

Algorithm

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Chapter 1

Foundations

1.1 Computational Problems and Algorithms

Definition 1.1. A **computational problem** is a relation

$$P \subseteq X \times Y,$$

where X is called the set of **instances** and Y is called the sets of **solutions**.

Example. Let X be the set of nonempty sequence of distinct integers and let Y be the set of positive integers. Then we can define $P \subseteq X \times Y$ such that

$$((a_1, a_2, \dots, a_n), i) \in P$$

if and only if $1 \leq i \leq n$ and $a_i \geq a_j$ for all $j \in \{1, \dots, n\}$. We can write this problem as follows.

Problem 1.A (Champion Problem).

- Input: A sequence A of n distinct integers $A[1], \dots, A[n]$.
- Output: The index of the maximum element of A .

Definition 1.2. We will assume the **random-access machine (RAM)** model of computation as our implementation technology for most of this note. In this model, we have an infinite sequence of w -bit words, and we assume $w = \lceil c \lg n \rceil$ for some constant $c \geq 1$, where n is the input size. We can perform some basic operations on these words, including

- arithmetic operations (e.g., addition, subtraction, multiplication, division),
- data movement operations (e.g., load, store, copy), and
- control operations (e.g., branch, subroutine call, return).

Definition 1.3. Given a computational model, an **algorithm** is defined as a finite sequence of basic operations that transforms a given input into a unique output.

- We say that an algorithm **solves** a computational problem $P \subseteq X \times Y$ if it transforms every instance $x \in X$ into a solution $y \in Y$ such that $(x, y) \in P$.

- The **running time** of an algorithm on a specific input is defined as the number of basic operations performed.

Example. We can find the index of maximum of a sequence by the following algorithm MAX-INDEX.

MAX-INDEX(A)

```

1   $n \leftarrow A.length$ 
2   $i \leftarrow 1$ 
3  for  $j \leftarrow 2$  to  $n$ 
4      if  $A[i] < A[j]$ 
5           $i \leftarrow j$ 
6  return  $i$ 
```

Note that we will describe algorithm is pseudocode so that implementaion details can be hidden.

Theorem 1.4. The algorithm MAX-INDEX solves the champion problem using the least number of comparisons.

Proof. We show that MAX-INDEX solves the champion problem as follows. We focus on the loop invariant that at the start of each iteration of the **for** loop of lines 3 – 5, $A[i]$ is the maximum of the subarray $A[1..j-1]$. The loop invariant is obviously true when entering the loop, and it remains true between iterations since $A[i] \geq A[j]$ must hold at the end of each iteration due to lines 4 and 5. Thus, when the **for** loop terminates, $A[i]$ should be the maximum of $A[1..n]$.

Furthremore, the algorithm MAX-INDEX uses $n - 1$ comparisons, and it is optimal with respect to the number of comparisons performed, since at least $n - 1$ comparisons are necessary to determine the maximum. \square

Chapter 2

Sorting

2.1 Selection Sort

Definition 2.1. An **array** is a pair of addresses

$$A = (r, s),$$

representing the words located in the memory with address from r to s (inclusive).

- The **length** of array A , denoted $|A|$, is defined by

$$|A| = s - r + 1.$$

- The i th element of A , denoted $A[i]$, is the word located in the memory with address $r + i - 1$. We say that i is the **index** of $A[i]$.
- For $i, j \in \{1, \dots, n\}$ with $i \leq j$, we define

$$A[i..j] = (r + i - 1, r + j - 1).$$

Note that if $|A| = n$, then $A = A[1..n]$.

Problem 2.A (Sorting Problem).

- Input: An array A of n integers.
- Output: A permutation of A that is non-decreasing.

INDEX-OF-MINIMUM($A[1..n]$)

```
1   $i \leftarrow 1$ 
2  for  $j \leftarrow 2$  to  $n$ 
3      if  $A[i] > A[j]$ 
4           $i \leftarrow j$ 
5  return  $i$ 
```

Theorem 2.2. INDEX-OF-MINIMUM($A[1..n]$) returns the index of the smallest element of $A[1..n]$ in $O(n)$ time.

Proof. To be completed. □

SELECTION-SORT($A[1 \dots n]$)

```
1  for  $i \leftarrow 1$  to  $n - 1$ 
2       $j \leftarrow \text{INDEX-OF-MINIMUM}(A[i \dots n]) + i - 1$ 
3      swap  $A[i]$  and  $A[j]$ 
```

Theorem 2.3. The algorithm SELECTION-SORT solves the sorting problem in $O(n^2)$ time.

Proof. To be completed. □