

CSE 417

Algorithms and Complexity

Autumn 2024
Lecture 18
Divide and Conquer

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Announcements

- No class on Monday

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Divide and Conquer

- D&C Algorithms
 - MergeSort and QuickSort
 - $O(n^{2.80})$ Matrix Multiplication (Strassen)
 - Integer Multiplication
 - $O(n)$ Median Algorithm
- Today's Algorithms – combining solutions
 - Counting Inversions
 - Closest Pair (in 2D)

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Recurrences

- $T(n) = 2 T(n/2) + n^2$

- $T(n) = 2 T(n/2) + n$

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Inversion Problem

- Let a_1, \dots, a_n be a permutation of $1 \dots n$
- (a_i, a_j) is an inversion if $i < j$ and $a_i > a_j$
 $4, 6, 1, 7, 3, 2, 5$

- Problem: given a permutation, count the number of inversions
- This can be done easily in $O(n^2)$ time
 - Can we do better?

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Application

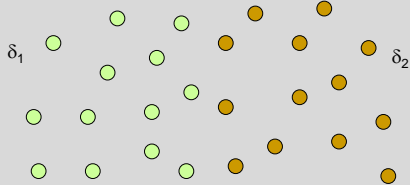
- Counting inversions can be used to measure how close ranked preferences are
 - People rank 20 movies, based on their rankings you cluster people who like that same type of movie

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Divide and conquer

- If we solve the problem on two subsets, does it help? (Separate by median x coordinate)



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Packing Lemma

Suppose that the minimum distance between points is at least δ , what is the maximum number of points that can be packed in a ball of radius δ ?

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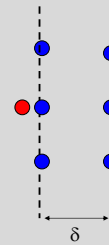
Combining Solutions

- Suppose the minimum separation from the sub problems is δ
- In looking for cross set closest pairs, we only need to consider points with δ of the boundary
- How many cross border interactions do we need to test?

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A packing lemma bounds the number of distances to check



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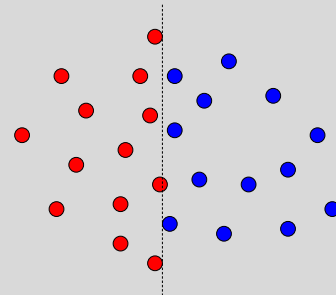
Details

- Preprocessing: sort points by y
- Merge step
 - Select points in boundary zone
 - For each point in the boundary
 - Find highest point on the other side that is at most δ above
 - Find lowest point on the other side that is at most δ below
 - Compare with the points in this interval (there are at most 6)

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Identify the pairs of points that are compared in the merge step following the recursive calls



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Algorithm run time

- After preprocessing:
 - $T(n) = cn + 2 T(n/2)$

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Divide and Conquer Summary

- Performance of Divide and Conquer
 - Reduce the number or size of subproblems
 - Reduce the amount of work in combining solutions

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