Data Structures and Algorithm

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What are algorithms?

- *A sequence of computational steps that transform the input into the output*

Sorting problem:

Input: A sequence of n numbers $\langle a_1, a_2, \ldots, a_n \rangle$

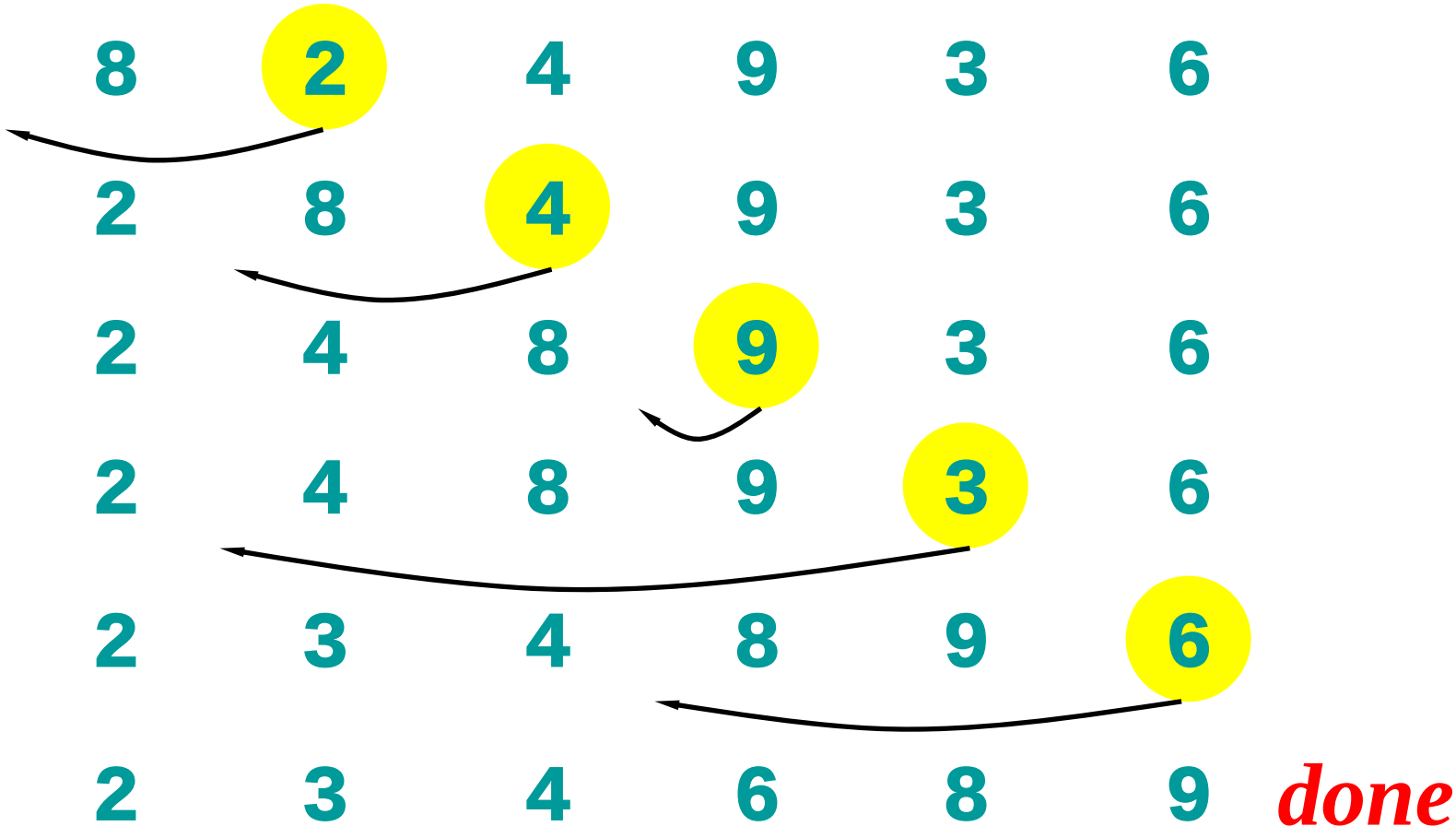
Output: A permutation (reordering) $\langle a'_1, a'_2, \ldots, a'_n \rangle$ such that $a'_1 \leq a'_2 \leq \ldots \leq a'_n$

Instance of sorting problem:

Input: <32, 45, 64, 28, 45, 58>

Output: <28, 32, 45, 45, 58, 64>

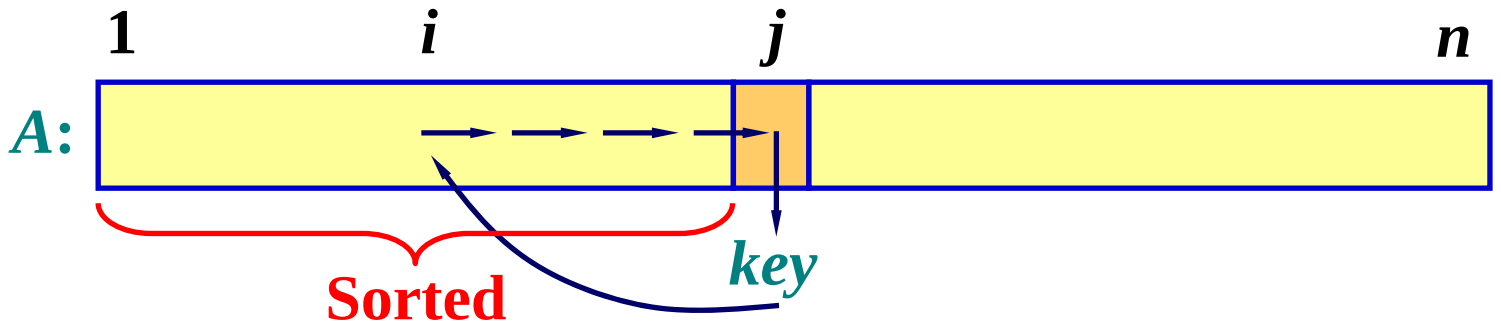
Example of insert sort



Insertion sort

INSERTION-SORT(*A*)

```
1  for j ← 2 to length[A]
2      do key ← A[j]
3         // Insert A[j] into the sorted sequence A[1 .. j − 1]
4         i ← j − 1
5         while i > 0 and A[i] > key
6             do A[i + 1] ← A[i]
7                i ← i − 1
8         A[i + 1] ← key
```



Running time

- The running time depends on the *input*: an already sorted sequence is easier to sort.
- Parameterize the running time by the *size of the input*, since short sequences are easier to sort than long ones.
- Generally, we seek upper bounds on the running time, because everybody likes a *guarantee*.

Kinds of analyses

Worst-case: (usually)

$T(n)$ = maximum time of algorithm on any input of size n.

Average-case: (sometimes)

$T(n)$ = expected time of algorithm over all inputs of size n.

Need assumption of statistical distribution of inputs.

Best-case: (bogus)

Cheat with a slow algorithm that works fast on some input.

Analysis of insertion sort

INSERTION-SORT(*A*)	***cost***	***times***
1 **for** $j \leftarrow 2$ **to** $length[A]$	c_1	n
2 **do** $key \leftarrow A[j]$	c_2	$n-1$
3 // Insert $A[j]$ into the sorted sequence $A[1 .. j-1]$	0	$n-1$
4 $i \leftarrow j-1$	c_4	$n-1$
5 **while** $i > 0$ and $A[i] > key$	c_5	$\sum_{j=2}^{n} t_j$
6 **do** $A[i+1] \leftarrow A[i]$	c_6	$\sum_{j=2}^{n} (t_j - 1)$
7 $i \leftarrow i-1$	c_7	$\sum_{j=2}^{n} (t_j - 1)$
8 $A[i+1] \leftarrow key$	c_8	$n-1$

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

Analysis of insertion sort: best and worst

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

Best case:

- The best case occurs if the array is already sorted

$$T(n) = c_1 n + c_2(n-1) + c_4(n-1) + c_5(n-1) + c_8(n-1)$$

$$= (c_1 + c_2 + c_4 + c_5 + c_8)n - (c_2 + c_4 + c_5 + c_8)$$

***an + b* (linear function)**

Worst case:

- The worst case occurs if the array is in reverse sorted order

$$T(n) = c_1 n + c_2(n-1) + c_4(n-1) + c_5\left(\frac{n(n+1)}{2} - 1\right) + c_6\left(\frac{n(n-1)}{2}\right) + c_7\left(\frac{n(n-1)}{2}\right) + c_8(n-1)$$

$$= \left(\frac{c_5}{2} + \frac{c_6}{2} + \frac{c_7}{2}\right)n^2 + \left(c_1 + c_2 + c_4 + \frac{c_5}{2} - \frac{c_6}{2} - \frac{c_7}{2} + c_8\right)n - (c_2 + c_4 + c_5 + c_8)$$

***an*^{2} + *bn* + c (quadratic function)**

Machine-independent time

- *What is insertion sort's worst-case?*

  It depends on the speed of our computer:

  - Relative speed (on the same machine),
  - Absolute speed (on different machines).

- **BIG IDEA:**

  - Ignore machine-dependent constants.
  - Look at ***growth*** of $T(n)$ as $n \to \infty$

"Asymptotic Analysis"

Θ -notation

- ***Math:***

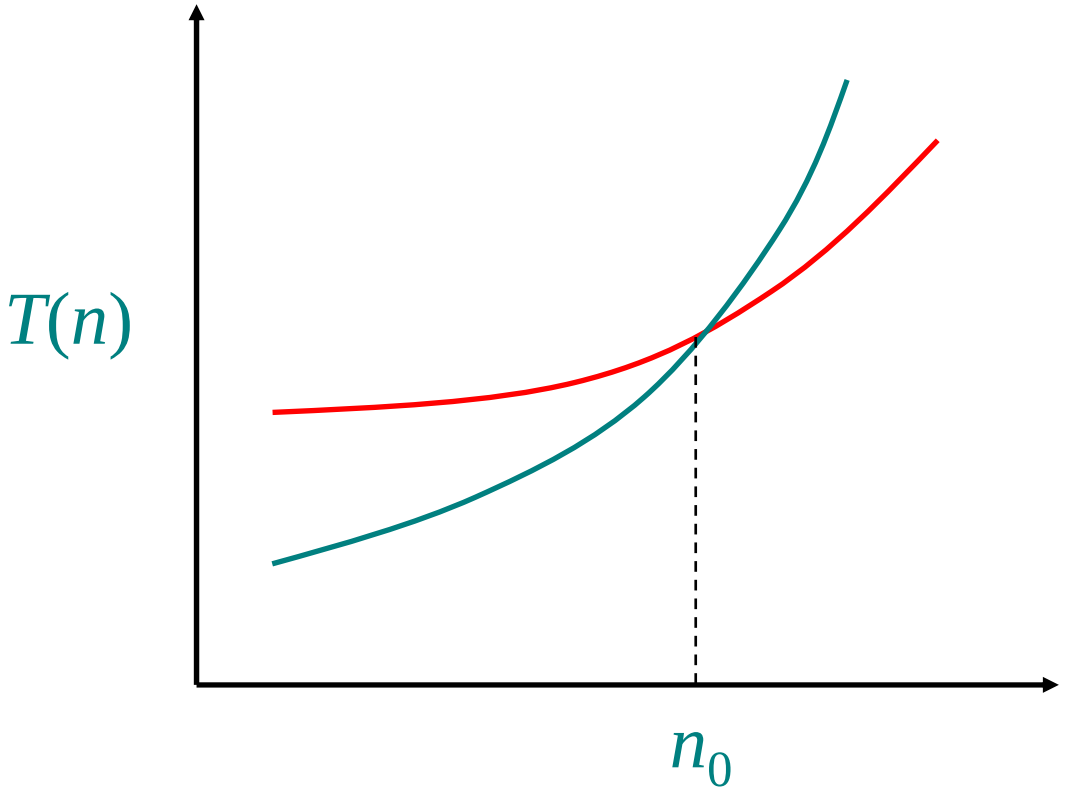
  $\Theta(g(n)) = \{ f(n)$: there exist positive constants c_1, c_2, and n_0 such that $0 \le c_1 g(n) \le f(n) \le c_2 g(n)$ for all $n \ge n_0 \}$

- ***Engineering:***

  - Drop low-order terms; ignore leading constants.
  - Example: $3n^3 + 90n^2 - 5n + 6046 = \Theta(n^3)$

Asymptotic performance

When n gets large enough, a $\Theta(n^2)$ algorithm always ***beats*** a $\Theta(n^3)$ algorithm.



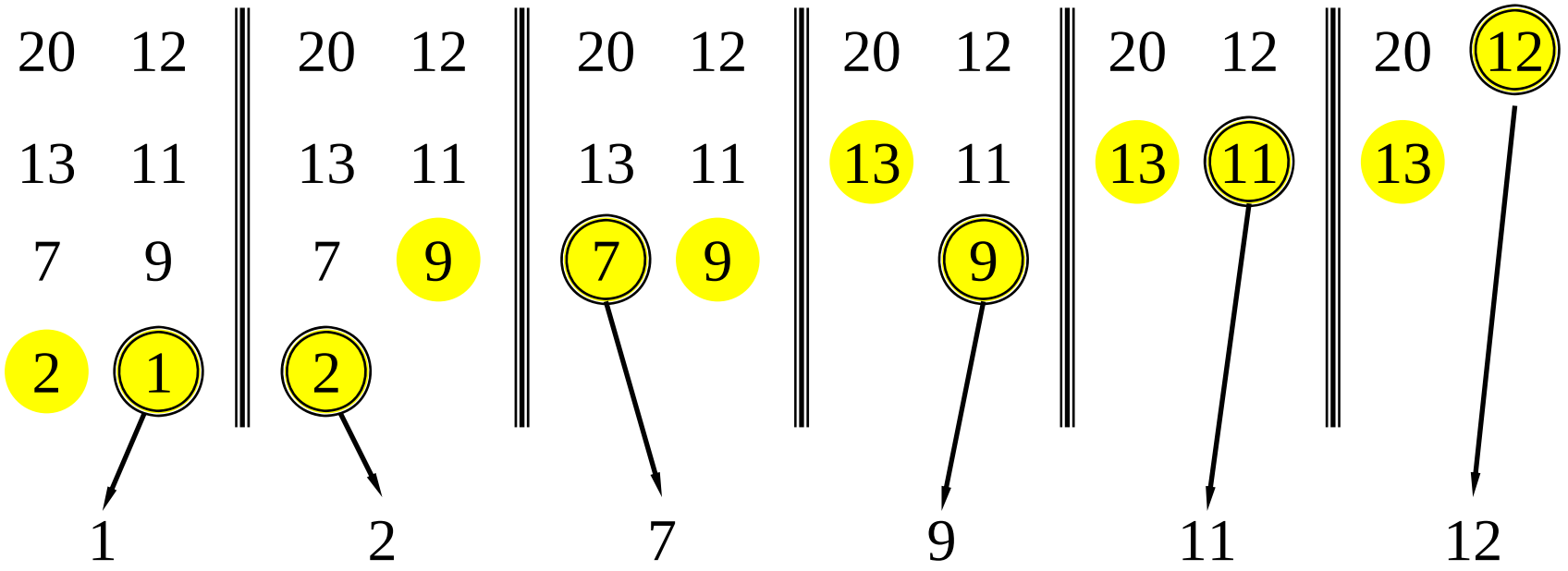
Merge sort

MERGE-SORT $A[1 .. n]$

1. If $n = 1$, done.
2. Recursively sort $A[1 .. \lceil n/2 \rceil]$ and $A[\lfloor n/2 \rfloor + 1 .. n]$
3. **"Merge"** the 2 sorted lists.

Key subroutine: ***MERGE***

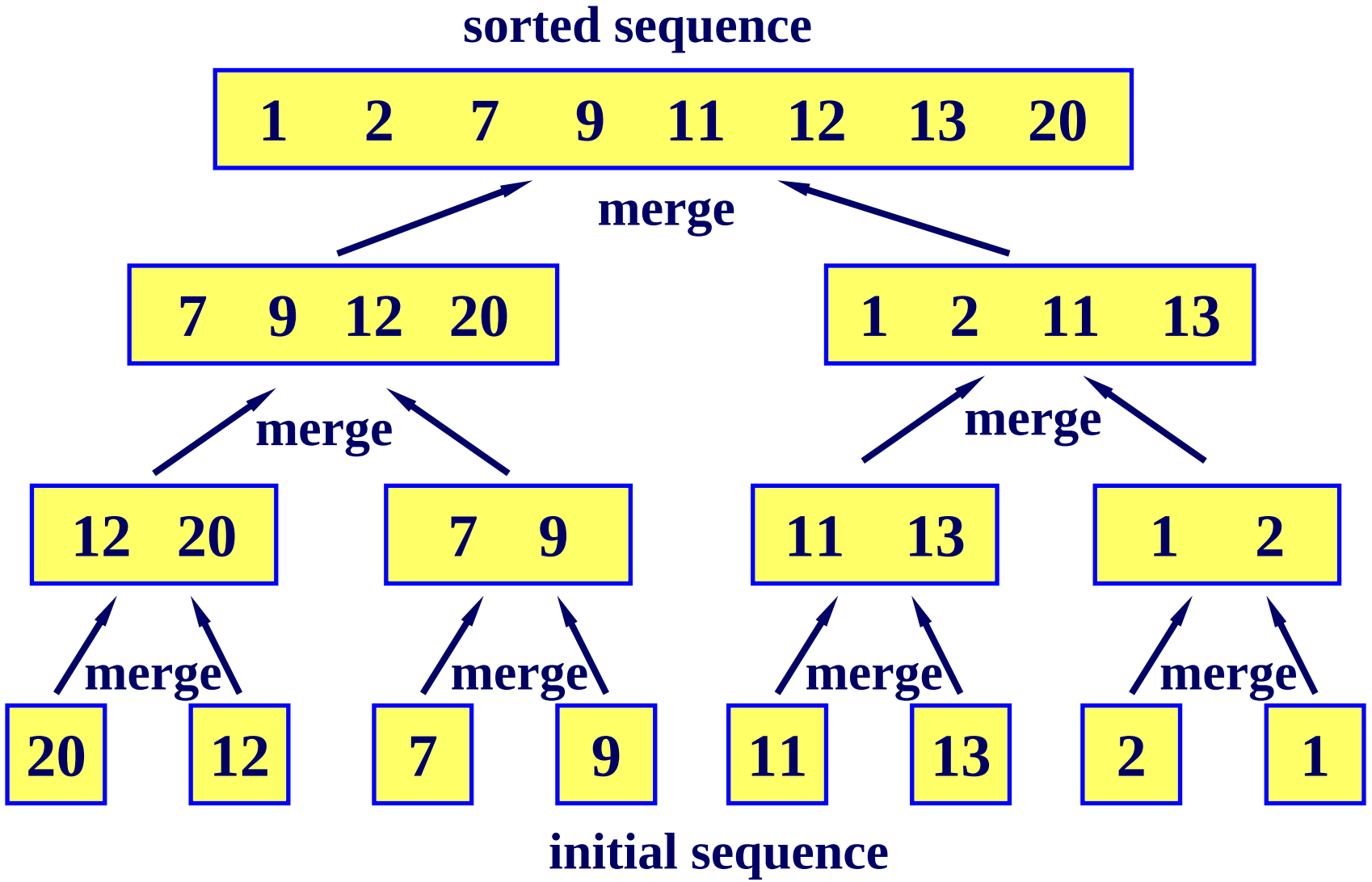
Merging two sorted arrays



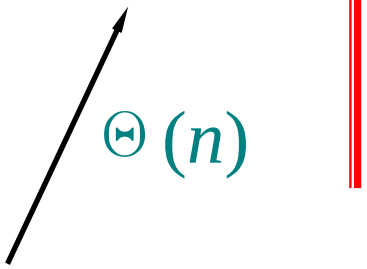
1, 2, 7, 9, 11, 12, 13, 20

Time = $\Theta(n)$ to merge a total of n elements (linear time).

Operation of merge sort



Analyzing merge sort



$T(n)$

$\Theta(1)$

$2T(n/2)$

$\Theta(n)$

MERGE-SORT $A[1 .. n]$

1. If $n = 1$, done.
2. Recursively sort $A[1 .. \lceil n/2 \rceil]$ and $A[\lfloor n/2 \rfloor + 1 .. n]$
3. ***"Merge"*** the 2 sorted lists.

Sloppiness: Should be $T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor)$, but it turns out not to matter asymptotically.

Recurrence for merge sort

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

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Solve $T(n) = 2T(n/2) + cn$, where $c > 0$ is constant.

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$T(n)$

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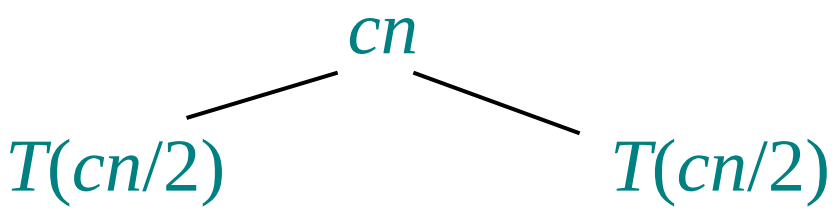

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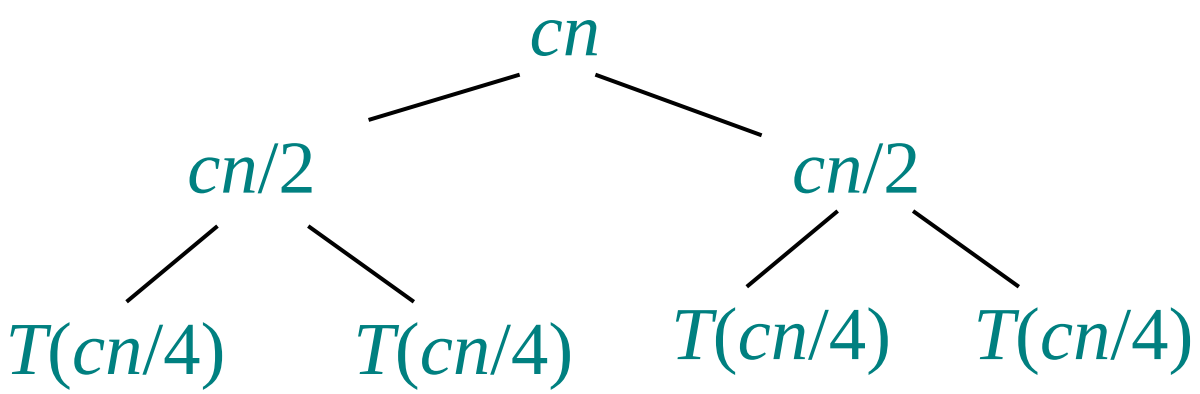

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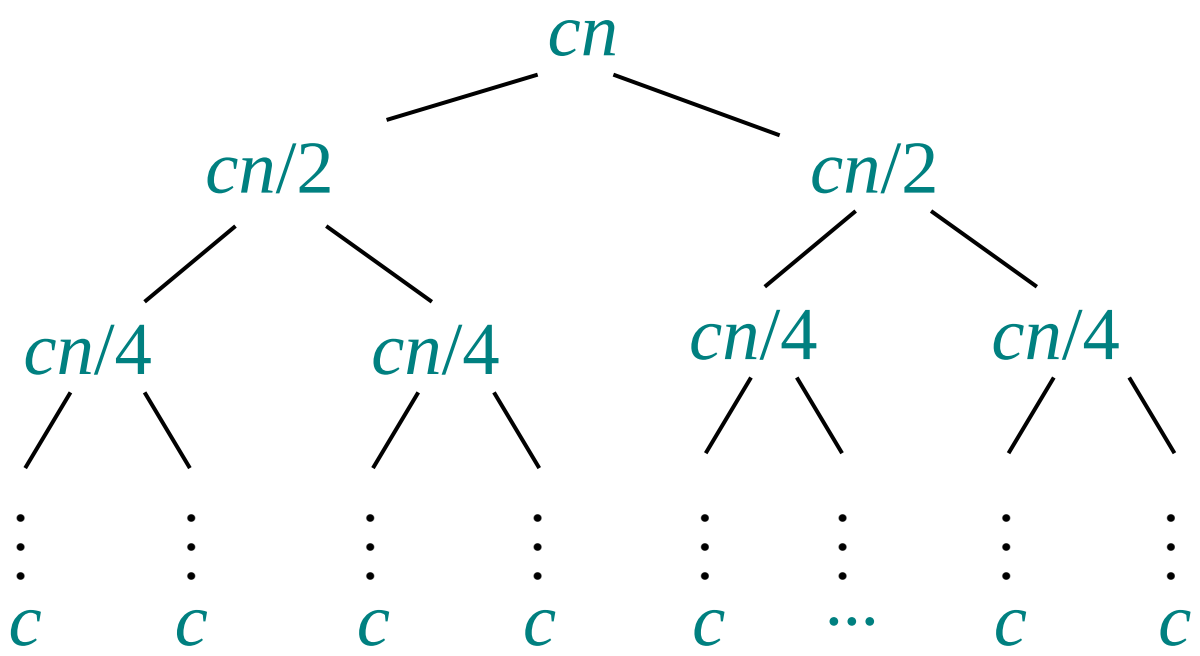

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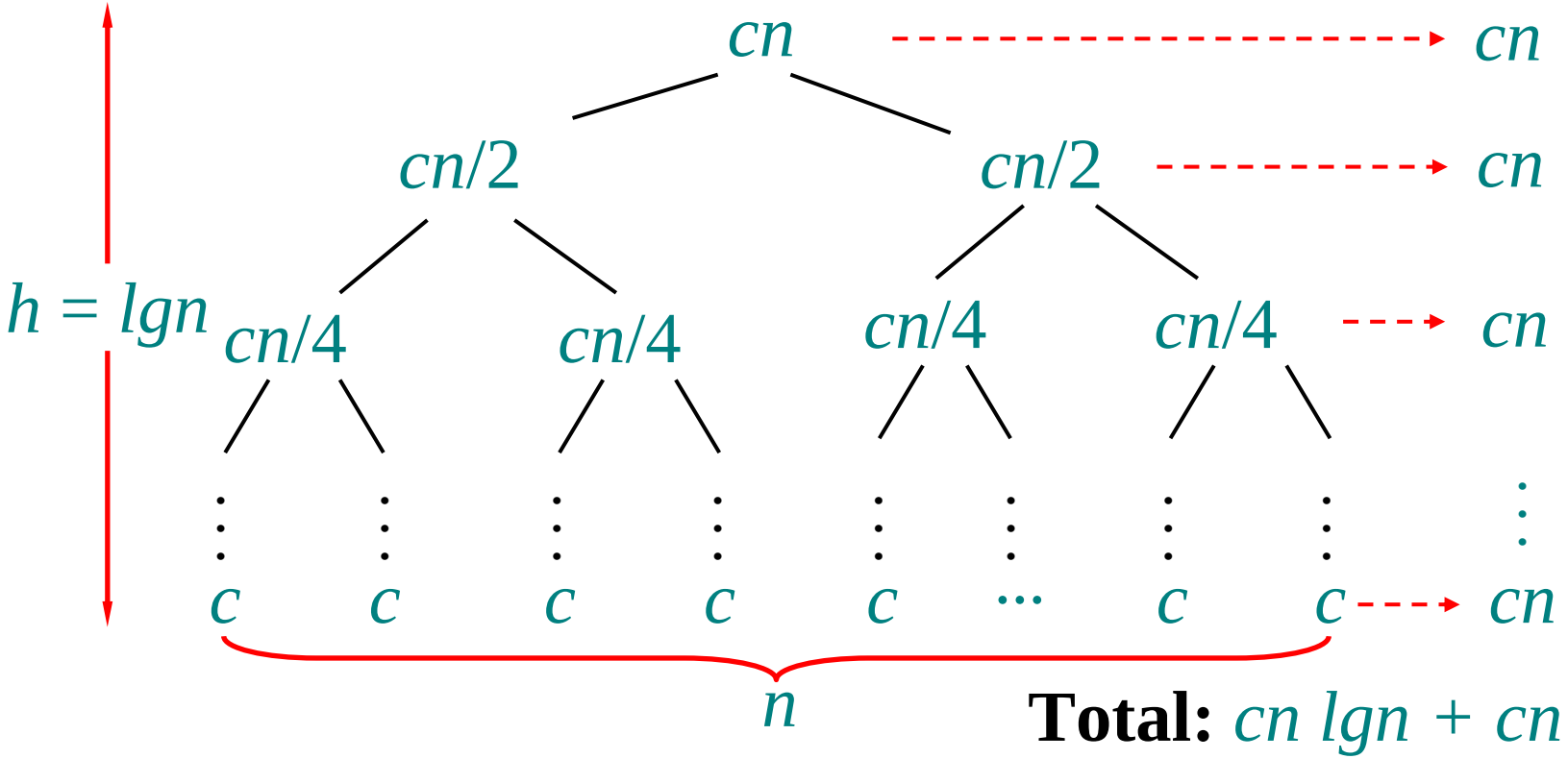


Total: $cn \lg n + cn$

Insertion sort and merge sort

Insertion sort: $c_1 n^2$

Computer *A* executes one billion instructions per second

$c_1 = 2$

Insertion sort: $2n^2$

***To sort one million numbers*:**

$$\frac{2 \cdot (10^6)^2 \text{ instructions}}{10^9 \text{ instructions/second}}$$

= 2000 seconds

(ten million, 2.3 day)

Merge sort: $c_2 n \lg n$

Computer *B* executes ten million instructions per second

$c_2 = 50$

Merge sort: $50 n \lg n$

***To sort one million numbers*:**

$$\frac{50 \cdot 10^6 \lg 10^6 \text{ instructions}}{10^7 \text{ instructions/second}}$$

≈ 100 seconds

(ten million, 20 minutes)

Analysis of algorithms

- *The theoretical study of computer-program performance and resource usage.*
- **What's more important than performance?**

  - Modularity
  - Correctness
  - Maintainability
  - Functionality
  - Robustness
  - User-friendliness
  - Programmer time
  - Simplicity
  - Extensibility
  - Reliability

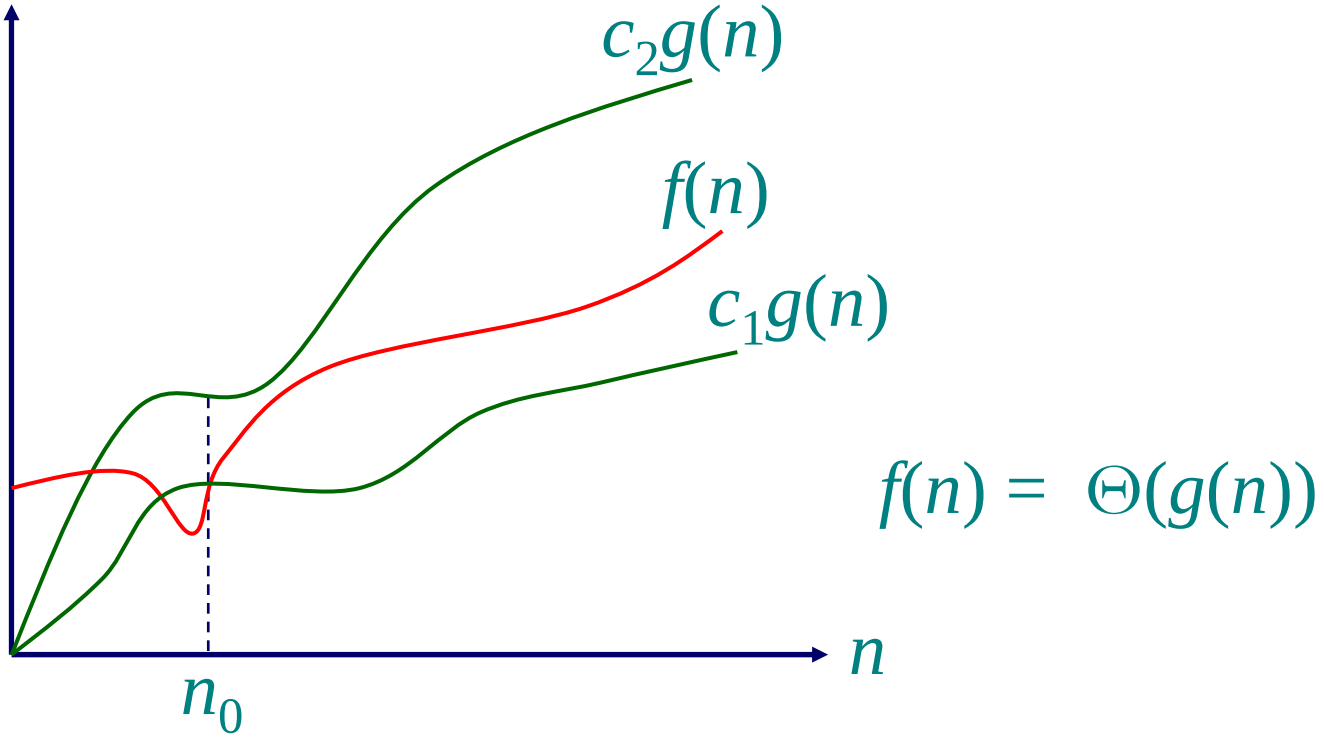
Comparison of running times

For each function $f(n)$ and time t in the following table, determine the largest size n of a problem that can be solved in time t, assuming that the algorithm to solve the problem takes $f(n)$ microseconds.

	1 second	1 minute	1 hour	1 day	1 month	1 year	1 century
lgn							
$n^{1/2}$							
n							
$nlgn$							
n^2							
n^3							
2^n							
$n!$							

Asymptotically tight bound

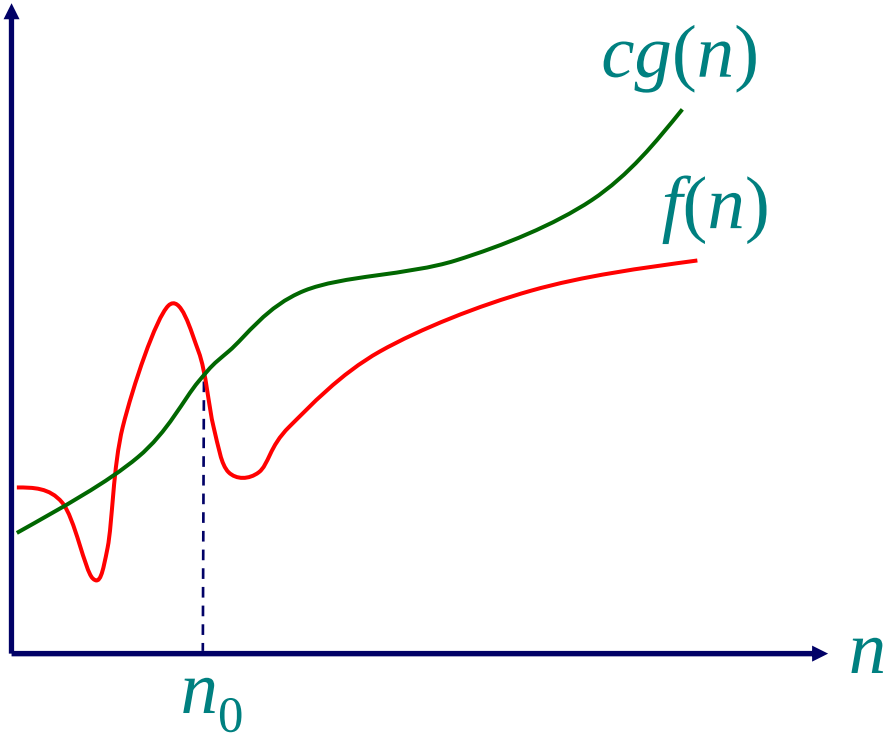
$\Theta(g(n))$ = { $f(n)$: there exist positive constants c_1, c_2, and n_0 such that $0 \le c_1 g(n) \le f(n) \le c_2 g(n)$ for all $n \ge n_0$ }



$f(n) = \Theta(g(n))$

Asymptotically upper bound

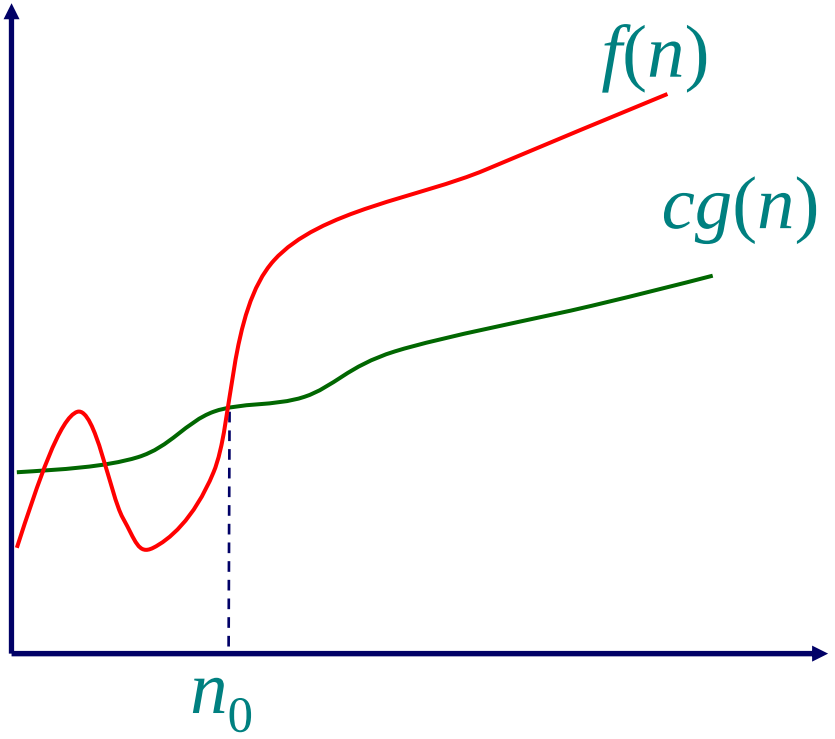
$O(g(n)) = \{ f(n)$: there exist positive constants c and n_0 such that $0 \le f(n) \le cg(n)$ for all $n \ge n_0 \}$



$f(n) = O(g(n))$

Asymptotically upper bound

$\Omega(g(n)) = \{ f(n)$: there exist positive constants c and n_0 such that $0 \leq cg(n) \leq f(n)$ for all $n \geq n_0 \}$



$f(n) = \Omega(g(n))$

Asymptotic notations

An analogy between the asymptotic comparison of two functions f and g the comparison of two real numbers a and b:

$$f(n) = O(g(n)) \approx a \leq b,$$
$$f(n) = \Omega(g(n)) \approx a \geq b,$$
$$f(n) = \Theta(g(n)) \approx a = b.$$

$$\Theta(g(n)) = O(g(n)) \cap \Omega(g(n))$$

Recurrences

- **Substitution method**
- **Recursion-tree method**
- **Master method**

Substitution method

The most general method:

1. ***Guess*** the form of the solution.
2. ***Verify*** by induction.
3. ***Solve*** for constants.

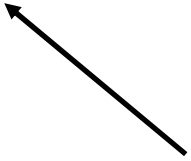
EXAMPLE: $T(n) = 4T(n/2) + n$

- [Assume that $T(1) = \Theta(1)$.]
- Guess $O(n^3)$.
- Assume that $T(k) \le ck^3$ for $k < n$.
- Prove $T(n) \le cn^3$ by induction.

Example of substitution

$$
\begin{aligned}
T(n) &= 4T(n/2) + n \\
&\le 4c(n/2)^3 + n \\
&= (c/2)n^3 + n \\
&= cn^3 - ((c/2)n^3 - n) \leftarrow \textit{desired} - \textit{residual} \\
&\le cn^3 \leftarrow \textit{desired}
\end{aligned}
$$

whenever $(c/2)n^3 - n \ge 0$, for example,
if $c \ge 2$ and $n \ge 1$.



residual

Example of substitution (continued)

- We must also handle the initial conditions, that is, ground the induction with base cases.
- ***Base:*** $T(n) = \Theta(1)$ for all $n < n_0$, where n_0 is a suitable constant.
- For $1 \le n < n_0$, we have "$\Theta(1)$" $\le cn^3$, if we pick c big enough.

This bound is not tight!

A tighter upper bound?

We shall prove that $T(n) = O(n^2)$.

Assume that $T(k) \le ck^2$ for $k < n$:

$$
\begin{aligned}
T(n) &= 4T(n/2) + n \\
&\le 4c(n/2)^2 + n \\
&= cn^2 + n \\
&= O(n^2) \quad \textbf{\textit{Wrong!}}\ \text{We must prove the inductive hypothesis.} \\
&= cn^2 - (-n) \quad [\textit{desired} - \textit{residual}] \\
&\le cn^2 \text{ for no choice of } c > 0. \ \textbf{\textit{Lose!}}
\end{aligned}
$$

A tighter upper bound!

IDEA: Strengthen the inductive hypothesis.

Subtract a low-order term.

***Inductive hypothesis*:** $T(k) \le c_1 k^2 - c_2 k$ for $k < n$.

$$
\begin{aligned}
T(n) &= 4T(n/2) + n \\
&\le 4c_1(n/2)^2 - 4c_2(n/2) + n \\
&= c_1 n^2 - 2c_2 n + n \\
&= c_1 n^2 - c_2 n - (c_2 n - n) \\
&\le c_1 n^2 - c_2 n \quad \text{if} \quad c_2 \ge 1.
\end{aligned}
$$

Pick c_1 big enough to handle the initial conditions.

Substitution: changing variables

$T(n) = 2T(\lfloor \sqrt{n} \rfloor) + lgn$

- Renaming $m = lgn$ yields

$T(2^m) = 2T(2^{m/2}) + m$

- Rename $S(m) = T(2^m)$ to produce the new recurrence

$S(m) = 2S(m/2) + m$

$S(m) = O(m\ lgm)$

- Changing back from $S(m)$ to $T(n)$

$T(n) = T(2^m) = S(m) = O(m\ lgm) = O(lgn\ lglgn)$

Recursion-tree method

- A recursion tree models the costs (time) of a recursive execution of an algorithm.
- The recursion-tree method promotes intuition.
- The recursion tree method is good for generating guesses for the substitution method.

Example of recursion tree

Solve $T(n) = 3T(\lfloor n/4 \rfloor) + n^2$

$T(n) = 3T(n/4) + n^2$

Example of recursion tree

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$T(n)$

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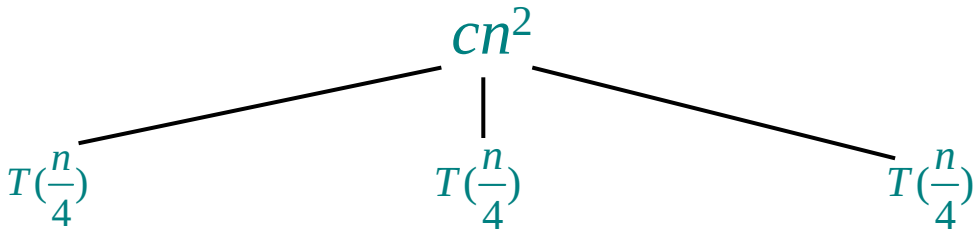

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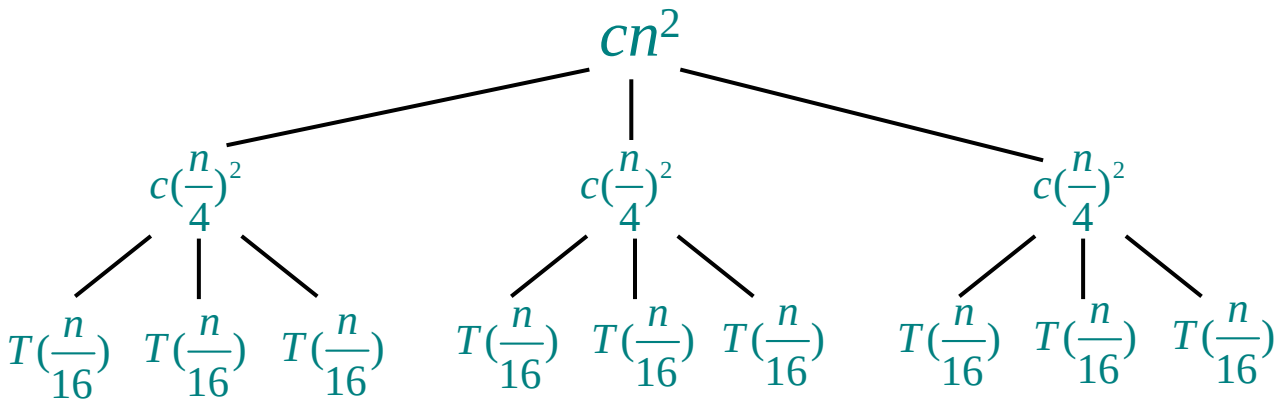

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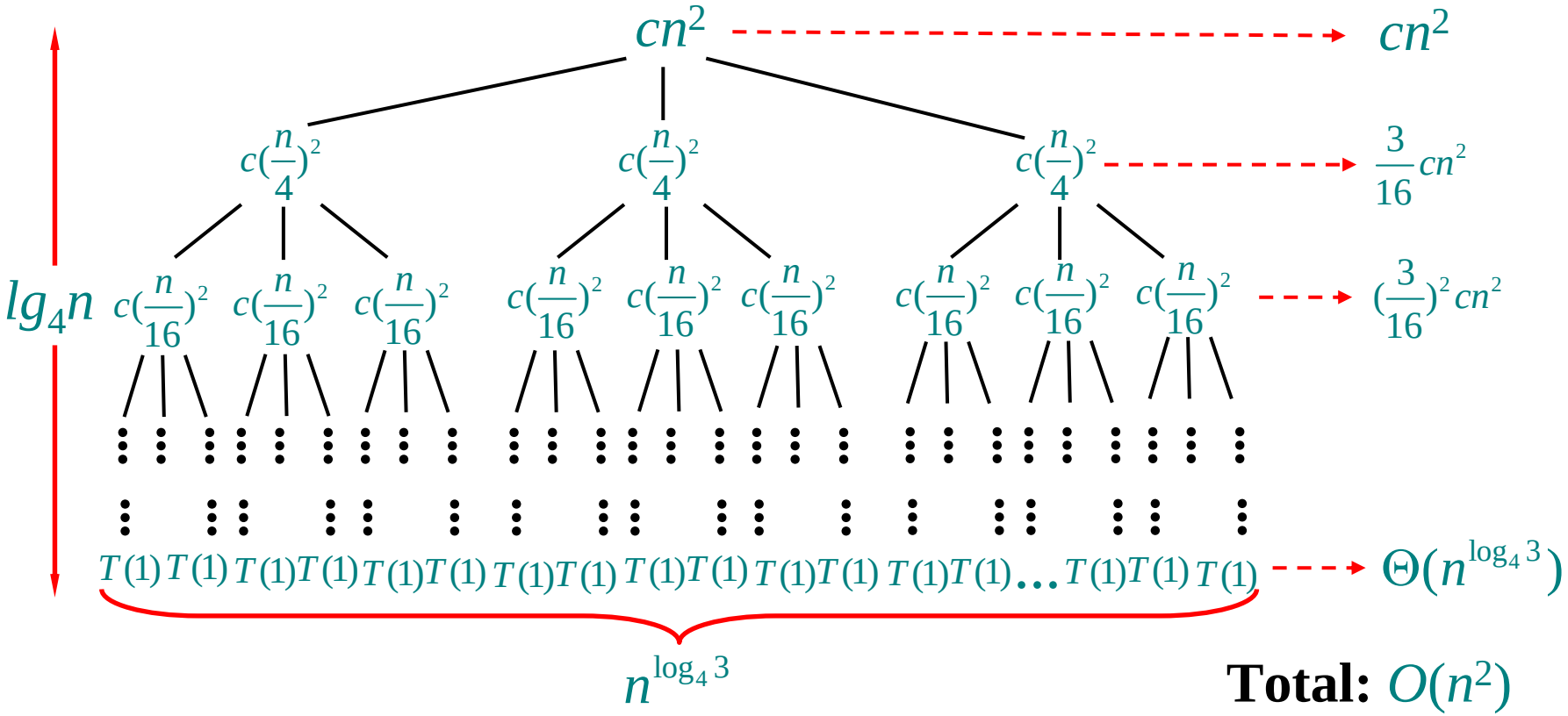


Cost for the entire tree

$$T(n) = cn^2 + \frac{3}{16}cn^2 + (\frac{3}{16})^2 cn^2 + \cdots + (\frac{3}{16})^{\log_4 n - 1} cn^2 + \Theta(n^{\log_4 3})$$

$$= \sum_{i=0}^{\log_4 n - 1} (\frac{3}{16})^i cn^2 + \Theta(n^{\log_4 3})$$

$$< \sum_{i=0}^{\infty} (\frac{3}{16})^i cn^2 + \Theta(n^{\log_4 3})$$

$$= \frac{1}{1-(3/16)} cn^2 + \Theta(n^{\log_4 3})$$

$$= \frac{16}{13} cn^2 + \Theta(n^{\log_4 3})$$

$$= O(n^2)$$

Substitution method to verify

$$
\begin{aligned}
T(n) &= 3T(\lfloor n/4 \rfloor) + \Theta(n^2) \\
&\le 3T(\lfloor n/4 \rfloor) + cn^2 \\
&\le 3d \lfloor n/4 \rfloor^2 + cn^2 \\
&\le 3d(n/4)^2 + cn^2 \\
&= \frac{3}{16} dn^2 + cn^2 \\
&\le dn^2
\end{aligned}
$$

Where the last step holds as long as $d \ge (16/13)c$

The master method

The master method applies to recurrences of the form

$$T(n) = aT(n/b) + f(n) ,$$

where $a \geq 1$, $b > 1$, and f is asymptotically positive.

Three common cases

Compare $f(n)$ with $n^{\log_b a}$

Three common cases

Compare $f(n)$ with $n^{\log_b a}$

1. $f(n) = O(n^{\log_b a - \varepsilon})$ for some constant $\varepsilon > 0$.
   $f(n)$ grows polynomially slower than $n^{\log_b a - \varepsilon}$
   (by an n^{ε} factor).
   Solution: $T(n) = \Theta(n^{\log_b a})$.

Three common cases

Compare $f(n)$ with $n^{\log_b a}$

1. $f(n) = O(n^{\log_b a - \varepsilon})$ for some constant $\varepsilon > 0$.

   $f(n)$ grows polynomially slower than $n^{\log_b a - \varepsilon}$ (by an n^{ε} factor).

   Solution: $T(n) = \Theta(n^{\log_b a})$.

2. $f(n) = O(n^{\log_b a} \lg n)$.

   $f(n)$ and $n^{\log_b a}$ grow at similar rates.

   Solution: $T(n) = \Theta(n^{\log_b a} \lg n)$.

Three common cases (continued)

Compare $f(n)$ with $n^{\log_b a}$

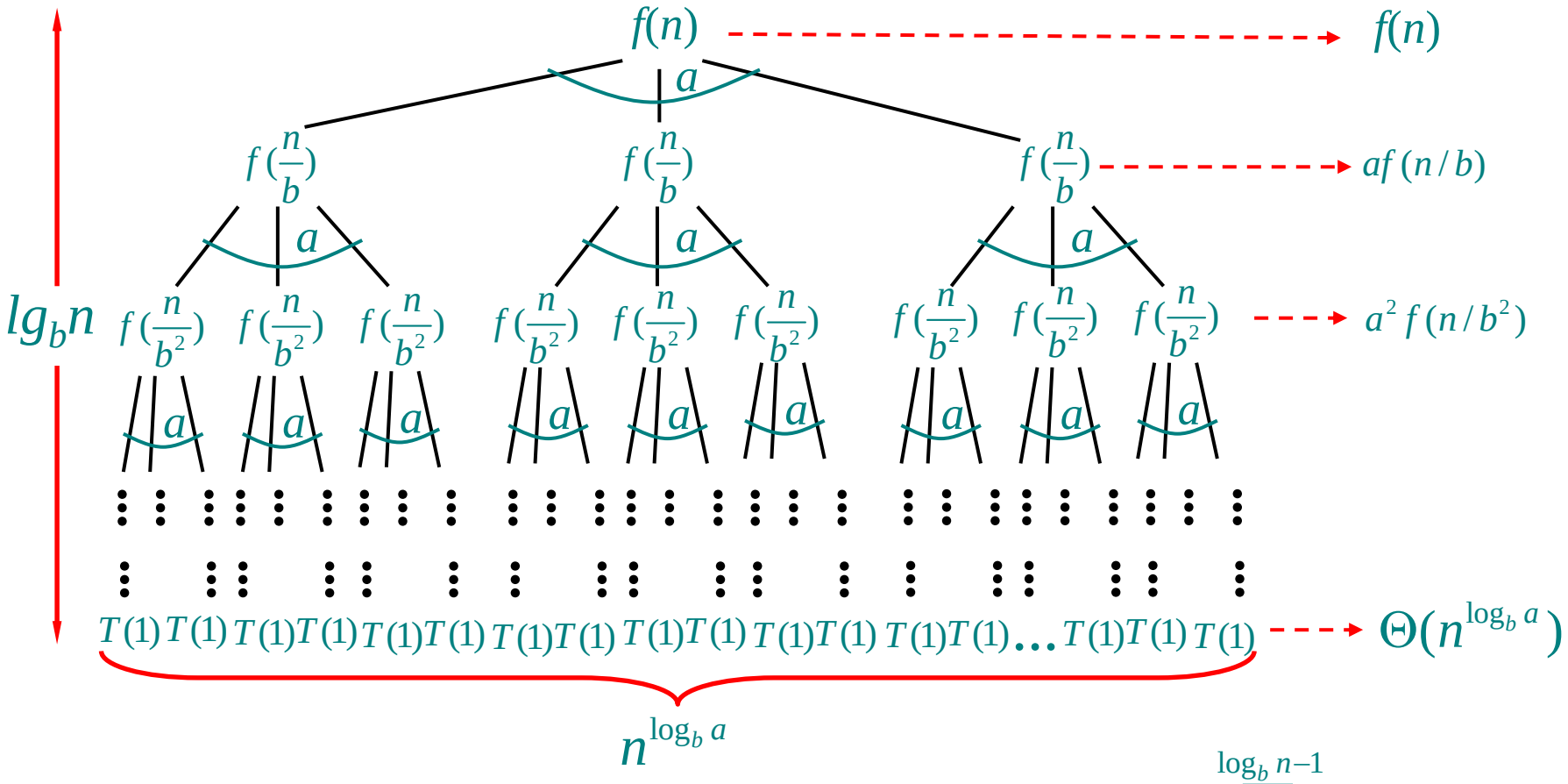
3. $f(n) = \Omega(n^{\log_b a+\varepsilon})$ for some constant $\varepsilon > 0$.

   $f(n)$ grows polynomially faster than $n^{\log_b a+\varepsilon}$ (by an n^{ε} factor).

   and $f(n)$ satisfies the ***regularity condition*** that $af(n/b) \leq cf(n)$ for some constant $c < 1$.

   Solution: $T(n) = \Theta(f(n))$.

Idea of master theorem



Total: $\Theta(n^{\log_b a}) + \sum_{j=0}^{\log_b n - 1} a^j f(n/b^j)$

Examples

EX. $T(n) = 4T(n/2) + n$

$a = 4, b = 2 \Rightarrow n^{\log_b a} = n^2$; $f(n) = n$

Examples

EX. $T(n) = 4T(n/2) + n$

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CASE 1: $f(n) = O(n^{2-\varepsilon})$ for $\varepsilon = 1$.

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Master method does not apply.

Any question?

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