# **Brute-Force Algorithms**

Brute force is a straightforward approach to solving a problem, directly based on the problem statement and definitions of the concepts involved.

**Example:** An algorithm for computing a<sup>n</sup> for a nonzero number a and non-negative integer n.

$$a^n = \underbrace{a \cdot a \cdot \cdots \cdot a}_{n}$$

**Example:** The consecutive integer checking algorithm for computing gcd(a, b).

**Example:** The definition based algorithm for matrix multiplication.

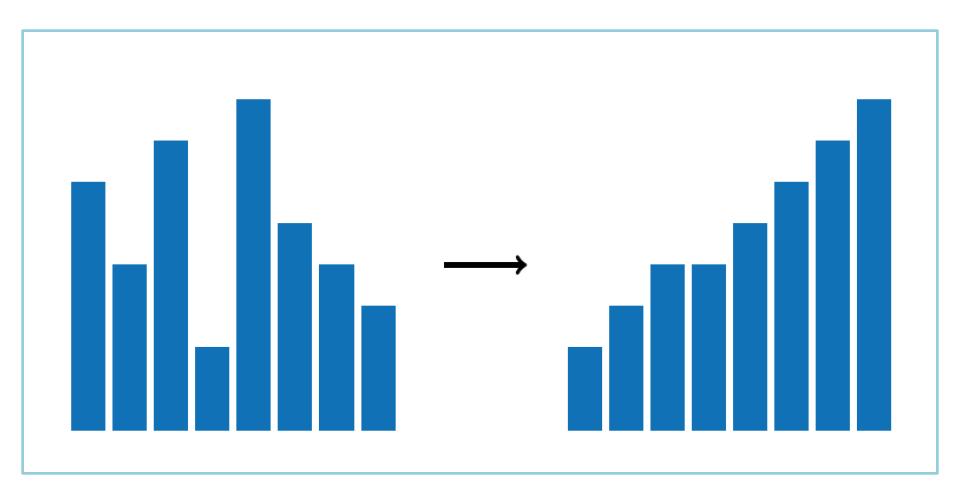
Cons:

**Inefficient** 

#### **Pros**:

- Brute-force is applicable to many problems.
- For some important problems brute-force yields reasonable algorithms.
- The expenses of designing a more efficient algorithm is unjustifiable if only a few instances of problem need to be solved, and brute-force can solve in acceptable speed.
- A brute-force is useful for solving small size instance of a problem.

# **Sorting**



### **Sorting Problem**

**Input**: Sequence (array) A[0..n-1]

Output: Permutation A'[0..n-1] of A[0..n-1]

in increasing (nondecreasing) order

89 45 68 90 29 34 17

- > Find a minimum by scanning the array
- > Swap it with the first element
- Repeat with the remaining part of the array

 89
 45
 68
 90
 29
 34
 17

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**17** 45 68 90 29 34 **89** 

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### **Selection Sort: Algorithm**

```
Algorithm SelectionSort(A[0..n-1])
  // Input: Array A[0..n-1]
  //Output: Array A[0..n-1] sorted in nondecr. order
  for i \leftarrow 0 to n-2 do
     min \leftarrow i
     for j \leftarrow i + 1 to n - 1 do
         if A[i] < A[min]
            min ← j
     swap A[i] and A[min]
```

### **Analysis of Selection Sort**

- The input size is the number of elements n in the list.
- The basic operation is the key comparison

C(n) is the total number of comparisons:

$$C(n) = \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} 1 = \dots = \frac{(n-1)n}{2} \approx \frac{1}{2} n^2 \in \Theta(n^2)$$

**Note:** The number of key swaps is  $\Theta(n)$ 

### Activity (in group)

- 'Design' a brute-force algorithm
- Write a pseudocode (input, output, algorithm)
- Analyze
  - Input size?
  - What is the basic operation?
  - Number of times the basic operation is executed?(T(n))
- Check & Share
- Extra: find more efficient algorithm

### Activity (in group)

- 'Design' a brute-force algorithm
  - —Sorting based on bubble sort
  - —String matching
  - -Closest-pair problem

#### Idea:

- Compare adjacent elements and swap them if they are "out of order".
- Repeat "bubbling up" the largest element to the last position.
- In the next pass, bubble up the second largest element, and so on.

$$A_0, \dots, A_j \stackrel{?}{\longleftrightarrow} A_{j+1}, \dots, A_{n-i-1} \mid A_{n-i} \leq \dots \leq A_{n-1}$$

**89** <del>?</del> **45** 

89 45 68 90 29 34 17

45 **89** <del>?</del> **68** 90 29 34 17

**89** <sup>?</sup>→ **90** 

89	45	68	90	29	34	17
45	89	68	90	29	34	17
45	68	89	90	29	34	17
45	68	89	29	90 ← <sup>1</sup>	→ <b>34</b>	17

89	45	68	90	29	34	17
45	89	68	90	29	34	17
45	68	89	90	29	34	17
45	68	89	29	90	34	17
45	68	89	29	34	<b>90</b> ↔ ?	17

7
7
7
7
7
0

**45** <sup>?</sup>→ **68** 

*↔* **29** 

45 68 89 29 34 17

45 68 29 **89** <del>?</del> **34** 17 **90** 

90

. . .

# **String Matching**

**Problem**: Given a string of n characters, called the **text**, and a string of m characters, called the **pattern**, find a substring of the text that matches the pattern.

```
Text T: t_0 \cdots t_i \cdots t_{i+j} \cdots t_{i+m-1} \cdots t_{n-1} \uparrow \qquad \uparrow \qquad \uparrow p_0 \cdots p_j \cdots p_{m-1}
```

NOBODY\_NOTICED\_HIMNOT

NOBODY\_NOTICED\_HIMNOTOT

NOBODY\_NOTICED\_HIMNOTOT

NOBODY\_NOTICED\_HIM

NOBODY \_ NOTICED \_ HIM
NOT

NOBODY\_NOTICED\_HIM
NOT

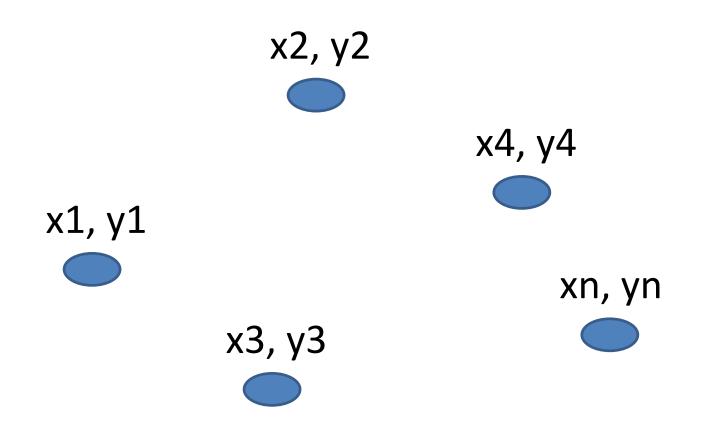
NOBODY \_ NOTICED \_ HIM
NOT

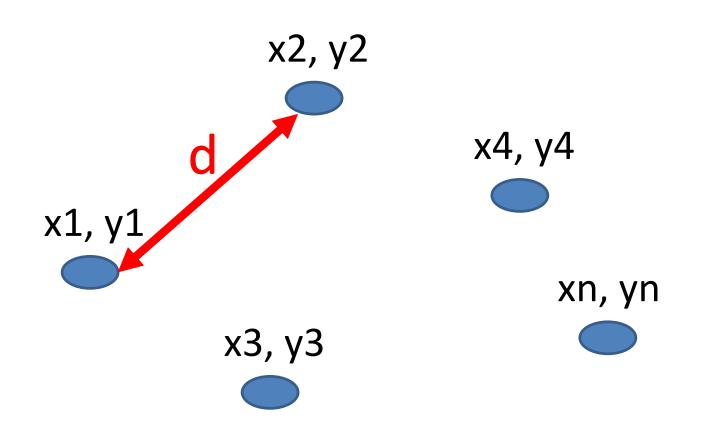
**Problem:** Find the **two closest points** in a set of **n** points

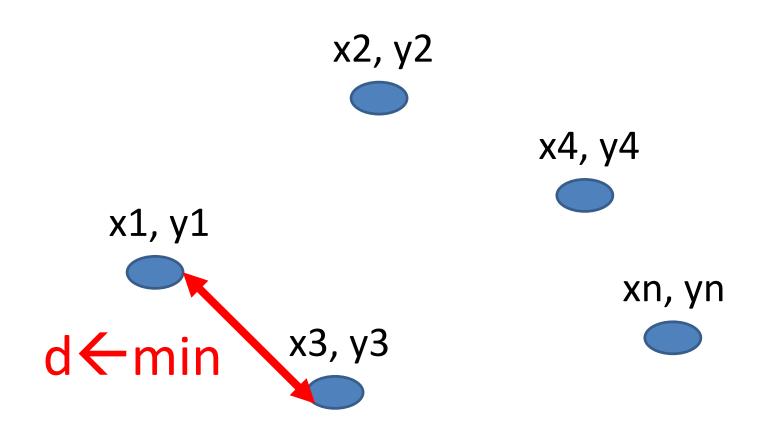
- Post-offices, airplanes, databases, statistical samples,
   DNA sequences, etc.
- For numerical data, use Euclidean distance, for nonnumeric data (texts), use Hamming distance.

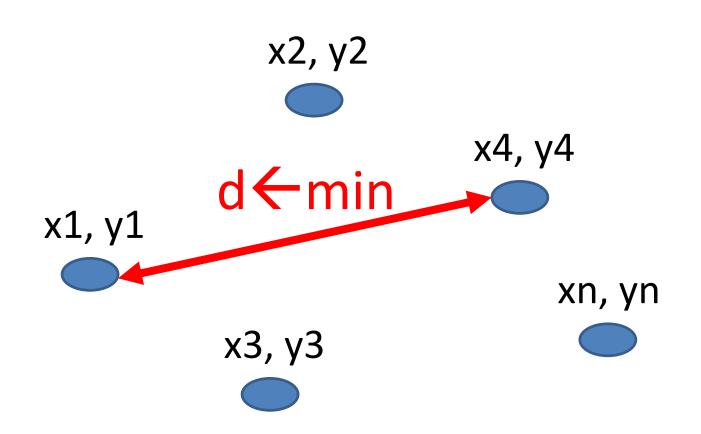
**Two-dimensional case**: the distance between two points  $p_i(x_i, y_i)$  and  $p_j(x_j, y_j)$ :

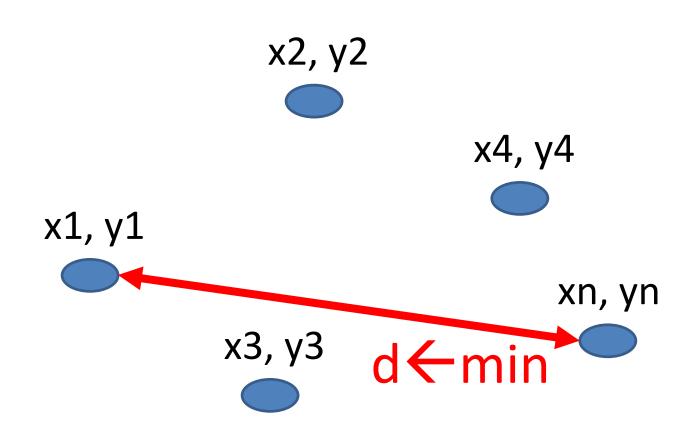
$$d(p_i, p_j) = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$$



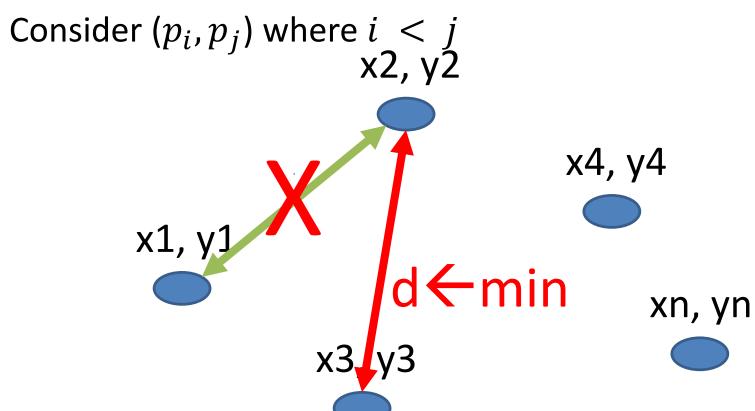


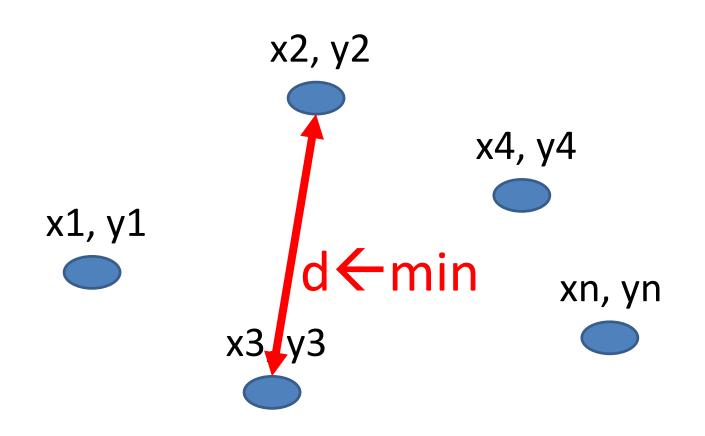


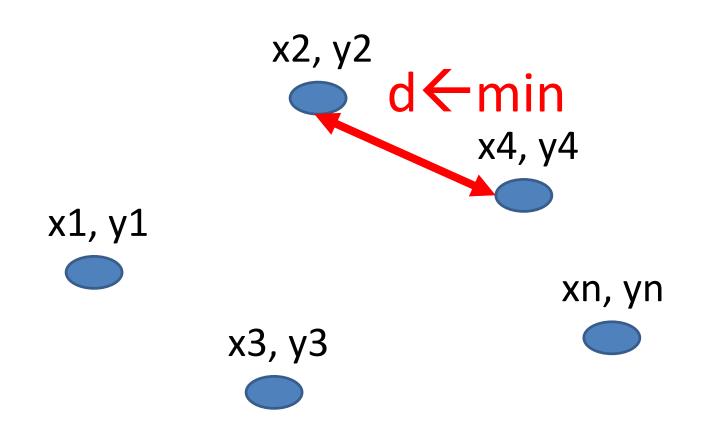


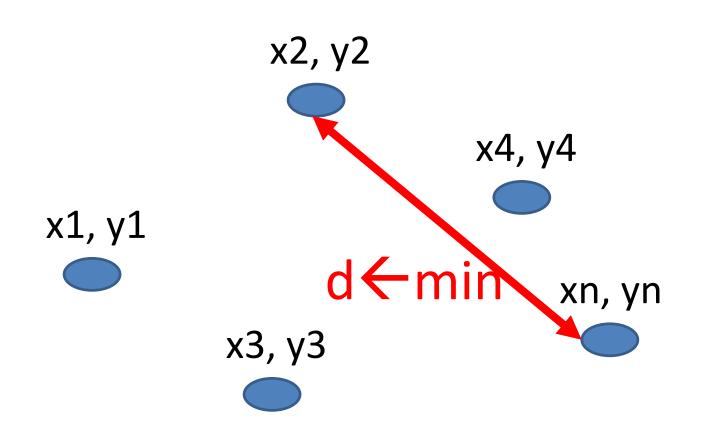


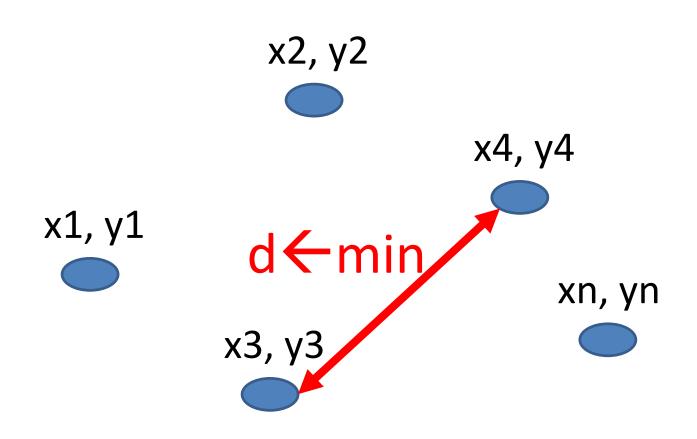
Don't want to calculate the same distance:











# EXHAUSTIVE SEARCH ALGORITHMS