1 Data Structures and Algorithm Analysis (based on slides of Harry Zhou)

Algorithm:

A finite sequence of operations that solves a given task

Good characteristics:

- correctness
- efficiency
- elegance, simplicity, robustness

Data Structures:

A way to organize data so that common operations (e.g. insert a new item, search, etc.) are performed efficiently

Examples: linked lists, queues, stacks, trees, graphs

2 The maximum contiguous subsequence sum problem

Given integers $A_1 A_2 ... A_n$.

Find the sequence that produces the max value $\sum_{k=i}^{j} A_k$

The sum is a zero if all integers < 0

Example:

The sum of the sequence from the 2nd to the 4th number is 20, which is the largest possible value

The sum of the sequence from the 3rd number to the 6th number (4 -2 -1 6) is the largest possible value: 7

3 Algorithm 1: conduct an exhaustive search(a brute force algorithm)

It calculates all subsequences, such as the sequence of 1 number, the sequence of 2 numbers, and so on, starting at the first position, then at the 2nd position, until the last position

```
max = 0
                                   Trace:
for(i=0; i<length; i++)
                                   (1) i=0
 for(j=i; j<length; j++)
                                    j=0
                                          sum = -2
        sum = 0
        for(k=i; k<=j; k++)
                                    j=1 sum = -2+11
          sum += a[k]
                                    j=2
        if(sum > max)
                                    i=3
                 max = sum
                 start = i
                                    i=4
                 end = i
                                    max = 18
Time complexity: O(n<sup>3</sup>)
```

Example: The following numbers are in the array a:

-2 11 -4 13 -5

```
sum = -2 + 11 - 4
      sum = -2+11-4+13
      sum = -2+11-4+13-5
i=0
j=3
```

4 Cont. trace

$$(2) i=1$$

$$j=1$$
 sum = 11

$$j=2$$
 sum = 11-4

$$j=3$$
 sum = 11-4+13

$$j=4$$
 sum=11-4+13-5

max = 20

$$i=1$$

$$j=3$$

(3) i=2

$$j=2$$
 sum = -4

$$j=3$$
 sum = -4+13

$$j=4$$
 sum = $-4+13-5$

max, i and j remain unchanged

$$(4) i = 3$$

$$j=3$$
 sum = 13

$$j=4$$
 sum = 13-5

max, i and j remain unchanged

(5) i=4

$$j=4$$
 sum = -5

max, i an j remain unchanged

SOME SUMS

$$1+2+\cdots+n=\frac{n(n+1)}{2}$$

$$1^{2} + 2^{2} + \cdots + n^{2} = \frac{n(n+1)(2n+1)}{6}$$

```
max = 0
      for(i=0; i<length; i++)
       for(j=i; j<length; j++)
              sum = 0
              for(k=i; k<=j; k++)
                                           7 (7-i+1) operations
               sum += a[k]
 AL6.1
              if(sum > max)
                      max = sum
                      start = i
                      end = j
      (4+7(7-i+1))=(4+7.1)+(4+7.2)+...+(4+7(n-i))
i= 6
                      =4.(m-i)+7(1+2+...+(m-i))
                     = 4(n-i) + 7.(n-i)(n-i+1)
 n-1 (3+4(n-i)+7.(n-i+1)
  = 3 \cdot n + 4(n + (n-1) + \dots + 1) + \frac{7}{2} \cdot (n(n+1) + (n-1) \cdot n + (n-2)(n-1)
            + -- . 1.2)
  = 3n + 4 \cdot \frac{n \cdot (n+1)}{2} + \frac{7}{2} \cdot (n^2 + n + (n-1)^2 + (n-1) + \cdots + 1^2 + 1)
 = 3n + 2n \cdot (n+1) + \frac{7}{2} \frac{n(n+1)(2n+1)}{2} + \frac{7}{2} \cdot \frac{n \cdot (n+1)}{2} =
 = \frac{7}{6} N^3 + \frac{11}{2} \cdot N + \frac{23}{3} \cdot N + 0
```

5 Algorithm 2

Observation: $\sum_{k=i}^{j} A_k = A_j + \sum_{k=i}^{j-1} A_k$

Sequence: -2 11 -4 13 -5

Example: once we calculate -2+11-4+13=18, we need to perform only one addition to calculate the entire sequence

that is: 18-5 = 13

The algorithm

Time complexity: $O(n^2)$

The statement sum +=a[j] adds one additional number to the sum reducing redundant work

$$\frac{N-1}{2} = 3 + 7(N-1) = 3n + 7 \cdot (N+(N-1)+...+1)$$

$$=3n+7\cdot\frac{n\cdot(n+1)}{2}$$

$$= \frac{7}{2} \cdot \eta^2 + \frac{13}{2} \cdot \eta$$

$$= \frac{7}{2} \cdot n^{2} + \frac{13}{2} \cdot n$$

$$TOTAL : \frac{7}{2} \cdot n^{2} + \frac{13}{2} \cdot n + 2$$

ALGORITHM 3

Me define:

$$0 < [i-5]b$$
 i , $cA + [i-5]b$ $= [5]$ $A = [5]$

EXAMPLE 2, -1, -3, 6
$$d[0]=2, d[1]=1, d[2]=-2, d[3]=6$$

Improvement: Since d[j] depends only on d[j-1], we do not need an array to keep the d[] values. In the pseudocode (next slide), we keep the current value of d[j] in the variable sum, we use max to determine the largest d[j] and we calculate sum and max in the same loop.

& THE called it d []]

7 Cont. algorithm 3

```
i=0; max =0; sum = 0;
for(j=0; j<length; j++)
        sum +=a[j]
    if sum > max
        max = sum
        start=i; end = j;
    else
        if(sum < 0)
            i=j+1
            sum=0
```

Time complexity: O(n)

sequence: -2 11 -4 13 -5

start = 1 end = 3

Basic idea: as long as the sum >0, add another number to it. If not, start over again

Dynamic programming

Algorithm 3 is an example of a dynamic programming algorithm.

Dynamic programming – a general technique used in the design of algorithm.

IDEA: break the problem into many subproblems

Each subproblem can be solved using some of the smaller subproblems

Store the solutions of the subproblems in a table (memoization), so that when we need a solution we have it handy.

In our example: subproblems are each d[i]; in the end we did not use a table for memoization, because for each d[i] we only needed d[i-1].

9 Summary:

Algorithm 1 is $O(n^3)$

Algorithm 2 is $O(n^2)$

Algorithm 3 is O(n)

and all of them are correct algorithms

One importance issue in the design of algorithm is efficiency

Runtime efficiency is important

Let us assume we use a computer capable of 10⁶ instructions/sec.

	n	n^2	n^3
n=10	< 1 sec	< 1 sec	< 1 sec
n=1000	< 1 sec	1 sec	18 min
n=10000	< 1 sec	2 min	12 days
$n=10^6$	1 sec	12 days	31710 years

11 Steps in designing software

- Specification input, output, expected performance, features and sample of execution
- System Analysis

 chose top-down design or OOD (sort of bottom-up)
- Design (OUR FOCUS IN THIS COURSE)
 - * choose data representation: create ADTs
 - * algorithm design
- Refinement and Coding implementation
- Verification
 correctness analysis and testing
- Documentation
 manual and program comments

ANOTHER PROBLEM: FINDING LOCATION ON A

Robot storts at 0; target is d steps away from o left or right (unknown which), d is not known

ALG. 1

60 TO R1 > 1 Step

L1 >> 2 Steps

R2 -> 3 steps

L2 -> 4 Steps

26-1

Ld-1 -> 2d-2 Steps

2 d-1 Steps

 $7074L=1+2+3+...+(2d-1)=\frac{(2d-1)-2d}{2}=2d^2-d$

If target is at Ld:

TOTAL = $1+2\tau-...+2d = \frac{2d(2d+1)}{2} = 2d^2+d$

ALGORITHM 2

go to powers of 2

Let k be so that: $2^{k-1} < d \leq 2^k$

60 to

LI -> 1 + 1

-> 1 + 2 R 2'

L2' -> 2+2

222 -> 2+4

 $L^{2^{2}} \rightarrow 2^{2} + 4$

 $\mathbb{Z}^{2^{k-1}} \longrightarrow \mathbb{Z}^{k-2} + \mathbb{Z}^{k-1}$

 $-2^{k-1}+2^{k-1}$

(20) \Rightarrow $2^{k-1} + d \leq 2^{k-1} + 2^{k}$

TOTAL = COLUMNI + COLUMN2 =

= 0 + (1+1) + (2+2) + - - + (2 - 1 + 2 - 1) +

+ (1+1) + (2+2) + - - + 12k-1 + 2k-1) + 2k

= 4 (1+2+--+ 22-1) + 22

 $=4(2^{k}-1)+2^{k}=5\cdot 2^{k}-4\leq 10\cdot d-4$

=0(8)

USEFUL FORMULA

$$1+q+...+q^{k-1} = \frac{q^{k}-1}{q-1}$$
, if $q \neq 1$.

In particular, for q=2:

$$1+2+\cdots+2^{k-1}=2^{k}-1$$