

Divide and Conquer Algorithms

Introduction

- Solves computational problem by
 - Dividing it into subproblems of smaller size
 - Solve each problem recursively
 - Merging solutions to sub-problems to produce solution
- e.g.,
 - Merge Sort
 - Quick Sort
- Complexity analyzed using recurrence relations

Divide and Conquer

- Divide Step:
 - If input size smaller than certain threshold solve by straightforward method
 - Divide input data into two or more disjoint subsets
- Recur:
 - Recursively solve subproblems associated with the subsets
- Conquer
 - Take the solutions to the subproblems and merge them into a solution to the original problem

Sorting

- Merge Sort
 - Divide: Trivial
 - Conquer: Recursively Sort each sub-array
 - Combine: Linear-time merge
- Quick Sort
 - Divide: Split array based on pivot
 - Conquer: Recursively split
 - Combine: Trivial

Powering a Number

- Compute a^n

- Naive algorithm: $\Theta(n)$

- Divide and Conquer Algorithm

- $$a^n = \begin{cases} a^{n/2} \cdot a^{n/2} & \text{if } n \text{ is even} \\ a^{(n-1)/2} \cdot a^{n/2} & \text{if } n \text{ is odd} \end{cases}$$

- $T(n) = T(n/2) + \Theta(1) \Rightarrow T(n) = \Theta(\lg n)$

Matrix Multiplication

■ Input: $X = [x_{ij}]$, $Y = [y_{ij}]$, $i, j = 1, 2, 3, \dots, n$

■ Output: $Z = [z_{ij}] = XY$

■
$$z_{ij} = \sum_{k=1}^n x_{ik} \cdot y_{kj}$$

■ $\Theta(n^3)$

■ *Divide and conquer can reduce cost*

Divide and Conquer Strategy

■ Idea

■ $n \times n$ matrix = 2×2 matrix of $(n/2) \times (n/2)$ submatrices

■ Rewrite $Z = X \times Y$ as

■
$$\begin{pmatrix} i & j \\ k & l \end{pmatrix} = \begin{pmatrix} a & b \\ c & d \end{pmatrix} \times \begin{pmatrix} e & f \\ g & h \end{pmatrix}$$

■ $i = ae + bg$

■ $j = af + bh$

■ $k = ce + dg$

■ $l = cf + dh$

Divide and Conquer Strategy

■ Analysis

- 8 multiplications of $(n/2) \times (n/2)$ submatrices

- 4 additions of $(n/2) \times (n/2)$ submatrices

- $T(n) = 8T(n/2) + \Theta(n^2)$

- This is $\Theta(n^3)$ – not better than brute force

Strassen's Method

- Multiply 2×2 matrices with 7 recursive multiplications
- $P1 = a \cdot (f - h)$
- $P2 = (a + b) \cdot h$
- $P3 = (c + d) \cdot e$
- $P4 = d \cdot (g - e)$
- $P5 = (a + d) \cdot (e + h)$
- $P6 = (b - d) \cdot (g + h)$
- $P7 = (a - c) \cdot (e + f)$
- $r = P5 + P4 - P2 + P6$
- $s = P1 + P2$
- $t = P3 + P4$
- $u = P5 + P1 - P3 - P7$
- 7 multiplications, 18 adds/subs
- No reliance on commutativity of multiplication

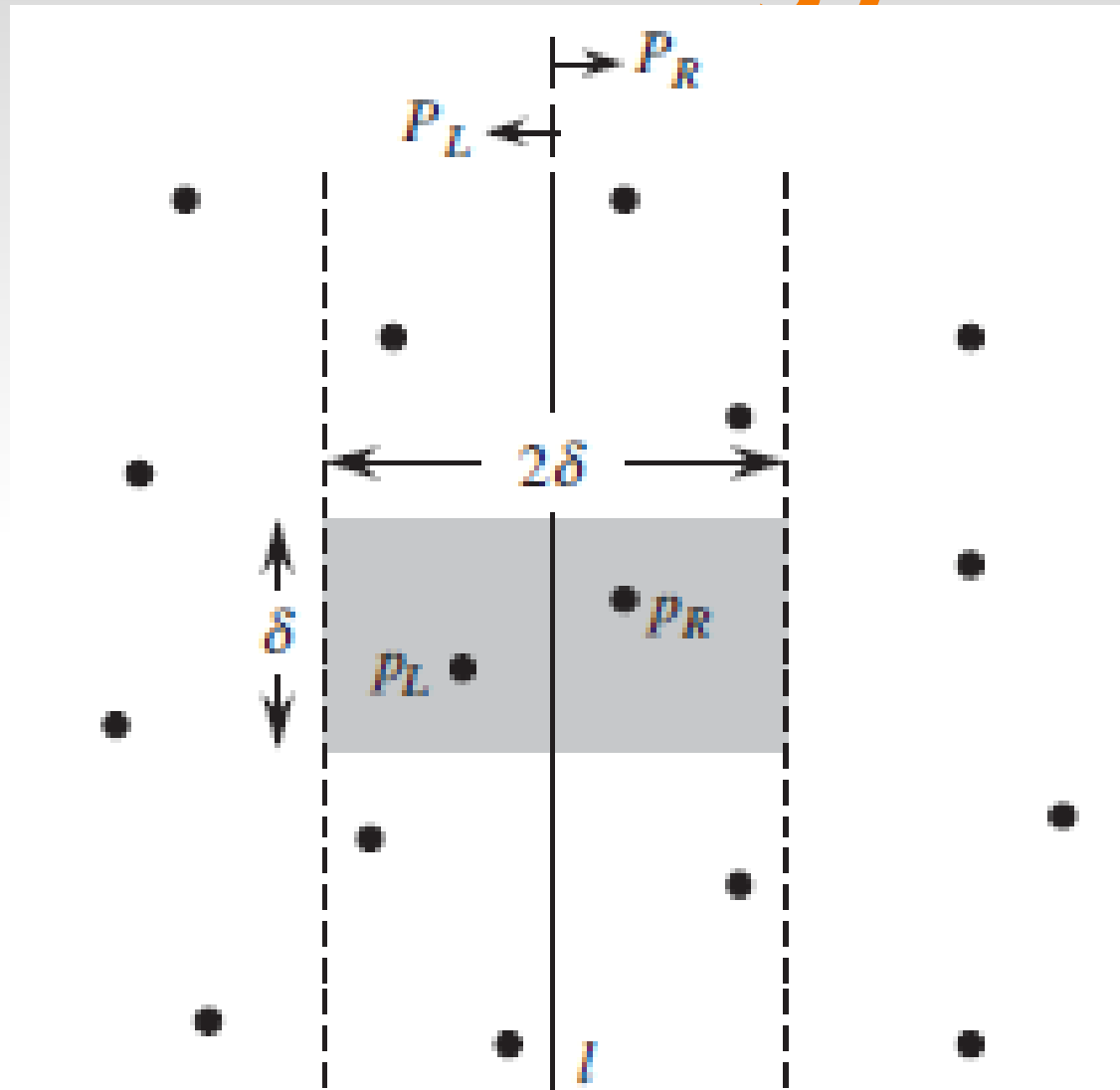
Strassen's Algorithm

- Partition: A and B into $(n/2) \times (n/2)$ submatrices.
 - Form terms to be multiplied using + and −.
- Conquer: Perform 7 multiplications of $(n/2) \times (n/2)$ submatrices recursively
- Combine: Form C using + and − on $(n/2) \times (n/2)$ submatrices.
- $T(n) = 7T(n/2) + \Theta(n^2)$
- This is $\Theta(n^{2.81})$

Closest Pair Problem

- Input: n points in a plane, each given by a pair of real numbers
- Output: Pair of points with shortest distance between them
- Brute Force
 - Compute distance between every pair and find the minimum distance pair
 - $\Theta(n^2)$
- Apply divide and conquer

Divide and Conquer Strategy



Divide and Conquer Strategy

■ Idea

- Draw a vertical line that has $n/2$ points on each side
- Apply algorithm recursively to find closest pair on each side

■ Finding the correct vertical line

- Sort points by x-coordinate and pick median coordinate line
 - Points on this line assigned to one side
 - Sort points also by y-coordinate to improve performance
- $\Theta(n \log n)$

■ Closest pair may involve one point on each side of the line

Divide and Conquer Strategy

- Checking pairs that cross the line
 - Consider a pair that crosses the line iff its distance is lesser than the smallest distance that does not cross the line
 - Finding the set of points satisfying this by x-axis alone is costly
 - Sort the identified points along y-axis as well
 - Then only $O(n)$ points have to be checked
 - Initially sorting the points by y-axis helps improve cost
- Complexity: $T(n) = 2T(n/2) + \Theta(n)$

Problems

- Given an array having first n ints and next n chars

$A = i_1 \ i_2 \ i_3 \ \dots \ i_n, \ c_1 \ c_2 \ c_3 \ \dots \ c_n$

Write an in-place algorithm to rearrange the elements of the array as: $A = i_1 \ c_1 \ i_2 \ c_2 \ \dots \ i_n \ c_n$

- Give an algorithm to divide an integer array into 2 sub-arrays s.t their averages are equal i.e average of values of left array must be same as average of right array