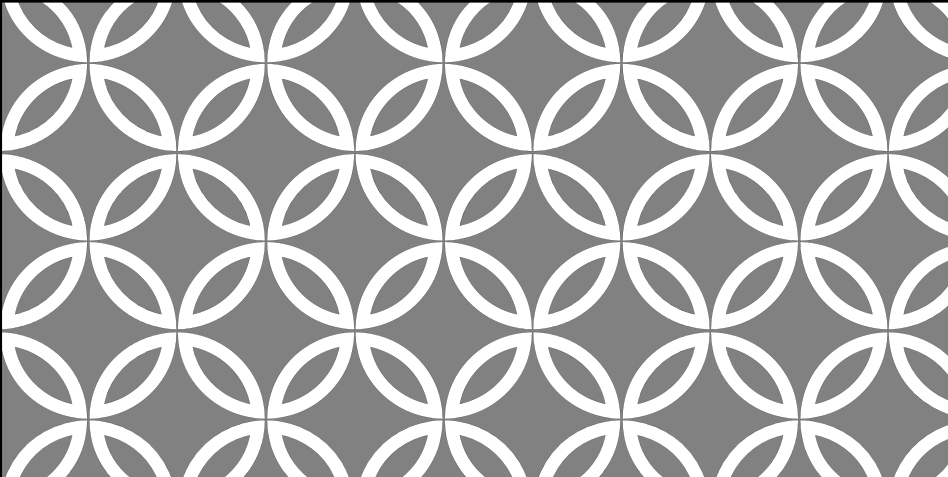


PARALLEL AND DISTRIBUTED ALGORITHMS  
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[http://cse.iitkgp.ac.in/~debdeep/courses\\_iitkgp/PAlgo/index.htm](http://cse.iitkgp.ac.in/~debdeep/courses_iitkgp/PAlgo/index.htm)



PRAM ALGORITHMS: |  
MERGING AND GRAPH COLORING |

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## AN OPTIMAL MERGING

We have seen a parallel merging in the last class which takes  $O(\log n)$  time with  $n$  processors.

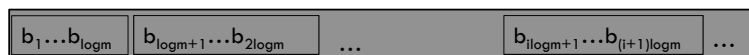
What would be a cost-optimal algorithm to perform the merging?

The technique is based on a general strategy which is called partitioning.

- As opposed to Divide and Conquer, the crux lies here in suitably partitioning the problem which helps combining to get the result easy.

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## OPTIMAL MERGE-PARTITIONING



Spawn  $k(m)=m/\log m$  processors.

Each processor divides the array  $B$  into subarrays,  $B_i$ , where  $|B_i|=\log m$ .

It finds rank of  $b_{i \log m}$  in  $A$  using the binary search algorithm, and let  $i(i)=\text{rank}(b_{i \log m}; A)$ .

The configurations of  $A_i$  and  $B_i$  shown above.

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## EXAMPLE

Let  $A=(4,6,7,10,12,15,18,20)$ ,  $B=(3,9,16,21)$

$m=4$ ,  $k(m)=4/\log 4=2$ .

$B=((3,9),(16,21))$

$\text{rank}(9,A)=3$ .

Thus  $A=((4,6,7),(10,12,15,18,20))$

Note each element of  $A_1$  and  $B_1$  is larger than each element in  $A_0$  or  $B_0$ .

Hence, we can merge  $A$  and  $B$  by merging separately the pairs  $(A_0, B_0)$  and  $(A_1, B_1)$ .

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## PROOF

Let  $\text{rank}(b_{i \log m}: A) = i(i)$

Thus we have:  $a_{i(i)} < b_{i \log m} < a_{i(i)+1}$ .

This result implies that:

$b_{i \log m+1} > b_{i \log m} > a_{i(i)}$  (thus each element of  $B_i$  is larger than each element of  $A_{i-1}$ )

Likewise,  $a_{i(i)+1} > b_{i \log m}$  (thus each element of  $A_i$  is larger than each element of  $B_{i-1}$ )

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## TIMING ANALYSIS

The finding of  $j(i)$ 's takes  $O(n)$  time, since the binary search is applied to all the elements of  $A$  in parallel.

Thus the total number of operations required to execute this step (of doing the binary search and partitioning) is  $O((\log n) \times m / \log(m)) = O(m + n)$

Consider the merging of two arrays each of length  $n$ .

After the partitioning step we end up with an independent set of merging sub-problems.

- This outcome is the essence of partitioning.
- We would like to handle each merging subproblem in  $O(\log n)$  time, so the algorithm stays cost optimal.

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## THE MERGING SUBPROBLEMS

Consider the merging subproblem corresponding to  $(A_i, B_i)$ . Recall  $|B_i| = \log n$ , for all indices  $i$ .

If  $|A_i| = O(\log n)$ , we can merge the pair  $(A_i, B_i)$  using an optimal sequential algorithm in  $O(\log n)$  time.

Otherwise, we apply the previous algorithm to partition  $A_i$  into blocks each of which is of size  $O(\log n)$  (in this case  $A_i$  plays the role of  $B$ , and  $B_i$  plays the role of  $A$ !)

- This step will take  $O(\log \log n)$  time using  $O(|A_i|)$  operations.
- Thus we can make each of the subsequences to be of length  $O(\log n)$
- Then we apply the best sequential algorithm to merge the subsequences in  $O(\log n)$  using number of processors  $\sum_i \left( \frac{|A_i|}{\log n} \right) = n / \log n$ , the number of resources also does not increase asymptotically.

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