

Analysis of Algorithms - CSCI 323  
Lecture #2 - February 10, 2016

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Homework

P1. Define upper bound & lower bound

$$n^2 < 1^2 + 2^2 + 3^2 + \dots + n^2 < n^3$$

$$an^3 + bn^2 + cn + d$$

$$n=0 \quad a0^3 + b0^2 + c0 + d = d = 0$$

$$n=1 \quad a1^3 + b1^2 + c1 + d = a + b + c = 1 \quad \text{1 term in this case}$$

$$n=2 \quad a2^3 + b2^2 + c2 + d = 8a + 4b + 2c = 5$$

$$n=3 \quad a3^3 + b3^2 + c3 + d = 27a + 9b + 3c = 14$$

$$\begin{array}{l} \textcircled{1} \quad a + b + c = 1 \\ \textcircled{2} \quad 8a + 4b + 2c = 5 \\ \textcircled{3} \quad 27a + 9b + 3c = 14 \end{array} \quad \begin{array}{l} \textcircled{2} - \textcircled{1} \\ \textcircled{3} - \textcircled{1} \end{array} \quad \begin{array}{l} 6a + 2b = 3 \\ 24a + 6b = 11 \end{array} \quad \begin{array}{l} 6a + 0b = 2 \\ 6a = 2 \end{array}$$

$$a = \frac{1}{3}$$

$$6\left(\frac{1}{3}\right) + 2b = 3$$

$$2b = 3 - 2 = 1$$

$$b = \frac{1}{2}$$

$$\frac{1}{3} + \frac{1}{2} + c = 1$$

$$c = 1 - \frac{1}{2} - \frac{1}{3} = \frac{1}{6} = c$$

$$\frac{n^3}{3} + \frac{n^2}{2} + \frac{n}{6} \Rightarrow \frac{n(n+1)(2n+1)}{6}$$

P2)

Base case

$$n = 0$$

WORKS.

Inductive Hypothesis

Assume

$$1^2 + 2^2 + 3^2 + \dots + k^2 = \frac{k(k+1)(2k+1)}{6}$$

Prove  $1^2 + 2^2 + \dots + k^2 + (k+1)^2 = \frac{(k+1)(k+2)(2k+3)}{6}$

Using inductive

Hypothesis to simplify

$$\frac{k(k+1)(2k+1)}{6} + \frac{6(k+1)^2}{6}$$

$$\frac{(k+1)}{6} [k(2k+1) + 6(k+1)]$$

$$= \frac{k+1}{6} (2k^2 + \overset{7K}{k+6k} + 6)$$

$$= \frac{k+1}{6} ((k+2)(2k+3))$$

P3)

$$a + (a+d) + (a+2d) + \dots + (a+nd)$$

Add all a's:  $(n+1)a + d \left[ \frac{1+2+\dots+n}{2} \right]$

$$(n+1) \left[ a + \frac{dn}{2} \right]$$



P4)

$$g(n) = c + cr + cr^2 + \dots + cr^n$$

$$rg(n) = cr + cr^2 + cr^3 + \dots + cr^{n+1}$$

$$rg(n) - g(n) = cr^{n+1} - c$$

$$g(n) = \frac{cr^{n+1} - c}{r-1} = c \left[ \frac{r^{n+1} - 1}{r-1} \right]$$

P5) 0 1 1 2

$$P(n) = an^3 + bn^2 + cn + d$$

$$P(0) = 0 = d$$

$$P(1) = 1 = a + b + c$$

$$P(2) = 1 = 8a + 4b + 2c$$

$$P(3) = 2 = 27a + 9b + 3c$$

$$P(4) = 6$$

$$a = \frac{1}{3} \quad b = -\frac{3}{2} \quad c = \frac{13}{6}$$

$$P(n) = \frac{n^3}{3} - \frac{3n^2}{2} + \frac{13n}{6}$$

P6) Rank functions

① Brake them into groups: Polynomial exponential

$$n^2 \log n \log n \rightarrow (n \log n)^2 \rightarrow n^2 \log^2 n$$

$$\log \log n$$

$$n^{1/2}$$

$$2^n$$

$$(\log n)^2$$

$$n!$$

$$2^{2^n}$$

$$n^e$$

$$e^n$$

$$2^{\ln n}$$

$$(\sqrt{2})^n$$

$$\log_2(2^{\ln n}) \rightarrow \ln n \rightarrow n^{\ln 2}$$

Logarithmic

$$① \log \log n$$

$$② (\log n)^2$$

Polynomial

$$⑤ (n \log n)^2$$

$$④ n^{1/2}$$

$$⑥ n^e$$

$$③ n^{\ln 2} = 2^{\ln n}$$

Exponential

$$⑧ 2^n$$

$$⑨ e^n$$

$$⑦ \sqrt{2}^n$$

$$⑩ n!$$

$$⑪ 2^{2^n}$$

For Solving  $2^{\ln(n)}$

$$\log_c a^{\log_c b} = \log_c b^{\log_c a}$$

$$(\log_c b) \log_c a = \log_c a \log_c b$$

$$2^{\ln n} = n^{\ln 2} \rightarrow \text{btw } 0 \text{ \& } 1$$

$$\Rightarrow n^2 \log n \log n ? n^2 \cdot n^{.73}$$

$$\sqrt{1,000,000} \\ = 1000$$

$$\log_{10} 1,000,000 = 6$$

$$\Rightarrow \log_2 2^{2^n} = 2^n$$

P7)  $f(n) = o(g(n))$

$$h(n) = \frac{g(n)}{f(n)}$$

$$\log \left( \frac{g(n)}{f(n)} \right) \times f(n)$$

$$\log \log \left( \frac{g(n)}{f(n)} \right) \times f(n)$$

They are Asymptotically smaller than previous one but still bigger than  $f(n)$

Less than  $g(n)$  but bigger than  $f(n)$ .



- Time Complexity
- Space Complexity

Best case  
average case  
Worst case

All possible sets of inputs  
& divide # of cases

- Best case - relatively interesting?  
No. Can hope for best but prepare for worst.
- Worst case - Very important to know upper bound
- Average case vs. Worst case → Depends on the worst case
- Put all extra checking to determine for best case situation.  
By trying to impress by best case, might actually increase the worst & average case.
- Average case - Take all scenarios analogy & divide by the number of scenarios.
- We'll derive all (worst) cases.



$$f(0) = 0$$

$$f(1) = 1$$

$$f(n) = f(n-1) + f(n-2) \quad 2^n$$

memory table      bottom up  
  \                    /  
Recursive one

Closed-form

Characteristic Equation

$$f_n - f_{n-1} - f_{n-2} = 0$$

$$x^n - x^{n-1} - x^{n-2} = 0$$

$$x^{n-2} (x^2 - x - 1) = 0$$

Divide through:

$$x^2 - x - 1 = 0 \quad \text{— quadratic equation}$$

$$ax^2 + bx + c = 0$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

## Quadratic equation

$$ax^2 + bx + c = 0$$

2 solutions.

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

$$= \frac{1 \pm \sqrt{(-1)^2 - 4(1)(-1)}}{2(1)}$$

$$= \frac{1 \pm \sqrt{5}}{2}$$

Linear homogeneous eqn.

When we have 2 solutions:

$$P\left(\frac{1+\sqrt{5}}{2}\right)^n + Q\left(\frac{1-\sqrt{5}}{2}\right)^n \quad \text{Rule}$$

Base case:

$$f(0) = 0 \quad n = 0 \quad P\left(\frac{1+\sqrt{5}}{2}\right)^0 + Q\left(\frac{1-\sqrt{5}}{2}\right)^0 = 0$$

$$P + Q = 0$$

$$P = -Q$$

$$f(1) = 1$$

$$P\left(\frac{1+\sqrt{5}}{2}\right)^1 + Q\left(\frac{1-\sqrt{5}}{2}\right)^1 = 1$$

$$\frac{P + P\sqrt{5}}{2} + \frac{(-P)Q - Q\sqrt{5}}{2} = 1 \quad \frac{P + P\sqrt{5} - P + \sqrt{5}P}{2}$$

$$\frac{2P\sqrt{5}}{2} = 1$$

$$\cancel{2}P\sqrt{5} = 1$$

$$P = \frac{1}{\sqrt{5}}$$

$$Q = -\frac{1}{\sqrt{5}}$$



Dominant

$$f(n) = \frac{1}{\sqrt{5}} \left( \frac{1+\sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left( \frac{1-\sqrt{5}}{2} \right)^n \quad \text{Fib}$$

produces fib ints.

⊗  $\frac{1+\sqrt{5}}{2}$   
 $\downarrow$   
 $1.6^n$

$$(1.6^x)^{\frac{n}{x}}$$

as  $n \rightarrow \infty$

0 (zero)

What  $x$  do I use to make the base 10?

$$\log_{1.6} 10 = \frac{\log_{10} 10}{\log_{10} 1.6}$$

$$x \approx 4.9$$

$$f(n) \approx 10^{\frac{n}{5}}$$

To approximate fib.

# Review of Data Structures

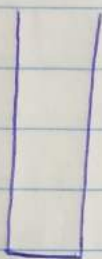
## ADT - Abstract datatype

you can't really have one.

Interface: contract between implementer & promoter.

### • Stack - abstract datatype.

What features does it have? what it offers.



Take from top

**PUSH** - Add element to the stack to the top

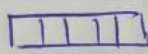
**POP** - Remove element.

**top()** - Tells what's at the top

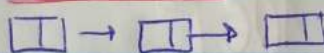
**isEmpty()** -

**numberOfElements()** -

**Capacity** - How much can it hold before it is full.

implement an stack : Array  better because do push/pop in the same place.

Linked List



### • Queue (line)

**enqueue** Put something

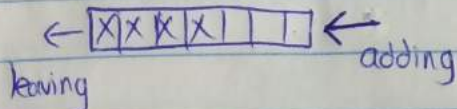
**dequeue**

**isEmpty**

**is Full** - If capacity

**Peek** - What's at the beginning of the queue

**Array**



• Shift everything down as one leave.  
n to move over 1

• Circular implementation - Maintain pointers at the beginning & end.



## List

insert (key, position) where to insert it.

Delete (key)

Delete (position) // overloaded method.

iteration - iterate through list

Sort

isEmpty

isFull

numberOfElements

Search (key) - might be part of delete

getKeys

Swap / re-arrange

next / prev - Find out next position & previous one.

How do you implement a list? - Array:  
• Size (allocate space)  
• Delete in the middle (moving everything around)

## Trees

node

root

• Smaller things to the left.

• Bigger things to the right.

(vertex)

Children

- Binary trees node can have upto 2 children.

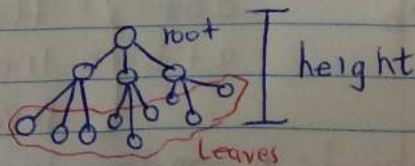
- ~~K~~-ary trees No max # of children.

Binary tree tradeoff vs n-ary tree

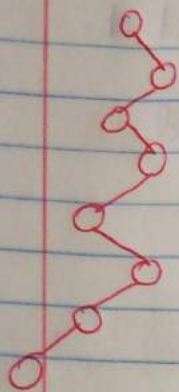
Dictionary - Place to look something up / insert / retrieve.

The more children I have -

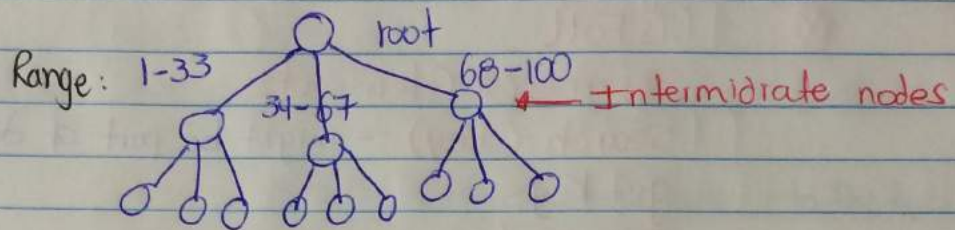
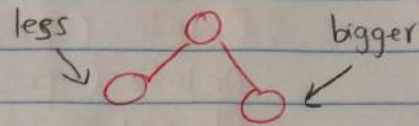
n objects in dictionary:  $\log_k n$







## Binary tree



- All children
- Right Child / Left Child
- Root
- Insert / delete nodes

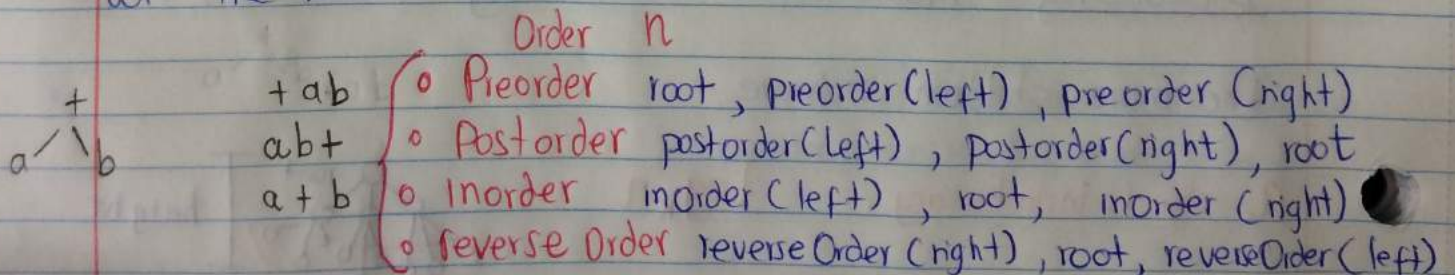
Rotation - idea is to reorganize, so it won't end up with an snake-like tree.

- Move things around.

Traversal - Getting all data in certain order

- Depth-First Search (dfs) root - left - root - right
- breadth-first Search (bfs)  
Level order.

- Use a queue to implement it. Add in left to right level children at the back.



Lowerband:  $n \rightarrow$  n elements  
Upperband:



Worst case : looking at each one individually :  $n-1$

Good time for a tree operation :  $\log n$  or less

- How to maintain the tree (balance) to be able to do all operations on  $\log n$ .

Heap (Priority Queue)  $\rightarrow$  most important key at top  
Shape as a binary tree.

Smallest at top and children will be larger.

- You want a heap when you're interested in smallest thing at each point.
- Bubble Up / Bubble Down

- delete - min : Deletion of the smallest element.

- When Sorting to have smallest thing at the top

- Delete - Max : bulgar.

- 0-1 napsack either take item or leave it  
Value per weight

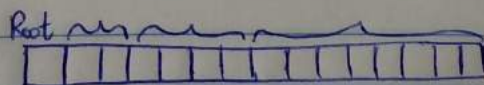
Implementation of trees :

- Linked List

- Array : Issues

- Waste of space  
If it is not a full balanced tree.

$\rightarrow$  Make sure the kind of data we are working with.



$2^L$  where  $L$  is the level