

# CSE 417

## Algorithms and Complexity

Winter 2023  
Lecture 17  
Divide and Conquer

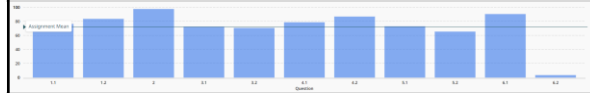
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## Announcements

- Midterm stats (out of 60)
  - Mean: 43.2, Median: 46.25, Std Dev: 9.63



- Today and Wednesday: Divide and Conquer
- Friday: Armistice Day / Veterans Day (almost)

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## What you really need to know about recurrences

- Work per level changes geometrically with the level
- Geometrically increasing ( $x > 1$ )
  - The bottom level wins
- Geometrically decreasing ( $x < 1$ )
  - The top level wins
- Balanced ( $x = 1$ )
  - Equal contribution

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## Classify the following recurrences (Increasing, Decreasing, Balanced)

- $T(n) = n + 5T(n/8)$
- $T(n) = n + 9T(n/8)$
- $T(n) = n^2 + 4T(n/2)$
- $T(n) = n^3 + 7T(n/2)$
- $T(n) = n^{1/2} + 3T(n/4)$

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## Divide and Conquer

- Algorithm paradigm
  - Break problems into subproblems until easy to solve
  - Work is split between “divide”, “combine”, and “base” components
- Standard examples
  - MergeSort and QuickSort
- Analysis tool: Recurrences

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## Matrix Multiplication

- $N \times N$  Matrix,  $A B = C$

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

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## Recursive Matrix Multiplication

Multiply 2 x 2 Matrices:

$$\begin{bmatrix} r & s \\ t & u \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & g \\ f & h \end{bmatrix}$$

$$\begin{aligned} r &= ae + bf \\ s &= ag + bh \\ t &= ce + df \\ u &= cg + dh \end{aligned}$$

A  $N \times N$  matrix can be viewed as a  $2 \times 2$  matrix with entries that are  $(N/2) \times (N/2)$  matrices.

The recursive matrix multiplication algorithm recursively multiplies the  $(N/2) \times (N/2)$  matrices and combines them using the equations for multiplying  $2 \times 2$  matrices

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## Recursive Matrix Multiplication

- How many recursive calls are made at each level?
- How much work in combining the results?
- What is the recurrence?

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What is the run time for the recursive Matrix Multiplication Algorithm?

- Recurrence:

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## Strassen's Algorithm

Multiply 2 x 2 Matrices:

$$\begin{bmatrix} r & s \\ t & u \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \begin{bmatrix} e & g \\ f & h \end{bmatrix}$$

$$r = p_1 + p_2 - p_4 + p_6$$

$$s = p_4 + p_5$$

$$t = p_6 + p_7$$

$$u = p_2 - p_3 + p_5 - p_7$$

Where:

$$p_1 = (b - d)(f + h)$$

$$p_2 = (a + d)(e + h)$$

$$p_3 = (a - c)(e + g)$$

$$p_4 = (a + b)h$$

$$p_5 = a(g - h)$$

$$p_6 = d(f - e)$$

$$p_7 = (c + d)e$$

From Aho, Hopcroft, Ullman 1974

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## Recurrence for Strassen's Algorithms

- $T(n) = 7 T(n/2) + cn^2$
- What is the runtime?

$$\log_2 7 = 2.8073549221$$

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## Strassen's Algorithms

- Treat  $n \times n$  matrices as  $2 \times 2$  matrices of  $n/2 \times n/2$  submatrices
- Use Strassen's trick to multiply  $2 \times 2$  matrices with 7 multiplies
- Base case standard multiplication for single entries
- Recurrence:  $T(n) = 7 T(n/2) + cn^2$
- Solution is  $O(7^{\log n}) = O(n^{\log 7})$  which is about  $O(n^{2.807})$

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## Quicksort [Tony Hoare, 1959]

QuickSort(S):

1. Pick an element  $v$  in  $S$ . This is the **pivot** value.
2. Partition  $S - \{v\}$  into two disjoint subsets,  $S_1$  and  $S_2$  such that:
  - elements in  $S_1$  are all  $< v$
  - elements in  $S_2$  are all  $> v$
3. Return concatenation of QuickSort( $S_1$ ),  $v$ , QuickSort( $S_2$ )

Recursion ends if QuickSort( ) receives an array of length 0 or 1.

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## Computing the Median

- Given  $n$  numbers, find the number of rank  $n/2$
- One approach is sorting
  - Sort the elements, and choose the middle one
  - Can you do better?
- **Selection**, given  $n$  numbers and an integer  $k$ , find the  $k$ -th largest

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## Select(A, k)

```

Select(A, k){
  Choose element x from A
  S1 = {y in A | y < x}
  S2 = {y in A | y > x}
  S3 = {y in A | y = x}
  if (|S2| >= k)
    return Select(S2, k)
  else if (|S2| + |S3| >= k)
    return x
  else
    return Select(S1, k - |S2| - |S3|)
}
    
```



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## Deterministic Selection

- Random pivot gives an expected  $O(n)$  run time. The question of a deterministic algorithm was more challenging.
- What is the run time of select if we can guarantee that **ChoosePivot** finds an  $x$  such that  $|S_1| < 3n/4$  and  $|S_2| < 3n/4$  in  $O(n)$  time?

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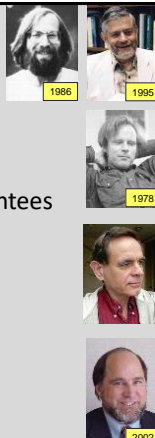
## BFPRT Algorithm

- A very clever choose algorithm . . .

- Deterministic algorithm that guarantees that  $|S_1| < 3n/4$  and  $|S_2| < 3n/4$

- Actual recurrence is:

$$T(n) \leq T(3n/4) + T(n/5) + c n$$



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## BFPRT Algorithm

$$|S_1| < 3n/4, |S_2| < 3n/4$$

Split into  $n/5$  sets of size 5

$M$  be the set of medians of these sets

$x$  be the median of  $M$

Construct  $S_1$  and  $S_2$  using pivot  $x$

Recursive call in  $S_1$  or  $S_2$

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## BFPRT Recurrence

- $T(n) \leq T(3n/4) + T(n/5) + c n$

Prove that  $T(n) \leq 20 c n$

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