

INTRODUCTION TO ALGORITHMS

FOURTH EDITION

Algorithms (Recap)

Definition

- An algorithm is any well-defined computational procedure that
 - takes as input a value or a set of values,
 - outputs some value or a set of values,
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If the number looks big, show something different. Vs

If the number is greater than 10, then print 'High'

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 - in a finite amount of time.

It finishes in a finite number of steps (it halts)



- * well-defined (unambiguous)
- * halt

Problems

• Checking if a number is prime

Do you have an algorithm?

Problems



- Check if x is divisible by any of the numbers 2 to x-1.
- If yes, output YES, otherwise output NO.

Problems



- Check if x is divisible by any of the numbers from
- 2 to x-1 in an iterative fashion.
- If yes, output YES, otherwise output NO.

Well-defined?

Halt?

Some Problems

- Checking if a number is prime
- Gcd/hcf of two numbers
- Finding mean/median/mode of a list of number
- Calculating SI/CI
- Finding the maximum of a list of numbers
- Matrix multiplication
- Distance between two points in a plane
- Area/perimeter of some shapes

•

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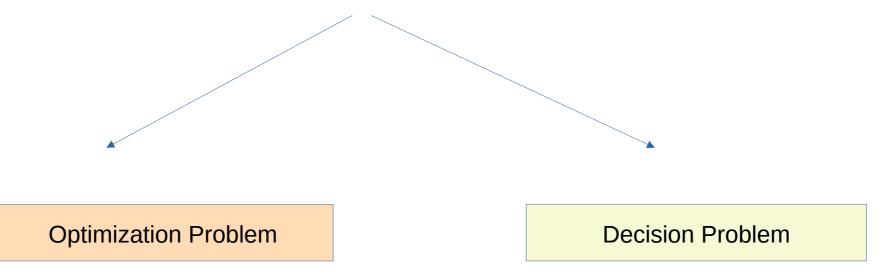
• A problem that can be solved using an **algorithm** by a computer or any computational device.

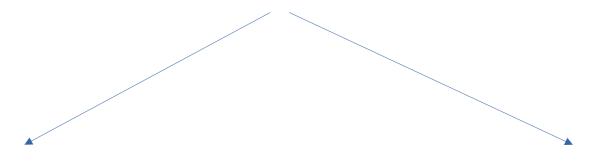
Calculators Robots Embedded Systems

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Take-away

 Algorithm is a tool for solving a well-specified computation problem.





Optimization Problem

Decision Problem

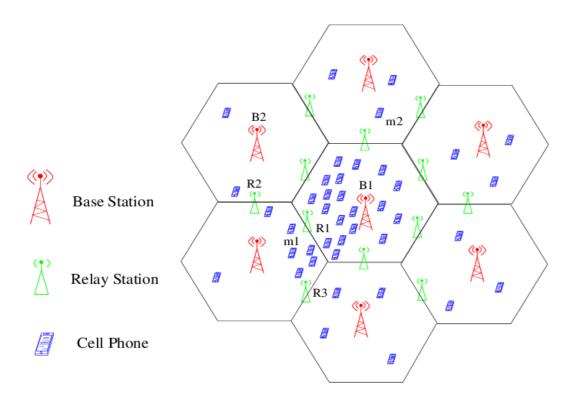
"Optimize the value"

"YES/NO"

- Input: A sequence of numbers <a1, a2,, an>
- Output: A permutation <b1, b2,, bn> of the input sequence such that $b1 \le b2 \le \le bn$.

Approaches?

- Input: A set of base stations and clients.
- Output: The minimum number of frequencies required to be assigned to base stations for proper communication.



• Input: Map

Output: The minimum number of colors required to color the states

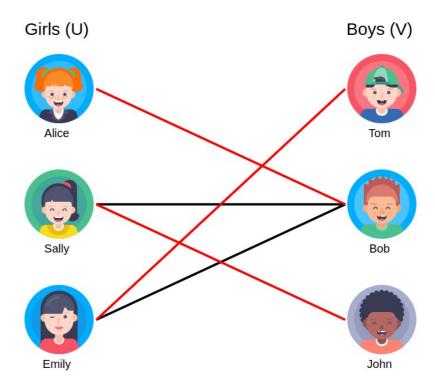
such that

States that share a boundary are

• colored distinctly.

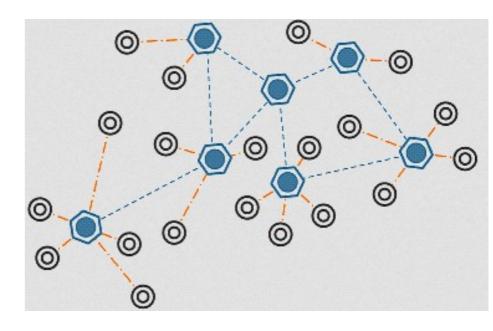


- Input: A set of Girls and Boys, and their compatibilities.
- Output: Find the maximum number of pairs that are compatible.

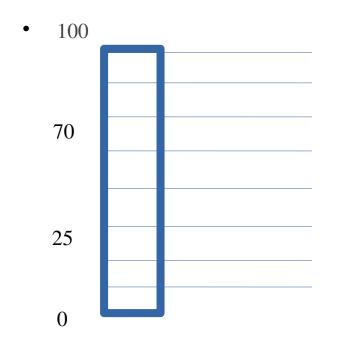


- Input: Potential surveillance points, and the underlying graph.
- Output: The minimum number of cameras to be installed such that each region in covered.

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- Input: 2 eggs, and a 100-floor building
- Output: Find the highest floor from which you can drop an egg without breaking it, using the minimum number of drops.





How to Solve these problems?

- Algorithms using
 - ✓ Recursion
 - ✓ Divide and conquer
 - ✓ Dynamic programming
 - ✓ Greedy
- Reduction to an known problem
- Advanced techniques like combinatorial optimization, LP, randomization, advanced data structures, etc.

• Problem: find the minimum of all the numbers in a list.

- 1. Scan through the list and find the maximum element
- 2. Output that element.

Alg-1

- 1. Scan through the list and find the minimum element
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- An algorithm
 - ✓ is **correct** if it returns the **correct answer**
 - * for all the instances.

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- An algorithm for a computational problem
 - ✓ is **CORRECT** if it returns the **correct answer**
 - * for all the instances.

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Alg-1

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- 2. Output that element.

What is the need to study algorithms if computers were infinitely fast?

- Algorithm should halt and output the correct solution on each instance.
- Any correct method for solving a problem is good enough.

Computational Problem (revisited)

• Input: Map

Output: The minimum number of colors required to color the states

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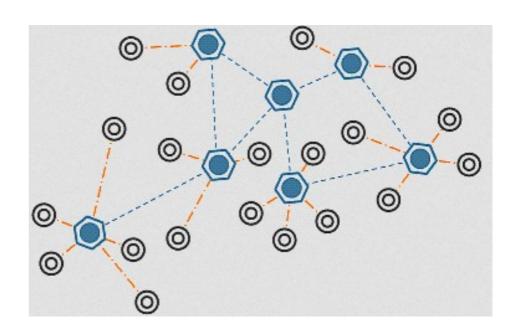
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Computers are not infinitely fast!

- Computing time is a bounded resource.
- Storage space is another resource.

Models of Computation vs Computers

- Model of Computation: an idealized mathematical construct that describes the primitive instructions and other details
- Computer: an actual physical device that implements a very specific model of computation

Question: What model of computation will we use to design algorithms? (in this course)

RAM (Random-Access Machine)

Informal description:

- Basic data types are integer number/float/character
- Instructions execute one after another (no concurrent operations)
- Each instruction takes the same amount of time
- Each data access or storing takes the same amount of time.

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In this course: we design algorithms assuming RAM model

Correct Algorithm

• Problem: find the minimum of all the numbers in a **sorted** list (say ascending order).

1. Output the first element of the list

Alg-1

- 1. Scan through the list and find the minimum element
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Alg-2

Correct Algorithm

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Computational Problem

- Input: A sequence of numbers <a1, a2,, an>
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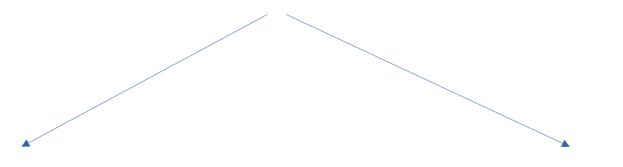
Approaches?

Algorithm

- Correctness of the algorithm
- Resources (time and space)

Efficiency

Computational Problem



Optimization Problem

Decision Problem

"Optimize the value"

"YES/NO"

GRAPH COLORING

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min number of colors for a proper coloring of the graph

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(s,t)-SHORTEST PATH

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length of a shortest path between two vertices s and t

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does there exist a cycle that contains every vertex of the graph

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MST

GRAPH COLORING

min number of colors for a proper coloring of the graph

(s,t)-SHORTEST PATH

length of a shortest path between two vertices s and t

HAMILTONIAN CYCLE

does there exist a cycle that contains every vertex of the graph

MST

minimum weight of a tree that contains every vertex of the graph

Optimization or Decision version?

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```
Input: A sequence of numbers <a1, a2, ....., an> Output: A permutation <b1, b2, ....., bn> of the input sequence such that b1\leb2\le ..... \le bn.
```

Suggestions?

- Maximize the sum of difference between consecutive elements?
- Minimize the sum of difference between consecutive elements?
- Does there exist a permutation in increasing sequence?

-

Optimization or Decision version?

Input: A sequence of numbers <a1, a2,, an> Output: A permutation <b1, b2,, bn> of the input sequence such that b1 \le b2 \le \le bn.

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Optimization or Decision version?

Input: A sequence of numbers <a1, a2,, an> Output: A permutation <b1, b2,, bn> of the input sequence such that b1 \le b2 \le \le bn.

- Maximize the sum of difference between consecutive elements? $(b_{i+1}-b_i)$ <10, 11, 12, 13> vs <10, 12, 11, 13>
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- Does there exist a permutation in increasing sequence?

-

Is GRAPH COLORING polynomial time solvable?

Is GRAPH COLORING polynomial time solvable?

Is MAP COLORING polynomial time solvable?



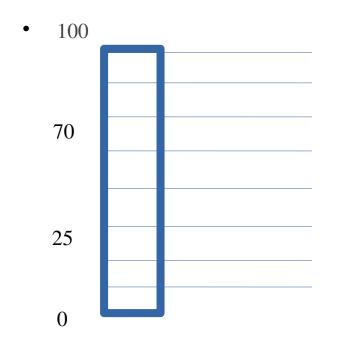
Can you formulate GRAPH COLORING as a decision problem?

Can you formulate GRAPH COLORING as an optimization problem?

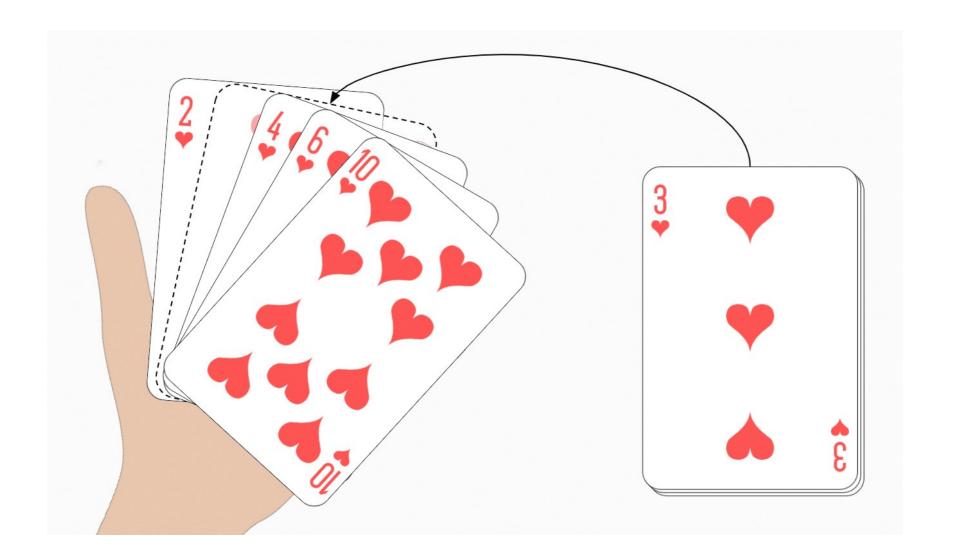
Can you use decision version to find the optimum value, for GRAPH COLORING?

Computational Problem *

- Input: 2 eggs, and a 100-floor building
- Output: Find the highest floor from which you can drop an egg without breaking it, using the minimum number of drops.







EXAMPLE: INSERTION-SORT

```
INSERTION-SORT (A, n)
  for i = 2 to n
       key = A[i]
       // Insert A[i] into the sorted subarray A[1:i-1].
      j = i - 1
       while j > 0 and A[j] > key
           A[j+1] = A[j]
           j = j - 1
       A[j+1] = key
```

Will you get the same run time of the code when you run multiple times?

NO

Will you get the same run time of the code when you run multiple times?

So, we better analyse the algorithm itself



- How many times each line of pseudocode is executed?
- How long each line takes to run?



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So, we better analyse the algorithm itself



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- How long each line takes to run?

Find the dominating factor (to analyze other algorithms)

Design and Analysis of Algorithms

	1 second (10^6 us)	1 minute (6*10^7 us)	1 hour (3.6 * 10^9 us)	1 day (8.64*10^9 us)
log n				
n				
n log n				
n^2				
n^3				
2^n				
n!				

	1 second (10^6 us)	1 minute (6*10^7 us)	1 hour (3.6 * 10^9 us)	1 day (8.64*10^9 us)
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n				
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2^n				
n!				

	1 second (10^6 us)	1 minute (6*10^7 us)	1 hour (3.6 * 10^9 us)	1 day (8.64*10^9 us)
log n	2 ^{10^6}			
n	10 ⁶			
n log n	~ 62,746			
n^2	~ 1,000			
n^3	~100			
2^n	~19			
n!	~9			

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log n	2 ¹⁰ 6			2 ^{8.64*10^9}
n	10 ⁶			
n log n	~62,746			
n^2	~1,000			
n^3	~100			
2^n	~19			~ 36
n!	~9			~16