

What You Should Know About Algorithm Design and Analysis ... But (Probably) Don't

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When You Design Algorithms:





Design Faster Algorithms



Design Faster Algorithms



When to Stop?



Design Faster Algorithms



When to Stop?

The Complexity of Problems

Problem P Algorithm A

Inputs: \mathcal{X}_n of size n

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$$A_A(n) = \sum_{x \in \mathcal{X}_n} T_A(x) \cdot P(x) = \mathbb{E}[T_A] = \sum_{t \in T_A(\mathcal{X}_n)} t \cdot P(T = t)$$

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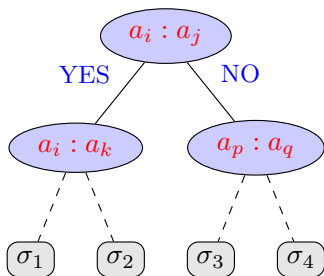
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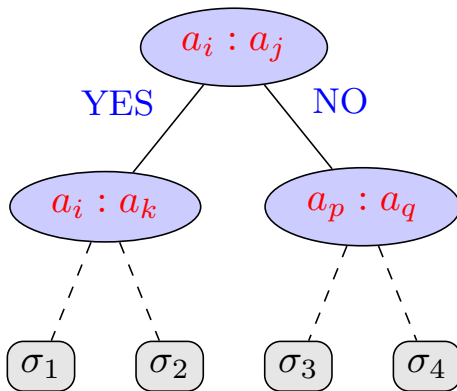


Decision Tree



Adversary Argument

Decision Tree



Lower Bound for Comparison-based Sorting

Prove a lower bound of $\Omega(n \log n)$ on the time complexity of any **comparison-based** sorting algorithm on inputs of size n .

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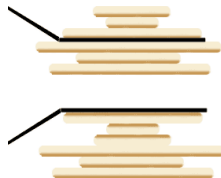
BOUNDS FOR SORTING BY PREFIX REVERSAL

William H. GATES

Microsoft, Albuquerque, New Mexico

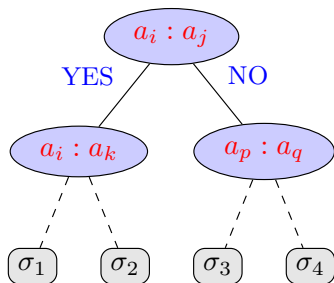
Christos H. PAPADIMITRIOU*†

Department of Electrical Engineering, University of California, Berkeley, CA 94720, U.S.A.



Decision Tree Model

Decision Tree Model



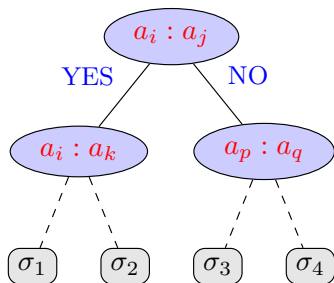
Nodes: comparisons $a_i : a_j$

$<, \leq, =, \geq, >$

Edges: two-way decisions (Y/N)

Leaves: possible permutations

Decision Tree Model



Nodes: comparisons $a_i : a_j$

$<, \leq, =, \geq, >$

Edges: two-way decisions (Y/N)

Leaves: possible permutations

Assumption:

All the input elements are **distinct**.

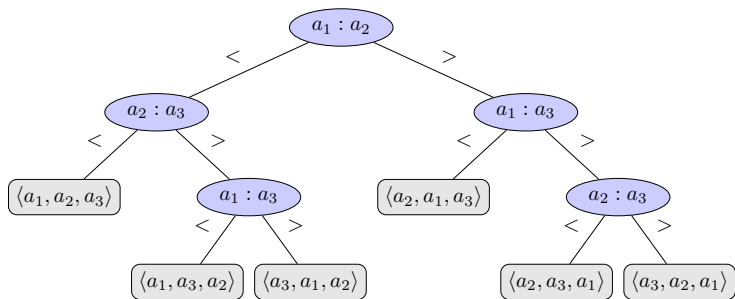
$$a_i < a_j$$

Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree

Any Comparison-based Sorting Algorithm modeled by A Decision Tree

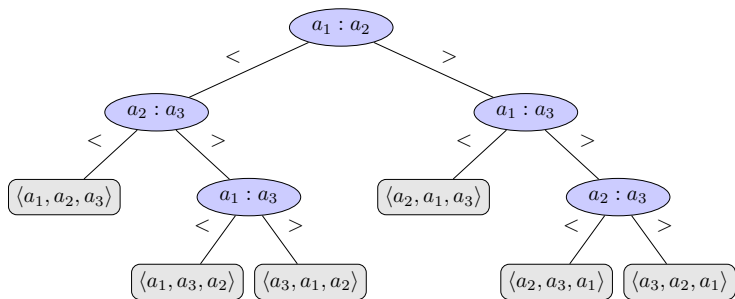


Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree



The decision tree for **sort** on three elements.

Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree



The decision tree for **insertion sort** on three elements.

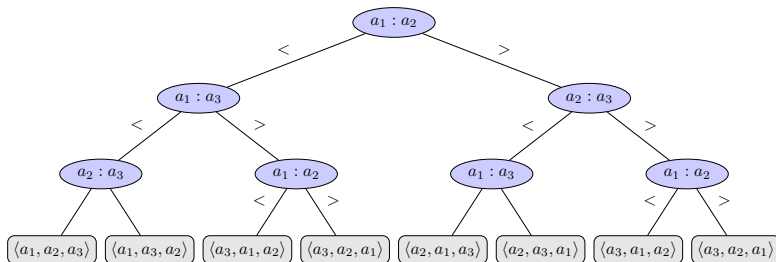
Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree

```
1: procedure           -SORT( $A, n$ )
2:   for  $i \leftarrow 1$  to  $n - 1$  do
3:     for  $j \leftarrow i + 1$  to  $n$  do
4:       if  $A[j] < A[i]$  then
5:         SWAP( $A[j], A[i]$ )
```

Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree

```
1: procedure SELECTION-SORT( $A, n$ )  
2:   for  $i \leftarrow 1$  to  $n - 1$  do  
3:     for  $j \leftarrow i + 1$  to  $n$  do  
4:       if  $A[j] < A[i]$  then  
5:         SWAP( $A[j], A[i]$ )
```

Any Comparison-based Sorting Algorithm $\xRightarrow{\text{modeled by}}$ A Decision Tree



The decision tree for **selection sort** on three elements.

Any Comparison-based Sorting Algorithm \mathcal{A} $\xRightarrow{\text{modeled by}}$ A Decision Tree \mathcal{T}

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Algorithm \mathcal{A} on a specific input of size n $\xRightarrow{\text{modeled by}}$ A path through \mathcal{T}

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Worst-case time complexity of \mathcal{A} $\xRightarrow{\text{modeled by}}$ The height of \mathcal{T}

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Worst-case Lower Bound of Comparison-based Sorting
(on inputs of size n)

$\xRightarrow{\text{modeled by}}$
The Minimum Height of All \mathcal{T} s

Worst-case Lower Bound of Comparison-based Sorting (on inputs of size n)

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Worst-case Lower Bound of Comparison-based Sorting (on inputs of size n)

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The Minimum Height of All \mathcal{T}_s

To be a correct sorting algorithm:

$$L = \# \text{ of leaves } \geq n!$$

Worst-case Lower Bound of Comparison-based Sorting (on inputs of size n)

modeled by


The Minimum Height of All \mathcal{T}_s

To be a correct sorting algorithm:

$$L = \# \text{ of leaves} \geq n!$$

To be a full binary tree:

$$L = \# \text{ of leaves} \leq 2^h$$

$$n! \leq L = \# \text{ of leaves} \leq 2^h$$

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$$h \geq \log n! = \Omega(n \log n)$$

$$n! \leq L = \# \text{ of leaves} \leq 2^h$$

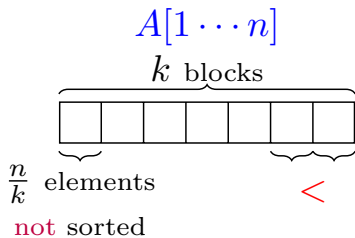
$$h \geq \log n! = \Omega(n \log n)$$

Stirling Formula (by *James Stirling*):

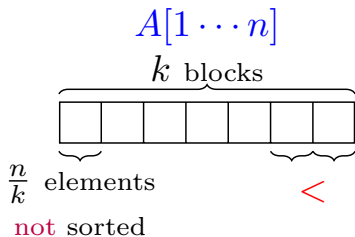
$$n! = \Theta\left(\sqrt{2\pi n} \left(\frac{n}{e}\right)^n\right)$$



K -sorted Array (Problem 6.8)

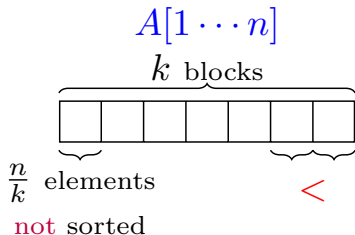


K -sorted Array (Problem 6.8)



$$O(n \log k)$$

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$$O(n \log k)$$

$$n = 16, \quad k = 4, \quad \frac{n}{k} = 4$$

1, 2, 4, 3; 7, 6, 8, 5; 10, 11, 9, 12; 15, 13, 16, 14

k -sorted

k -sorted

1-sorted

k -sorted

1-sorted \rightarrow 2-sorted

k -sorted

1-sorted \rightarrow 2-sorted \rightarrow 4-sorted

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Quicksort (with median as pivot) stops after the $\log k$ recursions.

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$$\Theta(n \log k)$$

$$\Omega(n \log k)$$

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$$L \geq$$

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$$L \geq \binom{n}{n/k} \binom{n - n/k}{n/k} \cdots \binom{n/k}{n/k}$$

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$$L \geq \binom{n}{n/k} \binom{n - n/k}{n/k} \cdots \binom{n/k}{n/k} = \binom{n}{n/k, \dots, n/k}$$

$$\Omega(n \log k)$$

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$$H \geq \log \left(\frac{n!}{((\frac{n}{k})!)^k} \right) = \Omega(n \log k)$$

$$n! \sim \sqrt{2\pi n} \left(\frac{n}{e}\right)^n \implies \log n! \sim n \log n$$

Bolts and Nuts (Problem 6.9)



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Quicksort

Bolts and Nuts (Problem 6.9)



Quicksort

$$A(n) = O(n \log n)$$

Bolts and Nuts (Problem 6.9)



Quicksort

$$A(n) = O(n \log n)$$

In the worst case:

- ▶ “Matching Nuts and Bolts” by Alon *et al.*, $\Theta(n \log^4 n)$
- ▶ “Matching Nuts and Bolts **Optimality**” by Bradford, 1995, $\Theta(n \log n)$



$$\Omega(n \log n)$$



$$\Omega(n \log n)$$

$$3^H \geq L \geq n!$$



$$\Omega(n \log n)$$

$$3^H \geq L \geq n! \implies H \geq \log n! \implies H = \Omega(n \log n)$$

Adversary Argument



Searching in Matrix (Problem 9.8)

$$M : m \times n$$

Row: Increasing from left to right

Col: Increasing from top to down

$$x \in M?$$

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$$T(m, n) = m + n - 1$$

Assume $M : n \times n$

$$W(n) \leq 2n - 1$$

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By Adversary Argument!

$$W(n) \geq 2n - 1$$

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Adversary \mathcal{A} :

$$x > M[i][j]$$

$$x = M[i][j]$$

$$x < M[i][j]$$



Algorithm \mathbb{A} :

COMPARE(x , $M[i][j]$)

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Diagonals: $i + j = n - 1$ & $i + j = n$

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No particular ordering requirements on these two diagonals!

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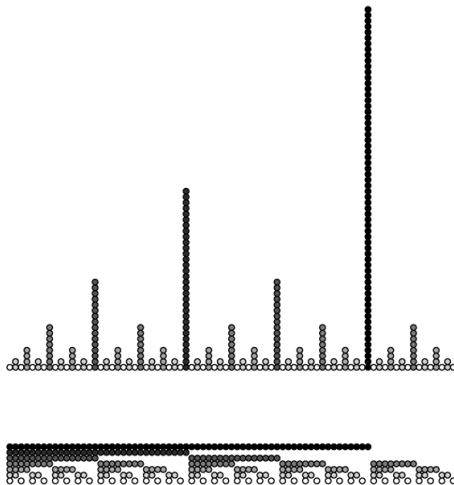
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$$i + j \leq n - 1 \implies x > M_{ij}$$

$$i + j > n - 1 \implies x < M_{ij}$$

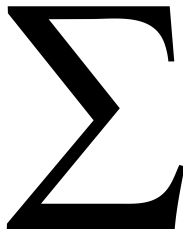
Amortized Analysis



Amortized analysis is
an algorithm analysis technique for
analyzing a sequence of operations
irrespective of the input to show that
the average cost per operation is small, even though
a single operation within the sequence might be expensive.



The Summation Method



$$O_1, O_2, \dots, O_n$$

$$C_1, C_2, \dots, C_n$$

$$o_1, o_2, \dots, o_n$$

$$c_1, c_2, \dots, c_n$$

$$\forall i, \hat{c}_i = \frac{\left(\sum_{i=1}^n c_i \right)}{n}$$

The Summation Method for Array Doubling

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On **any sequence** of n INSERTs on an **initially empty** array.

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$o_i :$	o_1	o_2	o_3	o_4	o_5	o_6	o_7	o_8	o_9	o_{10}
$c_i :$	1	2	3	1	5	1	1	1	9	1

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$$c_i = \begin{cases} (i-1) + 1 = i & \text{if } i-1 \text{ is an exact power of 2} \\ 1 & \text{o.w.} \end{cases}$$

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$$\sum_{i=1}^n c_i \leq n + \sum_{j=0}^{\lceil \lg n \rceil - 1} 2^j = n + (2^{\lceil \lg n \rceil} - 1) \leq n + 2n = 3n$$

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$$\boxed{\forall i, \hat{c}_i = 3}$$

The Accounting Method



O_1, O_2, \dots, O_n

C_1, C_2, \dots, C_n

a_1, a_2, \dots, a_n

$$o_1, o_2, \dots, o_n$$

$$c_1, c_2, \dots, c_n$$

$$a_1, a_2, \dots, a_n$$

$$\hat{c}_i = c_i + a_i, \quad a_i \geq 0$$

Amortized Cost = Actual Cost + Accounting Cost

$$O_1, O_2, \dots, O_n$$

$$C_1, C_2, \dots, C_n$$

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$$\forall n, \sum_{i=1}^n c_i \leq \sum_{i=1}^n \hat{c}_i \implies \forall n, \sum_{i=1}^n a_i \geq 0$$

Key Point: Put the accounting cost on specific objects.

The Accounting Method for Array Doubling

$$Q : \hat{c}_i = 3 \text{ vs. } \hat{c}_i = 2$$

The Accounting Method for Array Doubling

Q : $\hat{c}_i = 3$ vs. $\hat{c}_i = 2$

$$\hat{c}_i = 3 = \underbrace{1}_{\text{insert}} + \underbrace{1}_{\text{move itself}} + \underbrace{1}_{\text{help move another}}$$

The Accounting Method for Array Doubling

$Q : \hat{c}_i = 3 \text{ vs. } \hat{c}_i = 2$

$$\hat{c}_i = 3 = \underbrace{1}_{\text{insert}} + \underbrace{1}_{\text{move itself}} + \underbrace{1}_{\text{help move another}}$$

	\hat{c}_i	c_i (actual cost)	a_i (accounting cost)
INSERT (normal)	3	1	2
INSERT (expansion)	3	$1 + t$	$-t + 2$

Simulating a queue Q using two stacks S_1, S_2 (Problem E3)

procedure ENQ(x)

Push(S_1, x)

procedure DEQ()

if $S_2 = \emptyset$ **then**

while $S_1 \neq \emptyset$ **do**

Push($S_2, \text{Pop}(S_1)$)

Pop(S_2)

The Summation Method for Queue Simulation

$$\frac{\left(\sum_{i=1}^n c_i \right)}{n}$$

The Summation Method for Queue Simulation

$$\frac{\left(\sum_{i=1}^n c_i \right)}{n}$$

The operation sequence is *NOT* known.

The Accounting Method for Queue Simulation

<i>item:</i>	Push into S_1	Pop from S_1	Push into S_2	Pop from S_2
	1	1	1	1

The Accounting Method for Queue Simulation

<i>item:</i>	Push into S_1	Pop from S_1	Push into S_2	Pop from S_2
	1	1	1	1

$$\hat{c}_{\text{ENQ}} = 3$$

$$\hat{c}_{\text{DEQ}} = 1$$

The Accounting Method for Queue Simulation

<i>item:</i>	Push into S_1	Pop from S_1	Push into S_2	Pop from S_2
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$$\hat{c}_{\text{ENQ}} = 3$$

$$\hat{c}_{\text{DEQ}} = 1$$

$$\sum_{i=1}^n a_i \geq 0$$

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<i>item:</i>	Push into S_1	Pop from S_1	Push into S_2	Pop from S_2
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$$\hat{c}_{\text{ENQ}} = 3$$

$$\hat{c}_{\text{DEQ}} = 1$$

$$\sum_{i=1}^n a_i \geq 0 \iff \sum_{i=1}^n a_i = \#S_1 \times 2$$

The Accounting Method for Queue Simulation

$$\hat{c}_{\text{ENQ}} = 3$$

$$\hat{c}_{\text{DEQ}} = 1$$

$$\#S_1 = t$$

	\hat{c}_i	c_i (<i>actual cost</i>)	a_i (<i>accounting cost</i>)
ENQUEUE	3	1	2
DEQUEUE ($S_2 \neq \emptyset$)	1	1	0
DEQUEUE ($S_2 = \emptyset$)	1	$1 + 2t$	$-2t$

Array Merging Dictionary (Problem E 2)

Array Merging Dictionary (Problem E 2)

$$i \quad s_i = 2^i$$

$$A_0 \quad 1$$

$$A_1 \quad 2$$

$$A_2 \quad 4$$

$$A_3 \quad 8$$

$$\vdots \quad \dots$$

$$A_i \quad 2^i$$

Array Merging Dictionary (Problem E 2)

i	$s_i = 2^i$		$11 = 2^0 + 2^1 + 2^3$
A_0	1		
A_1	2	i	e_i
A_2	4	A_0	[5]
A_3	8	A_1	[4, 8]
\vdots	\dots	A_2	[]
A_i	2^i	A_3	[2, 6, 9, 12, 13, 16, 20, 25]

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A_i	2^i	A_3	[2, 6, 9, 12, 13, 16, 20, 25]

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

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$$A_i \quad 2^i$$

$$11 = 2^0 + 2^1 + 2^3$$

$$i \quad e_i$$

$$A_0 \quad [5]$$

$$A_1 \quad [4, 8]$$

$$A_2 \quad []$$

$$A_3 \quad [2, 6, 9, 12, 13, 16, 20, 25]$$

$$\text{CREATE} : 1 \quad \text{MERGE}(A_i, A_i) : 2 \cdot 2^i$$

$$\text{INSERT}() : 1 + 2 + 4;$$

Array Merging Dictionary (Problem E 2)

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A_i	2^i	A_3	[2, 6, 9, 12, 13, 16, 20, 25]

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

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The Summation Method for “Array Merging Dictionary”

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

The Summation Method for “Array Merging Dictionary”

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

i	c_i
1	1
2	$1 + 2$
3	1
4	$1 + 2 + 4$
5	1
6	$1 + 2$
7	1
8	$1 + 2 + 4 + 8$
\vdots	\dots

The Summation Method for “Array Merging Dictionary”

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

i c_i

1 1

2 $1 + 2$

3 1

4 $1 + 2 + 4$

5 1

6 $1 + 2$

7 1

8 $1 + 2 + 4 + 8$

\vdots \dots

$$\sum_{i=1}^n c_i = \sum_{j=0}^{\lfloor \log n \rfloor} \lfloor \frac{n}{2^j} \rfloor 2^j \leq n(\lfloor \log n \rfloor + 1)$$

The Summation Method for “Array Merging Dictionary”

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

i c_i

1 1

2 $1 + 2$

3 1

4 $1 + 2 + 4$

5 1

6 $1 + 2$

7 1

8 $1 + 2 + 4 + 8$

\vdots \dots

$$\sum_{i=1}^n c_i = \sum_{j=0}^{\lfloor \log n \rfloor} \lfloor \frac{n}{2^j} \rfloor 2^j \leq n(\lfloor \log n \rfloor + 1)$$

$$\forall i, \hat{c}_i = 1 + \lfloor \log n \rfloor$$

The Accounting Method for “Array Merging Dictionary”

CREATE : 1 MERGE(A_i, A_i) : $2 \cdot 2^i$

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$$\forall n, \sum_{i=1}^n a_i \geq 0$$

Thank
You!



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