

LOWER BOUNDS

Estimate for minimum amount of work to solve a problem.
can be exact or efficiency class.

tight lower bound \rightarrow efficiency class lower bound \Rightarrow algo with that class exists.

Methods:

- trivial: counting input, output
- adversary: try to make algo work as hard as possible
- problem reduction: if P reduces to Q ,
lower bound (Q) = lower bound (P)

Decision trees: comparison based sorting

For any n items, $n!$ combinations.

We need at least $n!$ outcomes in decision tree.

If height $h \rightarrow$ at most h comparisons $\rightarrow 2^h$ leaves

$$\Rightarrow 2^h \geq n!$$

Avg comp.
= Avg depth of leaves

General: $h \geq \lceil \log_2 n! \rceil$

$h \geq \log_2 n!$

$\Rightarrow h \geq n \log_2 n$

lower bound. } Comparison

$C_{\text{count}}(n) = h \geq \lceil \log_2(n!) \rceil$
[Sorted array]

P, NP, NP-complete

P: Polynomial: $O(p(n))$

NP: Not deterministic Polynomial

\rightarrow Solved in non-polynomial

\rightarrow Verified in polynomial

$P \subseteq NP$

random string \rightarrow verifies

Boolean in CNF satisfiability

Hamiltonian existence

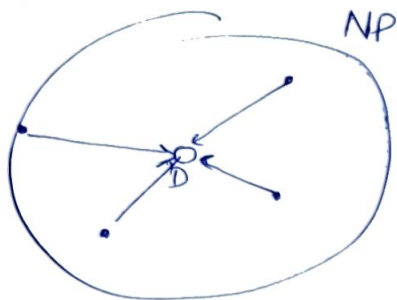
Decision ver. TSP, knapsack,
graph colouring

NP-Complete:

$D \in \text{NP-Complete}$ when

- $D \in \text{NP}$
- All NP $\xrightarrow{\text{polynomial time}}$ D

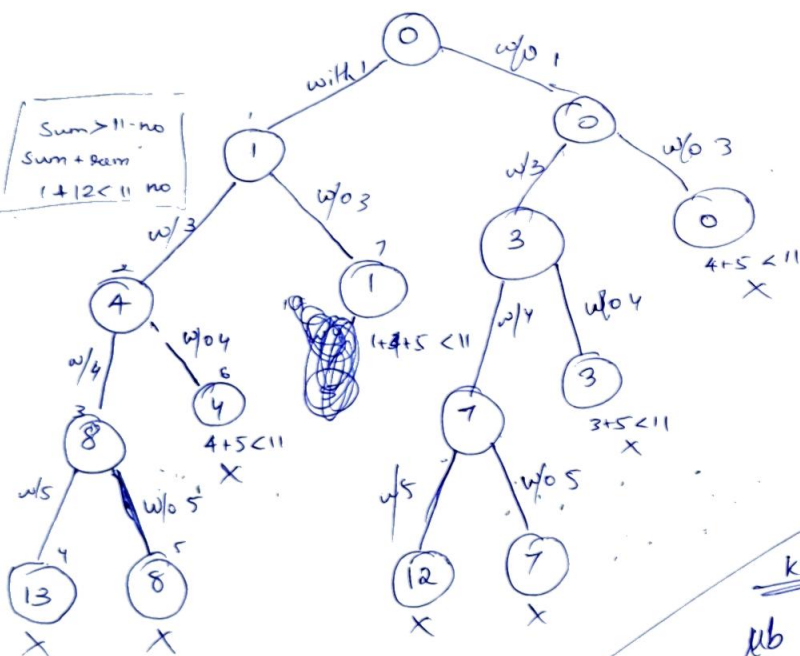
eg: CNF-sat



if $P(n)$ algo for NP complete algo found $\Rightarrow \text{NP} = \text{P}$

Backtracking

Subset sum: $A = \{1, 3, 4, 5\}$, $d = 11$



if $x[1 \dots i] = S_i$ (soln)
write x

else
for each $x \in X$ consistent
w/ S_{i+1} & constraints
 $x[i+1] \leftarrow x$
Backtrack($x[1 \dots i+1]$)

KNAPSACK

$$lb = v + (W-w) \left(\frac{w_{i+1}}{w_i} \right)$$

largest among remaining

Branch & Bound

Assignment: initial $lb = \sum \text{smallest in each row}$

$$\text{TSP: } lb = \left\lceil \left[(\text{smallest two sum for } a) + \dots \right] / 2 \right\rceil$$

change $(-, -)$ for a, d if including $a \xrightarrow{s} d$ as:
 $(-, s)_a, (s, -)_d$

Dynamic Programming

Set up recurrence relating soln of larger instance to soln of smaller instances.

Difference from divide & conquer: stores soln to subproblems
→ solves subproblems independently

Binomial coefficient:

Coefficients to the eqn

$$(a+b)^n = C(n,0)a^n b^0 + C(n,1)a^{n-1}b^1 + \dots + C(n,k)a^{n-k}b^k + \dots + C(n,n)a^0 b^n$$

Recurrence:

$$C(n,k) = C(n-1,k) + C(n-1,k-1) \quad \text{for } n > k > 0$$

$$C(n,0) = 1$$

$$\text{for } n \geq 0$$

$$C(n,n) = 1$$

n \ k	0	1	...	k-1	k
0	1				
1	1	1			
...					
n-1					
n					

$C(n-1,k-1) \quad C(n-1,k)$
 $C(n,k)$

$$\Theta(nk)$$

Knapsack: Bottom Up

$$F(i, j)$$

no of items

$$F(i, j) = \begin{cases} \max [F(i-1, j), v_i + F(i-1, j-w_i)] \\ F(i-1, j) \end{cases}$$

$$\text{if } j-w_i \geq 0$$

$$\text{if } j-w_i < 0$$

$$P.T.O.$$

Item i	Weight w_i	Value v_i
1	2	12
2	1	10
3	3	20
4	2	15

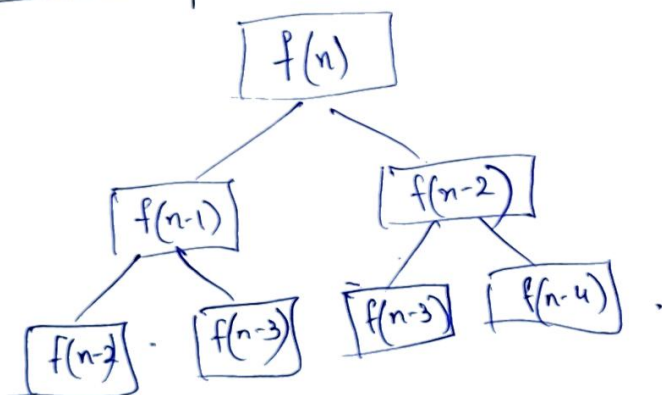
Capacity = 5

$i \backslash j$	0	1	2	3	4	5
1	0	12	12	12	12	12
2	0	10	12	22	22	22
3	0	10	12	22	30	32
4	0	10	15	25	30	37

Advantage: each value computed only once

Disadvantage: unnecessary subproblems also calculated

Knapsack: Top Down



$$F(i, j) = \begin{cases} \max[F(i-1, j), v_i + F(i-1, j-w_i)] \\ F(i-1, j) \end{cases}$$

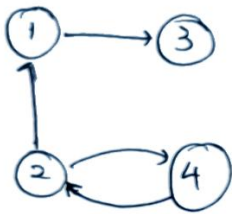
$i \backslash j$	0	1	2	3	4	5
0	0	0	0	0	0	0
1	0	0	12	12	12	12
2	0		12	22		22
3				22		32
4						37

$i = 4$
 $j - w_i = 5 - 2 = 3$
 $i \rightarrow i-1$

$\Theta(nW)$

WARSHALL'S

Transitive closure : node reachability



R_0 : Construct matrix:

	1	2	3	4
1	0	0	1	0
2	1	0	0	1
3	0	0	0	0
4	0	1	0	0

R_1 : $i=1$

	1	2	3	4
1	0	0	1	0
2	1	0	1	1
3	0	0	0	0
4	0	1	0	0

$i=2$

R_2 :

	1	2	3	4
1	0	0	1	0
2	1	0	1	1
3	0	0	0	0
4	1	1	1	1

$i=3$

R_3 :

	1	2	3	4
1	0	0	1	0
2	1	0	1	1
3	0	0	0	0
4	1	1	1	1

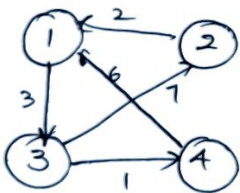
$i=4$

R_4 :

	1	2	3	4
1	0	0	1	0
2	1	1	1	1
3	0	0	0	0
4	1	1	1	1

FLOYD'S

All pairs shortest paths: same as warshall but with weights.



Construct matrix:

R_0 :

	1	2	3	4
1	0	∞	3	∞
2	2	0	∞	∞
3	0	7	0	1
4	6	∞	∞	0

$i=1$

R_1 :

	1	2	3	4
1	0	∞	3	∞
2	2	0	2+3=5	∞
3	∞	7	0	1
4	6	∞	6+3=9	0

$i=2$

	1	2	3	4
1	0	∞	3	∞
2	2	0	5	∞
3	9	7	0	1
4	6	∞	9	0

$i=3$

	1	2	3	4
1	0	10	3	4
2	2	0	5	6
3	9	7	0	1
4	6	16	9	0

$i=4$

	1	2	3	4
1	0	10	3	4
2	2	0	5	6
3	7	7	0	1
4	6	16	9	0