Chapter 2: Divide-and-Conquer



Contents

- 2.1 Binary Search
- 2.2 Mergesort
- 2.3 The Divide-and-Conquer Approach
- 2.4 Quicksort (Partition Exchange Sort)
- 2.5 Strassen's Matrix Multiplication Algorithm
- 2.6 Arithmetic with Large Integers
- 2.7 Determining Thresholds
- 2.8 When Not to Use Divide-and-Conquer

Control Abstraction

```
Type \ D\&C \ (P)\{ \\ if \ small(P) \ return \ solution(P) \\ else \{ \\ divide \ P \ into \ smaller \ instances \ P_1, \ P_2, \ \dots, \ P_k \ k >= 1 \\ /* \ apply \ D\&C \ to \ P_i \\ return \ combine \ (D\&C(P_1), \ \dots, \ D\&C(P_k)); \\ \} \\ \}
```

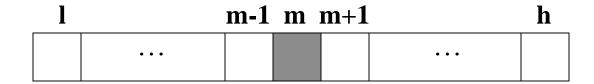
• Let n_i be the size of P_i

$$T(n) = \begin{cases} g(n) & \mathbf{n \, small} \\ T(n_1) + \dots + T(n_k) + f(n) & \mathbf{otherwise} \end{cases}$$

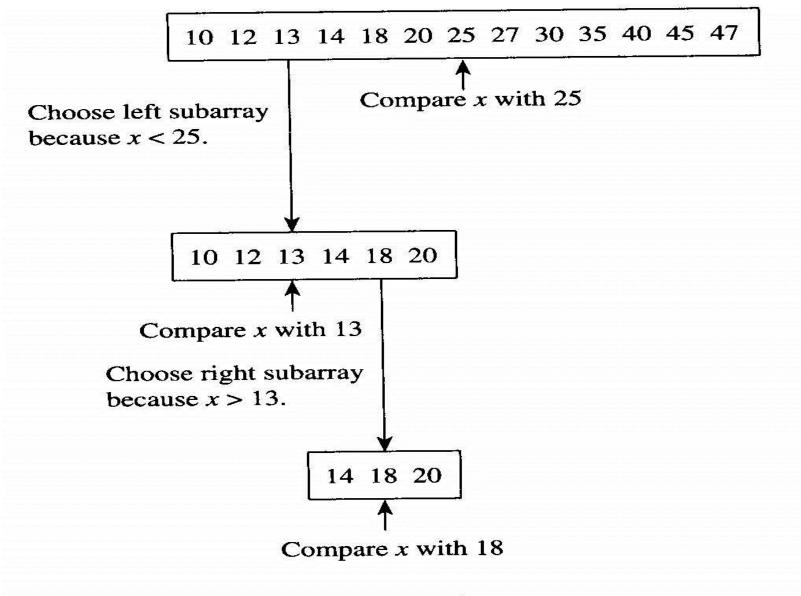


2.1 Binary Search

Informal description: given x



- See ex 2.1 and Fig. 2.1
- See Alg. 2.1: recursive binary search



Determine that x is present because x = 18.

Figure 2.1 The steps done by a human when searching with Binary Search. (Note: x = 18.)

Algorithm 2.1 Binary Search

- **Problem:** Determine whether x in the sorted array S of size n.
- Inputs: positive integer n, sorted (nondecreasing order) array of keys S indexed from 1 to n, and a key x.
- Outputs: location, the location of x in S (0 if x is not in S)

```
index location (index low, index high)
  index mid;
  if(low > high)
     return 0;
  else {
     mid = \lfloor (low + high) / 2 \rfloor;
     if (x == S[mid])
       return mid;
     else if (x < S[mid])
       return location(low, mid -1);
     else
       return location(mid + 1, high);
```



Worst case time complexity analysis

Assume

1.
$$n = 2^k$$

2. One comparison (using efficient assembler)

W(1) = 1
W(n) = W(n/2) + 1
= W(n/2²) + 1 + 1
= W(n/2³) + 1 + 1 + 1
⋮
= W(n/2^k) + 1 + 1 + ··· + 1
k

(for proof by induction
= 1 + log
$$n \in \Theta(\log n)$$
 \Rightarrow See ex B.1)



2.2 Mergesort

- 1. Divide the array into two subarrays
- 2. Conquer each subarray by sorting it (may use recursion)
- 3. Combine the two sorted subarrays by merging

Figure 2.2 The steps done by a human when sorting with Mergesort.

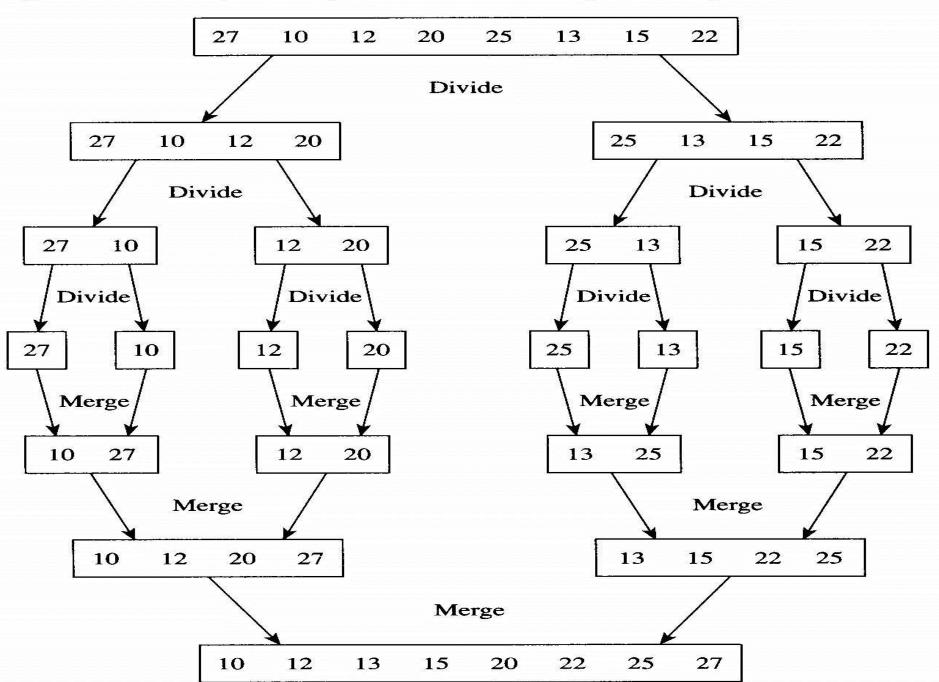


Table 2.1 An example of merging two arrays U and V into one array S^*

k	U								S (Result)							
	10	12	20	27	13	15	22	25	10		********					
2	10	12	20	27	13	15	22	25	10	12						
3	10	12	20	27	13	15	22	25	10	12	13					
4	10	12	20	27	13	15	22	25	10	12	13	15				
5	10	12	20	27	13	15	22	25	10	12	13	15	20			
6	10	12	20	27	13	15	22	25	10	12	13	15	20	22		
7	10	12	20	27	13	15	22	25	10	12	13	15	20	22	25	
	10	12	20	27	13	15	22	25	10	12	13	15	20	22	25	27 ← Final values

^{*}The items compared are in boldface.



- **Problem:** Sort *n* keys in nondecreasing sequence.
- Inputs: positive integer n, array of keys S indexed from 1 to n.
- Outputs: the array S containing the keys in nondecreasing order.

```
void mergesort2 (index low, index high)
{
  index mid;
  if (low < high) {
    mid = \( (low + high)/2 \);
    mergesort2(low, mid);
    mergesort2(mid + 1, high);
    merge2(low, mid, high);
  }
}</pre>
```



Algorithm 2.5 Merge 2 (1/2)

- Problem: Merge the two sorted subarrays S of created in Mergesort 2.
- <u>Inputs</u>: Indices *low*, *mid*, and *high*, and the subarray of *S* indexed from *low* to *high*. The keys in array slots from *low* to *mid* are already sorted in nondecreasing order, as are the keys in array slots from *mid* + 1 to *high*.
- Outputs: the subarray of S indexed from low to high containing the keys in nondecreasing order.

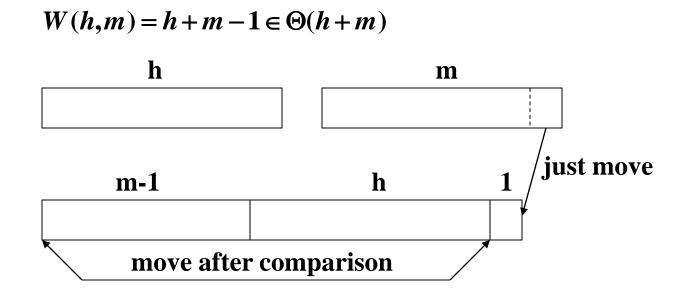
Algorithm 2.5 Merge 2 (2/2)

```
void merge2(index low, index mid, index high)
  index i, j, k;
  keytype U[low..high]; // A local array needed for the merging
  i = low; j = mid + 1; k = low;
  while (i \le mid \&\& j \le high) {
    if (S[i] < S[j]) {
       U[k] = S[i];
                             Merge 2(l, m, h)
      i++;
                                                  m m+1
                                                                      h
                                  [10 12 20 27 | 13 15 22 25]
    else {
       U[k] = S[j];
                                   i \rightarrow
                                                        i \rightarrow
      j++;
                                  [10 {auxiliary global array}
    k++:
                                   k \rightarrow
  if (i > mid)
    move S[j] through S[high] to U[k] through U[high];
  else
    move S[i] through S[mid] to U[k] through U[high];
  move U[low] through U[high] to S[low] through S[high];
```



Time complexity analysis of merge2

- Basic operation: comparison
- Input size: *h* and *m* (# of items in each array)



See Alg. 2.4 mergesort 2



- Basic operation: comparison
- Input size: n
- W(n) = W(h) + W(m) + (h + m 1)
- Assume $h = m = n/2, n = 2^k$

$$W(n) = 2W(n/2) + n - 1$$

$$= 2[2W(n/2^{2}) + n/2 - 1] + n - 1$$

$$= 2^{2}W(n/2^{2}) + 2n - (1 + 2)$$

$$= 2^{2}[2W(n/2^{3}) + n/2^{2} - 1] + 2n - (1 + 2)$$

$$= 2^{3}W(n/2^{3}) + 3n - (1 + 2 + 2^{2})$$

$$\vdots$$

$$= 2^{k}W(n/2^{k}) + kn - (1 + 2 + \dots + 2^{k-1})$$

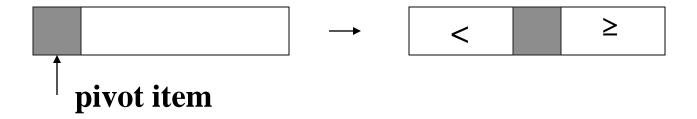
$$= n\log n - (n-1) \in \Theta(n\log n)$$

Space complexity

$$S(n) \in \Theta(n)$$



2.4 Quicksort (Hoare 1962)



- See ex 2.3 and Fig. 2.3
- See Alg. 2.6 quicksort
- See Alg. 2.7 partition and Table 2.2

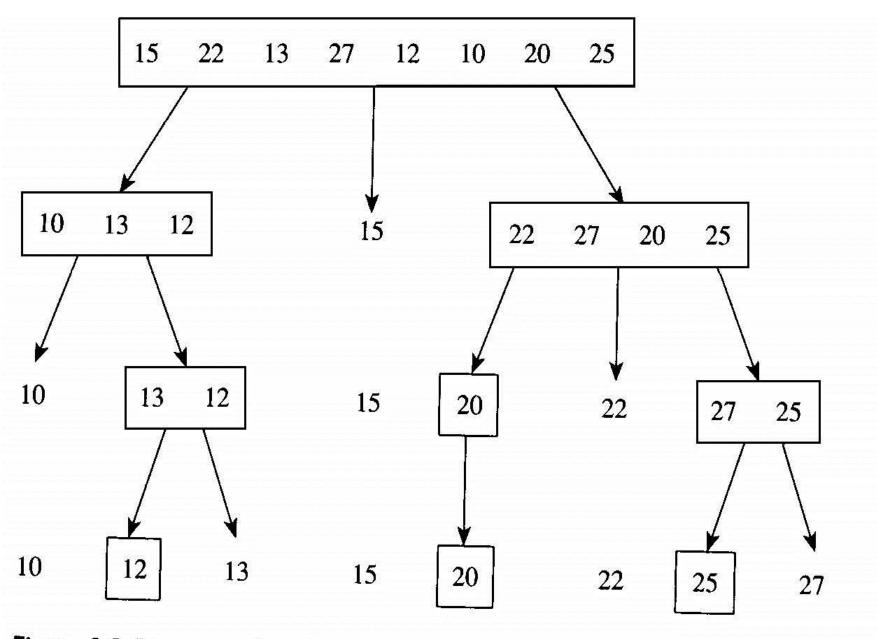


Figure 2.3 The steps done by a human when sorting with Quicksort. The subarrays are enclosed in rectangles whereas the pivot points are free.



- Problem: Sort n keys in nondecreasing order.
- Inputs: positive integer n, array of keys S indexed from 1 to n.
- Outputs: the array S containing the keys in nondecreasing order.

```
void quicksort(index low, index high)
{
  index pivotpoint;
  if (high > low) {
    partition(low, high, pivotpoint);
    quicksort(low, pivotpoint - 1);
    quicksort(pivotpoint + 1, high);
  }
}
```



Algorithm 2.7 Partition (1/2)

- Problem: Partition the array S for Quicksort.
- <u>Inputs</u>: two indices *low* and *high*, and the subarray of S indexed from *low* to *high*.
- Outputs: pivotpoint, the pivot point for the subarray of S indexed from low to high.

Algorithm 2.7 Partition (2/2)

```
void partition(index low, index high, index& pivotpoint)
  index i, j;
  keytype pivotitem;
  pivotitem = S[low]; // Choose first item for pivotitem.
  j = low;
  for (i = low + 1; i \le high; i++)
    if (S[i] < pivotitem) {
       j++; // Index for the smaller items than the pivot item.
       exchange S[i] and S[j];
  pivotpoint = j;
  exchange S[low] and S[pivotpoint]; // Put pivotitem at pivotpoint.
```

Table 2.2 An example of procedure partition* **S[2] S[1] S[4] S[3] S[5]** [8]2 **S[6] S[7]** ←Initial values ←Final values

^{*}Items compared are in boldface. Items just exchanged appear in squares.

Time complexity analysis

\blacksquare T(n) of partition

- Basic operation: comparison of S[i] with pivot item
- Input size: n = h l + 1
- T(n) = n 1 → every item except the first is compared

■ W(n) of quicksort

The worst case occurs if S is already sorted.

■ W(n) = W(0) + W(n-1) + n -1
= W(n-1) + (n-1)
= W(n-2) + (n-2) + (n-1)
.....
= W(0) + 0 + 1 + + (n-1)
= n(n-1)/2
$$\in \Theta(n^2)$$



A(n) of Quicksort (1/3)

Probability{pivotpoint is p} = 1/n

$$A(n) = \sum_{p=1}^{n} \frac{1}{n} [A(p-1) + A(n-p)] + n - 1 = \sum_{p=1}^{n} \frac{2}{n} A(p-1) + n - 1$$

- multiplying by n $nA(n) = 2\sum_{p=1}^{n} A(p-1) + n(n-1)\cdots(1)$
- substitute by n-1 $(n-1)A(n-1) = 2\sum_{p=1}^{n-1} A(p-1) + (n-1)(n-2)\cdots(2)$

$$nA(n) - (n-1)A(n-1) = 2A(n-1) + 2(n-1)$$

$$nA(n) - (n+1)A(n-1) = 2(n-1)$$

• dividing by n(n+1)
$$\frac{A(n)}{n+1} = \frac{A(n-1)}{n} + \frac{2(n-1)}{n(n+1)} = a_n$$

A(n) of Quicksort (2/3)

$$a_n = a_{n-1} + \frac{2(n-1)}{n(n+1)}$$

$$a_n = \frac{A(n)}{n+1}$$

$$a_{n} = a_{n-1} + 2\left(\frac{2}{n+1} - \frac{1}{n}\right)$$

$$a_{n-1} = a_{n-2} + 2\left(\frac{2}{n} - \frac{1}{n-1}\right)$$

$$\vdots$$

$$a_{2} = a_{1} + 2\left(\frac{2}{3} - \frac{1}{2}\right)$$

$$+ a_{1} = a_{0} + 2\left(\frac{2}{2} - \frac{1}{1}\right)$$

$$\therefore A(n) = (n+1)2\ln n$$

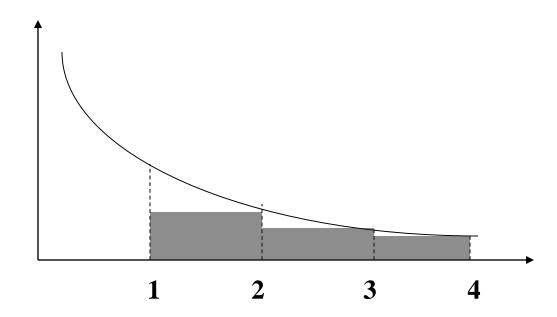
$$\in \Theta(n\log n)$$

$$a_n = a_0 + \frac{4}{n+1} + 2(\frac{1}{n} + \frac{1}{n-1} + \dots + \frac{1}{2}) - 2 \approx 2\ln n$$



A(n) of Quicksort (3/3)

$$S = \frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n}$$



$$S \le \int_{1}^{n} \frac{1}{x} dx = \ln n$$

4

2.5 Strassen's Matrix Multiplication Algorithm

Alg. 1.4

- # of multiplications n^3
- # of addition

for (i = 1; i <= n; i++) for (j = 1; j <= n; j++) { C[i][j] = 0; for (k = 1; k <= n; k++) C[i][j] = C[i][j] + A[i][k] * B[k][j];}

$$(n^3-n^2)$$

■ Ex 2.4 2 x 2 case

$$\begin{bmatrix} c_{11} & c_{12} \\ c_{21} & c_{22} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} \\ a_{21} & a_{22} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} \\ b_{21} & b_{22} \end{bmatrix}$$

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

$$m_1 = (a_{11} + a_{22})(b_{11} + b_{22})$$

$$m_2 = (a_{21} + a_{22})b_{11}$$

$$m_3 = a_{11}(b_{12} - b_{22})$$

$$m_4 = a_{22}(b_{21} - b_{11})$$

$$m_5 = (a_{11} + a_{12})b_{22}$$

$$m_6 = (a_{21} - a_{11})(b_{11} + b_{12})$$

$$m_7 = (a_{12} - a_{22})(b_{21} + b_{22})$$



Strassen's Algorithm

- Ex 2.4 2 x 2 case
 - General

- * 8 +/- 8
- Strassen * 7 +/- 18

• Assume $n=2^k$

- See ex 2.5
- See Alg. 2.8

$n \leq \text{threshold}$	standard
O.W	Strassen

$$n/2 \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

Figure 2.4 The partitioning into submatrices in Strassen's Algorithm.



$$\mathbf{A} = \begin{bmatrix}
1 & 2 & 3 & 4 \\
5 & 6 & 7 & 8 \\
9 & 1 & 2 & 3 \\
4 & 5 & 6 & 7
\end{bmatrix}$$

$$\mathbf{B} = \begin{bmatrix}
8 & 9 & 1 & 2 \\
3 & 4 & 5 & 6 \\
7 & 8 & 9 & 1 \\
2 & 3 & 4 & 5
\end{bmatrix}$$

$$\mathbf{B} = \begin{bmatrix} 8 & 9 & 1 & 2 \\ 3 & 4 & 5 & 6 \\ 7 & 8 & 9 & 1 \\ 2 & 3 & 4 & 5 \end{bmatrix}$$

Figure 2.5 • The partitioning in Strassen's algorithm with n = 4 and values

For example, C22 = M1 + M3 - M2 + M6

4

Strassen's Algorithm

 $M1 = (A11+A22) \times (B11+B22)$

$$= \left(\begin{bmatrix} 1 & 2 \\ 5 & 6 \end{bmatrix} + \begin{bmatrix} 2 & 3 \\ 6 & 7 \end{bmatrix} \right) x \left(\begin{bmatrix} 8 & 9 \\ 3 & 4 \end{bmatrix} + \begin{bmatrix} 9 & 1 \\ 4 & 5 \end{bmatrix} \right)$$

$$= \begin{bmatrix} 3 & 5 \\ 11 & 13 \end{bmatrix} \mathbf{x} \begin{bmatrix} 17 & 10 \\ 7 & 9 \end{bmatrix} = \begin{bmatrix} 51+35 & 30+45 \\ 187+91 & 110+117 \end{bmatrix} = \begin{bmatrix} 86 & 75 \\ 278 & 227 \end{bmatrix}$$

Get M3, M2, M6 in the same way...

$$\mathbf{C22} = \mathbf{M1} + \mathbf{M3} - \mathbf{M2} + \mathbf{M6} \\
= \begin{bmatrix} 86 & 75 \\ 278 & 227 \end{bmatrix} + \begin{bmatrix} -6 & 3 \\ -34 & 11 \end{bmatrix} - \begin{bmatrix} 100 & 115 \\ 116 & 138 \end{bmatrix} + \begin{bmatrix} 64 & 78 \\ -17 & -21 \end{bmatrix} \\
= \begin{bmatrix} 44 & 41 \\ 111 & 79 \end{bmatrix}$$

Algorithm 2.8 Strassen

- Problem: Determine the product of two n x n matrices where n is a power of 2.
- Inputs: a positive integer n that is a power of 2, and two $n \times n$ matrices A and B.
- Outputs: the product C of A and B.

```
void strassen (int n, n x n_matrix A, n x n_matrix B, n x n_matrix& C) {
   if( n <= threshold )
      compute C = A x B using the standard algorithm;
   else {
      partition A into four submatrices A11, A12, A21, A22;
      partition B into four submatrices B11, B12, B21, B22;
      compute C = A x B using Strassen's Method;
      // example recursive call; strassen(n/2, A11+A22, B11+B22, M1)
   }
}</pre>
```



Time complexity analysis $n = 2^k$

- $\mathbf{T}(\mathbf{n})$ of *
 - T(1) = 1
 - T(n) = 7T(n/2)

$$=7\cdot 7T(n/2^2)$$

•

$$=7^kT(n/2^k)$$

$$=7^{\log n}$$

$$=n^{\log 7}$$

$$=n^{2.81}$$

 $\mathbf{T}(\mathbf{n})$ of +

$$T(1) = 0$$

•
$$T(n) = 7T(n/2) + 18(\frac{n}{2})^2$$

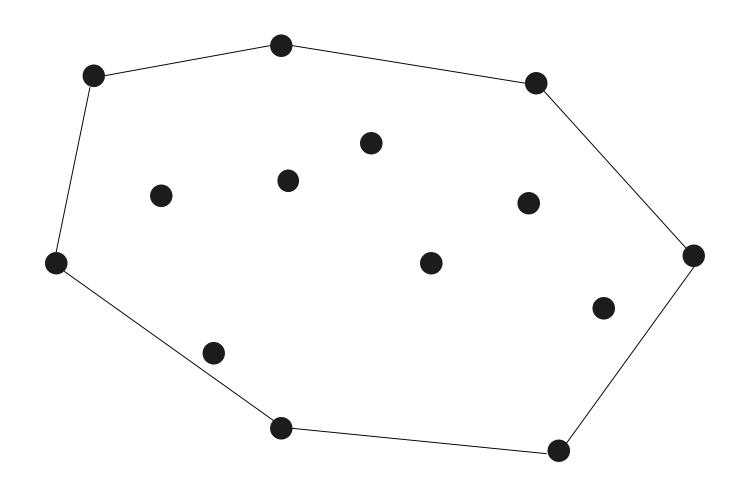
$$T(n) = 6n^{\log 7} - 6n^2$$

$$\approx 6n^{2.81} - 6n^2$$

$$\in \Theta(n^{2.81})$$

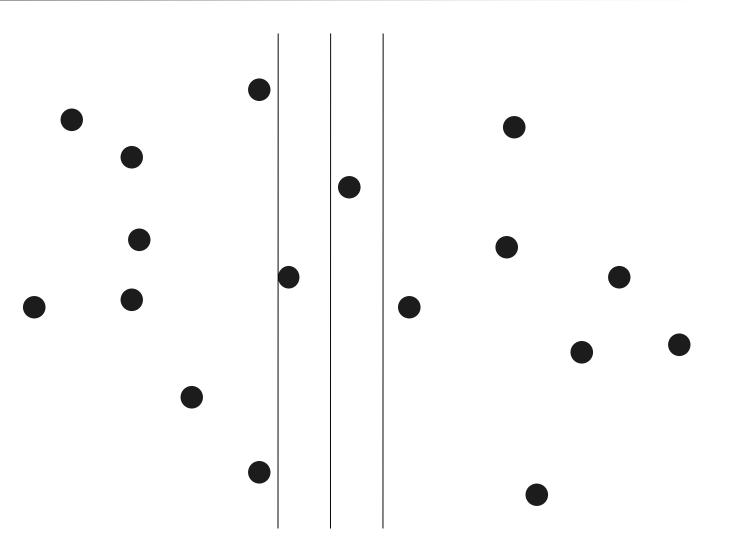


Convex Hull





Closest Pair





Tree Drawing

