

An algorithm design technique.

- exploit the relationship between the solution to a problem instance with the solution to a smaller instance

Variants: $\left\{ \begin{array}{l} \text{Decrease by 1} \\ \text{Decrease by a constant factor. (2)} \\ \text{Variable size decrease.} \end{array} \right.$

e.g: problem: compute a^n

$$a^n \leftrightarrow a^m \quad m < n$$

- Decrease by 1;

$$a^m \text{ value } m = n-1 \text{ then. } a^n = a * a^{n-1}.$$

$$a^0 = 1$$

FUNCTION pow(a, n)

IF $n = 0$
RETURN 1

ELSE
RETURN $a * \text{pow}(a, n-1)$ \rightarrow top-down approach.

\rightarrow bottom up: approach.

start by computing a^0 and build up to a^n

FUNCTION pow(a, n)

$k \leftarrow 0$

$\text{res} \leftarrow 1$

WHILE $k \leq n$ DO

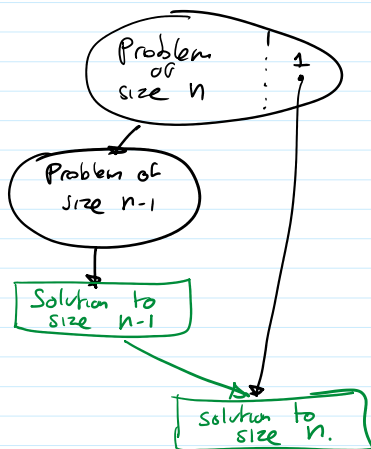
$\text{res} \leftarrow \text{res} * a$

$k \leftarrow k + 1$

RETURN res.

$$\text{res} [a^0 \rightarrow a^1 \rightarrow a^2 \rightarrow a^3 \dots a^k]$$

Analysis: basic-operation *
 $M(n) = n \in \Theta(n)$



- Decrease by a constant factor: (2)

Problem: compute a^n

Given $a^{n/2}$ then. $a^n = (a^{n/2})^2 = a^{n/2} * a^{n/2}$ if n is even.

Problem: compute a^n

Given $a^{\lfloor n/2 \rfloor}$ then $a^n = (a^{\lfloor n/2 \rfloor})^2 = a^{\lfloor n/2 \rfloor} \cdot a^{\lfloor n/2 \rfloor}$ if n is even.

$n=5$ a^2 then $a^5 = a^{\lfloor 5/2 \rfloor} \cdot a^{\lfloor 5/2 \rfloor} \cdot a$ if n is odd.
 $a^5 = a^2 \cdot a^2 \cdot a$

```

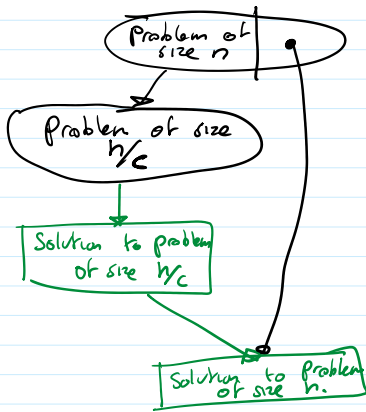
FUNCTION pow(a, n)
  IF n = 0
    RETURN 1
  ELSE
    b = pow(a, ⌊n/2⌋)
    IF n is even THEN
      RETURN b * b
    ELSE
      RETURN b * b * a
  
```

Analysis:

Pow(a, n)	2
↓	
Pow(a, ⌊n/2⌋)	2
↓	
Pow(a, ⌊n/4⌋)	2
↓	
Pow(a, ⌊n/8⌋)	2
↓	
⋮	
pow(a, 0)	0

$M(n)$

$2 \cdot \log n \in \Theta(\log n)$



• Decrease by variable size:

e.g. Euclid's Algorithm.

Process to compute the GCD of two numbers, a, b

• $\text{GCD}(a, b) = \text{GCD}(a \bmod b, b)$
 where $a > b = \text{GCD}(a - b, b)$

• $\text{GCD}(a, a) = a$



a	b	c
-	-	-
3	4	5
-	-	-
-	-	-

```

FUNCTION gcd(a, b) PRE: a >= b
  IF a mod b = 0
    RETURN b
  ELSE
    RETURN gcd(b, a mod b)
  
```

FUNCTION gcd(a, b)

```

  WHILE a != b DO
    IF a > b THEN
      a ← a - b
    
```

```

WHILE a != b DO
  IF a > b THEN
    a ← a - b
  ELSE
    b ← b - a
RETURN a.

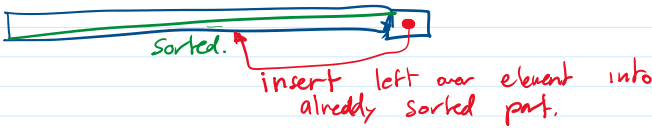
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• PROBLEM : Sorting :

Intuition: Sort an array:



- Suppose somebody can sort arrays of size n-1 call that person:



- Simplest case.

□ size 1 already sorted.



FUNCTION Insertion Sort (A[0...n])

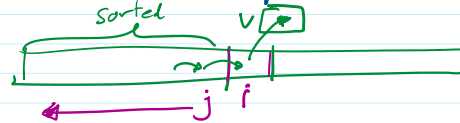
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FOR i ← 1 TO n-1 DO
  v ← A[i]
  j ← i-1
  WHILE j ≥ 0 AND A[j] > v DO
    A[j+1] ← A[j]
    j ← j-1
  A[j+1] ← v

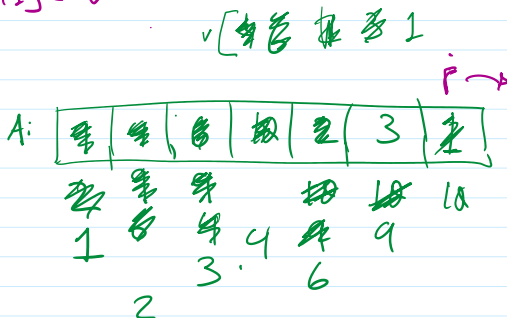
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Note: i : A[0...i-1] is already sorted

A[i], v : element we trying to insert
j : searching for place to insert



TRACE:



Analysis: basic operation.

j = i-2, i-2, i-3, i-4, ..., 0

$$C(n) = \sum_{i=1}^{n-1} \sum_{j=0}^{i-1} 1 = \sum_{i=1}^{n-1} i = \frac{(n-1)n}{2} \in \Theta(n^2)$$

Ponder:

- Worst-case scenario for insertion sort: array sorted in decreasing order.
- best-case:

array sorted in decreasing order.

- best-case:
array is already sorted.

$$C_{\text{best}}(n) = \sum_{i=1}^{n-1} 1 = n-1 = \Theta(n)$$

— 0 — EOF