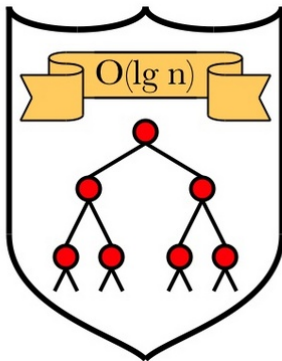


# Discrete Mathematics

## MATH1064, Lecture 16

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# Extra exercises for Lecture 16

Section 3.2: Problems 1–10

Section 3.3: Problems 1–4



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Alternative Big O notation:

$O(1) = O(\text{yeah})$

$O(\log n) = O(\text{nice})$

$O(n) = O(\text{ok})$

$O(n^2) = O(\text{my})$

$O(2^n) = O(\text{no})$

$O(n!) = O(\text{mg!})$

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## Number of operations: Best-case, worst-case, average-case

Search integers  $a_1, \dots, a_n$  for presence of integer called **key**.

```
procedure LinearSearch(key, n: integer;  $a_1, a_2, a_3, \dots, a_n$ : integers)
begin
   $i := 1$                                 {initializes the counter}
  while ( $i \leq n$  and  $\text{key} \neq a_i$ ) do
     $i := i + 1$ 
  if  $i \leq n$  then  $\text{location} := i$           {successful search}
  else  $\text{location} := 0$                      {unsuccessful search}
end {location is the subscript of the first array entry that equals key;
    location is 0 if key is not found}
```

Complexity  $f(n)$  = number of elements examined until key is found

What is the best-case scenario? If  $\text{key} = a_1$ , then  $f(n) = 1$ .

**Observation:**  $f(n)$  and number of steps within a constant multiple.  
So best-case complexity of algorithm is  $O(1)$ .

### What is the worst-case scenario?

If  $\text{key} = a_n$ , or key not in list, then  $f(n) = n$ .

So worst-case complexity of algorithm is  $O(n)$  (in fact, it is in  $\Theta(n)$ ).

### What is the average-case scenario?

Assume  $\text{key}$  is in the list and equal to  $a_k$  with probability  $p = 1/n$ .

Average number of elements examined is:

$$f(n) = 1 \cdot p + 2 \cdot p + \dots + n \cdot p = p \left( \sum_{k=1}^n k \right) = \frac{1}{n} \cdot \frac{n(n+1)}{2} = (n+1)/2.$$

Average-case complexity of the algorithm is also  $O(n)$  (in fact,  $\Theta(n)$ ).

What happens if  $\text{key}$  is not necessarily in the list?

# Number of operations: Euclidean algorithm

```
1 function Euclid ( $a, b$ );  
   Input : Two nonnegative integers  $a$  and  $b$   
   Output:  $\gcd(a, b)$   
2 if  $b = 0$  then  
3   | return  $a$ ;  
4 else  
5   | return Euclid( $b, a \bmod b$ );  
6 end
```

A call of Euclid has

- 2 operations if  $b = 0$ , and
- 3 operations if  $b > 0$ .

How many steps are necessary until  $b = 0$ ?

# Number of operations: Euclidean algorithm

```
1 function Euclid ( $a, b$ );  
   Input : Two nonnegative integers  $a$  and  $b$   
   Output:  $\gcd(a, b)$   
2 if  $b = 0$  then  
3   | return  $a$ ;  
4 else  
5   | return Euclid( $b, a \bmod b$ );  
6 end
```

Arguments passed to Euclid:

- $(a, b)$ ,  $a \geq b$ ,  $a \neq 0$ ;
- $(b, r_1)$  with  $r_1 = a \bmod b$ ,  
 $b > r_1$  by the Quotient Remainder Theorem (Lecture 12);
- $(r_1, r_2)$  with  $r_2 = b \bmod r_1$ ;
- $(r_2, r_3)$  with  $r_3 = r_1 \bmod r_2$ ;
- etc.

# Number of operations: Euclidean algorithm

```
1 function Euclid ( $a, b$ );  
   Input  : Two nonnegative integers  $a$  and  $b$   
   Output:  $\gcd(a, b)$   
2 if  $b = 0$  then  
3   |   return  $a$ ;  
4 else  
5   |   return Euclid( $b, a \bmod b$ );  
6 end
```

Idea: look at first argument every second step:

- $r_i = k \cdot r_{i+1} + r_{i+2}$ ,  $k \in \mathbb{N}$
- We have  $r_i > r_{i+1} > r_{i+2}$  and hence
- $k \geq 1$
- $r_i = k \cdot r_{i+1} + r_{i+2} \geq r_{i+1} + r_{i+2} > 2r_{i+2}$
- $r_{i+2} < r_i/2$

Size of arguments decrease by at least half every second step.

# Number of operations: Euclidean algorithm

```
1 function Euclid ( $a, b$ );  
   Input  : Two nonnegative integers  $a$  and  $b$   
   Output:  $\gcd(a, b)$   
2 if  $b = 0$  then  
3   | return  $a$ ;  
4 else  
5   | return Euclid( $b, a \bmod b$ );  
6 end
```

After at most  $2 \log_2(a)$  calls of Euclid, the arguments must be  $\gcd(a, b)$  and 0.

Running time:  $3(2 \log_2(a)) - 1 \in O(\log(a))$ .



## What to make of theoretical bounds?

Suppose algorithm  $A$  has time-complexity  $f(n) \in O(n)$ , and algorithm  $B$  has time-complexity  $g(n) \in O(n^2)$ .

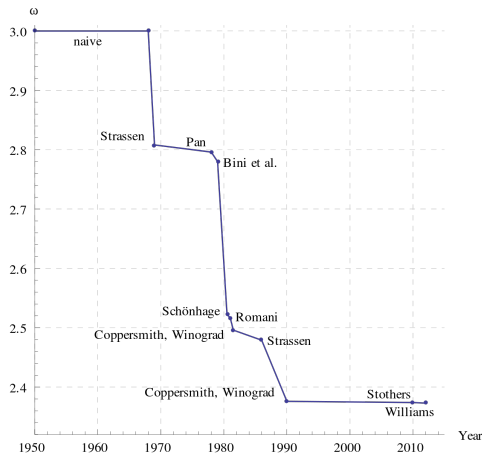
Suppose  $f(n) = 1000n$  and  $g(n) = n^2$ .

**Question:** Is it always better to use algorithm  $A$ ?

If the size of the input is not bigger than 1000, then  $B$  is faster!

# What to make of theoretical bounds?

Matrix multiplication is in  $O(n^\omega)$  for  $\omega =$



Note: matrix multiplication is in  $\Omega(n^2)$ .

## $O$ -notation from a more practical angle

- For a simplified (mathematically less rigorous) explanation of  $O$ -notation, search:  
“Big-O notation in 5 minutes – The basics” on YouTube
- See <https://www.bigocheatsheet.com/> for a list of running times of famous algorithms

**Warning:** The comments on this video suggest that this teaches you “all you need”. But the level of this video is below the mathematical standard of this course.

# P vs NP

A **decision problem** is a yes/no question, for which we wish to find an algorithm.

Examples:

- **Input:**  $k \in \mathbb{N}$ .  
**Question:** Is  $k$  prime?
- **Input:** Logical statement forms  $P, Q$ .  
**Question:** Is  $P \equiv Q$ ?

P vs NP is about which decision problems you can **solve quickly**, and which problems are **inherently difficult**.

# What do we mean by “quickly”?

Let  $n$  measure the size of the input:

- **Input:** Logical statement forms  $P, Q$ .

**Question:** Is  $P \equiv Q$ ?

**Input size:**  $n$  = number of symbols used in  $P$  and  $Q$

- **Input:**  $k \in \mathbb{N}$ .

**Question:** Is  $k$  prime?

**Input size:**  $n$  = number of **digits** in  $k$

An algorithm is considered **fast** if its **running time** is bounded by a **polynomial**.

Fast running times:  $O(n)$ ,  $O(n \log n)$ ,  $O(n^2)$ ,  $O(n^5)$ ,  $O(n^{100})$

Slow running times:  $O(C^n)$ ,  $C > 1$ ,  $O(n!)$ ,  $O(e^{e^n})$

# The classes P and NP

A decision problem is in the class **P** if you can **solve it quickly**.

- **Input:**  $k, \ell \in \mathbb{N}$ . **Question:** Are  $k$  and  $\ell$  coprime?  
**Solution:** Euclidean algorithm!

A decision problem is in the class **NP** if, when the answer is “yes”, I can give you information that lets you **verify my solution quickly**.

- **Input:**  $k \in \mathbb{N}$ . **Question:** Is  $k$  composite?  
**Information:** I give you the prime factorisation of  $k$ .

We know how to “quickly” test whether  $k$  is composite.

# P vs NP

The question **P vs NP** asks: are P and NP the same?

That is, if a “yes” solution is **fast to verify**, does that mean the problem must be **fast to solve**?

The hardest problems in NP are called **NP-complete**:  
a fast solution to **any one** of these would give a fast solution to **every** problem in NP!

Some NP-complete problems:

- Input: A logical statement form  $P$ . Is  $P$  satisfiable?
- Input: A set  $S \subseteq \mathbb{Z}$ . Does  $S$  have a subset whose sum is 0?

Many people think that  $P \neq NP$ ... but some people do not!

Have a look at <https://www.win.tue.nl/~gwoegi/P-versus-NP.htm>

True or false?

$$\forall a \in \mathbb{N}, \quad a^n \in O(n!)$$