

# CSCI 241

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Incremental vs. Divide-and-Conquer algorithms

# Goals

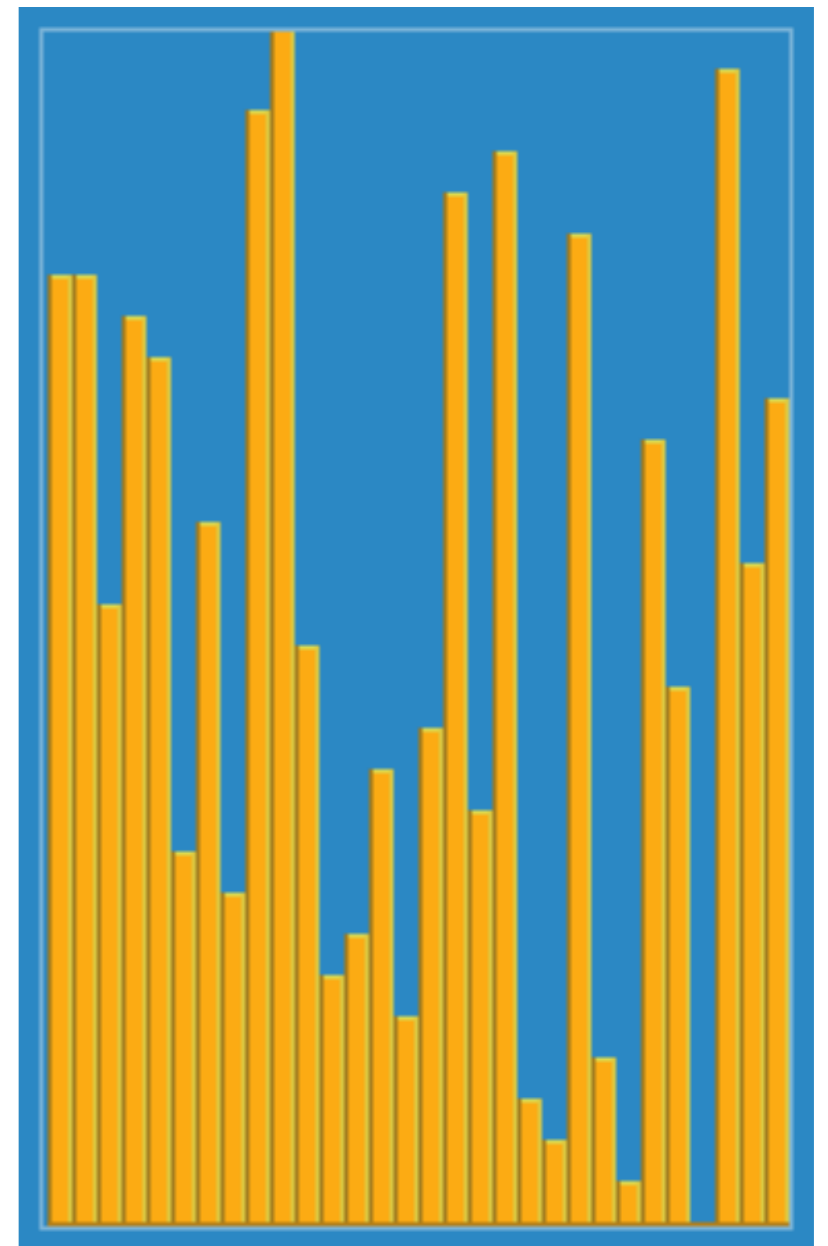
Understand the distinction between **incremental** and **divide-and-conquer** algorithms.

Know the generic steps of a divide-and-conquer algorithm.

# Incremental Algorithms

solve a problem a little bit at a time.

Natural programming  
mechanism: loops



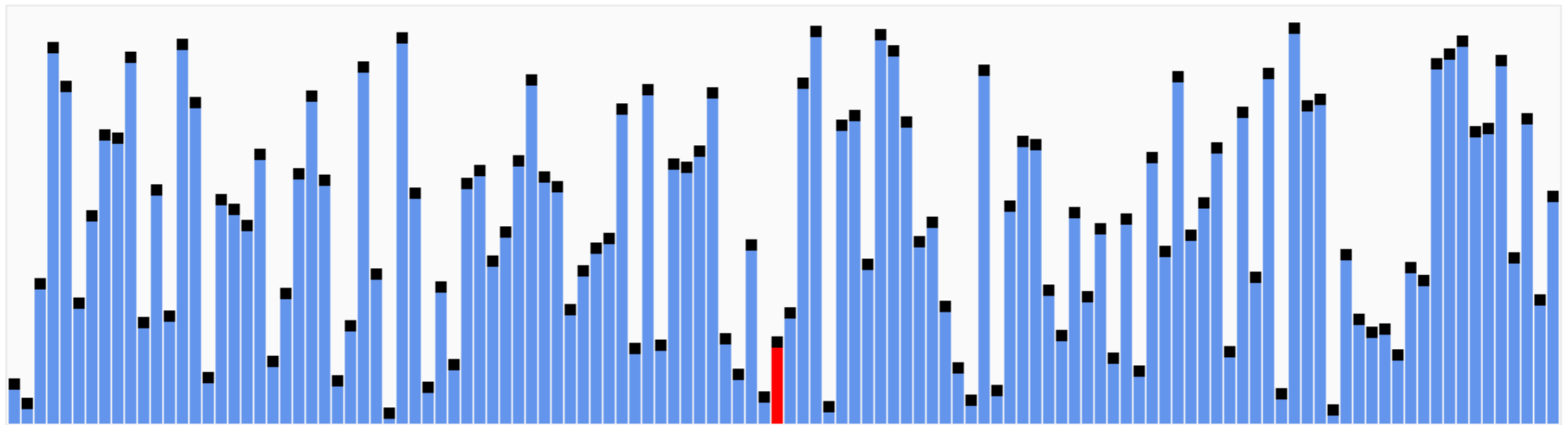
# Divide-and-Conquer

## Algorithms

solve a problem by breaking it into smaller problems.

Natural programming  
mechanism: recursion

↖ **(easier!)**



<https://upload.wikimedia.org/wikipedia/commons/f/fe/>

[Quicksort.gif](#)

Why are we talking about divide-and-conquer, I thought we were learning how to sort things?

# Divide-and-Conquer: By Example

```
/** sort A[start..end] using mergesort */
```

```
mergeSort(A, start, end):
```

```
  if (end-start < 2):
```

```
    return
```

```
  mid = (end+start)/2    1. Divide
```

```
  mergeSort(A, start, mid)    2. Conquer
```

```
  mergeSort(A, mid, end)
```

```
  merge(A, start, mid, end)    3. Combine
```

# Divide-and-Conquer: By Example

```
/** sort A[start..end] using mergesort */
```

```
mergeSort(A, start, end):
```

```
  if (end-start < 2):
```

```
    return
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```
  mid = (end+start)/2
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```
  mergeSort(A, start, mid)
```

```
  mergeSort(A, mid, end)
```

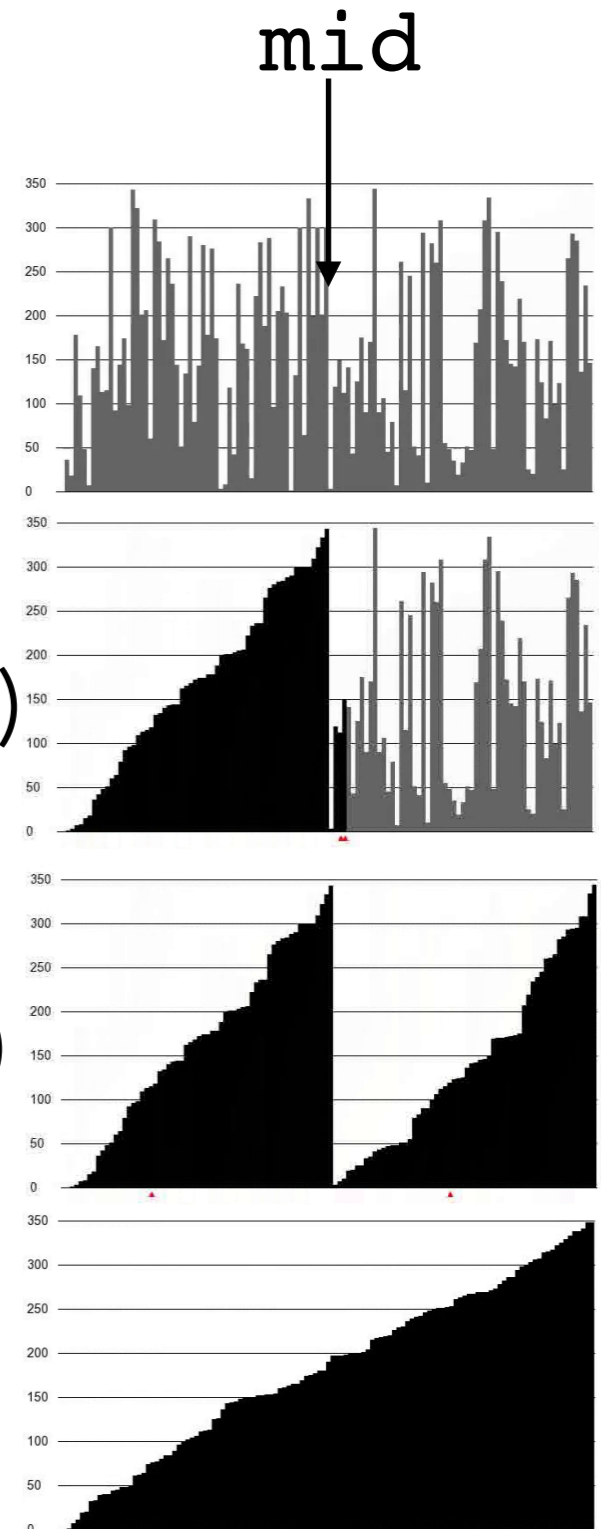
```
  merge(A, start, mid, end)
```

Divide

Conquer (left)

Conquer (right)

Combine



# Divide-and-Conquer can yield better runtimes, and not just for sorting

- Sort  $n$  values:  
 $O(n^2)$  to  $O(n \log n)$
- Multiply two  $n$ -by- $n$  matrices:  
 $O(n^3)$  to  $O(n^{2.81})$
- Find the closest pair of  $n$  points in a plane:  
 $O(n^2)$  to  $O(n \log n)$