Chapter 1 Fundamentals

CSCI 6470 Algorithms (Fall 2024)

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Chapter 1 Fundamentals

- 1. Worst-case time complexity
- 2. The big-O notation
- 3. Series and recurrence relations
- 4. Time complexity of recursive algorithms

- ▶ Basic operations: arithmetic ops, logic ops, assignment, branching in high-level programming language
 - Corresponding operations in assembly (machine) languages and corresponding micro-instructions

Example: C = A + B is compiled into assembly code and executed with micro-instructions

- ▶ Basic operations: arithmetic ops, logic ops, assignment, branching in high-level programming language
 - Corresponding operations in assembly (machine) languages and corresponding micro-instructions
 - Example: C = A + B is compiled into assembly code and executed with micro-instructions
 - Concept of machine cycle
 - real time = the number of machine cycles needed to execute the basic operations in algorithm A
 - but the number of machine cycles differ across different computers and system platforms, not suitable for measuring time complexity of algorithms

- ► Time (complexity) of an algorithm A on input x is the number of basic operations carried out by A on x, denotes as function t(n,x), where n is the size of x.
 - instead of the number of machine cycles required for running the basic operations.
 - however, t(x, n) is input x (content)-dependent
- ▶ The worst case time complexity of algorithm A is function T(n), such that for every $n \ge 0$,

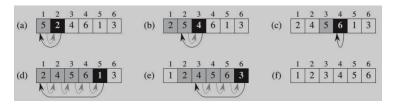
$$\forall x$$
, of size n , $t(n,x) \leq T(n)$

independent of the content of input

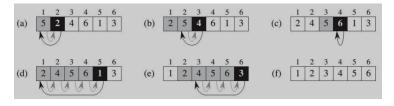


Example 1. Find T(n) for iterative INSERTION SORT algorithm But first, what is the idea of the insertion sort?

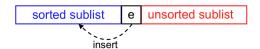
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Schematic representation of the dynamic of insertion sort:



 $\textbf{Algorithm} \ \operatorname{Insertion} \ \operatorname{Sort}$

Algorithm Insertion Sort

```
Function Insertion Sort(L, n);
1. for i = 2 to n
2.    e = L[i];
3.    j = i-1;
4.    while (L[j] > e) AND (j>0)
5.        L[j+1] = L[j];
6.    j = j - 1;
7.    L[j+1] = e;
8. return
```

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  5. L[i+1] = L[i];
  6. j = j - 1;
  7. L[j+1] = e;
  8. return
• Count the number of basic operations:
  Line 1: 2 \times n + (n-1)
   2,3,7: 2 \times (n-1)
      4: 2 \times t_j \leftarrow t_j dependent on j, overall on input x
      5: (t_i - 1)
      6: 2 \times (t_i - 1)
  Line 8. 1
```

Count the number of basic operations:

$$t(n,x) = an + b + \sum_{j=1}^{n-1} c \times t_j$$

for some constants c > 0, a, and b

• Because t_j can only be as worst (big) as j

$$t(n,x) \le an + b + \sum_{j=1}^{n-1} c \times j = T(n)$$

$$T(n) = c \frac{n-1}{2} n + an + b = \frac{c}{2} n^2 + (a - \frac{c}{2}) n + b$$

$$= c_1 n^2 + c_2 n + c_3$$

Additional issues

• About time used for arithmetic operations

```
e.g., A+B, where A and B are of scale 2^{1000000}; time needed is c \times \frac{1000000}{64} = c_1 \times 1000000, the time complexity is related to the binary length of data
```

Additional issues

- About *n*, the **size** of input *x*, what does **size** refer to?
 - (1) size n refers to the number of data items in the input as in INSERTION SORT

Consider to sort 4 very large elements, e.g., of scale $2^{1000000}$ $T(n) = c_1 n^2 + c_2 n + c_3$, then T(4) is a small constant time, However, this is not an accurate measure because even just comparison of two large elements takes $c \times 1000000$ steps

(2) size n is the number of binary bits that encode the input x, denoted as n = |x|

then for INSERTION SORT on *m* elements, time is bounded by

$$= c_1 m^2 |x| + c_2 m |x| + c_3 |x|$$

$$\leq c_1 n^3 + c_2 n^2 + c_3 n = T(n)$$

Why?

Exercise: given algorithm

```
Function Fibonacci (x);
1. F[1] = 1;
2. F[2] = 1:
3. for i = 3 to x
4. L[i] = L[i-1] + L[i-2];
5. return L[x];
```

What is T(n) for Fibonacci? Is it really a linear function?



Additional issues

(3) How to find a simple upper bound for time expressions? e.g., worst case time for INSERTION SORT

$$T(n) = c_1 n^2 + c_2 n + c_3$$

 $\leq (c_1 + c_2 + c_3) n^2$
 $= cn^2$

Exercise: find a simple upper bound for

$$T(n) = 5n^2 + 4n\log_2 n - 20n + 89$$

Needs for a succinct notation for worst time complexity

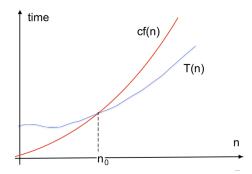
- articulate the growth of time function ignore constant coefficients
- asymptotic of the exact time function
 - e.g., intuitively $T(n) = 50n^2 + 4n + 8$ is of $O(n^2)$ because T(n) does not grow faster than some function cn^2 .

Definition Let T(n) and f(n) be two functions in n. If there exist two constants c > 0 and $n_0 \ge 0$, such that

$$T(n) \leq cf(n)$$

for all $n \ge n_0$, then T(n) is said to be of the order of n^2 , denoted as

$$T(n) = O(f(n))$$



What is the big-O for function $T(n) = 3n^2 - 20n + 100$?

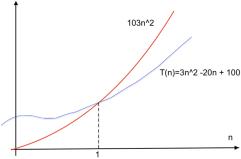
What is the big-O for function $T(n) = 3n^2 - 20n + 100$?

$$3n^2 - 20n + 100 \le 3n^2 + 100$$

 $\le 3n^2 + 100n^2 \text{ when } n \ge 1$
 $= 103n^2$

We have found c = 103 and $n_0 = 1$ such that $T(n) \le cn^2$.

By definition, $T(n) = O(n^2)$.



Is there another way to show

$$T(n) = 3n^2 - 20n + 100 = O(n^2)$$
?

- Proving big-O (by finding constants c and n_0)
 - (1) $3n^3 + 2n 6 = O(?)$
 - (2) $3n \log_2 n + 5n + 7 \log_2 n = O(?)$
 - (3) $2^{2n} + 3 \cdot 2^n = O(?)$
 - (4) $5 \ln n + 7 \log_{10} n + 2 \log_2 n = O(?)$

Summary: deriving big-O for iterative algorithms:

- count the worst-case total number of basic operations, and formulate T(n) = as an expression in n
- rule of thumb: choose f(n) to be the highest-order term in $\mathcal{T}(n)$ expression
- identify constants c and n_0 to allow

$$T(n) \leq cf(n)$$

then by big-O definition, T(n) = O(f(n))

Take-home exercises I(A)

- 1. Write/find pseudo codes for the following algorithms:
 - (1) Iterative algorithm that searches a list for a key and returns its index in the list;
 - (2) iterative **selection Sort** algorithm;
 - (3) iterative algorithm that returns the n^{the} Fibonacci number, given n;
 - (4) iterative binary search algorithm;
- 2. Derive a worst-case time function T(n) from each of the pseudo codes designed in 1.
- 3. Show the big-O for each of the derived time functions T(n) in 2.

Series used to compute time complexity

• arithmetic series:

$$\sum_{k=1}^{n} k = 1 + 2 + \dots + n = \frac{n}{2}(n+1)$$
 where did you see it?

• geometric series:

$$\sum_{k=0}^{n} c^{k} = 1 + c + c^{2} + \dots + c^{k} = \frac{c^{k+1} - 1}{c - 1}$$
 where did you see it?

harmonic series:

$$\sum_{k=1}^{n} \frac{1}{k} = 1 + \frac{1}{2} + \dots + \frac{1}{k} = \ln(2n+1)$$

If there is a known formula for a series, use it directly

If no known formula, how to solve them?

- via combinatorics/math methods
- use recurrence relations

e.g.,
$$A_n = 1 + 2 + \cdots + (n-1) + n$$
, then

$$A_n = \begin{cases} 1 & n = 1 \\ A_{n-1} + n & n \ge 2 \end{cases}$$

We can prove $A_n = \sum_{k=1}^n k = 1 + 2 + \cdots + n = \frac{n}{2}(n+1)$ by proving with **math induction**

- (1) it works for A_1 ; and
- (2) if it works for A_{n-1} , it also works for A_n .

• It is easy to get recurrence from series

e.g.,
$$G_n = \sum_{k=0}^n c^k = 1 + c + c^2 + \dots + c^k$$

$$G_n = \begin{cases} 1 & n = 0 \\ G_{n-1} + c^n & n \ge 1 \end{cases}$$

Recurrence helps deriving formula for G_n without even using induction

Time complexities derived from from recursive algorithms often come with recurrences.

```
Function Fib(n);
1. if ( n = 1) OR (n = 2)
2. return 1;
3. else
4. return Fib(n-1) + Fib(n-1)
```

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```
Function Fib(n);
1. if ( n = 1) OR (n = 2)
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```

• assume T(n) to be worst case time for Fib(n), then

$$T(n) = \begin{cases} c_1 & n = 1, 2 \\ T(n-1) + T(n-2) + c_2 & n \ge 3 \end{cases}$$

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But does '+' take just a constant time?

- (1) How to creating recursive algorithms
 - An algorithm deals with input data and produces output data
 - recursive definition of data (input or output data) may lead to recursive algorithms

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 - recursive definition of data (input or output data) may lead to recursive algorithms
 - e.g., a <u>list of n elements</u> consists of a <u>list of n 1 elements</u> concatenated with an additional element
 - this leads to the following recursive Insertion Sort algorithm:
 - Step 0: if list has single element, return it as it is;
 - Step 1: sort the sublist of (n-1) elements;
 - Step 2: insert the last element into the sorted sublist;

(1) How to creating recursive algorithms

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- (1) How to creating recursive algorithms
 - e.g., a <u>sorted list of n elements</u> consists of a <u>sorted list</u> of n-1 elements concatenated with the largest element
 - this leads to the following recursive **Selection Sort** algorithm:
 - Step 0: if list has single element, return it as it is;
 - Step 1: swap the maximum element with the last element;
 - Step 2: sort the remaining sublist of n-1 elements

(2) deriving time complexity for recursive algorithms

```
function Selection-Sort(L, n);
1. if n=1 return;
2. k = FindMaxInd(L, n); \\ find index of the max
3. Swap(L, k, n); \\ swap L[k] with L[n]
4. Selection-Sort(L, n-1);
```

$$\mathcal{T}(n) = egin{cases} c_1 & n=1 \ O(n) + c_2 + \mathcal{T}(n-1) & n \geq 2 \end{cases}$$

where O(n) is the time for function FindMaxInd(L, n), i.e.,

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- Selection-Sort(L, n-1);

$$T(n) = egin{cases} c_1 & n=1 \ O(n) + c_2 + T(n-1) & n \geq 2 \end{cases}$$

where O(n) is the time for function FindMaxInd(L, n), i.e.,

$$T(n) = \begin{cases} c_1 & n = 1 \\ c_3 n + c_2 + T(n-1) & n \ge 2 \end{cases}$$

Take-home exercises I(B)

1. Design a recursive algorithm FindMaxInd(L, n) that returns the index of the maximum element in the input list L of n elements.

Hint: consider a recursive definition of the input list L.

2. Design a recursive algorithm InsertList(L, k, x) that inserts a given element of value x into sorted list L[1..k].

Hint: consider a recursive definition of the input sorted list L[1..k].

- 3. Design a recursive **Insertion Sort** algorithm that calls the subroutine **InsertList(L, k, x)** designed in 2.
- 4. Derive a time complexity recurrence for each algorithm in 1, 2, and 3, respectively.

- (3) Solving recurrences to get analytic form
 - deriving lower and upper bounds;
 - precise solution via unfolding;
 - precise solution via math induction