Divide and Conquer

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Divide and Conquer

1/28

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In this lecture, we will discuss the **divide and conquer** technique for designing algorithms with strong performance guarantees. Our discussion will be based on the following problems:

- Sorting (a review of merge sort)
- Ounting inversions
- Opminance counting
- Matrix multiplication

Principle of divide and conquer:

Divide a problem into sub-problems, solve the sub-problems by recursion, and derive the final answer from the sub-problems' outputs.

3/28

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Sorting



4/28

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Problem: Given an array A of n distinct integers, produce another array where the same integers have been arranged in ascending order.

- Divide: Let A₁ the array containing the first [n/2] elements of A, and A₂ be the array containing the other elements of A.
 Sort A₁ and A₂ recursively.
- **Conquer:** Merge the two sorted arrays A_1 and A_2 in ascending order. This can be done in O(n) time.

This is the merge sort algorithm.



Running Time: Let f(n) denote the worst-case cost of the algorithm on an array of size n. Then:

$$f(n) \leq 2 \cdot f(\lceil n/2 \rceil) + O(n)$$

which gives $f(n) = O(n \log n)$.

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Let: A = an array of *n* distinct integers.

An **inversion** is a pair of (i, j) such that

- $1 \le i < j \le n$, and
- A[i] > A[j].

Example: Consider A = (10, 3, 9, 8, 2, 5, 4, 1, 7, 6). Then (1, 2) is an inversion because A[1] = 10 > A[2] = 3. So are (1, 3), (3, 4), (4, 5), and so on. There are in total 29 inversions.

Think: How many inversions can there be in the worst case? **Answer:** $\binom{n}{2} = \Theta(n^2)$.

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Problem: Given an array A of n distinct integers, count the number of inversions.

We will do in the class: $O(n \log^2 n)$ time. You will do as an exercise: $O(n \log n)$ time.

9/28

Image: A = A

Divide: Let A₁ the array containing the first [n/2] elements of A, and A₂ be the array containing the other elements of A.
 Solve the "counting inversions" problem recursively on A₁ and A₂, respectively. By doing so, we have already obtained the number m₁ of inversions in A₁, and similarly, the number m₂ for A₂.

• Conquer:

It remains to count the number of **crossing inversions** (i, j) where $i \in A_1$ and $j \in A_2$.

10/28

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 A_1 = the array containing the first $\lceil n/2 \rceil$ elements of A_2 = the array containing the other elements of A.

Sort A_1 .

For each element $e \in A_2$, count how many crossing inversions e produces using **binary search**.

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Example (cont.): A = (10, 3, 9, 8, 2, 5, 4, 1, 7, 6).

A_1 = (2, 3, 8, 9, 10) (sorted), A_2 = (5, 4, 1, 7, 6)

Element 5 produces 3 crossing inversion

Element 4 produces 3, too.

Elements 1, 7, and 6 produce 5, 3, and 3 crossing inversions, re-

spectively.

• Think: How to obtain each count with binary search?
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In total, n/2 binary searches are performed, which takes $O(n \log n)$ time.

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Running Time: Let f(n) denote the worst-case cost of the algorithm on an array of size n. Then:

$$f(n) \leq 2 \cdot f(\lceil n/2 \rceil) + O(n \log n)$$

which gives $f(n) = O(n \log^2 n)$.

12/28

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Denote by \mathbb{Z} the set of integers. Given a point p in two-dimensional space \mathbb{Z}^2 , denote by p[1] and p[2] its x- and y-coordinate, respectively.

Given two distinct points p and q, we say that q **dominates** p if $p[1] \le q[1]$ and $p[2] \le q[2]$; see the figure below:

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Let *P* be a set of *n* points in \mathbb{Z}^2 with distinct x-coordinates. Find, for each point $p \in P$, the number of points in *P* that are dominated by *p*.



Let P be a set of n points in \mathbb{Z}^2 with distinct x-coordinates. Find, for each point $p \in P$, the number of points in P that are dominated by p.

We will do in the class: $O(n \log^2 n)$ time. You will do as an exercise: $O(n \log n)$ time.

Divide: Find a vertical line ℓ such that *P* has $\lceil n/2 \rceil$ points on each side of the line.



Think: How to find such ℓ in $O(n \log n)$ time? How about O(n) time?

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Dominance Counting

Divide:

 P_1 = the set of points of P on the left of ℓ

 P_2 = the set of points of P on the right of ℓ



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Divide:

Solve the dominance counting problem on P_1 and P_2 separately.



The counts obtained for the points in P_1 are final (think: why?).

19/28

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Conquer:

It remains to count, for each point $p_2 \in P_2$, how many points in P_1 it dominates.



The x-coordinates do not matter any more!

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Conquer:

Sort P_1 by **y-coordinate**.

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Then, for each point $p_2 \in P_2$, we can obtain the number points in P_1 dominated by p_2 using binary search.



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Analysis:

Let f(n) be the worst-case running time of the algorithm on n points. Then:

$$f(n) \leq 2f(\lceil n/2 \rceil) + O(n \log n)$$

which solves to $f(n) = O(n \log^2 n)$.

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Problem: Given two $n \times n$ matrices *A* and *B*, compute their product *AB*.

We store an $n \times n$ matrix with an array of length n^2 in "row-major" order.

Example:
$$\begin{bmatrix} 1 & 2 \\ 3 & 4 \end{bmatrix}$$
 is stored as $(1, 2, 3, 4)$.

Note that any A[i, j] — the element of A at the *i*-th row and *j*-th column — can be accessed in O(1) time.

Trivial: $O(n^3)$ time We will do in the class: $O(n^{2.81})$ time for *n* being a power of 2 You will do as an exercise: $O(n^{2.81})$ time for any *n*.

24/28

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Warm Up: Suppose we want to compute $\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & f \\ g & h \end{bmatrix}$. How many multiplication operations do we need to perform? **Trivial:** 8. **Non-trivial:** 7.

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & f \\ g & h \end{bmatrix} = \begin{bmatrix} p_5 + p_4 - p_2 + p_6 & p_1 + p_2 \\ p_3 + p_4 & p_1 + p_5 - p_3 - p_7 \end{bmatrix}$$

where

$$p_{1} = a(f - h)$$

$$p_{2} = (a + b)h$$

$$p_{3} = (c + d)e$$

$$p_{4} = d(g - e)$$

$$p_{5} = (a + d)(e + h)$$

$$p_{6} = (b - d)(g + h)$$

$$p_{7} = (a - c)(e + f)$$

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Matrix Multiplication (Strassen's Algorithm)

Recall that the input A and B are order-n (i.e., $n \times n$) matrices. Assume for simplicity that n is a power of 2. Divide each of A and B into 4 submatrices of order n/2:

$$A = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix}, B = \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

It is easy to verify:

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$$AB = \begin{bmatrix} A_{11}B_{11} + A_{12}B_{21} & A_{11}B_{12} + A_{12}B_{22} \\ A_{21}B_{11} + A_{22}B_{21} & A_{21}B_{12} + A_{22}B_{22} \end{bmatrix}$$

How many order-(n/2) matrix multiplications do we need? Trivial: 8. Non-trivial: 7 — see the next slide.

$$\begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} = \begin{bmatrix} p_5 + p_4 - p_2 + p_6 & p_1 + p_2 \\ p_3 + p_4 & p_1 + p_5 - p_3 - p_7 \end{bmatrix}$$

$$p_{1} = A_{11}(B_{12} - B_{22})$$

$$p_{2} = (A_{11} + A_{12})B_{22}$$

$$p_{3} = (A_{21} + A_{22})B_{11}$$

$$p_{4} = A_{22}(B_{21} - B_{11})$$

$$p_{5} = (A_{11} + A_{22})(B_{11} + B_{22})$$

$$p_{6} = (A_{12} - A_{22})(B_{21} + B_{22})$$

$$p_{7} = (A_{11} - A_{21})(B_{11} + B_{12})$$

If f(n) is the worst-case time of computing the product of two order-n matrices, then each of p_i $(1 \le i \le 7)$ can be computed in $f(n/2) + O(n^2)$ time.

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Therefore:

$$f(n) \leq 7f(n/2) + O(n^2)$$

which solves to $f(n) = O(n^{\log_2 7}) = O(n^{2.81})$.



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28/28

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