#### COL702: Advanced Data Structures and Algorithms

Thanks to Miles Jones, Russell Impagliazzo, and Sanjoy Dasgupta at UCSD for these slides.

# DIVIDE AND CONQUER

### Divide and Conquer

- Break a problem into similar subproblems
- Solve each subproblem recursively
- Combine

### Above its weight class

- Divide and conquer is a very simple idea
- But it has far more than its share of the miraculous algorithms
- Examples
  - Strassen Matrix Multiplication
  - Karatsuba multiplication
  - Fast Fourier Transform
  - Linear time select

### Multiplying Binomials

- if you want to multiply two binomials
- $(ax + b)(cx + d) = acx^2 + adx + bcx + bd$
- It requires ? 4 multiplications. ac, ad, bc, bd

## Multiplying Binomials

- if you want to multiply two binomials
- $(ax + b)(cx + d) = acx^2 + (ad + bc)x + bd$
- It requires 4 multiplications. ac, ad, bc, bd

• If we assume that addition is cheap (has short runtime.) Then we can improve this by only doing 3 multiplications: ac, bd, (a + b)(c + d)

## Multiplying Binomials

 Reducing the number of multiplications from 4 to 3 may not seem very impressive when calculating asymptotics.

 If this was only a part of a bigger algorithm, it may be an improvement.

### Multiplying Binary numbers

### Divide and conquer multiply

Say we want to multiply 10100110 and 10110011

- How can we divide the problem into sub-problems?
- Remember, we want much smaller sub-problems

### Multiplying large binary numbers

- 10100110 = 166= 1010 \* 2<sup>4</sup> + 0110 = 10\*16 + 6
- $10110011 = 179 = 1011 * 2^4 + 0011 = 11*16 + 3$
- 10100110\*10110011 = (10\*16+6)(11\*16+3)= 110\*256 + 6\*11\*16 + 3\*10\*16 + 3\*6

# Multiplying Binary numbers (DC)

- Suppose we want to multiply two n-bit numbers together where n is a power of 2.
- One way we can do this is by splitting each number into their left and right halves which are each n/2 bits long



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## Multiplying Binary numbers (DC)

$$x = 2^{n/2}x_L + x_R$$
$$y = 2^{n/2}y_L + y_R$$

$$xy = \left(2^{\frac{n}{2}}x_L + x_R\right)\left(2^{\frac{n}{2}}y_L + y_R\right)$$

• 
$$xy = 2^n x_L y_L + 2^{\frac{n}{2}} (x_L y_R + x_R y_L) + x_R y_R$$

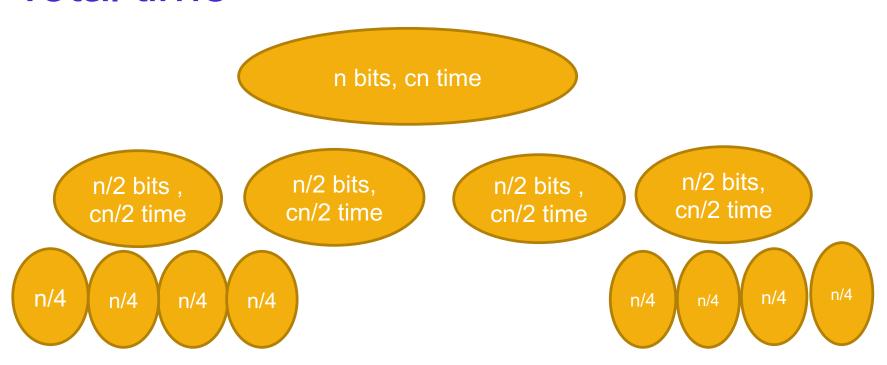
## Algorithm multiply

- function **multiply** (x,y):
- Input: n-bit integers x and y
- Output: the product xy
  - If n=1: return xy
  - $x_L$ ,  $x_R$  and  $y_L$ ,  $y_R$  are the left-most and right-most n/2 bits of x and y, respectively.
  - $P_1 = \mathbf{multiply}(x_L, y_L)$
  - $P_2 = \mathbf{multiply}(x_L, y_R)$
  - $P_3 = \mathbf{multiply}(x_R, y_L)$
  - $P_4 = \mathbf{multiply}(x_R, y_R)$
  - return  $(P_1 * 2^n + (P_2 + P_3) * 2^{\frac{n}{2}} + P_4)$

## Algorithm

- Runtime analysis:
  - Let T(n) be the runtime of the multiply algorithm.
  - Then  $T(n) = 4T\left(\frac{n}{2}\right) + O(n)$

### Total time



#### Total

- One top level : cn
- 4 depth 1: cn/2 \*4
- 16 depth 2: cn/4 \* 16
- 64 depth 3: cn/8 \* 64

. . . .

•  $4^t depth \ t : \frac{cn}{2^t} * 4^t = cn * 2^t$ 

. . . .

• Max level : t= log n,  $(cn/2^{\log n})^*4^{\log n} = c * 2^{\log n} * 2^{\log n} = cn^2$ 

#### Total time

- cn  $(1+2+4+8+...2^{logn}) = O(cn^2)$
- Because in a geometric series with ratio other than 1, largest term dominates order.

#### Multiplication



Andrey Kolmogorov 1903 - 1987



Anatoly Karatsuba 1937 - 2008

Insight: replace one (of the 4) multiplications by (linear time) subtraction

### Algorithm multiply KS

- function multiplyKS (x,y)
- Input: n-bit integers x and y
- Output: the product xy
  - If n=1: return xy
  - $x_L$ ,  $x_R$  and  $y_L$ ,  $y_R$  are the left-most and right-most n/2 bits of x and y, respectively.
  - $R_1 = \mathbf{multiplyKS}(x_L, y_L)$
  - $R_2 = \mathbf{multiplyKS}(x_R, y_R)$
  - $R_3 = \text{multiplyKS}((x_L + x_R), (y_L + y_R))$
  - return  $(R_1 * 2^n + (R_3 R_1 R_2) * 2^{\frac{n}{2}} + R_2)$

### Correctness multiply KS

- Correctness: by strong induction on n, the number of bits of x and y.
- Base Case: n=1 then return xy (could make a table of possibilities.)
- Inductive hypothesis:

### Correctness multiply KS

- Correctness: by strong induction on n, the number of bits of x and y.
- Base Case: n = 1 then return xy (could make a table of possibilities.)
- Inductive hypothesis: For some n > 1, assume that **multiplyKS**(x,y) returns the correct product xy whenever x has k digits and y has k digits for any  $1 \le k < n$ .

• Then by the IH:  $R_1 = x_L y_L$ ,  $R_2 = x_R y_R$ ,  $R_3 = (x_L + x_R)(y_L + y_R)$ 

### Correctness multiply KS

- Then by the IH:
- $R_1 = x_L y_L$ ,  $R_2 = x_R y_R$ ,  $R_3 = (x_L + x_R)(y_L + y_R) = x_L y_L + x_R y_R + x_L y_R + x_R y_L$
- And the algorithm returns:  $R_1 * 2^n + (R_3 R_1 R_2) * 2^{\frac{n}{2}} + R_2$   $R_1 * 2^n + (R_3 - R_1 - R_2) * 2^{\frac{n}{2}} + R_2 =$   $x_L y_L * 2^n + (x_L y_R + x_R y_L) * 2^{\frac{n}{2}} + x_R y_R =$   $(x_L * 2^{\frac{n}{2}} + x_R) (y_L * 2^{\frac{n}{2}} + y_R) =$ xy

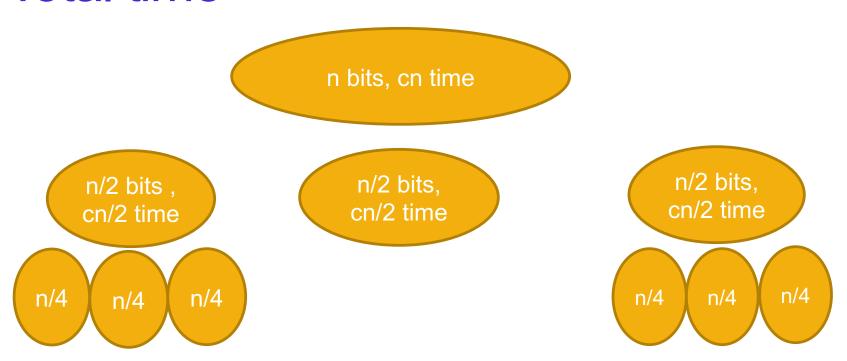
# Algorithm multiplyKS

- Runtime
- Let T(n) be the runtime of the multiply algorithm.

Then

• 
$$T(n) = 3T\left(\frac{n}{2}\right) + O(n)$$

### Total time



### 3 vs 4

• Since we are pruning the tree recursively, replacing 4 recursive calls instead of 3 reduces the size of the tree more than a constant factor.

#### Total

- One top level : cn
- 4 depth 1: cn/2 \*3
- 16 depth 2: cn/4 \* 9
- 64 depth 3: cn/8 \* 27

. . . .

•  $4^t depth \ t : \frac{cn}{2^t} * 3^t = cn * (1.5)^t$ 

. . . .

Max level : t= log n

#### Total time

- cn (1+ 1.5 +2.25 +...(1.5) $^{logn}$ ) =  $O(3^{logn})$
- Because in a geometric series with ratio other than 1, largest term dominates order.

But what is 3<sup>logn</sup>?

# Simplifying

• 
$$3^{\log n} = (2^{\log 3})^{\log n} = 2^{\{\log n * \log 3\}} = (2^{\{\log n\}})^{\log 3} = n^{\log 3} = n^{\{1.58...\}}$$

• So total time is  $O(n^{log3})$ 

#### **Master Theorem**

How do you solve a recurrence of the form

$$T(n) = aT\left(\frac{n}{h}\right) + O(n^d)$$

We will use the master theorem.