

BLG 336E

Analysis of Algorithms II

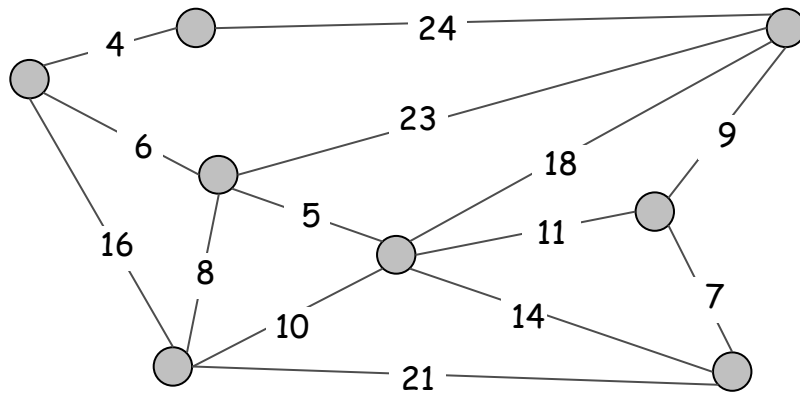
Lecture 7:

Divide and Conquer

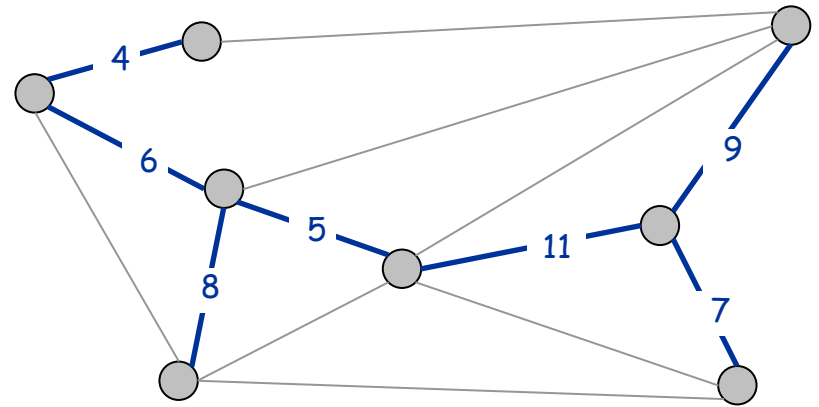
Mergesort, Counting Inversions, Closest pair of points,
Karatsuba multiplication

Minimum Spanning Tree-Last Week

Minimum spanning tree. Given a connected graph $G = (V, E)$ with real-valued edge weights c_e , an MST is a subset of the edges $T \subseteq E$ such that T is a spanning tree whose sum of edge weights is minimized.



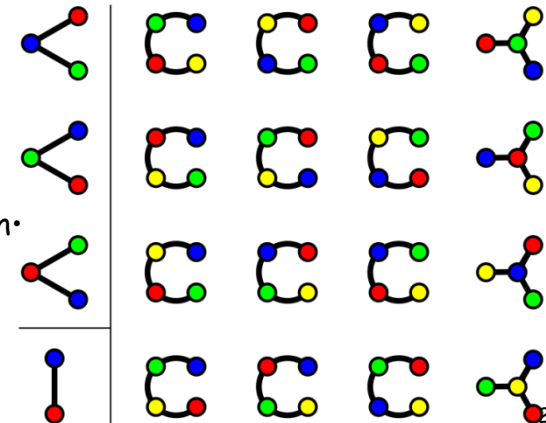
$G = (V, E)$



$T, \sum_{e \in T} c_e = 50$

Cayley's Theorem. There are n^{n-2} spanning trees of K_n .

↑
can't solve by brute force
#StayHome



Recap-Last Week

- Two algorithms for Minimum Spanning Tree
 - Prim's algorithm
 - Kruskal's algorithm
- Both are (more) examples of **greedy algorithms!**
 - Make a **series of choices.**
 - Show that at each step, your choice **does not rule out success.**
 - At the end of the day, you haven't ruled out success, so **you must be successful.**

MST-Last Week

- Kruskal's algorithm greedily grows a forest
- It finds a Minimum Spanning Tree in time $O(m \log(n))$
 - if we implement it with a Union-Find data structure
 - if the edge weights are reasonably-sized integers and we ignore the inverse Ackerman function, basically $O(m)$ in practice.
- To prove it worked, we followed the same recipe for greedy algorithms we saw last time.
 - Show that, at every step, we **don't rule out success**.

Divide-and-Conquer

Divide-and-conquer.

- Break up problem into several parts.
- Solve each part recursively.
- Combine solutions to sub-problems into overall solution.

Most common usage.

- Break up problem of size n into **two** equal parts of size $\frac{1}{2}n$.
- Solve two parts recursively.
- Combine two solutions into overall solution in **linear time**.

Consequence.

- Brute force: n^2 .
- Divide-and-conquer: $n \log n$.

Divide et impera.
Veni, vidi, vici.
- *Julius Caesar*

5.1 Mergesort

Sorting

Sorting. Given n elements, rearrange in ascending order.

Obvious sorting applications.

- List files in a directory.

- Organize an MP3 library.

- List names in a phone book.

- Display Google PageRank results.

Problems become easier once sorted.

- Find the median.

- Find the closest pair.

- Binary search in a database.

- Identify statistical outliers.

- Find duplicates in a mailing list.

Non-obvious sorting applications.

- Data compression.

- Computer graphics.

- Interval scheduling.

- Computational biology.

- Minimum spanning tree.

- Supply chain management.

- Simulate a system of particles.

- Book recommendations on Amazon.

- Load balancing on a parallel computer.

- ...

Merging

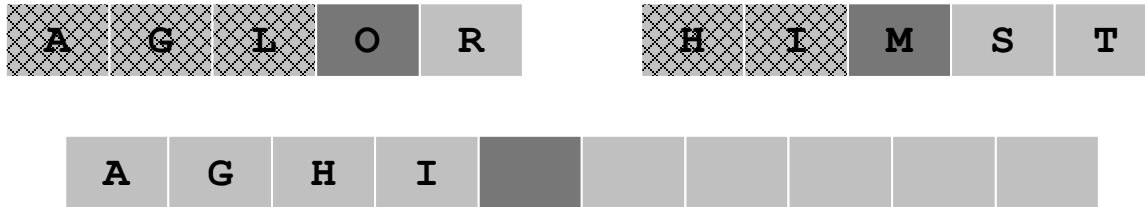
Merging. Combine two pre-sorted lists into a sorted whole.

How to merge efficiently?



See 05demo-merge.ppt

- Linear number of comparisons.
- Use temporary array.



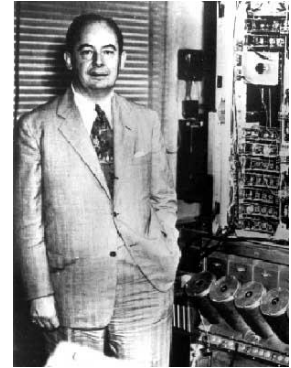
Challenge for the bored. In-place merge. [Kronrud, 1969]

↑
using only a constant amount of extra storage

Mergesort

Mergesort.

- Divide array into two halves.
- Recursively sort each half.
- Merge two halves to make sorted whole.



Jon von Neumann (1945)

A	L	G	O	R	I	T	H	M	S
---	---	---	---	---	---	---	---	---	---

A	L	G	O	R	I	T	H	M	S
---	---	---	---	---	---	---	---	---	---

divide $O(1)$

A	G	L	O	R	H	I	M	S	T
---	---	---	---	---	---	---	---	---	---

sort $2T(n/2)$

A	G	H	I	L	M	O	R	S	T
---	---	---	---	---	---	---	---	---	---

merge $O(n)$

A Useful Recurrence Relation

Def. $T(n)$ = number of comparisons to mergesort an input of size n .

Mergesort recurrence.

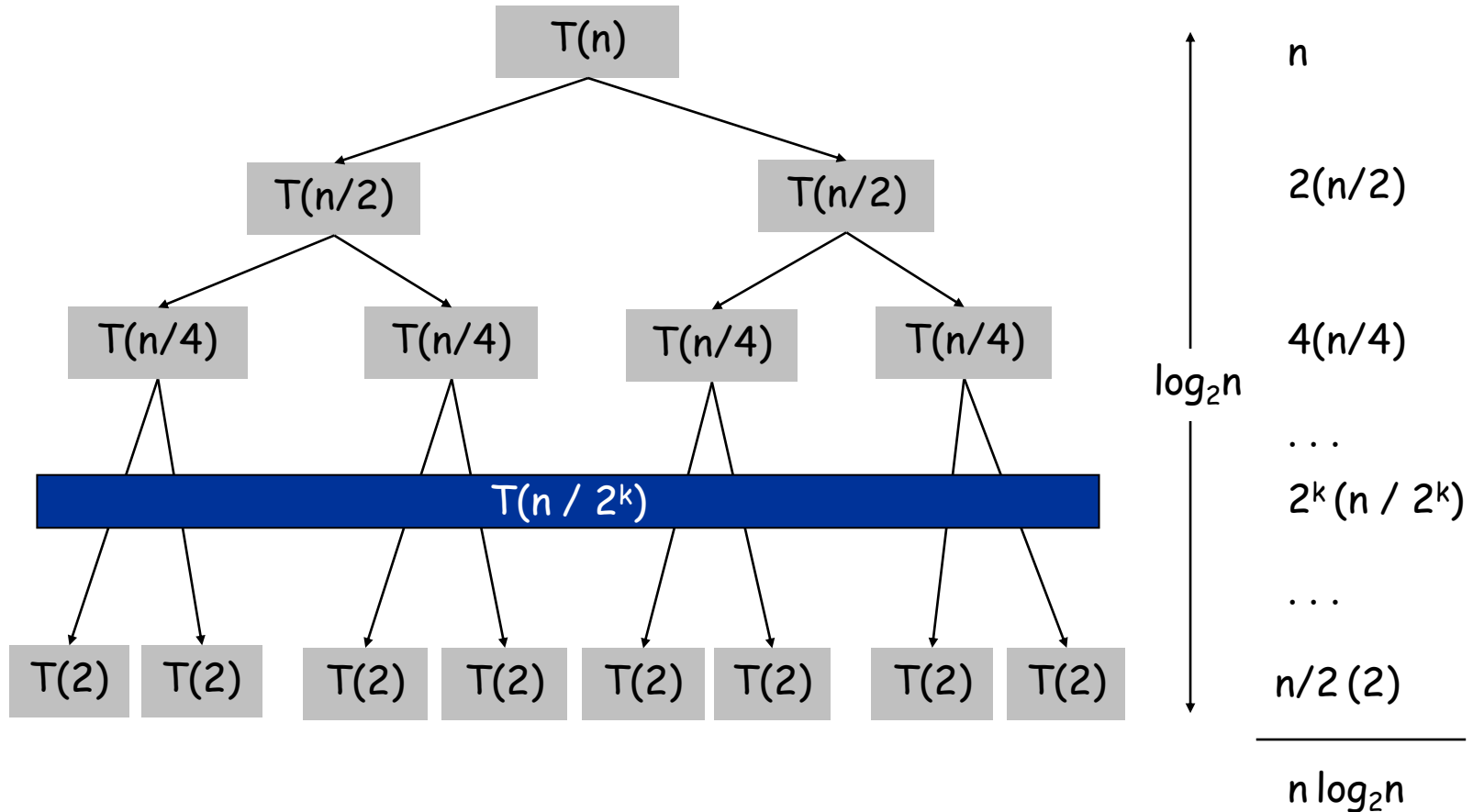
$$T(n) \leq \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

Solution. $T(n) = O(n \log_2 n)$.

Assorted proofs. We describe several ways to prove this recurrence. Initially we assume n is a power of 2 and replace \leq with $=$.

Proof by Recursion Tree

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$



Proof by Telescoping

Claim. If $T(n)$ satisfies this recurrence, then $T(n) = n \log_2 n$.

↑
assumes n is a power of 2

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

Pf. For $n > 1$:

$$\begin{aligned} \frac{T(n)}{n} &= \frac{2T(n/2)}{n} + 1 \\ &= \frac{T(n/2)}{n/2} + 1 \\ &= \frac{T(n/4)}{n/4} + 1 + 1 \\ &\dots \\ &= \frac{T(n/n)}{n/n} + \underbrace{1 + \dots + 1}_{\log_2 n} \\ &= \log_2 n \end{aligned}$$

Proof by Induction

Claim. If $T(n)$ satisfies this recurrence, then $T(n) = n \log_2 n$.

↑
assumes n is a power of 2

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

Pf. (by induction on n)

- Base case: $n = 1$.
- Inductive hypothesis: $T(n) = n \log_2 n$.
- Goal: show that $T(2n) = 2n \log_2 (2n)$.

$$\begin{aligned} T(2n) &= 2T(n) + 2n \\ &= 2n \log_2 n + 2n \\ &= 2n (\log_2 (2n) - 1) + 2n \\ &= 2n \log_2 (2n) \end{aligned}$$

Alternative proof

$$\begin{aligned} T(2n) &= 2T(n) + 2n \\ &= 2n \log_2 n + 2n \\ &= 2n \log_2 n + 2n \log_2 2 \\ &= 2n (\log_2 n + \log_2 2) = 2n \log_2 (2n) \end{aligned}$$

Analysis of Mergesort Recurrence

Claim. If $T(n)$ satisfies the following recurrence, then $T(n) \leq n \lceil \lg n \rceil$.

$$T(n) \leq \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

\uparrow
 $\lg n$

Pf. (by induction on n)

- Base case: $n = 1$.
- Define $n_1 = \lfloor n/2 \rfloor$, $n_2 = \lceil n/2 \rceil$.
- Induction step: assume true for $1, 2, \dots, n-1$.

$$\begin{aligned} T(n) &\leq T(n_1) + T(n_2) + n \\ &\leq n_1 \lg n_1 + n_2 \lg n_2 + n \\ &\leq n_1 \lg n_2 + n_2 \lg n_2 + n \\ &= n \lg n_2 + n \\ &\leq n(\lg n - 1) + n \\ &= n \lg n \end{aligned}$$

$$\begin{aligned} n_2 &= \lceil n/2 \rceil \\ &\leq \lceil 2^{\lg n} / 2 \rceil \\ &= 2^{\lg n} / 2 \\ \Rightarrow \lg n_2 &\leq \lg n - 1 \end{aligned}$$

Since $n \geq 2$

5.2 Further Recurrence Relations

Note that we ignore the ceilings and floors, i.e, we approximate:

$$\underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} \approx \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} \approx T(n/2)$$

5.2. Further Recurrence Relations

$$T(n) \leq \begin{cases} c & \text{if } n = 2 \\ \underbrace{qT(n/2)}_{\text{solve half problem}} + \underbrace{cn}_{\text{merge}} & \text{if } n > 2 \end{cases}$$

Three different cases:

- a) $q=1$: $T(n) = O(n)$
- b) $q=2$: $T(n) = O(n \log_2 n)$
- c) $q>2$: $T(n) = O(n^{\log_2 q})$

Proofs: Use the recursion tree and the sum of the geometric series

$$\sum_{j=0}^{\log_2 n - 1} r^j \leq \frac{r^{\log_2 n} - 1}{r - 1} \leq \frac{r^{\log_2 n}}{r - 1} \quad \text{if } r > 1$$

$$\sum_{j=0}^{\log_2 n - 1} \frac{1}{2^j} \leq \sum_{j=0}^{\infty} \frac{1}{2^j} = 2$$

5.2. Further Recurrence Relations

$$T(n) \leq \begin{cases} c & \text{if } n = 2 \\ \underbrace{2T(n/2)}_{\text{solve half problem}} + \underbrace{cn^2}_{\text{merge}} & \text{if } n > 2 \end{cases}$$

Solution: Use the recursion tree to find the following sum:

$$T(n) \leq \sum_{j=0}^{\log_2 n - 1} \frac{cn^2}{2^j} = cn^2 \sum_{j=0}^{\log_2 n - 1} \frac{1}{2^j} \leq 2cn^2 = O(n^2)$$

5.2. Further Recurrence Relations

Note:

in Chapter 4: **Greedy Algorithms** we found $O(n)$ or $O(n \log n)$ solutions to problems whose brute force solutions would take **exponential time in n** ($O(q^n)$, $q \geq 2$).

The **Divide and Conquer** Algorithms will compute polynomial $O(n^q)$ or $O(n \log n)$ solutions to algorithms whose brute force running time are $O(n^p)$ where $p \geq q$.

Review-Recurrences

- Definition – a **recurrence** is an equation or inequality that describes a function in terms of its value on smaller inputs
- Example – recurrence for Merge-Sort

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2T(n/2) + \Theta(n) & \text{if } n > 1 \end{cases}$$

Why Recurrences?

- The complexity of many interesting algorithms is easily expressed as a recurrence – especially divide and conquer algorithms
- The form of the algorithm often yields the form of the recurrence
- The complexity of recursive algorithms is readily expressed as a recurrence.

Why solve recurrences?

- To make it easier to compare the complexity of two algorithms
- To make it easier to compare the complexity of the algorithm to standard reference functions.

Review-Solving Recurrences

- Substitution method
- Iteration method
- Master method

Review-Example Recurrences for Algorithms

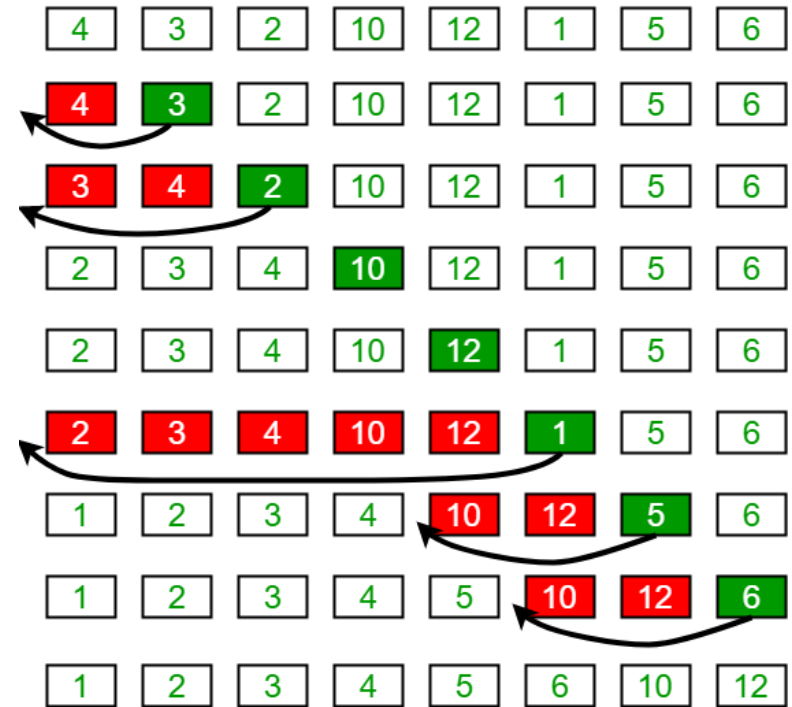
- Insertion sort

$$T(n) = \begin{cases} 1 & \text{for } n \leq 1 \\ T(n-1) + n & \text{otherwise} \end{cases}$$

- Linear search of a list

$$T(n) = \begin{cases} 1 & \text{for } n \leq 1 \\ T(n-1) + 1 & \text{otherwise} \end{cases}$$

Insertion Sort Execution Example



Problem: Given an array `arr[]` of `n` elements, write a function to search a given element `x` in `arr[]`.

Examples:

```
Input : arr[] = {10, 20, 80, 30, 60, 50,
                110, 100, 130, 170}
```

```
        x = 110;
```

```
Output : 6
```

```
Element x is present at index 6
```

```
Input : arr[] = {10, 20, 80, 30, 60, 50,
                110, 100, 130, 170}
```

```
        x = 175;
```

```
Output : -1
```


```
Element x is not present in arr[].
```

Review-Recurrences for Algorithms, continued

- Binary search
- $$T(n) = \begin{cases} 1 & \text{for } n \leq 1 \\ T(n/2) + 1 & \text{otherwise} \end{cases}$$

Binary Search

	0	1	2	3	4	5	6	7	8	9
Search 23	2	5	8	12	16	23	38	56	72	91
23 > 16 take 2 nd half	L=0				M=4					H=9
	2	5	8	12	16	23	38	56	72	91
23 > 56 take 1 st half						L=5		M=7		H=9
	2	5	8	12	16	23	38	56	72	91
Found 23, Return 5						L=5, M=5	H=6			
	2	5	8	12	16	23	38	56	72	91



$$T(n) = a \cdot T\left(\frac{n}{b}\right) + O(n^d).$$

Review-Master Theorem

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

- Needlessly recursive integer mult.

- $T(n) = 4 T(n/2) + O(n)$
- $T(n) = O(n^2)$

$$\begin{aligned} a &= 4 \\ b &= 2 \\ d &= 1 \end{aligned}$$

$$a > b^d$$



- Karatsuba integer multiplication

- $T(n) = 3 T(n/2) + O(n)$
- $T(n) = O(n^{\log_2(3)} \approx n^{1.6})$

$$\begin{aligned} a &= 3 \\ b &= 2 \\ d &= 1 \end{aligned}$$

$$a > b^d$$



- MergeSort

- $T(n) = 2T(n/2) + O(n)$
- $T(n) = O(n \log(n))$

$$\begin{aligned} a &= 2 \\ b &= 2 \\ d &= 1 \end{aligned}$$

$$a = b^d$$



- That other one

- $T(n) = T(n/2) + O(n)$
- $T(n) = O(n)$

$$\begin{aligned} a &= 1 \\ b &= 2 \\ d &= 1 \end{aligned}$$

$$a < b^d$$



Review-The eternal struggle



**Branching causes the number
of problems to explode!
The most work is at the
bottom of the tree!**

**The problems lower in
the tree are smaller!
The most work is at
the top of the tree!**

First example: tall and skinny tree

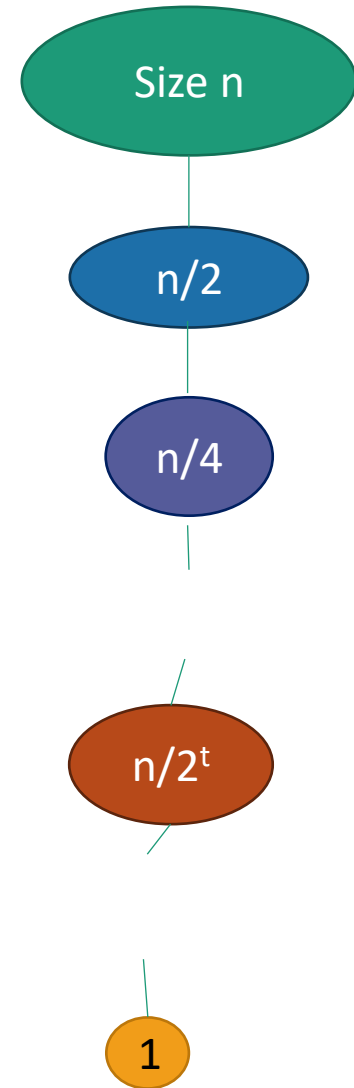
$$1. T(n) = T\left(\frac{n}{2}\right) + n, \quad (a < b^d)$$

- The amount of work done at the top (the biggest problem) swamps the amount of work done anywhere else.

- $T(n) = O(\text{work at top}) = O(n)$

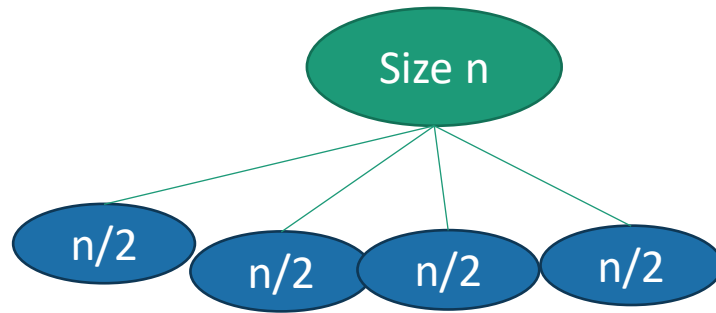


Most work at the
top of the tree!



Third example: bushy tree

$$3. \quad T(n) = 4 \cdot T\left(\frac{n}{2}\right) + n, \quad (a > b^d)$$

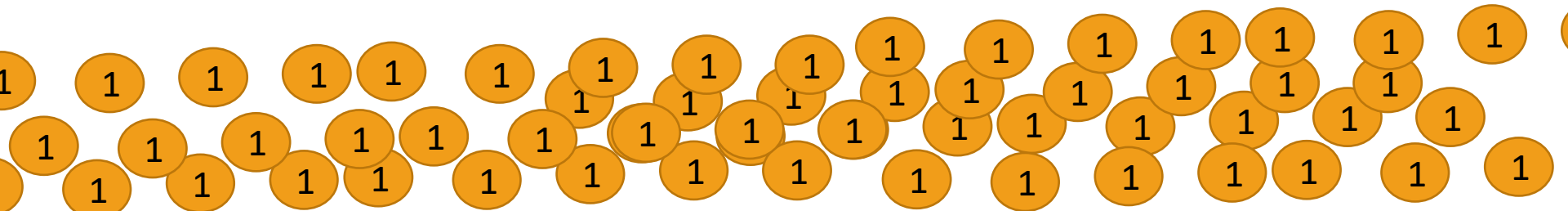


WINNER



**Most work at
the bottom
of the tree!**

- There are a HUGE number of leaves, and the total work is dominated by the time to do work at these leaves.
- $T(n) = O(\text{work at bottom}) = O(4^{\text{depth of tree}}) = O(n^2)$



5.3 Counting Inversions

Counting Inversions

Ranking Problem:

Music site tries to match your song preferences with others.


- You rank n songs.
- Music site consults database to find people with **similar** tastes.

Similarity metric: number of inversions between two rankings.

- My rank: $1, 2, \dots, n$.
- Your rank: a_1, a_2, \dots, a_n .
- Songs i and j **inverted** if $i < j$, but $a_i > a_j$.

Songs

	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5



Inversions

3-2, 4-2

Brute force: check all $\Theta(n^2)$ pairs i and j .

Applications

Applications.

- Voting theory.
- Collaborative filtering.
- Measuring the "sortedness" of an array.
- Sensitivity analysis of Google's ranking function.
- Rank aggregation for meta-searching on the Web.
- Nonparametric statistics (e.g., Kendall's Tau distance).

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- **Divide:** separate list into two pieces.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Divide: $O(1)$.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- Divide: separate list into two pieces.
- **Conquer**: recursively count inversions in each half.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Divide: $O(1)$.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Conquer: $2T(n / 2)$

5 blue-blue inversions

8 green-green inversions

5-4, 5-2, 4-2, 8-2, 10-2

6-3, 9-3, 9-7, 12-3, 12-7, 12-11, 11-3, 11-7

Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

- Divide: separate list into two pieces.
- Conquer: recursively count inversions in each half.
- **Combine**: count inversions where a_i and a_j are in different halves, and return sum of three quantities.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

Divide: $O(1)$.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

5 blue-blue inversions

8 green-green inversions

Conquer: $2T(n / 2)$

9 blue-green inversions

5-3, 4-3, 8-6, 8-3, 8-7, 10-6, 10-9, 10-3, 10-7

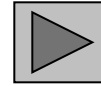
Combine: ???

Total = $5 + 8 + 9 = 22$.

Counting Inversions: Combine

Combine: count blue-green inversions

- Assume each half is **sorted**.
- Count inversions where a_i and a_j are in different halves.
- Merge** two sorted halves into sorted whole.



See: 05demo-merge-invert.ppt

to maintain sorted invariant

3	7	10	14	18	19
---	---	----	----	----	----

2	11	16	17	23	25
6	3	2	2	0	0

13 blue-green inversions: $6 + 3 + 2 + 2 + 0 + 0$

Count: $O(n)$

2	3	7	10	11	14	16	17	18	19	23	25
---	---	---	----	----	----	----	----	----	----	----	----

Merge: $O(n)$

$$T(n) \leq 2T(n/2) + cn \Rightarrow T(n) = O(n \log n)$$

Counting Inversions: Implementation

Pre-condition. [Merge-and-Count] A and B are sorted.

Post-condition. [Sort-and-Count] L is sorted.

```
Sort-and-Count(L) {  
    if list L has one element  
        return 0 and the list L  
  
    Divide the list into two halves A and B  
    A contains the first  $\lceil n/2 \rceil$  elements  
    B contains the remaining  $\lfloor n/2 \rfloor$  elements  
     $(r_A, A) \leftarrow \text{Sort-and-Count}(A)$   
     $(r_B, B) \leftarrow \text{Sort-and-Count}(B)$   
     $(r, L) \leftarrow \text{Merge-and-Count}(A, B)$   
  
    return  $r_A + r_B + r$  and the sorted list L  
}
```

Counting Inversions: Implementation

[Merge-and-Count] Algorithm

Merge-and-Count (A,B)

Maintain a *Current* pointer into each list, initialized to point to the front elements.

Maintain a variable *Count* for the number of inversions, *Count* is initialized to 0.

While both lists are nonempty:

Let a_i and b_j be the elements pointed to by the *Current* pointer

Append the smaller of these to the output list

if b_j is the smaller element then

Increment *Count* by the no of elements remaining in A

Endif

Advance the *Current* pointer in the list from which the smaller element was selected.

EndWhile

Once one list is empty, append the remainder of the other list to the output.

Return *Count* and the merged list

5.4 Closest Pair of Points

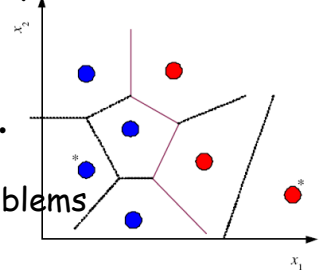
Closest Pair of Points

Closest pair. Given n points in the plane, find a pair with smallest Euclidean distance between them.

Fundamental geometric primitive.

- Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.
- Special case of nearest neighbor, Euclidean MST, Voronoi.

↖ fast closest pair inspired fast algorithms for these problems



Brute force. Check all pairs of points p and q with $\Theta(n^2)$ comparisons.

1-D version. $O(n \log n)$ easy if points are on a line.

Sort the points: $O(n \log n)$

Walk through the list keeping track of the min dist $O(n)$

Assumption. No two points have same x coordinate.

↑
to make presentation cleaner

Closest Pair of Points: Divide and Conquer

Notation:

Set of points: $P = \{p_1, p_2, \dots, p_n\}$

p_i has coordinates (x_i, y_i)

$d(p_i, p_j)$: Euclidean distance between p_i and p_j

Goal: Find a pair of points p_i and p_j that minimizes $d(p_i, p_j)$

Divide and Conquer Idea:

Find the closest pair of points in the left half of P

Find the closest pair of points in the right half of P

Use this information to get the overall solution (**combine**) in linear time.

Combination part is tricky. Distances that have not been considered, the ones between the left and right half are $\Omega(n^2)$, but we need to find an $O(n)$ algorithm to find the smallest one!

Closest Pair of Points: Divide and Conquer

Preprocessing: $O(n \log n)$

We maintain two lists P_x and P_y

P_x sort all points in P by x coordinate

P_y sort all points in P by y coordinate

For each point in P_x and P_y attach the position of the point in both lists.

Divide and Conquer:

Let:

Q : set of $\lfloor n/2 \rfloor$ points in the first (left) half of P_x

R : set of $\lfloor n/2 \rfloor$ points in the remaining (right) half of P_x

Produce lists Q_x , Q_y and R_x , R_y analogous to P_x and P_y

Assume:

q_0^* and q_1^* are the closest pair of points in Q and

r_0^* and r_1^* are the closest pair of points in R .

Closest Pair of Points: Divide and Conquer

Combine:

Let: $\delta = \min(d(q_0^*, q_1^*), d(r_0^*, r_1^*))$

Are there points $q \in Q$ and $r \in R$ such that $d(q, r) < \delta$?

If no: then we already found the closest pair of points,
they are either (q_0^*, q_1^*) or (r_0^*, r_1^*)

If yes: Let L be the vertical line with equation $x = x^*$ where x^* is the
rightmost point in Q . L separates Q from R .

Claim 5.8.: If (q, r) are the closest points, then each of them lies within
a δ distance of L .

Proof: Let $q = (q_x, q_y)$ and $r = (r_x, r_y)$. By defn of x^* , $q_x \leq x^* \leq r_x$

Then: $x^* - q_x \leq r_x - q_x \leq d(q, r) < \delta$ and $r_x - x^* \leq r_x - q_x \leq d(q, r) < \delta$

Closest Pair of Points: Divide and Conquer

Idea: Narrow search to points that lie within δ distance of L .

Let S set of points that lie within δ distance of L .

Let S_y be list of points in S in increasing order of y ($O(n)$ time using P_y)

Claim 5.9 (Restate 5.8) There exists $q \in Q$ and $r \in R$ for which $d(q,r) < \delta$ if and only if there exists s and s' for which $d(s,s') < \delta$

Claim 5.10. If s and s' have the property that $d(s,s') < \delta$ then s and s' are within 15 positions of each other in the sorted list S_y .

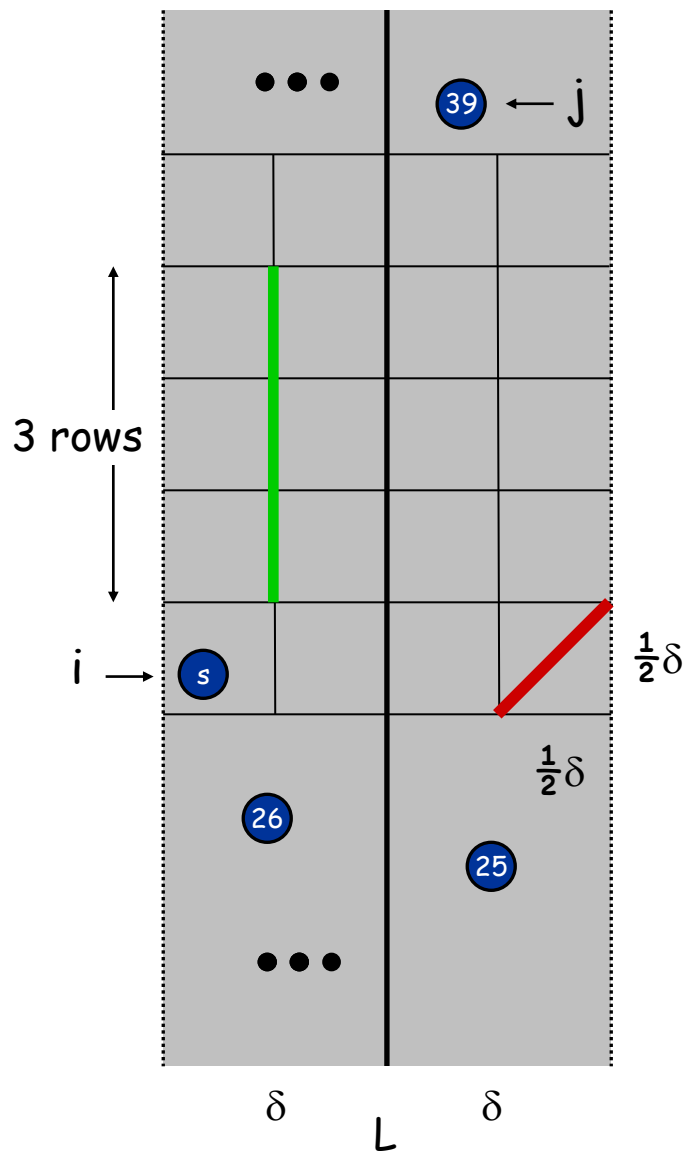
Combination Algorithm: Go through the points in S_y in order, for each point compute the distance between it and the next 15 points. $O(15*n)$

Claim 5.10. If s and s' have the property that $d(s, s') < \delta$ then s and s' are within 15 positions of each other in the sorted list S_y .

Proof:

Suppose two points s and s' of S lie in the same box. Since all boxes are in the same side of L , then s and s' either both belong to Q or both belong to R . But any two points in the same box are within distance $\delta \cdot \sqrt{2}/2 < \delta$ which contradicts the definition of δ as the min dist between any two pair of points in Q or R .

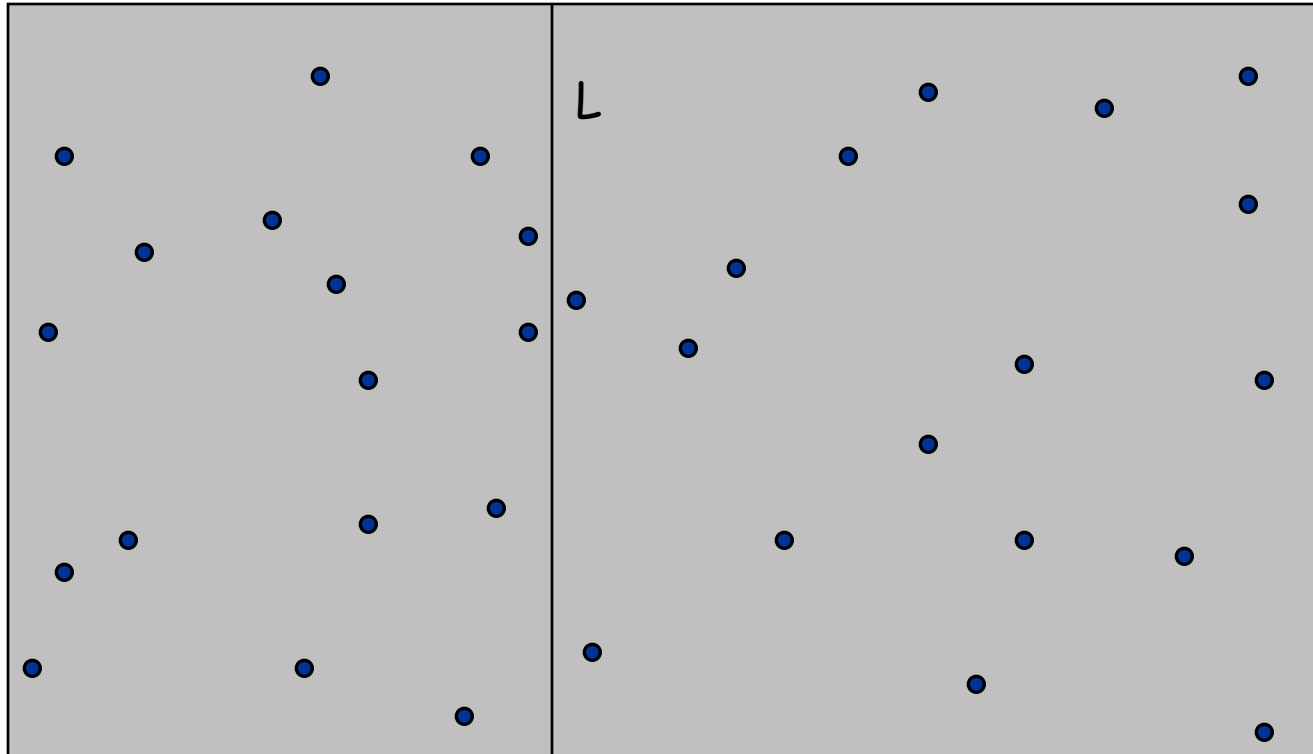
Suppose s and s' have the property that $d(s, s') < \delta$ and they are 16 positions apart in S_y . w.o.l.o.f.gen assume that s has smaller y coordinate. Since there are at most one point per box, there are at least three rows of Z lying between s and s' . But any two points in Z separated by at least three rows must be a distance of at least $3\delta/2$ apart- a contradiction.



Closest Pair of Points

Algorithm.

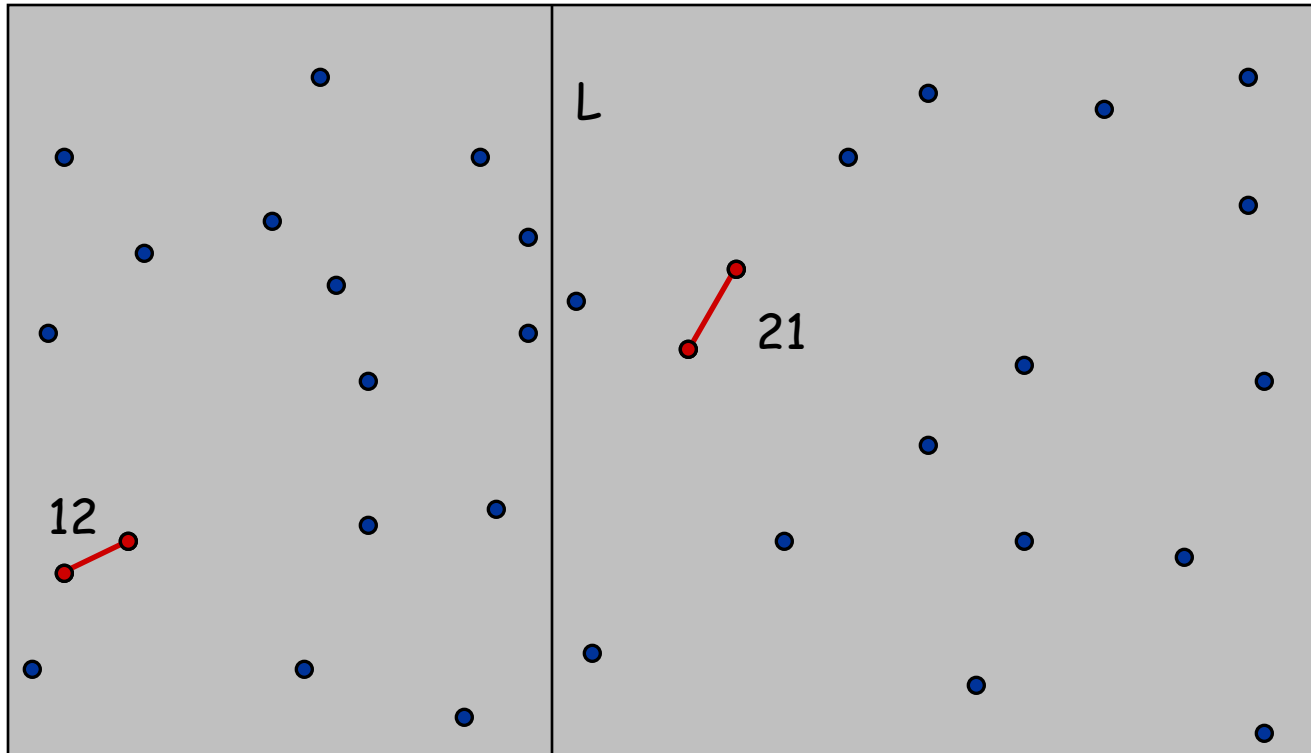
- **Divide:** draw vertical line L so that $\frac{1}{2}n$ points on each side



Closest Pair of Points

Algorithm.

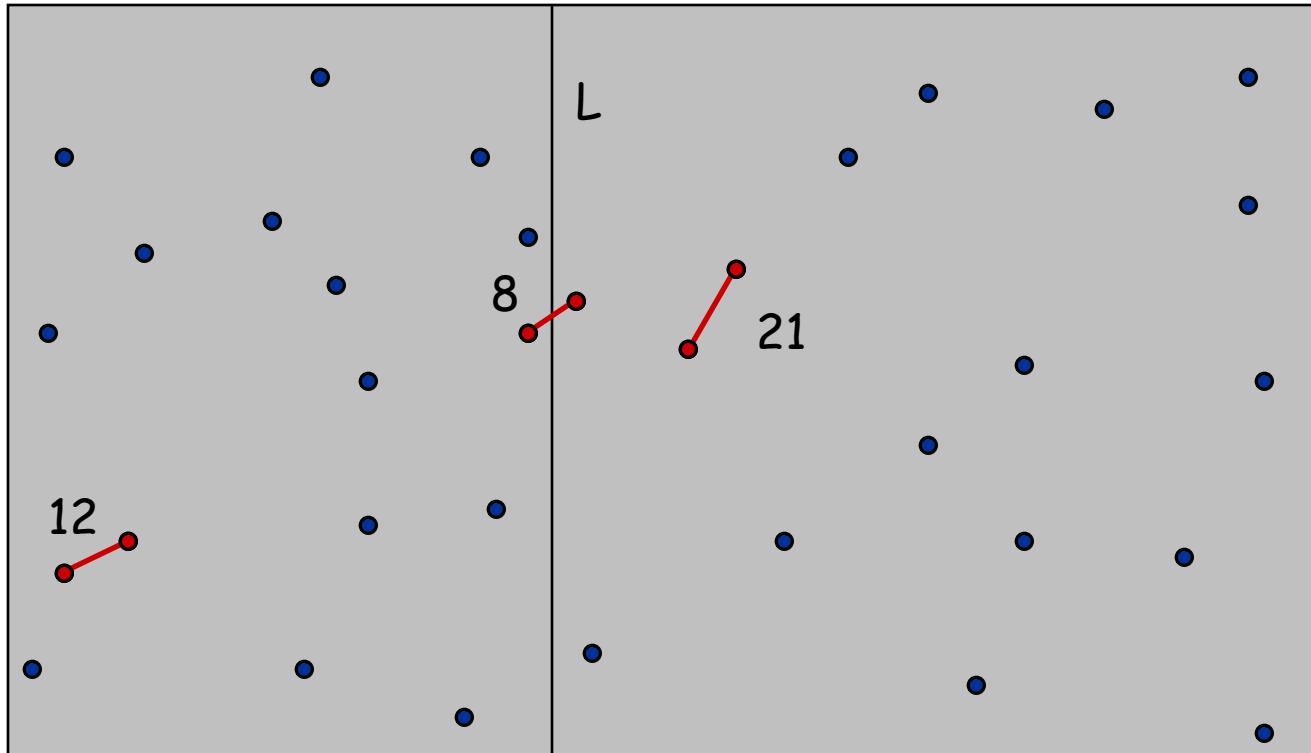
- Divide: draw vertical line L so that $\frac{1}{2}n$ points on each side
- **Conquer**: find closest pair in each side recursively.



Closest Pair of Points

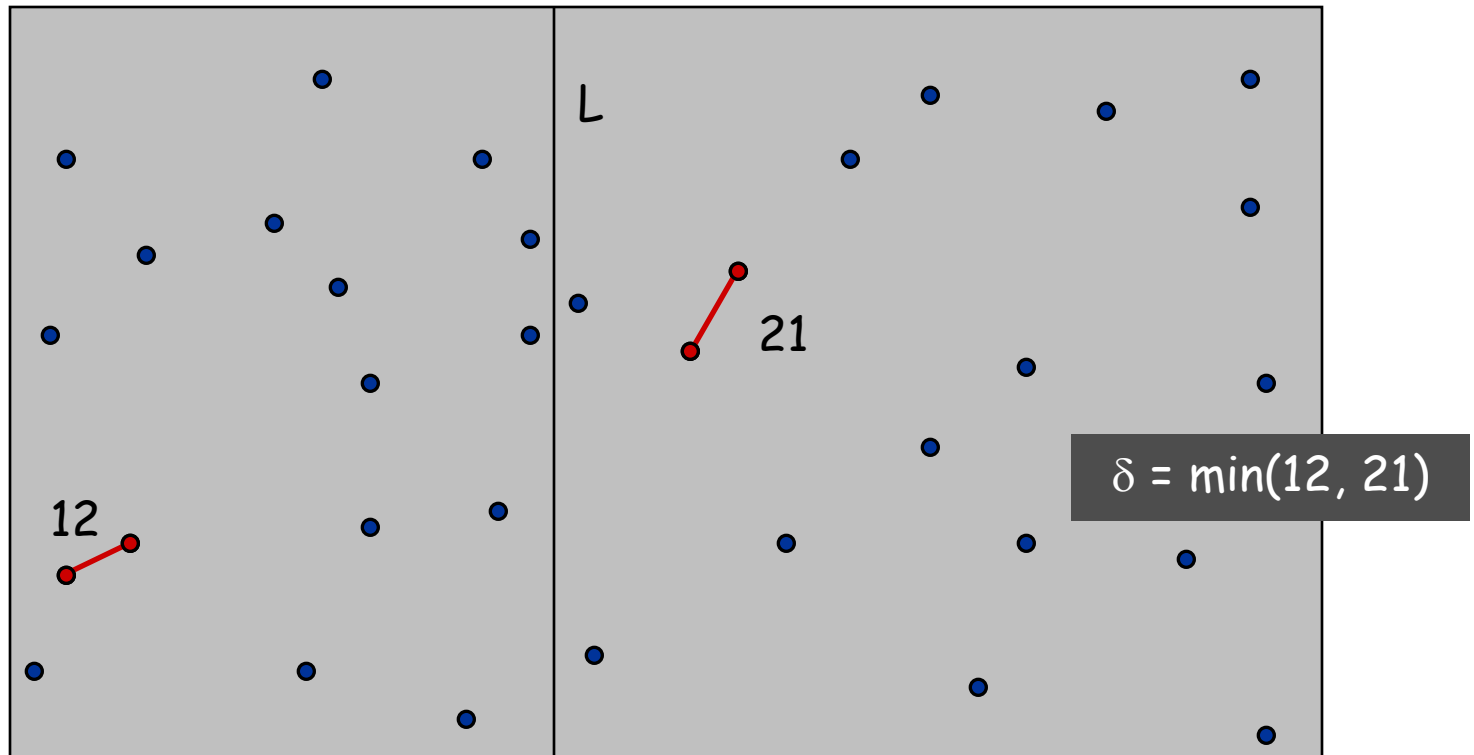
Algorithm.

- Divide: draw vertical line L so that $\frac{1}{2}n$ points on each side
- Conquer: find closest pair in each side recursively.
- **Combine**: find closest pair with one point in each side. ← seems like $\Theta(n^2)$
- Return best of 3 solutions.



Closest Pair of Points

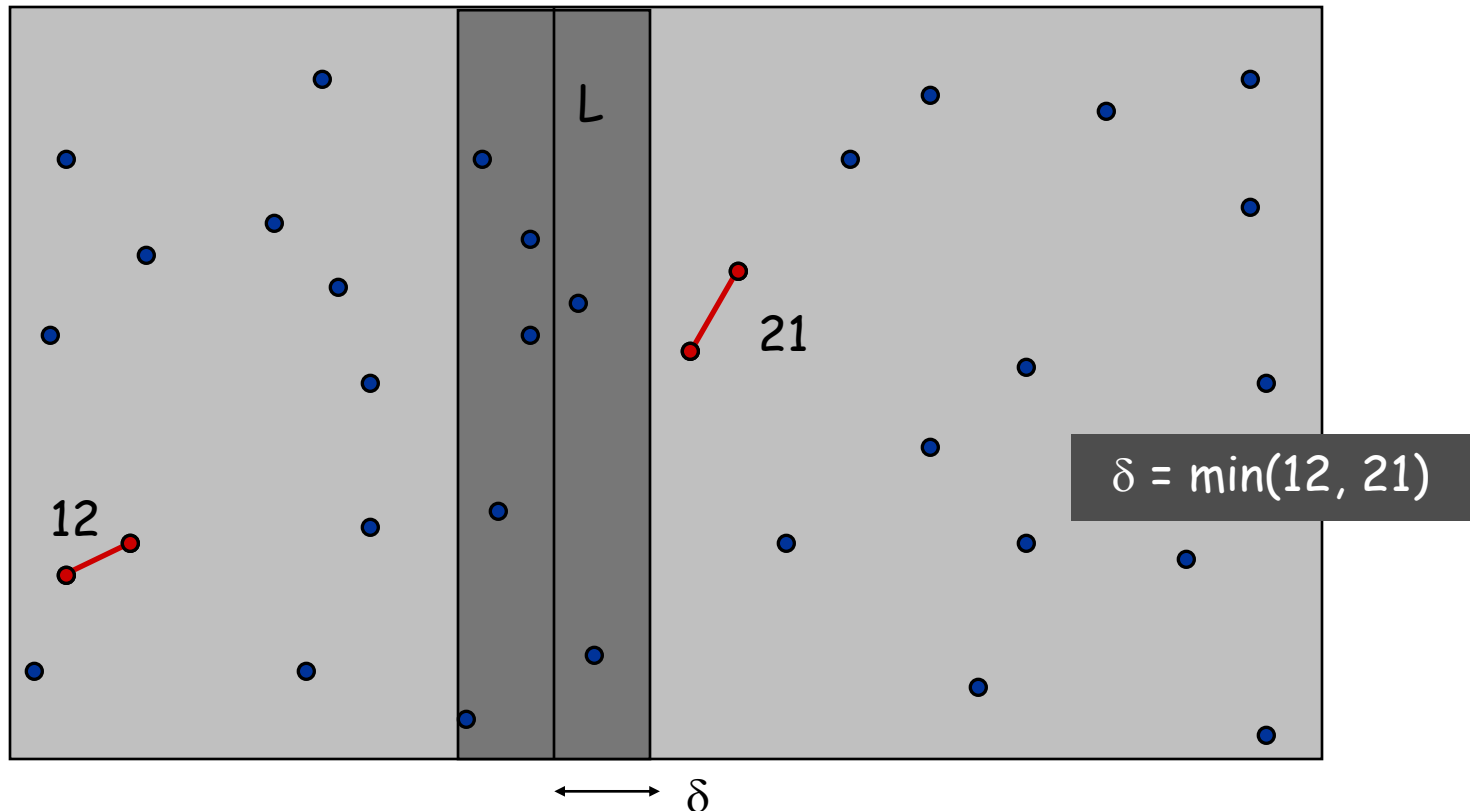
Find closest pair with one point in each side, **assuming that distance $< \delta$** .



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

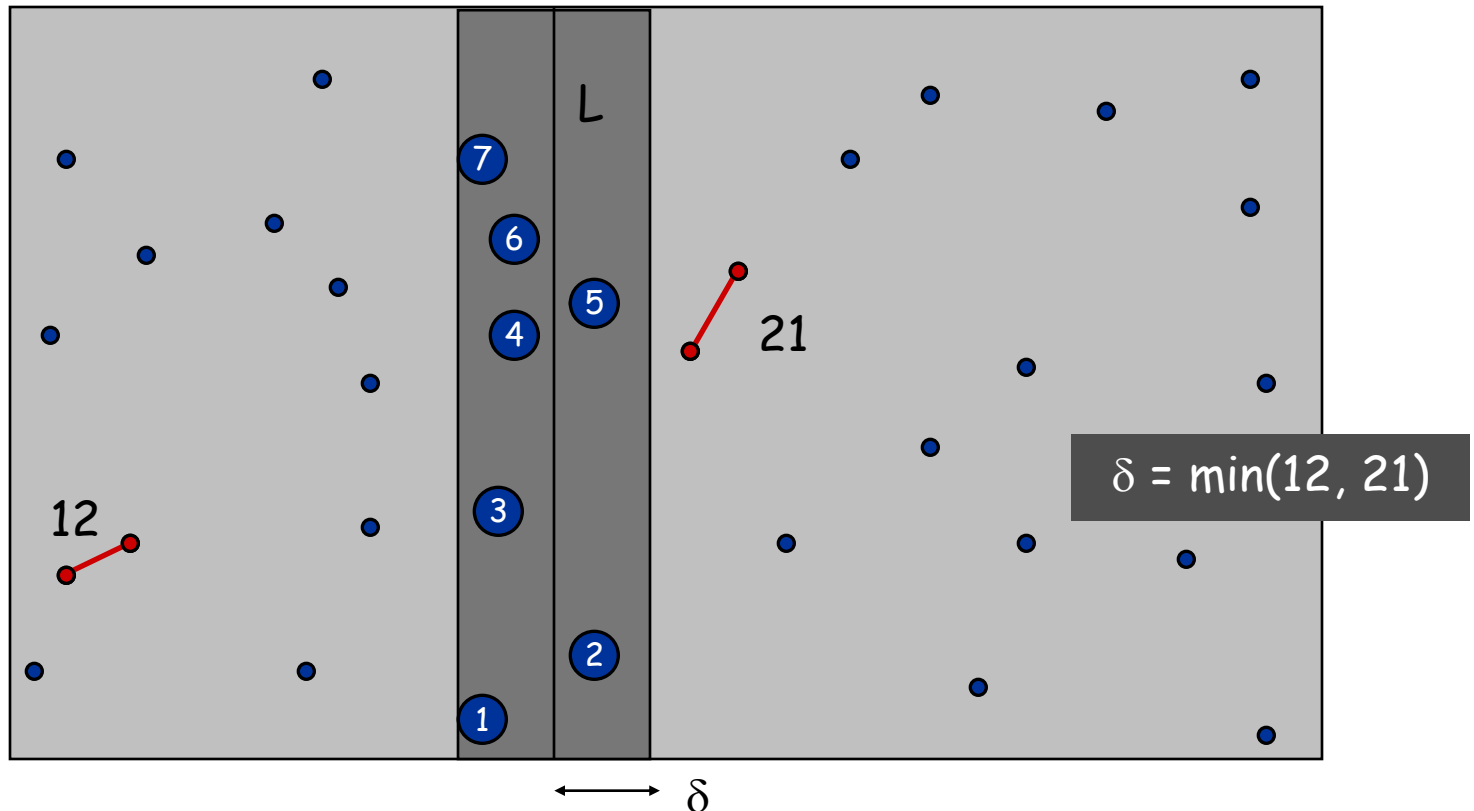
- Observation: only need to consider points within δ of line L .



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate (list S_y).

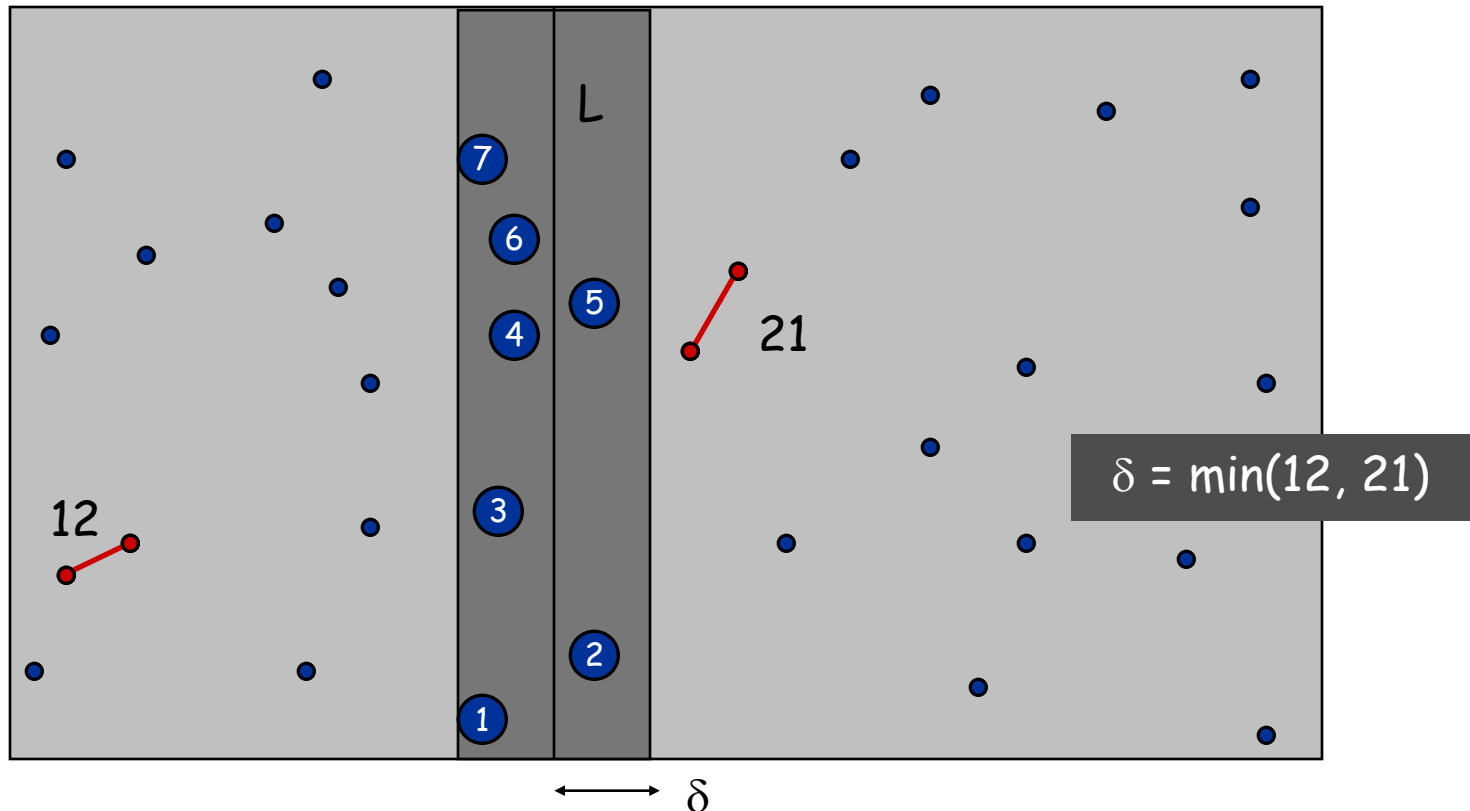


Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate.
- Only check distances of those within 15 positions in sorted list!

Note: since δ is small, there can not be too many points within each δ strip.
Actually, there are max C_d points only, a const depending on no of dimensions, $d=2$



Closest Pair Algorithm

Closest-Pair(P)

Construct P_x and P_y

$(p0^*, p1^*) = \text{Closest-Pair-Rec}(P_x, P_y)$

$O(n \log n)$

Closest-Pair-Rec(P_x, P_y)

If $|P| \leq 3$ then find closest pair measuring all pairwise distances.

Endif

Construct Q_x, Q_y, R_x, R_y

$(q0^*, q1^*) = \text{Closest-Pair-Rec}(Q_x, Q_y)$

$O(n)$

$(r0^*, r1^*) = \text{Closest-Pair-Rec}(R_x, R_y)$

$2T(n/2)$

$\delta = \min(d(q0^*, q1^*), d(r0^*, r1^*))$

$x^* = \max$ x-coordinate of a point in set Q

$L = \{(x, y) : x = x^*\}$

S : Points in P within distance δ of L

Construct S_y

$O(n)$

For each point s in S_y , compute distance from s to each of next 15 points in S_y .

$O(n)$

Let s, s' pair achieve the min distance

If $d(s, s') < \delta$ then return (s, s')

Else if $d(q0^*, q1^*) < d(r0^*, r1^*)$ then return $(q0^*, q1^*)$

Else return $(r0^*, r1^*)$

Closest Pair of Points: Analysis

Running time:

Preprocessing time to produce P_x and P_y : $O(n \log n)$

The rest of the code ($\text{Closest-Pair-Rec}(P_x, P_y)$):

$$T(n) \leq 2T(n/2) + cn \Rightarrow T(n) = O(n \log n)$$

Total: $O(n \log n)$

5.5 Integer Multiplication

This was kind of a big deal

$$XLIV \times XCVII = ?$$

$$\begin{array}{r} 44 \\ \times 97 \\ \hline \end{array}$$



Integer Multiplication


$$\begin{array}{r} 44 \\ \times 97 \\ \hline \end{array}$$

Integer Multiplication

$$\begin{array}{r} 1234567895931413 \\ \times 4563823520395533 \\ \hline \end{array}$$

Integer Multiplication

n



233925720752752384623764283568364918374523856298
4562323582342395285623467235019130750135350013753
X

How fast is the grade-school
multiplication algorithm?

???

(How many one-digit operations?)

About n^2 one-digit operations

At most n^2 multiplications,
and then at most n^2 additions (for carries)
and then I have to add n different $2n$ -digit numbers...

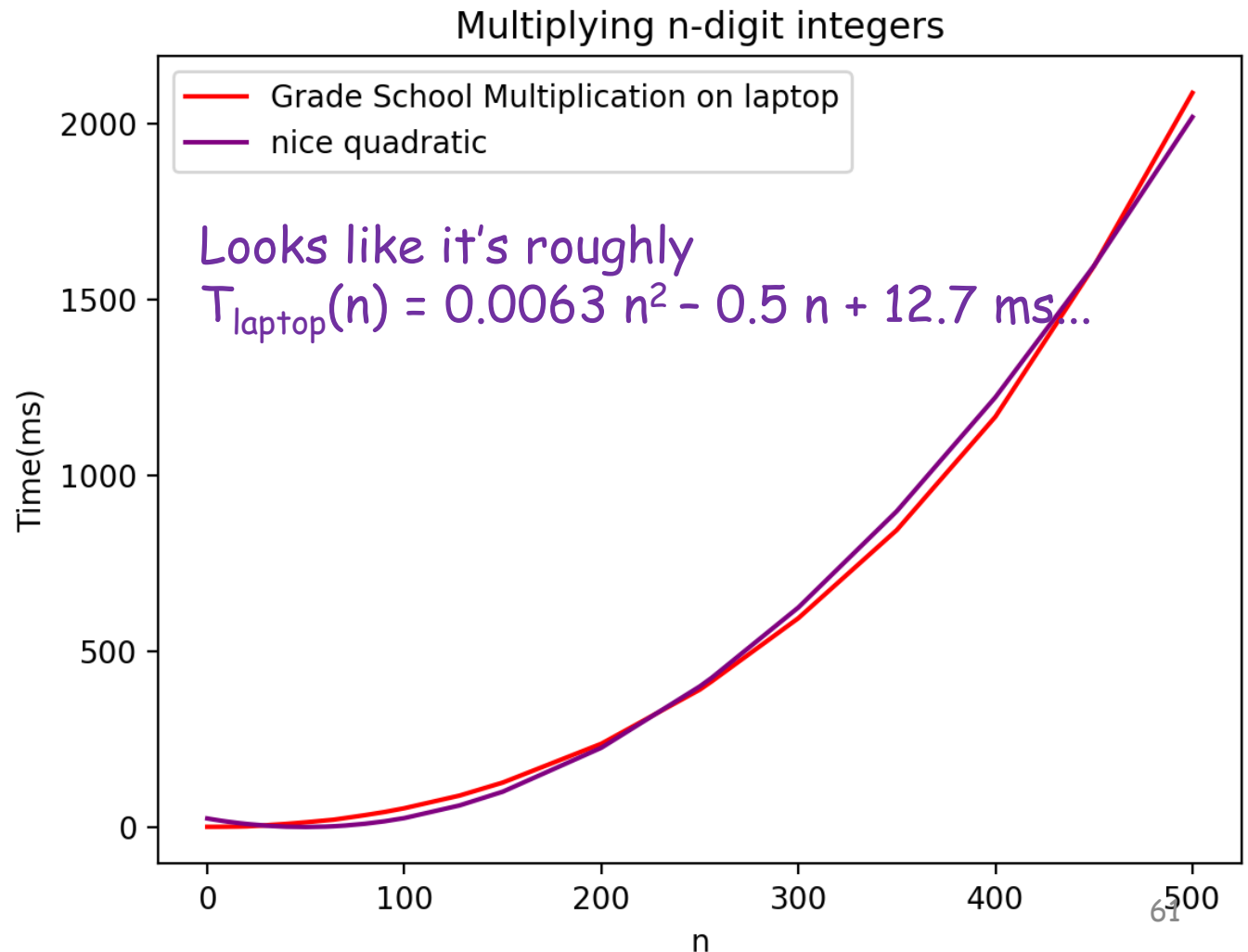
Big-Oh Notation

- We say that Grade-School Multiplication "runs in time $O(n^2)$ "
- Formal definition coming Wednesday!
- Informally, big-Oh notation tells us how the running time scales with the size of the input.

Implemented in Python

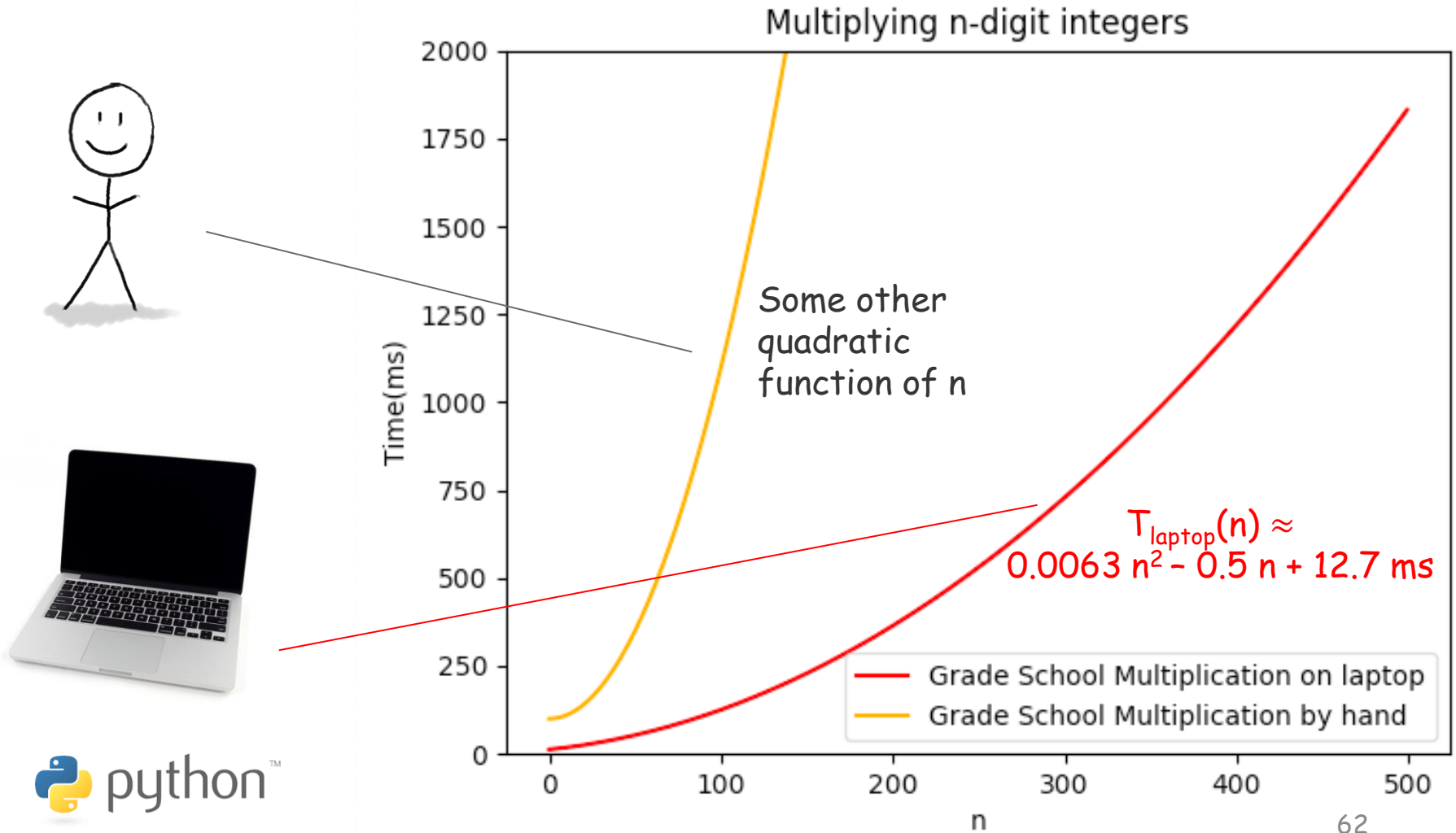
The runtime "scales like" n^2

highly non-optimized

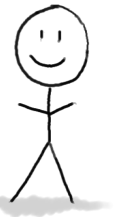
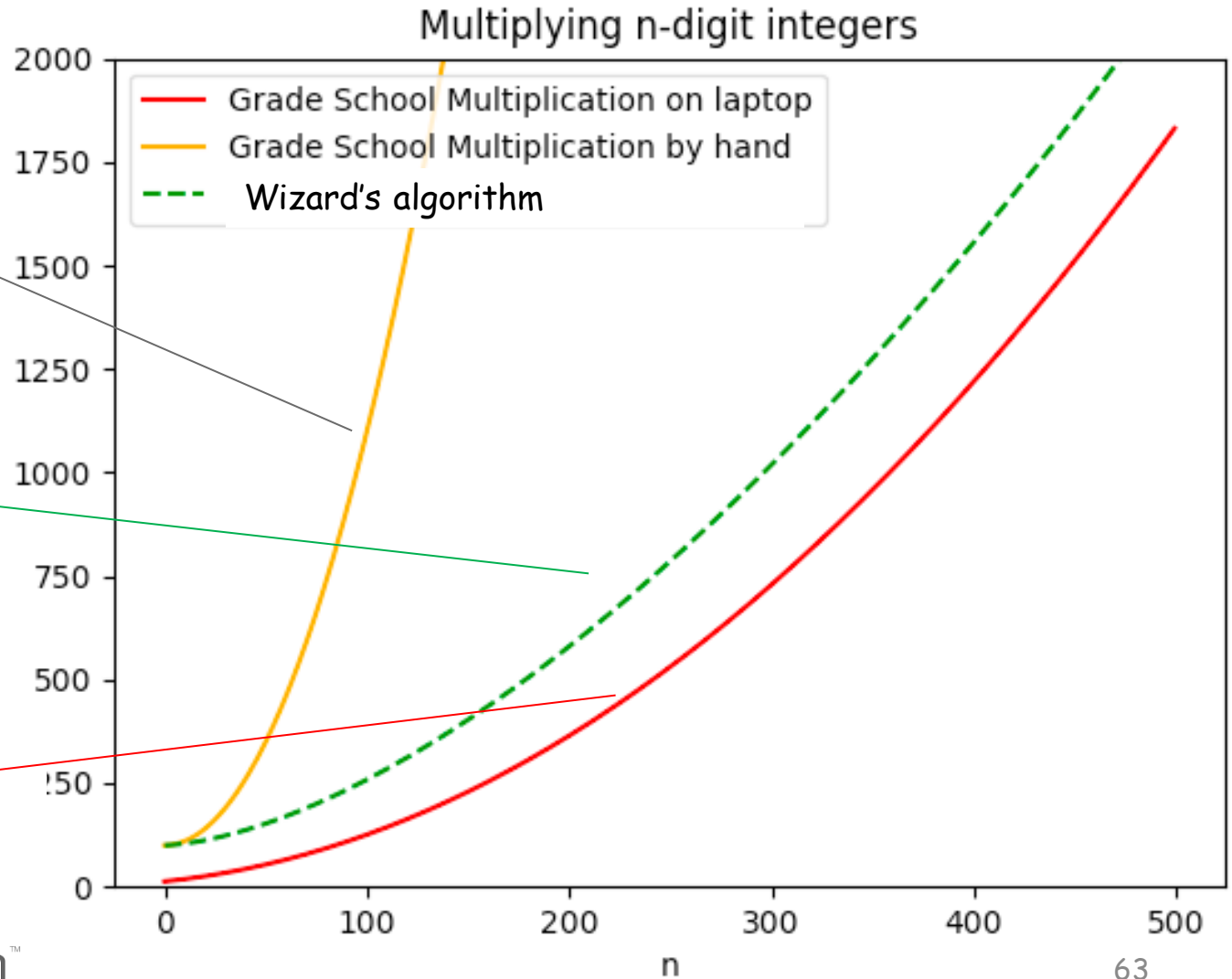


Implemented by hand

The runtime still "scales like" n^2



Why is big-Oh notation meaningful?



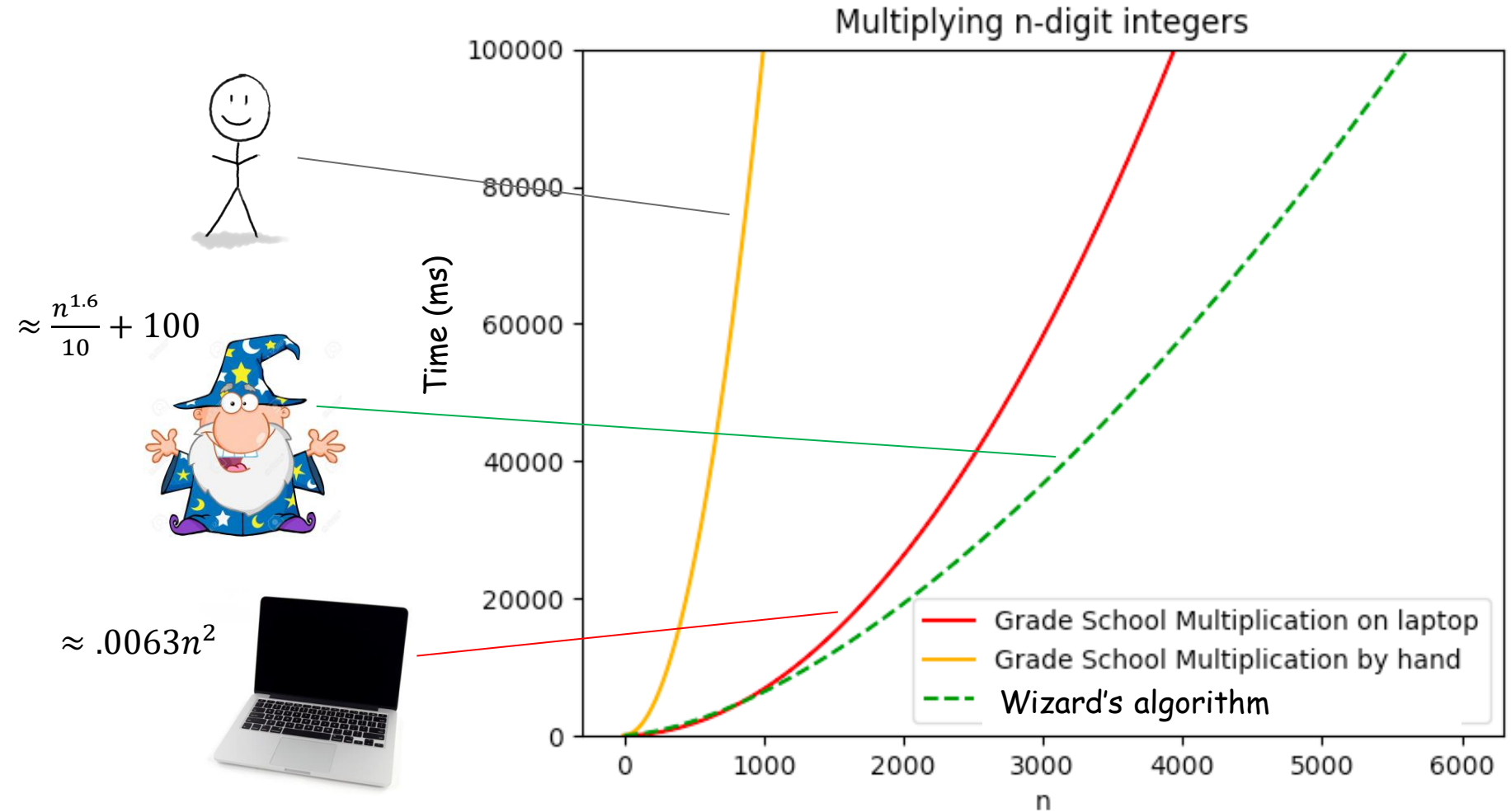
$$\approx \frac{n^{1.6}}{10} + 100$$



$$\approx .0063n^2$$



Let n get bigger...

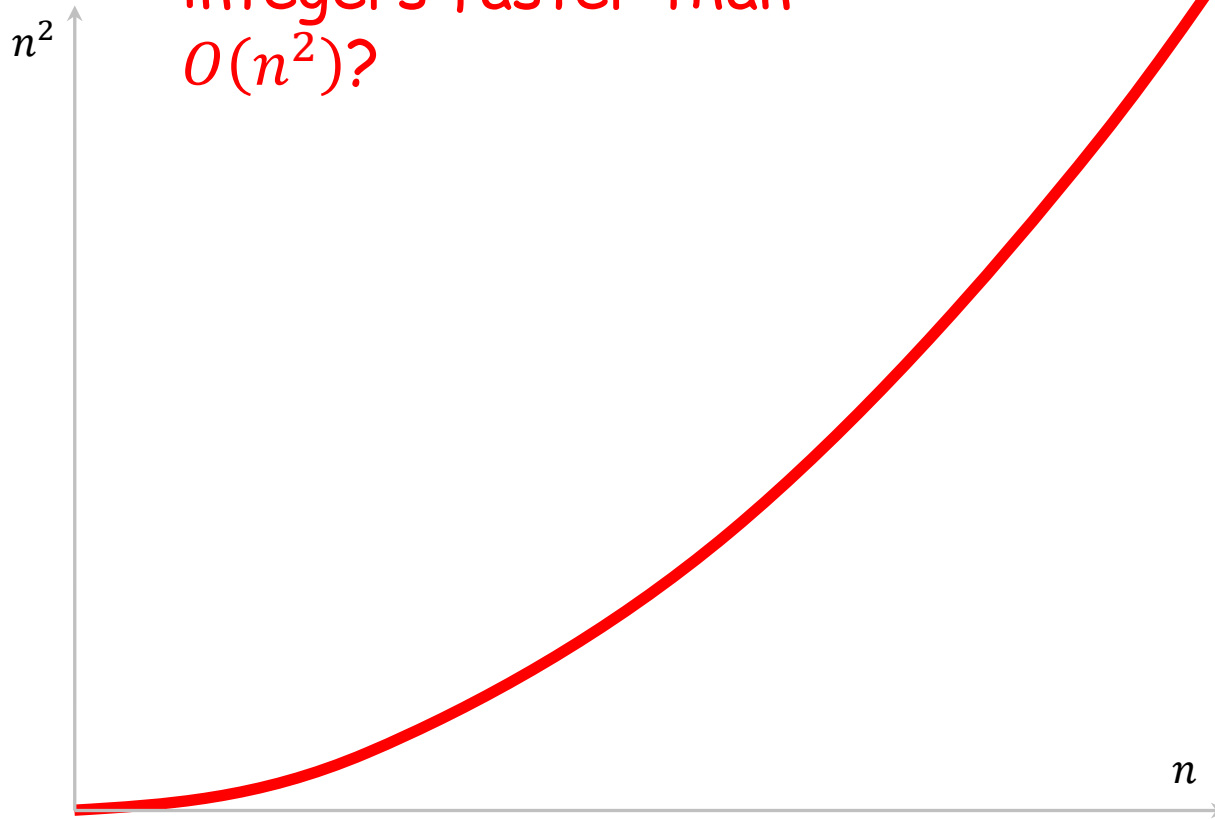


Take-away

- An algorithm that runs in time $O(n^{1.6})$ is “better” than an algorithm that runs in time $O(n^2)$.
- So the question is...

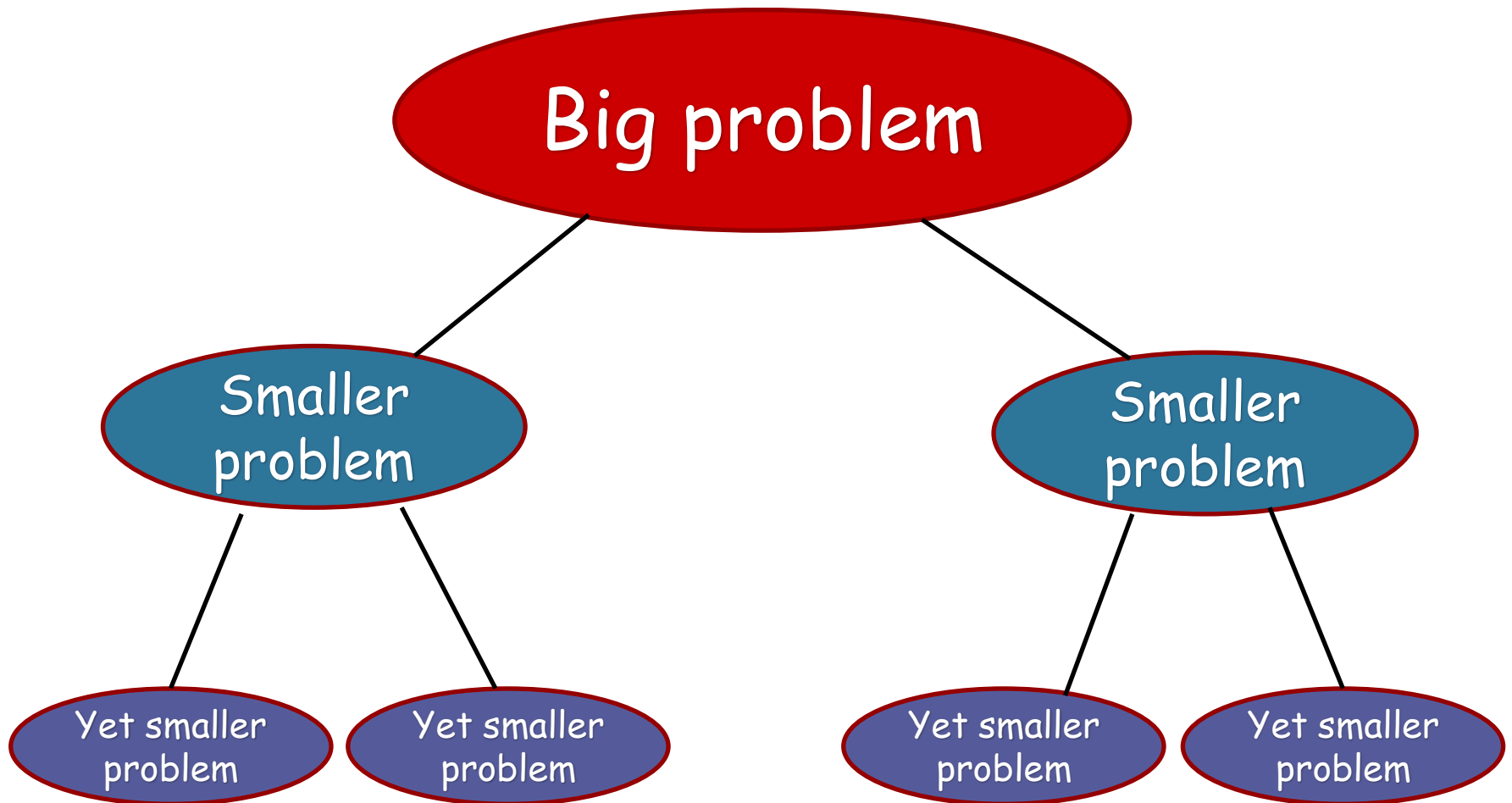
Can we do better?

Can we multiply n -digit
integers faster than
 $O(n^2)$?



Divide and conquer

Break problem up into smaller (easier) sub-problems



Divide and conquer for multiplication

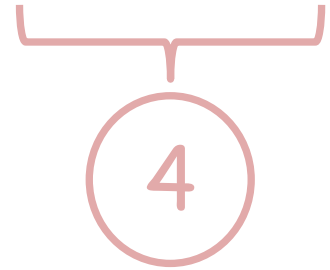
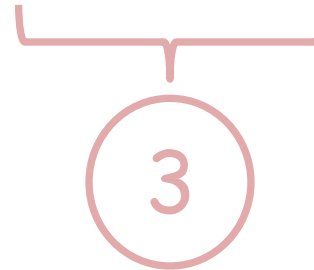
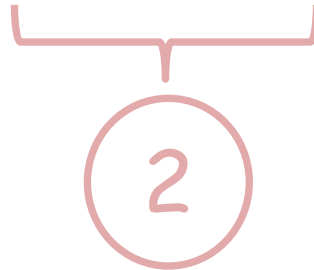
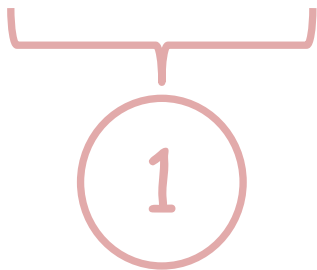
Break up an integer:

$$1234 = 12 \times 100 + 34$$

$$1234 \times 5678$$

$$= (12 \times 100 + 34) (56 \times 100 + 78)$$

$$= (12 \times 56) 10000 + (34 \times 56 + 12 \times 78) 100 + (34 \times 78)$$



One 4-digit multiply



Four 2-digit multiplies


More generally

Suppose n is even

Break up an n-digit integer:

$$[x_1 x_2 \cdots x_n] = [x_1 x_2 \cdots x_{n/2}] \times 10^{n/2} + [x_{n/2+1} x_{n/2+2} \cdots x_n]$$

$$\begin{aligned} x \times y &= (a \times 10^{n/2} + b)(c \times 10^{n/2} + d) \\ &= \underbrace{(a \times c)}_{\textcircled{1}} 10^n + \underbrace{(a \times d + c \times b)}_{\textcircled{2}} 10^{n/2} + \underbrace{(b \times d)}_{\textcircled{4}} \end{aligned}$$

One n-digit multiply  Four (n/2)-digit multiplies

Divide and conquer algorithm

not very precisely...

(Assume n is a power of 2...)

x, y are n -digit numbers

Multiply(x, y):

- If $n=1$:

- Return xy

Base case: I've memorized my
1-digit multiplication tables...

- Write $x = a 10^{\frac{n}{2}} + b$

- Write $y = c 10^{\frac{n}{2}} + d$

a, b, c, d are
 $n/2$ -digit numbers

- Recursively compute ac, ad, bc, bd :

- $ac = \text{Multiply}(a, c)$, etc..

- Add them up to get xy :

- $xy = ac 10^n + (ad + bc) 10^{n/2} + bd$

Make this pseudocode
more detailed! How
should we handle odd n ?
How should we implement
"multiplication by 10^n "?

Think-Pair-Share

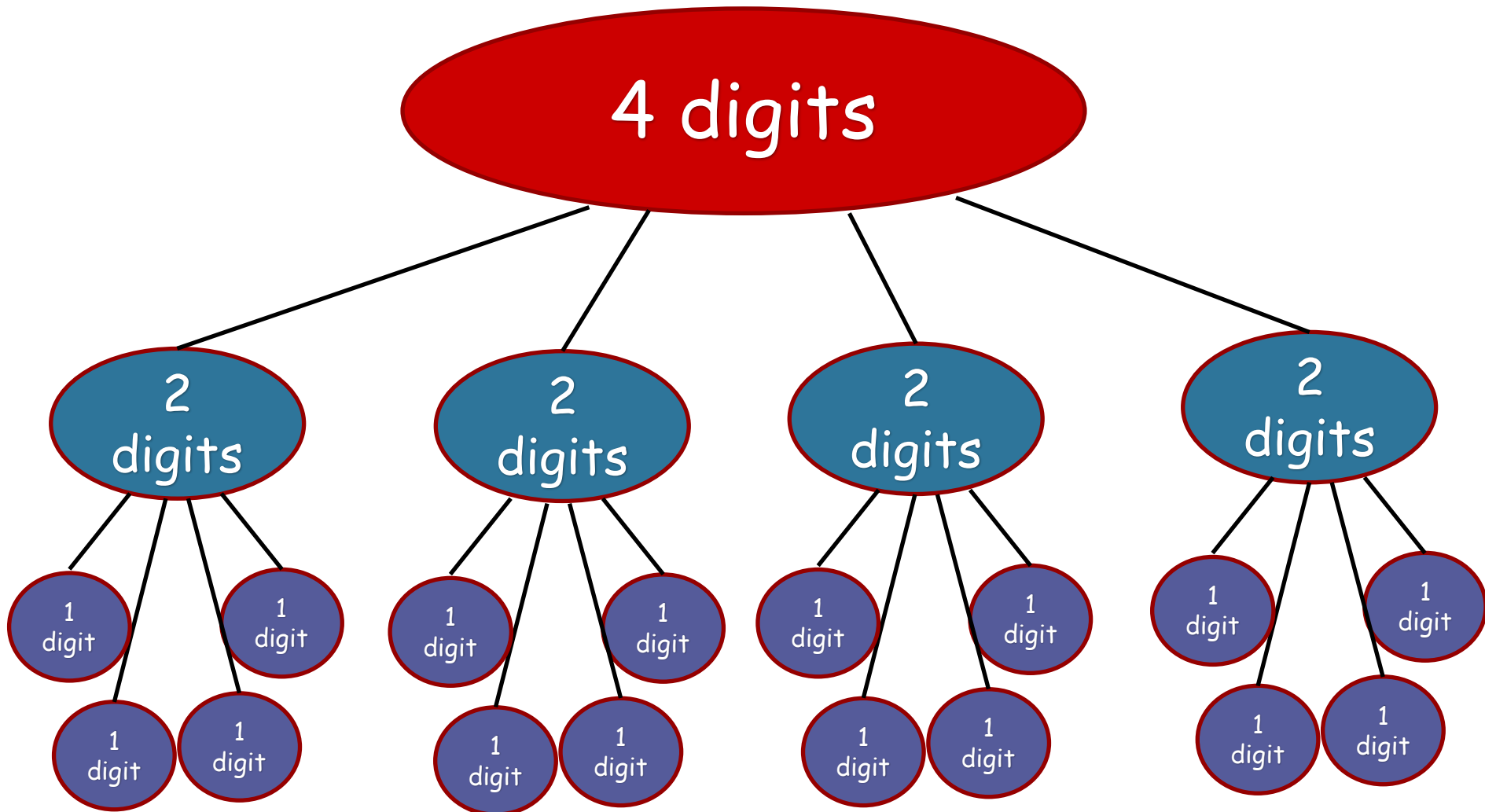
- We saw that this 4-digit multiplication problem broke up into four 2-digit multiplication problems

$$1234 \times 5678$$

- If you recurse on those 2-digit multiplication problems, how many 1-digit multiplications do you end up with total?

Recursion Tree

16 one-digit multiplies!



What is the running time?

- Better or worse than the grade school algorithm?
- How do we answer this question?
 1. Try it.
 2. Try to understand it analytically.

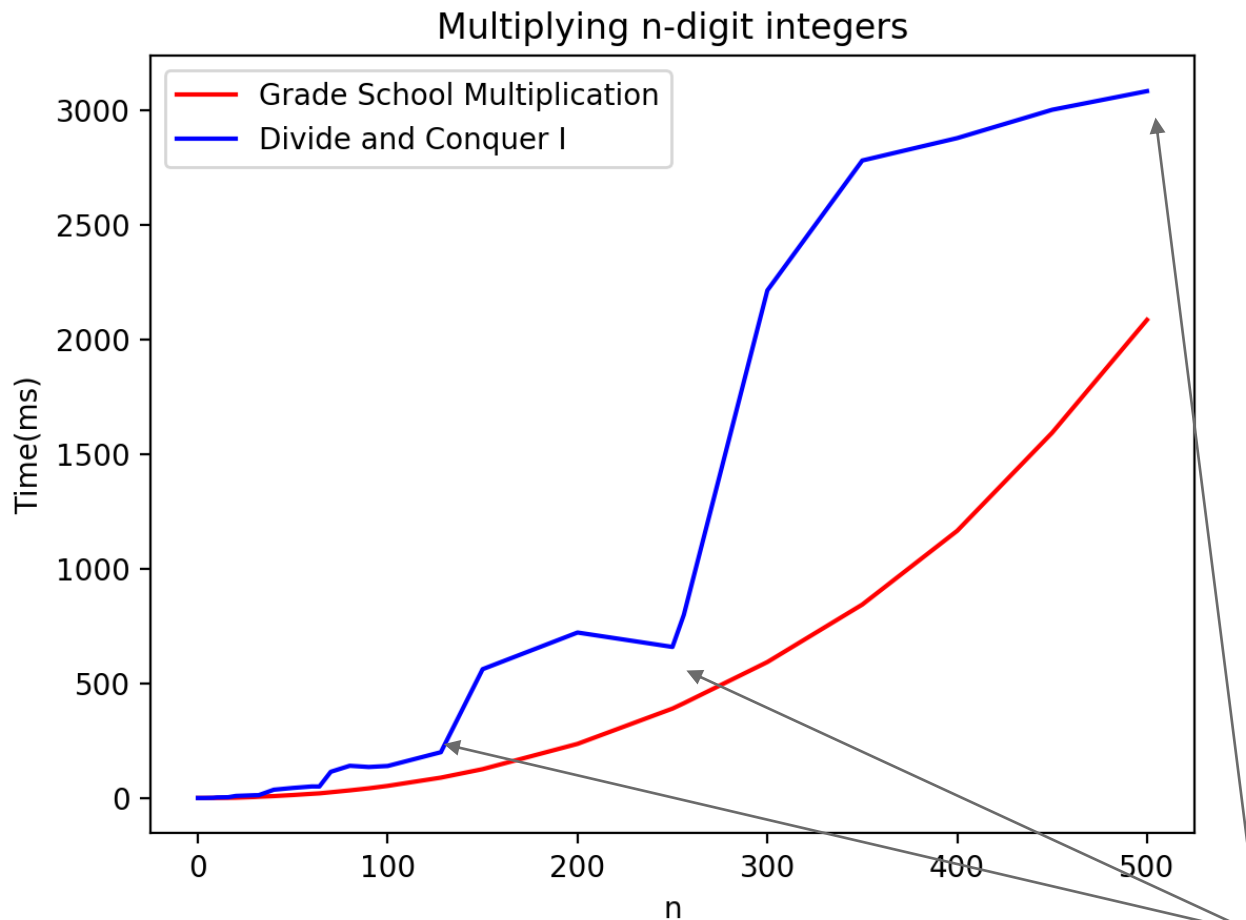
1. Try it.

Conjectures about running time?

Doesn't look too good
but hard to tell...

Maybe one implementation
is slicker than the other?

Maybe if we were to run it
to $n=10000$, things would
look different.



Something funny is happening at powers of 2... 74

2. Try to understand the running time analytically

- . Proof by meta-reasoning:

It must be faster than the grade school algorithm, because we are learning it in an algorithms class.

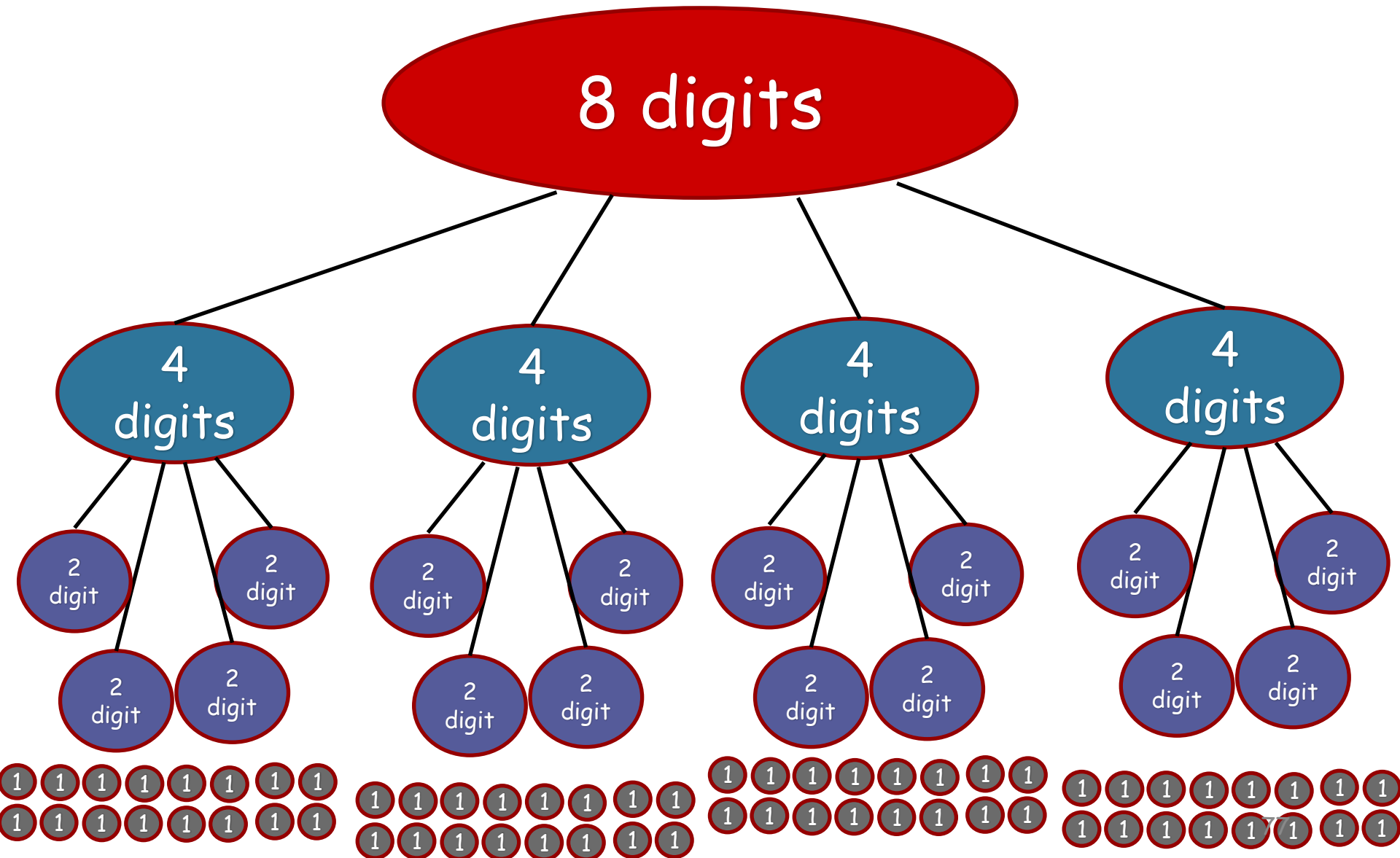
2. Try to understand the running time analytically

Think-Pair-Share:

- We saw that multiplying 4-digit numbers resulted in 16 one-digit multiplications.
- How about multiplying 8-digit numbers?
- What do you think about n -digit numbers?

Recursion Tree

64 one-digit multiplies!

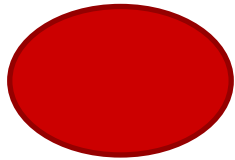


2. Try to understand the running time analytically

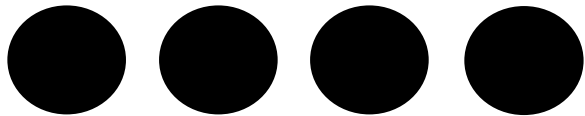
Claim:

The running time of this algorithm
is
AT LEAST n^2 operations.

There are n^2 1-digit problems

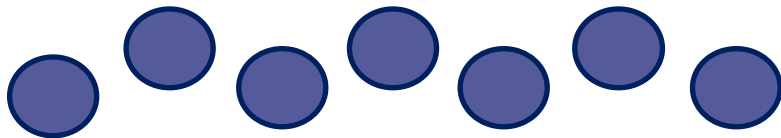


1 problem
of size n



4 problems
of size $n/2$

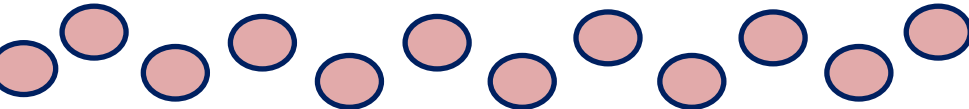
...



4^t problems
of size $n/2^t$

Note: this is just
a cartoon - I'm not
going to draw all
 4^t circles!

...



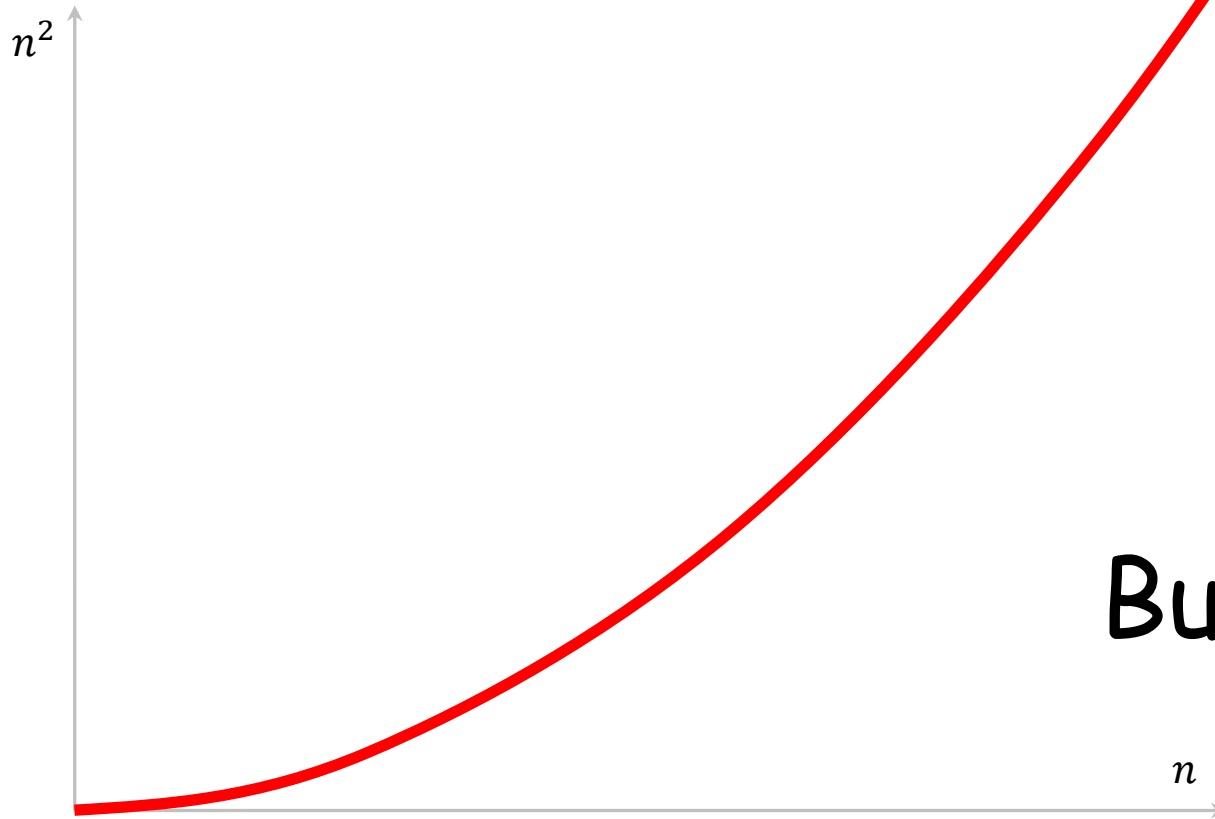
$\frac{n^2}{1}$ problems
of size 1

- If you cut n in half $\log_2(n)$ times, you get down to 1.
- So at level $t = \log_2(n)$ we get...

$$4^{\log_2 n} = n^{\log_2 4} = n^2$$

problems of size 1.

That's a bit disappointing
All that work and still (at least) $O(n^2)$...



But wait!!

Divide and conquer **can** actually make progress

- Karatsuba figured out how to do this better!

$$\begin{aligned} xy &= (a \cdot 10^{n/2} + b)(c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc)10^{n/2} + bd \end{aligned}$$

Need these three things



- If only we could recurse on three things instead of four...

Karatsuba integer multiplication

- Recursively compute these **THREE** things:

- ac
- bd
- $(a+b)(c+d)$

Subtract these off

get this

$$(a+b)(c+d) = ac + bd + bc + ad$$

- Assemble the product:

$$\begin{aligned} xy &= (a \cdot 10^{n/2} + b)(c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc)10^{n/2} + bd \end{aligned}$$



How would this work?

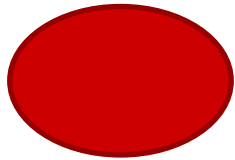
x, y are n-digit numbers

Multiply(x, y):

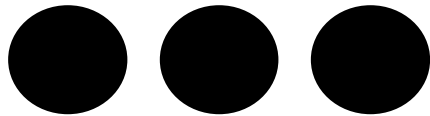
- **If** $n=1$:
 - **Return** xy
- Write $x = a 10^{\frac{n}{2}} + b$ and $y = c 10^{\frac{n}{2}} + d$
- $ac = \mathbf{Multiply}(a, c)$
- bd = **Multiply**(b, d)
- $z = \mathbf{Multiply}(\underline{a+b}, \underline{c+d})$
- xy = $ac 10^n + (z - ac - \underline{bd}) 10^{n/2} + \underline{bd}$
- **Return** xy

a, b, c, d are
n/2-digit numbers

What's the running time?

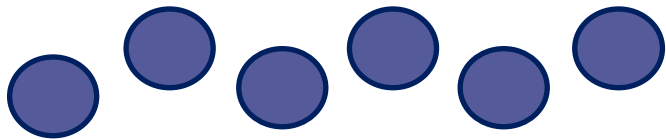


1 problem
of size n



3 problems
of size $n/2$

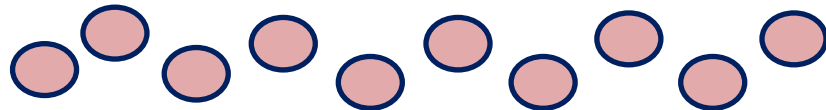
...



3^2 problems
of size $n/2^2$

...

Note: this is just
a cartoon - I'm not
going to draw all
 3^t circles!



$n^{1.6}$ problems
of size 1

- If you cut n in half $\log_2(n)$ times, you get down to 1.
- So at level $t = \log_2(n)$ we get...

$$3^{\log_2 n} = n^{\log_2 3} \approx n^{1.6}$$

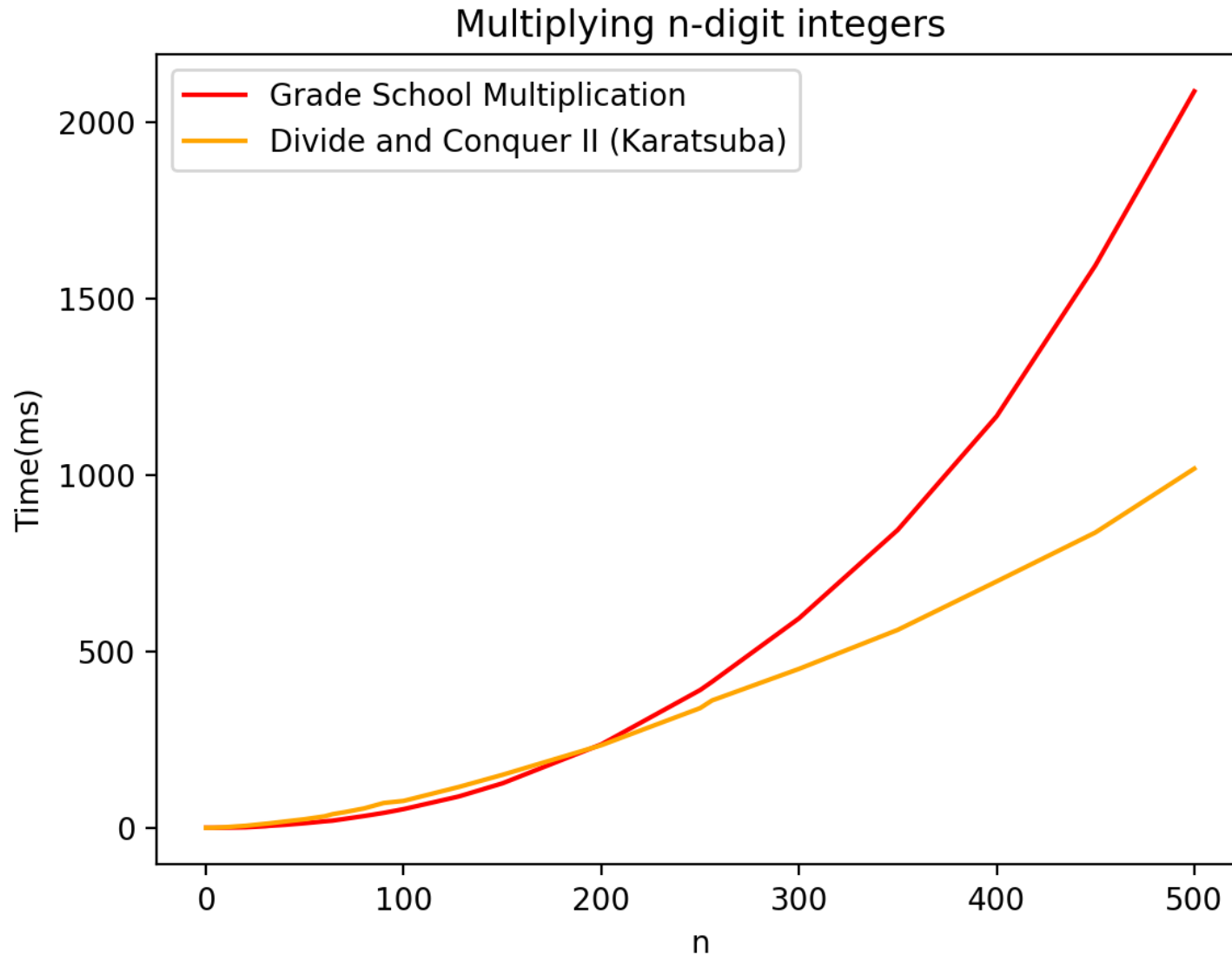
problems of size 1.

We aren't accounting for the
work at the higher levels!
But we'll see later that this
turns out to be okay.

This is much better!



We can even see it in real life!



Integer Arithmetic

Add. Given two n -digit integers a and b , compute $a + b$.

- $O(n)$ bit operations.

Multiply. Given two n -digit integers a and b , compute $a \times b$.

- Brute force solution: $\Theta(n^2)$ bit operations.

```
  12
  13
X-----
  36
  12
+-----
156
```

Decimal Multiplication

```
  1100
  1101
X-----
  1100
  0000
  1100
  1100
+-----
10011100
```

Binary Multiplication

Divide-and-Conquer Multiplication: Warmup

To multiply two n -digit integers:

- Multiply four $\frac{1}{2}n$ -digit integers.
- Add two $\frac{1}{2}n$ -digit integers, and shift to obtain result.

$$\begin{aligned}x &= 2^{n/2} \times x_1 + x_0 \\y &= 2^{n/2} \times y_1 + y_0 \\xy &= \left(2^{n/2} \times x_1 + x_0\right) \left(2^{n/2} \times y_1 + y_0\right) = 2^n \times x_1 y_1 + 2^{n/2} \times (x_1 y_0 + x_0 y_1) + x_0 y_0\end{aligned}$$

$$T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{cn}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)$$

is not any better
than brute force!

↑
assumes n is a power of 2

Karatsuba Multiplication

To multiply two n -digit integers:

- Add two $\frac{1}{2}n$ digit integers.
- Multiply **three** $\frac{1}{2}n$ -digit integers.
- Add, subtract, and shift $\frac{1}{2}n$ -digit integers to obtain result.

$$\begin{aligned}x &= 2^{n/2} \times x_1 + x_0 \\y &= 2^{n/2} \times y_1 + y_0 \\xy &= 2^n \times x_1 y_1 + 2^{n/2} \times (x_1 y_0 + x_0 y_1) + x_0 y_0 \\&= 2^n \times x_1 y_1 + 2^{n/2} \times ((x_1 + x_0)(y_1 + y_0) - x_1 y_1 - x_0 y_0) + x_0 y_0\end{aligned}$$

A

B

A

C

C

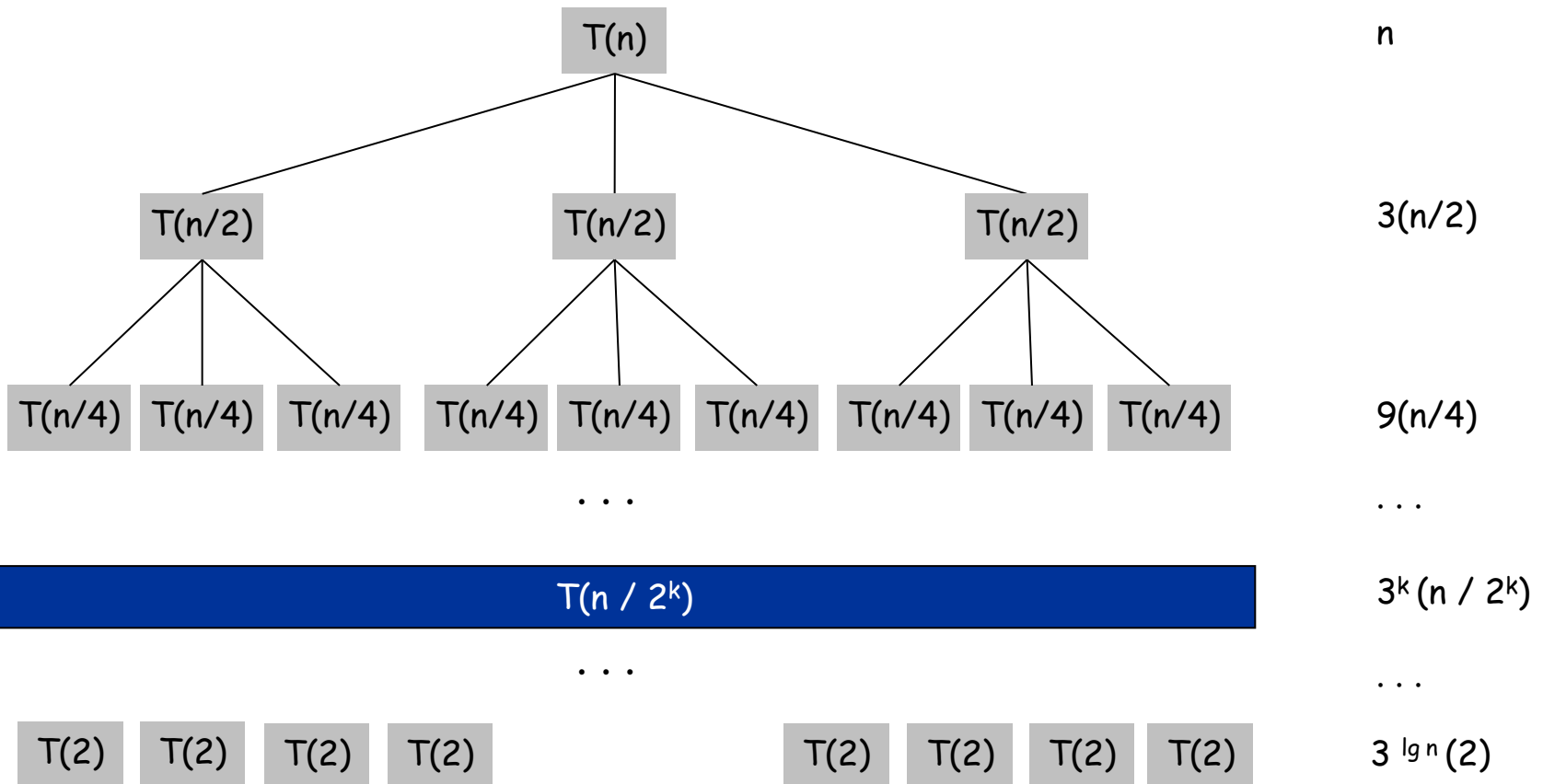
Theorem. [Karatsuba-Ofman, 1962] Can multiply two n -digit integers in $O(n^{1.585})$ bit operations.

$$T(n) = \underbrace{3T(n/2)}_{\text{recursive calls}} + \underbrace{cn}_{\text{add, subtract, shift}} \Rightarrow T(n) = O(n^{\log_2 3}) = O(n^{1.59})$$

Karatsuba: Recursion Tree

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ 3T(n/2) + n & \text{otherwise} \end{cases}$$

$$T(n) = \sum_{k=0}^{\log_2 n} n \left(\frac{3}{2}\right)^k = \frac{\left(\frac{3}{2}\right)^{1+\log_2 n} - 1}{\frac{3}{2} - 1} = 3n^{\log_2 3} - 2$$



Matrix Multiplication

Matrix Multiplication

Matrix multiplication. Given two n-by-n matrices A and B, compute $C = AB$.

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

Brute force. $\Theta(n^3)$ arithmetic operations.

Fundamental question. Can we improve upon brute force?

Matrix Multiplication: Warmup

Divide-and-conquer.

- Divide: partition A and B into $\frac{1}{2}n$ -by- $\frac{1}{2}n$ blocks.
- Conquer: multiply 8 $\frac{1}{2}n$ -by- $\frac{1}{2}n$ recursively.
- Combine: add appropriate products using 4 matrix additions.

$$\begin{pmatrix} \acute{C}_{11} & C_{12} \\ \hat{C}_{21} & C_{22} \end{pmatrix} = \begin{pmatrix} \acute{A}_{11} & A_{12} \\ \hat{A}_{21} & A_{22} \end{pmatrix} \cdot \begin{pmatrix} \acute{B}_{11} & B_{12} \\ \hat{B}_{21} & B_{22} \end{pmatrix}$$

$$\begin{aligned} C_{11} &= (A_{11} \acute{\cdot} B_{11}) + (A_{12} \acute{\cdot} B_{21}) \\ C_{12} &= (A_{11} \acute{\cdot} B_{12}) + (A_{12} \acute{\cdot} B_{22}) \\ C_{21} &= (A_{21} \acute{\cdot} B_{11}) + (A_{22} \acute{\cdot} B_{21}) \\ C_{22} &= (A_{21} \acute{\cdot} B_{12}) + (A_{22} \acute{\cdot} B_{22}) \end{aligned}$$

$$T(n) = \underbrace{8T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, form submatrices}} \Rightarrow T(n) = \Theta(n^3)$$

Matrix Multiplication: Key Idea

Key idea. multiply 2-by-2 block matrices with only **7** multiplications.

$$\begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix} = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}$$

$$\begin{aligned} C_{11} &= P_5 + P_4 - P_2 + P_6 \\ C_{12} &= P_1 + P_2 \\ C_{21} &= P_3 + P_4 \\ C_{22} &= P_5 + P_1 - P_3 - P_7 \end{aligned}$$

$$\begin{aligned} P_1 &= A_{11} \cdot (B_{12} - B_{22}) \\ P_2 &= (A_{11} + A_{12}) \cdot B_{22} \\ P_3 &= (A_{21} + A_{22}) \cdot B_{11} \\ P_4 &= A_{22} \cdot (B_{21} - B_{11}) \\ P_5 &= (A_{11} + A_{22}) \cdot (B_{11} + B_{22}) \\ P_6 &= (A_{12} - A_{22}) \cdot (B_{21} + B_{22}) \\ P_7 &= (A_{11} - A_{21}) \cdot (B_{11} + B_{12}) \end{aligned}$$

- 7 multiplications.
- 18 = 10 + 8 additions (or subtractions).

Fast Matrix Multiplication

Fast matrix multiplication. (Strassen, 1969)

- Divide: partition A and B into $\frac{1}{2}n$ -by- $\frac{1}{2}n$ blocks.
- Compute: 14 $\frac{1}{2}n$ -by- $\frac{1}{2}n$ matrices via 10 matrix additions.
- Conquer: multiply 7 $\frac{1}{2}n$ -by- $\frac{1}{2}n$ matrices recursively.
- Combine: 7 products into 4 terms using 8 matrix additions.

Analysis.

- Assume n is a power of 2.
- $T(n)$ = # arithmetic operations.

$$T(n) = \underbrace{7T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, subtract}} \Rightarrow T(n) = \Theta(n^{\log_2 7}) = O(n^{2.81})$$

NEXT LECTURE

- . Dynamic Programming
- . Weighted Interval Scheduling
- . Segmented Least Squares
- . Knapsack Problem

Week	Date	Topics
1	22 Feb	Introduction. Some representative problems
2	1 March	Stable Matching
3	8 March	Basics of algorithm analysis.
4	15 March	Graphs (Project 1 announced)
5	22 March	Greedy algorithms I
6	29 March	Greedy algorithms II (Project 2 announced)
7	5 April	Divide and conquer
8	12 April	Midterm
9	19 April	Dynamic Programming I
10	26 April	Dynamic Programming II (Project 3 announced)
11	3 May	BREAK
12	10 May	Network Flow-I
13	17 May	Network Flow II
14	24 May	NP and computational intractability I
15	31 May	NP and computational intractability II