

# Midterm Review

CS16: Introduction to Data Structures & Algorithms  
Spring 2019

# What is Running Time?

Worst-case running time

=

$T(n)$ : Number of elementary operations  
on worst-case input  
as a function of input size  $n$

**Q:** how do we compare running times?

$n$	$\log n$	$n$	$n \log n$	$n^2$	$n^3$	$2^n$
8	3	8	24	64	512	256
16	4	16	64	256	4,096	65,536
32	5	32	160	1,024	32,768	4,294,967,296
64	6	64	384	4,096	262,144	$1.84 \times 10^{19}$
128	7	128	896	16,384	2,097,152	$3.40 \times 10^{38}$
256	8	256	2,048	65,536	16,777,216	$1.15 \times 10^{77}$
512	9	512	4,608	262,144	134,217,728	$1.34 \times 10^{154}$

# Comparing Running Times

**Comparing** running times

=

$T_A(n)$  is better than  $T_B(n)$  if  
 $T_A(n)$  grows slower than  $T_B(n)$

# Running Times



**Constant**

independent of input size



**Linear**

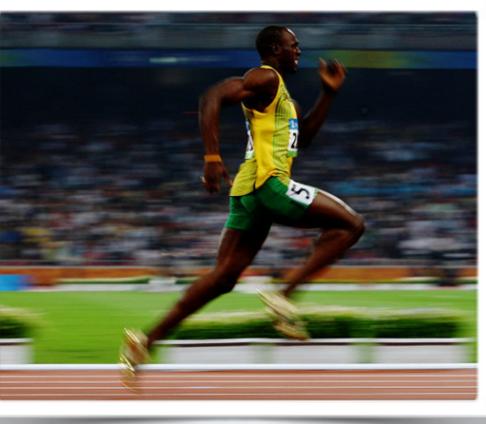
depends on input size



**Quadratic**

depends on square of input size

# Running Times



**$O(1)$**   
independent of input size



**$O(n)$**   
depends on input size



**$O(n^2)$**   
depends on square of input size



**$O(n^3)$**   
depends on cube of input size



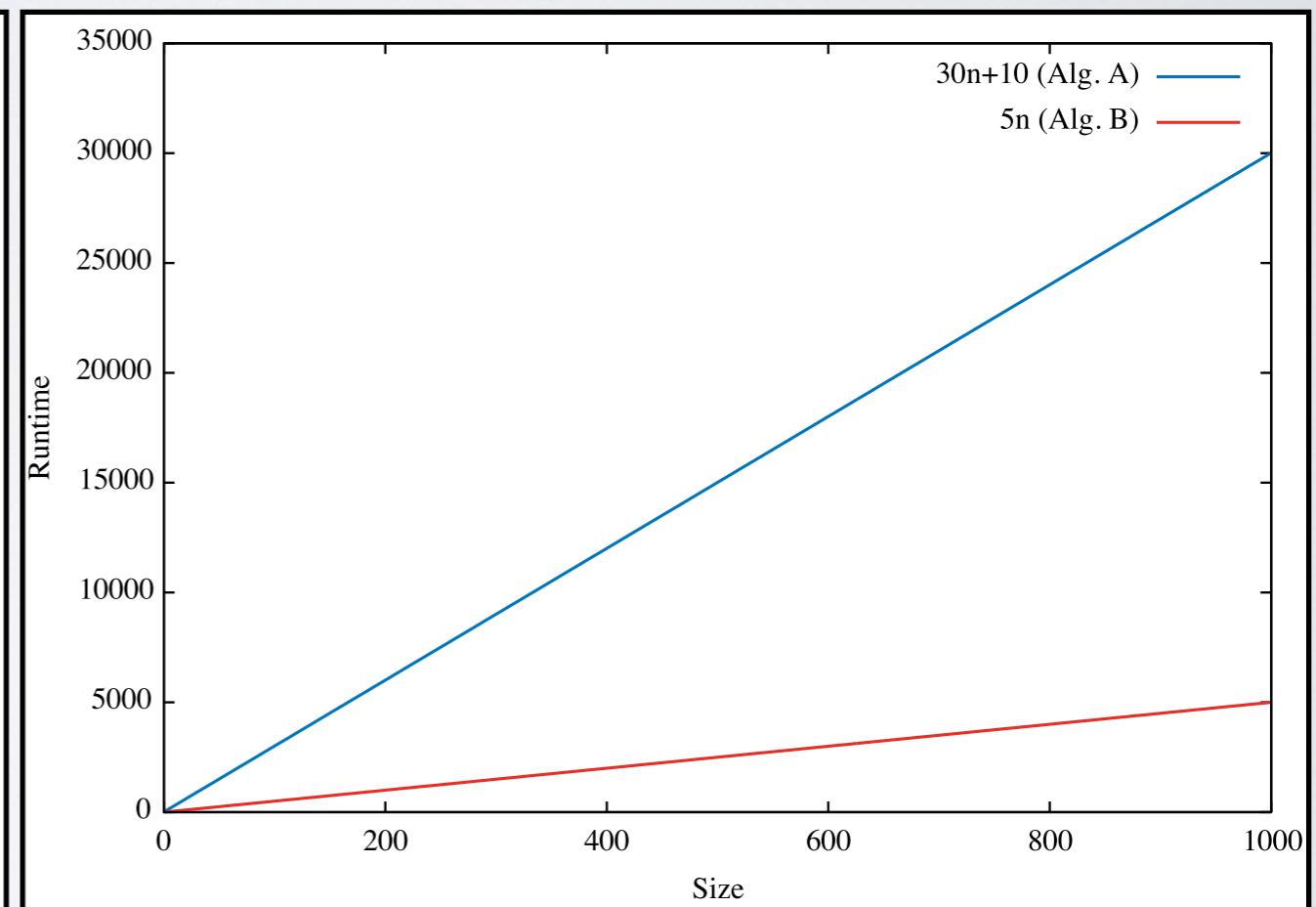
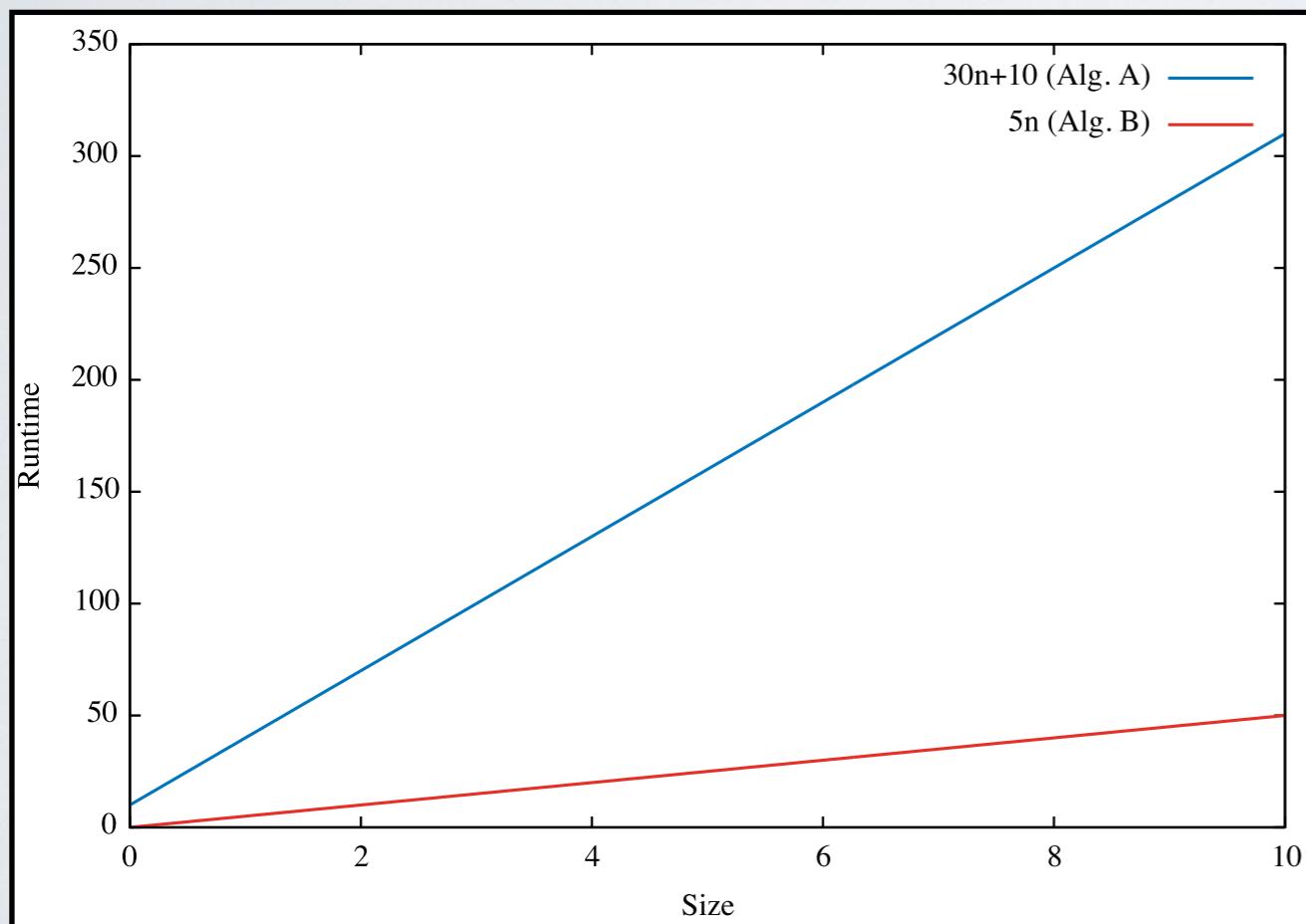
**$O(n^{70})$**   
depends on 70th power  
of input size



**$O(2^n)$**   
exponential in input size

# Which Algorithm is Better?

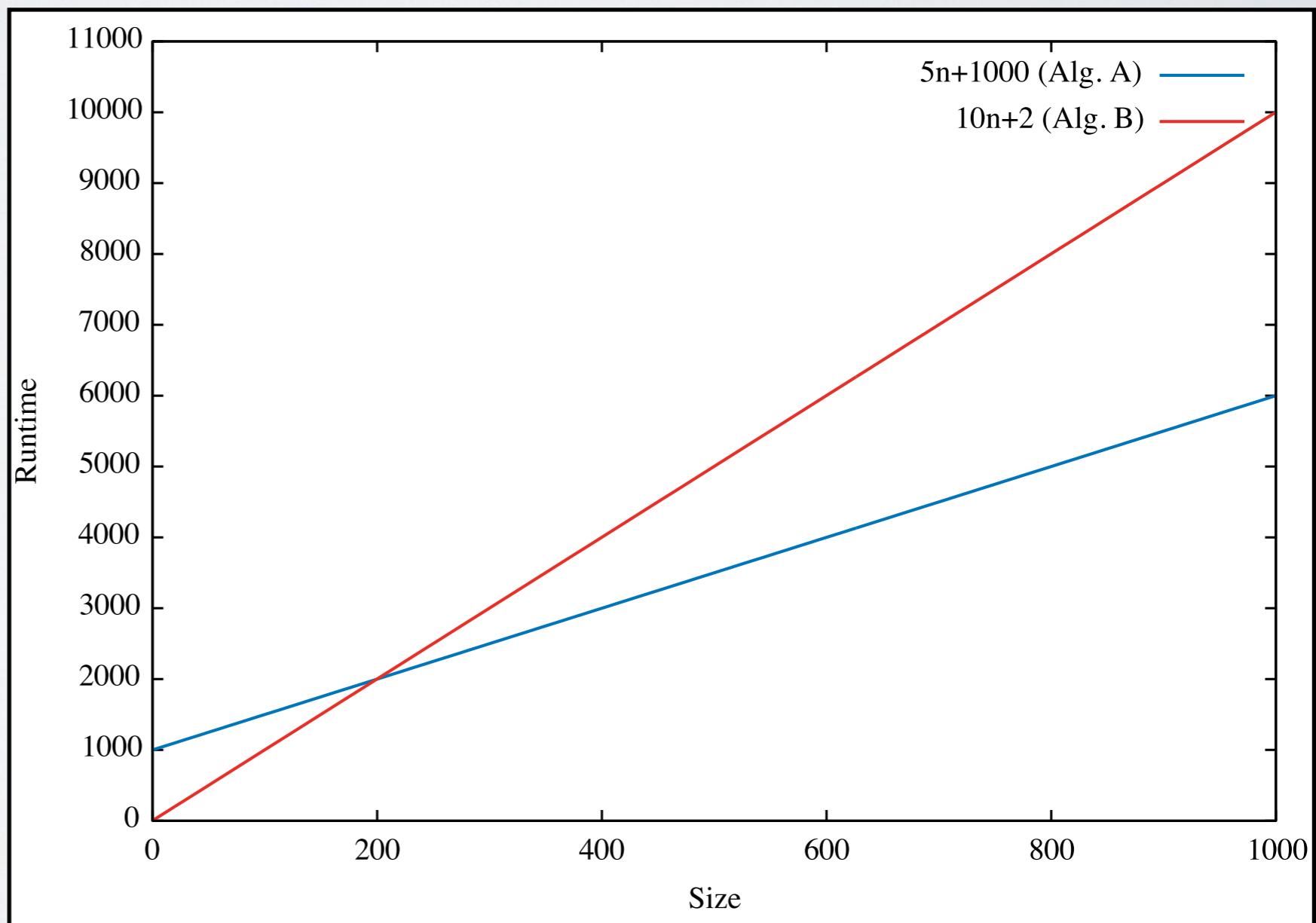
- ▶ Algorithm A takes  $T_A(n) = 30n + 10$  ops
- ▶ Algorithm B takes  $T_B(n) = 5n$  ops



# Which Algorithm is Better?

- ▶ Alg A takes  $T_A(n) = 5n + 1000$  ops
- ▶ Alg B takes  $T_B(n) = 10n + 2$  ops
- ▶ It depends on  $n$

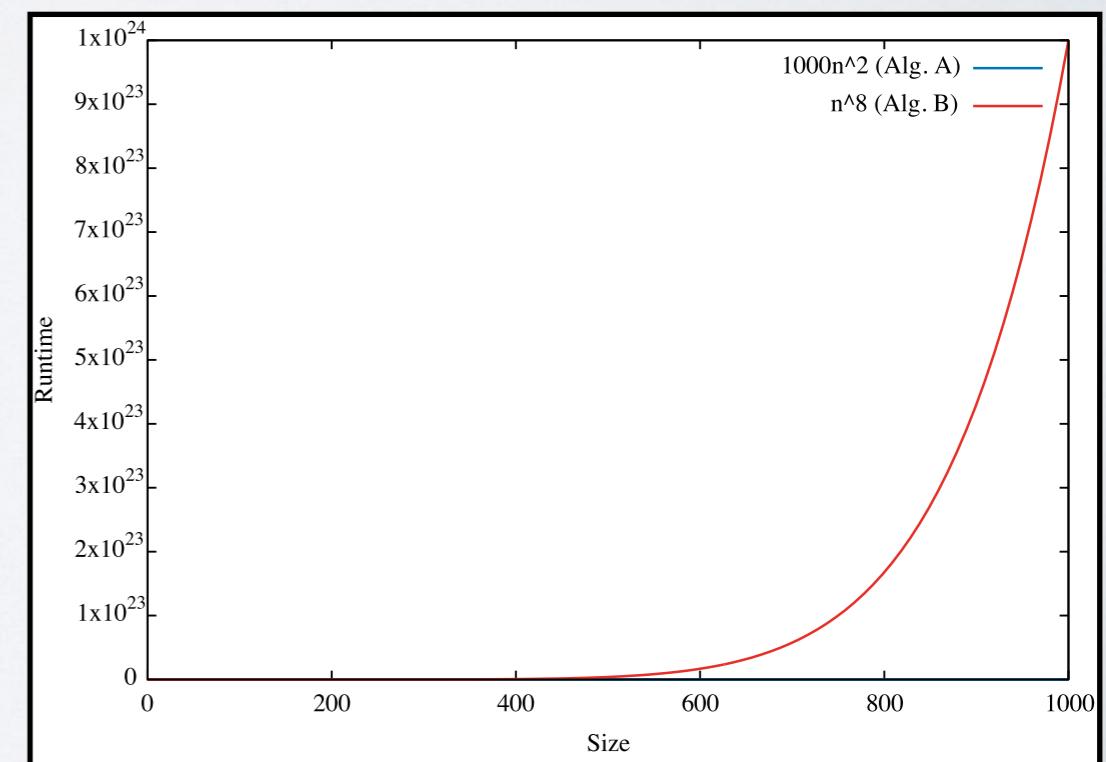
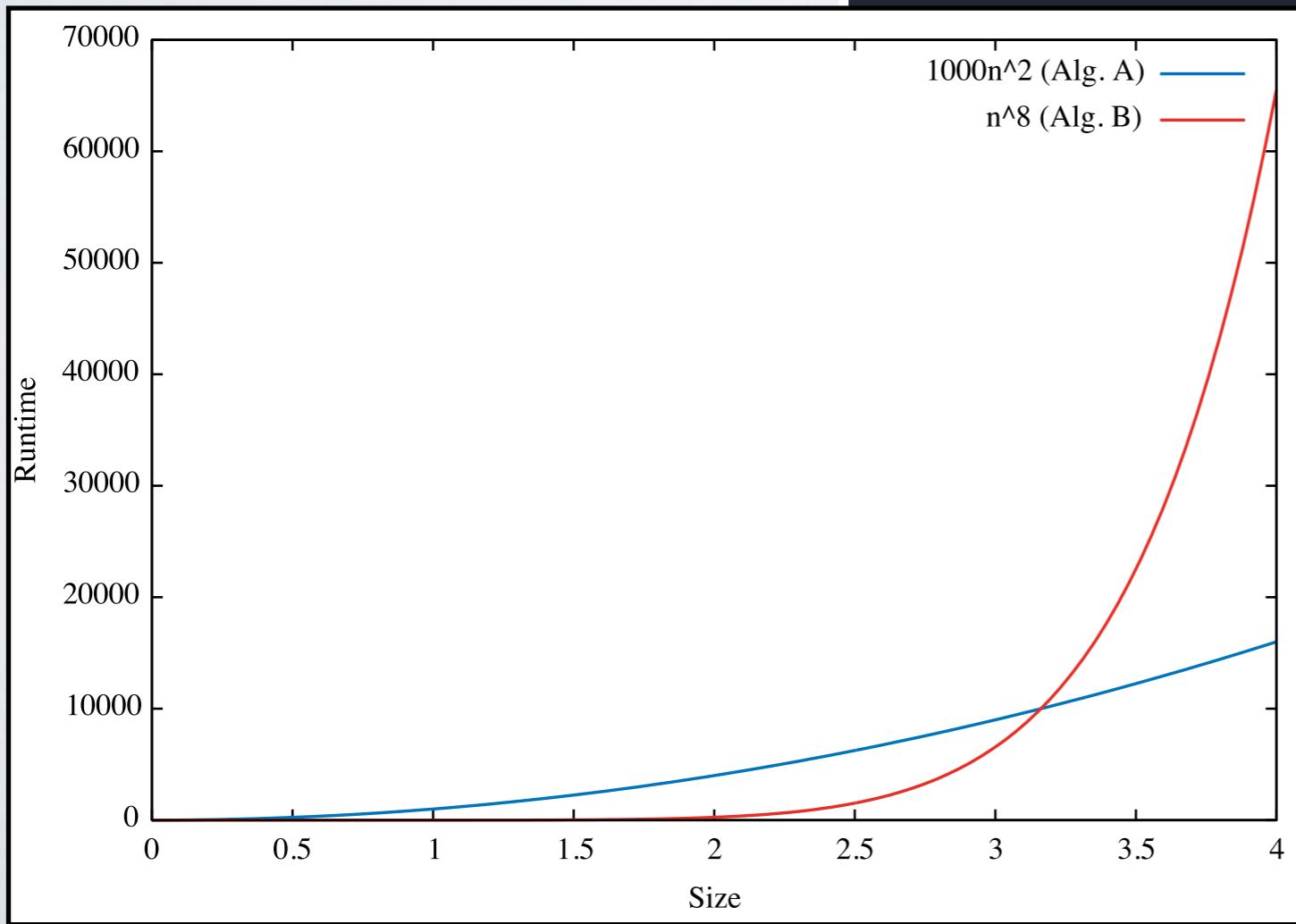
$$\begin{aligned} \text{rtime}(A) < \text{rtime}(B) &\iff 5n + 1000 < 10n + 2 \\ &\iff 5n > 998 \\ &\iff n > 199.6 \end{aligned}$$



# Which Algorithm is Better?

- ▶ Alg A takes  $T_A(n) = 1000n^2$  ops
- ▶ Alg B takes  $T_B(n) = n^8$  ops
- ▶ It depends on  $n$

$$\begin{aligned} \text{rtime}(A) < \text{rtime}(B) &\iff 1000n^2 < n^8 \\ &\iff 1000n^2 - n^8 < 0 \\ &\iff n^2(1000 - n^6) < 0 \\ &\iff 1000 - n^6 < 0 \\ &\iff n > 1000^{1/6} \\ &\iff n > 3.16... \end{aligned}$$



# Comparing Running Times

Comparing **asymptotic** running times

=

$T_A(n)$  is better than  $T_B(n)$  if

**for large enough  $n$**

$T_A(n)$  grows slower than  $T_B(n)$

**Q:** can we formalize all this mathematically?

# Big-O

**Definition (Big-O):**  $T_A(n)$  is  $O(T_B(n))$  if there exists positive constants  $c$  and  $n_0$  such that:

$$T_A(n) \leq c \cdot T_B(n)$$

for all  $n \geq n_0$

- ▶  $T_A(n)$ 's order of growth is at most  $T_B(n)$ 's order of growth
- ▶ Examples
  - ▶  $2n+10$  is  $O(n)$
  - ▶  $n^{10}+2019$  is  $O(n^{10})$  and also  $O(n^{50})$

# Big-O

- ▶ How do we find “the Big-O of something”?
- ▶ Usually you “eyeball” it
- ▶ Then you try to prove it
  - ▶ (though most of the time in CS16 it will be simple enough that you don’t need to prove it)

# Eyeballing Big-O

- ▶ If  $T(n)$  is a polynomial of degree  $d$  then  $T(n)$  is  $O(n^d)$
- ▶ In other words you can ignore
  - ▶ lower-order terms
  - ▶ constant factors
- ▶ Examples
  - ▶  $1000n^2+400n+739$  is  $O(n^2)$
  - ▶  $n^{80}+43n^{72}+5n+1$  is  $O(n^{80})$
- ▶ For Big-O, use the smallest upper bound
  - ▶  $2n$  is  $O(n^{50})$  but that's not really a useful bound
  - ▶ instead it is better to say that  $2n$  is  $O(n)$

# Big-Omega

**Definition (Big- $\Omega$ ):**  $T_A(n)$  is  $\Omega(T_B(n))$  if there exists positive constants  $c$  and  $n_0$  such that:

$$T_A(n) \geq c \cdot T_B(n)$$

for all  $n \geq n_0$

- ▶  $T_A(n)$ 's growth rate is lower bounded by  $T_B(n)$ 's growth rate
- ▶ What about an upper **and** a lower bound?
- ▶ We use Big- $\Theta$  notation

# Eyeballing Big-Omega

- ▶ If  $T(n)$  is a polynomial of degree  $d$  then  $T(n)$  is  $\Omega(n^d)$
- ▶ In other words you can ignore
  - ▶ lower-order terms
  - ▶ constant factors
- ▶ Examples
  - ▶  $1000n^2 + 400n + 739$  is  $\Omega(n^2)$
  - ▶  $n^{80} + 43n^{72} + 5n + 1$  is  $\Omega(n^{80})$
- ▶ For the Big- $\Omega$ , use the largest upper bound
  - ▶  $2n$  is  $\Omega(\log n)$  but that's not really a useful bound
  - ▶ instead it is better to say that  $2n$  is  $\Omega(n)$

# Big-Theta

**Definition (Big- $\Theta$ ):**  $T_A(n)$  is  $\Theta(T_B(n))$  if it is  
 $O(T_B(n))$  and  $\Omega(T_B(n))$ .

- $T_A(n)$ 's growth rate is the same as  $T_B(n)$ 's

# Eyeballing Big-Theta

- ▶ If  $T(n)$  is a polynomial of degree  $d$  then  $T(n)$  is  $\Theta(n^d)$
- ▶ In other words you can ignore
  - ▶ lower-order terms
  - ▶ constant factors
- ▶ Examples
  - ▶  $1000n^2+400n+739$  is  $\Theta(n^2)$  since it is  $O(n^2)$  and  $\Omega(n^2)$
  - ▶  $n^{80}+43n^{72}+5n+1$  is  $\Theta(n^{80})$  since it is  $O(n^{80})$  and  $\Omega(n^{80})$

# Dynamic Programming

# What is Dynamic Programming?

- ▶ Algorithm design paradigm/framework
  - ▶ Design efficient algorithms for optimization problems
- ▶ Optimization problems
  - ▶ “find the **best** solution to problem **X**”
  - ▶ “what is the **shortest** path between **u** and **v** in **G**”
  - ▶ “what is the **minimum** spanning tree in **G**”
- ▶ Can also be used for non-optimization problems

# When is Dynamic Programming Applicable?

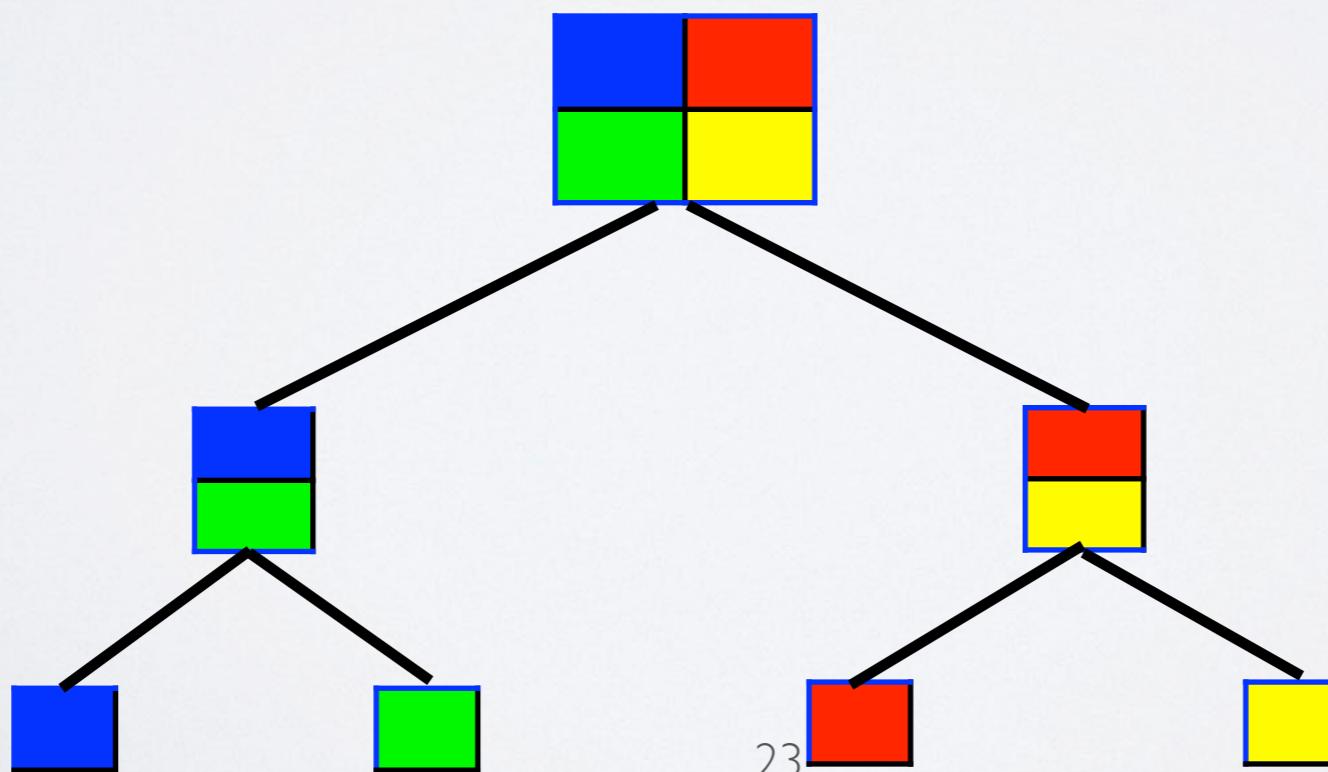
- ▶ Condition #1: sub-problems
  - ▶ The problem can be solved recursively
  - ▶ Can be solved by solving sub-problems
- ▶ Condition #2: overlapping sub-problems
  - ▶ Same sub-problems need to be solved many times

# Sub-Problems

$$\text{Sol} \left( \begin{array}{|c|c|} \hline \textcolor{blue}{\square} & \textcolor{red}{\square} \\ \hline \textcolor{green}{\square} & \textcolor{yellow}{\square} \\ \hline \end{array} \right) = \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \end{array} \right) \oplus \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \textcolor{yellow}{\square} \\ \hline \end{array} \right)$$

$$\text{Sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \textcolor{green}{\square} \\ \hline \end{array} \right) = \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \end{array} \right) \oplus \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{green}{\square} \\ \hline \end{array} \right)$$

$$\text{Sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \textcolor{yellow}{\square} \\ \hline \end{array} \right) = \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \end{array} \right) \oplus \text{Sol} \left( \begin{array}{|c|} \hline \textcolor{yellow}{\square} \\ \hline \end{array} \right)$$

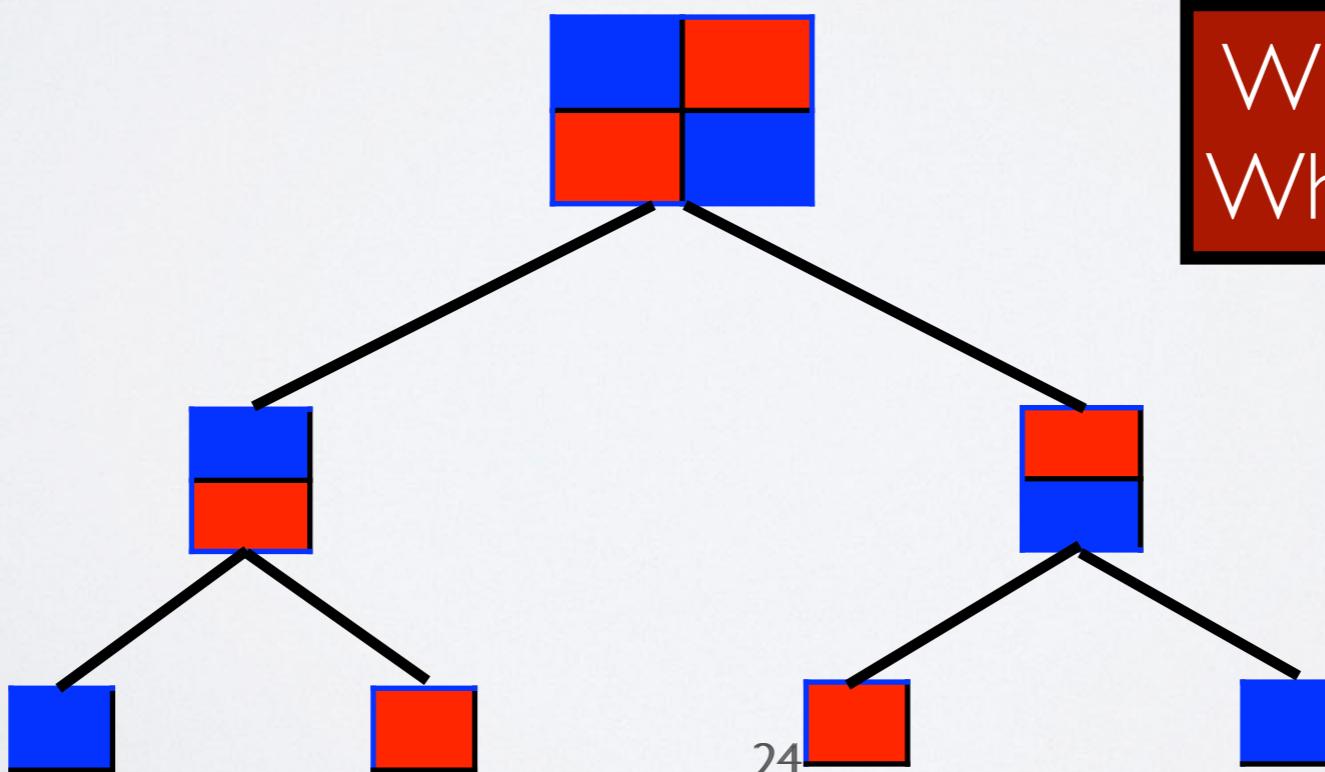


# Overlapping Sub-Problems

$$\text{Sol} \left( \begin{array}{|c|c|} \hline \textcolor{blue}{\square} & \textcolor{red}{\square} \\ \hline \textcolor{red}{\square} & \textcolor{blue}{\square} \\ \hline \end{array} \right) = \text{sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \textcolor{red}{\square} \\ \hline \end{array} \right) \bigoplus \text{sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \textcolor{blue}{\square} \\ \hline \end{array} \right)$$

$$\text{sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \textcolor{red}{\square} \\ \hline \end{array} \right) = \text{sol} \left( \begin{array}{|c|} \hline \textcolor{blue}{\square} \\ \hline \\ \hline \end{array} \right) \bigoplus \text{sol} \left( \begin{array}{|c|} \hline \\ \hline \textcolor{red}{\square} \\ \hline \end{array} \right)$$

$$\text{sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \textcolor{blue}{\square} \\ \hline \end{array} \right) = \text{sol} \left( \begin{array}{|c|} \hline \textcolor{red}{\square} \\ \hline \\ \hline \end{array} \right) \bigoplus \text{sol} \left( \begin{array}{|c|} \hline \\ \hline \textcolor{blue}{\square} \\ \hline \end{array} \right)$$



Why solve red twice?  
Why solve blue twice?

# When is Dynamic Programming Applicable?

- ▶ Core idea
  - ▶ Decompose problem into its sub-problems
  - ▶ and if sub-problems are overlapping then
  - ▶ solve each sub-problem once and store the solution
  - ▶ use stored solution when you need to solve sub-problem again

# Steps to Solving a Problem w/ DP

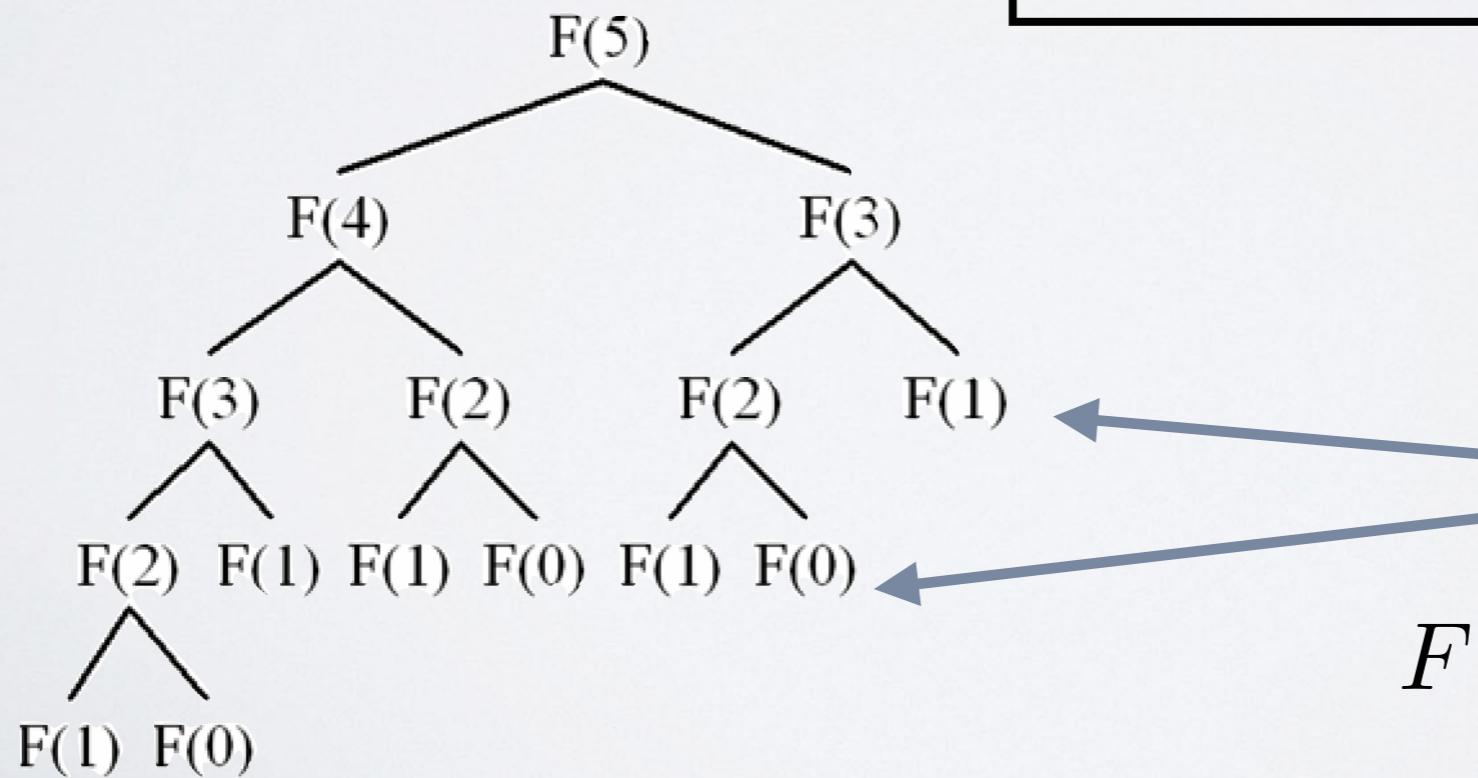
- ▶ What are the **sub-problems**?
- ▶ What is the “**magic**” step?
  - ▶ Given solution to a sub-problem...
  - ▶ ...how do I combine them to get solution to the problem?
- ▶ Which **(topological) order** on sub-problems can I use?
  - ▶ so that solutions to sub-problems available before I need them
- ▶ Design iterative **algorithm**
  - ▶ that solves sub-problems in order and stores their solution

# Fibonacci



0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...

$$F(n) = F(n - 1) + F(n - 2)$$



**base cases:**

$$F(0) = 0 \text{ & } F(1) = 1$$

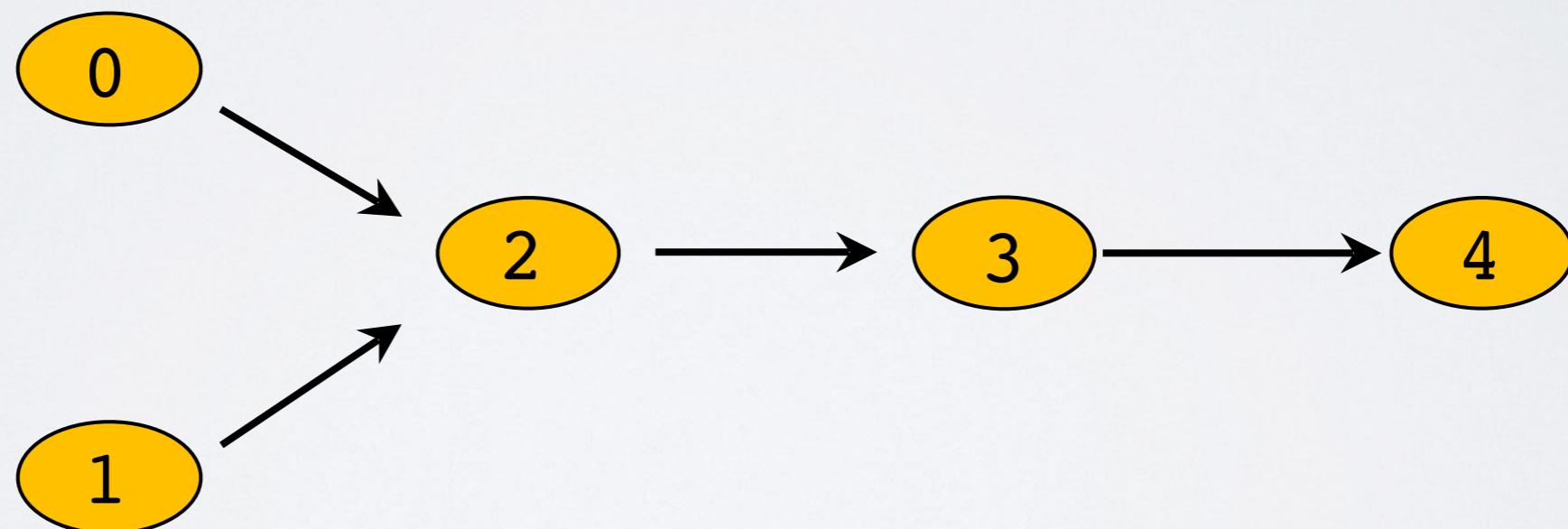
# Fibonacci (Dynamic Programming)

- ▶ Given  $n$  compute
  - ▶  $\text{Fib}(n) = \text{Fib}(n-1) + \text{Fib}(n-2)$
  - ▶ with base cases  $\text{Fib}(0) = 0$  and  $\text{Fib}(1) = 1$
- ▶ What are the **sub-problems**?
  - ▶  $\text{Fib}(n-1), \text{Fib}(n-2), \dots, \text{Fib}(1), \text{Fib}(0)$
- ▶ What is the **magic** step?
  - ▶  $\text{Fib}(n) = \text{Fib}(n-1) + \text{Fib}(n-2)$

Magic step is  
usually not  
provided!!

# Fibonacci (Dynamic Programming)

- ▶ Which **topological order** should I use?
- ▶  $\text{Fib}(0), \text{Fib}(1), \dots, \text{Fib}(n-1), \text{Fib}(n)$



# Fibonacci (Dynamic Programming)

- ▶ Design iterative **algorithm**

```
function Fib(n):
    fibs = []
    fibs[0] = 0
    fibs[1] = 1

    for i from 2 to n:
        fibs[i] = fibs[i-1] + fibs[i-2]

    return fibs[n]
```

# Fibonacci (Dynamic Programming)

```
function Fib(n):
    fibs = []
    fibs[0] = 0
    fibs[1] = 1

    for i from 2 to n:
        fibs[i] = fibs[i-1] + fibs[i-2]

    return fibs[n]
```

- ▶ What's the runtime of **Fib( )**?
  - ▶ Calculates Fibonacci numbers from **2** to **n**
    - ▶ Performs  $O(1)$  ops for each one
  - ▶ Runtime is  $O(n)$