

## Chapter 5

### Divide and Conquer



Slides by Kevin Wayne.  
Copyright © 2005 Pearson-Addison Wesley.  
All rights reserved.

## 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:  $n \log n$ .

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

## 5.1 Mergesort

## Sorting

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

### Obvious sorting applications.

- List files in a directory.
- Organize an MP3 library.
- List names in a phone book.
- Display Google PageRank results.

### Problems become easier once sorted.

- Find the median.
- Find the closest pair.
- Binary search in a database.
- Identify statistical outliers.
- Find duplicates in a mailing list.

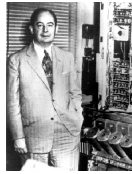
### Non-obvious sorting applications.

- Data compression.
- Computer graphics.
- Interval scheduling.
- Computational biology.
- Minimum spanning tree.
- Supply chain management.
- Simulate a system of particles.
- Book recommendations on Amazon.
- Load balancing on a parallel computer.
- ...

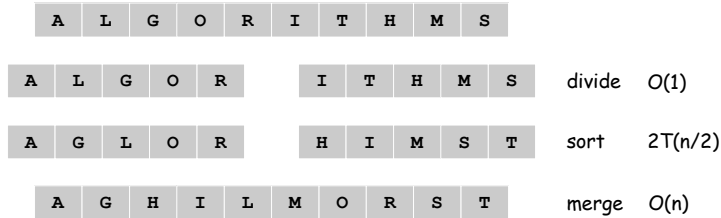
## Mergesort

### Mergesort.

- Divide array into two halves.
- Recursively sort each half.
- Merge two halves to make sorted whole.



Jon von Neumann (1945)



## 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

5

6

## A Useful Recurrence Relation

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

### Mergesort recurrence.

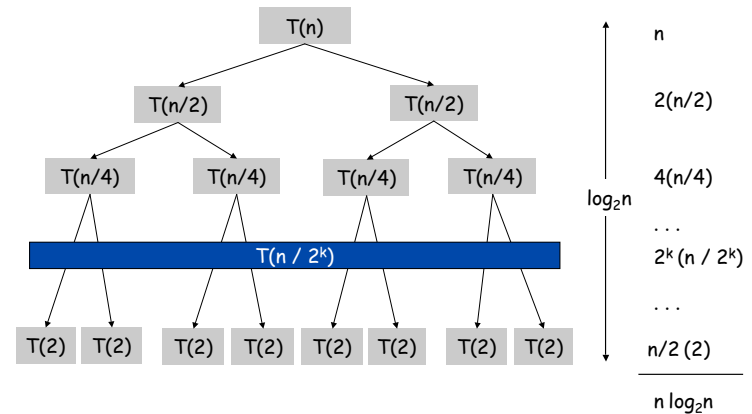
$$T(n) \leq \begin{cases} 0 & \text{if } n=1 \\ \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve left half}} + \underbrace{T(\lfloor n/2 \rfloor)}_{\text{solve right half}} + \underbrace{n}_{\text{merging}} & \text{otherwise} \end{cases}$$

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

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



7

8

## Proof by Telescoping

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

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

↑  
assumes  $n$  is a power of 2

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

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

↑  
assumes  $n$  is a power of 2

Pf. (by induction on  $n$ )

- Base case:  $n = 1$ .
- Inductive hypothesis:  $T(n) = n \log_2 n$ .
- Goal: show that  $T(2n) = 2n \log_2(2n)$ .

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

9

10

## Analysis of Mergesort Recurrence

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

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

↑  
 $\log_2 n$

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  $1, 2, \dots, n-1$ .

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

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

11

## 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  $j$ .

13

## Applications

**Applications.**

- Voting theory.
- 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).

14

## 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.

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

Divide:  $O(1)$ .

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

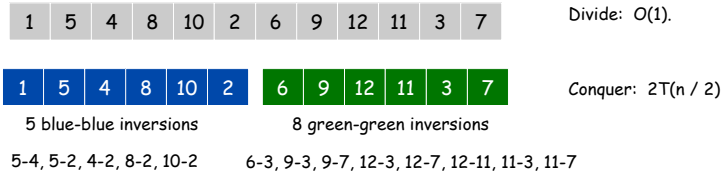
15

16

## Counting Inversions: Divide-and-Conquer

### Divide-and-conquer.

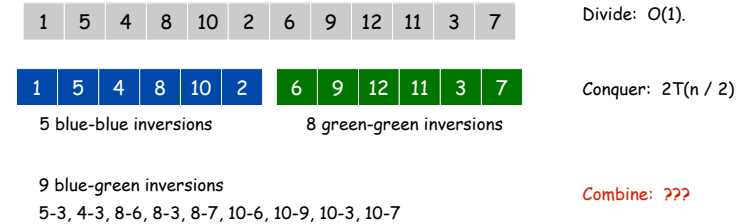
- Divide: separate list into two pieces.
- Conquer: recursively count inversions in each half.



## 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.



Total = 5 + 8 + 9 = 22.

17

18

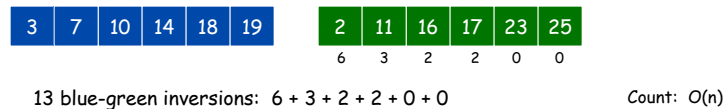
## Counting Inversions: Combine

### 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



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

## 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
  (rA, A) ← Sort-and-Count(A)
  (rB, B) ← Sort-and-Count(B)
  (r, L) ← Merge-and-Count(A, B)

  return r = rA + rB + r and the sorted list L
}
```

19

20

## Closest Pair of Points

# 5.4 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.

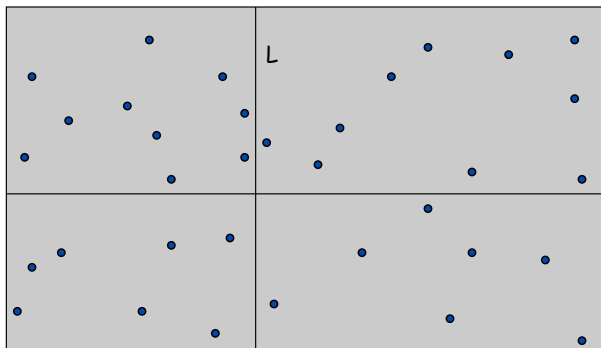
**Assumption.** No two points have same  $x$  coordinate.

↑  
to make presentation cleaner

22

## Closest Pair of Points: First Attempt

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

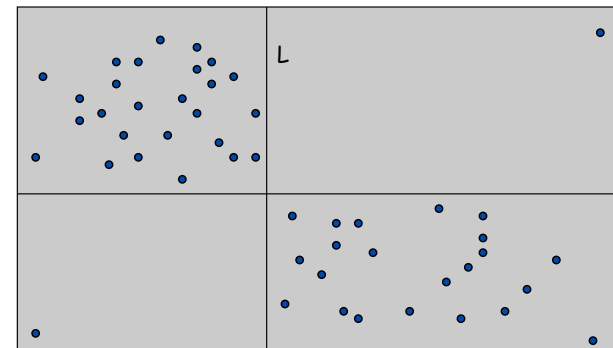


23

## Closest Pair of Points: First Attempt

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

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

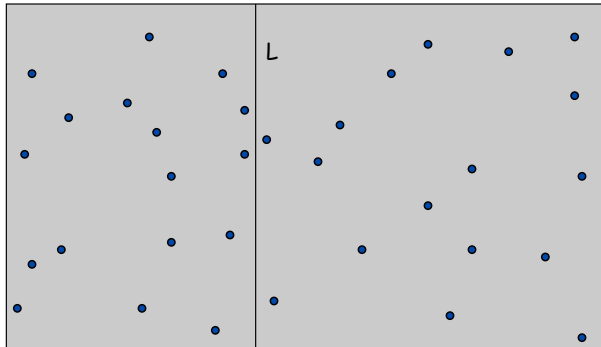


24

### Closest Pair of Points

#### Algorithm.

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

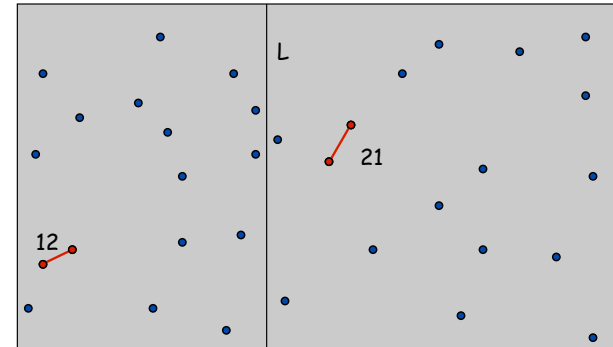


25

### 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.

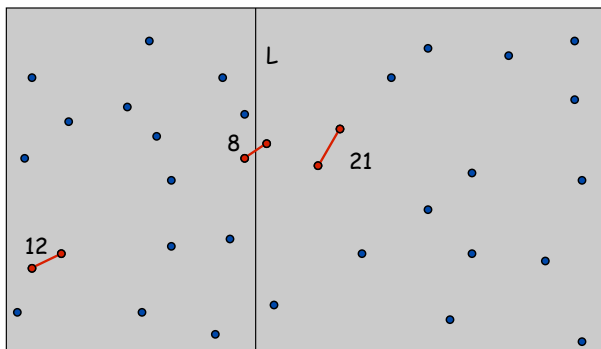


26

### Closest Pair of Points

#### Algorithm.

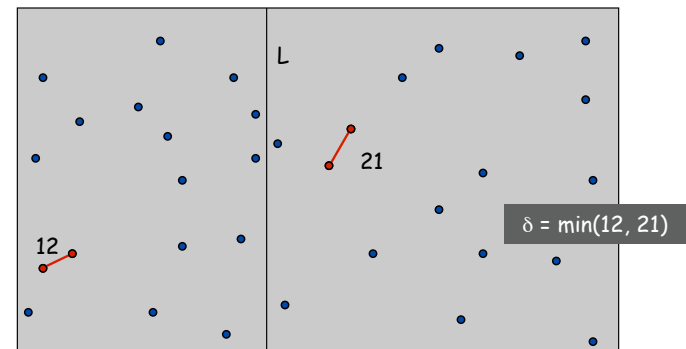
- **Divide:** draw vertical line L so that roughly  $\frac{1}{2}n$  points on each side.
- **Conquer:** find closest pair in each side recursively.
- **Combine:** find closest pair with one point in each side. ← seems like  $\Theta(n^2)$
- Return best of 3 solutions.



27

### Closest Pair of Points

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

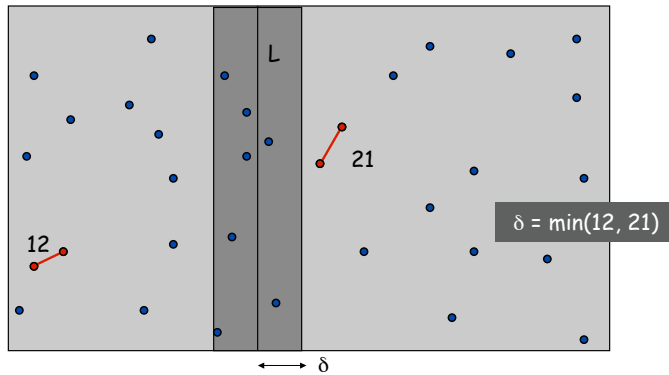


28

### Closest Pair of Points

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

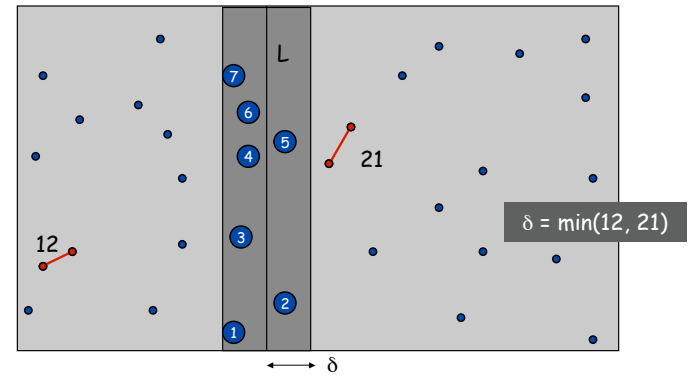
- Observation: only need to consider points within  $\delta$  of line  $L$ .



### Closest Pair of Points

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

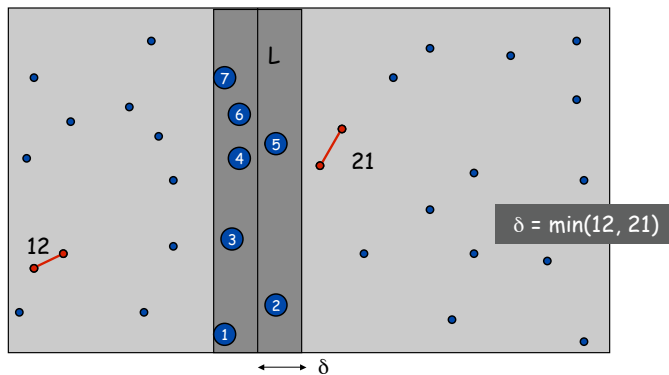
- Observation: only need to consider points within  $\delta$  of line  $L$ .
- Sort points in  $2\delta$ -strip by their  $y$  coordinate.



### 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

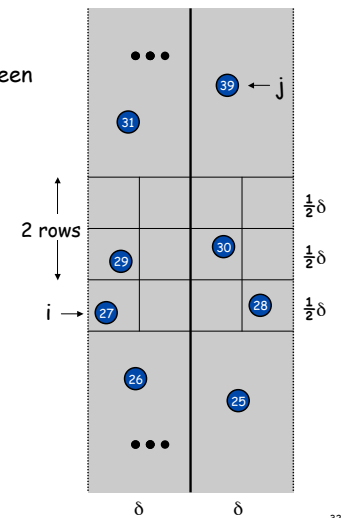
**Def.** Let  $s_i$  be the point in the  $2\delta$ -strip, with the  $i$ th smallest  $y$ -coordinate.

**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.







## Divide-and-Conquer Multiplication: Warmup

To multiply two  $n$ -digit integers:

- Multiply four  $\frac{1}{2}n$ -digit integers.
- Add two  $\frac{1}{2}n$ -digit integers, and shift to obtain result.

$$\begin{aligned} x &= 2^{n/2} \cdot x_1 + x_0 \\ y &= 2^{n/2} \cdot y_1 + y_0 \\ xy &= (2^{n/2} \cdot x_1 + x_0)(2^{n/2} \cdot y_1 + y_0) = 2^n \cdot x_1 y_1 + 2^{n/2} \cdot (x_1 y_0 + x_0 y_1) + x_0 y_0 \end{aligned}$$

$$T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)$$

↑  
assumes  $n$  is a power of 2

## Karatsuba Multiplication

To multiply two  $n$ -digit integers:

- Add two  $\frac{1}{2}n$  digit integers.
- Multiply **three**  $\frac{1}{2}n$ -digit integers.
- Add, subtract, and shift  $\frac{1}{2}n$ -digit integers to obtain result.

$$\begin{aligned} x &= 2^{n/2} \cdot x_1 + x_0 \\ y &= 2^{n/2} \cdot y_1 + y_0 \\ xy &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot (x_1 y_0 + x_0 y_1) + x_0 y_0 \\ &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot \underbrace{(x_1 + x_0)(y_1 + y_0)}_{\text{A B A C C}} - x_1 y_1 - x_0 y_0 + x_0 y_0 \end{aligned}$$

**Theorem.** [Karatsuba-Ofman, 1962] Can multiply two  $n$ -digit integers in  $O(n^{1.585})$  bit operations.

$$\begin{aligned} T(n) &\leq \underbrace{T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + T(1 + \lceil n/2 \rceil)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, subtract, shift}} \\ \Rightarrow T(n) &= O(n^{\log_2 3}) = O(n^{1.585}) \end{aligned}$$

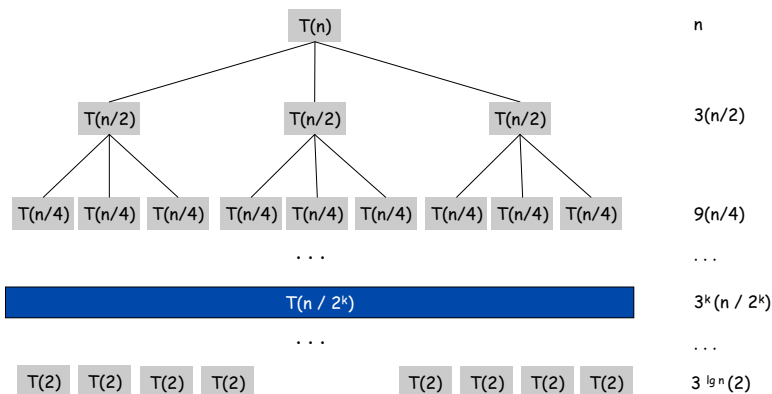
37

38

## Karatsuba: Recursion Tree

$$T(n) = \begin{cases} 0 & \text{if } n=1 \\ 3T(n/2) + n & \text{otherwise} \end{cases}$$

$$T(n) = \sum_{k=0}^{\log_2 n} n \left(\frac{3}{2}\right)^k = \frac{\left(\frac{3}{2}\right)^{1+\log_2 n} - 1}{\frac{3}{2} - 1} = 3n^{\log_2 3} - 2$$



## Matrix Multiplication

39

## Matrix Multiplication

**Matrix multiplication.** Given two n-by-n matrices A and B, compute  $C = AB$ .

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

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

**Brute force.**  $\Theta(n^3)$  arithmetic operations.

**Fundamental question.** Can we improve upon brute force?

## Matrix Multiplication: Warmup

**Divide-and-conquer.**

- Divide: partition A and B into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks.
- Conquer: multiply 8  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  recursively.
- Combine: add appropriate products using 4 matrix additions.

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

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

$$T(n) = \underbrace{8T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, form submatrices}} \Rightarrow T(n) = \Theta(n^3)$$

41

42

## Matrix Multiplication: Key Idea

**Key idea.** multiply 2-by-2 block matrices with only 7 multiplications.

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

$$\begin{aligned} C_{11} &= P_5 + P_4 - P_2 + P_6 \\ C_{12} &= P_1 + P_2 \\ C_{21} &= P_3 + P_4 \\ C_{22} &= P_5 + P_1 - P_3 - P_7 \end{aligned}$$

$$\begin{aligned} P_1 &= A_{11} \times (B_{12} - B_{22}) \\ P_2 &= (A_{11} + A_{12}) \times B_{22} \\ P_3 &= (A_{21} + A_{22}) \times B_{11} \\ P_4 &= A_{22} \times (B_{21} - B_{11}) \\ P_5 &= (A_{11} + A_{22}) \times (B_{11} + B_{22}) \\ P_6 &= (A_{12} - A_{22}) \times (B_{21} + B_{22}) \\ P_7 &= (A_{11} - A_{21}) \times (B_{11} + B_{12}) \end{aligned}$$

- 7 multiplications.
- 18 = 10 + 8 additions (or subtractions).

## Fast Matrix Multiplication

**Fast matrix multiplication.** (Strassen, 1969)

- Divide: partition A and B into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks.
- Compute: 14  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices via 10 matrix additions.
- Conquer: multiply 7  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices recursively.
- Combine: 7 products into 4 terms using 8 matrix additions.

**Analysis.**

- Assume n is a power of 2.
- $T(n) = \#$  arithmetic operations.

$$T(n) = \underbrace{7T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, subtract}} \Rightarrow T(n) = \Theta(n^{\log_2 7}) = O(n^{2.81})$$

43

44

## Fast Matrix Multiplication in Practice

### Implementation issues.

- Sparsity.
- Caching effects.
- Numerical stability.
- Odd matrix dimensions.
- Crossover to classical algorithm around  $n = 128$ .

### Common misperception: "Strassen is only a theoretical curiosity."

- Advanced Computation Group at Apple Computer reports 8x speedup on G4 Velocity Engine when  $n \sim 2,500$ .
- Range of instances where it's useful is a subject of controversy.

**Remark.** Can "Strassenize"  $Ax=b$ , determinant, eigenvalues, and other matrix ops.

45

## Fast Matrix Multiplication in Theory

Q. Multiply two 2-by-2 matrices with only 7 scalar multiplications?

A. Yes! [Strassen, 1969]  $\Theta(n^{\log_2 7}) = O(n^{2.81})$

Q. Multiply two 2-by-2 matrices with only 6 scalar multiplications?

A. Impossible. [Hopcroft and Kerr, 1971]  $\Theta(n^{\log_2 6}) = O(n^{2.59})$

Q. Two 3-by-3 matrices with only 21 scalar multiplications?

A. Also impossible.  $\Theta(n^{\log_3 21}) = O(n^{2.77})$

Q. Two 70-by-70 matrices with only 143,640 scalar multiplications?

A. Yes! [Pan, 1980]  $\Theta(n^{\log_{70} 143640}) = O(n^{2.80})$

### Decimal wars.

- December, 1979:  $O(n^{2.521813})$ .
- January, 1980:  $O(n^{2.521801})$ .

46

## Fast Matrix Multiplication in Theory

**Best known.**  $O(n^{2.376})$  [Coppersmith-Winograd, 1987.]

**Conjecture.**  $O(n^{2+\epsilon})$  for any  $\epsilon > 0$ .

**Caveat.** Theoretical improvements to Strassen are progressively less practical.

47