



MCAC 301

Design and Analysis of Algorithms

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Disclaimer: Every lecture will be recorded. If anyone has any objection, you are requested to put your objection in the chat box.

Introduction



Structure:

- Lecture on a topic,
- Quiz: 5 -15 mins,
- Discussion on Quiz: 5 -10 mins,
- Programming Assignment on every topic
- Next Topic
- Minor and Major will be as per department policy

Pre-requisite: Familiarity with basic Maths : sets, functions, relations, log functions, polynomials, exponents etc.

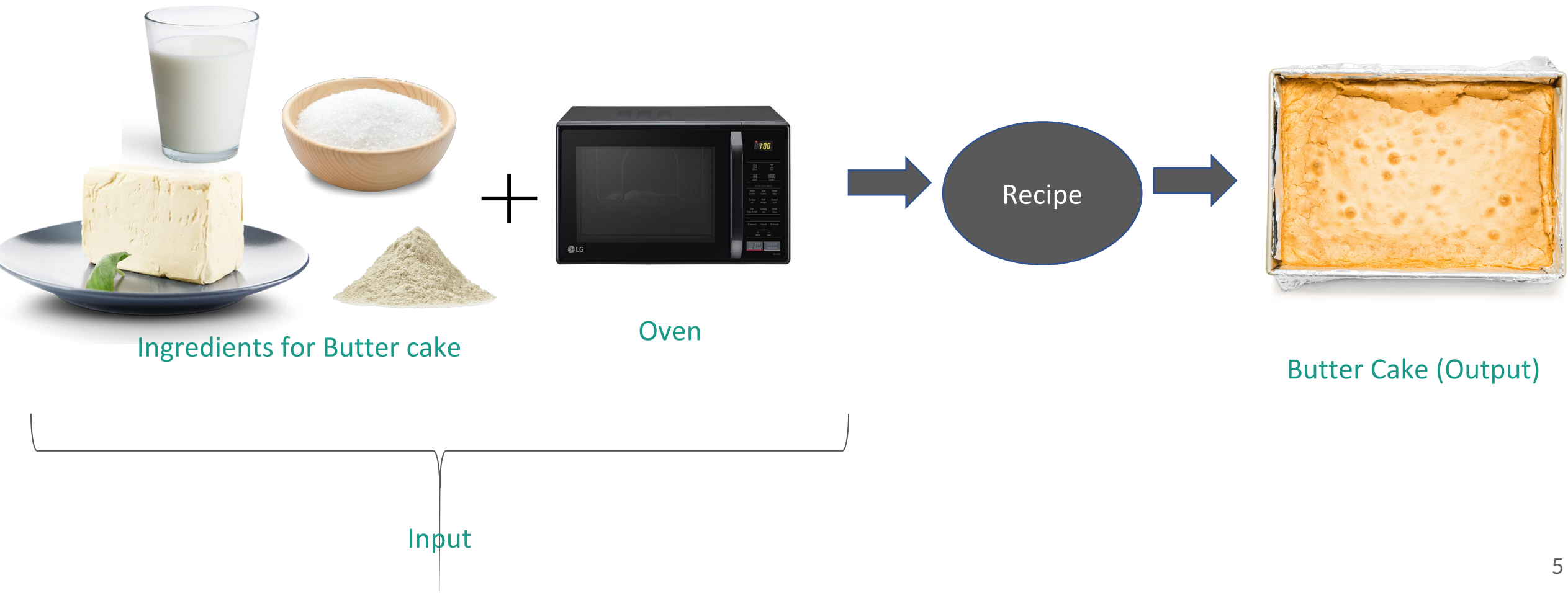
Familiarity with basic data structures like arrays, stacks, queues.

What is an Algorithm?

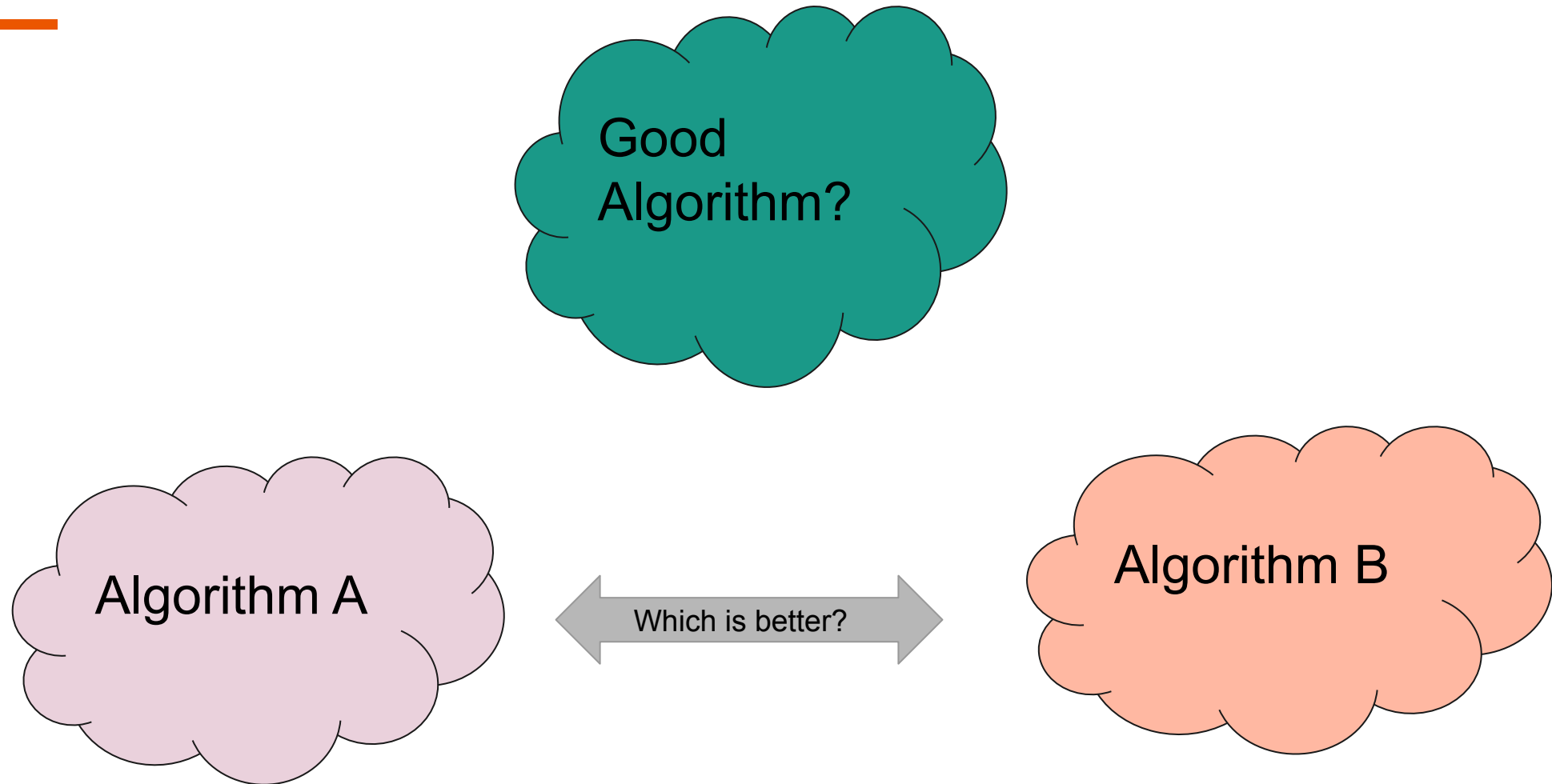


- Algorithm is a finite sequence of instructions that uses the given input and produces the desired output

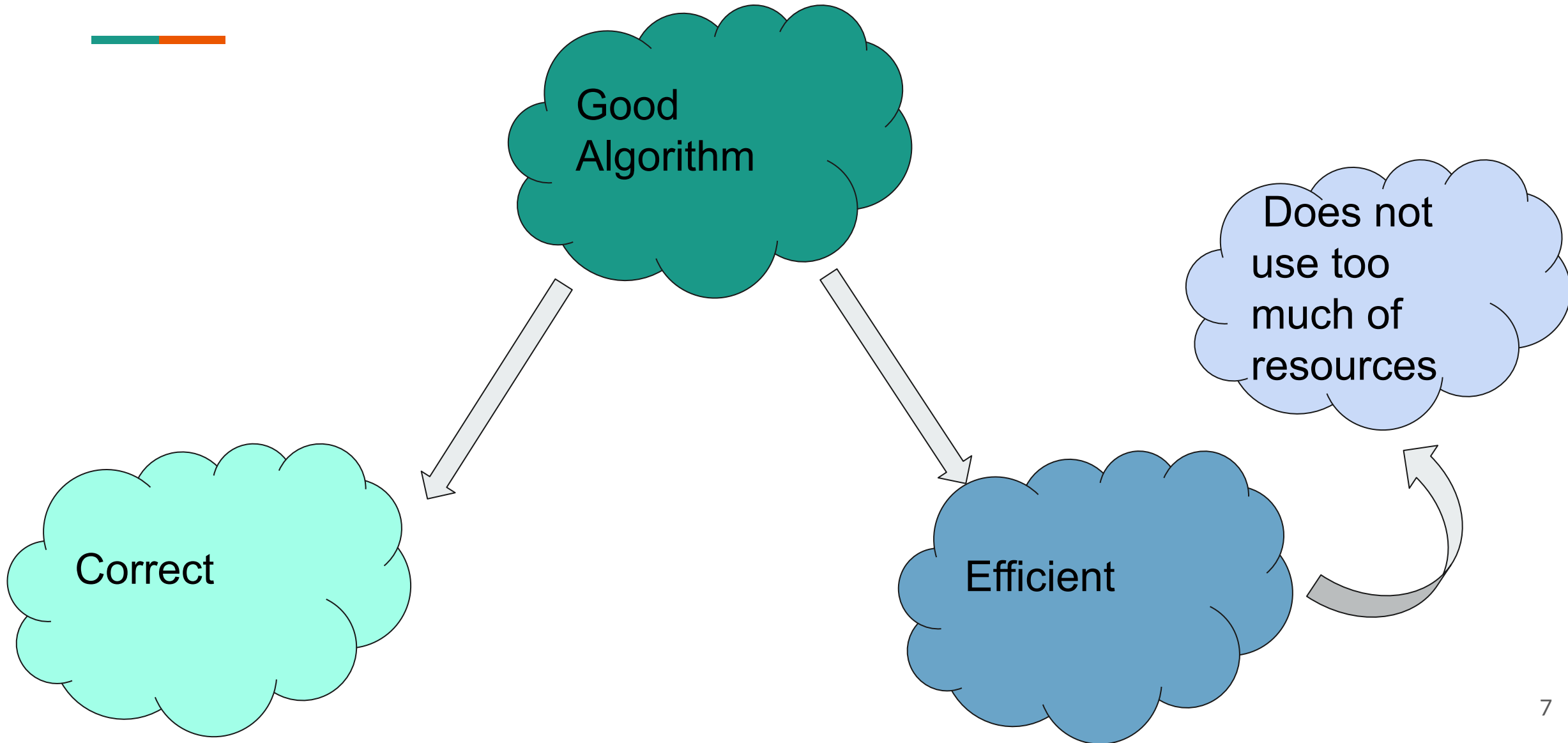
Algorithms Everywhere



Questions we ask



When do we say that an Algorithm is good?



Correctness

- Experimental Studies:

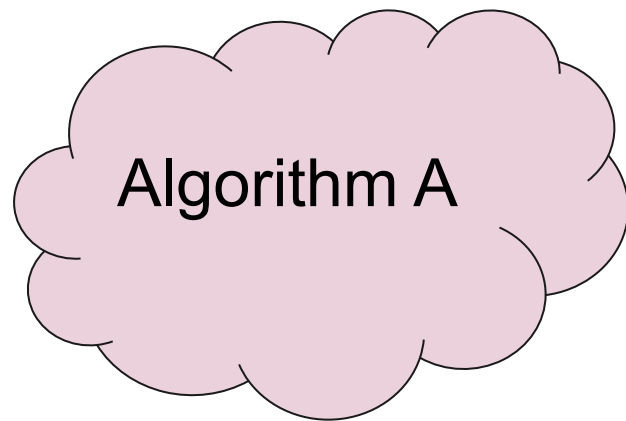
- Limitations:

- Effort to Code,
- inexhaustive on inputs and,
- if the output is large, how do you verify that it is correct?

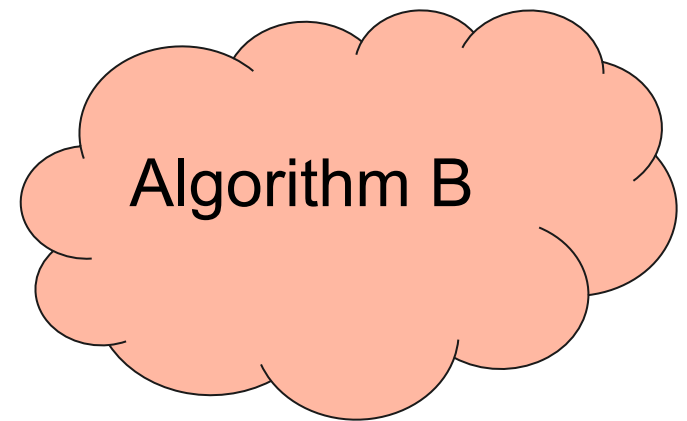
- Mathematical Tools: Proofing Techniques ✓



Compare Two Algorithms



A performs
better than B



- If A performs better than B on **large input** irrespective of their relative performance on small inputs

By “performs better” we mean “uses lesser resources”.

Question I promised to answer



- What do we mean by “not too much” in “not too much of resources”?

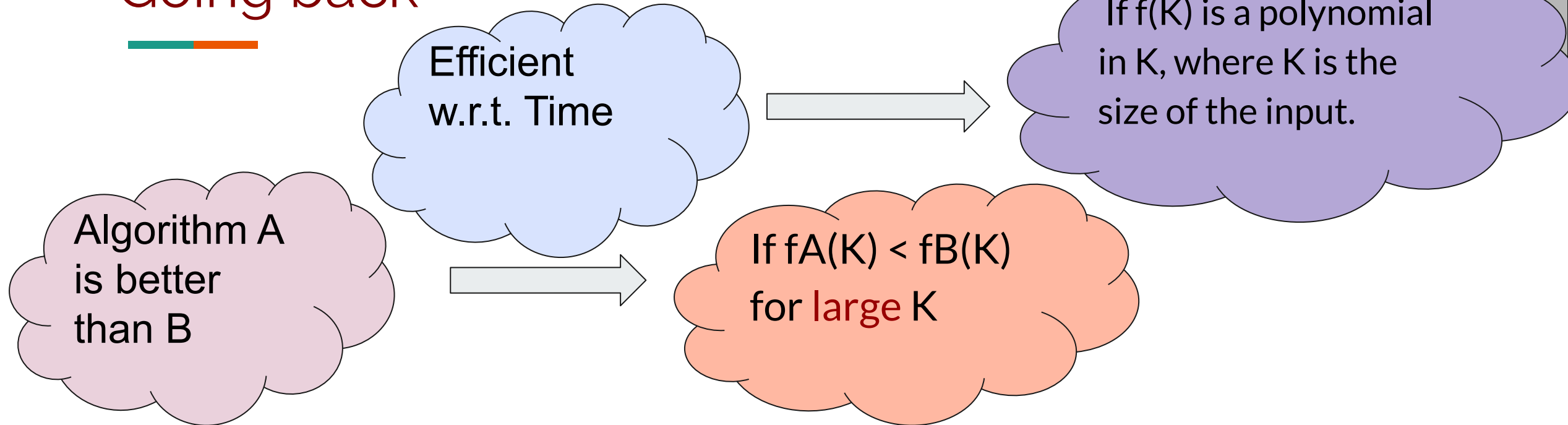
Let $f(K)$ denotes the amount of resource used by an algorithm A on an input of size K .

For example, let the running time of A , on an input of size n , be expressed as $f(n) = n^2$

For the purpose of this course, we say that an algorithm does not use too much of a resource if $f(n)$ is a polynomial in ‘ n ’.

An algorithm is efficient (with respect to time) if $f(K)$ is a polynomial in K .

Going back



Qs: 1. How to compute the time $f(K)$?

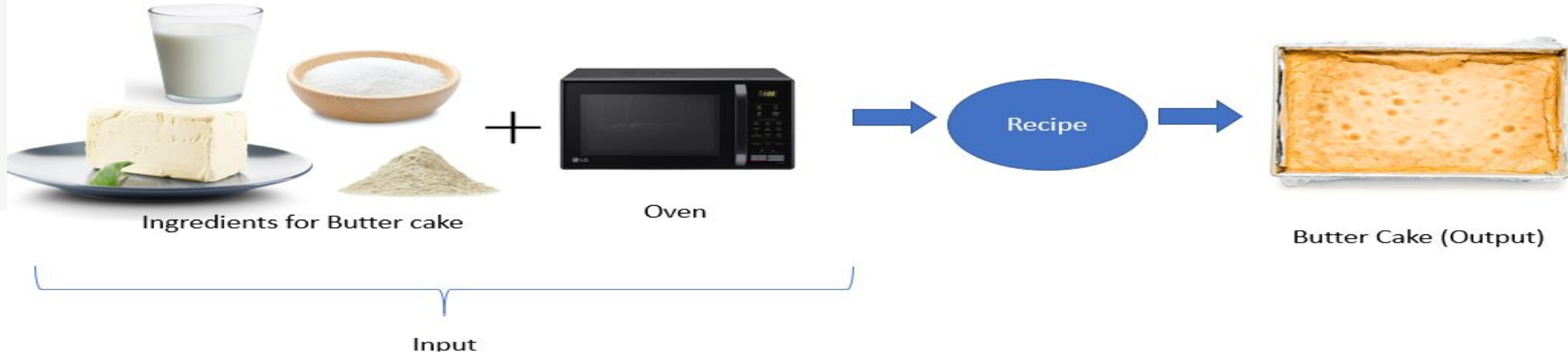
2. What do we mean by the input size K ?

Input Size is the number of memory words required to store the input. Will study more in detail later.

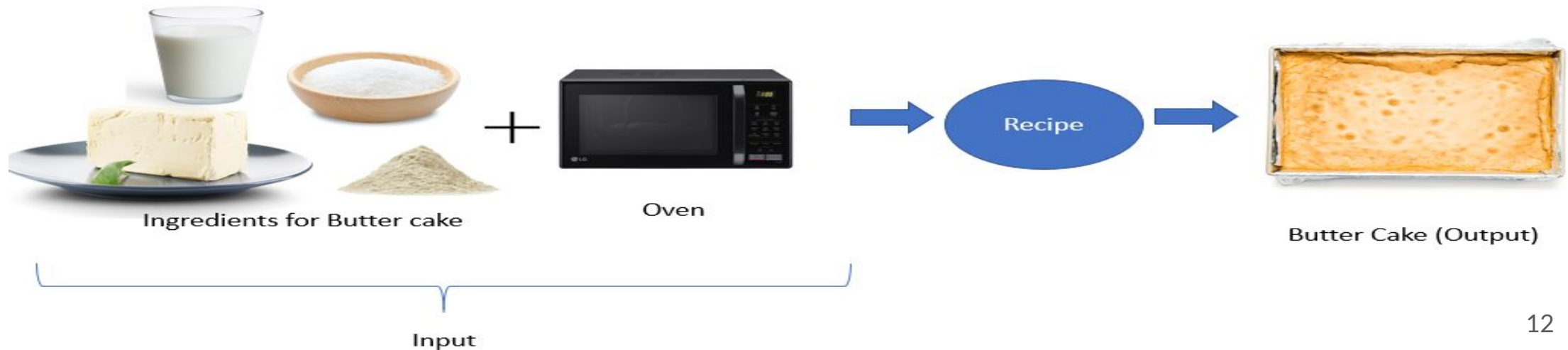
The Big Q: How to compute $f(B)$ - the time?



Amit



Rahul



The Big Q: How to compute $f(B)$ - the time?

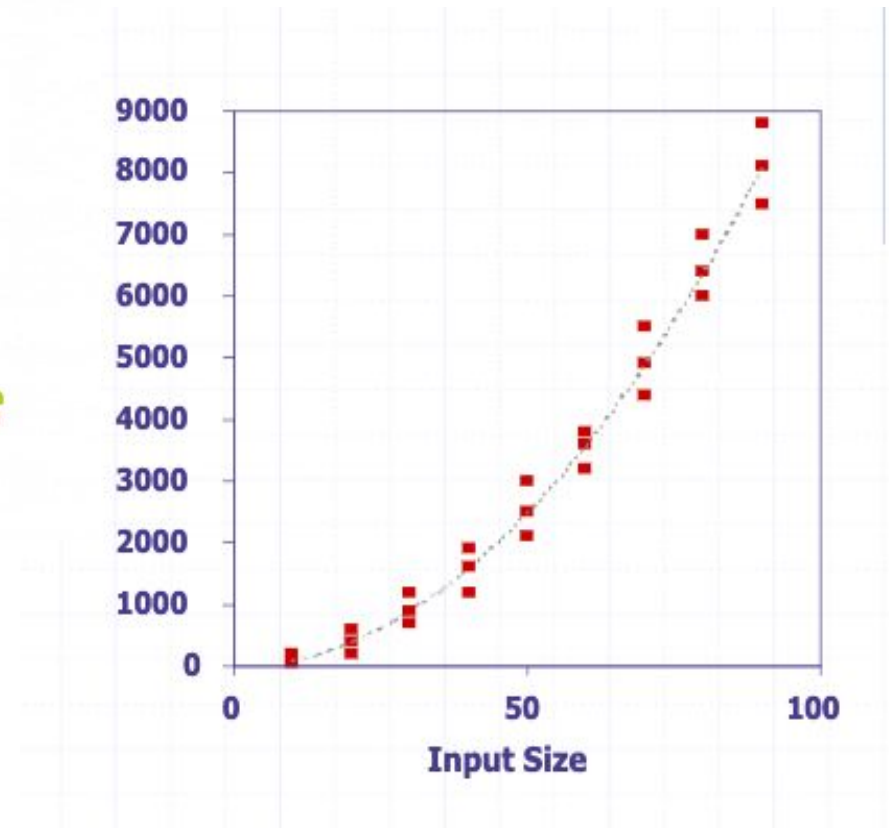
- Experimental Studies:



- Limitations:

- Effort to Code,
- inexhaustive on inputs and,
- maintaining same environment for both the algorithms, which is nearly impossible

- Theoretical Analysis: Count the Primitive steps ✓



Theoretical Analysis (Counting the Primitive Steps)

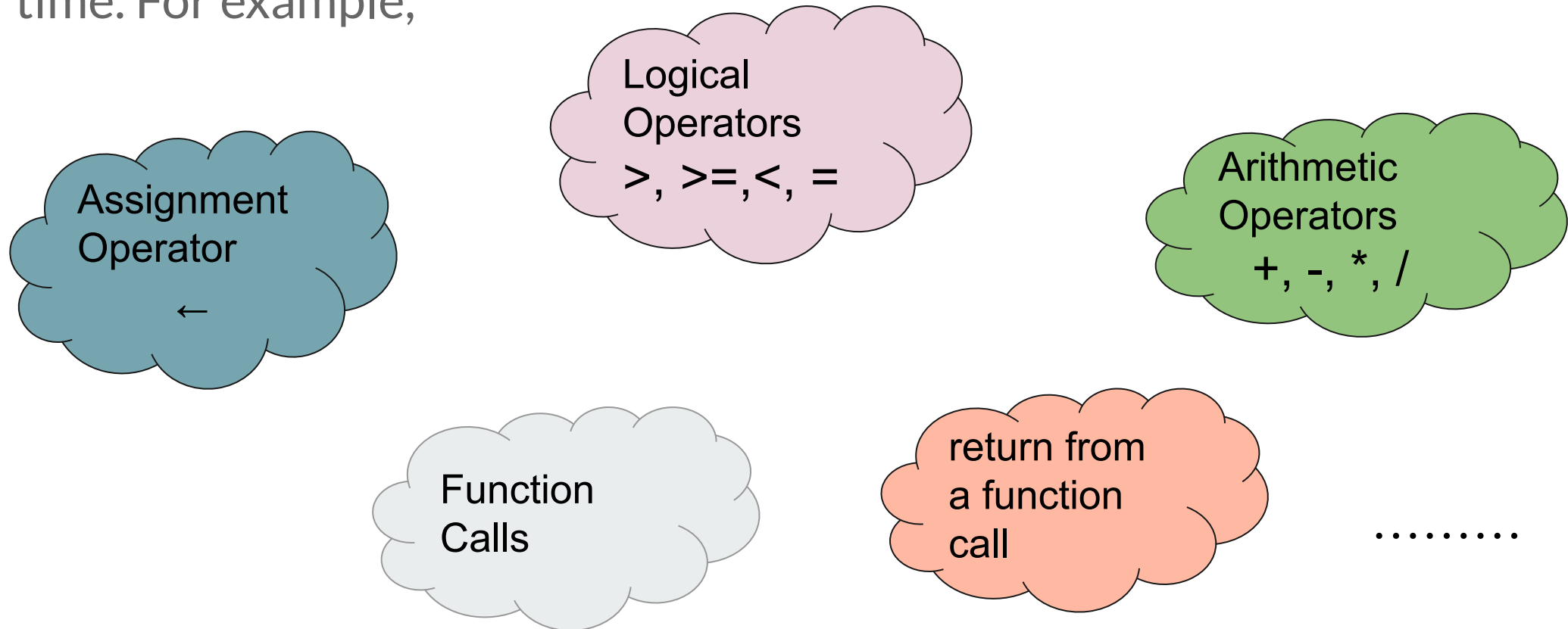


- Uses a high-level description of the algorithm instead of a detailed implementation
- Considers all possible inputs
- Allows us to evaluate(estimate) the time taken by an algorithm independent of the hardware/ software environment

```
for  $i \leftarrow 1$  to  $n$  do
    if  $A[i] = key$  then
        return  $i$ 
    end
end
return 0
```

Primitive Steps

Primitive Steps are the steps that can be performed in constant amount of time. For example,



Pseudocode : A high-level description of an algorithm

- ❑ Less Structured than programs
 - Only high-level description of an algorithm - hides details of implementation
 - Doesn't require programming language support
 - Hides Syntactical issues
- ❑ More Structured than English prose
 - Convenient to prove correctness and
 - Count the number of primitive operations

```
for  $i \leftarrow 1$  to  $n$  do
    if  $A[i] = key$  then
        return  $i$ 
    end
end
return 0
```


Pseudocode Standards

□ Control flow

- **if ... then ... [else ...]**
- **while ... do ...**
- **repeat ... until ...**
- **for ... do ...**
- Indentation replaces braces

□ Method declaration

Algorithm *method* (*arg* [, *arg*...])

Input ...

Output ...

□ Method call

method (*arg* [, *arg*...])

□ Return value

return *expression*

□ Expressions:

← Assignment

= Equality testing

*n*² Superscripts and other
mathematical
formatting allowed