5. Recursion, part 3

Programming and Algorithms II
Degree in Bioinformatics
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Recurrences

A way of recursively defining functions
We will use them to estimate running times of algorithms

\[ T(n) = \text{“maximum running time of the algorithm on an input of size } n\text{”} \]

Typical case:
\[ T(n) = f( T(\text{values smaller than } n) ) \quad \text{if } n > \text{base cases} \]
\[ T(\text{base cases}) = \text{something not depending on } n \]
Recurrences

Recurrences can be solved in many ways
There are general methods that we don’t see here

Blackboard. Assuming $T(1) = O(1)$:

$T(n) = O(1) + T(n-1)$ $\Rightarrow$ $T(n) = O(n)$ (linear search)

$T(n) = O(1) + T(n/2)$ $\Rightarrow$ $T(n) = O(\log n)$ (binary search)

$T(n) = O(n) + T(n/2)$ $\Rightarrow$ $T(n) = O(n)$ (?)

$T(n) = O(n) + T(n-1)$ $\Rightarrow$ $T(n) = O(n^2)$ (ins./sel. sort)

$T(n) = O(n) + 2T(n/2)$ $\Rightarrow$ $T(n) = O(n \log n)$ (mergesort)

$T(n) = O(1) + 2T(n-1)$ $\Rightarrow$ $T(n) = O(2^n)$ (set generation)
Fibonacci numbers

\[ \text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2) \]

We have

\[ A(n) \leq \text{fib}(n) \leq B(n) \]

where

\[ B(n) = B(n-1) + B(n-1) = \ldots = O(2^n) \]

\[ A(n) = A(n-2) + A(n-2) = \ldots = O(2^{n/2}) = O(1.41\ldots n) \]

leads to guessing \( \text{fib}(n) \approx \varphi^n \) for some \( \varphi \) in \([1.41\ldots 2]\)
Fibonacci numbers

If \( \text{fib}(n) = \text{fib}(n-1) + \text{fib}(n-2) \approx \varphi^n \)
then \( \varphi \) should satisfy
\[
\varphi^n = \varphi^{n-1} + \varphi^{n-2}
\]
dividing by \( \varphi^{n-2} \)
\[
\varphi^2 = \varphi + 1
\]
which means \( \varphi = (1+\sqrt{5})/2 = 1.618\ldots \), called the **Golden Ratio**
Pretty accurate estimate of fib(n) for large n

https://en.wikipedia.org/wiki/Golden_ratio
Merging two sorted lists

Given two lists that are sorted, compute a list with their union

\[\begin{align*}
[1, 2, 2, 5, 6, 6, 9, 10, 10, 12] \\
[0, 2, 4, 5, 5, 7, 8, 9, 9, 11, 12]
\end{align*}\]

\[\rightarrow\]

\[[0, 1, 2, 2, 2, 4, 5, 5, 6, 6, 7, 8, 9, 9, 9, 10, 10, 11, 12, 12]\]
def merge(lst1, lst2):
    i = 0
    j = 0
    result = []
    while i < len(lst1) and j < len(lst2):
        if lst1[i] <= lst2[j]:
            result.append(lst1[i])
            i = i+1
        else:
            result.append(lst2[j])
            j = j+1
    result.extend(lst1[i:])
    result.extend(lst2[j:])
    return result

At every iteration, we move either one element from lst1 or from lst2
Loop body is O(1)
Time O(len(lst1) + len(lst2))
Mergesort

Idea:

Given that merging two sorted lists is easy...

1. Split your big list into two lists
2. Sort each one separately
3. Merge the resulting sorted lists

Base case: list is sufficiently small to sort some other way
def mergeSort(lst):
    if len(lst) <= 1:
        return lst
    else:
        mid = (len(lst)+1)//2
        lefthalf = lst[:mid]
        righthalf = lst[mid:]
        mergeSort(lefthalf)
        mergeSort(righthalf)
        return merge(lefthalf, righthalf)
Mergesort

\[ T(n) = 2T(n/2) + O(n) \quad (O(n)\ due\ to\ merge) \]

\[ T(n) = cn + 2T(n/2) = cn + 2(c n/2 + 2T(n/4)) \]

\[ = 2cn + 4T(n/4) = 3cn + 8T(n/8) = \ldots \]

\[ = i * cn + 2^i * T(n/2^i) \]

If we stop when \( n/2^i = 1 \), we have \( i = \log_2 n \), so time is

\[ T(n) = (\log n) * cn = O(n \log n) \]

Uses additional memory, not in-place sorting
With some care, the copying of extra lists can be optimized
Good way of sorting sequential files in external memory
Multiplying large numbers

Given: two “large” integers x, y

Return: their product x*y

We can represent them e.g. in lists:
[123, 456, 789] means the integer 12345689
If each list element is <B, this is like using base B

(in many programming languages, int’s are limited to some fixed range e.g. [-2^{32}...2^{32}]; overflow is produced if exceeded; Python automatically extends int’s to be as large as required, BigInts)
Multiplying large numbers

Assumption:
• Sum is linear in \#digits of operands
• Multiplying by $B^i$ is fast
• Same as adding 0’s at the end
• Dividing by $B^i$ is fast
• Same as removing digits from the end
• $O(\#\text{digits} + i)$ time

In computers, $B=2$. Hardware directly supports product and division by powers of 2 (shifts)
Multiplying large numbers

School algorithm \((x, y)\)

\[
\text{sum} = 0 \\
\text{for } i \text{ in } [0 \ldots \text{numdigits}(y)-1] \\
\text{sum} += x \times y[i] \times 2^i
\]

Product by a digit \(y[i]\) and by \(2^i\) is \(O(\text{numdigits}(x))\)

\(O(n^2)\) if both \(x\) and \(y\) have \(n\) digits (and \(B\) constant)
Recursively

Numbers with 2k digits
\[(x_1 \times 2^k + x_0) \times (y_1 \times 2^k + y_0) =\]
\[x_1 \times y_1 \times 2^{2k} + (x_1 \times y_0 + x_0 \times y_1) \times 2^k + x_0 \times y_0\]

Two n-bit numbers →
4 products of n/2 bit numbers
+ 3 sums + 2 shifts

\[T(n) = O(n) + 4T(n/2)\]
Recursively

\[ T(n) = cn + 4T(n/2) = cn + 4c(n/2) + 16T(n/4) = \ldots \]
\[ = cn + 2cn + 4cn + 8cn + \ldots = O(n^2) \]

Otherwise: if we assume \( T(n) \approx O(n^a) \)
We must have

\[ d \cdot n^a = cn + 4(d(n/2)^a) = cn + 4/(2^a) \cdot d n^a \]
so \( 4/(2^a) \) must be \( \approx 1 \), so \( a=2 \)

Same \( O(\ldots) \) time as school algorithm!
Can we do better?

We did \((x_1 \cdot 2^k + x_0) \cdot (y_1 \cdot 2^k + y_0) =\)

\[x_1 \cdot y_1 \cdot 2^{2k} + (x_1 \cdot y_0 + x_0 \cdot y_1) \cdot 2^k + x_0 \cdot y_0\]

4 multiplications \(\rightarrow 4\) in the recurrence

\(\rightarrow 4/(2^a) = 1 \rightarrow O(n^2)\)

Can we save one multiplication?

Yes!
The Karatsuba – Ofman trick
Karatsuba Ofman method

We did \((x1*2^k + x0) * (y1*2^k + y0) =\)
\(x1*y1 * 2^{2k} + (x1*y0 + x0*y1) * 2^k + x0*y0\)

\[\begin{align*}
a &= x1*y1 \\
b &= x0*y0 \\
c &= (x1+x0)*(y1+y0) \quad (= x1*y1+x1*y0+x0*y1+x0*y0) \\
c &= c - a - b \quad (= x1*y0 + x0*y1) \\
result &= a*2^{2k} + c*2^k + b
\end{align*}\]

3 multiplications of n/2 bit numbers, 6 sums, 2 shifts
The Karatsuba Ofman method

\[ T(n) = cn + 3T(n/2) \]

If we assume \( T(n) \approx O(n^a) \)

\[ d n^a = cn + 3(d(n/2)^a) = cn + 3/2^a \ d \ n^a \]

so \( 3/2^a \) must be \( \approx 1 \), so \( 3 = 2^a \), so \( a = \log_2(3) = 1.585... \)

An algorithm for product running in time \( O(n^{1.585...}) \)

Hard to imagine (and program) without recursion!

Don’t teach it to school kids

Better than school method for more than about 500 bits
Even better method

Schonhäge-Strassen’s algorithm. Very cool
Based on Discrete Fourier Transform
Starts like mergesort, then gets complex (pun!)

$O(n \log (n) \log \log(n))$ time

Beats Karatsuba Ofman for 100,000’s of bits or so

Can we do $O(n)$ (like sum)? We don’t know