COL351: Slides for Lecture Component 17

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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

	1	1	0	1
×	1	0	1	1

.

				1	1	0	1	(1101 times 1)
			1	1	0	1		(1101 times 1, shifted once)
		0	0	0	0			(1101 times 0, shifted twice)
+	1	1	0	1				(1101 times 1, shifted thrice)

1 0 0 0 1 1 1 1 (binary 143)

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

- $10100110 = 166 = 1010 * 2^4 + 0110 = 10*16 + 6$
- $10110011 = 179 = 1011^{*}2^{4} + 0011 = 11^{*}16 + 3$
- 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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$$x = 2^{n/2}x_L + x_R$$

• $y = 2^{n/2}y_L + y_R$

Multiplying Binary numbers (DC)

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

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

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

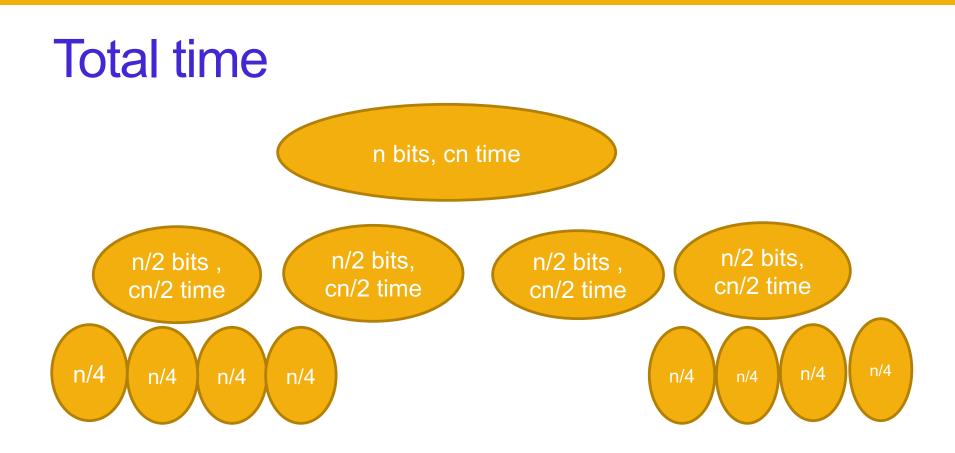
Algorithm multiply

- 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.
 - $P_1 =$ **multiply** (x_L, y_L)
 - $P_2 =$ **multiply** (x_L, y_R)
 - $P_3 =$ **multiply** (x_R, y_L)
 - $P_4 =$ **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

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. . . .

- 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.
 - $R_1 =$ **multiplyKS** (x_L, y_L)
 - $R_2 =$ **multiplyKS** (x_R, y_R)
 - $R_3 =$ **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 ≤ 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

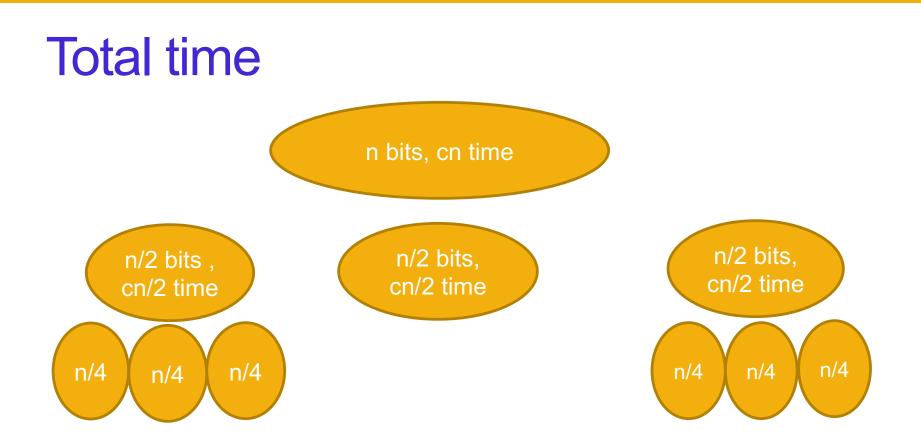
- Then by the IH:
- $R_1 = x_L y_L$, $R_2 = x_R y_R$, $R_3 = (x_L + x_R)(y_L + y_R) = x_L y_L + x_R y_R + x_L y_R + x_R y_L$
- And the algorithm returns: $R_1 * 2^n + (R_3 R_1 R_2) * 2^{\frac{n}{2}} + R_2$ $R_1 * 2^n + (R_3 - R_1 - R_2) * 2^{\frac{n}{2}} + R_2 =$ $x_L y_L * 2^n + (x_L y_R + x_R y_L)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

Algorithm multiplyKS

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

Then

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



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

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

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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^{logn}?

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 $O(n^{log_3})$

Master Theorem

How do you solve a recurrence of the form

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

We will use the master theorem.