

# Introduction to Algorithms

Arijit Bishnu  
(arijit@isical.ac.in)

Advanced Computing and Microelectronics Unit  
Indian Statistical Institute  
Kolkata 700108, India.

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# Organization

- 1 Asymptotic Notation
- 2 Recursion
- 3 Sorting
- 4 Reduction for Lower Bounds
- 5 Selection
- 6 Dynamic Programming

# Outline

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- 2 Recursion
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- What is  $1 + r + r^2 + \dots + r^n$  in terms of  $O(r^{??})$ ?

# Some basic idea

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- If  $r = 1$ , then the sum is  $a(n + 1)$ ; else if  $r > 1$ , the last term dominates; and if  $r < 1$ , the first term dominates.

## Geometric series sum and throwing away a constant fraction

- An algorithm discards  $1/3$  of whatever objects it is processing and recurses on the remaining  $2/3$ rd and suppose that in each call, the algorithm does not spend more than a constant time for each element. What is the overall time?

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## The guiding divide and conquer recurrence

The recursion  $T(n) = T(c_1n) + T(c_2n) + O(n)$  where  $c_1$  and  $c_2$  are constants and  $c_1 + c_2 < 1$  solves to  $T(n) = O(n)$ .



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## Relation between $O$ and $\Omega$

$f(n) = \Omega(g(n))$  if and only if  $g(n) = O(f(n))$ .

# Exercises on $O$ and $\Omega$

## Exercise on $O$

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## Exercise

- How many constants you need for  $\Theta$ ?
- Any constant function is  $O(1)$ ,  $\Omega(1)$  and  $\Theta(1)$ .

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## Sums of functions

Let  $k$  be a fixed constant, and let  $f_1, f_2, \dots, f_k$  and  $h$  be functions such that  $f_i = O(h)$ ,  $\forall i$ . Then  $f_1 + f_2 + \dots + f_k = O(h)$ .

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## Exercise

Suggest a function that is  $o(1)$ .

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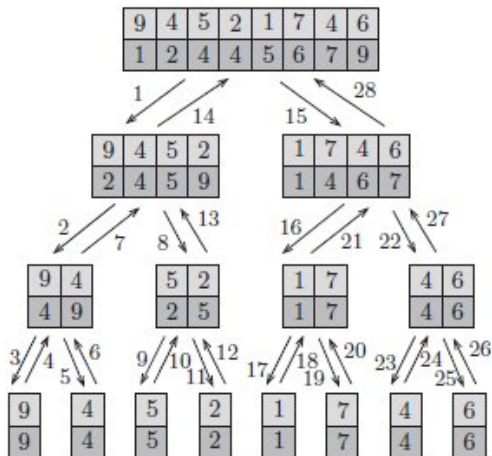


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- This recurrence solves to ?

# Merge Sort



# Mergesort

What is the guiding recurrence?

$$T(n) \leq \begin{cases} 0 & \text{if } n = 1 \\ 2T(n/2) + n - 1 & \text{if } n \geq 2 \end{cases}$$

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(Significant operations are 4  $n/2$ -bit multiplications and  $O(n)$  left shifts and additions; recurrence is  $T(n) \leq 4T(n/2) + O(n)$ .)

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- $$= 2^n x_L y_L + 2^{n/2}\{(x_L + x_R)(y_L + y_R) - x_L y_L - x_R y_R\} + x_R y_R$$

(Significant operations are 3  $n/2$ -bit multiplications and  $O(n)$  left shifts and additions; recurrence is  $T(n) \leq 3T(n/2) + O(n)$ .)

# A few recursions

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- Total time spent at depth  $k$  is  $3^k O(\frac{n}{2^k}) = (\frac{3}{2})^k O(n)$ .
- The above is a geometric series with common ratio greater than 1. So, the last term ( $k = \log_2 n$ ) should matter. The last term is  $O(3^{\log_2 n}) \approx O(n^{\log_2 3}) \approx O(n^{1.59})$ .

# Recurrence

## Master theorem

If  $T(n) = aT(\lceil n/b \rceil) + O(n^d)$  for some constants  $a > 0$ ,  $b > 1$ , and  $d \geq 0$ , then

$$T(n) \leq \begin{cases} O(n^d) & \text{if } d > \log_b a \\ O(n^d \log n) & \text{if } d = \log_b a \\ O(n^{\log_b a}) & \text{if } d < \log_b a \end{cases}$$



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## Proof idea

The  $k$ -th level of the tree is made up of  $a^k$  subproblems, each of size  $n/b^k$ . The total work done is  $a^k \cdot O(\frac{n}{b^k})^d = O(n^d) \cdot (\frac{a}{b^d})^k$ . The three cases now follow from the idea of the sum of a geometric series.

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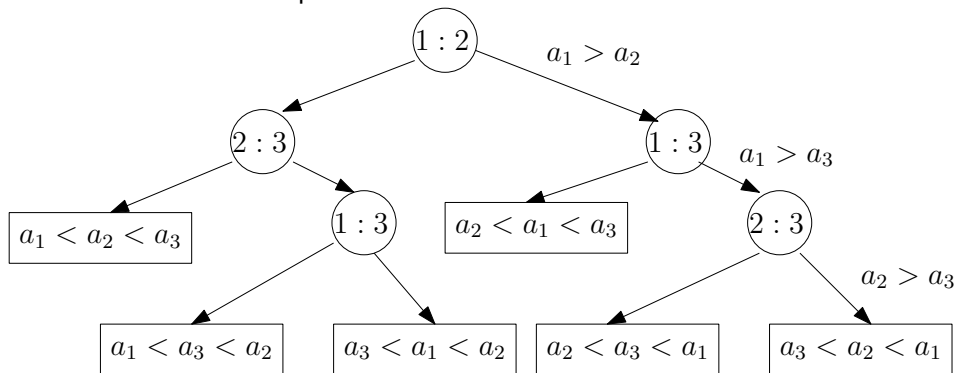
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# Lower bound on comparison based sorting

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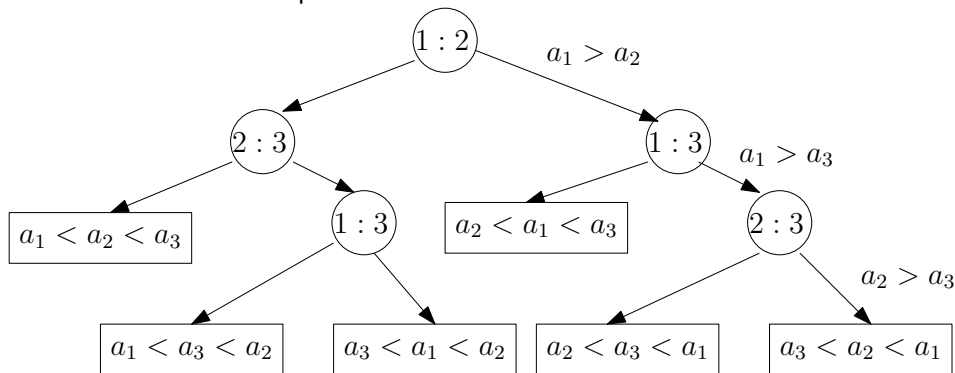
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## Observation

Time complexity in the worst case is the length of a longest path from the root to a leaf, which is the height of the decision tree.

# Lower bound on worst case of comparison based sorting

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- Let  $\ell$  be the number of leaves in  $T$  and let  $h$  be its height.

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- The number of vertices at level  $h$ , which are leaves, is at most  $2^h$ .

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- Let  $\ell$  be the number of leaves in  $T$  and let  $h$  be its height.
- The number of vertices at level  $h$ , which are leaves, is at most  $2^h$ .
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Lower bound on average case of comparison based sorting

Lower bound on average case of comparison based sorting is also  $\Omega(n \log n)$

# Quicksort and heapsort

## Quicksort

The worst case time complexity of quicksort is  $O(n^2)$ .

## Heapsort

The worst case time complexity of heapsort is  $O(n \log n)$ .

# Average case analysis of quicksort

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- We average over all possible inputs and the expression is

# Average case analysis of quicksort

$$T(n) = (n-1) + \frac{1}{n} \sum_{i=1}^n (T(i-1) + T(n-i))$$

Since,  $\sum_{i=1}^n T(n-i) = T(n-1) + T(n-2) + \dots + T(0) = \sum_{i=1}^n T(i-1)$

We have  $T(n) = (n-1) + \frac{2}{n} \sum_{i=1}^n T(i-1)$ .

This recurrence solves to  $O(n \log n)$

Average case time complexity of quicksort

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# Linear time sort(!)

What happened to the lower bound of  $\Omega(n \log n)$ ?

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- Counting sort is a **stable sort**.

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- Start from the end of  $A$ ; use the number to hash to  $C$ ; use that number of  $C$  to hash to a location of  $B$  and write the number you picked up from  $A$ . (Indexing is from 0.) Reduce that location of  $C$  by 1.



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- Working on the example, pick up 3 from  $A$ ; go to 3rd location of  $C$ ; there is 7; go to 7th location of  $B$ , write 3.  $B$  and  $C$  looks like  $B = \{x, x, x, x, x, x, 3, x\}$  and  $C = \{2, 2, 4, 6, 7, 8\}$ .

# Outline

- 1 Asymptotic Notation
- 2 Recursion
- 3 Sorting
- 4 Reduction for Lower Bounds**
- 5 Selection
- 6 Dynamic Programming

# Lower bounds by reduction

## Convex hull problem

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- Thus, convex hull has a lower bound of  $\Omega(n \log n)$ .

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# Selection

## Median finding

We can find the median or any  $k$ -th largest element of a set of elements in  $\Theta(n)$  time.

# Deterministic selection

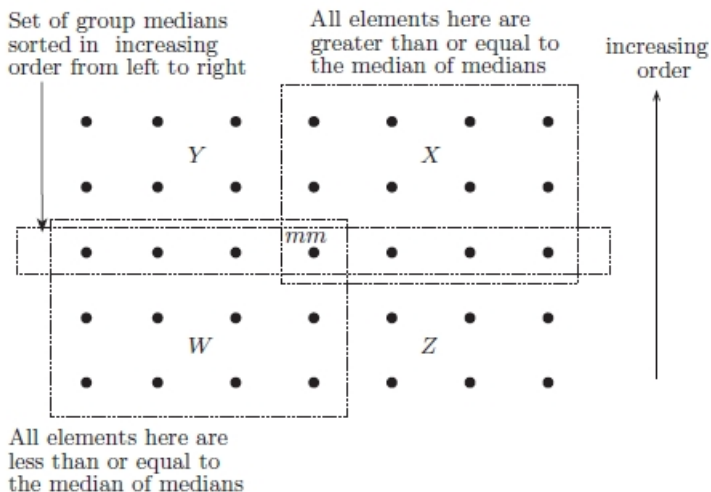


Figure: The schematic for selection algorithm.

# A digression into Probability

# Expectation

## Random variable

A function defined on a sample space is called a random variable. Given a random variable  $X$ ,  $Pr[X = j]$  means  $X$ 's probability of taking the value  $j$ .

## Expectation – “the average value”

The expectation of a random variable  $X$  is defined as:

$$E[X] = \sum_{j=0}^{\infty} j \cdot Pr[X = j]$$

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- So, the expectation of  $X$ ,  $E[X] = \sum_{j=0}^{\infty} j \cdot Pr[X = j] = \frac{1}{p}$ .

# Randomized Quick Sort

## RandQSORT( $A, p, q$ )

- 1: If  $p \geq q$ , then EXIT.
- 2: While no **central splitter** has been found, execute the following steps:
  - 2.1: Choose uniformly at random a number  $r \in \{p, p+1, \dots, q\}$ .
  - 2.2: Compute  $s =$  number of elements in  $A$  that are less than  $A[r]$ ,  
and  
 $t =$  number of elements in  $A$  that are greater than  $A[r]$ .
  - 2.3: If  $s \geq \frac{q-p}{4}$  and  $t \geq \frac{q-p}{4}$ , then  $A[r]$  is a **central splitter**.
- 3: Position  $A[r]$  in  $A[s+1]$ , put the members in  $A$  that are smaller than the **central splitter** in  $A[p \dots s]$  and the members in  $A$  that are larger than the **central splitter** in  $A[s+2 \dots q]$ .
- 4: RandQSORT( $A, p, s$ );
- 5: RandQSORT( $A, s+2, q$ ).

# Analysis of RandQSORT

**Fact:** One execution of Step 2 needs  $O(q - p)$  time.

**Question:** How many times Step 2 is executed for finding a **central splitter** ?

**Result:**

The probability that the randomly chosen element is a **central splitter** is  $\frac{1}{2}$ .

## Recall “Waiting for success”

If  $p$  be the probability of success of a random experiment, and we continue the random experiment till we get success, the expected number of experiments we need to perform is  $\frac{1}{p}$ .

## Implication in Our Case

- The expected number of times Step 2 needs to be repeated to get a **central splitter** (success) is 2 as the corresponding success probability is  $\frac{1}{2}$ .
- Thus, the expected time complexity of Step 2 is  $O(n)$

# Analysis of RandQSORT

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- Number of levels of recursion =  $\log_{\frac{4}{3}} n = O(\log n)$ .
- Thus, the expected running time is  $O(n \log n)$ .

# Finding the $k$ -th largest

## Median Finding

Similar ideas of getting a **central splitter** and waiting for success bound applies for finding the median in  $O(n)$  time.

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# Longest common subsequence

Given two strings  $A$  and  $B$  of lengths  $n$  and  $m$  respectively over an alphabet set  $\Sigma$ , determine the length of the longest subsequence that is common to both  $A$  and  $B$ .

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- The algorithm takes  $O(nm)$  time by filling up a table of size  $nm$ .