

Basic notions of algorithm theory

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- In order to specify an algorithmic problem we need to describe the following "components":
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- The above description is a naive definition. The word naive, used in an attributive form, means that we give up mathematical precision.

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- The given data is called *input*.
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- If we are given an input, say ω and an algorithm, while performing the described elementary operations we say that we *run the algorithm on input ω* .

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- Finding the greatest common divisor of given two numbers is a computational task. The Euclidean algorithm should be known from BSc.
- Finding the factorization of a given number is a computational task. The elementary steps are the basic arithmetical operations.

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Definition: Computational problem

An computational problem is a function $f : \mathcal{I} \rightarrow \mathcal{O}$.

- A computational problem is "just" a valuation of a known function at certain position.
- We don't say anything on the set of elementary steps. There are several possibilities. The concrete set of basic operations depends on the problem. But be aware this component. When discussing an algorithmic problems you must always know this set.

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- In the 30's of the XXth century, after long work the mathematical community defined the accepted mathematical notion of algorithm. We will see that in the second half of the semester.
- The present notion is strongly connected to the design of computers.

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Example: FACTORIZATION-II

Input: a positive integer. Output: one prime divisor.

Example (cont'd): Computational problems

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Example: FACTORIZATION-III

Input: a positive integer.

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Input: a positive integer. Output: its smallest prime divisor.

Example: FACTORIZATION-IV

Input: a positive integer and a threshold value t .

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Input: a positive integer and a threshold value t . Output: Determine whether our integer has a non-trivial positive divisor at most t .

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- If the inputs are coded, then the size of the input is an obvious notion: The size is just character counting.

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- " Σ^* is too small to handle all real numbers."

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- The size immediately can be interpreted as the number of characters we need to write down the input.

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- One can say that we work with a virtual machine that has a memory containing boxes. Each box contains a real number and the machine is capable to perform arithmetical operations on the contents.

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The language is explicit. The input size is $n \cdot k$. Elementary operations are digit operations. A comparison costs k elementary step.

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- The elementary steps are the elementary operations between digits.
- The size of the input character counting.

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- Can we consider digit operation as elementary steps? YES.
- Any high level algorithm can be transformed to digit level algorithm by substituting $x \leftarrow y - z$ step with the basic algorithm of subtraction.

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- What is the size of the output? Elementary operations are at the level of real numbers. The size of the input is $2n^2$. A strange but often useful point of view is to consider n as the size.

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- There are several possibilities. We highlight two of them.

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- Any vertex on one of the `list-of-neighbors` corresponds to an edge. In the case of an edge weighted graph the weight of an edge $e = uv$ can be stored at the memory location of v in the `list-of-neighbors` connected to u .

Coding: Coding graphs, size of the input

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An interesting remark: Most often, we consider the size of the graph as $|V| + |E|$, or $|V|^2$, or simply $|V|$.

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- In spite of this a high level description of an algorithm does not need to specify it.
- Different coding implies different elementary steps.
- When we code a simple graph by its adjacency matrix, we can assume that arithmetic operations are elementary steps.
- When we code a simple graph by lists, we can assume the going to a memory location described by a pointer is an elementary step.

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- The reason of this discussion is not to disturb you- The goal is to stimulate you for asking questions, clarify details...

Break



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Notation

$\mathcal{I} = \bigcup_{s=0}^{\infty} \mathcal{I}_s$, where \mathcal{I}_s denotes the set of inputs of size s .

Time analysis of algorithms

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- We consider all the elements of \mathcal{I}_n . When $t_{\mathcal{A}}(\omega) < t_{\mathcal{A}}(\omega')$, the input ω' is more complex for \mathcal{A} than ω . When we take the maximum, we consider the worst element of \mathcal{I}_n .

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- We consider all the elements of \mathcal{I}_n . When $t_{\mathcal{A}}(\omega) < t_{\mathcal{A}}(\omega')$, the input ω' is more complex for \mathcal{A} than ω . When we take the maximum, we consider the worst element of \mathcal{I}_n .
- We can propose any upper bound on $t_{\mathcal{A}}(n)$ as a certificate of \mathcal{A} . We guarantee that \mathcal{A} will not execute more elementary steps on any input of size n than our bound.

Example: Counting triangles I

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2) Print $\Delta/3$. //We do this, after checking all edges.

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Example: Counting triangles II

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Algorithm

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- 2) Print $\text{Tr}A_G^3/6$.

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- In order to compute A^3 we perform $4|V|^3$ basic operations on numbers.
- A bound on the total number of elementary steps we need to do on a graph on vertex set V is

$$4|V|^3 + |V|.$$

Szünet



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- If we replace our five years old computer with an up-to-date, new one, than the same algorithm will require less time on the new machine.
- The answer of "theory": Constant factors don't matter, we ignore them.
- We need some mathematical notation to reflect this idea.

Big "O" notation

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Definition

Let $t, f : \mathbb{N} \rightarrow \mathbb{R}$. One writes $t = \mathcal{O}(f)$ when for a suitable constant $c > 0$ and threshold value n_0 we have that for any $n > n_0$

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- $f(n)$ is a „simple“ function, like n , n^2 , n^{10} , $n \log n$, 2^n , n^n , 2^{n^2} .
- Stop. I wrote $f(n) = n \log n$, and I did not specify the base of the logarithm. What base did I use? Does it matter?

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$$18 \binom{n}{6} + 127n^4 \log n + \log^{15}(n^{124}) \cdot n + 144 = \mathcal{O}(n^6).$$

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- Algorithm theory balances between mathematical correctness and transparency. Algorithm theory/algorithms are used everywhere. Many outsiders are interested in algorithms. So transparency is more important
- If you have the feeling that mathematical precision is missing, then stop. Ask questions, clarify the mathematical content, ask for consultation ...

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Let $t, f : \mathbb{N} \rightarrow \mathbb{R}$. One writes $t = \Omega(f)$ when for a suitable constant $c > 0$ and threshold value n_0 we have that for any $n > n_0$

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$$cf(n) \leq t(n).$$

- $f(n)$ must be a function that is positive for a large enough n .

Big Theta notation

Definition

Let $t, f : \mathbb{N} \rightarrow \mathbb{R}$. One writes $t = \Theta(f)$ when for suitable constant $c, c' > 0$ and threshold value n_0 we have that for any $n > n_0$

$$cf(n) \leq t(n) \leq c'f(n).$$

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$$18 \binom{n}{6} + 127n^4 \log n + \log^{15}(n^{124}) \cdot n + 144 = \Theta(n^6).$$

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In other words the meaning of $t(n) \sim c \cdot f(n)$ is that

$$t(n) = c \cdot f(n) + o(f(n)).$$

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For large enough n the term $o(f(n))$ in $f(n) + o(f(n))$ is an error/remainder term next to $f(n)$, the main term.

Example

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$$18 \binom{n}{6} + 127n^4 \log n + \log^{15}(n^{124}) \cdot n + 144 \sim \frac{18}{6!} n^6,$$

or we can write

$$18 \binom{n}{6} + 127n^4 \log n + \log^{15}(n^{124}) \cdot n + 144 = \frac{18}{6!} n^6 + \mathcal{O}(n^5),$$

to express more information.

This is the end!

Thank you for your attention!