

Outline

- 1 Divide-and-Conquer
- 2 Counting Inversions
- 3 **Quicksort and Selection**
 - Quicksort
 - **Lower Bound for Comparison-Based Sorting Algorithms**
 - Selection Problem
- 4 Polynomial Multiplication
- 5 Other Classic Algorithms using Divide-and-Conquer
- 6 Solving Recurrences
- 7 Computing n -th Fibonacci Number

Comparison-Based Sorting Algorithms

Q: Can we do better than $O(n \log n)$ for sorting?

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Comparison-Based Sorting Algorithms

- To sort, we are only allowed to **compare** two elements
- We can not use “internal structures” of the elements

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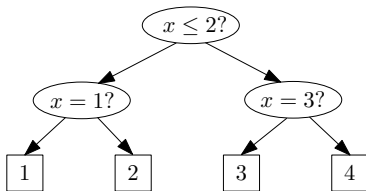
A: $\lceil \log_2 N \rceil$.

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- Bob has a permutation π over $\{1, 2, 3, \dots, n\}$ in his hand.
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Q: How many questions do you need to ask in order to get the permutation π ?

A: At least $\log_2 n! = \Theta(n \lg n)$

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Input: a set A of n numbers, and $1 \leq i \leq n$

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- Our goal: $O(n)$ running time

Recall: Quicksort with Median Finder

quicksort(A, n)

- 1: **if** $n \leq 1$ **then return** A
- 2: $x \leftarrow$ lower median of A
- 3: $A_L \leftarrow$ elements in A that are less than x ▷ Divide
- 4: $A_R \leftarrow$ elements in A that are greater than x ▷ Divide
- 5: $B_L \leftarrow$ quicksort($A_L, A_L.size$) ▷ Conquer
- 6: $B_R \leftarrow$ quicksort($A_R, A_R.size$) ▷ Conquer
- 7: $t \leftarrow$ number of times x appear A
- 8: **return** the array obtained by concatenating B_L , the array containing t copies of x , and B_R

Selection Algorithm with Median Finder

selection(A, n, i)

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- 2: $x \leftarrow$ lower median of A
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- 4: $A_R \leftarrow$ elements in A that are greater than x ▷ Divide
- 5: **if** $i \leq A_L.size$ **then**
- 6: **return** selection($A_L, A_L.size, i$) ▷ Conquer
- 7: **else if** $i > n - A_R.size$ **then**
- 8: **return** selection($A_R, A_R.size, i - (n - A_R.size)$) ▷ Conquer
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- Recurrence for selection: $T(n) = T(n/2) + O(n)$

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- Recurrence for selection: $T(n) = T(n/2) + O(n)$
- Solving recurrence: $T(n) = O(n)$

Randomized Selection Algorithm

selection(A, n, i)

- 1: **if** $n = 1$ **then return** A
- 2: $x \leftarrow$ **random element** of A (called **pivot**)
- 3: $A_L \leftarrow$ elements in A that are less than x ▷ Divide
- 4: $A_R \leftarrow$ elements in A that are greater than x ▷ Divide
- 5: **if** $i \leq A_L.size$ **then**
- 6: **return** selection($A_L, A_L.size, i$) ▷ Conquer
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- **expected** running time = $O(n)$

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Example:

$$\begin{aligned} & (3x^3 + 2x^2 - 5x + 4) \times (2x^3 - 3x^2 + 6x - 5) \\ &= 6x^6 - 9x^5 + 18x^4 - 15x^3 \\ &\quad + 4x^5 - 6x^4 + 12x^3 - 10x^2 \\ &\quad - 10x^4 + 15x^3 - 30x^2 + 25x \\ &\quad + 8x^3 - 12x^2 + 24x - 20 \\ &= 6x^6 - 5x^5 + 2x^4 + 20x^3 - 52x^2 + 49x - 20 \end{aligned}$$

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- **Input:** $(4, -5, 2, 3), (-5, 6, -3, 2)$
- **Output:** $(-20, 49, -52, 20, 2, -5, 6)$

polynomial-multiplication(A, B, n)

- 1: let $C[k] \leftarrow 0$ for every $k = 0, 1, 2, \dots, 2n - 2$
- 2: **for** $i \leftarrow 0$ to $n - 1$ **do**
- 3: **for** $j \leftarrow 0$ to $n - 1$ **do**
- 4: $C[i + j] \leftarrow C[i + j] + A[i] \times B[j]$
- 5: **return** C

Naïve Algorithm

polynomial-multiplication(A, B, n)

- 1: let $C[k] \leftarrow 0$ for every $k = 0, 1, 2, \dots, 2n - 2$
- 2: **for** $i \leftarrow 0$ to $n - 1$ **do**
- 3: **for** $j \leftarrow 0$ to $n - 1$ **do**
- 4: $C[i + j] \leftarrow C[i + j] + A[i] \times B[j]$
- 5: **return** C

Running time: $O(n^2)$

Divide-and-Conquer for Polynomial Multiplication

$$p(x) = 3x^3 + 2x^2 - 5x + 4 = (3x + 2)x^2 + (-5x + 4)$$

$$q(x) = 2x^3 - 3x^2 + 6x - 5 = (2x - 3)x^2 + (6x - 5)$$

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- $p(x)$: degree of $n - 1$ (assume n is even)
- $p(x) = p_H(x)x^{n/2} + p_L(x)$,
- $p_H(x), p_L(x)$: polynomials of degree $n/2 - 1$.

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$$pq = (p_Hx^{n/2} + p_L)(q_Hx^{n/2} + q_L)$$

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$$\begin{aligned}pq &= (p_Hx^{n/2} + p_L)(q_Hx^{n/2} + q_L) \\ &= p_Hq_Hx^n + (p_Hq_L + p_Lq_H)x^{n/2} + p_Lq_L\end{aligned}$$

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$$\begin{aligned}\text{multiply}(p, q) &= \text{multiply}(p_H, q_H) \times x^n \\ &\quad + (\text{multiply}(p_H, q_L) + \text{multiply}(p_L, q_H)) \times x^{n/2} \\ &\quad + \text{multiply}(p_L, q_L)\end{aligned}$$

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- $T(n) = O(n^2)$

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- $p_H q_L + p_L q_H = (p_H + p_L)(q_H + q_L) - p_H q_H - p_L q_L$

Divide-and-Conquer for Polynomial Multiplication

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$$r_H = \text{multiply}(p_H, q_H)$$

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$$\begin{aligned} \text{multiply}(p, q) &= r_H \times x^n \\ &+ (\text{multiply}(p_H + p_L, q_H + q_L) - r_H - r_L) \times x^{n/2} \\ &+ r_L \end{aligned}$$

Divide-and-Conquer for Polynomial Multiplication

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$$+ (\text{multiply}(p_H + p_L, q_H + q_L) - r_H - r_L) \times x^{n/2}$$

$$+ r_L$$

- Solving Recurrence: $T(n) = 3T(n/2) + O(n)$

Divide-and-Conquer for Polynomial Multiplication

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- Solving Recurrence: $T(n) = 3T(n/2) + O(n)$
- $T(n) = O(n^{\lg_2 3}) = O(n^{1.585})$

Assumption n is a power of 2. Arrays are 0-indexed.

multiply(A, B, n)

- 1: if $n = 1$ then return ($A[0]B[0]$)
- 2: $A_L \leftarrow A[0 .. n/2 - 1], A_H \leftarrow A[n/2 .. n - 1]$
- 3: $B_L \leftarrow B[0 .. n/2 - 1], B_H \leftarrow B[n/2 .. n - 1]$
- 4: $C_L \leftarrow \text{multiply}(A_L, B_L, n/2)$
- 5: $C_H \leftarrow \text{multiply}(A_H, B_H, n/2)$
- 6: $C_M \leftarrow \text{multiply}(A_L + A_H, B_L + B_H, n/2)$
- 7: $C \leftarrow$ array of $(2n - 1)$ 0's
- 8: **for** $i \leftarrow 0$ to $n - 2$ **do**
- 9: $C[i] \leftarrow C[i] + C_L[i]$
- 10: $C[i + n] \leftarrow C[i + n] + C_H[i]$
- 11: $C[i + n/2] \leftarrow C[i + n/2] + C_M[i] - C_L[i] - C_H[i]$
- 12: **return** C