

# Algorithms COMP3121/9101

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1. INTRODUCTION



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The word "algorithm" comes by corruption of the name of *Muhammad ibn Musa al-Khwarizmi*, a Persian scientist 780-850, who wrote an important book on algebra, "*Al-kitab al-mukhtasar fi hisab al-gabr wal-muqabala*". You are encouraged to read about him in Wikipedia.

In this course we will deal only with sequential deterministic algorithms which means that:

- they are given as sequences of steps, thus assuming that only one step can be executed at a time;
- the action of each step gives the same result whenever this step is executed for the same input.

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#### Course content:

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- emphasis on development of your algorithm design skills

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- not so good: somewhat formalistic and written in a rather dry style.

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The hard part: how can a thief split the pile into two equal parts? Remarkably, this turns out that, most likely, there is no more efficient algorithm than the brute force: we consider all partitions of the pile and see if there is one which results in two equal parts.

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Three thieves have robbed a warehouse and have to split a pile of items without price tags on them. How do they do this in a way that ensures that each thief believes that he has got at least one third of the loot?

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- But what if the remaining two thieves choose the same pile? COMP3121/3821/9101/9801

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- What would be a correct algorithm?
- Let the thieves be  $T_1, T_2, T_3$ ;

# Algorithm:

 $\overline{T_1}$  makes a pile  $P_1$  which he believes is 1/3 of the whole loot;

 $T_1$  proceeds to ask  $T_2$  if  $T_2$  agrees that  $P_1 \leq 1/3$ ;

If  $T_2$  says YES, then  $T_1$  asks  $T_3$  if  $T_3$  agrees that  $P_1 \leq 1/3$ ;

If  $T_3$  says YES, then  $T_1$  takes  $P_1$ ;

 $T_2$  and  $T_3$  split the rest as in Problem 1.

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Hint: there is a *nested recursion* happening even with 3 thieves!

# The role of proofs in algorithm design

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Mathematical proofs are **NOT** academic embellishments; we use them to justify things which are not obvious to common sense!

Merge-Sort(A,p,r) \*sorting A[p..r]\*

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 $\mathbf{0} \qquad \text{Merge-Sort}(A, p, q)$ 

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- The above is essentially a proof by induction, but we will never bother formalising proofs of (essentially) obvious facts.

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- However, <u>BE VERY CAREFUL</u> what you call trivial!!

#### The Stable Matching Problem

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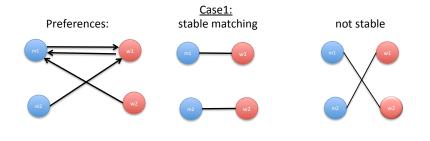
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for two pairs p = (m, w) and p' = (m', w'):

- man m prefers woman w' to woman w, and
- woman w' prefers man m to man m'.

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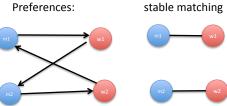
Preferences:

Case1: stable matching



not stable





Case2:

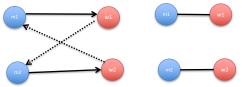


also stable!

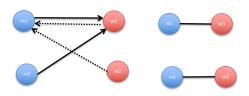
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<u>Case1: two men like two different women (or vice versa)</u>
Preferences: stable matching



<u>Case2: men like the same woman and women like the same man</u>
Preferences: stable matching



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Originally invented to pair newly graduated physicians with US hospitals for residency training.

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Claim 2: Algorithm produces a matching, i.e., every man is eventually paired with a woman (and thus also every woman is paired to a man)

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- But this would mean that n women are paired with all of n men so m cannot be free. Contradiction!

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- Contradiction!

#### A Puzzle!!!

Why puzzles? It is a fun way to practice problem solving!

**Problem :** Tom and his wife Mary went to a party where nine more couples were present.

- Not every one knew everyone else, so people who did not know each other introduced themselves and shook hands.
- People who knew each other from before did not shake hands.
- Later that evening Tom got bored, so he walked around and asked all other guests (including his wife) how many hands they had shaken that evening, and got 19 different answers.
- How many hands did Mary shake?
- How many hands did Tom shake?





That's All, Folks!!