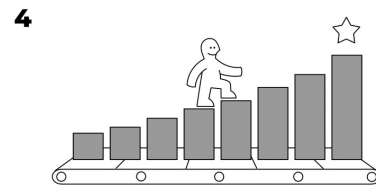
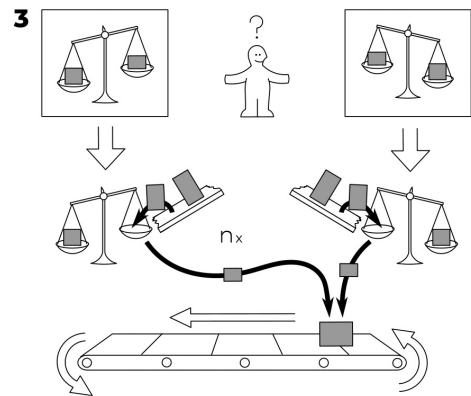
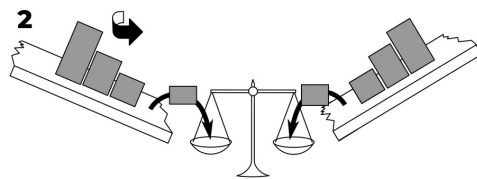
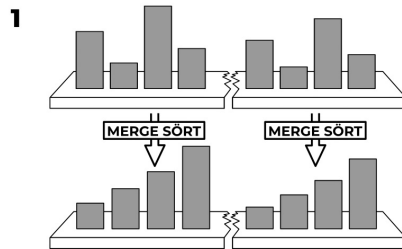
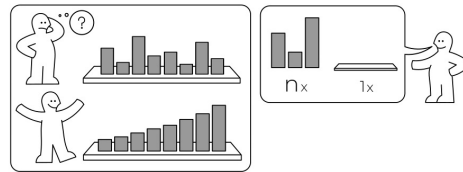


Algorithms

MERGE SÖRT

idea-instructions.com/merge-sort/
v1.2, CC by-nc-sa 4.0 **IDEA**



Recursion
(day 3)

Recap:

- HWD: all should be in except for 1 extension (I'll start grading once they are all in.)
- HW1 - due Wednesday
- Office hours:
 - Monday at 1pm
 - Tuesday at 2pm
 - Friday at 10am (in class Zoom)

} discord
& move to
Zoom if needed

A note on studying:
Many strategies! U

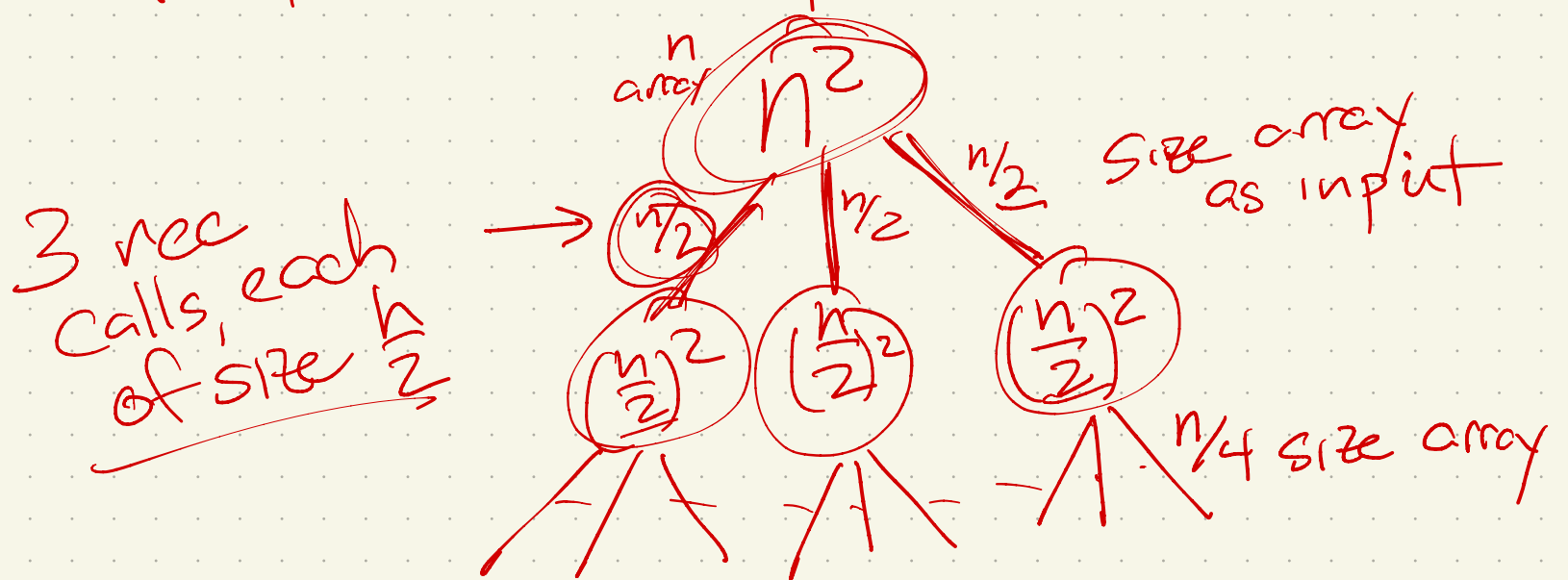
Recursion Trees: $T(k) = 3T(\frac{k}{2}) + \underline{k^2}$

Let's start with an example.

$$T(n) = 3T(\frac{n}{2}) + \cancel{n^2} \text{ nested for loops}$$

How can I "visualize" the time spent?

→ array of size n
Divide into 2: $\underbrace{0 \dots \frac{n}{2}}$, $\underbrace{\frac{n}{2} + 1 \dots n}$
+ make 3 recursive calls
think about "top level"



(Cont):

Solve $T(n)$, where

$$T(k) = 3T\left(\frac{k}{2}\right) + k^2$$

$T(0)$ or $T(1)$ base case

level 0:

1 node

array

n^2

size array as input

level 1:

3 nodes

$n/2$

$n/2$

$n/2$

$\left(\frac{n}{2}\right)^2$

$\left(\frac{n}{2}\right)^2$

$\left(\frac{n}{2}\right)^2$

$n/4$ size array

level 2:

9 nodes

$n/4$

$n/4$

$n/4$

$\left(\frac{n}{4}\right)^2$

$\left(\frac{n}{4}\right)^2$

$\left(\frac{n}{4}\right)^2$

$\left(\frac{n}{4}\right)^2$

$\left(\frac{n}{4}\right)^2$

depth

$\log_2 n$

sum of entire tree

level i:

3^i nodes

$k = \frac{n}{2^i}$

$\left(\frac{n}{2^i}\right)^2$

level d ??
(depth of tree)
last $T(1)$

$T(1)$

last

Sum of all work in tree

$$= \sum_{i=0}^d \left(\# \text{ nodes on level } i \right) \left(\text{amt of work per node} \right)$$

$$= \sum_{i=0}^{\log n} (3^i) \left(\frac{n}{2^i} \right)^2$$

Solve for ~~know~~ d : $1 = \frac{n}{2^d}$

& take log: $2^d = n$
 $\log(2^d) = \log n$

$$\frac{d \log_2 2}{\log_2 2} = d = \log_2 n$$

(& use algebra & sums!)

$$\Rightarrow n^2 \left[\sum_{i=0}^{\log n} (3^i) \left(\frac{1}{2^i} \right)^2 \right] = n^2 \sum_{i=0}^{\log n} \left(\frac{3}{4} \right)^i$$

factor out non- i terms simplify

Finally $\sum_{i=0}^{\infty} n^2 \log_2 n$

$$3^i \cdot \left(\frac{1}{2^i}\right)^2$$

simplify

$$\left(\frac{1}{2^i}\right)^2 = \left(2^{-i}\right)^2$$

$$= 2^{-2i}$$

$$= \left(\frac{1}{2^2}\right)^i = \frac{1}{4^i}$$

//

$$n^2 \sum_{i=0}^{\log_2 n} \left(\frac{3}{4}\right)^i$$

geometric series

$$-1 < C = \frac{3}{4} < 1$$

descending series

$$= \left(\frac{3}{4}\right)^0 + \left(\frac{3}{4}\right)^1 + \left(\frac{3}{4}\right)^2 + \dots$$

$$\sum_{i=0}^{\infty} C = \frac{1}{1-C}$$

constant

$$n^2 \sum_{i=0}^{\log_2 n} \left(\frac{3}{4}\right)^i$$

$$< n^2 \sum_{i=0}^{\infty} \left(\frac{3}{4}\right)^i$$

$$= n^2 \left(\frac{1}{1 - \frac{3}{4}} \right)$$

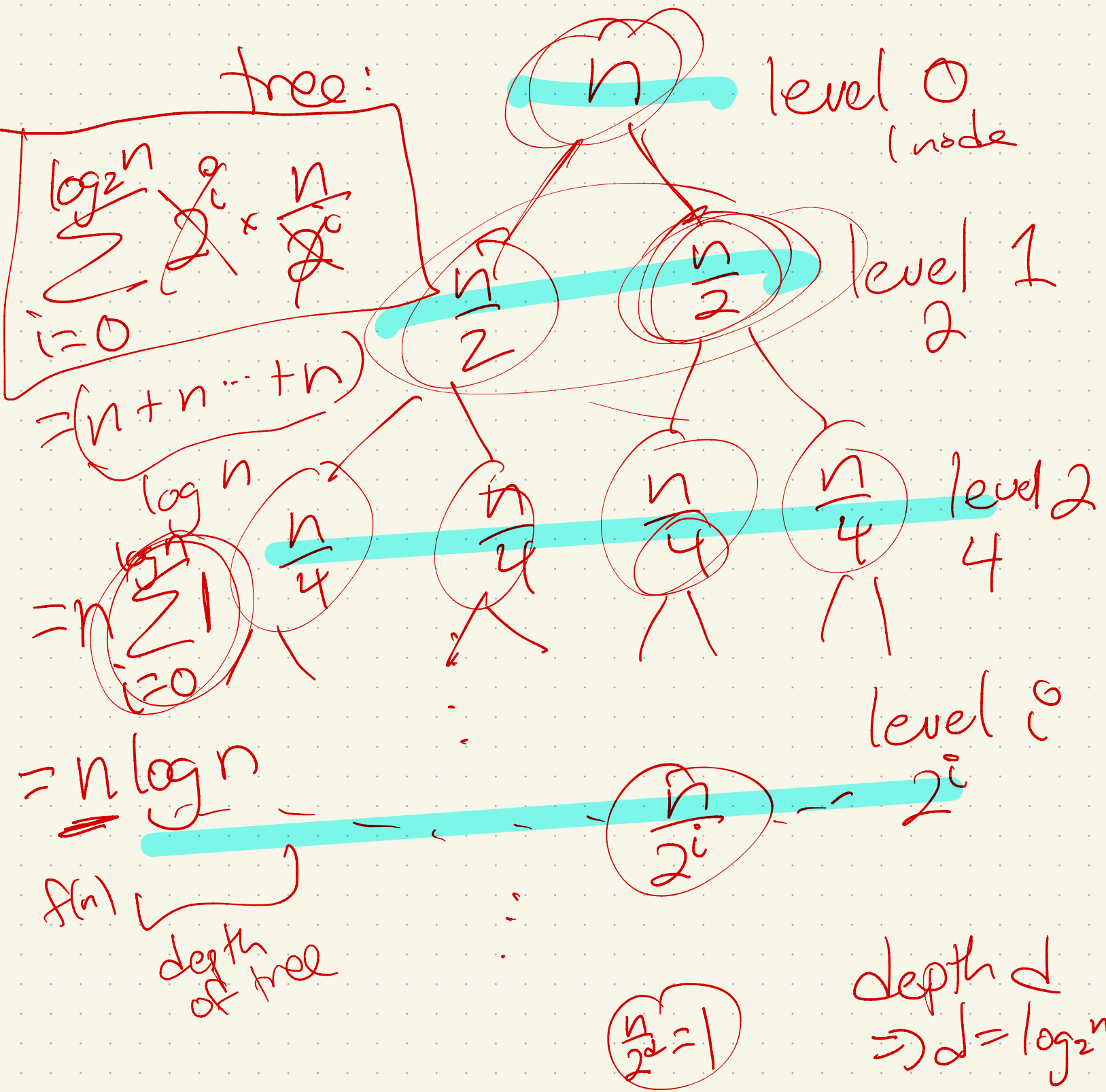
4?

$$= O(n^2)$$

Another: merge sort

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

tree:



Note on reading!

If you don't follow the bit on ignoring floors & ceilings - don't stress!

I need you to know you can do this, but won't ask you to prove it.

Ex: discussion on domain transformation

$$T(n) = T(\lceil \frac{n}{2} \rceil) + T(\lfloor \frac{n}{2} \rfloor) + O(n)$$

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

Next: how to generalize?

$$T(n) = \underline{r} T\left(\frac{n}{c}\right) + \underline{f(n)}$$

← Master thm

What it means:

Algorithm (n):

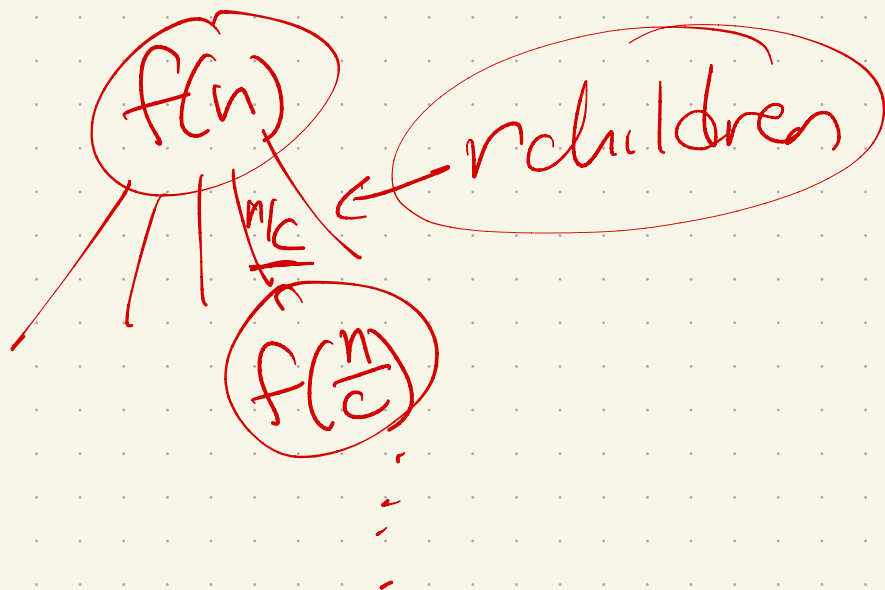
// code

for $i \leftarrow 1$ to r

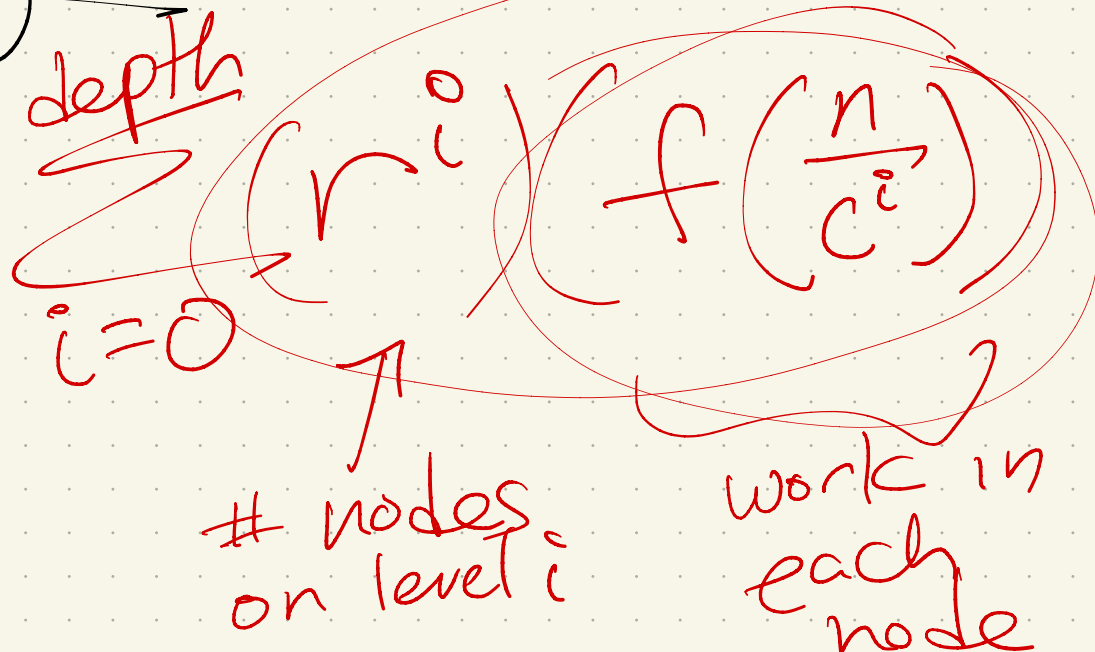
Algorithm $\left(\frac{n}{c}\right)$

// more code

total
 $f(n)$ ops



Solving: those trees!



Ex: $\frac{n}{2^i}$ in MS

$\left(\frac{n}{2^i}\right)^2$ in other once

3 possibilities:

- decreasing geom. series (like my example) $f(n)$ will dominate
- increasing: # nodes dominates $n^{\log c}$
ie: binary search! $B(n) = B\left(\frac{n}{2}\right) + O(1)$
- balanced — like merge sort



Other examples

Medians: find "middle" element.

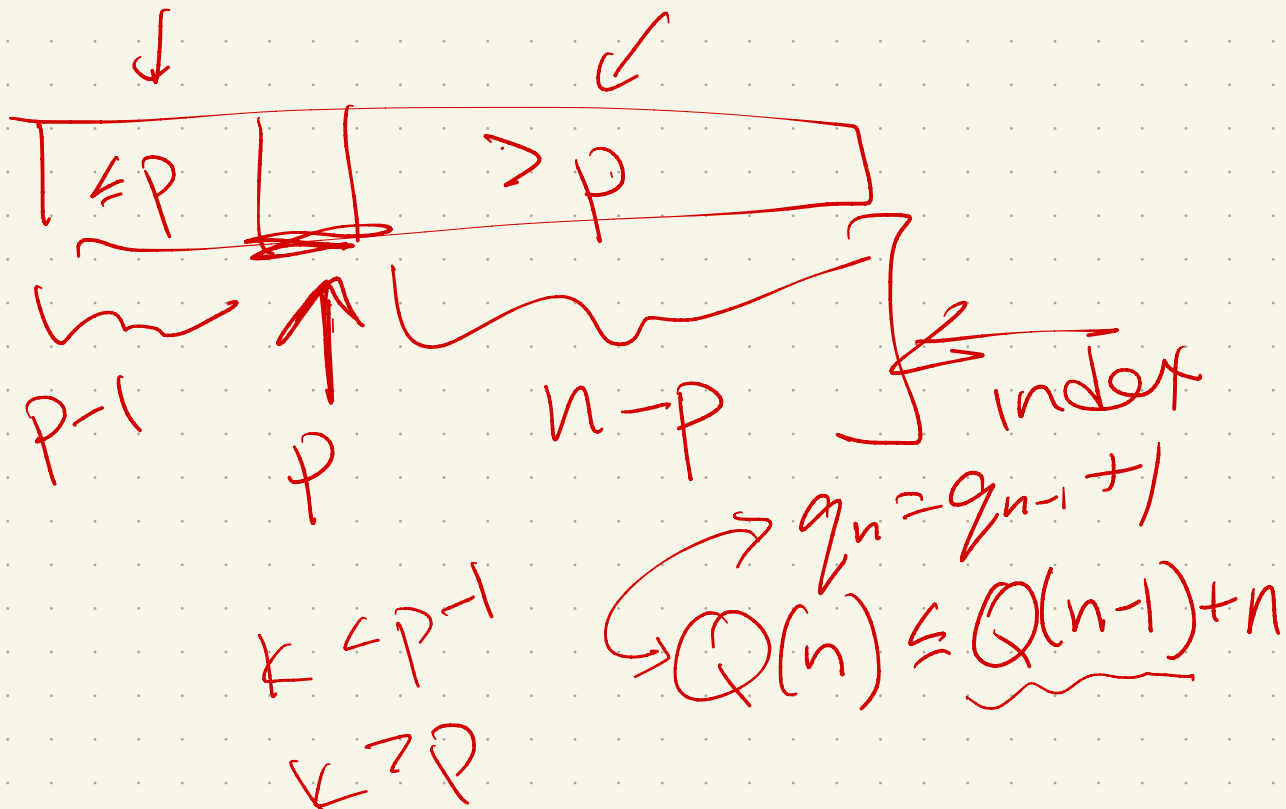
Two were covered:

looking for any k

$$k = \frac{n}{2}$$

```
QUICKSELECT(A[1..n], k):  
  if n = 1  
    return A[1]  
  else  
    Choose a pivot element A[p]  
    r ← PARTITION(A[1..n], p)  
    if k < r  
      return QUICKSELECT(A[1..r-1], k)  
    else if k > r  
      return QUICKSELECT(A[r+1..n], k-r)  
    else  
      return A[r]
```

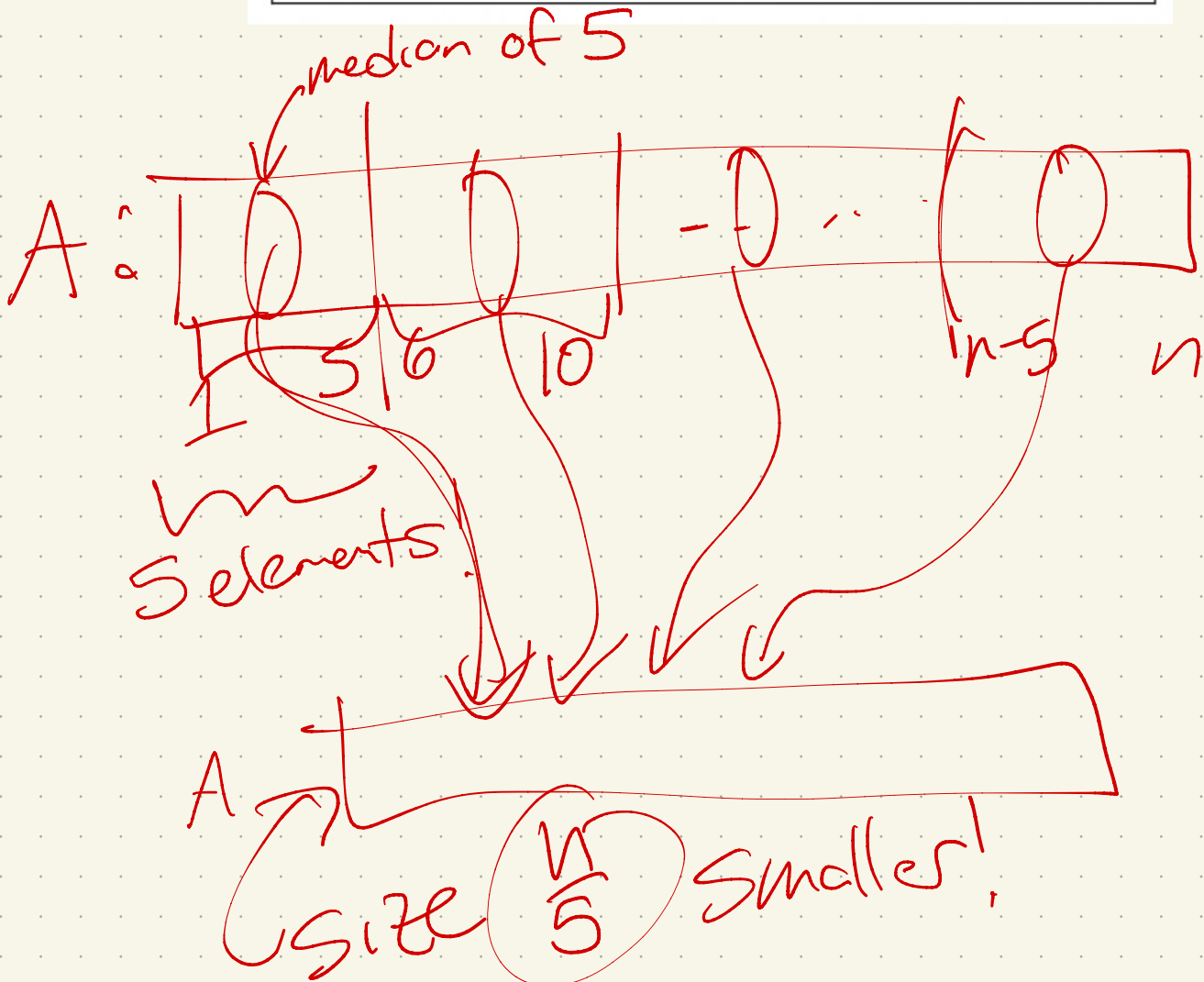
Figure 1.12. Quickselect, or one-armed quicksort



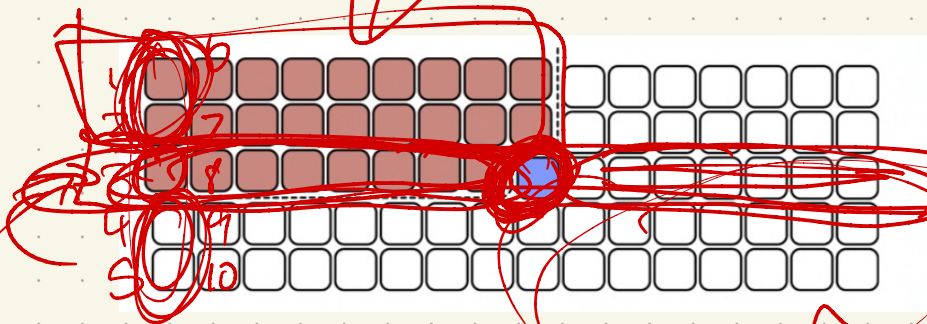
"Faster" version:

Q: why 5?

```
MOMSELECT(A[1..n], k):  
  if  $n \leq 25$  «or whatever»  
    use brute force  
  else  
     $m \leftarrow \lfloor n/5 \rfloor$   
    for  $i \leftarrow 1$  to  $m$   
       $M[i] \leftarrow \text{MEDIANOFIVE}(A[5i-4..5i])$  «Brute force!»  
     $\text{mom} \leftarrow \text{MOMSELECT}(M[1..m], \lfloor m/2 \rfloor)$  «Recursion!»  
     $r \leftarrow \text{PARTITION}(A[1..n], \text{mom})$   
    if  $k < r$   
      return MOMSELECT(A[1..r-1], k) «Recursion!»  
    else if  $k > r$   
      return MOMSELECT(A[r+1..n], k-r) «Recursion!»  
    else  
      return mom
```



this picture: $\Leftarrow$ blue cell



$\nwarrow$ bigger than blue

that array of n/s medians



Multiplication:

SPLITMULTIPLY(x, y, n):

```
if  $n = 1$ 
    return  $x \cdot y$ 
else
     $m \leftarrow \lceil n/2 \rceil$ 
     $a \leftarrow \lfloor x/10^m \rfloor$ ;  $b \leftarrow x \bmod 10^m$      $\langle\langle x = 10^m a + b \rangle\rangle$ 
     $c \leftarrow \lfloor y/10^m \rfloor$ ;  $d \leftarrow y \bmod 10^m$      $\langle\langle y = 10^m c + d \rangle\rangle$ 
     $e \leftarrow \text{SPLITMULTIPLY}(a, c, m)$ 
     $f \leftarrow \text{SPLITMULTIPLY}(b, d, m)$ 
     $g \leftarrow \text{SPLITMULTIPLY}(b, c, m)$ 
     $h \leftarrow \text{SPLITMULTIPLY}(a, d, m)$ 
    return  $10^{2m}e + 10^m(g + h) + f$ 
```

Runtime:

VS.

FASTMULTIPLY(x, y, n):

```
if  $n = 1$ 
    return  $x \cdot y$ 
else
     $m \leftarrow \lceil n/2 \rceil$ 
     $a \leftarrow \lfloor x/10^m \rfloor$ ;  $b \leftarrow x \bmod 10^m$      $\langle\langle x = 10^m a + b \rangle\rangle$ 
     $c \leftarrow \lfloor y/10^m \rfloor$ ;  $d \leftarrow y \bmod 10^m$      $\langle\langle y = 10^m c + d \rangle\rangle$ 
     $e \leftarrow \text{FASTMULTIPLY}(a, c, m)$ 
     $f \leftarrow \text{FASTMULTIPLY}(b, d, m)$ 
     $g \leftarrow \text{FASTMULTIPLY}(a - b, c - d, m)$ 
    return  $10^{2m}e + 10^m(e + f - g) + f$ 
```

Runtime:

Exponentiation:

Still open!

(Amazing, right??)

The algorithms do very well:

- to compute a^n ,
need $O(\log n)$
multiplications

However, doesn't achieve

lowest possible for
every value - it's just
with a constant!