

EECS 3101 A: Design and Analysis of Algorithms

Suprakash Datta
Office: LAS 3043

Course page: <http://www.eecs.yorku.ca/course/3101A>
Also on Moodle

GCD of 2 Natural Numbers m, n

- Precondition: $m, n \in \mathbb{N}$
Postcondition: returns $GCD(m, n)$
- Idea: if $(m > n)$, $GCD(m, n) = GCD(m-n, n)$
Proof: k divides $m - n, n \iff k$ divides m, n
- Can design iterative (or recursive) algorithm using this idea

Efficiency of GCD algorithm

$$\begin{aligned} \text{GCD}(999999999999, 2) &= \text{GCD}(999999999997, 2) \\ &= \text{GCD}(999999999995, 2) \\ &= \text{GCD}(999999999993, 2) \\ &= \dots \\ &= \text{GCD}(1, 2) \\ &= \text{GCD}(2, 1) \\ &= \text{GCD}(1, 1) \\ &= 1 \end{aligned}$$

Running time = $\Theta(m)$.

Is this a linear time algorithm?

GCD(m, n): Better Intuition

$$\begin{aligned} \text{GCD}(m, n) &= \text{GCD}(m - n, n) \\ &= \text{GCD}(m - 2n, n) \\ &= \dots \\ &= \text{GCD}(m - in, n) \text{ such that } m - in < n \end{aligned}$$

So $i = \lfloor \frac{m}{n} \rfloor$, $m - in = m \bmod n$, and
 $\text{GCD}(m, n) = \text{GCD}(m \bmod n, n) = \text{GCD}(n, m \bmod n)$

GCD(m, n): Euclid's Algorithm (c 300 BC)

GCD(m, n)

1 $x = m$

2 $y = n$

3 **while** $y > 0$

4 $x_{\text{new}} = y$

5 $y_{\text{new}} = x \bmod y$

6 $x = x_{\text{new}}$

7 $y = y_{\text{new}}$

8 **return** x

Proof of correctness: Use LI $\text{GCD}(m, n) = \text{GCD}(x, y)$

Euclid's Algorithm: Running time

Try a few cases

Case 1:

$$\begin{aligned}GCD(999999999, 2) &= GCD(1, 2) \\ &= GCD(2, 1) \\ &= GCD(1, 1) = 1\end{aligned}$$

Case 2:

$$\begin{aligned}GCD(999999999, 9999999991) &= GCD(8, 999999999991) \\ &= GCD(999999999991, 8) = GCD(7, 8) \\ &= GCD(8, 7) = GCD(1, 7) \\ &= GCD(7, 1) = 1\end{aligned}$$

Euclid's Algorithm: Running time - contd.

- **Key Insight:** Every two iterations, the value x decreases by at least a factor of 2
i.e., the size of x decreases by at least one bit.
- Proof by cases.
Case 1: $n \leq \lfloor m/2 \rfloor$. Since $GCD(m, n) = GCD(n, m \bmod n)$, so $n \leq \lfloor m/2 \rfloor$ implies n has 1 fewer bit than m after 1 iteration
Case 2: $n > \lfloor m/2 \rfloor$. Again $GCD(m, n) = GCD(n, m \bmod n) = GCD(m \bmod n, n \bmod (m \bmod n))$, and $m \bmod n = m - n < \lceil m/2 \rceil$.
Therefore the first argument has reduced by a factor of 2 and is thus 1 bit smaller after 2 iterations
- Running time: $O(\log_2 m + \log_2 n) = O(\log m)$

Multiplying Complex Numbers

(From Jeff Edmonds' slides)

- INPUT: Two pairs of integers, (a, b) , (c, d) representing complex numbers, $a + ib$, $c + id$ respectively.
- OUTPUT: The pair $[(ac - bd), (ad + bc)]$ representing the product $(ac - bd) + i(ad + bc)$
- Naive approach: 4 multiplications, 2 additions.
Suppose a multiplication costs \$1 and an addition cost a penny. The naive algorithm costs \$4.02.

Q: Can you do better?

Multiplying Complex Numbers: Gauss' Idea

- $m_1 = ac$

$$m_2 = bd$$

$$A_1 = m_1 - m_2 = ac - bd$$

$$m_3 = (a + b)(c + d) = ac + ad + bc + bd$$

$$A_2 = m_3 - m_1 - m_2 = ad + bc$$

- Saves 1 multiplication! Uses more additions. The cost now is \$3.03.

This is good (saves 25% multiplications), but it leads to more dramatic asymptotic improvement elsewhere!
(aside: look for connections to known algorithms)

- Q: How fast can you multiply two n-bit numbers?

Multiplying 2 n -bit Numbers

- Elementary school algorithm: $\Theta(n^2)$ time complexity
- Faster Algorithm: uses Divide-and-conquer strategy

Divide and Conquer

- DIVIDE: the problem into smaller instances to the same problem.
- CONQUER: (Recursively) solve them.
- COMBINE: Glue the answers together so as to obtain the answer to your larger instance. Sometimes the last step may be trivial.

Multiplying 2 n -bit Numbers using Divide and Conquer

- $X = \boxed{A} \boxed{B}$, $Y = \boxed{C} \boxed{D}$
- $X = A2^{n/2} + B$, $Y = C2^{n/2} + D$,
 A, B, C, D are $n/2$ bit numbers
- Naive approach: $XY = AC2^n + (AD + BC)2^{n/2} + BD$
This gives $\Theta(n^2)$ time complexity – same as before

Faster Multiplication (Karatsuba 1962)

Uses Gauss' Idea

- $X = A2^{n/2} + B, Y = C2^{n/2} + D,$
 A, B, C, D are $n/2$ bit numbers
- $e = AC, f = BD$
- $XY = e2^n + ((A + B)(C + D) - e - f)2^{n/2} + f$
This gives $\Theta(n^{\log_2 3})$ time complexity
– asymptotically faster than before; $n^{1.58}$ vs n^2
- Fastest known: $O(n \log n)$: David Harvey and Joris van der Hoeven, March 2019

Matrix Multiplication

MATMULT(A, B)

```
1 // return  $AB$  where  $A, B$  are  $n \times n$  matrices
2  $n = A.rows$ 
3  $C = CREATEMATRIX(n, n)$ 
4 for  $i = 1$  to  $n$ 
5     for  $j = 1$  to  $n$ 
6          $C[i, j] = 0$ 
7         for  $k = 1$  to  $n$ 
8              $C[i, j] = C[i, j] + A[i, k] * B[k, j]$ 
9 return  $C$ 
```

the running time is $\Theta(n^3)$

Towards Faster Matrix Multiplication

- Divide A, B into 4 $n/2 \times n/2$ matrices
- $C_{11} = A_{11}B_{11} + A_{12}B_{21}$
 $C_{12} = A_{11}B_{12} + A_{12}B_{22}$
 $C_{21} = A_{21}B_{11} + A_{22}B_{21}$
 $C_{22} = A_{21}B_{12} + A_{22}B_{22}$
- This gives $\Theta(n^3)$ time complexity – same as before
- Need a better idea

Faster Matrix Multiplication: Using Gauss' Idea

- $M_1 = (A_{11} + A_{22})(B_{11} + B_{22})$
 $M_2 = (A_{21} + A_{22})B_{11}$
 $M_3 = A_{11}(B_{12} - B_{22})$
 $M_4 = A_{22}(B_{21} - B_{11})$
 $M_5 = (A_{11} + A_{12})B_{22}$
 $M_6 = (A_{21} - A_{11})(B_{11} + B_{12})$
 $M_7 = (A_{12} - A_{22})(B_{21} + B_{22})$
- We now express the C_{ij} in terms of M_k :
 $C_{11} = M_1 + M_4 - M_5 + M_7$
 $C_{12} = M_3 + M_5$
 $C_{21} = M_2 + M_4$
 $C_{22} = M_1 - M_2 + M_3 + M_6$

Faster Matrix Multiplication: Strassen's Algorithm

- only using 7 multiplications (one for each M_k) instead of 8
- This gives $\Theta(n^{\lg 7})$ time complexity
Proof needs the Master Theorem to analyze recurrences
- Divide and conquer approach provides unexpected improvements

Merge Sort

To sort n numbers

- if $n = 1$ done!
- DIVIDE: Divide the array into 2 lists of sizes $\lceil n/2 \rceil$ and $\lfloor n/2 \rfloor$
- CONQUER: recursively sort the 2 lists
- COMBINE: merge 2 sorted lists in $\Theta(n)$ time

Merge Sort

MERGESORT(A, p, r)

```
1  if  $p < r$ 
2       $q = \lfloor \frac{p+r}{2} \rfloor$ 
3      MERGESORT( $A, p, q$ )
4      MERGESORT( $A, q+1, r$ )
5      MERGE( $A, p, q, r$ )
```

MERGE(A, p, q, r)

Take the smallest of the two topmost elements of sequences $A[p..q]$ and $A[q + 1..r]$ and put into the resulting sequence. Repeat this, until both sequences are empty. Copy the resulting sequence into $A[p..r]$.

Merge Sort: Analysis

- Correctness: combine induction and loop invariants
- Run time: Can only express it recursively:
 $T(1) = \Theta(1)$
 $T(n) = 2T(n/2) + \Theta(n)$

Finding the Maximum in an Array

- Divide into 2 (approximate) halves
- Find the maximum of each half
- Return the greater of these two values

Similar Problem: Finding the Maximum Subarray

Input: an array of integers

Output: find a contiguous subarray with the maximum sum

- Brute force: $\Theta(n^3)$ or $\Theta(n^2)$
- Can we do better using divide and conquer?
- Problem: The answer may not lie in either!
- Key question: What information do we need from the two halves to solve the big problem?
- Related question: how do we get this information?

Finding the Maximum Subarray

Ask 3 questions to each half:

- What is the maximum subarray for each half?
- What is the maximum “left-aligned subarray”?
- What is the maximum “right-aligned subarray”?

Questions:

- Is this enough? Proof of correctness?
- What is the running time of this algorithm?