# Divide and Conquer Algorithms

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- Solve each part recursively.
- ▶ Solve base cases by brute force.
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- Solve each part recursively.
- ▶ Solve base cases by brute force.
- ▶ Efficiently combine solutions for sub-problems into final solution.
- Common use:
  - ▶ Partition problem into two equal sub-problems of size n/2.
  - Solve each part recursively.
  - ▶ Combine the two solutions in O(n) time.
  - ▶ Resulting running time is  $O(n \log n)$ .

# Mergesort

#### Sort

**INSTANCE:** Nonempty list  $L = x_1, x_2, \dots, x_n$  of integers. **SOLUTION:** A permutation  $y_1, y_2, \dots, y_n$  of  $x_1, x_2, \dots, x_n$  such that  $y_i < y_{i+1}$ , for all 1 < i < n.

- ▶ Mergesort is a divide-and-conquer algorithm for sorting.
  - 1. Partition L into two lists A and B of size  $\lfloor n/2 \rfloor$  and  $\lceil n/2 \rceil$  respectively.
  - 2. Recursively sort A.
  - 3. Recursively sort B.
  - 4. Merge the sorted lists A and B into a single sorted list.

## **Merging Two Sorted Lists**

- ▶ Merge two sorted lists  $A = a_1, a_2, ..., a_k$  and  $B = b_1, b_2, ..., b_l$ .
  - Maintain a *current* pointer for each list.
  - Initialise each pointer to the front of the list.
  - While both lists are nonempty:
    - Let  $a_i$  and  $b_j$  be the elements pointed to by the *current* pointers.
    - Append the smaller of the two to the output list.
    - Advance the current pointer in the list that the smaller element belonged to.

#### **EndWhile**

Append the rest of the non-empty list to the output.

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**EndWhile** 

Append the rest of the non-empty list to the output.

▶ Running time of this algorithm is O(k + I).

## **Analysing Mergesort**

- ▶ Worst-case running time for n elements (T(n)) is at most the sum of the worst-case running time for  $\lfloor n/2 \rfloor$  elements, for  $\lceil n/2 \rceil$  elements, for splitting the input into two lists, and for merging two sorted lists.
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- $\triangleright$  Assume *n* is a power of 2.

$$T(n) \le 2T(n/2) + cn, n > 2$$
  
 $T(2) \le c$ 

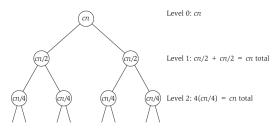
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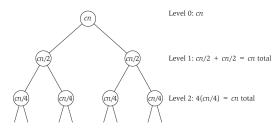
- ▶ Three basic ways of solving this recurrence relation:
  - 1. "Unroll" the recurrence (somewhat informal method).
  - 2. Guess a solution and substitute into recurrence to check.
  - 3. Guess solution in O() form and substitute into recurrence to determine the constants.

### Unrolling the recurrence



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- Recursion tree has log n levels.
- ▶ Total work done at each level is cn.
- ▶ Running time of the algorithm is *cn* log *n*.

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$$T(n) \leq 2T(n/2) + cn$$
  
$$\leq 2((cn/2)\log n - cn/2) + cn$$
  
$$= cn\log n$$

#### **Partial Substitution**

- ▶ Guess that the solution is  $kn \log n$  (logarithm to the base 2).
- ► Substitute guess into the recurrence relation to check what value of *k* will satisfy the recurrence relation.

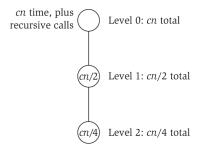
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- ▶  $k \ge c$  will work.

#### **Other Recurrence Relations**

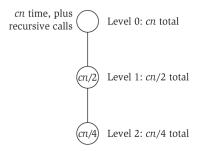
- ▶ Divide into q sub-problems of size n/2 and merge in O(n) time. Two distinct cases: q = 1 and q > 2.
- ▶ Divide into two sub-problems of size n/2 and merge in  $O(n^2)$  time.

$$T(n) = qT(n/2) + cn, q = 1$$



**Figure 5.3** Unrolling the recurrence  $T(n) \le T(n/2) + O(n)$ .

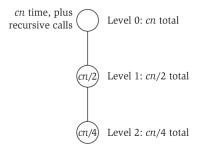
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▶ Total work done is  $cn + cn/2 + cn/2^2 + ... \le$ 

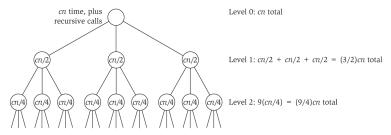
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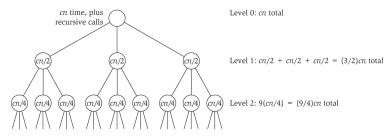
▶ Total work done is  $cn + cn/2 + cn/2^2 + ... \le 2cn$ .

$$T(n) = qT(n/2) + cn, q > 2$$



**Figure 5.2** Unrolling the recurrence  $T(n) \le 3T(n/2) + O(n)$ .

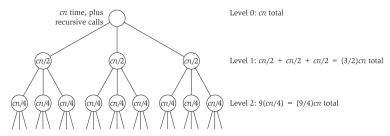
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**Figure 5.2** Unrolling the recurrence  $T(n) \le 3T(n/2) + O(n)$ .

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**Figure 5.2** Unrolling the recurrence  $T(n) \le 3T(n/2) + O(n)$ .

► Total work done is  $cn + qcn/2 + q^2cn/2^2 + ... \le O(n^{\log_2 q})$ .

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

► Total work done is  $cn^2 + 2c(n/2)^2 + 2^2c(n/4)^2 + ... \le$ 

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