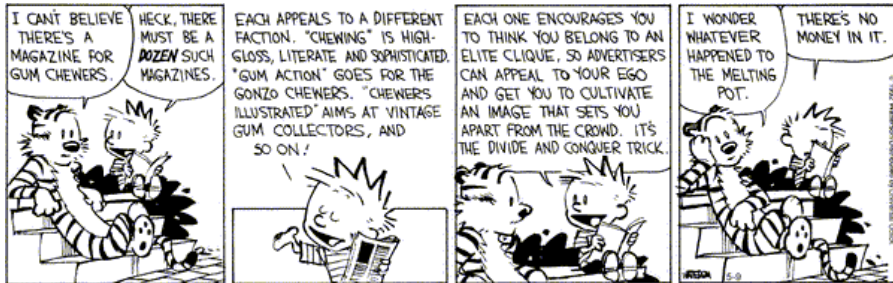


Divide-and-Conquer!



From last time...

- Insertion sort
 - Incremental
 - Loop-invariants
 - Best-/worse- cast running time
 - <http://www.sorting-algorithms.com/insertion-sort>
- Today
 - Divide-and-conquer
 - Big-Oh

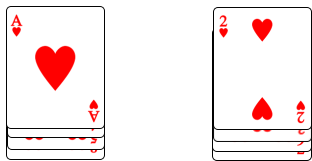
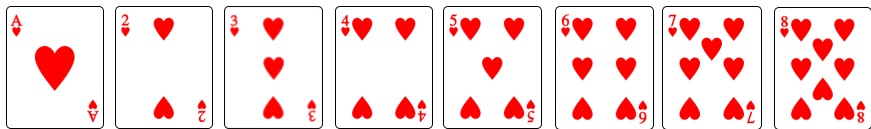
Divide-and-conquer

- Last time: insertion sort an example of an incremental algorithm
- Divide-and-conquer another paradigm:
 - **Divide** the problem into subproblems that are smaller instances of the original
 - **Conquer** subproblems by solving them recursively
 - Base-case: small enough problem solved by brute-force
 - **Combine** the subproblem solutions to give a solution to the overall problem

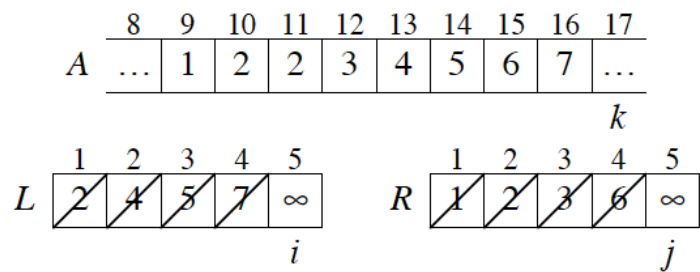
A D&C approach to search

- Lets do it!
- Divide:
- Conquer:
- Combine:

Merge



Merge



Merge

```
MERGE(A, p, q, r)
  n1 = q − p + 1
  n2 = r − q
  let L[1 .. n1 + 1] and R[1 .. n2 + 1] be new arrays
  for i = 1 to n1
    L[i] = A[p + i − 1]
  for j = 1 to n2
    R[j] = A[q + j]
  L[n1 + 1] = ∞
  R[n2 + 1] = ∞
  i = 1
  j = 1
  for k = p to r
    if L[i] ≤ R[j]
      A[k] = L[i]
      i = i + 1
    else A[k] = R[j]
      j = j + 1
```

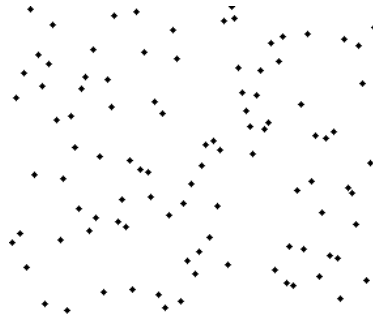
Merge

```
MERGE(A, p, q, r)
  n1 = q − p + 1
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  let L[1 .. n1 + 1] and R[1 .. n2 + 1] be new arrays
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    L[i] = A[p + i − 1]
  for j = 1 to n2
    R[j] = A[q + j]
  L[n1 + 1] = ∞
  R[n2 + 1] = ∞
  i = 1
  j = 1
  for k = p to r
    if L[i] ≤ R[j]
      A[k] = L[i]
      i = i + 1
    else A[k] = R[j]
      j = j + 1
```

Correct?

Merge sort in action

6 5 3 1 8 7 2 4



Source: Wikimedia

Way cool!

Mergesort !

An array of length n

```
Merge-sort (A)
{
  if  $n == 1$  then return (A);
  else
  {
    F = Merge-sort (firsthalf (A));
    S = Merge-sort (secondhalf (A));
    Merge (F, S);
  }
}
```

"Divide-and-Conquer"

What if n is not a power of 2?

<http://www.sorting-algorithms.com/merge-sort>

Merge Sort: Running time analysis

Divide-and-conquer: Multiplication

- Addition/subtraction: linear
- Multiplication/division: quadratic
 - Can we do better?

```
>>> 42424242424242424242 * 4747474747474747474747474747474747
2014080195898377716539393919253137434955616774L
```

D&C Example: Multiplication

Algorithm Complexity

- General way to describe functions (runtimes, space) in the *limit*
 - I.e., describing the *growth* of the function
- Abstract away unimportant bits (low-order terms, constant factors)

$$\begin{array}{ccc} O & \approx & \leq \\ \Omega & \approx & \geq \\ \Theta & \approx & = \end{array}$$



Mary, Mary, quite contrary, how does the asymptotic runtime of your algorithm grow?

Big-Oh Notation

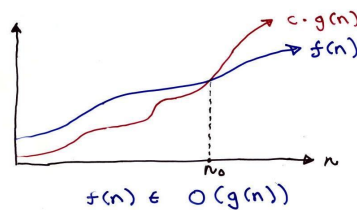
$$500n^2 + 500n + 5 \in O(n^2)$$

$$\frac{1}{1000}n^2 + 42 \in O(n^2)$$

$$5000n \log_2 n + 5 \cdot 10^6 n + 10^{42} \in O(n \log_2 n)$$

Definition:

$$O(g(n)) = \{ f(n) \mid \exists \text{ positive constants } c, n_0 \text{ s.t. } f(n) \leq c \cdot g(n) \forall n \geq n_0 \}$$



Worksheet!

- Show that $5n^2 + 8n + 42 \in O(n^2)$
- Prove (BWOC) that $\frac{1}{10}n^3 \notin O(n^2)$
- Is $(1.0001)^n \in O(n^{42})$? (Prove your answer!)

Big-Omega Notation

Looks like
greek
to me!

$$\frac{1}{10} n^2 \in \Omega(n^2)$$

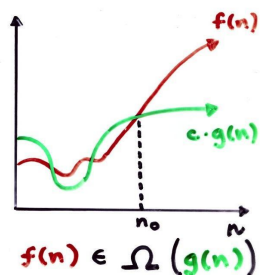
$$n^3 \in \Omega(n^2)$$

Graphic language?

Formally

$$\Omega(g(n)) = \{f(n) \mid \exists \text{ positive constants } c, n_0 \text{ s.t. } c \cdot g(n) \leq f(n) \forall n \geq n_0.\}$$

Graphically



Big-Theta Notation



All this greek is making me hungry for some Big-Pi notation! BTW, Apple Pi is my favorite!

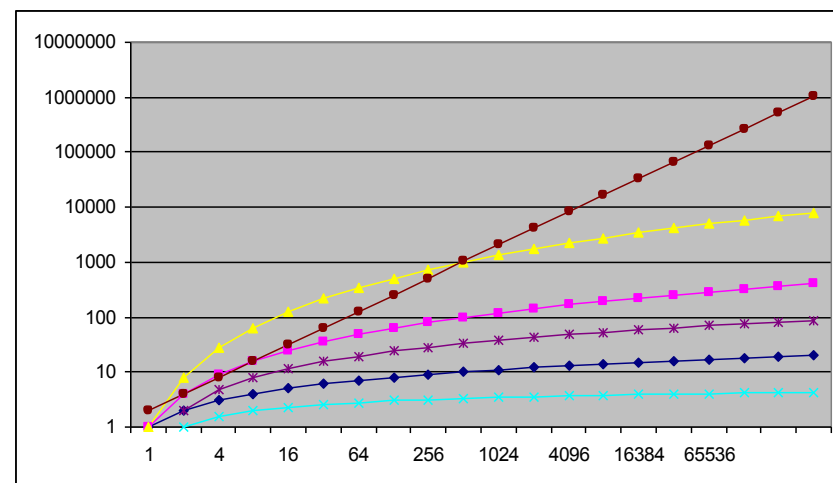
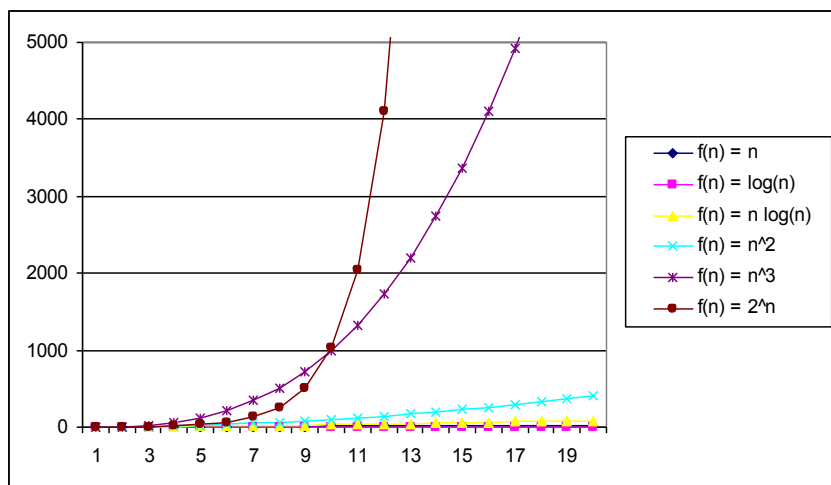
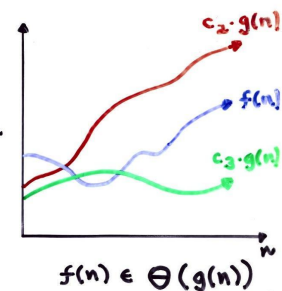
$$n^2 + n + 1 \in \Theta(n^2)$$

$$50 n \log_2 n + 500 n \in \Theta(n \log_2 n)$$

Formally

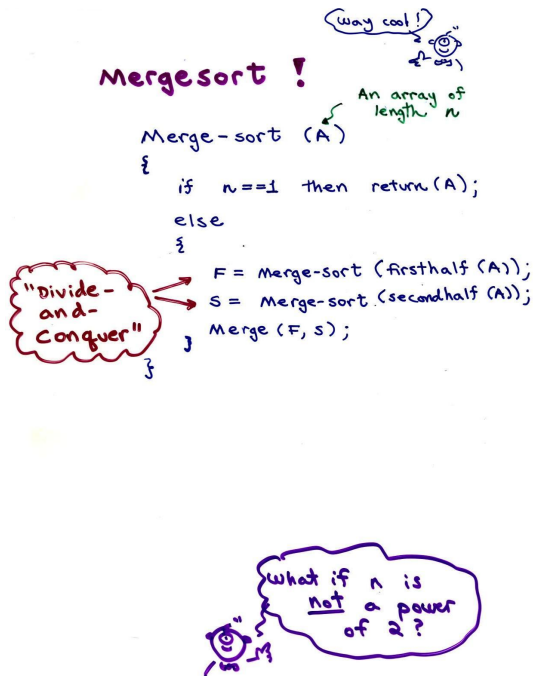
$$f(n) \in \Theta(g(n)) \text{ iff } f(n) \in O(g(n)) \text{ and } f(n) \in \Omega(g(n)).$$

Graphically



Assumptions

- Random Access Model
 - Non-concurrent
 - Assume each machine-level instruction runs in constant time:
 - Arithmetic: add, subtract, multiply, divide, remainder, floor ceiling, etc.
 - Data movement: load, store, copy
 - Control: (conditional) branches, subroutine calls, returns
- Measure time/space complexity in terms of size of input



Where do our searches fit?

- Insertion Sort: <http://www.sorting-algorithms.com/insertion-sort>

INSERTION-SORT(A, n)	cost	times
for $j = 2$ to n	c_1	n
$key = A[j]$	c_2	$n - 1$
// Insert $A[j]$ into the sorted sequence $A[1 \dots j - 1]$.	0	$n - 1$
$i = j - 1$	c_4	$n - 1$
while $i > 0$ and $A[i] > key$	c_5	$\sum_{j=2}^n t_j$
$A[i + 1] = A[i]$	c_6	$\sum_{j=2}^n (t_j - 1)$
$i = i - 1$	c_7	$\sum_{j=2}^n (t_j - 1)$
$A[i + 1] = key$	c_8	$n - 1$

- Merge sort: <http://www.sorting-algorithms.com/merge-sort>

Where do our searches fit?

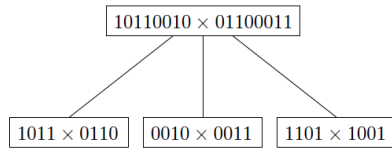
- Insertion Sort:

INSERTION-SORT(A, n)	cost	times
for $j = 2$ to n	c_1	n
$key = A[j]$	c_2	$n - 1$
// Insert $A[j]$ into the sorted sequence $A[1 \dots j - 1]$.	0	$n - 1$
$i = j - 1$	c_4	$n - 1$
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$A[i + 1] = A[i]$	c_6	$\sum_{j=2}^n (t_j - 1)$
$i = i - 1$	c_7	$\sum_{j=2}^n (t_j - 1)$
$A[i + 1] = key$	c_8	$n - 1$

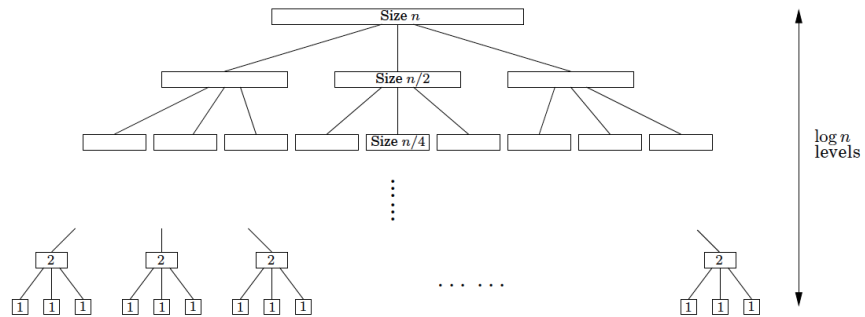
- Merge sort
- What about multiplication?

Figure 2.2 Divide-and-conquer integer multiplication. (a) Each problem is divided into three subproblems. (b) The levels of recursion.

(a)



(b)



Next time

A general framework for analyzing runtime of D&C approaches