

Analysis of Algorithms

August 28, 2014

Problem Example

Find Minimum

INSTANCE: Nonempty list x_1, x_2, \dots, x_n of integers.

SOLUTION: Pair (i, x_i) such that $x_i = \min\{x_j \mid 1 \leq j \leq n\}$.

Algorithm Example

Find-Minimum(x_1, x_2, \dots, x_n)

1 $i \leftarrow 1$

2 **for** $j \leftarrow 2$ **to** n

3 **do if** $x_j < x_i$

4 **then** $i \leftarrow j$

5 **return** (i, x_i)

Running Time of Algorithm

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- ▶ At most $2n - 1$ assignments and $n - 1$ comparisons.

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- ▶ Proof by contradiction: Suppose algorithm returns (a, x_a) but there exists $1 \leq c \leq n$ such that $x_c < x_a$ and $x_c = \min\{x_j \mid 1 \leq j \leq n\}$.
- ▶ Is $a < c$?

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- ▶ Is $a < c$? No. Since the algorithm returns (a, x_a) , $x_a \leq x_j$, for all $a < j \leq n$. Therefore $c < a$.
- ▶ What does the algorithm do when $j = c$? *It must set i to c* , since we have been told that x_c is the smallest element.
- ▶ What does the algorithm do when $j = a$ (which happens *after* $j = c$)? Since $x_c < x_a$, the value of i does not change.
- ▶ Therefore, the algorithm does not return (a, x_a) yielding a contradiction.

Correctness of Algorithm: Proof 2

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- ▶ Claim is true

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 - ▶ Claim is true \Rightarrow algorithm is correct (set $j = n$).
 - ▶ Proof of the claim involves three steps.
1. **Base case:** $j = 1$ (before loop). $x_i = \min\{x_m \mid 1 \leq m \leq 1\}$ is trivially true.
 2. **Inductive hypothesis:** Assume $x_i = \min\{x_m \mid 1 \leq m \leq j\}$.
 3. **Inductive step:** Prove $x_i = \min\{x_m \mid 1 \leq m \leq j + 1\}$.
 - ▶ In the loop, i is set to be $j + 1$ if and only if $x_{j+1} < x_i$.
 - ▶ Therefore, x_i is the smallest of x_1, x_2, \dots, x_{j+1} when the loop ends.

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- ▶ Why does this strategy work?

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$$\begin{aligned} P(k+1) &= \sum_{i=1}^{k+1} i = \sum_{i=1}^k i + (k+1) = \frac{k(k+1)}{2} + (k+1) \\ &= (k+1)\left(\frac{k}{2} + 2\right) = \frac{(k+1)(k+2)}{2}. \end{aligned}$$

Recurrence Relation

Given

$$P(n) = \begin{cases} P(\lfloor \frac{n}{2} \rfloor) + 1 & \text{if } n > 1 \\ 1 & \text{if } n = 1 \end{cases}$$

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- ▶ Inductive step: $P(k + 1) = P(\lfloor \frac{k+1}{2} \rfloor) + 1$.
- ▶ We are stuck since inductive hypothesis does not say anything about $P(\lfloor \frac{k+1}{2} \rfloor)$.

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$$\begin{aligned}P(k+1) &= P(\lfloor \frac{k+1}{2} \rfloor) + 1 \\ &\leq 1 + \log_2(\lfloor \frac{k+1}{2} \rfloor) + 1 \\ &\leq 1 + \log_2(k+1) - 1 + 1 = 1 + \log_2(k+1)\end{aligned}$$

Efficiency

- ▶ Measure resource requirements: how does the amount of time and space an algorithm uses scale with increasing input size?
- ▶ How do we put this notion on a concrete footing?
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- ▶ What does it mean for one function to grow faster or slower than another?
- ▶ Goal: Develop algorithms that **provably** run quickly and/or use low amounts of space.

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- ▶ Why worst-case? Why not average-case or on random inputs?
- ▶ *Input size* = number of elements in the input. *Values* in the input do not matter, except for specific algorithms.
- ▶ Assume all elementary operations take unit time: assignment, arithmetic on a fixed-size number, comparisons, array lookup, following a pointer, etc.

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An algorithm is *tractable* if it has a polynomial running time.

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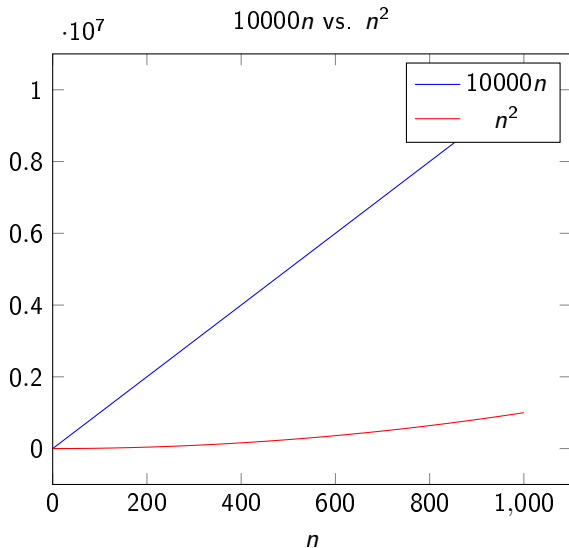
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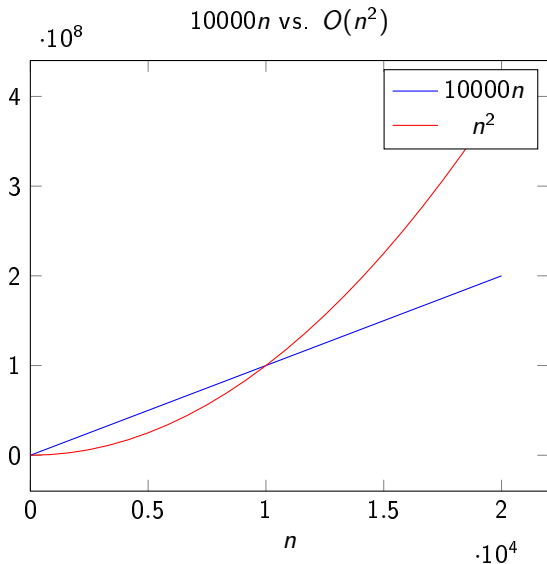
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 - ▶ “Roughly” hides potentially large constants, e.g., running time of merge sort may in reality be $100n \log_2 n$.
- ▶ How can make statements such as the following?
 - ▶ “ $100n \log_2 n \leq n^2$ ”
 - ▶ “ $10000n \leq n^2$ ”
 - ▶ “ $5n^2 - 4n \geq 1000n \log n$ ”

“ $10000n \leq n^2$ ”



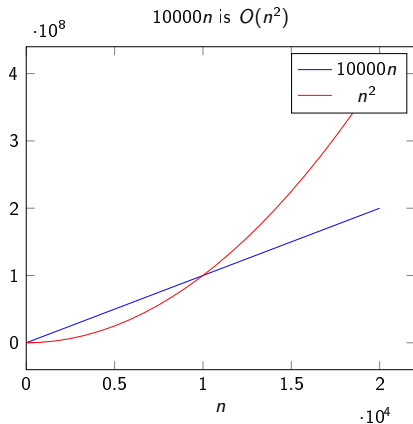
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Upper Bound

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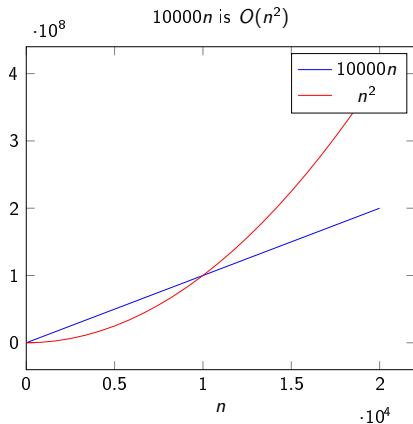
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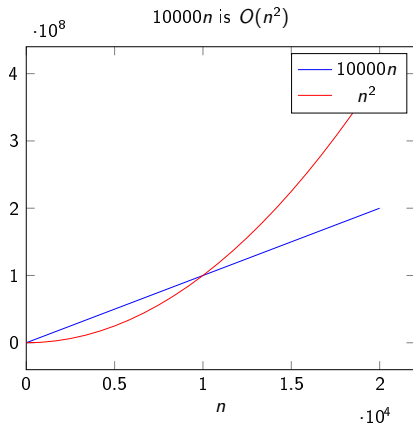
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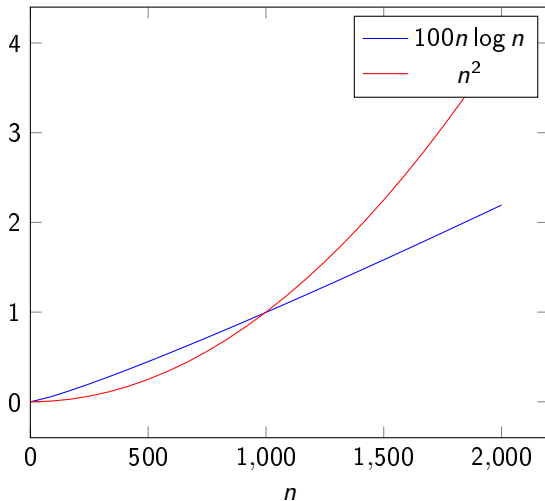
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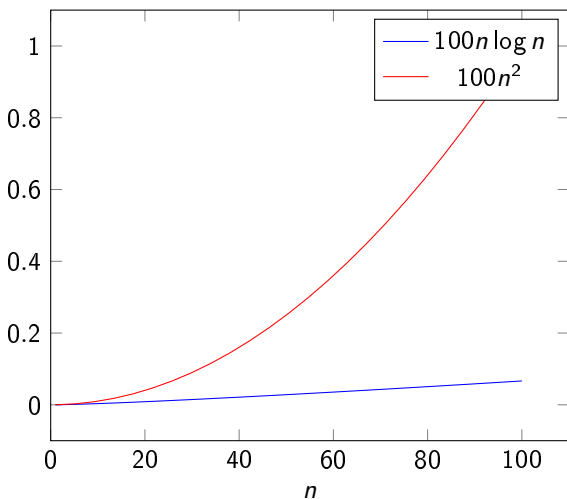
$100n \log_2 n$ and n^2

10^6 $100n \log_2 n$ is $O(n^2)$, $c = 1$, $n_0 = 1500$



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$\cdot 10^6$ $100n \log_2 n$ is $O(n^2)$, $c = 100$, $n_0 = 1$



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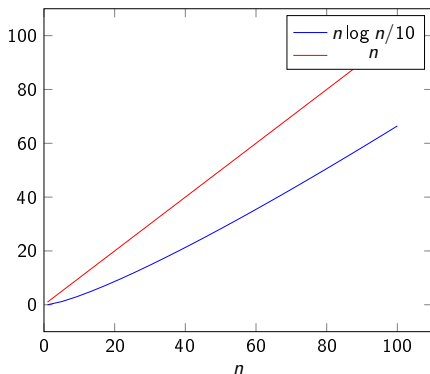
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Asymptotic lower bound: A function $f(n)$ is $\Omega(g(n))$ if there exist constants $c > 0$ and $n_0 \geq 0$ such that for all $n \geq n_0$, we have $f(n) \geq cg(n)$.

$n \log_2 n/10$ and $\Omega(n)$

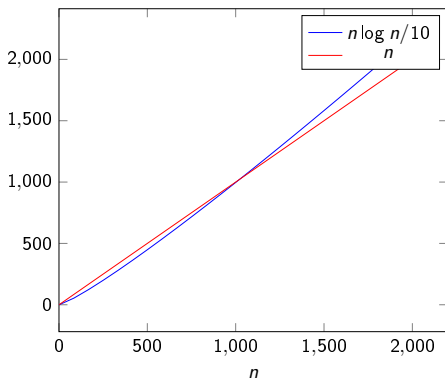


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$n \log_2 n/10$ is $\Omega(n)$, $c = 1$, $n_0 = 1024$



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- ▶ Problems: The problem of sorting n numbers has a lower bound of $\Omega(n \log n)$. For *any* comparison-based sorting algorithm, there is at least one input for which that algorithm will take $\Omega(n \log n)$ steps.

Tight Bound

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- ▶ In all these definitions, c and n_0 are constants independent of n .
- ▶ Abuse of notation: say $g(n) = O(f(n))$, $g(n) = \Omega(f(n))$, $g(n) = \Theta(f(n))$.

Properties of Asymptotic Growth Rates

- Transitivity
- ▶ If $f = O(g)$ and $g = O(h)$, then $f = O(h)$.
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 - ▶ $O(n^d)$ is the definition of *polynomial time*.

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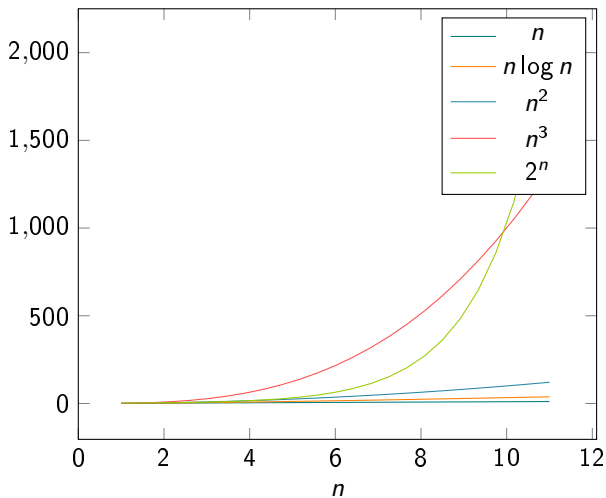
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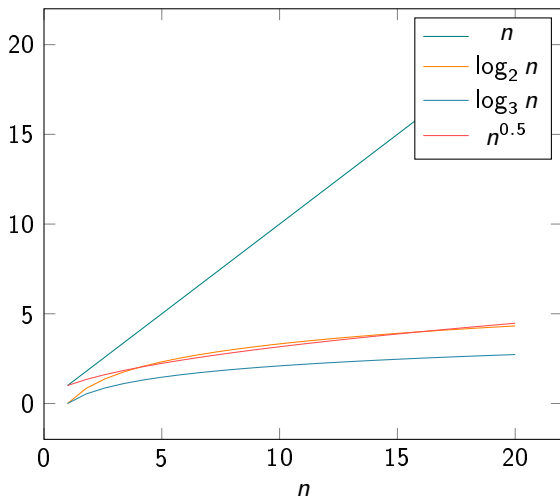
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- ▶ For every constant $r > 1$ and every constant $d > 0$, $n^d = O(r^n)$.

Different functions of n 

More functions of n 

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- ▶ Finding the minimum, merging two sorted lists.
- ▶ Sub-linear time. Binary search in a sorted array of n numbers takes $O(\log n)$ time.

$O(n \log n)$ Time

- ▶ Any algorithm where the costliest step is sorting.

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Surprising fact: will solve this problem in $O(n \log n)$ time later in the semester.

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- ▶ Running time is $O(k^2 \binom{n}{k}) = O(n^k)$.

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- ▶ What is the running time?

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- ▶ Algorithm: For each $1 \leq i \leq n$, check if the graph has an independent set of size i . Output largest independent set found.
- ▶ What is the running time? $O(n^2 2^n)$.