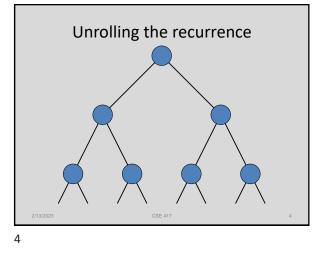


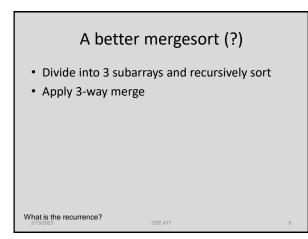
Divide and Conquer

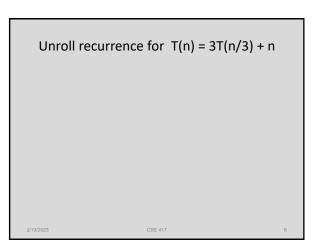
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- Recurrences, Sections 5.1 and 5.2
- Algorithms
 - Median (Selection)
 - Fast Matrix Multiplication
 - Counting Inversions (5.3)
 - Multiplication (5.5)

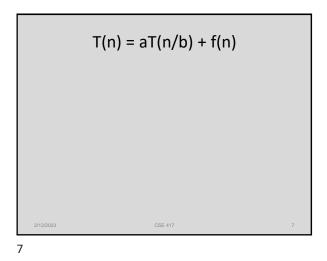
 $\begin{aligned} & \text{Divide and Conquer : Merge Sort} \\ & \text{Array MSort(Array a, int n)} \\ & \text{ if } (n <= 1) \text{ return a;} \\ & \text{ return Merge(MSort(a[0 .. n/2], n/2), MSort(a[n/2+1 .. n-1], n/2);} \\ & \text{ } \end{aligned} \right) = 2 T(n/2) + n; T(1) = 1; \end{aligned}$

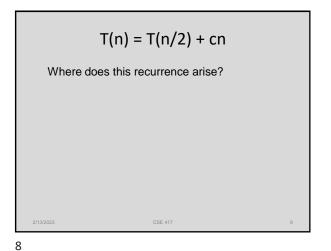




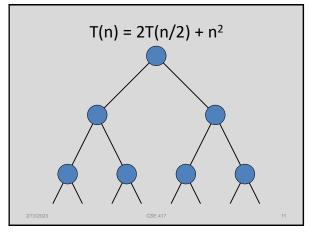


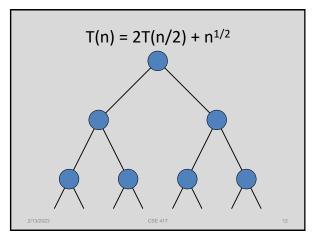


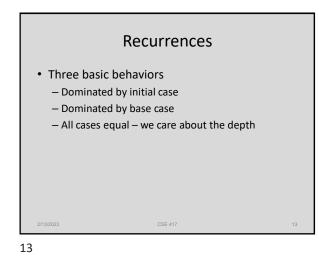




Solving the recurrence exactly







What you really need to know about recurrences

Work per level changes geometrically with the level

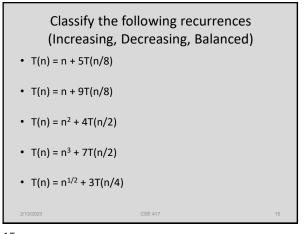
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- Geometrically increasing (x > 1)

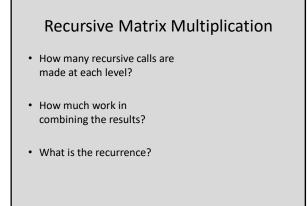
 The bottom level wins
- Geometrically decreasing (x < 1)

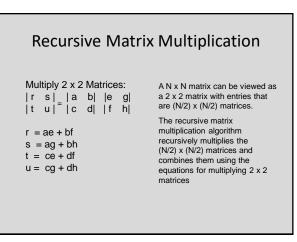
 The top level wins
- Balanced (x = 1)
 Equal contribution

14



15





16

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

Recurrence:

Strassen's Algorithm	
Multiply 2 x 2 Matrices: r s ₌ a b e g t u ⁼ c d f h	Where: $p_1 = (b - d)(f + h)$ $p_2 = (a + d)(e + h)$ $p_3 = (a - c)(e + g)$
$r = p_1 + p_2 - p_4 + p_6$ $s = p_4 + p_5$ $t = p_6 + p_7$ $u = p_2 - p_3 + p_5 - p_7$	$p_4 = (a + b)h$ $p_5 = a(g - h)$ $p_6 = d(f - e)$ $p_7 = (c + d)e$
	From AHU 1974

