

Recurrences I

COMS10017 - (Object-Oriented Programming and) Algorithms

Dr Christian Konrad

Algorithmic Design Principle: Divide-and-conquer

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Quicksort, Mergesort, maximum subarray algorithm, binary search, FAST-PEAK-FINDING, ...

Example: Mergesort

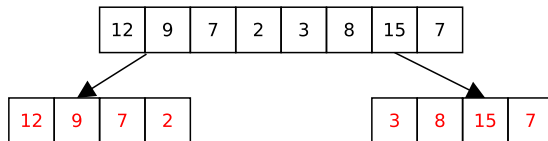
Recall: Mergesort

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1 Divide

Split input array A of length n into subarrays $A_1 = A[0, \lfloor n/2 \rfloor]$ and $A_2 = A[\lfloor n/2 \rfloor + 1, n - 1]$



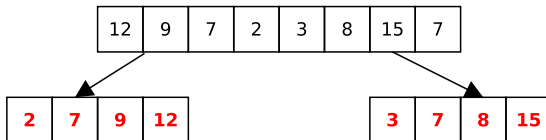
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Recall: Mergesort

① **Divide** $A \rightarrow A_1$ and A_2

② **Conquer**

Sort A_1 and A_2 recursively using the same algorithm

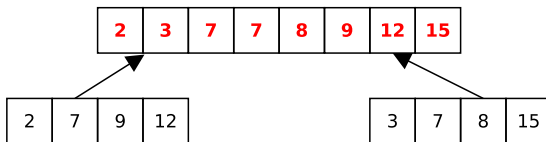


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Combine sorted subarrays A_1 and A_2 and obtain sorted array A

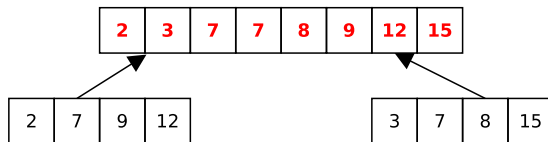


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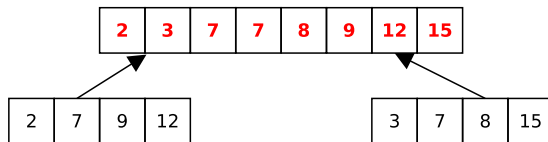
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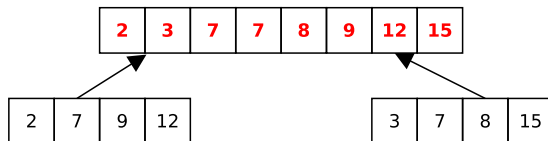
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$$T(n) = 2T(n/2) + O(n)$$

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- ~~Master theorem~~
very powerful, cannot always be applied

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Example (suppose n is always a power of two)

$$T(1) \leq c_1$$

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Eliminate O -notation in recurrence

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The base case is a problem...

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Asymptotic notation allows us to choose arbitrary base case

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Step 1: Guess correct solution

A Strange Problem

Example: Give an upper bound on the recurrence

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$$T(n)$$

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$$f_1 : T(n)$$

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$$f_1 : T(n) \leq C\lceil n/2 \rceil + 1 + C\lfloor n/2 \rfloor + 1 + 1 = Cn + 3$$

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$$f_2 : T(n)$$

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(holds for every positive C)

A Strange Problem (2)

Verify Base Case for f_2

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- We have: $T(1) = 1$ and $f_2(1) = C - 1 \geq T(1)$ for $C \geq 2$

A Strange Problem (2)

Verify Base Case for f_2

- We have: $T(1) = 1$ and $f_2(1) = C - 1 \geq T(1)$ for $C \geq 2$
- We thus set the constant C in f_2 to $C = 2$

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Comments

A Strange Problem (2)

Verify Base Case for f_2

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Comments

- Guessing right can be difficult and requires experience

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- This implies that $T(n) \in O(n)$

Comments

- Guessing right can be difficult and requires experience
- However, recursion tree method can provide a good guess!