

CS4102 Algorithms

Fall 2019

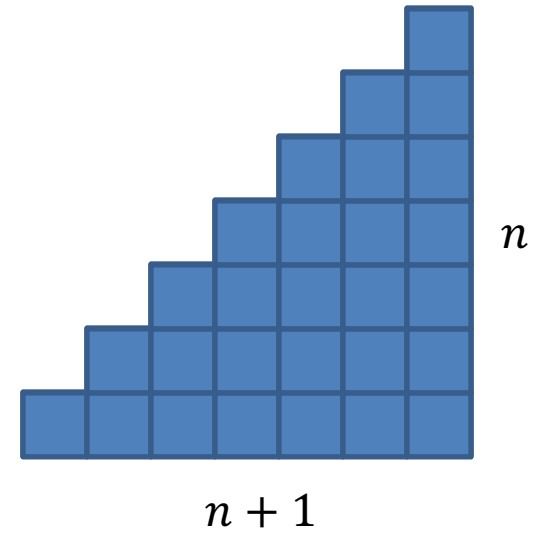
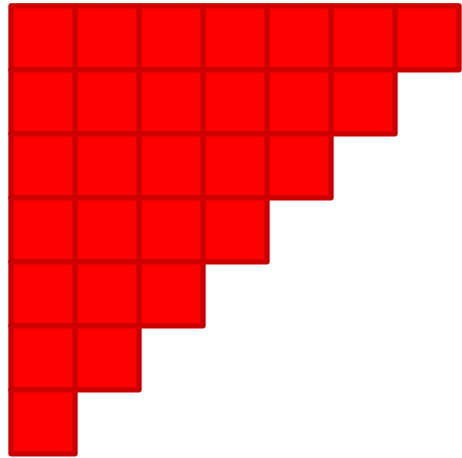
$$\begin{array}{r} 1 + 2 + 3 + \dots + 98 + 99 + 100 \\ + 100 + 99 + 98 + \dots + 3 + 2 + 1 \\ \hline 101 + 101 + 101 + \dots + 101 + 101 + 101 \end{array} = \frac{100(101)}{2}$$

Warm up

Simplify:

$$1 + 2 + 3 + \dots + (n - 1) + n =$$

$$1 + 2 + 3 + \cdots + (n - 1) + n = \frac{n(n + 1)}{2}$$



Today's Keywords

- Divide and Conquer
- Strassen's Algorithm
- Sorting
- Quicksort

CLRS Readings

- Chapter 4
- Chapter 7

Homeworks

- Hw2 due 11pm Thursday!
 - Programming (use Python or Java!)
 - Divide and conquer
 - Closest pair of points
 - Note: you will need to write a recursive function in:
 - `closest_pair.py` or
 - `ClosestPair.java`

Matrix Multiplication

$$\begin{matrix} & & n & & & & \\ & & \boxed{1 \quad 2 \quad 3} & & \boxed{2} & \boxed{4} & \boxed{6} \\ n & \begin{bmatrix} 4 & 5 & 6 \\ 7 & 8 & 9 \end{bmatrix} & \times & \begin{bmatrix} 8 & 10 & 12 \\ 14 & 16 & 18 \end{bmatrix} & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \\ & & & & & & \end{matrix}$$
$$= \begin{bmatrix} 2 + 16 + 42 & 4 + 20 + 48 & 6 + 24 + 54 \\ \cdot & \cdot & \cdot \\ \cdot & \cdot & \cdot \end{bmatrix}$$
$$= \begin{bmatrix} 60 & 72 & 84 \\ 132 & 162 & 192 \\ 204 & 252 & 300 \end{bmatrix}$$

Run time? $O(n^3)$

Lower Bound? $O(n^2)$

Matrix Multiplication D&C

Multiply $n \times n$ matrices (A and B)

Divide:

$$A = \begin{bmatrix} a_1 & a_2 & a_3 & a_4 \\ a_5 & a_6 & a_7 & a_8 \\ a_9 & a_{10} & a_{11} & a_{12} \\ a_{13} & a_{14} & a_{15} & a_{16} \end{bmatrix}$$

$$B = \begin{bmatrix} b_1 & b_2 & b_3 & b_4 \\ b_5 & b_6 & b_7 & b_8 \\ b_9 & b_{10} & b_{11} & b_{12} \\ b_{13} & b_{14} & b_{15} & b_{16} \end{bmatrix}$$

Matrix Multiplication D&C

Multiply $n \times n$ matrices (A and B)

$$A = \begin{bmatrix} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{bmatrix} \quad B = \begin{bmatrix} B_{1,1} & B_{1,2} \\ B_{2,1} & B_{2,2} \end{bmatrix}$$

Combine:

$$AB = \begin{bmatrix} A_{1,1}B_{1,1} + A_{1,2}B_{2,1} & A_{1,1}B_{1,2} + A_{1,2}B_{2,2} \\ A_{2,1}B_{1,1} + A_{2,2}B_{2,1} & A_{2,1}B_{1,2} + A_{2,2}B_{2,2} \end{bmatrix}$$

Run time? $T(n) = 8T\left(\frac{n}{2}\right) + 4\left(\frac{n}{2}\right)^2$ **Case 1!** $T(n) = \Theta(n^3)$ ₁₀

Matrix Multiplication D&C

Multiply $n \times n$ matrices (A and B)

$$A = \begin{bmatrix} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{bmatrix} \quad B = \begin{bmatrix} B_{1,1} & B_{1,2} \\ B_{2,1} & B_{2,2} \end{bmatrix}$$

$$AB = \begin{bmatrix} A_{1,1}B_{1,1} + A_{1,2}B_{2,1} & A_{1,1}B_{1,2} + A_{1,2}B_{2,2} \\ A_{2,1}B_{1,1} + A_{2,2}B_{2,1} & A_{2,1}B_{1,2} + A_{2,2}B_{2,2} \end{bmatrix}$$

Idea: Use a Karatsuba-like technique on this

Strassen's Algorithm



Multiply $n \times n$ matrices (A and B)

$$A = \begin{bmatrix} A_{1,1} & A_{1,2} \\ A_{2,1} & A_{2,2} \end{bmatrix} \quad B = \begin{bmatrix} B_{1,1} & B_{1,2} \\ B_{2,1} & B_{2,2} \end{bmatrix}$$

Calculate:

$$Q_1 = (A_{1,1} + A_{2,2})(B_{1,1} + B_{2,2})$$

$$Q_2 = (A_{2,1} + A_{2,2})B_{1,1}$$

$$Q_3 = A_{1,1}(B_{1,2} - B_{2,2})$$

$$Q_4 = A_{2,2}(B_{2,1} - B_{1,1})$$

$$Q_5 = (A_{1,1} + A_{1,2})B_{2,2}$$

$$Q_6 = (A_{2,1} - A_{1,1})(B_{1,1} + B_{1,2})$$

$$Q_7 = (A_{1,2} - A_{2,2})(B_{2,1} + B_{2,2})$$

Find AB :

$$\begin{bmatrix} A_{1,1}B_{1,1} + A_{1,2}B_{2,1} & A_{1,1}B_{1,2} + A_{1,2}B_{2,2} \\ A_{2,1}B_{1,1} + A_{2,2}B_{2,1} & A_{2,1}B_{1,2} + A_{2,2}B_{2,2} \end{bmatrix}$$

=

$$\begin{bmatrix} Q_1 + Q_4 - Q_5 + Q_7 & Q_3 + Q_5 \\ Q_2 + Q_4 & Q_1 - Q_2 + Q_3 + Q_6 \end{bmatrix}$$

Number Mults.: 7

Number Adds.: 18

$$T(n) = 7T\left(\frac{n}{2}\right) + 18\left(\frac{n}{2}\right)^2$$

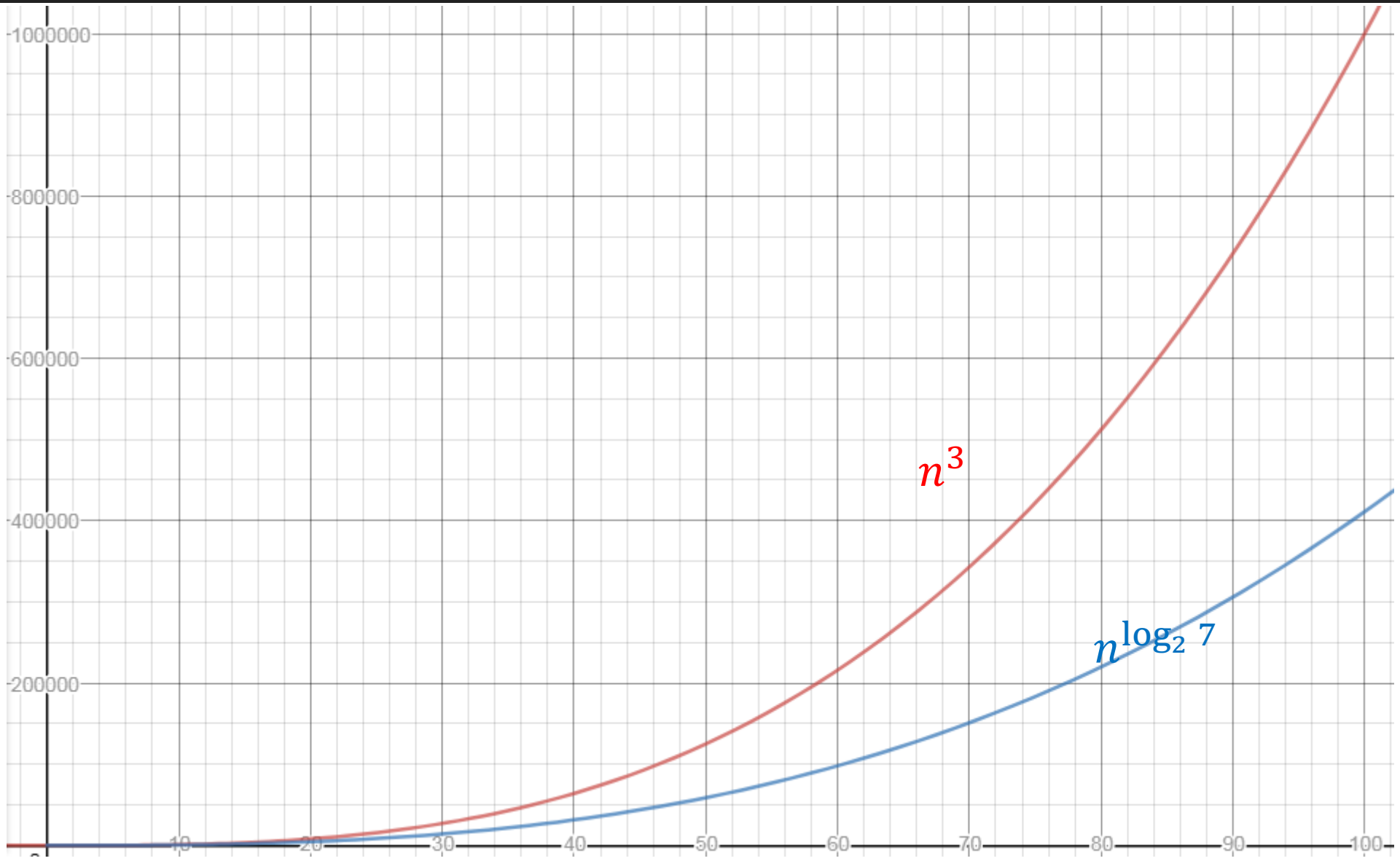
Strassen's Algorithm

$$T(n) = 7T\left(\frac{n}{2}\right) + \frac{9}{2}n^2$$

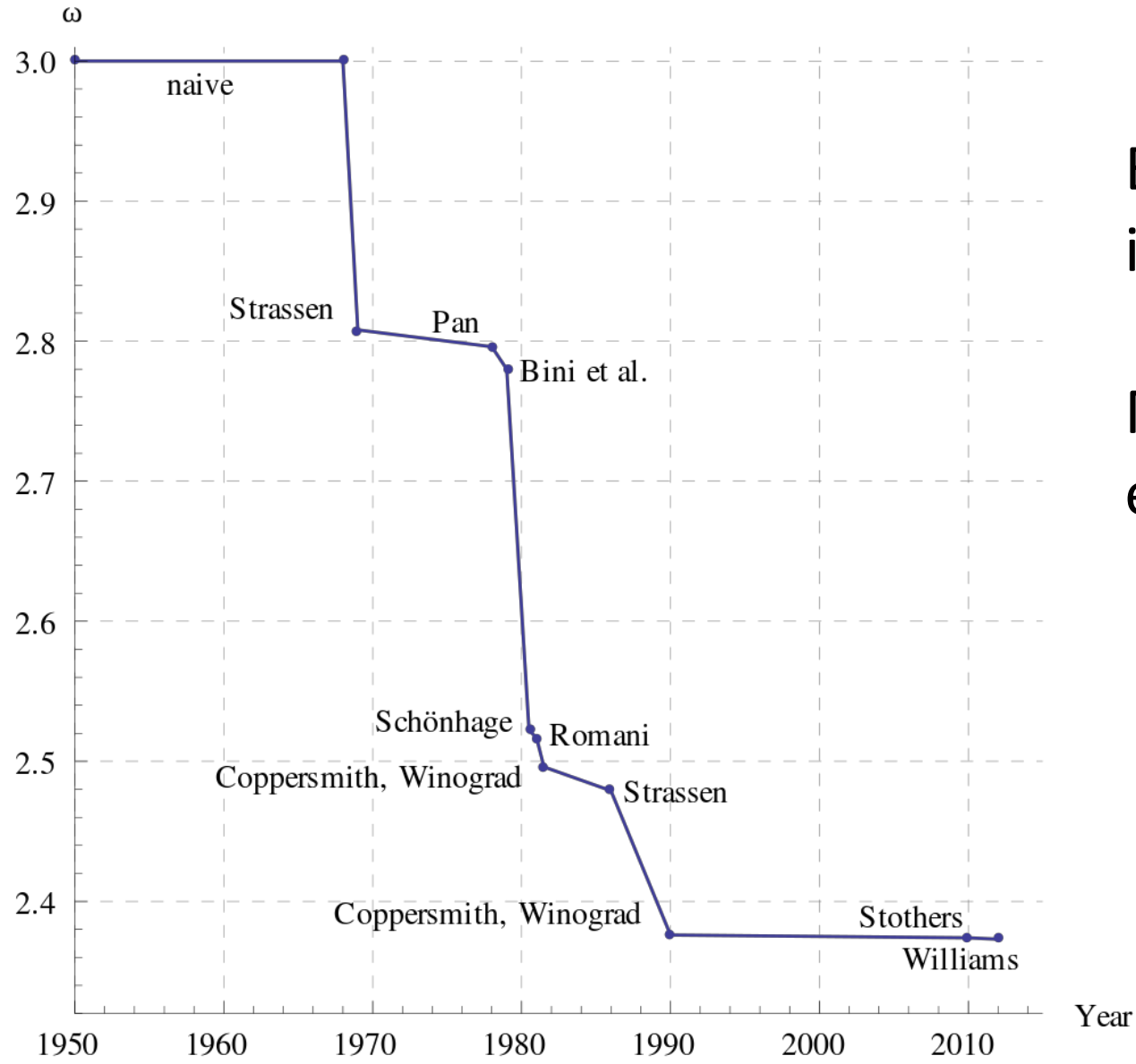
$$a = 7, b = 2, f(n) = \frac{9}{2}n^2$$

$$n^{\log_b a} = n^{\log_2 7} \approx n^{2.807} \quad \text{Case 1!}$$

$$T(n) = \Theta(n^{\log_2 7}) \approx \Theta(n^{2.807})$$



Is this the fastest?



Best possible
is unknown

May not even
exist!

Divide and Conquer, so far

What do they have in common?

Divide: Very easy (i.e. $O(1)$)

Combine: Hard work ($\Omega(n)$)

- Mergesort
- Naïve Multiplication
- Karatsuba
- Closest Pair of Points
- Naïve Matrix-Matrix Multiplication
- Strassen's

Quicksort

- Like Mergesort:
 - Divide and conquer
 - $O(n \log n)$ run time (kind of...)
- Unlike Mergesort:
 - Divide step is the hard part
 - *Typically* faster than Mergesort

Quicksort

Idea: pick a **pivot** element, recursively sort two sublists around that element

- **Divide:** select **pivot** element p , **Partition**(p)
- **Conquer:** recursively sort left and right sublists
- **Combine:** Nothing!

Partition (Divide step)

Given: a list, a pivot p

Start: unordered list

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

Goal: All elements $< p$ on left, all $> p$ on right

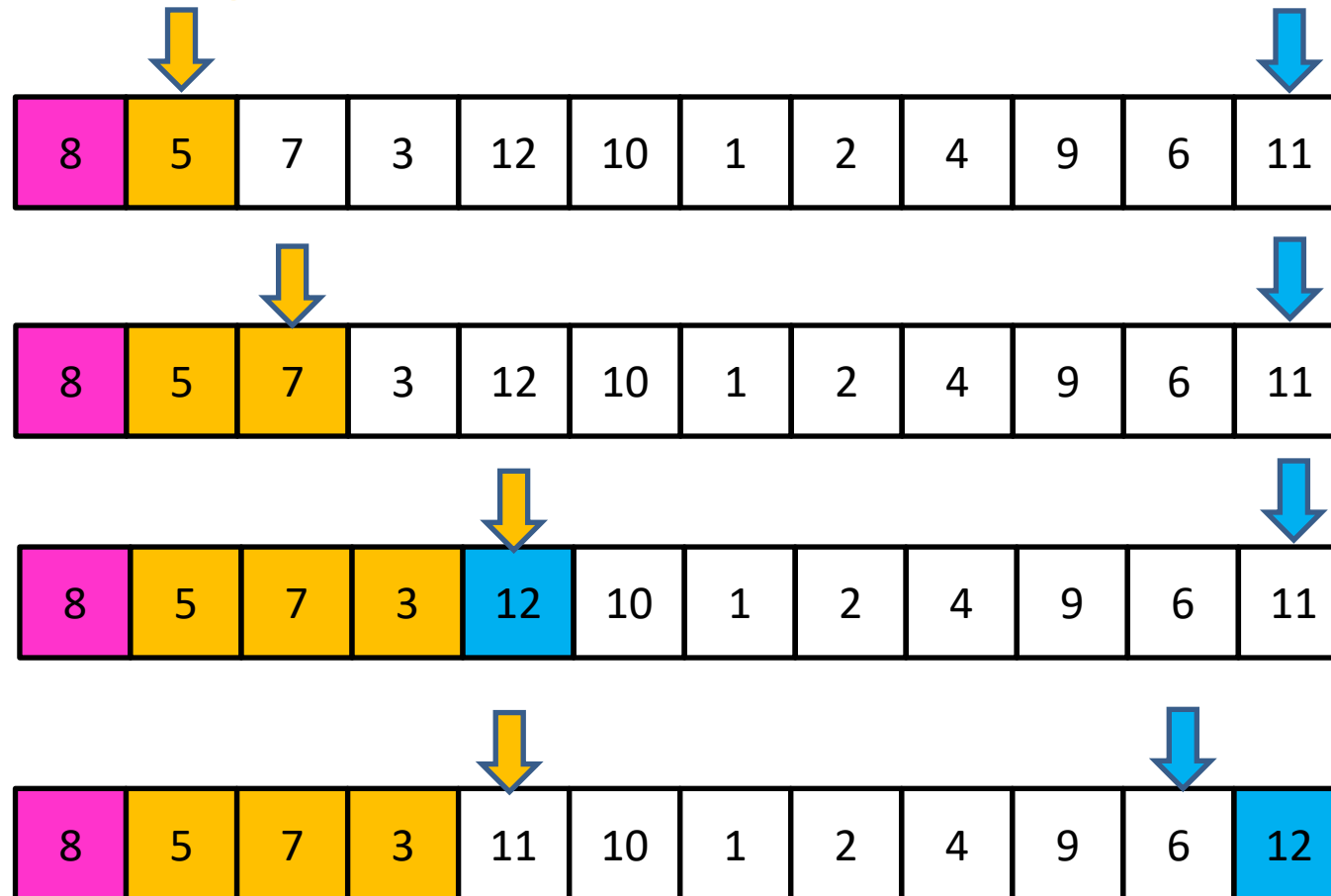
5	7	3	1	2	4	6	8	12	10	9	11
---	---	---	---	---	---	---	---	----	----	---	----

Partition, Procedure

If **Begin** value $< p$, move **Begin** right

Else swap **Begin** value with **End** value, move **End** Left

Done when **Begin** = **End**

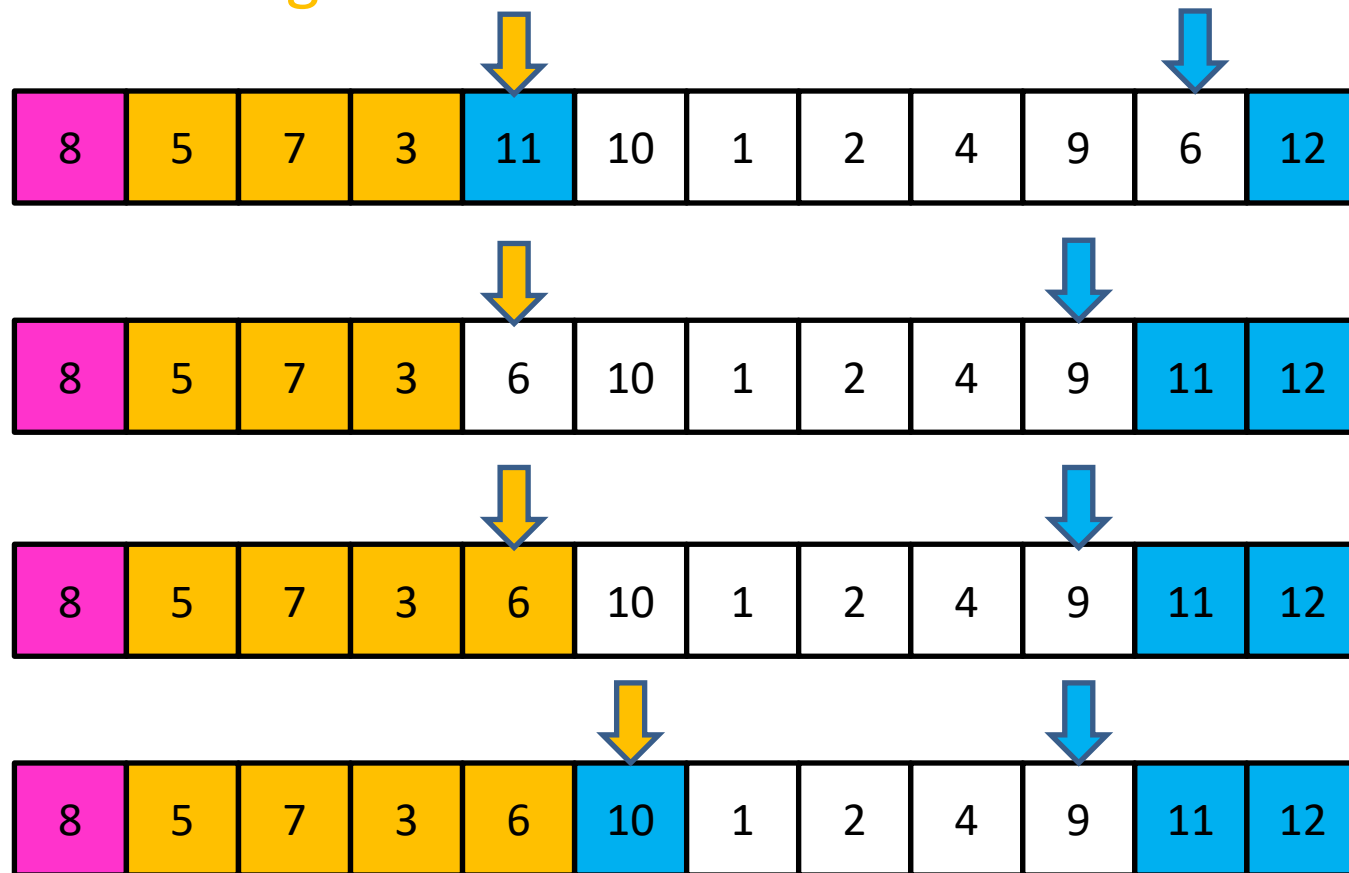


Partition, Procedure

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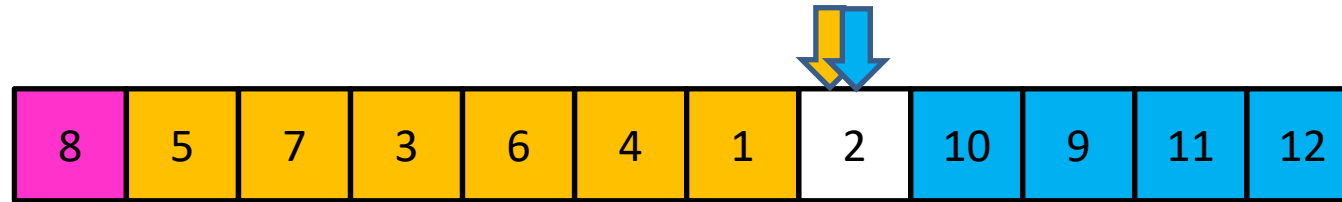


Partition, Procedure

If **Begin** value $< p$, move **Begin** right

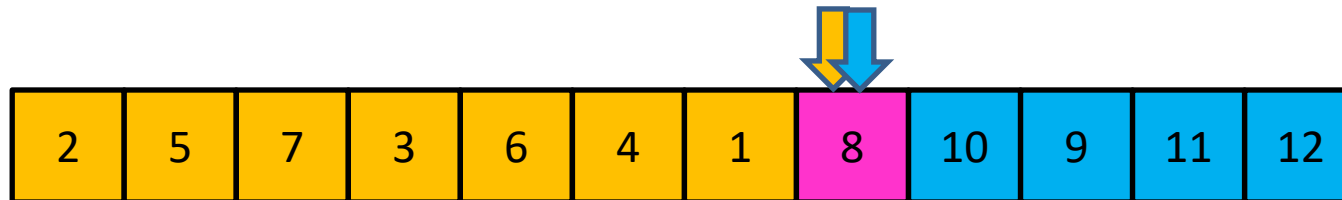
Else swap **Begin** value with **End** value, move **End** Left

Done when **Begin** = **End**



Case 1: meet at element $< p$

Swap p with **pointer position** (2 in this case)

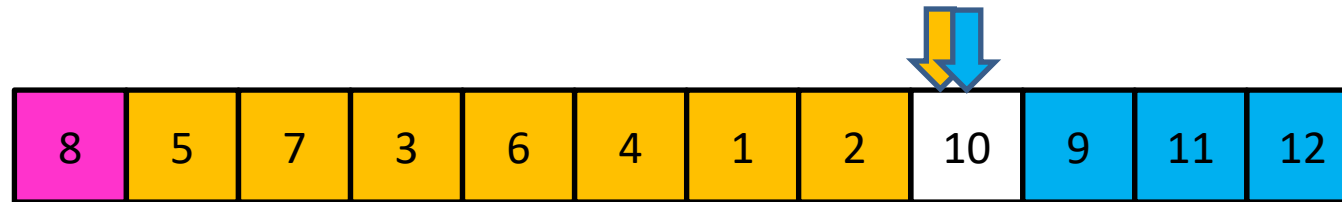


Partition, Procedure

If **Begin** value $< p$, move **Begin** right

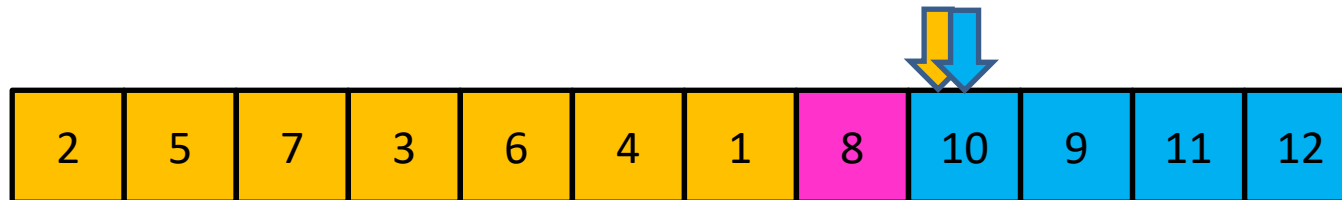
Else swap **Begin** value with **End** value, move **End** Left

Done when **Begin** = **End**



Case 2: meet at element $> p$

Swap p with **value to the left** (2 in this case)

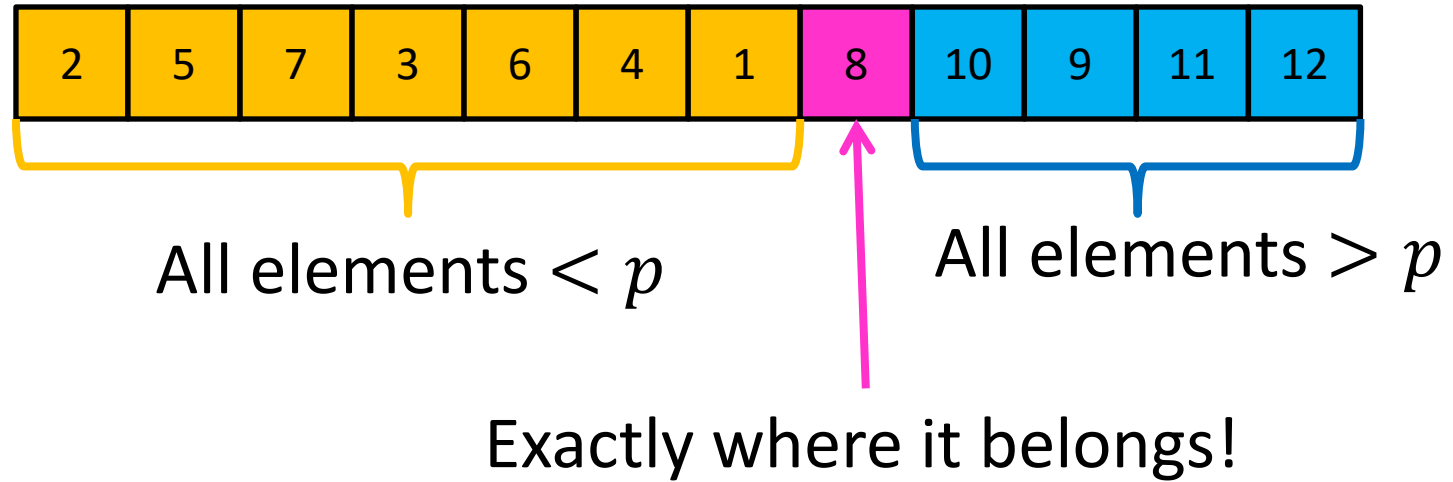


Partition Summary

1. Put p at beginning of list
2. Put a pointer (**Begin**) just after p , and a pointer (**End**) at the end of the list
3. While **Begin** < **End**:
 1. If **Begin** value < p , move **Begin** right
 2. Else swap **Begin** value with **End** value, move **End** Left
4. If pointers meet at element < p : Swap p with **pointer position**
5. Else If pointers meet at element > p : Swap p with **value to the left**

Run time? $O(n)$

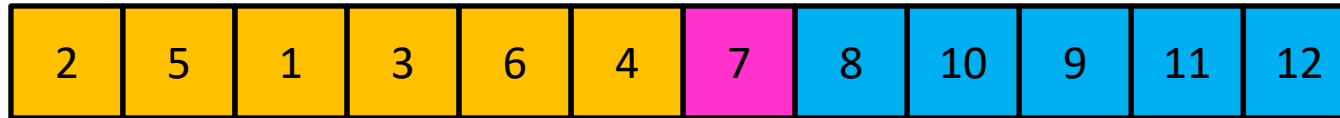
Conquer



Recursively sort **Left** and **Right** sublists

Quicksort Run Time (Best)

If the **pivot** is always the median:



Then we divide in half each time

$$T(n) = 2T\left(\frac{n}{2}\right) + n$$

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

Quicksort Run Time (Worst)

If the pivot is always at the extreme:



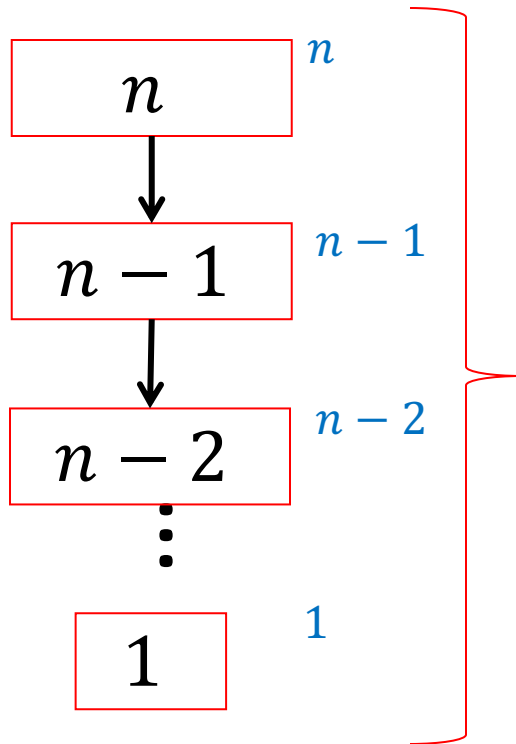
Then we shorten by 1 each time

$$T(n) = T(n - 1) + n$$

$$T(n) = O(n^2)$$

Quicksort Run Time (Worst)

$$T(n) = T(n - 1) + n$$



$$T(n) = 1 + 2 + 3 + \dots + n$$

$$T(n) = \frac{n(n + 1)}{2}$$

$$T(n) = O(n^2)$$

Quicksort on a (nearly) Sorted List

First element always yields unbalanced pivot



So we shorten by 1 each time

$$T(n) = T(n - 1) + n$$

$$T(n) = O(n^2)$$

How to pick the pivot?

Good Pivot

- What makes a good Pivot?
 - Roughly even split between left and right
 - Ideally: median
- Can we find median in linear time?
 - Yes!
 - Quickselect

Quickselect

- Finds i^{th} order statistic
 - i^{th} smallest element in the list
 - 1^{st} order statistic: minimum
 - n^{th} order statistic: maximum
 - $\frac{n}{2}^{\text{th}}$ order statistic: median

Quickselect

- Finds i^{th} order statistic
- Idea: pick a **pivot** element, partition, then recurse on sublist containing index i
- **Divide**: select an element p , **Partition(p)**
- **Conquer**: if $i = \text{index of } p$, done!
 - if $i < \text{index of } p$ recurse left. Else recurse right
- **Combine**: Nothing!

Partition (Divide step)

Given: a list, a pivot value p

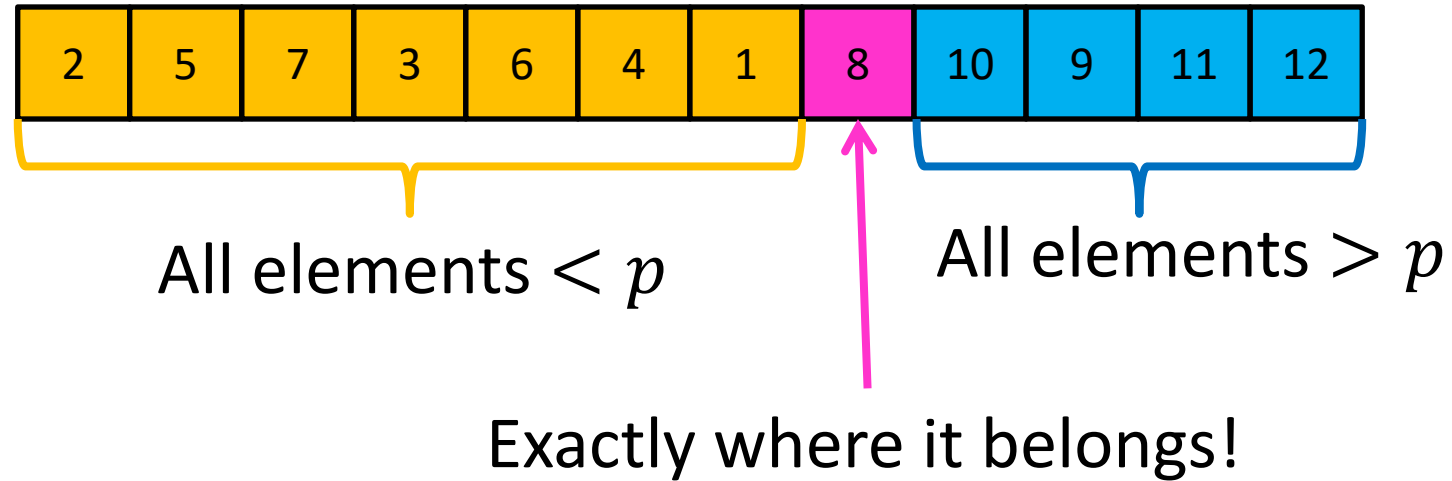
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Goal: All elements $< p$ on left, all $> p$ on right

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

Conquer



Recurse on sublist that contains index i
(adjust i accordingly if recursing right)

Quickselect Run Time

If the pivot is always the median:



Then we divide in half each time

$$S(n) = S\left(\frac{n}{2}\right) + n$$

$$S(n) = O(n)$$

Quickselect Run Time

If the partition is always unbalanced:



Then we shorten by 1 each time

$$S(n) = S(n - 1) + n$$

$$S(n) = O(n^2)$$

Good Pivot

- What makes a good Pivot?
 - Roughly even split between left and right
 - Ideally: median
- Here's what's next:
 - An algorithm for finding a “rough” split (Median of Medians)
 - This algorithm uses Quickselect as a subroutine

Déjà vu?

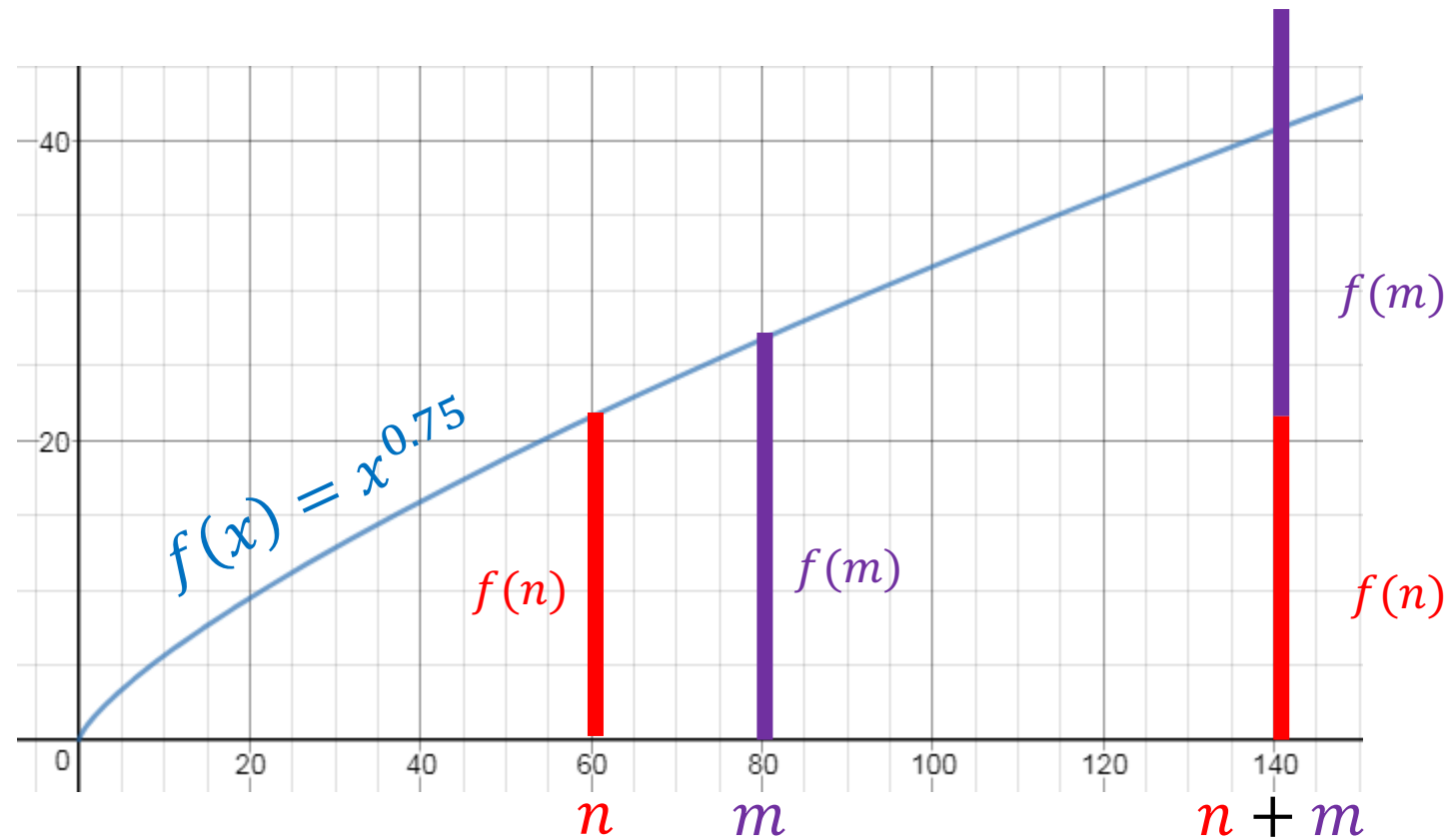
Mental Stretch

Compare $f(n + m)$ with $f(n) + f(m)$

When $f(n) = O(n)$

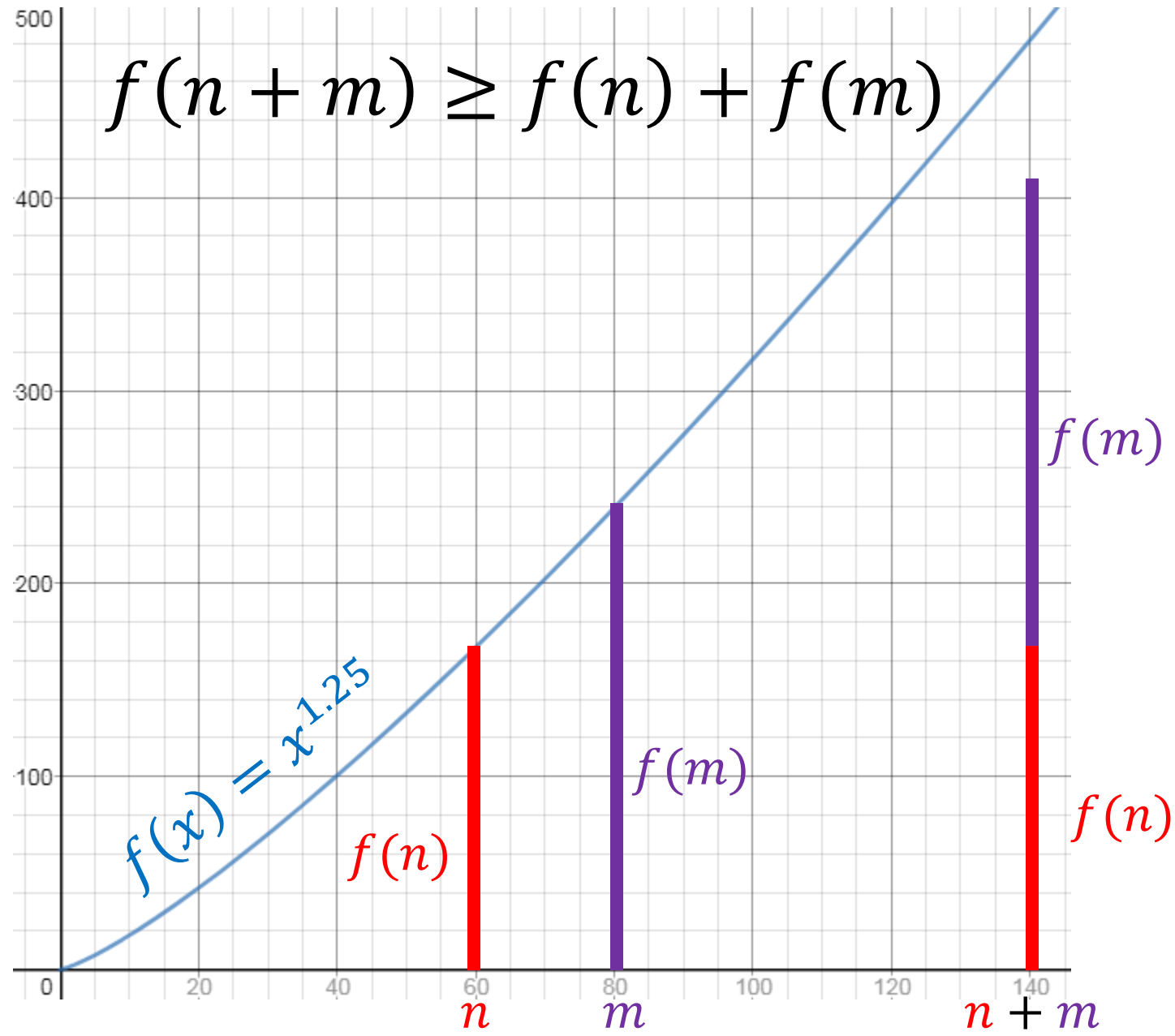
When $f(n) = \Omega(n)$

$$f(n) \in O(n)$$

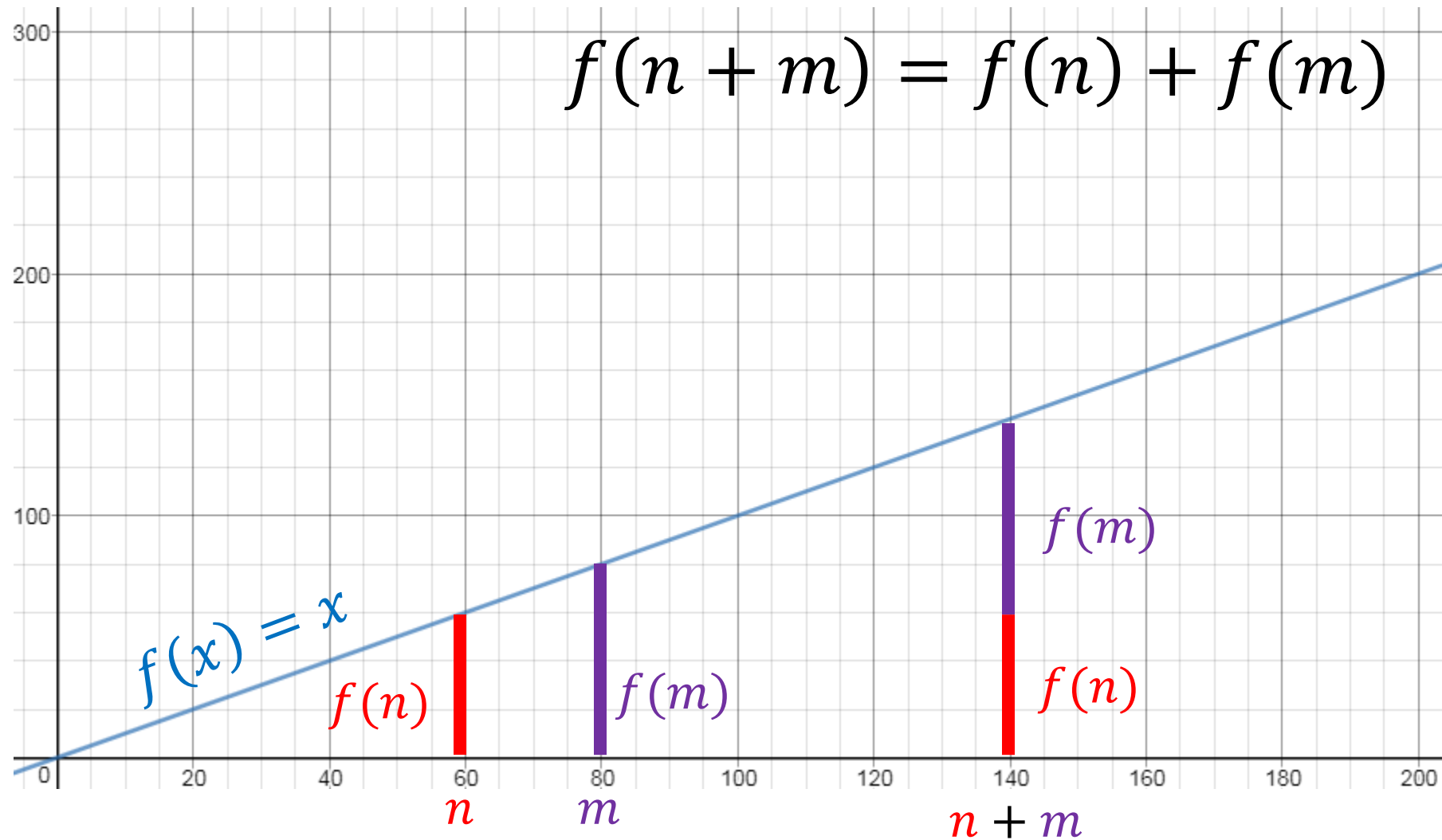


$$f(n + m) \leq f(n) + f(m)$$

$$f(n) \in \Omega(n)$$

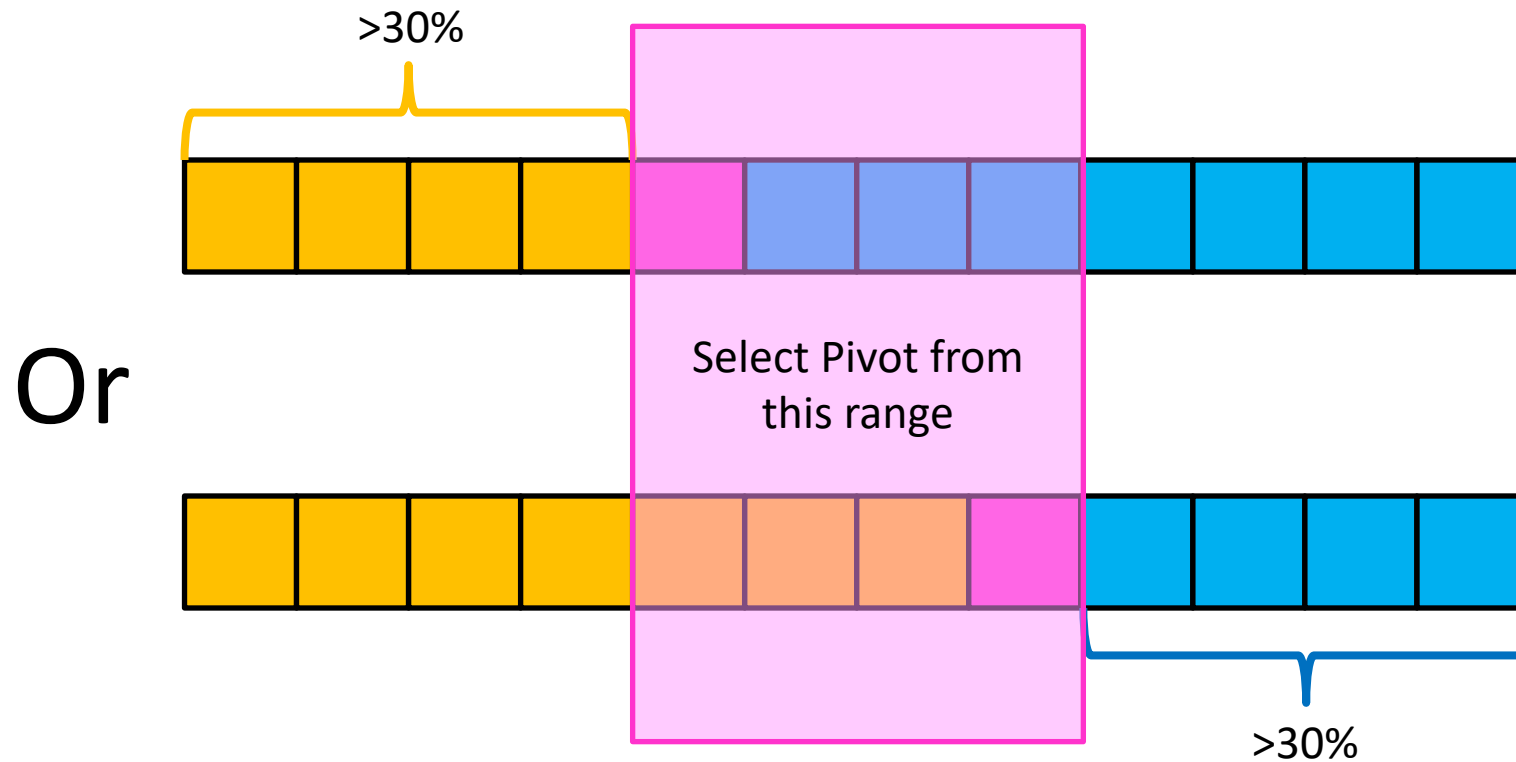


$$f(n) = \Theta(n)$$



Good Pivot

- What makes a good Pivot?
 - Both sides of Pivot >30%



Median of Medians

- Fast way to select a “good” pivot
- Guarantees pivot is greater than 30% of elements and less than 30% of the elements
- **Idea**: break list into chunks, find the median of each chunk, use the median of those medians

Median of Medians

1. Break list into chunks of size 5



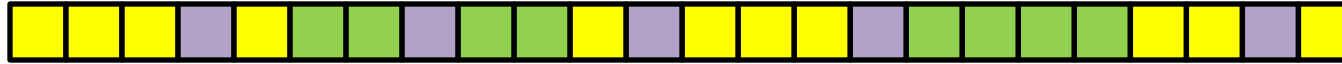
2. Find the **median** of each chunk



3. Return **median of medians** (using Quickselect)

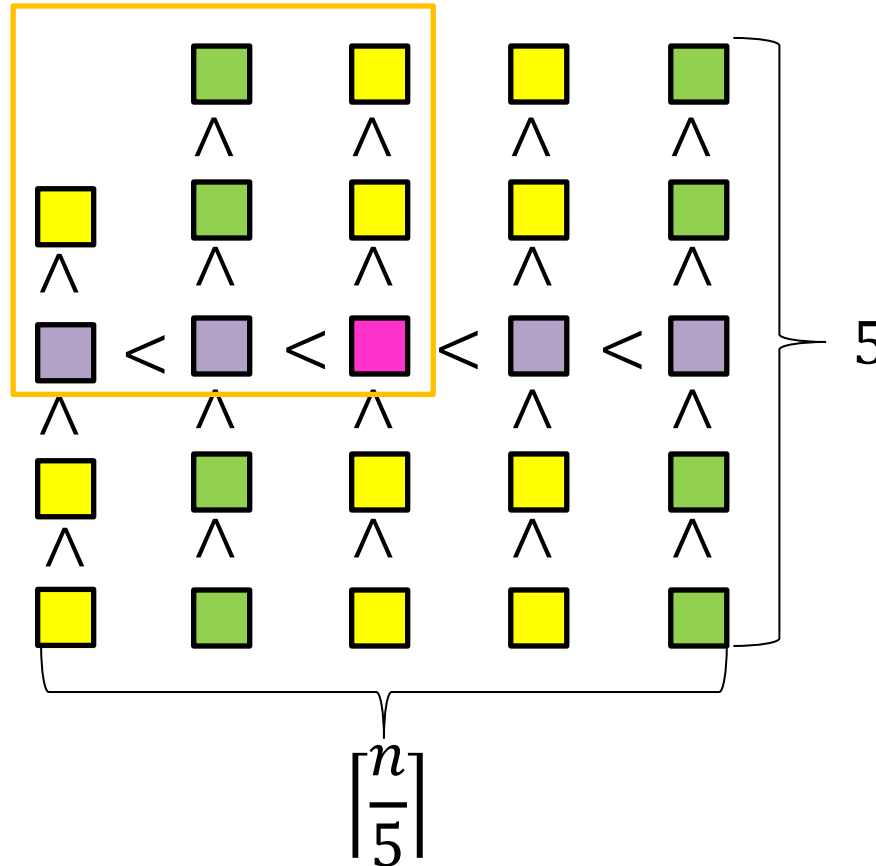


Why is this good?



Each chunk sorted, chunks ordered by their medians

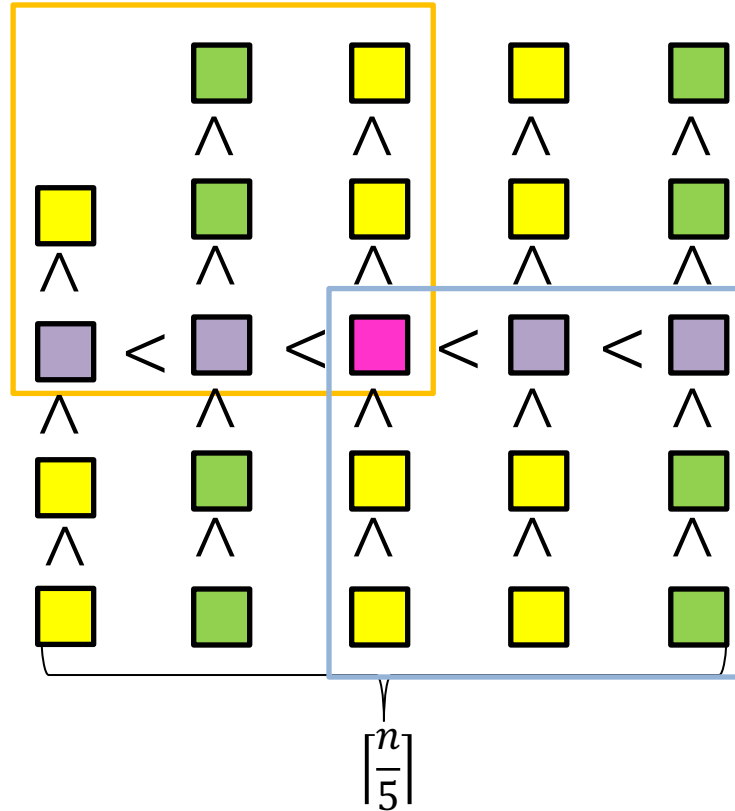
MedianofMedians
is Greater than all
of these



Why is this good?

Median of Medians

is larger than all of these



Larger than 3 things in each (but one) list to the left

Similarly:

$$3 \left(\frac{1}{2} \cdot \left\lfloor \frac{n}{5} \right\rfloor - 2 \right) \approx \frac{3n}{10} - 6 \text{ elements} < \text{pink square}$$

$$3 \left(\frac{1}{2} \cdot \left\lfloor \frac{n}{5} \right\rfloor - 2 \right) \approx \frac{3n}{10} - 6 \text{ elements} > \text{pink square}$$

Quickselect

- **Divide:** select an element p using Median of Medians, $\text{Partition}(p)$
- **Conquer:** if $i = \text{index of } p$, done, if $i < \text{index of } p$ recurse left. Else recurse right
- **Combine:** Nothing!