

Objectives

- Divide and conquer problems
- Recurrence relations
- Problem: Counting inversions

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Review

- What is a divide and conquer algorithm?
- Name two ways to determine the runtime for a recurrence relation
 - What is the first step for either approach?
- What is a recurrence relation?

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Review: Approaches to Solving Recurrences

1. Unroll recursion

- Look for patterns in runtime at each level
- Sum up running times over all levels

2. Substitute guess solution into recurrence

- Check that it works
- Induction on n

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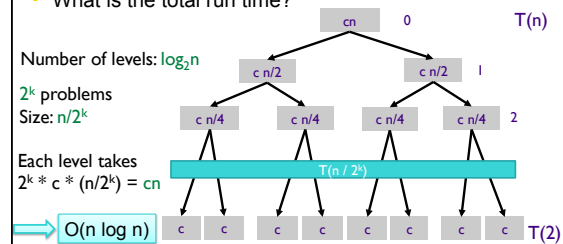
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Review: Unrolling Recurrence

$$T(n) = 2T(n/2) + O(n)$$

- How many levels are there (assuming n is a power of 2)?
- How much does each level cost, in terms of the level?
- What is the total run time?



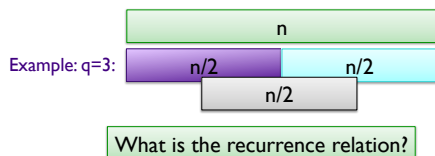
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Another Recurrence Relation

- Instead of recursively solving 2 problems, solve q problems
 - Size of problems is still $n/2$
- Combining solutions is still $O(n)$



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Another Recurrence Relation

- Instead of recursively solving 2 problems, solve q problems
 - Size of problems is still $n/2$
- Combining solutions is still $O(n)$

Recurrence relation:

- For some constant c ,

$$T(n) \leq q T(n/2) + cn \text{ when } n > 2$$

$$T(2) \leq c$$

Intuition about running time?

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Unrolling Recurrence, $q > 2$

$$T(n) \leq q T(n/2) + cn$$

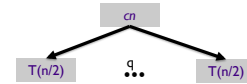
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Unrolling Recurrence, $q > 2$

- First level:
 $q T(n/2) + cn$



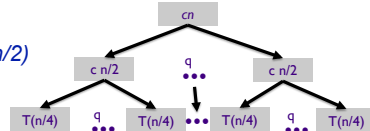
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Unrolling Recurrence, $q > 2$

- Next level:
 $q T(n/4) + c(n/2)$



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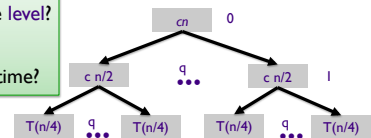
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Unrolling Recurrence, $q > 2$

How much does each level cost, in terms of the level?

Number of levels?

What is the total run time?



q^k problems at level k

Size: $n/2^k$

Number of levels: $\log_2 n$

Each level takes $q^k * c * (n/2^k) = (q/2)^k cn$

→ Total work per level is *increasing* as level increases

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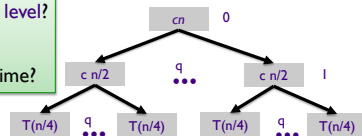
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Unrolling Recurrence, $q > 2$

How much does each level cost, in terms of the level?

Number of levels?

What is the total run time?



$$T(n) \leq \sum_{j=0, \log_2 n} (q/2)^j cn$$

Geometric series:

(constant ratio between successive terms)

Multiplying previous term by $(q/2)$

$$\rightarrow O(n \log_2 q)$$

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Unrolling the Recurrence

- Generalize: What are the steps?

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Summary

- Use recurrences to analyze the run time of divide and conquer algorithms
- Need to figure out
 - Number of sub problems
 - Size of sub problems
 - Number of times divided (number of levels)
 - Cost of merging problems

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Know Your Recurrence Relations

What algorithm has this recurrence relation?
What is that algorithm's running time?

Recurrence	Algorithm	Running Time
$T(n) = T(n/2) + O(1)$		
$T(n) = T(n-1) + O(1)$		
$T(n) = 2 T(n/2) + O(1)$		
$T(n) = T(n-1) + O(n)$		
$T(n) = 2 T(n/2) + O(n)$		

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Know Your Recurrence Relations

What algorithm has this recurrence relation?
What is that algorithm's running time?

Recurrence	Algorithm	Running Time
$T(n) = T(n/2) + O(1)$	Binary Search	$O(\log n)$
$T(n) = T(n-1) + O(1)$	Sequential/ Linear Search	$O(n)$
$T(n) = 2 T(n/2) + O(1)$	Binary Tree Traversal	$O(n)$
$T(n) = T(n-1) + O(n)$	Selection Sort	$O(n^2)$
$T(n) = 2 T(n/2) + O(n)$	Merge Sort	$O(n \log n)$

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COUNTING INVERSIONS

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Problem Context

- Movie site tries to match your movie preferences with others
 - You rank n movies
 - Movie site consults database to find people with similar tastes
 - Collaborative filtering
- Meta-search tools
 - Do same query on several search engines
 - Synthesize results by looking for similarities and differences in search engines' results rankings

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Comparing Rankings

- To determine similarity of rankings, need a metric
- Similarity metric: number of inversions between two rankings

- My rank: 1, 2, ..., n
- Your rank: a_1, a_2, \dots, a_n
- Movies i and j *inverted* if $i < j$ but $a_i > a_j$

Discuss pros and cons of this metric

	Movies				
	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5

What are the inversions?

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Comparing Rankings

- To determine similarity of rankings, need a metric
- Similarity metric:** number of inversions between two rankings
 - My rank: 1, 2, ..., n
 - Your rank: a_1, a_2, \dots, a_n
 - Movies i and j *inverted* if $i < j$ but $a_i > a_j$

Naïve/Brute force solution?

	Movies				
	A	B	C	D	E
Me	1	2	3	4	5
You	1	3	4	2	5

Inversions:
3-2, 4-2

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Brute Force Solution

- Look at every pair (i, j) and determine if they are an inversion
- Requires $\Theta(n^2)$ time
 - Note: Already an efficient algorithm but try to improve upon runtime

Towards a Better Solution...

- Can't look at each inversion individually

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Applications

- Voting theory
- Collaborative filtering
- Measuring the "sortedness" of an array
- Sensitivity analysis of Google's ranking function
- Rank aggregation for meta-searching on the Web
- Nonparametric statistics (e.g., Kendall's Tau distance)

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Counting Inversions: Divide-and-Conquer

Assume number represents where item *should* be in the list, i.e., where it is in someone else's list

1 5 4 8 10 2 6 9 12 11 3 7

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Counting Inversions: Divide-and-Conquer

- Divide:** separate list into two pieces

1 5 4 8 10 2 6 9 12 11 3 7
 1 5 4 8 10 2 6 9 12 11 3 7

Divide: $O(1)$

What are some inversions in blue and green halves?

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Counting Inversions: Divide-and-Conquer

- Divide:** separate list into two pieces
- Conquer:** recursively count inversions in each half

1 5 4 8 10 2 6 9 12 11 3 7
 1 5 4 8 10 2 6 9 12 11 3 7

Divide: $O(1)$

5 blue-blue inversions

5-4, 5-2, 4-2, 8-2, 10-2

8 green-green inversions

6-3, 9-3, 9-7, 12-3, 12-7, 12-11, 11-3, 11-7

What is recurrence relation so far?

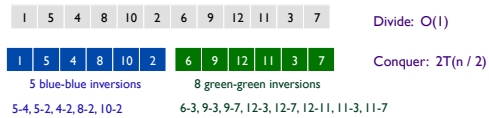
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Counting Inversions: Divide-and-Conquer

- Divide: separate list into two pieces
- **Conquer**: recursively count inversions in each half



What do we need to do next?

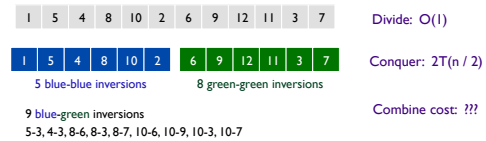
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Counting Inversions: Divide-and-Conquer

- Divide: separate list into two pieces
- Conquer: recursively count inversions in each half
- **Combine**: count inversions where a_i and a_j are in different halves, and return sum of three quantities



Total = 5 + 8 + 9 = 22

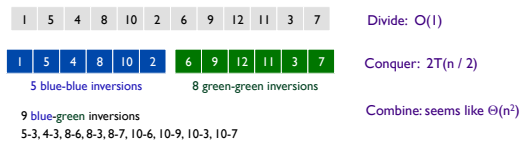
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Counting Inversions: Divide-and-Conquer

- Divide: separate list into two pieces
- Conquer: recursively count inversions in each half
- **Combine**: count inversions where a_i and a_j are in different halves, and return sum of three quantities



Total = 5 + 8 + 9 = 22

What would make figuring out blue-green inversions easier?

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Looking Ahead

- Wiki due Wednesday
 - Read 4.7-4.8, 5.1
- PS6 due Friday
- Monday, March 12
 - Katherine Crowley talk at 7:30 p.m. in Stackhouse
 - 5 pts extra credit for write up on Sakai

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