

TODAY: Algorithmic Thinking / Peak Finding

- administrivia
 - course overview
 - peak finding problem $\begin{cases} 1D \\ 2D \end{cases}$
 - divide & conquer
-

6.006: Introduction to Algorithms

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<http://stellar.mit.edu/S/course/6/fa16/6.006/>

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Handout 1:

- * sign up at alg.csail.mit.edu by 5 P.M. TODAY
- recitation assignment tonight
(note: 2 per week / 1 per lecture)
- Sign up for Piazza (recommended)
- prereqs: 6.01/6.009 coreq (Python)
 & 6.042 (discrete math)
- grading: 5 psets (30%, Python 3 + LaTeX)
Quiz 1 (20%, Oct. 18, 7:30-9:30)
Quiz 2 (20%, Nov. 17, 7:30-9:30)
final (30%)
- read policies: pset grace days,
collaboration

Algorithm = mathematical abstraction of a computer program

= well-specified procedure for solving a computational problem

- usually: finite sequence of operations described via structured English, pseudocode, or real code ↳ preferred

History/naming: al-Khwārizmī (c. 780–850)

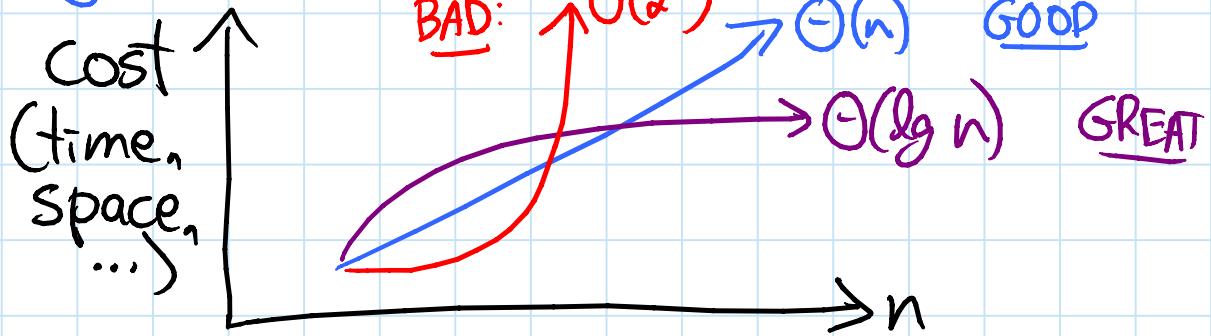
"al-kha-raz-mee"

- father of algebra
- author of The Compendious Book on Calculation by Completion and Balancing [c.830]
- some of the first algs: linear & quadratic eqns.

Want an algorithm that's:

- correct
 - fast \approx scalable
 - small space
 - general, simple, clever, ...
- } focus here

Scalability: measure time/space/etc.
as problem size n grows $\rightarrow \infty$
"efficiency"



- big idea: IGNORE CONSTANT FACTORS
using asymptotic notation ($\Theta, O, \Omega, o, \omega$)
e.g. $5n^2 - 7n + 4 = \Theta(n^2)$
 \Rightarrow minor details (machine instruction set, compiler optimization, ...) irrelevant
- dominant for large n

- polynomial time = $\Theta(n), \Theta(n^2), \Theta(n^3), \dots$
= "GOOD"
- exponential time e.g. $\Theta(2^n)$ = "BAD"

Main topics in 6.006:

- sorting
- data structures:
 - heaps
 - binary search trees
 - hashing
- graph search
- shortest paths
- techniques:
 - divide & conquer
 - dynamic programming
- continuous optimization
- geometry
- complexity (NP-complete)

sample application:

spreadsheets

Google

simulation

scheduling

file sync.

Rubik's Cube

Google Maps

(TODAY)

optimization

reals

video games

lots :-)

Peak finding: find a local maximum (or minimum) in a 1D or 2D array

(think: blind Geordi LaForge searching for water accumulation on alien mountain range, with transporter)



1D: input = array $A[0 \dots n-1]$

output = i such that $A[i-1] \leq A[i] \geq A[i+1]$

where $A[-1] = -\infty$ & $A[n] = -\infty$

Algorithm 1: brute force

- test $A[0], A[1], \dots, A[n-1]$ for peakyness
- $\Theta(n)$ time each $\Rightarrow O(n)$ time

Algorithm 2: $\max(A)$ is a local max

- $\Theta(n)$ time

Algorithm 3: divide & conquer

- look at element i

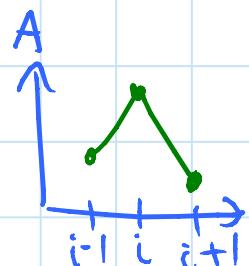
- if it's a peak: done, return it

- else it has a neighbor $> A[i]$

- if $A[i-1] > A[i]$: must be peak to left

- if $A[i+1] > A[i]$: must be peak to right

\Rightarrow recurse on $A[:i]$ or $A[i+1:]$



(Why? walk left/right until descend or hit end \Rightarrow peak)

- (*i*) (*>i*)
- ⇒ left with $\max\{i, n-i-1\}$ elements
in the worst case
 - ⇒ set $i = n-i-1$ to balance
 - ⇒ $i = (n-1)/2 = \underline{\text{MIDDLE}}$

Divide & conquer algorithm:

- ① divide input into part(s)
- ② conquer (solve) each part recursively
- ③ combine result(s) to solve original

1D peak:
one half

- if size- n input divided into n_1, n_2, \dots, n_k
 then $T(n) = \text{divide time}$
 $\qquad\qquad\qquad + T(n_1) + T(n_2) + \dots + T(n_k)$ } RECURRANCE
 $\qquad\qquad\qquad + \text{combine time}$

worst-case running time

- 1D peak: $T(n) = T(n/2) + \Theta(1)$

- solve: $T(n) = T(n/2) + c$ ← can't use $\Theta(1)$
 $= T(n/4) + c + c$ here because of "..."
 $= \dots$ need to keep track of constant used
 $= T(n/2^k) + c \cdot k$
 $= T(n/2^{\lg n}) + c \cdot \lg n$
 $= T(1) + c \lg n$
 $= O(\lg n)$

lg n times

2D: input = $n \times n$ matrix A
output = (i, j) such that:

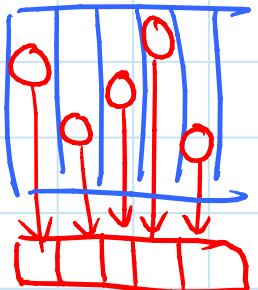
$$\begin{array}{c} A[i-1, j] \\ \diagup \quad \diagdown \\ A[i, j-1] \leq A[i, j] \geq A[i, j+1] \\ \diagdown \quad \diagup \\ A[i+1, j] \end{array}$$

Algorithm 1: brute force

- test all n^2 elements for peakyness
- $\Rightarrow O(n^2)$ time

Algorithm 2: reduce to 1D

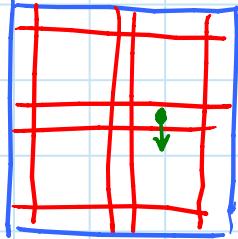
- ① take max element in each column
 - ② solve 1D problem on max array
- $\Theta(n^2)$ time



Algorithm 3: be lazy about ①

- solve 1D problem on max array
 - for each of $O(\lg n)$ accesses to max, compute in $\Theta(n)$ time
- $\Rightarrow O(n \lg n)$ time

- Algorithm 4: 2D divide & conquer
- Window = first, middle, & last row & column
 - if it has a peak: done (can avoid rechecking relative to entire array) [first/last row/column]
 - else: find $\max(\text{window})$
 - must have a larger neighbor
⇒ can't be at window corners, center, ...
 - ⇒ recurse in unique subwindow containing it



Correctness: subwindow contains peak

- walk up (N/S/E/W as appropriate) from neighbor until get stuck at a peak
- walk \geq neighbor $> \max \geq$ subwindow boundary
⇒ never left subwindow

Time: $T(n) \leq T(n/2) + O(n)$

$$n \times n \rightarrow \frac{n}{2} \times \frac{n}{2}$$

$$\begin{aligned}
 - \text{solve: } T(n) &\leq T(n/2) + c \cdot n \\
 &\leq T(n/4) + c \cdot \frac{n}{2} + c \cdot n \\
 &\leq T(n/8) + c \cdot \frac{n}{4} + c \cdot \frac{n}{2} + c \cdot n \\
 &\leq \dots \\
 &\leq T(1) + c \cdot n \left(1 + \frac{1}{2} + \frac{1}{4} + \frac{1}{8} + \dots\right) \\
 &\quad \underbrace{\qquad\qquad\qquad}_{< 2} \\
 &= O(n)
 \end{aligned}$$