

# Algorithms and Data Structures

## A10. Runtime Analysis: Divide-and-Conquer Algorithms

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# Algorithms and Data Structures

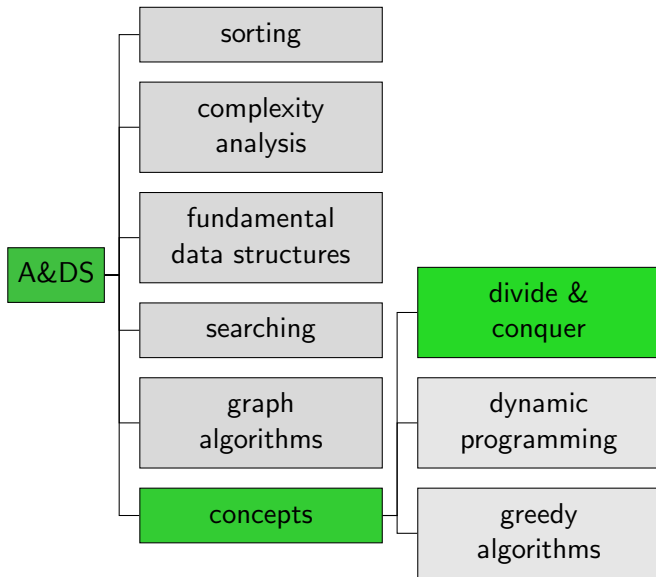
March 14, 2024 — A10. Runtime Analysis: Divide-and-Conquer Algorithms

## A10.1 Divide-and-Conquer Algorithms

## A10.2 Recurrences

# A10.1 Divide-and-Conquer Algorithms

# Content of the Course



# Recap: Merge Sort

Sort input range with  $n$  elements:

- ▶  $n \leq 1$ : nothing to do
- ▶  $n > 1$ : proceed as follows:

**Divide** the range into two roughly equally-sized ranges.  
**Conquer** each of them by recursively sorting them.  
**Combine** the sorted subranges to a fully sorted range.

# Divide-and-Conquer Algorithm Scheme

**Base case:** If the problem is small enough, solve it directly without recursing.

**Recursive case:** Otherwise

**Divide** the problem into one or more subproblems that are smaller instances of the same problem.

**Conquer** the subproblems by solving them recursively.

**Combine** the subproblem solutions to form a solution to the original problem.

# Example: Multiplication of Square Matrices

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

Let  $A, B, C$  be  $n \times n$  matrices. We want to compute  $C + A \cdot B$ .

For  $i, j \in \{1, \dots, n\}$ : Update  $c_{ij}$  to  $c_{ij} + \sum_{k=1}^n a_{ik} \cdot b_{kj}$ .

# Example: Multiplication of Square Matrices

## Direct Computation

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```
1 def matrix_multiply(A, B, C, n):
2     for i in range(1,n+1): # i = 1, ..., n
3         for j in range(1,n+1): # j = 1, ..., n
4             for k in range(1,n+1): # k = 1, ..., n
5                 C[i][j] += A[i][k] * B[k][j]
```

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Running time  $\Theta(n^3)$



# Example: Multiplication of Square Matrices

## A Simple Divide-and-Conquer Algorithm

**Assumption:**  $n = 2^k$  for some  $k \in \mathbb{N}$ .

**Idea:** Divide each matrix into four  $n/2 \times n/2$  matrices:

$$A = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \quad B = \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix} \quad C = \begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix}$$

Can compute  $C = A \cdot B$  as

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

Eight  $n/2 \times n/2$  multiplications and four  $n/2 \times n/2$  additions

# Example: Multiplication of Square Matrices

## A Simple Divide-and-Conquer Algorithm

**function** MATRIX-MULTIPLY-RECURSIVE( $A, B, C, n$ )

**if**  $n == 1$  **then**

$c_{11} = c_{11} + a_{11} \cdot b_{11}$

**return**

partition  $A, B,$  and  $C$  into  $n/2 \times n/2$  submatrices

$A_{11}, A_{12}, A_{21}, A_{22}, B_{11}, \dots, B_{22}, C_{11}, \dots, C_{22}$

(details omitted; takes constant time)

MATRIX-MULTIPLY-RECURSIVE( $A_{11}, B_{11}, C_{11}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{11}, B_{12}, C_{12}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{21}, B_{11}, C_{21}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{21}, B_{12}, C_{22}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{12}, B_{21}, C_{11}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{12}, B_{22}, C_{12}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{22}, B_{21}, C_{21}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{22}, B_{22}, C_{22}, n/2$ )

# Example: Multiplication of Square Matrices

## Strassen's Algorithm

- ▶ The previous algorithm still has running time  $\Theta(n^3)$ .
- ▶ Strassen's algorithm is similar but uses only 7 recursive calls.
- ▶ Idea (with scalars): Compute  $x^2 + y^2$  as  $(x + y)(x - y)$  with 2 additions, 1 multiplication instead of 2 multiplications, 1 addition
- ▶ Computes the four submatrices  $C_{11}$ ,  $C_{12}$ ,  $C_{21}$ ,  $C_{22}$  with four steps (next slide).

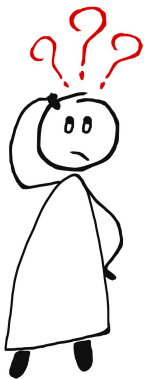
# Example: Multiplication of Square Matrices

## Strassen's Algorithm (Sketch)

- 1 If  $n$  is 1, proceeds as in MATRIX-MULTIPLY-RECURSIVE, otherwise, partition matrices  $A$ ,  $B$ ,  $C$  as in MATRIX-MULTIPLY-RECURSIVE. This takes  $\Theta(1)$  time.
- 2 Create  $n/2 \times n/2$  matrices  $S_1, S_2, \dots, S_{10}$ , each of which is the sum or difference of two submatrices from step 1. Create and zero the entries of seven  $n/2 \times n/2$  matrices  $P_1, \dots, P_7$  to hold seven matrix products (next step).  
All 17 matrices can be created/initialized in  $\Theta(n^2)$  time.
- 3 Recursively compute each of the seven products  $P_1, \dots, P_7$ .
- 4 Update the four submatrices  $C_{11}, \dots, C_{22}$  by adding or subtracting various  $P_i$  matrices. This takes  $\Theta(n^2)$  time.

Running time  $\Theta(n^{\lg 7})$  (with  $\lg 7 \approx 2.8073549 < 3$ )

# Questions

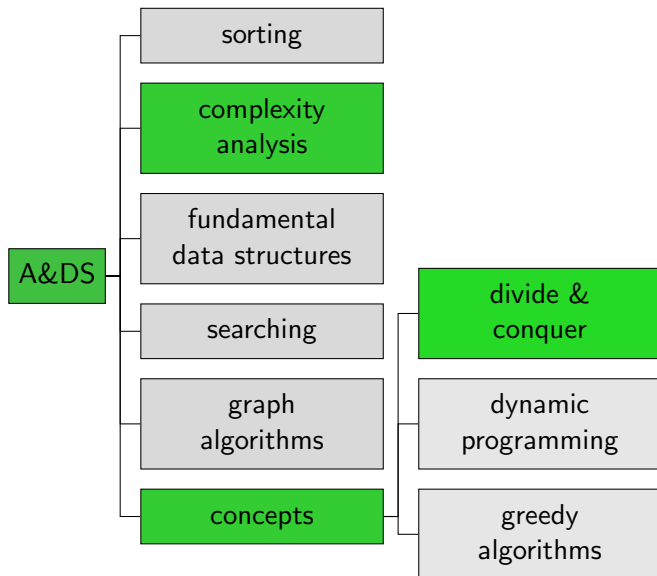


Your Questions?

How can we analyze the running time of such algorithms?

## A10.2 Recurrences

# Content of the Course



# Recurrences

A **recurrence** is a recursively defined function  $f : \mathbb{N}_0 \rightarrow \mathbb{R}$  where for almost all  $n$ , the value  $f(n)$  is defined in terms of the values  $f(m)$  for  $m < n$ .

## Example (Fibonacci Series)

$$F(0) = 0 \quad \text{(1st base case)}$$

$$F(1) = 1 \quad \text{(2nd base case)}$$

$$F(n) = F(n-2) + F(n-1) \text{ for all } n \geq 2 \quad \text{(recursive case)}$$

Recurrences occur naturally for the running time of divide-and-conquer algorithms.



## Example: Top-Down Merge Sort

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```
1 def sort(array):
2     tmp = [0] * len(array) # [0,...,0] with same size as array
3     sort_aux(array, tmp, 0, len(array) - 1)
4
5 def sort_aux(array, tmp, lo, hi):
6     if hi <= lo:
7         return
8     mid = lo + (hi - lo) // 2
9     sort_aux(array, tmp, lo, mid)
10    sort_aux(array, tmp, mid + 1, hi)
11    merge(array, tmp, lo, mid, hi)
```

---

Analysis for  $m = hi - lo + 1$

$c_0$  for lines 6–7

$c_1$  for lines 6–8

$c_2 m$  for merge step (takes linear time)

## Example: Top-Down Merge Sort

Assumption:  $n = 2^k$  for some  $k \in \mathbb{N}$

Running time `sort_aux`

- ▶  $T(1) = c_0$
- ▶  $T(m) = c_1 + 2T(m/2) + c_2m$

# Example: Multiplication of Square Matrices

## A Simple Divide-and-Conquer Algorithm

**function** MATRIX-MULTIPLY-RECURSIVE( $A, B, C, n$ )

**if**  $n == 1$  **then**

$$c_{11} = c_{11} + a_{11} \cdot b_{11}$$

**return**

partition  $A, B,$  and  $C$  into  $n/2 \times n/2$  submatrices

$$A_{11}, A_{12}, A_{21}, A_{22}, B_{11}, \dots, B_{22}, C_{11}, \dots, C_{22}$$

(details omitted; takes constant time)

MATRIX-MULTIPLY-RECURSIVE( $A_{11}, B_{11}, C_{11}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{11}, B_{12}, C_{12}, n/2$ )

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MATRIX-MULTIPLY-RECURSIVE( $A_{12}, B_{21}, C_{11}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{12}, B_{22}, C_{12}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{22}, B_{21}, C_{21}, n/2$ )

MATRIX-MULTIPLY-RECURSIVE( $A_{22}, B_{22}, C_{22}, n/2$ )

# Example: Multiplication of Square Matrices

## A Simple Divide-and-Conquer Algorithm

Assumptions:

- ▶  $n = 2^k$  for some  $k \in \mathbb{N}$ ,
- ▶  $c_0$  is the running time in case  $n = 1$ , and
- ▶  $c_1$  is the time for the partition into submatrices.

Specify a recurrence for the running time  $T(n)$  of the algorithm.

Solution:

$$T(1) = c_0$$

$$T(n) = c_1 + 8T(n/2) \quad \text{for } n > 1$$



# Algorithmic Recurrences

A recurrence  $T(n)$  is **algorithmic** if, for every sufficiently large  $n_0 > 0$ , the following two properties hold:

- 1 For all  $n < n_0$ , we have  $T(n) = \Theta(1)$ .
- 2 For all  $n \geq n_0$ , every path of recursion terminates in a defined base case within a finite number of recursive invocations.

## Convention

- ▶ Whenever a recurrence is stated without an explicit base case, we assume that the recurrence is algorithmic.
- ▶ For non-recursive aspects, we use  $\Theta(\cdot)$  (or  $O(\cdot)$  if only interested in upper bound).

### Examples:

- ▶  $T(m) = T(m/2) + \Theta(m)$   
for merge sort.
- ▶  $T(n) = 8T(n/2) + \Theta(1)$   
for simple recursive matrix multiplication.

# Example: Multiplication of Square Matrices

## Strassen's Algorithm (Sketch)

- 1 If  $n$  is 1, proceeds as in MATRIX-MULTIPLY-RECURSIVE, otherwise, partition matrices  $A$ ,  $B$ ,  $C$  as in MATRIX-MULTIPLY-RECURSIVE. This takes  $\Theta(1)$  time.
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All 17 matrices can be created/initialized in  $\Theta(n^2)$  time.
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- 4 Update the four submatrices  $C_{11}, \dots, C_{22}$  by adding or subtracting various  $P_i$  matrices. This takes  $\Theta(n^2)$  time.

$$T(n) = \Theta(1) + \Theta(n^2) + 7T(n/2) + \Theta(n^2) = 7T(n/2) + \Theta(n^2)$$

# Summary

- ▶ **Divide-and-conquer algorithms** divide the problem into smaller problems of the same kind, solve them (typically recursively) and combine their solution into a solution of the full problem.
- ▶ Their running time can often easily be described with a recurrence.