Design and Analysis of Algorithms
Lecture 1: Introduction

Yongxin Tong（童咏昕）

School of CSE, Beihang University

yxtong@buaa.edu.cn

Outline

- About Me
- Course Details
- A.M. Turing Award Winners for Algorithms
- What Is This Course About
- What Are Algorithms
- What Does It Mean to Analyze An Algorithm
- Comparing Time Complexity

Instructor: Yongxin Tong

- Beihang University (2015.4 - Current)
  - “Zhuoyue Program” Associate Professor
  - State Key Lab. of Software Development Environment
  - Research Interests: **Big Data** and **Crowd Intelligence**
- HKUST (2010.8 – 2015.3)
  - Research Assistant Professor (2014.2 – 2015.3)
    - CSE Department, focused on data mining and crowdsourcing
  - Ph.D. Student and Candidate (2010.8 – 2014.1)
    - CSE Department, focused on uncertain data mining

Contact and TAs

- Contact
  - Office: Room 1811, Baiyan Building in the main campus
  - Email: yxtong@buaa.edu.cn
  - Homepage: http://sites.nlsde.buaa.edu.cn/~yxtong/

Contact and TAs

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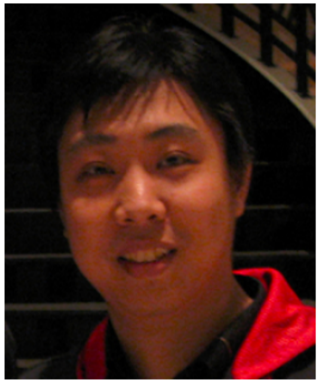

Yongxin Tong 童咏昕

Associate Professor
State Key Laboratory of Software Development Environment
School of Computer Science and Engineering
Beihang University (BUAA)

Office: Room 1811, Baiyan Building

E-mail: yxtong AT buaa.edu.cn or yongxintong AT gmail.com

[Short Bio] [Research] [Publications] [Awards] [Experiences] [Professional Services] [Misc.]

Short Biography

Yongxin Tong is an Associate Professor in the State Key Laboratory of Software Development Environment (SKLSDE) of the School of Computer Science and Engineering at Beihang University (BUAA). He received a Ph.D. degree in Computing Science and Engineering from the Department of Computer Science and Engineering, The Hong Kong University of Science and Technology (HKUST), under Prof. Lei Chen's supervision. He also received a Master degree in Software Engineering at Beihang University and a Double Bachelor degree in Economics from China Centre for Economic Research (CCER) at Peking University.

Research Interests

- Crowdsourcing
- Spatio-temporal Data Processing and Analysis
- Federated Learning and Transfer Learning
- Uncertain Data Mining and Management
- Social Network Analysis

Our Recent Tutorials and Surveys

- NEW **Yongxin Tong**, Lei Chen, Cyrus Shahabi. "Spatial Crowdsourcing: Challenges, Techniques, and Applications", in *Proceedings of the 43rd International Conference on Very Large Databases* (**VLDB 2017**), Munich, Germany, August 28 - September 1, 2017. [Tutorial Slides]
- NEW Qiang Yang and **Yongxin Tong**. "Transfer Learning: Retrospect and Prospect (迁移学习: 回顾与进展, in Chinese)", in *Commucations of The CCF* (**CCCF**), September 2018.

Selected Publications [My DBLP Entry] [My Google Scholar Page] [Full Publication List]

- NEW **Yongxin Tong**, Yuxiang Zeng, Zimu Zhou, Lei Chen, Jieping Ye, Ke Xu. "A Unified Approach to Route Planning for Shared Mobility", in *Proceedings of the 44th International Conference on Very Large Databases* (**VLDB 2018**), Rio de Janeiro, Brazil, August 27 - 31, 2018. [Slides] [Poster]

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  - Homepage: http://sites.nlsde.buaa.edu.cn/~yxtong/
- TAs
  - Yexuan Shi (Ph.D. Student)
    - Email: skyxuan@buaa.edu.cn
  - Libin Wang (Master Student)
    - Email: lbwang@buaa.edu.cn

Faculty Members in SKLSDE


李未教授


马殿富教授


吕卫锋教授


尹宝林教授


蔡维德教授


马世龙教授


张玉平教授


许可教授


张辉教授


郎波教授


杨钦教授


吴文峻教授


朱皞罡教授


诸彤宇副教授


丁嵘副教授


童咏昕副教授


刘瑞副教授


刘祥龙副教授


吕江花博士


孟宪海博士


李吉刚博士


罗杰博士


杜博文博士


王德庆博士

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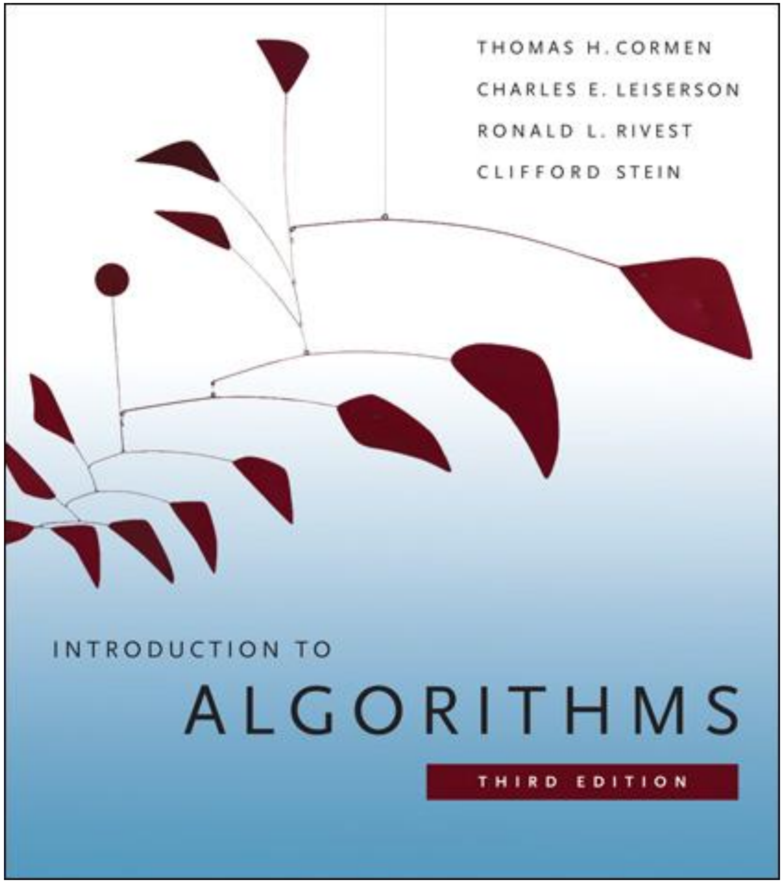
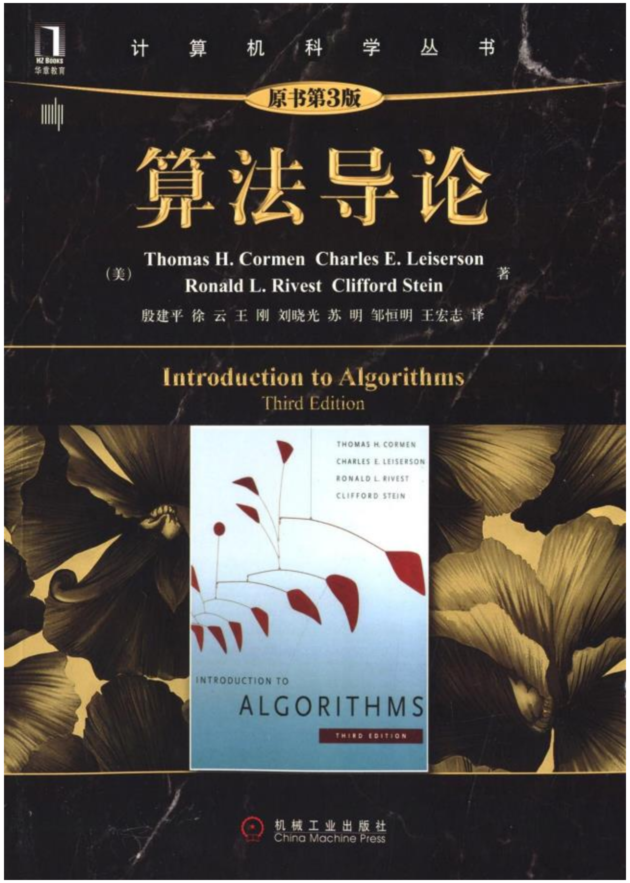
Textbook

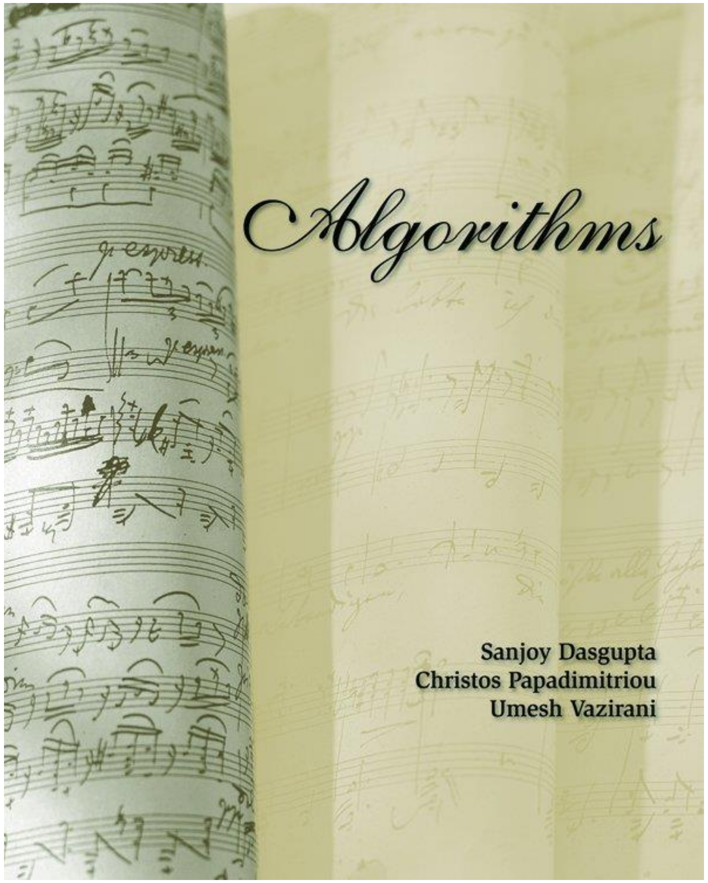
- Textbook: *Introduction to Algorithms* (3rd ed.)
  - by Cormen, Leiserson, Rivest and Stein (CLRS)
  - Prepublication version available online

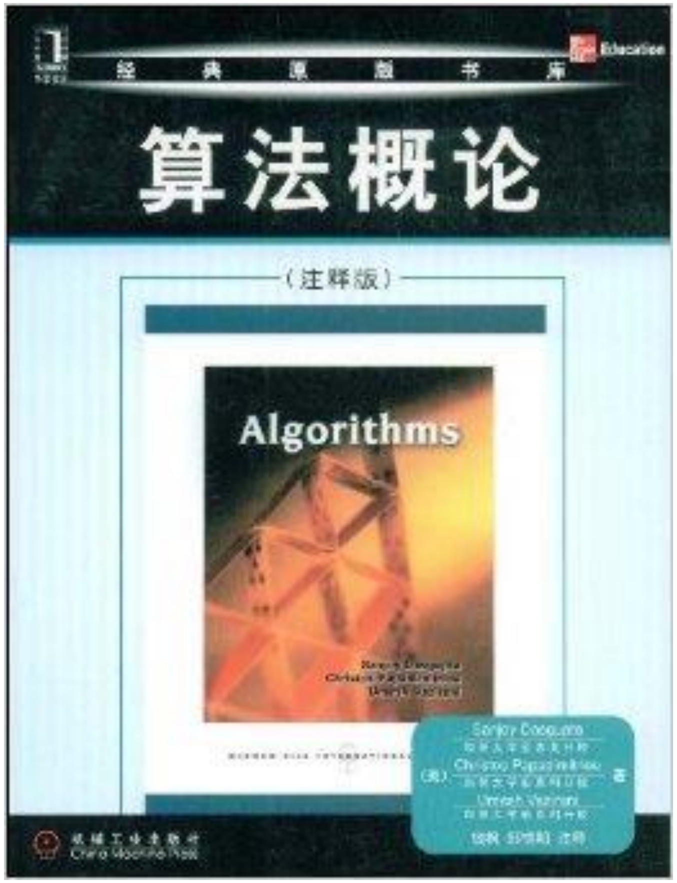




References (1)

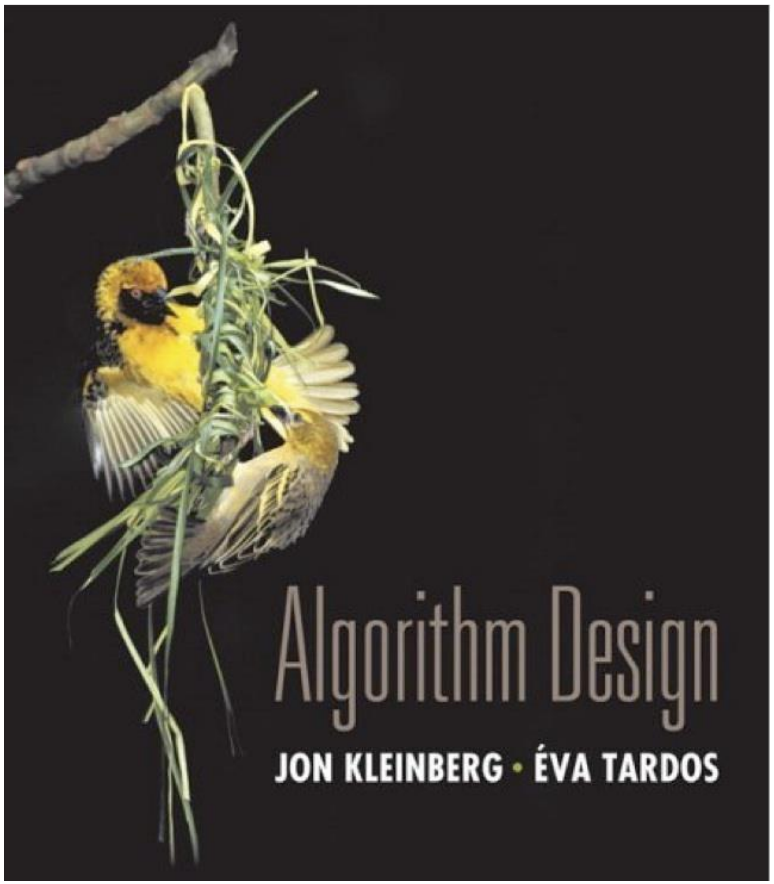
- Reference: *Algorithms*
  - by Dasgupta, Papadimitriou, and Vazirani (DPV)
  - Prepublication version available online

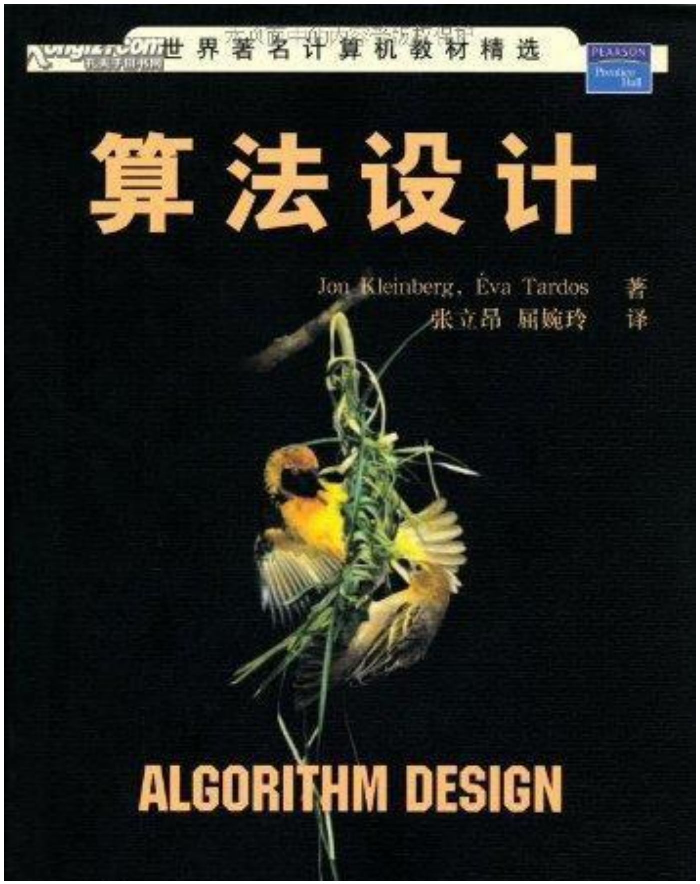




References (2)

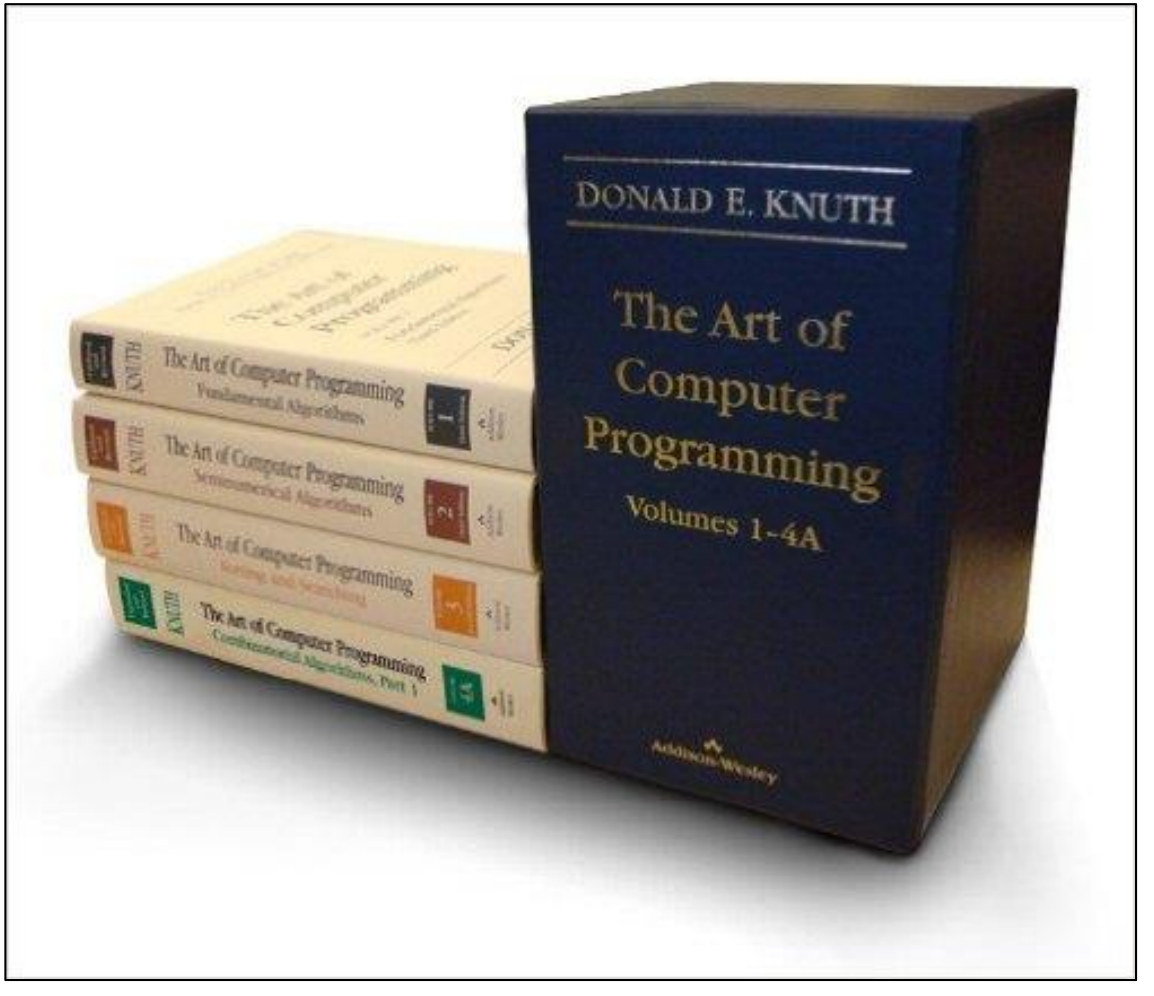
- Reference: *Algorithm Design*
  - by Kleinberg and Tardos (KT)





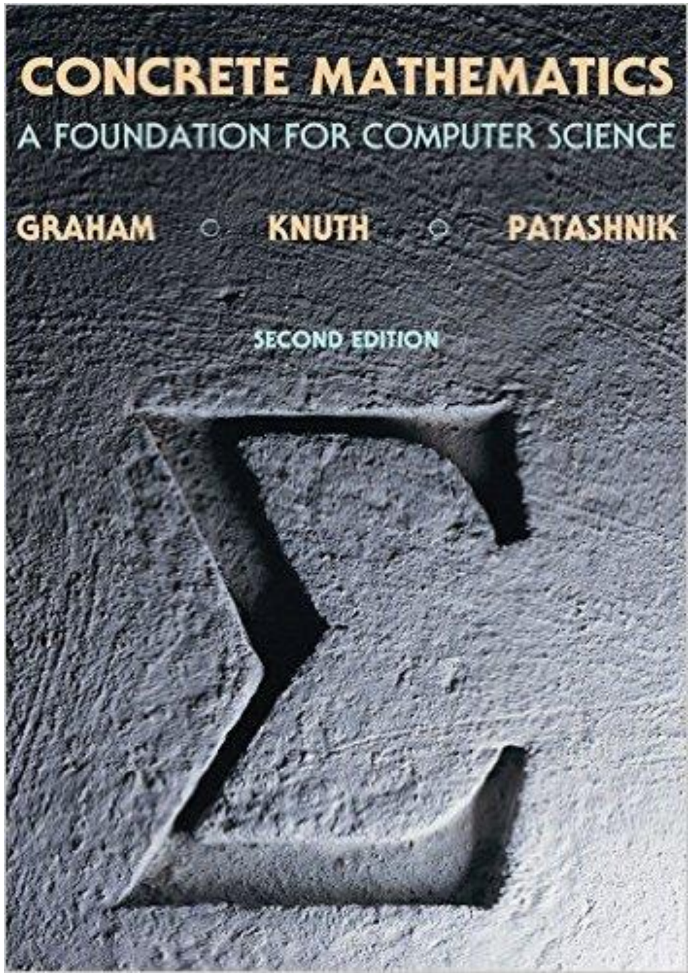
References (3)

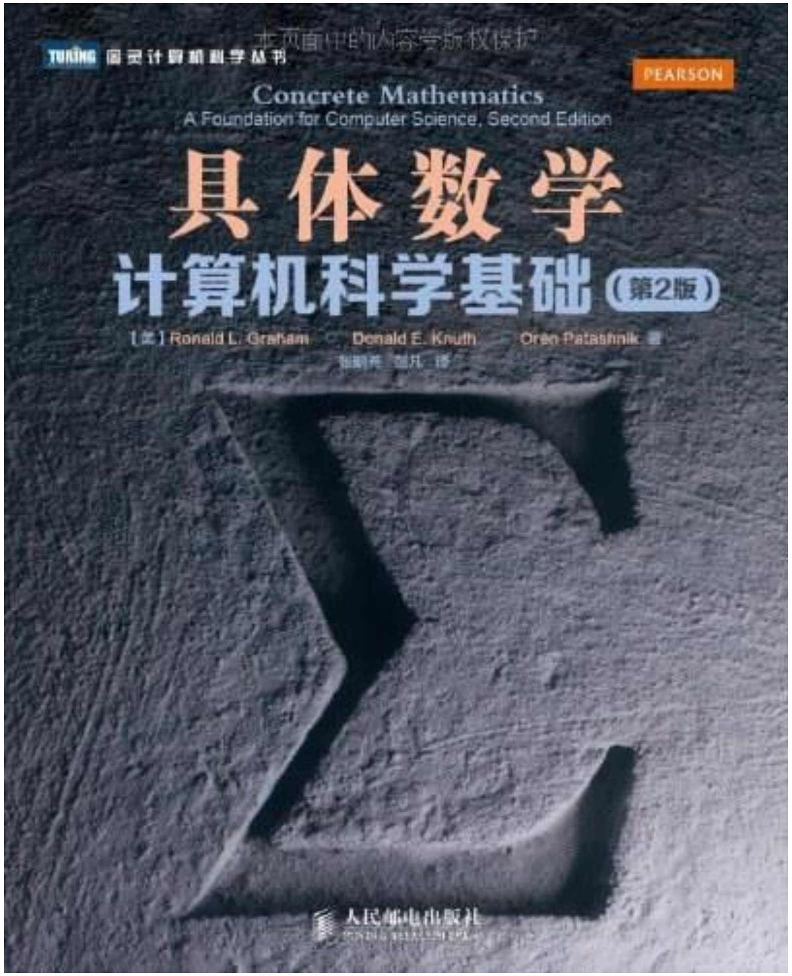
- Reference: *The Art of Computer Programming*
  - by Donald E. Knuth



References (4)

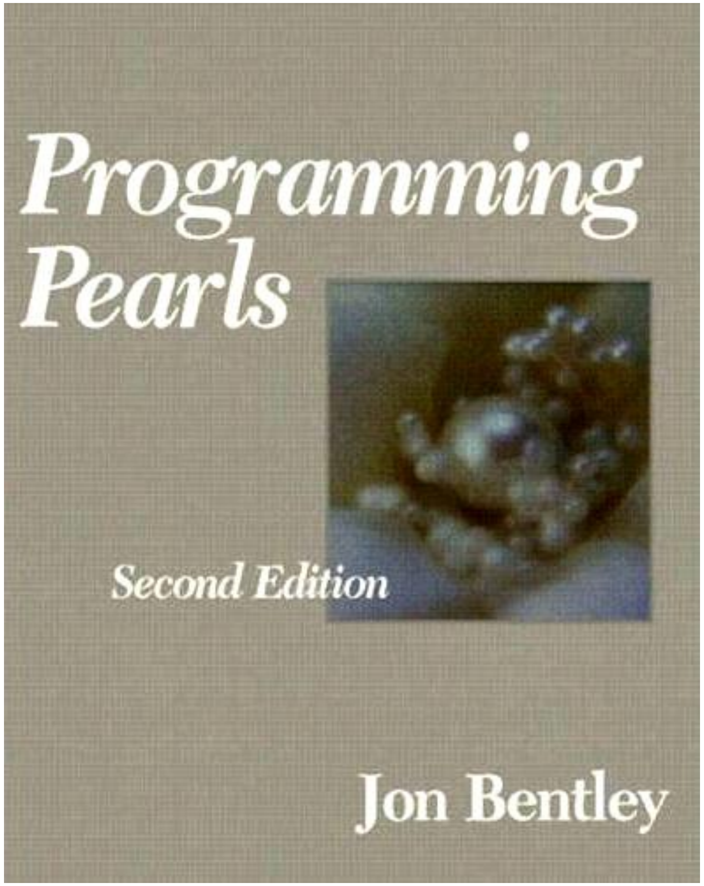
- Reference: *Concrete Mathematics* (2nd ed.)
  - by Graham, Knuth, Patashnik (GKP)

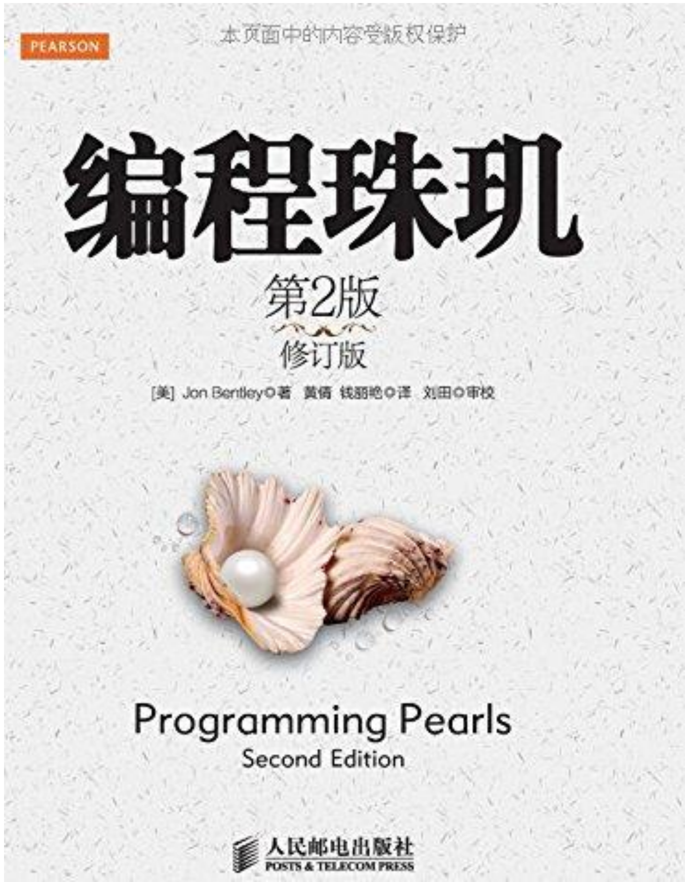




References (5)

- Reference: *Programming Pearls (2nd ed.)*
  - by Jon Bentley





Prerequisites

- We assume you know:
  - Linked Lists, Stacks, Queues
  - Binary Search Trees
    - Traversals
    - Searching (but not analysis)
- What have you learnt previously?
  - Graph algorithms
    - Breadth-first search (BFS)
    - Depth-first search (DFS)
    - Topological sort (TS)
    - Minimum Spanning Trees (MST)
    - Dijkstra's shortest path algorithm (SP)

Tentative Syllabus

- Basics
  - Asymptotic Notations and Recurrences
- Divide and Conquer Algorithms
  - MCS Problem, PM Problem, and Quicksort
- Graph Algorithms
  - BFS, DFS, SP, MST, Max Flow and Matching
- Greedy Algorithms
  - Huffman Coding and Fractional Knapsack
- Dynamic Programming Algorithms
  - 0-1 Knapsack, Rod-Cutting, CMM, LCS, and APSP
- Dealing with Hard Problems
  - Problem Classes (P, NP, NPC) and Approximation Alg.

Lectures and Tutorials

- Lectures
  - Sketches will be available on course web page.

- Tutorials (补充练习)
  - There will be 12 tutorials in this semester.
  - The tutorials will provide more examples to illustrate the material you learnt in class.
  - The first tutorial will be released on next week.

Grading Scheme

- (40%) Four Assignments
  - Each requires designing algorithms and analyzing correctness/run time.
  - Each will take 10-14 days. The first one will be released in the next week.
  - After each submission due, we will post the solution and **WON'T** accept any assignment.
- (60%) Final Exam
  - It covers entire semester's material.

Classroom Etiquette

- **No roll-call in our class !**
- Turn off cell phone ringers.
  - No phone conversations in room.
- Latecomers should enter quietly.
- No LOUD talking among selves during lectures.

WeChat Group

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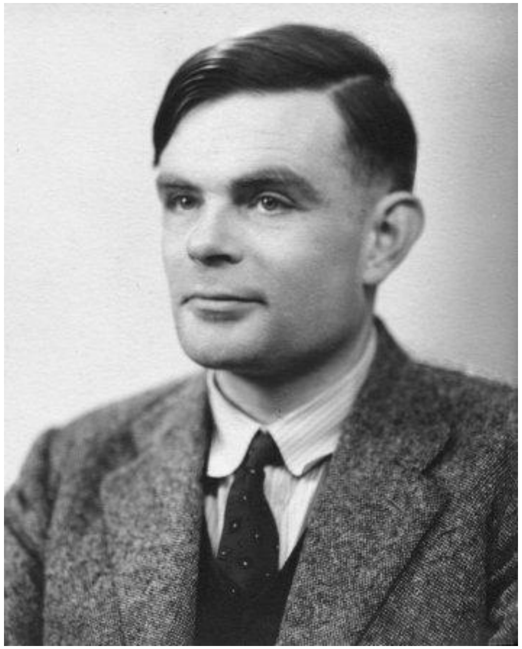
A.M. Turing Award

From 2007 to 2013, the award was accompanied by a prize of US $250,000 by Intel and Google. Since 2014, the award has been accompanied by a prize of US $1 million by Google.



Alan M. Turing

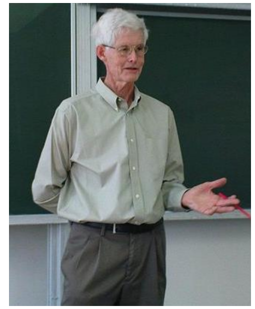
Nobel Prize of Computing

Since 1966, there have been 67 recipients of A.M. Turing Award!
This year is the 50th anniversary of A.M. Turing Award!

A.M. Turing Award Winners for Algorithms


Donald E. Knuth
1974, USA

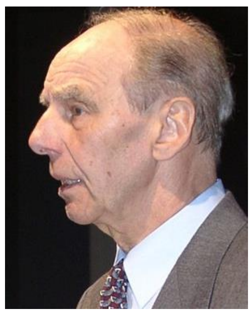

Robert W. Floyd
1978, USA

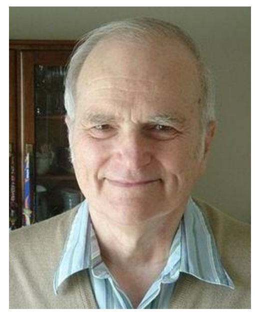

Stephen A. Cook
1982, USA


Richard M. Karp
1985, USA


John Hopcroft
1986, USA


Robert Tarjan
1986, USA


Juris Hartmanis
1993, Latvia


Richard E. Stearns
1993, USA


Manuel Blum
1995, Venezuela


Andrew Yao
2000, China


Leslie G. Valiant
2010, Hungarian

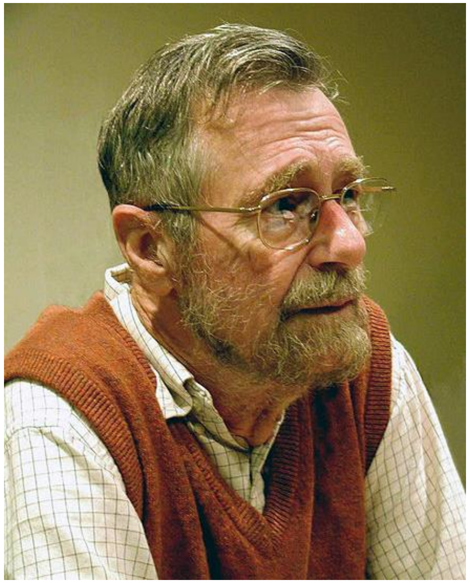

Silvio Micali
2012, Italy


Shafi Goldwasser
2012, USA

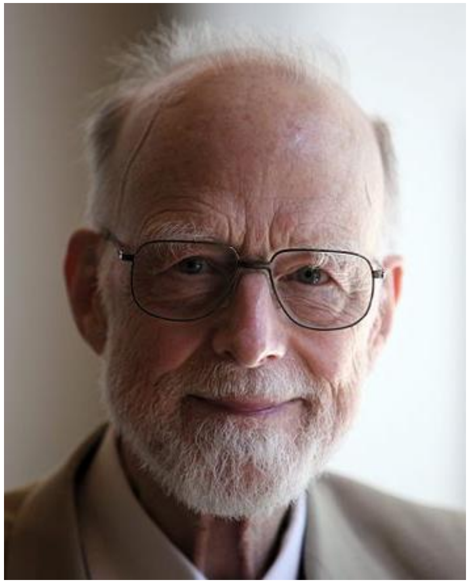

Martin Hellman
2015, USA


Whitfield Diffie
2015, USA

Other Related A.M. Turing Award Winners

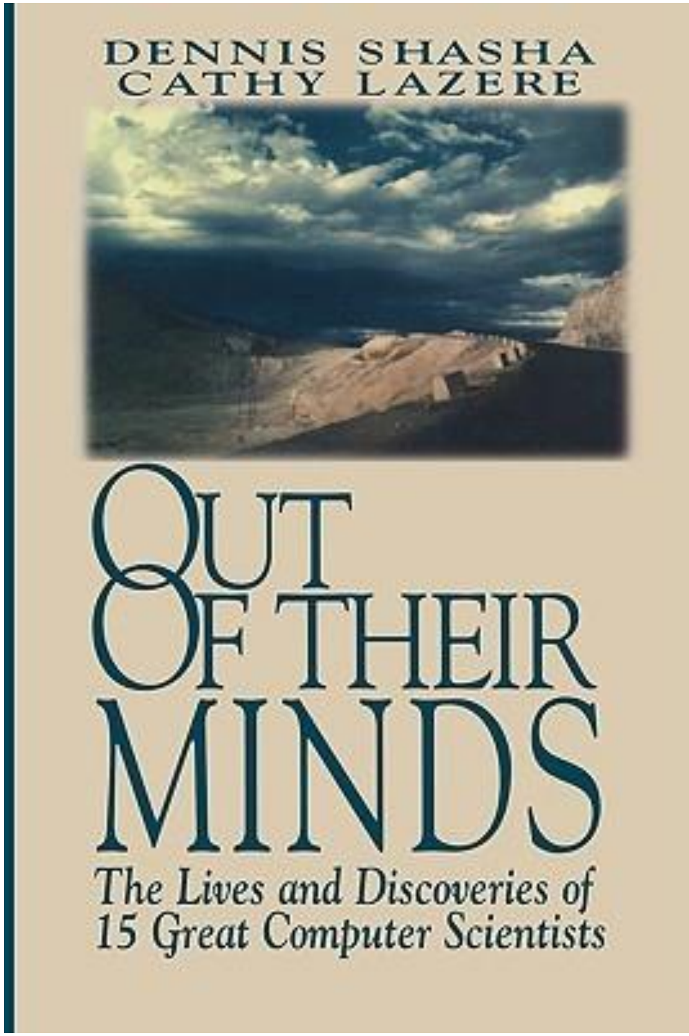


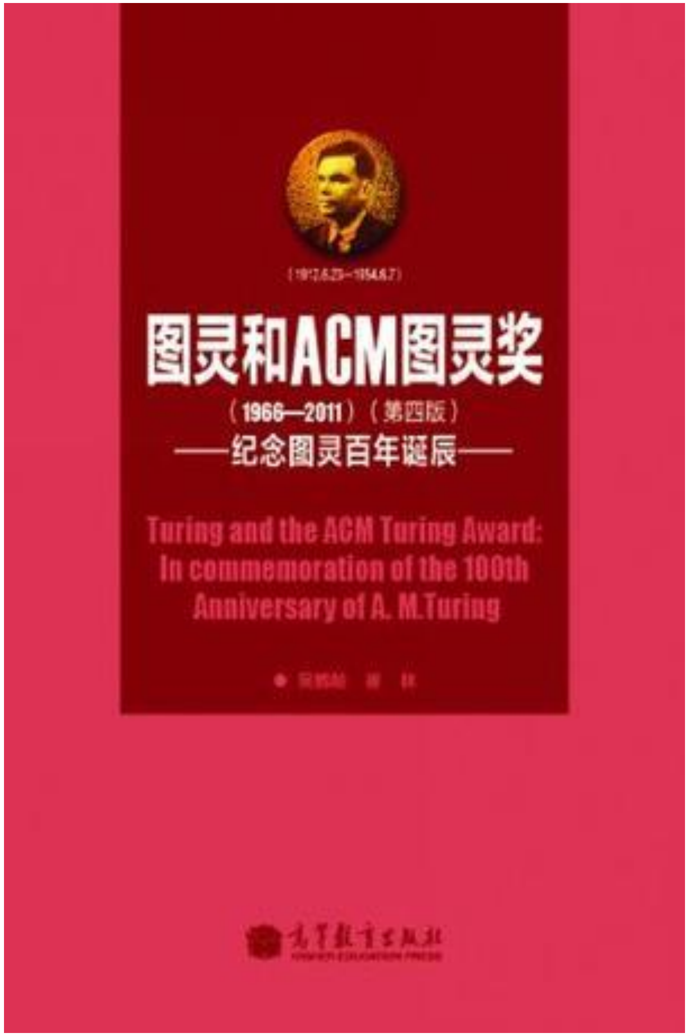
Edsger W. Dijkstra
The Recipient in 1972,
Netherlands,
Contributions: ALGOL Father,
Related Work: Dijkstra Algorithm



Tony Hoare
The Recipient in 1980,
UK,
Contributions: Hoare logic,
Related Work: QuickSort

Books of A.M. Turing Award Winners





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What is this course about?

Example (Chain Matrix Multiplication)

$$A = C = \begin{bmatrix} 1 & 1 & 0 & 1 \end{bmatrix}.$$

$$B = D = \begin{bmatrix} 1 \\ 0 \\ 1 \\ 1 \end{bmatrix}.$$

Want: $ABCD = ?$

- Method 1: $(AB)(CD)$
- Method 2: $A((BC)D)$

Method 1 is much more efficient than Method 2.
(Expand the expression on board)

What is this course about?

- There is usually more than one algorithm for solving a problem.
- Some algorithms are more efficient than others.
- We want the most efficient algorithm.

What is this course about?

- If we have a number of alternative algorithms for solving a problem, how do we know which is the most efficient?
- To do so, we need to analyze each of them to determine its efficiency.
- Of course, we must also make sure the algorithm is correct.

What is this course about?

- In this course, we will discuss fundamental techniques for:
  - Designing efficient algorithms,
  - Proving the correctness of algorithms,
  - Analyzing the running times of algorithms

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- Note:
  - Analysis and design go hand-in-hand: *By analyzing the running times of algorithms, we will know how to design fast algorithms*

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Computational Problem

Definition

A computational problem is a specification of the desired input-output relationship

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Example (Computational Problem)

Sorting

- Input: Sequence of n numbers $\langle a_1, \cdots, a_n \rangle$
- Output: Permutation (reordering)

$$\langle a'_1, a'_2, \cdots, a'_n \rangle$$

such that $a'_1 \leq a'_2 \leq \cdots \leq a'_n$

Instance

Definition

A problem instance is any valid input to the problem.

Instance

Definition

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Example (Instance of the Sorting Problem)

$$\langle 8, 3, 6, 7, 1, 2, 9 \rangle$$

Algorithm

Definition

An algorithm is a well defined computational procedure that transforms inputs into outputs, achieving the desired input-output relationship

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An algorithm is a well defined computational procedure that transforms inputs into outputs, achieving the desired input-output relationship

Definition

A correct algorithm halts with the correct output for every input instance. We can then say that the algorithm solves the problem

Example: Insertion Sort

Pseudocode:

Input: $A[1 \ldots n]$ is an array of numbers
for $j \leftarrow 2$ **to** n **do**
    key $\leftarrow A[j]$;
    $i \leftarrow j - 1$;
    while $i \geq 1$ *and* $A[i] > key$ **do**
        $A[i+1] \leftarrow A[i]$;
        $i \leftarrow i - 1$;
    end
    $A[i+1] \leftarrow$ key;
end

	key	

Sorted   Unsorted

Where in the sorted part to put "key"?

How Does It Work?

- An incremental approach: To sort a given array of length n,
  at the *i*th step it sorts the array of the first *i* items by making use of the sorted array of the first *i* - 1 items

Example

Sort $A = \langle 6, 3, 2, 4, 5 \rangle$ with insertion sort

Step 1: $\langle 6, 3, 2, 4, 5 \rangle$

Step 2: $\langle 3, 6, 2, 4, 5 \rangle$

Step 3: $\langle 2, 3, 6, 4, 5 \rangle$

Step 4: $\langle 2, 3, 4, 6, 5 \rangle$

Step 5: $\langle 2, 3, 4, 5, 6 \rangle$

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Analyzing Algorithms

- Predict resource utilization
  - Memory (space complexity)
  - Running time (time complexity) -- focus of this course

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- In light of the above factors, how can we compare different algorithms in terms of their running times?

Analyzing Algorithms

- Predict resource utilization
  - Memory (space complexity)
  - Running time (time complexity) -- focus of this course
    - depends on the speed of the computer
    - depends on the implementation details
    - depends on the input, especially on the size of the input
- In light of the above factors, how can we compare different algorithms in terms of their running times?
- We want to find a way of measuring running times that is mathematically elegant and machine-independent.

Machine-independent running time

- We will measure the running time as the number of primitive operations (e.g., addition, multiplication, comparisons) used by the algorithm

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- Input size ***n***: rigorous definition given later
  - Sorting: number of items to be sorted

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- Input size ***n***: rigorous definition given later
  - Sorting: number of items to be sorted
  - Graphs: number of vertices and edges

Three Kinds of Analysis: I

Best Case: An instance for a given size n that results in the fastest possible running time.

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Example (Insertion sort)

$$A[1] \leq A[2] \leq A[3] \leq \cdots \leq A[n]$$

Three Kinds of Analysis: I

Best Case: An instance for a given size n that results in the fastest possible running time.

Example (Insertion sort)

$$A[1] \le A[2] \le A[3] \le \cdots \le A[n]$$

The number of comparisons needed is equal to

$$\underbrace{1 + 1 + 1 + \cdots + 1}_{n-1} = n - 1 = \Theta(n)$$

	key	

Sorted | Unsorted

"key" is compared to only the element right before it.

Three Kinds of Analysis: II

Worst Case: An instance for a given size n that results in the slowest possible running time.

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Example (Insertion sort)

$$A[1] \geq A[2] \geq A[3] \geq \cdots \geq A[n]$$

Three Kinds of Analysis: II

Worst Case: An instance for a given size n that results in the slowest possible running time.

Example (Insertion sort)

$$A[1] \geq A[2] \geq A[3] \geq \cdots \geq A[n]$$

The number of comparisons needed is equal to

$$1 + 2 + \cdots + (n-1) = \frac{n(n-1)}{2} = \Theta(n^2)$$

	key	

Sorted Unsorted

"key" is compared to everything element before it.

Three Kinds of Analysis: III

Average Case: Running time averaged over all possible instances for the given size, assuming some probability distribution on the instances.

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Example (Insertion sort)

$\Theta(n^2)$, assuming that each of the $n!$ instances is equally likely (uniform distribution).

Three Kinds of Analysis: III

Average Case: Running time averaged over all possible instances for the given size, assuming some probability distribution on the instances.

Example (Insertion sort)

$\Theta(n^2)$, assuming that each of the $n!$ instances is equally likely (uniform distribution).

	key	

Sorted Unsorted

On average, "key" is compared to half of the elements before it.

Three Kinds of Analysis

- Best case: Clearly useless

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- Worst case: Commonly used, will also be used in this course
  - Gives a running time guarantee no matter what the input is
  - Fair comparison among different algorithms

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  - Need to assume some distribution: real-world inputs are seldom uniformly random!
  - Analysis is complicated

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  - Fair comparison among different algorithms
- Average case: Used sometimes
  - Need to assume some distribution: real-world inputs are seldom uniformly random!
  - Analysis is complicated
  - Will not be used in this course

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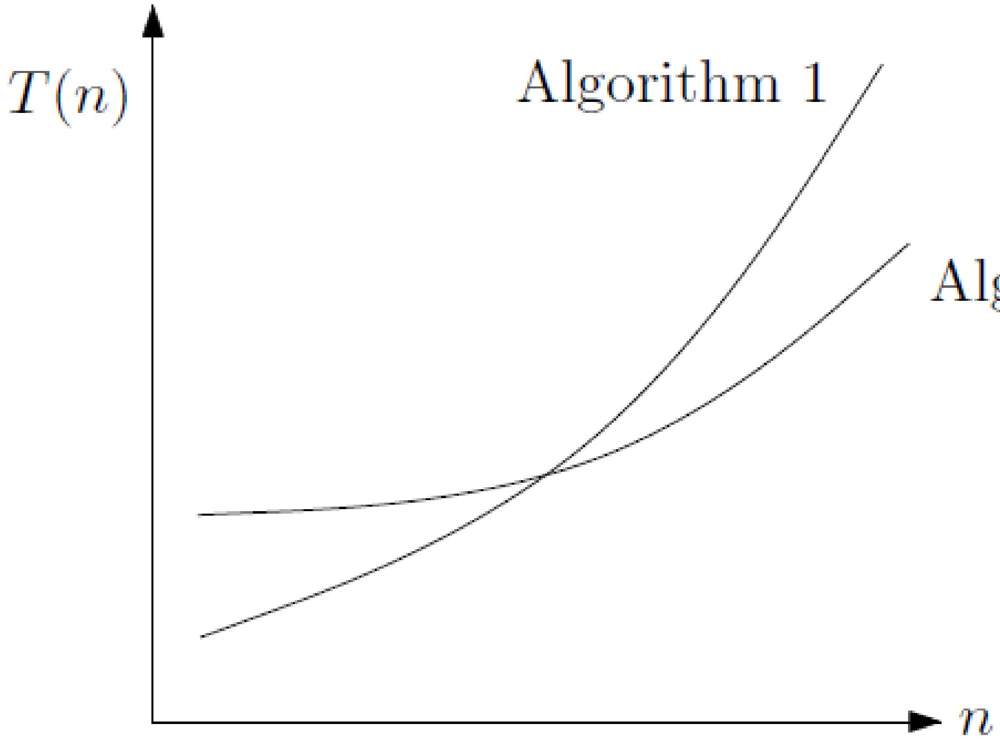
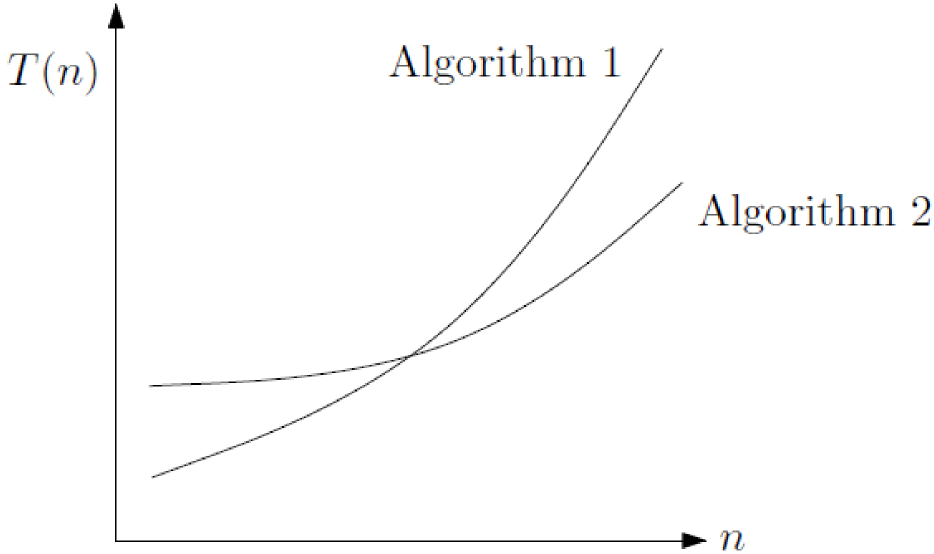
Comparing Time Complexity



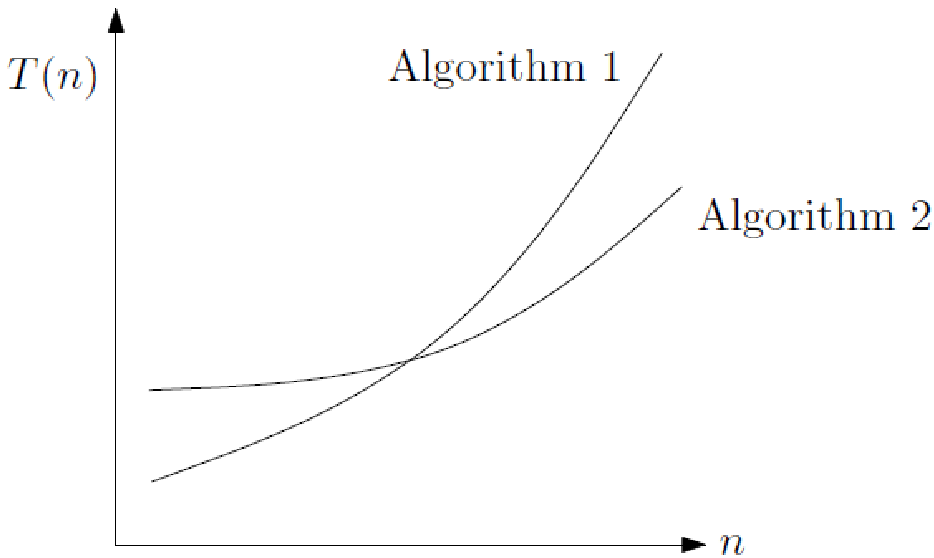
- Which algorithm is superior for large n?
  - T(n) for Algorithm 1 is $3n^3 + 6n^2 - 4n + 17$
  - T(n) for Algorithm 2 is $7n^2 - 8n + 20$
- Clearly, Algorithm 2 is superior.

Asymptotic Analysis



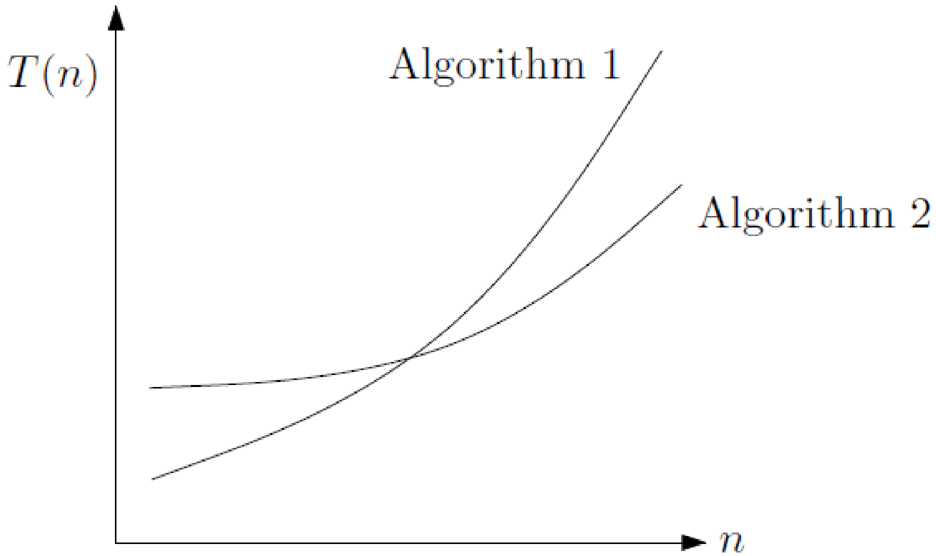
- T(n) for Algorithm 1 is $3n^3 + 6n^2 - 4n + 17 = \Theta(n^3)$

Asymptotic Analysis



- T(n) for Algorithm 1 is $3n^3 + 6n^2 - 4n + 17 = \Theta(n^3)$
- T(n) for Algorithm 2 is $7n^2 - 8n + 20 = \Theta(n^2)$

Asymptotic Analysis



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Θ-notation

- Drop low-order terms; ingore leading constants

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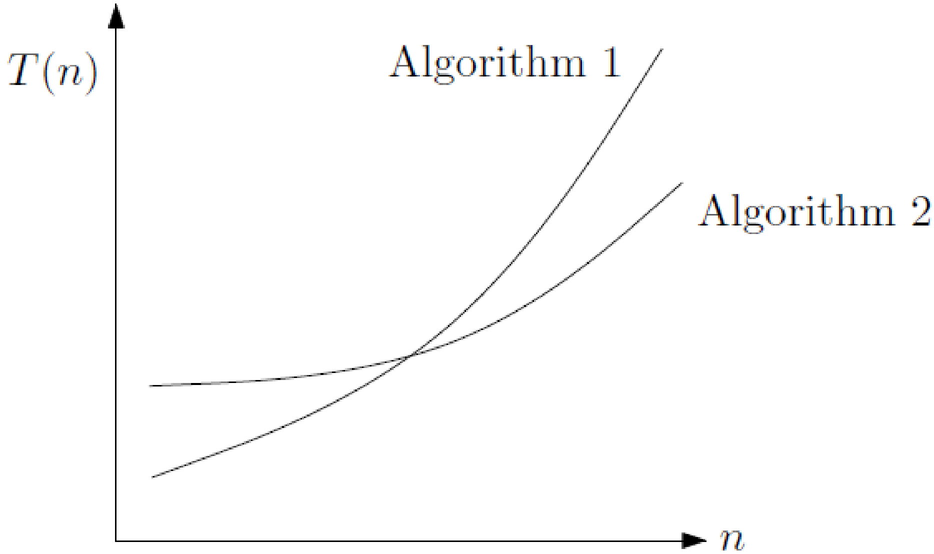

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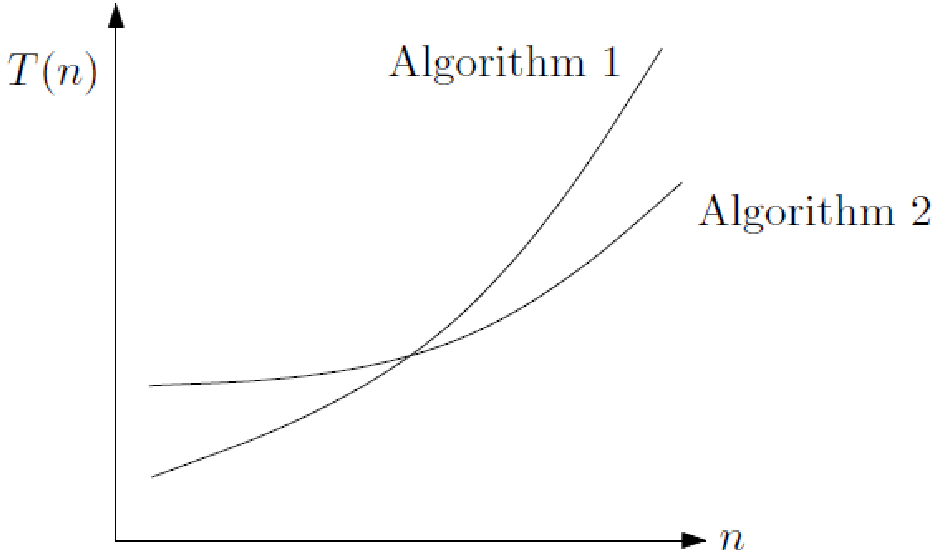

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Θ-notation

- Drop low-order terms; ignore leading constants
- Look at growth of T(n) as $n \rightarrow \infty$
- When n is large enough, a $\Theta(n^2)$ algorithm always beats a $\Theta(n^3)$ algorithm

Merge Sort

Mergesort(A, left, right)

if *left* $<$ *right* **then**
    center $\leftarrow \lfloor(\text{left} + \text{right})/2\rfloor$;
    Mergesort(A, left, center);
    Mergesort(A, center$+$1, right);
    "Merge" the two sorted arrays;
end

- To sort the entire array $A[1 \ldots n]$, we make the initial call Mergesort(A, 1, n).

Merge Sort

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if left < right then
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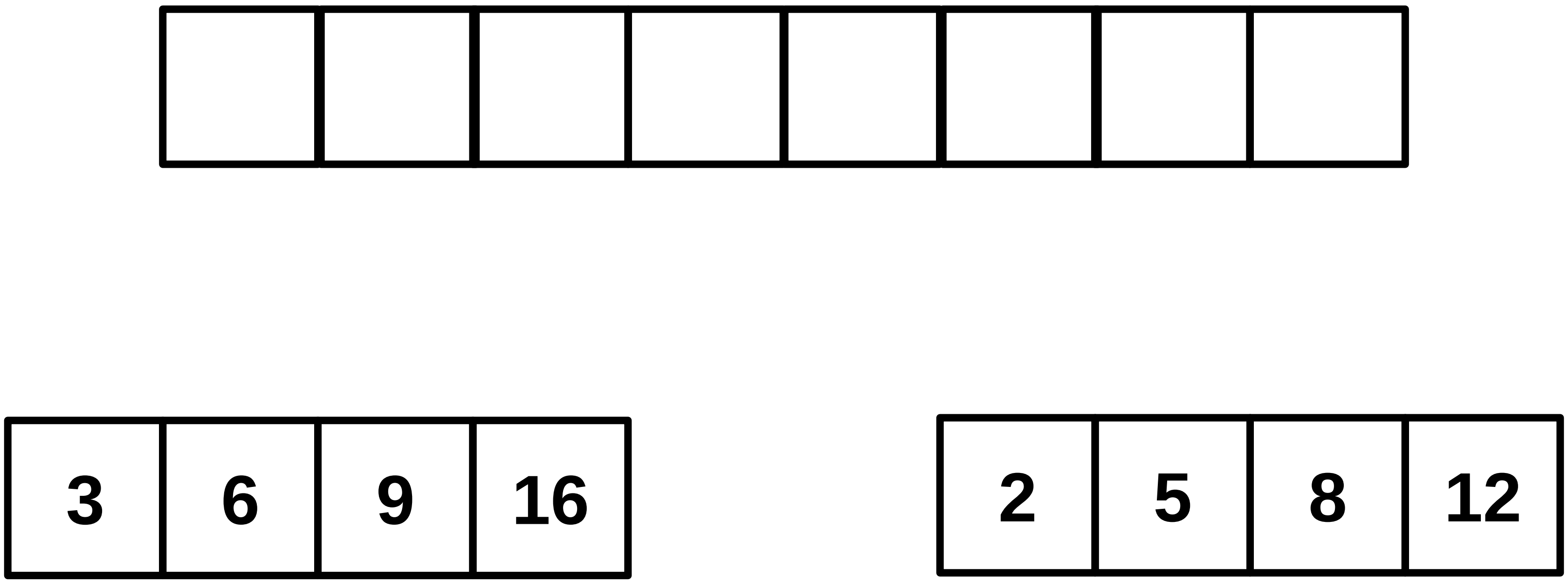
- Key subroutine: "Merge"

Merge two sorted arrays



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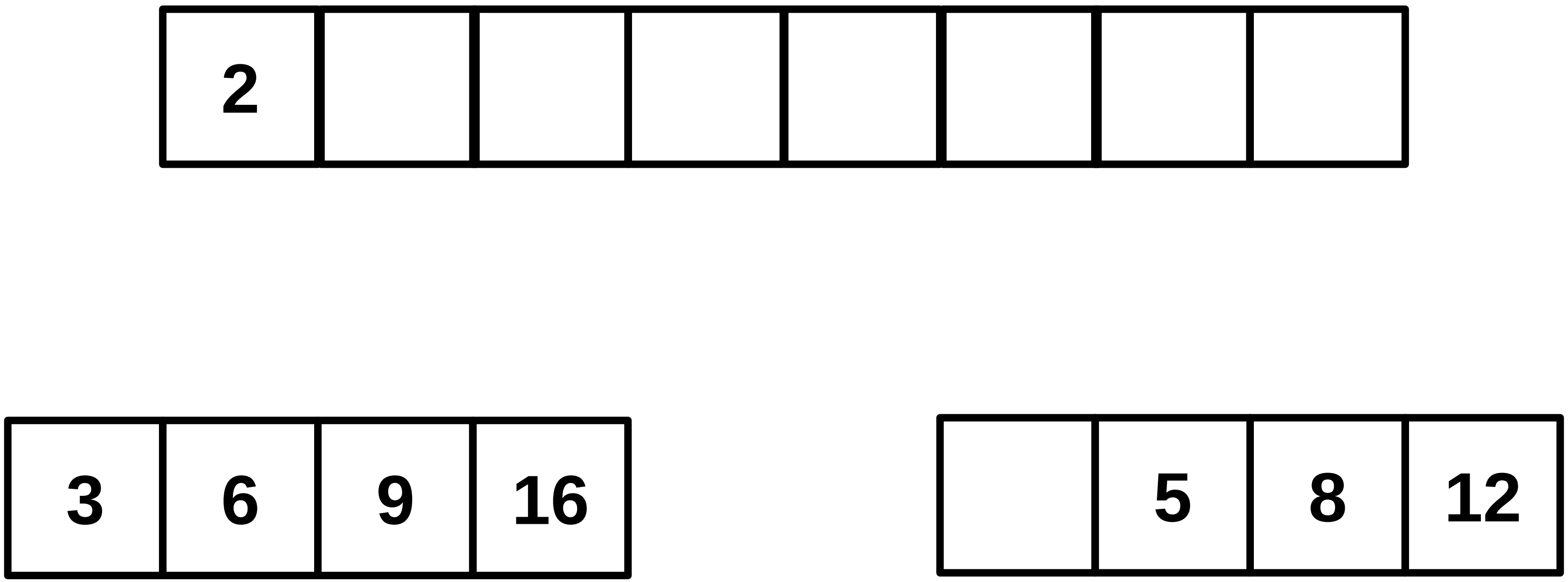

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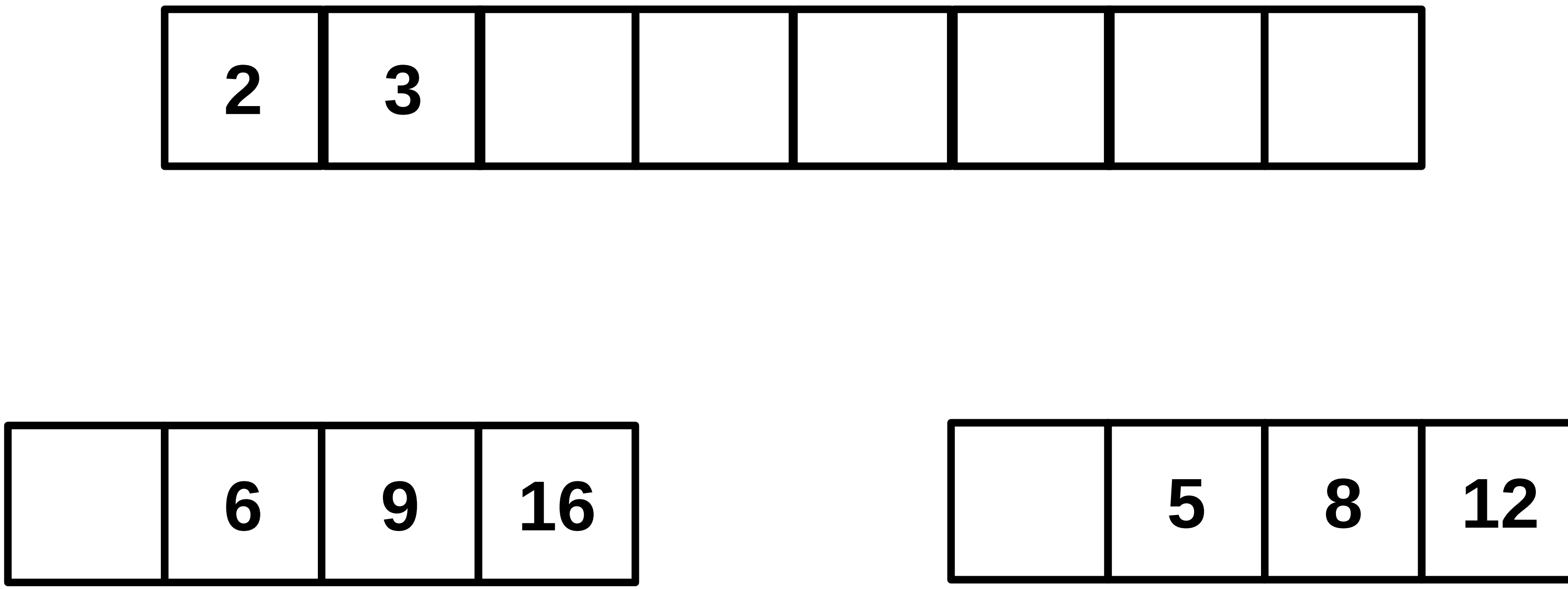

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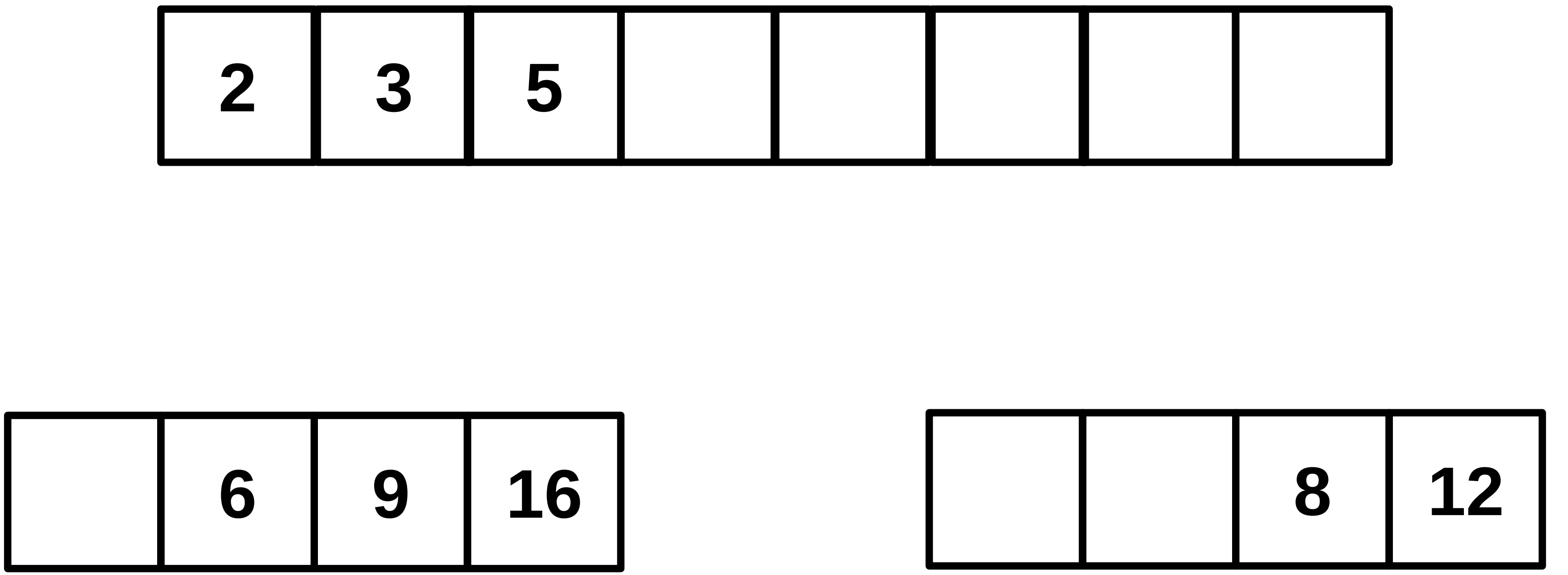

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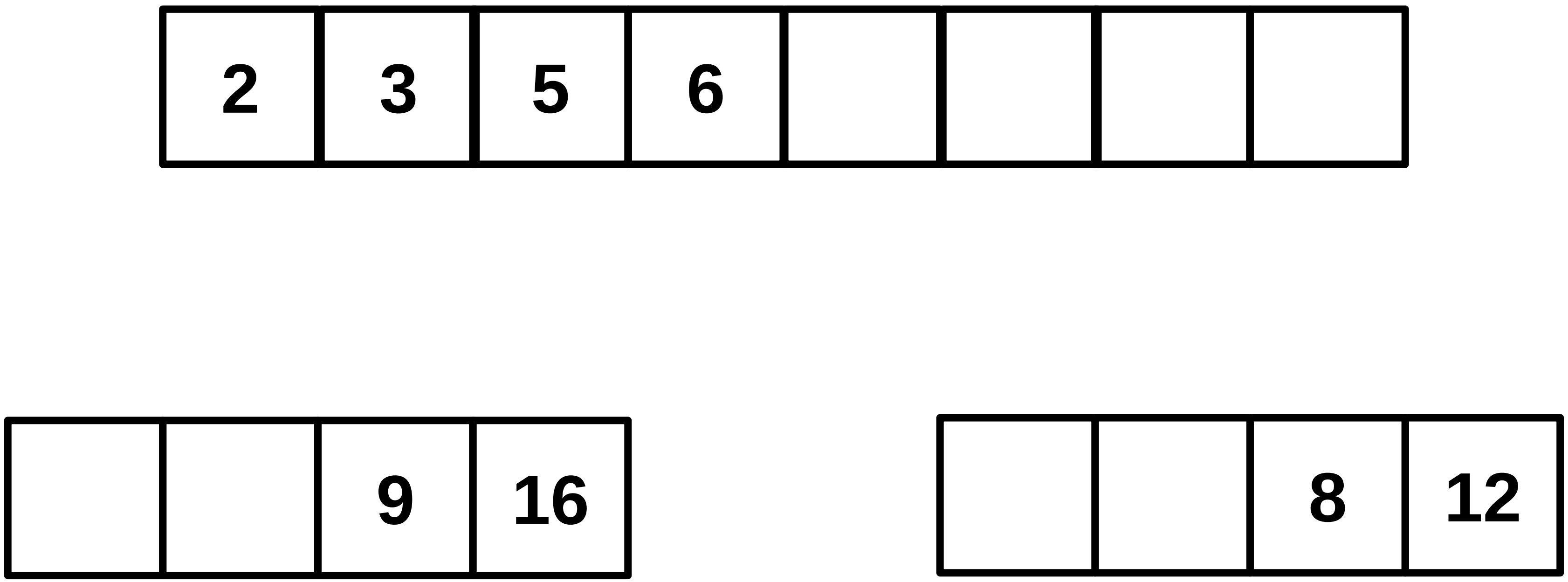

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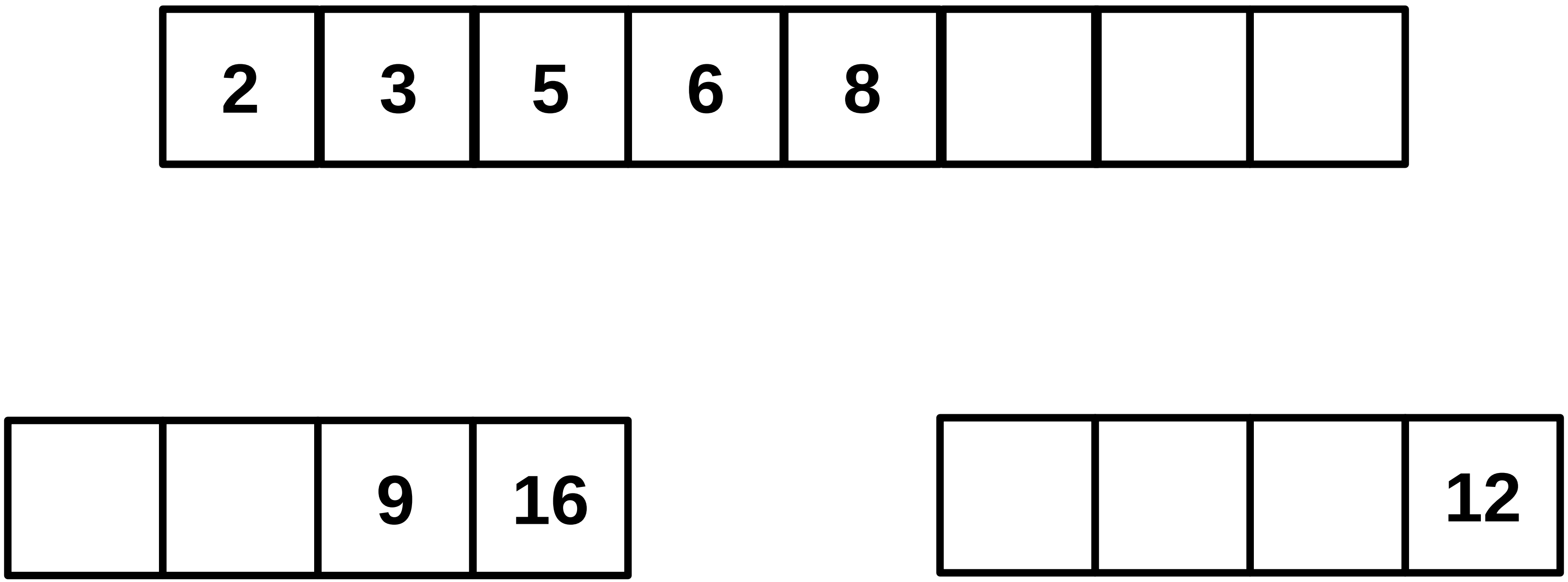

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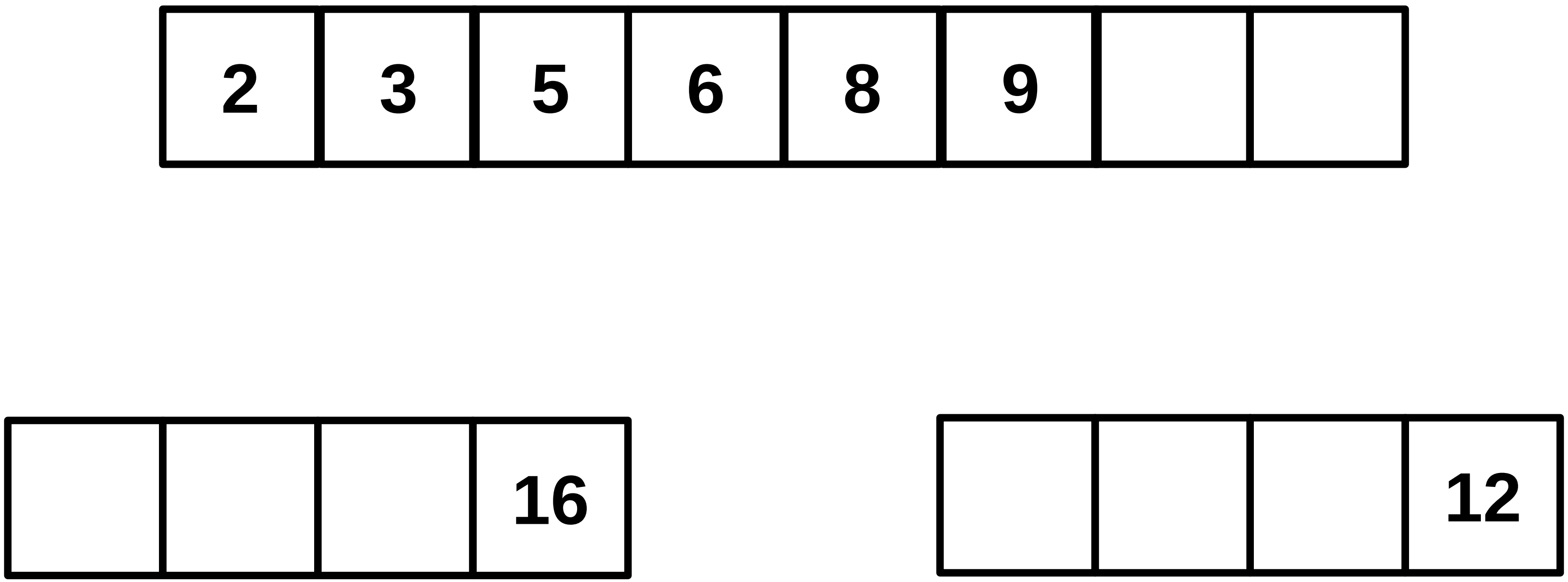
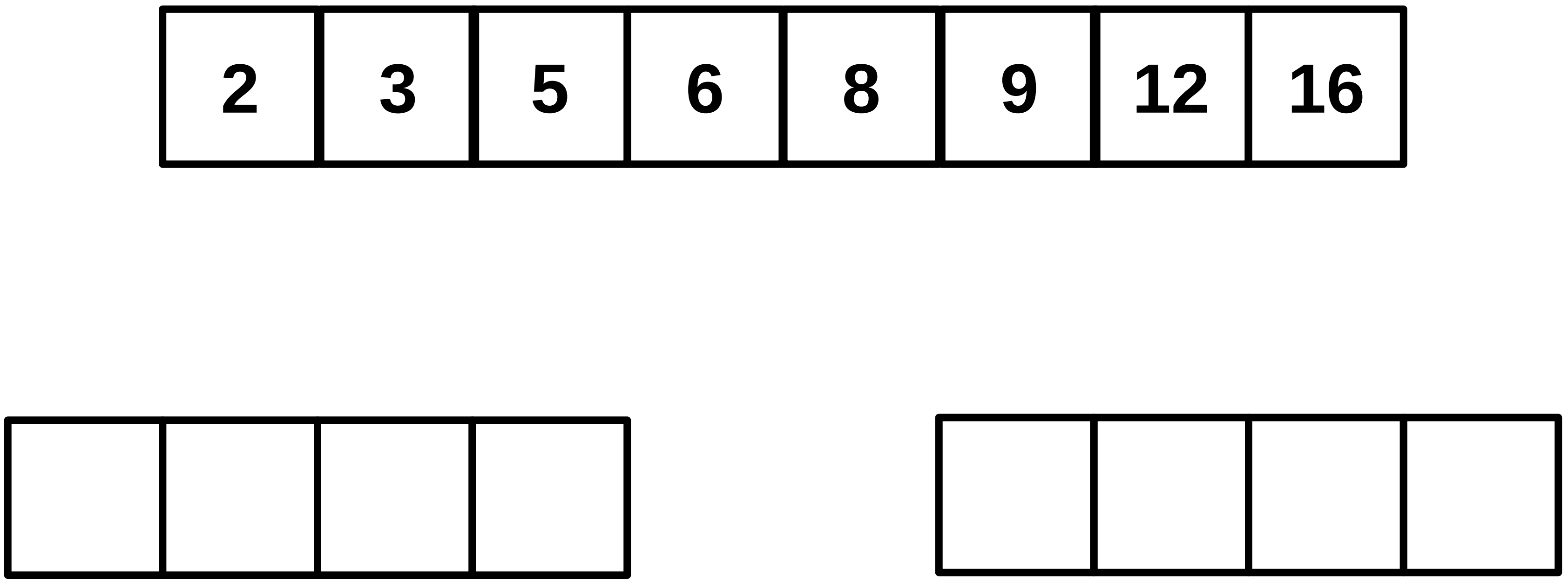


Merge two sorted arrays

2	**3**	**5**	**6**	**8**	**9**	**12**	

			16

Merge two sorted arrays



Three Kinds of Analysis

- T(n): time needed to run Mergesort(A,1,n)
- Assume *n* is a power of 2 for simplicity

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$$T(n) = \begin{cases} 2T(n/2) + \Theta(n), & \text{if } n > 1, \\ \Theta(1), & \text{if } n = 1. \end{cases}$$

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Solve

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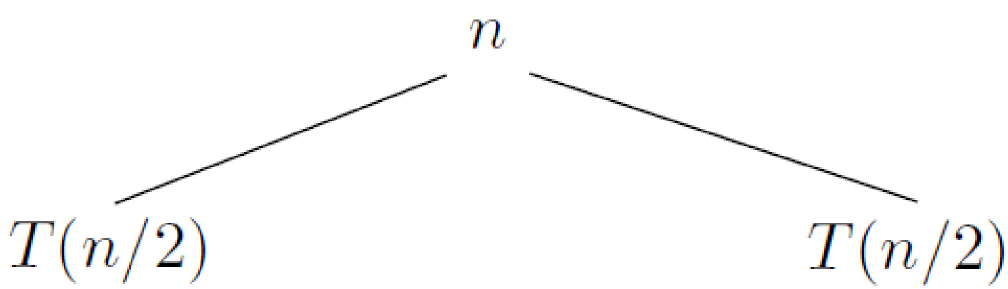

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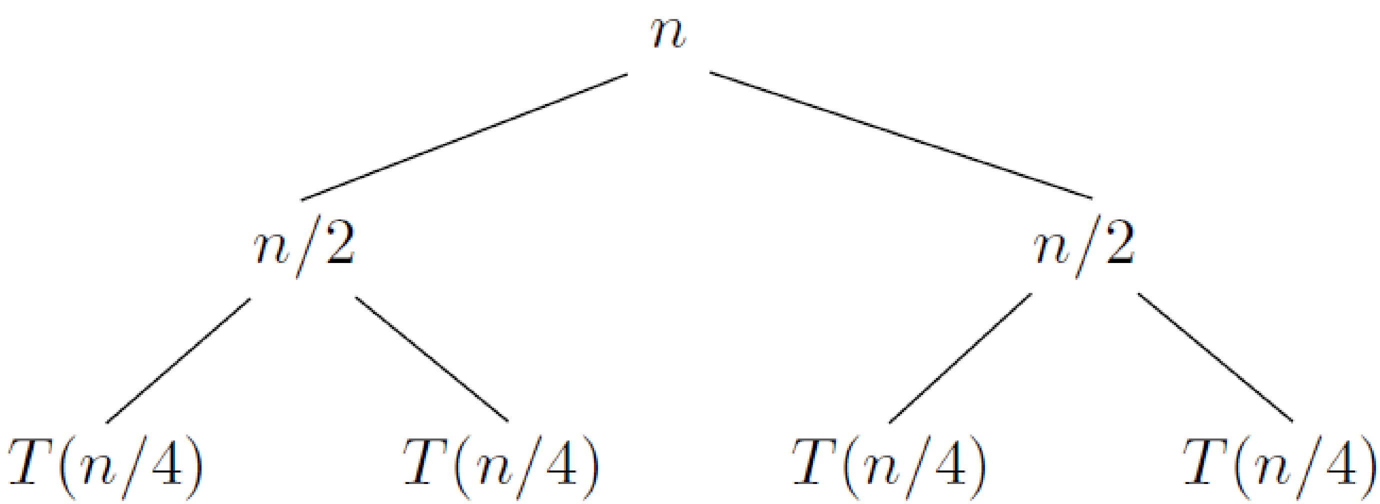

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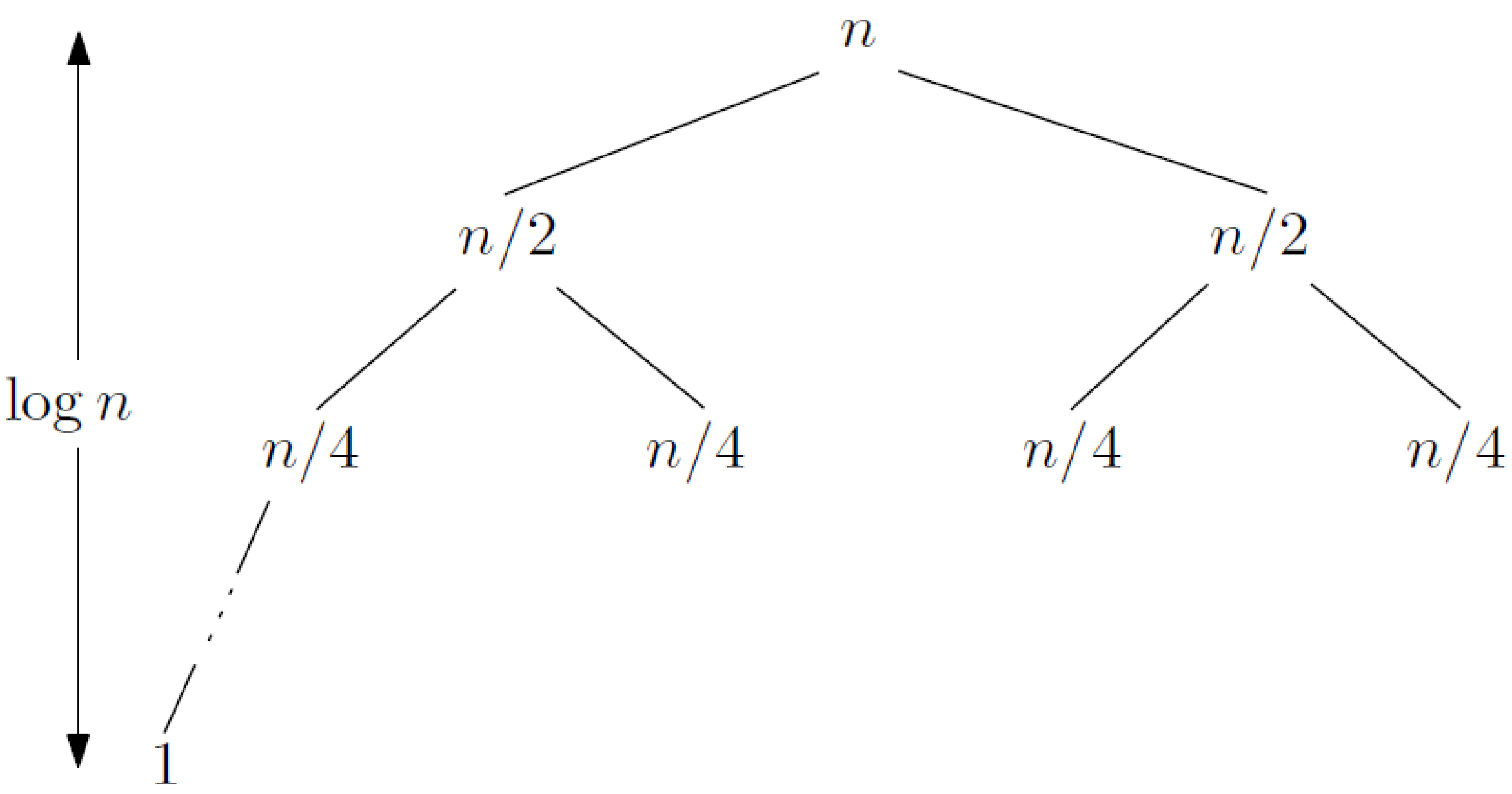

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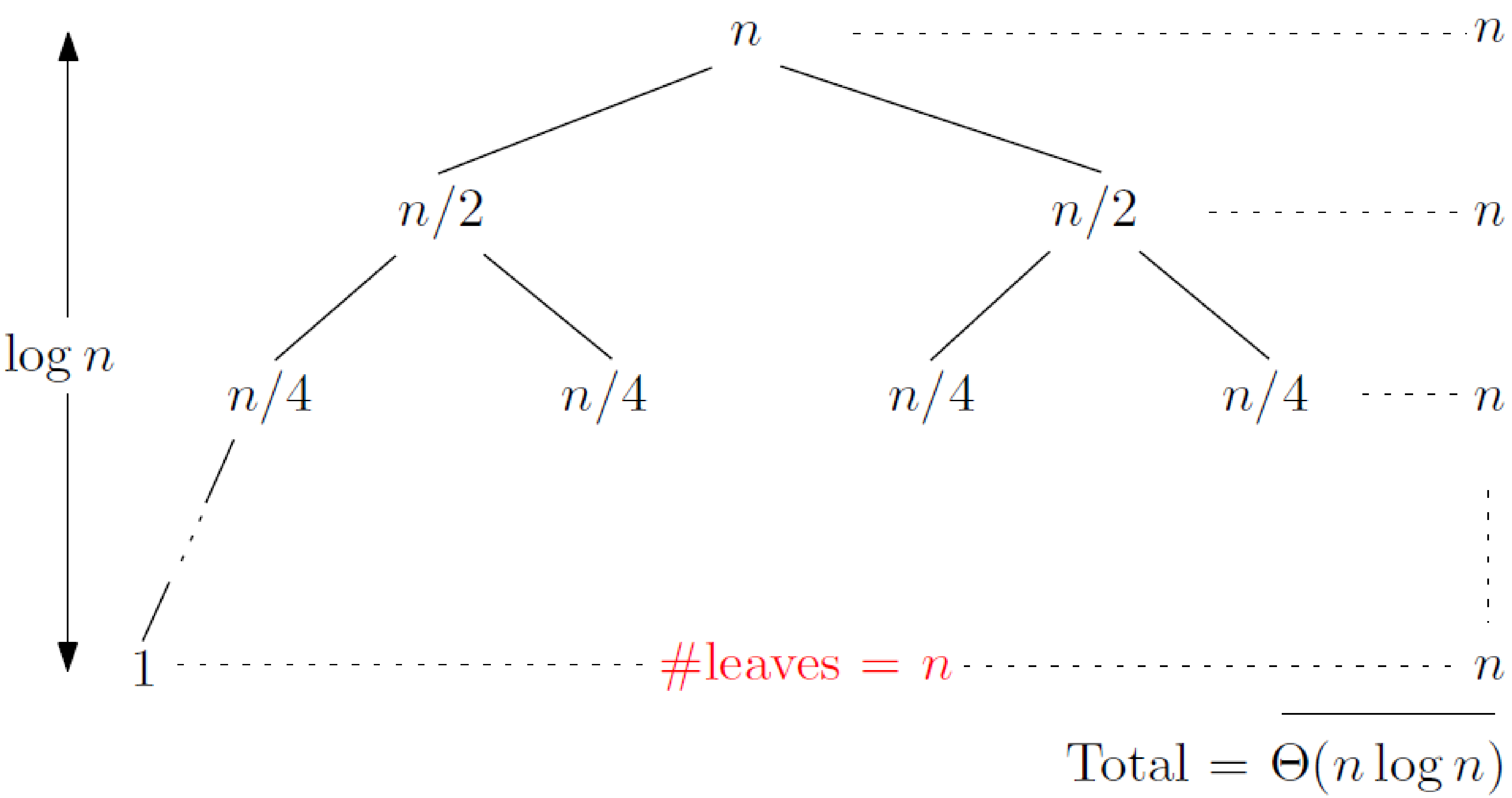


dank u
ju faleminderit
Tack
谢谢
Tak
mulţumesc
Asante
kiitos
Gracias
Salamat!
Terima kasih
Aliquam
Merci
Dankie
Obrigado
ありがとう
köszönöm
grazie
Aliquam
Go raibh maith agat
děkuji
Thank you
gam