CSE 421 Introduction to Algorithms

> Richard Anderson Lecture 11, Winter 2024 Divide and Conquer

Announcements

- Divide and Conquer and Recurrences
 - Recurrence Techniques
 - Fast Matrix Multiplication
 - Counting Inversions (5.3)
 - Closest Pair (5.4)
 - Integer Multiplication (5.5)
 - Quicksort and Median Finding
- Dynamic Programming
- Midterm, Friday, February 9

$$k^{\log_k n} = n$$

$$\log_k n = \frac{\log_2 n}{\log_2 k}$$

$$k^{\log_2 n} = n^{\log_2 k}$$

$$\sum_{i=0}^{n} x^{i} = \frac{1 - x^{n+1}}{1 - x}$$

Integer Arithmetic

9715480283945084383094856701043643845790217965702956767 + 1242431098234099057329075097179898430928779579277597977

Runtime for standard algorithm to add two n digit numbers:

2095067093034680994318596846868779409766717133476767930 X 5920175091777634709677679342929097012308956679993010921

Runtime for standard algorithm to multiply two n digit numbers:

Recursive Multiplication Algorithm (First attempt)

$$x = x_1 2^{n/2} + x_0$$

$$y = y_1 2^{n/2} + y_0$$

$$xy = (x_1 2^{n/2} + x_0) (y_1 2^{n/2} + y_0)$$

$$= x_1 y_1 2^n + (x_1 y_0 + x_0 y_1) 2^{n/2} + x_0 y_0$$

Recurrence:

Run time:

Simple algebra

$$x = x_1 2^{n/2} + x_0$$

$$y = y_1 2^{n/2} + y_0$$

$$xy = x_1 y_1 2^n + (x_1 y_0 + x_0 y_1) 2^{n/2} + x_0 y_0$$

 $p = (x_1 + x_0)(y_1 + y_0) = x_1y_1 + x_1y_0 + x_0y_1 + x_0y_0$

Karatsuba's Algorithm

Multiply n-digit integers x and y

Let $x = x_1 2^{n/2} + x_0$ and $y = y_1 2^{n/2} + y_0$ Recursively compute $a = x_1y_1$ $b = x_0y_0$ $p = (x_1 + x_0)(y_1 + y_0)$ Return $a2^n + (p - a - b)2^{n/2} + b$

Recurrence: T(n) = 3T(n/2) + cn

Quicksort [Tony Hoare, 1959]

QuickSort(S):

- 1. Pick an element v in **S**. This is the *pivot* value.
- Partition S-{v} into two disjoint subsets, S₁ and S₂ such that:
 - elements in \mathbf{S}_1 are all < v
 - elements in \mathbf{S}_2 are all > v
- Return concatenation of QuickSort(S₁), v, QuickSort(S₂)

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

Quicksort – worst case

- Pivot selection: choose first element
- Sort [1,2,3,4,5,6,...N]

Quicksort - pragmatics

- Pivot selection rules
 - Median of first, middle, and last
 - Choose random element
- In place implementation
- Algorithm engineering for partitioning
- Recursion cutoff for small problems

Average case analysis for Quicksort

- All inputs equally likely
 - Or random elements used for pivot
 - Or input is randomly shuffled
- QS(n) = average number of comparisons for Quicksort on input of size n.

Building a recurrence

Pivot chosen at random. The chance of having i elements less than the pivot is 1/n.

$$T(n) = (n-1) + \frac{1}{n} \sum_{i=0}^{n-1} (T(i) + T(n-i-1)).$$

$$T(n) = (n-1) + \frac{2}{n} \sum_{i=1}^{n-1} T(i)$$

Solution: $T(N) \approx 2 n \ln n$

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?

Problem generalization

 Selection, given n numbers and an integer k, find the k-th largest

Select(A, k)

```
Select(A, k){

Choose element x from A

S_1 = \{y \text{ in } A \mid y < x\}

S_2 = \{y \text{ in } A \mid y > x\}

S_3 = \{y \text{ in } A \mid y = x\}

if (|S_2| \ge k)

return Select(S<sub>2</sub>, k)

else if (|S_2| + |S_3| \ge k)

return x

else

return Select(S<sub>1</sub>, k - |S<sub>2</sub>| - |S<sub>3</sub>|)

}
```



Randomized Selection

- Choose the element at random
- Analysis can show that the algorithm has expected run time O(n)

Deterministic Selection

• What is the run time of select if we can guarantee that choose finds an x such that $|S_1| < 3n/4$ and $|S_2| < 3n/4$ in O(n) time

BFPRT Algorithm

- 1986
- A very clever choose algorithm . . .

Split into n/5 sets of size 5 M be the set of medians of these sets Let x be the median of M







BFPRT runtime

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

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 Recursive call in S_1 or S_2

BFPRT Recurrence

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

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

A theoretical aside

- How many comparisons are needed in the worst case to find the median?
- BFPRT showed that this is at most 18 n
- Best known results in 3 n (but its complicated)
- The lower bound was shown to be at least 2 n by Bent and John

- Improved to 2.01 n by Zwick