

## Objectives

- Divide and conquer
  - Closest pair of points
  - Integer multiplication
  - Matrix multiplication

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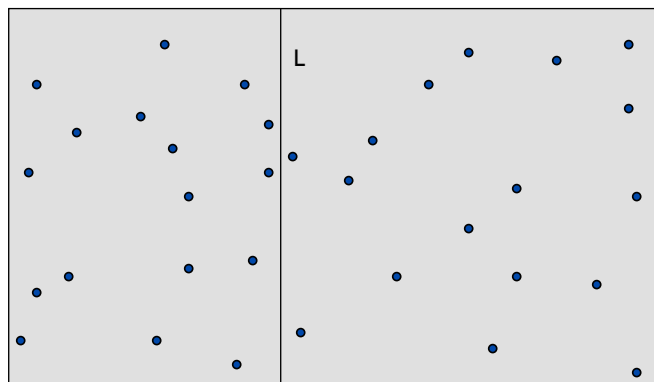
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1

## Review: Closest Pair of Points

- **Divide**: draw vertical line  $L$  so that roughly  $\frac{1}{2}n$  points on each side

How do we implement this?



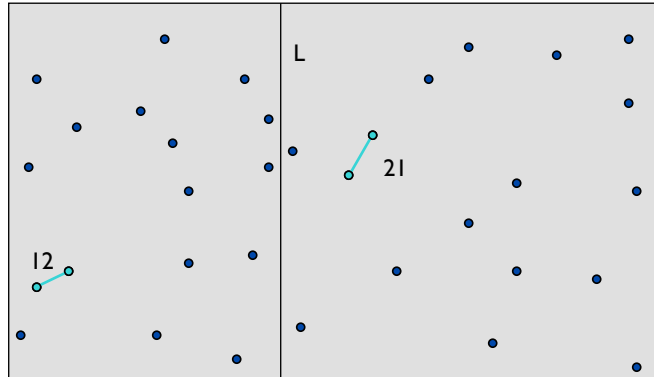
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2

## Review: Closest Pair of Points

- **Divide:** draw vertical line L so that roughly  $\frac{1}{2}n$  points on each side
- **Conquer:** find closest pair in each side recursively



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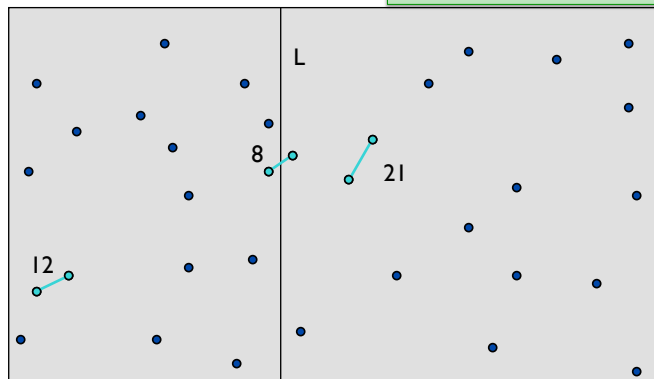
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3

## Closest Pair of Points

- **Divide:** draw vertical line L so that roughly  $\frac{1}{2}n$  points on each side
- **Conquer:** find closest pair in each side recursively
- **Combine:** find closest pair with one point in each side *seems like  $\Theta(n^2)$*
- Return best of 3 solutions

Do we need to check all pairs?



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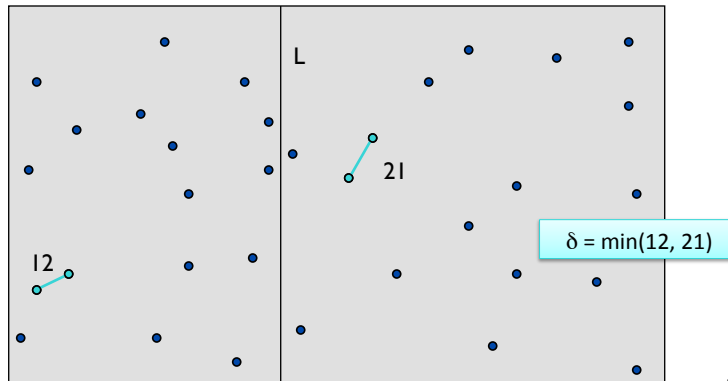
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4

## Closest Pair of Points

- Find closest pair with one point in each side, assuming that distance  $< \delta$

where  $\delta = \min(\text{left\_min\_dist}, \text{right\_min\_dist})$



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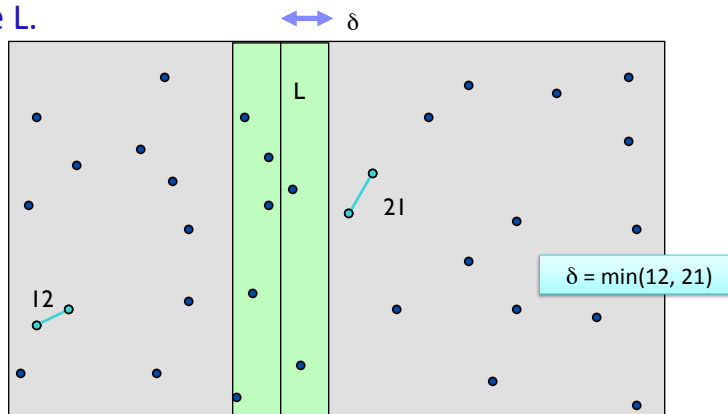
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5

## Closest Pair of Points

- Find closest pair with one point in each side, assuming that distance  $< \delta$ .

➤ Observation: only need to consider points within  $\delta$  of line L.



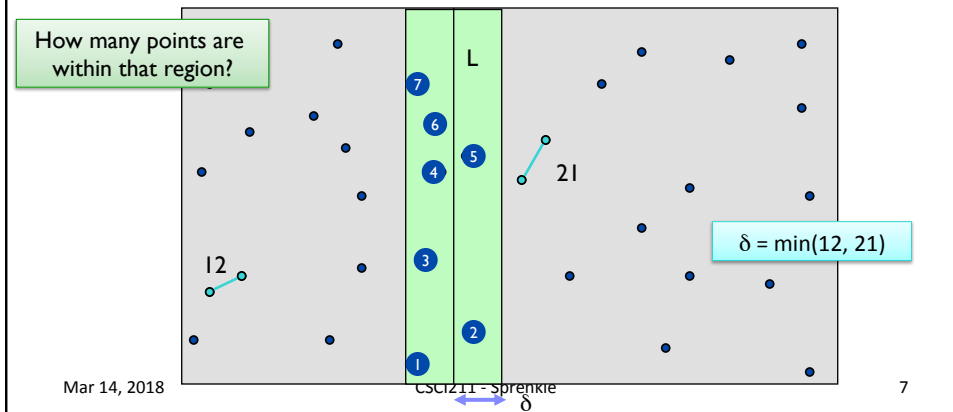
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6

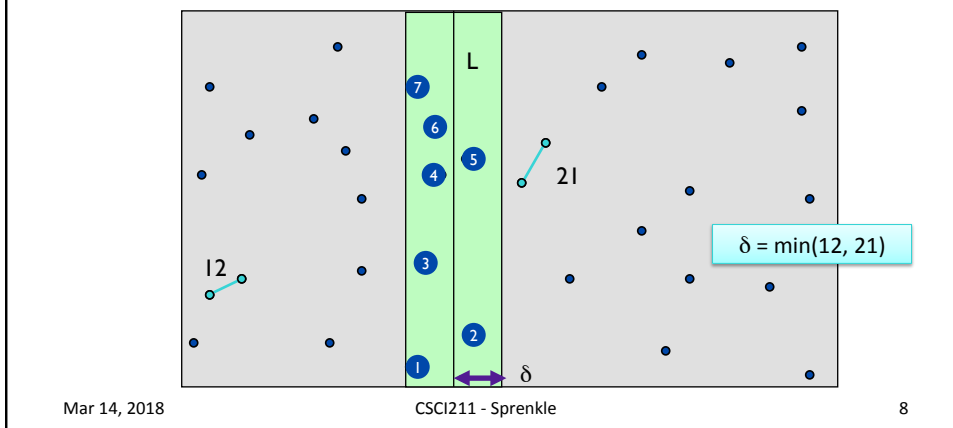
## Closest Pair of Points

- Find closest pair w/ 1 point in each side, assuming that distance  $< \delta$ .
  - Observation: only consider points within  $\delta$  of line L
  - Sort points in  $2\delta$ -strip by their y coordinate



## Closest Pair of Points

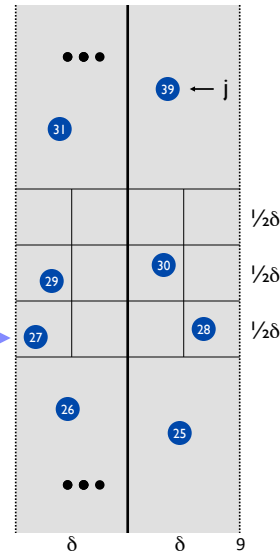
- Find closest pair w/ 1 point in each side, assuming that distance  $< \delta$ 
  - Observation: only consider points within  $\delta$  of line L
  - Sort points in  $2\delta$ -strip by their y coordinate
    - Only checks distances of those within 11 positions in sorted list!



## Analyzing Cost of Combining

Prepare minds to be blown...

- **Def.** Let  $s_i$  be the point in the  $2\delta$ -strip, with the  $i^{\text{th}}$  smallest  $y$ -coordinate
- **Claim.** If  $|i - j| \geq 12$ , then the distance between  $s_i$  and  $s_j$  is at least  $\delta$ 
  - What is the distance of the box?
  - How many points can be in a box?
  - When do we know that points are  $> \delta$  apart?

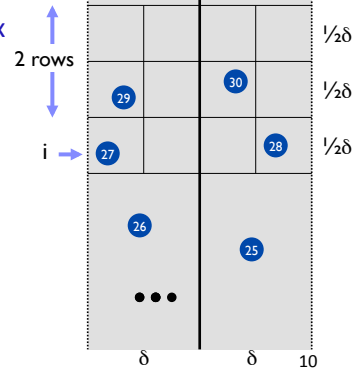


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## Analyzing Cost of Combining

- **Def.** Let  $s_i$  be the point in the  $2\delta$ -strip, with the  $i^{\text{th}}$  smallest  $y$ -coordinate
- **Claim.** If  $|i - j| \geq 12$ , then the distance between  $s_i$  and  $s_j$  is at least  $\delta$
- **Pf.**
  - No two points lie in same  $\frac{1}{2}\delta$ -by- $\frac{1}{2}\delta$  box
  - Two points at least 2 rows apart have distance  $\geq 2(\frac{1}{2}\delta)$ .
- **Fact.** Still true if we replace 12 with 7.



Cost of combining is therefore...?

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## Closest Pair Algorithm

Closest-Pair( $p_1, \dots, p_n$ )

Compute separation line  $L$  such that half the points are on one side and half on the other side.

$\delta_1 = \text{Closest-Pair}(\text{left half})$   
 $\delta_2 = \text{Closest-Pair}(\text{right half})$   
 $\delta = \min(\delta_1, \delta_2)$

Delete all points further than  $\delta$  from separation line  $L$

Sort remaining points by  $y$ -coordinate.

Scan points in  $y$ -order and compare distance between each point and next 7 neighbors. If any of these distances is less than  $\delta$ , update  $\delta$ .

return  $\delta$

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11

## Closest Pair Algorithm

Closest-Pair( $p_1, \dots, p_n$ )

Compute separation line  $L$  such that half the points are on one side and half on the other side.  $O(n \log n)$

$\delta_1 = \text{Closest-Pair}(\text{left half})$   $2T(n/2)$   
 $\delta_2 = \text{Closest-Pair}(\text{right half})$   
 $\delta = \min(\delta_1, \delta_2)$

Delete all points further than  $\delta$  from separation line  $L$   $O(n)$

Sort remaining points by  $y$ -coordinate.  $O(n \log n)$

Scan points in  $y$ -order and compare distance between each point and next 7 neighbors. If any of these distances is less than  $\delta$ , update  $\delta$ .  $O(n)$

return  $\delta$

Putting the recurrence relation together...

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

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12

## Closest Pair of Points: Analysis

- **Running time.** Solved in 5.2

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

- Can we achieve  $O(n \log n)$ ?

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

- **Yes.** Don't sort points in strip from scratch each time.
  - Each recursive call returns two lists: all points sorted by y coordinate, and all points sorted by x coordinate
  - Sort by **merging** two pre-sorted lists

## INTEGER AND MATRIX MULTIPLICATION

## Integer Arithmetic

- **Add.** Given 2  $n$ -digit integers  $a$  and  $b$ , compute  $a + b$ .

➤ Algorithm?

➤ Runtime?

	1	1	1	1	1	1	0	1		
		1	1	0	1	0	1	0	1	$a$
+		0	1	1	1	1	1	0	1	$b$
	1	0	1	0	1	0	0	1	0	$a + b$

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15

## Integer Arithmetic

- **Add.** Given 2  $n$ -digit integers  $a$  and  $b$ , compute  $a + b$ .

➤ Algorithm?

➤ Runtime?

	1	1	1	1	1	0	1			
		1	1	0	1	0	1	0	1	$a$
+		0	1	1	1	1	1	0	1	$b$
	1	0	1	0	1	0	0	1	0	$a + b$

O(n) operations

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16



## Integer Arithmetic

- **Multiply.** Given 2  $n$ -digit integers  $a$  and  $b$ , compute  $a \times b$ .

➤ Algorithm?

➤ Runtime?

```

  1 1 0 1 0 1 0 1   a
* 0 1 1 1 1 1 0 1   b
-----
  a × b

```

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17

## Integer Arithmetic

- **Multiply.** Given 2  $n$ -digit integers  $a$  and  $b$ , compute  $a \times b$ .

➤ Brute force solution:  $\Theta(n^2)$  bit operations

Goal: Faster algorithm

```

      1 1 0 1 0 1 0 1
    * 0 1 1 1 1 1 0 1
    -----
      1 1 0 1 0 1 0 1
     0 0 0 0 0 0 0 0
    1 1 0 1 0 1 0 1
   1 1 0 1 0 1 0 1
  1 1 0 1 0 1 0 1
 1 1 0 1 0 1 0 1
1 1 0 1 0 1 0 1
1 1 0 1 0 1 0 1
0 0 0 0 0 0 0 0
-----
1 1 0 1 0 0 0 0 0 0 0 0 0 0 1

```

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18

## Divide-and-Conquer Multiplication: Warmup

- To multiply 2 n-digit integers:
  - Multiply 4  $\frac{1}{2}n$ -digit integers
  - Add 2  $\frac{1}{2}n$ -digit integers and shift to obtain result

Higher order bits      Lower order bits

Shift →

$$\begin{aligned}
 x &= 2^{n/2} \cdot x_1 + x_0 && x=10001101 \\
 y &= 2^{n/2} \cdot y_1 + y_0 && x_1=1000 \quad x_0=1101 \\
 xy &= (2^{n/2} \cdot x_1 + x_0)(2^{n/2} \cdot y_1 + y_0) = 2^n \cdot x_1y_1 + 2^{n/2} \cdot (x_1y_0 + x_0y_1) + x_0y_0
 \end{aligned}$$

A      B      C      D

What is the recurrence relation?

- How many subproblems?
- What is merge cost?
- What is its runtime?

## Divide-and-Conquer Multiplication: Warmup

- To multiply 2 n-digit integers:
  - Multiply 4  $\frac{1}{2}n$ -digit integers
  - Add 2  $\frac{1}{2}n$ -digit integers and shift to obtain result

Higher order bits      Lower order bits

Shift →

$$\begin{aligned}
 x &= 2^{n/2} \cdot x_1 + x_0 \\
 y &= 2^{n/2} \cdot y_1 + y_0 \\
 xy &= (2^{n/2} \cdot x_1 + x_0)(2^{n/2} \cdot y_1 + y_0) = 2^n \cdot x_1y_1 + 2^{n/2} \cdot (x_1y_0 + x_0y_1) + x_0y_0
 \end{aligned}$$

A      B      C      D

$$T(n) = \underbrace{4T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, shift}} \Rightarrow T(n) = \Theta(n^2)$$

↑  
assumes n is a power of 2

Not an improvement  
over brute force

## Karatsuba Multiplication

- To multiply two n-digit integers:
  - Add 2  $\frac{1}{2}n$  digit integers
  - Multiply 3  $\frac{1}{2}n$ -digit integers
  - Add, subtract, and shift  $\frac{1}{2}n$ -digit integers to obtain result



Anatolii Alexeevich Karatsuba

$$\begin{aligned}
 x &= 2^{n/2} \cdot x_1 + x_0 \\
 y &= 2^{n/2} \cdot y_1 + y_0 \\
 xy &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot (x_1 y_0 + x_0 y_1) + x_0 y_0 \\
 &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot ((x_1 + x_0)(y_1 + y_0) - x_1 y_1 - x_0 y_0) + x_0 y_0 \\
 &\quad \quad \quad \text{A} \qquad \qquad \quad \text{B} \qquad \qquad \quad \text{A} \quad \text{C} \quad \text{C}
 \end{aligned}$$

What is the recurrence relation? Runtime?

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21

## Karatsuba Multiplication

- Theorem.** [Karatsuba-Ofman, 1962]  
Can multiply two n-digit integers in  $O(n^{1.585})$  bit operations

$$\begin{aligned}
 x &= 2^{n/2} \cdot x_1 + x_0 \\
 y &= 2^{n/2} \cdot y_1 + y_0 \\
 xy &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot (x_1 y_0 + x_0 y_1) + x_0 y_0 \\
 &= 2^n \cdot x_1 y_1 + 2^{n/2} \cdot ((x_1 + x_0)(y_1 + y_0) - x_1 y_1 - x_0 y_0) + x_0 y_0 \\
 &\quad \quad \quad \text{A} \qquad \qquad \quad \text{B} \qquad \qquad \quad \text{A} \quad \text{C} \quad \text{C}
 \end{aligned}$$

$$\begin{aligned}
 T(n) &\leq \underbrace{T(\lfloor n/2 \rfloor) + T(\lfloor n/2 \rfloor) + T(1 + \lceil n/2 \rceil)}_{\text{recursive calls}} + \underbrace{\Theta(n)}_{\text{add, subtract, shift}} \\
 \Rightarrow T(n) &= O(n^{\log_2 3}) = O(n^{1.585})
 \end{aligned}$$

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22

# MATRIX MULTIPLICATION

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23

## Matrix Multiplication

- Given 2 n-by-n matrices A and B, compute  $C = AB$

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

➤ Ex:  $c_{12} = a_{11} b_{12} + a_{12} b_{22} + a_{13} b_{32} + \dots + a_{1n} b_{n2}$

Row 1 of a      Column 2 of b

Solve using brute force ...

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24

## Matrix Multiplication

- Given 2 n-by-n matrices A and B, compute  $C = AB$

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \times \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

➤ Ex:  $c_{12} = a_{11} b_{12} + a_{12} b_{22} + a_{13} b_{32} + \dots + a_{1n} b_{n2}$

- Brute force.  $\Theta(n^3)$  arithmetic operations
- Fundamental question: Can we improve upon brute force?

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25

## Matrix Multiplication: Warmup

- Divide: partition A and B into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks
- Conquer: multiply 8  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  recursively
- Combine: add appropriate products using 4 matrix additions

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned} C_{11} &= (A_{11} \times B_{11}) + (A_{12} \times B_{21}) \\ C_{12} &= (A_{11} \times B_{12}) + (A_{12} \times B_{22}) \\ C_{21} &= (A_{21} \times B_{11}) + (A_{22} \times B_{21}) \\ C_{22} &= (A_{21} \times B_{12}) + (A_{22} \times B_{22}) \end{aligned}$$

Recurrence relation? Runtime?

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26

## Matrix Multiplication: Warmup

- **Divide**: partition A and B into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks
- **Conquer**: multiply 8  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  recursively
- **Combine**: add appropriate products using 4 matrix additions

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned} C_{11} &= (A_{11} \times B_{11}) + (A_{12} \times B_{21}) \\ C_{12} &= (A_{11} \times B_{12}) + (A_{12} \times B_{22}) \\ C_{21} &= (A_{21} \times B_{11}) + (A_{22} \times B_{21}) \\ C_{22} &= (A_{21} \times B_{12}) + (A_{22} \times B_{22}) \end{aligned}$$

$$T(n) = \underbrace{8T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, form submatrices}} \Rightarrow T(n) = \Theta(n^3)$$

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## Matrix Multiplication: Key Idea

Trade expensive multiplication for less expensive addition/subtraction

- Multiply 2-by-2 block matrices with only **7** multiplications and **15** additions

$$\begin{bmatrix} C_{11} & C_{12} \\ C_{21} & C_{22} \end{bmatrix} = \begin{bmatrix} A_{11} & A_{12} \\ A_{21} & A_{22} \end{bmatrix} \times \begin{bmatrix} B_{11} & B_{12} \\ B_{21} & B_{22} \end{bmatrix}$$

$$\begin{aligned} C_{11} &= P_5 + P_4 - P_2 + P_6 \\ C_{12} &= P_1 + P_2 \\ C_{21} &= P_3 + P_4 \\ C_{22} &= P_5 + P_1 - P_3 - P_7 \end{aligned}$$

$$\begin{aligned} P_1 &= A_{11} \times (B_{12} - B_{22}) \\ P_2 &= (A_{11} + A_{12}) \times B_{22} \\ P_3 &= (A_{21} + A_{22}) \times B_{11} \\ P_4 &= A_{22} \times (B_{21} - B_{11}) \\ P_5 &= (A_{11} + A_{22}) \times (B_{11} + B_{22}) \\ P_6 &= (A_{12} - A_{22}) \times (B_{21} + B_{22}) \\ P_7 &= (A_{11} - A_{21}) \times (B_{11} + B_{12}) \end{aligned}$$

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28

## Fast Matrix Multiplication

[Strassen, 1969]

- **Divide:** partition A and B into  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  blocks
- **Compute:** 14  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices via 10 matrix additions
- **Conquer:** multiply 7  $\frac{1}{2}n$ -by- $\frac{1}{2}n$  matrices recursively
- **Combine:** 7 products into 4 terms using 8 matrix additions



Volker Strassen

- **Analysis.**

- Assume  $n$  is a power of 2.
- $T(n)$  = # arithmetic operations.

$$T(n) = \underbrace{7T(n/2)}_{\text{recursive calls}} + \underbrace{\Theta(n^2)}_{\text{add, subtract}} \Rightarrow T(n) = \Theta(n^{\log_2 7}) = O(n^{2.81})$$

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29

## Another Approach to Solving Recurrences: Master Method

- General approach to solving recurrences
  - Not covered in our text book
- Given a recurrence  $T(n) = a T(n/b) + n^c$ , the running time is
  - $(n \log_b a)$  when  $a > bc$
  - $(N \log_b a)$  when  $a = bc$
  - $(nc)$  when  $a < bc$

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30

## Fast Matrix Multiplication in Practice

- Implementation issues:  
problems putting theory into practice
  - Sparsity
  - Caching effects
  - Numerical stability
    - Theoretically correct but possible problems with round off errors, etc
  - Odd matrix dimensions
- Crossover to classical algorithm around  $n = 128$

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31

## Fast Matrix Multiplication in Practice

- Common misperception:  
"Strassen is only a theoretical curiosity."
  - Advanced Computation Group at Apple Computer reports **8x** speedup on G4 Velocity Engine when  $n \sim 2,500$
  - Range of instances where it's useful is a subject of controversy
- Can "Strassenize"  $Ax=b$ , determinant, eigenvalues, and other matrix ops

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32



## Fast Matrix Multiplication in Theory

- Q. Multiply two 2-by-2 matrices with only 7 scalar multiplications?
- A. Yes! [Strassen, 1969]  $\Theta(n^{\log_2 7}) = O(n^{2.81})$
- Q. Multiply two 2-by-2 matrices with only 6 scalar multiplications?
- A. Impossible [Hopcroft and Kerr, 1971]  $\Theta(n^{\log_2 6}) = O(n^{2.59})$
- Q. Two 3-by-3 matrices with only 21 scalar multiplications?
- A. Also impossible  $\Theta(n^{\log_3 21}) = O(n^{2.77})$
- Q. Two 70-by-70 matrices with only 143,640 scalar multiplications?
- A. Yes! [Pan, 1980]  $\Theta(n^{\log_{70} 143640}) = O(n^{2.80})$
- Decimal wars.
  - December, 1979:  $O(n^{2.521813})$
  - January, 1980:  $O(n^{2.521801})$

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## Fast Matrix Multiplication in Theory

- Best known.  $O(n^{2.376})$   
[Coppersmith-Winograd, 1987]
  - But *really* large constant
- Conjecture.  $O(n^{2+\epsilon})$  for any  $\epsilon > 0$ .
- Caveat. Theoretical improvements to Strassen are progressively less practical.

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34

## Looking Ahead

- PS7 due Friday
- Exam 2 handed out Friday
- Moving to Dynamic Programming on Friday!