



Assignment Project Exam Help

Algorithms

COMP3121/9101

<https://powcoder.com>

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School of Computer Science and Engineering
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1. INTRODUCTION

What is this course about?

It is about **designing algorithms** for solving practical problems.

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An algorithm is a collection of precisely defined steps that are executable using certain specified mechanical methods.

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The word “algorithm” comes by corruption of the name of *Muhammad ibn Musa al-Khwarizmi*, a Persian scientist 780-850, who wrote an important book on algebra, “*Al-kitab al-mukhtasar fi hisab al-gabr wal-muqabala*”. You are encouraged to read about him in Wikipedia.

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In this course we will deal only with sequential deterministic algorithms which means that:

- they are given as sequences of steps, thus assuming that only one step can be executed at a time;
- the action of each step gives the same result whenever this step is executed for the same input.

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Why should you study algorithms design?

Can you find every algorithm you might need using Google?

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To learn **techniques** which can be used to solve **new, unfamiliar** problems that arise in a rapidly changing field.

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- a survey of algorithm **design techniques**
- particular algorithms will be mostly used to illustrate design techniques
- emphasis on development of your algorithm design **skills**

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Textbook:

Kleinberg and Tardos *Algorithm Design*
paperback edition available at the UNSW book store

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- not so good: somewhat formalistic and written in a rather dry style.

Problem:

Two thieves have robbed a warehouse and have to split a pile of items without price tags on them. Design an algorithm for doing this in a way that ensures that each thief believes that he has got at least one half of the loot.

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Examples of Algorithms

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The solution:

One of the two thieves splits the pile in two parts, so that he believes that both parts are of equal value. The other thief then chooses the part that he believes is no worse than the other.

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The hard part: how can a thief split the pile into two equal parts? Remarkably, this turns out that, most likely, there is no more efficient algorithm than the brute force: we consider all partitions of the pile and see if there is one which results in two equal parts.

Problem:

Three thieves have robbed a warehouse and have to split a pile of items without price tags on them. How do they do this in a way that ensures that each thief believes that he has got at least one third of the loot?

- Remarkably, the problem with 3 thieves is much harder than the problem with 2 thieves!

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- If they choose different piles, they can each take the piles they have chosen and the first thief gets the remaining pile; in this case clearly each thief thinks that he got at least one third of the loot.

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- If they choose different piles, they can each take the piles they have chosen and the first thief gets the remaining pile; in this case clearly each thief thinks that he got at least one third of the loot.
- But what if the remaining two thieves choose the same pile?

- One might think that in this case the first thief can pick any of the two piles that the second and the third thief did not choose; the remaining two piles are put together and the two remaining thieves split them as in Problem 1 with only two thieves.

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- after the first thief splits the loot into three piles A , B , C , it might happen, for example, that the second thief thinks that

$$A = 50\%, B = 40\%, C = 10\%$$

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- Let the thieves be T_1, T_2, T_3 ;

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Algorithm:

T_1 makes a pile P_1 which he believes is $1/3$ of the whole loot;

T_1 proceeds to ask T_2 if T_2 agrees that $P_1 \leq 1/3$;

If T_2 says YES, **then** T_1 asks T_3 if T_3 agrees that $P_1 \leq 1/3$;

If T_3 says YES, **then** T_1 takes P_1 ;

T_2 and T_3 split the rest as in Problem 1.

Else if T_3 says NO, **then** T_3 takes P_1 ;

T_1 and T_2 split the rest as in Problem 1.

Else if T_2 says NO, **then** T_2 reduces the size of P_1 to $P_2 < P_1$ such that T_2 thinks $P_2 \leq 1/3$;

T_2 then proceeds to ask T_3 if he agrees that $P_2 \leq 1/3$;

If T_3 says YES **then** T_2 takes P_2 ;

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Hint: there is a *nested recursion* happening even with 3 thieves!

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When do we need to give a mathematical proof that an algorithm we have just designed terminates and returns a solution to the problem at hand?

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When this is not obvious by inspecting the algorithm using common sense!

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The role of proofs in algorithm design

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Mathematical proofs are NOT academic embellishments: we use them to justify things which are not obvious to common sense!

Example: MERGESORT

Merge-Sort(A, p, r) *sorting $A[p..r]$ *

- ① **if** $p < r$
- ② **then** $q \leftarrow \lfloor \frac{p+r}{2} \rfloor$
- ③ MERGE-SORT(A, p, q)
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- ④ Merging two sorted arrays always produces a sorted array, thus, the output of MERGESORT will be a sorted array.
- ⑤ The above is essentially a proof by induction, but we will never bother formalising proofs of (essentially) obvious facts.

The role of proofs in algorithm design

- However, sometimes it is **NOT** clear from a description of an algorithm that such an algorithm will not enter an infinite loop and fail to terminate

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- However, **BE VERY CAREFUL** what you call trivial!!

The Stable Matching Problem

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The Stable Matching Problem

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- Assume that you are running a dating agency and have m men and n women as customers;

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The Stable Matching Problem

- Assume that you are running a dating agency and have m men and n women as customers;
- They all attend a dinner party; after the party:
 - every man gives you a list with his ranking of all women present, and
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for two pairs $p = (m, w)$ and $p' = (m', w')$:

- man m prefers woman w' to woman w , **and**
- woman w' prefers man m to man m' .

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Stable Matching Problem: examples

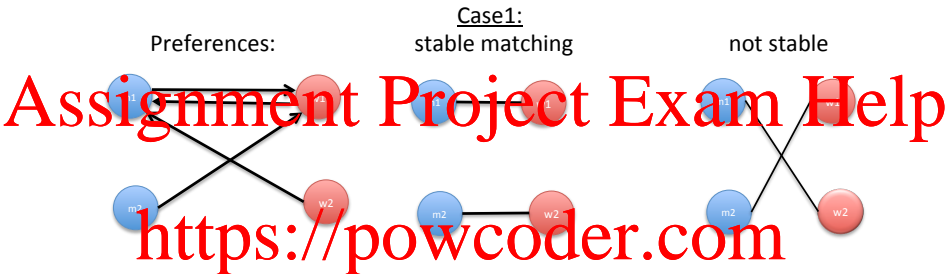
Preferences: Case1: stable matching not stable



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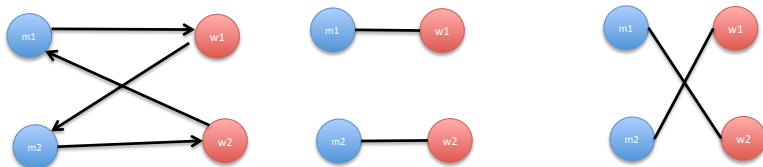
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Stable Matching Problem: examples



Case2:

Preferences stable matching also stable!

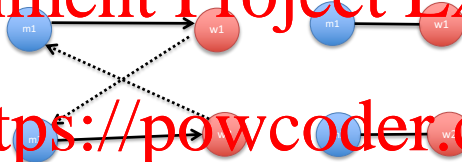


Is there always a stable matching for any preferences of two pairs?

Case1: two men like two different women (or vice versa)

Preferences:

stable matching



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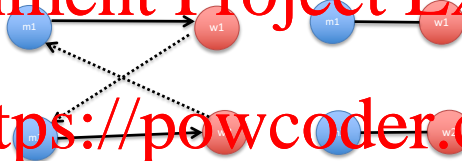
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Is there always a stable matching for any preferences of two pairs?

Case1: two men like two different women (or vice versa)

Preferences:

stable matching

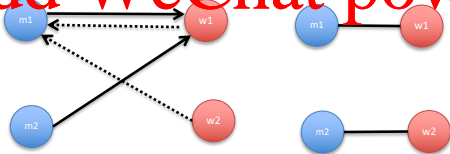


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Case2: men like the same woman and women like the same man

Preferences:

stable matching



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Question: Is it true that for every possible collection of n lists of preferences provided by all men, and n lists of preferences provided by all women a stable matching always exists?

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Answer: **YES**, but this is **NOT** obvious!

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Stable Matching Problem: Gale - Shapley algorithm

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Answer: $n!$

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Answer: $n! \approx (n/e)^n$ - more than exponentially many in n ($e \approx 2.71$);

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Originally invented to pair newly graduated physicians with US hospitals for residency training.

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- Produces pairs in stages, with possible revisions;

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Stable Matching Problem: Gale - Shapley algorithm

- Produces pairs in stages, with possible revisions;
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- Produces pairs in stages, with possible revisions;
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- Produces pairs in stages, with possible revisions;
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- Start with all men free;

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While there exists a free man who has not proposed to all women

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If m is higher on her preference list than m'
the pair $p' = (m', w)$ is deleted;
 m' becomes a free man;
a new pair $p = (m, w)$ is formed;

Else m is lower on her preference list than m' ;
the proposal is rejected and m remains free.

Claim 1: Algorithm terminates after $\leq n^2$ rounds of the *While* loop

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Stable Matching Problem: Gale - Shapley algorithm

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- In every round of the *While* loop one man proposes to one woman;

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- But this would mean that n women are paired with all of n men so m cannot be free.

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- But this would mean that n women are paired with all of n men so m cannot be free. **Contradiction!**

Claim 3: The matching produced by the algorithm is stable.

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Claim 3: The matching produced by the algorithm is stable.

Proof:

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Claim 3: The matching produced by the algorithm is stable.

Proof: Note that during the *While* loop:

- a woman is paired with men of increasing ranks on her list

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Assume now the opposite, that the matching is not stable;

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- a woman is paired with men of increasing ranks on her list;
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Assume now the opposite, that the matching is not stable;
thus, there are two pairs $p = (m, w)$ and $p' = (m', w')$ such that:

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m prefers w' over w ,
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- **Contradiction!**

A Puzzle!!!

Why puzzles? It is a fun way to practice problem solving!

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Problem: Tom and his wife Mary went to a party where nine more couples were present.

- Not every one knew everyone else, so people who did not know each other introduced themselves and shook hands.
- People who knew each other from before did not shake hands.
- Later that evening Tom got bored, so he walked around and asked all other guests (including his wife) how many hands they had shaken that evening, and got 19 different answers.
- How many hands did Mary shake?
- How many hands did Tom shake?

LOONEY TUNES

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That's All, Folks!!