COMP110: Principles of Computing

7: Algorithm Strategies

Recursion and induction

A boolean identity

$$\neg(X_1 \vee X_2 \vee \cdots \vee X_n) = \neg X_1 \wedge \neg X_2 \wedge \cdots \wedge \neg X_n$$

Proving the identity

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- We can use **proof by induction**

Case $n = 1$

$$\neg(X_1) = \neg X_1$$

Case $n = 2$

$$\neg(X_1 \lor X_2) = \neg X_1 \land \neg X_2$$

Case $n = 2$

$$\neg(X_1 \vee X_2) = \neg X_1 \wedge \neg X_2$$

Exercise Sheet ii, question 3(a)

Case $n = k, k > 2$

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$$
\begin{aligned}
\neg(X_1 \vee X_2 \vee \cdots \vee X_k) &= \neg(X_1 \vee (X_2 \vee \cdots \vee X_k)) \\
&= \neg X_1 \wedge \neg(X_2 \vee \cdots \vee X_k) \text{ } (n = 2 \text{ case}) \\
&= \neg X_1 \wedge (\neg X_2 \wedge \cdots \wedge \neg X_k) \text{ } (n = k - 1 \text{ case})
\end{aligned}
$$

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  - The formula works for $n = 1$ and $n = 2$
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- The formula works for $n = 1$ and $n = 2$
- Therefore the formula works for $n = 2 + 1 = 3$

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- Therefore the formula works for $n = 3 + 1 = 4$

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- ...
- Therefore the formula works for all positive integers n

A formula for summation

$$\sum_{i=1}^{n} i = \frac{1}{2} n(n+1)$$

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Inductive assumption

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Inductive assumption

- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Proving the formula

Base case

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Inductive assumption

- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Therefore

Proving the formula

Base case

- $n = 1$: $1 = \frac{1}{2} \times 1 \times 2$

Inductive assumption

- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Therefore

- $\sum_{i=1}^{k} i = \left(\sum_{i=1}^{k-1} i\right) + k$

Proving the formula

Base case

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Inductive assumption

- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Therefore

- $\sum_{i=1}^{k} i = \left(\sum_{i=1}^{k-1} i\right) + k$
- $= \frac{1}{2}(k-1)k + k$ (by inductive assumption)

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Inductive assumption

- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Therefore

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- $= \frac{1}{2}(k-1)k + k$ (by inductive assumption)
- $= \frac{1}{2}k^2 - \frac{1}{2}k + k$

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

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Therefore

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- $= \frac{1}{2}k^2 - \frac{1}{2}k + k$
- $= \frac{1}{2}k^2 + \frac{1}{2}k$
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- $n = 1$: $1 = \frac{1}{2} \times 1 \times 2$

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- $\sum_{i=1}^{k-1} i = \frac{1}{2}(k-1)k$

Therefore

- $\sum_{i=1}^{k} i = \left(\sum_{i=1}^{k-1} i \right) + k$
- $= \frac{1}{2}(k-1)k + k$ (by inductive assumption)
- $= \frac{1}{2}k^2 - \frac{1}{2}k + k$
- $= \frac{1}{2}k^2 + \frac{1}{2}k$
- $= \frac{1}{2}k(k-1)$

So **if** the formula works for $n = k - 1$, **then** it works for $n = k$

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- Therefore the formula works for $n = 2 + 1 = 3$

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- The formula works for $n = 1$
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- Therefore the formula works for $n = 2 + 1 = 3$
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- Therefore the formula works for all positive integers n

Exercise

Prove

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

Thinking inductively

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- I want to prove something for all n

Thinking inductively

- I want to prove something for all n
- Given k, if I had already proved $n = k - 1$ then I could prove $n = k$

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- Given k, if I had already proved $n = k - 1$ then I could prove $n = k$
- I can also prove $n = 1$

Thinking inductively

- I want to prove something for all n
- Given k, if I had already proved $n = k - 1$ then I could prove $n = k$
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- Therefore by induction I can prove the result for all n

Recursion

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- A **recursive** function is a function that **calls itself**

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```
def factorial(n):
    if n <= 1:
        return 1
    else:
        return n * factorial(n-1)
```

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- I can solve the smallest possible problem
- Therefore I can write a recursive function

Exercise

- **Write** a pseudocode function to calculate the total size of all files in a directory and its subdirectories
- You may use the following functions in your pseudocode:
  - LISTDIR(directory): return a list of names of all files and folders in the given directory
  - GETSIZE(filename): return the size, in bytes, of the given file
  - ISDIR(name), ISFILE(name): determine whether the given name refers to a file or a directory

procedure CALCDIRSIZE(directory)
    ... ▷ return total size in bytes
end procedure

Algorithm strategies

The knapsack problem

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- There is a set X of **items**

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- Each item x has a weight weight(x) and a value value(x)

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- There is a maximum weight W

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- What subset $S \subseteq X$ maximises the total value, whilst not exceeding the maximum weight?

The knapsack problem

- There is a set X of **items**
- Each item x has a weight weight(x) and a value value(x)
- There is a maximum weight W
- What subset $S \subseteq X$ maximises the total value, whilst not exceeding the maximum weight?
- In other words: find $S \subseteq X$ to maximise

$$\sum_{x \in S} \mathrm{value}(x)$$

subject to

$$\sum_{x \in S} \mathrm{weight}(x) \leq W$$

Algorithm strategies

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- Brute force

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- Greedy

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- Brute force
- Greedy
- Divide-and-conquer

Algorithm strategies

- Brute force
- Greedy
- Divide-and-conquer
- Dynamic programming

Brute force

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procedure KNAPSACK(X, W)

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$S_{\text{best}} \leftarrow \{\}$

Brute force

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procedure KNAPSACK(X, W)

$S_{\text{best}} \leftarrow \{\}$

$v_{\text{best}} \leftarrow 0$

Brute force

- Try **every possible** solution and decide which is best

procedure KNAPSACK(X, W)
    $S_{\text{best}} \leftarrow \{\}$
    $v_{\text{best}} \leftarrow 0$
    for every subset $S \subseteq X$ **do**

Brute force

- Try **every possible** solution and decide which is best

procedure KNAPSACK(X, W)
    $S_{\text{best}} \leftarrow \{\}$
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    for every subset $S \subseteq X$ **do**
        if weight(S) $\leq W$ and value(S) $> v_{\text{best}}$ **then**

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        end if
    end for
    return S_{best}

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    end for
    return S_{best}
end procedure

Socrative `FALCOMPED`

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- If X contains n elements, how many subsets of X are there?

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- Therefore what is the time complexity of the brute force algorithm?

Socrative `FALCOMPED`

- If X contains n elements, how many subsets of X are there?
- Therefore what is the time complexity of the brute force algorithm?
- If we add one element to X, what happens to the running time of the algorithm?

Greedy algorithm

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Greedy algorithm

- At each stage of building a solution, take the **best** available option

procedure KNAPSACK(X, W)
    $S \leftarrow \{\}$
    for each $x \in X$, in descending order of value(x) **do**

Greedy algorithm

- At each stage of building a solution, take the **best** available option

procedure KNAPSACK(X, W)
    $S \leftarrow \{\}$
    for each $x \in X$, in descending order of value(x) **do**
        if weight(S) $+$ weight(x) $\leq W$ **then**

Greedy algorithm

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procedure KNAPSACK(X, W)
    $S \leftarrow \{\}$
    for each $x \in X$, in descending order of value(x) **do**
        if weight(S) + weight(x) $\leq W$ **then**
            add x to S

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        end if
    end for

Greedy algorithm

- At each stage of building a solution, take the **best** available option

```
procedure KNAPSACK(X, W)
    S ← {}
    for each x ∈ X, in descending order of value(x) do
        if weight(S) + weight(x) ≤ W then
            add x to S
        end if
    end for
    return S
end procedure
```

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- The rest of the algorithm runs in linear time

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  - A^* pathfinding
  - Huffman coding

Greedy algorithm

- Time complexity is dominated by sorting X by value
- The rest of the algorithm runs in linear time
- In some problems an appropriately chosen greedy solution is **optimal**
  - A* pathfinding
  - Huffman coding
- **However** the greedy solution to the knapsack problem may not be optimal!

Divide and conquer

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- Break the problem into smaller, easier to solve **subproblems**

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- Example from last time: **binary search**
  - Problem: find an element in a list

Divide and conquer

- Break the problem into smaller, easier to solve **subproblems**
- Requires that the solution to the original problem is composed of the solutions to the smaller problem
- Example from last time: **binary search**
  - Problem: find an element in a list
  - Subproblem: find the element in a list of half the size

Divide and conquer for the knapsack problem

Divide and conquer for the knapsack problem

- Consider an element $x \in X$ with $\text{weight}(x) \leq W$

Divide and conquer for the knapsack problem

- Consider an element $x \in X$ with weight$(x) \leq W$
- Let X' be X with x removed

Divide and conquer for the knapsack problem

- Consider an element $x \in X$ with weight$(x) \leq W$
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- The solution to the knapsack problem either includes x or it doesn't

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Divide and conquer for the knapsack problem

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- The solution is **either**:
  - The solution to the knapsack problem on X' with maximum weight W, **or**

Divide and conquer for the knapsack problem

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    - The solution to the knapsack problem on X' with maximum weight $W -$ weight(x), plus x

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  - The solution to the knapsack problem on X' with maximum weight $W -$ weight(x), plus x
- ... whichever has the greater value

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  - The solution to the knapsack problem on X' with maximum weight W, **or**
  - The solution to the knapsack problem on X' with maximum weight $W -$ weight(x), plus x
- ... whichever has the greater value
- Base case: the solution to the knapsack problem on the empty set **is** the empty set

Divide and conquer for the knapsack problem

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procedure KNAPSACK(X, W, k)

Divide and conquer for the knapsack problem

procedure KNAPSACK(X, W, k)
    if $k < 0$ **then**

Divide and conquer for the knapsack problem

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    if $k < 0$ **then**
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    if weight$(x_k) \leq W$ **then**

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    end if
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    if $\text{weight}(x_k) \leq W$ **then**
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    $S \leftarrow$ KNAPSACK$(X, W, k - 1)$
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        $S' \leftarrow$ KNAPSACK$(X, W -$ weight$(x_k), k - 1) \cup \{x_k\}$
        return whichever of S, S' has the larger value
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- Thus the worst case time complexity is $O(2^n)$ — still exponential!
- However in the **average** case many of the calls have only a single recursive call, so this is still more efficient than brute force

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- One of several techniques in the category of **dynamic programming**

Dynamic programming for the knapsack problem

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procedure KNAPSACK(X, W, k)
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    end if
    if $k < 0$ **then**
        cache and return $\{\}$
    end if
    $S \leftarrow \textsc{Knapsack}(X, W, k-1)$
    if weight(x_k) $\leq W$ **then**
        $S' \leftarrow \textsc{Knapsack}(X, W - \text{weight}(x_k), k-1) \cup \{x_k\}$
        cache and return whichever of S, S' has the larger value
    else
        cache and return S
    end if
end procedure

Socrative `FALCOMPED`

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- What is the maximum possible number of entries in the table of intermediate results?

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- What is the maximum possible number of entries in the table of intermediate results?
- Therefore what is the time complexity of the dynamic programming algorithm?

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  - Efficient for certain problems, but doesn't always give optimal solutions
- Divide-and-conquer
  - Good if the problem can be broken down into simpler subproblems
- Dynamic programming
  - Makes divide-and-conquer more efficient if subproblems often reoccur

Exercise Sheet iii

- Recursion and induction
- Due in class on **Tuesday 12th November** (next week)

FALMOUTH UNIVERSITY

Worksheet C