## Lab02-Divide and Conquer

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

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

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

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

**Solution.** In worst case, the Quicksort algorithm would partition the array into two parts with n-1 elements and 0 elements, and the partitioning of an array with n elements takes n-1 comparisons. Thus, the recurrence function is T(n) = T(n-1) + T(0) + (n-1). Since T(0) = 0, we have

$$T(n) - T(n-1) = (n-1)$$

Apply this equation to  $n-1, n-2, \ldots, 1$  and sum them up, we get

$$T(n) - T(0) = \sum_{i=0}^{n-1} i$$

Since T(0) = 0, then  $T(n) = \frac{(n-1)n}{2} = O(n^2)$ .

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

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

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

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

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

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

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

2 if mid = low then return 0;

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

4 for i = low to mid - 1 do

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

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

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

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

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

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

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

**Solution.** The algorithm is correct, the idea of this algorithm is that for an array with n elements, the ranges satisfying Eqn. (1) can be divided into three cases

- (a) Both i and j are in the left half of the array.
- (b) Both i and j are in the right half of the array.
- (c) i is in the left half and j is in the right half.

Thus the total number of ranges statisfying Eqn. (1) can be counted Recursively.

The algorithm first divides the problem of size n into two similar subproblems of size n/2. After the subproblems are conquered, the for loop will run n/2 times, every time the BinarySearch used to find m and n costs  $O(\log(n/2))$  time, the final merge operation costs O(n) time. The recurrence relation of Alg. 1 is

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

By using recursion-tree method, the tree has  $\log n$  levels, in the jth level(j starts from 0), there are  $2^j$  subproblems, and each with a size of  $n/2^j$ , the solution is  $T(n) = O(n \log^2 n)$ 

3. Batcher's odd-even merging network. In this problem, we shall construct an *odd-even* merging network. We assume that n is an exact power of 2, and we wish to merge the sorted sequence of elements on lines  $\langle a_1, a_2, \ldots, a_n \rangle$  with those on lines  $\langle a_{n+1}, a_{n+2}, \ldots, a_{2n} \rangle$ . If n = 1, we put a comparator between lines  $a_1$  and  $a_2$ . Otherwise, we recursively construct two odd-even merging networks that operate in parallel. The first merges the sequence on lines  $\langle a_1, a_3, \ldots, a_{n-1} \rangle$  with the sequence on lines  $\langle a_{n+1}, a_{n+3}, \ldots, a_{2n-1} \rangle$  (the odd elements). The second merges  $\langle a_2, a_4, \ldots, a_n \rangle$  with  $\langle a_{n+2}, a_{n+4}, \ldots, a_{2n} \rangle$  (the even elements). To combine the two sorted subsequences, we put a comparator between  $a_{2i}$  and  $a_{2i+1}$  for  $i = 1, 2, \ldots, n-1$ .

- (a) Replace the original Merger (taught in class) with Batcher's new Merger, and draw 2n-input sorting networks for n = 8, 16, 32, 64. (Note: you are not forced to use Python Tkinter. Any visualization tool is welcome for this question.)
- (b) What is the depth of a 2*n*-input odd-even sorting network?
- (c) (Optional Sub-question with Bonus) Use the zero-one principle to prove that any 2n-input odd-even merging network is indeed a merging network.

Solution. (a) See Fig.1 Fig.4

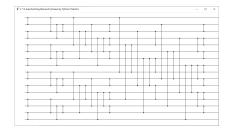


图 1: Graph  $G_1$ 

图 2: Graph  $G_2$ 

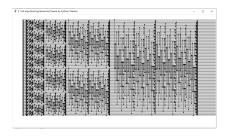


图 3: Graph  $G_3$ 

图 4: Graph  $G_4$ 

(b) We denote the depth of a Since a 2n-input odd-even sorting network as D(2n). Since a 2n-input odd-even sorting network can be recursively constructed, we have the recurrence function

$$D(2n) = D(n) + O(\log n)$$

By recurrence computation, the solution is  $D(2n) = O(\log^2 n)$ .

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