

Advanced Core in Algorithm Design #5

算法設計要論 第5回

Yasushi Kawase
河瀬 康志

Nov. 2nd, 2021

last update: 4:20pm, January 16, 2022

Lec. #	Date	Topics
1	10/5	Introduction, Stable matching
2	10/12	Basics of Algorithm Analysis, Graphs
3	10/19	Greedy Algorithms (1/2)
4	10/26	Greedy Algorithms (2/2)
5	11/2	Divide and Conquer (1/2)
6	11/9	Divide and Conquer (2/2)
7	11/16	Dynamic Programming (1/2)
8	11/30	Dynamic Programming (2/2)
9	12/7	Network Flow (1/2)
10	12/14	Network Flow (2/2)
11	12/21	NP and Computational Intractability
12	1/4	Approximation Algorithms (1/2)
13	1/11	Approximation Algorithms (2/2)
14	1/18	Final Examination

Outline

- 1 Basics of Divide-and-Conquer
- 2 Merge Sort
- 3 Matrix multiplication
- 4 Closest Pair of Points

Divide-and-Conquer

- Divide up problem into several subproblems
divide problem of size n into a subproblems of size n/b in $O(n)$ time
- Solve each subproblems recursively
- Combine solutions to subproblems into overall solution
combine in $f(n)$ time

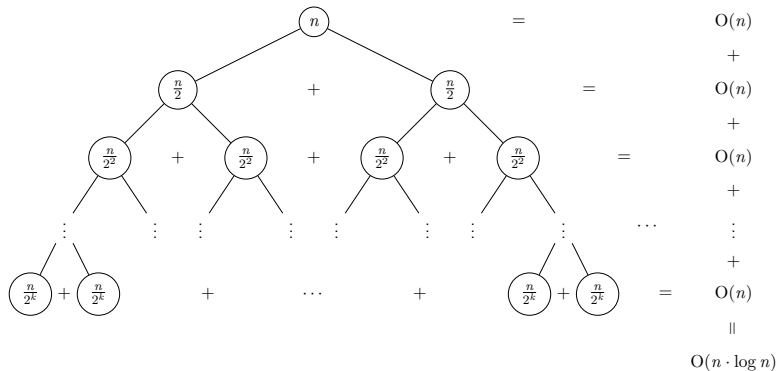
- Total computational time for a problem of size n satisfies

$$T(n) = aT(n/b) + f(n)$$

- $T(n) = O(1)$ when n is less than some bound

Typical Example

$$T(n) = 2 \cdot T(n/2) + O(n) \rightarrow T(n) = O(n \log n)$$

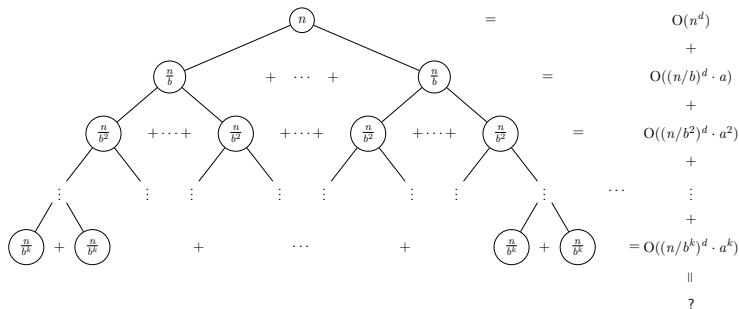


Recurrence relations	Computational time
$T(n) = T(n/2) + O(1)$	$T(n) = O(\log n)$
$T(n) = 2 \cdot T(n/2) + O(1)$	$T(n) = O(n)$
$T(n) = 2 \cdot T(n/2) + O(n)$	$T(n) = O(n \log n)$
$T(n) = 3 \cdot T(n/2) + O(n)$	$T(n) = O(n^{\log_2 3})$
$T(n) = aT(n/b) + O(n^d)$	$T(n) = \begin{cases} O(n^d) & \text{if } d > \log_b a \\ O(n^d \log n) & \text{if } d = \log_b a \\ O(n^{\log_b a}) & \text{if } d < \log_b a \end{cases}$

$$a > 0, b > 1, d \geq 0$$

Proof sketch

$$T(n) = a \cdot T(n/b) + O(n^d) \rightarrow T(n) = \begin{cases} O(n^d) & \text{if } d > \log_b a \\ O(n^d \log n) & \text{if } d = \log_b a \\ O(n^{\log_b a}) & \text{if } d < \log_b a \end{cases}$$



Which is the most appropriate computational time for the following?

$$T(n) = 4 \cdot T(n/2) + O(n)$$

1. $T(n) = O(n^{1/2})$
2. $T(n) = O(n)$
3. $T(n) = O(n \log n)$
4. $T(n) = O(n^2)$
5. $T(n) = O(2^n)$

Outline

- 1 Basics of Divide-and-Conquer
- 2 Merge Sort
- 3 Matrix multiplication
- 4 Closest Pair of Points

Sorting problem

Problem

- Input: a list L of n elements from a totally ordered universe
- Goal: rearrange them in ascending order

Examples

- $[2, 3, 1] \rightarrow [1, 2, 3]$
- $[4, 2, 8, 5, 7] \rightarrow [2, 4, 5, 7, 8]$
- $["s", "o", "r", "t"] \rightarrow ["o", "r", "s", "t"]$

MergeSort(L)

```
if  $|L| \leq 1$  then Return  $L$ ;  
Divide  $L$  into equal-sized sublists  $A$  and  $B$ ;  
 $A \leftarrow \text{MergeSort}(A)$ ;  
 $B \leftarrow \text{MergeSort}(B)$ ;  
 $L \leftarrow \text{Merge}(A, B)$ ;  
Return  $L$ ;
```

- Merge(A, B) can be computed in $O(|A| + |B|)$ times

Merge($[3, 7, 12, 18], [2, 11, 15, 23]$) $\rightarrow [2, 3, 7, 11, 12, 15, 18, 23]$

- the total computational time is $T(n) = 2T(n/2) + O(n)$
 $\rightarrow T(n) = O(n \log n)$

Outline

- 1 Basics of Divide-and-Conquer
- 2 Merge Sort
- 3 Matrix multiplication**
- 4 Closest Pair of Points

Matrix multiplication

Problem

Input Given two $n \times n$ matrices A and B

Goal output their product $C = AB$

naive algorithm: $\Theta(n^3)$ time ($\because c_{ij} = \sum_{k=1}^n a_{ik}b_{kj}$)

→ improve it to $O(n^{2.81})$

Example ($n = 3$)

$$\begin{matrix} \begin{pmatrix} 2 & 3 & -1 \\ 1 & 4 & 3 \\ 2 & 1 & 5 \end{pmatrix} & \begin{pmatrix} 3 & 1 & 2 \\ 2 & -4 & 2 \\ -2 & 3 & 1 \end{pmatrix} & = & \begin{pmatrix} 14 & -13 & 9 \\ 5 & -6 & 13 \\ -2 & 13 & 11 \end{pmatrix} \\ A & B & & C \end{matrix}$$

Approach

- partition A and B into $\frac{n}{2} \times \frac{n}{2}$ blocks

$$A = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \qquad B = \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}$$

- the product C is

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

- straightforward application of divide-and-conquer

$$T(n) = 8T(n/2) + O(n^2) \longrightarrow T(n) = O(n^3) \text{ (not improved)}$$

- Can we reduce the number of multiplications?

Approach

- partition A and B into $\frac{n}{2} \times \frac{n}{2}$ blocks

$$A = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \qquad B = \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}$$

- the product C is

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

- straightforward application of divide-and-conquer

$$T(n) = 8T(n/2) + O(n^2) \longrightarrow T(n) = O(n^3) \text{ (not improved)}$$

- Can we reduce the number of multiplications?

YES! $8 \rightarrow 7$ is possible

$$\begin{pmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{pmatrix} = \begin{pmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{pmatrix} \begin{pmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{pmatrix}$$

$$C_{11} = P_5 + P_4 - P_2 + P_6$$

$$C_{12} = P_1 + P_2$$

$$C_{21} = P_3 + P_4$$

$$C_{22} = P_1 + P_5 - P_3 - P_7$$

$$P_1 = A_{11}(B_{12} - B_{22})$$

$$P_2 = (A_{11} + A_{12})B_{22}$$

$$P_3 = (A_{21} + A_{22})B_{11}$$

$$P_4 = A_{22}(B_{21} - B_{11})$$

$$P_5 = (A_{11} + A_{22})(B_{11} + B_{22})$$

$$P_6 = (A_{12} - A_{22})(B_{21} + B_{22})$$

$$P_7 = (A_{11} - A_{21})(B_{11} + B_{12})$$

$$T(n) = 7T(n/2) + O(n^2) \longrightarrow T(n) = O(n^{\log_2 7}) = O(n^{2.81})$$

$$\log_2 7 = 2.80735 \dots$$

Strassen's Algorithm

Strassen(n, A, B) (assume n is a power of 2)

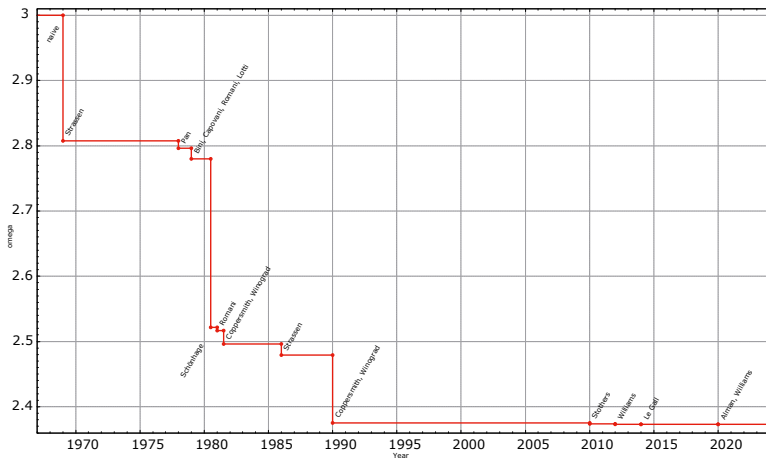
```
1 if  $n = 1$  then Return  $AB$ ;  
2  $P_1 \leftarrow A_{11}(B_{12} - B_{22})$ ;  
3  $P_2 \leftarrow (A_{11} + A_{12})B_{22}$ ;  
4  $P_3 \leftarrow (A_{21} + A_{22})B_{11}$ ;  
5  $P_4 \leftarrow A_{22}(B_{21} - B_{11})$ ;  
6  $P_5 \leftarrow (A_{11} + A_{22})(B_{11} + B_{22})$ ;  
7  $P_6 \leftarrow (A_{12} - A_{22})(B_{21} + B_{22})$ ;  
8  $P_7 \leftarrow (A_{11} - A_{21})(B_{11} + B_{12})$ ;  
9  $C_{11} \leftarrow P_5 + P_4 - P_2 + P_6$ ;  
10  $C_{12} \leftarrow P_1 + P_2$ ;  
11  $C_{21} \leftarrow P_3 + P_4$ ;  
12  $C_{22} \leftarrow P_1 + P_5 - P_3 - P_7$ ;  
13 Return  $C$ ;
```

Theorem

The running time of Strassen's algorithm is $O(n^{\log_2 7}) = O(n^{2.81})$

State of the art

- Upper bound: $O(n^{2.3728596})$ [Alman and Williams 2020]
- Lower bound: $\Omega(n^2)$



https://en.wikipedia.org/wiki/Matrix_multiplication

Outline

- 1 Basics of Divide-and-Conquer
- 2 Merge Sort
- 3 Matrix multiplication
- 4 Closest Pair of Points

Closest pair of points problem

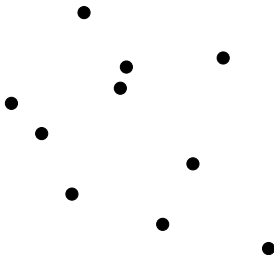
Problem

Input $p_1, p_2, \dots, p_n \in \mathbb{R}^2$ ($p_i = (x_i, y_i)$)

$$\sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$$

Goal find a pair (p_i, p_j) that minimizes the distance $d(p_i, p_j)$

- naive algorithm (check all pairs): $\Theta(n^2)$ time
- divide-and-conquer based algorithm: $O(n \log n)$ time



Closest pair of points problem

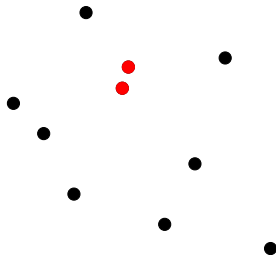
Problem

Input $p_1, p_2, \dots, p_n \in \mathbb{R}^2$ ($p_i = (x_i, y_i)$)

$$\sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$$

Goal find a pair (p_i, p_j) that minimizes the distance $d(p_i, p_j)$

- naive algorithm (check all pairs): $\Theta(n^2)$ time
- divide-and-conquer based algorithm: $O(n \log n)$ time



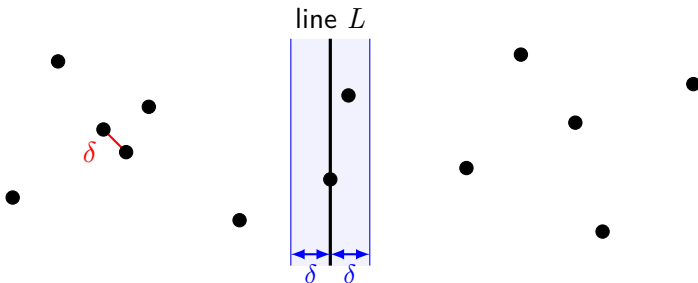
Divide-and-Conquer

Algorithm Overview

- 1 Sort by x -coordinate and divide into two halves (left and right);
- 2 Recursively solve the problem;
- 3 Outputs the closest pair of left-left, right-right, left-right;

Obs.: the closest pair is left-right \Rightarrow they lie within a distance δ of L

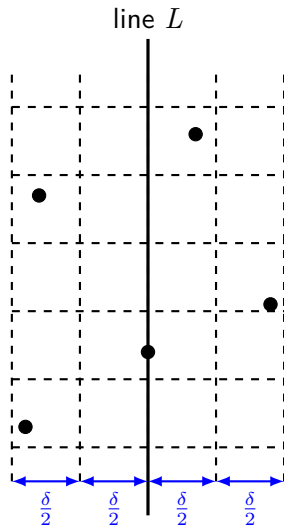
min of left-left and right-right



Check left-right points pair

- partition the strip into boxes of $\delta/2$ per side
- each box can contain at most one point
- sort the points in the strip by y -coordinate
 $O(n)$ time by sorting whole points in advance
- for each point, it is sufficient to check its distance to each of the next 15 points

→ $O(n)$ time



Running time

- P_x : list of points P sorted by x -coordinate
- P_y : list of points P sorted by y -coordinate

ClosestPair(P_x, P_y)

- 1 **if** $|P| \leq 3$ **then** return a closest pair by naive algorithm;
- 2 Divide into two halves and construct Q_x, Q_y, R_x, R_y ;
- 3 $\delta \leftarrow \min\{d(\text{ClosestPair}(Q_x, Q_y)), d(\text{ClosestPair}(R_x, R_y))\}$;
- 4 Extract points in the stripe and construct S_y ;
- 5 Find the closest pair of P by checking the strip;

The total computational time is $T(n) = 2T(n/2) + O(n)$

Theorem

The running time of the algorithm is $O(n \log n)$