The tables below are examples of what is expected for 7 Solving Recurrences (i), (ii), (iii), and (iv) on Q 4 of HWZ, we assume for simplicity that n is a power of We are exploring the algorithm design technique known as Divide and Conquer. We'll see 2 various algorithms that use this technique.

Running time analysis of such algorithms naturally involves *recurrences* since we may state the running time in terms of the running time on smaller inputs. Let's think more about solving recurrences to help us determine the running time of such algorithms!

7.1 Using the Recursion Tree Method (CLRS §4.4)

Example $T(n) = 2T(n/2) + cn^2$, $T(1) = c$				
Level	size of problem	non-recursive lost of one problem	#of problems (iii)	total cost at this level (iV)
\bigcirc	γ	Cn ² ×	1 -	_ cn ²
1	n/2	$C\left(\frac{\pi}{2}\right)^2$ ×	2 =	$\frac{cn^2}{c}$
2	n/4	$C\left(\frac{n}{4}\right)^2 \times$	+ =	$\frac{2}{\text{cn}^2/4}$
d-1 d=log ₂		$C \cdot 2^{2} \times C$	$\frac{2^{\log 2^{n-1}}}{2^{\log 2^{n}}} =$	2 <u>C</u>
level	size of problem (i)	non-recursive lost of one problem	#of problems (iii)	total tost at this level (iV)
D	n	C	1_	C
1	n/2	C	2	2c
2	n/4	<u>C</u>	4	4 c
	,	,	$2^{\log_2 n - 1}$	<u>N</u> . C.
ل- 1 راح الاص page 15)	2	C	2^{w} = $\frac{y}{2}$	$\frac{1}{2}$ $\frac{1}{2}$ $\frac{1}{2}$

7 Solving Recurrences

Note: the number of nodes at level i in both examples below is zi so at level log_n we have zlog_n = n leaves

We are exploring the algorithm design technique known as **Divide and Conquer**. We'll see various algorithms that use this technique.

Running time analysis of such algorithms naturally involves *recurrences* since we may state the running time in terms of the running time on smaller inputs. Let's think more about solving recurrences to help us determine the running time of such algorithms!

