Divide and Conquer Algorithms

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Introduction

One of the important parallel algorithm models

The idea is to

- decompose the problem into parts
- solve the problem on smaller parts
- find the global result using individual results
- Works naturally and works well for parallelization

Introduction

Various models

- Recursive sub-division: Has a division and computation phase, then a merge phase. E.g., merge sort
- Local compute merge/coordinate local compute. E.g., sample sort

Recursive sub-division:

- Merge sort (you know already)
- Solving tri-diagonal systems
- FFT

Parallel solution of linear system with special matrices Tridiagonal Matrices



In general:

 $g_i x_{i-1} + a_i x_i + h_i x_{i+1} = b_i$

Substituting for x_{i-1} and x_{i+1} in terms of $\{x_{i-2}, x_i\}$ and $\{x_i, x_{i+2}\}$ respectively:

 $G_i x_{i-2} + A_i x_i + H_i x_{i+2} = B_i$

Tridiagonal Matrices



Reordering:

Tridiagonal Matrices



Tridiagonal Systems

- Thus the problem of size n has been split into even and odd equations of size n/2
- □ This is **odd–even** reduction
- For parallelization, each process can divide the problem into subproblems of smaller size and solve the subproblems
- □ This is **divide-and-conquer** technique

Tridiagonal Systems -Parallelization

- At each stage one representative process of the domain of processes is chosen
- This representative performs the odd-even reduction of problem i to two problems of size i/2
- □ The problems are distributed to 2 representatives



Local compute – merge – local compute

- Prefix Computations
- Sample sort