# Scientific Programming: Algorithms (part B)

Introduction

## About me

#### **Computer Science**

Ph.D. at the University of Verona, Italy, with thesis on Simulation of Biological Systems

#### Research Fellow at Cranfield University - UK

Three years at Cranfield University working at proteomics projects (GAPP, MRMaid, X-Tracker...)

Module manager and lecturer in several courses of the MSc in Bioinformatics

#### Bioinformatician at IASMA - FEM

Currently bioinformatician in the Computational Biology Group at Istituto Agrario di San Michele all'Adige – Fondazione Edmund Mach, Trento, Italy

#### Collaborator uniTN - CiBio

I ran the Scienitific Programming Lab for QCB for the last couple of years

## Organization

145540 Scientific Programming (12 ECTS, LM QCB) 145685 Scientific Programming (12 ECTS, LM Data Science)

## Part A - Programming (23/9-31/10)

Introduction to the Python language and to a collection of programming libraries for data analysis.

• Mutuated as 145912 Scientific Programming (LM Math, 6 credits)

## Part B - Algorithms (4/11-12/12)



Design and analysis of algorithmic solutions. Presentation of the most important classes of algorithms and evaluation of their performance.

## **Topics**

- Introduction
  - Recursion
  - Algorithm analysis
  - Asymptotic notations
- Data structures
  - High level overview
  - Sequences, maps (ordered/unordered), sets
  - Data structure implementations in Python
- Trees
  - Data structure definition
  - Visits

- Graphs
  - Data structure definition
  - Visits
  - Algorithms on graphs
- Algorithmic techniques
  - Divide-et-impera
  - Dynamic programming
  - Greedy
  - Backtrack
  - NP class: brief overview

# Learning outcomes

At the end of the module, students are expected to:

- evaluate algorithmic choices and select the ones that best suit their problems;
- analyze the complexity of existing algorithms and algorithms created on their own;
- design simple algorithmic solutions to solve basic problems.

## Teaching team

- Instructor: Dr. Luca Bianco
  - Theory lectures, algorithmic exercises
  - luca.bianco [AT] fmach.it
- Teaching assistant: Dr. Massimiliano Luca
  - Lab sessions on algorithms (QCB)
  - massimiliano.luca [AT] unitn.it
- Teaching assistant: Dr. David Leoni
  - Lab sessions on algorithms (data science)
  - david.leoni [AT] unitn.it

## Schedule

Week day	Time	Room	Description
Monday	14.30-16.30	A107	Lecture
Tuesday	15.30-17.30	A107	Lab. QCB
Tuesday	15.30-17.30	A103	Lab. Data Science
Wednesday	11.30-13.30	A107	Lecture
Thursday	15.30-17.30	A107	Lab. QCB
Thursday	15.30-17.30	A208	Lab. Data Science



#### midterms:

Part A (tomorrow morning — no lab in the afternoon)
Part B (tentatively ~ December, 17th or 19th)

## Course material

Lectures:

Material and information: <a href="https://sciproalgo2019.readthedocs.io/en/latest/">https://sciproalgo2019.readthedocs.io/en/latest/</a>

Practicals:

QCB: https://massimilianoluca.github.io/algoritmi/index.html

Data science: <a href="https://datasciprolab.readthedocs.io/en/latest/">https://datasciprolab.readthedocs.io/en/latest/</a>

## Course material

https://sciproalgo2019.readthedocs.io/en/latest/

#### **Scientific Programming: Algorithms**

#### **General Info**

The contacts to reach me can be found at this page.

#### Timetable and lecture rooms

Lectures will take place on Mondays from 14:30 to 16:30 (in lecture room A107) and on Wednesdays from 11:30 to 13:30 (in lecture room A107). This second part of the Scientific Programming course will tentatively run from 06/11/2019 to 20/12/2019.

#### Slides

The slides shown during the lectures will gradually appear below:

· Lecture 1: Introduction to algorithms

#### Teaching assistants

David Leoni (for Data Science)

Massimiliano Luca (for QCB)

#### Course material

Brad Miller and David Ranum. Problem Solving with Algorithms and Data Structures using Python. An interactive version is freely available at this link.

Other material includes the following books:

- · Lutz. Learning Python (5th edition). O'REILLY (2013)
- · Hetland. Python Algorithms: Mastering Basic Algorithms in the Python Language. Apress, 2nd

## Where we stand...

#### So far...

we have learnt a bit of Python and we started doing some little examples of data analysis (saw some libraries, etc...)

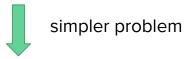
#### From now on..

we will focus on:

 "Solving problems" providing solutions (correctness), possibly in an efficient way (complexity), organizing data in the most suitable ways (data structures)

# Maximal sum problem

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



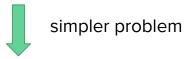
Find the maximal sum, rather than the interval that provides the maximal sum.

Is the problem clear?

Example:

# Maximal sum problem

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Find the maximal sum, rather than the interval that provides the maximal sum.

Is the problem clear?

Example:

# Maximal sum problem

- Input: a list A containing n numbers
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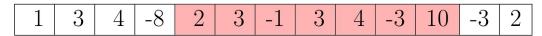


simpler problem

Find the maximal sum, rather than the interval that provides the maximal sum.

Is the problem clear?

Example:



Maximal sum: 18. Any ideas on how to solve this problem?

#### Idea:

#### Given the list A with N elements

Consider all pairs (i,j) such that  $i \le j$ Get the elements in A[i:j+1] Compute the sum of all elements in A[i:j+1] Update max\_so\_far if sum  $\ge$  max\_so\_far

return max so far

```
def max_sum_v1(A):
    max_so_far = 0
    N = len(A)
    for i in range(N):
        for j in range(i,N):
            tmp_sum = sum (A[i:j+1])
            max_so_far = max(tmp_sum, max_so_far)
```

• Input: a list A containing n numbers

• Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
print(A)
print(max_sum_v1(A))
```

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2] 18

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
def max_sum_v1_listc_1(A):
    N = len(A)
    sums = [sum(A[i:j+1]) for i in range(N) for j in range(i,N)]
    return max(sums)

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
    print(A)
    print(max_sum_v1_listc_1(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
    18
```

18

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

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    print(A)
    print(max_sum_v1_listc_1(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
```



How many elements?

#### No thanks!

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

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    return max(sums)

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
    print(A)
    print(max_sum_v1_listc_1(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
    18
```



How many elements?

N\*(N+1)/2 ~ N^2

[1, 4, 8, 0, 2, 5, 4, 7, 11, 8, 18, 15, 17, 3, 7, -1, 1, 4, 3, 6, 10, 7, 17, 14, 16, 4, -4, -2, 1, 0, 3, 7, 4, 14, 11, 13, -8, -6, -3, -4, -1, 3, 0, 10, 7, 9, 2, 5, 4, 7, 11, 8, 18, 15, 17, 3, 2, 5, 9, 6, 16, 13, 15, -1, 2, 6, 3, 13, 10, 12, 3, 7, 4, 14, 11, 13, 4, 1, 11, 8, 10, -3, 7, 4, 6, 10, 7, 9, -3, -1, 2]  $\rightarrow$  91 elements!

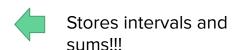
If A has 100,000 elements → ~ 40 GB RAM!!!

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
def max_sum_v1_listc(A):
    N = len(A)
    intervals = [A[i:j+1] for i in range(N) for j in range(i,N)]
    sums = [sum(vals) for vals in intervals]
    return max(sums)

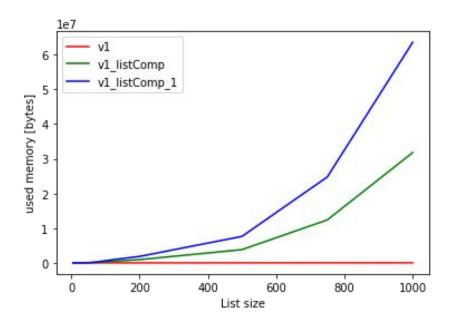
A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
print(A)
print(max_sum_v1_listc(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
18
```



If A has 100,000 elements → ~ 1.3 PB RAM!!!

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



#### Important note:

Time and space (memory) are two important resources!

[size computed with sys.getsizeof(DATA)]

#### Idea:

#### Given the list A with N elements

Consider all pairs (i,j) such that  $i \le j$ Get the elements in A[i:j+1] Compute the sum of all elements in A[i:j+1] Update max\_so\_far if sum  $\ge$  max\_so\_far

```
def max_sum_v1(A):
    max_so_far = 0
    N = len(A)
    for i in range(N):
        for j in range(i,N):
            tmp_sum = sum (A[i:j+1])
            max_so_far = max(tmp_sum, max_so_far)
    return max_so_far
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

Why N^3 ?

Intuitively,

We have  $N^*(N+1)/2$  pairs and the sum of N numbers takes N operations.

So: N\*[(N+1)/2]\*N ~ N^3

# Observation: There is no point in computing the same sums over and over again!

```
If S = sum(A[i:j]) \rightarrow sum(A[i:j+1]) = S + A[j+1]
```

```
def max_sum_v2(A):
    N = len(A)
    max_so_far = 0
    for i in range(N):
        tot = 0 #ACCUMULATOR!
        for j in range(i,N):
            tot = tot + A[j]
            max_so_far = max(max_so_far, tot)
    return max_so_far

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
    print(A)
    print(max_sum_v2(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
18
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

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            tot = tot + A[j]
            max_so_far = max(max_so_far, tot)
    return max_so_far

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
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[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
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```

- Input: a list A containing n numbers
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```
Tot
                                                    (i, j)
0, 1, 4, 8, 0, 2, 5, 4, 7, 11, 8, 18, 15, 17, \leftarrow (0, x)
0, 3, 7, -1, 1, 4, 3, 6, 10, 7, 17, 14, 16, \leftarrow (1, x)
0, 4, -4, -2, 1, 0, 3, 7, 4, 14, 11, 13, \leftarrow (2, x)
0, -8, -6, -3, -4, -1, 3, 0, 10, 7, 9,
0, 2, 5, 4, 7, 11, 8, 18, 15, 17,
0, 3, 2, 5, 9, 6, 16, 13, 15,
0, -1, 2, 6, 3, 13, 10, 12,
0. 3. 7. 4. 14. 11. 13.
0, 4, 1, 11, 8, 10,
0, -3, 7, 4, 6,
0, 10, 7, 9,
0, -3, -1,
0. 2
                                               \leftarrow (N-1, x)
```

#### Maxes

# Observation: There is no point in computing the same sums over and over again!

```
If S = sum(A[i:j]) \rightarrow sum(A[i:j+1]) = S + A[j+1]
```

```
def max_sum_v2(A):
    N = len(A)
    max_so_far = 0
    for i in range(N):
        tot = 0 #ACCUMULATOR!
        for j in range(i,N):
            tot = tot + A[j]
            max_so_far = max(max_so_far, tot)
    return max_so_far

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
    print(A)
    print(max_sum_v2(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
18
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

Intuitively, we have to consider  $N^*(N+1)/2 \sim N^2$  intervals

The space required is just a couple of variables: **constant!** 

#### Tip: use itertools

Accumulate of itertools is done in C so it is faster

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
from itertools import accumulate

A = list(range(10))
print(A)
print(list(accumulate(A)))

[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
[0, 1, 3, 6, 10, 15, 21, 28, 36, 45]
```

#### Tip: use itertools

Accumulate of itertools is done in C so it is faster

```
from itertools import accumulate
def max sum v2 bis(A):
    N = len(A)
    max so far = 0
    for i in range(N):
        tot = max(accumulate(A[i:]))
        max so far = max(max so far, tot)
    return max so far
A = [1,3,4,-8,2,3,-1,3,4,-3,10,-3,2]
print(A)
print(max sum v2 bis(A))
[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
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```

- Input: a list A containing n numbers
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[0, 1, 2, 3, 4, 5, 6, 7, 8, 9]
[0, 1, 3, 6, 10, 15, 21, 28, 36, 45]
```



Similar as before but max computed on the accumulated sum (accumulate "hides" a for loop)

Important note: N intervals, sum of N elements each time: ~ N^2 operations

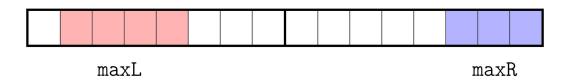
The improvement comes from implementation not algorithm! (code faster by a constant factor)

#### Divide et impera (Divide and conquer)

#### Idea:

- Split it in two equally sized sublists
- Find maxL as the sum of the maximal sublist on the left part
- Find maxR as the sum of the maximal sublist on the right part

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



Is this correct? Do you see any problem with this?

# Divide et impera (Divide and conquer) Idea:

- Split it in two equally sized sublists
- Find maxL as the sum of the maximal sublist on the left part
- Find maxR as the sum of the maximal sublist on the right part
- maxLL+maxRR is the value of the maximal sublist accross the two parts

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



# Divide et impera (Divide and conquer) Idea:

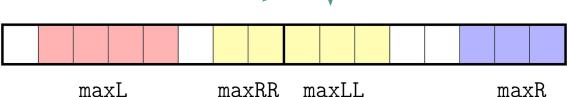
- Split it in two equally sized sublists
- Find maxL as the sum of the maximal sublist on the left part
- Find maxR as the sum of the maximal sublist on the right part
- maxLL+maxRR is the value of the maximal sublist accross the two parts

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

Get the point before the mid-point M and go to the left until the sum increases.

Repeat starting from M+1.

Result is: max(maxL, maxRR, maxLL, maxR)



## Divide et impera (Divide and conquer)

```
def max sum v3 rec(A, i, j):
    if i == j:
        return max(0, A[i])
    m = (i+j)//2
    maxML = 0
    5 = 0
    for k in range(m,i-1,-1):
        s = s + A[k]
        maxML = max(maxML, s)
    maxMR = 0
    s = 0
    for k in range(m+1, j+1):
        s = s + A[k]
        maxMR = max(maxMR, s)
    maxL = max sum v3 rec(A,i,m) #Left maximal subvector
    maxR = max sum v3 rec(A,m+1,j) #Right maximal subvector
    return max(maxL, maxR, maxML + maxMR)
def max sum v3(A):
    return max sum v3 rec(A,0,len(A) - 1)
A = [1,3,4,-8,2,3,-1,3,4,-3,10,-3,2]
print(A)
print(max sum v3(A))
[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
18
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

Recursive code: calls itself on a smaller sublist.

Runs in N\*log(N) ... more on this later

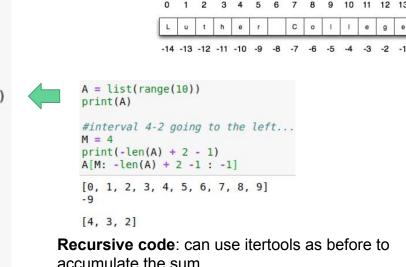


#### Divide et impera (Divide and conquer)

```
def max sum v3 rec bis(A,i,j):
    if i == i:
        return max(0,A[i])
   m = (i+j)//2
   maxL = max sum v3 rec bis(A,i,m)
   maxR = max sum v3 rec bis(A, m+1, j)
    maxML = max(accumulate(A[m:-len(A) + i -1: -1]))
   maxMR = max(accumulate(A[m+1:j+1]))
    return max(maxL, maxR, maxML+ maxMR)
def max sum v3(A):
    return max sum v3 rec bis(A,0,len(A) - 1)
A = [1,3,4,-8,2,3,-1,3,4,-3,10,-3,2]
print(A)
print(max sum v3(A))
```

```
[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
18
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



**Recursive code**: can use itertools as before to accumulate the sum.

Runs in N\*log(N) ... just a little bit faster, more on this later

## **Dynamic Programming**

Let's define **maxHere[i]** as the <u>maximum value of</u> each sublist that ends in i.

The result is computed from the **maximum slice** that ends in any position.

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

$$maxHere[i] = \begin{cases} 0 & i < 0 \\ \max(maxHere[i-1] + A[i], 0) & i \ge 0 \end{cases}$$

## **Dynamic Programming**

Let's define maxHere[i] as the maximum value of each sublist that ends in i.

The result is computed from the maximum slice that ends in any position.

$$maxHere[i] = \begin{cases} 0 & i < 0 \\ \max(maxHere[i-1] + A[i], 0) & i \ge 0 \end{cases}$$

Goes through A once: runs in N

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
def max_sum_v4(A):
    max_so_far = 0 #Max found so far
    max_here = 0 #Max slice ending at cur pos
    for i in range(len(A)):
        max_here = max(A[i] + max_here, 0)
        max_so_far = max(max_so_far, max_here)
    return max_so_far
A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
print(A)
print(max_sum_v3(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
```

#### **Dynamic Programming**

18

```
def max_sum_v4(A):
    max_so_far = 0 #Max found so far
    max_here = 0 #Max slice ending at cur pos
    for i in range(len(A)):
        max_here = max(A[i] + max_here, 0)
        max_so_far = max(max_so_far, max_here)
    return max_so_far

A = [1,3,4,-8,2, 3,-1,3,4,-3,10,-3,2]
print(A)
print(max_sum_v3(A))

[1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
```

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
A: [1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2] max_here: [0, 1, 4, 8, 0, 2, 5, 4, 7, 11, 8, 18, 15, 17] max_so_far: [0, 1, 4, 8, 8, 8, 8, 8, 8, 11, 11, 18, 18, 18]
```

#### **Dynamic Programming**

(4, 10, 18)

Stores also the indexes

```
def max sum v4 bis(A):
    max so far = 0 #Max found so far
    max here = 0 #Max slice ending at cur pos
    start = 0 #start of cur maximal slice
    end = 0 #end of cur maximal slice
    last = 0 #beginning of max slice ending here
    for i in range(len(A)):
        max here = A[i] + max here
        if max here <= 0:
            max here = 0
            last = i + 1
        if max here > max so far:
            max so far = max here
            start = last
            end = i
    return (start, end, max so far)
A = [1,3,4,-8,2,3,-1,3,4,-3,10,-3,2]
print("A: {}".format(A))
print(max sum v4 bis(A))
A: [1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
```

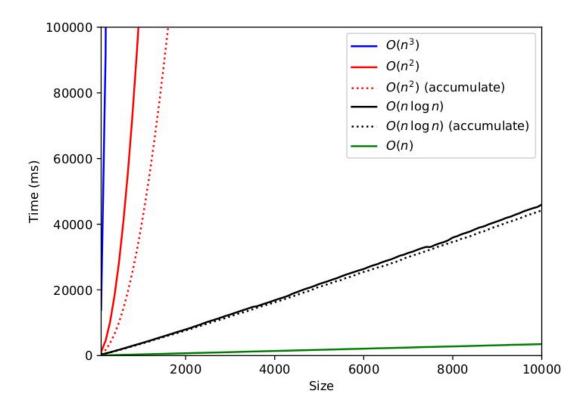
- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice

```
A: [1, 3, 4, -8, 2, 3, -1, 3, 4, -3, 10, -3, 2]
```

Max\_so\_far: [0, 1, 4, 8, 8, 8, 8, 8, 8, 11, 11, 18, 18, 18]
Max\_here: [0, 1, 4, 8, 0, 2, 5, 4, 7, 11, 8, 18, 15, 17]
Last: [0, 0, 0, 0, 4, 4, 4, 4, 4, 4, 4, 4, 4, 4]
Start: [0, 0, 0, 0, 0, 0, 0, 0, 0, 4, 4, 4, 4, 4]
End: [0, 0, 1, 2, 2, 2, 2, 2, 8, 8, 10, 10, 10]

## Running times...

- Input: a list A containing n numbers
- Output: a slice (sublist) A[i:j] of maximal sum, i.e. the slice whose element sum  $\sum_{k=i}^{j-1} A[k]$  is larger or equal than the sum of any other slice



## Some definitions...

## Computational problem

The formal relationship between the input and the desired output

## Algorithm

- The description of the sequence of actions that an executor must execute to solve the problem
- Among their tasks, algorithms represent and organize the input, the output, and all the intermediate data required for the computation

## Some history...

- Ahmes' Papyrus (1850 BC, peasant algorithm for multiplication)
- Numerical algorithms have been studied by Babylonians and Indian mathematicians
- Algorithms used even today have been studies by Greek mathematicians more than 2000 years ago
  - Euclid's Algorithm for the greatest common divisor
  - Geometrical algorithms (angle bisection and trisection, tangent drawing, etc)



# Algorithms: the name...

#### Abu Abdullah Muhammad bin Musa al-Khwarizmi

- He was a Persian mathematician, astronomer, astrologer, geographer
- He introduced the indian numbers in the western world
- From his name: algorithm



#### Al-Kitab al-muhtasar fi hisab al-gabr wa-l-muqabala

- His most famous work (820 AC)
- Translated in Latin with the title: Liber algebrae et almucabala



### Computational problems: examples

#### Minimum

The minimum of a set S is the element of S which is smaller or equal that any other element of S.

$$min(S) = a \Leftrightarrow \exists a \in S : \forall b \in S : a \leq b$$

#### Looukp

Let  $S = s_0, s_1, \ldots, s_{n-1}$  be a sequence of distinct, sorted numbers, i.e.  $s_0 < s_1 < \ldots < s_{n-1}$ . To perform a lookup of the position of value v in S corresponds to returning the index i such that  $0 \le i < n$ , if v is contained at position i, -1 otherwise.

$$lookup(S, v) = \begin{cases} i & \exists i \in \{0, \dots, n-1\} : S_i = v \\ -1 & \text{otherwise} \end{cases}$$

### Computational problems: examples

#### Minimum

The minimum of a set S is the element of S which is smaller or equal that any other element of S.

$$min(S) = a \Leftrightarrow \exists a \in S : \forall b \in S : a \leq b$$

#### Looukp

Let  $S = s_0, s_1, \ldots, s_{n-1}$  be a sequence of distinct, sorted numbers, i.e.  $s_0 < s_1 < \ldots < s_{n-1}$ . To perform a lookup of the position of value v in S corresponds to returning the index i such that  $0 \le i < n$ , if v is contained at position i, -1 otherwise.

$$lookup(S, v) = \begin{cases} i & \exists i \in \{0, \dots, n-1\} : S_i = v \\ -1 & \text{otherwise} \end{cases}$$

**Note**: we described a relationship between input and output. Nothing is said on how to compute the result (that's the difference between math and computer science :-))

#### Naive solutions

#### Minimum

To find the minimum of a set, compare each element with every other element; the element that is smaller than any other is the minimum.

#### Lookup

To find a value v in the sequence S, compare v with any other element of S, in order, and return the corresponding index if a correspondence is found; returns -1 if none of the elements is equal to v.

Computational Problem



First, let's **translate** the computational problem into an algorithm to solve it.

Then, make it **more efficient** if possible!

#### Naive solutions: the code

```
def my min(S):
    for x in S:
        isMin = True
        for y in S:
            if x > y:
                isMin = False
        if isMin:
            return x
A = [7, -1, 9, 121, -3, 4, 13]
print(A)
print("min: {}".format(my min(A)))
[7, -1, 9, 121, -3, 4, 13]
min: -3
```

```
def lookup(L, v):
    for i in range(len(L)):
        if L[i] == v:
            return i
    return -1
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                              lookup(my list, 17)))
print("{} in pos: {}".format(4,
                              lookup(my list, 4)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
```

This is a direct translation of the computational problem. Can we do better?

## Algorithm evaluation

#### Does it solve the problem in a correct way?

- Mathematical proof vs informal description
- Some problems can only be solved in an approximate way
- Some problems cannot be solved at all

#### Does it solve the problem in an efficient way?

- How to measure efficiency
- Some solutions are optimal: you cannot find better solutions
- For some problems, there are no efficient solutions

**Note on efficiency**: algorithm efficiency has a bigger impact on performance than technical details (e.g. using Python vs. C, itertools vs sum etc...)

## Efficiency: time and space

#### Algorithm complexity

Analysis of the resources employed by an algorithm to solve a problem, depending on the size and the type of input

#### Resources

- Time: time needed to execute the algorithm
  - Should we measure it with a cronometer?
  - Should I measure it by counting the number of elementary operations?
- Space: amount of used memory
- Bandwidth: amount of bit transmitted (distributed algorithms)

Normally, we focus on **time** because there is a relationship between TIME and SPACE. Intuitively, Using  $N^2$  space will require at least  $N^2$  time to read the input... **Normally, TIME > SPACE** 

### Algorithm evaluation: minimum

How many comparisons do we perform?

```
def my min(S):
    for x in S:
        isMin = True
                                        This is the most
        for y in S:
                                        expensive operation
             if x > y:
                                        (might work on ints,
                 isMin = False
        if isMin:
                                        strings, files,...)
             return x
A = [7, -1, 9, 121, -3, 4, 13]
print(A)
print("min: {}".format(my min(A)))
[7, -1, 9, 121, -3, 4, 13]
min: -3
```

Naive algorithm has complexity: n^2

### Algorithm evaluation: minimum, a better solution

How many comparisons do we perform?

```
def my_faster_min(S):
    min_so_far = S[0] #first element
    i = 1
    while i < len(S):
        if S[i] < min_so_far:
            min_so_far = S[i]
        i = i +1
    return min_so_far

A = [7, -1, 9, 121, -3, 4, 13]

print(A)
print("min: {}".format(my_min(A)))

[7, -1, 9, 121, -3, 4, 13]
min: -3</pre>
```

This is the most expensive operation (might work on ints, strings, files,...)

```
If len(S) = n:
i= 1,...,n-1
S[i] < min_so_far
```

→ n-1 comparisons

Naive algorithm "has complexity": n^2

Better algorithm "has complexity": n-1

## Algorithm evaluation: lookup

How many comparisons do we perform?

```
def lookup(L, v):
    for i in range(len(L)):
        if L[i] == v:
            return i
    return -1
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                             lookup(my list, 17)))
print("{} in pos: {}".format(4,
                             lookup(my list, 4)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
```

I compare v with first element, then to the second etc. when I find it I stop.

→ n comparisons

Naive algorithm "has complexity": n

### Algorithm evaluation: lookup, better solution

How many comparisons do we perform?

```
def lookup(L, v):
    for i in range(len(L)):
        if L[i] == v:
            return i
        elif L[i] > v:
            return -1
    return -1
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                              lookup(my list, 17)))
print("{} in pos: {}".format(4,
                              lookup(my list, 4)))
print("{} in pos: {}".format(500,
                              lookup(my list, 4)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
500 in pos: -1
```

I loop through the list, if I find value > v I can stop.

Generally faster, but worst case (es. 500 below)

→ n comparisons

Naive algorithm "has complexity": n Better algorithm "has complexity": n

## Algorithm evaluation: best, worst and average case

What is the most important case?



The list is sorted...

lookup(L,v)

ex. lookup(L,28)

1 7 12 15 21 27 29 41 57

The list is sorted...

lookup(L,v)

ex. lookup(L,28)

Let's start considering the median value, m.

If L[m] = v. Found it!

if L[m] > v. Search L[0:m]

if L[m] <v. Search L[m+1:]

m

21

15

27

29

41

57

The list is sorted...

lookup(L,v)

ex. lookup(L,28)

Let's start considering the **median value**, m.

If L[m] = v. Found it!

if L[m] > v. Search L[0:m]

if L[m] <v. Search L[m+1:]

m

 1
 7
 12
 15
 21
 27
 29
 41
 57

21 < **28** → ignore L[0:m]

The list is sorted...

lookup(L,v) m
ex. lookup(L,28) 1 7 12 15 21 27 29 41 57

Let's start considering the **median value**, m.

If L[m] = v. Found it!

if L[m] > v. Search L[0:m]

if L[m] <v. Search L[m+1:]

**28** < 29 → ignore L[m+1:]

The list is sorted...

lookup(L,v) m
ex. lookup(L,28) 1 7 12 15 21 27 29 41 57

Let's start considering the **median value**, m.

If L[m] = v. Found it!

if L[m] > v. Search L[0:m]

if L[m] <v. Search L[m+1:]

**28** < 29 → ignore L[m+1:]

The list is sorted...

Let's start considering the **median value**, m.

If L[m] = v. Found it!

if L[m] > v. Search L[0:m]

if L[m] <v. Search L[m+1:]

27 != **28** → NOT FOUND

### Lookup: the recursive code

```
def lookup rec(L, v, start,end):
    if end < start:
                                                            can stop and check when end == start
        return -1
                                                            but it is similar
    else:
        m = (start + end)//2
        if L[m] == v: #found!
            return m
        elif v < L[m]: #look to the left
            return lookup rec(L, v, start, m-1)
        else: #look to the right
            return lookup rec(L, v, m+1, end)
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                             lookup rec(my list, 17, 0, len(my list)-1)))
print("{} in pos: {}".format(4,
                             lookup rec(my list, 4, 0, len(my list)-1)))
print("{} in pos: {}".format(443,
                             lookup rec(my list, 443, 0, len(my list)-1)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
443 in pos: 6
```

### Lookup: the recursive code

```
def lookup rec(L, v, start,end):
                                                                             2 comparisons (==, <) at each call
    if end < start:
        return -1
    else:
                                                                             How many comparisons?
        m = (start + end)//2
        if L[m] == v: #found!
            return m
        elif v < L[m]: #look to the left
                                                                             Anyone wants to try?
            return lookup rec(L, v, start, m-1)
        else: #look to the right
            return lookup rec(L, v, m+1, end)
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                             lookup rec(my list, 17, 0, len(my list)-1)))
print("{} in pos: {}".format(4,
                             lookup rec(my list, 4, 0, len(my list)-1)))
print("{} in pos: {}".format(443,
                             lookup rec(my list, 443, 0, len(my list)-1)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
443 in pos: 6
```

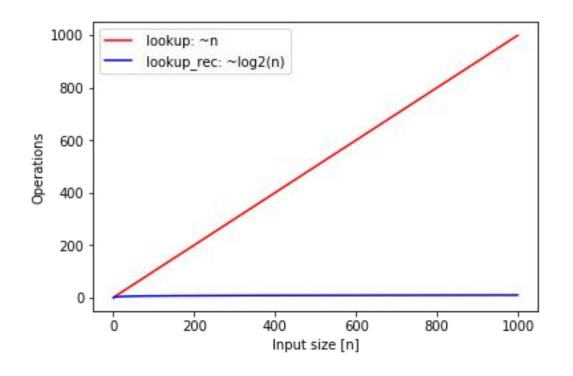
### Lookup: the recursive code

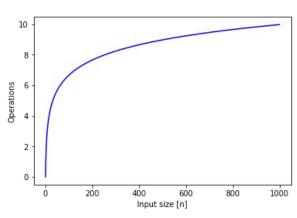
4 in pos: -1 443 in pos: 6

```
def lookup rec(L, v, start,end):
                                                                               2 comparisons (==, <) at each call
    if end < start:
        return -1
    else:
                                                                               How many comparisons?
        m = (start + end)//2
        if L[m] == v: #found!
            return m
        elif v < L[m]: #look to the left
                                                                               At beginning 1024 elements...
            return lookup rec(L, v, start, m-1)
                                                                                      then 512...
        else: #look to the right
            return lookup rec(L, v, m+1, end)
                                                                                      then 256...
                                                                                      then 128...
                                                                                      then 64...
                                                                                      then 32...
my list = [1, 3, 5, 11, 17, 121, 443]
                                                                                      then 16...
print(my list)
                                                                                      then 8...
print("{} in pos: {}".format(17,
                              lookup rec(my list, 17, 0, len(my list)-1)))
                                                                                      then 4...
print("{} in pos: {}".format(4,
                                                                                      then 2...
                              lookup rec(my list, 4, 0, len(my list)-1)))
                                                                                      then 1
print("{} in pos: {}".format(443,
                              lookup rec(my list, 443, 0, len(my list)-1)))
                                                                                      \rightarrow log2(1024) +1 iterations
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
```

Complexity ~ log2 n

# Lookup analysis





#### Correctness

#### Invariant

A condition that is always true in a specific point in an algorithm

#### Loop invariant

- A condition that is always true at the beginning of a loop iteration
- what is exactly the beginning of a loop iteration?

#### Class invariant

• A condition always true when the execution of a class method is completed

#### Correctness

The **loop invariant** helps us proving that the algorithm is **correct**:

By induction...

#### Initialization (base case):

**Prove** that the condition is true before the first iteration

#### Conservation (inductive step):

If the condition is true before the iteration of the loop, then **prove** that it remains true at the end (before the next iteration)

#### **Conclusion:**

At the end the invariant must represent the "correctness" of the algorithm

#### Correctness of min

**Invariant:** At the beginning of each iteration of the while loop, min\_so\_far contains the partial minimum of the elements in S[0:i].

```
def my faster min(S):
    min so far = S[0] #first element
    while i < len(S):
        if S[i] < min so far:</pre>
            min so far = S[i]
        i = i + 1
    return min so far
A = [7, -1, 9, 121, -3, 4, 13]
print(A)
print("min: {}".format(my min(A)))
[7, -1, 9, 121, -3, 4, 13]
min: -3
```

#### Base case:

min\_so\_far = S[0] **IS** the minimum of elements in S[0:1]

#### Induction step:

at each iteration i, min\_so\_far is updated IFF S[i] < min\_so\_far



## Correctness of lookup

**Exercise:** prove the correctness of lookup\_rec

```
def lookup rec(L, v, start,end):
    if end < start:
        return -1
    else:
        m = (start + end)//2
        if L[m] == v: #found!
            return m
        elif v < L[m]: #look to the left
            return lookup rec(L, v, start, m-1)
        else: #look to the right
            return lookup rec(L, v, m+1, end)
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                             lookup rec(my list, 17, 0, len(my list)-1)))
print("{} in pos: {}".format(4,
                             lookup rec(my list, 4, 0, len(my list)-1)))
print("{} in pos: {}".format(443,
                             lookup rec(my list, 443, 0, len(my list)-1)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
443 in pos: 6
```

What is the invariant?

### Correctness of lookup

**Exercise:** prove the correctness of lookup\_rec

```
def lookup rec(L, v, start,end):
    if end < start:
        return -1
    else:
        m = (start + end)//2
        if L[m] == v: #found!
            return m
        elif v < L[m]: #look to the left
            return lookup rec(L, v, start, m-1)
        else: #look to the right
            return lookup rec(L, v, m+1, end)
my list = [1, 3, 5, 11, 17, 121, 443]
print(my list)
print("{} in pos: {}".format(17,
                             lookup rec(my list, 17, 0, len(my list)-1)))
print("{} in pos: {}".format(4,
                             lookup rec(my list, 4, 0, len(my list)-1)))
print("{} in pos: {}".format(443,
                             lookup rec(my list, 443, 0, len(my list)-1)))
[1, 3, 5, 11, 17, 121, 443]
17 in pos: 4
4 in pos: -1
443 in pos: 6
```

What is the invariant?

If v is in L, it is located in L[start:end+1]

## Correctness of lookup

**Exercise:** prove the correctness of lookup\_rec. By induction on **n** = **end** - **start** 

Base case (n = 0): if n == 0, this means that end < start. The algorithm returns -1. Correct given that if n == 0, v is not present.

def lookup\_rec(L, v, start,end):
 if end < start:
 return -1
 else:
 m = (start + end)//2
 if L[m] == v: #found!
 return m
 elif v < L[m]: #look to the left
 return lookup\_rec(L, v, start, m-1)
 else: #look to the right
 return lookup\_rec(L, v, m+1, end)</pre>

**Inductive hypothesis**: given a size n, let us assume that the algorithm is correct for all sizes n' < n

**Inductive step:** given a size n > 0, let m be the median element.

If S[m]==v, then the algorithm returns m, because m is the actual position of v

If v < S[m], then if v is present, since S is sorted, it must be located in S[start:m]. By inductive hypothesis, lookup\_rec(S, v,start, m-1) will return the correct position of v if present, or -1 if not present (since m-1 - start is smaller than n).

if v > S[m] is symmetric.

### Questions?

