

Algorithm Design Technique.

The Basic Strategy:

1.- Divide the problem into several subproblems.

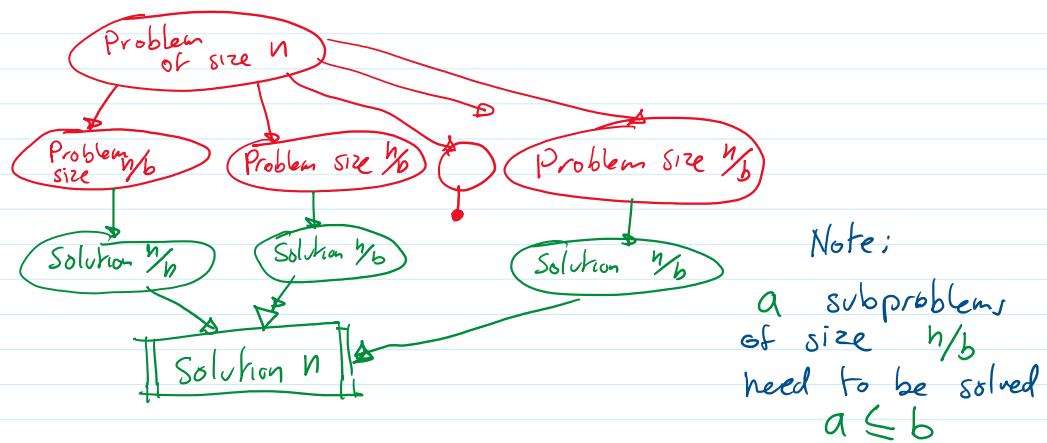
- ideally of the same size
- usually 2 subproblems.

2.- Solve the subproblems

- usually recursively.

3.- The solution to the subproblems are combined to get a solution to the original problem.

- DIAGRAM:



Note: Some of the most important algorithms are of this kind.

E.g. Sum of an array

FUNCTION Sum ($A[0..n-1]$)

IF $n=1$ THEN

RETURN $A[0]$



ELSE

$a \leftarrow \text{Sum}(A[0..\lfloor \frac{n}{2} \rfloor])$

$b \leftarrow \text{Sum}(A[\lfloor \frac{n}{2} \rfloor .. n-1])$

RETURN $a+b$

Analysis: basic operation +

$$A(n) = A\left(\frac{n}{2}\right) + A\left(\frac{n}{2}\right) + 1$$

$$A(1) = 0$$

} Recurrence.

$$A(1) = \emptyset$$

↓ recurrence.

Solving the recurrence $A(n) \subseteq \Theta(n)$

- ANALYSIS FRAMEWORK FOR DIVIDE AND CONQUER ALGORITHMS:

Divide & Conquer will lead to Recurrences

- input of size n
- divide into b parts of equal size $\frac{n}{b}$
- solve a subparts
- the cost of recombination is $f(n)$

The general formula is:

$$T(n) = a \cdot T\left(\frac{n}{b}\right) + f(n)$$

"General Divide and Conquer Recurrence"

Let's solve it:

- Let n be a power of b : $n = b^k$ $k = \log_b n$

$$T(b^k) = a \cdot T(b^{k-1}) + f(b^k)$$

$$T(b^{k-1}) = a \cdot T(b^{k-2}) + f(b^{k-1})$$

$$T(b^k) = a \cdot [a \cdot T(b^{k-2}) + f(b^{k-1})] + f(b^k)$$

$$= a^2 \cdot T(b^{k-2}) + a \cdot f(b^{k-1}) + f(b^k)$$

$$T(b^{k-2}) = a \cdot T(b^{k-3}) + f(b^{k-2})$$

$$= a^2 \cdot [a \cdot T(b^{k-3}) + f(b^{k-2})] + a \cdot f(b^{k-2}) + f(b^k)$$

$$= a^3 \cdot T(b^{k-3}) + a^2 \cdot f(b^{k-2}) + a \cdot f(b^{k-1}) + f(b^k)$$

$$T(b^{k-3}) = a \cdot T(b^{k-4}) + f(b^{k-3})$$

$$= a^3 \cdot [a \cdot T(b^{k-4}) + f(b^{k-3})] + a^2 \cdot f(b^{k-3}) + a \cdot f(b^{k-2}) + f(b^k)$$

$$= a^4 \cdot T(b^{k-4}) + a^3 \cdot f(b^{k-3}) + a^2 \cdot f(b^{k-2}) + a \cdot f(b^{k-1}) + f(b^k)$$

after i substitutions

$$T(b^k) = a^i \cdot T(b^{k-i}) + a^{i-1} \cdot f(b^{k-i+1}) + a^{i-2} \cdot f(b^{k-i+2}) + a^{i-3} \cdot f(b^{k-i+3}) + \dots + a^0 \cdot f(b^k)$$

Let $i = K$

$$= a^k \cdot T(1) + a^{k-1} \cdot f(b^1) + a^{k-2} \cdot f(b^2) + a^{k-3} \cdot f(b^3) + \dots + a^0 \cdot f(b^k)$$

$$= a^k \cdot T(1) + \frac{a^k}{a} \cdot f(b^1) + \frac{a^k}{a^2} \cdot f(b^2) + \frac{a^k}{a^3} \cdot f(b^3) + \dots + \frac{a^k}{a^K} \cdot f(b^k)$$

$$= a^k \cdot \left[T(1) + \sum_{j=1}^K \frac{f(b^j)}{a^j} \right] ; \quad n = b^k ; \quad k = \log_b n ; \quad a^K = a^{\log_b n} = n^{\log_b a}$$

So:

$$T(n) = a^{\log_b n} \cdot \left[T(1) + \sum_{j=1}^{\log_b n} f(b^j) \right]$$

So:

$$T(n) = n^{\log_b a} \cdot \left[T(1) + \sum_{j=1}^{\log_b n} \frac{f(b^j)}{a^j} \right].$$

What impacts the order of growth of $T(n)$??

- The value of b
- The value of a
- the order of growth of $f(n)$

The Master Theorem:

Given the recurrence:

$$T(n) = a \cdot T\left(\frac{n}{b}\right) + f(n)$$

If $f(n) \in \Theta(n^d)$ where $d \geq 0$ then:

$$T(n) \in \begin{cases} \Theta(n^d) & \text{if } a < b^d \quad ① \\ \Theta(n^d \log n) & \text{if } a = b^d \quad ② \\ \Theta(n^{\log_b a}) & \text{if } a > b^d \quad ③ \end{cases}$$

Apply #1:

$$A(n) = 2 \cdot A\left(\frac{n}{2}\right) + 1 \quad \begin{matrix} a=2 \\ b=2 \\ d=0 \end{matrix}$$

$$A(1) = \Theta(1)$$

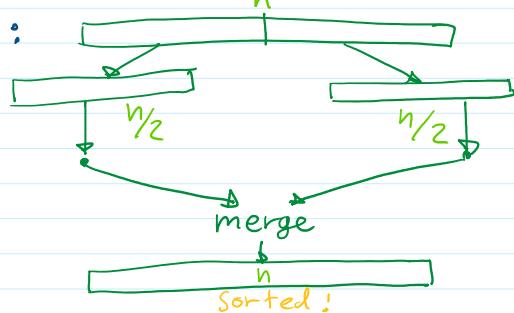
$$f(n) = f(n^0) \in \Theta(n^0)$$

$\bullet a > b^d = 2 > 2^0$ so ③ applies

$$A(n) \in \Theta\left(n^{\log_b a}\right) = \Theta\left(n^{\log_2 2}\right) = \Theta(n)$$

- Sorting by Divide and Conquer : MergeSort

Given:



PseudoCode $\text{MergeSort}(A[0 \dots n-1])$

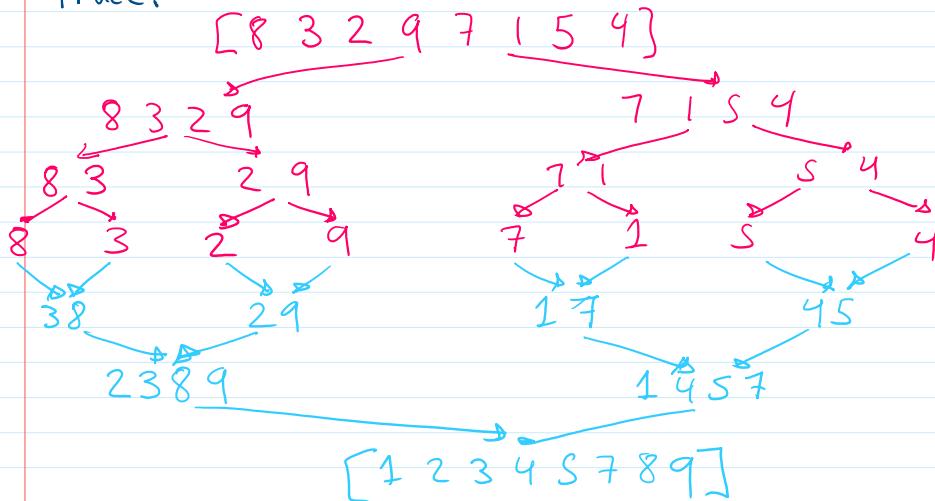
```
IF  $n > 1$ 
| copy  $A[0 \dots \lfloor \frac{n}{2} \rfloor - 1]$  to  $B[0 \dots \lfloor \frac{n}{2} \rfloor - 1]$ 
```

```

IF n > 1
copy A[0.. $\lfloor \frac{n}{2} \rfloor - 1$ ] to B[0.. $\lfloor \frac{n}{2} \rfloor - 1$ ]
copy A[ $\lfloor \frac{n}{2} \rfloor$ ..n-1] to C[0.. $\lceil \frac{n}{2} \rceil - 1$ ]
MergeSort(B)
MergeSort(C)
Merge(B, C, A)

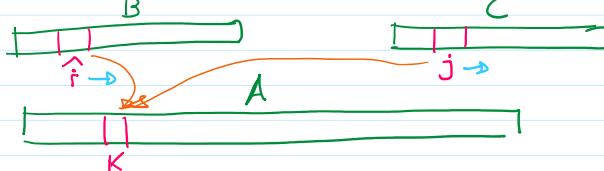
```

Trace:



- Merge:

Comparing two sorted arrays



FUNCTION Merge ($B[0..p-1]$, $C[0..q-1]$, $A[0..p+q-1]$)
 $i \leftarrow 0$; $j \leftarrow 0$; $k \leftarrow 0$

WHILE $i < p$ and $j < q$ DO

```

    IF  $B[i] \leq C[j]$  THEN
         $A[k] \leftarrow B[i]$ 
         $i \leftarrow i + 1$ 
    ELSE
         $A[k] \leftarrow C[j]$ 
         $j \leftarrow j + 1$ 

```

$k \leftarrow k + 1$

IF $i = p$ THEN

```

        copy  $C[j..q-1]$  to  $A[k..p+q-1]$ 
    ELSE
        copy  $B[i..p-1]$  to  $A[k..p+q-1]$ 

```

MergeSort is Cool 😊

⊕ is "stable" elements of same value retain their position relative to each other.

④ is "stable" elements of same value retain their position relative to each other.

⑤ needs extra storage.

Analysis: basic operation. ↗ Comparison

$$C(n) = 2 \cdot C\left(\frac{n}{2}\right) + T(n)$$

$T(n) = n-1$
merge

$$C(n) = 2 \cdot C\left(\frac{n}{2}\right) + n-1$$

Apply the Master's Theorem:

$$a=2$$

$$b=2$$

$$d=1$$

so $a = b^d$ $n-1 \in \Theta(n^1)$

case ② $C(n) \in \Theta(n^d \log n) = \Theta(n \log n)$ linear logarithmic.

MergeSort is better!

How Much better?

<u>n</u>	BubbleSort	MergeSort
100	10,000	665
500	250,000	4,483
10,000	100,000,000	132,880

Note: n^2 algorithms are deceptive
useful for small inputs.
but eventually explode.

- Sorting by Divide and Conquer : QuickSort

- '60 C.A.R. Hoare "Tony"



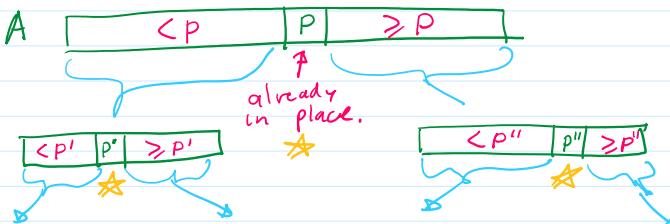
- Russian-to-English Translator.



Intuition:



But: how to avoid Merging?
by partitioning:

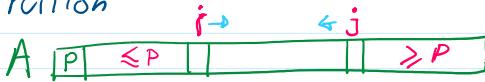


Algorithm: QuickSort ($A[l..r]$)

```
IF l < r THEN
    S ← partition( $A[l..r]$ )
    QuickSort ( $A[l..s-1]$ )
    QuickSort ( $A[s+1..r]$ )
```

- A new way of partitioning: (Hoare Partition)

Intuition



- if $A[i] \leq p$ then $i \leftarrow i + 1$
- if $A[j] \geq p$ then $j \leftarrow j - 1$

eventually: $A[i] > p$ and $A[j] < p$
then swap ($A[i], A[j]$)

When do we stop? When $j \leq i$

```
FUNCTION Hoare Partition ( $A[l..r]$ )
    p ←  $A[l]$ 
    i ← l; j ← r + 1;
    REPEAT
        REPEAT i ← i + 1 UNTIL  $A[i] \geq p$  *
        REPEAT j ← j - 1 UNTIL  $A[j] \leq p$ 
        Swap ( $A[i], A[j]$ )
    UNTIL j ≤ i
    Swap ( $A[i], A[j]$ ) // undo last swap.
    Swap ( $A[l], A[j]$ )
    RETURN j
```

P	Trace							
6	6	10	7	9	3	4	8	1
	i → i						j ← j	
	6	1	7	9	3	4	8	10
	i				j			
	6	1	4	9	3	7	8	10
	i				j			
	6	1	4	3	9	7	8	10
	i			j				
	6	1	4	9	3	7	8	10
	i			j				
	6	1	4	3	9	7	8	10
	i			j				
	3	1	4	6	9	7	8	10
	i			j				

* Note: this could be at the end of the

{ RETURN j

5 7 16 1 8 ..

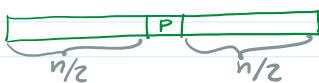
* Note: this could go at the end of the array.

Analysis:

- Hoare Partition: basic operation $\geq \leq$ Comparison
Hoare partition takes: n or $n+1$ comparisons.

- Quality of Partitions:

Best:



Worst:



- Quicksort.

- Best $C(n) = \underbrace{n}_{\text{best}} + 2 \cdot \underbrace{C(\frac{n}{2})}_{\text{partitioning}} + \underbrace{\Theta(n^2)}_{\text{Quicksort each subarray}}$

Apply Masters Theorem:

$$\begin{aligned} a &= 2 \\ b &= 2 \\ d &= 1 \end{aligned}$$

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

case: $a = b^d \quad (2)$

so: $C(n) \in \Theta(n \cdot \log n)$

- Worst:

$$\begin{aligned} C_{\text{worst}} &= (n+1) + n + (n-1) + (n-2) + (n-3) + \dots + 3 \\ &= \frac{(n+1)(n+2)}{2} - 3 \in \Theta(n^2) \end{aligned}$$

Scenario: when array is already sorted (Reverse Sorted)

- Avg Case:

- s : position of pivot $0 \leq s \leq n-1$
- suppose each position of the pivot is equally likely
then the pivot can end in a position i with probability $1/n$

$$C_{\text{avg}}(n) = \frac{1}{n} \cdot \sum_{s=0}^{n-1} \left[(n+1) + C_{\text{Avg}}(s) + C_{\text{Avg}}(n-1-s) \right]$$

partition
positions for pivot.
Quicksort left subarray
Quicksort right subarray

rainbow happens.

$\sim n \cdot n \sim n \cdot n \sim 1 \cdot n \sim n \cdot n \sim n \cdot \log(n) / n \sim n$ linear logarithmic

$$C_{\text{avg}}(n) \approx 2 \cdot n \ln n \approx 1.39 \cdot n \cdot \log_2 n \in \Theta(n \cdot \log n)$$

linear-logarithmic.

On average Quicksort makes 39% more comparisons than the base case.

Quicksort:

- \oplus in-place no need for extra space
- \ominus not-stable.

Improvements:

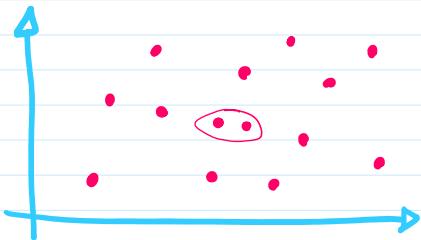
- Improve Selection of Pivot
 - pick at random.
 - look at 3 elements, pick the middle one.
- Switch to insertion sort for small subarrays $n \leq 5..15$
- 3-way partitioning (using 2 pivots)

It's possible to achieve 20% to 30% improvements.

• PROBLEM : Closest Pair

Problem in the 2D Plane.

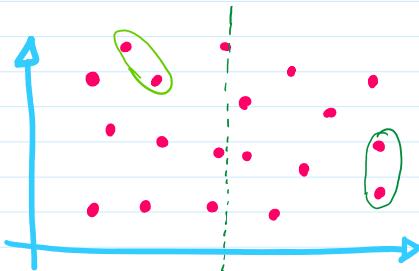
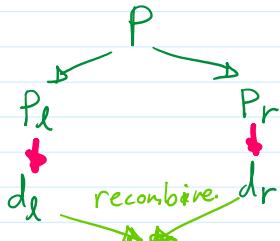
Given a collection of points (x, y) in 2D space
Find the closest 2 points.



$$d(P_i, P_j) = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$$

- Apply Divide and Conquer.

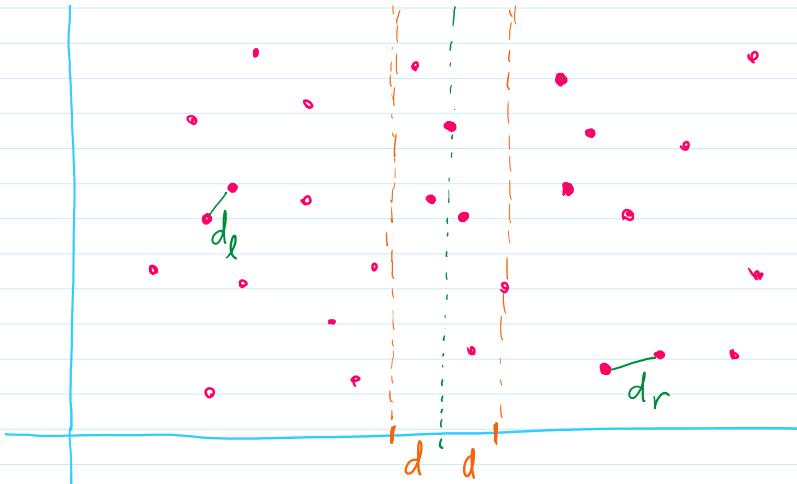
- 1) Split the points.



- 2) How are you going to recombine the solutions of the halves, to create a complete solution?

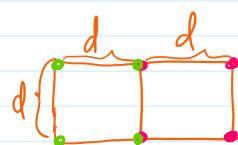
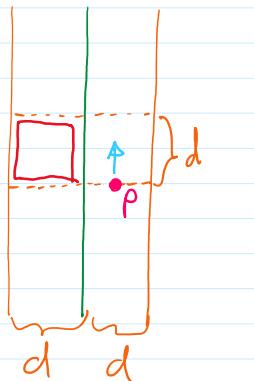


the extremes, to create a complete solution.



Let d be the smallest of d_l, d_r

- the only way for a closer pair to exist is if its extremes are in opposite partitions..
- We can narrow even further



There can only be 8 points.

FUNCTION DQClosest Pair (P : collection of points sorted by x value)
 Q : collection of points sorted by y value)

IF $|P| \leq 3$ THEN

Solve by Brute Force $\Delta 3$ comparisons.

ELSE

copy first $\lceil \frac{n}{2} \rceil$ points of P into P_L

copy same $\lceil \frac{n}{2} \rceil$ points from Q into Q_L

copy remaining $\lfloor \frac{n}{2} \rfloor$ points of P into P_R

copy remaining $\lfloor \frac{n}{2} \rfloor$ points of Q into Q_R

$d_L \leftarrow$ DQClosestPair (P_L, Q_L)

$d_R \leftarrow$ DQClosestPair (P_R, Q_R)

merge solutions

$d \leftarrow \min(d_L, d_R)$

$M \leftarrow P[\lceil \frac{n}{2} \rceil - 1] \cdot x$, . . . , 1 , 1 , 1 , $n \lceil \frac{n}{2} \rceil - 1$

... more, etc,

$$M \leftarrow P[\lceil \frac{n}{2} \rceil - 1].x$$

Copy from Q all points which $|x - m| < d$ into $S[Q..n_s - 1]$

$$d_{\min} \leftarrow d^2$$

FOR $i \leftarrow Q$ TO $n_s - 1$ DO

$$k \leftarrow i + 1$$

WHILE $k < n_s$ and $(S[k].y - S[i].y)^2 < d_{\min}$ DO

$$d' = (S[k].x - S[i].x)^2 + (S[k].y - S[i].y)^2$$

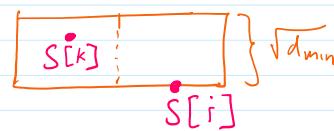
IF $d' < d_{\min}$ THEN

$$d_{\min} \leftarrow d'$$

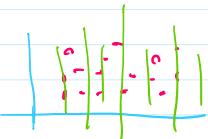
$$k \leftarrow k + 1$$

RETURN $\sqrt{d_{\min}}$

$$d(P_i, P_j)^2 = (x_i - x_j)^2 + (y_i - y_j)^2$$



Analysis:



$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + f(n)$$

$f(n)$ cost of searching the middle strip.

- $f(n)$ basic operation. \hookrightarrow Comparison

$$\hookrightarrow C(n) = \sum_{i=Q}^{n_s-1} 8 = 8 \cdot n_s \in \Theta(n^2)$$

- $f(n) \in \Theta(n^2)$

Apply Master theorem:

$$a = 2$$

$$b = 2$$

$$d = 1$$

Then: case $a = b^d$ ②

$$T(n) \in \Theta(n^d \cdot \log n) = \Theta(n \cdot \log n)$$
 linear logarithmic.

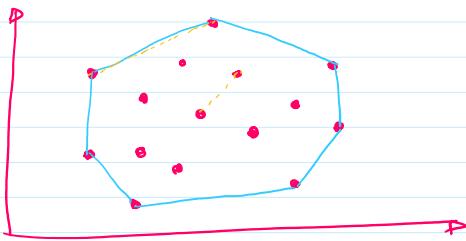
Note: Presorting is not an issue.

A good sort is $\Theta(n \cdot \log n)$

merge sort

Quick Sort

PROBLEM : Convex Hull



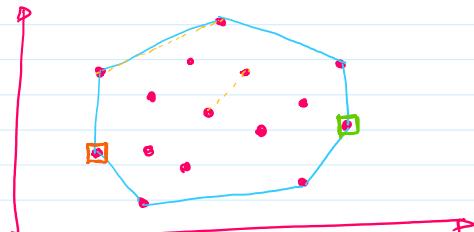
find the smallest convex polygon that contains all points

Convex polygon: for any two points P_1, P_2 in the polygon, the line $P_1 - P_2$ resides completely inside the polygon.

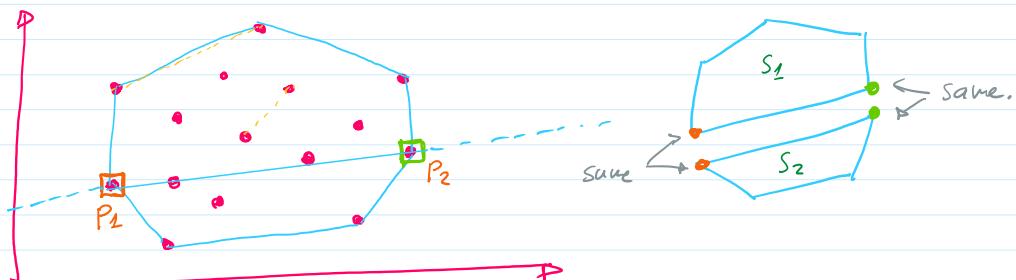
idea: sort the points by x value

P_1 \square P_2 \square

points P_1, P_2 in the polygon,
the line $P_2 - P_1$ resides completely
inside the polygon



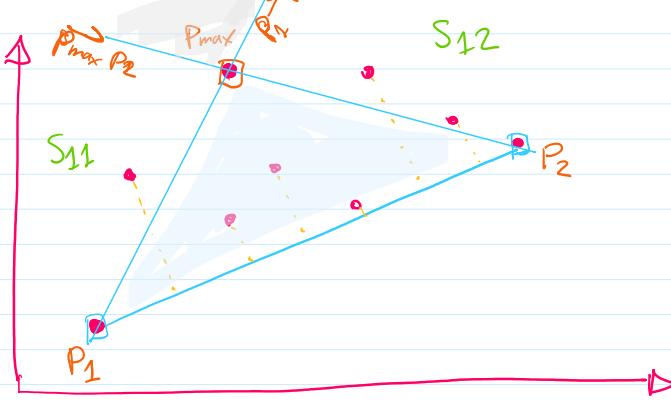
We gain 2 points. : the extremes are in the convex hull



S_1 : points to the left of $\overrightarrow{P_1 P_2}$
 S_2 : points to the right of $\overrightarrow{P_1 P_2}$

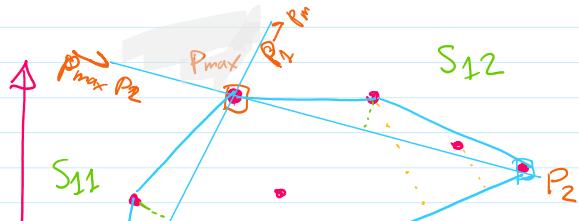
Consider S_1

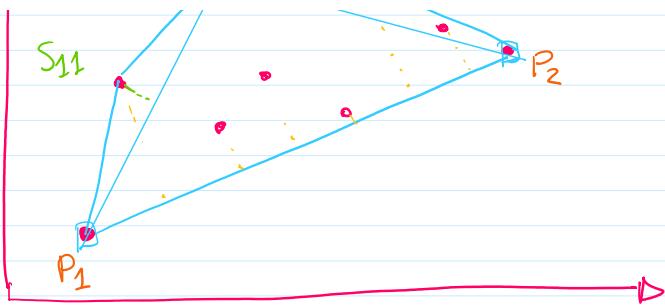
Find P_{\max} \nearrow the point further from the line.



- P_{\max} is in the convex hull
- Points in the triangle $\triangle P_1, P_2, P_{\max}$ or not in the convex hull
- There can be no points left of $P_1 \rightarrow P_{\max}$ or left of $P_{\max} \rightarrow P_2$

Repeat the same process in S_{11} and S_{12}





Base Case.

- $|S| = \infty$ the base line is in the convex hull
- $|S| = 1$ the lines to the point are in the hull

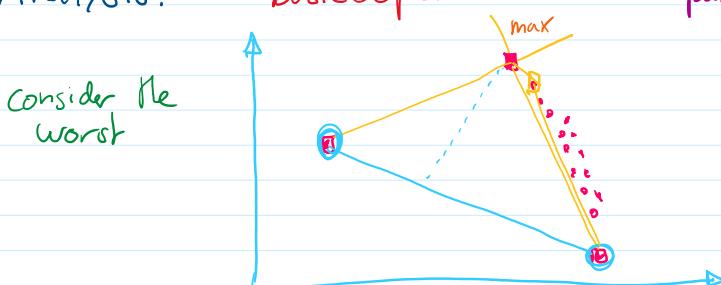
- How to compare 3 points?

Given 3 points q_1, q_2, q_3 we can get information about the $\Delta q_1 q_2 q_3$ by looking at the determinant of the matrix

$$\begin{bmatrix} x_1 & y_1 & 1 \\ x_2 & y_2 & 1 \\ x_3 & y_3 & 1 \end{bmatrix} \det = x_1 \cdot y_2 + x_3 \cdot y_1 + x_2 \cdot y_3 - x_3 \cdot y_2 - x_2 \cdot y_1 - x_1 \cdot y_3$$

- the determinant is twice the area of the triangle $\Delta q_1 q_2 q_3$
- If q_3 is to the left of $q_1 q_2$, the area will be positive otherwise, it will be negative.

Analysis: basic-operation Comparing two points.



- $T(n) = n + (n-1) + (n-2) + (n-3) + \dots + 1 = \frac{n(n+1)}{2}$
 $\in \Theta(n^2)$ quadratic.
- $T(n) \in \Theta(n \log n)$ good news !!
 avg
- With a normal distribution of points $T(n) \in \Theta(n)$

• PROBLEM : Multiplication

$$\begin{array}{r} 1111 \\ \times 12375 \\ \hline \end{array} \quad \text{"Algorisms"}$$

• PROBLEM : Multiplication

e.g. $\begin{array}{r} 17875 \\ \times 3127 \\ \hline \end{array}$ "Algorithm"

$$\begin{array}{r} 17875 \\ \times 3127 \\ \hline 125125 \\ 35750 \\ \hline 00000 \\ 17875 \\ \hline \end{array}$$

Analysis: basic operation.
Single digit multiplication.

$$M(n) = n^2$$

Can we do better? "Anatoly Karatsuba"

$$\begin{array}{r} a_1 \quad a_2 \\ \times b_1 \quad b_2 \\ \hline \end{array}$$

a	1	2	3	3	5	7	2	7
x	b	0	0	9	2	3	7	8
		0	0	9	2	3	7	8

$$a \cdot b = (a_1 \cdot b_1) \cdot 10^8 + ((a_2 \cdot b_1) + (a_1 \cdot b_2)) \cdot 10^4 + (a_2 \cdot b_2)$$

Let us re-formulate to save on multiplications.

e.g.

$$\begin{array}{r} 23 \\ \times 15 \\ \hline \end{array} \quad 23 \cdot 15 = (2 \cdot 1) \cdot 10^2 + ((2 \cdot 5) + (3 \cdot 1)) \cdot 10^1 + (3 \cdot 5) \cdot 10^0$$

Let's change Perspective:

$$\begin{array}{r} 23 \\ \times 15 \\ \hline \end{array} \quad \begin{matrix} 5 \\ 6 \end{matrix}$$

$$(2 \cdot 5) + (3 \cdot 1) = 5 \cdot 6 - (2 \cdot 1) - (3 \cdot 5)$$

$$23 \cdot 15 = (2 \cdot 1) \cdot 10^2 + \underbrace{((5 \cdot 6) - (2 \cdot 1) - (3 \cdot 5)) \cdot 10^1}_{\text{in brackets}} + (3 \cdot 5) \cdot 10^0$$

In general, for 2 digit numbers.

$$a = a_1 a_0 \quad b = b_1 b_0$$

$$a \cdot b = C_2 \cdot 10^2 + C_1 \cdot 10^1 + C_0 \cdot 10^0$$

$$C_2 = a_1 \cdot b_1$$

$$C_0 = a_0 \cdot b_0$$

$$C_1 = (a_1 + a_0) \cdot (b_1 + b_0) - C_2 - C_0$$

Let's scale to multi-digit numbers of length n digits

$$a = a_1 a_0 \quad a_1, a_0 \text{ are multi-digit}$$

$$a = a_1 \cdot 10^{\frac{n}{2}} + a_0$$

$$b = b_1 b_0 \quad b_1, b_0 \text{ are multi-digit}$$

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$$b = b_1 \cdot b_0 \quad b_1, b_0 \text{ are multi.-array}$$

$$b = b_1 \cdot 10^{\frac{n}{2}} + b_0$$

$$a \cdot b = C_2 \cdot 10^n + C_1 \cdot 10^{\frac{n}{2}} + C_0 \cdot 10^0$$

$$C_2 = a_1 \cdot b_1$$

$$C_0 = a_0 \cdot b_0$$

$$C_1 = (a_1 + a_0) \cdot (b_1 + b_0) - (C_2 + C_0)$$

Analysis: basic operation multiplication.

$$M(n) = 3 \cdot M(\frac{n}{2}) \quad M(1) = 1$$

Let

$$n = 2^k \quad k = \log_2 n$$

$$M(2^k) = 3 \cdot M(2^{k-1}) \quad \text{by backwards substitution}$$

$$= 3 \cdot (3 \cdot M(2^{k-2})) \quad M(2^{k-1}) = 3 \cdot M(2^{k-2})$$

$$= 3 \cdot (3 \cdot (3 \cdot M(2^{k-3})))$$

$$= 3 \cdot (3 \cdot (3 \cdot (3 \cdot M(2^{k-4}))))$$

$$= 3^4 \cdot M(2^{k-4})$$

after \downarrow substitutions

$$M(2^k) = 3^i \cdot M(2^{k-i})$$

Let $i = k$

$$M(2^k) = 3^k \cdot M(2^{k-k})$$

$$= 3^k \cdot M(2^0)$$

$$M(2^k) = 3^k$$

$$M(n) = 3^{\log_2 n} = n^{\log_2 3} \approx n^{1.585} \quad \text{polynomial}$$

What about additions?

$$A(n) = 3 \cdot A\left(\frac{n}{2}\right) + 5n$$

Apply Master's theorem:

$$a = 3$$

$$b = 2$$

$$d = 1$$

$$5n \in \Theta(n^1)$$

$a > b^d$ so ③ applies

$$A(n) \in \Theta(n^{\log_b a}) = \Theta(n^{\log_2 3}) = \Theta(n^{1.585})$$

• PROBLEM : Matrix Multiplication

Original

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \end{bmatrix} \cdot \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} a_{00} \cdot b_{00} + a_{01} \cdot b_{10} & a_{00} \cdot b_{01} + a_{01} \cdot b_{11} \\ a_{10} \cdot b_{00} + a_{11} \cdot b_{10} & a_{10} \cdot b_{01} + a_{11} \cdot b_{11} \end{bmatrix}$$

$n=2$ Multiplications = 8

$$M(n) = n^3$$

V. Strassen:

$$\begin{bmatrix} a_{00} & a_{01} \\ a_{10} & a_{11} \end{bmatrix} \cdot \begin{bmatrix} b_{00} & b_{01} \\ b_{10} & b_{11} \end{bmatrix} = \begin{bmatrix} M_1 + M_4 - M_5 + M_7 & M_3 + M_5 \\ M_2 + M_4 & M_1 + M_3 - M_2 + M_6 \end{bmatrix}$$

where:

$$M_1 = (a_{00} + a_{11}) \cdot (b_{00} + b_{11})$$

$$M_2 = (a_{10} + a_{11}) \cdot b_{00}$$

$$M_3 = a_{00} \cdot (b_{01} - b_{11})$$

$$M_4 = a_{11} \cdot (b_{10} - b_{00})$$

$$M_5 = (a_{00} + a_{01}) \cdot b_{11}$$

$$M_6 = (a_{10} + a_{00}) \cdot (b_{00} + b_{01})$$

$$M_7 = (a_{01} - a_{11}) \cdot (b_{10} + b_{11})$$

7 multiplications.

Sample:

$$\begin{aligned} M_3 + M_5 &= a_{00} \cdot (b_{01} - b_{11}) + (a_{00} + a_{01}) \cdot b_{11} \\ &= a_{00} \cdot b_{01} - \cancel{a_{00} \cdot b_{11}} + \cancel{a_{00} \cdot b_{11}} + a_{01} \cdot b_{11} \\ &= a_{00} \cdot b_{01} + a_{01} \cdot b_{11} \end{aligned}$$

How to apply this to large Matrices

Suppose the matrices are of size 2^k

$$\begin{array}{c|c} A & \\ \hline \begin{bmatrix} A_{00} & A_{01} \\ A_{10} & A_{11} \end{bmatrix} & \end{array} \cdot \begin{array}{c|c} B & \\ \hline \begin{bmatrix} B_{00} & B_{01} \\ B_{10} & B_{11} \end{bmatrix} & \end{array} = \begin{array}{c|c} C & \\ \hline \begin{bmatrix} C_{00} & C_{01} \\ C_{10} & C_{11} \end{bmatrix} & \end{array}$$

Obtain C from recursive applications of Strassen's Algorithm.

Analysis: counting Multiplications.

Analysis: counting Multiplications.

$$M(n) = 7 \cdot M\left(\frac{n}{2}\right) \quad M(1) = 1$$

Let $n = 2^k \quad k = \log_2 n$ by backwards substitution

$$\begin{aligned} M(2^k) &= 7 \cdot M(2^{k-1}) \\ &= 7 \cdot (7 \cdot M(2^{k-2})) \\ &= 7^2 \cdot M(2^{k-2}) \\ &= 7^3 \cdot M(2^{k-3}) \\ &= 7^4 \cdot M(2^{k-4}) \quad \text{after } i \text{ substitutions} \\ M(2^k) &= 7^i \cdot M(2^{k-i}) \\ &= 7^k \cdot M(2^{k-k}) \quad \text{Let } i = k \\ &= 7^k \cdot M(2^0) = 7^k \end{aligned}$$

$$M(n) = 7^{\log_2 n} = n^{\log_2 7} \approx n^{2.807}$$

Let's count Additions and Subtractions.

$$A(n) = 7 \cdot A\left(\frac{n}{2}\right) + 18 \cdot \left(\frac{n}{2}\right)^2$$

adding two matrices of size $n/2$

Apply Master's theorem:

$$a = 7 \quad 18 \cdot \left(\frac{n}{2}\right)^2 \in \Theta(n^2)$$

$$b = 2$$

$$d = 2$$

Then $a > b^d$ so (3)

$$A(n) \in \Theta(n^{\log_b a}) = \Theta(n^{\log_2 7}) = \Theta(n^{2.807})$$

There are better ones!!!

Timeline of matrix multiplication exponent

Year	Bound on omega	Authors
1969	2.8074	Strassen ^[1]
1978	2.796	Pan ^[9]
1979	2.780	Bini, Capovani ^[10] , Romani ^[10]
1981	2.522	Schönhage ^[11]
1981	2.517	Romani ^[12]
1981	2.496	Coppersmith, Winograd ^[13]
1986	2.479	Strassen ^[14]
1990	2.3755	Coppersmith, Winograd ^[15]
2010	2.3737	Stothers ^[16]
2012	2.3729	Williams ^{[17][18]}
2014	2.3728639	Le Gall ^[19]
2020	2.3728596	Alman, Williams ^{[20][21]}
2022	2.371866	Duan, Wu, Zhou ^[22]
2024	2.371552	Williams, Xu, Xu, and Zhou ^[23]
2024	2.371339	Alman, Duan, Williams, Xu, Xu, and Zhou ^[2]

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