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 $1 \le i \le n$ and $a_i \ge a_j$ for all $j \in \{1, ..., n\}$. We can write this problem as follows.

Problem 1.A (Champion Problem).

- Input: A sequence A of n distinct integers $A[1], \ldots, A[n]$.
- \bullet 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 implementaion 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 $c \ge 1$, 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.

```
\begin{aligned} \text{MAX-INDEX}(A) \\ 1 \quad n \leftarrow A. \, length \\ 2 \quad i \leftarrow 1 \\ 3 \quad \text{for } j \leftarrow 2 \text{ to } n \\ 4 \quad \quad \text{if } A[i] < A[j] \\ 5 \quad \quad i \leftarrow j \\ 6 \quad \text{return } i \end{aligned}
```

Note that we will describe algorithm is pseudocode so that implementation 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.

Chapter 2

Sorting

2.1 Basic Sorting Algorithms

Problem 2.A (Sorting Problem).

- Input: A sequence A of n distinct integers $A[1], A[2], \ldots, A[n]$.
- Output: A permutation of A that is non-decreasing.

We introduce some basic sorting algorithms. **Bubble sort** is a sorting algorithm that swaps adjacent elements in the wrong order.

```
BUBBLE-SORT(A)

1 n \leftarrow A. length

2 for i \leftarrow 1 to n-1

3 for j \leftarrow 1 to n-i

4 if A[j] > A[j+1]

5 exchange A[j] with A[j+1]
```

Selection sort is a sorting algorithm that exchanges the leftmost element with the smallest one in the unsorted part of the array.

```
SELECTION-SORT(A)

1  n \leftarrow A. length

2  \mathbf{for} \ i \leftarrow 1 \ \mathbf{to} \ n - 1

3  j \leftarrow i

4  \mathbf{for} \ k \leftarrow j + 1 \ \mathbf{to} \ n

5  \mathbf{if} \ A[j] > A[k]

6  j \leftarrow k

7  exchange A[i] with A[j]
```

Insertion sort is a sorting algorithm that repeatedly inserts elements to the correct position in the sorted part of the array.

```
\begin{array}{ll} \text{Insertion-Sort}(A) \\ 1 & n \leftarrow A. \, length \\ 2 & \textbf{for} \,\, i \leftarrow 2 \,\, \textbf{to} \,\, n \\ 3 & j \leftarrow i-1 \\ 4 & \textbf{while} \,\, j \geq 1 \,\, \text{and} \,\, A[j] > A[j+1] \\ 5 & \text{exchange} \,\, A[j] \,\, \text{with} \,\, A[j+1] \\ 6 & j \leftarrow j-1 \end{array}
```