

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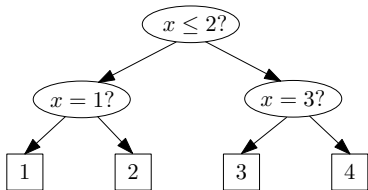
A: $\lceil \log_2 N \rceil$.

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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
- 9: **else**
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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**
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- **expected** running time = $O(n)$

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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 $k = 0, 1, 2, \dots, 2n - 2$
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- 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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- $p_H(x), p_L(x)$: polynomials of degree $n/2 - 1$.

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