G205 Fundamentals of Computer Engineering

CLASS 1

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M-W, 9:50am-11:30am, 410 Ell

Aims of the Class

- Basics of data structures and algorithms
- Resource (e.g., time, space) analysis
- Algorithm correctness
- Implementation issues (C++)
  (This is not a C++ class!)

Algorithms

- An ALGORITHM is a:
  - Well defined computational procedure
  - INPUT VALUE→ OUTPUT VALUES
  - Set of COMPUTATIONAL STEPS to transform the INPUT into the OUTPUT
  - Tool for solving a COMPUTATIONAL PROBLEM

Computational Problems

- A *Computational Problem* (CP) is a:
  - General term description of an INPUT/OUTPUT relationship
  - The way from INPUT to OUTPUT (algorithm) is NOT described

Example: SORTING, 1

- As a computational problem:
  - INPUT: a sequence of *n* numbers

    $<a_1, a_2, \ldots, a_n>$
  - OUTPUT: A permutation (reordering)

    $<a'_1, a'_2, \ldots, a'_n>$ on the input sequence such that:

    $a'_1 <= a'_2 <= \ldots <= a'_n$

EXAMPLE: Sorting, 2

- Input sequence: *<31,41,59,26,41,58>*
- Output sequence: *<26,31,41,41,58,59>*
- The input sequence is called an INSTANCE of the sorting problem
- One CP → many (sorting) algorithms
  - NEXT QUESTION …

The BEST algorithm for a CP

- Depends on:
  - Size of the instance (how many numbers to be sorted?)
  - "Format" of the instance (are the numbers sorted already?)
  - Restriction on the input values
  - Where are the values stored
  - The metric of interest (best wrt to what?)

Algorithm EFFICIENCY, 1

- How FAST is an algorithm? How much SPACE does it need?
- *Complexity* of an algorithm, as a function of the SIZE OF THE IPUT
  - Time complexity often more important of space complexity
  - Other complexity metrics (messages)

Algorithm EFFICIENCY, 2

- Grossly speaking: An algorithm is EFFICIENT when its time complexity is at most "polynomial"
  - *t(n): $\log^k n$, sqrt(n), n, n^k, $n^k \log^k n$*
- Exponential time complexities are considered "bad"
  - *t(n): $a^{k(n)}$, n^n, n!*

Algorithm Correctness

- An algorithm is said to be CORRECT if *for every* input it HALTS with the expected, correct output
  - → Termination
  - → Correctness of output
- A correct algorithm it is said to SOLVE a computational problem

Data Structures

- Facilitate access and modifications
- Way to store and organize data, i.e., input, output and intermediate values
- Impact on algorithm *efficiency*

From Algorithms to Programs

- Pseudo-code highlights algorithms properties/requirements
- One algorithm, many programming languages
- C++, object orientation + Standard Template library = very close to pseudo-code
- Executable and understandable

A Working Example: Sorting *n* Numbers

- INPUT: a sequence of *n* numbers
  <a1, a2, ..., an>
- OUTPUT: A permutation (reordering)
  <a'1, a'2, ..., a'n> on the input sequence such that: *a'1 <= a'2 <= ... <= a'n*

- Data structure for the input: ARRAY A with *n* elements
- Sorting is said to be IN PLACE if numbers are rearranged in A

Insertion Sort, 1

- Efficient for small numbers of values
- Sort a hand of playing cards
- Input is an array A[1…*n*]
- Sorting in place

Insertion Sort, 2

```
Insertion-Sort(A,n)
  for j = 2 to n do
      key = A[j]
      i = j – 1
      while ( i > 0 ) and ( A[i] > key ) do
            A[ i + 1 ] = A[ i ]
            i = i – 1
      A[ i + 1 ] = key
```

Insertion Sort, 3

a) [5,2,4,6,1,3]
b) [2,5,4,6,1,3]
c) [2,4,5,6,1,3]
d) [2,4,5,6,1,3]
e) [1,2,4,5,6,3]
f) [1,2,3,4,5,6]

Insertion Sort: Correctness, 1

- Via *loop invariants*
  - *(*) At the start of each iteration of the for loop, the sub-array A[1 … j-1] is sorted*
- We have to show three things:
  - *Initialization:* (*) is true before the loop
  - *Maintenance:* If (*) is true before an iteration of the loop, it is true before the next one
  - *Termination:* (*) at the end helps to show the algorithm correctness

Insertion Sort: Correctness, 2

- Init: j = 2, A[1] = 5 is sorted!
- Maint: The outer loop seek a position for A[j] in A[1…j-1] and insert it in the right position. If A[1…j-1] is sorted, A[1…j] is sorted too (cmp. induction)
- Termin: The loop terminates when j=n+1. In this case A[1…n] is sorted and hence the algorithm is correct

Analysis of Algorithms, 1

- Analyzing = predicting the resources (here *time*) that the algorithm require
- Model of computation: one-processor RAM = Random Access Machine
  - Instruction are executed serially
  - No concurrent operations
- Usual constant time operations: arithmetic, data movements and control

Analysis of Algorithms, 2

- RUNNING TIME as a function of the SIZE OF THE INPUT
  - Input size:
    - Number of items in the input (e.g., sorting)
    - Total number of bits needed to represent the input in the model (e.g., primality)
  - Running time: number of primitive operations or “steps” executed

Insertion Sort: Analysis

Insertion-Sort(A,n)	cost	times
for j = 2 to n do	c1	n
key = A[j]	c2	n-1
i = j–1	c3	n-1
while (i>0) and (A[i]>key) do	c4	(a)
A[i+1] = A[i]	c5	(b)
i = i–1	c6	(c)
A[i + 1] = key	c7	n-1

Insertion Sort: Running time,1

- tj = number of times the while is executed in the j-th for loop
- (a) = SUM(j=2,n) tj
- (b) = (c) = SUM(j=2,n) (tj–1)
- T(n) = c1*n+c2*(n-1)+c3*(n-1)+ c4*(a)+c5*(b)+c6*(c)+c7*(n-1)

Insertion Sort: Running time,2

- Dependency on the while = dependency on the input
  - BEST CASE: while never executed = array is already sorted (tj=1)
    - $T(n) = Cn+D$, LINEAR FUNCTION OF n
  - WORST CASE: while always executed = arrays sorted reverse
    - $T(n)= Cn^2+D$, QUADRATIC FUNCTION OF n

Order of Growth

- Actual cost of single operations can be ignored since it depends on the specific computer, on the language, etc.
- Another abstraction: Order of growth. We consider the leading term of a formula, with no constants
- Expressed by the “theta notation”

Analysis, again

- Worst case analysis
  - Time complexity in the worst case = longest running time for *any* input of size n
  - It is an UPPER BOUND on the running time for any input
  - INSERTION SORT is $O(n^2)$, i.e., quadratic
- Average case analysis
  - A distribution of the input is considered

Assignments

- Textbook, till page 27
- Homework 1: due in class 9/17/2003
- Updated information on the class web page:

  www.ece.neu.edu/courses/eceg205/2003fa