

Algorithms

(I)

Algorithm from Algorithmism → 9th Century Math.^{em} Abu Jafar Moham. Ibn Musa Al-Khawarizmi - Algebra derives also from the Latin title of this book written by him.

What do we mean by an algorithm? plan - sort of program - strategy

But ask yourself the questions

- Does an algm. have to finish? and in a reasonable time?
- What is a reasonable ~~amount~~ length of time
- Must it always produce the correct answer?
- " " " " " the same answer for the same data input?
- Can we always develop an algm. to solve any given problem?

For now let's give the "definitions":

"An algorithm is a finite set of instructions (operations), each chosen from a ^{finite} set of well-defined operations, that halts in a finite time"

General characteristics: - Precision (steps precisely stated)

- Uniqueness (intermediate results of each step of execution are uniquely defined and depend only on inputs and previous steps results) - Finiteness (Algm. stops after finitely many instructions have been executed) - Input - Output -

- Generality (applies a to a set of inputs).

Examples: Carrying out operations like additions - Subtractions - multiplication are basic algorithms. The ^{oldest} most common and famous algorithm is Euclid's algm for calculating the greatest common divisor.

- No subjective decisions - No intuitions nor creativity.

Example: Cooking recipe is an algorithm if precise instructions are specified "Add specific amount of..." not simply "Add salt & pepper till tender".

Exception for "PROBABILISTIC ALGORITHMS"

An instruction like choose an integer between 1 and 6 is not acceptable but "choose x 's $1 \leq x \leq 6$ with equal chances" is OK.

- Another exception to approximate algorithms.

Exple: $\sqrt{2}$ computed to 4 decimals.

There are pbs for which no practical algorithm is known. May be an existing one takes too long - May be obliged to look into a set a rules that we believe gives us a good approx. Sometimes even this is not possible and just rely on good luck. A procedure based largely on optimism and minimal theoretical support is called "heuristic Algorithm" - We have no control on the error but we can estimate it.

When we solve a problem there may a choice of algorithm available and we need to decide which one to use. Depending on equipments time, ~~time~~ storage and priorities choose the one with least time, minimum storage, easy to program ... and soon.

Algorithms is the science that lets us evaluate the effect of these various external factors on the available algorithms. It's also the science that tells us how to design a new algorithm for a particular task.

Exples: ① Take multiplication of 2 integers. 1) the English way vs. rest of the world way.

② Multiplication ab russe: write multiplicand and multiplier side by side - make 2 columns - repeat the following rule until the number in the left hand column is 1: Divide the number in the left column by 2, ignoring any fractions, and double the number on the right column (adding it to itself). Next cross out each row where the number in the left is even, and finally add up the numbers that remain in the right column.

Exple: 12×28

$$\begin{array}{r}
 12 \\
 6 \\
 3 \\
 1 \\
 \hline
 28 \\
 56 \\
 112 \\
 224 \\
 \hline
 336
 \end{array}$$

resembles the one used

in the hardware of a binary computer. All we need to know is how to add and $\div 2$.

③ Divide and Conquer Multiplication.

requires same number of figures (of multiplicand & multiplier) add 0 to the left if needed. and number of figure should be a power of 2.

example: $981 \times 1234 \rightarrow 0981 \times 1234$

	Multiply	Shift	Result	shift by # of figures
(i)	09 12	4	108. . .	left x left 2)
(ii)	09 34	2	302. .	left x right shift by half
(iii)	81 12	2	972. .	right x left " " "
(iv)	81 34	0	2754	right x right no shift

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Pb. reduced to 4 multip. of 2×2 . with shifts and addition.

then

	Multiply	Shift	Result
(i)	0 1	2	00.
(ii)	0 2	1	0.
(iii)	9 1	1	9.
(iv)	9 2	0	18

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of course does not outperforms the "classic algorithm"

Notations for programs

Describe in English (plain language) not suitable. Give the corresponding program such as Pascal (or Pascal like), omit unimportant details

We'll use \div , $\lfloor \rfloor$. Only basic concept underlying the program.

omit: declarations of scalar quantities, types of parameters and functions

Exple: function russe(m, n)

result \leftarrow 0

repeat

if m is odd then result \leftarrow result + n

m \leftarrow m \div 2

n \leftarrow n + n

until m = 1

return result.

Mathematical notation:

- 1) Propositional calculus: True-false, conjunction, disjunction, negation, implication, equivalence,
- 2) Set Theory: sets, finite sets, cardinality, empty, Notations belongs to \in , such that $|$, subset, equal, Union, intersection, difference, cartesian Product - ordered pairs, Power Set
- 3) Integers, Reals and intervals: $\mathbb{N} = \{0, 1, \dots\}$, \mathbb{Z} , \mathbb{R} , \mathbb{N}^+ , \mathbb{R}^+
interval $(a, b) = \{x \mid x \in \mathbb{R}, a < x < b\}$ where $a, b \in \mathbb{R}$
 $[i..j] = \{n \mid n \in \mathbb{Z}, i \leq n \leq j\}$, $|[i..j]| = j - i + 1$
- 4) Relations and Functions: relation $g \subseteq X \times Y$, a function f
 $\forall x \in X \exists$ only one $y \in Y$ s.t. $(x, y) \in f$. Domain, Codomain, image
Range. Injection, surjection, Bijection. Inverse $f[f^{-1}(y)] = y$
- 5) Quantifiers: $\forall, \exists, \exists!$ ($\exists x \in X$) $[P(x)]$, $\overline{\exists}, \overline{\forall}$,
- 6) Sums and Products: $\sum_{i=1}^n f(i) = f(1) + \dots + f(n)$, with a condition
 $\prod_{i=1}^n f(i) = f(1) \times f(2) \times \dots \times f(n)$
- 7) Miscellaneous: $\log_b x = y$ unique real y s.t. $b^y = x$
 b can be $e = 2.7182818$, 2, 10.

$$\log(x \cdot y) = \log(x) + \log y$$

$$\log_a x = \frac{\log_b x}{\log_b a}$$

$$\log x^y = y \log x$$

$$x^{\log y} = y^{\log x}$$

$\lfloor x \rfloor =$ integer of x ($x \geq 0$) $\lfloor 3.5 \rfloor = 3$, $\lfloor -3.5 \rfloor = -4$ floor

$\lceil x \rceil$ ceiling of x

- Sometimes $a \div b = \lfloor \frac{a}{b} \rfloor$
- $m \bmod n = (m)_{\bmod n} = \text{Rem}(\frac{m}{n}) = m - n \cdot (m \div n)$
- factorial $n!$, $0! = 1$
- approximation of factorial $n! \approx \sqrt{2\pi n} (\frac{n}{e})^n$ $e = 2.718$
- combination $\binom{m}{n}$

Proof Techniques:

- ① Contradiction: "There are infinitely many Prime numbers".
- ② Mathematical Induction:

Induction \rightarrow Inferring of general law from particular instances.

Deduction \rightarrow Inference from general to particular.

Induction tricky a) $P(n) = n^2 + n + 41$ $P(0), P(1), \dots, P(10) \rightarrow 41, 43, 47, 53, \dots, 157$

all prime - but $P(40) = 1681 = 41^2$

b) $A^4 + B^4 + C^4 = D^4$ all integers Euler in 1769 conjectured no solution
 in 1987 on connection Machine $95800^4 + 217519^4 + 414560^4 = 422481^4$

c) Pell's Equation given $p(n) = 991n^2 + 1$ $\exists n?$ s.t $p(n)$ is a perfect square
 by trying a large number of cases answer is no. But in fact
 the smallest known is $n = 12055735790831359447442538767$
 $(\approx 10^{29})$

Induction \leftrightarrow Experiment.

③ Principle of Mathematical induction:

consider the following algorithm

function $sq(n)$

if $n=0$ then return 0

else return $2n + sq(n-1) - 1$

Prove by induction

$$\left(\sum_{i=1}^n i\right)^2 = \sum_{i=1}^n i^3 \quad n \geq 1$$

answer in class.

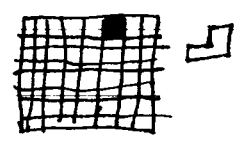
• 3 steps - Base - Assumptions - Proof.

Proofs by Mathem. induction can turn into algorithms -

Consider the tiling problem: Board divided into equal squares there are $m \times m$ squares where $m = 2^n$

one arbitrary square is special

supply of $(2 \times 2 - 1)$ tiles.



Reminders:

1. LIMITS: $\lim_{n \rightarrow \infty} f(n) = a \Leftrightarrow \forall \delta (\delta \in \mathbb{R}^+) \text{ very small}$
 $|f(n) - a| < \delta$

$$\lim (f + g) = \lim f + \lim g$$

$$\lim (f \cdot g) = \lim f \cdot \lim g$$

$$\lim \frac{f}{g} = \frac{\lim f}{\lim g}$$

De l'Hôpital Rule: Suppose $\lim_{n \rightarrow \infty} f = \lim_{n \rightarrow \infty} g = 0$ or $\lim_{n \rightarrow \infty} f = \lim_{n \rightarrow \infty} g = \infty$
and suppose that f & g are differentiable ($g' \neq 0$)

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \lim_{n \rightarrow \infty} \frac{f'(n)}{g'(n)} \quad (\text{after extending } f \& g \text{ to real fcts})$$

exple: $f(n) = \log n$ and $g(n) = n^a$ where $a > 0$

$\lim_{n \rightarrow \infty} f = \lim_{n \rightarrow \infty} g = \infty$ extend $f(n)$ to real function $\hat{f}(x) = \log x$

$$\lim_{n \rightarrow \infty} \frac{\log n}{n^a} = \lim_{x \rightarrow \infty} \frac{1/x}{ax^{a-1}} = \lim_{x \rightarrow \infty} \frac{1}{ax^a} = 0 \quad \forall a > 0$$

2. Simple SERIES: $u(n)$ fct of n , $S(n) = S_n = \sum_{i=1}^n u_i$
 $\lim_{n \rightarrow \infty} S_n = S = \sum_{i=1}^{\infty} u_i$ is convergent if $S < \infty$

• Arithmetic Series: diffⁿ between successive terms is constant.

$$a, a+d, a+2d, \dots, a+(n-1)d$$

• Geometric Series: $a \rightarrow ar, ar^2, \dots, ar^{n-1}$ ratio betwn succ. is const.

$$\text{Sum of first } n \text{ terms } S_n = an + \frac{n(n-1)d}{2}$$

$$\text{" " " " } S_n = a \frac{1-r^n}{1-r} \quad 2$$