

Algorithm Review:

Time Complexity and Dynamic Programming

March 15, 2018

Materials adapted from “*Algorithms*” 4th Edition by *Robert Sedgewick* and *Kevin Wayne*, Princeton University and HackerEarth Dynamic Programming Tutorial

Table of Content

1 Analysis of Algorithms

2 Dynamic Programming

How long will my program take?

Example: ThreeSum

Three Sum Problem

counts the number of triples in an array that sum to 0.

Example: ThreeSum

Three Sum Problem

counts the number of triples in an array that sum to 0.

```
def three_sum(arr):  
    N = len(arr)  
    cnt = 0  
    for i in range(0, N):  
        for j in range(i + 1, N):  
            for k in range(j + 1, N):  
                if arr[i] + arr[j] + arr[k] == 0:  
                    cnt += 1  
    return cnt
```

Example: ThreeSum

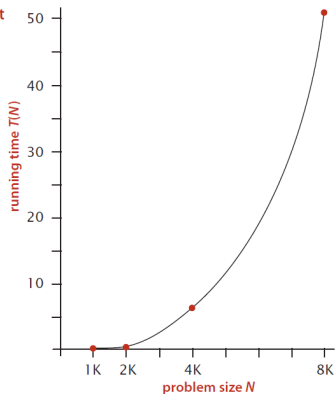
```
def three_sum(arr):  
    N = len(arr)  
    cnt = 0  
    for i in range(0, N):  
        for j in range(i + 1, N):  
            for k in range(j + 1, N):  
                if arr[i] + arr[j] + arr[k] == 0:  
                    cnt += 1  
    return cnt
```

The frequency of executions contain the followings:

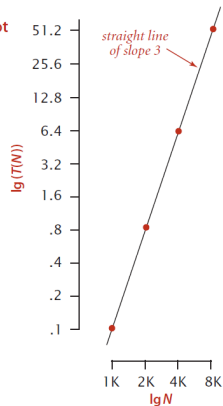
- 2 for the first two statements
- number of times that if statement get executed
- number of times that cnt+=1 statement get executed

Three Sum Running Time

standard plot



log-log plot




Analysis of experimental data (the running time of `ThreeSum.count()`)

The if statement in ThreeSum

The if statement is executed precisely:

$$N(N-1)(N-2)/6$$

times. Through expansion, we obtain:


$$= N^3/6 - N^2/2 + N/3$$

The if statement in ThreeSum

The if statement is executed precisely: $\binom{n}{3} = 3 \times 2 \times 1$

$$N(N-1)(N-2)/6$$

times. Through expansion, we obtain:

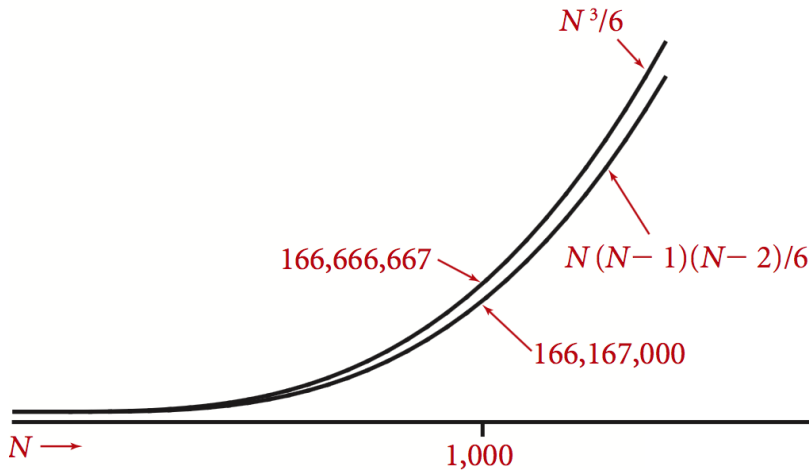
$$N^3/6 - N^2/2 + N/3$$

Typically, the terms after the leading term are relatively small for large N . For example, when $N = 1000$,

$$-N^2/2 + N/3 = 499,667$$

$$N^3/6 \approx 166,666,667$$

Leading-term Approximation



Leading-term approximation

Tilde Notation

Tilde Notation (\sim) allows to work with approximations, where we throw away low-order terms that complicate formulas and represent a negligible contribution to values of interest.

Definition

We write $\sim f(N)$ to represent any function that, when divided by $f(N)$, approaches 1 as N grows, and we write $g(N) \sim f(N)$ to indicate that $g(N)/f(N)$ approaches 1 as N grows.

$$\lim_{n \rightarrow \infty} \frac{g(N)}{f(N)} = 1$$

Tilde Notation

Tilde Notation (\sim) allows to work with approximations, where we throw away low-order terms that complicate formulas and represent a negligible contribution to values of interest.

Definition

We write $\sim f(N)$ to represent any function that, when divided by $f(N)$, approaches 1 as N grows, and we write $g(N) \sim f(N)$ to indicate that $g(N)/f(N)$ approaches 1 as N grows.

$$\lim_{n \rightarrow \infty} \frac{g(N)}{f(N)} = 1$$

function	tilde approximation
$N^3/6 - N^2/2 + N/3$	$\sim N^3/6$
$N^2/2 - N/2$	$\sim N^2/2$
$\lg N + 1$	$\sim \lg N$

Red arrows indicate the mapping from the 'function' column to the 'tilde approximation' column for each row.

Tilde Notation

Order of growth

Most often, we work with tilde approximations of the form $g(N) \sim af(N)$ where $f(N) = N^b(\log N)^c$ with a , b , and c constants and refer to $f(N)$ as the order of growth of $g(N)$

Tilde Notation

Order of growth

Most often, we work with tilde approximations of the form $g(N) \sim af(N)$ where $f(N) = N^b(\log N)^c$ with a , b , and c constants and refer to $f(N)$ as the order of growth of $g(N)$

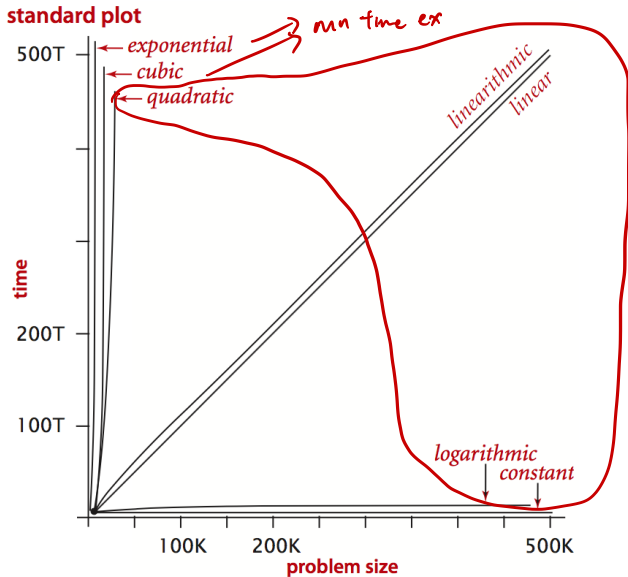
function	tilde approximation	order of growth
$N^3/6 - N^2/2 + N/3$	$\sim N^3/6$	N^3
$N^2/2 - N/2$	$\sim N^2/2$	N^2
$\lg N + 1$	$\sim \lg N$	$\lg N$
3	~ 3	1

Order of growth

description	function
constant	1
logarithmic	$\log N$
linear	N
linearithmic	$N \log N$
quadratic	N^2
cubic	N^3
not efficient — exponential	2^N

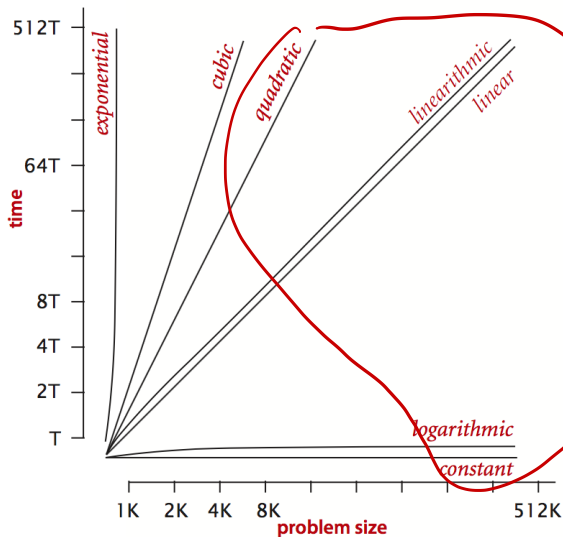
Table: Commonly encountered order-of-growth functions

Order of growth: Standard Plot



Order of growth: Log-log Plot

log-log plot



Widely-used Notations

Big-O notation (O)

We say that $f(N) = O(g(N))$ if there exist constants c and N_0 such that $|f(N)| < cg(N)$ for all $N > N_0$.

$$f(N) = N^3/6 - N^2/2 + N/3$$

$$g(N) = N^3$$

$$f(N) = O(g(N))$$

↓ upper bound

Widely-used Notations

Big-O notation (O)

We say that $f(N) = O(g(N))$ if there exist constants c and N_0 such that $|f(N)| < cg(N)$ for all $N > N_0$.

Widely-used Notations

Big-O notation (O)

We say that $f(N) = O(g(N))$ if there exist constants c and N_0 such that $|f(N)| < cg(N)$ for all $N > N_0$.

Big-Omega notation (Ω)

We say that $f(N) = \Omega(g(N))$ if there exist constants c and N_0 such that $|f(N)| > cg(N)$ for all $N > N_0$.

lower bound

Widely-used Notations

Big-O notation (O)

We say that $f(N) = O(g(N))$ if there exist constants c and N_0 such that $|f(N)| < cg(N)$ for all $N > N_0$.

Big-Omega notation (Ω)

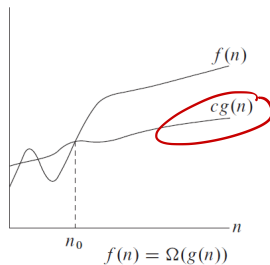
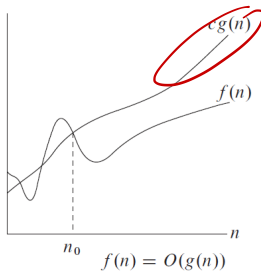
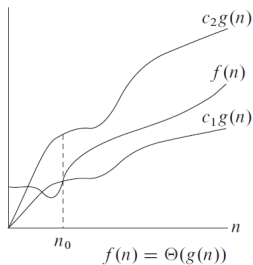
We say that $f(N) = \Omega(g(N))$ if there exist constants c and N_0 such that $|f(N)| > cg(N)$ for all $N > N_0$.

Big-Theta notation (Θ)

We say that $f(N) = \Theta(g(N))$ if $f(N)$ is $O(g(N))$ and $\Omega(g(N))$.

both O & Ω bounded

Graphical Examples



Widely-used Notations

Notation	Provides	Example	Shorthand for	Used to
Big Theta	asymptotic order of growth	$\Theta(N^2)$	$\frac{1}{2}N^2, 10N^2,$ $5N^2 + 22N \log N$	classify algorithm
Big O	$\Theta(N^2)$ and smaller	$O(N^2)$	$10N^2, 100N,$ $22N \log N + 3N$	develop upper bound
Big Omega	$\Theta(N^2)$ and larger	$\Omega(N^2)$	$\frac{1}{2}N^2, N^5,$ $N^3 + 22N \log N$	develop lower bound

Table of Content

1 Analysis of Algorithms

2 Dynamic Programming


Example¹: Warm Up

① writes down “ $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ ”

$$= 8$$

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Example¹: Warm Up

- ① writes down “ $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ ”
- ② equals to? 

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Example¹: Warm Up

- ① writes down “ $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ ”
- ② equals to? 8

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Example¹: Warm Up

- ① writes down “ $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ ”
- ② equals to? 8
- ③ writes down another “ $1 +$ ” on the left

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Example¹: Warm Up

- ① writes down “ $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ ”
- ② equals to? 8
- ③ writes down another “1+” on the left
- ④ the answer is 9

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Example¹: Warm Up

- ① writes down " $1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$ "
- ② equals to? 8
- ③ writes down another " $1 +$ " on the left
- ④ the answer is 9

Dynamic Programming (DP) is just a fancy way to say 'remembering stuff to save time later'

¹<https://www.quora.com/How-should-I-explain-dynamic-programming-to-a-4-year-old/answer/Jonathan-Paulson>

Dynamic Programming

- avoid repeated work by remembering partial results
- trade space for time
- break a problem down into subproblems.

Fibonacci Numbers



$$f(n) = \begin{cases} 1 & n = 0, 1 \\ f(n-1) + f(n-2) & n \geq 2 \end{cases}$$

The first few numbers: 1, 1, 2, 3, 5, 8, 13, 21 ... and so on.

~~f(0)~~ f(1) f(2)

$$\begin{aligned} f(2-1) + f(2-2) &= f(1) + f(0) \\ &= 1 + 1 = 2 \end{aligned}$$

$$\begin{aligned} f(3-1) + f(3-2) &= f(2) + f(1) \\ &= 2 + 1 = 3 \end{aligned}$$

Fibonacci Numbers

$$f(n) = \begin{cases} 1 & n = 0, 1 \\ f(n-1) + f(n-2) & n \geq 2 \end{cases}$$

The first few numbers: 1, 1, 2, 3, 5, 8, 13, 21 ... and so on.

```
def fib(n):  
    if n < 2:  
        return 1  
    return fib(n - 1) + fib(n - 2)  
  
query=[100, 20, 1000, 40, 5]  
for i in range(len(query)):  
    print(fib(query[i]))
```

Fibonacci Numbers

$$f(n) = \begin{cases} 1 & n = 0, 1 \\ f(n-1) + f(n-2) & n \geq 2 \end{cases}$$

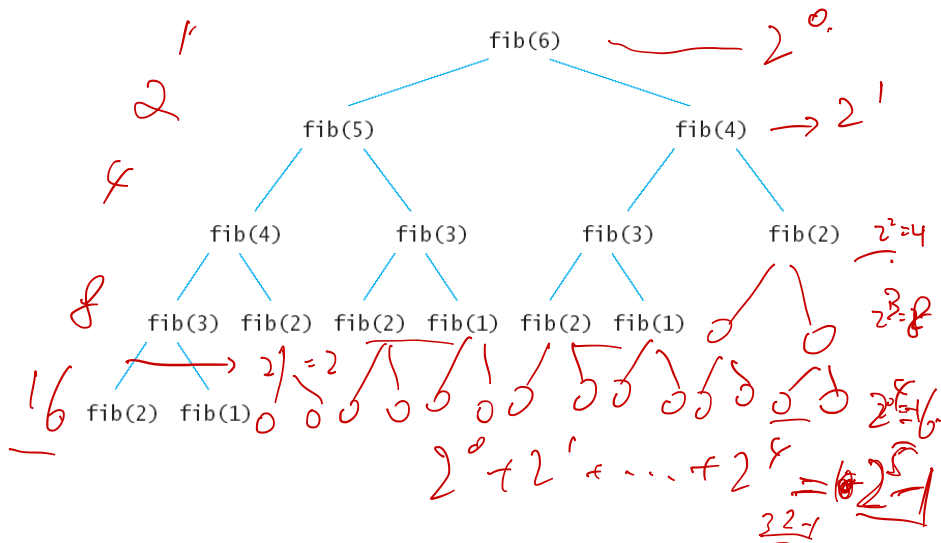
The first few numbers: 1, 1, 2, 3, 5, 8, 13, 21 ... and so on.

```
def fib(n):  
    if n < 2:  
        return 1  
    return fib(n - 1) + fib(n - 2)  
  
query=[100, 20, 1000, 40, 5]  
for i in range(len(query)):  
    print(fib(query[i]))
```

Recursion! $O(2^n)$

Fibonacci Numbers

1 1 2 3 5 8 13 21 34



Fibonacci Numbers

$$f[n] = \begin{cases} 1 & n = 0, 1 \\ f[n-1] + f[n-2] & n \geq 2 \end{cases}$$

Dynamic Programming

```
def build_fib(N):  
    fib = [None for n in range(N)]  
    fib[0] = 1  
    fib[1] = 1  
    for n in range(2, N):  
        fib[n] = fib[n - 1] + fib[n - 2]  
    return fib  
  
fib = build_fib(1001)  
query=[100, 20, 1000, 40, 5]  
for i in range(len(query)):  
    print(fib[query[i]])
```

Requires $O(N)$ space and running time of $O(N)$.

vs $O(2^n)$

Dynamic Programming

```
def build_fib(N):  
    fib = [None for n in range(N)]  
    fib[0] = 1  
    fib[1] = 1  
    for n in range(2, N):  
        fib[n] = fib[n - 1] + fib[n - 2]  
    return fib  
  
fib = build_fib(1001)  
query=[100, 20, 1000, 40, 5]  
for i in range(len(query)):  
    print(fib[query[i]])
```

Requires $O(N)$ space and running time of $O(N)$.

Bottom Up approach

Steps for Solving DP Problems

- 1 Define optimal subproblems
 - E.g., $f[n]$
- 2 Write down the recurrence that relates optimal subproblems.
Compute the value of the optimal solution in bottom-up fashion.
 - E.g., $f[n] = f[n - 1] + f[n - 2]$
- 3 Recognize and solve the base cases
 - E.g., $f[0] = f[1] = 1$

Example: Longest Common Subsequence Problem²

- given two strings x and y , find the longest common subsequence (LCS) and print its length
- Example:
 - x : ABCBDAB
 - y : BDCABC
 - BCAB is the longest subsequence found in both sequences, so the answer is 4

²<https://web.stanford.edu/class/cs97si/04-dynamic-programming.pdf>

Example: Longest Common Subsequence Problem

- Define optimal subproblems
 - $dp[i][j]$ be the length of the LCS of $x_{1\dots i}$ and $y_{1\dots j}$
- Write down the recurrence that relates optimal subproblems.
Compute the value of the optimal solution in bottom-up fashion.

$$dp[i][j] = \begin{cases} dp[i-1][j-1] + 1 & x_i = y_j \\ \max(dp[i-1][j], dp[i][j-1]) & x_i \neq y_j \end{cases}$$

- Recognize and solve the base cases
 - $dp[i][0] = 0, \forall i$
 - $dp[0][j] = 0, \forall j$