Discrete Mathematics & Mathematical Reasoning Algorithms

Colin Stirling

Informatics

Some slides based on ones by Myrto Arapinis

Colin Stirling (Informatics)

Discrete Mathematics (Chap 3)

Today 1 / 22

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Algorithms

Definition

An algorithm is a finite sequence of precise instructions for performing a computation or for solving a problem

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Euclidian algorithm

```
algorithm gcd(x,y)
if y = 0
then return(x)
else return(gcd(y,x mod y))
```

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Input it has input values from specified sets

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Generality it should work for all problems of the desired form

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Euclidian algorithm (proof of correctness)

Lemma

If a = bq + r, where a, b, q, and r are positive integers, then gcd(a, b) = gcd(b, r)

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Proof.

(⇒) Suppose that *d* divides both *a* and *b*. Then *d* also divides a - bq = r. Hence, any common divisor of *a* and *b* must also be a common divisor of *b* and *r* (⇐) Suppose that *d* divides both *b* and *r*. Then *d* also divides bq + r = a. Hence, any common divisor of *b* and *r* must also be a common divisor of *a* and *b*.

Therefore, gcd(a, b) = gcd(b, r)

Description of algorithms in pseudocode

• Intermediate step between English prose and formal coding in a programming language

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- Intermediate step between English prose and formal coding in a programming language
- Focus on the fundamental operation of the program, instead of peculiarities of a given programming language
- Analyze the time required to solve a problem using an algorithm, independent of the actual programming language

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```
procedure maximum(a<sub>1</sub>,...,a<sub>n</sub>)
max:=a<sub>1</sub>
for i:=2 to n
    if max < a<sub>i</sub>
    then max:=a<sub>i</sub>
return max
```

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Linear search

Describe an algorithm for locating an item in a sequence of integers

Input integer x and finite sequence of integers a_1, \ldots, a_n

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```
procedure linear_search(x,a<sub>1</sub>,...,a<sub>n</sub>)
i:=1
while i≤n and x≠a<sub>i</sub>
    i:=i+1
if i≤n
then location:=i
else location:=0
return location
```

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- Repeat this process until we have a list of size 1
- If x is equal to the single element in the list, then its position is returned
- Otherwise 0 is returned to indicate that the element was not found

```
procedure binary_search(x, a_1, \ldots, a_n)
i:=1
j:=n
while i<j
   m := |(i + j)/2|
   if x > a_m
   then i:=m+1
   else j:=m
if x = a_i
then location:=i
else location:=0
return location
```

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Definition

Let $f, g : \mathbb{N} \to \mathbb{R}$ or $f, g : \mathbb{R} \to \mathbb{R}$. Then f is O(g) if there is a constant k and a positive constant c such that

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- Often the condition is: $\forall x > k \ (f(x) \le cg(x))$

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Examples

•
$$f(x) = x^2 + 2x + 1$$

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• Show f(x) is O(g) where $g(x) = x^2$

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- Show f(x) is also O(g) where $g(x) = x^3$
- Show f(x) is not O(h) where h(x) = x

• $f(x) = a_n x^n + a_{n-1} x^{n-1} + \ldots + a_1 x + a_0$ is $O(x^n)$

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f(x) = a_nxⁿ + a_{n-1}xⁿ⁻¹ + ... + a₁x + a₀ is O(xⁿ)
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- f is $\Omega(g)$ if and only if g is O(f)

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- Compute an *f*(*n*) as worst case for input size *n*

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- Given an algorithm, how efficient is it for solving the problem relative to input size?
- How much time does it take or how much computer memory does it need
- We measure time complexity in terms of the number of basic operations executed and use big-O and big-Theta notation to estimate it
- Focus on worst-case time complexity. Derive an upper bound on the number of operations it uses to solve a problem with input of particular size (as opposed to the average-case complexity)
- Compute an f(n) as worst case for input size n
- Compare efficiency of different algorithms for the same problem

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Growth



Colin Stirling (Informatics)

Today 16 / 22

Linear search

```
procedure linear_search(x,a<sub>1</sub>,...,a<sub>n</sub>)
i:=1
while i≤n and x≠a<sub>i</sub>
    i:=i+1
if i≤n
then location:=i
else location:=0
return location
```

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- If x is not in the list, 2n + 2 comparisons are made which is the worst case
- This means that the complexity is $\Theta(n)$

Binary search

```
procedure binary_search(x, a_1, \ldots, a_n)
i:=1
j:=n
while i<j
   m := |(i + j)/2|
   if x > a_m
   then i:=m+1
   else j:=m
if x = a_i
then location:=i
else location:=0
return location
```

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• Assume (for simplicity) $n = 2^k$; so $k = log_2 n$

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- This means that complexity is $\Theta(\log n)$

Computer time

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TABLE 2 The Computer Time Used by Algorithms.						
Problem Size	Bit Operations Used					
n	log n	n	$n \log n$	<i>n</i> ²	2 ⁿ	n!
10	3×10^{-9} sec	10 ⁻⁸ sec	3×10^{-8} sec	10 ⁻⁷ sec	10 ⁻⁶ sec	3×10^{-3} sec
102	7×10^{-9} sec	10^{-7} sec	7×10^{-7} sec	10 ⁻⁵ sec	$4 \times 10^{13} \text{ yr}$	*
103	$1.0 imes 10^{-8} m sec$	10^{-6} sec	1×10^{-5} sec	10^{-3} sec	*	*
104	1.3×10^{-8} sec	10^{-5} sec	1×10^{-4} sec	10 ⁻¹ sec	*	*
05	$1.7 imes 10^{-8}$ sec	10^{-4} sec	2×10^{-3} sec	10 sec	*	*
106	2×10^{-8} sec	10 ⁻³ sec	2×10^{-2} sec	17 min	*	*

However, the time required for an algorithm to solve a problem of a specified size can be determined if all operations can be reduced to the **big gperations used** by the computer. Table 2 displays the time needed to solve problems of various sizes with an algorithm using the indicated number of bit operations. Times of more than 10^{100} years are indicated with an asterisk. (In Section 2.4 the number of bit operations)

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- It is very unlikely to be NP complete