

CS4102 Algorithms

Spring 2019

**Warm up**

Simplify:

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

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

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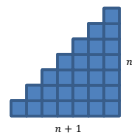
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$$1 + 2 + 3 + \dots + (n - 1) + n =$$

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



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Today's Keywords

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

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### CLRS Readings

- Chapter 4
- Chapter 7

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### Homeworks

- Hw2 due 11pm next Wednesday!
  - 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`

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### Matrix Multiplication

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

Run time?  $O(n^3)$       Lower Bound?  $O(n^2)$

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### Matrix Multiplication D&C

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

Divide:

$$A = \begin{bmatrix} a_1 & a_2 & a_3 & a_4 \\ a_5 & a_6 & a_7 & a_8 \\ a_9 & a_{10} & a_{11} & a_{12} \\ a_{13} & a_{14} & a_{15} & a_{16} \end{bmatrix} \quad B = \begin{bmatrix} b_1 & b_2 & b_3 & b_4 \\ b_5 & b_6 & b_7 & b_8 \\ b_9 & b_{10} & b_{11} & b_{12} \\ b_{13} & b_{14} & b_{15} & b_{16} \end{bmatrix}$$


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### 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?  $T(n) = 8T\left(\frac{n}{2}\right) + 4\left(\frac{n}{2}\right)^2$  Cost of additions

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### Matrix Multiplication D&C

$$T(n) = 8T\left(\frac{n}{2}\right) + 4\left(\frac{n}{2}\right)^2$$

$$T(n) = 8T\left(\frac{n}{2}\right) + n^2$$

$a = 8, b = 2, f(n) = n^2$  **Case 1!**

$$n^{\log_b a} = n^{\log_2 8} = n^3$$

$$T(n) = \Theta(n^3)$$

We need to be more clever... How?

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### Matrix Multiplication D&C

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

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

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

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

Idea: Use a Karatsuba-like technique on this

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### Strassen's Algorithm

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

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

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

**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

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

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### Strassen's Algorithm

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

$a = 7, b = 2, f(n) = \frac{9}{2}n^2$       **Case 1!**

$$n^{\log_b a} = n^{\log_2 7} \approx n^{2.807}$$

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


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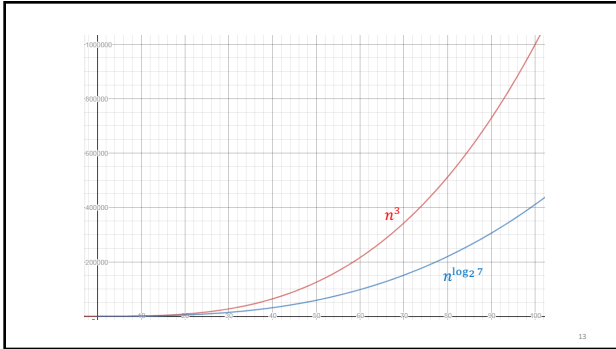
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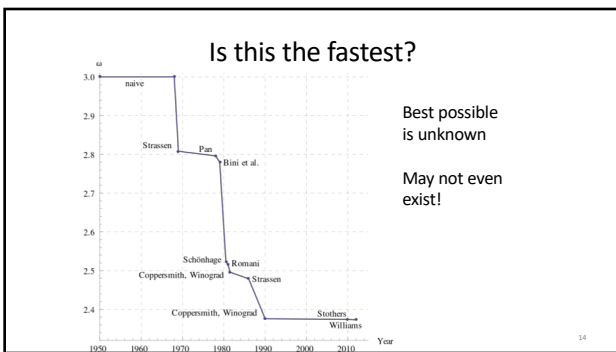
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**Divide and Conquer, so far**

- Mergesort
- Naive Multiplication
- Karatsuba
- Closest Pair of Points
- Strassen's

What they have in common

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

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

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### 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

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### Quicksort

- Idea: pick a **pivot** element, recursively sort two sublists around that element
- **Divide**: select **pivot** element  $p$ ,  $\text{Partition}(p)$
- **Conquer**: recursively sort left and right sublists
- **Combine**: Nothing!

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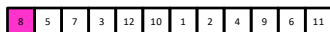
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### Partition (Divide step)

- Given: a list, a **pivot**  $p$

Start: unordered list



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



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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*

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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*

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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)

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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 2: meet at element > *p*  
 Swap *p* with value to the left (2 in this case)

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### 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?  $O(n)$

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### Conquer

Exactly where it belongs!

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

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### Quicksort Run Time (Best)

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

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

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

- Then we divide in half each time

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

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

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### Quicksort Run Time (Worst)

- If the pivot is always at the extreme:

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

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

- Then we shorten by 1 each time

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

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

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### Quicksort Run Time (Worst)

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

n

n

↓

n-1

n-1

↓

n-2

n-2

⋮

1

1

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

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

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

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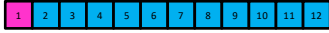
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### Quicksort on a (nearly) Sorted List

- First element always yields unbalanced pivot



- So we shorten by 1 each time

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

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

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### Takeaway Question

- How to pick the pivot?

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