

Algorithm Design and Analysis

**CSE
565**

LECTURE 10

Divide and Conquer

- Closest Pair of Points
- Integer Multiplication
- Matrix Multiplication
- Median and Order Statistics

Sofya Raskhodnikova

Review questions

- Find the solution to the recurrence using MT:
 $T(n) = 8T(n/2) + cn.$
- Draw the recursion tree for this recurrence.
 - a. What is its height?
 - b. What is the number of leaves in the tree?

Review questions

- Find the solution to the recurrence using MT:

$$T(n) = 8T(n/2) + cn.$$

(Answer: $\Theta(n^3)$.)

- Draw the recursion tree for this recurrence.

a. What is its height?

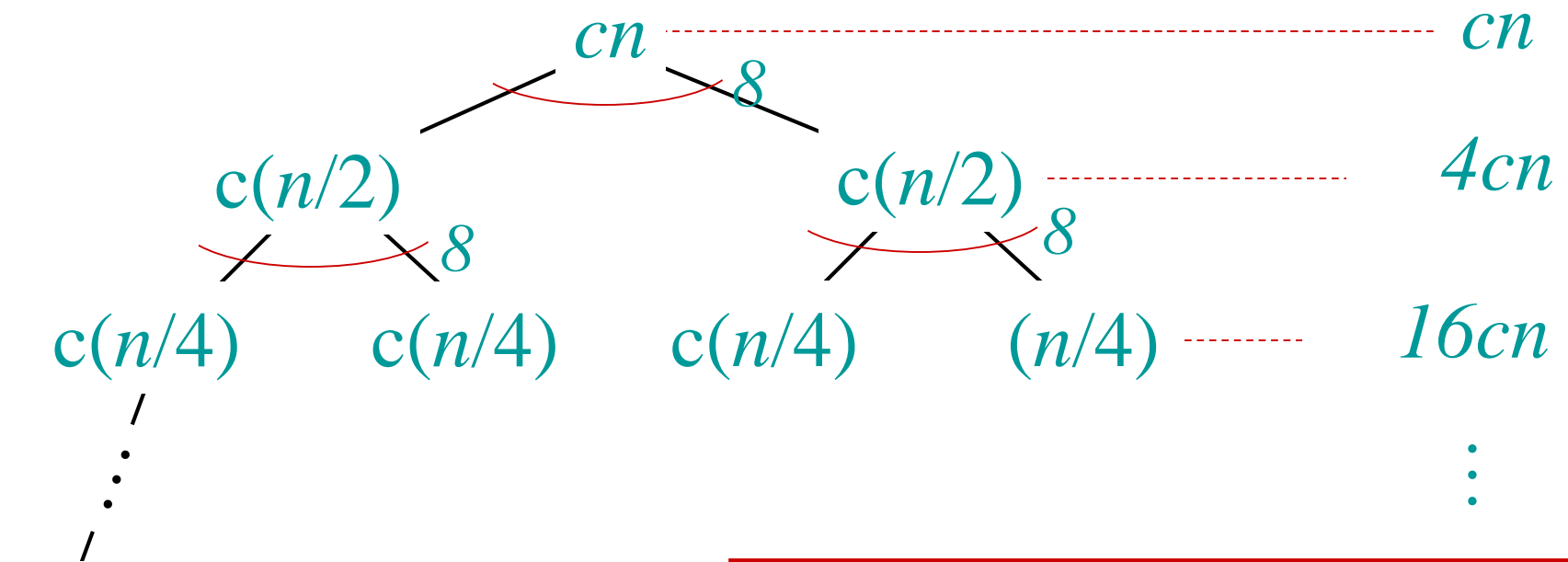
(Answer: $h = \log n$.)

b. What is the number of leaves in the tree?

(Answer: $8^h = 8^{\log n} = n^{\log 8} = n^3$.)

Review questions: recursion tree

Solve $T(n) = 8T(n/2) + cn$:



$\Theta(1)$

$$\begin{aligned} \text{Total} &= cn(1 + 4 + 4^2 + 4^3 + \dots + n^2) \\ &= \Theta(n^3) \quad \textit{geometric series} \end{aligned}$$

Reminder: geometric series

$$1 + x + x^2 + \cdots + x^n = \frac{1 - x^{n+1}}{1 - x} \quad \text{for } x \neq 1$$

$$1 + x + x^2 + \cdots = \frac{1}{1 - x} \quad \text{for } |x| < 1$$

Divide and Conquer

- Break up problem into several parts.
- Solve each part recursively.
- Combine solutions to sub-problems into overall solution.

Divide et impera.
Veni, vidi, vici.
- Julius Caesar

Closest Pair of Points

Closest Pair of Points

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

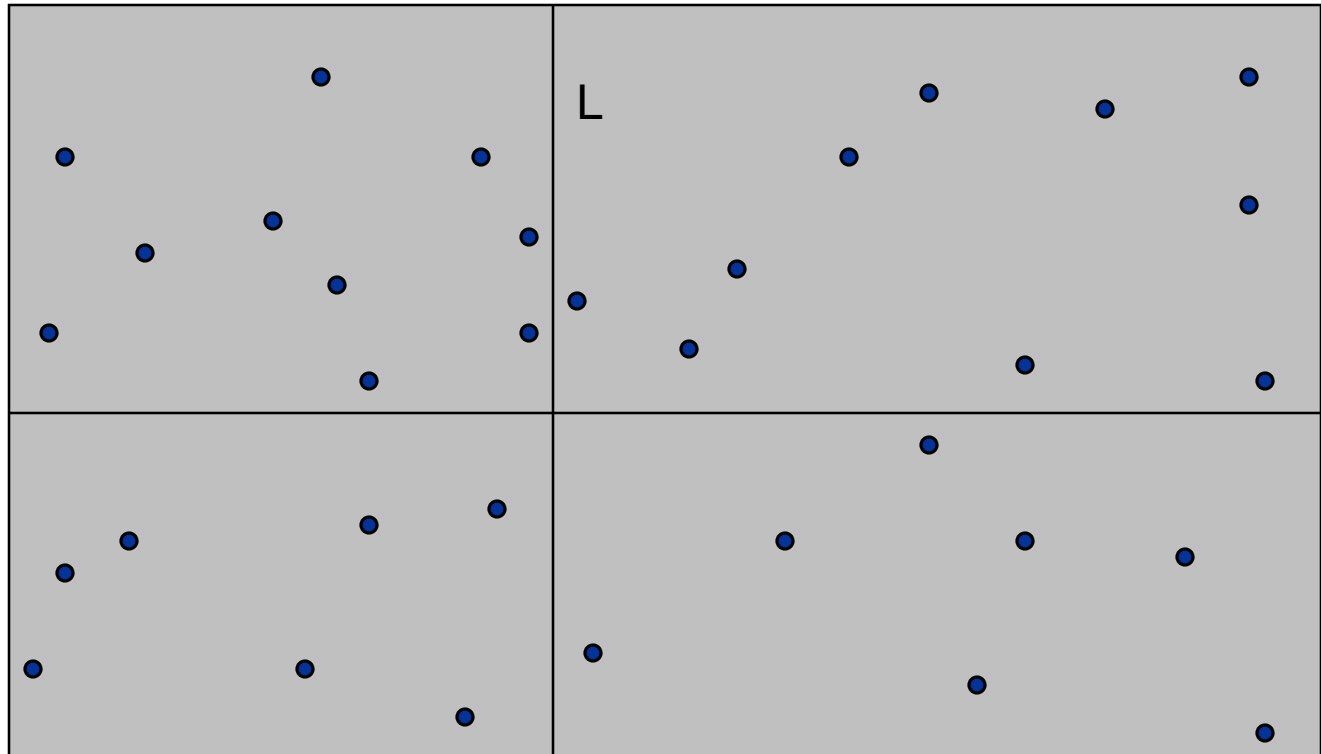
- Fundamental geometric primitive.
 - Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.
 - Special case of nearest neighbor, Euclidean MST, Voronoi.
- **Brute force:**
 - Check all pairs of points p and q with $\Theta(n^2)$ comparisons.
- **1-D version:** $O(n \log n)$ is easy if points are on a line.
- **Assumption:** No two points have same x coordinate.

fast closest pair inspired fast algorithms for these problems

to make presentation cleaner

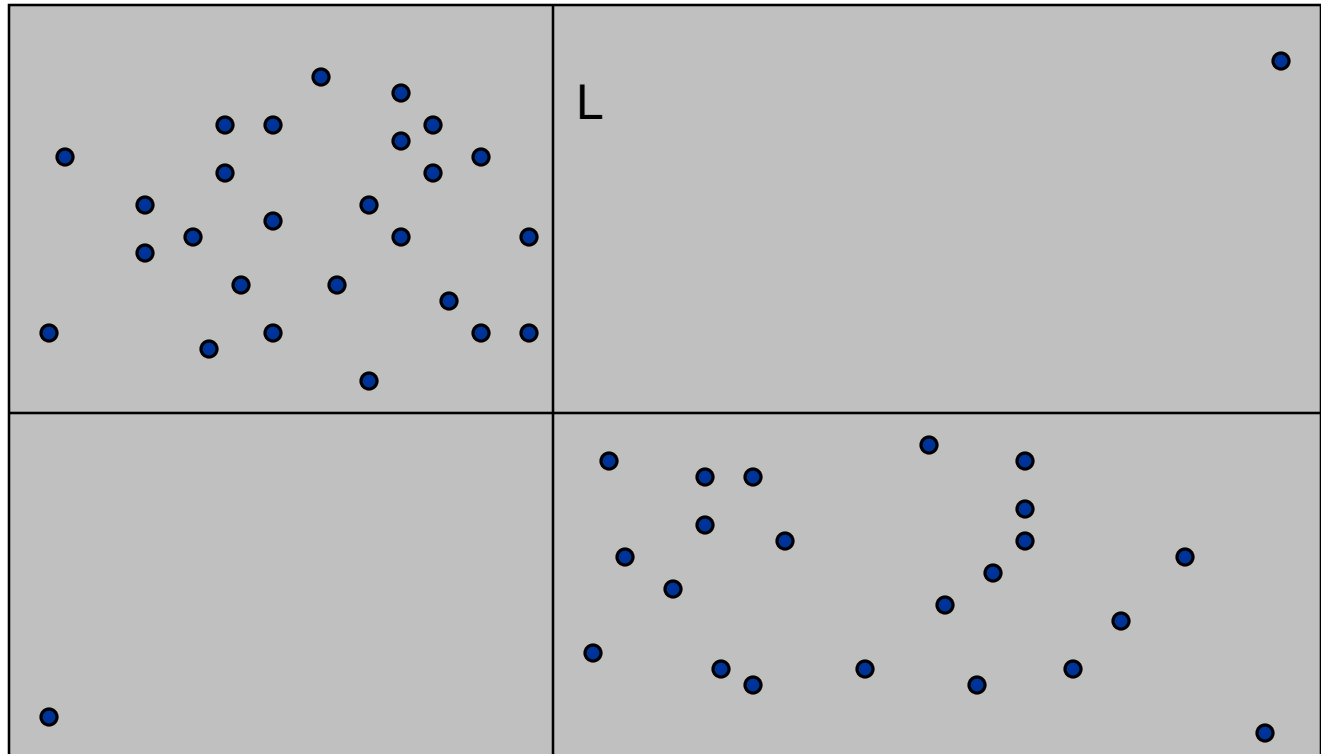
Closest Pair of Points: First Attempt

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



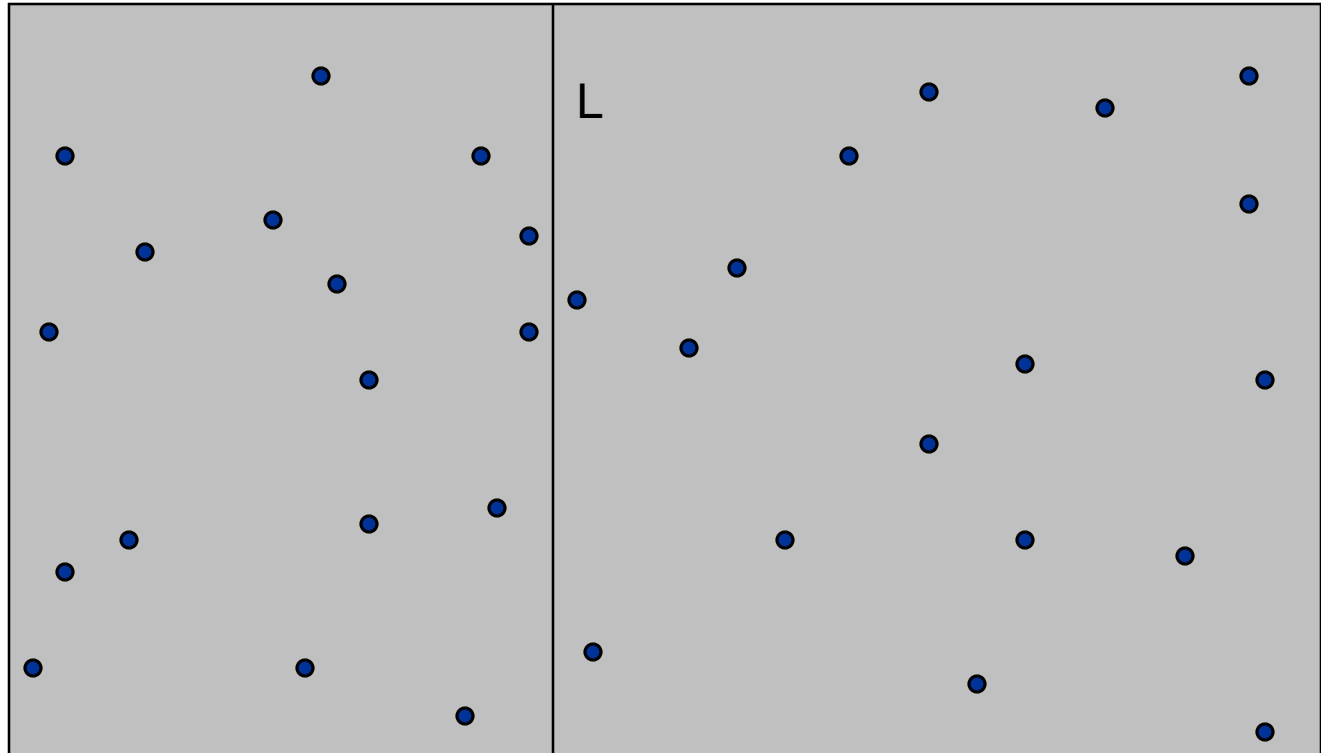
Closest Pair of Points: First Attempt

- **Divide.** Sub-divide region into 4 quadrants.
- **Obstacle.** Impossible to ensure $n/4$ points in each piece.



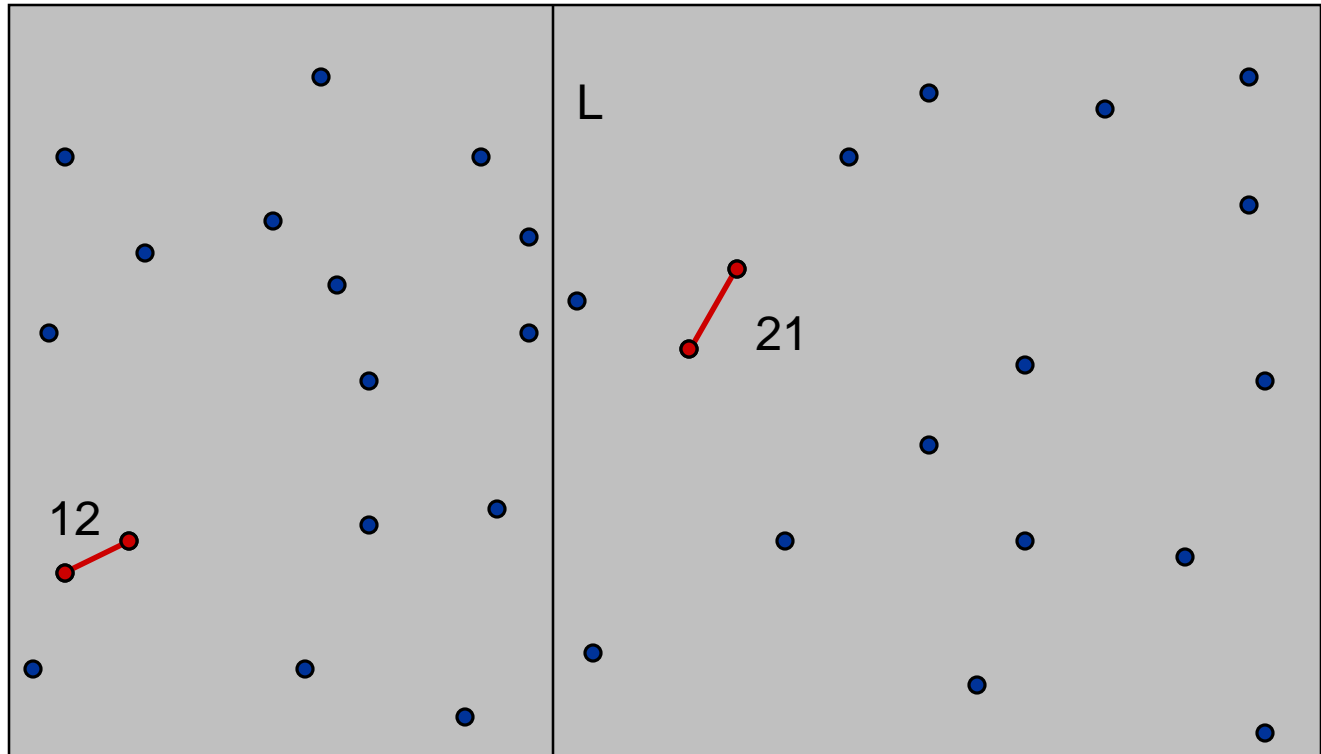
Closest Pair of Points

- Algorithm.
 - **Divide**: draw vertical line L , so that roughly $n/2$ points on each side.



Closest Pair of Points

- Algorithm.
 - Divide: draw vertical line L , so that roughly $n/2$ points on each side.
 - **Conquer**: find closest pair in each side recursively.



Closest Pair of Points

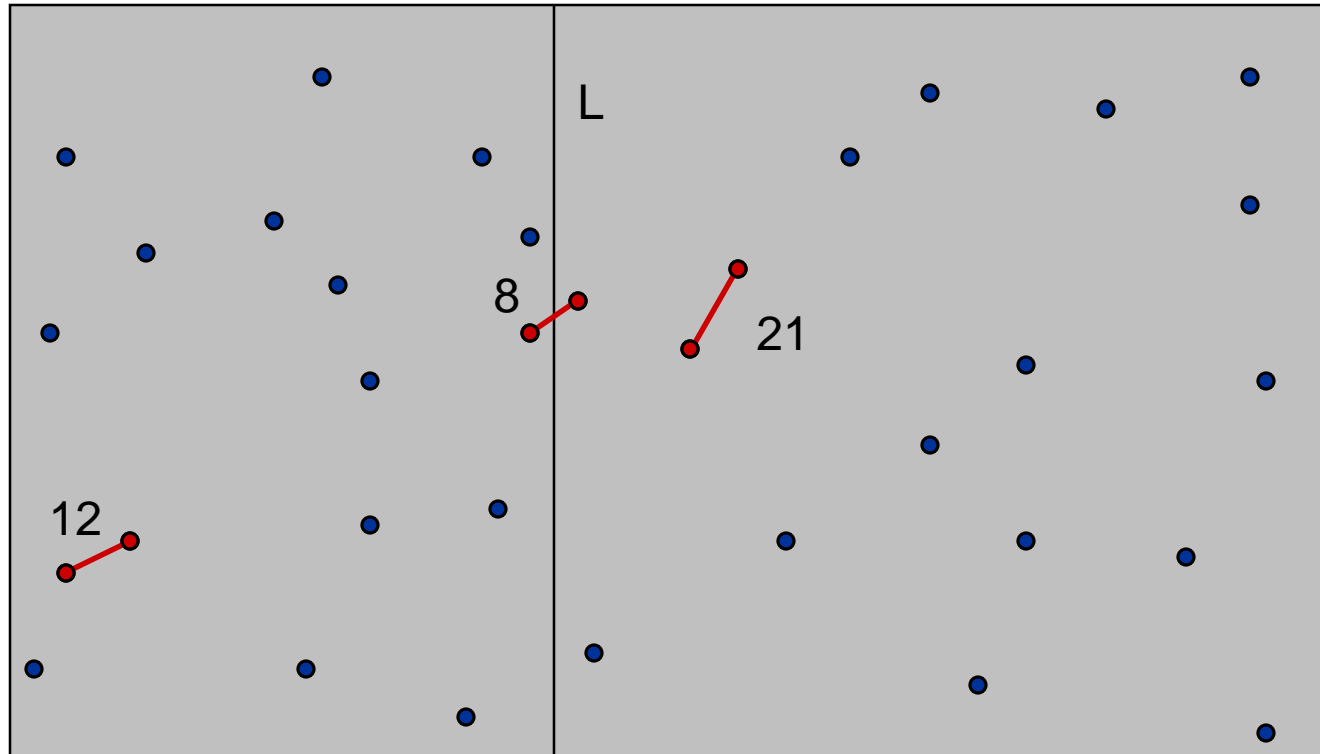
- Algorithm.

- Divide: draw vertical line L , so that roughly $n/2$ points on each side.

- Conquer: find closest pair in each side recursively.

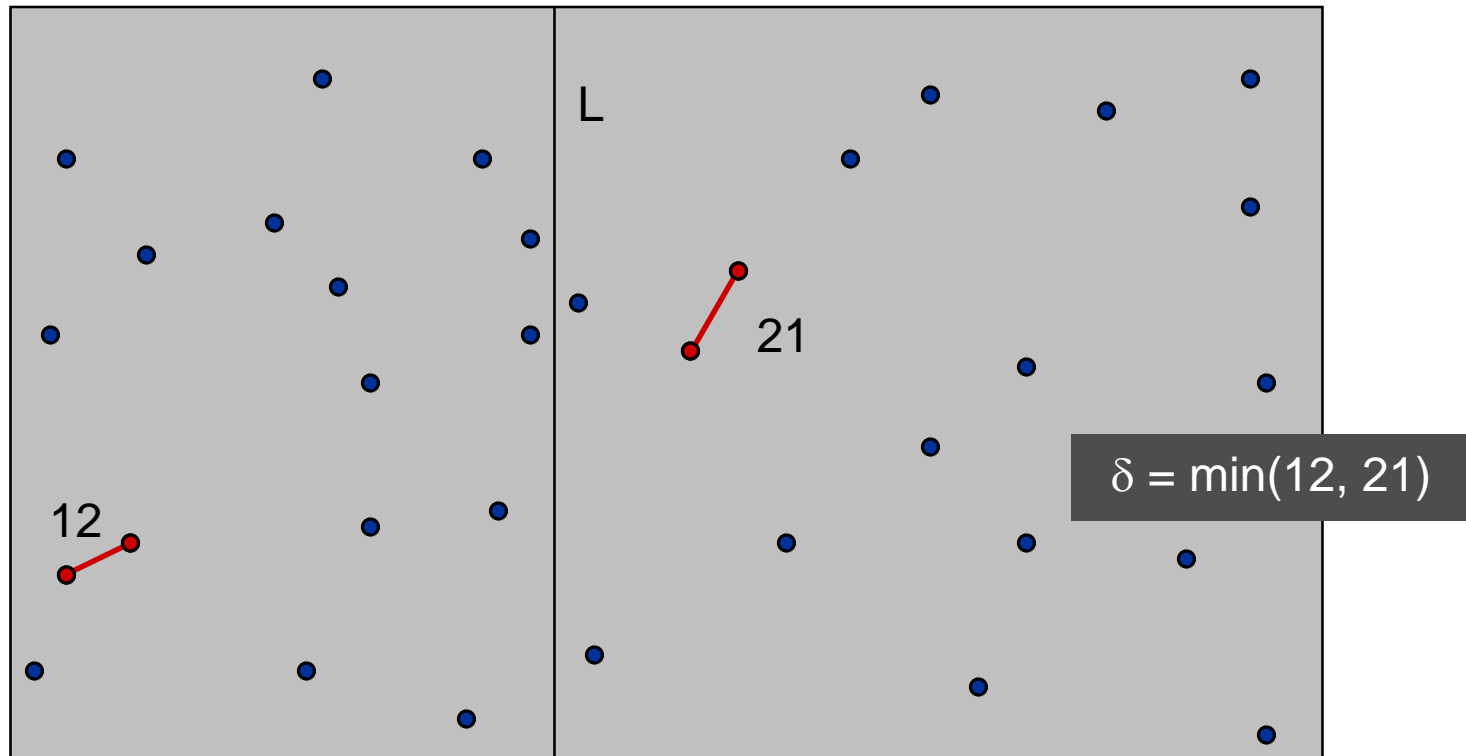
- **Combine**: find closest pair with one point in each side; return best of 3 solutions.

seems like $\Theta(n^2)$



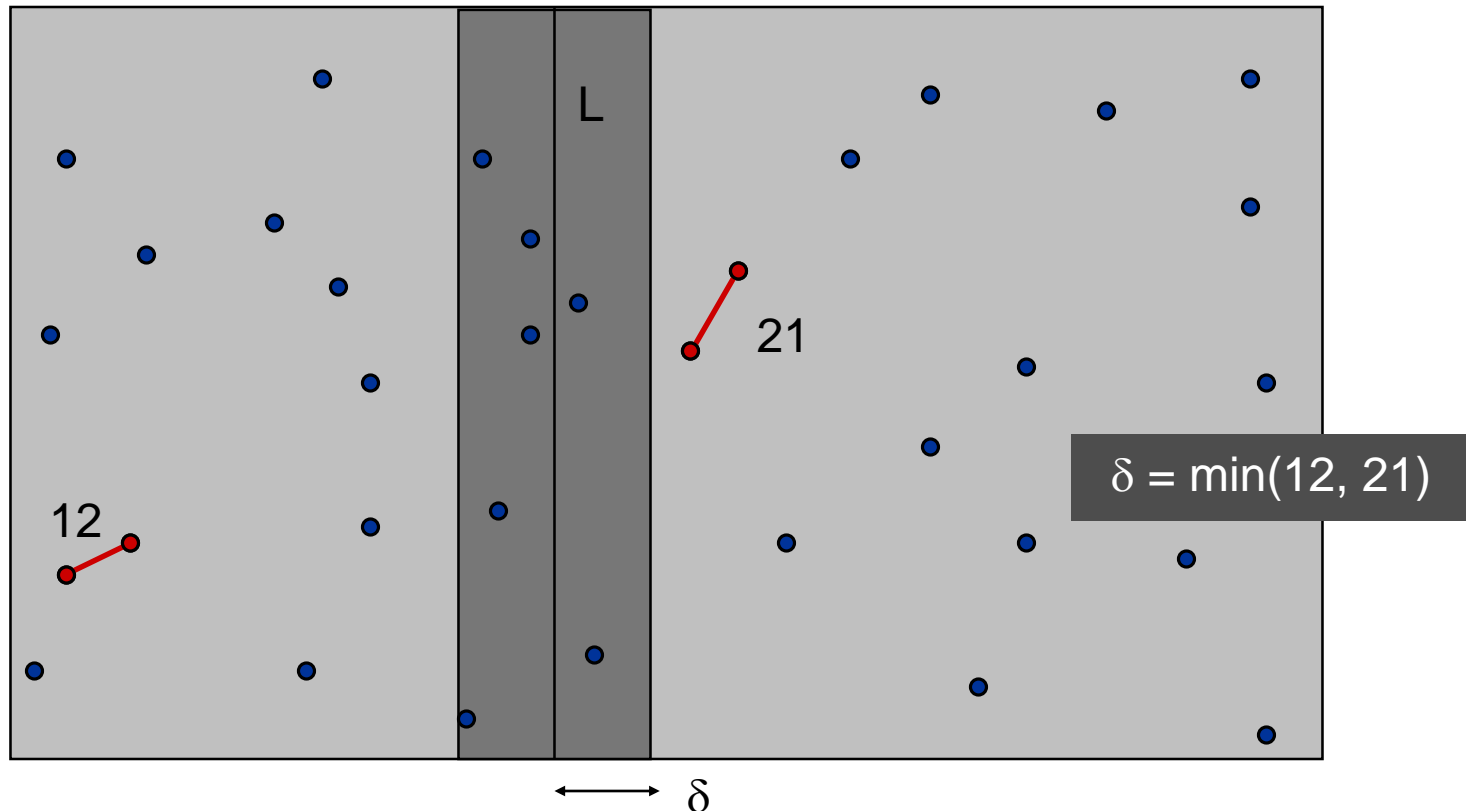
Closest Pair of Points

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



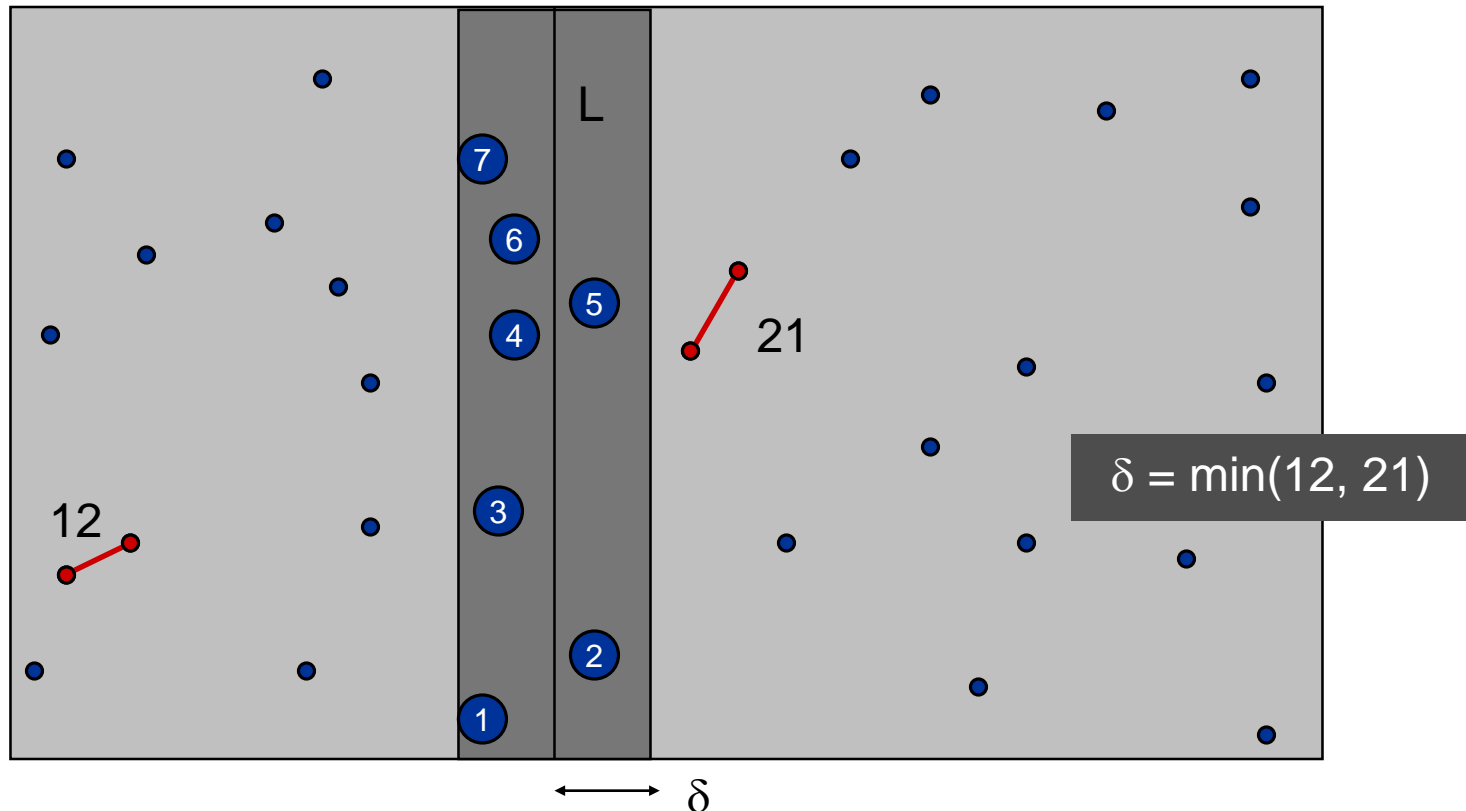
Closest Pair of Points

- Find closest pair with one point in each side, **assuming that distance $< \delta$** .
 - Observation: only need to consider points within δ of line L .



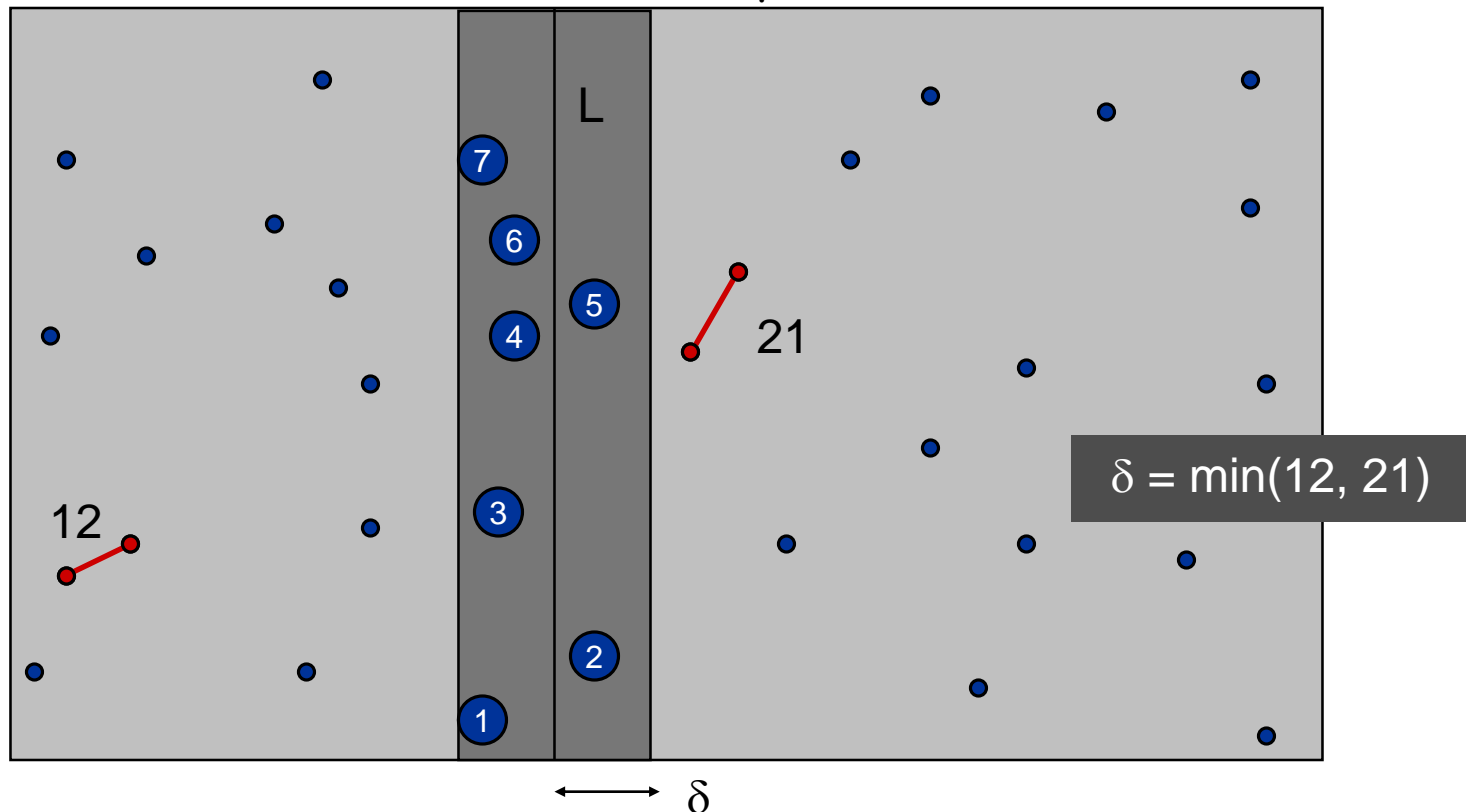
Closest Pair of Points

- Find closest pair with one point in each side, **assuming that distance $< \delta$** .
 - Observation: only need to consider points within δ of line L .
 - Sort points in 2δ -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 δ of line L .
 - Sort points in 2δ -strip by their y coordinate.
- **Theorem:** Only need to check distances of those within 11 positions in sorted list!



Closest Pair of Points

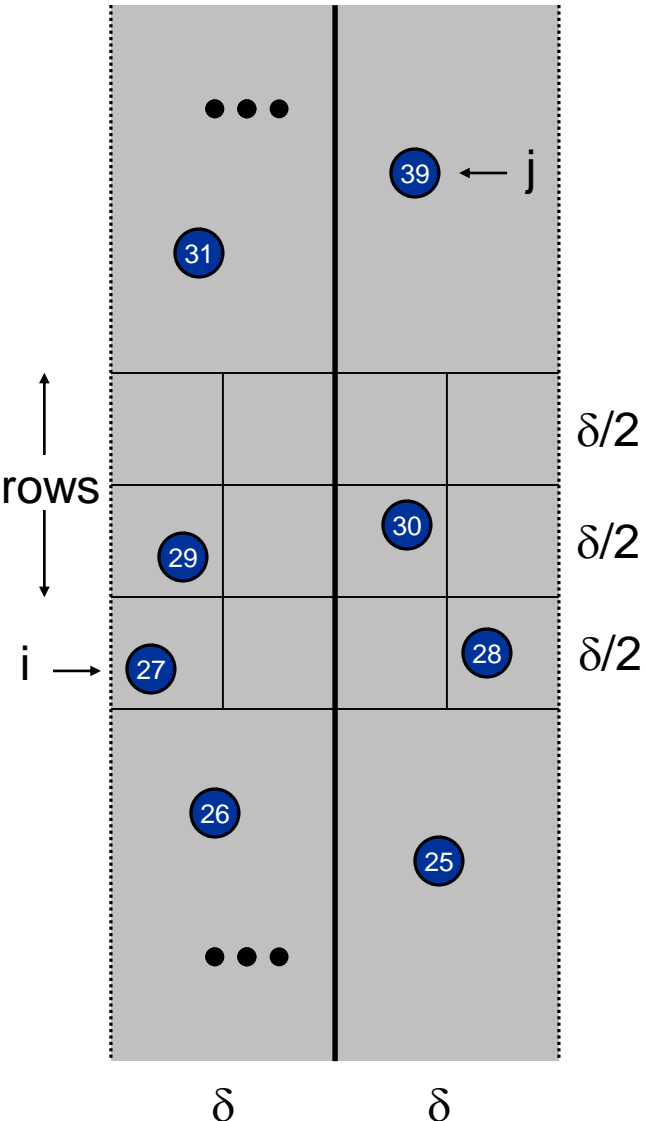
Definition. Let s_i be the point in the 2δ -strip, with the i^{th} smallest y -coordinate.

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

Proof:

- No two points lie in same $\delta/2$ -by- $\delta/2$ box because otherwise min distance would be $< \delta$.
- Two points at least 2 rows apart have distance $\geq 2(\delta/2)$. ■

Fact. Still true if we replace 12 with 7.



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

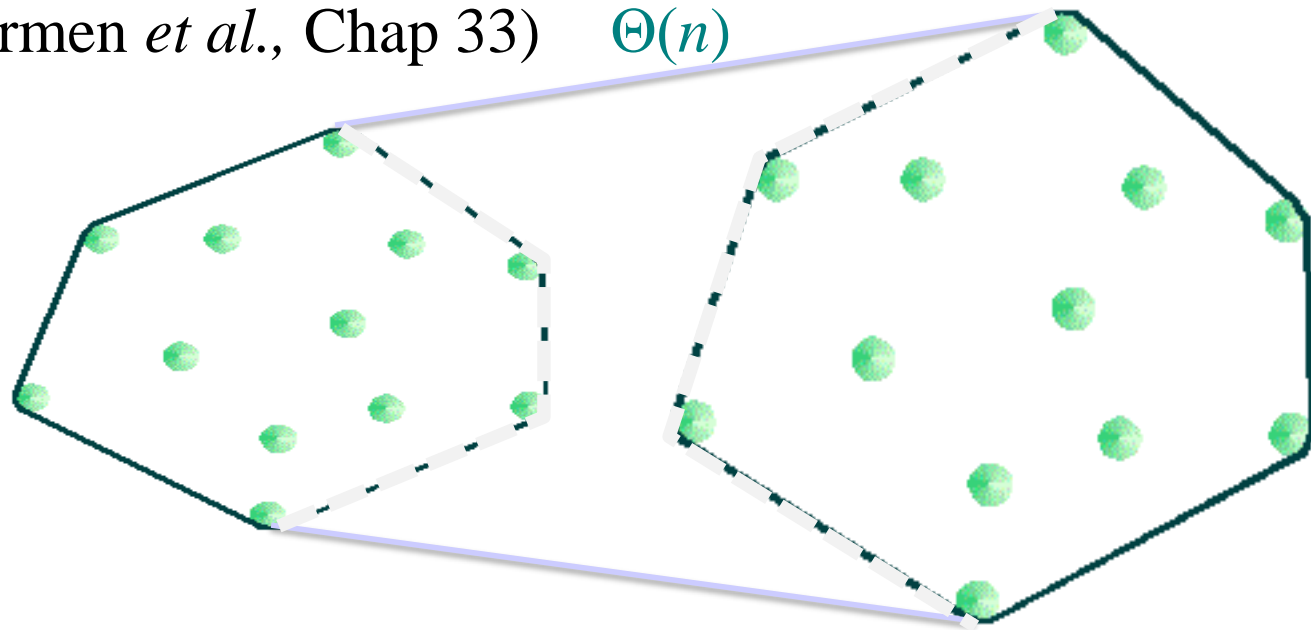
- Running time. $T(n) \leq 2T(n/2) + O(n \log n) \Rightarrow T(n) = O(n \log^2 n)$
by case 2 of Master Theorem
- Q. Can we achieve $O(n \log n)$?
- A. Yes. Don't sort points in strip from scratch each time.
 - Sort entire point set by x-coordinate only once
 - Each recursive call takes as input a set of points sorted by x coordinates and returns the same points sorted by y coordinate (together with the closest pair)
 - Create new y-sorted list by **merging** two outputs from recursive calls

$$TotalTime(n) = O(n \log(n)) + T(n)$$

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

Divide and Conquer in Low-Dimensional Geometry

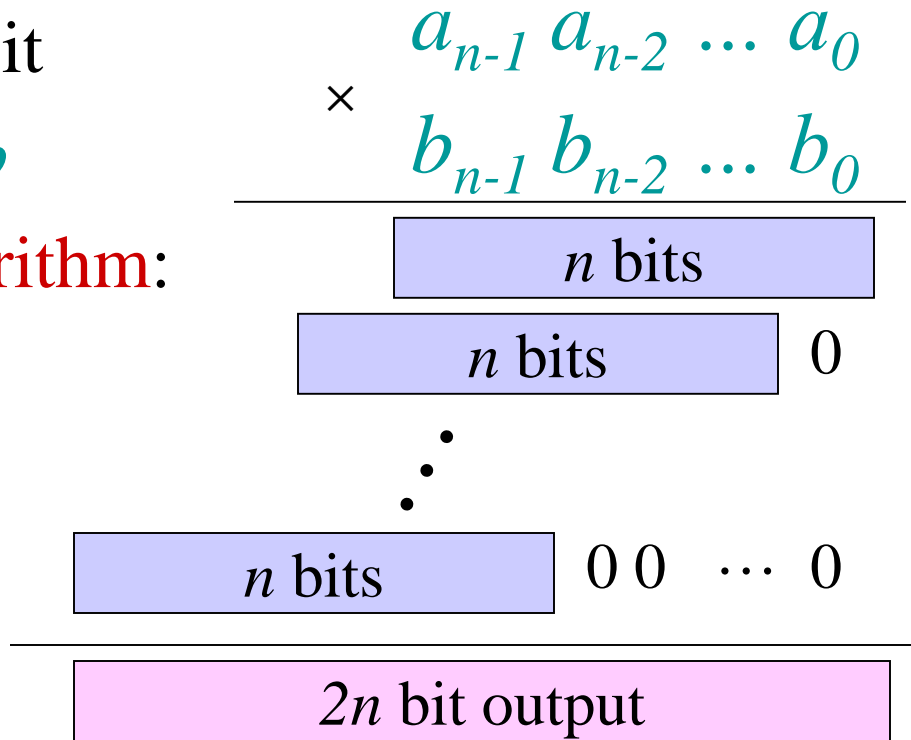
- Powerful technique for low-dimensional geometric problems
 - Intuition: points in different parts of the plane don't interfere too much
 - Example: convex hull in $O(n \log(n))$ time a la MergeSort
 1. Convex-Hull(left-half) $T(n/2)$
 2. Convex-Hull(right-half) $T(n/2)$
 3. Merge (see Cormen *et al.*, Chap 33) $\Theta(n)$



Integer multiplication

Arithmetic on Large Integers

- **Addition:** Given n -bit integers a, b (in binary), compute $c=a+b$
 - $O(n)$ bit operations.
- **Multiplication:** Given n -bit integers a, b , compute $c=ab$
- **Naïve (grade-school) algorithm:**
 - Write a, b in binary
 - Compute n intermediate products
 - Do n additions
 - Total work: $\Theta(n^2)$



Multiplying large integers

- **Divide and Conquer** (warmup):
 - Write $a = A_1 2^{n/2} + A_0$
 $b = B_1 2^{n/2} + B_0$
 - We want $ab = A_1 B_1 2^n + (A_1 B_0 + B_1 A_0) 2^{n/2} + A_0 B_0$
 - Multiply $n/2$ –bit integers recursively
 - $T(n) = 4T(n/2) + \Theta(n)$
 - Alas! this is still $\Theta(n^2)$ (**Master Theorem, Case 1**)

Multiplying large integers

- **Divide and Conquer** (Karatsuba's algorithm):

- Write $a = A_1 2^{n/2} + A_0$
 $b = B_1 2^{n/2} + B_0$

- We want $ab = A_1 B_1 2^n + (A_1 B_0 + B_1 A_0) 2^{n/2} + A_0 B_0$

- Multiply $n/2$ -bit integers recursively

- Karatsuba's idea:

$$(A_0 + A_1)(B_0 + B_1) = A_0 B_0 + A_1 B_1 + (A_0 B_1 + B_1 A_0)$$

- We can get away with 3 multiplications! (in yellow)

$$\mathbf{x} = A_1 B_1 \quad \mathbf{y} = A_0 B_0 \quad \mathbf{z} = (A_0 + A_1)(B_0 + B_1)$$

- Now we use $ab = A_1 B_1 2^n + (A_1 B_0 + B_1 A_0) 2^{n/2} + A_0 B_0$
 $= \mathbf{x} 2^n + (\mathbf{z} - \mathbf{x} - \mathbf{y}) 2^{n/2} + \mathbf{y}$

Implementation of Multiplication

MULTIPLY (n, x, y)

∥ x and y are n -bit integers

∥ Assume n is a power of 2 for simplicity

1. **If** $n < 2$ **then** use grade-school algorithm **else**

2. $x_1 \leftarrow x \operatorname{div} 2^{n/2}$; $y_1 \leftarrow y \operatorname{div} 2^{n/2}$;

3. $x_0 \leftarrow x \operatorname{mod} 2^{n/2}$; $y_0 \leftarrow y \operatorname{mod} 2^{n/2}$.

4. **A** \leftarrow MULTIPLY($n/2, x_1, y_1$)

5. **C** \leftarrow MULTIPLY($n/2, x_0, y_0$)

6. **B** \leftarrow MULTIPLY($n/2, x_1+x_0, y_1+y_0$)

7. **Output** **A** $2^n + (\mathbf{B-A-C})2^{n/2} + \mathbf{C}$

Integer Multiplication: Run Time

- The resulting recurrence

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

- Master Theorem, **Case 1**:

$$T(n) = \Theta(n^{\log_2 3}) = \Theta(n^{1.59\dots})$$

- Algorithm based on Fast Fourier Transform:
 $\Theta(n \log n \log \log n)$ (more on it later in the course).
- Fürer's Algorithm (2007): $n \cdot \log n \cdot 2^{\Theta(\log^* n)}$

Matrix multiplication

Matrix multiplication

Input: $A = [a_{ij}], B = [b_{ij}].$ } $i, j = 1, 2, \dots, n.$
Output: $C = [c_{ij}] = A \times B.$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \cdot \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

$$c_{ij} = \sum_{k=1}^n a_{ik} \cdot b_{kj}$$

Standard algorithm

```
for  $i \leftarrow 1$  to  $n$ 
  do for  $j \leftarrow 1$  to  $n$ 
    do  $c_{ij} \leftarrow 0$ 
      for  $k \leftarrow 1$  to  $n$ 
        do  $c_{ij} \leftarrow c_{ij} + a_{ik} \times b_{kj}$ 
```

Running time = $\Theta(n^3)$

Divide-and-conquer algorithm

IDEA:

$n \times n$ matrix = 2×2 matrix of $(n/2) \times (n/2)$ submatrices:

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$C = A \times B$$

$$\begin{aligned} C_{11} &= (A_{11} \times B_{11}) + (A_{12} \times B_{21}) \\ C_{12} &= (A_{11} \times B_{12}) + (A_{12} \times B_{22}) \\ C_{21} &= (A_{21} \times B_{11}) + (A_{22} \times B_{21}) \\ C_{22} &= (A_{21} \times B_{12}) + (A_{22} \times B_{22}) \end{aligned}$$

recursive

8 mults of $(n/2) \times (n/2)$ submatrices

4 adds of $(n/2) \times (n/2)$ submatrices

Analysis of D&C algorithm

$$T(n) = 8T(n/2) + \Theta(n^2)$$

submatrices *submatrix size* *work adding submatrices*

$$n^{\log_b a} = n^{\log_2 8} = n^3 \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^3).$$

No better than the ordinary algorithm.

Strassen's idea

- Multiply 2×2 matrices with only 7 recursive mults.

$$M_1 = A_{11} \times (B_{12} - B_{22})$$

$$M_2 = (A_{11} + A_{12}) \times B_{22}$$

$$M_3 = (A_{21} + A_{22}) \times B_{11}$$

$$M_4 = A_{22} \times (B_{21} - B_{11})$$

$$M_5 = (A_{11} + A_{22}) \times (B_{11} + B_{22})$$

$$M_6 = (A_{12} - A_{22}) \times (B_{21} + B_{22})$$

$$M_7 = (A_{11} - A_{21}) \times (B_{11} + B_{12})$$

$$C_{11} = M_5 + M_4 - M_2 + M_6$$

$$C_{12} = M_1 + M_2$$

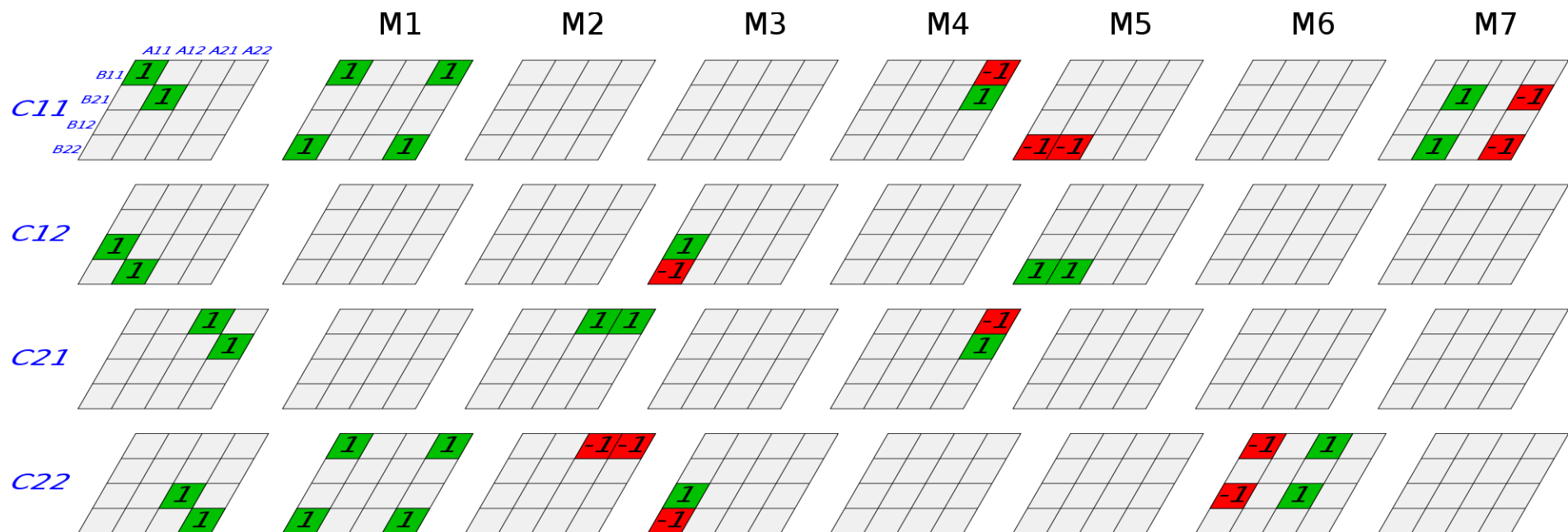
$$C_{21} = M_3 + M_4$$

$$C_{22} = M_5 + M_1 - M_3 - M_7$$

7 mults, 18 adds/subs.

Note: No reliance on commutativity of multiplication!

Pictorial Explanation



- The left column represents 2×2 multiplication. Naïve matrix multiplication requires one multiplication for each "1" of the left column.
- Each of the other columns represents a single one of the 7 multiplications in the algorithm, and the sum of the columns gives the full matrix multiplication on the left.

Source: [wikipedia](https://en.wikipedia.org/wiki/Strassen_algorithm).

Strassen's algorithm

- 1. Divide:** Partition A and B into $(n/2) \times (n/2)$ submatrices. Form terms to be multiplied using $+$ and $-$.
- 2. Conquer:** Perform 7 multiplications of $(n/2) \times (n/2)$ submatrices recursively.
- 3. Combine:** Form product matrix C using $+$ and $-$ on $(n/2) \times (n/2)$ submatrices.

$$T(n) = 7T(n/2) + \Theta(n^2)$$

Analysis of Strassen

$$T(n) = 7T(n/2) + \Theta(n^2)$$

$$n^{\log_b a} = n^{\log_2 7} \approx n^{2.81} \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^{\lg 7}).$$

- Number 2.81 may not seem much smaller than 3.
- But the difference is in the exponent.
- The impact on running time is significant.
- Strassen's algorithm beats the ordinary algorithm on today's machines for $n \geq 32$ or so.

Coppersmith-Winograd, 1987 : $O(n^{2.376\dots})$.

Currently best, 2014: $O(n^{2.3728\dots})$.

Median and Order Statistics

Order statistics

Select the i th smallest of n elements (the element with *rank* i).

- $i = 1$: *minimum*;
- $i = n$: *maximum*;
- $i = \lfloor (n+1)/2 \rfloor$ or $\lceil (n+1)/2 \rceil$: *median*.

Naive algorithm: Sort and index i th element.

Worst-case running time = $\Theta(n \lg n) + \Theta(1)$
= $\Theta(n \lg n)$,

using merge sort or heapsort (*not* quicksort).

Divide and conquer

Order Statistics in an n -element array:

- 1. *Divide*:** Partition the array into two subarrays around a **pivot** x such that elements in lower subarray $\leq x \leq$ elements in upper subarray.



- 2. *Conquer*:** Recurse on one subarray.
- 3. *Combine*:** Trivial.

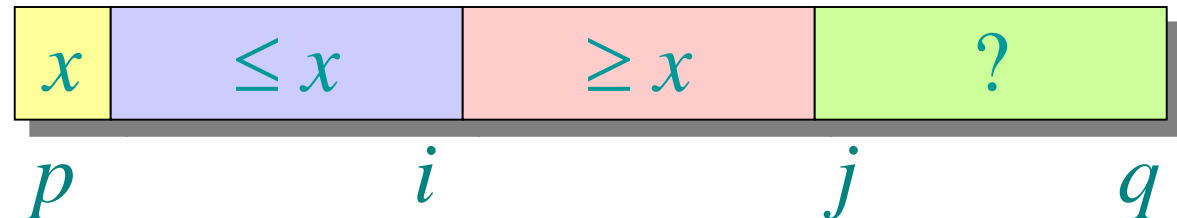
Key: *Linear-time partitioning subroutine.*

Partitioning subroutine

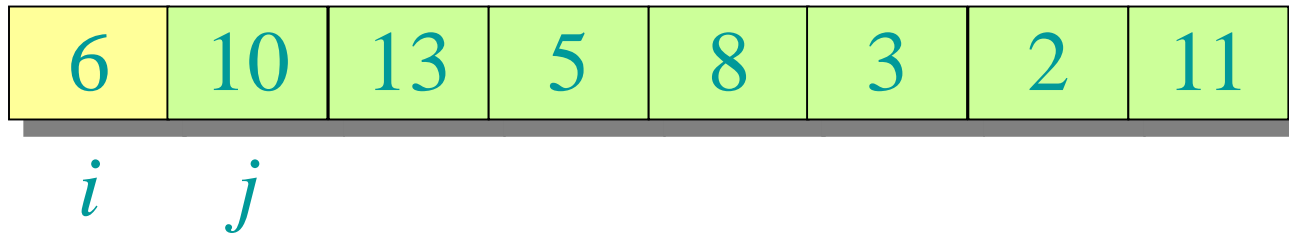
```
PARTITION( $A, p, q$ )  $\triangleright A[p \dots q]$   
   $x \leftarrow A[p]$   $\triangleright$  pivot =  $A[p]$   
   $i \leftarrow p$   
  for  $j \leftarrow p + 1$  to  $q$   
    do if  $A[j] \leq x$   
      then  $i \leftarrow i + 1$   
           exchange  $A[i] \leftrightarrow A[j]$   
  exchange  $A[p] \leftrightarrow A[i]$   
  return  $i$ 
```

Running time
= $O(n)$ for n
elements.

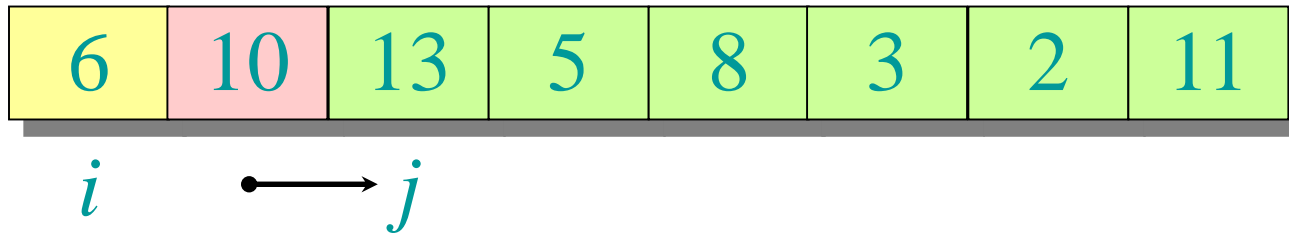
Invariant:



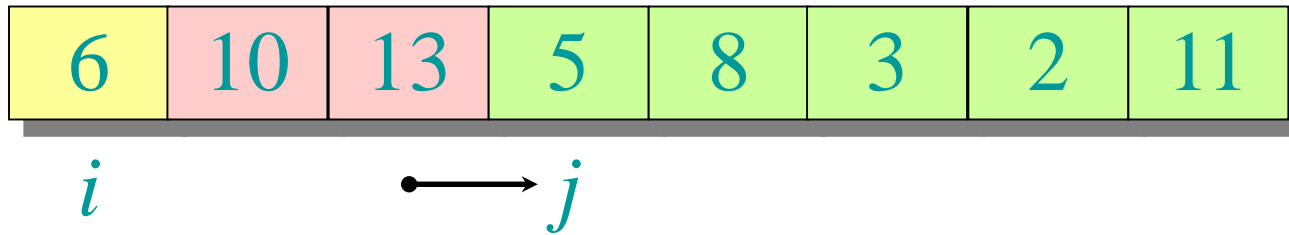
Example of partitioning



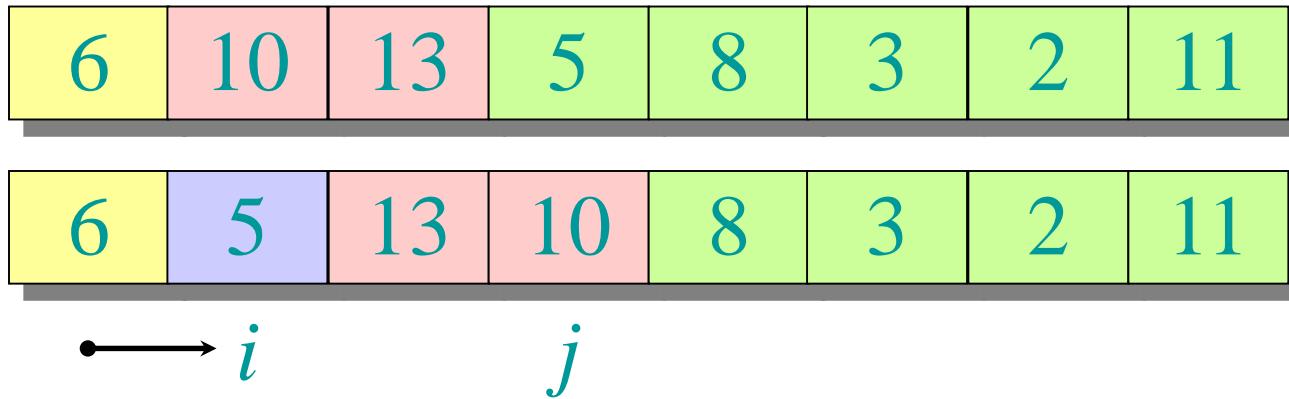
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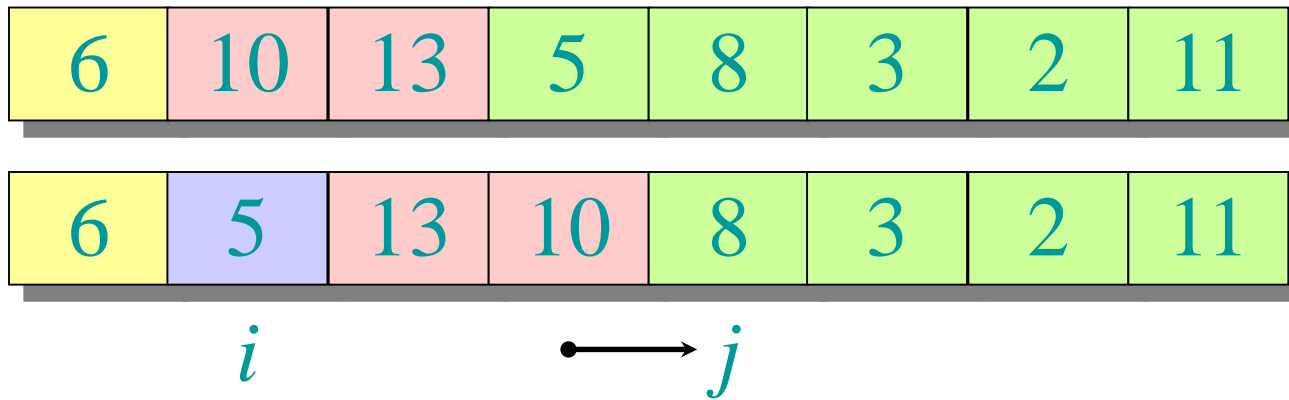
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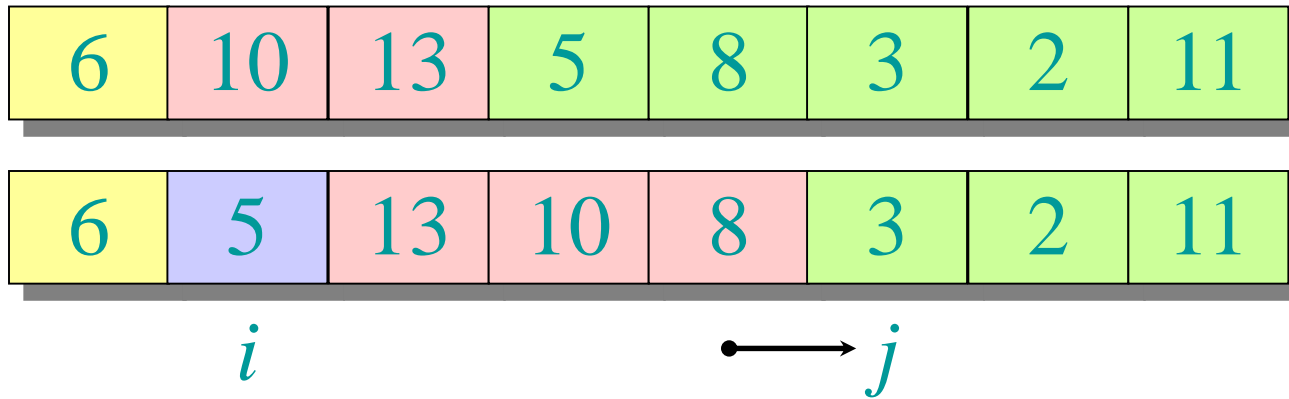
Example of partitioning



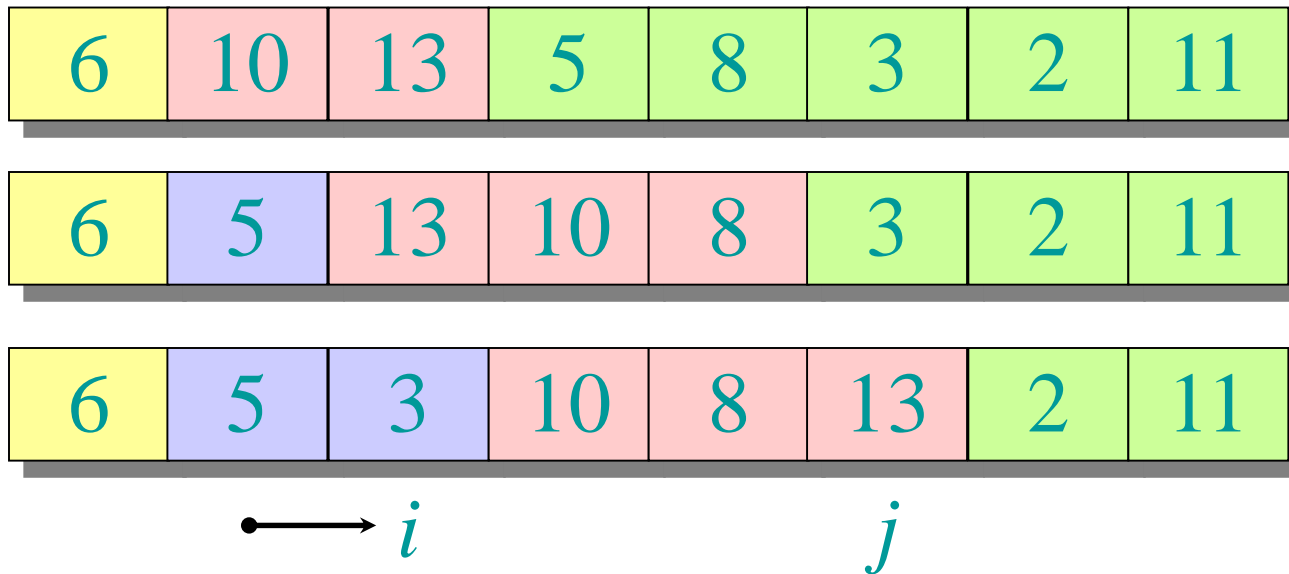
Example of partitioning



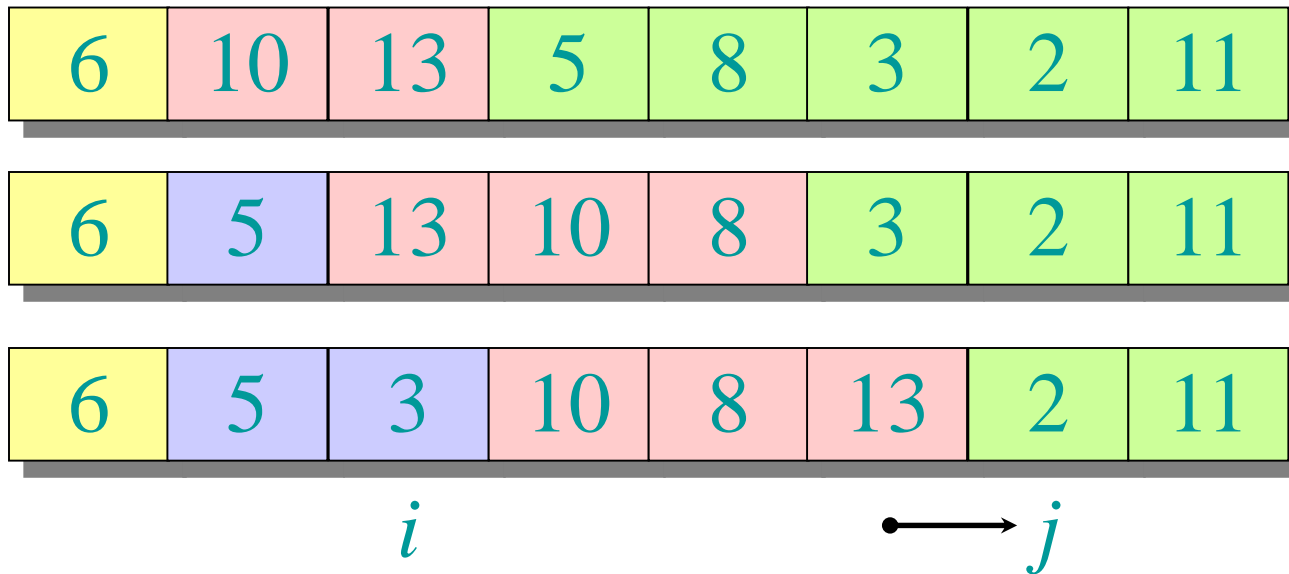
Example of partitioning



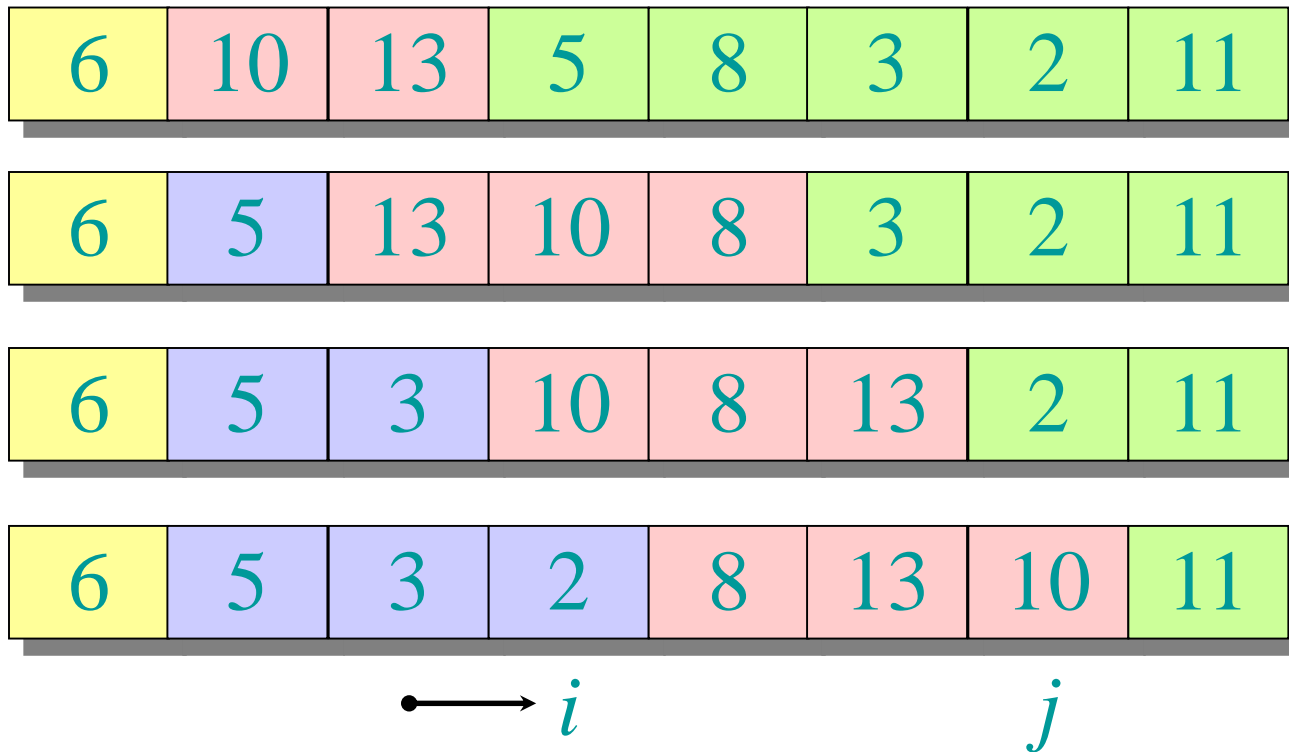
Example of partitioning



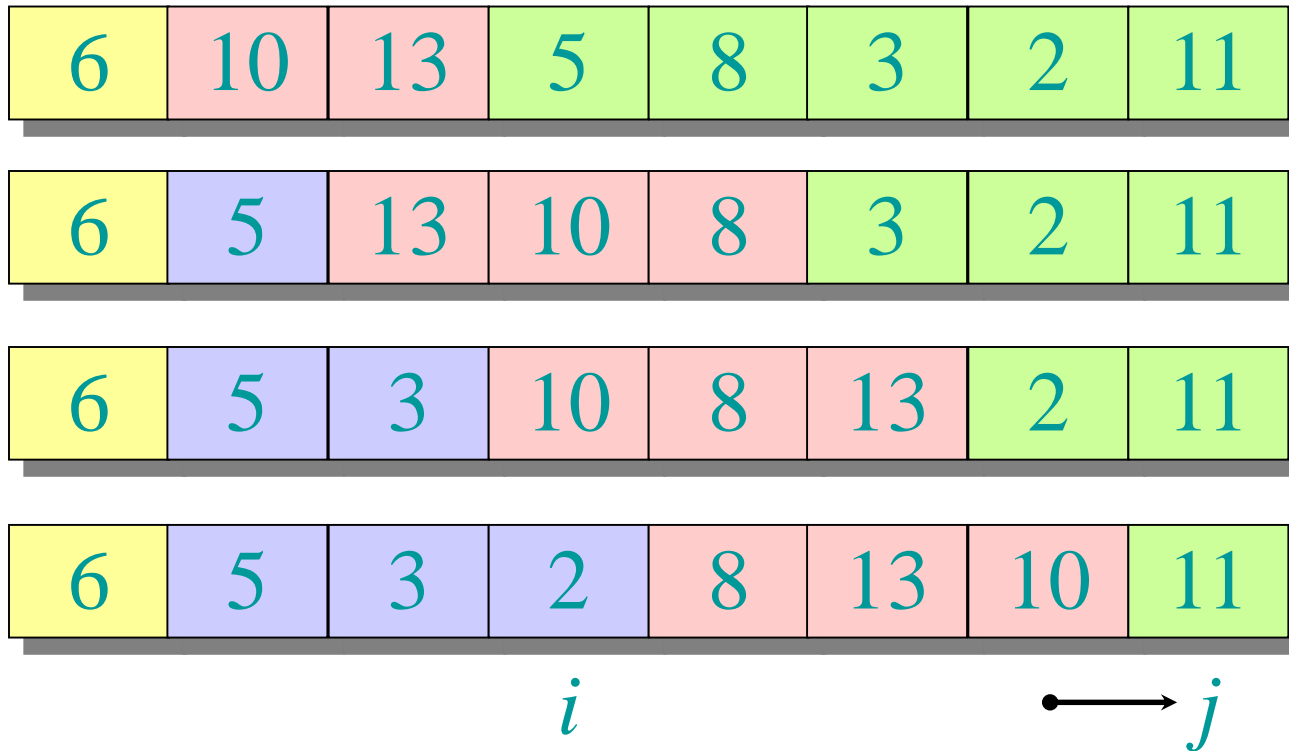
Example of partitioning



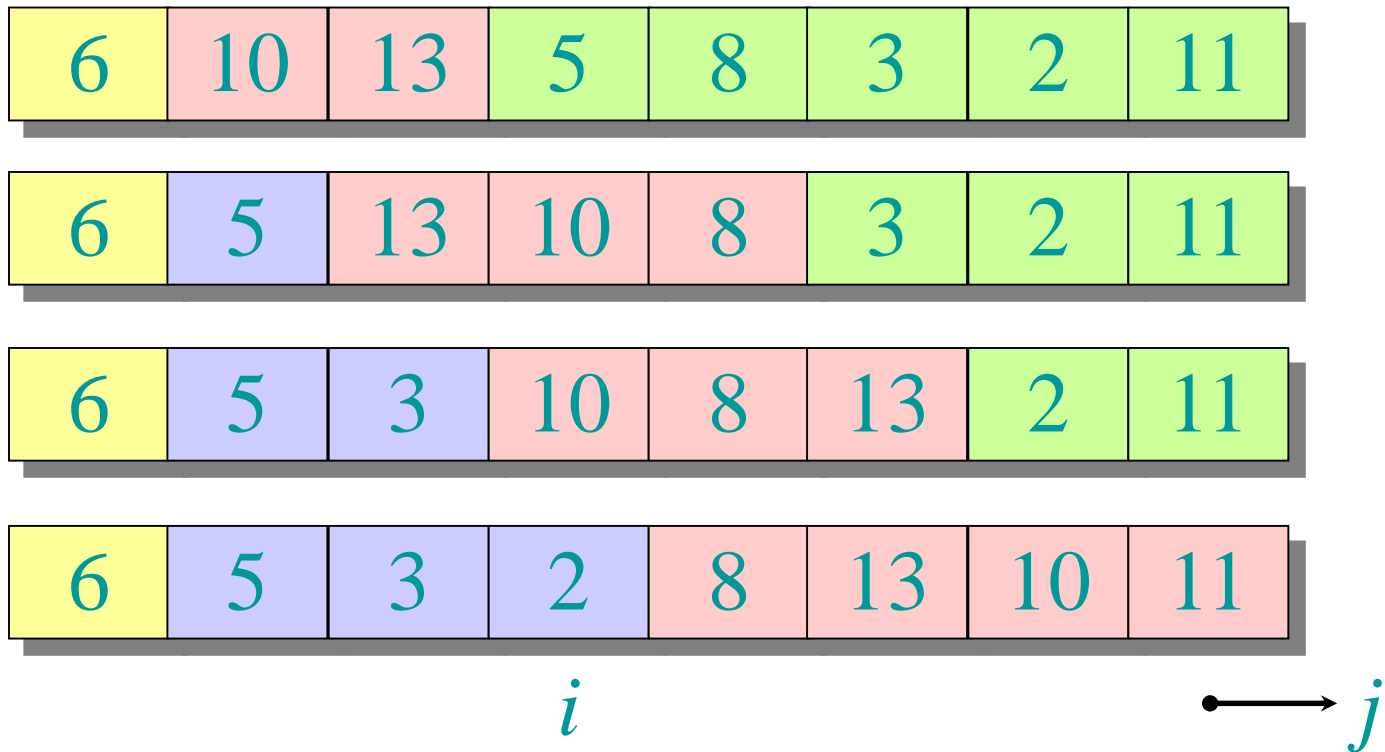
Example of partitioning



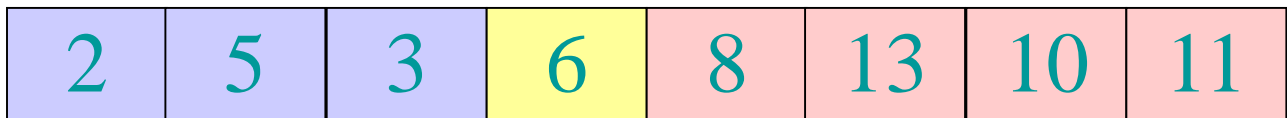
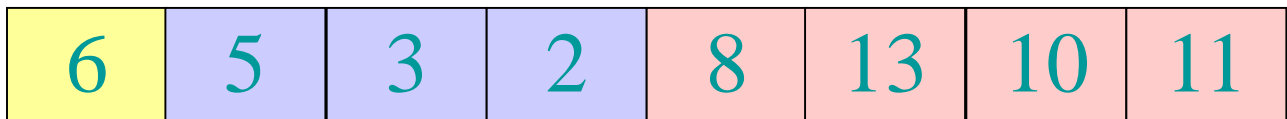
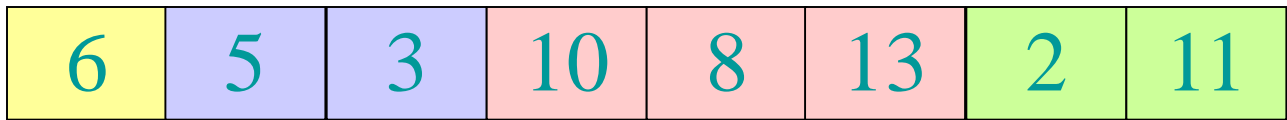
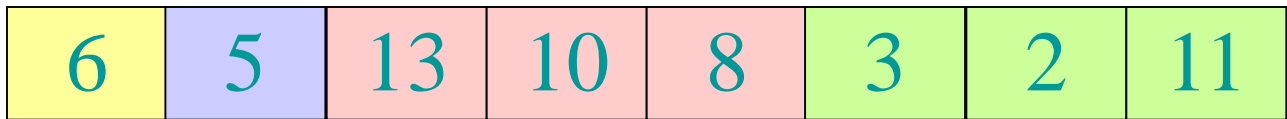
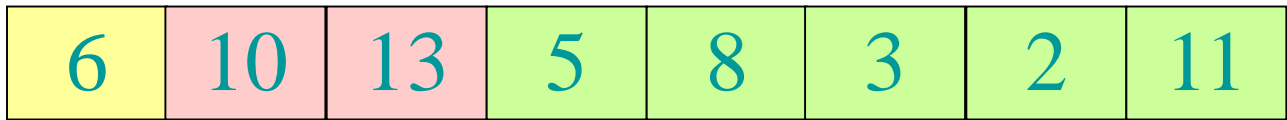
Example of partitioning



Example of partitioning



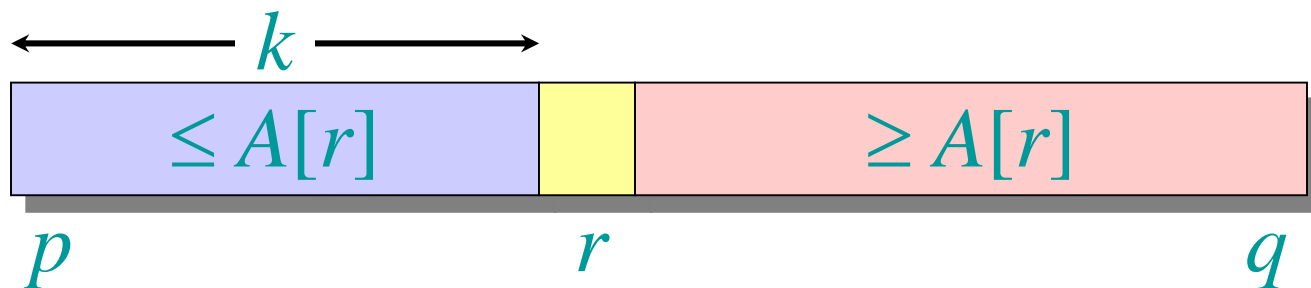
Example of partitioning



i

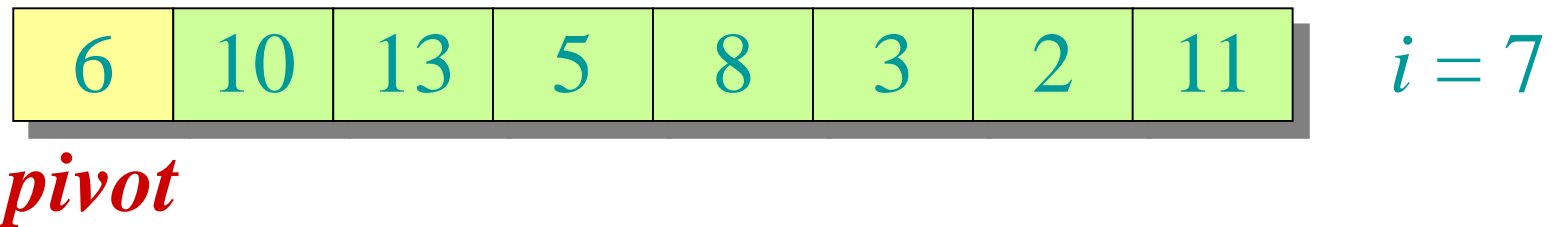
Divide-and-conquer algorithm

$\text{SELECT}(A, p, q, i)$ \triangleright i th smallest of $A[p..q]$
if $p = q$ **then return** $A[p]$
 $r \leftarrow$ pivot \triangleright **Later: how to choose the pivot**
 $k \leftarrow r - p + 1$ \triangleright $k = \text{rank}(A[r])$
if $i = k$ **then return** $A[r]$
if $i < k$
 then return $\text{SELECT}(A, p, r - 1, i)$
 else return $\text{SELECT}(A, r + 1, q, i - k)$

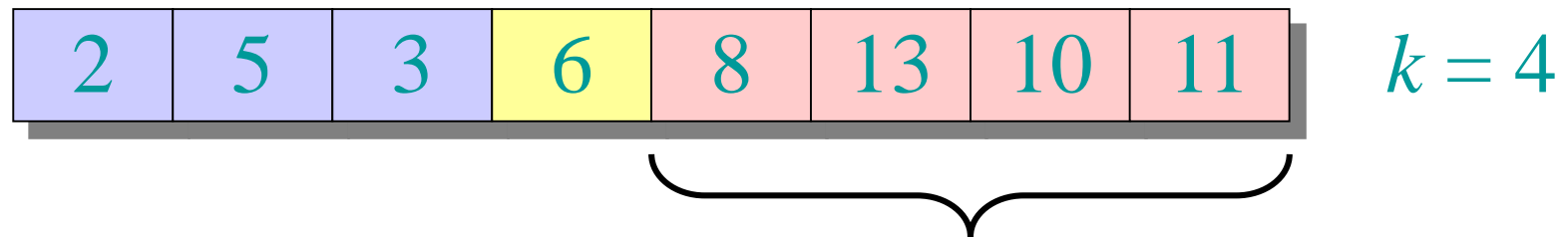


Example

Select the $i = 7$ th smallest:

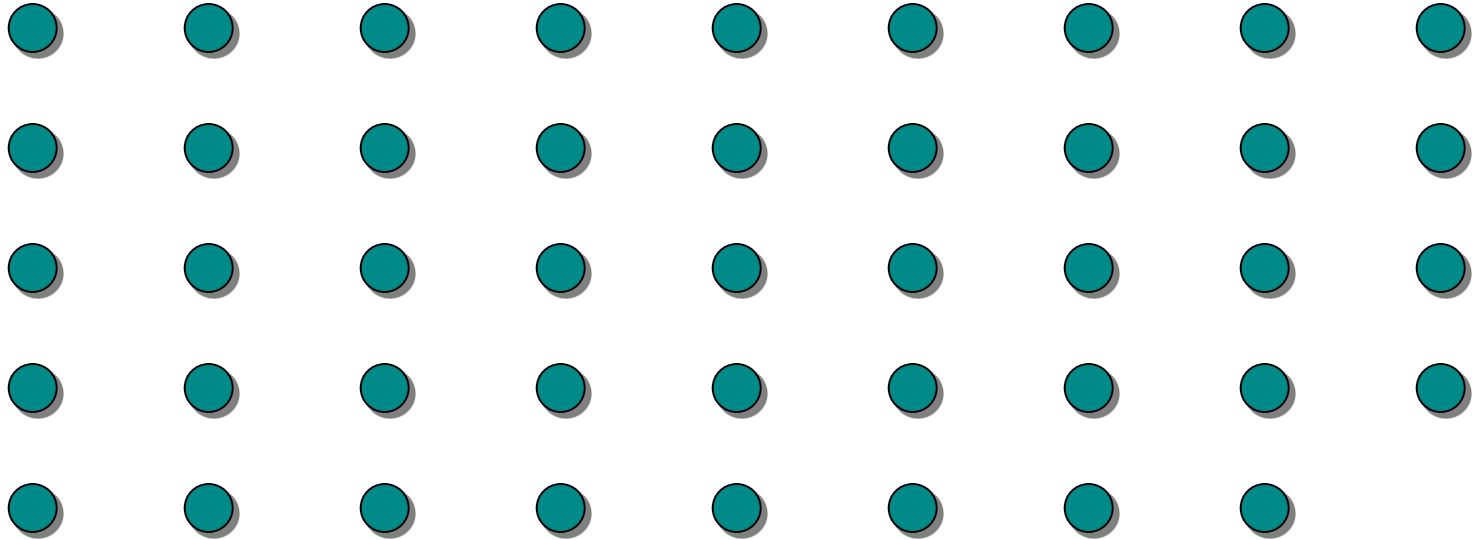


Partition:

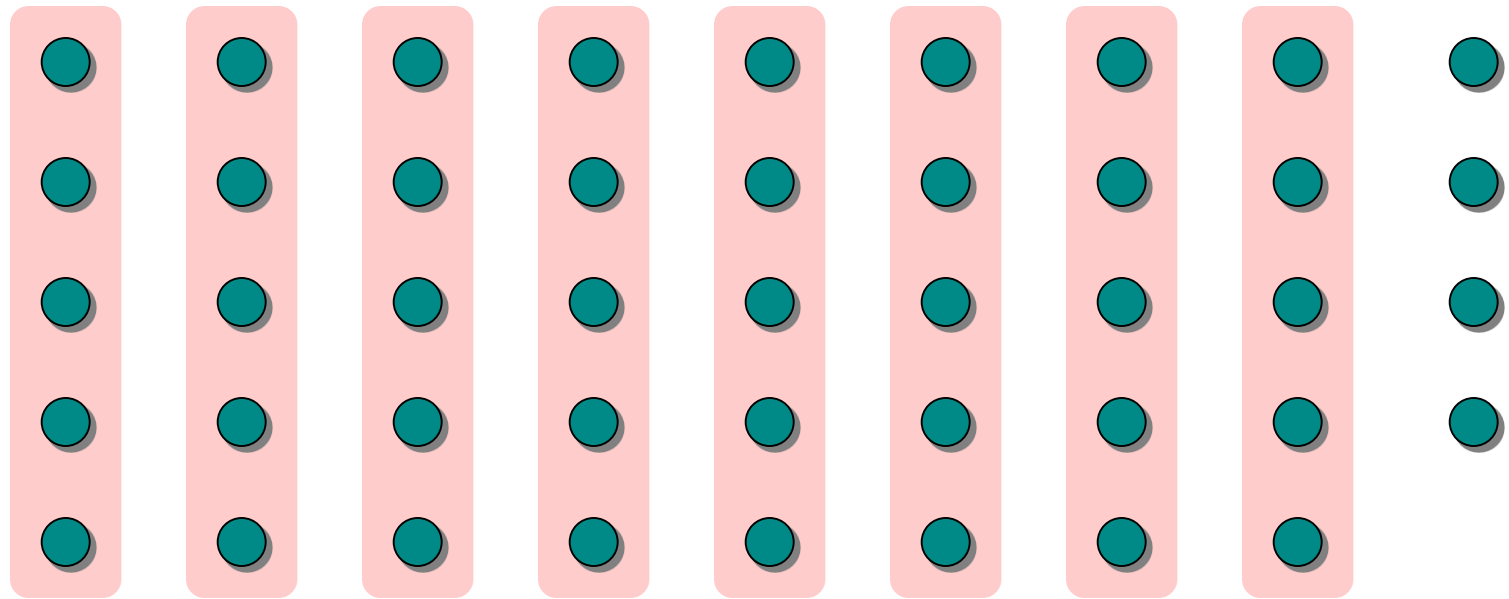


Select the $7 - 4 = 3$ rd smallest recursively.

Choosing the pivot

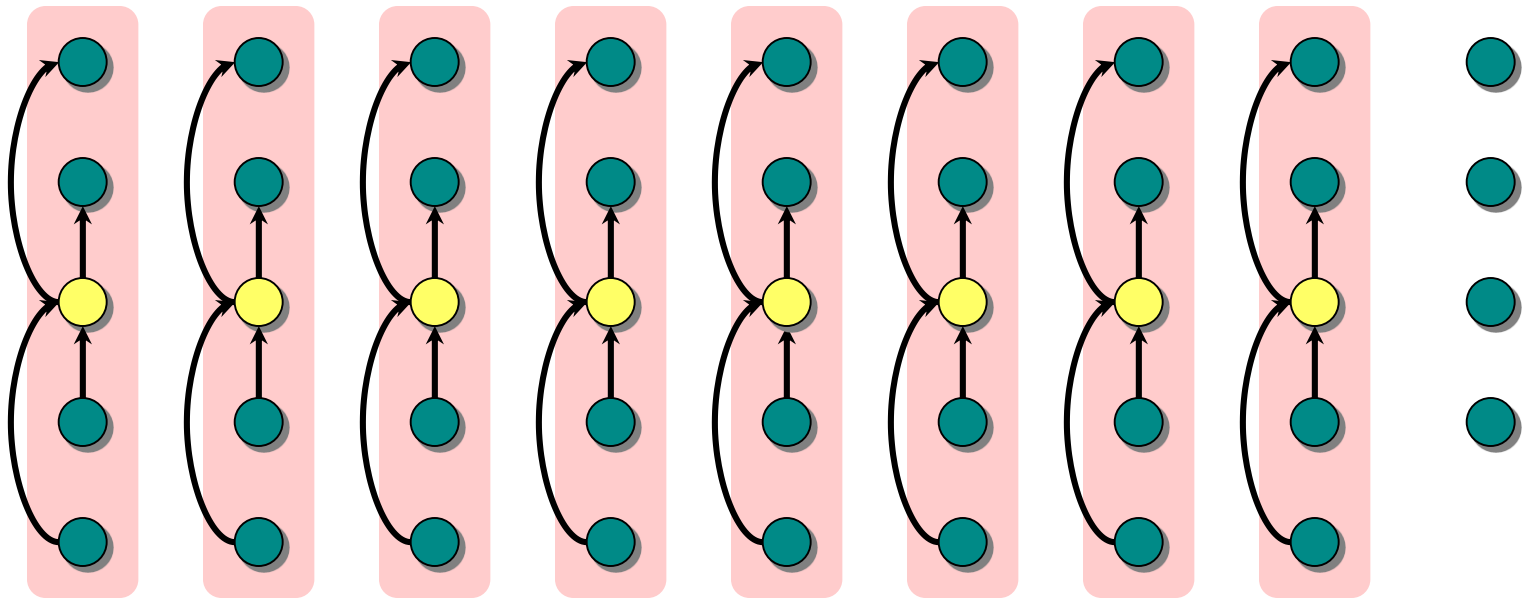


Choosing the pivot



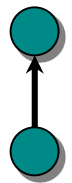
1. Divide the n elements into groups of 5.

Choosing the pivot



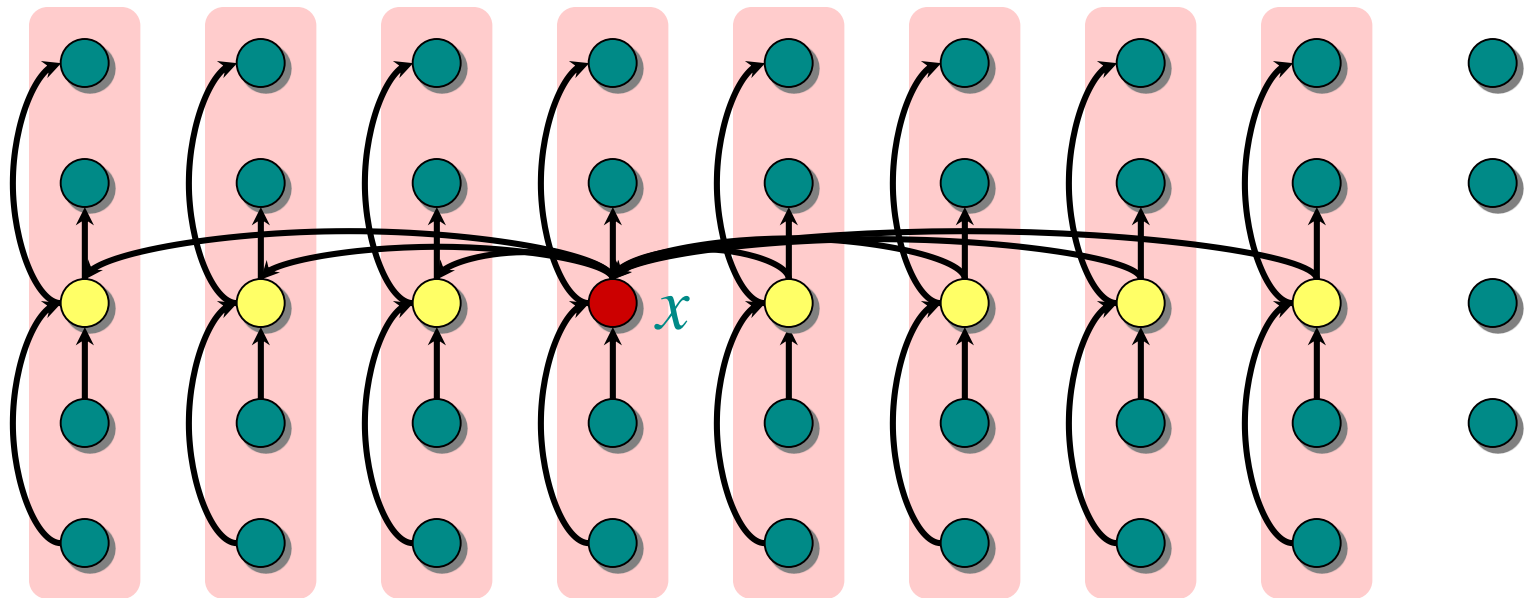
1. Divide the n elements into groups of 5. Find the median of each 5-element group.

lesser



greater

Choosing the pivot



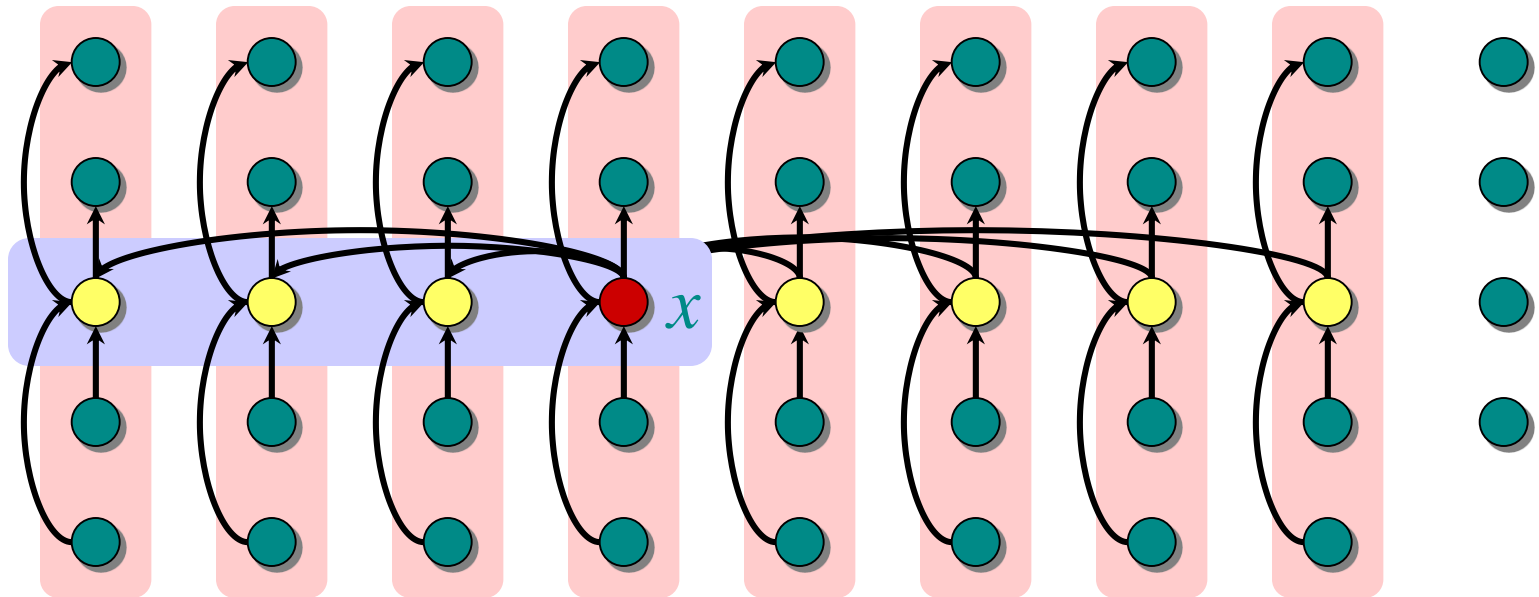
1. Divide the n elements into groups of 5. Find the median of each 5-element group.
2. Recursively SELECT the median x of the $\lfloor n/5 \rfloor$ group medians to be the pivot.

lesser



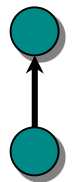
greater

Analysis



At least half the group medians are $\leq x$, which is at least $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$ group medians.

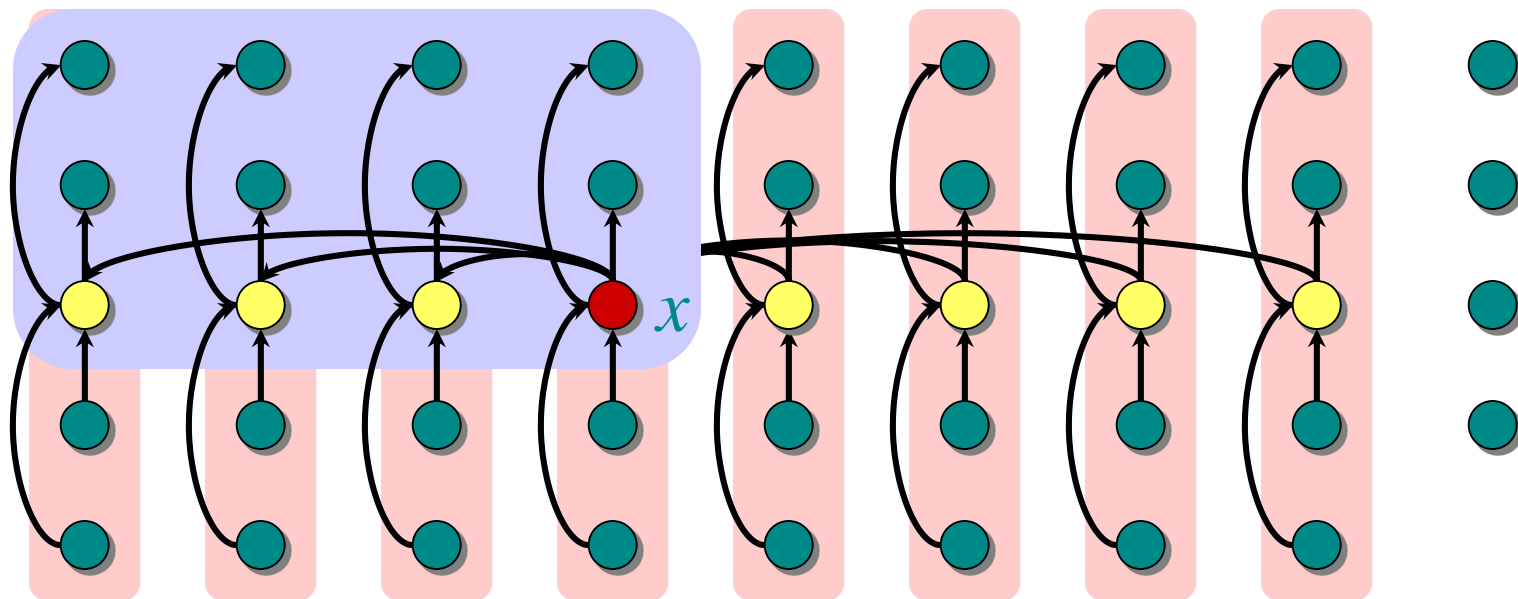
lesser



greater

Analysis

(Assume all elements are distinct.)



At least half the group medians are $\leq x$, which is at least $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$ group medians.

- Therefore, at least $3 \lfloor n/10 \rfloor$ elements are $\leq x$.

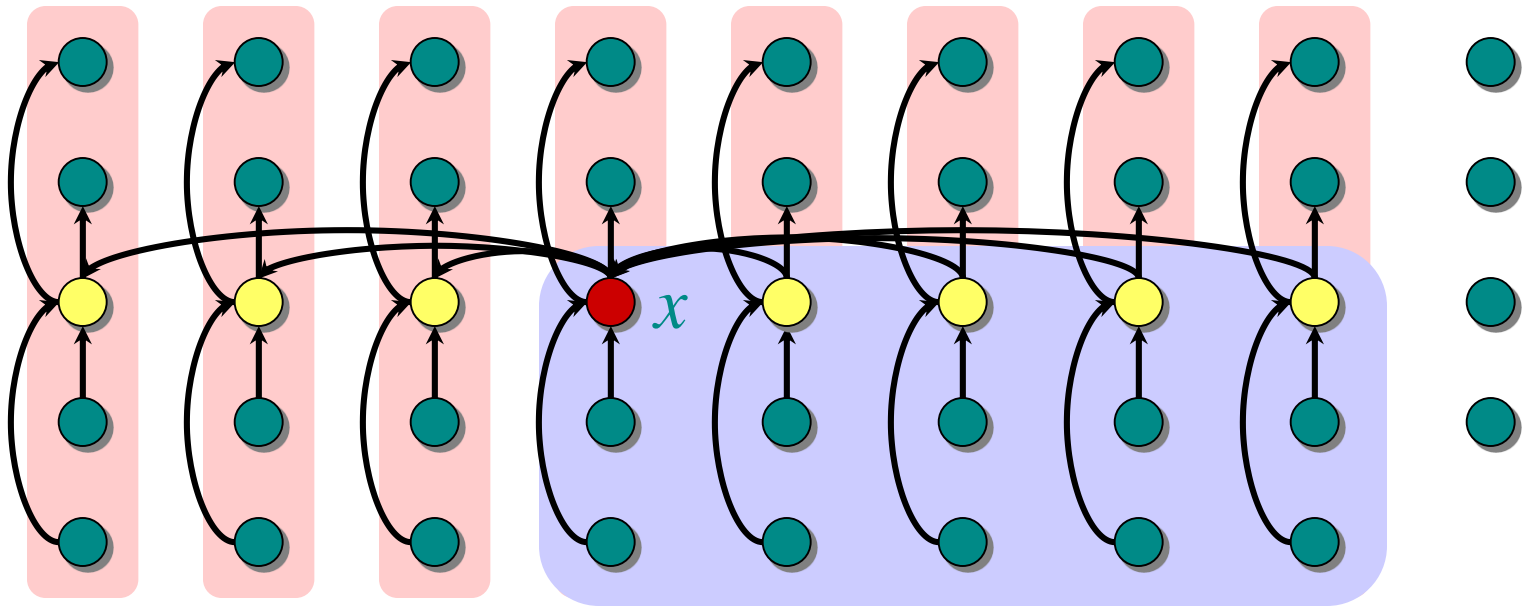
lesser



greater

Analysis

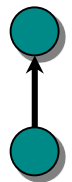
(Assume all elements are distinct.)



At least half the group medians are $\leq x$, which is at least $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$ group medians.

- Therefore, at least $3 \lfloor n/10 \rfloor$ elements are $\leq x$.
- Similarly, at least $3 \lfloor n/10 \rfloor$ elements are $\geq x$.

lesser



greater

Developing the recurrence

$T(n)$ **SELECT**(i , n)

$\Theta(n)$

1. Divide the n elements into groups of 5. Find the median of each 5-element group.

$T(n/5)$

2. Recursively **SELECT** the median x of the $\lfloor n/5 \rfloor$ group medians to be the pivot.

$\Theta(n)$

3. Partition around the pivot x . Let $k = \text{rank}(x)$.

$T(7n/10)$

4. **if** $i = k$ **then return** x
elseif $i < k$

then recursively **SELECT** the i th
smallest element in the lower part
else recursively **SELECT** the $(i-k)$ th
smallest element in the upper part

Solving the recurrence

$$T(n) = T\left(\frac{1}{5}n\right) + T\left(\frac{7}{10}n\right) + cn$$

$$T(n) \geq cn$$

$$\text{Recursion Tree: } T(n) \leq cn \left(1 + \frac{9}{10} + \left(\frac{9}{10}\right)^2 + \dots \right)$$

$$= cn \frac{1}{1 - \frac{9}{10}} = O(n)$$

$$T(n) = \Theta(n)$$

Conclusion

- In practice, this algorithm runs slowly, because the constant in front of n is large.
- There is a randomized algorithm that runs in expected linear time.
- The randomized algorithm is far more practical.

Exercise: *Why not divide into groups of 3?*