

3.36pt

## CS170: Lecture 2

Last Time: Place value is democratizing!

Like the printing press!

Reading, writing, arithmetic!

Input size/representation really matters!

Today: Chapter 2.

Divide and Conquer  $\equiv$  Recursive.

## Lecture in one minute!

**Integer Multiplication: Gauss plus recursion is magic!**

$$O(n^2) \rightarrow O(n^{\log_2 3}) \approx O(n^{1.58...})$$

Double size, time grows by a factor of 3.

**Master's theorem: understand the recursion tree!**

$$T(n) = aT\left(\frac{n}{b}\right) + f(n).$$

Branching by  $a$

diminishing by  $b$

working by  $O(f(n))$ .

Leaves:  $n^{\log_b a}$ , Work:  $\sum_i a^i f\left(\frac{n}{b^i}\right)$ .

**Recursive (Divide and Conquer) Matrix Multiplication:**

8 subroutine calls of size  $n/2 \times n/2$

$$\rightarrow O(n^3).$$

Strassen:

7 subroutine calls of size  $n/2 \times n/2$

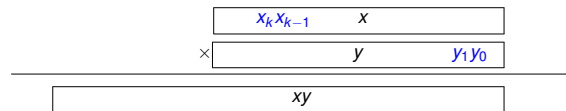
$$\rightarrow O(n^{\log_2 7}) \approx O(n^{2.8}).$$

## Chapter 2.

Divide and conquer.

## Definition of Multiplication.

$n$ -bit numbers:  $x, y$ .



$k$ th "place" of  $xy$ : coefficient of  $2^k$ :

$$a_k = \sum_{i \leq k} x_i y_{k-i}.$$

$$x * y = \sum_{k=0}^{2n} 2^k a_k.$$

Number of "basic operations":

$$\sum_{k \leq 2n} \min(k, 2n - k) = \Theta(n^2).$$

## Recursive Algorithm for Multiplication.

Two  $n$ -bit numbers:  $x, y$ .

$$x = \begin{array}{|c|c|} \hline x_L & x_R \\ \hline \end{array} = 2^{n/2} x_L + x_R$$

$$y = \begin{array}{|c|c|} \hline y_L & y_R \\ \hline \end{array} = 2^{n/2} y_L + y_R$$

Multiplying out

$$x * y = (2^{n/2} x_L + x_R)(2^{n/2} y_L + y_R)$$

$$= 2^n x_L y_L + 2^{n/2} (x_L y_R + x_R y_L) + x_R y_R$$

Four  $n/2$ -bit multiplications:  $x_L y_L, x_L y_R, x_R y_L, x_R y_R$ .

Recurrence:

$$T(n) = 4T\left(\frac{n}{2}\right) + O(n)$$

## Recurrence for recursive algorithm.

Recurrence:

$$T(n) = 4T\left(\frac{n}{2}\right) + \Theta(n)$$

$T(n)$  is

- (A)  $\Theta(n)$ .
- (B)  $\Theta(n^2)$ .
- (C)  $\Theta(n^3)$ .

Idea: Think about recursion tree.

A degree 4 tree of depth  $\log_2 n$ .

$$4^{\log_2 n} = (2^2)^{\log_2 n} = 2^{2 \log_2 n} = (2^{\log_2 n})^2 = n^2$$

$\Theta(n^2)$  leaves or base cases.

One for each pair of digits!

Really? Unfolded recursion in my head?!?!

How did I really obtain bound? [Soon a formula.](#)

TBH, unfolded recurrence in head. Don't remember formulas.

## Gauss's trick.

$$(a + b i)(c + d i) = (ac - bd) + (ad + bc) i.$$

Four multiplications:  $ac, bd, ad, bd$ .

Drop the  $i$ :

$$P_1 = (a + b)(c + d) = ac + ad + bc + bd.$$

Four multiplications from one! ..but all added up.

Two more multiplications:  $P_2 = ac, P_3 = bd$ .

$$(ac - bd) = P_2 - P_3.$$

$$(ad + bc) = P_1 - P_2 - P_3.$$

Only three multiplications. An extra addition though!

Which is harder of multiplication or addition?

[Multiplication!](#)

## Demo

As number of bits double:

**Elementary School Multiply:**

$$O(n^2)$$

$$n \rightarrow 2n$$

$$\text{Runtime: } T = cn^2 \rightarrow T' = c(2n)^2 = 4(cn^2) = 4T$$

**Python multiply:**

$$n \rightarrow 2n$$

$$\text{Runtime: } T \rightarrow 3T.$$

$$\text{Asymptotics: } T = cn^w \rightarrow c((2n)^w) = T' = 3T = 3(cn^w).$$

$$\dots \rightarrow 2^w = 3. \text{ or } w = \log_2 3 \approx 1.58.$$

$$\text{Python multiply: } O(n^{\log_2 3})$$

Much better than grade school.

## Multiply Complex Numbers

$$(3 + 2 i)(4 + 5 i) = 12 + (15 + 8) i + 10 i^2$$

Recall,  $i^2 = -1$ , so simplifying

$$(12 - 10) + 22 i = 2 + 22 i.$$

What about  $(32765 + 219898 i)(413764 + 511110 i)$ ?

## Faster Algorithm for Multiplication.

Two  $n$ -bit numbers:  $x, y$ .

$$x = 2^{n/2}x_L + x_R \quad ; \quad y = 2^{n/2}y_L + y_R$$

$$x \times y = 2^n x_L y_L + 2^{n/2}(x_L y_R + x_R y_L) + x_R y_R$$

Need 3 terms:  $x_L y_L, x_L y_R + x_R y_L, x_R y_R$ .

Used four  $\frac{n}{2}$ -bit multiplications:  $x_L y_L, x_L y_R, x_R y_L, x_R y_R$ .

Can you compute three terms with 3 multiplications?

(A) Yes.

(B) No

(A) Yes.

## Three multiplications and faster algorithm.

Two  $n$ -bit numbers:  $x, y$ .

$$x = 2^{n/2}x_L + x_R \quad ; \quad y = 2^{n/2}y_L + y_R$$

$$x \times y = 2^n x_L y_L + 2^{n/2}(x_L y_R + x_R y_L) + x_R y_R$$

Need 3 terms:  $x_L y_L, x_L y_R + x_R y_L, x_R y_R$ .

Compute

$$P_1 = (x_L + x_R)(y_L + y_R) = x_L y_L + x_L y_R + x_R y_L + x_R y_R.$$

Two more:  $P_2 = x_L y_L, P_3 = x_R y_R. (x_L y_R + x_R y_L) = P_1 - P_2 - P_3$

3 multiplications!

$$T(n) = 3T\left(\frac{n}{2}\right) + \Theta(n)$$

Technically:  $\frac{n}{2} + 1$  bit multiplication. Don't worry.

### Analysis of runtime.

Recurrence for "fast algorithm".

$$T(n) = 3T\left(\frac{n}{2}\right) + \Theta(n)$$

Runtime is

- (A)  $\Theta(n)$
- (B)  $\Theta(n^2)$
- (C)  $\Theta(n^{\log_2 3})$

(C) Idea: number of base cases is  $n^{\log_2 3}$ .

$$3^{\log_2 n} = (2^{\log_2 3})^{\log_2 n} = n^{\log_2 3}$$

So multiplication algorithm with ..

$$T(n) = 3T\left(\frac{n}{2}\right) + \Theta(n) = \Theta(n^{\log_2 3}) = \Theta(n^{1.58\dots})!!!$$

But: all digits have to multiply each other!

They do!  $(a+b)(c+d) = ac + ad + bc + bd$   
4 products from one multiplication!

### Logarithms reminder.

Exponents Quiz:  $(a^b)^c = (a^c)^b$ ?

Yes? No?

Yes.  $(a^b)^c = a^{bc} = a^{cb} = (a^c)^b$ .

Definition of log:  $a = b^{\log_b a}$

Logarithm Quiz:  $a^{\log_b n} = n^{\log_b a}$ ?

Yes!

$$a^{\log_b n} = (b^{\log_b a})^{\log_b n} = (b^{\log_b n})^{\log_b a} = n^{\log_b a}$$

### Solving recurrences.

$$T(n) = 4T\left(\frac{n}{2}\right) + cn, \quad T(1) = c$$

Recursion Tree	# probs	sz	time/prob	time/level
$T(n)$	1	$n$	$cn$	$cn$
$T\left(\frac{n}{2}\right) \quad T\left(\frac{n}{2}\right) \quad T\left(\frac{n}{2}\right) \quad T\left(\frac{n}{2}\right)$	4	$\frac{n}{2}$	$c\left(\frac{n}{2}\right)$	$2cn$
$T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right) \quad T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right)$	$4^2$	$\frac{n}{4}$	$c\left(\frac{n}{4}\right)$	$4cn$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$4^i$	$\frac{n}{2^i}$	$c\left(\frac{n}{2^i}\right)$	$2^i cn$

$\frac{n}{2^i} = 1$  when  $i = \log_2 n \implies$  Depth:  $d = \log_2 n$ .

$4^{\log_2 n} = 2^{2 \log_2 n} = n^2$  base case problems. size 1. Work/Prob:  $c$

Work:  $cn^2$ .

Total Work:  $cn + 2cn + 4cn + \dots + cn^2 = O(n^2)$ . Geometric series.

### Solving recurrences.

$$T(n) = 4T\left(\frac{n}{2}\right) + cn, \quad T(1) = c$$

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$T(n)$	1	$n$	$cn$	$cn$
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$T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right) \quad T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right)$	$4^2$	$\frac{n}{4}$	$c\left(\frac{n}{4}\right)$	$4cn$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$4^i$	$\frac{n}{2^i}$	$c\left(\frac{n}{2^i}\right)$	$2^i cn$

$\frac{n}{2^i} = 1$  when  $i = \log_2 n \implies$  Depth:  $d = \log_2 n$ .

$4^{\log_2 n} = 2^{2 \log_2 n} = n^2$  base case problems. size 1. Work/Prob:  $c$

Work:  $cn^2$ .

Total Work:  $cn + 2cn + 4cn + \dots + cn^2 = O(n^2)$ . Geometric series.

### Fast multiplication.

$$T(n) = 3T\left(\frac{n}{2}\right) + cn, \quad T(1) = c$$

Recursion Tree	# probs	sz	time/prob	time/level
$T(n)$	1	$n$	$cn$	$cn$
$T\left(\frac{n}{2}\right) \quad T\left(\frac{n}{2}\right) \quad T\left(\frac{n}{2}\right)$	3	$\frac{n}{2}$	$c\left(\frac{n}{2}\right)$	$\left(\frac{3}{2}\right)cn$
$T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right) \quad T\left(\frac{n}{4}\right) \dots T\left(\frac{n}{4}\right)$	$3^2$	$\frac{n}{4}$	$c\left(\frac{n}{4}\right)$	$\left(\frac{3}{2}\right)^2 cn$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$3^i$	$\frac{n}{2^i}$	$c\left(\frac{n}{2^i}\right)$	$\left(\frac{3}{2}\right)^i cn$

$\frac{n}{2^i} = 1$  when  $i = \log_2 n \implies$  Depth:  $d = \log_2 n$ .

$3^{\log_2 n} = n^{\log_2 3}$  base case problems. size 1. Work/Prob:  $c$ . Work:

$cn^{\log_2 3}$ .

Total Work:  $cn + \left(\frac{3}{2}\right)cn + \dots + cn^{\log_2 3} = O(n^{\log_2 3})$  Geometric series.

### Divide and Conquer: In general.

$$T(n) = aT\left(\frac{n}{b}\right) + O(n^d); \quad T(1) = c$$

Recursion Tree	# probs	sz	time/prob	time/lvl
$T(n)$	1	$n$	$cn^d$	$cn^d$
$T\left(\frac{n}{b}\right) \quad T\left(\frac{n}{b}\right) \quad T\left(\frac{n}{b}\right)$	$a$	$\frac{n}{b}$	$c\left(\frac{n}{b}\right)^d$	$\left(\frac{a}{b^d}\right)cn^d$
$T\left(\frac{n}{b^2}\right) \dots T\left(\frac{n}{b^2}\right) \quad T\left(\frac{n}{b^2}\right) \dots T\left(\frac{n}{b^2}\right)$	$a^2$	$\frac{n}{b^2}$	$c\left(\frac{n}{b^2}\right)^d$	$\left(\frac{a}{b^d}\right)^2 cn^d$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$\vdots$	$\vdots$	$\vdots$	$\vdots$
$\vdots \quad \vdots \quad \vdots \quad \vdots$	$a^i$	$\frac{n}{b^i}$	$c\left(\frac{n}{b^i}\right)^d$	$\left(\frac{a}{b^d}\right)^i cn^d$

$\frac{n}{b^i} = 1$  when  $i = \log_b n \implies$  Depth:  $k = \log_b n$ .

Level  $i$  work:  $\left(\frac{a}{b^d}\right)^i n^d$ .

## Master's Theorem

Depth:  $\log_b n$ .  
Level  $i$  work:

$$\left(\frac{a}{b^d}\right)^i n^d.$$

Total:

$$n^d \sum_{i=0}^{\log_b n} \left(\frac{a}{b^d}\right)^i$$

Geometric series: If  $\frac{a}{b^d} < 1$  ( $d > \log_b a$ ), first term dominates

$$O(n^d),$$

if  $\frac{a}{b^d} > 1$  ( $d < \log_b a$ ), last term dominates.

$$O(n^{\log_b a}),$$

and if  $\frac{a}{b^d} = 1$  ( $d = \log_b a$ ), then all terms are the same

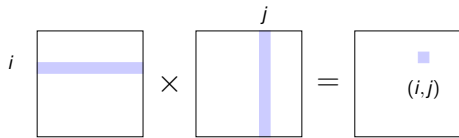
$$O(n^d \log_b n).$$

## Matrix Multiplication

$X$  and  $Y$  are  $n \times n$  matrices.

$$Z = XY,$$

$Z_{ij}$  is dot product of  $i$ th row with  $j$ th column.



$$Z_{ij} = \sum_{k=1}^n X_{ik} Y_{kj}.$$

Runtime?  $O(n^2)$ ?  $O(n^3)$ ?  $n^2$  entries in  $Z$ ,  $O(n)$  time per entry.  
 $O(n^3)$

## Master's Theorem: examples.

For a recurrence  $T(n) = aT(n/b) + O(n^d)$

We have

$$d > \log_b a \quad T(n) = O(n^d)$$

$$d < \log_b a \quad T(n) = O(n^{\log_b a})$$

$$d = \log_b a \quad T(n) = O(n^d \log_b n).$$

$$T(n) = 4T\left(\frac{n}{2}\right) + O(n) \quad a = 4, b = 2, \text{ and } d = 1.$$

$$d = 1 < 2 = \log_2 4 = \log_b a \implies T(n) = O(n^{\log_b a}) = O(n^2).$$

$$T(n) = T\left(\frac{n}{2}\right) + O(n) \quad a = 1, b = 2, \text{ and } d = 1.$$

$$1 > \log_2 1 = 0 \implies T(n) = O(n)$$

$$T(n) = 2T\left(\frac{n}{2}\right) + O(n) \quad a = 2, b = 2, \text{ and } d = 1.$$

$$1 = \log_2 2 \implies T(n) = O(n \log n)$$

## Divide and Conquer

$$\begin{bmatrix} A & B \\ C & D \end{bmatrix} \begin{bmatrix} E & F \\ G & H \end{bmatrix} = \begin{bmatrix} AE + BG & AF + BH \\ CE + DG & CF + DH \end{bmatrix}$$

$A, B, C, \dots, H$  are  $\frac{n}{2} \times \frac{n}{2}$  matrices.

Subproblems?

$$AE, BG, AF, BH, CE, DG, CF, DH$$

are  $n/2 \times n/2$  matrix multiplications.

Recurrence?

$$T(n) = 8T\left(\frac{n}{2}\right) + O(n^2).$$

8 subproblems,  $O(n^2)$  to do the matrix additions.

Masters:  $O(n^{\log_2 8}) = O(n^3)$ .

## Strassen

Matrix multiplication.

Strassen, 1968, visiting Berkeley.

Berkeley...Unite! Resist!

Strassen: Divide! conquer!

## Strassen

$$P_1 = A(F - H) \quad P_5 = (A + D)(E + H)$$

$$P_2 = (A + B)H \quad P_6 = (B - D)(G + H)$$

$$P_3 = (C + D)E \quad P_7 = (A - C)(E + F)$$

$$P_4 = D(G - E)$$

$$\begin{bmatrix} AE + BG = P_5 + P_4 - P_2 + P_6 & AF + BH = P_1 + P_2 \\ CE + DG = P_3 + P_4 & AF + BH = P_1 + P_5 - P_3 + P_7 \end{bmatrix}$$

$$P_5 + P_4 - P_2 + P_6 =$$

$$(AE + AH + DE + DH) + (DG - DE) - AH - BH + BG + BH - DG - DH = AE + BG.$$

7 multiplies! Recurrence?

$$T(n) = 7T\left(\frac{n}{2}\right) + O(n^2)$$

From Masters:

$$(A) O(n^2)? (B) O(n^{\log_2 7} \log n)? (C) T(n) = O(n^{\log_2 7})?$$

Leaf subproblems dominate runtime!

$$(C) O(n^{\log_2 7}) = O(n^{2.81\dots}) \text{ Way better than } O(n^3).$$

Commonly used in practice!

## Current State of the Art: Matrix multiplication.

$k \times k$  multiplication in  $k^\omega$  multiplications where  $\omega = 2.37\dots$

E.g., Strassen:  $2 \times 2$  multiplication in  $2^{\log_2 7} = 7$  multiplications.

$$T(n) = k^\omega T\left(\frac{n}{k}\right) + O(n^2)$$

$$\text{Masters: } O(n^{\log_k k^\omega}) = O(n^{\omega \log_k k}) = O(n^\omega)$$

State of the art:  $k$  is very very large... e.g.,  $10^{100}$  ...but still a constant.

Based on complicated recursive constructions.

Improvement for constant + recursion gives better algorithm!

Example:

Gauss + recursion  $\implies$  faster multiplication.

Strassen's 7 multiplies + recursion  $\implies$  faster matrix multiplication.

## Lecture in one minute!

Gauss plus recursion is magic!

$$O(n^2) \rightarrow O(n^{\log_2 3}) \approx O(n^{1.58\dots})$$

Double size, time grows by a factor of 3.

Master's theorem: understand the recursion tree!

Branching by  $a$

diminishing by  $b$

working by  $O(f(n))$ .

Leaves:  $n^{\log_b a}$ , Work:  $\sum_i a^i f\left(\frac{n}{b^i}\right)$ .

Recursive (Divide and Conquer) Multiplication:

8 subroutine calls of size  $n/2 \times n/2$

$\rightarrow O(n^3)$ .

Strassen:

7 subroutine calls of size  $n/2 \times n/2$

$\rightarrow O(n^{\log_2 7}) \approx O(n^{2.8})$ .