

Introduction to Algorithms

Foundations of Algorithms
Guven



Reading Assignment

- Cormen, Chapter 1, 2, 3
- Check out Beginning to Python: https://wiki.python.org/moin/BeginnersGuide/Programmers
- From Blackboard, study the Project rubric and Jupyter notebook example

Outline

- Design and analysis of algorithms
- Real world algorithms
- Insertion sort
- Asymptotic analysis
- Integer multiplication
- Merge sort
- Notes on Proofs



This Course

- The theoretical study of design and analysis of computer algorithms
- Basic goals for an algorithm
 - always correct
 - always terminates
 - performance
 - speed
 - space
 - complexity

Design and Analysis of Algorithms

 Analysis: Predict the cost of an algorithm in terms of resources and performance

Design: Design correct algorithms which minimize the cost

Our Machine Model

- Generic Random Access Machine (RAM)
- Executes operations sequentially
- Set of primitive operations
 - Arithmetic
 - Logical
 - Comparisons
 - Function calls
- Simplifying assumption: all operations cost 1 unit
- No dependence on the speed of the computer

Most Basic Algorithmic Problems

- Pattern matching, pattern searching
- Sorting
- Searching
- Dynamic programming
- Hashing
- Optimization
- Modeling, higher level representations

10 Real-World Algorithms

- Merge Sort, Quick Sort and Heap Sort
- Fourier Transform and Fast Fourier Transform (FFT)
- Dijkstra's algorithm
- RSA algorithm
- Secure hash algorithm
- Integer factorization
- Link analysis
- Proportional Integral Derivative (PID) Algorithm
- Data compression algorithms
- Random number generation

Insertion Sort (find the bug!)

```
def insertion_sort(A,n): # A[0..n-1]
  for j in range(1,n):
     key = A[j]
     i = j-1
     while i>0 and A[i]>key:
        A[i+1] = A[i]
        i = i-1
        A[i+1] = key
```

Time Complexity

- The running time depends on the input
 - An already sorted sequence is faster to sort
- Major simplifying convention
 - Parameterize the running time by the size of the input,
 since short sequences are quicker to sort than long ones
- $T_A(n) = Time of A on inputs with length n$
- Generally, we seek upper bounds on the running time, to have guaranteed performance

Analyses Types

- Worst-case: (occasional)
 - T(n) = maximum running time of algorithm
- Average-case: (most of the times)
 - T(n) = expected time of algorithm
 - Assumption of statistical distribution of inputs
- Best-case: (seldom)
 - A slow algorithm might work fast on some input
 - Lucky case

Machine-independent Time

- What is insertion sort's worst-case time?
 - Ignore machine dependent constants
 - Otherwise impossible to verify and to compare algorithms
- Look at growth of T(n) as $n \to \infty$
- Asymptotic analysis

Θ-notation

Definition

$$\Theta(g(n)) = \{ f(n) : \exists \text{ positive constants } c_1, c_2, n_0 \\ \text{such that } 0 \le c_1 g(n) \le f(n) \le c_2 g(n) \ \forall \ n_0 \le n \}$$

- Example
 - $3n^3+90n^2-5n+3000 = \Theta(n^3)$
 - Drop low-order terms, ignore leading constants

Asymptotic Performance

- When n gets large enough, a $\Theta(n^2)$ algorithm always better than a $\Theta(n^3)$ algorithm
 - *i.e.* runs faster
- Asymptotic analysis is a useful tool to help analysis and design of algorithms
 - Don't ignore asymptotically slower algorithms
 - Real-world design situations need balancing

Insertion Sort Analysis

- Best case, already sorted
 Θ(n)
- Worst case, sorted array (!)
 Θ(n²)
- Average case, all permutations equally likely

$$T(n) = \sum_{j=1}^{n-1} \Theta\left(\frac{j}{2}\right) = \Theta(n^2)$$

Integer Multiplication

- Let X=[A:B] and Y=[C:D] where A,B,C, and D are n/2 bit integers
- Straightforward method

$$XY = (2^{n/2}A+B)(2^{n/2}C+D)$$

= $2^{n}AC+2^{n/2}AD+2^{n/2}BC+BD$

Recurrence

$$T(n) < 4T(n/2) + \Theta(n)$$

• $T(n) = \Theta(n^2)$ (apply master theorem case 3)

Integer Multiplication - Better

- Let X=[A:B] and Y=[C:D] where A,B,C, and D are n/2 bit integers
- Karatsuba:

$$XY = (2^{n/2}+2^n)AC + 2^{n/2}(A-B)(C-D) + (2^{n/2}+1)BD$$

- Recurrence
 T(n) < 3T(n/2) + Θ(n)
- $\Theta(n) = \Theta(n^{\log 3})$

Merge Sort

```
def merge_sort(): # A[0..n-1]
   if n==1:
        done
    recursively sort A[0..[n/2-1]]
   recursively sort A[[n/2]..n-1]
   merge 2 sorted lists
```

Time to merge a total of n elements Θ(n) - linear time

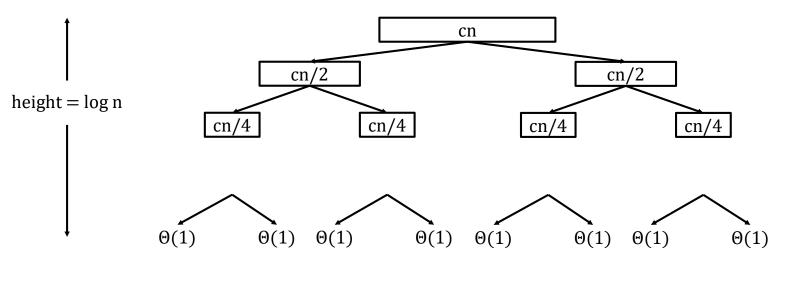
Analyzing Merge Sort

```
def merge sort(): \# A[0..n-1]
T(n)
\Theta (1)
              if n==1:
                  done
              recursively sort A[0..[n/2-1]]
T(n/2)
T(n/2)
              recursively sort A[[n/2]..n-1]
              merge 2 sorted lists
\Theta (n)
```

```
• T(n) = \Theta(1) + T(n/2) + T(n/2) + \Theta(n)
   T(n) = 2T(n/2) + \Theta(n)
```

Recursion Tree

• Solve T(n)=2T(n/2)+cn, where c>0 is constant



 $total = \Theta(n \log n)$

Notes on Proofs

- Algorithm correctness
- Loop Invariance invariant variable
 - Initialization: True prior to the first iteration of the loop
 - Maintenance: True in initialization, remains true before next iteration
 - Termination: Loop terminates, the invariant property helps show algorithm correctness
- Proof by induction
- Proof by contradiction

Example Proof by Induction

- Show that $\forall n \in \mathbb{Z}^+ \ 1 + 2 + ... + n = n(n+1)/2$
- Initial step

Verify that P(1) is true, where P(n)=n(n+1)/2 $P(1)=1(1+1)/2 \implies$ clearly true

Inductive step

Assume P(k) is true and show P(k+1) is true Show P(k+1) = 1+2+..+k+(k+1) = (k+1)(k+2)/2 \Rightarrow P(k)+(k+1) = k(k+1)/2 + (k+1) \Rightarrow P(k+1) = (k+1)(k/2 + 1) = (k+1)(k+2)/2 QED "Quod Erat Demonstrandum"

Example Proof by Contradiction

- Show that $\forall n \in \mathbb{Z}$ if n^2 is odd then n is odd