



# Discrete Mathematics

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*Today's Topics*

*Analysis of Algorithms*

*Recursive Algorithms*



# Algorithms

# Analysis of Algorithms

- Theorem

- Let  $p(n) = a_k n^k + a_{k-1} n^{k-1} + \dots + a_1 n + a_0$  be a polynomial in  $n$  of degree  $k$ , where each  $a_i$  is nonnegative and  $a_k > 0$ . Then  $p(n) = \Theta(n^k)$ .

- Proof.

- We first show that  $p(n) = O(n^k)$ . Let

$$C_1 = a_k + a_{k-1} + \dots + a_1 + a_0.$$

$$\begin{aligned} \text{Then for all } n, p(n) &= a_k n^k + a_{k-1} n^{k-1} + \dots + a_1 n + a_0 \\ &\leq a_k n^k + a_{k-1} n^k + \dots + a_1 n^k + a_0 n^k \\ &= (a_k + a_{k-1} + \dots + a_1 + a_0) n^k = C_1 n^k. \end{aligned}$$

Therefore,  $p(n) = O(n^k)$ .

- Next, we show that  $p(n) = \Omega(n^k)$ . For all  $n$ ,

$$p(n) = a_k n^k + a_{k-1} n^{k-1} + \dots + a_1 n + a_0 \geq a_k n^k = C_2 n^k,$$

where  $C_2 = a_k$ . Therefore,  $p(n) = \Omega(n^k)$ .

- It follows that  $p(n) = \Theta(n^k)$ .

# Analysis of Algorithms

- Note
  - We shall use  $\lg n$  to denote  $\log_2 n$  (the logarithm of  $n$  to the base 2).
- Example
  - Find the asymptotic tight bound for  $2n + 3 \lg n$ .
  - Since  $\lg n < n$  for all  $n \geq 1$ ,  $2n + 3 \lg n < 2n + 3n = 5n$  for all  $n \geq 1$ . Thus,  $2n + 3 \lg n = O(n)$ .
  - Also,  $2n + 3 \lg n \geq 2n$  for all  $n \geq 1$ .
  - Thus,  $2n + 3 \lg n = \Omega(n)$ .
  - Therefore,  $2n + 3 \lg n = \Theta(n)$ .

# Analysis of Algorithms

- Example

- If  $a > 1$  and  $b > 1$  (to ensure that  $\log_b a > 0$ ), by the change-of-base formula for logarithms,  $\log_b n = \log_b a \log_a n$  for all  $n \geq 1$ .
- Therefore,  $\log_b n \leq C \log_a n$  for all  $n \geq 1$ , where  $C = \log_b a$ . Thus,  $\log_b n = O(\log_a n)$ .
- Also,  $\log_b n \geq C \log_a n$  for all  $n \geq 1$ ; so  $\log_b n = \Omega(\log_a n)$ .
- Since  $\log_b n = O(\log_a n)$  and  $\log_b n = \Omega(\log_a n)$ , we conclude that  $\log_b n = \Theta(\log_a n)$ .

- Note

- For this reason, we sometimes simply write  $\log$  without specifying the base.

# Analysis of Algorithms

- Example

- Find the asymptotic tight bound for  $f(n) = 1 + 2 + \dots + n$ .

- First,  $f(n) = O(n^2)$ , since  $1 + 2 + \dots + n \leq n + n + \dots + n = n \cdot n = n^2$  for all  $n \geq 1$ .
- Likewise,  $f(n) = \Omega(n)$ , since  $1 + 2 + \dots + n \geq 1 + 1 + \dots + 1 = n$  for all  $n \geq 1$ . However, we cannot deduce a  $\Theta$ -estimate for  $f(n)$  with this lower bound, since  $n^2 \neq n$ . Thus, we need a tighter lower bound.

- But by throwing away the first half of the terms, we get

$$\begin{aligned} f(n) &\geq \lceil n/2 \rceil + \dots + (n-1) + n \\ &\geq \lceil n/2 \rceil + \dots + \lceil n/2 \rceil + \lceil n/2 \rceil \\ &= \lceil (n+1)/2 \rceil \lceil n/2 \rceil \geq (n/2)(n/2) \\ &= n^2/4 \end{aligned}$$

for all  $n \geq 1$ . Thus  $f(n) = \Omega(n^2)$ .

- Therefore,  $f(n) = \Theta(n^2)$ .

# Analysis of Algorithms

- Examples
  - Find the asymptotic tight bound for  $f(n) = 1^k + 2^k + \dots + n^k$ .
    - $f(n) = \Theta(n^{k+1})$
  - Show that  $\lg n! = \Theta(n \lg n)$ .
    - Proof sketch.
      - $\lg n! = \lg n + \lg (n-1) + \dots + \lg 2 + \lg 1$   
 $\leq \lg n + \lg n + \dots + \lg n + \lg n = n \lg n$  for all  $n \geq 1$ .

# Analysis of Algorithms

- Example

- Show that if  $f(n) = \Theta(g(n))$  and  $g(n) = \Theta(h(n))$ , then  $f(n) = \Theta(h(n))$ .

- Proof.

- Because  $f(n) = \Theta(g(n))$ , there are constants  $C_1$  and  $C_2$  such that  $C_1|g(n)| \leq |f(n)| \leq C_2|g(n)|$  for all but finitely many positive integers  $n$ .
    - Because  $g(n) = \Theta(h(n))$ , there are constants  $C_3$  and  $C_4$  such that  $C_3|h(n)| \leq |g(n)| \leq C_4|h(n)|$  for all but finitely many positive integers  $n$ . Therefore,  $C_1C_3|h(n)| \leq C_1|g(n)| \leq |f(n)| \leq C_2|g(n)| \leq C_2C_4|h(n)|$  for all but finitely many positive integers  $n$ .
    - It follows that  $f(n) = \Theta(h(n))$ .



# Analysis of Algorithms

- Definition

- If an algorithm requires  $t(n)$  units of time to terminate in the best case for an input of size  $n$  and  $t(n) = O(g(n))$ , we say that the **best-case time** required by the algorithm is of order at most  $g(n)$  or that the best-case time required by the algorithm is  $O(g(n))$ .
- If an algorithm requires  $t(n)$  units of time to terminate in the worst case for an input of size  $n$  and  $t(n) = O(g(n))$ , we say that the **worst-case time** required by the algorithm is of order at most  $g(n)$  or that the worst-case time required by the algorithm is  $O(g(n))$ .

# Analysis of Algorithms

- If an algorithm requires  $t(n)$  units of time to terminate in the average case for an input of size  $n$  and  $t(n) = O(g(n))$ , we say that the **average -case time** required by the algorithm is of order at most  $g(n)$  or that the average -case time required by the algorithm is  $O(g(n))$ .

# Analysis of Algorithms

- Example

- Determine, in theta notation, the best-case, worst-case, and average-case times required to execute the following algorithm.

## Algorithm 4.3.17: Searching an Unordered Sequence

Input:  $s_1, s_2, \dots, s_n, n$ , and *key* (the value to search for)

Output: The index of *key*, or if *key* is not found, 0

```
1.  linear_search(s, n, key) {
2.    for i = 1 to n
3.      if (key == si)
4.        return i // successful search
5.    return 0 // unsuccessful search
6.  }
```

# Recursive Algorithms

- Note
  - A **recursive function** (pseudocode) is a function that invokes itself.
  - A **recursive algorithm** is an algorithm that contains a recursive function.
- Example
  - $n! = n(n - 1)(n - 2)\dots 2 \cdot 1 = n \cdot (n - 1)!$

# Recursive Algorithms

- Theorem
  - The following algorithm returns the value of  $n!$ ,  $n \geq 0$ .
  - Proof.
    - Use induction on  $n$ .

## Algorithm 4.4.2: Computing $n$ Factorial

```
1.  factorial( $n$ ) {  
2.      if ( $n == 0$ )  
3.          return 1  
4.      return  $n * factorial(n - 1)$   
5.  }
```

# Recursive Algorithms

- Example

- A robot can take steps of 1 meter or 2 meters.
- Find the number of ways the robot can walk  $n$  meters.

## Algorithm 4.4.6: Robot Walking

Input:  $n$

Output:  $walk(n)$

```
walk( $n$ ) {  
    if ( $n == 1 \vee n == 2$ )  
        return  $n$   
    return  $walk(n - 1) + walk(n - 2)$   
}
```

# Recursive Algorithms

- Example
  - Prove that the “Robot Walking” algorithm is correct.
- Note
  - Fibonacci sequence  $\{f_n\}$ 
    - $f_1 = 1, f_2 = 1, f_n = f_{n-1} + f_{n-2}$  for all  $n \geq 3$ .
  - Show that  $walk(n) = f_{n+1}$  for all  $n \geq 1$ .
    - Proof.
      - Use induction on  $n$ .
  - Use mathematical induction to show that

$$\sum_{k=1}^n f_k = f_{n+2} - 1 \text{ for all } n \geq 1.$$

# Summary

- Analysis of Algorithms
- Recursive Algorithms