

# MA/CSSE 473

## Day 02

Some Numeric  
Algorithms and their  
Analysis



### Student questions on ...

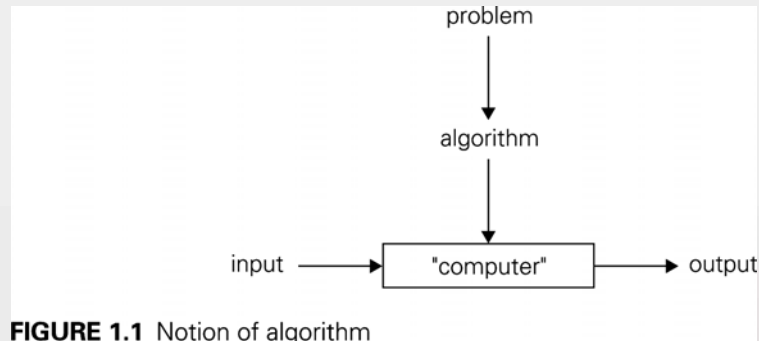
- Syllabus?
- Course procedures, policies, or resources?
- Course materials?
- Homework assignments?
- Anything else?

notation: **lg n** means  **$\log_2 n$**

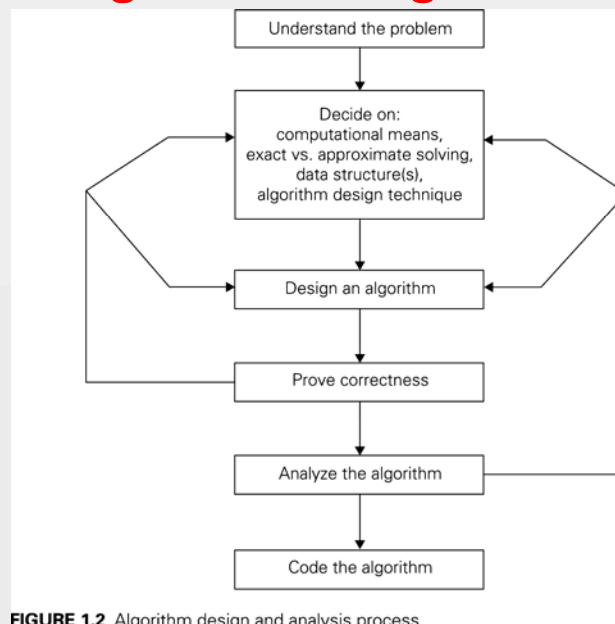
Also, **log n** without a specified base  
will usually mean  **$\log_2 n$**



## Levitin Algorithm picture



## Algorithm design Process



## Interlude

- What we become depends on what we read after all of the professors have finished with us. The greatest university of all is a collection of books.  
- Thomas Carlyle



## Review: The Master Theorem

- The Master Theorem for Divide and Conquer recurrence relations:
- Consider the recurrence  $T(n) = aT(n/b) + f(n)$ ,  $T(1)=c$ , where  $f(n) = \Theta(n^k)$  and  $k \geq 0$ ,
- The solution is
  - $\Theta(n^k)$  if  $a < b^k$
  - $\Theta(n^k \log n)$  if  $a = b^k$
  - $\Theta(n^{\log_b a})$  if  $a > b^k$

For details, see Levitin pages 490-491 [483-485] or Weiss section 7.5.3.

Grimaldi's Theorem 10.1 is a special case of the Master Theorem.

Note that page numbers in brackets refer to Levitin 2<sup>nd</sup> edition

We will use this theorem often. You should review its proof soon (Weiss's proof is a bit easier than Levitin's).



## Arithmetic algorithms

- For the next few days:
  - Reading: mostly review from CSSE 230 and DISCO
  - In-class: Some review, but mainly arithmetic algorithms
    - Examples: Fibonacci numbers, addition, multiplication, exponentiation, modular arithmetic, Euclid's algorithm, extended Euclid.
  - Lots of problems to do
  - some over review material
  - Some over arithmetic algorithms.



## Fibonacci Numbers

- $F(0) = 0$ ,  $F(1) = 1$ ,  $F(n) = F(n-1) + F(n-2)$
- Sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...
- Straightforward recursive algorithm:

```
def fib1(n):  
    if n==0:  
        return 0  
    if n==1:  
        return 1  
    return fib1(n-1) + fib1(n-2)  
  
print fib1(6), fib1(7), fib1(8)
```

- Correctness is obvious. Why?



## Analysis of the Recursive Algorithm

- What do we count?
  - For simplicity, we count basic computer operations
- Let  $T(n)$  be the number of operations required to compute  $F(n)$ .
- $T(0) = 1$ ,  $T(1) = 2$ ,  $T(n) = T(n-1) + T(n-2) + 3$
- What can we conclude about the relationship between  $T(n)$  and  $F(n)$ ?
- How bad is that?
- How long to compute  $F(200)$  on an exaflop machine ( $10^{18}$  operations per second)?
  - <http://slashdot.org/article.pl?sid=08/02/22/040239&from=rss>

```
def fib1(n):
    if n==0:
        return 0
    if n==1:
        return 1
    return fib1(n-1) + fib1(n-2)
print fib1(6), fib1(7), fib1(8)
```



## A Polynomial-time algorithm?

- ```
def fib2(n):
    nums = [0]*(n+1)
    nums[0] = 0
    nums[1] = 1
    for i in range(2, n+1):
        nums[i] = nums[i-1] + nums[i-2]
    return nums[n]
```
- Correctness is obvious because it again directly implements the Fibonacci definition.
- Analysis?
- Now (if we have enough space) we can quickly compute  $F(14000)$



## A more efficient algorithm?

- Let  $X$  be the matrix  $\begin{pmatrix} 0 & 1 \\ 1 & 1 \end{pmatrix}$
- Then  $\begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = X \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$
- also  $\begin{pmatrix} F_2 \\ F_3 \end{pmatrix} = X \cdot \begin{pmatrix} F_1 \\ F_2 \end{pmatrix} = X^2 \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}, \dots, \begin{pmatrix} F_n \\ F_{n+1} \end{pmatrix} = X^n \cdot \begin{pmatrix} F_0 \\ F_1 \end{pmatrix}$
- How many additions and multiplications of numbers are needed to compute the product of two  $2 \times 2$  matrices?
- If  $n = 2^k$ , how many matrix multiplications does it take to compute  $X^n$ ?
  - What if  $n$  is not a power of 2?
  - Implement it with a partner (**details on next slide**)
  - Then we will analyze it
- But there is a catch!



```
identity_matrix = [[1,0],[0,1]]
x = [[0,1],[1,1]]

def matrix_multiply(a, b):
    return [[a[0][0]*b[0][0] + a[0][1]*b[1][0],
            a[0][0]*b[0][1] + a[0][1]*b[1][1]],
            [a[1][0]*b[0][0] + a[1][1]*b[1][0],
            a[1][0]*b[0][1] + a[1][1]*b[1][1]]]

def matrix_power(m, n): #efficiently calculate m^n
    result = identity_matrix
    # Fill in the details

    return result

def fib (n) :
    return matrix_power(x, n)[0][1]

# Test code
print ([fib(i) for i in range(11)])
```



Q5

## Why so complicated?

- Why not just use the formula that you probably proved by induction in CSSE 230\* to calculate  $F(N)$ ?

$$f(N) = \frac{1}{\sqrt{5}} \left[ \left( \frac{1 + \sqrt{5}}{2} \right)^N - \left( \frac{1 - \sqrt{5}}{2} \right)^N \right]$$

\*See Weiss, exercise 7.8

For review, this proof is part of HW1.



## The catch!

- Are addition and multiplication constant-time operations?
- We take a closer look at the "basic operations"
- **Addition first:**
- At most, how many digits can there be in the sum of three one-digit decimal numbers?
- Is the same result true in binary?
- Add two 6-bit positive integers (53+35):

Carry:

|  |   |   |   |   |   |   |   |      |
|--|---|---|---|---|---|---|---|------|
|  | 1 |   |   | 1 | 1 | 1 |   |      |
|  |   | 1 | 1 | 0 | 1 | 0 | 1 | (35) |
|  |   | 1 | 0 | 0 | 0 | 1 | 1 | (53) |
|  | 1 | 0 | 1 | 1 | 0 | 0 | 0 | (88) |

- So adding two  $k$ -bit integers is  $O(\quad)$ .



## Multiplication of Two n-bit Integers

- Example: multiply 13 by 11

$$\begin{array}{r}
 \phantom{1} \phantom{1} \phantom{0} \phantom{1} \\
 \phantom{1} \phantom{1} \phantom{0} \phantom{1} \phantom{1} \\
 \phantom{1} \phantom{1} \phantom{0} \phantom{1} \phantom{1} \\
 \phantom{1} \phantom{1} \phantom{0} \phantom{1} \phantom{1} \\
 \phantom{1} \phantom{1} \phantom{0} \phantom{1} \phantom{1} \\
 \hline
 1 \phantom{1} \phantom{0} \phantom{0} \phantom{0} \phantom{1} \phantom{1} \phantom{1} \phantom{1}
 \end{array}$$

(1101 times 1)  
 (1101 times 1, shifted once)  
 (1101 times 1, shifted twice)  
 (1101 times 1, shifted thrice)  
 (binary 143)

- There are  $k$  rows of  $2k$  bits to add, so we do an  $\Theta(k)$  operation  $n$  times, thus the whole multiplication is  $\Theta(\quad)$  ?
- Can we do better?

