

Analysis of Algorithms CS323

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Homework 7 solution:

1.

| | Binary Heap | Fib Heap |
|-------------|-------------|------------------------------|
| FindMin | $O(1)$ | $O(1)$ |
| RestoreHeap | $O(\log n)$ | $O(m)$ |
| MergeHeap | $O(n)$ | $O(1)$ |
| Insert | $O(\log n)$ | $O(1)$ |
| Structure | One tree | Forest (collection of trees) |

2.

| | 2 | 3 | 4 | 5 | 6 |
|---|------|------|-------------|-------------|-------|
| 1 | 7(1) | 9(1) | $\infty(1)$ | $\infty(1)$ | 14(1) |
| 2 | - | 9(1) | 22(2) | $\infty(1)$ | 14(1) |
| 3 | - | - | 20(3) | $\infty(1)$ | 11(3) |
| 6 | - | - | 20(3) | 20(6) | - |
| 4 | - | - | - | 20(6) | - |
| 5 | - | - | - | - | - |

*distance(pred)

3.

| | 2 | 3 | 4 | 5 | 6 |
|---|------|------|--------------|--------------|-------|
| 1 | 7(1) | 9(1) | ∞ (1) | ∞ (1) | 14(1) |
| 2 | - | 9(1) | 15(2) | ∞ (1) | 14(1) |
| 3 | - | - | 11(3) | ∞ (1) | 2(3) |
| 6 | - | - | 11(3) | 9(6) | - |
| 5 | - | - | 11(3) | - | - |
| 4 | - | - | - | - | - |

*distance(pred)

Total cost: 33

Total edge: 5

4. a) Number of pairs: n^2

Number of operations: n



$O(n^3)$

b) maxEndingHere = a [1];

maxSoFar = a [1];

for 1 = 2 to n

maxEndingHere = max (maxEndingHere + a [i], a[i]);

maxSoFar = max (maxSoFar, MaxEndingHere);

return maxSoFar;

Lecture

Belman-Ford SSSP Algorithm

Accommodates negative weights edge (Dijkstra doesn't work with negative weights)

//c: cost s: source d: distance p: pred

for $v \in V$

$d[v] = c[s, v]$

$p[v] = s$

for each remaining vertices ($v - \{s\}$)

 for each edge (u, v)

 if $d[u] + c[u, v] < d[v]$

$d[v] = d[u] + c[u, v]$

$p[v] = u$

 end if

 end for

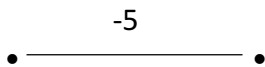
end for

for each edge (u, v)

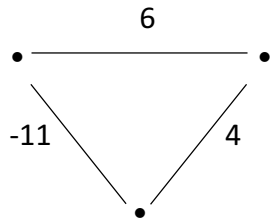
 if $d[u] + c[u, v] < d[v]$

 return NegativeWeightCycle

negative weight edge:



negative weight cycle:



total weight: -1

Kruskal's MST Algorithm

"disjoint set operations"

(n sets) "Make-set" V_1 V_2 V_3 V_4 ... V_n

Sort edges in nondecreasing order

depends on the range
comparison or noncomparison sorted

"Find"

"Union" if $\text{Find}(U) \neq \text{Find}(V)$
Union (U, V)

eg. 2-4

"Make-set"

| | | | | | |
|---|---|---|---|-----|---|
| 1 | 2 | 3 | 4 | ... | n |
| 1 | 2 | 3 | 4 | ... | n |

Set representivity

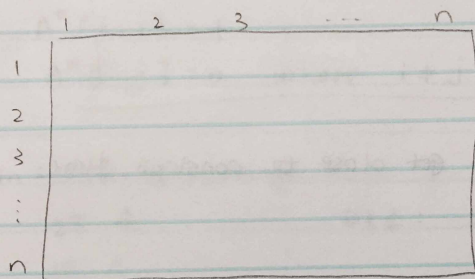
1-d: Find (2) Find (4) Find-Union

Find: Find the representivity

Union: Change the representivity to the same

another way: 2-d array:

they connect to each other but have different representivity



if same component, they are connected

1-d: n Finds, $n-1$ Union ($O(n^2)$)

another approach: make trees

1 operation to combine the tree.

go up to the root, find the representify.

Smallest: 1 operation, largest: $n-1$

Worst: $n-1$ Find ($O(n^2)$)

Compressing Find (C-Find)

When find the path, compress

Weighted Union (W-Union)

if do 1: $n \log n$

do both: close to constant time.

↓

(not exactly)

inverse of Ackerman's function

$$A(m, n) = \begin{cases} n+1 & \text{if } m=0 \\ A(m-1, 1) & \text{if } m>0 \text{ and } n=0 \\ A(m-1, A(m, n-1)) & \text{if } m>0 \text{ and } n>0 \end{cases}$$

19^*

\lg^*

$\lg n \quad \lg 256 = 8$
 $2^8 = 256$

$2^2 = 4 \quad 2^{2^2} = 2^4 = 16 \quad 2^{2^{2^2}} = 2^{16} = 65536$
 $2^{2^{2^2}} = 2^{65536}$

→ even large #, still get close to constant time.
 $n \times (n, m)$

Floyd's Algorithm (APSP)

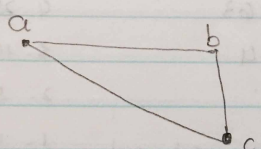
Warshall's

for $k=1$ to n
 for $i=1$ to n
 for $j=1$ to n

* if there is path from i to k and path k to j then path i to j .

$T[i, j] = (T[i, k] \text{ and } T[k, j]) \text{ or } T[i, j]$
 $\Theta(n^3)$

$a=b$ and $b=c$ then $a=c$
 $a < b, b < c \Rightarrow a < c$



$a \rightarrow b, b \rightarrow c$
 then $a \rightarrow c$

transitive closure connectivity.

$T[i, j] = \begin{cases} 1 & \text{if path from } i \text{ to } j \\ 0 & \text{otherwise} \end{cases}$

the Adjacent Matrix and raise to n th power

A^1 --
 A^2 Path of length 2
 A^3 --
 \vdots --
 A^{n-1} --

$\sum_{i=0}^{n-1} A^i$

A^0 = identity matrix, each node is connected to itself.

$$A^0[i, i] = 1$$

$$A^0[i, j] = 0 \text{ where } i \neq j$$

Coin - Making - change

e.g. 25 ¢

10 ¢

5 ¢

1 ¢

63 ¢: 2 x 25 ¢

1 x 10 ¢

3 x 1 ¢

← 0 x 5 ¢

What if:

4 ¢

3 ¢

1 ¢

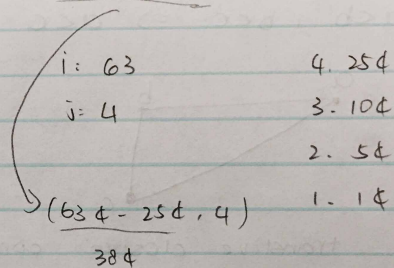
6 ¢: 4 ¢ + 1 ¢ + 1 ¢ (3 coins)

3 ¢ + 3 ¢ (2 coins)

c = # of coins.

$$c(i, j) = \min(\text{index} \uparrow c(i - \text{Value}[j], j), j), c(i, j))$$

↑
Amount
of change
we need
to produce



$$c(i, 1) = i$$

$$c(i, 2) =$$

$$c(n, r) = c(n-1, r) + c(n-1, r-1)$$

$$c(n, 0) = 1 \quad c(n, 1) = n$$