

Divide & Conquer

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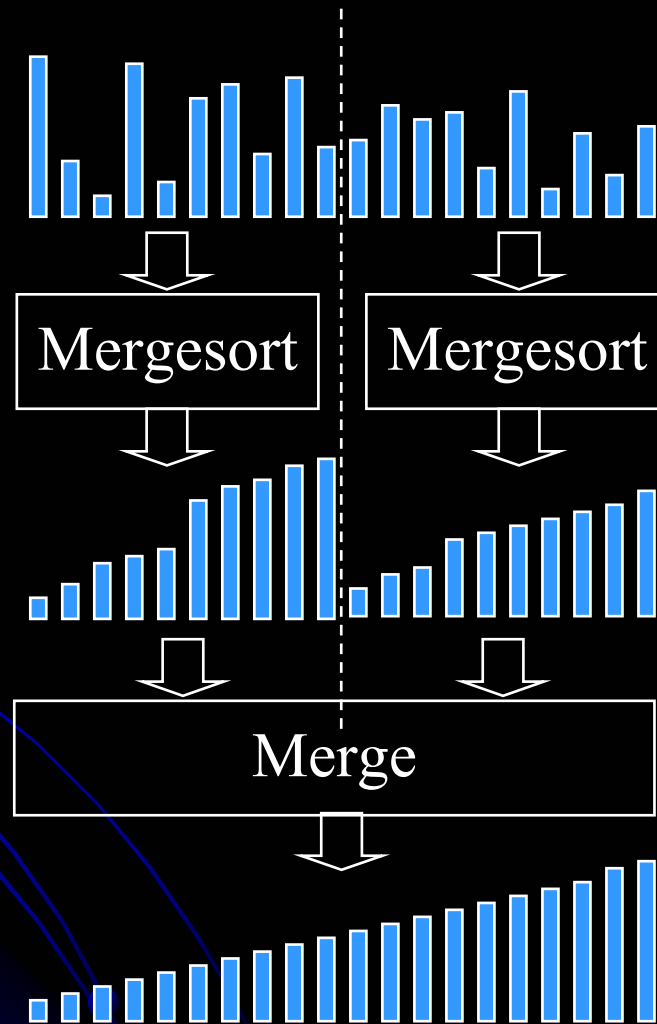
หัวข้อ

- Divide and Conquer
 - Mergesort
 - Quicksort
- Decrease and Conquer
 - Insertion sort
 - Binary search
- Misc.
 - Selection, Convex Hull, ...

Divide and Conquer

```
DQ( P ) {  
    if ( P is trivial ) return Solve( P )  
  
    Divide P into  $P_1, P_2, \dots, P_k$   
  
    for ( i = 1 to k )  
         $S_i = \text{DQ}( P_i )$   
  
     $S = \text{Combine}( S_1, S_2, \dots, S_k )$   
  
    return S  
}
```

Mergesort

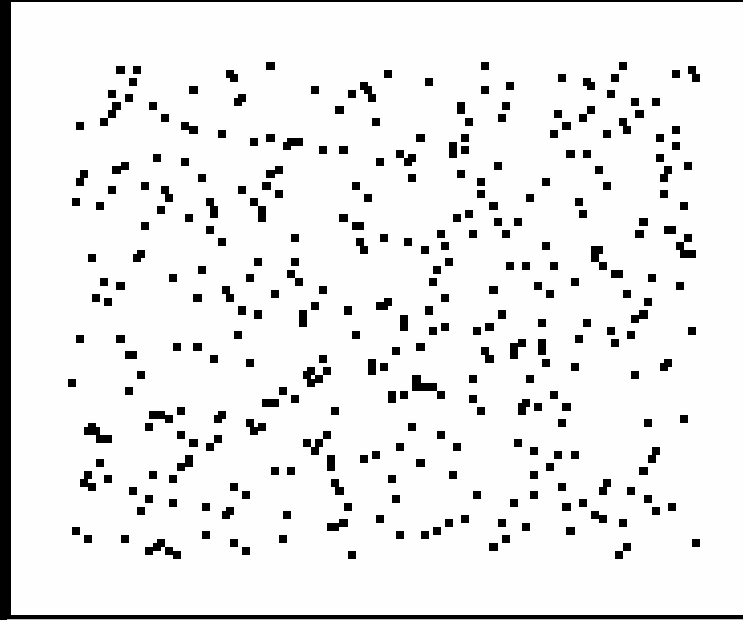


$$2T(n/2)$$

$$T(n) = 2T(n/2) + \Theta(n)$$

$$\Theta(n)$$

Mergesort




Mergesort : Analysis

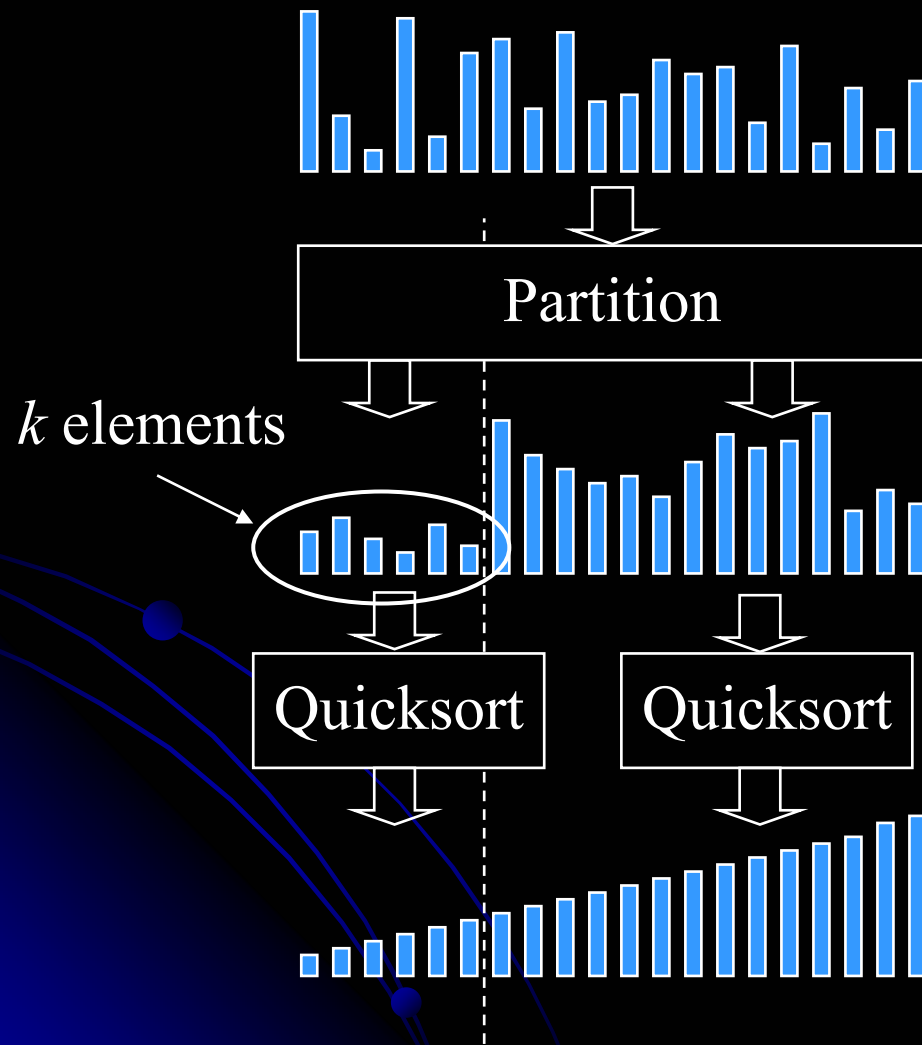
- $T(n) = 2T(n/2) + \Theta(n)$
- Master method : $a = 2, b = 2, f(n) = \Theta(n)$
- $c = \log_b a = \log_2 2 = 1$
- $n^c = n^1, f(n) = \Theta(n^c) = \Theta(n)$
- $T(n) = \Theta(n^c \log n) = \Theta(n \log n)$

```
void msort(int src[]) {
    int[] aux = (int[]) src.clone();
    msort(aux, src, 0, src.length - 1);
}
```

```
void msort(int src[], int dest[], int left, int right) {
    if (left < right) {
        int mid = (left + right) / 2;
        msort(dest, src, left, mid);
        msort(dest, src, mid+1, right);
        int i = left, p = left, q = mid+1;
        for (; i <= right; i++) {
            if (q > right || p <= mid && src[p] <= src[q]) {
                dest[i] = src[p++];
            } else {
                dest[i] = src[q++];
            }
        }
    }
}
```



Quicksort

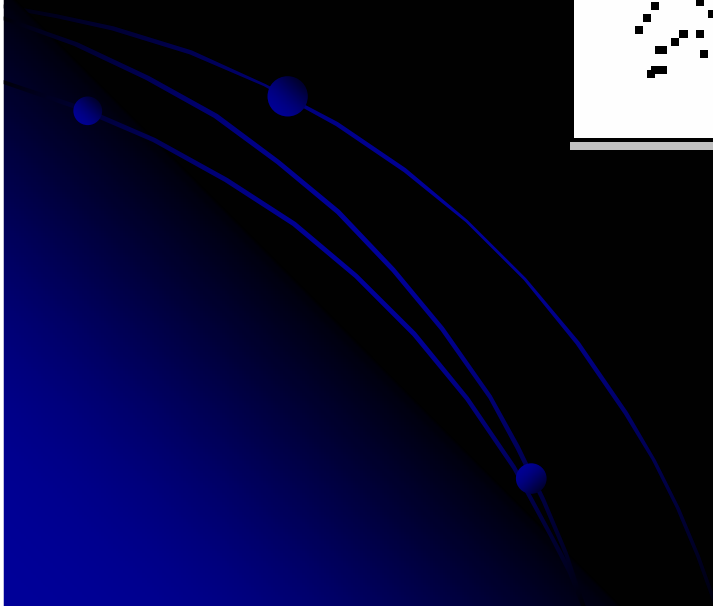
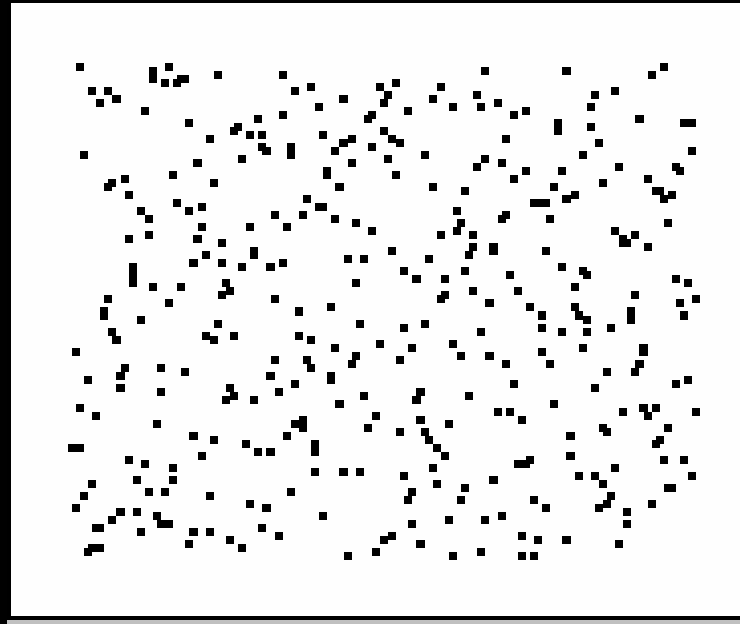


$\Theta(n)$

$$T(n) = T(k) + T(n-k) + \Theta(n)$$

$T(k) + T(n-k)$

Quicksort



Quicksort : Worst-Case Analysis

- $T(n) = T(k) + T(n-k) + \Theta(n)$
- Worst-case when $k = 1$ in every step

$$T(n) = T(1) + T(n-1) + \Theta(n)$$

$$= T(n-1) + \Theta(n)$$

$$= \sum_{i=1}^n \Theta(i)$$

$$= \Theta\left(\sum_{i=1}^n i\right)$$

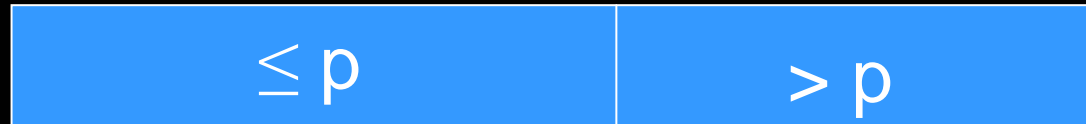
$$= \Theta(n^2)$$

Quicksort : Best-Case Analysis

- $T(n) = T(k) + T(n-k) + \Theta(n)$
- Base-case when $k = n/2$ in every step

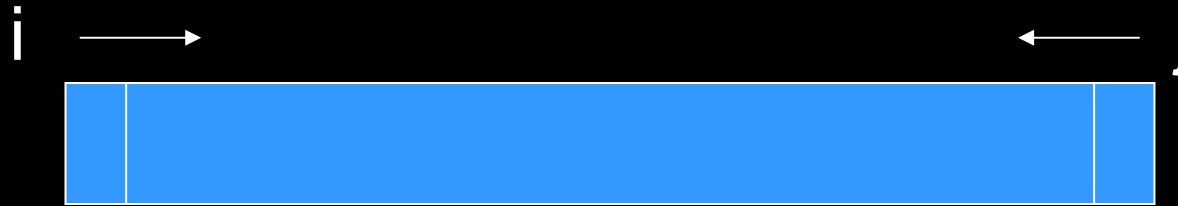
$$\begin{aligned}T(n) &= T(n/2) + T(n/2) + \Theta(n) \\ &= 2T(n/2) + \Theta(n) \\ &= \Theta(n \log n)\end{aligned}$$

Quicksort : Partition



p - pivot

Quicksort : Partition



Quicksort

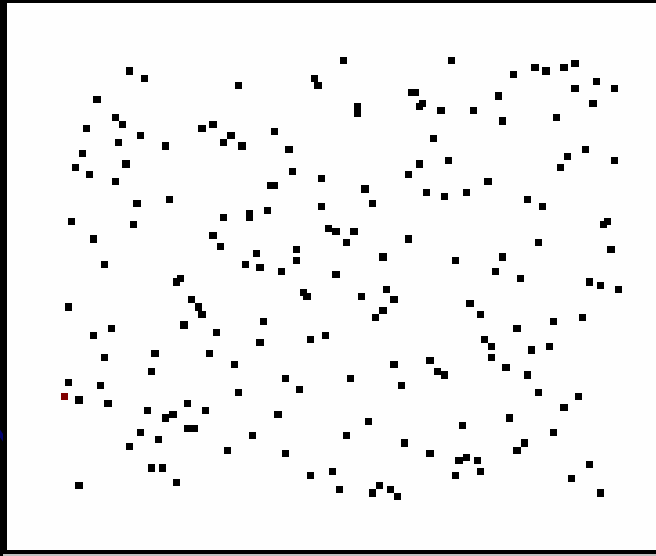
```
void qsort(int d[], int left, int right) {  
    if (left < right) {  
        int p = d[left];  
        int i = left - 1, j = right + 1;  
        while (i < j) {  
            while (d[++i] < p);  
            while (d[--j] > p);  
            if (i < j) swap(d, i, j);  
        }  
        sort(d, left, j);  
        sort(d, j + 1, right);  
    }  
}
```

Tuned Quicksort (Bentley)

- ใช้ insertion sort เมื่อ $n < 7$
- ถ้า $7 \leq n < 40$
 - เลือก pivot จาก median ของตัวซ้าย กลาง ขวา
- ถ้า $n > 40$
 - เลือก pivot จาก median of median of three ของข้อมูล 9 ตัว
- partition แบบ 3 ช่วง $<p ==p >p$

Insertion Sort

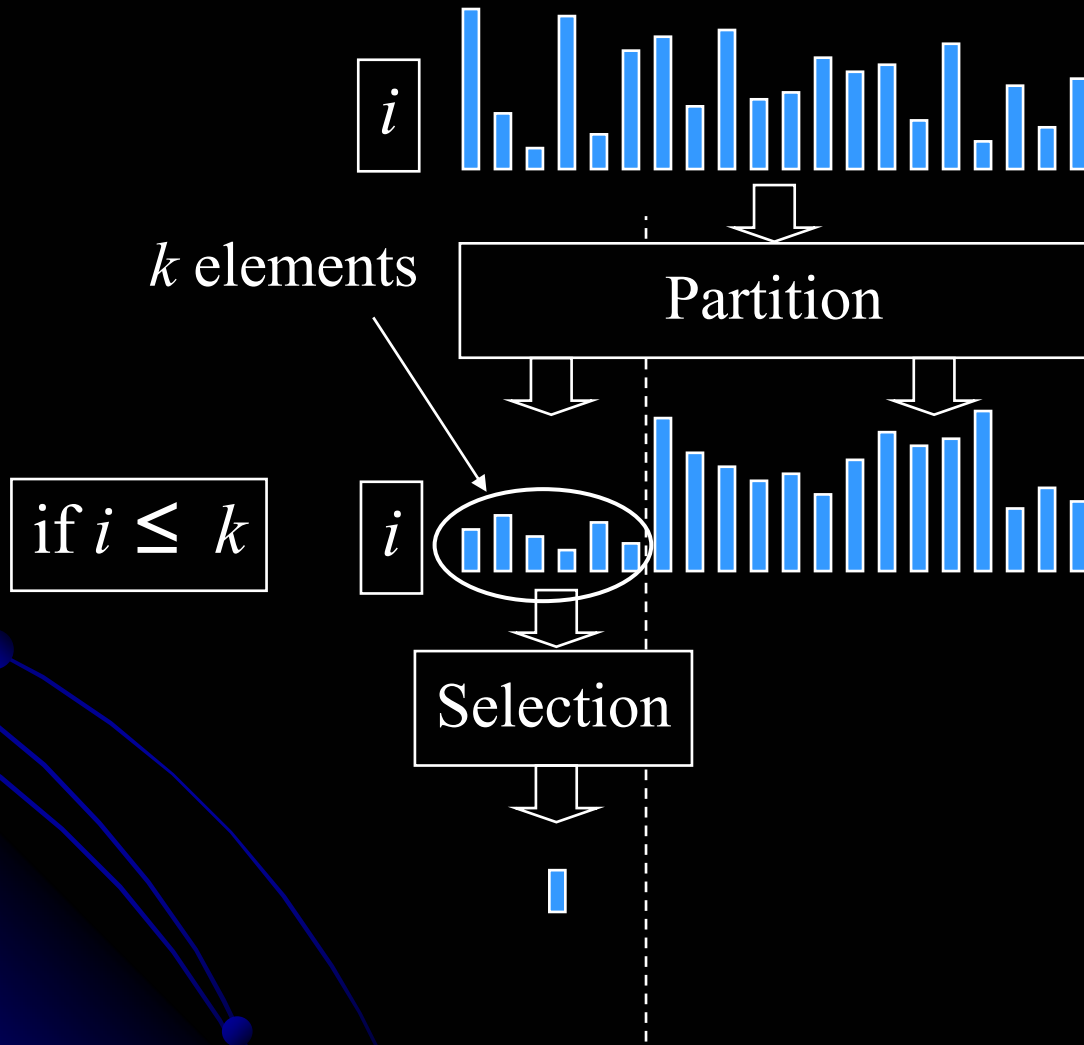
```
void isort(int d[]) {  
    for (int i = 0; i < d.length; i++) {  
        for (int j = i; j > 0 && d[j - 1] > d[j]; j--) {  
            swap(d, j, j - 1);  
        }  
    }  
}
```



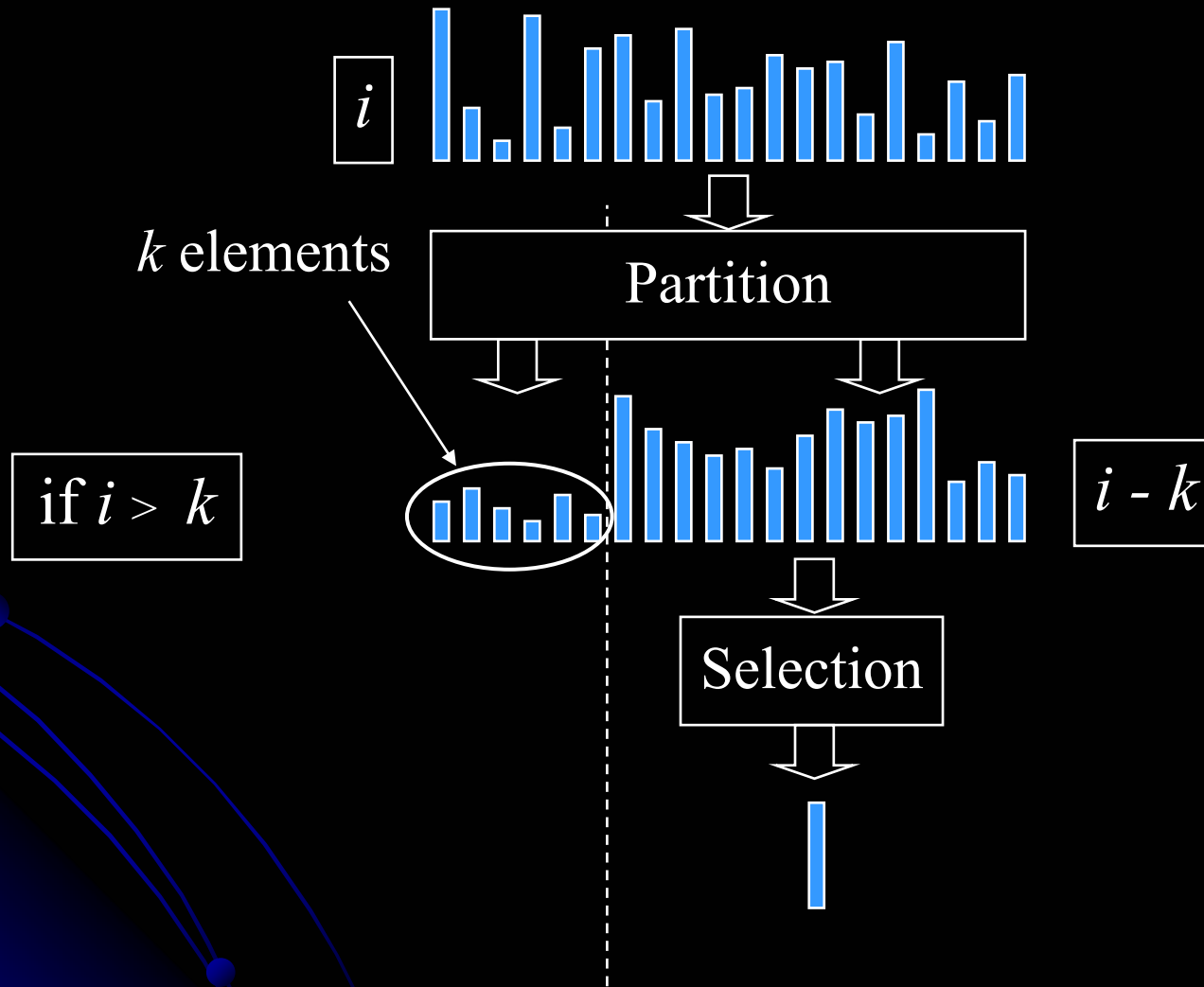
Binary Search

```
int binarySearch(int[] a, int key) {
    int low = 0;
    int high = a.length - 1;
    while (low <= high) {
        int mid = (low + high) >> 1;
        long midVal = a[mid];
        if (midVal < key) {
            low = mid + 1;
        } else if (midVal > key) {
            high = mid - 1;
        } else {
            return mid;
        } // key found
    }
    return -(low + 1); // key not found.
}
```

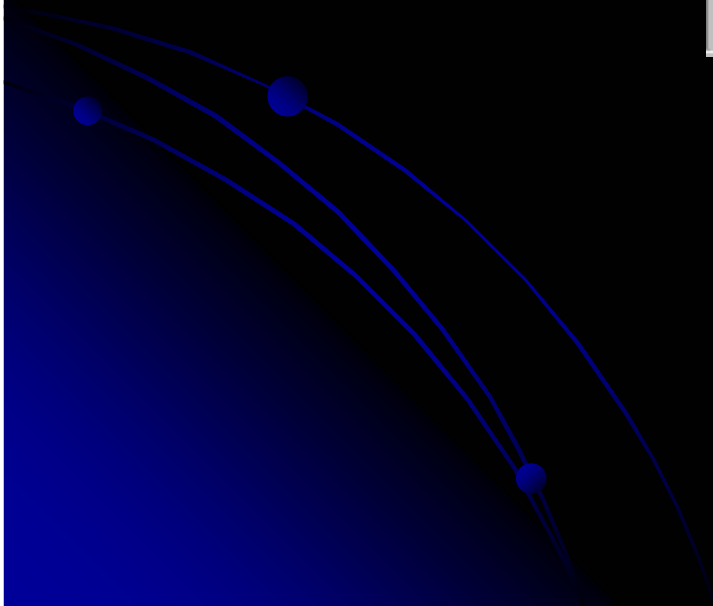
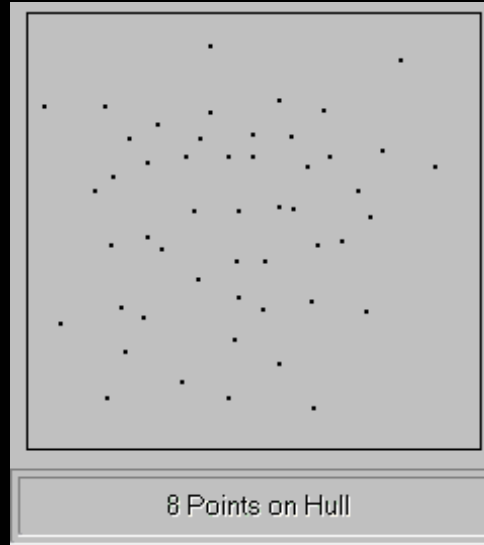
Selection



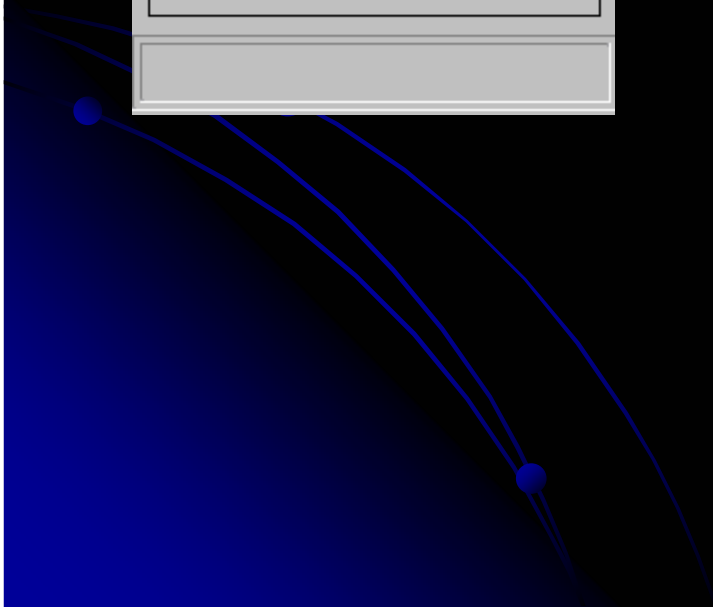
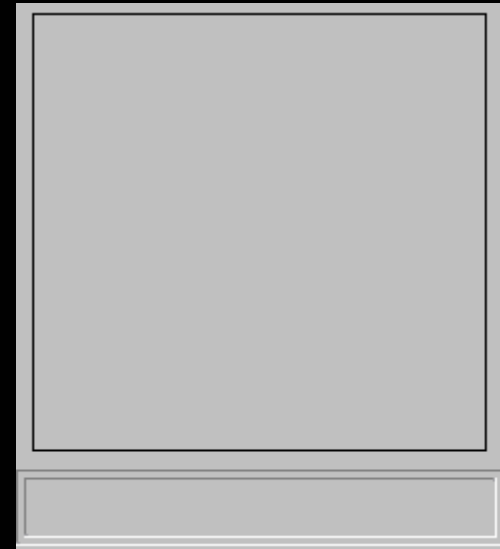
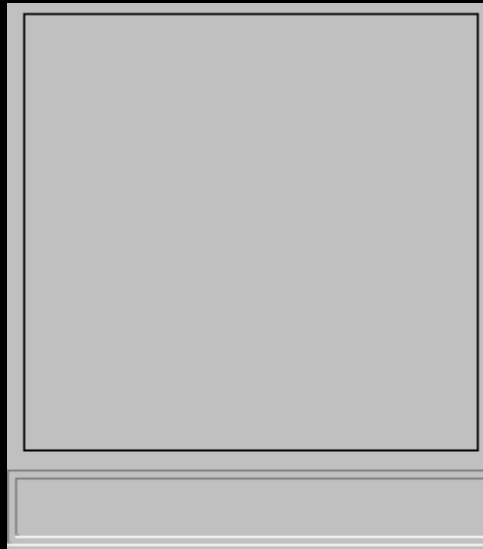
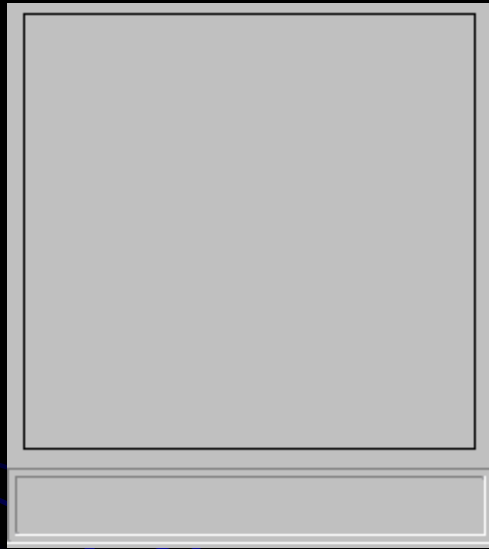
Selection



Convex Hull : Incremental



Convex Hull : Divide & Conquer



Convex Hull : QuickHull

