

MODULE-1
BASICS OF
ALGORITHMS

①

ALGORITHM:-

An algorithm is a finite step of unambiguous instructions that if followed accomplishes a particular task.

CRITERIA:-

- i) Input \rightarrow 0 or more quantities are externally supplied
- ii) Output \rightarrow Atleast one quantity is produced
- iii) Definiteness \rightarrow Each instruction is clear and unambiguous
- iv) Finiteness \rightarrow The algorithm should terminate after a finite number of steps.
- v) Effectiveness \rightarrow ^{Every} ~~The~~ instruction must be very basic and feasible.

ALGORITHM SPECIFICATION

(2)

- i) $// \rightarrow$ Comments begin with $//$, continue till the end of line
- ii) $\{ \}$ Blocks are indicated with matching braces $\{ \}$
- iii) Identifiers begin with a variable, the data types of identifiers are not specified.
- iv) $= \rightarrow$ Assignment of the variables is done using the assignment statement.
- v) There are 2 boolean values, true and false and can be produced by logical or relational operators.
- vi) Elements of a multi-dimensional array are accessed using $A[i, j]$
- vii) Looping statements are employed \rightarrow for, while, repeat until
- viii) Conditional statements are used \rightarrow if, else if, else if ladder
- ix) Input \rightarrow read
Output \rightarrow write
- x) The algorithm consists of heading and a body.

(3)

TIME COMPLEXITY \rightarrow It is the time taken by the program to execute completely as a matter of inputs.

SPACE COMPLEXITY \rightarrow It is the space / memory occupied by a program to execute completely.

ANALYSIS FRAMEWORK

BEST CASE EFFICIENCY \rightarrow The best case efficiency of an algorithm is its efficiency of size n for which the algorithm runs the fastest among all possible inputs of that size.

$$\therefore C_{\text{best}}(n) = 1$$

WORST CASE EFFICIENCY \rightarrow The worst case efficiency of an algorithm is its efficiency of size n for which the algorithm runs the longest among all possible inputs of that size.

$$\therefore C_{\text{best}}(n) = n$$

AVERAGE CASE EFFICIENCY

(4)

We make certain assumptions

- i) probability of successful search = p
- ii) probability of the first match occurring in the i -th position is same for every i .

$$1 \cdot \frac{p}{n} + 2 \cdot \frac{p}{n} + \dots + i \cdot \frac{p}{n} \text{ (in case of successful search)}$$

$$\frac{p}{n} [1 + 2 + \dots + n]$$

$$\frac{p}{n} \cdot \frac{n(n+1)}{2} = \frac{p(n+1)}{2}$$

For unsuccessful search,
 $n(1-p)$

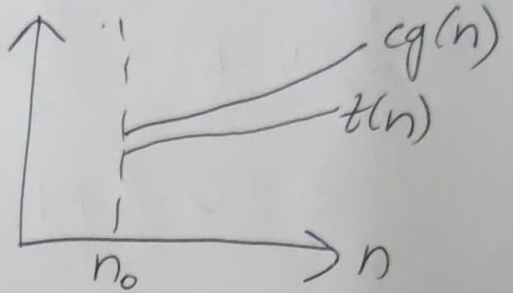
$$\text{Average case} = \frac{p(n+1)}{2} + n(1-p)$$

O-NOTATION

O-

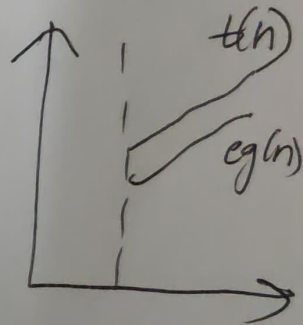
A function $t(n)$ is said to be in $O(g(n))$ if denoted by $t(n) \in O(g(n))$ if $t(n)$ is bounded ^{above} by some constant multiple of $g(n)$ for all large n .

$$t(n) \leq c g(n) \text{ for all } n \geq n_0$$

 Ω -NOTATION

A function $t(n)$ is said to be in $\Omega(g(n))$ if denoted by $t(n) \in \Omega(g(n))$ if $t(n)$ is bounded below by some constant multiple of $g(n)$ for all large n .

$$t(n) \geq c g(n) \text{ for all } n \geq n_0$$

 Θ -NOTATION

A function $t(n)$ is said to be in $\Theta(g(n))$, denoted $t(n) \in \Theta(g(n))$, if $t(n)$ is bounded both above and below by some positive constant multiples of $g(n)$ for all large n .

$$c_2 g(n) \leq t(n) \leq c_1 g(n) \text{ for all } n \geq n_0$$

~~$t(n)$~~
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MATHEMATICAL ANALYSIS OF NON-RECURSIVE ALGORITHMS

$$\sum_{i=l}^u c a_i = c \sum_{i=l}^u a_i$$

$$\sum_{i=l}^u (a_i \pm b_i) = \sum_{i=l}^u a_i \pm \sum_{i=l}^u b_i$$

$$\sum_{i=l}^u 1 = u - l + 1$$

$$\sum_{i=0}^n i = \sum_{i=1}^n i = 1 + 2 + \dots + n = \frac{n(n+1)}{2} \approx \frac{1}{2} n^2 \in O(n^2)$$

1) UNIQUE ELEMENT

$$C_{\text{worst}}(n) = \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} 1$$

$$= \sum_{i=0}^{n-2} [(n-1) - (i+1) + 1]$$

$$= \sum_{i=0}^{n-2} (n-1-i) = \sum_{i=0}^{n-2} (n-1) - \sum_{i=0}^{n-2} i$$

$$= \sum_{i=0}^{n-2} 1 - \frac{(n-2)(n-1)}{2}$$

$$= (n-1)^2 - \frac{(n-2)(n-1)}{2}$$

$$= \frac{(n-1)n}{2} \approx \frac{1}{2} n^2 \in O(n^2)$$

2) MATRIX MULTIPLICATION

$$M(n) = \sum_{i=0}^{n-1} \sum_{j=0}^{n-1} \sum_{k=0}^{n-1} 1 = \sum_{i=0}^{n-1} \sum_{j=0}^{n-1} n = \sum_{i=0}^{n-1} n^2 = n^3 = O(n^3)$$

3) ~~NO~~

MATHEMATICAL ANALYSIS OF RECURSIVE ALGORITHMS

1) FACTORIAL

$$n! = 1 \dots (n-1) \cdot n = (n-1)! \cdot n \text{ for } n \geq 1$$

$$M(n) = M(n-1) + 1$$

$$= [M(n-2) + 1] + 1 = M(n-2) + 2$$

$$= [M(n-3) + 1] + 2 = M(n-3) + 3$$

$$= M(n-i) + i$$

$$= M(n-n) + n$$

$$= n$$

2) TOWER OF HANOI

$$M(n) = M(n-1) + 1 + M(n-1)$$

$$M(n) = 2M(n-1) + 1$$

$$= 2[2M(n-2) + 1] + 1 = 2^2 M(n-2) + 2 + 1$$

$$= 2^2 [2M(n-3) + 1] + 2 + 1 = 2^3 M(n-3) + 2^2 + 2 + 1$$

$$M(n) = 2^i M(n-i) + 2^{i-1} + 2^{i-2} + \dots + 2 + 1 = 2^i M(n-i) + 2^i - 1$$

$$M(n) = 2^{n-1} M(n-(n-1)) + 2^{n-1} - 1$$

$$= 2^{n-1} + 2^{n-1} - 1 = 2^n - 1$$

IMPORTANT PROBLEM TYPES

(8)

- * Sorting \rightarrow Eg \rightarrow GPA
- * Searching \rightarrow search key
- * String processing \rightarrow characters, string matching
- * Graph problems \rightarrow TSP, coloring, nodes, edges
- * Combinatorial problems \rightarrow no known algs,
max/min cost

FUNDAMENTAL DATA STRUCTURES

- * ~~ST~~ Stacks
- * Queues
- * Graphs
- * Trees
- * Sets
- * Dictionaries