to B[k..n-1]
      else Copy A[j..n-1] to B[k..n-1]
   Copy B[0..n-1] to A[0..n-1]
```

Analysis?

```
Algorithm Merge (A[0..n-1], m)
//Merges two sorted arrays A[0..m-1] and A[m..n-1] into
//the sorted array A[0..n-1]
      i \leftarrow 0, j \leftarrow m, k \leftarrow 0
      while (i < m and j < n) do
             if(A[i] \le A[i]) B[k] \leftarrow A[i]; i \leftarrow i+1
             else B[k] \leftarrow A[j]; j \leftarrow j+1
             k \leftarrow k+1
      if (j = n) Copy A[i..m-1] to B[k..n-1]
      else Copy A[j..n-1] to B[k..n-1]
   Copy B[0..n-1] to A[0..n-1]
```

Input Size: n

Basic Operation: Increment operation $k \leftarrow k+1$ $C(n) = n \in \Theta(n)$

Analysis of Mergesort

```
Algorithm MergeSort(A[0..n-1])
//Sorts array A[0..n-1] by recursive Merge Sort
//Procedure Merge(A[0..n-1], m) merges two
// sorted subarrays A[0..m-1] and A[m..n-1]
// into a sorted array A[0..n-1].
     if (n \le 1) return
     m = |n/2|
     MergeSort(A[0..m-1])
     MergeSort(A[m..n-1])
     Merge (A[0..n-1], m)
```

Algorithm: MergeSort(A[0..n-1])
Input Size: n

Basic Operation: Basic operation in Merge ()

C(n) = cn + 2 * C(n / 2), C(1) = 0, when **cn** is the basic operation count of **Merge()** with input size **n**.

C(n) =
$$2 \text{ C}(n / 2) + \text{cn}$$
, C(1) = 0
= $2 * [2 \text{ C}(n/4) + \text{cn}/2] + \text{cn}$
= $4 * \text{C}(n/4) + \text{cn} + \text{cn}$
= $4 * [2 \text{ C}(n/8) + \text{cn}/4] + 2*\text{cn}$
= $2^3 \text{ C}(n/2^3) + 3*\text{cn}$
= $2^i * \text{C}(n/2^i) + i*\text{cn}$
C(n/2ⁱ) is C(1) when $n/2^i = 1 \Rightarrow n = 2^i \Rightarrow i = \log_2 n$
C(n) = $n * \text{C}(1) + (\log_2 n)*\text{cn}$
= $\text{cn} * \log_2 n \in \Theta(n \log n)$

Algorithm: MergeSort(A[0..n-1])

Input Size: n

Basic Operation: ...

C(n) = 2 * C(n/2) + cn + 1, C(1) = 1, when cn is the basic operation count of **Merge()** with input size n.

$$C(n) = 2 C(n/2) + cn + 1, C(1) = 0$$

$$= 2 * [2 C(n/4) + cn/2 + 1] + cn + 1$$

$$= 4 * C(n/4) + cn + cn + 2 + 1$$

$$= 4 * [2 C(n/8) + cn/4 + 1] + 2*cn + 2 + 1$$

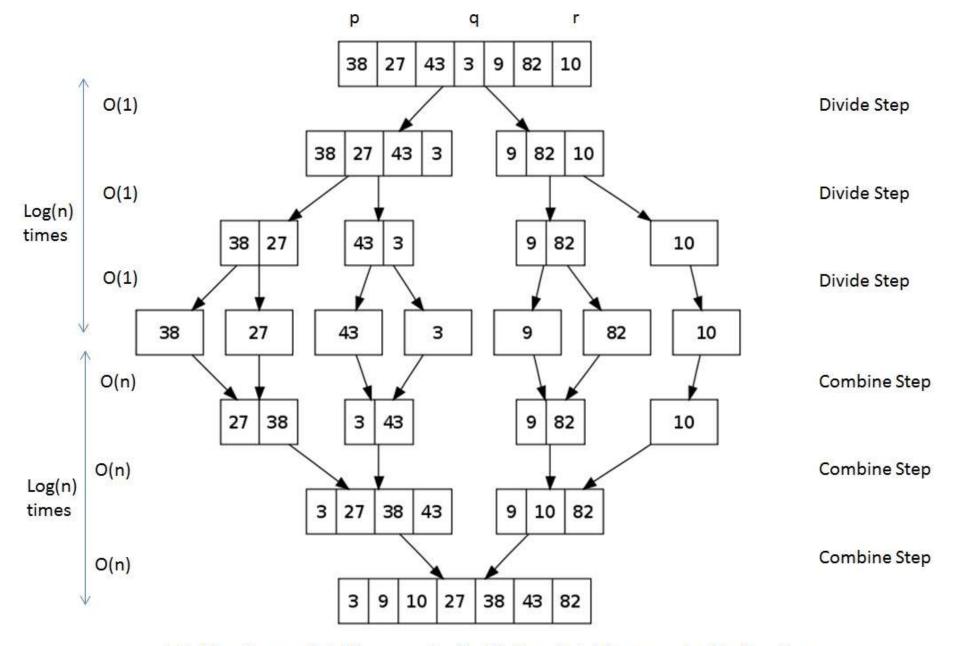
$$= 2^3 C(n/2^3) + 3*cn + (2^3 - 1)$$

$$= 2^i * C(n/2^i) + i*cn + (2^i - 1)$$

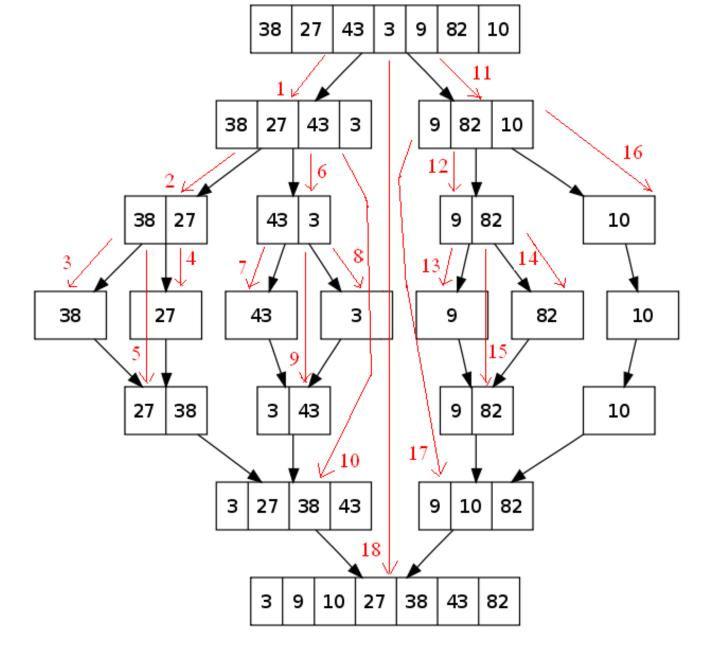
$$C(n/2^i) \text{ is } C(1) \text{ when } n/2^i = 1 \Rightarrow n = 2^i \Rightarrow i = \log_2 n$$

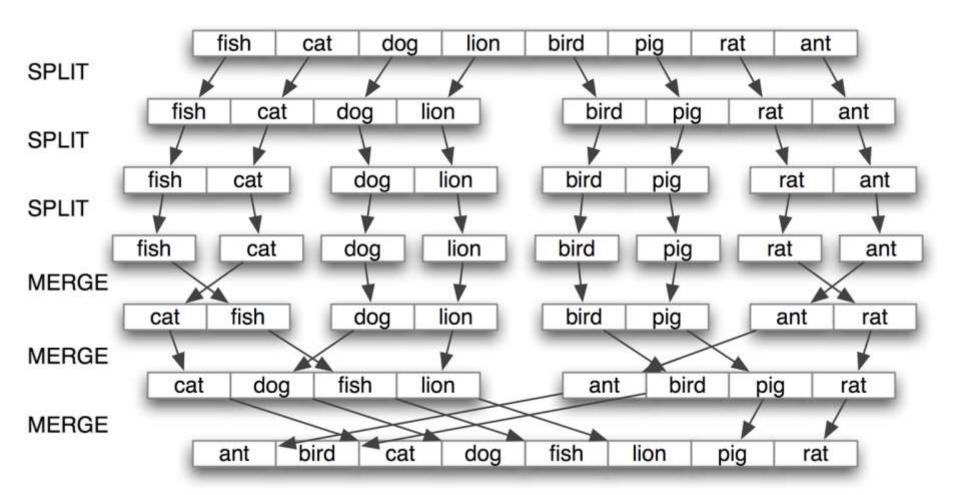
$$C(n) = n * C(1) + (\log_2 n)*cn + (n - 1)$$

$$= 2n - 1 + cn * \log_2 n \in \Theta(n \log n)$$

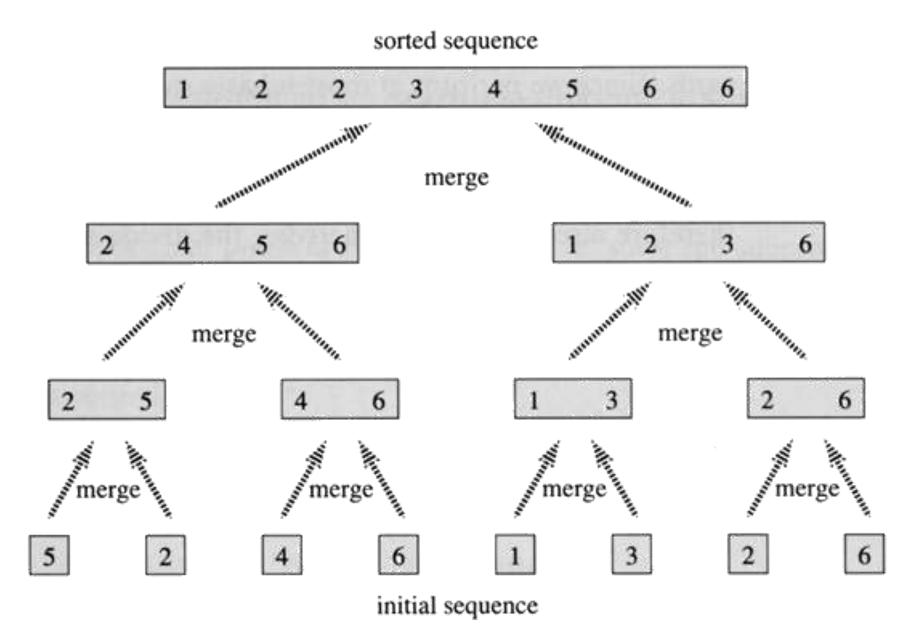


Total Runtime = Total time required in Divide + Total time required in Combine = 1 * Log(n) + n * Log(n) = n Log(n).





Non-recursive (Bottom-up) Mergesort:



Mergesort:

- Input size n being not a power of 2?
- Scope for parallelism in this algo?
- What's the basic operation in Merge Sort for Time Complexity analysis?
- Is Mergesort an in-place sorting algo?
- Is Mergesort a stable sorting algo?
- Implementation of Mergesort in iterative bottom-up approach skipping the divide stage.
- How far Mergesort is from the theoretical limit of any comparison-based sorting algos?

Problem:

Partition an array into two parts where the left part has elements ≤ pivot element and the right part has the elements ≥ pivot element.

Eg: 35 33 42 10 14 19 27 44 26 **31** Let key = 31.

Array partitioned on the pivot element: 14 26 27 19 10 **31** 42 33 44 35

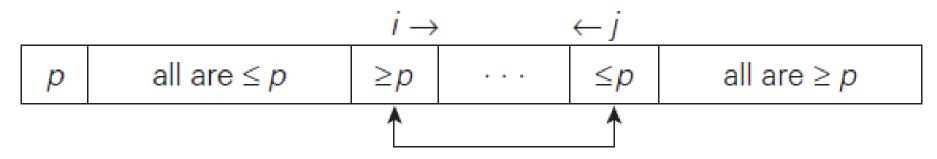
Partition an array into two parts where the left part has elements ≤ key and the right part has the elements ≥ key.

Eg: 35 33 42 10 14 19 27 44 26 31

Unsorted Array



$$\underbrace{A[0]\dots A[s-1]}_{\text{all are } \leq A[s]} A[s] \underbrace{A[s+1]\dots A[n-1]}_{\text{all are } \geq A[s]}$$



$$\leftarrow j = i \rightarrow$$

$$p$$
 all are $\leq p$ all are $\geq p$

$$\leftarrow j \qquad i \rightarrow$$

р	all are ≤ <i>p</i>	≤p	≥p	all are ≥ p
A		A		

ALGORITHM HoarePartition(A[l..r])

```
//Partitions a subarray by Hoare's algorithm, using the first element
          as a pivot
//Input: Subarray of array A[0..n-1], defined by its left and right
          indices l and r (l < r)
//Output: Partition of A[l..r], with the split position returned as
          this function's value
p \leftarrow A[l]
i \leftarrow l; j \leftarrow r + 1
repeat
     repeat i \leftarrow i + 1 until A[i] \geq p
     repeat j \leftarrow j - 1 until A[j] \leq p
     swap(A[i], A[j])
until i \geq j
\operatorname{swap}(A[i], A[j]) //undo last swap when i \geq j
swap(A[l], A[j])
return j
```

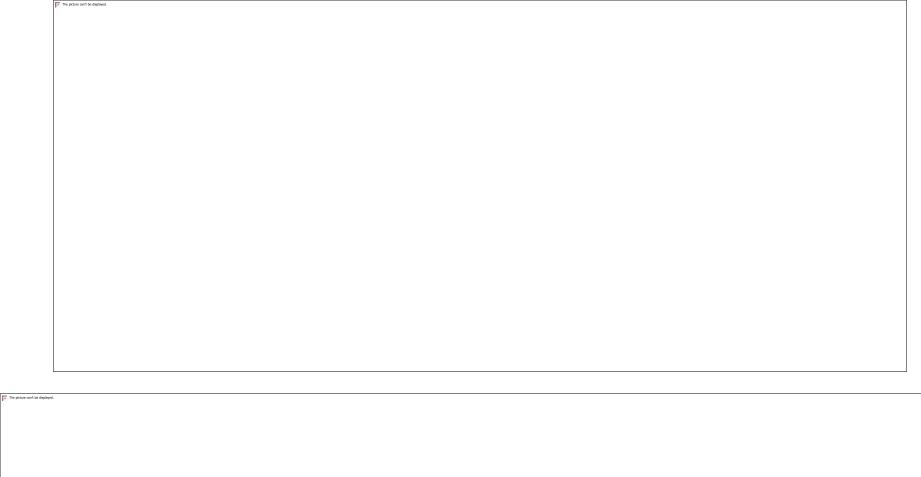
```
Algorithm Partition (A[0..n-1])
[0]A \rightarrow q
i \leftarrow 1, j \leftarrow n-1
while (i \leq j)
     while (i \leq j and A[i] < p) i \leftarrow i +
  while (i \leq j and A[j] > p) j \leftarrow j - 1
  if(i < j)
     swap A[i], A[j]
     i \leftarrow i + 1
     j ← j - 1
swap A[j], A[0]
return j
```

Partition in the eyes of Ullas Aparanji:)

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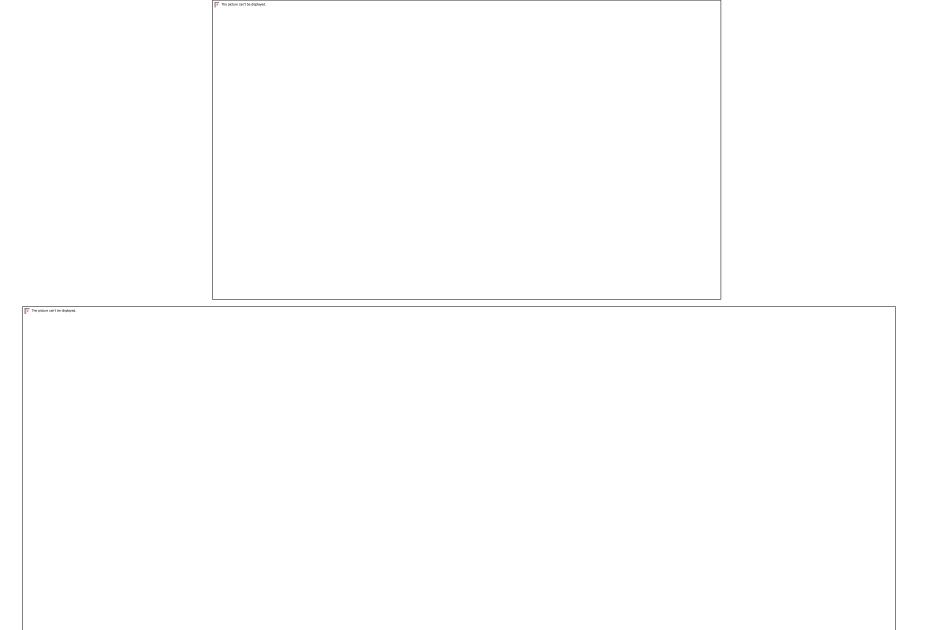
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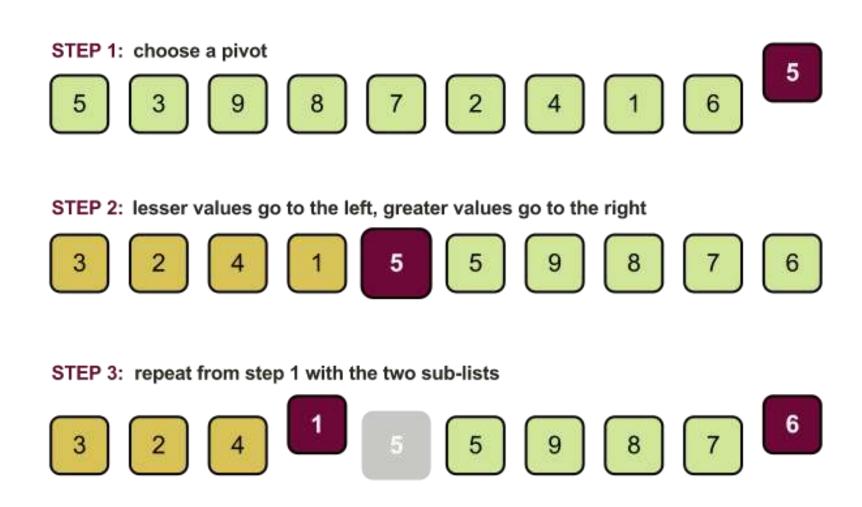
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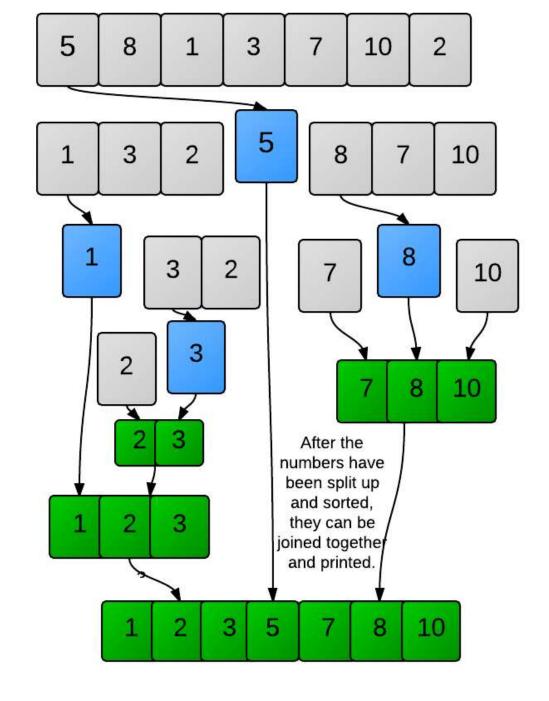
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Idea of Quick Sort



Quick Sort



```
public static void quicksort(char[] items, int left, int right)
   int i, j;
   char x, y;
   i = left; j = right;
x = items{(left + right) / 2];
   do
       while ((items[i] < x) && (i < right)) i++; while ((x < items[j]) && (i > left)) j--;
        if (i <= j)
            y = items[i];
            items[i] = items[i];
            items[i] = y;
            i++; j--;
     } while (i <= i);
     if (left < i) quicksort(items, left, i); if (i < right) quicksort(items, i, right);
```

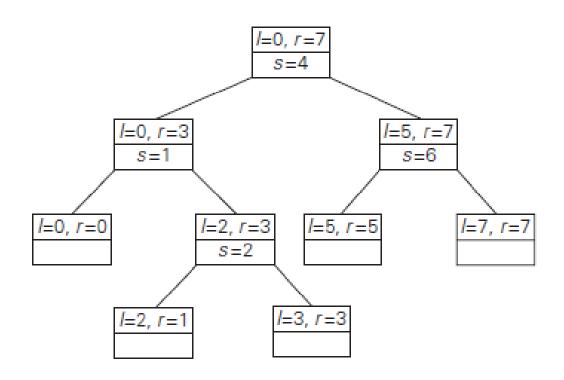
```
Algorithm QuickSort(A[0..n-1])
    if (n \le 1) return
    s ← Partition(A[0..n-1])
    QuickSort(A[0..s-1])
    QuickSort(A[s+1..n-1])
    return
ALGORITHM Quicksort(A[l..r])
   //Sorts a subarray by quicksort
   //Input: Subarray of array A[0..n-1], defined by its left and right
           indices l and r
   //Output: Subarray A[l..r] sorted in nondecreasing order
   if l < r
       s \leftarrow Partition(A[l..r]) //s is a split position
        Quicksort(A[l..s-1])
        Quicksort(A[s+1..r])
```

Example

0	1	2	3	4	5	6	7
5	<i>i</i> 3	1	9	8	2	4	<i>j</i> 7
5	3	1	9 <i>i</i> 9	8	2	4 <i>j</i> 4 <i>j</i> 9	7
5	3	1	4	8	2	<i>j</i> 9	7
5	3	1	4	8	2 <i>j</i> 2 <i>j</i> 8 <i>i</i> 8	9	7
5	3	1	4	i 2 j 2	<i>j</i> 8	9	7
5	3	1	4	<i>j</i> 2	<i>i</i> 8	9	7
2		1		5	8	9	7
2	3 ; 3 ; 1 ; 1	1	4 <i>j</i> 4		8		
2	<i>i</i> 3	<i>j</i> 1	4		8	9 i 7 j 7	j 7 j 9
2	<i>i</i> 1	j 1 j 3	4		8	7	
2	<i>j</i> 1	<i>i</i> 3			7 7	8	9
1	2	3	4				9
1		3	<i>i j</i> 4				
		<i>j</i> 3	4				
			4				

0	1	2	3	4	5	6	7
5	1 i 3	1	9	8	2	4	7 j 7
5	3	1	i 9 i 4	8	2	4 <i>j</i> 4 <i>j</i> 9	7
5	3	1	<i>i</i> 4	8	2	<i>j</i> 9	7
5	3	1	4	<i>i</i> 8	<i>j</i> 2	9	7
5	3	1	4	8 i 8 i 2 j 2 5	2 <i>j</i> 2 <i>j</i> 8 <i>i</i> 8	9	7
5	3	1	4	<i>j</i> 2	<i>i</i> 8	9	7 7
2		1	4	5	8	9	7
2	3 ; 3 ; 1 j		4 <i>j</i> 4				
2	<i>i</i> 3	1 ; 1 ; 3 ; 3	4				
2	<i>i</i> 1	<i>j</i> 3	4				
2	<i>j</i> 1	<i>i</i> 3	4				
1	2	3	4				
1		3 ; 3	i j 4 i 4 4				
					8	<i>i</i> 9	<i>j</i> 7
					8	<i>i</i> 7	j 7 j 9
					8	<i>j</i> 7	<i>i</i> 9
					7	8	9
					7		
							9

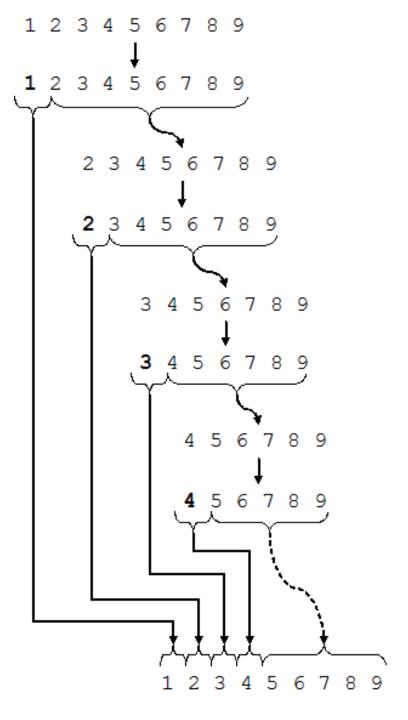
Example



Examples of extreme cases:

Split at the end 1 2 3 4 5 6 7 8 9

Split in the middle 4 2 1 3 6 5 7



Best case:

C(n) = 1 + cn + 2 C(n/2), C(1) = 1
C(n) = 2 C(n/2) + 1+cn, C(1) = 1
=
$$2^{i}$$
 C(n/ 2^{i}) + i *cn + $(2^{i}$ - 1)
C(n) = $2n - 1 + cn * log_{2}n \in \Theta(n log n)$

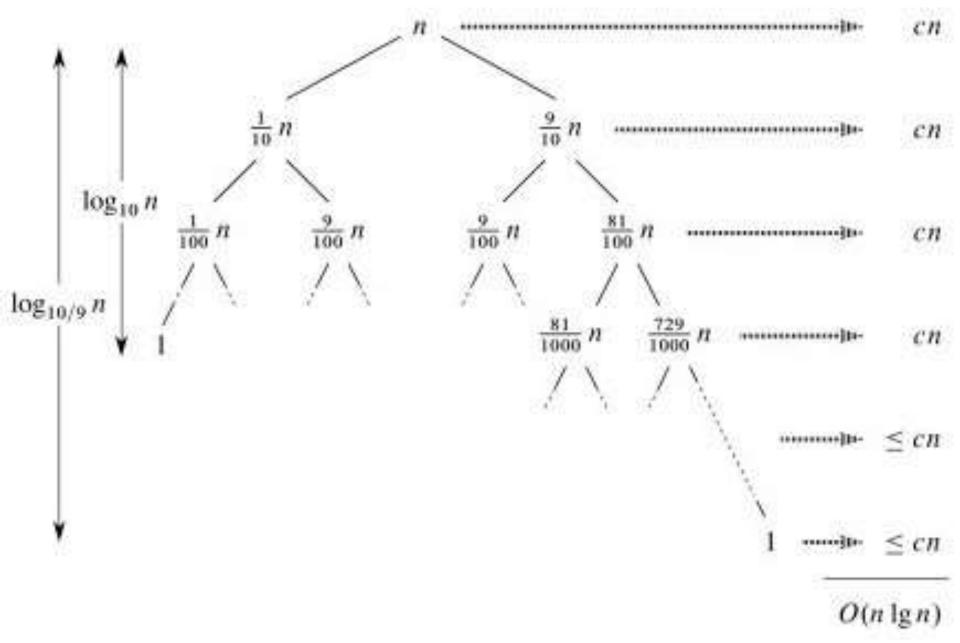
Worst case:

$$C(n) = 1 + cn + C(n-1), C(1) = 1$$

 $C(n) = C(n-1) + 1 + cn, C(1) = 1$
 $= C(n-i) + i + c(n + n-1 + ... + n-i+1)$
 $C(n) = 1 + (n-1) + cn(n+1)/2 \in \Theta(n^2)$

Avg case:
$$C(n) \in O(n^2)$$

 $C(n) \in O(n \log n)$?



Quicksort:

Avg case: $C(n) \in O(n^2)$

$$C_{avg}(n) = \frac{1}{n} \sum_{s=0}^{n-1} [(n+1) + C_{avg}(s) + C_{avg}(n-1-s)]$$

for
$$n > 1$$
, $C_{avg}(0) = 0$, $C_{avg}(1) = 0$.

$$C_{avg}(n) \approx 2n \ln n$$

 $\approx 1.39n \log_2 n \in \Theta \text{ (n log n)}$

Concluding remarks on Quicksort:

better pivot selection methods such as *randomized quicksort* that uses a random element or the *median-of-three* method that uses the median of the leftmost, rightmost, and the middle element of the array

switching to insertion sort on very small subarrays (between 5 and 15 elements for most computer systems) or not sorting small subarrays at all and finishing the algorithm with insertion sort applied to the entire nearly sorted array

modifications of the partitioning algorithm such as the three-way partition into segments smaller than, equal to, and larger than the pivot

Is Quicksort a Stable Sorting algorithm? Recursion needs stack space. Skewed recursion needs more stack space. Deal with it?

. . .

Binary Search:

Efficient algorithm for searching in a **sorted array**. Search for key element K in an Array A having n elements.

Let
$$\mathbf{m} = \lfloor (n-1)/2 \rfloor$$
 K

VS

A[0] . . . A[m] . . . A[n-1]

If K = A[m], stop (successful search); otherwise, continue searching by the same method in A[0..m-1] if K < A[m]and in A[m+1..n-1] if K > A[m]

Binary Search:

```
Algorithm BinarySearchRec(A[0..n-1], K)
     if(n \le 0)
          return -1
     m = |n/2|
     if(k = A[m])
          return m
     if(k < A[m])
          return BinarySearchRec(A[0..m-1], K)
     else
          return BinarySearchRec(A[m+1..n-1],
K)
```

ALGORITHM BinarySearch(A[0..n-1], K) //Implements nonrecursive binary search //Input: An array A[0..n-1] sorted in ascending order and a search key K //Output: An index of the array's element that is equal to K or -1 if there is no such element $l \leftarrow 0$; $r \leftarrow n-1$ while $l \leq r$ do $m \leftarrow \lfloor (l+r)/2 \rfloor$ if K = A[m] return m else if $K < A[m] r \leftarrow m-1$ else $l \leftarrow m+1$ return -1

Algorithm: BinarySearchRec(A[0..n-1], k)

Input Size: n Basic Operation: (k = A[m])Worst case: C(n) = C(n/2) + 1, C(1) = 1= C(n/4) + 1 + 1 = C(n/4) + 2= C(n/8) + 3 $= C(n/2^4) + 4$ $= C(n/2^{i}) + i$ $C(n/2^i)$ is C(1) when $n/2^i = 1 \Rightarrow n = 2^i \Rightarrow i = \log_2 n$ $C(n) = C(1) + log_2 n$ $= 1 + \log_2 n \in \Theta(\log n)$

Algorithm: BinarySearchRec(A[0..n-1], K)

Input Size: n

Basic Operation: (k = A[m])

Worst case:

$$C(n) = C(n/2) + 1, C(1) = 1$$

$$C(n) = 1 + \log_2 n \in \Theta(\log n)$$

Best case: $C(n) = 1 \in \Theta(1)$

Avg case: $C(n) \in O(\log n) \in \Theta(?)$

We can prove $C(n) \in \Theta(\log n)$

Multiplication of Large Integers:

Consider the problem of multiplying two (large) n-digit integers represented by arrays of their digits such as:

A = 12345678901357986429 B = 87654321284820912836

Brute-Force Strategy:

$a_1 \ a_2 \ \ a_n * b_1 \ b_2 \ \ b_n$	2135 * 4014
$d_{10}d_{11}d_{12} \dots d_{1n}$	8540
$d_{20} d_{21}d_{22} \dots d_{2n}$	2135+
$d_{n0}d_{n1}d_{n2} \dots d_{nn}$	0000++
110 111 112 1111	8540+++
	8569890

Write a brute-force algorithm to multiply two arbitrarily large (of n digits) integers.

12345678 * 32165487

86419746

98765424+

49382712++

61728390+++

74074068++++

12345678+++++

24691356+++++

37037034++++++

Basic Operation: single-digit multiplication

 $C(n) = n^2$ one-digit multiplications

 $C(n) \in \Theta(n^2)$

397104745215186

Multiplication of Large Integers by Divide-and-Conquer

Idea: To multiply A = 23 and B = 54.

$$A = (2 \cdot 10^1 + 3), B = (5 \cdot 10^1 + 4)$$

$$A * B = (2 \cdot 10^1 + 3) * (5 \cdot 10^1 + 4)$$

$$= 2 * 5 \cdot 10^{2} + (2 * 4 + 3 * 5) \cdot 10^{1} + 3 * 4$$

For a base value 'x',

$$A = 2x + 3$$
 and $B = 5x + 4$

$$A = (2 \cdot x^1 + 3), B = (5 \cdot x^1 + 4)$$

$$A * B = (2 \cdot x^1 + 3) * (5 \cdot x^1 + 4)$$

$$= 2 * 5 \cdot x^2 + (2 * 4 + 3 * 5) \cdot x^1 + 3 * 4$$

Multiplication of Large Integers by Divide-and-Conquer:

Idea:

To find A * B where A = 2140 and B = 3514 A = (21.10² + 40), B = (35.10² + 14)

So, A * B =
$$(21 \cdot 10^2 + 40) * (35 \cdot 10^2 + 14)$$

= $21 * 35 \cdot 10^4 + (21 * 14 + 40 * 35) \cdot 10^2 + 40 * 14$

In general, if $A = A_1A_2$ and $B = B_1B_2$ (where A and B are *n*-digit, A_1 , A_2 , B_1 and B_2 are n/2-digit numbers),

$$A * B = A_1 * B_1 \cdot 10^n + (A_1 * B_2 + A_2 * B_1) \cdot 10^{n/2} + A_2 * B_2$$

Multiplication of Large Integers by Divide-and-Conquer:

In general, if $A = A_1A_2$ and $B = B_1B_2$ (where A and B are *n*-digit, A_1 , A_2 , B_1 and B_2 are n/2-digit numbers),

$$A * B = A_1 * B_1 \cdot 10^n + (A_1 * B_2 + A_2 * B_1) \cdot 10^{n/2} + A_2 * B_2$$

Trivial case: When n = 1, just multiply A*B directly.

 \therefore One multiplication of n-digit integers, requires four multiplications of n/2-digit integers, when n > 1.

Basic operation: single-digit multiplication

$$C(n) = 4C(n/2), C(1) = 1$$

$$:: C(n) \in \Theta(n^2)$$

Multiplication of Large Integers by Karatsuba algorithm:

$$A * B = A_1 * B_1 - 10^n + (A_1 * B_2 + A_2 * B_1) - 10^{n/2} + A_2 * B_2$$

The idea is to decrease the number of multiplications from 4 to 3:

$$(A_1 * B_2 + A_2 * B_1) = (A_1 + A_2) * (B_1 + B_2) - A_1 * B_1 - A_2 * B_2$$
, which requires only 3 multiplications at the expense of 3 extra add/sub operations. Note that we are reusing $A_1 * B_1$ and $A_2 * B_2$ one more time.

$$A * B = A_1 * B_1 \cdot 10^n +$$

$$[(A_1 + A_2) * (B_1 + B_2) - A_1 * B_1 - A_2 * B_2] \cdot 10^{n/2} + A_2 * B_2$$

Multiplication of Large Integers by Karatsuba algorithm:

$$A = A_1 A_2, B = B_1 B_2$$

It needs three n/2 digits multiplications:

$$P_1 = A_1 * B_1,$$
 $P_2 = A_2 * B_2 \text{ and}$
 $P_3 = (A_1 + A_2) * (B_1 + B_2)$

$$A * B = A_1 * B_1 \cdot 10^n +$$

$$((A_1 + A_2) * (B_1 + B_2) - A_1 * B_1 - A_2 * B_2,) \cdot 10^{n/2} + A_2 * B_2$$

is equivalent to:

$$A * B = P_1 \cdot 10^n + (P_3 - P_1 - P_2) \cdot 10^{n/2} + P_2$$

Multiplication of Large Integers by Karatsuba algorithm:

```
Algorithm Karatsuba(a[0..n-1], b[0..n-1])
  if (n = 1) return a[0]*b[0]
  if (n is odd) n \leftarrow n+1 with a leading 0 padded.
  m = n/2
  a1, a2 = split at(a, m)
  b1, b2 = split at(b, m)
  p1 = Karatsuba(a1[0..m-1], b1[0..m-1])
  p2 = Karatsuba(a2[0..m-1], b2[0..m-1])
  p3 = Karatsuba((a1+a2)[0..m], (b1+b2)[0..m])
  return (p1.10^{n} + (p3-p1-p2).10^{m} + p2)[0..2n-1]
```

Time complexity of the Karatsuba algorithm:

$$C(n) = 3C(n/2), C(1) = 1$$

$$C(n) = 3^{\log n} = n^{\log 3} \approx n^{1.585}$$

$$C(n) \in \Theta(n^{\log 3}) \approx \Theta(n^{1.585})$$

The number of single-digit multiplications needed to multiply two 1024-digit ($n = 1024 = 2^{10}$) numbers is:

Karatsuba algorithm requires $3^{\log n} = 3^{10} = 59,049$,

Classical D-n-C algorithm requires $4^{\log n} = 4^{10} = 1,048,576$.

Multiplication of Large Integers by Karatsuba algorithm:

$$23 * 14 = (2 \cdot 10^{1} + 3 \cdot 10^{0}) * (1 \cdot 10^{1} + 4 \cdot 10^{0})$$
$$= (2 * 1)10^{2} + (2 * 4 + 3 * 1)10^{1} + (3 * 4)10^{0}$$

$$2*4+3*1=(2+3)*(1+4)-2*1-3*4$$

$$a = a_1 a_0$$
 and $b = b_1 b_0$

$$c = a * b = c_2 10^2 + c_1 10^1 + c_0$$

 $c_2 = a_1 * b_1$ is the product of their first digits,

 $c_0 = a_0 * b_0$ is the product of their second digits,

 $c_1 = (a_1 + a_0) * (b_1 + b_0) - (c_2 + c_0)$ is the product of the sum of the a's digits and the sum of the b's digits minus the sum of c_2 and c_0

Matrix Multiplication:

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \end{bmatrix} * \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} a_{00}b_{00} + a_{01}b_{10} & a_{00}b_{01} + a_{01}b_{11} \\ a_{10}b_{00} + a_{11}b_{10} & a_{10}b_{01} + a_{11}b_{11} \end{bmatrix}$$

$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix} * \begin{bmatrix} 5 & 6 \\ 7 & 8 \end{bmatrix} = \begin{bmatrix} 1 * 5 + 2 * 7 & 1 * 6 + 2 * 8 \\ 3 * 5 + 4 * 7 & 3 * 6 + 4 * 8 \end{bmatrix}$$

Multiplication of two 2X2 matrices requires 8 element-level multiplications and 4 element-level additions.

Matrix Multiplication by Divide-and-Conquer strategy:

Let A and B be two n x n matrices where n is a power of 2. (If n is not a power of 2, matrices can be padded with rows and columns of zeros.) We can divide A, B and their product C into four n/2 x n/2 submatrices each as follows:

$$\begin{bmatrix} C_{00} & C_{01} \\ C_{10} & C_{11} \end{bmatrix} = \begin{bmatrix} A_{00} & A_{01} \\ A_{10} & A_{11} \end{bmatrix} * \begin{bmatrix} B_{00} & B_{01} \\ B_{10} & B_{11} \end{bmatrix}$$

$$\begin{bmatrix} A_{00} & A_{01} \\ A_{10} & A_{11} \end{bmatrix} * \begin{bmatrix} B_{00} & B_{01} \\ B_{10} & B_{11} \end{bmatrix} = \begin{bmatrix} A_{00}B_{00} + A_{01}B_{10} & A_{00}B_{01} + A_{01}B_{11} \\ A_{10}B_{00} + A_{11}B_{10} & A_{10}B_{01} + A_{11}B_{11} \end{bmatrix}$$

Basic operation: atomic-element multiplication

$$C(n) = 8C(n/2), C(1) = 1$$

$$:: C(n) \in \Theta(n^3)$$

$$\begin{bmatrix} c_{00} & c_{01} \\ c_{10} & c_{11} \end{bmatrix} = \begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \end{bmatrix} * \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix}$$

$$= \begin{bmatrix} m_1 + m_4 - m_5 + m_7 & m_3 + m_5 \\ m_2 + m_4 & m_1 + m_3 - m_2 + m_6 \end{bmatrix}$$

$$m_1 = (a_{00} + a_{11}) * (b_{00} + b_{11}),$$

$$m_2 = (a_{10} + a_{11}) * b_{00},$$

$$m_3 = a_{00} * (b_{01} - b_{11}),$$

$$m_4 = a_{11} * (b_{10} - b_{00}),$$

$$m_5 = (a_{00} + a_{01}) * b_{11},$$

$$m_6 = (a_{10} - a_{00}) * (b_{00} + b_{01}),$$

$$m_7 = (a_{01} - a_{11}) * (b_{10} + b_{11}).$$

Strassen's Matrix Multiplication

Asymptotic Efficiency of Strassen's Matrix Multiplication:

$$M(n) = 7M(n/2)$$
 for $n > 1$, $M(1) = 1$.

Since $n = 2^k$,

$$M(2^k) = 7M(2^{k-1}) = 7[7M(2^{k-2})] = 7^2M(2^{k-2}) = \cdots$$

= $7^iM(2^{k-i}) \cdots = 7^kM(2^{k-k}) = 7^k$.

Since $k = \log_2 n$,

$$M(n) = 7^{\log_2 n} = n^{\log_2 7} \approx n^{2.807},$$

which is smaller than n^3 required by the brute-force algorithm.

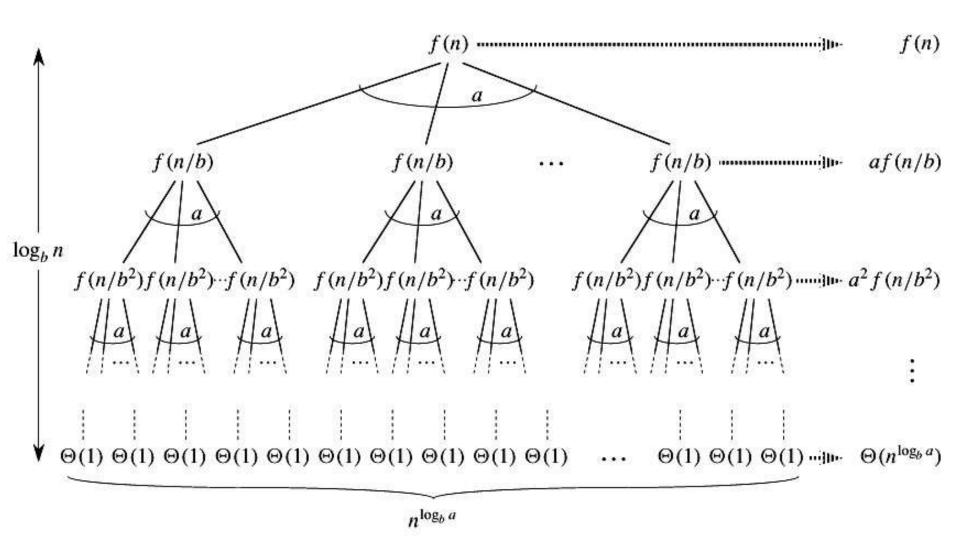
Asymptotic Efficiency of Strassen's Matrix Multiplication:

$$A(n) = 7A(n/2) + 18(n/2)^2$$
 for $n > 1$, $A(1) = 0$
 $A(n) \in \Theta(n^{\log_2 7})$

$$T(n) \in \Theta(n^{\log_2 7})$$

The fastest algorithm so far is that of Coopersmith and Winograd with its efficiency in $O(n^{2.376})$.

Divide-n-Conquer algorithms:



Master Theorem of Divide-n-Conquer:

$$T(n) = a T(n/b) + c f(n)$$
 where $T(1) = c$ and $f(n) \in \Theta(n^d)$, $d \ge 0$

If
$$a < b^d$$
, $T(n) \in \Theta(n^d)$

If
$$a = b^d$$
, $T(n) \in \Theta(n^d \log n)$

If
$$a > b^d$$
, $T(n) \in \Theta(n^{\log_b a})$

Examples:

Array Sum:
$$T(n) = 2T(n/2) + 1 \in ?$$

Mergesort:
$$T(n) = 2T(n/2) + n \in ?$$

Bin Search:
$$T(n) = T(n/2) + 1 \in ?$$

$$T(n) = 4T(n/2) \in ?,$$
 $T(n) = 3T(n/2) \in ?$

$$T(n) = 3T(n/2) + n \in ?,$$
 $T(n) = 3T(n/2) + n^2 \in ?$

Remarks on the Master Theorem:

$$T(n) = a T(n/b) + c f(n)$$
 where $T(1) = c$ and $f(n) \in \Theta(n^d)$, $d \ge 0$

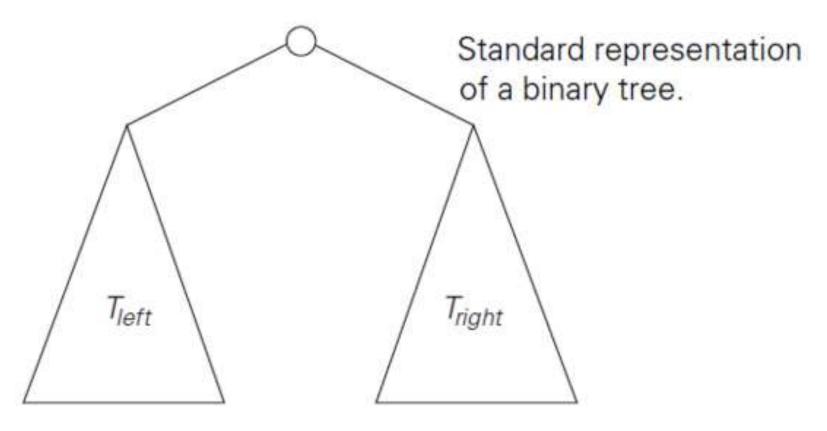
If $a < b^d$, $T(n) \in \Theta(n^d)$

If $a = b^d$, $T(n) \in \Theta(n^d \log n)$

If $a > b^d$, $T(n) \in \Theta(n^{\log_b a})$

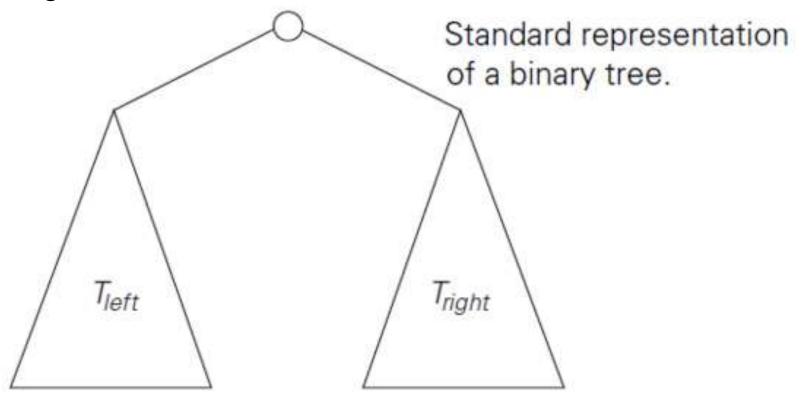
- When $f(n) \notin \Theta(n^d)$
- When division is not uniform
- Values of c and n₀

Binary Tree: is a divide-and-conquer ready data structure. A null node is a binary tree, and a non-null node having a left and a right binary trees is a binary tree.



Q: Write an algorithm to find the height of a binary tree, where height of a binary tree is the length of the longest path from the root to a leaf.

E.g.: Height of a tree with only root node = 0 Height of a null tree = -1



ALGORITHM Height(T)

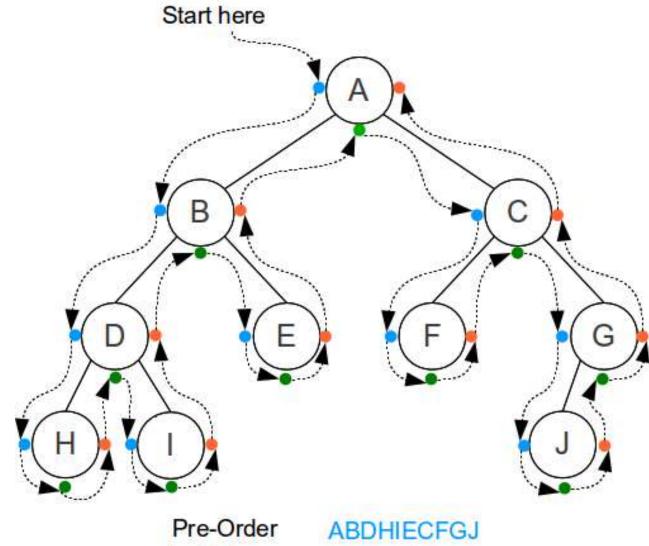
```
//Computes recursively the height of a binary tree //Input: A binary tree T //Output: The height of T if T = \emptyset return -1 else return \max\{Height(T_L), Height(T_R)\} + 1
```

Input Size: n(T), number of nodes in TBasic Operation: Addition $C(n(T)) = C(n(T_L)) + C(n(T_R)) + 1$, C(0) = 0 $= n(T) \in \Theta(n(T))$

Basic Operation : $(\mathbf{T} = \boldsymbol{\Phi})$ $C(n(T)) = C(n(T_L)) + C(n(T_R)) + 1, C(0) = 1$ $= 2n(T) + 1 \in \Theta(n(T))$

Binary Tree Traversals:

- Pre-order
- In-order
- Post-order



Pre-Order In-Order Post-Order ABDHIECFGJ HDIBEAFCJG HIDEBFJGCA Q: Write an algorithm to count the number of nodes in a binary tree.

```
Algorithm CountNodes(T)
//Counts number of nodes in the binary tree
//Input: Binary tree T
//Output: Number of nodes in T
```

Q: Write an algorithm to count the number of leaf-nodes in a binary tree.

```
Algorithm CountLeafNodes(T)
//Counts number of leaf-nodes in the binary tree
//Input: Binary tree T
//Output: Number of leaf-nodes in T
...
```

</ End of Divide-and-Conquer >