

Outline

- 1 Algorithm Analysis
- 2 Growth rate functions
- 3 The properties of growth rate functions:
- 4 Importance of the growth rate
- 5 An example
- 6 Encryption

Algorithm Analysis

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- Strictly speaking, n is the # of bits needed to represent input.
- Commonly, n is the # of **items** in the input, if each item is of **fixed size**.
- This makes no difference in **asymptotic analysis** in **most** cases.

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Example 2

The input is one integer of k digits long. Since its size is not fixed (k can be arbitrarily large). The input size is **not** $n = 1$. It is $n = 4k$ bits long.

What's $T(n)$?

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- These are **not basic instructions:** input/output statement, $\sin(x)$, $\exp(x)$... These actions are done by function calls, not by a single machine instruction.
- Knowing $T(n)$ and the **machine speed**, we can **estimate** the **real runtime**.
- Example 3: The machine speed is 10^8 ins/sec. $T(n) = 10^6$. The real runtime would be about $10^{-8} \times 10^6 = 0.01$ sec.

Example 4: Consider this simple program:

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1:  $s = 0$   
2: for  $i = 1$  to  $n$  do  
3:   for  $j = 1$  to  $n$  do  
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- We can see: the loop iterates **n^2 times**, and loop body takes **constant number** of instructions.
- So $T(n) = an^2 + bn + c$ for some **constants a, b, c** .
- We say the **growth rate** of $T(n)$ is n^2 . This is the **sole** property of the algorithm and is our main concern.

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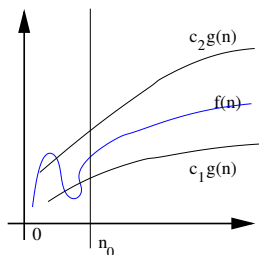
Growth rate functions

We want to define the precise meaning of **growth rate**.

Definition 1:

$$\Theta(g(n)) = \{f(n) \mid \exists c_1 > 0, c_2 > 0, n_0 \geq 0 \text{ so that} \\ \forall n \geq n_0, 0 \leq c_1 g(n) \leq f(n) \leq c_2 g(n)\}$$

If $f(n) \in \Theta(g(n))$, we also write $f(n) = \Theta(g(n))$ and say: **the growth rate of $f(n)$ is the same as the growth rate of $g(n)$.**



Example 5

$$f(n) = \frac{1}{12}n^2 + 60n - 4 \in \Theta(n^2) \text{ (or write } f(n) = \Theta(n^2)\text{.)}$$

Proof: We need to find c_1 and n_0 so that $\forall n \geq n_0$,

$$c_1 n^2 \leq \frac{1}{12}n^2 + 60n - 4$$

Pick $c_1 = 1/12$, the above becomes: $0 \leq 60n - 4$. This is true for all $n \geq n_0 = 1$. We also need to find c_2 and n_0 so that $\forall n \geq n_0$,

$$\frac{1}{12}n^2 + 60n - 4 \leq c_2 n^2$$

For any $n \geq 1$, we have:

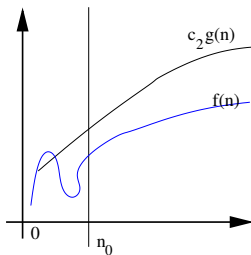
$$\frac{1}{12}n^2 + 60n - 4 < n^2 + 60n \leq n^2 + 60n^2 = 61n^2$$

So if $c_1 = 1/12$, $c_2 = 61$ and $n_0 = 1$, all the required conditions hold.

Definition 2:

$$O(g(n)) = \{f(n) \mid \exists c_2 > 0, n_0 \geq 0 \text{ so that} \\ \forall n \geq n_0, 0 \leq f(n) \leq c_2 g(n)\}$$

If $f(n) \in O(g(n))$, we also write $f(n) = O(g(n))$ and say: **the growth rate of $f(n)$ is at most the growth rate of $g(n)$.**



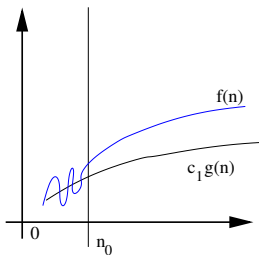
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$f(n) = 10n - 4 \in O(0.01n^2)$ (or write $f(n) = O(0.01n^2)$.)

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$$\Omega(g(n)) = \{f(n) \mid \exists c_1 > 0, n_0 \geq 0 \text{ so that} \\ \forall n \geq n_0, 0 \leq c_1 g(n) \leq f(n)\}$$

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$$o(g(n)) = \{f(n) \mid \forall c > 0, \exists n_0 \geq 0 \text{ so that} \\ \forall n \geq n_0, 0 \leq f(n) \leq cg(n)\}$$

If $f(n) \in o(g(n))$, we also write $f(n) = o(g(n))$ and say: **the growth rate of $f(n)$ is strictly less than the growth rate of $g(n)$.**

Example:

$f(n) = 2n$ and $g(n) = n^2$. Then:
 $f(n) = O(g(n))$, $f(n) = o(g(n))$, but $f(n) \neq \Theta(g(n))$,

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If $f(n) \in \omega(g(n))$, we also write $f(n) = \omega(g(n))$ and say: the growth rate of $f(n)$ is strictly bigger than the growth rate of $g(n)$.

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The properties of growth rate functions:

The meaning of these notations (roughly speaking):

if	the growth-rate is
$f(n) = \Theta(g(n))$	$=$
$f(n) = O(g(n))$	\leq
$f(n) = \Omega(g(n))$	\geq
$f(n) = o(g(n))$	$<$
$f(n) = \omega(g(n))$	$>$

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- Read Ch. 3 for more relations and properties.

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Importance of the growth rate

The growth rate of the runtime function is the **most important** property of an algorithm. Assuming 10^9 instruction/sec, The real runtime:

$f(n)$	$n = 10$	30	50	1000
$\log_2 n$	3.3 ns	4.9 ns	5.6 ns	9.9 ns
n	10 ns	30 ns	50 ns	1 μ s
n^2	0.1 μ s	0.9 μ s	2.5 μ s	1 ms
n^3	1 μ s	27 μ s	125 μ s	1 sec
n^5	0.1 ms	24.3 ms	0.3 sec	277 h
2^n	1 μ s	1 sec	312 h	$3.4 \cdot 10^{281}$ Cent

- If $T(n) = n^k$ for some constant $k > 0$, the runtime is **polynomial**.
- If $T(n) = a^n$ for some constant $a > 1$, the runtime is **exponential**.

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- **Moore's law:** CPU speed doubles every 18 months. Then, instead of solving the problem of size $n = \text{say } 100$, we can solve the problem of size 101.
- An exponential time algorithm **cannot** be used to solve problems of realistic input size, no matter how powerful the computers are!

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- If $X = 117$, output "no".
- If $X = 456731$, output = ?

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Find-Factor(X)

```

1: if  $X$  is even then
2:   return "2 is a factor"
3: end if
4: for  $i = 3$  to  $\sqrt{X}$  by  $+2$  do
5:   test if  $X \% i = 0$ , if yes, output " $i$  is a factor"
6: end for
7: return " $X$  is a prime."

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- In the worst case, we need to perform $\frac{1}{2}\sqrt{2^n} = \frac{1}{2}(1.414)^n$ divisions. So **this is an exp time algorithm**.
- Minor improvements can be (and had been) made. But **basically**, we have to perform **most** of these tests. **No poly-time algorithm for Factoring is known**.
- It is strongly believed, (**but not proven**), **no poly-time algorithm for solving the Factoring problem exists**.

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Encryption

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- If an intruder (Evil) intercepts M , we must make sure Evil cannot understand it.

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- There are many different ways for 1-1 Encryption. It is not hard.
 - However, Bob is dealing with many customers, and Alice is dealing with many banks, on-line accounts ...
 - It would be a nightmare if we have to arrange a different key for each (Alice, Bob) pair.

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- The pair (X, e) is the **public key**. Bob makes it public.
- (x, y, d) is the **secret key**. Only Bob knows it.

Example

$x = 7, y = 29$. Then $X = 7 \cdot 29 = 203$, and $(x-1) \cdot (y-1) = 168$.
Pick $e = 11$ and $d = 107$, then $11 \cdot 107 = 1177 = 1 \pmod{168}$.
Thus $(203, 11)$ is the public key. $(7, 29, 107)$ is secret key.

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- Alice (and Dave and everyone else): Get public key (X, e) ($= (203, 11)$ in our example).
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- Because of the the choice of e, d , the **number theory** ensures the **result M is the same as the original message M** . (Namely $(M^e)^d = M \pmod{X}$ for all M .)

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- But Evil knows X (since **this is public**).
- If Evil can factor $X = x \cdot y$, he can calculate d . Then he knows every thing that Bob knows.
- But he must factor a 256 digit number X . This requires about $\sqrt{10^{256}} = 10^{128} \approx 2^{426}$ divisions. This will need much much much longer time than the previous 2^{360} example!

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- For long time, it is not known if the problem P2 (Primality Testing) can be solved in poly-time.
- In 2001, Agrawal, Kayal and Saxena found a poly-time algorithm for solving P2.
- Had they found a poly-time algorithm for solving P1 (Factoring), RSA system (and the entire computer security industry) would have collapsed overnight!