

COMP 3804 : Design and Analysis of Algorithms I

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algorithms

COMP 3803

~~2805~~ definition:
Turing machine

this course: "well-defined computational procedure that transforms an input into an output"

Example: input: road map, two locations A and B
output: shortest path from A to B.

Our task: discover the algorithm

Focus in this course :

* correctness of algorithms

* does it terminate?

* efficient (= fast) :

- estimate running time
what does this mean?

- count the number of steps
what is a "step"?

* limits of efficiency: some problems cannot
be solved efficiently

* pseudocode, no programming

Example to illustrate this:

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Fibonacci numbers

$$F_0 = 0, F_1 = 1, \text{ for } n \geq 2: F_n = F_{n-1} + F_{n-2}$$

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, ...

This definition leads to an algorithm that returns F_n for any given input $n \geq 0$:

Algorithm fib(n) :

- if ~~n~~ $n \leq 1$: return n
- else: return fib(n-1) + fib(n-2)

* correct? yes

* terminate? yes

* efficient?

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how does the running time depend on the input n ?

Define $T(n)$ = # of steps when running $\text{fib}(n)$.

for $n=0$ or $n=1$:

comparison " $n \leq 1$ " } 2 steps
return value

for $n \geq 2$:

comparison " $n \leq 1$ " : 1 step
compute $n-1$: 1 step
call $\text{fib}(n-1)$: $T(n-1)$ steps
compute $n-2$: 1 step
call $\text{fib}(n-2)$: $T(n-2)$ steps
compute sum of 2 results : 1 step

$$T(0) = 2$$

$$T(1) = 2$$

$$\text{for } n \geq 2: T(n) = T(n-1) + T(n-2) + 4$$

Exercise: Prove by induction that
 $T(n) \geq F_n$.

\therefore running time of algorithm fib(n) is
 $\geq F_n$.

But: F_n is very large:

Exercise: Prove by induction that

$$* F_n \geq 2^{n/2} \quad \text{for } n \geq 6$$

$$* F_n = \frac{1}{\sqrt{5}} \left(\frac{1+\sqrt{5}}{2} \right)^n - \frac{1}{\sqrt{5}} \left(\frac{1-\sqrt{5}}{2} \right)^n$$

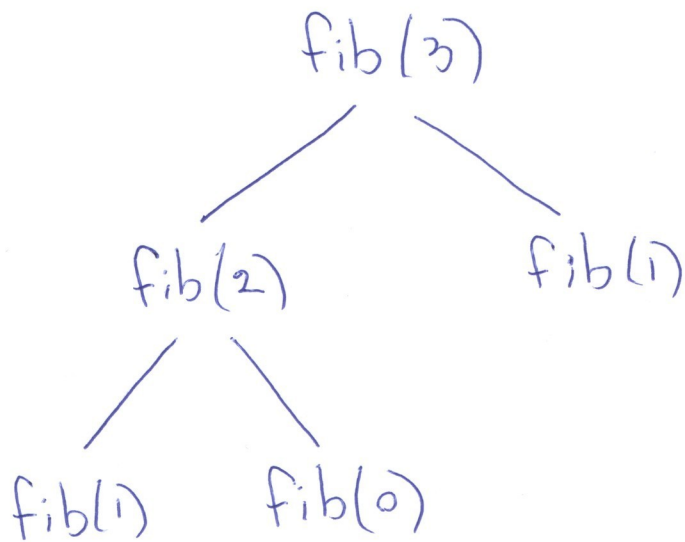
$$\text{for } n \geq 0$$

\therefore fib(n) takes at least exponential time (6)

fib(200) will not terminate during our lifetime.

Why is fib(n) so slow?

Recursion tree for fib(3):



\therefore fib(1) is called twice

Better algorithm :

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Algorithm fib'(n):

if $n \leq 1$: return n

else : initialize array $f[0..n]$;

$f[0] = 0$;

$f[1] = 1$;

for $i = 2$ to n : $f[i] = f[i-1] + f[i-2]$;

return $f[n]$

correct ? yes

terminate ? yes

running time : linear in n.

Conclusion :

fib(n) : exponential (very slow)

fib'(n) : linear (very fast)

But: is it realistic to say that $\text{fib}'(n)$ takes a linear number of steps? (8)

In our analysis: one step is:

comparison
addition
subtraction } of very large numbers

In kindergarten, you learned:

two n -bit numbers can be added in a linear number of bit-operations

When running $\text{fib}'(n)$:

$\approx n$ additions of numbers

each of these numbers is $\leq F_n$

each of these numbers has $\approx n$ bits

$\therefore \text{fib}'(n)$ makes a quadratic number of bit-operations.

Exercise: Convince yourself that $\text{fib}(n)$ (9)

makes a number of bit-operations that is proportional to $n \cdot F_n$.

Asymptotic notation:

$$f(n) = O(g(n)):$$

$$\exists c \exists n_0 \forall n \geq n_0: f(n) \leq c \cdot g(n)$$

$$f(n) = \Omega(g(n)):$$

$$\exists c \exists n_0 \forall n \geq n_0: f(n) \geq c \cdot g(n)$$

$$f(n) = \Theta(g(n)): f(n) = O(g(n)) \text{ and}$$

$$f(n) = \Omega(g(n)):$$

$$\exists c \exists c' \exists n_0 \forall n \geq n_0:$$

$$c \cdot g(n) \leq f(n) \leq c' \cdot g(n)$$

$O/\Omega/\Theta$:

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* ignore constant factors

* focus on the dependency on n

* consider large values of n

Running time, in bit-operations, of

* $\text{fib}(n) : O(n \cdot F_n) : \text{exponential}$

* $\text{fib}'(n) : O(n^2) : \text{quadratic}$

I assume you know :

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* induction

* O, Ω, Θ

* sorting algorithms :

insertion sort }
selection sort } $O(n^2)$
bubble sort }

merge sort : $O(n \log n)$

quicksort : $\begin{cases} O(n^2) \text{ worst case,} \\ O(n \log n) \text{ "always"} \end{cases}$

* comparison-based sorting : $\Omega(n \log n)$ for
every algorithm

* balanced binary search trees (AVL, red-black, ...)
search, insert, delete : $O(\log n)$