

Advanced Algorithms Simple (for real)



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**Disclaimer**

# Course Presentation

(Usual general fluff, then come the lectures. This is the only slides-based part, found [here](https://stem.elearning.unipd.it/pluginfile.php/625081/course/section/70344/Advanced%20Algorithms%20-%20Spring%202024.pdf))

Algorithms have a general motivation: create a network of knowledge and allow, with pacing of times, different development and stories creation, while crafting new solutions. We might define them as a sequence of steps to solve the most mundane problems but also really complex problems.

There are different kinds of *applications*:

* network routing
* bioinformatics
* economics (e.g., game theory)
* fluid dynamics
* data mining
* cryptography
* machine learning

The point is this: even when making interviews, algorithms are both the logic and the solution to current problems, thinking *repeatedly and abstractly in a concrete (and fast) way*. Historically, there are still a lot of unsolved or still not found problems. That’s why the course is *mandatory*.

There are also different *goals*, wanting to introduce advanced principles of algorithm design and analysis. In particular, you’ll learn how to:

* Design algorithms for complex domains such as *graphs*
* Recognize “hard” problems and address them using *approximation algorithms*
* Use the power of *randomness* to design fast algorithms
  + and analyze them with appropriate mathematical tools

The *contents* of the course will be the following:

* (Basic) Graph algorithms
  + Graph search and its applications, minimum spanning trees, shortest paths, maximum flows 2 Approximation algorithms
* *Intractable* problems (not solvable in a reasonable amount of time)
  + NP-hardness and reductions between problems
  + Approximation algorithms for intractable problems
    - such as vertex cover, set cover, and the traveling salesperson problem
* Randomized algorithms
  + Main design techniques and analysis tools
    - with applications to problems such as sorting and minimum cuts

Although there are no formal prerequisites, an undergraduate course in algorithms and a good knowledge of (discrete) probability are assumed. Specifically, you should be familiar with:

* *Algorithm design techniques*: divide and conquer, greedy, dynamic programming
* *Data structures*: lists, stacks, queues, binary trees, search trees, heaps
* *Probability*: basic notions, discrete random variables

We want to discuss the *intuition* behind formulating algorithms and distill the core ideas making the algorithms work. Because we are computer scientists, we want to give *rigorousness*: algorithms without proofs are just conjecture and proofs give math logic to those.

We’ll follow, in part, an “active learning” approach:

* Will foster and encourage interaction during class
* Will frequently conclude class with 1-2 exercises
  + whose solution will be shown only at the beginning of next class
* Will frequently post on Moodle further readings
  + news/surveys/research articles/videos related to the topics covered in class
* There is no lab or coding assignments
  + but you are encouraged to code your favorite algorithms up and run them on real data

If you read until here, you sure wanna know: how is the exam?

* Written test, 2 hours. It consists of:
  + 3 questions
    - theory questions on the topics covered in class
    - aimed at verifying the student’s knowledge of the contents of the course
  + 2 problems
    - problems whose solution *requires some creativity*
    - aimed at verifying the student’s ability to use concepts
    - techniques learned during the course to solve new problems

# Graphs

(Suggested readings: The Algorithm, idiom of modern science [[here](https://www.cs.princeton.edu/~chazelle/pubs/algorithm.html)])

A graph is a repartition of the relationships between pairs of objects. In particular, we note:

* as the graph itself
  + = set of vertices (aka nodes)
  + (cartesian product = all) is a collection of edges
    - an edge is a pair of vertices
      * it indicates the connection between two nodes
      * a connection of vertices allows for repetition

In the following drawings, we find:

* directed graphs, which happens if
* undirected graphs, which happens if
* Immagine che contiene calligrafia, testo, inchiostro, Carattere

  Descrizione generata automaticamentearc = edge inside directed graphs (also called *directed edges*)

In this case, we’ll (mostly) use simple graphs, meaning:

* no parallel edges
* no self-loops

## Terminology and Concepts

We give some *terminology*:

* Given an edge
  + is incident on and (happens if vertex if one of endpoints in that edge)
  + and are adjacent (there is an edge between the two vertices)
* neighbors of a vertex: all vertices s.t.
  + all vertices directly connected to a given vertex by an edge
* degree of a vertex , denoted as or
  + the number of edges incident on

Examples of graphs: in many ways, graphs are the main modality of data we receive from nature.

* Road networks 🡪 (cities, roads)
* Computer networks 🡪 (computers, computers)
* World Wide Web (WWW) 🡪 (webpages, hyperlinks)
* Social networks (people, friendships relationships)
* Biological networks
  + e.g., molecules (atoms, chemical bonds)
  + e.g., brain (neurons, synapses)
* Finance 🡪 (accounts, transactions)

We give some concepts also:

* path: and
  + finite/infinite sequence of nodes which joins a sequence of vertices via edges
* simple path: (all vertices) are all distinct
  + same definition as above and vertices/nodes are all distinct/so are the edges
  + e.g., has repeated twice so it’s not simple
* cycle: simple path s.t. (starts from a given vertex/ends at same node)
* subgraph:
  + the edges of are incident only on vertices of
  + in words: it is a subset of the larger original graph
* spanning subgraph: a subgraph with
  + a subgraph which “spans” the original graph (so there are all the vertices)
  + following other definitions
    - subgraph obtained by edge deletions only but retaining all vertices
    - so it’s a subgraph of with same vertex set as
* connected graph: if a path from to
* Immagine che contiene calligrafia, Carattere

  Descrizione generata automaticamenteconnected components: a partition of in subgraphs
  + is connected
  + there is no edge between and

Immagine che contiene cerchio, linea

Descrizione generata automaticamente

* tree: connected graph without cycles
  + any two vertices are connected by *exactly* one path

Immagine che contiene cerchio, linea, bianco, appendiabiti

Descrizione generata automaticamenteThere is also the concept of *rooted tree*:

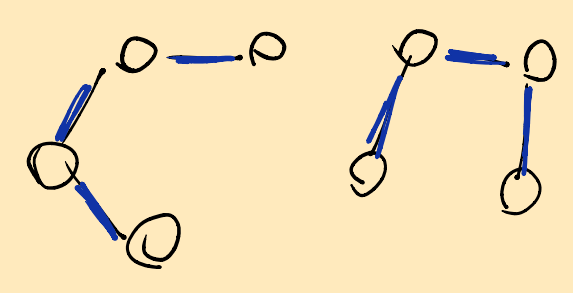
* there is a root
* there is a father for each non root node and each node is directly linked to the father
* going father to father, we reach

Continuing with definitions:

* forest: set of trees (disjoint)
  + also = undirected graph in which any two vertices are connected by *at most* one path
* Immagine che contiene schizzo, disegno, Arte bambini, arte

  Descrizione generata automaticamentespanning tree: a spanning subgraph connected and without cycles

(it exists only if is connected)

* spanning forest: a spanning subgraph without cycles

## Basic Problems, Notations and Properties

There are different *basic problems*:

* Traversal (systematic exploring of graph e.g., crawling)
* Connectivity (tell if the graph is connected or not)
* Computing connected components (e.g., wireless networks)
* Spanning trees (e.g., efficient broadcasting in wireless networks)
* Minimum-weight spanning trees (e.g., navigator)
* Shortest paths (e.g., social media friend analysis)

Also consider some notations and properties:

* (number of nodes)
* (number of edges)
* the size of this graph is
  + is not enough (normally online you would find the size it’s = count of edges)
  + consider a scenario of a graph with vertices and no edges
  + the size of graph would be but we don’t consider vertices
    - we are accounting for both the “space” and the “connections” occupied

Exercise (Properties of graphs)

*Let be a simple, connected graph with vertices and edges. Then:*

1. *is a tree*
2. *is connected*
3. *is acyclic (i.e., is a forest)*

*Prove the previous properties*.

My solution

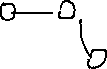
Consider an example for each one:

1. . The degree is the number of vertices incident in . The example clarifies it.



This happens because inside the summation, every edge is counted twice.

1. Consider vertices. This happens because we are choosing vertices out of to form an edge. In a simple graph, order does not matter, so we can select any two vertices, then arranging with all the possible arrangements and avoid counting each pair twice. Indeed, in a simple graph there are possible pairs of vertices.
2. If is a tree (=connected graph without cycles), consider and, you would have:



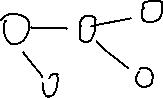
Fix a root. Then, represents father-child relationships, which are .

1. If is connected we would have



This happens because is a tree that may have cycles, thus it can only have more edges.

1. Consider an acyclic graph, then



This happens because is a tree that may not be connected, thus it can only have less edges.

Official solution

1. In the summation, every edge is counted exactly twice
2. In a simple graph, there are possible pairs of vertices
3. Fix a root on a vertex (so, consider as rooted tree, thanks to the equivalence between rooted tree and “free” tree). Then represent father-child relationships, which are (which means each non-root node has a unique father)
4. is a tree that may have cycles it can only have more edges than a tree
   1. Consider connectivity removes edges and keeps the graph connected without cycles, thanks to edges
5. is a tree that may not be connected it can only have less edges than a tree
   1. If it is a tree without cycles, it is a forest and its maximum edges are

## Graphs Representation

How to encode a graph for use in an algorithm?

Consider a list of vertices and a list of edges . (they contain all information about and and the links between each other. Let’s consider vertices are called . This is useful but does not allow for fast algorithms overall.

To allow for *direct access to edges*, one of the following data structures are used in addition to pointers to , .

* an adjacency list
  + an array of lists, one vertex (consider the example below)
  + each containing all the vertices adjacent to (represented by table below)

|  |  |
| --- | --- |
| 1 | 2,5 |
| 2 | 1,3,4,5 |
| 3 | 2,4 |
| 4 | 2,5,3 |
| 5 | 4,1,2 |

Immagine che contiene cerchio, linea, diagramma, schizzo

Descrizione generata automaticamente

What if directed? Only vertices pointed for that vertex.

* Pro: space usage i.e. linear
* Con: no quick way to determine if a given edge is in the graph
* an adjacency matrix:
  + a matrix s.t. if , otherwise

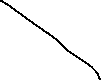


Immagine che contiene schermata, numero, Carattere, diagramma

Descrizione generata automaticamente

* If graph is directed 🡪 the matrix is *asymmetric*
* If graph is undirected 🡪 the matrix is *symmetric*
  + edges are bidirectional 🡪 only half of matrix needs to be stored
  + operations here are more efficient in general

In case of a *weighted graph*, each cell of the matrix has either the value of the edge weight (as number) or to represent null costs. This kind of graph represents costs, capacities, etc.

* Pro: Quick to determine if a given edge is present
* Con: Space required is 🡪 can be superlinear in the input size
  + if number of vertices increases, the space required by matrix grows quadratically

It may also depend on the number of edges:

* *dense* graph = number of edges close to maximal number
  + many cells inside adjacency matrix will be populated by non-zero values
  + adjacency matrix is mostly used here
    - allows to quickly test the presence of an edge and check its info
* *sparse* graph = number of edges with only a few edges
  + conversely, majority of values will be zero

## Graphs Algorithms

We are focusing over *graph search and its applications*, in particular traversal/exploration. They provide a systematic way to explore a graph starting from a vertex ( source vertex) visiting all the vertices (starting from a graph and a source vertex). The most famous algorithms are:

* *Depth-First Search (DFS)* 🡪 aggressive, goes in depth, then comes back and so forth
* *Breadth-First Search (BFS)* 🡪 non-aggressive, proceeding by levels inside graph

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Descrizione generata automaticamenteImmagine che contiene schizzo, diagramma, cerchio, disegno

Descrizione generata automaticamenteIn particular, consider the following graphs; in each, the types of visits are defined already in color.



Observe that:

* DFS and BFS serve as design patterns, acting as building blocks
  + where the visit operation can be instantiated to solve specific problems
  + such as connectivity and spanning tree identification
* Traversing and lists also achieves complete graph exploration
  + However, the lack of systematic exploration makes it less useful for problem-solving
* The fundamental idea behind both algorithms is to prioritize visiting neighbors with lower IDs from the starting vertex

### Depth-First Search (DFS)

This is a recursive algorithm which:

* starting from a source “visits” all vertices of the connected component containing
* uses adjacency list as graph representation
* every vertex has a field which can be either
  + if visited
  + otherwise
* every edge has a label which can be either
  + initially
  + or
    - first label indicates an edge which allows discovery of vertices
    - second label indicates non-tree edges
      * that go from a node in the DFS tree
      * to some ancestor of in the DFS tree
      * this is useful in order to find cycles

Consider the following procedure:

(*first invoke: )*



Because I like people understanding stuff, let’s comment human-like this code, considering we:

* take each vertex and we see if it was visited or not
  + this is done *on the connected component* touching all vertices and edges
  + we use adjacency lists to induce an order of visit in neighbors
* check if the current vertex (with ID field) has been visited or not
* loop on all edges incident to current vertex
* check if label of current edge was not labeled = it was not explored
* consider the opposite vertex = other endpoint of the edge
* if that opposite vertex has not been visited yet
  + edge leads to an unexplored vertex, indicating a discovery edge
    - a vertex is discoverable if there exists a path between and not visited
  + this will be labeled, indicating it’s the first time the edge is being traversed
  + then we recursively call the algorithm to explore the connected component
* else (aka it was already visited)
  + the edge is leading to an already explored vertex
  + the edge is labeled indicating a connection back to the ancestor

Immagine che contiene diagramma, cerchio, linea, disegno

Descrizione generata automaticamenteThe following is an example of the algorithm being applied:

#### Correctness

At the end of the algorithm:

1. all the vertices of have been visited and all the edges in are labelled either
2. the set of is a spanning tree of called “DFS tree”

Proof:

1. (short: by construction)

By contradiction, not visited. Since is connected, there is a path from to

. Let be the first unvisited vertex in the path (

We run into the contradiction: must have been executed and therefore is called (meaning was found not visited). This happens in contradiction to the hypothesis (it’s not possible to find a vertex unvisited and marked as such)

A vertex is visited only when is invoked DFS is called all incident edges on are labelled, by construction.

1. DFS is called , once, and , a vertex s.t. and is labelled and is invoked from . We say that gets “discovered” by and let’s call “father” of
   1. father (there exists a father and it is unique)
   2. going back father to father eventually is reached

Then, the set of is a *rooted tree* that *touches* all the vertices of and it’s a spanning tree of (unique path from every vertex to the source one and each is discovered by exactly one parent vertex).

#### Complexity

Given:

* : number of vertices of (one invocation )
* : number of edges of (cost related to node, excluding recursive invocations inside)

The complexity overall is:

(sum of degrees of each node proportional to number of edges)

Note that is connected, so:

* (connected, so for vertices we would have at least edges)
* (n. of edges at least proportional to n. of vertices)

#### Extension

The possible extension is to visit all the graph (aka: all components even if not connected):

Overall, the complexity if because it scans over all the vertices and nodes.

#### Homeworks

1. Given a graph and two vertices determine, if it exists, a path from to .
2. Given a graph return a cycle (if any)

My solution

1)

2)

Official solution

* 1st exercise
  + add a field .parent
  + modify s.t. when a is labeled then
  + run . Check if has been visited
    - NO: then return “No path”
    - YES: starting from , follow the “parent” label, so as to build a path from to
  + Complexity: where is the number of edges of connected component
* 2nd exercise
  + add a field and add a field
  + is a then and is a then 🡪 then is an ancestor of in the DFS tree
  + run DFS on each connected component
  + check all the edges. As soon as an edge is found as and then return a cycle path from to If no then return “No Cycle”
  + Complexity: 🡪 invoked DFS once for each connected component

#### More applications

aaa

### Breadth-First Search (BFS)

aaaa

#### Correctness

aaa

#### Complexity

aaa

#### Applications

aaa