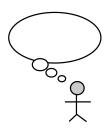
2-2 The Efficiency of Algorithms

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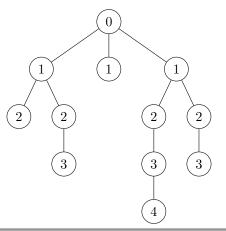




- (1) Diameter of Convex Polygon: $\Theta(n)$
- (2) Lower Bound for Sorting: $\Omega(n \lg n)$
- (3) Traversal over Trees: DFS/BFS $(\Theta(n))$

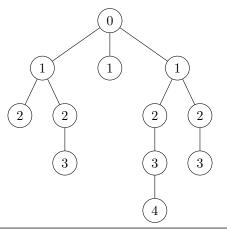
I have thought that · · ·

DH 4.2 (a): Sum of Depths



$$\mathsf{sum\text{-}of\text{-}depths}(r) = \left\{ \begin{array}{ll} \mathsf{depth} \ \mathsf{of} \ r, & r \ \mathsf{is} \ \mathsf{a} \ \mathsf{leaf} \\ \sum\limits_{v: \mathsf{child} \ \mathsf{of} \ r} \mathsf{sum\text{-}of\text{-}depths}(v) + \mathsf{depth} \ \mathsf{of} \ r, & \mathsf{o.w.} \end{array} \right.$$

DH 4.2 (a): Sum of Depths



$$\mathsf{sum-of-depths}(r, \textcolor{red}{d}) = \left\{ \begin{array}{ll} d, & r \text{ is a leaf} \\ \sum\limits_{v: \mathsf{child of } r} \mathsf{sum-of-depths}(v, \textcolor{red}{d} + 1) + d, & \mathsf{o.w.} \end{array} \right.$$

Algorithm 1 Calculate the sum of depths of all nodes of a tree T.

- 1: procedure Sum-of-Depths()
- 2: **return** SUM-OF-DEPTHS(T, 0)
- 3: **procedure** SUM-OF-DEPTHS(r, depth)

 $\triangleright r$: root of a tree

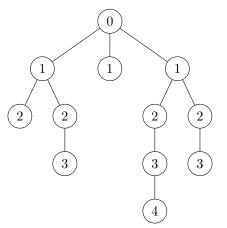
- 4: **if** r is a leaf **then**
- 5: **return** depth
- 6: $sum \leftarrow 0$
- 7: **for all** child vertex v of r **do**
- 8: $sum \leftarrow sum + \text{Sum-of-Depths}(v, depth + 1)$
- 9: **return** sum

$$\mathsf{sum\text{-}of\text{-}depths}(r, \textcolor{red}{d}) = \left\{ \begin{array}{l} d, & r \text{ is a leaf} \\ \sum\limits_{v: \mathsf{child of}} \mathsf{sum\text{-}of\text{-}depths}(v, \textcolor{red}{d} + 1) + d, & \mathsf{o.w.} \end{array} \right.$$

Master Theorem?

$$\Theta(m+n) = \Theta(n)$$

DH 4.2 (b): Number of Nodes at Depth K

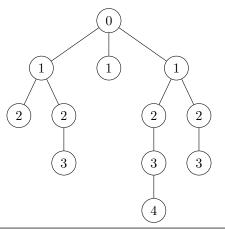


Algorithm 2 Count the number of nodes in T at depth K.

- procedure Nodes-at-Depth()
 return Nodes-at-Depth(T, K)
- 3: **procedure** Nodes-At-Depth(r, k)
- 4: if k = 0 then
- 5: **return** 1
- 6: **if** r is a leaf **then**
- 7: **return** 0
- 8: $num \leftarrow 0$
- 9: **for all** child vertex v of r **do**
- 10: $num \leftarrow num + \text{Nodes-at-Depth}(v, k 1)$
- 11: return num

 $\triangleright r$: root of a tree

DH 4.2 (c): Any Leaf at an Even Depth?



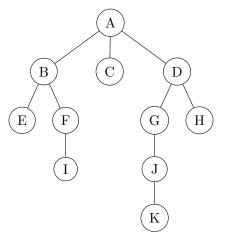
$$\mathsf{leaf-at-depth}(r, \underbrace{parity}) = \left\{ \begin{array}{ll} 1 - parity, & r \text{ is a leaf} \\ \bigvee\limits_{v: \mathsf{child of } r} (v, \mathbf{1} - parity), & \mathsf{o.w.} \end{array} \right.$$

Algorithm 3 Check whether a tree T has any leaf at an even depth.

- 1: **procedure** Leaf-at-Even-Depth()
- 2: **return** Leaf-at-Depth(T, even = 0)
- 3: **procedure** Leaf-at-Depth(r, parity)
- 4: **if** r is a leaf **then**
- 5: **return** 1 parity
- 6: $result \leftarrow 0$
- 7: **for all** child vertex v of r **do**
- 8: $result \leftarrow result \lor \text{Leaf-at-Depth}(v, 1 parity)$
- 9: return result

 $\triangleright r$: root of a tree

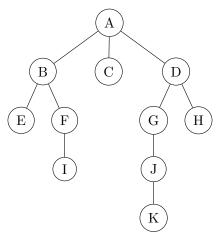
DH 4.3 (a): Sum of Contents at Each Depth



Algorithm 4 Calculate the sum of contents of nodes of a tree T at each depth.

```
1: procedure SUM-AT-DEPTH(r)
                                                               \triangleright r: root of the tree T
        r.depth \leftarrow 0
 2:
        Q \leftarrow \emptyset
 3:
         ENQUEUE(Q, r)
 4:
        while Q \neq \emptyset do
 5:
             u \leftarrow \text{DEQUEUE}(Q)
 6:
             sumAtDepth[u.depth] += u.content
 7:
             for all child vertex v of u do
 8.
                 v.depth \leftarrow u.depth + 1
 9.
                 ENQUEUE(Q, v)
10:
```

DH 4.3 (b): Depth K with the Maximum Number of Nodes



Algorithm 5 Count the number of nodes of a tree T at each depth.

```
\triangleright r: root of the tree T
 1: procedure Nodes-At-Depth(r)
        r.depth \leftarrow 0
 2:
        Q \leftarrow \emptyset
3:
        Engueue(Q, r)
 4:
 5:
        while Q \neq \emptyset do
             u \leftarrow \text{Dequeue}(Q)
 6:
             nodesAtDepth[u.depth] += 1
 7:
             for all child vertex v of u do
 8.
                 v.depth \leftarrow u.depth + 1
9.
                 ENQUEUE(Q, v)
10:
        return argmax_{K} nodes AtDepth[k]
11:
```



v.depth sumAtDepth[]

 $Q: \mathsf{Space}\ \Theta(n) o \Theta(1)$

Lower Bound for Comparion-based Sorting



Lower Bound for Comparison-based Sorting (DH 6.13)

Prove a lower bound of $O(n\lg n)$ on the time complexity of any comparison-based sorting algorithm.



Lower Bound for Comparison-based Sorting (DH 6.13)

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

Lower Bound for Comparison-based Sorting (DH 6.13)

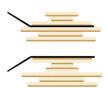
Prove a lower bound of $\Omega(n \lg n)$ on the time complexity of any **comparison-based** sorting algorithm on inputs of size n.

Cost Model: the critical operations to count

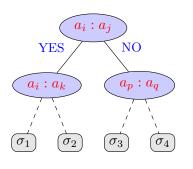
Computational Model:

the only way to gain order info.

$$x \in [1 \cdots 99]$$
$$x/10$$



"Bounds For Sorting By Prefix Reversal", 1979



Nodes: comparisions $a_i : a_j$

$$<, \le, =, \ge, >$$

Edges: two-way decisions (Y/N)

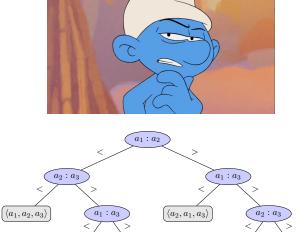
Leaves: possible permutations

Assumption (By aware of any assumptions !!!):

All the input elements are **distinct**.

$$a_i < a_j$$

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



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

```
1: procedure SELECTION-SORT(A, n)

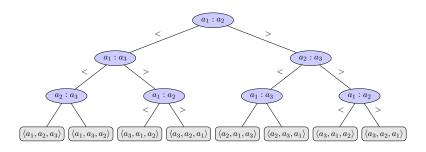
2: for i \leftarrow 1 to n-1 do

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 $\stackrel{\text{modeled by}}{\longrightarrow}$ A Decision Tree



The decision tree for selection sort on three elements.

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

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

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

Worst-case Lower Bound of Comparison-based Sorting (on inputs of size n) $\underline{\text{modeled by}}$

The Minimum Height of All \mathcal{T} s

The Minimum Height of All \mathcal{T} s

To be a full binary tree:

of leaves
$$\leq 2^h$$

To be a correct sorting algorithm:

$$\#$$
 of leaves $> n!$

Lower Bound for Comparison-based Sorting

$$n! \leq \#$$
 of leaves $\leq 2^h$

$$h \ge \lg n! = \Omega(n \lg n)$$

Stirling Formula (by James Stirling):

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





Assumptions (By aware of any assumptions !!!):

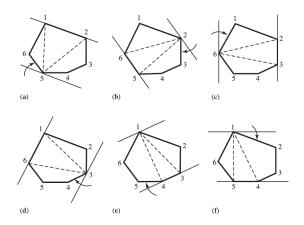
- (a) Comparison-based sorting algorithms.
- (b) All the input elements are distinct.
- (c) Completely sort all possible inputs.

The k-sorted Problem

An array $A[1\cdots n]$ is k-sorted if it can be divided into k blocks, each of size n/k (we assume that $n/k\in\mathbb{N}$), such that the elements in each block are larger than the elements in earlier blocks and smaller than elements in later blocks. The elements within each block need not be sorted.

- (a) Describe an algorithm that k-sorts an arbitrary array in $O(n \log k)$ time.
- (b) Prove that any comparison-based k-sorting algorithm requires $\Omega(n\log k)$ comparisons in the worst case.
- (c) Describe an algorithm that completely sorts an already k-sorted array in $O(n\log(n/k))$ time.
- (d) Prove that any comparison-based algorithm to completely sort a k-sorted array requires $\Omega(n\log(n/k))$ comparisons in the worst case.

Convex Polygon Diameter



Convex Polygon Diameter (DH 6.8)

Show that the "Convex Polygon Diameter" algorithm is of **linear-time** complexity.

Q: Linear-time of WHAT?

A: Linear-time of the size of input

Q: What is the input?

A: A convex polygon represented by n vertices

Q: What are the critical operations?

$$A: d(p_1, p_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

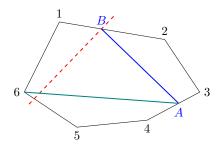
$$\Theta(c \cdot n) = \Theta(n)$$

Correctness



Theorem

For a convex polygon, a pair of vertices determine the diameter.



BUT, we have not enumerated all pairs of vertices.

We have enumerated *all* pairs of vertices that *admits parallel supporting lines*.

Definition (Line of Support)

A line L is a *line of support* of a convex polygon P if

$$L \cap P = \text{ a vertex/an edge of } P.$$

 $L \cap P \neq \emptyset$ and P lies entirely on one side of L.

Definition (Antipodal)

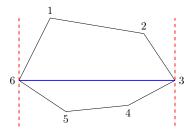
An antipodal is a pair of points that admits parallel supporting lines.

We have enumerated all antipodals.

Theorem

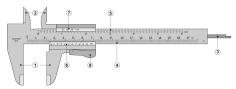
If AB is a diameter of a convex polygon P, then AB is an antipodal.

Proof.





Rotating Caliper



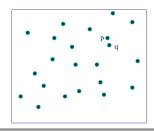


"Computational Geometry" Ph.D Thesis, Michael Shamos, 1978



"Solving Geometric Problems with the Rotating Calipers", 1983

Finding the Closest Pair of Points



A Classic and Beautiful Divide-Conquer-Combine Algorithm:



Section 33.4, CLRS







- (a) Given an array $A[0\cdots n-1]$, to determine whether there is a value that occurs more than $\lfloor n/k \rfloor$ times in $\Theta(n \lg k)$ time and $\Theta(k)$ extra space.
- (b) Prove that the *lower bound* of this problem is $\Theta(n \lg k)$.



Take k=2.

 $\Theta(n)$ time & $\Theta(1)$ space

Thank You!



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