



2

## HW2

### ▼ Question 1

- What is the worst-case runtime performance of the procedure below?

```

 $c = 0$ 
 $i = n$ 
while  $i > 1$  do
    for  $j = 1$  to  $i$  do
         $c = c + 1$ 
    end for
     $i = \text{floor}(i/2)$ 
end while
return  $c$ 
```

### Solution

The line  $c = c + 1$  executes for  $n + n/2 + n/4 + \dots$  times. Let  $T(n) = n + n/2 + n/4 + \dots$ . This is a geometric progression. Applying formula, we get  $n(\frac{1-(1/2)^n}{1-1/2})$ , solving which, we get  $2n(1 - (\frac{1}{2})^n)$  which is  $O(n)$  for asymptotic values of  $n$ .



Total worst case time complexity is  $O(n)$

### ▼ Question 2

- Arrange these functions under the  $O$  notation using only  $=$  (equivalent) or  $\subset$  (strict subset of):

- (a)  $2^{\log n}$
- (b)  $2^{3n}$
- (c)  $n^{n \log n}$
- (d)  $\log n$
- (e)  $n \log(n^2)$
- (f)  $n^{n^2}$
- (g)  $\log(\log(n^n))$

E.g. for the function  $n, n + 1, n^2$ , the answer should be

$$O(n+1) = O(n) \subset O(n^2).$$

### General Time Complexity Trend -

$$1 < \log(n) < \sqrt{n} < n < n\log(n) < n^2 < n^3 < \dots < 2^n < 3^n < \dots < n^n$$

- Comparing (c) and (f), we get  $n^{n \log(n)} \subset n^{n^2}$ , for comparing exponents, since the bases are same, we compare the powers. We know from the texts that logarithms grow slower than polynomials
- Comparing (a) and (b), we get  $2^{\log(n)} \subset 2^{3n}$ , same base, comparing exponents, we know that logarithms grow slower than polynomials, hence the ordering. Further, we can simplify  $2^{\log(n)}$  as  $n$
- Then, we have  $n \log(n^2)$  which simplifies to  $2n \cdot \log(n)$  which is essentially  $O(n \cdot \log(n))$
- Comparing (d) and (g), we get  $\log(n) \subset \log(\log(n^n))$  as  $\log(\log(n^n))$  simplifies to  $\log(n \cdot \log(n))$

Combining 1, 2, 3 and 4, we get →

  $\log(n) \subset \log(\log(n^n)) \subset 2^{\log(n)} \subset n \log(n^2) \subset 2^{3n} \subset n^{n \log(n)} \subset n^{n^2}$

### ▼ Question 3

- Given functions  $f_1, f_2, g_1, g_2$  such that  $f_1(n) = O(g_1(n))$  and  $f_2(n) = O(g_2(n))$ . For each of the following statements, decide whether you think it is true or false and give a proof or counterexample.
  - $f_1(n) \cdot f_2(n) = O(g_1(n) \cdot g_2(n))$
  - $f_1(n) + f_2(n) = O(\max(g_1(n), g_2(n)))$
  - $f_1(n)^2 = O(g_1(n)^2)$
  - $\log_2 f_1(n) = O(\log_2 g_1(n))$

### Solution A = TRUE

From definition,  $f(n) = O(g(n))$  implies iff  $\exists c$  such that  $f(n) = c.g(n)$ . Applying the same to the above definitions,

- $f_1(n) = O(g_1(n)) \rightarrow f_1(n) = c_1.g_1(n)$
- $f_2(n) = O(g_2(n)) \rightarrow f_2(n) = c_2.g_2(n)$

Multiplying LHS of both sides, we get

$$\begin{aligned} \rightarrow f_1(n).f_2(n) &= c_1.g_1(n) * c_2.g_2(n) \\ \rightarrow f_1(n).f_2(n) &= (c_1.c_2).(g_1(n).g_2(n)) \\ \rightarrow f_1(n).f_2(n) &= C.(g_1(n).g_2(n)), \text{ where } C = c_1.c_2 \\ \rightarrow \text{By definition, } f_1(n).f_2(n) &= O(g_1(n).g_2(n)) \end{aligned}$$

Hence Proved!

### Solution B = TRUE

From definition,  $f(n) = O(g(n))$  implies iff  $\exists c$  such that  $f(n) = c.g(n)$ . Applying the same to the above definitions,

- $f_1(n) = O(g_1(n)) \rightarrow f_1(n) = c_1.g_1(n)$
- $f_2(n) = O(g_2(n)) \rightarrow f_2(n) = c_2.g_2(n)$

Adding LHS of both sides, we get

$$\rightarrow f_1(n) + f_2(n) = c_1.g_1(n) + c_2.g_2(n)$$

Since, we are considering the Big-Oh notation, we will consider the  $\max(g_1(n), g_2(n))$  during complexity analysis

$$\begin{aligned} \rightarrow f_1(n) + f_2(n) &= (c_1 + c_2).\max(g_1(n), g_2(n)) \\ \rightarrow f_1(n) + f_2(n) &= C.\max(g_1(n), g_2(n)), \text{ where } C = c_1 + c_2 \\ \rightarrow \text{By definition, } f_1(n) + f_2(n) &= O(\max(g_1(n), g_2(n))) \end{aligned}$$

Hence Proved!

### Solution C = TRUE

From definition,  $f(n) = O(g(n))$  implies iff  $\exists c$  such that  $f(n) = c.g(n)$ . Applying the same to the above definitions,

- $f_1(n) = O(g_1(n)) \rightarrow f_1(n) = c_1.g_1(n)$

Squaring both sides, we get

- $f_1(n)^2 = c1^2 \cdot g_1(n)^2$
- $f_1(n)^2 = C \cdot g_1(n)^2$ , where  $C = c1^2$
- Hence, by definition,  $f_1(n)^2 = O(g_1(n)^2)$

Hence Proved!

### Solution D = FALSE

From definition,  $f(n) = O(g(n))$  implies iff  $\exists c$  such that  $f(n) = c \cdot g(n)$ . Applying the same to the above definitions,

- $f_1(n) = O(g_1(n)) \rightarrow f_1(n) = c1 \cdot g_1(n)$

Taking log both sides, we get

- $\log_2 f_1(n) = \log_2 c1 + \log_2 g_1(n)$
- For  $\log_2 f_1(n) = O(\log_2 g_1(n))$  to be true, we need to find a  $d$  such that,  $\log_2 f_1(n) \leq d \cdot \log_2 g_1(n)$
- This means that,  $\log_2 c1 + \log_2 g_1(n) \leq d \cdot \log_2 g_1(n)$
- Factorizing the above equation, taking  $\log_2 g_1(n)$  common, we get  $\frac{\log_2 c1}{\log_2 g_1(n)} + 1 \leq d$
- Consider the following counter-example -  $2(1 + \frac{1}{n}) \in O(1 + \frac{1}{n})$
- Taking  $\log$  on both sides, we get,  $\log_2 2 + \log_2(1 + \frac{1}{n}) \notin O(\log_2(1 + \frac{1}{n}))$

Hence Proved!

#### ▼ Question 4

4. Given an undirected graph  $G$  with  $n$  nodes and  $m$  edges, design an  $O(m + n)$  algorithm to detect whether  $G$  contains a cycle. Your algorithm should output a cycle if  $G$  contains one.

### Pseudo Code

```
For a given graph G = {V, E} represented by an adjacency list, we perform a DFS traversal on the graph to identify whether a cycle is present or not.

Function: it returns a boolean. true, if a cycle is present, and false, if a cycle is not present
isCycleDetected(node, parent, pathSoFar) {
    visited[node] = true;
    pathSoFar += node;
    for (each edge that starts from this node, e) {
        if (visited[e.neighbor] == false) {
            if (dfs(e.neighbor, e.parent, pathSoFar + e.neighbor) == true) {
                print pathSoFar; // printing the cycle path as the cycle is present
                return true;
            }
        } else {
            if (child != parent) { // this condition checks whether a node is referring to its parent or not.
                print pathSoFar; // printing the cycle path as the cycle is present
            }
        }
    }
    return false; // cycle is not present
}
```



This code does a BFS traversal of a graph, which is represented by an adjacency list and hence, the time complexity of the aforementioned algorithm is  $O(V + E)$

#### ▼ Question 5

6. Consider the following basic problem. You're given an array  $A$  consisting of  $n$  integers  $A[1], A[2], \dots, A[n]$ . You'd like to output a two-dimensional  $n$ -by- $n$  array  $B$  in which  $B[i, j]$  (for  $i < j$ ) contains the sum of array entries  $A[i]$  through  $A[j]$ —that is, the sum  $A[i] + A[i+1] + \dots + A[j]$ . (The value of array entry  $B[i, j]$  is left unspecified whenever  $i \geq j$ , so it doesn't matter what is output for these values.)

Here's a simple algorithm to solve this problem.

---

```

For i = 1, 2, ..., n
  For j = i + 1, i + 2, ..., n
    Add up array entries A[i] through A[j]
    Store the result in B[i, j]
  Endfor
Endfor

```

---

- (a) For some function  $f$  that you should choose, give a bound of the form  $O(f(n))$  on the running time of this algorithm on an input of size  $n$  (i.e., a bound on the number of operations performed by the algorithm).
- (b) For this same function  $f$ , show that the running time of the algorithm on an input of size  $n$  is also  $\Omega(f(n))$ . (This shows an asymptotically tight bound of  $\Theta(f(n))$  on the running time.)
- (c) Although the algorithm you analyzed in parts (a) and (b) is the most natural way to solve the problem—after all, it just iterates through

the relevant entries of the array  $B$ , filling in a value for each—it contains some highly unnecessary sources of inefficiency. Give a different algorithm to solve this problem, with an asymptotically better running time. In other words, you should design an algorithm with running time  $O(g(n))$ , where  $\lim_{n \rightarrow \infty} g(n)/f(n) = 0$ .

- a. Consider the following -

### Complexity Analysis

1. The outer for-loop (i) runs for  $n$  times.
2. The inner for-loop (j) runs for at max  $n$  times.
3. The step "add up array entries  $A[i]$  through  $[j]$ " runs takes exactly  $O(j - i + 1)$  time which means that it takes  $O(n)$  time as its upper bound.
4. The step "store the result in  $B[i, j]$ " takes up constant time i.e.  $O(1)$
5. Total time taken =  $O(n^2) * [(j - i + 1) + \text{constant}(K)]$
6. Converting and simplifying into Big-Oh notation, we get  $O(n^3)$

- b. Answer -

### Proof

- Consider cases when  $i \leq n/4$  and  $j \geq 3n/4$
- from (a) we know that addition step's amortized complexity is  $j - i + 1$
- using the assumed values in the equation, we get,  $j - i + 1 \geq 3n/4 - n/4 + 1 > n/2$
- the addition step executes  $n/2$  times atleast
- considering  $i = n/4$  and  $j = 3n/4$  for calculating total number of elements that satisfy  $i \leq n/4$  and  $j \geq 3n/4$ , we get  $(n/4)^2$  elements
- total operations performed by the algorithm -  $n/2 * (n/4)^2 = n^3/32$
- considering lower bound of the algorithmic complexity =  $\Omega(n^3)$



Big-Omega notation =  $\Omega(n^3)$

c. Answer -

## Code

```
import java.util.Arrays;

public class Problem006 {

    static int[] a = {1,2,3,4,5,6}; // prefix sum for this array would be = {1, 3, 6, 10, 15, 21}
    static int n = 6;
    static int[][] b = new int[n][n];
    static int[] prefix_sum;

    public static void main(String[] args) {
        getPrefixSum(a);
        bruteForce();
        optimizedAlgo();
        printAns();
    }

    private static void printAns() {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                System.out.print(b[i][j] + "\t");
            }
            System.out.println();
        }
    }

    private static void optimizedAlgo() {
        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                if (i >= j) {
                    b[i][j] = 0;
                } else {
                    if (i == 0) {
                        b[i][j] = prefix_sum[j];
                    } else {
                        b[i][j] = prefix_sum[j] - prefix_sum[i - 1];
                    }
                }
            }
        }
    }

    private static void bruteForce() {
        for (int i = 0; i < n; i++) {
            for (int j = i + 1; j < n; j++) {
                int sum = 0;
                for (int k = i; k <= j; k++) {
                    sum += a[k];
                }
                b[i][j] = sum;
            }
        }
    }

    private static void getPrefixSum(int[] a) {
        int[] ps = new int[a.length];
        ps[0] = a[0];

        for (int i = 1; i < a.length; i++) {
            ps[i] = ps[i - 1] + a[i];
        }
        prefix_sum = ps;
    }
}
```

OUTPUT:

```
PREFIX SUM ARRAY: [1, 3, 6, 10, 15, 21]
0 3 6 10 15 21
0 0 5 9 14 20
0 0 0 7 12 18
0 0 0 0 9 15
```

```
0 0 0 0 0 11  
0 0 0 0 0 0
```

## Optimized Algorithm

Let A be the input array and B be the output array of size n. Prefix\_sum is the array calculated such that for any index k in prefix\_sum[k] = prefix\_sum[k - 1] + a[k]

```
private static void optimizedAlgo() {  
    for (int i = 0; i < n; i++) {  
        for (int j = 0; j < n; j++) {  
            if (i >= j) {  
                b[i][j] = 0;  
            } else {  
                if (i == 0) {  
                    b[i][j] = prefix_sum[j];  
                } else {  
                    b[i][j] = prefix_sum[j] - prefix_sum[i - 1];  
                }  
            }  
        }  
    }  
}
```

## Complexity Analysis

The time complexity for each step can be stated as follows -

- creating prefix\_sum array =  $O(n)$ , where n is the size of the array
- looping through the output array B gives  $O(n^2)$
- populating the output array requires constant time operations  $O(1)$
- amortized complexity of the code =  $O(n + n^2)$
- hence, the worst time complexity (Upper Bound - Big-Oh) of this algorithm is  $O(n^2)$

## Answer



Optimized Big-Oh time complexity =  $O(n^2)$

### ▼ Question 6

6. We have a connected graph  $G = (V, E)$ , and a specific vertex  $u \in V$ . Suppose we compute a depth-first search tree rooted at  $u$ , and obtain a tree  $T$  that includes all nodes of  $G$ . Suppose we then compute a breadth-first search tree rooted at  $u$ , and obtain the same tree  $T$ . Prove that  $G = T$ . (In other words, if  $T$  is both a depth-first search tree and a breadth-first search tree rooted at  $u$ , then  $G$  cannot contain any edges that do not belong to  $T$ .)

#### Assumption:

Let us assume that there exists an edge  $E = \{a, b\}$  that does not belong to  $T$ .

#### Proof by Contradiction

Now, from the question, we know that  $T$  has been obtained by finding the DFS of the graph  $G$ . So, at least one vertex of a given edge must be the ancestor of another. Now, BFS of  $T$  at node  $u$  means distance of node  $b$  from  $u$  and distance of node  $a$  from  $u$  can differ by at most 1.

But, as per our assumption, since  $a$  is the ancestor of  $b$ , then the distance between  $u$  to  $a$  and distance between  $u$  to  $b$  is at most more than 1. This means that  $a$  is in fact a direct parent of  $b$  which belongs to  $T$ . This means that  $\{a, b\}$  is in fact an edge in the graph  $G$ , which contradicts our previous assumption that it is not.

Hence, the graph is same as the tree i.e.  $G = T$ . Proved!