Module 2 Structure of Algorithms

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Structure of Algorithms

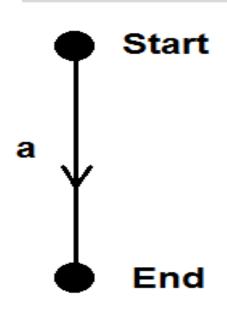
- Some algorithms have a conditional branching arising out of data dependent computations, while others do not have any branching at all
- Given this dichotomy of algorithms, there
 is a need to refine the concept of the time
 complexity function T(n) defined earlier

Structure of Algorithms

 To develop an appreciation for this need, we first consider the structure of typical algorithms or programs

- There are 3 basic structures:
 - 1. No repetition or branching
 - 2. Repetition but no branching
 - 3. Repetition with branching

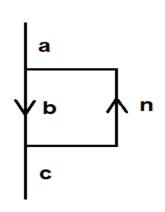
1) No repetition and no branching

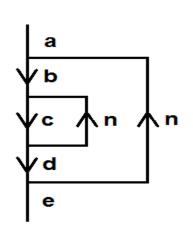


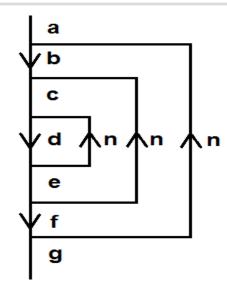
- In this case, the program starts and performs a fixed number of operations
- Let a be the total number of arithmetic operations performed by this program

• T(n) = a, a constant

2) Repetitions but no branching







Single Loop Case I

Double-nested Loops Case II

Triple-nested Loops
Case III

2) Repetitions but no branching

• In here, a, b, c, ... denote the number of operations performed in each segment of the program

$$\frac{\text{Case I}}{T(n) = (a+c) + bn} \qquad \frac{\text{Case II}}{T(n) = (a+e)} \qquad \frac{\text{Case III}}{T(n) = (a+g)}$$

$$+(b+d)n \qquad +(b+f)n$$

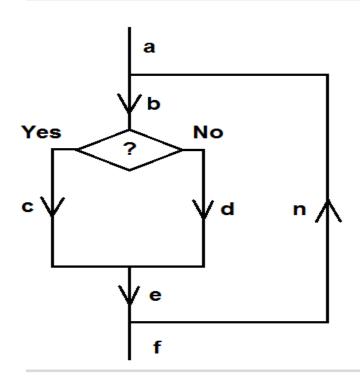
$$+cn^2 \qquad +(c+e)n^2$$

$$+dn^3$$
Quadratic in n Cubic in n

2) Repetitions but no branching

 In each of these cases, every instruction is performed for every input. Thus, these programs perform the same number of operations on every input

3) Repetition with conditional branching



- There is a branching embedded in a loop
- It is impossible to predict which of the two branches will be performed a priori
- That is, this program does not perform the same number of operations on all inputs

This calls for defining T(n) as the worst case time as measured by

$$T(n) = (a + f) + (b + e)n + \max\{c, d\}n$$

- Recall that when there is no branching, every part of the program is performed all the time
- To unify these two cases, from now on we will denote the worst case time as the time complexity

 Of course, this leads to the notion of the best case time as well:

$$T_{B(n)} = (a+f) + (b+e)n + \min\{c,d\}n$$

- In cases where $T_B(n) \ll T(n)$, we would often characterize the average case time $T_a(n)$
- Thus, in general,

$$T_B(n) < T_a(n) < T(n)$$

Understanding of the gap between T(n) and $T_B(n)$ and the computation of $T_a(n)$ is very important for algorithms with conditional branching

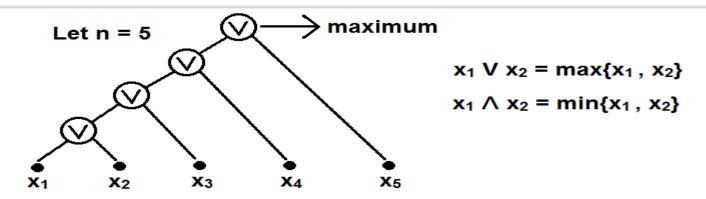
 As an example, when we do sorting we will come across an algorithm called quick-sort, for which:

$$c_1 n \log(n) = T_B(n) \le T_a(n) \le T(n) = c_2 n^2$$

• where c_1 and c_2 are positive constants. The gap $T(n) - T_B(n) = c_2 n^2 - c_1 n \log(n)$ increases with n

Selection Problems

- Given an array of n items (for instance, integers)
 x₁, x₂, ..., x_n, find
 - Maximum
 - Minimum
 - Average or mean
 - Variance
 - Median
 - Kth percentile
 - Etc.



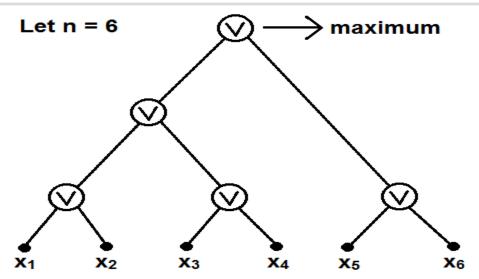
This is a binary tree with n leafs and (n-1) internal nodes, where the operation V is performed

- Hence, the time T(n) to find the maximum of n numbers is: T(n) = n 1
- \triangleright By changing V to Λ we get the minimum
- If $x_1 = x_2$, then $x_1 V x_2 = x_1$, the least indexed item

- Lower Bound: We cannot find the minimum in less than (n-1) operations
- Proof:
 - Let n=3 and we would need 2 operations to find the max or min. Assume we can do it in 1 operation, say by comparing x₁ and x₂ and let x₂ = x₁ V x₂
 - If we declare x_2 is the max, then we will have a correct answer only for those x_3 such that $x_3 < x_2$
 - Thus, for those $x_3 > x_2$ this claim would be false

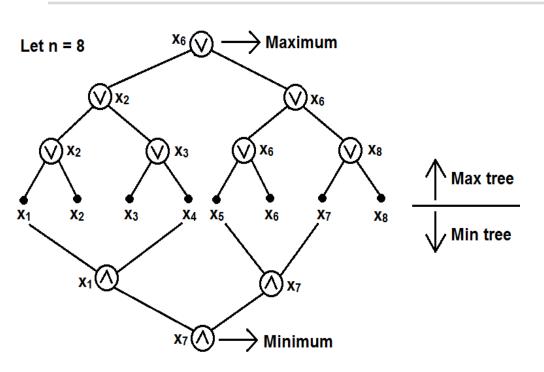
- Recall, an algorithm by definition should work correctly for all inputs. Hence, two operations are necessary
- Hence, the algorithm defined by the binary tree is called **optimal** since we cannot reduce the time

Other Equivalent Tree Structures



- When n = 2^k, this tree is balanced and is a complete binary tree
- When n ≠ 2^k, search as above, the binary tree is not a complete binary tree

Simultaneous max and min



 Maximum is the ultimate winner and minimum is the ultimate loser

•
$$T(n) = (n-1) +$$

 $\left(\frac{n}{2} - 1\right) = \frac{3n}{2} - 2$

Homework

- 2.1. Draw the various forms of the Binary Tree on n=4, 6, and 8 nodes
- 2.2. Compute the total number of operations to find the following
 - $-\bar{x_i}$, sample mean/average $=\frac{1}{n}\sum_{i=1}^n x_i$
 - s², sample variance = $\frac{1}{n}\sum_{i=1}^{n}(x_i \bar{x})^2$

Homework

- 2.3. Develop an algorithm to find the second and third maximums efficiently
- 2.4. Let n be odd and develop an algorithm to find the $\frac{n}{2}$ th maximum which is called the median. What is the complexity? What happens when n is even?

Search Problems

- Let $X = \{x_1, x_2, ..., x_n\}$ be the set of items/numbers in the file. Let Y be the input query
- The search problem seeks an answer to the question: does Y belong to X?
- This problem is quite basic and occurs many times in our daily life- when we pay the electricity bill, search for a book in a library, look for a spare part for a 1950 Chevy, pay your tuition fee at the Bursar's office, etc.

Search Problems

- The answer is either yes or no
- We declare "YES" at the instant when Y is found, but to say "NO", one must have searched the entire file and not have found Y in X
- Thus, there is an inherent asymmetry as measured by the amount of work in terms of number of comparisons needed to declare "YES" or "NO"

Search Problems

- There are two types of algorithms depending on whether the file X is sorted or not:
 - 1. Sequential Search
 - 2. Binary Search

Case A: Sequential Search

- It is assumed that the file X is not sorted.
- The search compares Y with x₁ and the answer is "YES" if equal, else Y is compared with x₂ and declares "YES" if equal, ..., so on until Y is compared with x_n. If equal, we declare "YES", otherwise, we say "NO"
- Thus, we can say "NO" only after n comparisonscomparing Y successively with x₁ through xn and not getting a "YES" answer

Sequential Search

- On the other hand, a "YES" answer can occur after 1,2,...,n comparisons
- Notice that this algorithm involves data dependent comparison and hence

$$T(n) = n$$

is the worst case

Sequential Search

- The best case is when we get "YES" after the first comparison
- Since there is a wide gap between the best and worst cases, we often compute the average case

Sequential Search: Average Case Complexity

- Recall that "YES" can occur in n ways and "NO" can occur in one way, giving raise to (n+1) distinct events
- In the absence of any prior information, it is natural to assume that these events are equally likely

Sequential Search: Average Case Complexity

• Recall:
$$T_a(n) = \sum_{i=1}^n {probability \ of \ the \ event \ i} * {work \ done \ when \ this \ event \ occurs}$$

$$= \frac{1}{n+1} [1+2+3+...+n+n]$$

$$= \frac{1}{n+1} \sum_{i=1}^n i + \frac{n}{n+1}$$
Note: We used the summation formula for arithmetic form:
$$= \frac{n(n+1)}{2(n+1)} + \frac{n}{n+1}$$

$$= \frac{n}{2} + 1 \text{ (when n is large)}$$

I.e. we need to search about half the file on average

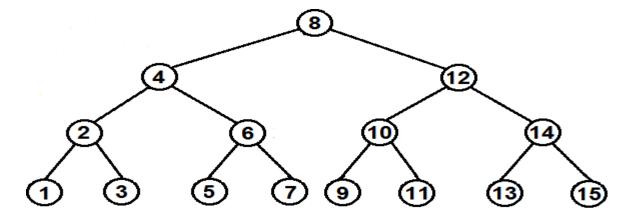
Case B: Binary Search

 It is assumed that the file is sorted (in increasing order) and all the items are distinct, that is:

$$X_1 < X_2 < ... < X_n$$

- Let us assume that $n = 2^k-1$ for some k. That is, n = 3, 7, 15, 31,...
- For definiteness, let n = 15

 The logic of the search is given by the complete binary tree:



- First, Y is compared with the middle item in the sorted file which is $x_{\left[\frac{n}{2}\right]} = x_{\left[\frac{15}{2}\right]} = x_8$
- If $Y = x_8$, then "YES"
- If Y < x₈, then compare Y with the middle of the left half, which is $x_{\left[\frac{1}{2}\left[\frac{n}{2}\right]\right]} = x_{\left[\frac{8}{2}\right]} = x_4$
- If Y > x₈, then compare Y with the middle of the left half, which is $x_{\left\lceil \frac{3}{2} \right\rceil \left\lceil \frac{n}{2} \right\rceil} = x_{\left\lceil \frac{24}{2} \right\rceil} = x_{12}$ and the search continues

- Recall that there are k = [log₂n] = [log₂15] = 4 levels and a total of 2^k-1 nodes in this complete binary tree
- The depth of this tree is k = 4
- Thus, "YES" answer can come after 1, 2, ..., $[\log_2 n] = k$ comparisons, but "NO" occurs only after k comparisons

- Hence, the worst case time is $T(n) = \lceil \log_2 n \rceil$
- The time for "YES" answer may vary from 1 to $\lceil \log_2 n \rceil$
- It is interesting to quantify the average case complexity

- Recall that there are n ways in which a "YES" can occur
- There are (n+1) ways in which "NO" answer can occur:

$$Y < X_1, X_1 < Y < X_2, X_2 < Y < X_3, ..., X_n < Y,$$

The total number of events = 2n + 1

 We now itemize the number of comparisons and the number of "YES"/"NO" answers. We can get # of comparison # of Answers

 So, the average case complexity can be calculated as follows:

$$T_a(n) = \frac{1}{2n+1} \left[\sum_{i=1}^k (i * 2^{i-1}) + k(n+1) \right]$$
$$= \frac{1}{2n+1} \sum_{i=1}^k (i * 2^{i-1}) + \frac{k(n+1)}{2n+1} \to 1$$

Recall that

$$\begin{split} \sum_{i=1}^{k} i 2^{i-1} &= \sum_{i=1}^{k} i (2^{i} - 2^{i-1}) = \sum_{i=1}^{k} i 2^{i} - \sum_{i=1}^{k} i 2^{i-1} \\ &= 1 * 2^{1} + 2 * 2^{2} + 3 * 2^{3} + \dots + (k-1) * 2^{k-1} + k 2^{k} \\ &- 1 * 2^{0} - 2 * 2^{1} - 3 * 2^{2} - \dots - (k-1) * 2^{k-2} - k 2^{k-1} \\ &= k 2^{k} - 1 - \left[2^{1} (2-1) + \dots + 2^{k-1} (k-(k-1)) \right] \\ &= k 2^{k} - 1 - \left[2 + 2^{2} + \dots + 2^{k-1} \right] \\ &= k 2^{k} - 1 - \left(\frac{2^{k-1}}{2-1} \right) + 1 \\ &= 2^{k} (k-1) + 1 \rightarrow 2 \end{split}$$

Substituting ② in ①:

$$T_a(n) = \frac{2^k(k-1)+1}{2n+1} + \frac{k(n+1)}{2n+1} \rightarrow 3$$

- Recall, $n = 2^k 1$
- Substituting and simplifying,

$$T_a(n) \approx k - \frac{1}{2} \approx \log_2 n$$
 as $n \to \infty$

Homework

2.5. Simplify (3)

2.6.
$$\lfloor x \rfloor \le x \le \lceil x \rceil$$

 $k = \lceil \log_2(n+1) \rceil = \lceil \log_2(n) \rceil$
when $n = 2^k - 1$