

# Introduction & Getting Started

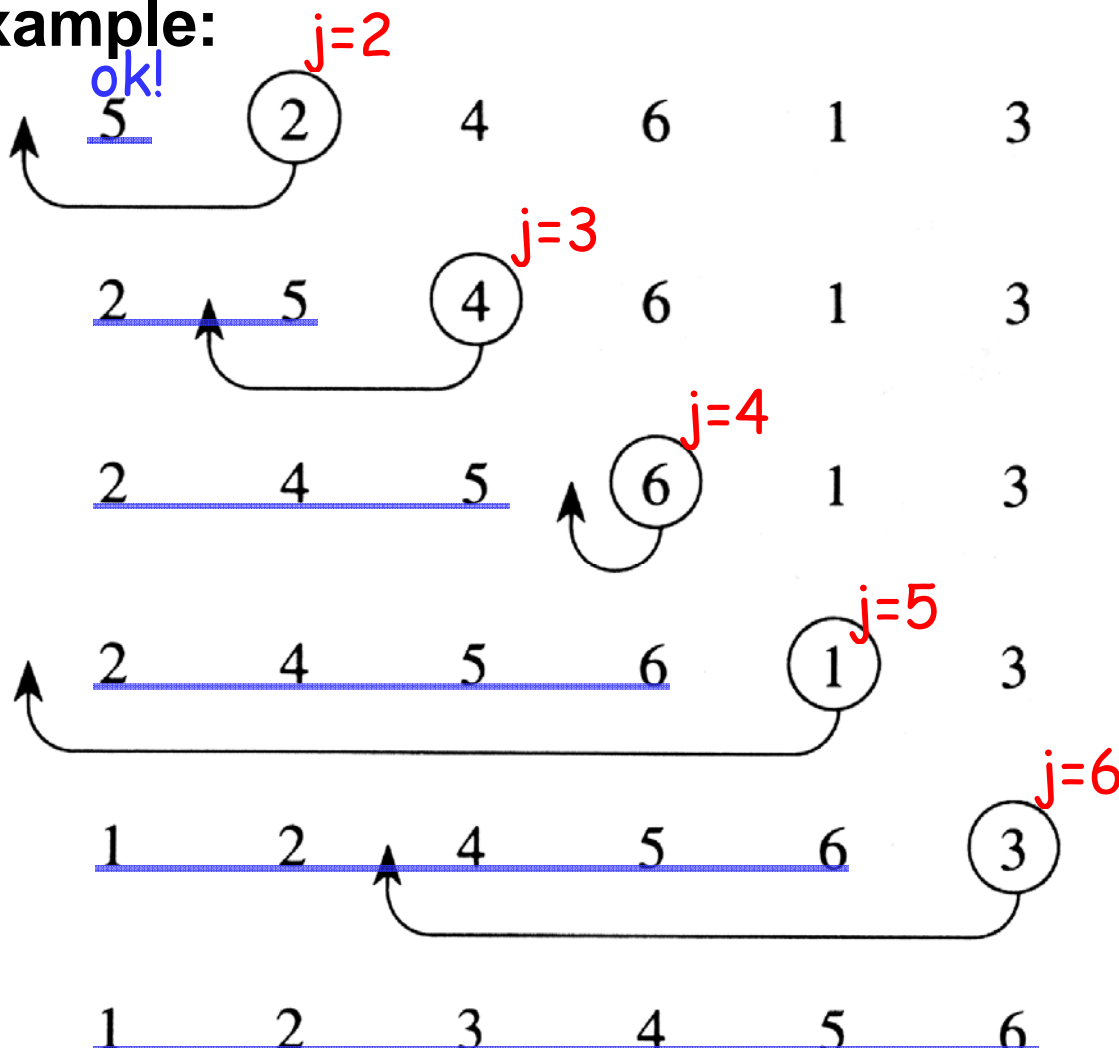
## 1.1 Algorithms

電腦可以執行

**Algorithm**: A sequence of computational steps that transform the **input** of a **computational problem** into the **output**.

**2.1 Insertion Sort**: An efficient algorithm for sorting a small number of elements.  
(Sort a hand of cards)

**Example:**



## 2.2 Analyzing Algorithms

### Model

**RAM**: Random-access machine, in which each memory access takes unit time and instructions are executed one by one.

**Running time**: number of steps, which is a function of the input size.  
 ↘ Primitive operations  
 (memory access, +, -, \*, /, ...)

### Example: Insertion Sort

$a := b + c; \Rightarrow 4 \text{ steps}$

INSERTION-SORT(A)

1 **for**  $j \leftarrow 2$  **to**  $\text{length}[A]$  n  
 2     **do**  $\text{key} \leftarrow A[j]$   
 3         ▷ Insert  $A[j]$  into the sorted  
            sequence  $A[1 \dots j-1]$ .  
 4          $i \leftarrow j - 1$   
 5         **while**  $i > 0$  and  $A[i] > \text{key}$   
 6             **do**  $A[i+1] \leftarrow A[i]$   
 7                  $i \leftarrow i - 1$   
 8          $A[i+1] \leftarrow \text{key}$

cost times

$c_1$   $n$

$c_2$   $n - 1$

0  $n - 1$

$c_4$   $n - 1$

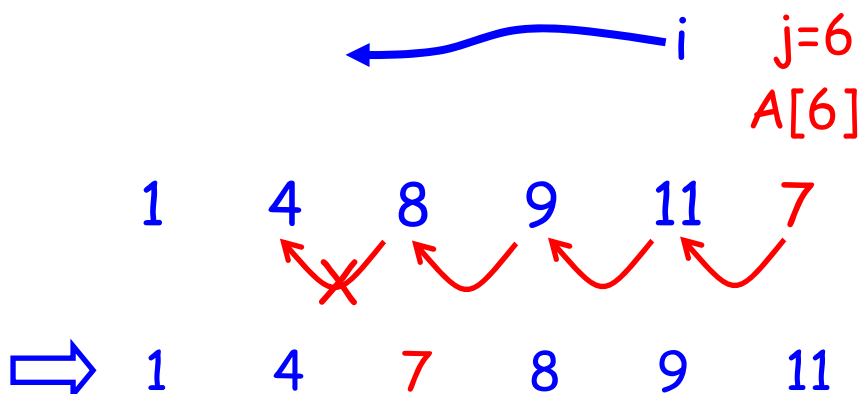
$c_5$   $\sum_{j=2}^n t_j$

$c_6$   $\sum_{j=2}^n (t_j - 1)$

$c_7$   $\sum_{j=2}^n (t_j - 1)$

$c_8$   $n - 1$

1&2-2a



$t_6 = 4$   
 $1 \leq t_j \leq j$

$$T(n) = c_1 n + (c_2 + c_4 + c_8)(n-1) + c_5 \sum_{j=2}^n t_j + (c_6 + c_7) \sum_{j=2}^n (t_j - 1)$$

### **Best-case:**

Each  $t_j = 1$ . (The input  $A$  is sorted.)

$$\begin{aligned} T(n) &= (c_1 + c_2 + c_4 + c_5 + c_8)n - (c_2 + c_4 + c_5 + c_8) \\ &= \Theta(n) \end{aligned}$$

(rate of growth, order of growth)

### **Worst-case: (upper bound)**

Each  $t_j = j$ .

$$\begin{aligned} T(n) &= k_1 n^2 + k_2 n + k_3 \\ &= \Theta(n^2) \end{aligned}$$

### **Average-case: (Expected running time)**

Each  $t_j = j/2$ .

$$\begin{aligned} T(n) &= t_1 n^2 + t_2 n + t_3 \\ &= \Theta(n^2) \end{aligned}$$

## 2.3 Designing Algorithms

### *Divide-and-Conquer:*

1&amp;2-4a

Divide: (into the same problems of smaller size) <sup>\*not similar</sup>

Conquer:

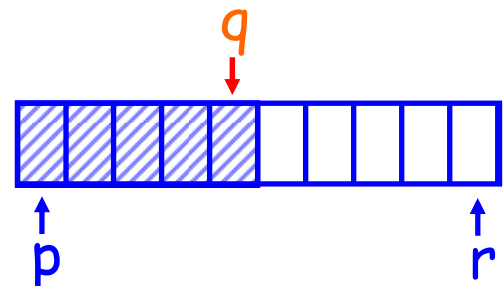
Combine:

\*A simple example: Finding maximum

1&amp;2-4b

### Example: Merge Sort

1&amp;2-4c



MERGE-SORT( $A, p, r$ )

```

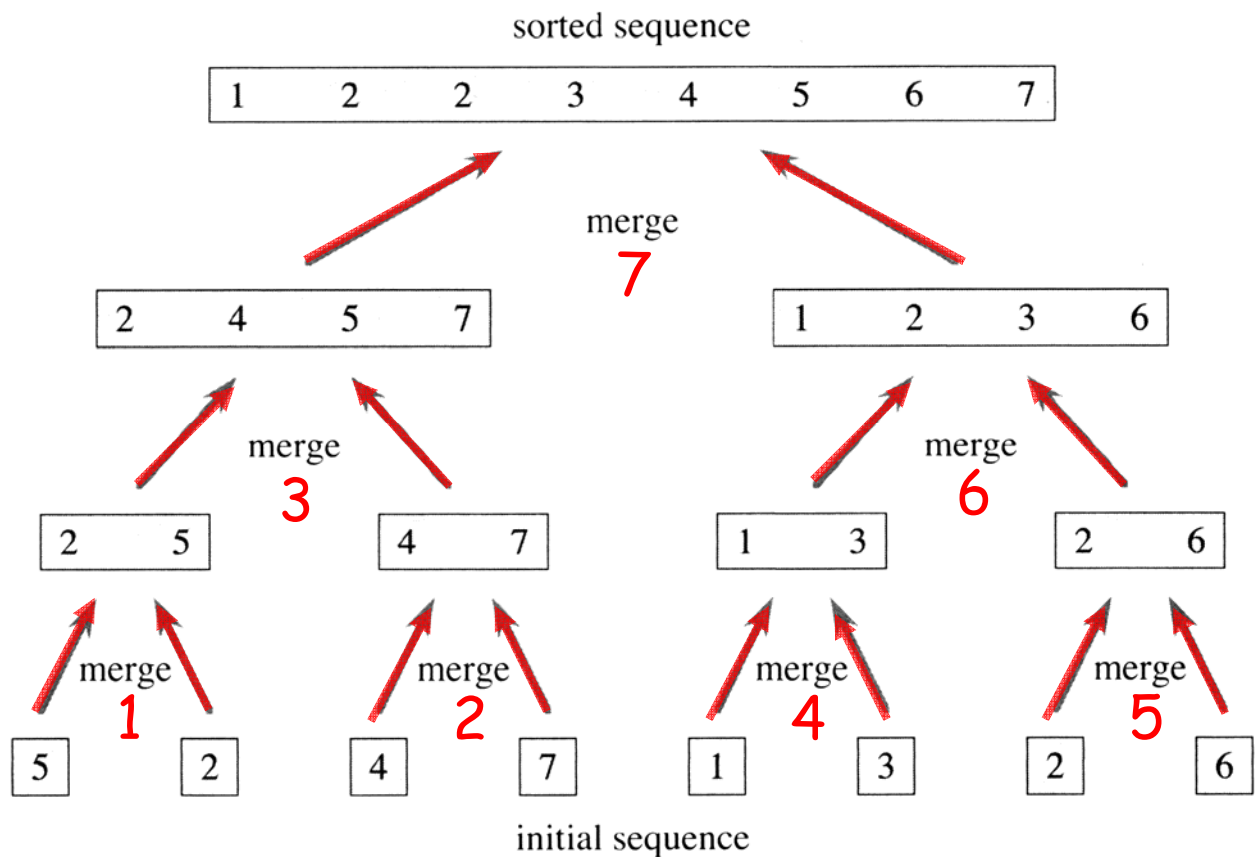
1  if  $p < r$   $\rightarrow n \geq 2$ 
2      then  $q \leftarrow \lfloor (p + r) / 2 \rfloor$ 
3          MERGE-SORT( $A, p, q$ )
4          MERGE-SORT( $A, q + 1, r$ )
5          MERGE( $A, p, q, r$ )  $\rightarrow O(r-p+1)$ 

```

$p \geq r$  ( $n \leq 1$ )  
"termination condition"

else





**Figure 2.4** The operation of merge sort on the array  $A = \langle 5, 2, 4, 7, 1, 3, 2, 6 \rangle$ . The lengths of the sorted sequences being merged increase as the algorithm progresses from bottom to top.

## Analysis: (recurrence)

constant time

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2T(n/2) + \Theta(n) & \text{if } n > 1 \end{cases}$$

How to merge in  $\Theta(n)$  time?

$$= \Theta(n \log n)$$

Homework: Pro. 2-1 and 2-4.

