

Karatsuba Algorithm

Week 1

①

$$X = \begin{matrix} a & b \\ \textcircled{56} & \textcircled{78} \end{matrix}$$
$$Y = \begin{matrix} & c & d \\ \textcircled{12} & \textcircled{34} \end{matrix}$$

Step 1: $a \cdot c$ --- ①

Step 2: $b \cdot d$ --- ②

Step 3: $(a+b)(c+d) = \dots$ ③

Step 4: ③ - ② - ① =

Step 5: ① $\times 10000$ + ② + ③ $\times 100$ = $X \cdot Y$

\Rightarrow There is better algorithm to solve question even for simple integer multiplication

Recursive Algorithm for multiplying single digit number

```
int multiply(int x, int y){
```

```
    if (x==0 || y==0) return 0
```

```
    return x + multiply(x, y-1)
```

e.g. $x=2$ $y=2$

1st: $\text{multiply}(2, 2) \rightarrow 4 //$
return $2 + \text{multiply}(2, 1)$

2nd: $\text{multiply}(2, 1) \rightarrow 2$
return $2 + \text{multiply}(2, 0)$

3rd: $\text{multiply}(2, 0) \rightarrow 0$
return 0

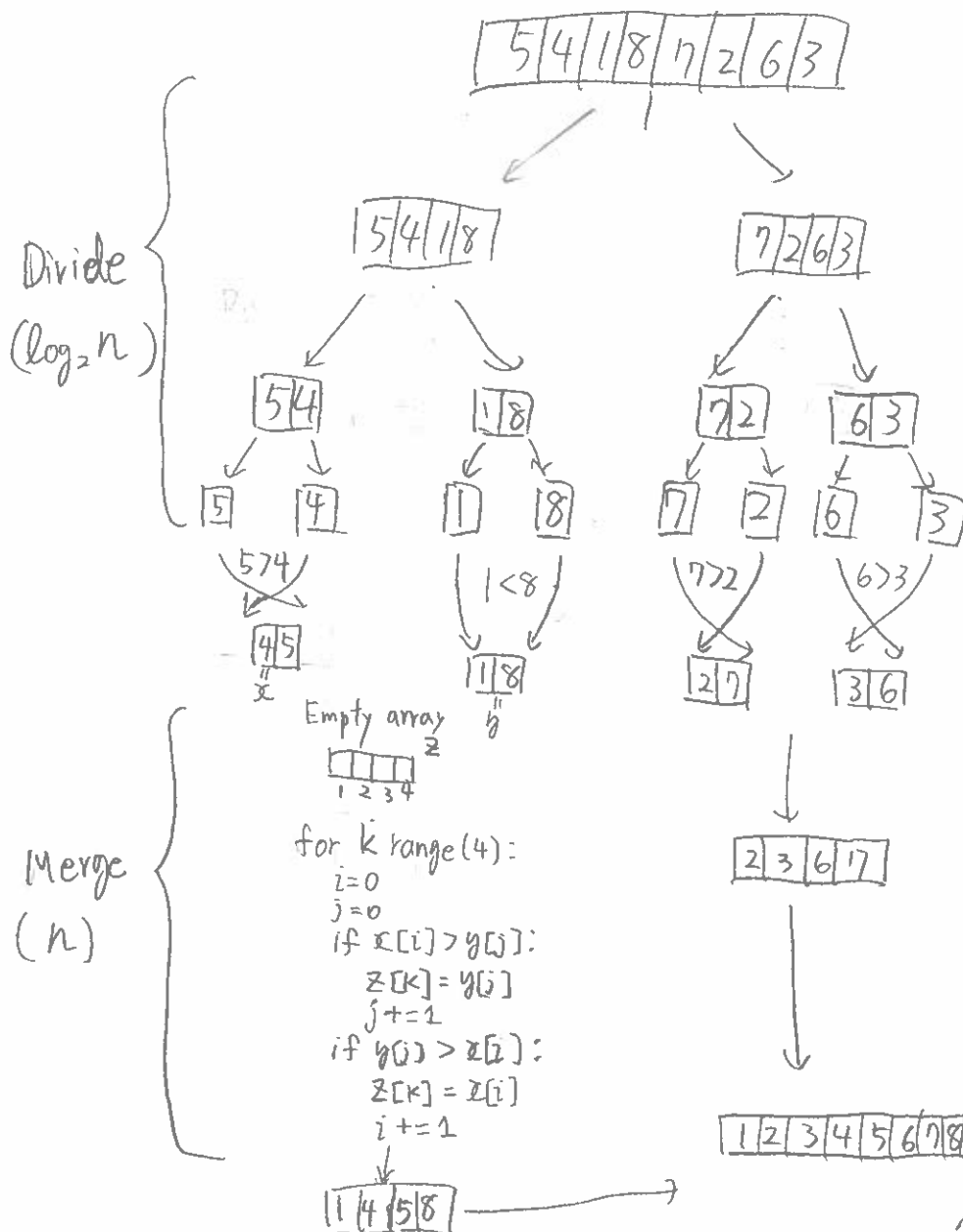
merge sort

(2)

- One of the good example of "Divide & Conquer" paradigm.

- Better than "Selection sort", "Insertion sort" and "Bubble sort" which all have complexity of n^2 .

Merge sort is recursive algorithm



Complexity

$$6n \log_2 n + 6n$$

Type of analysis

③

- ① Worst case analysis --- Longest running time (Upper bound)
 - ② Average analysis --- Average running time under distributed input
 - ③ Bench marks --- Practical input running time
- Require domain knowledge.

What we care

High order term $>$ Low order term \parallel Constant term

- ① Easier
- ② Constants depends on architecture/compiler
- ③

Asymptotic analysis : Focus on large input

e.g. : $\underbrace{6n \cdot \log_2 n + 6n}_{\text{merge sort}}$ better than $\underbrace{\frac{1}{2}n^2}_{\text{Insertion sort}}$

will be satisfied if and only if (iff), n is sufficiently large.

Fast Algorithm

\Rightarrow Worst-case running time grows slowly with an input size.

Big O notation (Way to design algorithm)

(4)

Why using asymptotic analysis?

⇒ Suppress the constant and low-order terms.

Too system depend

irrelevant for large input

e.g. Merge sort's $6n \log_2 n + 6n$ turn to be $n \cdot \log_2 n$.
 $O(n \cdot \log_2 n)$

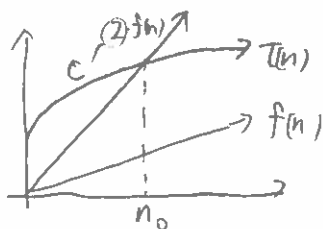
- If $T(n) = a_k \cdot n^k + a_{k-1} \cdot n^{k-1} + \dots + a_1 \cdot n + a_0$

$$T(n) = \underline{O(n^k)}$$

Only the highest order matters.

$$+ T(n) = 2^{n+10} = O(2^n)$$

English: $T(n)$ will be bounded above by constant multiple of $f(n)$



Upper bound of $T(n)$ is higher than $f(n)$
but lower than $2 \cdot f(n)$

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

Formal:

$T(n) = O(f(n))$ will be established iff there exist constants c, n_0 such satisfy

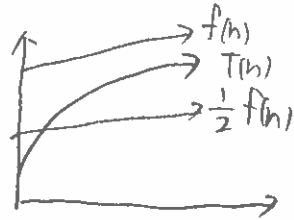
$$T(n) \leq c \cdot f(n) \text{ for all } n > n_0$$

↓
The point that an input become sufficiently large
* c and n_0 are independent from n

Ω Notation

$T(n) = \Omega(f(n))$ iff exist constants c, n_0 such that

$$T(n) \geq c \cdot f(n) \quad \forall n \geq n_0$$



\Rightarrow Tell the limit of how fast is function can be.

Θ Notation

$T(n) = \Theta(f(n))$ iff $T(n) = O(f(n))$ and $T(n) = \Omega(f(n))$

$$\Rightarrow C_1 \cdot f(n) \leq T(n) \leq C_2 \cdot f(n)$$

When the Big O and Ω Notation is same.

\Rightarrow How slow can be and how fast can be is same.

