Analysis of Divide-and-Conquer Algorithms

The divide-and-conquer paradigm (Ch.2)

- divide the problem into a number of subproblems
- conquer the subproblems by solving them
- combine the subproblem solutions to get the solution to the problem

add all these steps at the first level to get recurrence relation for T(n)

Example: Merge-Sort: an optimal sorting algorithm

- divide the n-element input sequence to be sorted into two n/2-element subsequences.
- conquer the subproblems recursively using merge sort.
- combine the resulting two sorted n/2-element sequences by merging.

Merge-Sort(A,p,r) Merge(A,p,q,r) 1. $n_1 = q-p+1; n_2 = r-q;$ q = [(p+r)/2]Merge-Sort(A,p,q) 2. Create arrays $\texttt{L[1...n_1+1]}$ and $\texttt{R[1...n_2+1]}$ Merge-Sort(A,q+1,r) Merge(A,p,q,r) 3. for i = 1 to n_1 L[i] = A[p+i-1]4. Initial call: 5. for i = 1 to n_2 Merge-sort(A, 1, length(A)) R[i] = A[q+i]7. $L[n_1+1] = R[n_2+1] = \infty$ The Merge subroutine takes linear time to merge n elements that are divided into two *sorted* arrays of n/28. i = j = 19. for k = p to r elements each. 10. if $L[i] \leq R[j]$ 11. A[k] = L[i]i = i+1 13. else A[k] = R[j]

14.

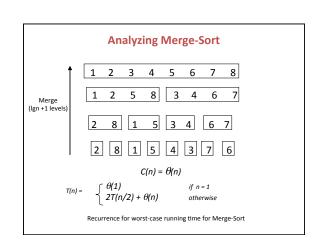
j = j+1

Analyzing Merge-Sort | 2 8 1 5 4 3 7 6 | | 2 8 1 5 4 3 7 6 | | 2 8 1 5 4 3 7 6 | | 2 8 1 5 4 3 7 6 | | 2 8 1 5 4 3 7 6 |

Why are there lgn + 1 levels? Because lgn + 1 is the number of steps it takes to divide n by 2 until the size of the result is <= 1

8 1 5 4 3 7 6

How long does it take to find the midpoint of an array? $D(n) = \theta(1)$



Analyzing Merge-Sort

$$T(n) = \begin{cases} \theta(1) & \text{if } n = 1 \\ 2T(n/2) + \theta(n) & \text{otherwise} \end{cases}$$

Recurrence for worst-case running time for Merge-Sort

$$aT(n/b) + D(n) + C(n)$$

- a = 2 (two subproblems)
- n/b = n/2 (each subproblem has size approx n/2)
- $D(n) = \theta(1)$ (just compute midpoint of array)
- $C(n) = \theta(n)$ (merging can be done by scanning sorted subarrays)

