### BITS, PILANI – K. K. BIRLA GOA CAMPUS

# **Design & Analysis of Algorithms**

(CS F364)

Lecture No. 2



# Algorithms

## Seen many algorithms

#### **Sorting**

- Insertion Sort
- Bubble Sort
- Merge Sort
- Quick Sort
- Heap Sort
- Radix Sort
- Counting Sort

#### Searching

- Linear Search
- Binary Search

#### **Graph Algorithms**

- Shortest Path
- Minimum Spanning Tree

#### **Graph Searching**

- Breadth First Search
- Depth First Search
- Tree Traversal

# **Key Questions**

### Given a problem:

```
1<sup>st</sup> Question
```

Does Solution/Algorithm exist?

Do we know any such problem?

2<sup>nd</sup> Question

If solution exists, is there alternate better solution?

3<sup>rd</sup> Question

What is the least time required to solve the problem?

- lower bound results

4<sup>th</sup> Question

Does there exist algorithm solving the problem taking the least time?

## **Key Questions**

### 5<sup>th</sup> Question

Is the known solution polynomial time?

What about fractional knapsack?

What about 0-1 knapsack?

### 6<sup>th</sup> Question

If the known solution is not polynomial time, does/will there exist a polynomial time solution?

### 7<sup>th</sup> Question

Can we prove that no polynomial time solution will ever exist?

### 8<sup>th</sup> Question

If we don't know a polynomial time solution and answer to 7<sup>th</sup> Question is no, then what?

### **Algorithm Design Techniques**

We already know one popular strategy

#### **Divide & Conquer**

Consider the **Coin Change Problem** with coins of denomination 1, 5, 10 & 25

#### **Solution is Easy**

What is the guarantee that solution works! Introduce two more popular & widely applicable problem solving strategies:

- Dynamic Programming
- Greedy Algorithms

## **Key Questions**

## **Course Objective 2:**

One of the objectives of this course is to look at Question 5 to Question 8 in detail for a class of problems

Understand famous P vs NP problem

We strongly believe that certain important class of problems will not have polynomial time solution.

- How to deal with the class of problems for which we strongly believe that no polynomial time algorithm will exist?
- This class consists of important practical problems

**Example:** Traveling Salesman Problem, 0-1 Knapsack Problem, Bin Packing Problem

**And Many more** 

#### 1<sup>st</sup> Alternative

Try to get polynomial time solution for an important particular instance of the problem

### 2<sup>nd</sup> Alternative

#### **Backtracking Algorithms**

With good heuristics this works well for some important particular instance of the problem

### 3<sup>rd</sup> Alternative

### **Approximation Algorithms**

As name indicates, these algorithms will give approximate solutions but will be polynomial in time.

#### **Many Other Alternatives**

### **Course Objective – 3**

For a certain class of problems to study, develop and analyze 'good' approximation algorithms.

## Binary Search Tree

### Binary Search Tree

Well known, important data structure for efficient search

If T is Binary tree with n nodes, then min height of the tree is

logn

max height of the tree is

**n-1** 

## Disadvantage

Tree can be skewed making search inefficient

## Binary Search Tree

How to fix the skewness

#### **Balanced trees**

- AVL Trees
- Red-Black Trees
- Multi-way Search Trees, (2, 4) Trees
- Few More

## Technique used for balancing

- Rotations

**Left Rotation or Right Rotation** 

# Binary Search Tree

Disadvantage with Balanced Trees

Number of rotations needed to maintain balanced structure is

O(logn)

### Question

Are there type of binary search trees for which number of rotations needed for balancing is constant

(independent of n)

### **Course Objective – 4**

Study type of binary search trees called **Treap** for which **expected number of rotations needed for balancing is constant** 

We will be proving that expected number of rotations needed for balancing in Treap is 2 (something really strong)

**Treap is an Randomized Data Structure**