

INTRODUCTION

Objective:

- Algorithms
- Techniques
- Analysis.

Algorithms:

Definition: An algorithm is a sequence of computational steps that take some value, or set of values, as input and produce some value, or set of values, as output.

Pseudocode: An easy way to express the idea of an algorithm (very much like C/C++, Java, Pascal, Ada, ...)

Techniques

- Divide and Conquer
- The greedy method
- Dynamic programming
- Backtracking
- Branch and Bound

Analysis of Algorithms

⇒ Motivation:

- Estimation of required resources such as memory space, computational time, and communication bandwidth.
- Comparison of algorithms.

⇒ Model of implementation:

- One-processor RAM (random-access machine) model.
- Single operations, such arithmetic operations & comparison operation, take constant time.

⇒ Cost:

- Time complexity:
 - ✓ total # of operations as a function of input size, also called running time, computing time.
- Space complexity:
 - ✓ total # memory locations required by the algorithm.

Asymptotic Notation

⇒ Objective:

- What is the rate of growth of a function?
- What is a good way to tell a user how quickly or slowly an algorithm runs?

⇒ Definition:

- A theoretical measure of the comparison of the execution of an *algorithm*, given the problem size n , which is usually the number of inputs.

⇒ To compare the rates of growth:

- Big-O notation: Upper bound
- Omega notation: lower bound
- Theta notation: Exact notation

1- Big- O notation:

- ✓ Definition: $F(n) = O(f(n))$ if there exist positive constants C & n_0 such that $F(n) \leq C * f(n)$ when $n \geq n_0$
- ✓ $F(n)$ is an **upper bound** of $F(n)$.
- ✓ Examples:

$$F(n) = 3n + 2$$

What is the big-O of $F(n)$?

$$F(n) = O(?)$$

$$\text{For } 2 \leq n \quad 3n + 2 \leq 3n + n = 4n$$

$$\Rightarrow F(n) = 3n + 2 \leq 4n \Rightarrow F(n) = O(n)$$

Where $C=4$ and $n_0=2$

$$F(n) = 6 \cdot 2^n + n^2$$

What is the big-O of $F(n)$?

$$F(n) = O(?)$$

For $n^2 \leq 2^n$ is true only when $n \geq 4$

$$\Rightarrow 6 \cdot 2^n + n^2 \leq 6 \cdot 2^n + 2^n = 7 \cdot 2^n$$

$$\Rightarrow C=7 \quad n_0=4 \quad F(n) \leq 7 \cdot 2^n$$

$$\Rightarrow F(n) = O(2^n)$$

✓ Theorem: If $F(n) = a_m n^m + a_{m-1} n^{m-1} + \dots + a_1 n + a_0$

$$= \sum_{i=0}^m a_i n^i$$

 Then $f(n) = O(n^m)$

Proof:

$$F(n) \leq \sum_{i=0}^m |a_i| n^i \leq n^m * \sum_{i=0}^m |a_i| n^{i-m}$$

$$\text{Since } n^{i-m} \leq 1 \Rightarrow |a_i| n^{i-m} \leq |a_i|$$

$$\Rightarrow \sum_{i=0}^m |a_i| n^{i-m} \leq \sum_{i=0}^m |a_i|$$

$$\Rightarrow F(n) \leq n^m * \sum_{i=0}^m |a_i| \quad \text{for } n \geq 1$$

$$\Rightarrow F(n) \leq n^m * c \quad \text{where } c = \sum_{i=0}^m |a_i|$$

$$\Rightarrow F(n) = O(n^m)$$

$$O(\log n) < O(n) < O(n \log n) < O(n^2) < O(n^3) < O(2^n)$$

2- Omega notation:

✓ Definition: $F(n) = \Omega(f(n))$ if there exist positive constant c and n_0 s.t.

$$F(n) \geq cf(n) \quad \text{For all } n, \quad n \geq n_0$$

✓ $f(n)$ is a **lower bound** of $F(n)$

✓ Example:

$$F(n) = 3n + 2$$

$$\text{Since } 2 \geq 0 \Rightarrow 3n + 2 \geq 3n \quad \text{for } n \geq 1$$

Remark that the inequality holds also for $n \geq 0$, however the definition of Ω requires $n_0 > 0$

$$\Rightarrow C=3, \quad n_0=1 \Rightarrow F(n) \geq 3n$$

$$\Rightarrow F(n) = \Omega(n)$$

✓ Theorem: If $F(n) = a_m n^m + a_{m-1} n^{m-1} + \dots + a_1 n + a_0$

$$= \sum_{i=0}^m a_i n^i \quad \text{and } a_m > 0$$

$$\text{Then } F(n) = \Omega(n^m)$$

Proof:

$$F(n) = a_m n^m \left[1 + \frac{a_{m-1}}{a_m} n^{-1} + \dots + \frac{a_0}{a_m} n^{-m} \right]$$

$$= a_m n^m \alpha$$

For a very large n , let's say n_0 , $\alpha \geq 1$

$$\Rightarrow F(n) = a_m n^m \alpha \geq a_m n^m$$

$$\Rightarrow F(n) = \Omega(n^m)$$

3- Theta notation:

✓ Definition: $F(n) = \theta(f(n))$ if there exist positive constants C_1 , C_2 , and n_0 s.t. $C_1 f(n) \leq F(n) \leq C_2 f(n)$ for all $n \geq n_0$

✓ $F(n)$ is also called an exact bound of $F(n)$

✓ Example1:

$$F(n) = 3n + 2$$

We have shown that $F(n) \leq 4n$ & $F(n) \geq 3n$

$$\Rightarrow 3n \leq F(n) \leq 4n$$

$$\Rightarrow C_1 = 3, C_2 = 4, \text{ and } n_0 = 2$$

$$\Rightarrow F(n) = \theta(n)$$

✓ Example2:

$$F(n) = \sum_{i=0}^n i^k$$

Show that $F(n) = \theta(n^{k+1})$

Proof:

$$F(n) = \sum_{i=0}^n i^k \leq \sum_{i=0}^n n^k = n * n^k = n^{k+1}$$

$$\Rightarrow F(n) = O(n^{k+1})$$

$$\begin{aligned}
F(n) &= \sum_{i=0}^n i^k \\
&= 1 + 2^k + \dots + \left(\frac{n}{2} - 1\right)^k + \left(\frac{n}{2}\right)^k + \left(\frac{n}{2} + 1\right)^k + \dots + n^k \\
&= \alpha + \beta
\end{aligned}$$

where

$$\alpha = 1 + 2^k + \dots + \left(\frac{n}{2} - 1\right)^k + \left(\frac{n}{2}\right)^k$$

$$\beta = \left(\frac{n}{2} + 1\right)^k + \dots + n^k$$

$$\Rightarrow \beta = \left(\frac{n}{2} + 1\right)^k + \dots + n^k \geq \left(\frac{n}{2}\right)^k + \dots + \left(\frac{n}{2}\right)^k = \left(\frac{n}{2}\right)^k * \frac{n}{2}$$

$$\Rightarrow F(n) \geq \left(\frac{n}{2}\right)^k * \frac{n}{2} = \frac{n^{k+1}}{2^{k+1}}$$

$$\Rightarrow F(n) \geq \Omega(n^{k+1})$$

$$\Rightarrow \Omega(n^{k+1}) \leq F(n) \leq O(n^{k+1})$$

$\Rightarrow$

$F(n) = \Theta(n^{k+1})$

Summary:

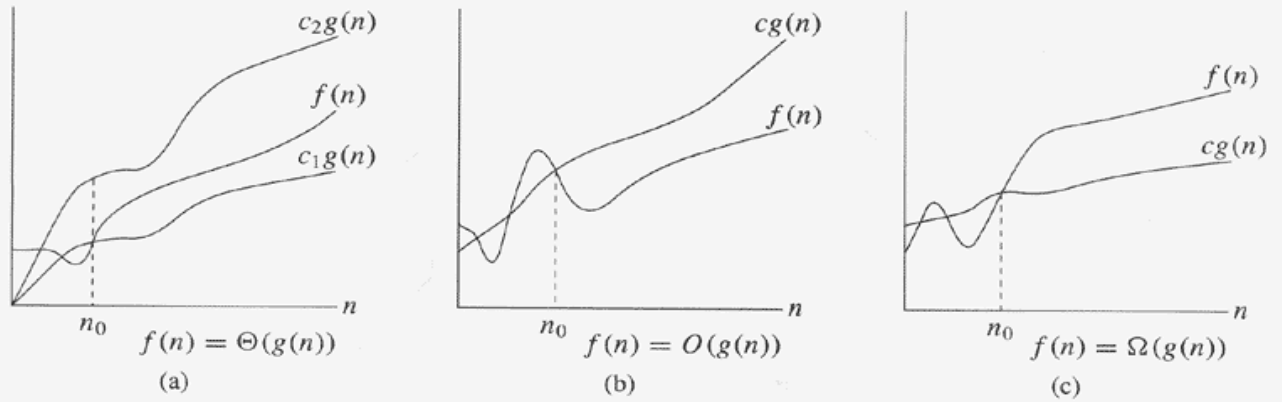


Figure 3.1 Graphic examples of the Θ , O , and Ω notations. In each part, the value of n_0 shown is the minimum possible value; any greater value would also work. (a) Θ -notation bounds a function to within constant factors. We write $f(n) = \Theta(g(n))$ if there exist positive constants n_0 , c_1 , and c_2 such that to the right of n_0 , the value of $f(n)$ always lies between $c_1g(n)$ and $c_2g(n)$ inclusive. (b) O -notation gives an upper bound for a function to within a constant factor. We write $f(n) = O(g(n))$ if there are positive constants n_0 and c such that to the right of n_0 , the value of $f(n)$ always lies on or below $cg(n)$. (c) Ω -notation gives a lower bound for a function to within a constant factor. We write $f(n) = \Omega(g(n))$ if there are positive constants n_0 and c such that to the right of n_0 , the value of $f(n)$ always lies on or above $cg(n)$.

4. Properties:

$$\begin{array}{l} \text{Let} \quad T_1(n) = O(f(n)) \\ \quad \quad T_2(n) = O(g(n)) \end{array}$$

1- The sum rule:

$$\begin{array}{l} \text{If } T(n) = T_1(n) + T_2(n) \\ \text{Then } T(n) = O(\max(f(n), g(n))) \end{array}$$

Example:

$$T(n) = n^3 + n^2 \Rightarrow T(n) = O(n^3)$$

2- The product rule:

$$\begin{array}{l} \text{If } T(n) = T_1(n) * T_2(n) \\ \text{Then } T(n) = O(f(n) * g(n)) \end{array}$$

Example:

$$T(n) = n * n \Rightarrow T(n) = O(n^2)$$

3- The scalar rule:

$$\begin{array}{l} \text{If } T(n) = T_1(n) * k \quad \text{where } k \text{ is a constant,} \\ \text{Then } T(n) = O(f(n)) \end{array}$$

Example:

$$T(n) = n^2 * \frac{1}{2} \Rightarrow T(n) = O(n^2)$$

Be careful

✓ Which is better $F(n)=6n^3$ or $G(n) = 90n^2$

✓ $F(n)/G(n) = 6n^3/90n^2 = 6n/90 = n/15$

Case1:

$$\frac{n}{15} < 1 \Rightarrow n < 15$$

$$\Rightarrow 6n^3 < 90n^2$$

$\Rightarrow F(n)$ is better.

Case2:

$$\frac{n}{15} > 1 \Rightarrow n > 15$$

$$\Rightarrow 6n^3 > 90n^2$$

$\Rightarrow G(n)$ is better.

Complexity of a Program

↪ Time Complexity:

- Comments: no time.
- Declaration: no time.
- Expressions & assignment statements: 1 time unit a $O(1)$
- Iteration statements:
 - * For i= exp1 to exp2 do
Begin
Statements // For Loop takes exp2-exp1+1 iterations
End;
 - * While exp do is similar to For Loop.

↪ Space complexity

- The total # of memory locations used in the declaration part :
 - ✓ Single variable: $O(1)$
 - ✓ Arrays (n:m) : $O(nxm)$
- In addition to that, the memory needed for execution (Recursive programs).

Total of $5n + 5$; therefore $O(n)$;

```
PROCEDURE bubble (VAR a: array_type ) ;
VAR  i , j , temp : INTEGER ;
BEGIN
1      FOR i := 1 TO n-1 DO
2          FOR j := n DOWN TO i DO
3              IF a[j-1] > a[j] THEN BEGIN
                  {swap}
4                      temp := a[j-1];
5                      a[j-1] := a[j] ;
6                      a[j] := temp
                  END
END  ( * bubble * ) ;
```

- Line 4,5,6 $O(\max(1,1,1)) = O(1)$
- move up line 3 to 6 still $O(1)$
- move up line 2 to 6 $O((n-i) * 1) = O(n-i)$
- move up line 1 to 6 $\sum (n-i) = (n-1)n/2 = n^2/2 - n/2 \Rightarrow O(n^2)$

Later we will see how change it to $O(n \log n)$

Seven computing times are : $O(1)$; $O(\log n)$; $O(n)$; $O(n \log n)$; $O(n^2)$; $O(n^3)$; $O(2^n)$

- control := 1 ;
WHILE control ≤ n LOOP
.....
 something $O(1)$
 control := 2 * control ;
END LOOP ;

- control := n ;
 WHILE control $\neq$ 0 LOOP

 something O(1)
 control := control / 2 ; control integer
 END LOOP ;
 O(log n)
- FOR count IN 1..n LOOP
 control := 1 ;
 WHILE control $\leq$ n LOOP

 something O(1)
 control := 2 * control ;
 END LOOP ;
 END LOOP ;
 O(n log n)
- FOR count IN 1..n LOOP
 control := i ;
 WHILE control > n LOOP

 something O(1)
 control := control div 2;
 END LOOP ;
 END LOOP ;

Amortized analysis:

Definition:

It provides an absolute guarantees of the total time taken by a sequence of operations. The bound on the total time does not reflect the time required for any individual operation, some single operations may be very expensive over a long sequence of operations, some may take more, some may take less.

Example:

Given a set of k operations. If it takes $O(k f(n))$ to perform the k operations then we say that the amortized running time is $O(f(n))$.

Pseudocode Conventions

Variables Declarations

Integer X,Y;

Real Z;

Char C;

Boolean flag;

Assignment

X= expression;

X= y*x+3;

Control Statements

If condition:

Then

A sequence of statements.

Else

A sequence of statements.

Endif

For loop:

For I= 1 to n do

Sequence of statements.

Endfor;

While statement:

While condition do

Sequence of statements.

End while.

Loop statement:

Loop

Sequence of statements.

Until condition.

Case statement:

Case:

Condition1: statement1.

Condition2: statement2.

Condition n: statement n.

Else : statements.

End case;

Procedures:

 Procedure name (parameters)

 Declaration

 Begin

 Statements

 End;

Functions:

 Function name (parameters)

 Declaration

 Begin

 Statements

 End;

Recursive Solutions

Definition: A procedure or function, that calls itself, directly or indirectly, is said to be recursive.

General format:

```
Algorithm name(parameters)
Declarations;
Begin
    If (trivial case)
    Then
        Do trivial operations;
    Else
        One or more call name(smaller values of parameters);
        Do few more operations: process sub-solutions;
    End if;
End;
```

Example:

```
Function Max-set (S)
Integer m1, m2;
Begin
    If the number of elements s of S=2
    Then
        Return (max(S(1), S(2)) );
    Else
        Begin
            Split S into two subsets; S1, S2;
            m1= Max-set (S1)
            m2= Max-set (S2)
            Return (max (m1, m2) );
        End;
    Endif
End;
```

Elimination of recursion

The standard method of conversion is to simulate the stack of all the previous activation records by a local stack. Thus, assume we have a recursive algorithm $F(p_1, p_2, \dots, p_n)$ where p_i are parameters of F .

- (1) Declare a local stack
- (2) Each call $F(p_1, p_2, \dots, p_n)$ is replaced by a sequence to:
 - (a) Push p_i , for $1 \leq i \leq n$, onto the stack.
 - (b) Set the new value of each p_i .
 - (c) Jump to the start of the algorithm.
- (3) At the end of the algorithm (recursive), a sequence is added which:
 - (a) Test whether the stack is empty, and ends if it is, otherwise,
 - (b) Pop all the parameters from the stack.
 - (c) Jump to the statement after the sequence replacing the call.

Example:

```
Procedure  C (X: xtype)
Begin
    If P(x) then M(x)
    Else
        Begin
            S1 (x)
            C (F(x) )
            S2 (x)
        End
    End
```

```

Non-procedure   C (X: xtype)
Label   1,2 ;
Var   s: stack of x type
Begin
    Clear s;
    1: if P(x) then M(x)
        else
            Begin
                S1(x) ; push x onto s ; x:= F(x);
                Goto 1;
                2: S2(x)
            end;
        if S is not empty then
            Begin
                pop x from s ;
                goto 2
            End;
        End
    End   {of procedure};

```

Graphs

Definition:

- A graph G consists of two sets, called:
 - o Vertices: V
 - o Edges : E finite set of pairs of vertices. $G = (V, E)$
- G is said to be directed graph if the pairs in E are ordered; otherwise, G is an undirected graph.
- If $(u, v) \in E$ then u is adjacent to v .
- Undirected graphs:
 - o Degree: The degree of a vertex is the number of its adjacent vertices.
 - o Theo: Let $G = (V, E)$, the sum of the degrees of each vertex equals $2|E|$ where $|E|$ is the #of edges of G .
- Directed graphs: (Digraphs)
 - o In-degree: the indegree of a vertex v is the number of edges entering it.
 - o Outdegree: A vertex u is the number of edges leaving it.
- Path:
 - o A path from v_0 to v_k is a sequence of vertices $v_0, v_1, \dots, v_{k-1}, v_k$ s.t.

$$(v_0, v_1), (v_1, v_2), \dots, (v_{k-1}, v_k) \in E$$

- o The length of a path is the # of edges of the path.
- o A path is simple if all the vertices in the path, except possibly the first & the last are distinct.
- o A cycle is a simple path in which the first & the last vertices are the same.

- Connected graphs:

An undirected graph is connected if every pair of vertices is connected by a path.

- Strongly connected graphs:

A directed graph is strongly connected if for every two vertices (i,j) there exists a path

From i to j & a path from j to i.

- Complete graph:

Is an undirected graph in which every pair of vertices is adjacent.

- Graph representations:

1) Sequential representation: - Adjacency matrix.

2) Linked list representation: - Linked list.