Divide and Conquer Algorithms

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Divide and Conquer Algorithms

- Study three divide and conquer algorithms:
  - Counting inversions.
  - Finding the closest pair of points.
  - Integer multiplication.
- First two problems use clever conquer strategies.
- Third problem uses a clever divide strategy.

Motivation

- Collaborative filtering: match one user's preferences to those of other users.
- Meta-search engines: merge results of multiple search engines to into a better search result.

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- Fundamental question: how do we compare a pair of rankings?
- Suggestion: two rankings are very similar if they have few inversions.
  - Assume one ranking is the ordered list of integers from 1 to n.
  - The other ranking is a permutation $a_1, a_2, \ldots, a_n$ of the integers from 1 to n.
  - The second ranking has an *inversion* if there exist i, j such that $i < j$ but $a_i > a_j$.
  - The number of inversions s is a measure of the difference between the rankings.
- Question also arises in statistics: *Kendall's rank correlation* of two lists of numbers is $1 - 2s/\left(n(n-1)\right)$.

Counting Inversions

COUNT INVERSIONS
INSTANCE: A list $L = x_1, x_2, \ldots, x_n$ of distinct integers between 1 and n.
SOLUTION: The number of pairs $(i, j), 1 \leq i < j \leq n$ such $x_i > x_j$.

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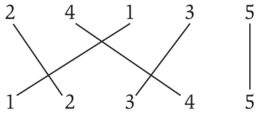

Figure 5.4 Counting the number of inversions in the sequence 2, 4, 1, 3, 5. Each crossing pair of line segments corresponds to one pair that is in the opposite order in the input list and the ascending list—in other words, an inversion.

Counting Inversions: Algorithm

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- Sorting removes all inversions in $O(n \log n)$ time. Can we modify the Mergesort algorithm to count inversions?
- Candidate algorithm:
  1. Partition L into two lists A and B of size $n/2$ each.
  2. Recursively count the number of inversions in A.
  3. Recursively count the number of inversions in B.
  4. Count the number of inversions involving one element in A and one element in B.

Counting Inversions: Conquer Step

- Given lists $A = a_1, a_2, \ldots, a_m$ and $B = b_1, b_2, \ldots b_m$, compute the number of pairs a_i and b_j such $a_i > b_j$.

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- Key idea: problem is much easier if A and B are sorted!

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- MERGE-AND-COUNT procedure:

  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.
  Return the merged list.

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  EndWhile
  Append the rest of the non-empty list to the output.
  Return *count* and the merged list.
- Running time of this algorithm is $O(m)$.

Counting Inversions: Final Algorithm

```
Sort-and-Count(L)
  If the list has one element then
      there are no inversions
  Else
      Divide the list into two halves:
         A contains the first ⌈n/2⌉ elements
         B contains the remaining ⌊n/2⌋ elements
      (r_A, A) = Sort-and-Count(A)
      (r_B, B) = Sort-and-Count(B)
      (r, L) = Merge-and-Count(A, B)
   Endif
   Return r = r_A + r_B + r, and the sorted list L
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- Running time $T(n)$ of the algorithm is $O(n \log n)$ because $T(n) \leq 2T(n/2) + O(n)$.

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- Inductive hypothesis: Algorithm counts number of inversions correctly for all sets of $n - 1$ or fewer numbers.
- Inductive step: Pick an arbitrary k and l such that $k < l$ but $x_k > x_l$. When is the inversion counted?
  - $k, l \leq \lfloor n/2 \rfloor$:
  - $k, l \geq \lceil n/2 \rceil$:
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Computational Geometry

- Algorithms for geometric objects: points, lines, segments, triangles, spheres, polyhedra, ldots.
- Started in 1975 by Shamos and Hoey.
- Problems studied have applications in a vast number of fields: ecology, molecular biology, statistics, computational finance, computer graphics, computer vision, . . .

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INSTANCE: A set P of n points in the plane

SOLUTION: The pair of points in P that are the closest to each other.

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- At first glance, it seems any algorithm must take $\Omega(n^2)$ time.
- Shamos and Hoey figured out an ingenious $O(n \log n)$ divide and conquer algorithm.

Closest Pair: Set-up

- Let $P = \{p_1, p_2, \ldots, p_n\}$ with $p_i = (x_i, y_i)$.
- Use $d(p_i, p_j)$ to denote the Euclidean distance between p_i and p_j.
- Goal: find the pair of points p_i and p_j that minimise $d(p_i, p_j)$.

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    1. closest pair in left half: distance δ_l.
    2. closest pair in right half: distance δ_r.
    3. closest among pairs that span the left and right halves and are at most $\min(\delta_l, \delta_r)$ apart. How many such pairs do we need to consider?

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- Generalize the second idea to 2D.

Closest Pair: Algorithm Skeleton

1. Divide P into two sets Q and R of $n/2$ points such that each point in Q has x-coordinate less than any point in R.
2. Recursively compute closest pair in Q and in R, respectively.

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3. Let δ_1 be the distance computed for Q, δ_2 be the distance computed for R, and $\delta = \min(\delta_1, \delta 2)$.
4. Compute pair (q, r) of points such that $q \in Q$, $r \in R$, $d(q, r) < \delta$ and $d(q, r)$ is the smallest possible.

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- Sketch of proof of correctness by induction: Of the two points in the closest pair
  - (i) both are in Q: computed correctly by recursive call.
  - (ii) both are in R: computed correctly by recursive call.
  - (iii) one is in Q and the other is in R: computed correctly in $O(n)$ time by the procedure we will discuss.
- Overall running time is $O(n \log n)$.

Closest Pair: Conquer Step

- Line L passes through right-most point in Q.

Closest Pair: Conquer Step

- Line L passes through right-most point in Q.
- Let S be the set of points within distance δ of L.
- Claim: There exist $q \in Q$, $r \in R$ such that $d(q, r) < \delta$ if and only if there exist $s, s' \in S$ such that $d(s, s') < \delta$.

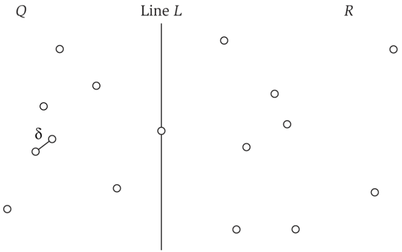

Figure 5.6 The first level of recursion: The point set P is divided evenly into Q and R by the line L, and the closest pair is found on each side recursively.

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- Claim: If there exist $s, s' \in S$ such that $d(s, s') < \delta$ then s and s' are at most 15 indices apart in S_y.
- Converse of the claim: If there exist $s, s' \in S$ such that s' appears 16 or more indices after s in S_y, then $s'_y - s_y \geq \delta$.

Closest Pair: Proof of Packing Argument

- Pack the plane with squares of side $\delta/2$.

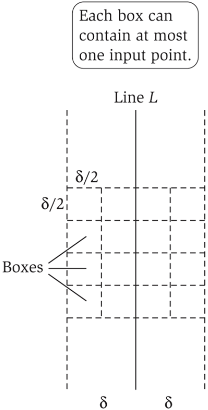
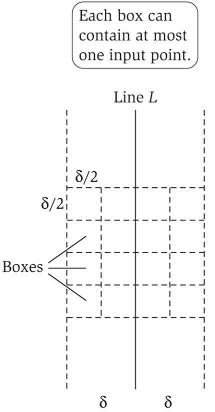


Figure 5.7 The portion of the plane close to the dividing line L, as analyzed in the proof of (5.10).

Closest Pair: Proof of Packing Argument

- Pack the plane with squares of side $\delta/2$.
- Each square contains at most one point.



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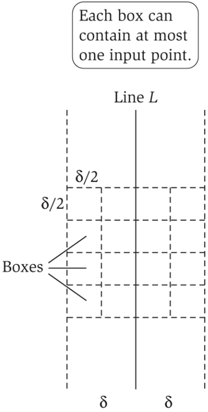

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Closest Pair: Proof of Packing Argument

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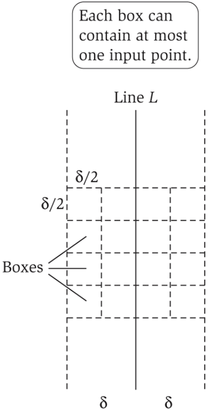
- Each square contains at most one point.
- Let s lie in one of the squares in the first row.
- Any point in the fourth row has a y-coordinate at least δ more than s_y.



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Closest Pair: Final Algorithm

```
Closest-Pair(P)
  Construct Px and Py   (O(n log n) time)
  (p0*, p1*) = Closest-Pair-Rec(Px,Py)

Closest-Pair-Rec(Px, Py)
  If |P| ≤ 3 then
    find closest pair by measuring all pairwise distances
  Endif

  Construct Qx, Qy, Rx, Ry (O(n) time)
  (q0*,q1*) = Closest-Pair-Rec(Qx, Qy)
  (r0*,r1*) = Closest-Pair-Rec(Rx, Ry)

  δ = min(d(q0*,q1*), d(r0*,r1*))
  x* = maximum x-coordinate of a point in set Q
  L = {(x,y) : x = x*}
  S = points in P within distance δ of L.

  Construct Sy (O(n) time)
  For each point s ∈ Sy, compute distance from s
     to each of next 15 points in Sy
     Let s, s' be pair achieving minimum of these distances
     (O(n) time)

  If d(s,s') < δ then
     Return (s,s')
  Else if d(q0*,q1*) < d(r0*,r1*) then
     Return (q0*,q1*)
  Else
     Return (r0*,r1*)
  Endif
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  Endif

  Construct Q_x, Q_y, R_x, R_y ($O(n)$ time)

  (q_0^*, q_1^*) = Closest-Pair-Rec(Q_x, Q_y)

  (r_0^*, r_1^*) = Closest-Pair-Rec(R_x, R_y)

  $\delta = \min(d(q_0^*, q_1^*),\ d(r_0^*, r_1^*))$

  x^* = maximum x-coordinate of a point in set Q

  $L = \{(x,y) : x = x^*\}$

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S = points in P within distance δ of L.

Construct S_y (O(n) time)
For each point s ∈ S_y, compute distance from s
   to each of next 15 points in S_y
   Let s, s' be pair achieving minimum of these distances
   (O(n) time)

If d(s,s') < δ then
   Return (s,s')
Else if d(q0*,q1*) < d(r0*,r1*) then
   Return (q0*,q1*)
Else
   Return (r0*,r1*)
Endif
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Integer Multiplication

MULTIPLY INTEGERS
INSTANCE: Two n-digit binary integers x and y
SOLUTION: The product xy

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- Algorithm we learnt in school takes

```
                    1100
                  × 1101
                  ------
      12            1100
    × 13           0000
    ----          1100
      36         1100
     12          --------
    ----         10011100
     156
     
     (a)            (b)
```

Figure 5.8 The elementary-school algorithm for multiplying two integers, in (a) decimal and (b) binary representation.

Integer Multiplication

Multiply Integers
INSTANCE: Two n-digit binary integers x and y
SOLUTION: The product xy

- Multiply two n-digit integers.
- Result has at most $2n$ digits.
- Algorithm we learnt in school takes $O(n^2)$ operations. Size of the input is not 2 but $2n$,

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               × 1101
               ------
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 (a)            (b)
```

Figure 5.8 The elementary-school algorithm for multiplying two integers, in (a) decimal and (b) binary representation.

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$$
\begin{aligned}
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.
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- Each of x_1, x_0, y_1, y_0 has $n/2$ bits, so we can compute $x_1 y_1$, $x_1 y_0$, $x_0 y_1$, and $x_0 y_0$ recursively, and merge the answers in $O(n)$ time.

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  - Compute x_1y_1, x_0y_0 and $(x_0 + x_1)(y_0 + y_1)$ recursively and then compute $(x_1y_0 + x_0y_1)$ by subtraction.
  - We have three sub-problems of size $n/2$.
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$$\begin{aligned} T(n) &\leq 3T(n/2) + cn \\ &\leq O(n^{\log_2 3}) = O(n^{1.59}) \end{aligned}$$

Final Algorithm

```
Recursive-Multiply(x,y):
  Write x = x_1 · 2^{n/2} + x_0
        y = y_1 · 2^{n/2} + y_0
  Compute x_1 + x_0 and y_1 + y_0
  p = Recursive-Multiply(x_1 + x_0, y_1 + y_0)
  x_1y_1 = Recursive-Multiply(x_1, y_1)
  x_0y_0 = Recursive-Multiply(x_0, y_0)
  Return x_1y_1 · 2^n + (p − x_1y_1 − x_0y_0) · 2^{n/2} + x_0y_0
```