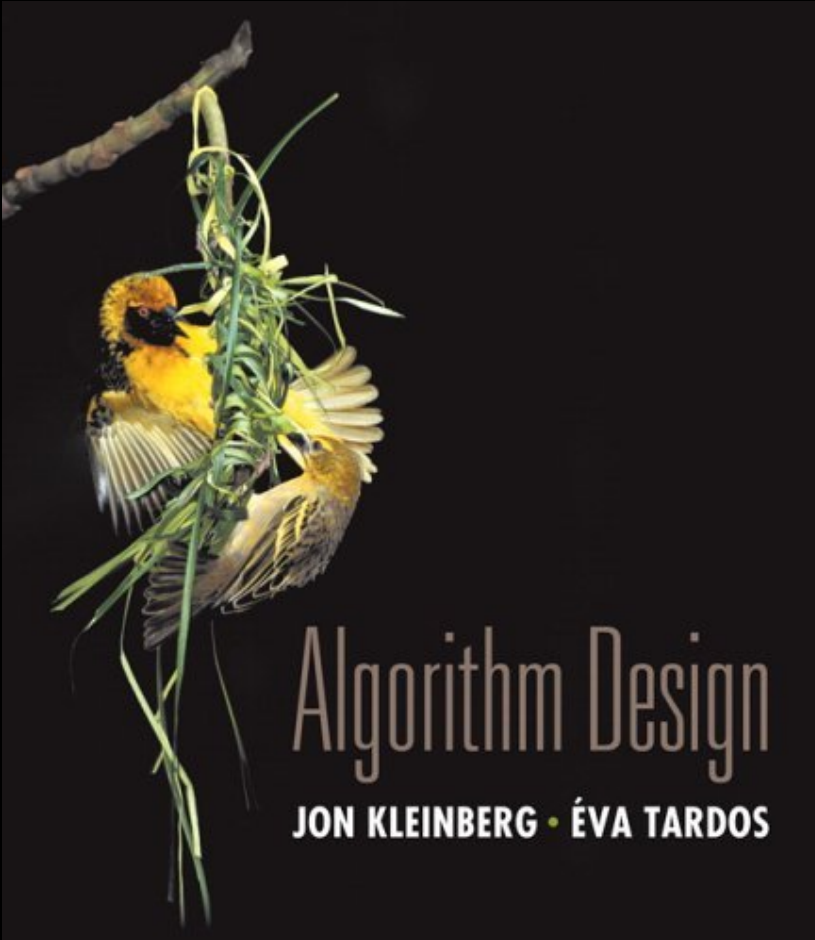


# Chapter 5

## Divide and Conquer



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# Divide-and-Conquer

## Divide-and-conquer.

Break up problem into several parts.

Solve each part recursively.

Combine solutions to sub-problems into overall solution.

## Most common usage.

Break up problem of size  $n$  into **two** equal parts of size  $\frac{1}{2}n$ .

Solve two parts recursively.

Combine two solutions into overall solution in **linear time**.

## Consequence.

Brute force:  $n^2$ .

Divide-and-conquer:  $n \log n$ .

# 5.1 Mergesort

---

# Sorting

**Sorting.** Given  $n$  elements, rearrange in ascending order.

## Applications.

Sort a list of names.

Organize an MP3 library.

Display Google PageRank results.

List RSS news items in reverse chronological order.

obvious applications

Find the median.

Find the closest pair.

Binary search in a database.

Identify statistical outliers.

Find duplicates in a mailing list.

problems become easy once  
items are in sorted order

Data compression.

Computer graphics.

Computational biology.

Supply chain management.

Book recommendations on Amazon.

Load balancing on a parallel computer.

...

non-obvious applications

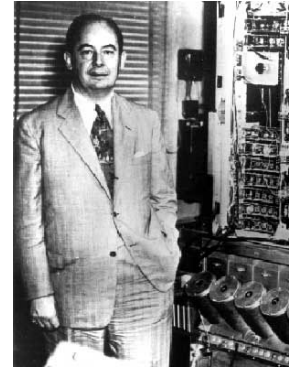
# Mergesort

## Mergesort.

Divide array into two halves.

Recursively sort each half.

Merge two halves to make sorted whole.



Jon von Neumann (1945)

A	L	G	O	R	I	T	H	M	S
---	---	---	---	---	---	---	---	---	---

A	L	G	O	R	I	T	H	M	S
---	---	---	---	---	---	---	---	---	---

divide  $O(1)$

A	G	L	O	R	H	I	M	S	T
---	---	---	---	---	---	---	---	---	---

sort  $2T(n/2)$

A	G	H	I	L	M	O	R	S	T
---	---	---	---	---	---	---	---	---	---

merge  $O(n)$

# Merging

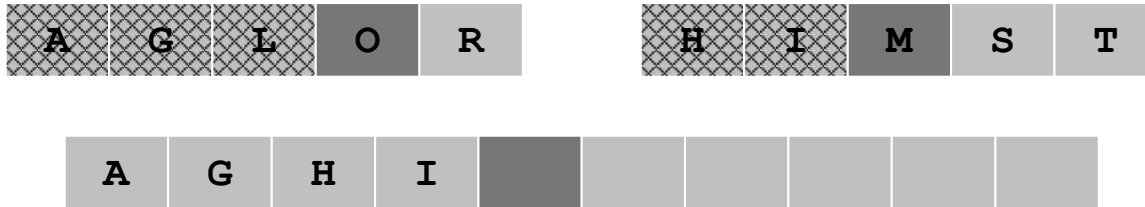
**Merging.** Combine two pre-sorted lists into a sorted whole.

How to merge efficiently?



Linear number of comparisons.

Use temporary array.



**Challenge for the bored.** In-place merge. [Kronrud, 1969]

↑  
using only a constant amount of extra storage

# A Useful Recurrence Relation

Def.  $T(n)$  = number of comparisons to mergesort an input of size  $n$ .

Mergesort recurrence.

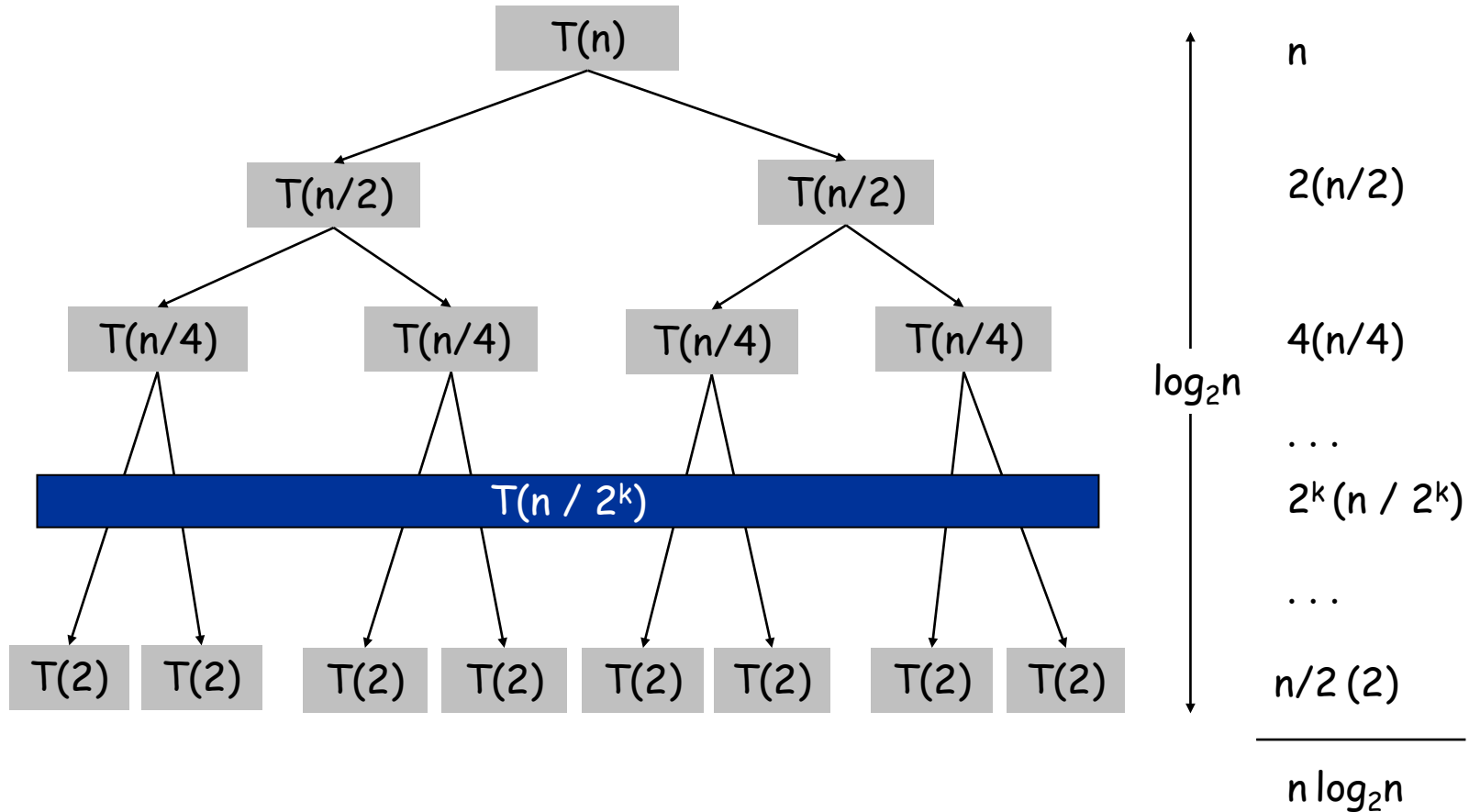
$$T(n) \leq \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

Solution.  $T(n) = O(n \log_2 n)$ .

Assorted proofs. We describe several ways to prove this recurrence. Initially we assume  $n$  is a power of 2 and replace  $\leq$  with  $=$ .

# Proof by Recursion Tree

$$T(n) = \begin{cases} 0 & \text{if } n=1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$





# Proof by Telescoping

**Claim.** If  $T(n)$  satisfies this recurrence, then  $T(n) = n \log_2 n$ .

↑  
assumes  $n$  is a power of 2

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

**Pf.** For  $n > 1$ :

$$\begin{aligned} \frac{T(n)}{n} &= \frac{2T(n/2)}{n} + 1 \\ &= \frac{T(n/2)}{n/2} + 1 \\ &= \frac{T(n/4)}{n/4} + 1 + 1 \\ &\dots \\ &= \frac{T(n/n)}{n/n} + \underbrace{1 + \dots + 1}_{\log_2 n} \\ &= \log_2 n \end{aligned}$$

# Proof by Induction

**Claim.** If  $T(n)$  satisfies this recurrence, then  $T(n) = n \log_2 n$ .

↑  
assumes  $n$  is a power of 2

$$T(n) = \begin{cases} 0 & \text{if } n = 1 \\ \underbrace{2T(n/2)}_{\text{sorting both halves}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

**Pf.** (by induction on  $n$ )

Base case:  $n = 1$ .

Inductive hypothesis:  $T(n) = n \log_2 n$ .

Goal: show that  $T(2n) = 2n \log_2 (2n)$ .

$$\begin{aligned} T(2n) &= 2T(n) + 2n \\ &= 2n \log_2 n + 2n \\ &= 2n(\log_2(2n) - 1) + 2n \\ &= 2n \log_2(2n) \end{aligned}$$

# Analysis of Mergesort Recurrence

**Claim.** If  $T(n)$  satisfies the following recurrence, then  $T(n) \leq n \lceil \lg n \rceil$ .

$$T(n) \leq \begin{cases} 0 & \text{if } n=1 \\ \underbrace{T(\lceil n/2 \rceil)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

↑  
 $\log_2 n$

**Pf.** (by induction on  $n$ )

Base case:  $n = 1$ .

Define  $n_1 = \lfloor n / 2 \rfloor$ ,  $n_2 = \lceil n / 2 \rceil$ .

Induction step: assume true for  $1, 2, \dots, n-1$ .

$$\begin{aligned} T(n) &\leq T(n_1) + T(n_2) + n \\ &\leq n_1 \lceil \lg n_1 \rceil + n_2 \lceil \lg n_2 \rceil + n \\ &\leq n_1 \lceil \lg n_2 \rceil + n_2 \lceil \lg n_2 \rceil + n \\ &= n \lceil \lg n_2 \rceil + n \\ &\leq n(\lceil \lg n \rceil - 1) + n \\ &= n \lceil \lg n \rceil \end{aligned}$$

$$\begin{aligned} n_2 &= \lceil n/2 \rceil \\ &\leq \lceil 2^{\lceil \lg n \rceil} / 2 \rceil \\ &= 2^{\lceil \lg n \rceil} / 2 \\ \Rightarrow \lg n_2 &\leq \lceil \lg n \rceil - 1 \end{aligned}$$

## Two Exercises

- Using recursion tree to guess a result, and then, applying induction to prove.

$$(1) T(n) = 3 T(n/4) + \Theta(n^2)$$

Use  $cn^2$  to replace  $\Theta(n^2)$  for  $c > 0$  in recursion tree

Apply  $T(n) \leq dn^2$  for  $d > 0$ , the guess result, in induction prove

Determine the constraint associated with  $d$  and  $c$

$$(2) T(n) = T(n/3) + T(2n/3) + O(n)$$

Use  $c$  to represent the constant factor in  $O(n)$  in recursion tree

Apply  $T(n) \leq d n \lg n$  for  $d > 0$ , the guess result, in induction prove

Determine the constraint associated with  $d$  and  $c$

# Master Theorem

## The master theorem

Let  $a \geq 1$  and  $b > 1$  be constants, let  $f(n)$  be a function, and let  $T(n)$  be defined on the nonnegative integers by the recurrence

$$T(n) = aT(n/b) + f(n),$$

where we interpret  $n/b$  to mean either  $\lfloor n/b \rfloor$  or  $\lceil n/b \rceil$ . Then  $T(n)$  has the following asymptotic bounds:

1. If  $f(n) = O(n^{\log_b a - \epsilon})$  for some constant  $\epsilon > 0$ , then  $T(n) = \Theta(n^{\log_b a})$ .
2. If  $f(n) = \Theta(n^{\log_b a})$ , then  $T(n) = \Theta(n^{\log_b a} \lg n)$ .
3. If  $f(n) = \Omega(n^{\log_b a + \epsilon})$  for some constant  $\epsilon > 0$ , and if  $af(n/b) \leq cf(n)$  for some constant  $c < 1$  and all sufficiently large  $n$ , then  $T(n) = \Theta(f(n))$ . ■

$$T(n) = 9T(n/3) + n, T(n) = \Theta(n^2); \quad T(n) = 3T(n/4) + n \log n, T(n) = \Theta(n \log n)$$

$$T(n) = T(2n/3) + 1, T(n) = \Theta(\log n); \quad T(n) = 2T(n/2) + \Theta(n), T(n) = \Theta(n \log n)$$

$$T(n) = 8T(n/2) + \Theta(n^2), T(n) = \Theta(n^3); \quad T(n) = 7T(n/2) + \Theta(n^2), T(n) = \Theta(n^{\log 7})$$

# Parallel Merge Sort

Merge sort with parallel recursion:  $O(n)$ , still slow

Parallel multiway merge sort

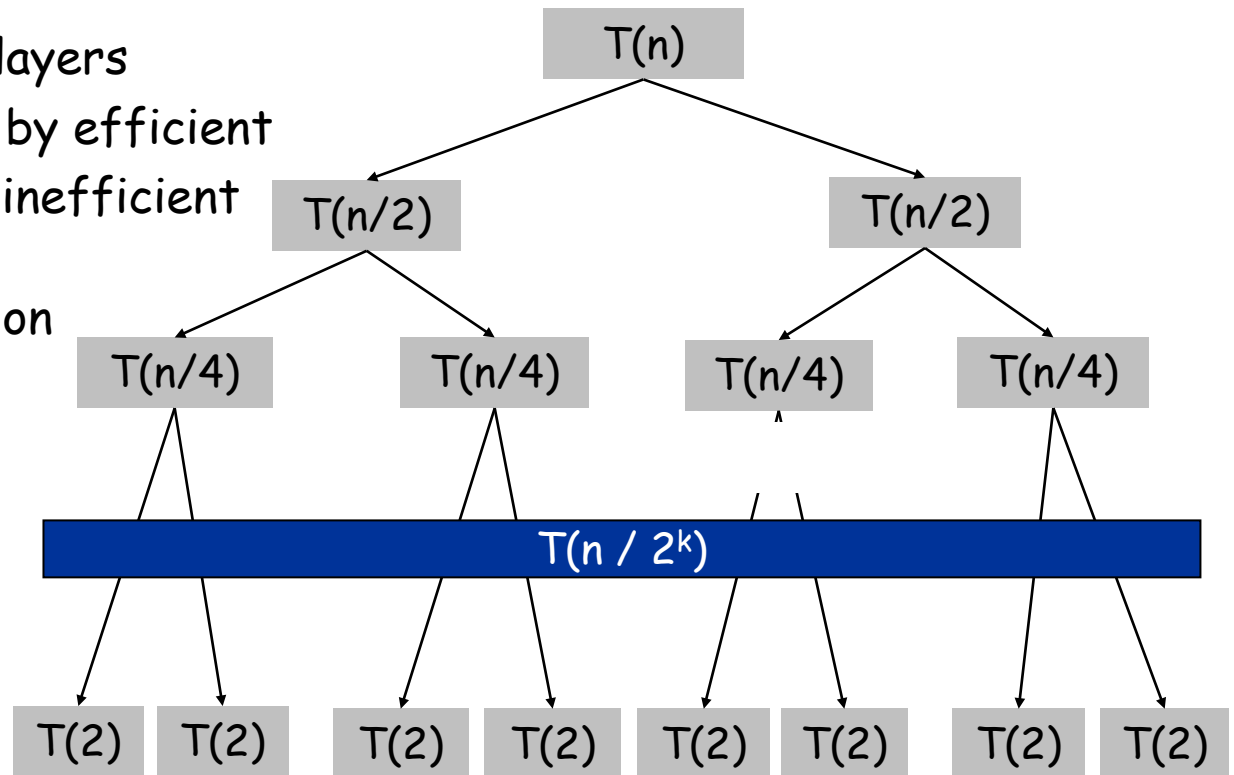
Merge sort with parallel merge

Merge sort with two layers

Bottom layer: slow by efficient

Top layer: fast but inefficient

Multisequence selection



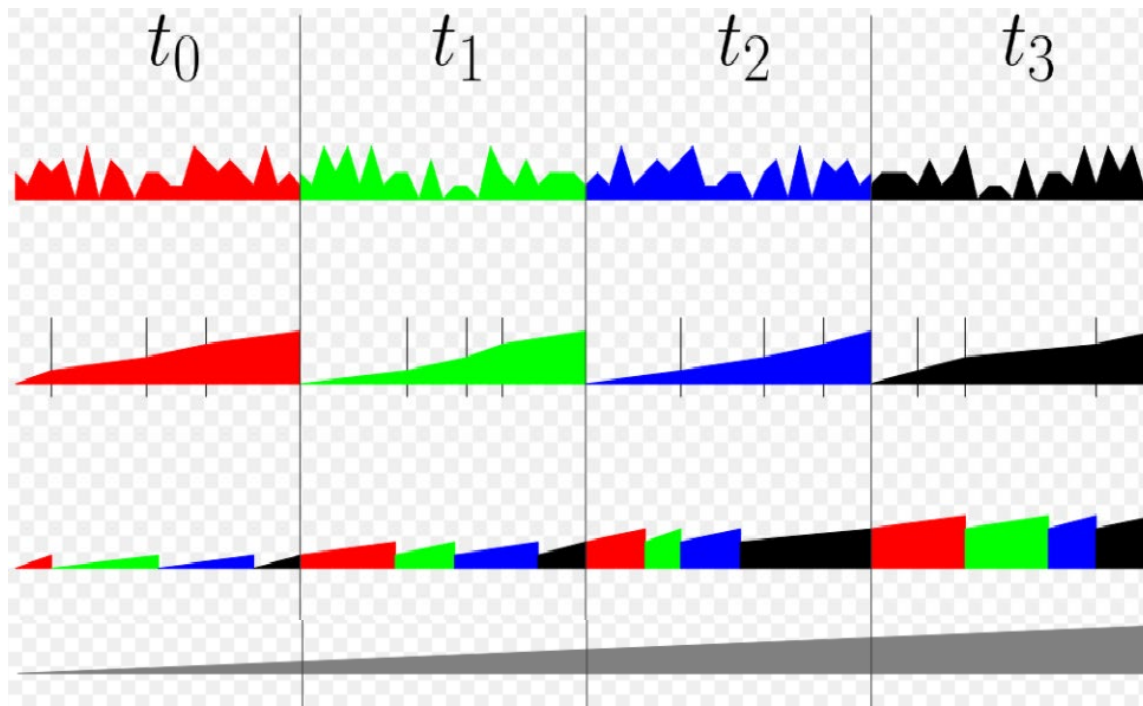
# Parallel Multiway Merge Sort

## Map-Shuffle-Reduce in Hadoop

Partition data and assign to  $m$  processors

Each processor sorts data based on  $n$  samples

Data access: message passing



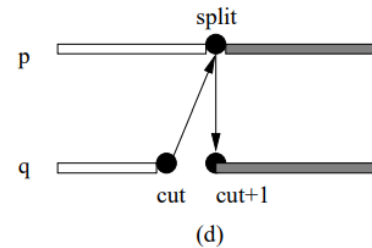
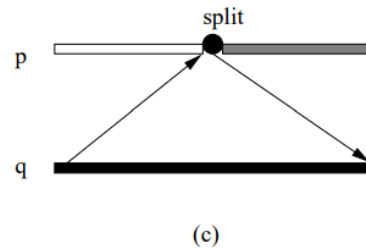
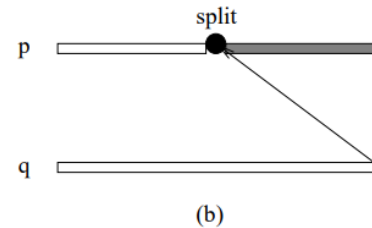
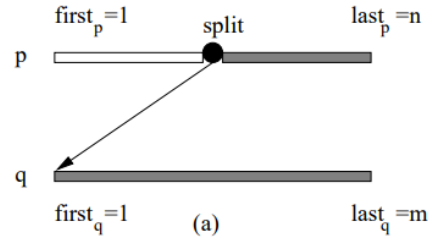
## Parallel Merge (Sort)

Merge two sorted subsequences:  $O(\log^2 n)$  with  $O(n / \log^2 n)$  processors: switch to sequence merge sort with sizes are reduced to  $O(\log^2 n)$

Data access: PRAM

Parallel random-access memory

EREW or CRCW



**Speedup:** seq. time / para. time, **Efficiency:** # of processors (k)/speed up

**Cost:** # of processors x parallel time, **Cost-optimal:** efficiency = 1

Other parallel sorts: bitonic, quick, radix, and sample sort

R. Cole, Parallel Merge Sort, SIAM Journal on Computing, 1988

J. Wu and S. Olariu, On Cost-Optimal Merge of Two Intransitive Sorted Sequence, 2003



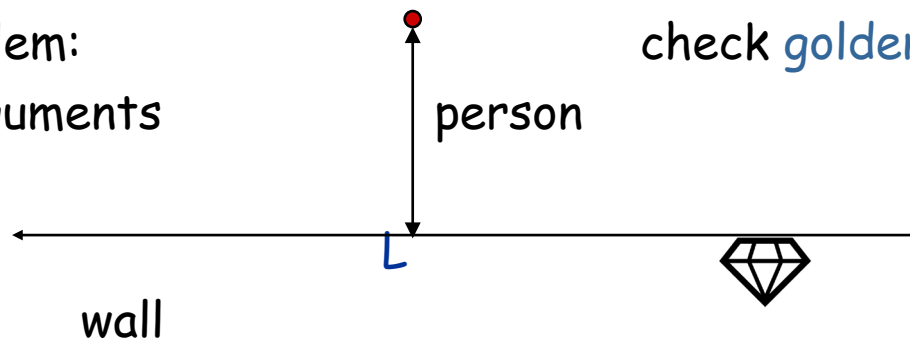
# Searching

Systematically search the "space" for a solution.

Key: how to **divide (-and-eliminate)** the solution space.

1. A person is  $L$  distance away from a long wall with no end on both sides. A diamond is placed on the wall which can be identified through touching. Design a searching method with a constant bound in moving distance.
2. A fish needs to be steamed between 5 to 18 minutes. Design a fast-searching method to find the best cooking time. Under- and over-cook can be compared via tasting, but not during cooking. (1 minute is the basic unit of time duration. Quality of fish is a **quadratic function**.)

min max problem:  
adversary arguments



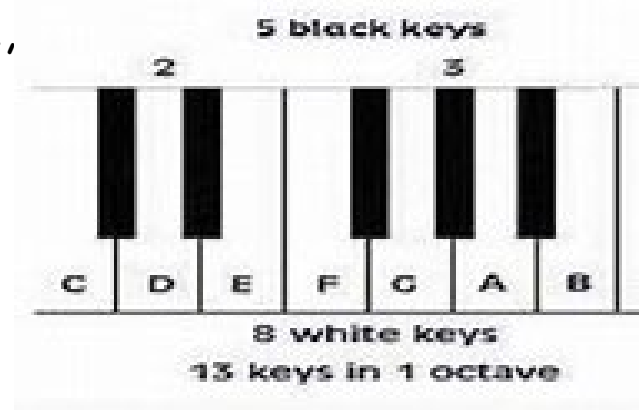
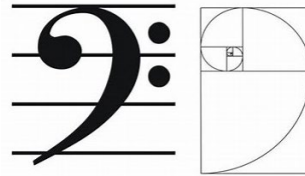
1.

# Fibonacci Sequence and Golden Ratio

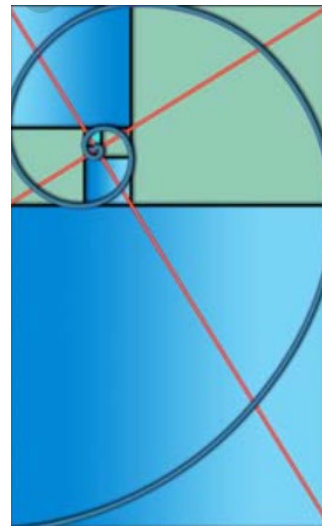
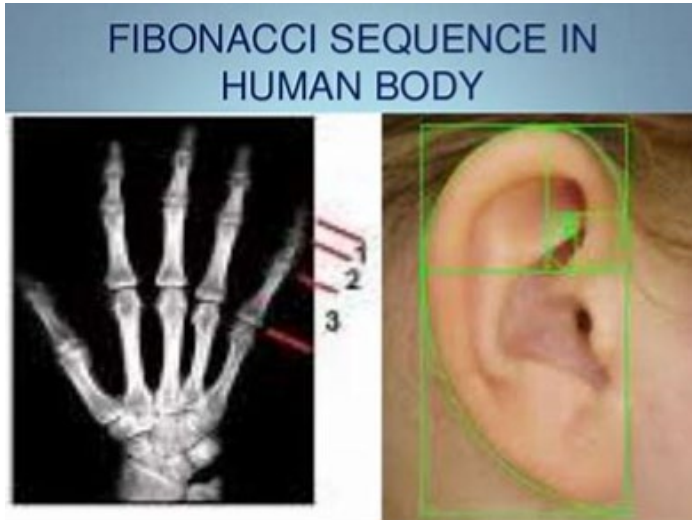
$$F_n = F_{n-1} + F_{n-2}, F_0 = 0, F_1 = 1: 0, 1, 1, 2, 3, 5, 8, 13, 21,$$

$$(a+b)/b = b/a = 1.618\dots$$

In music, human body, nature, ...



Eye of god



# Fibonacci Puzzle

Extended Fibonacci sequence:

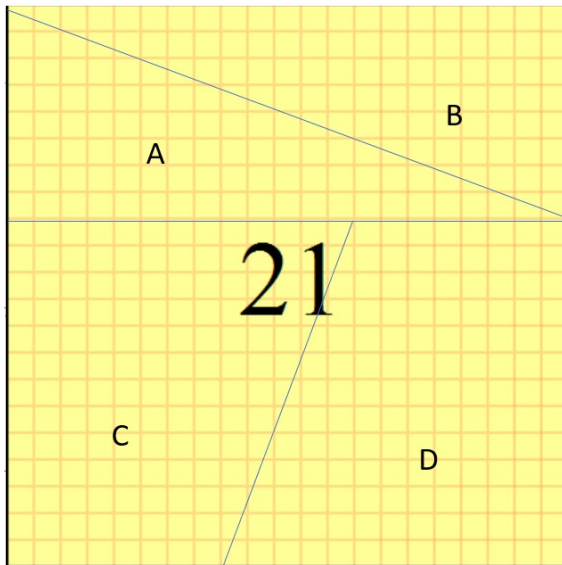
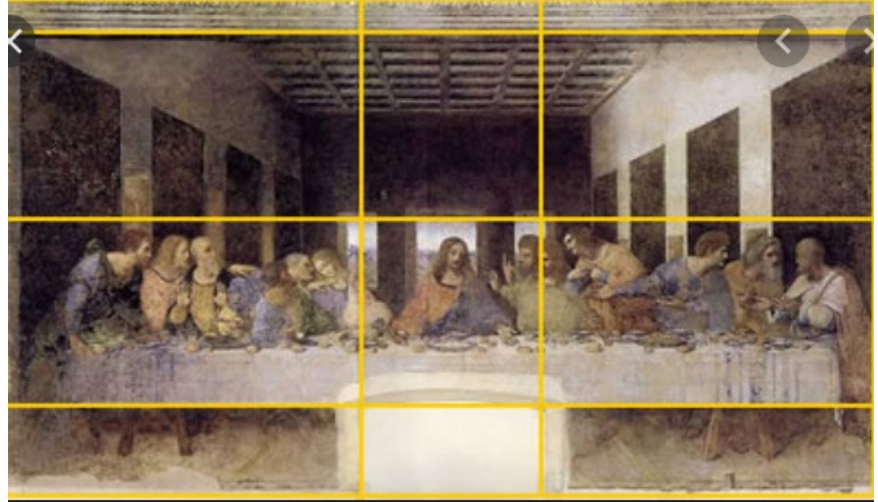
2, 4, 6, 10, 16, 26, ...

4, 8, 12, 20, 32, 52, ...

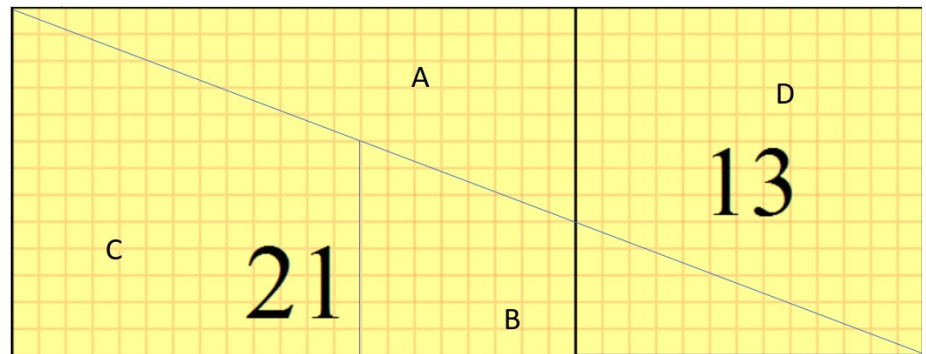
8, 16, 24, 40, 64, 104, ...

Fibonacci sequence in **Last Super**

1, 2, 3, 5, 8, 13



$$21 \times 21 = 34 \times 13 (?)$$



Mathematics is the language in which God has written the universe -Galileo Galilei

## 5.3 Counting Inversions

---

# Counting Inversions

Music site tries to match your song preferences with others.

You rank  $n$  songs.

Music site consults database to find people with **similar** tastes.


**Similarity metric:** number of inversions between two rankings.

My rank:  $1, 2, \dots, n$ .

Your rank:  $a_1, a_2, \dots, a_n$ .

Songs  $i$  and  $j$  **inverted** if  $i < j$ , but  $a_i > a_j$ .

	Songs				
	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5



Inversions

3-2, 4-2

**Brute force:** check all  $\Theta(n^2)$  pairs  $i$  and  $j$ .

# Applications

## Applications.

Voting theory (*Arrow's impossibility theorem* on voting).

Collaborative filtering.

Measuring the "sortedness" of an array.

Sensitivity analysis of Google's ranking function.

Rank aggregation for meta-searching on the Web.

Nonparametric statistics (e.g., Kendall's Tau distance).

## 3-party voting (Condorcet paradox)

1: $A \succ B \succ T$	Based on 1 and 3: A beats B
2: $B \succ T \succ A$	Based on 2 and 3: T beats A
3: $T \succ A \succ B$	Based on 1 and 2: B beats T

(A: Anderson, B: Biden, T: Trump)

# Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

1	5	4	8	10	2	6	9	12	11	3	7
---	---	---	---	----	---	---	---	----	----	---	---

# Counting Inversions: Divide-and-Conquer

Divide-and-conquer.

**Divide:** separate list into two pieces.



Divide:  $O(1)$ .





# Counting Inversions: Divide-and-Conquer

## Divide-and-conquer.

**Divide:** separate list into two pieces.

**Conquer:** recursively count inversions in each half.



Divide:  $O(1)$ .



Conquer:  $2T(n / 2)$

5 blue-blue inversions

8 green-green inversions

5-4, 5-2, 4-2, 8-2, 10-2

6-3, 9-3, 9-7, 12-3, 12-7, 12-11, 11-3, 11-7

# Counting Inversions: Divide-and-Conquer

## Divide-and-conquer.

**Divide:** separate list into two pieces.

**Conquer:** recursively count inversions in each half.

**Combine:** count inversions where  $a_i$  and  $a_j$  are in different halves, and return sum of three quantities.



Divide:  $O(1)$ .



Conquer:  $2T(n / 2)$

5 blue-blue inversions

8 green-green inversions

9 blue-green inversions

5-3, 4-3, 8-6, 8-3, 8-7, 10-6, 10-9, 10-3, 10-7

Combine: ???

Total =  $5 + 8 + 9 = 22$ .

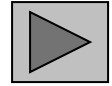
# Counting Inversions: Combine

**Combine:** count blue-green inversions

Assume each half is **sorted**.

Count inversions where  $a_i$  and  $a_j$  are in different halves.

**Merge** two sorted halves into sorted whole.



↖ to maintain sorted invariant



13 blue-green inversions:  $6 + 3 + 2 + 2 + 0 + 0$

Count:  $O(n)$



Merge:  $O(n)$

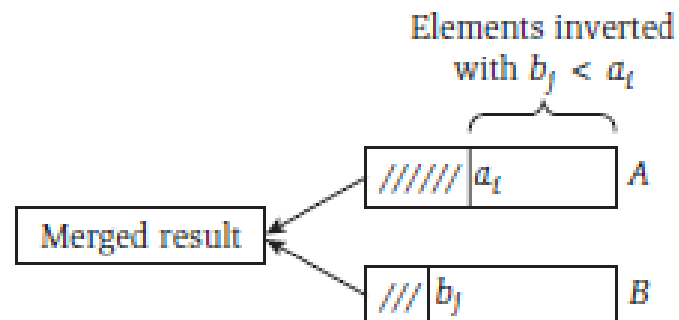
$$T(n) \leq T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + O(n) \Rightarrow T(n) = O(n \log n)$$

# Counting Inversions: Implementation

**Pre-condition.** [Merge-and-Count] A and B are sorted.

**Post-condition.** [Sort-and-Count] L is sorted.

```
Sort-and-Count(L) {  
  if list L has one element  
    return 0 and the list L  
  
  Divide the list into two halves A and B  
  ( $r_A$ , A)  $\leftarrow$  Sort-and-Count(A)  
  ( $r_B$ , B)  $\leftarrow$  Sort-and-Count(B)  
  ( $r$ , L)  $\leftarrow$  Merge-and-Count(A, B)  
  
  return  $r = r_A + r_B + r$  and the sorted list L  
}
```



## 5.4 Closest Pair of Points

---

# Closest Pair of Points

**Closest pair.** Given  $n$  points in the plane, find a pair with smallest Euclidean distance between them.

**Fundamental geometric primitive.**

Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.

Special case of nearest neighbor, Euclidean MST, Voronoi.

↖ fast closest pair inspired fast algorithms for these problems

**Brute force.** Check all pairs of points  $p$  and  $q$  with  $\Theta(n^2)$  comparisons.

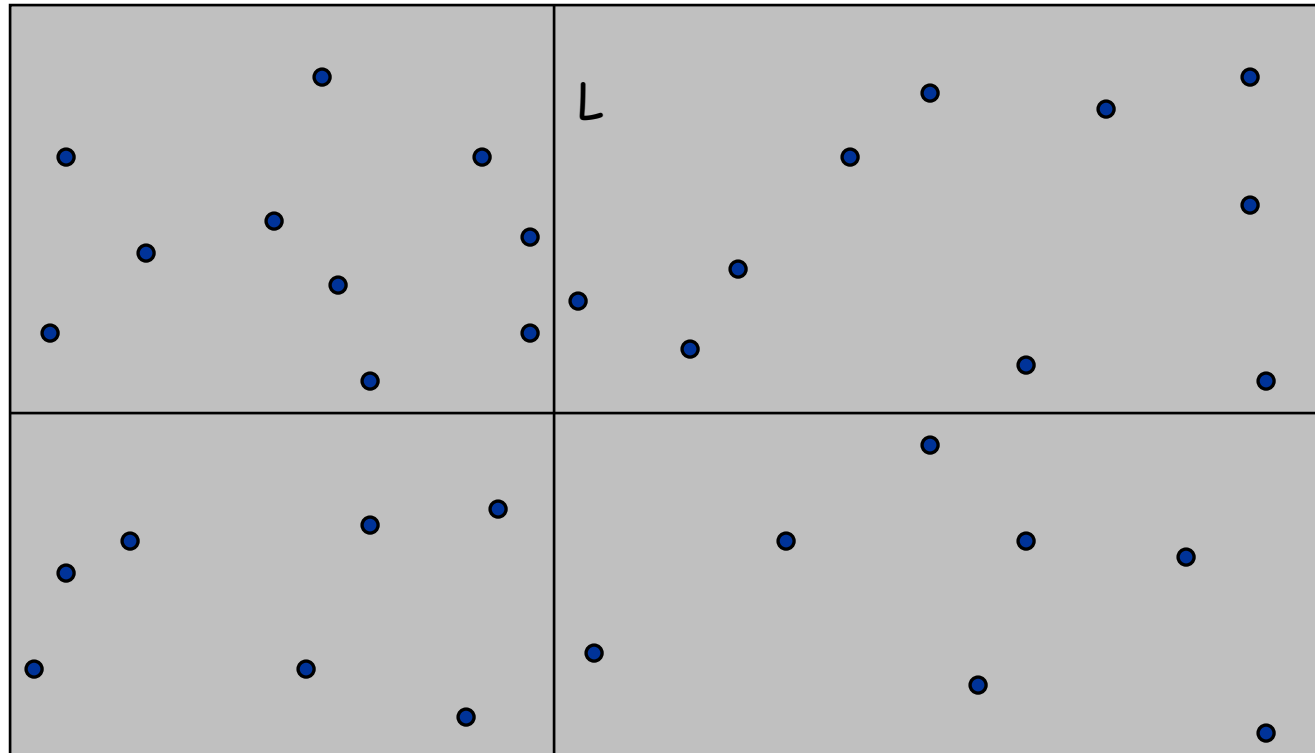
**1-D version.**  $O(n \log n)$  easy if points are on a line.

**Assumption.** No two points have same  $x$  coordinate.

↑  
to make presentation cleaner

# Closest Pair of Points: First Attempt

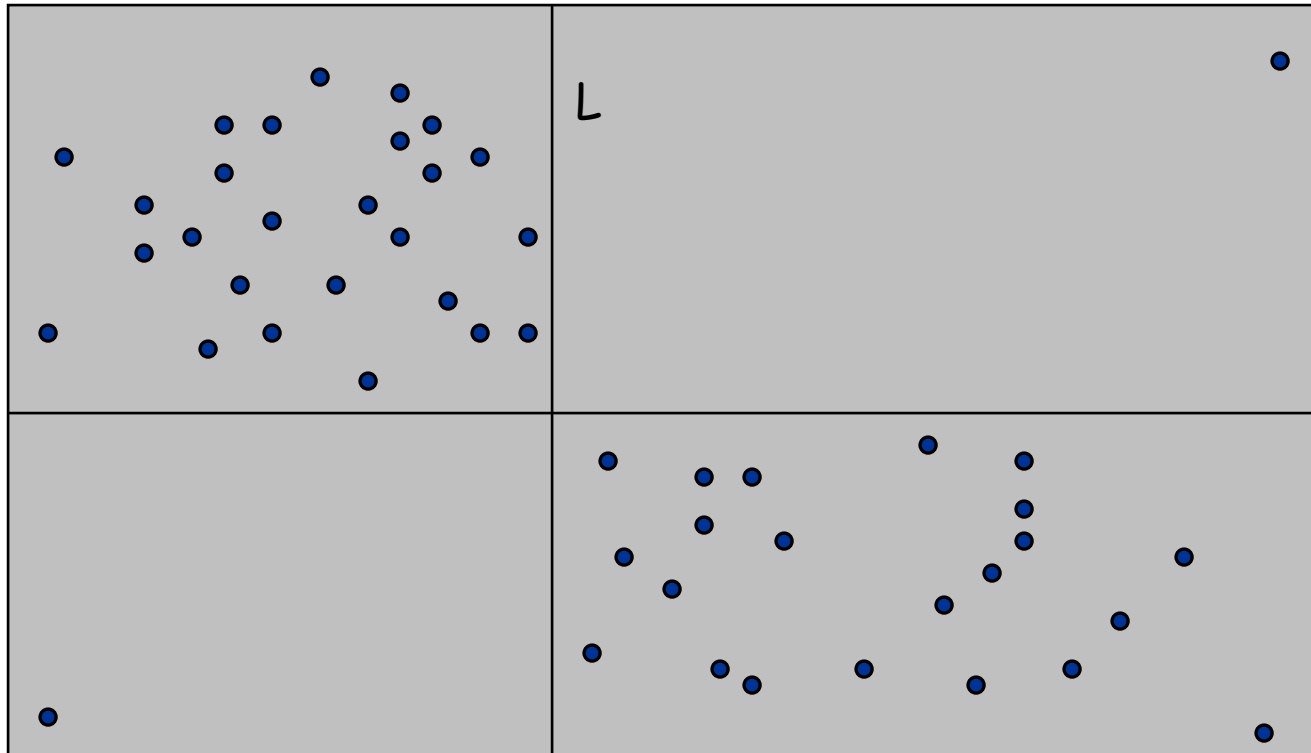
**Divide.** Sub-divide region into 4 quadrants.



# Closest Pair of Points: First Attempt

**Divide.** Sub-divide region into 4 quadrants.

**Obstacle.** Impossible to ensure  $n/4$  points in each piece.

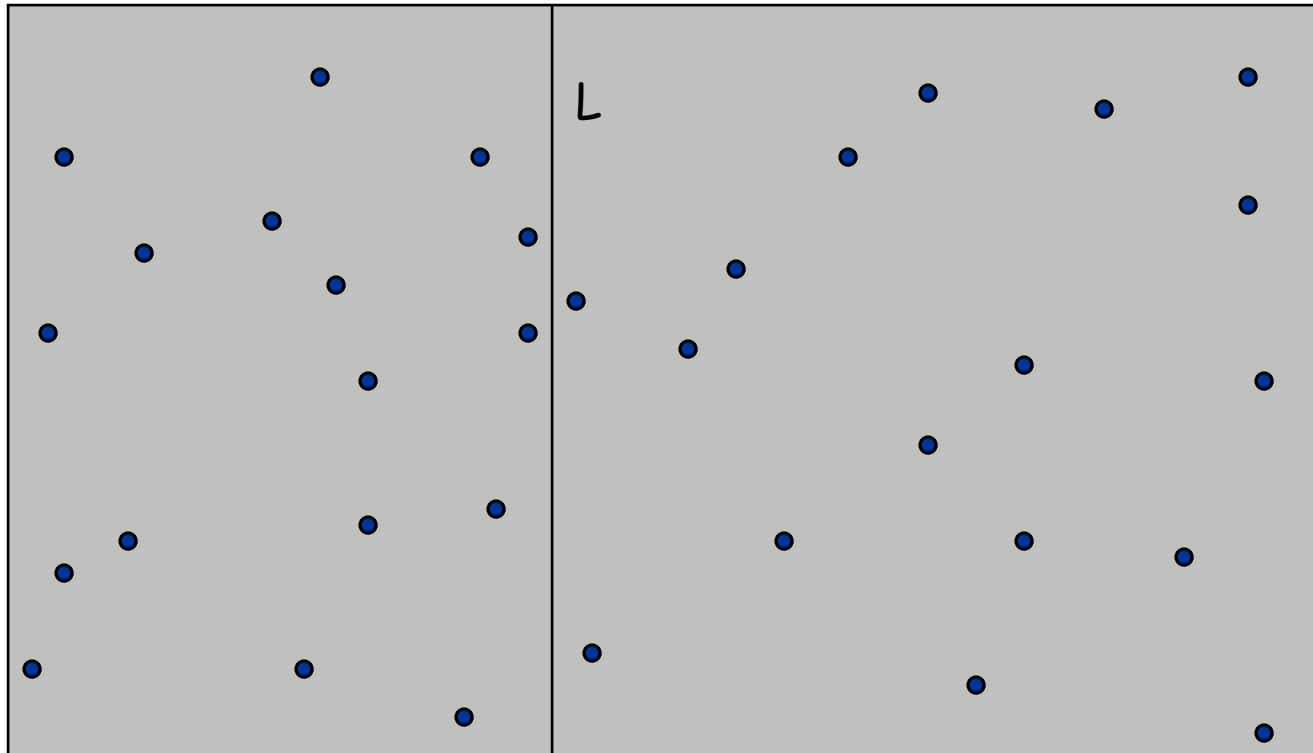




# Closest Pair of Points

Algorithm.

**Divide:** draw vertical line  $L$  so that roughly  $\frac{1}{2}n$  points on each side.

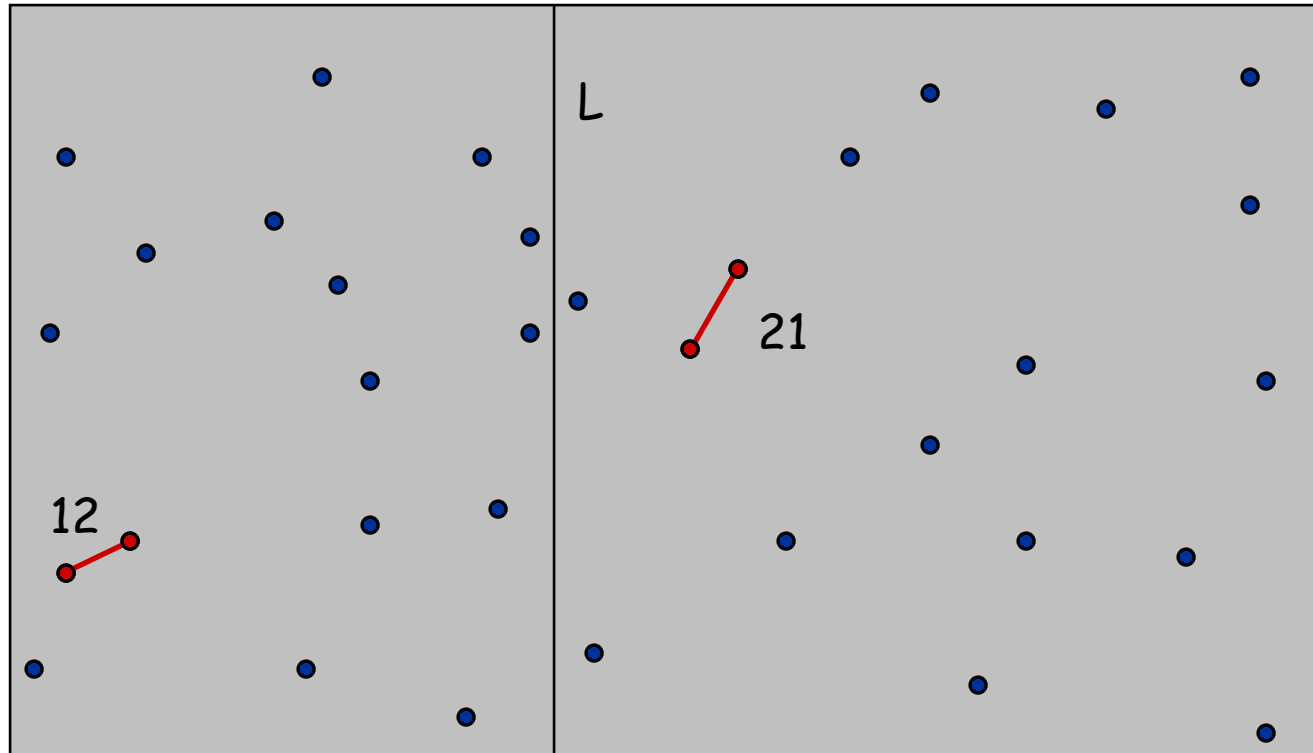


# Closest Pair of Points

## Algorithm.

**Divide:** draw vertical line  $L$  so that roughly  $\frac{1}{2}n$  points on each side.

**Conquer:** find closest pair in each side recursively.



# Closest Pair of Points

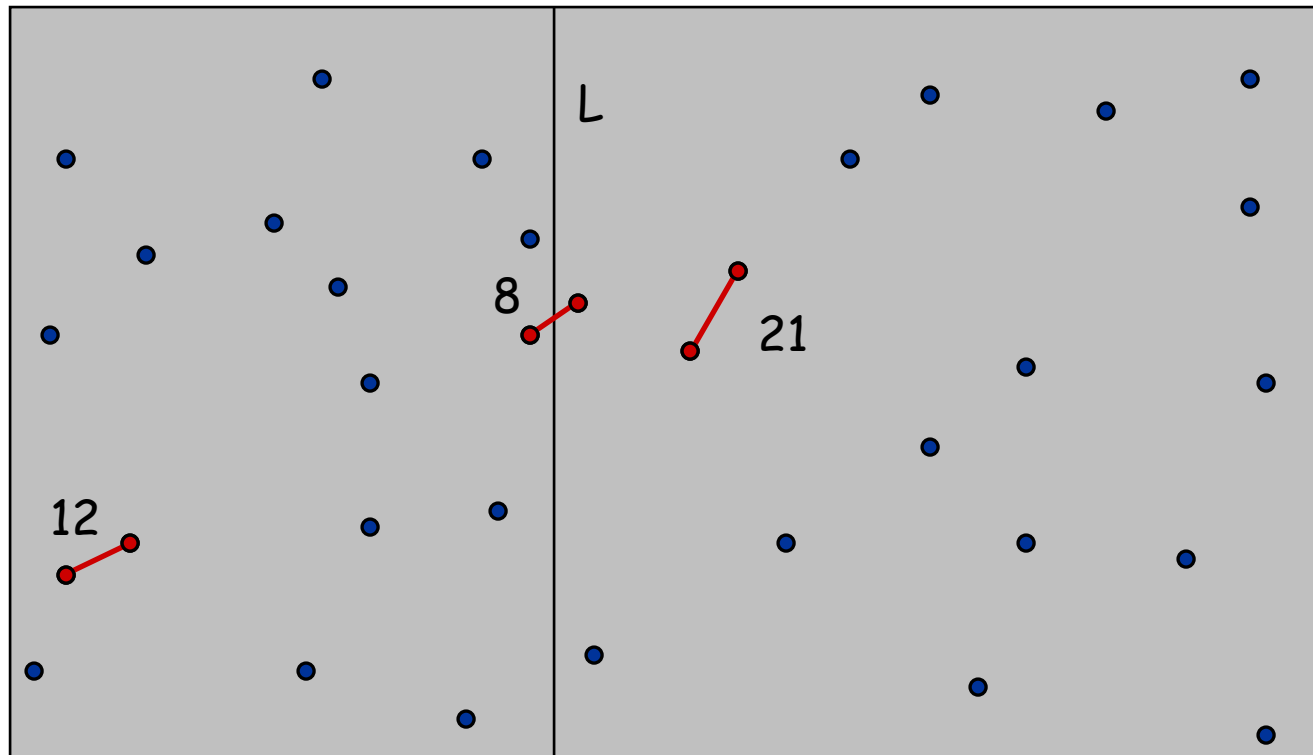
## Algorithm.

**Divide:** draw vertical line  $L$  so that roughly  $\frac{1}{2}n$  points on each side.

**Conquer:** find closest pair in each side recursively.

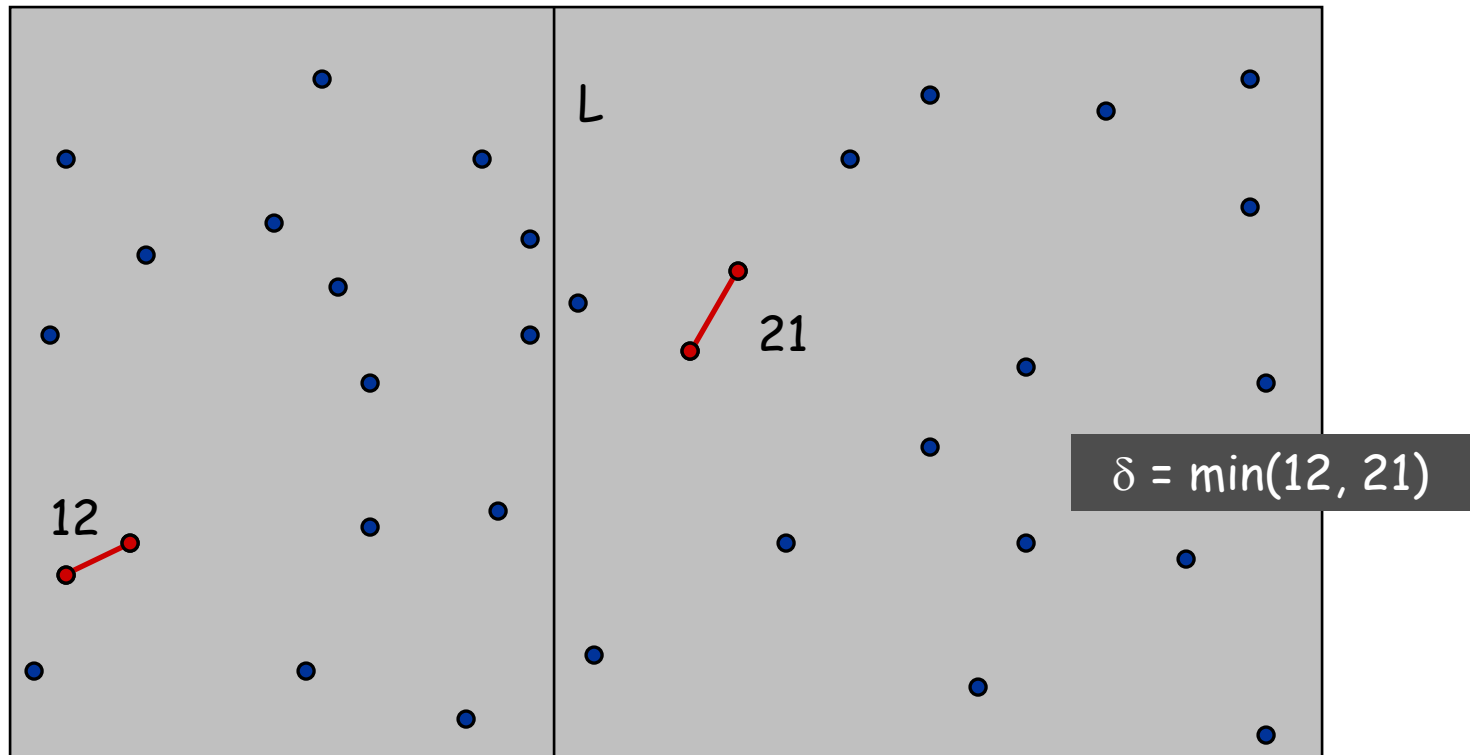
**Combine:** find closest pair with one point in each side. ← seems like  $\Theta(n^2)$

Return best of 3 solutions.



# Closest Pair of Points

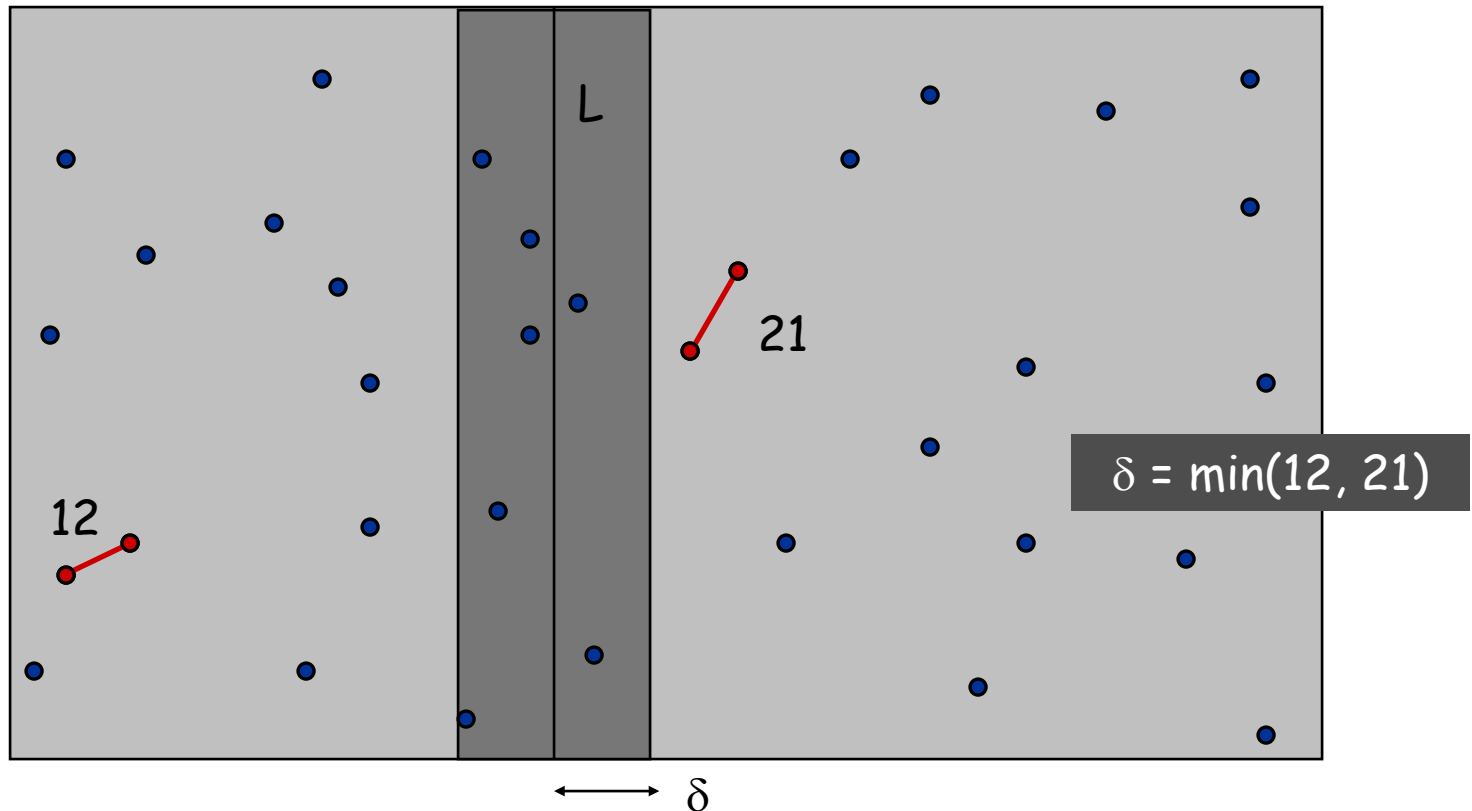
Find closest pair with one point in each side, **assuming that distance  $< \delta$** .



# Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance  $< \delta$** .

Observation: only need to consider points within  $\delta$  of line  $L$ .

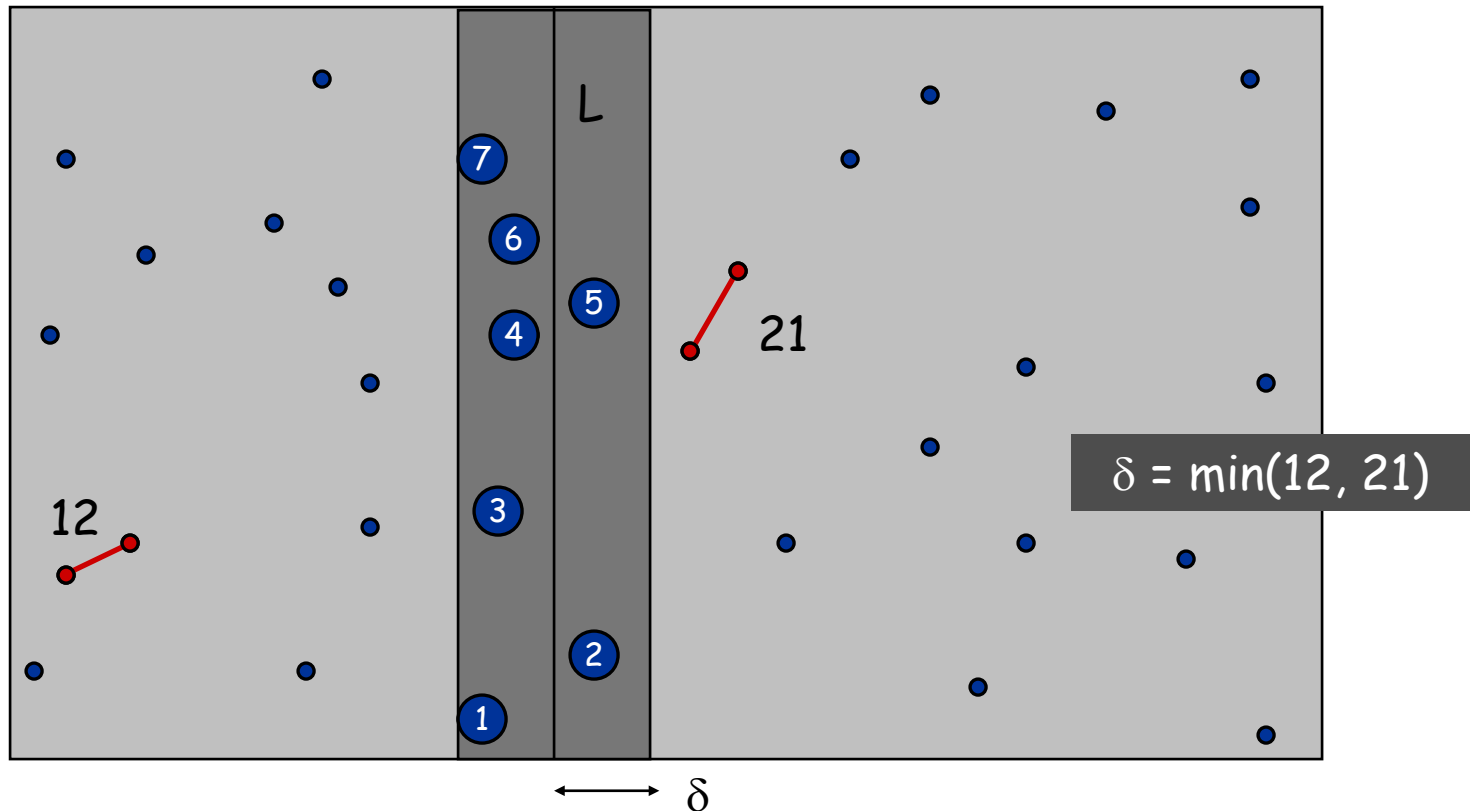


# Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance  $< \delta$** .

Observation: only need to consider points within  $\delta$  of line  $L$ .

Sort points in  $2\delta$ -strip by their  $y$  coordinate.



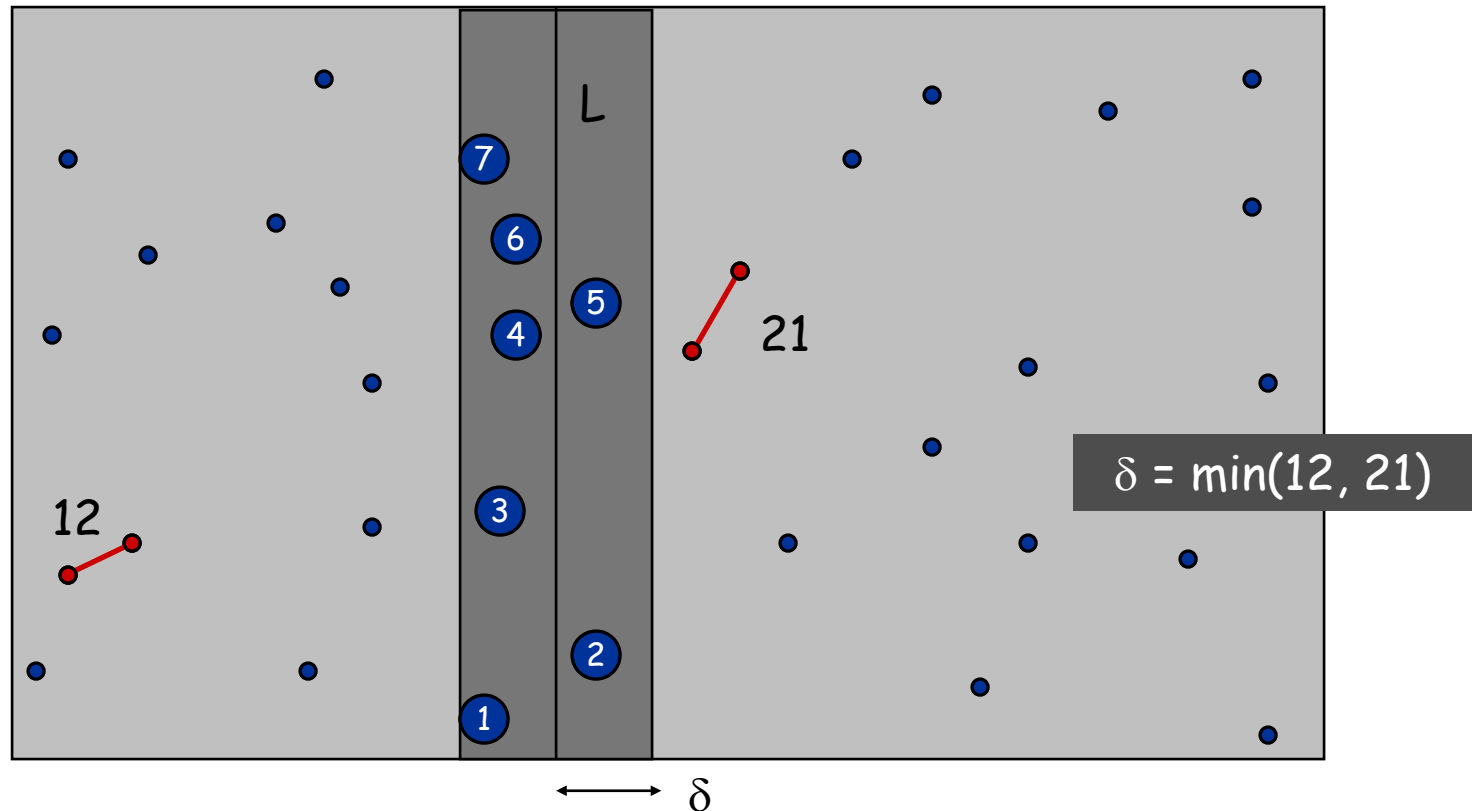
# Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance  $< \delta$** .

Observation: only need to consider points within  $\delta$  of line  $L$ .

Sort points in  $2\delta$ -strip by their  $y$  coordinate.

Only check distances of those within 11 positions in sorted list!



# Closest Pair of Points

**Def.** Let  $s_i$  be the point in the  $2\delta$ -strip, with the  $i^{\text{th}}$  smallest  $y$ -coordinate.

**Claim.** If  $|i - j| \geq 12$ , then the distance between  $s_i$  and  $s_j$  is at least  $\delta$ .

**Pf.**

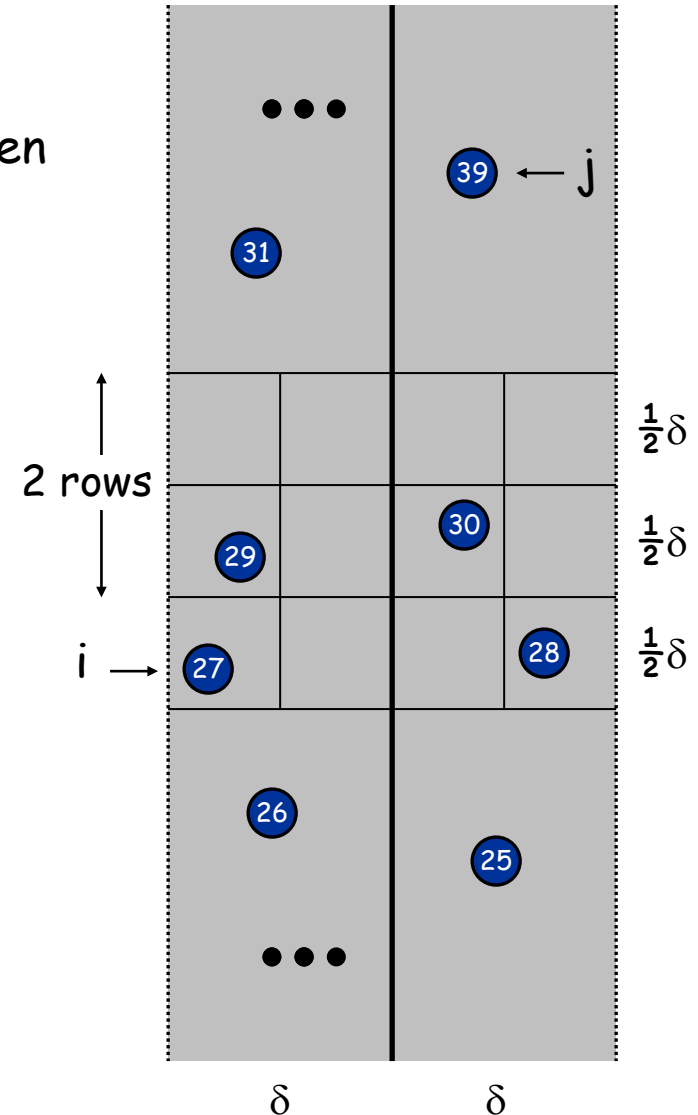
No two points lie in same  $\frac{1}{2}\delta$ -by- $\frac{1}{2}\delta$  box.

Two points at least 2 rows apart

have distance  $\geq 2(\frac{1}{2}\delta)$ . ■

**Fact.** Still true if we replace 12 with 7.

(This is independent of  $\delta$  calculated at each recursive call.)





# Closest Pair Algorithm

```
Closest-Pair( $p_1, \dots, p_n$ ) {  
  Compute separation line  $L$  such that half the points  
  are on one side and half on the other side.  $O(n \log n)$   
  
   $\delta_1 = \text{Closest-Pair}(\text{left half})$   
   $\delta_2 = \text{Closest-Pair}(\text{right half})$   $2T(n / 2)$   
   $\delta = \min(\delta_1, \delta_2)$   
  
  Delete all points further than  $\delta$  from separation line  $L$   $O(n)$   
  
  Sort remaining points by  $y$ -coordinate.  $O(n \log n)$   
  
  Scan points in  $y$ -order and compare distance between  
  each point and next 11 neighbors. If any of these  
  distances is less than  $\delta$ , update  $\delta$ .  $O(n)$   
  
  return  $\delta$ .  
}
```

# Closest Pair of Points: Analysis

Running time.

$$T(n) \leq 2T(n/2) + O(n \log n) \Rightarrow T(n) = O(n \log^2 n)$$

Q. Can we achieve  $O(n \log n)$ ?

A. Yes. Don't sort points in strip from scratch each time.  
Each recursive returns two lists: all points sorted by y coordinate,  
and all points sorted by x coordinate.  
Sort by **merging** two pre-sorted lists.

$$T(n) \leq 2T(n/2) + O(n) \Rightarrow T(n) = O(n \log n)$$

Q. Can we do better?

A. Yes,  $O(n)$  using randomized solution (Chapter 13)

# Integer Multiplication

X times Y: half-and-half, but still  $O(n^2)$

$$\begin{aligned}xy &= (x_1 \cdot 2^{n/2} + x_0)(y_1 \cdot 2^{n/2} + y_0) \\ &= x_1y_1 \cdot 2^n + (x_1y_0 + x_0y_1) \cdot 2^{n/2} + x_0y_0.\end{aligned}$$

Complexity:  $T(n) \leq 4T(n/2) + cn$

Reduce 4 calls to 3:  $(x_1 + x_0)(y_1 + y_0) = x_1y_1 + x_1y_0 + x_0y_1 + x_0y_0$ .

New complexity:

$$T(n) \leq 3T(n/2) + cn$$

Hence,

$$O(n^{\log_2 3}) = O(n^{1.59})$$

---

Recursive-Multiply(x,y):

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

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

Compute  $x_1 + x_0$  and  $y_1 + y_0$

$p = \text{Recursive-Multiply}(x_1 + x_0, y_1 + y_0)$

$x_1y_1 = \text{Recursive-Multiply}(x_1, y_1)$

$x_0y_0 = \text{Recursive-Multiply}(x_0, y_0)$

Return  $x_1y_1 \cdot 2^n + (p - x_1y_1 - x_0y_0) \cdot 2^{n/2} + x_0y_0$

---