



Felix Friedrich

Data Structures and Algorithms

Course at D-MATH (CSE) of ETH Zurich

Spring 2021

Welcome!

Course homepage

<http://lec.inf.ethz.ch/DA/2021>

The team:

Assistants

Sebastian Balzer
Christoph Grötzbach
Ivana Klasovita
Stanislav Piasecki

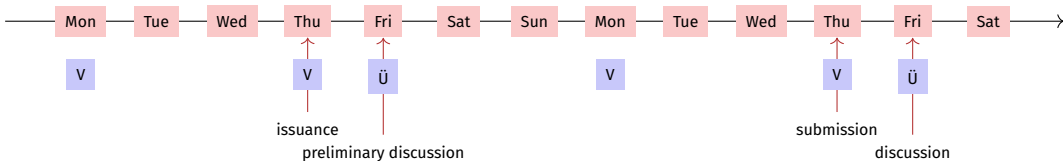
Back-Office

Aritra Dhar
Julia Chatain

Lecturer

Felix Friedrich

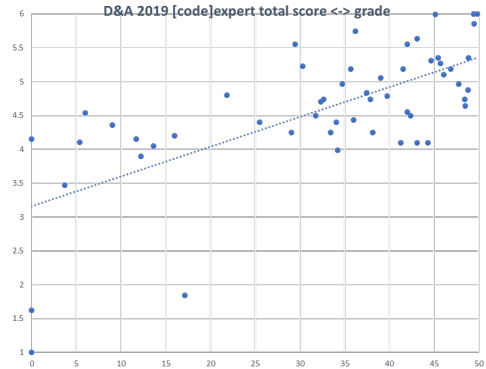
Exercises



- Exercises available at lectures.
- Preliminary discussion in the following recitation session
- Solution of the exercise until the day before the next recitation session.
- Discussion of the exercise in the next recitation session.

Exercises

- The solution of the weekly exercises is voluntary but strongly recommended.



It is so simple!

For the exercises we use an online development environment that requires only a browser, internet connection and your ETH login.

If you do not have access to a computer: there are a a lot of computers publicly accessible at ETH.

Algorithmen und Datenstrukturen, *T. Ottmann, P. Widmayer*, Spektrum-Verlag, 5. Auflage, 2011

Algorithmen - Eine Einführung, *T. Cormen, C. Leiserson, R. Rivest, C. Stein*, Oldenbourg, 2010

Introduction to Algorithms, *T. Cormen, C. Leiserson, R. Rivest, C. Stein*, 3rd ed., MIT Press, 2009

The C++ Programming Language, *B. Stroustrup*, 4th ed., Addison-Wesley, 2013.

The Art of Multiprocessor Programming, *M. Herlihy, N. Shavit*, Elsevier, 2012.

Relevant for the exam

Material for the exam comprises

- Course content (lectures, handout)
- Exercises content (exercise sheets, recitation hours)

Relevant for the exam

Written exam (150 min). Examination aids: four a4 pages. No constraints regarding content and layout (text, images, single/double page, margins, font size, etc.).

The exam will most likely be performed in hybrid form (on paper and at the computer).

- Doing the weekly exercise series → bonus of maximally 0.25 of a grade point for the exam.
- The bonus is proportional to the achieved points of **specially marked bonus-task**. The full number of points corresponds to a bonus of 0.25 of a grade point.
- The **admission** to the specially marked bonus tasks can depend on the successful completion of other exercise tasks. The achieved grade bonus expires as soon as the course has been given again.

Offer (Concretely)

- 3 bonus exercises in total; 2/3 of the points suffice for the exam bonus of 0.25 marks
- You can, e.g. fully solve 2 bonus exercises, or solve 3 bonus exercises to 66% each, or ...
- Bonus exercises must be unlocked (\rightarrow experience points) by successfully completing the weekly exercises
- It is again not necessary to solve all weekly exercises completely in order to unlock a bonus exercise
- Details: exercise sessions, online exercise system (Code Expert)

Academic integrity

Rule: You submit solutions that you have written yourself and that you have understood.

We check this (partially automatically) and reserve our rights to adopt disciplinary measures.

Should there be any Problems ...

- with the course content
 - definitely attend all recitation sessions
 - ask questions there
 - and/or contact the assistant
- further problems
 - Email to chef assistant (Aritra Dhar) or lecturer (Felix Friedrich)
- We are willing to help.

1. Introduction

Overview, Algorithms and Data Structures, Correctness, First Example

Goals of the course

- Understand the design and analysis of fundamental algorithms and data structures.
- An advanced insight into a modern programming model (with C++).
- Knowledge about chances, problems and limits of the parallel and concurrent computing.

Contents

data structures / algorithms

The notion invariant, cost model, Landau notation
algorithms design, induction

searching, selection and sorting
amortized analysis
dynamic programming

Minimum Spanning Trees, Fibonacci Heaps
shortest paths, Minimum Spanning Tree, Max-Flow
Fundamental algorithms on graphs,
dictionaries: hashing and search trees

programming with C++

RAII, Move Konstruktion, Smart Pointers,
Templates and generic programming

Exceptions functors and lambdas

promises and futures
threads, mutex and monitors

parallel programming

parallelism vs. concurrency, speedup
(Amdahl/Gustavson), races, memory
reordering, atomic registers, RMW
(CAS,TAS), deadlock/starvation

1.2 Algorithms

[Cormen et al, Kap. 1; Ottman/Widmayer, Kap. 1.1]

Algorithm

Algorithm

Well-defined procedure to compute output data from input data

Example Problem: Sorting

Input: A sequence of n numbers (comparable objects) (a_1, a_2, \dots, a_n)

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Output: Permutation $(a'_1, a'_2, \dots, a'_n)$ of the sequence $(a_i)_{1 \leq i \leq n}$, such that
$$a'_1 \leq a'_2 \leq \dots \leq a'_n$$

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$$a'_1 \leq a'_2 \leq \dots \leq a'_n$$

Possible input

$(1, 7, 3), (15, 13, 12, -0.5), (999, 998, 997, 996, \dots, 2, 1), (1), () \dots$

Example Problem: Sorting

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Output: Permutation $(a'_1, a'_2, \dots, a'_n)$ of the sequence $(a_i)_{1 \leq i \leq n}$, such that
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Possible input

$(1, 7, 3), (15, 13, 12, -0.5), (999, 998, 997, 996, \dots, 2, 1), (1), () \dots$

Every example represents a problem instance

The performance (speed) of an algorithm usually depends on the problem instance. Often there are “good” and “bad” instances.

Therefore we consider algorithms sometimes “in the average” and most often in the “worst case”.

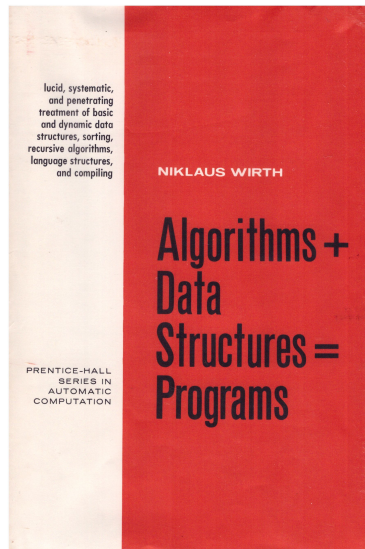
Possible solution

How many times are the lines executed each?

```
void sort(std::vector<int> a){  
    std::size n = a.size()  
    for (std::size i = 0; i<n ; ++i)  
        for (std::size j = i+1; j<n; ++j)  
            if (a[j] < a[i])  
                std::swap(a[i],a[j])  
}
```

Data Structures

- A data structure is a particular way of organizing data in a computer so that they can be used efficiently (in the algorithms operating on them).
- Programs = algorithms + data structures.



Examples for algorithmic problems

- Tables and statistics: sorting, selection and searching
- routing: shortest path algorithm, heap data structure
- DNA matching: Dynamic Programming
- evaluation order: Topological Sorting
- autocompletion and spell-checking: Dictionaries / Trees
- fast lookup : Hash-Tables
- the Travelling Salesman: Dynamic Programming, Minimum Spanning Tree, Simulated Annealing

Characteristics

- Extremely large number of potential solutions
- Practical applicability

Route planning



Typical Design Steps

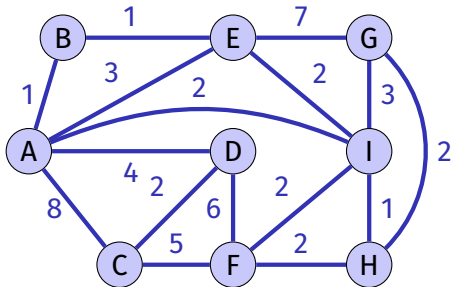
1. **Specification of the problem**: find best (shortest time) path from A to B
2. **Abstraction**: graph with nodes, edges and edge-weights
3. **Idea** (heureka!): Dijkstra
4. **Data-structures and algorithms**: e.g. adjacency matrix / adjacency list, min-heap, hash-table ...
5. **Runtime analysis**: $\mathcal{O}((n + m) \cdot \log n)$
6. **Implementation**: Representation choice (e.g. adjacency matrix/ adjacency list/ objects)



Difficult Problem: Travelling Salesman

Given: graph (map) with nodes (cities) and weighted edges (roads with length)

Wanted: Loop road through all cities such that each city is visited once (Hamilton-cycle) with minimal overall length.



The best known algorithm has a running time that increase exponentially with the number of nodes (cities).

Already finding a Hamilton cycle is a difficult problem in general. In contrast, the problem to find an Eulerian cycle, a cycle that uses each *edge* once, is a problem with polynomial running time.

Hard problems.

- NP-complete problems: no known efficient solution (the existence of such a solution is very improbable – but it has not yet been proven that there is none!)
- Example: travelling salesman problem

This course is *mostly* about problems that can be solved efficiently (in polynomial time).

Efficiency

- If computers were infinitely fast and had an infinite amount of memory ...
- ... then we would still need the theory of algorithms (only) for statements about correctness (and termination).

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Reality: resources are bounded and not free:

- Computing time \rightarrow Efficiency
- Storage space \rightarrow Efficiency

Actually, this course is nearly only about efficiency.

2. Efficiency of algorithms

Efficiency of Algorithms, Random Access Machine Model, Function Growth, Asymptotics [Cormen et al, Kap. 2.2,3,4.2-4.4 | Ottman/Widmayer, Kap. 1.1]

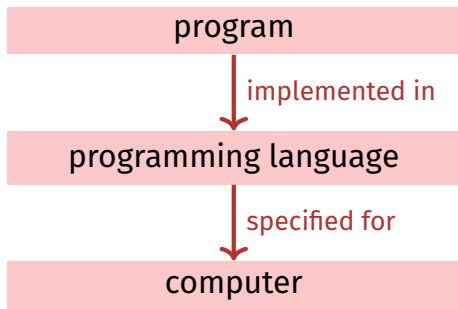
Efficiency of Algorithms

Goals

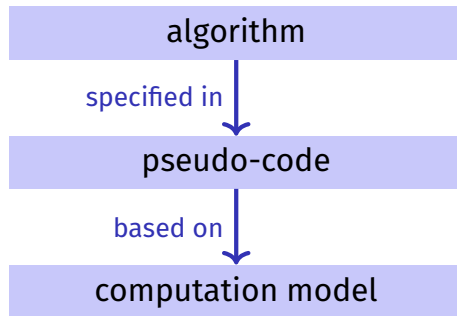
- Quantify the runtime behavior of an algorithm independent of the machine.
- Compare efficiency of algorithms.
- Understand dependence on the input size.

Programs and Algorithms

Technology



Abstraction



Technology Model

Random Access Machine (RAM) Model

- Execution model: instructions are executed one after the other (on one processor core).

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- Execution model: instructions are executed one after the other (on one processor core).
- Memory model: constant access time (big array)
- Fundamental operations: computations (+, -, ·, ...) comparisons, assignment / copy on machine words (registers), flow control (jumps)
- Unit cost model: fundamental operations provide a cost of 1.
- Data types: fundamental types like size-limited integer or floating point number.

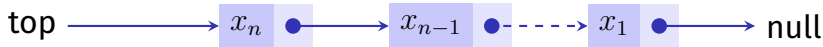
Size of the Input Data

- Typical: number of input objects (of fundamental type).
- Sometimes: number bits for a *reasonable / cost-effective* representation of the data.
- fundamental types fit into word of size : $w \geq \log(\text{sizeof}(\text{mem}))$ bits.

For Dynamic Data Structures

Pointer Machine Model

- Objects bounded in size can be dynamically allocated in constant time
- Fields (with word-size) of the objects can be accessed in constant time 1.



Asymptotic behavior

An exact running time of an algorithm can normally not be predicted even for small input data.

- We consider the asymptotic behavior of the algorithm.
- And ignore all constant factors.

An operation with cost 20 is no worse than one with cost 1
Linear growth with gradient 5 is as good as linear growth with gradient 1.

2.2 Function growth

\mathcal{O} , Θ , Ω [Cormen et al, Kap. 3; Ottman/Widmayer, Kap. 1.1]

Superficially

Use the asymptotic notation to specify the execution time of algorithms. We write $\Theta(n^2)$ and mean that the algorithm behaves for large n like n^2 : when the problem size is doubled, the execution time multiplies by four.

More precise: asymptotic upper bound

provided: a function $g : \mathbb{N} \rightarrow \mathbb{R}$.

Definition:¹

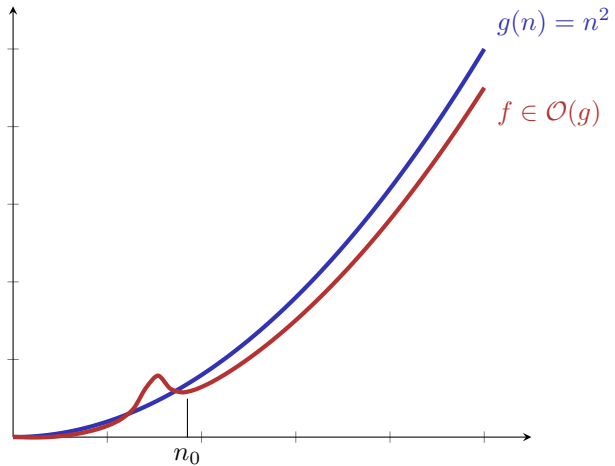
$$\begin{aligned}\mathcal{O}(g) = \{f : \mathbb{N} \rightarrow \mathbb{R} \mid \\ \exists c > 0, \exists n_0 \in \mathbb{N} : \\ \forall n \geq n_0 : 0 \leq f(n) \leq c \cdot g(n)\}\end{aligned}$$

Notation:

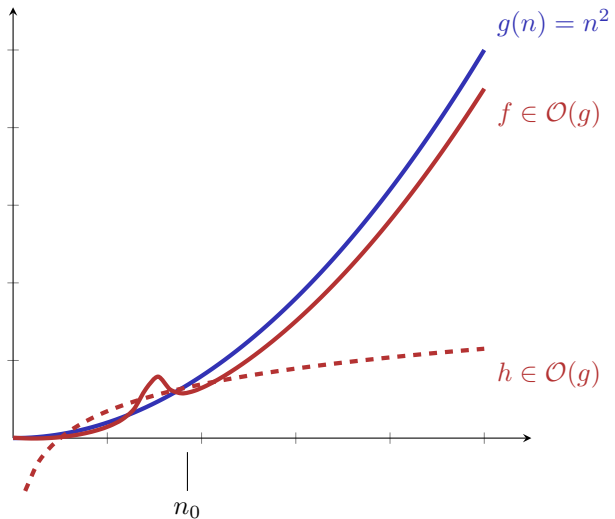
$$\mathcal{O}(g(n)) := \mathcal{O}(g(\cdot)) = \mathcal{O}(g).$$

¹Ausgesprochen: Set of all functions $f : \mathbb{N} \rightarrow \mathbb{R}$ that satisfy: there is some (real valued) $c > 0$ and some $n_0 \in \mathbb{N}$ such that $0 \leq f(n) \leq c \cdot g(n)$ for all $n \geq n_0$.

Graphic



Graphic



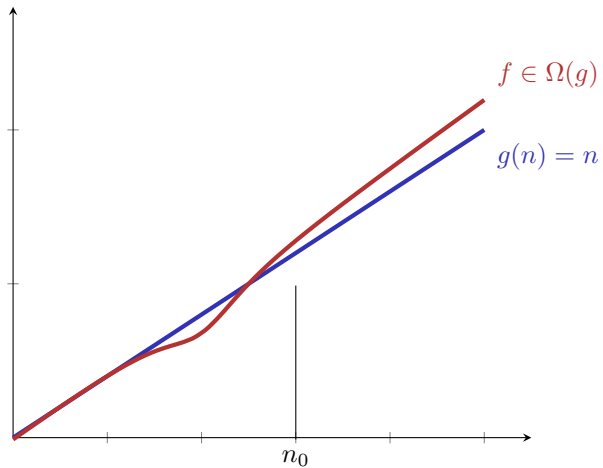
Converse: asymptotic lower bound

Given: a function $g : \mathbb{N} \rightarrow \mathbb{R}$.

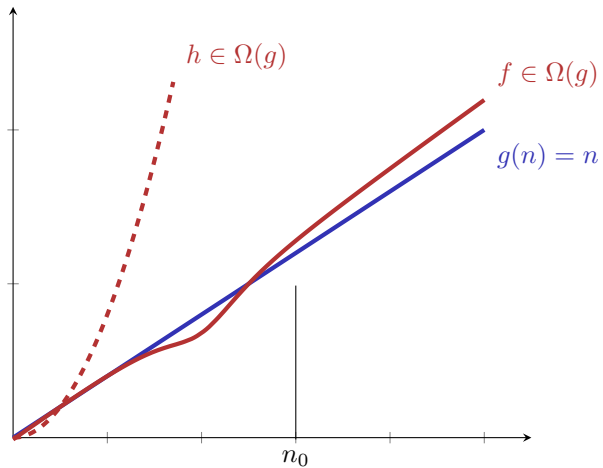
Definition:

$$\begin{aligned}\Omega(g) = \{f : \mathbb{N} \rightarrow \mathbb{R} \mid \\ \exists c > 0, \exists n_0 \in \mathbb{N} : \\ \forall n \geq n_0 : 0 \leq c \cdot g(n) \leq f(n)\}\end{aligned}$$

Example



Example



Asymptotic tight bound

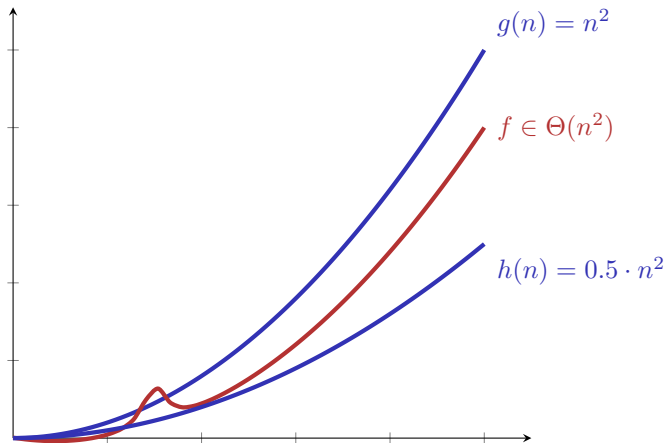
Given: function $g : \mathbb{N} \rightarrow \mathbb{R}$.

Definition:

$$\Theta(g) := \Omega(g) \cap \mathcal{O}(g).$$

Simple, closed form: exercise.

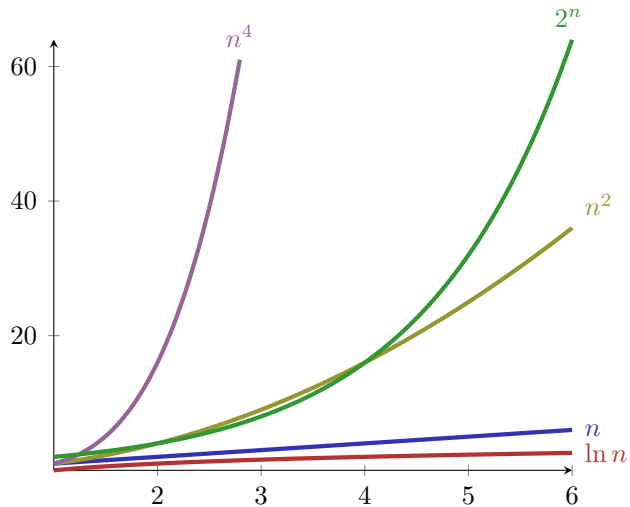
Example



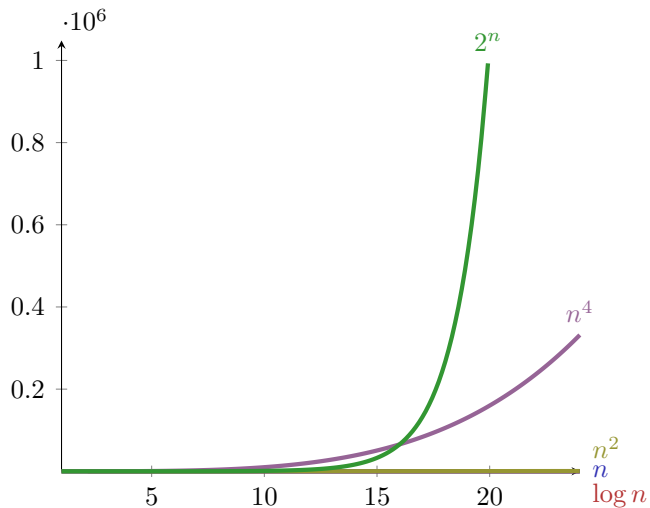
Notions of Growth

$\mathcal{O}(1)$	bounded	array access
$\mathcal{O}(\log \log n)$	double logarithmic	interpolated binary sorted sort
$\mathcal{O}(\log n)$	logarithmic	binary sorted search
$\mathcal{O}(\sqrt{n})$	like the square root	naive prime number test
$\mathcal{O}(n)$	linear	unsorted naive search
$\mathcal{O}(n \log n)$	superlinear / loglinear	good sorting algorithms
$\mathcal{O}(n^2)$	quadratic	simple sort algorithms
$\mathcal{O}(n^c)$	polynomial	matrix multiply
$\mathcal{O}(c^n)$	exponential	Travelling Salesman Dynamic Programming
$\mathcal{O}(n!)$	factorial	Travelling Salesman naively

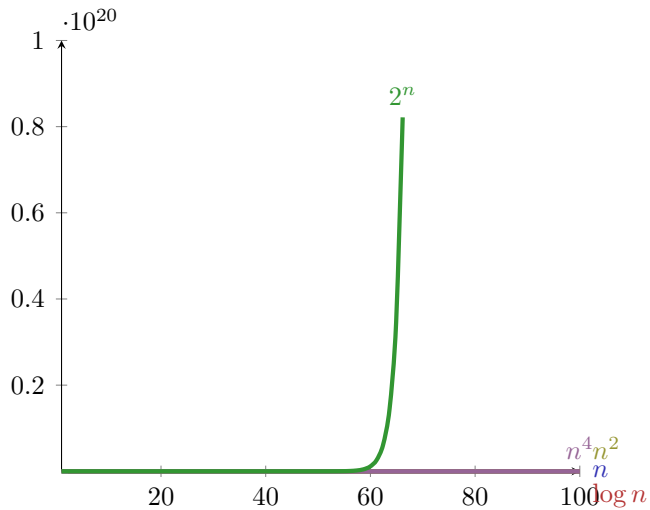
Small n



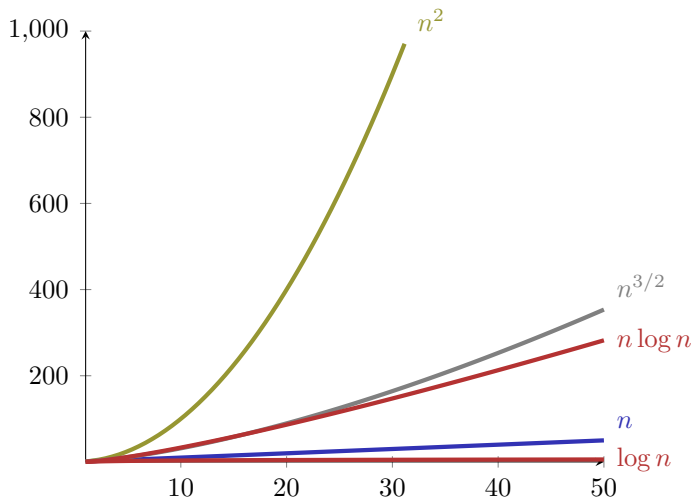
Larger n



“Large” n



Logarithms



Time Consumption

Assumption 1 Operation = $1\mu s$.

problem size	1	100	10000	10^6	10^9
$\log_2 n$	$1\mu s$				
n	$1\mu s$				
$n \log_2 n$	$1\mu s$				
n^2	$1\mu s$				
2^n	$1\mu s$				

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Assumption 1 Operation = $1\mu s$.

problem size	1	100	10000	10^6	10^9
$\log_2 n$	$1\mu s$				
n	$1\mu s$	$100\mu s$	$1/100s$	$1s$	17 minutes
$n \log_2 n$	$1\mu s$				
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n^2	$1\mu s$	$1/100s$	1.7 minutes	11.5 days	317 centuries
2^n	$1\mu s$				

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$\log_2 n$	$1\mu s$	$7\mu s$	$13\mu s$	$20\mu s$	$30\mu s$
n	$1\mu s$	$100\mu s$	$1/100s$	$1s$	17 minutes
$n \log_2 n$	$1\mu s$				
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n	$1\mu s$	$100\mu s$	$1/100s$	$1s$	17 minutes
$n \log_2 n$	$1\mu s$	$700\mu s$	$13/100\mu s$	$20s$	8.5 hours
n^2	$1\mu s$	$1/100s$	1.7 minutes	11.5 days	317 centuries
2^n	$1\mu s$				

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n^2	$1\mu s$	$1/100s$	1.7 minutes	11.5 days	317 centuries
2^n	$1\mu s$	10^{14} centuries	$\approx \infty$	$\approx \infty$	$\approx \infty$

About the Notation

Common casual notation

$$f = \mathcal{O}(g)$$

should be read as $f \in \mathcal{O}(g)$.

Clearly it holds that

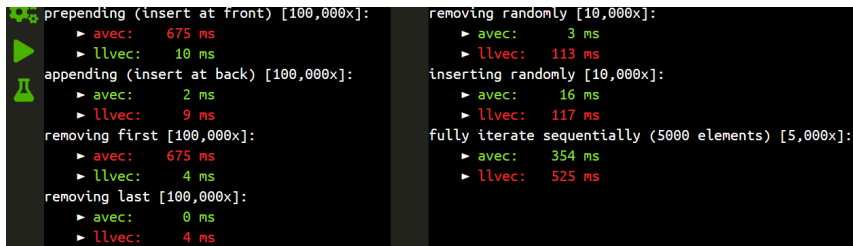
$$f_1 = \mathcal{O}(g), f_2 = \mathcal{O}(g) \not\Rightarrow f_1 = f_2!$$

$$n = \mathcal{O}(n^2), n^2 = \mathcal{O}(n^2) \text{ but naturally } n \neq n^2.$$

We avoid this notation where it could lead to ambiguities.

Reminder: Efficiency: Arrays vs. Linked Lists

- Memory: our `avec` requires roughly n ints (vector size n), our `llvec` roughly $3n$ ints (a pointer typically requires 8 byte)
- Runtime (with `avec = std::vector`, `llvec = std::list`):



Operation	avec (ms)	llvec (ms)
prepending (insert at front) [100,000x]:	675	10
appending (insert at back) [100,000x]:	2	9
removing first [100,000x]:	675	4
removing last [100,000x]:	0	4
removing randomly [10,000x]:	3	113
inserting randomly [10,000x]:	16	117
fully iterate sequentially (5000 elements) [5,000x]:	354	525

Asymptotic Runtimes

With our new language (Ω , \mathcal{O} , Θ), we can now state the behavior of the data structures and their algorithms more precisely

Typical asymptotic running times (Anticipation!)

Data structure	Random Access	Insert	Next	Insert After Element	Search
<code>std::vector</code>	$\Theta(1)$	$\Theta(1) A$	$\Theta(1)$	$\Theta(n)$	$\Theta(n)$
<code>std::list</code>	$\Theta(n)$	$\Theta(1)$	$\Theta(1)$	$\Theta(1)$	$\Theta(n)$
<code>std::set</code>	–	$\Theta(\log n)$	$\Theta(\log n)$	–	$\Theta(\log n)$
<code>std::unordered_set</code>	–	$\Theta(1) P$	–	–	$\Theta(1) P$

A = amortized, P =expected, otherwise worst case

Complexity

Complexity of a problem P

Minimal (asymptotic) costs over all algorithms A that solve P .

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Minimal (asymptotic) costs over all algorithms A that solve P .

Complexity of the single-digit multiplication of two numbers with n digits is $\Omega(n)$ and $\mathcal{O}(n^{\log_3 2})$ (Karatsuba Ofman).

Complexity

Problem	Complexity	$\mathcal{O}(n)$	$\mathcal{O}(n)$	$\mathcal{O}(n^2)$	$\Omega(n \log n)$
		\uparrow	\uparrow	\uparrow	\downarrow
Algorithm	Costs ²	$3n - 4$	$\mathcal{O}(n)$	$\Theta(n^2)$	$\Omega(n \log n)$
		\downarrow	\Downarrow	\Downarrow	\downarrow
Program	Execution time	$\Theta(n)$	$\mathcal{O}(n)$	$\Theta(n^2)$	$\Omega(n \log n)$

²Number fundamental operations

3. Examples

Show Correctness of an Algorithm or its Implementation, Recursion and Recurrences

[References to literature at the examples]

3.1 Ancient Egyptian Multiplication

Ancient Egyptian Multiplication– Example on how to show correctness of algorithms.

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

$11 \mid 9$

$9 \mid 11$

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

$11 \mid 9$

$9 \mid 11$

1. Double left, integer division by 2 on the right

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

$$\begin{array}{r|l} 11 & 9 \\ 22 & 4 \end{array}$$

$$\begin{array}{r|l} 9 & 11 \\ 18 & 5 \end{array}$$

1. Double left, integer division by 2 on the right

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

11		9
22		4
44		2

9		11
18		5
36		2

1. Double left, integer division by 2 on the right

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

11		9	9		11
22		4	18		5
44		2	36		2
88		1	72		1

1. Double left, integer division by 2 on the right
2. Even number on the right \Rightarrow eliminate row.

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

11		9
22		4
44		2
88		1

9		11
18		5
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11		9
22		4
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9		11
18		5
36		2
72		1

1. Double left, integer division by 2 on the right
2. Even number on the right \Rightarrow eliminate row.
3. Add remaining rows on the left.

³Also known as russian multiplication

Ancient Egyptian Multiplication

3

Compute $11 \cdot 9$

11		9
22		4
44		2
88		1
<hr/>		
99		—

9		11
18		5
36		2
72		1
<hr/>		
99		

1. Double left, integer division by 2 on the right
2. Even number on the right \Rightarrow eliminate row.
3. Add remaining rows on the left.

³Also known as russian multiplication

Advantages

- Short description, easy to grasp
- Efficient to implement on a computer: double = left shift, divide by 2 = right shift

left shift $9 = 01001_2 \rightarrow 10010_2 = 18$

right shift $9 = 01001_2 \rightarrow 00100_2 = 4$

Questions

- For which kind of inputs does the algorithm deliver a correct result (in finite time)?
- How do you prove its correctness?
- What is a good measure for its efficiency?

The Essentials

If $b > 1$, $a \in \mathbb{Z}$, then:

$$a \cdot b = \begin{cases} 2a \cdot \frac{b}{2} & \text{if } b \text{ even,} \\ a + 2a \cdot \frac{b-1}{2} & \text{if } b \text{ odd.} \end{cases}$$

Termination

$$a \cdot b = \begin{cases} a & \text{falls } b = 1, \\ 2a \cdot \frac{b}{2} & \text{if } b \text{ even,} \\ a + 2a \cdot \frac{b-1}{2} & \text{if } b \text{ odd.} \end{cases}$$

Recursively, Functional

$$f(a, b) = \begin{cases} a & \text{if } b = 1, \\ f(2a, \frac{b}{2}) & \text{if } b \text{ even,} \\ a + f(2a, \frac{b-1}{2}) & \text{if } b \text{ odd.} \end{cases}$$

Implemented as a function

```
// pre: b>0
// post: return a*b
int f(int a, int b){
    if(b==1)
        return a;
    else if (b%2 == 0)
        return f(2*a, b/2);
    else
        return a + f(2*a, (b-1)/2);
}
```

Correctnes: Mathematical Proof

$$f(a, b) = \begin{cases} a & \text{if } b = 1, \\ f(2a, \frac{b}{2}) & \text{if } b \text{ even,} \\ a + f(2a \cdot \frac{b-1}{2}) & \text{if } b \text{ odd.} \end{cases}$$

Remaining to show: $f(a, b) = a \cdot b$ for $a \in \mathbb{Z}, b \in \mathbb{N}^+$.

Correctness: Mathematical Proof by Induction

Let $a \in \mathbb{Z}$, to show $f(a, b) = a \cdot b \quad \forall b \in \mathbb{N}^+$.

Base clause: $f(a, 1) = a = a \cdot 1$

Hypothesis: $f(a, b') = a \cdot b' \quad \forall 0 < b' \leq b$

Step: $f(a, b') = a \cdot b' \quad \forall 0 < b' \leq b \stackrel{!}{\Rightarrow} f(a, b+1) = a \cdot (b+1)$


$$f(a, b+1) = \begin{cases} f(2a, \overbrace{\frac{b+1}{2}}^{0 < \cdot \leq b}) \stackrel{i.H.}{=} a \cdot (b+1) & \text{if } b > 0 \text{ odd,} \\ a + f(2a, \underbrace{\frac{b}{2}}_{0 < \cdot < b}) \stackrel{i.H.}{=} a + a \cdot b & \text{if } b > 0 \text{ even.} \end{cases}$$



[Code Transformations: End Recursion]

The recursion can be written as *end recursion*

```
// pre: b>0
// post: return a*b
int f(int a, int b){
    if(b==1)
        return a;
    else if (b%2 == 0)
        return f(2*a, b/2);
    else
        return a + f(2*a, (b-1)/2);
}
```



```
// pre: b>0
// post: return a*b
int f(int a, int b){
    if(b==1)
        return a;
    int z=0;
    if (b%2 != 0){
        --b;
        z=a;
    }
    return z + f(2*a, b/2);
}
```




[Code-Transformation: End-Recursion \Rightarrow Iteration]

```
// pre: b>0
// post: return a*b
int f(int a, int b){
    if(b==1)
        return a;
    int z=0;
    if (b%2 != 0){
        --b;
        z=a;
    }
    return z + f(2*a, b/2);
}
```



```
int f(int a, int b) {
    int res = 0;
    while (b != 1) {
        int z = 0;
        if (b % 2 != 0){
            --b;
            z = a;
        }
        res += z;
        a *= 2; // new a
        b /= 2; // new b
    }
    res += a; // base case b=1
    return res;
}
```

[Code-Transformation: Simplify]

```
int f(int a, int b) {  
    int res = 0;  
    while (b != 1) {  
        int z = 0;  
        if (b % 2 != 0){  
            --b;  part of the division  
            z = a;  directly in res  
        }  
        res += z;  
        a *= 2;  
        b /= 2;  
    }  
    res += a;  into the loop  
    return res;  
}
```



```
// pre: b>0  
// post: return a*b  
int f(int a, int b) {  
    int res = 0;  
    while (b > 0) {  
        if (b % 2 != 0)  
            res += a;  
        a *= 2;  
        b /= 2;  
    }  
    return res;  
}
```

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

... then also here $x = a \cdot b + res$

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

... then also here $x = a \cdot b + res$
 b even

Correctness: Reasoning using Invariants!

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// pre: b>0
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int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

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 b even

here: $x = a \cdot b + res$

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

... then also here $x = a \cdot b + res$
 b even

here: $x = a \cdot b + res$

here: $x = a \cdot b + res$ and $b = 0$

Correctness: Reasoning using Invariants!

```
// pre: b>0
// post: return a*b
int f(int a, int b) {
    int res = 0;
    while (b > 0) {
        if (b % 2 != 0){
            res += a;
            --b;
        }
        a *= 2;
        b /= 2;
    }
    return res;
}
```

let $x := a \cdot b$.

here: $x = a \cdot b + res$

if here $x = a \cdot b + res \dots$

... then also here $x = a \cdot b + res$
 b even

here: $x = a \cdot b + res$

here: $x = a \cdot b + res$ and $b = 0$

therefore $res = x$.

Conclusion

The expression $a \cdot b + res$ is an invariant

- Values of a, b, res change but the invariant remains basically unchanged: The invariant is only temporarily discarded by some statement but then re-established. If such short statement sequences are considered atomic, the value remains indeed invariant
- In particular the loop contains an invariant, called *loop invariant* and it operates there like the induction step in induction proofs.
- Invariants are obviously powerful tools for proofs!

3.2 Fast Integer Multiplication

[Ottman/Widmayer, Kap. 1.2.3]

Example 2: Multiplication of large Numbers

Primary school:

$$\begin{array}{rcc|cc} a & b & & c & d \\ 6 & 2 & \cdot & 3 & 7 \\ \hline & & & 1 & 4 & d \cdot b \end{array}$$

Example 2: Multiplication of large Numbers

Primary school:

$$\begin{array}{rcc|cc} a & b & & c & d & \\ 6 & 2 & \cdot & 3 & 7 & \\ \hline & & & 1 & 4 & d \cdot b \\ & & & 4 & 2 & d \cdot a \end{array}$$

Example 2: Multiplication of large Numbers

Primary school:

a	b		c	d	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
	4		2		$d \cdot a$
			6		$c \cdot b$

Example 2: Multiplication of large Numbers

Primary school:

<i>a</i>	<i>b</i>		<i>c</i>	<i>d</i>	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
		4	2		$d \cdot a$
			6		$c \cdot b$
	1	8			$c \cdot a$
<hr/>					

Example 2: Multiplication of large Numbers

Primary school:

a	b		c	d	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
		4	2		$d \cdot a$
			6		$c \cdot b$
	1	8			$c \cdot a$
<hr/>					
=	2	2	9	4	

Example 2: Multiplication of large Numbers

Primary school:

<i>a</i>	<i>b</i>		<i>c</i>	<i>d</i>	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
		4	2		$d \cdot a$
			6		$c \cdot b$
	1	8			$c \cdot a$
<hr/>					
=	2	2	9	4	

$2 \cdot 2 = 4$ single-digit multiplications.

Example 2: Multiplication of large Numbers

Primary school:

<i>a</i>	<i>b</i>		<i>c</i>	<i>d</i>	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
		4	2		$d \cdot a$
			6		$c \cdot b$
	1	8			$c \cdot a$
<hr/>					
=	2	2	9	4	

$2 \cdot 2 = 4$ single-digit multiplications. \Rightarrow multiplication of two n -digit numbers: n^2 single-digit multiplications

Observation

$$ab \cdot cd = (10 \cdot a + b) \cdot (10 \cdot c + d)$$

Observation

$$\begin{aligned}ab \cdot cd &= (10 \cdot a + b) \cdot (10 \cdot c + d) \\&= 100 \cdot a \cdot c + 10 \cdot a \cdot c \\&\quad + 10 \cdot b \cdot d + b \cdot d \\&\quad + 10 \cdot (a - b) \cdot (d - c)\end{aligned}$$

Improvement?

$$\begin{array}{cc|cc|c} a & b & & c & d & \\ 6 & 2 & \cdot & 3 & 7 & \\ \hline & & & 1 & 4 & d \cdot b \end{array}$$

Improvement?

<i>a</i>	<i>b</i>		<i>c</i>	<i>d</i>	
6	2	·	3	7	
<hr/>					
			1	4	<i>d · b</i>
		1	4		<i>d · b</i>

Improvement?

a	b		c	d	
6	2	.	3	7	
<hr/>					
			1	4	$d \cdot b$
			1	4	$d \cdot b$
			1	6	$(a - b) \cdot (d - c)$

Improvement?

a	b		c	d	
6	2	.	3	7	
			1	4	$d \cdot b$
			1	4	$d \cdot b$
			1	6	$(a - b) \cdot (d - c)$
			1	8	$c \cdot a$

Improvement?

a	b		c	d	
6	2	.	3	7	
			1	4	$d \cdot b$
			1	4	$d \cdot b$
			1	6	$(a - b) \cdot (d - c)$
			1	8	$c \cdot a$
	1	8			$c \cdot a$

Improvement?

	a	b		c	d	
	6	2	.	3	7	
				1	4	$d \cdot b$
				1	4	$d \cdot b$
				1	6	$(a - b) \cdot (d - c)$
				1	8	$c \cdot a$
		1	8			$c \cdot a$
=		2	2	9	4	

Improvement?

	a	b		c	d	
	6	2	.	3	7	
<hr/>						
				1	4	$d \cdot b$
				1	4	$d \cdot b$
				1	6	$(a - b) \cdot (d - c)$
				1	8	$c \cdot a$
		1	8			$c \cdot a$
<hr/>						
=		2	2	9	4	

→ 3 single-digit multiplications.

Large Numbers

$$6237 \cdot 5898 = \underbrace{62}_{a'} \underbrace{37}_{b'} \cdot \underbrace{58}_{c'} \underbrace{98}_{d'}$$

Large Numbers

$$6237 \cdot 5898 = \underbrace{62}_{a'} \underbrace{37}_{b'} \cdot \underbrace{58}_{c'} \underbrace{98}_{d'}$$

Recursive / inductive application: compute $a' \cdot c'$, $a' \cdot d'$, $b' \cdot c'$ and $c' \cdot d'$ as shown above.

Large Numbers

$$6237 \cdot 5898 = \underbrace{62}_{a'} \underbrace{37}_{b'} \cdot \underbrace{58}_{c'} \underbrace{98}_{d'}$$

Recursive / inductive application: compute $a' \cdot c'$, $a' \cdot d'$, $b' \cdot c'$ and $c' \cdot d'$ as shown above.

→ $3 \cdot 3 = 9$ instead of 16 single-digit multiplications.

Generalization

Assumption: two numbers with n digits each, $n = 2^k$ for some k .

$$\begin{aligned}(10^{n/2}a + b) \cdot (10^{n/2}c + d) &= 10^n \cdot a \cdot c + 10^{n/2} \cdot a \cdot c \\ &\quad + 10^{n/2} \cdot b \cdot d + b \cdot d \\ &\quad + 10^{n/2} \cdot (a - b) \cdot (d - c)\end{aligned}$$

Recursive application of this formula: algorithm by Karatsuba and Ofman (1962).

Algorithm Karatsuba Ofman

Input: Two positive integers x and y with n decimal digits each: $(x_i)_{1 \leq i \leq n}$,
 $(y_i)_{1 \leq i \leq n}$

Output: Product $x \cdot y$

if $n = 1$ **then**

return $x_1 \cdot y_1$

else

 Let $m := \lfloor \frac{n}{2} \rfloor$

 Divide $a := (x_1, \dots, x_m)$, $b := (x_{m+1}, \dots, x_n)$, $c := (y_1, \dots, y_m)$,
 $d := (y_{m+1}, \dots, y_n)$

 Compute recursively $A := a \cdot c$, $B := b \cdot d$, $C := (a - b) \cdot (d - c)$

 Compute $R := 10^n \cdot A + 10^m \cdot A + 10^m \cdot B + B + 10^m \cdot C$

return R

Analysis

$M(n)$: Number of single-digit multiplications.

Recursive application of the algorithm from above \Rightarrow recursion equality:

$$M(2^k) = \begin{cases} 1 & \text{if } k = 0, \\ 3 \cdot M(2^{k-1}) & \text{if } k > 0. \end{cases} \quad (\text{R})$$

Iterative Substitution

Iterative substitution of the recursion formula in order to guess a solution of the recursion formula:

$$M(2^k) = 3 \cdot M(2^{k-1})$$

Iterative Substitution

Iterative substitution of the recursion formula in order to guess a solution of the recursion formula:

$$M(2^k) = 3 \cdot M(2^{k-1}) = 3 \cdot 3 \cdot M(2^{k-2}) = 3^2 \cdot M(2^{k-2})$$

Iterative Substitution

Iterative substitution of the recursion formula in order to guess a solution of the recursion formula:

$$\begin{aligned}M(2^k) &= 3 \cdot M(2^{k-1}) = 3 \cdot 3 \cdot M(2^{k-2}) = 3^2 \cdot M(2^{k-2}) \\&= \dots \\&\stackrel{!}{=} 3^k \cdot M(2^0) = 3^k.\end{aligned}$$

Proof: induction

Hypothesis $H(k)$:

$$M(2^k) = F(k) := 3^k. \quad (\text{H})$$

Proof: induction

Hypothesis $H(k)$:

$$M(2^k) = F(k) := 3^k. \quad (\text{H})$$

Claim:

$H(k)$ holds for all $k \in \mathbb{N}_0$.

Proof: induction

Hypothesis $H(k)$:

$$M(2^k) = F(k) := 3^k. \quad (\text{H})$$

Claim:

$H(k)$ holds for all $k \in \mathbb{N}_0$.

Base clause $k = 0$:

$$M(2^0) \stackrel{R}{=} 1 = F(0). \quad \checkmark$$

Proof: induction

Hypothesis $H(k)$:

$$M(2^k) = F(k) := 3^k. \quad (\text{H})$$

Claim:

$$H(k) \text{ holds for all } k \in \mathbb{N}_0.$$

Base clause $k = 0$:

$$M(2^0) \stackrel{R}{=} 1 = F(0). \quad \checkmark$$

Induction step $H(k) \Rightarrow H(k+1)$:

$$M(2^{k+1}) \stackrel{R}{=} 3 \cdot M(2^k) \stackrel{H(k)}{=} 3 \cdot F(k) = 3^{k+1} = F(k+1). \quad \checkmark$$



Comparison

Traditionally n^2 single-digit multiplications.

Comparison

Traditionally n^2 single-digit multiplications.

Karatsuba/Ofman:

$$M(n) = 3^{\log_2 n} = (2^{\log_2 3})^{\log_2 n} = 2^{\log_2 3 \log_2 n} = n^{\log_2 3} \approx n^{1.58}.$$

Comparison

Traditionally n^2 single-digit multiplications.

Karatsuba/Ofman:

$$M(n) = 3^{\log_2 n} = (2^{\log_2 3})^{\log_2 n} = 2^{\log_2 3 \log_2 n} = n^{\log_2 3} \approx n^{1.58}.$$

Example: number with 1000 digits: $1000^2/1000^{1.58} \approx 18$.

Best possible algorithm?

We only know the upper bound $n^{\log_2 3}$.

There are (for large n) practically relevant algorithms that are faster.

Example: Schönhage-Strassen algorithm (1971) based on fast Fouriertransformation with running time $\mathcal{O}(n \log n \cdot \log \log n)$. The best upper bound is not known. ⁴

Lower bound: n . Each digit has to be considered at least once.

⁴In March 2019, David Harvey and Joris van der Hoeven have shown an $\mathcal{O}(n \log n)$ algorithm that is practically irrelevant yet. It is conjectured, but yet unproven that this is the best lower bound we can get.

Appendix: Asymptotics with Addition and Shifts

Assumption: $n = 2^k$, $k > 0$

$$\begin{aligned}T(2^k) &= 3 \cdot T(2^{k-1}) + c \cdot 2^k \\&= 3 \cdot (3 \cdot T(2^{k-2}) + c \cdot 2^{k-1}) + c \cdot 2^k \\&= 3 \cdot (3 \cdot (3 \cdot T(2^{k-3}) + c \cdot 2^{k-2}) + c \cdot 2^{k-1}) + c \cdot 2^k \\&= 3 \cdot (3 \cdot (... (3 \cdot T(2^{k-k}) + c \cdot 2^1) ...) + c \cdot 2^{k-1}) + c \cdot 2^k \\&= 3^k \cdot d + c \cdot 2^k \sum_{i=0}^{k-1} \frac{3^i}{2^i} = 3^k \cdot d + c \cdot 2^k \frac{3^k - 1}{3 - 1} \\&= 3^k(d + 2c) - 2c \cdot 2^k\end{aligned}$$

Thus $T(2^k) = 3^k(d + 2c) - 2c \cdot 2^k \in \Theta(3^k) = \Theta(3^{\log_2 n}) = \Theta(n^{\log_2 3})$.

3.3 Maximum Subarray Problem

Algorithm Design – Maximum Subarray Problem [Ottman/Widmayer, Kap. 1.3]
Divide and Conquer [Ottman/Widmayer, Kap. 1.2.2. S.9; Cormen et al, Kap. 4-4.1]

Algorithm Design

Inductive development of an algorithm: partition into subproblems, use solutions for the subproblems to find the overall solution.

Goal: development of the asymptotically most efficient (correct) algorithm.

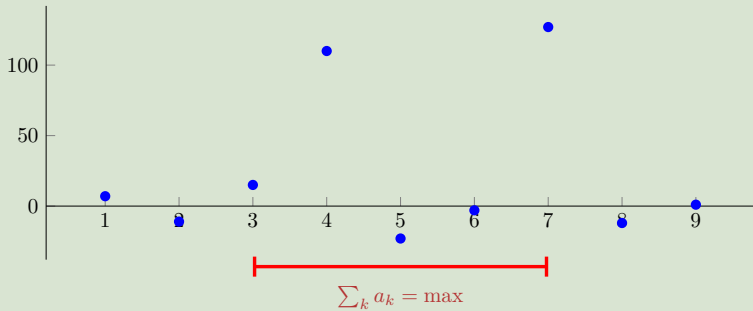
Efficiency towards run time costs (# fundamental operations) or /and memory consumption.

Maximum Subarray Problem

Given: an array of n real numbers (a_1, \dots, a_n) .

Wanted: interval $[i, j]$, $1 \leq i \leq j \leq n$ with maximal positive sum $\sum_{k=i}^j a_k$.

$$a = (7, -11, 15, 110, -23, -3, 127, -12, 1)$$



Naive Maximum Subarray Algorithm

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: I, J such that $\sum_{k=I}^J a_k$ maximal.

$M \leftarrow 0; I \leftarrow 1; J \leftarrow 0$

for $i \in \{1, \dots, n\}$ **do**

for $j \in \{i, \dots, n\}$ **do**

$m = \sum_{k=i}^j a_k$

if $m > M$ **then**

$M \leftarrow m; I \leftarrow i; J \leftarrow j$

return I, J

Analysis

Theorem 3

The naive algorithm for the Maximum Subarray problem executes $\Theta(n^3)$ additions.

Analysis

Theorem 3

The naive algorithm for the Maximum Subarray problem executes $\Theta(n^3)$ additions.

Proof:

$$\begin{aligned}\sum_{i=1}^n \sum_{j=i}^n (j - i + 1) &= \sum_{i=1}^n \sum_{j=0}^{n-i} (j + 1) = \sum_{i=1}^n \sum_{j=1}^{n-i+1} j = \sum_{i=1}^n \frac{(n - i + 1)(n - i + 2)}{2} \\ &= \sum_{i=0}^n \frac{i \cdot (i + 1)}{2} = \frac{1}{2} \left(\sum_{i=1}^n i^2 + \sum_{i=1}^n i \right) \\ &= \frac{1}{2} \left(\frac{n(2n + 1)(n + 1)}{6} + \frac{n(n + 1)}{2} \right) = \frac{n^3 + 3n^2 + 2n}{6} = \Theta(n^3).\end{aligned}$$



Observation

$$\sum_{k=i}^j a_k = \underbrace{\left(\sum_{k=\textcolor{red}{1}}^j a_k \right)}_{S_j} - \underbrace{\left(\sum_{k=\textcolor{red}{1}}^{i-1} a_k \right)}_{S_{i-1}}$$

Observation

$$\sum_{k=i}^j a_k = \underbrace{\left(\sum_{k=1}^j a_k \right)}_{S_j} - \underbrace{\left(\sum_{k=1}^{i-1} a_k \right)}_{S_{i-1}}$$

Prefix sums

$$S_i := \sum_{k=1}^i a_k.$$

Maximum Subarray Algorithm with Prefix Sums

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: I, J such that $\sum_{k=I}^J a_k$ maximal.

$S_0 \leftarrow 0$

for $i \in \{1, \dots, n\}$ **do** // prefix sum

└ $S_i \leftarrow S_{i-1} + a_i$

$M \leftarrow 0; I \leftarrow 1; J \leftarrow 0$

for $i \in \{1, \dots, n\}$ **do**

└ **for** $j \in \{i, \dots, n\}$ **do**

└└ $m = S_j - S_{i-1}$

└└ **if** $m > M$ **then**

└└└ $M \leftarrow m; I \leftarrow i; J \leftarrow j$

Analysis

Theorem 4

The prefix sum algorithm for the Maximum Subarray problem conducts $\Theta(n^2)$ additions and subtractions.

Analysis

Theorem 4

The prefix sum algorithm for the Maximum Subarray problem conducts $\Theta(n^2)$ additions and subtractions.

Proof:

$$\sum_{i=1}^n 1 + \sum_{i=1}^n \sum_{j=i}^n 1 = n + \sum_{i=1}^n (n - i + 1) = n + \sum_{i=1}^n i = \Theta(n^2)$$

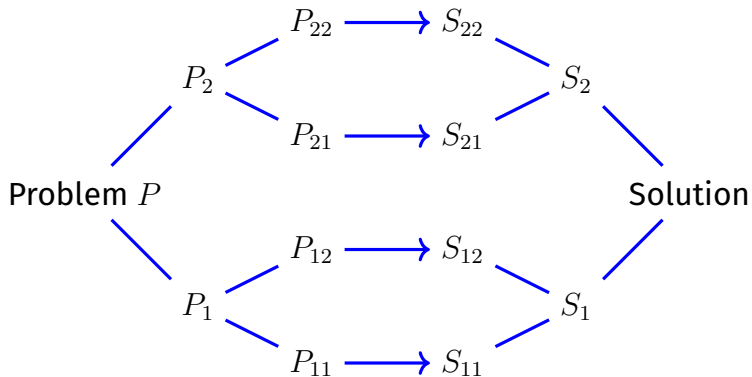


divide et impera

Divide and Conquer

Divide the problem into subproblems that contribute to the simplified computation of the overall problem.

divide et impera



Maximum Subarray – Divide

- Divide: Divide the problem into two (roughly) equally sized halves:

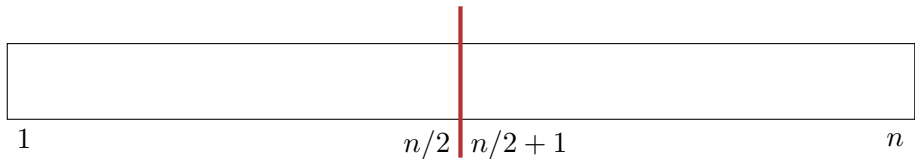
$$(a_1, \dots, a_n) = (a_1, \dots, a_{\lfloor n/2 \rfloor}, \quad a_{\lfloor n/2 \rfloor + 1}, \dots, a_n)$$

Maximum Subarray – Divide

- Divide: Divide the problem into two (roughly) equally sized halves:
 $(a_1, \dots, a_n) = (a_1, \dots, a_{\lfloor n/2 \rfloor}, a_{\lfloor n/2 \rfloor + 1}, \dots, a_n)$
- Simplifying assumption: $n = 2^k$ for some $k \in \mathbb{N}$.

Maximum Subarray – Conquer

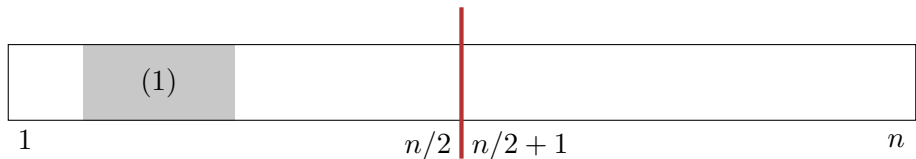
If i and j are indices of a solution \Rightarrow case by case analysis:



Maximum Subarray – Conquer

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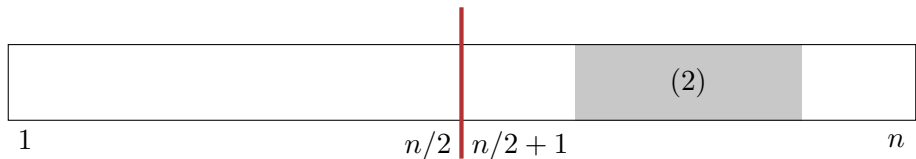
1. Solution in left half $1 \leq i \leq j \leq n/2$



Maximum Subarray – Conquer

If i and j are indices of a solution \Rightarrow case by case analysis:

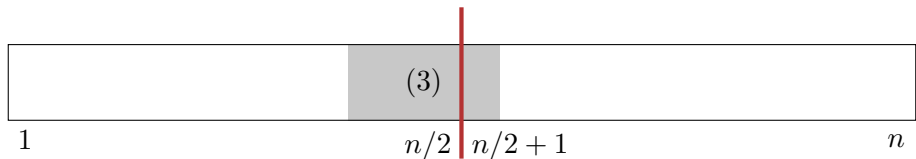
1. Solution in left half $1 \leq i \leq j \leq n/2$
2. Solution in right half $n/2 < i \leq j \leq n$



Maximum Subarray – Conquer

If i and j are indices of a solution \Rightarrow case by case analysis:

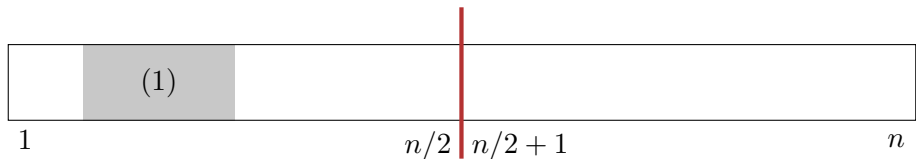
1. Solution in left half $1 \leq i \leq j \leq n/2$
2. Solution in right half $n/2 < i \leq j \leq n$
3. Solution in the middle $1 \leq i \leq n/2 < j \leq n$



Maximum Subarray – Conquer

If i and j are indices of a solution \Rightarrow case by case analysis:

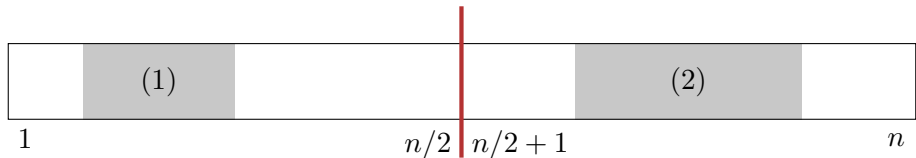
1. Solution in left half $1 \leq i \leq j \leq n/2 \Rightarrow$ Recursion (left half)
2. Solution in right half $n/2 < i \leq j \leq n$
3. Solution in the middle $1 \leq i \leq n/2 < j \leq n$



Maximum Subarray – Conquer

If i and j are indices of a solution \Rightarrow case by case analysis:

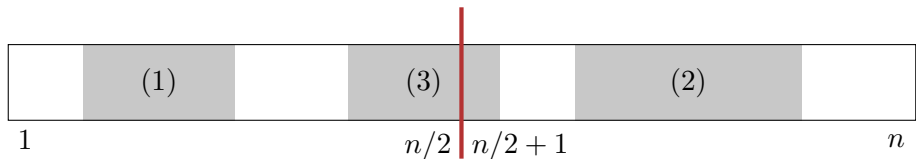
1. Solution in left half $1 \leq i \leq j \leq n/2 \Rightarrow$ Recursion (left half)
2. Solution in right half $n/2 < i \leq j \leq n \Rightarrow$ Recursion (right half)
3. Solution in the middle $1 \leq i \leq n/2 < j \leq n$



Maximum Subarray – Conquer

If i and j are indices of a solution \Rightarrow case by case analysis:

1. Solution in left half $1 \leq i \leq j \leq n/2 \Rightarrow$ Recursion (left half)
2. Solution in right half $n/2 < i \leq j \leq n \Rightarrow$ Recursion (right half)
3. Solution in the middle $1 \leq i \leq n/2 < j \leq n \Rightarrow$ Subsequent observation



Maximum Subarray – Observation

Assumption: solution in the middle $1 \leq i \leq n/2 < j \leq n$

$$S_{\max} = \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \sum_{k=i}^j a_k$$

Maximum Subarray – Observation

Assumption: solution in the middle $1 \leq i \leq n/2 < j \leq n$

$$S_{\max} = \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \sum_{k=i}^j a_k = \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \left(\sum_{k=i}^{n/2} a_k + \sum_{k=n/2+1}^j a_k \right)$$

Maximum Subarray – Observation

Assumption: solution in the middle $1 \leq i \leq n/2 < j \leq n$

$$\begin{aligned} S_{\max} &= \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \sum_{k=i}^j a_k = \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \left(\sum_{k=i}^{n/2} a_k + \sum_{k=n/2+1}^j a_k \right) \\ &= \max_{1 \leq i \leq n/2} \sum_{k=i}^{n/2} a_k + \max_{n/2 < j \leq n} \sum_{k=n/2+1}^j a_k \end{aligned}$$

Maximum Subarray – Observation

Assumption: solution in the middle $1 \leq i \leq n/2 < j \leq n$

$$\begin{aligned} S_{\max} &= \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \sum_{k=i}^j a_k = \max_{\substack{1 \leq i \leq n/2 \\ n/2 < j \leq n}} \left(\sum_{k=i}^{n/2} a_k + \sum_{k=n/2+1}^j a_k \right) \\ &= \max_{1 \leq i \leq n/2} \sum_{k=i}^{n/2} a_k + \max_{n/2 < j \leq n} \sum_{k=n/2+1}^j a_k \\ &= \max_{1 \leq i \leq n/2} \underbrace{S_{n/2} - S_{i-1}}_{\text{suffix sum}} + \max_{n/2 < j \leq n} \underbrace{S_j - S_{n/2}}_{\text{prefix sum}} \end{aligned}$$

Maximum Subarray Divide and Conquer Algorithm

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: Maximal $\sum_{k=i'}^{j'} a_k$.

if $n = 1$ **then**

return $\max\{a_1, 0\}$

else

 Divide $a = (a_1, \dots, a_n)$ in $A_1 = (a_1, \dots, a_{n/2})$ und $A_2 = (a_{n/2+1}, \dots, a_n)$

 Recursively compute best solution W_1 in A_1

 Recursively compute best solution W_2 in A_2

 Compute greatest suffix sum S in A_1

 Compute greatest prefix sum P in A_2

 Let $W_3 \leftarrow S + P$

return $\max\{W_1, W_2, W_3\}$

Theorem 5

The divide and conquer algorithm for the maximum subarray sum problem conducts a number of $\Theta(n \log n)$ additions and comparisons.

Analysis

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: Maximal $\sum_{k=i'}^{j'} a_k$.

if $n = 1$ **then**

return $\max\{a_1, 0\}$

else

 Divide $a = (a_1, \dots, a_n)$ in $A_1 = (a_1, \dots, a_{n/2})$ und $A_2 = (a_{n/2+1}, \dots, a_n)$

 Recursively compute best solution W_1 in A_1

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 Let $W_3 \leftarrow S + P$

return $\max\{W_1, W_2, W_3\}$

Analysis

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: Maximal $\sum_{k=i'}^{j'} a_k$.

if $n = 1$ **then**

$\Theta(1)$ **return** $\max\{a_1, 0\}$

else

$\Theta(1)$ Divide $a = (a_1, \dots, a_n)$ in $A_1 = (a_1, \dots, a_{n/2})$ und $A_2 = (a_{n/2+1}, \dots, a_n)$

Recursively compute best solution W_1 in A_1

Recursively compute best solution W_2 in A_2

Compute greatest suffix sum S in A_1

Compute greatest prefix sum P in A_2

$\Theta(1)$ Let $W_3 \leftarrow S + P$

$\Theta(1)$ **return** $\max\{W_1, W_2, W_3\}$

Analysis

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: Maximal $\sum_{k=i'}^{j'} a_k$.

if $n = 1$ **then**

$\Theta(1)$ **return** $\max\{a_1, 0\}$

else

$\Theta(1)$ Divide $a = (a_1, \dots, a_n)$ in $A_1 = (a_1, \dots, a_{n/2})$ und $A_2 = (a_{n/2+1}, \dots, a_n)$

Recursively compute best solution W_1 in A_1

Recursively compute best solution W_2 in A_2

$\Theta(n)$ Compute greatest suffix sum S in A_1

$\Theta(n)$ Compute greatest prefix sum P in A_2

$\Theta(1)$ Let $W_3 \leftarrow S + P$

$\Theta(1)$ **return** $\max\{W_1, W_2, W_3\}$

Analysis

Input: A sequence of n numbers (a_1, a_2, \dots, a_n)

Output: Maximal $\sum_{k=i'}^{j'} a_k$.

if $n = 1$ **then**

$\Theta(1)$ **return** $\max\{a_1, 0\}$

else

$\Theta(1)$ Divide $a = (a_1, \dots, a_n)$ in $A_1 = (a_1, \dots, a_{n/2})$ und $A_2 = (a_{n/2+1}, \dots, a_n)$

$T(n/2)$ Recursively compute best solution W_1 in A_1

$T(n/2)$ Recursively compute best solution W_2 in A_2

$\Theta(n)$ Compute greatest suffix sum S in A_1

$\Theta(n)$ Compute greatest prefix sum P in A_2

$\Theta(1)$ Let $W_3 \leftarrow S + P$

$\Theta(1)$ **return** $\max\{W_1, W_2, W_3\}$

Recursion equation

$$T(n) = \begin{cases} c & \text{if } n = 1 \\ 2T(\frac{n}{2}) + a \cdot n & \text{if } n > 1 \end{cases}$$

Analysis

Mit $n = 2^k$:

$$\overline{T}(k) := T(2^k) = \begin{cases} c & \text{if } k = 0 \\ 2\overline{T}(k-1) + a \cdot 2^k & \text{if } k > 0 \end{cases}$$

Solution:

$$\overline{T}(k) = 2^k \cdot c + \sum_{i=0}^{k-1} 2^i \cdot a \cdot 2^{k-i} = c \cdot 2^k + a \cdot k \cdot 2^k = \Theta(k \cdot 2^k)$$

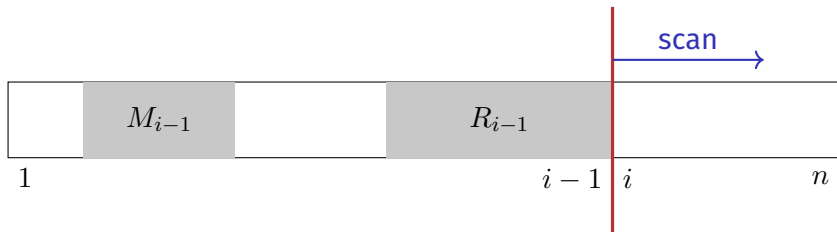
also

$$T(n) = \Theta(n \log n)$$



Maximum Subarray Sum Problem – Inductively

Assumption: maximal value M_{i-1} of the subarray sum is known for (a_1, \dots, a_{i-1}) ($1 < i \leq n$).



a_i : generates at most a better interval at the right bound (prefix sum).

$$R_{i-1} \Rightarrow R_i = \max\{R_{i-1} + a_i, 0\}$$

Inductive Maximum Subarray Algorithm

Input: A sequence of n numbers (a_1, a_2, \dots, a_n) .

Output: $\max\{0, \max_{i,j} \sum_{k=i}^j a_k\}$.

$M \leftarrow 0$

$R \leftarrow 0$

for $i = 1 \dots n$ **do**

$R \leftarrow R + a_i$

if $R < 0$ **then**

$R \leftarrow 0$

if $R > M$ **then**

$M \leftarrow R$

return M ;

Theorem 6

The inductive algorithm for the Maximum Subarray problem conducts a number of $\Theta(n)$ additions and comparisons.

Complexity of the problem?

Can we improve over $\Theta(n)$?

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Every correct algorithm for the Maximum Subarray Sum problem must consider each element in the algorithm.

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1. The algorithm provides a solution including a_i . Repeat the algorithm with a_i so small that the solution must not have contained the point in the first place.

Complexity of the problem?

Can we improve over $\Theta(n)$?

Every correct algorithm for the Maximum Subarray Sum problem must consider each element in the algorithm.

Assumption: the algorithm does not consider a_i .

1. The algorithm provides a solution including a_i . Repeat the algorithm with a_i so small that the solution must not have contained the point in the first place.
2. The algorithm provides a solution not including a_i . Repeat the algorithm with a_i so large that the solution must have contained the point in the first place.

Complexity of the maximum Subarray Sum Problem

Theorem 7

The Maximum Subarray Sum Problem has Complexity $\Theta(n)$.

Proof: Inductive algorithm with asymptotic execution time $\mathcal{O}(n)$.

Every algorithm has execution time $\Omega(n)$.

Thus the complexity of the problem is $\Omega(n) \cap \mathcal{O}(n) = \Theta(n)$. ■

3.4 Appendix

Derivation and repetition of some mathematical formulas

Logarithms

$$\log_a y = x \Leftrightarrow a^x = y \quad (a > 0, y > 0)$$

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

$$a^x \cdot a^y = a^{x+y}$$

$$\log_a \frac{x}{y} = \log_a x - \log_a y$$

$$\frac{a^x}{a^y} = a^{x-y}$$

$$\log_a x^y = y \log_a x$$

$$a^{x \cdot y} = (a^x)^y$$

$$\log_a n! = \sum_{i=1}^n \log i$$

$$\log_b x = \log_b a \cdot \log_a x$$

$$a^{\log_b x} = x^{\log_b a}$$

To see the last line, replace $x \rightarrow a^{\log_a x}$

Sums

$$\sum_{i=0}^n i = \frac{n \cdot (n+1)}{2} \in \Theta(n^2)$$

Trick

$$\begin{aligned}\sum_{i=0}^n i &= \frac{1}{2} \left(\sum_{i=0}^n i + \sum_{i=0}^n n - i \right) = \frac{1}{2} \sum_{i=0}^n i + n - i \\ &= \frac{1}{2} \sum_{i=0}^n n = \frac{1}{2} (n+1) \cdot n\end{aligned}$$

Sums

$$\sum_{i=0}^n i^2 = \frac{n \cdot (n+1) \cdot (2n+1)}{6}$$

Trick:

$$\sum_{i=1}^n i^3 - (i-1)^3 = \sum_{i=0}^n i^3 - \sum_{i=0}^{n-1} i^3 = n^3$$

$$\sum_{i=1}^n i^3 - (i-1)^3 = \sum_{i=1}^n i^3 - i^3 + 3i^2 - 3i + 1 = n - \frac{3}{2}n \cdot (n+1) + 3 \sum_{i=0}^n i^2$$

$$\Rightarrow \sum_{i=0}^n i^2 = \frac{1}{6}(2n^3 + 3n^2 + n) \in \Theta(n^3)$$

Can easily be generalized: $\sum_{i=1}^n i^k \in \Theta(n^{k+1})$.

Geometric Series

$$\sum_{i=0}^n \rho^i \stackrel{!}{=} \frac{1 - \rho^{n+1}}{1 - \rho}$$

$$\begin{aligned} \sum_{i=0}^n \rho^i \cdot (1 - \rho) &= \sum_{i=0}^n \rho^i - \sum_{i=0}^n \rho^{i+1} = \sum_{i=0}^n \rho^i - \sum_{i=1}^{n+1} \rho^i \\ &= \rho^0 - \rho^{n+1} = 1 - \rho^{n+1}. \end{aligned}$$

For $0 \leq \rho < 1$:

$$\sum_{i=0}^{\infty} \rho^i = \frac{1}{1 - \rho}$$

4. Searching

Linear Search, Binary Search, (Interpolation Search,) Lower Bounds
[Ottman/Widmayer, Kap. 3.2, Cormen et al, Kap. 2: Problems 2.1-3,2.2-3,2.3-5]

The Search Problem

Provided

- A set of data sets

telephone book, dictionary, symbol table

- Each dataset has a key k .
- Keys are comparable: unique answer to the question $k_1 \leq k_2$ for keys k_1, k_2 .

Task: find data set by key k .

Search in Array

Provided

- Array A with n elements $(A[1], \dots, A[n])$.
- Key b

Wanted: index k , $1 \leq k \leq n$ with $A[k] = b$ or "not found".

22	20	32	10	35	24	42	38	28	41
1	2	3	4	5	6	7	8	9	10

Linear Search

Traverse the array from $A[1]$ to $A[n]$.

Linear Search

Traverse the array from $A[1]$ to $A[n]$.

- Best case: 1 comparison.

Linear Search

Traverse the array from $A[1]$ to $A[n]$.

- Best case: 1 comparison.
- Worst case: n comparisons.

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Traverse the array from $A[1]$ to $A[n]$.

- Best case: 1 comparison.
- Worst case: n comparisons.
- Assumption: each permutation of the n keys with same probability.
Expected number of comparisons for the successful search:

Linear Search

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Linear Search

Traverse the array from $A[1]$ to $A[n]$.

- Best case: 1 comparison.
- Worst case: n comparisons.
- Assumption: each permutation of the n keys with same probability.
Expected number of comparisons for the successful search:

$$\frac{1}{n} \sum_{i=1}^n i = \frac{n+1}{2}.$$

Search in a Sorted Array

Provided

- Sorted array A with n elements $(A[1], \dots, A[n])$ with $A[1] \leq A[2] \leq \dots \leq A[n]$.
- Key b

Wanted: index k , $1 \leq k \leq n$ with $A[k] = b$ or "not found".

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

Divide and Conquer!

Search $b = 23$.

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42
1	2	3	4	5	6	7	8	9	10

$b < 28$

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42	$b < 28$
1	2	3	4	5	6	7	8	9	10	

10	20	22	24	28	32	35	38	41	42	$b > 20$
1	2	3	4	5	6	7	8	9	10	

Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42	$b < 28$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 20$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 22$
1	2	3	4	5	6	7	8	9	10	

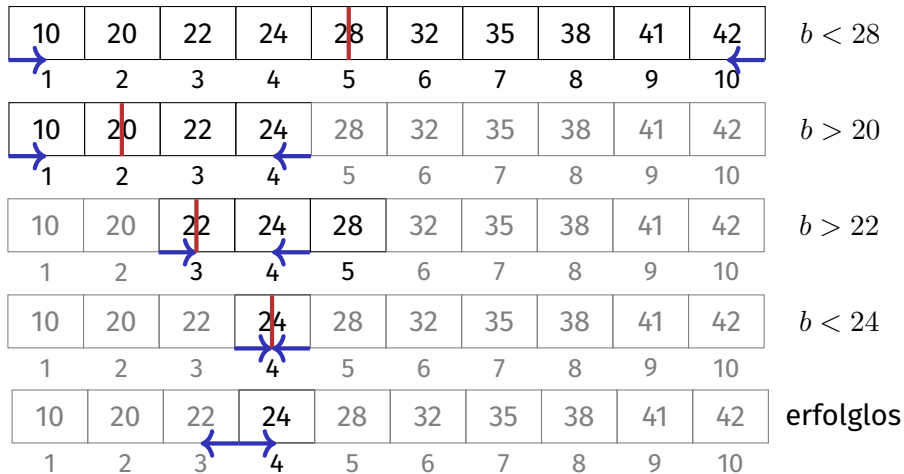
Divide and Conquer!

Search $b = 23$.

10	20	22	24	28	32	35	38	41	42	$b < 28$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 20$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b > 22$
1	2	3	4	5	6	7	8	9	10	
10	20	22	24	28	32	35	38	41	42	$b < 24$
1	2	3	4	5	6	7	8	9	10	

Divide and Conquer!

Search $b = 23$.



Binary Search Algorithm $\text{BSearch}(A, l, r, b)$

Input: Sorted array A of n keys. Key b . Bounds $1 \leq l, r \leq n$ mit $l \leq r$ or $l = r + 1$.

Output: Index $m \in [l, \dots, r + 1]$, such that $A[i] \leq b$ for all $l \leq i < m$ and $A[i] \geq b$ for all $m < i \leq r$.

$m \leftarrow \lfloor (l + r) / 2 \rfloor$

if $l > r$ **then** // Unsuccessful search

return l

else if $b = A[m]$ **then** // found

return m

else if $b < A[m]$ **then** // element to the left

return $\text{BSearch}(A, l, m - 1, b)$

else // $b > A[m]$: element to the right

return $\text{BSearch}(A, m + 1, r, b)$

Analysis (worst case)

Recurrence ($n = 2^k$)

$$T(n) = \begin{cases} d & \text{falls } n = 1, \\ T(n/2) + c & \text{falls } n > 1. \end{cases}$$

Compute:

$$T(n) = T\left(\frac{n}{2}\right) + c$$

Analysis (worst case)

Recurrence ($n = 2^k$)

$$T(n) = \begin{cases} d & \text{falls } n = 1, \\ T(n/2) + c & \text{falls } n > 1. \end{cases}$$

Compute:

$$T(n) = T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c$$

Analysis (worst case)

Recurrence ($n = 2^k$)

$$T(n) = \begin{cases} d & \text{falls } n = 1, \\ T(n/2) + c & \text{falls } n > 1. \end{cases}$$

Compute:

$$\begin{aligned} T(n) &= T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c = \dots \\ &= T\left(\frac{n}{2^i}\right) + i \cdot c \end{aligned}$$

Analysis (worst case)

Recurrence ($n = 2^k$)

$$T(n) = \begin{cases} d & \text{falls } n = 1, \\ T(n/2) + c & \text{falls } n > 1. \end{cases}$$

Compute:

$$\begin{aligned} T(n) &= T\left(\frac{n}{2}\right) + c = T\left(\frac{n}{4}\right) + 2c = \dots \\ &= T\left(\frac{n}{2^i}\right) + i \cdot c \\ &= T\left(\frac{n}{n}\right) + \log_2 n \cdot c = d + c \cdot \log_2 n \in \Theta(\log n) \end{aligned}$$

Analysis (worst case)

$$T(n) = \begin{cases} d & \text{if } n = 1, \\ T(n/2) + c & \text{if } n > 1. \end{cases}$$

Guess : $T(n) = d + c \cdot \log_2 n$

Proof by induction:

Analysis (worst case)

$$T(n) = \begin{cases} d & \text{if } n = 1, \\ T(n/2) + c & \text{if } n > 1. \end{cases}$$

Guess : $T(n) = d + c \cdot \log_2 n$

Proof by induction:

■ Base clause: $T(1) = d$.

Analysis (worst case)

$$T(n) = \begin{cases} d & \text{if } n = 1, \\ T(n/2) + c & \text{if } n > 1. \end{cases}$$

Guess : $T(n) = d + c \cdot \log_2 n$

Proof by induction:

- Base clause: $T(1) = d$.
- Hypothesis: $T(n/2) = d + c \cdot \log_2 n/2$

Analysis (worst case)

$$T(n) = \begin{cases} d & \text{if } n = 1, \\ T(n/2) + c & \text{if } n > 1. \end{cases}$$

Guess : $T(n) = d + c \cdot \log_2 n$

Proof by induction:

- Base clause: $T(1) = d$.
- Hypothesis: $T(n/2) = d + c \cdot \log_2 n/2$
- Step: $(n/2 \rightarrow n)$

$$T(n) = T(n/2) + c = d + c \cdot (\log_2 n - 1) + c = d + c \log_2 n.$$

Result

Theorem 8

The binary sorted search algorithm requires $\Theta(\log n)$ fundamental operations in the worst case.

Iterative Binary Search Algorithm

Input: Sorted array A of n keys. Key b .

Output: Index of the found element. 0, if unsuccessful.

$l \leftarrow 1; r \leftarrow n$

while $l \leq r$ **do**

$m \leftarrow \lfloor (l + r)/2 \rfloor$

if $A[m] = b$ **then**

return m

else if $A[m] < b$ **then**

$l \leftarrow m + 1$

else

$r \leftarrow m - 1$

return *NotFound*;

Correctness

Algorithm terminates only if A is empty or b is found.

Invariant: If b is in A then b is in domain $A[l..r]$

Proof by induction

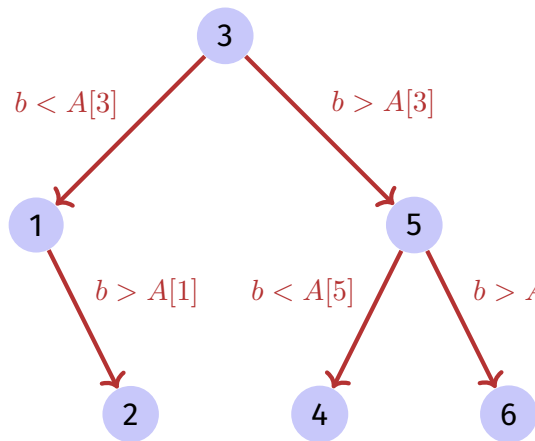
- Base clause $b \in A[1..n]$ (oder nicht)
- Hypothesis: invariant holds after i steps.
- Step:
 - $b < A[m] \Rightarrow b \in A[l..m-1]$
 - $b > A[m] \Rightarrow b \in A[m+1..r]$

Lower Bounds

Binary Search (worst case): $\Theta(\log n)$ comparisons.

Does for *any* search algorithm in a sorted array (worst case) hold that
number comparisons = $\Omega(\log n)$?

Decision tree



- For any input $b = A[i]$ the algorithm must succeed \Rightarrow decision tree comprises at least n nodes.
- Number comparisons in worst case = height of the tree = maximum number nodes from root to leaf.

Decision Tree

Binary tree with height h has at most $2^0 + 2^1 + \dots + 2^{h-1} = 2^h - 1 < 2^h$ nodes.

Decision Tree

Binary tree with height h has at most $2^0 + 2^1 + \dots + 2^{h-1} = 2^h - 1 < 2^h$ nodes.

$$2^h > n \Rightarrow h > \log_2 n$$

Decision tree with n node has at least height $\log_2 n$.

Decision Tree

Binary tree with height h has at most $2^0 + 2^1 + \dots + 2^{h-1} = 2^h - 1 < 2^h$ nodes.

$$2^h > n \Rightarrow h > \log_2 n$$

Decision tree with n node has at least height $\log_2 n$.

Number decisions = $\Omega(\log n)$.

Theorem 9

Any comparison-based search algorithm on sorted data with length n requires in the worst case $\Omega(\log n)$ comparisons.

Lower bound for Search in Unsorted Array

Theorem 10

*Any comparison-based search algorithm with **un**sorted data of length n requires in the worst case $\Omega(n)$ comparisons.*

Attempt

Correct?

"Proof": to find b in A , b must be compared with each of the n elements $A[i]$ ($1 \leq i \leq n$).

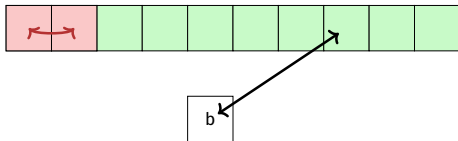
Attempt

Correct?

"Proof": to find b in A , b must be compared with each of the n elements $A[i]$ ($1 \leq i \leq n$).

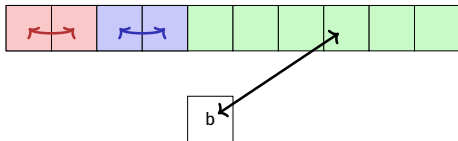
Wrong argument! It is still possible to compare elements within A .

Better Argument



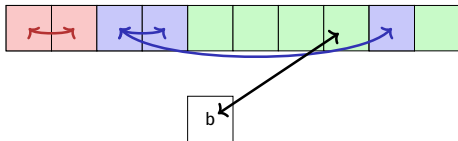
- Different comparisons: Number comparisons with b : e Number comparisons without b : i
- Comparisons induce g groups. Initially $g = n$.

Better Argument



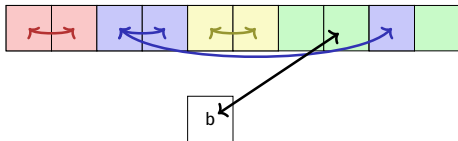
- Different comparisons: Number comparisons with b : e Number comparisons without b : i
- Comparisons induce g groups. Initially $g = n$.
- To connect two groups at least one comparison is needed: $n - g \leq i$.

Better Argument



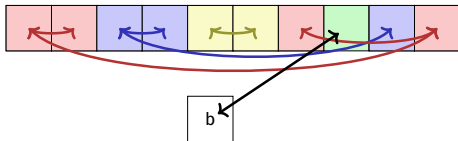
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Better Argument



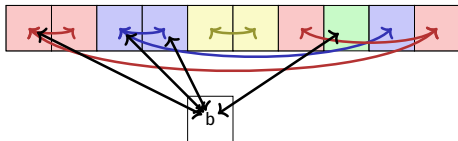
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Better Argument



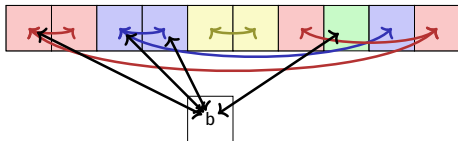
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Better Argument



- Different comparisons: Number comparisons with b : e Number comparisons without b : i
- Comparisons induce g groups. Initially $g = n$.
- To connect two groups at least one comparison is needed: $n - g \leq i$.
- At least one element per group must be compared with b .

Better Argument



- Different comparisons: Number comparisons with b : e Number comparisons without b : i
- Comparisons induce g groups. Initially $g = n$.
- To connect two groups at least one comparison is needed: $n - g \leq i$.
- At least one element per group must be compared with b .
- Number comparisons $i + e \geq n - g + g = n$. ■

5. Selection

The Selection Problem, Randomised Selection, Linear Worst-Case Selection
[Ottman/Widmayer, Kap. 3.1, Cormen et al, Kap. 9]

The Problem of Selection

Input

- unsorted array $A = (A_1, \dots, A_n)$ with pairwise different values
- Number $1 \leq k \leq n$.

Output $A[i]$ with $|\{j : A[j] < A[i]\}| = k - 1$

Special cases

$k = 1$: Minimum: Algorithm with n comparison operations trivial.

$k = n$: Maximum: Algorithm with n comparison operations trivial.

$k = \lfloor n/2 \rfloor$: Median.

Naive Algorithm

Naive Algorithm

Repeatedly find and remove the minimum $\Theta(k \cdot n)$.
→ Median in $\Theta(n^2)$

Better Approaches

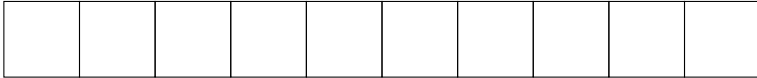
Better Approaches

- Sorting (covered soon): $\Theta(n \log n)$

Better Approaches

- Sorting (covered soon): $\Theta(n \log n)$
- Use a pivot: $\Theta(n)$!

Use a pivot



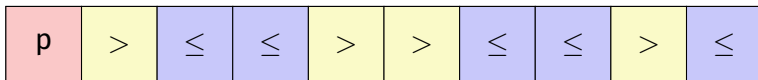
Use a pivot

1. Choose a (an arbitrary) pivot p



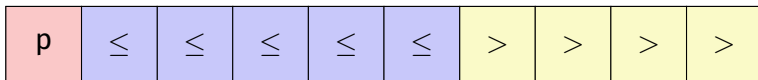
Use a pivot

1. Choose a (an arbitrary) pivot p
2. Partition A in two parts, and determine the rank of p by counting the indices i with $A[i] \leq p$.



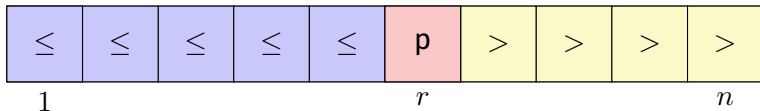
Use a pivot

1. Choose a (an arbitrary) pivot p
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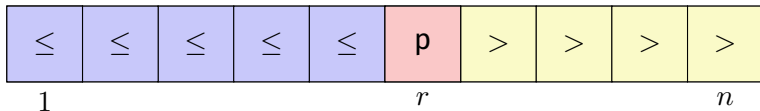
Use a pivot

1. Choose a (an arbitrary) pivot p
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Use a pivot

1. Choose a (an arbitrary) pivot p
2. Partition A in two parts, and determine the rank of p by counting the indices i with $A[i] \leq p$.
3. Recursion on the relevant part. If $k = r$ then found.



Algorithm Partition(A, l, r, p)

Input: Array A , that contains the pivot p in $A[l, \dots, r]$ at least once.

Output: Array A partitioned in $[l, \dots, r]$ around p . Returns position of p .

while $l \leq r$ **do**

while $A[l] < p$ **do**

$l \leftarrow l + 1$

while $A[r] > p$ **do**

$r \leftarrow r - 1$

 swap($A[l], A[r]$)

if $A[l] = A[r]$ **then**

$l \leftarrow l + 1$

return $l-1$

Correctness: Invariant

Invariant I : $A_i \leq p \ \forall i \in [0, l), A_i \geq p \ \forall i \in (r, n], \exists k \in [l, r] : A_k = p$.

while $l \leq r$ **do**

while $A[l] < p$ **do**

$l \leftarrow l + 1$

while $A[r] > p$ **do**

$r \leftarrow r - 1$

$\text{swap}(A[l], A[r])$

if $A[l] = A[r]$ **then**

$l \leftarrow l + 1$

return $l-1$

I

I und $A[l] \geq p$

I und $A[r] \leq p$

I und $A[l] \leq p \leq A[r]$

I

Correctness: progress

```
while  $l \leq r$  do  
  while  $A[l] < p$  do           progress if  $A[l] < p$   
     $l \leftarrow l + 1$   
  while  $A[r] > p$  do           progress if  $A[r] > p$   
     $r \leftarrow r - 1$   
  swap( $A[l], A[r]$ )              progress if  $A[l] > p$  oder  $A[r] < p$   
  if  $A[l] = A[r]$  then          progress if  $A[l] = A[r] = p$   
     $l \leftarrow l + 1$   
return  $l-1$ 
```

Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$



Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$



Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(?)$



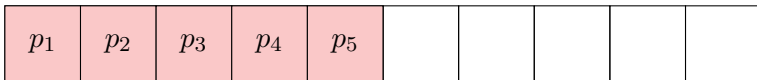
Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$



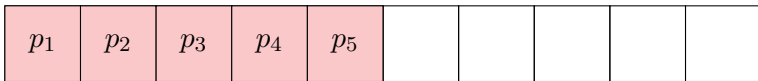
Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$

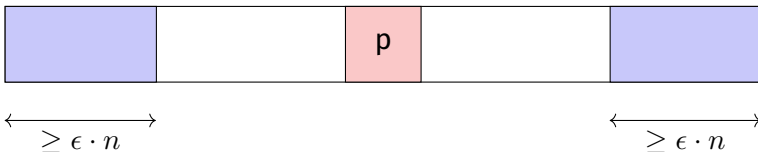


Choice of the pivot.

The minimum is a bad pivot: worst case $\Theta(n^2)$



A good pivot has a linear number of elements on both sides.



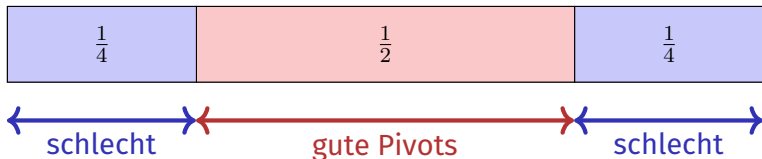
Analysis

Partitioning with factor q ($0 < q < 1$): two groups with $q \cdot n$ and $(1 - q) \cdot n$ elements (without loss of generality $g \geq 1 - q$).

$$\begin{aligned}T(n) &\leq T(q \cdot n) + c \cdot n \\&\leq c \cdot n + q \cdot c \cdot n + T(q^2 \cdot n) \leq \dots = c \cdot n \sum_{i=0}^{\log_q(n)-1} q^i + T(1) \\&\leq c \cdot n \underbrace{\sum_{i=0}^{\infty} q^i}_{\text{geom. Reihe}} + d = c \cdot n \cdot \frac{1}{1 - q} + d = \mathcal{O}(n)\end{aligned}$$

How can we achieve this?

Randomness to our rescue (Tony Hoare, 1961). In each step choose a random pivot.



Probability for a good pivot in one trial: $\frac{1}{2} =: \rho$.

Probability for a good pivot after k trials: $(1 - \rho)^{k-1} \cdot \rho$.

Expected number of trials: $1/\rho = 2$ (Expected value of the geometric distribution:)

Algorithm Quickselect (A, l, r, k)

Input: Array A with length n . Indices $1 \leq l \leq k \leq r \leq n$, such that for all $x \in A[l..r]$: $|\{j|A[j] \leq x\}| \geq l$ and $|\{j|A[j] \leq x\}| \leq r$.

Output: Value $x \in A[l..r]$ with $|\{j|A[j] \leq x\}| \geq k$ and $|\{j|x \leq A[j]\}| \geq n - k + 1$

if $l=r$ **then**

$_$ return $A[l]$;

$x \leftarrow \text{RandomPivot}(A, l, r)$

$m \leftarrow \text{Partition}(A, l, r, x)$

if $k < m$ **then**

$_$ return QuickSelect($A, l, m - 1, k$)

else if $k > m$ **then**

$_$ return QuickSelect($A, m + 1, r, k$)

else

$_$ return $A[k]$

Algorithm RandomPivot (A, l, r)

Input: Array A with length n . Indices $1 \leq l \leq r \leq n$

Output: Random “good” pivot $x \in A[l, \dots, r]$

repeat

 choose a random pivot $x \in A[l..r]$

$p \leftarrow l$

for $j = l$ **to** r **do**

if $A[j] \leq x$ **then** $p \leftarrow p + 1$

until $\left\lfloor \frac{3l+r}{4} \right\rfloor \leq p \leq \left\lceil \frac{l+3r}{4} \right\rceil$

return x

This algorithm is only of theoretical interest and delivers a good pivot in 2 expected iterations. Practically, in algorithm QuickSelect a uniformly chosen random pivot can be chosen or a deterministic one such as the median of three elements.

Median of medians

Goal: find an algorithm that even in worst case requires only linearly many steps.

Algorithm Select (k -smallest)

- Consider groups of five elements.
- Compute the median of each group (straightforward)
- Apply Select recursively on the group medians.
- Partition the array around the found median of medians. Result: i
- If $i = k$ then result. Otherwise: select recursively on the proper side.

Median of medians



Median of medians



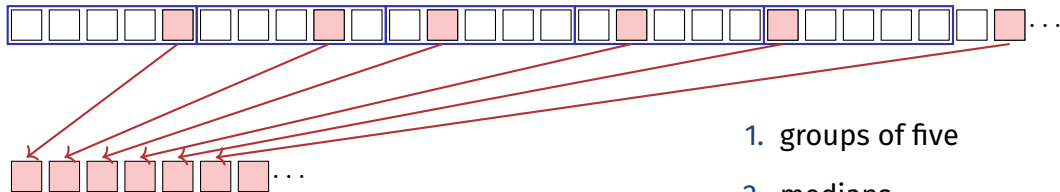
1. groups of five

Median of medians



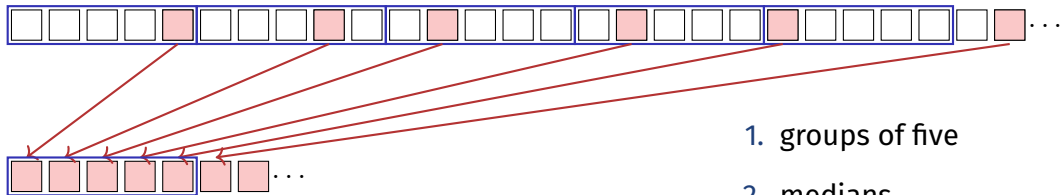
1. groups of five
2. medians

Median of medians



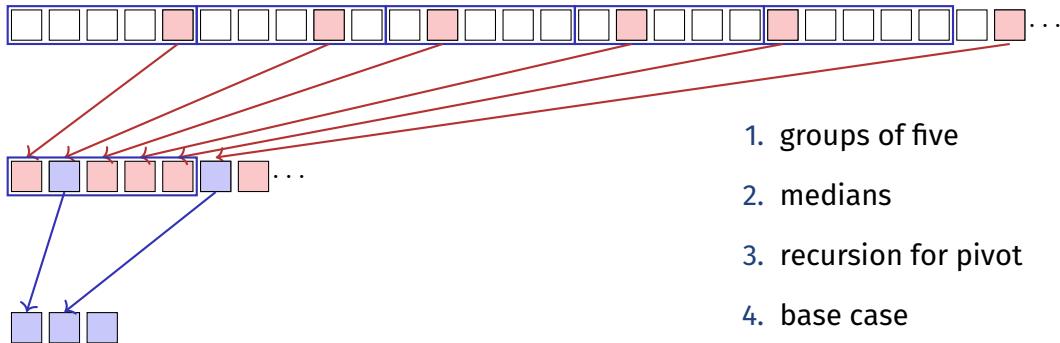
1. groups of five
2. medians
3. recursion for pivot

Median of medians

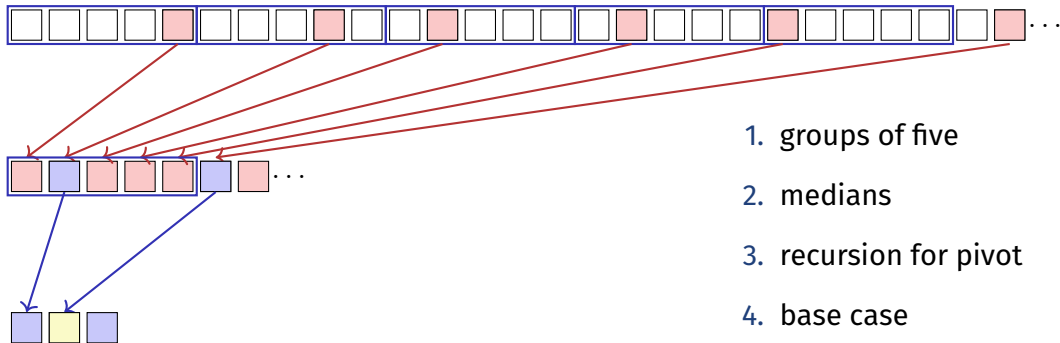


1. groups of five
2. medians
3. recursion for pivot

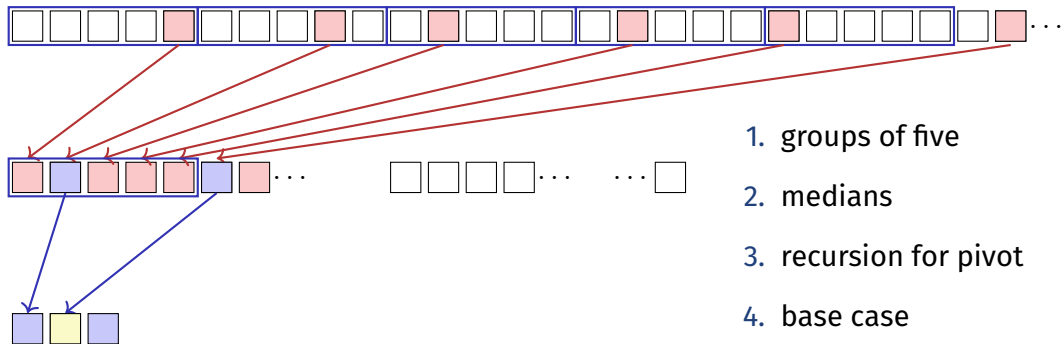
Median of medians



Median of medians

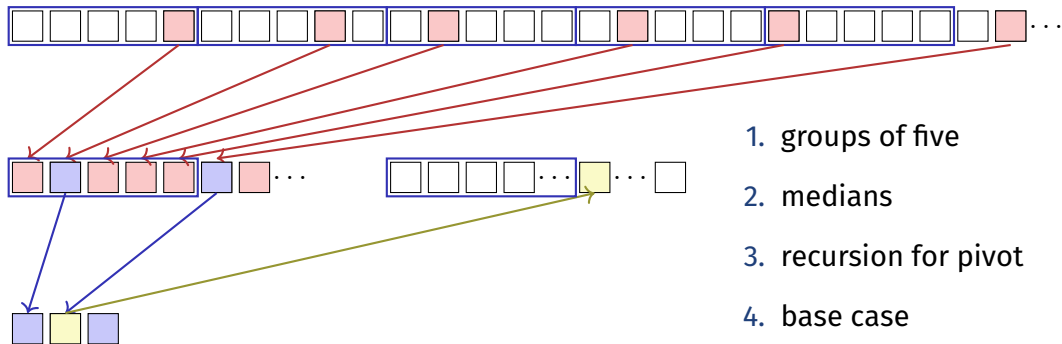


Median of medians



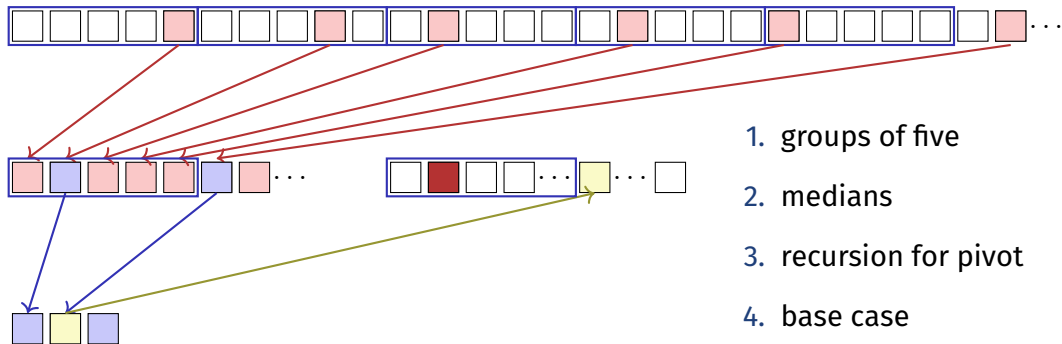
1. groups of five
2. medians
3. recursion for pivot
4. base case
5. pivot (level 1)

Median of medians



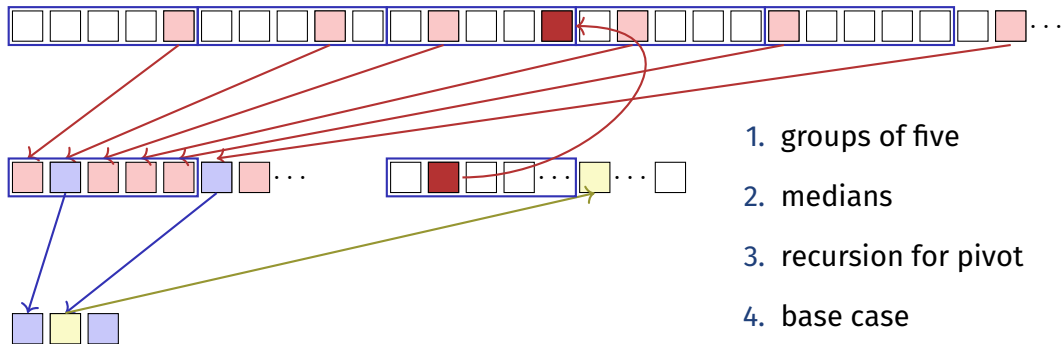
1. groups of five
2. medians
3. recursion for pivot
4. base case
5. pivot (level 1)
6. partition (level 1)

Median of medians



1. groups of five
2. medians
3. recursion for pivot
4. base case
5. pivot (level 1)
6. partition (level 1)
7. median = pivot level 0

Median of medians



1. groups of five
2. medians
3. recursion for pivot
4. base case
5. pivot (level 1)
6. partition (level 1)
7. median = pivot level 0
8. 2. recursion starts

Algorithmus MMSelect(A, l, r, k)

Input: Array A with length n with pair-wise different entries. $1 \leq l \leq k \leq r \leq n$,

$A[i] < A[k] \ \forall \ 1 \leq i < l, \ A[i] > A[k] \ \forall \ r < i \leq n$

Output: Value $x \in A$ with $|\{j | A[j] \leq x\}| = k$

$m \leftarrow \text{MMChoose}(A, l, r)$

$i \leftarrow \text{Partition}(A, l, r, m)$

if $k < i$ **then**

return MMSelect($A, l, i - 1, k$)

else if $k > i$ **then**

return MMSelect($A, i + 1, r, k$)

else

return $A[i]$

Algorithmus MMChoose(A, l, r)

Input: Array A with length n with pair-wise different entries. $1 \leq l \leq r \leq n$.

Output: Median m of medians

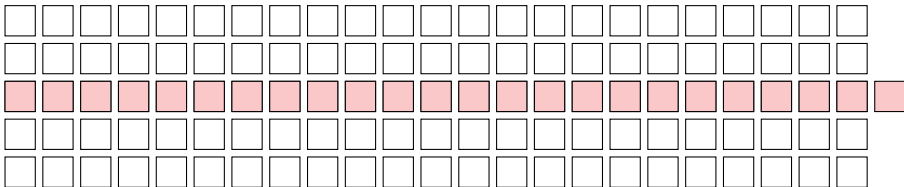
if $r - l \leq 5$ **then**

 | return MedianOf5($A[l, \dots, r]$)

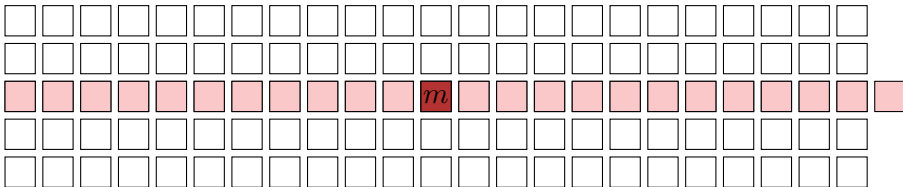
else

 | $A' \leftarrow \text{MedianOf5Array}(A[l, \dots, r])$
 | **return** MMSelect($A', 1, |A'|, \lfloor \frac{|A'|}{2} \rfloor$)

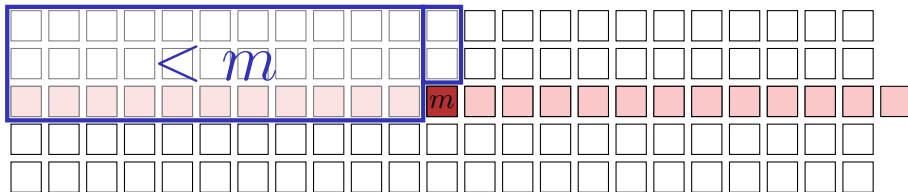
How good is this?



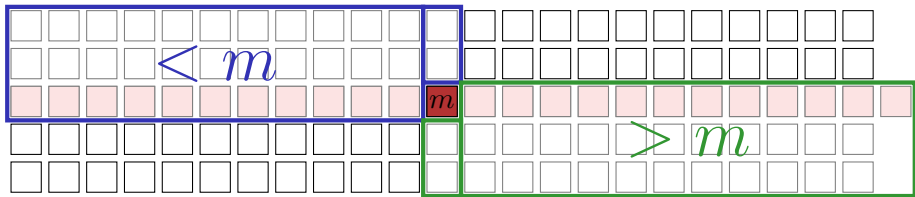
How good is this?



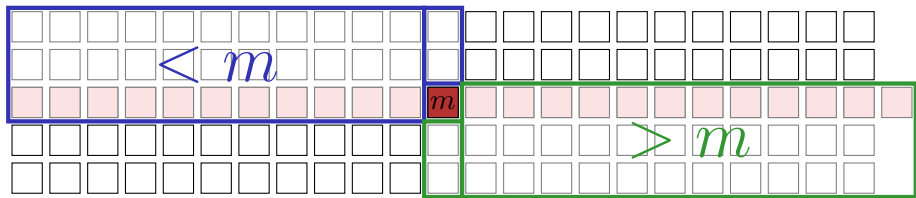
How good is this?



How good is this?



How good is this?

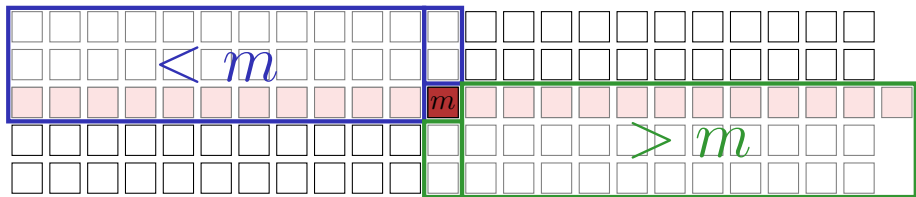


- Number groups of five: $\lceil \frac{n}{5} \rceil$, without median group: $\lceil \frac{n}{5} \rceil - 1$
- Minimal number groups left / right of Mediagroup $\left\lfloor \frac{1}{2} \left(\lceil \frac{n}{5} \rceil - 1 \right) \right\rfloor$
- Minimal number of points less than / greater than m

$$3 \left\lfloor \frac{1}{2} \left(\lceil \frac{n}{5} \rceil - 1 \right) \right\rfloor \geq 3 \left\lfloor \frac{1}{2} \left(\frac{n}{5} - 1 \right) \right\rfloor \geq 3 \left(\frac{n}{10} - \frac{1}{2} - 1 \right) > \frac{3n}{10} - 6$$

(Fill rest group with points from the median group)

How good is this?



- Number groups of five: $\lceil \frac{n}{5} \rceil$, without median group: $\lceil \frac{n}{5} \rceil - 1$
- Minimal number groups left / right of Mediagroup $\lfloor \frac{1}{2} (\lceil \frac{n}{5} \rceil - 1) \rfloor$
- Minimal number of points less than / greater than m

$$3 \left\lfloor \frac{1}{2} \left(\lceil \frac{n}{5} \rceil - 1 \right) \right\rfloor \geq 3 \left\lfloor \frac{1}{2} \left(\frac{n}{5} - 1 \right) \right\rfloor \geq 3 \left(\frac{n}{10} - \frac{1}{2} - 1 \right) > \frac{3n}{10} - 6$$

(Fill rest group with points from the median group)

\Rightarrow Recursive call with maximally $\lceil \frac{7n}{10} + 6 \rceil$ elements.

Analysis

Recursion inequality:

$$T(n) \leq T\left(\left\lceil \frac{n}{5} \right\rceil\right) + T\left(\left\lceil \frac{7n}{10} + 6 \right\rceil\right) + d \cdot n.$$

with some constant d .

Claim:

$$T(n) = \mathcal{O}(n).$$

Proof

Base clause:⁶ choose c large enough such that

$$T(n) \leq c \cdot n \text{ für alle } n \leq n_0.$$

Induction hypothesis: $H(n)$

$$T(i) \leq c \cdot i \text{ für alle } i < n.$$

Induction step: $H(k)_{k < n} \rightarrow H(n)$

$$\begin{aligned} T(n) &\leq T\left(\left\lceil \frac{n}{5} \right\rceil\right) + T\left(\left\lceil \frac{7n}{10} + 6 \right\rceil\right) + d \cdot n \\ &\leq c \cdot \left\lceil \frac{n}{5} \right\rceil + c \cdot \left\lceil \frac{7n}{10} + 6 \right\rceil + d \cdot n \quad (\text{for } n > 20). \end{aligned}$$

⁶It will turn out in the induction step that the base case has to hold of some fixed $n_0 > 0$. Because an arbitrarily large value can be chosen for c and because there is a limited number of terms, this is a simple extension of the base case for $n = 1$

Proof

Induction step:

$$\begin{aligned} T(n) &\stackrel{n \geq 20}{\leq} c \cdot \left\lceil \frac{n}{5} \right\rceil + c \cdot \left\lceil \frac{7n}{10} + 6 \right\rceil + d \cdot n \\ &\leq c \cdot \frac{n}{5} + c + c \cdot \frac{7n}{10} + 6c + c + d \cdot n = \frac{9}{10} \cdot c \cdot n + 8c + d \cdot n. \end{aligned}$$

To show

$$\exists n_0, \exists c \quad \left| \quad \frac{9}{10} \cdot c \cdot n + 8c + d \cdot n \leq cn \quad \forall n \geq n_0 \right.$$

thus

$$8c + d \cdot n \leq \frac{1}{10}cn \quad \Leftrightarrow \quad n \geq \frac{80c}{c - 10d}$$

Set, for example $c = 90d, n_0 = 91 \quad \Rightarrow \quad T(n) \leq cn \quad \forall n \geq n_0$ ■

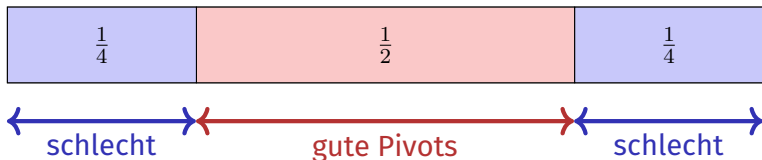
Result

Theorem 11

The k -th element of a sequence of n elements can, in the worst case, be found in $\Theta(n)$ steps.

Overview

- | | |
|----------------------------------|-----------------------------|
| 1. Repeatedly find minimum | $\mathcal{O}(n^2)$ |
| 2. Sorting and choosing $A[i]$ | $\mathcal{O}(n \log n)$ |
| 3. Quickselect with random pivot | $\mathcal{O}(n)$ expected |
| 4. Median of Medians (Blum) | $\mathcal{O}(n)$ worst case |



5.1 Appendix

Derivation of some mathematical formulas

[Expected value of the Geometric Distribution]

Random variable $X \in \mathbb{N}^+$ with $\mathbb{P}(X = k) = (1 - p)^{k-1} \cdot p$.

Expected value

$$\begin{aligned}\mathbb{E}(X) &= \sum_{k=1}^{\infty} k \cdot (1 - p)^{k-1} \cdot p = \sum_{k=1}^{\infty} k \cdot q^{k-1} \cdot (1 - q) \\ &= \sum_{k=1}^{\infty} k \cdot q^{k-1} - k \cdot q^k = \sum_{k=0}^{\infty} (k + 1) \cdot q^k - k \cdot q^k \\ &= \sum_{k=0}^{\infty} q^k = \frac{1}{1 - q} = \frac{1}{p}.\end{aligned}$$

6. C++ advanced (I)

Repetition: Vectors, Pointers and Iterators,
Range for, Keyword auto, a Class for Vectors, Subscript-operator,
Move-construction, Iterators

What do we learn today?

- Keyword `auto`
- Ranged `for`
- Short recap of the Rule of Three
- Subscript operator
- Move Semantics, X-Values and the Rule of Five
- Custom Iterators

We look back...

```
#include <iostream>
#include <vector>
using iterator = std::vector<int>::iterator;

int main(){
    // Vector of length 10
    std::vector<int> v(10);
    // Input
    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];
    // Output
    for (iterator it = v.begin(); it != v.end(); ++it)
        std::cout << *it << " ";
}
```

We look back...

```
#include <iostream>
#include <vector>
using iterator = std::vector<int>::iterator;

int main(){
    // Vector of length 10
    std::vector<int> v(10);
    // Input
    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];
    // Output
    for (iterator it = v.begin(); it != v.end(); ++it)
        std::cout << *it << " ";
}
```

← We want to understand this in depth!

We look back...

```
#include <iostream>
#include <vector>
using iterator = std::vector<int>::iterator;

int main(){
    // Vector of length 10
    std::vector<int> v(10);
    // Input
    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];
    // Output
    for (iterator it = v.begin(); it != v.end(); ++it)
        std::cout << *it << " ";
}
```

← We want to understand this in depth!

↑

Not as good as it could be!

6.1 Useful Tools

On our way to elegant, less complicated code.

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;
```

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;  
auto y = x; // int
```

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;  
auto y = x; // int  
auto z = 3; // int
```

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;  
auto y = x; // int  
auto z = 3; // int  
std::vector<double> v(5);
```

auto

The keyword `auto` (from C++11):

The type of a variable is inferred from the initializer.

```
int x = 10;  
auto y = x; // int  
auto z = 3; // int  
std::vector<double> v(5);  
auto i = v[3]; // double
```

Slightly better...

```
#include <iostream>
#include <vector>

int main(){
    std::vector<int> v(10); // Vector of length 10

    for (int i = 0; i < v.size(); ++i)
        std::cin >> v[i];

    for (auto it = v.begin(); it != v.end(); ++it) {
        std::cout << *it << " ";
    }
}
```


Range for (C++11)

```
for (range-declaration : range-expression)  
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

Range for (C++11)

```
for (range-declaration : range-expression)  
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
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Range for (C++11)

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```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

```
std::vector<double> v(5);
```

Range for (C++11)

```
for (range-declaration : range-expression)
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

```
std::vector<double> v(5);
for (double x: v) std::cout << x; // 00000
```

Range for (C++11)

```
for (range-declaration : range-expression)
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

```
std::vector<double> v(5);
for (double x: v) std::cout << x; // 00000
for (int x: {1,2,5}) std::cout << x; // 125
```

Range for (C++11)

```
for (range-declaration : range-expression)
    statement;
```

- range-declaration: named variable of element type specified via the sequence in range-expression
- range-expression: Expression that represents a sequence of elements via iterator pair `begin()`, `end()`, or in the form of an initializer list.

```
std::vector<double> v(5);
for (double x: v) std::cout << x; // 00000
for (int x: {1,2,5}) std::cout << x; // 125
for (double& x: v) x=5;
```

Cool!

```
#include <iostream>
#include <vector>

int main(){
    std::vector<int> v(10); // Vector of length 10

    for (auto& x: v)
        std::cin >> x;

    for (const auto x: v)
        std::cout << x << " ";
}
```

6.2 Memory Allocation

Construction of a vector class

For our detailed understanding

We build a vector class with the same capabilities ourselves!

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities
- Templates

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities
- Templates
- Exception Handling

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities
- Templates
- Exception Handling
- Functors and lambda expressions

For our detailed understanding

We build a vector class with the same capabilities ourselves!

On the way we learn about

- RAII (Resource Acquisition is Initialization) and move construction
- Subscript operators and other utilities
- Templates
- Exception Handling
- Functors and lambda expressions

today

A class for (double) vectors

```
class Vector{
public:
    // constructors
    Vector(): sz{0}, elem{nullptr} {};
    Vector(std::size_t s): sz{s}, elem{new double[s]} {}
    // destructor
    ~Vector(){
        delete[] elem;
    }
    // (something is missing here)
private:
    std::size_t sz;
    double* elem;
}
```


Element access

```
class Vector{
    ...
    // getter. pre: 0 <= i < sz;
    double get(std::size_t i) const{
        return elem[i];
    }
    // setter. pre: 0 <= i < sz;
    void set(std::size_t i, double d){
        elem[i] = d;
    }
    // size property
    std::size_t size() const {
        return sz;
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

What's the problem here?

```
int main(){
    Vector v(32);
    for (std::size_t i = 0; i!=v.size(); ++i)
        v.set(i, i);
    Vector w = v;
    for (std::size_t i = 0; i!=w.size(); ++i)
        w.set(i, i*i);
    return 0;
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

What's the problem here?

```
int main(){
    Vector v(32);
    for (std::size_t i = 0; i!=v.size(); ++i)
        v.set(i, i);
    Vector w = v;
    for (std::size_t i = 0; i!=w.size(); ++i)
        w.set(i, i*i);
    return 0;
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

```
*** Error in 'vector1': double free or corruption
(!prev): 0x0000000000d23c20 ***
===== Backtrace: =====
/lib/x86_64-linux-gnu/libc.so.6(+0x777e5) [0x7fe5a5ac97e5]
...
```

Rule of Three!

```
class Vector{
...
public:
    // copy constructor
    Vector(const Vector &v)
        : sz{v.sz}, elem{new double[v.sz]} {
        std::copy(v.elem, v.elem + v.sz, elem);
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

Rule of Three!

```
class Vector{
...
    // assignment operator
    Vector& operator=(const Vector& v){
        if (v.elem == elem) return *this;
        if (elem != nullptr) delete[] elem;
        sz = v.sz;
        elem = new double[sz];
        std::copy(v.elem, v.elem+v.sz, elem);
        return *this;
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    Vector operator=(const Vector&v);
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

Rule of Three!

```
class Vector{
...
    // assignment operator
    Vector& operator=(const Vector& v){
        if (v.elem == elem) return *this;
        if (elem != nullptr) delete[] elem;
        sz = v.sz;
        elem = new double[sz];
        std::copy(v.elem, v.elem+v.sz, elem);
        return *this;
    }
}
```

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    Vector operator=(const Vector&v);
    double get(std::size_t i) const;
    void set(std::size_t i, double d);
    std::size_t size() const;
}
```

(Vector Interface)

Now it is correct, but cumbersome.

Constructor Delegation

```
public:  
    // copy constructor  
    // (with constructor delegation)  
    Vector(const Vector &v): Vector(v.sz)  
    {  
        std::copy(v.elem, v.elem + v.sz, elem);  
    }
```

Copy-&-Swap Idiom

```
class Vector{  
...  
    // Assignment operator  
    Vector& operator= (const Vector&v){  
        Vector cpy(v);  
        swap(cpy);  
        return *this;  
    }  
private:  
    // helper function  
    void swap(Vector& v){  
        std::swap(sz, v.sz);  
        std::swap(elem, v.elem);  
    }  
}
```


Copy-&-Swap Idiom

```
class Vector{
...
    // Assignment operator
    Vector& operator= (const Vector&v){
        Vector cpy(v);
        swap(cpy);
        return *this;
    }
private:
    // helper function
    void swap(Vector& v){
        std::swap(sz, v.sz);
        std::swap(elem, v.elem);
    }
}
```

copy-and-swap idiom: all members of `*this` are exchanged with members of `cpy`. When leaving `operator=`, `cpy` is cleaned up (deconstructed), while the copy of the data of `v` stay in `*this`.

Syntactic sugar.

Getters and setters are poor. We want a subscript (index) operator.

Syntactic sugar.

Getters and setters are poor. We want a subscript (index) operator.
Overloading!

Syntactic sugar.

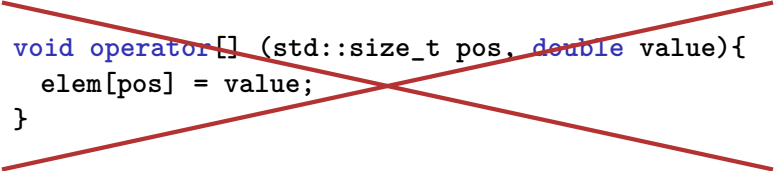
Getters and setters are poor. We want a subscript (index) operator.
Overloading! So?

```
class Vector{  
...  
    double operator[] (std::size_t pos) const{  
        return elem[pos];  
    }  
  
    void operator[] (std::size_t pos, double value){  
        elem[pos] = value;  
    }  
}
```

Syntactic sugar.

Getters and setters are poor. We want a subscript (index) operator.
Overloading! So?

```
class Vector{  
...  
    double operator[] (std::size_t pos) const{  
        return elem[pos];  
    }  
  
    void operator[] (std::size_t pos, double value){  
        elem[pos] = value;  
    }  
}
```



No!

Reference types!

```
class Vector{  
...  
    // for non-const objects  
    double& operator[] (std::size_t pos){  
        return elem[pos]; // return by reference!  
    }  
    // for const objects  
    const double& operator[] (std::size_t pos) const{  
        return elem[pos];  
    }  
}
```

So far so good.

```
int main(){
    Vector v(32); // constructor
    for (int i = 0; i<v.size(); ++i)
        v[i] = i; // subscript operator

    Vector w = v; // copy constructor
    for (int i = 0; i<w.size(); ++i)
        w[i] = i*i;

    const auto u = w;
    for (int i = 0; i<u.size(); ++i)
        std::cout << v[i] << ":" << u[i] << " "; // 0:0 1:1 2:4 ...
    return 0;
}
```

6.3 Iterators

How to support the range **for**

Range for

We wanted this:

```
Vector v = ...;  
for (auto x: v)  
    std::cout << x << " ";
```

Range for

We wanted this:

```
Vector v = ...;  
for (auto x: v)  
    std::cout << x << " ";
```

In order to support this, an iterator must be provided via `begin` and `end`.

Iterator for the vector

```
class Vector{  
...  
    // Iterator  
    double* begin(){  
        return elem;  
    }  
    double* end(){  
        return elem+sz;  
    }  
}
```

(Pointers support iteration)

Const Iterator for the vector

```
class Vector{  
...  
    // Const-Iterator  
    const double* begin() const{  
        return elem;  
    }  
    const double* end() const{  
        return elem+sz;  
    }  
}
```

Intermediate result

```
Vector Natural(int from, int to){  
    Vector v(to-from+1);  
    for (auto& x: v) x = from++;  
    return v;  
}
```

```
int main(){  
    auto v = Natural(5,12);  
    for (auto x: v)  
        std::cout << x << " "; // 5 6 7 8 9 10 11 12  
    std::cout << std::endl;  
        << "sum = "  
        << std::accumulate(v.begin(), v.end(),0); // sum = 68  
    return 0;  
}
```

Vector Interface

```
class Vector{
public:
    Vector(); // Default Constructor
    Vector(std::size_t s); // Constructor
    ~Vector(); // Destructor
    Vector(const Vector &v); // Copy Constructor
    Vector& operator=(const Vector&v); // Assignment Operator
    double& operator[] (std::size_t pos); // Subscript operator (read/write)
    const double& operator[] (std::size_t pos) const; // Subscript operator
    std::size_t size() const;
    double* begin(); // iterator begin
    double* end(); // iterator end
    const double* begin() const; // const iterator begin
    const double* end() const; // const iterator end
}
```

6.4 Efficient Memory-Management*

How to avoid copies

Number copies

How often is `v` being copied?

```
Vector operator+ (const Vector& l, double r){
    Vector result (l);
    for (std::size_t i = 0; i < l.size(); ++i)
        result[i] = l[i] + r;
    return result;
}

int main(){
    Vector v(16);
    v = v + 1;
    return 0;
}
```


Number copies

How often is `v` being copied?

```
Vector operator+ (const Vector& l, double r){
    Vector result (l); // copy of l to result
    for (std::size_t i = 0; i < l.size(); ++i)
        result[i] = l[i] + r;
    return result; // deconstruction of result after assignment
}

int main(){
    Vector v(16); // allocation of elems[16]
    v = v + 1;    // copy when assigned!
    return 0;    // deconstruction of v
}
```

Number copies

How often is `v` being copied?

```
Vector operator+ (const Vector& l, double r){  
    Vector result (l);  
    for (std::size_t i = 0; i < l.size(); ++i)  
        result[i] = l[i] + r;  
    return result;  
}  
  
int main(){  
    Vector v(16);  
    v = v + 1;  
    return 0;  
}
```

`v` is copied (at least) twice

Move construction and move assignment

```
class Vector{  
...  
    // move constructor  
    Vector (Vector&& v): Vector() {  
        swap(v);  
    };  
    // move assignment  
    Vector& operator=(Vector&& v){  
        swap(v);  
        return *this;  
    };  
}
```

Vector Interface

```
class Vector{
public:
    Vector();
    Vector(std::size_t s);
    ~Vector();
    Vector(const Vector &v);
    Vector& operator=(const Vector&v);
    Vector (Vector&& v);
    Vector& operator=(Vector&& v);
    const double& operator[] (std::size_t pos) const;
    double& operator[] (std::size_t pos);
    std::size_t size() const;
}
```

Explanation

When the source object of an assignment will not continue existing after an assignment the compiler can use the move assignment instead of the assignment operator.⁷ Expensive copy operations are then avoided. Number of copies in the previous example goes down to 1.

⁷Analogously so for the copy-constructor and the move constructor

Illustration of the Move-Semantics

```
// nonsense implementation of a "vector" for demonstration purposes
class Vec{
public:
    Vec () {
        std::cout << "default constructor\n";}
    Vec (const Vec&) {
        std::cout << "copy constructor\n";}
    Vec& operator = (const Vec&) {
        std::cout << "copy assignment\n"; return *this;}
    ~Vec() {}
};
```

How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}
```

```
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output

default constructor

copy constructor

copy constructor

copy constructor

copy assignment

4 copies of the vector

Illustration of the Move-Semantics

```
// nonsense implementation of a "vector" for demonstration purposes
class Vec{
public:
    Vec () { std::cout << "default constructor\n";}
    Vec (const Vec&) { std::cout << "copy constructor\n";}
    Vec& operator = (const Vec&) {
        std::cout << "copy assignment\n"; return *this;}
    ~Vec() {}
    // new: move constructor and assignment
    Vec (Vec&&) {
        std::cout << "move constructor\n";}
    Vec& operator = (Vec&&) {
        std::cout << "move assignment\n"; return *this;}
};
```

How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}
```

```
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

How many Copy Operations?

```
Vec operator + (const Vec& a, const Vec& b){  
    Vec tmp = a;  
    // add b to tmp  
    return tmp;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output

default constructor

copy constructor

copy constructor

copy constructor

move assignment

3 copies of the vector

How many Copy Operations?

```
Vec operator + (Vec a, const Vec& b){  
    // add b to a  
    return a;  
}
```

```
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

How many Copy Operations?

```
Vec operator + (Vec a, const Vec& b){  
    // add b to a  
    return a;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output
default constructor
copy constructor
move constructor
move constructor
move constructor
move assignment

1 copy of the vector

How many Copy Operations?

```
Vec operator + (Vec a, const Vec& b){  
    // add b to a  
    return a;  
}  
  
int main (){  
    Vec f;  
    f = f + f + f + f;  
}
```

Output
default constructor
copy constructor
move constructor
move constructor
move constructor
move assignment

1 copy of the vector

Explanation: move semantics are applied when an x-value (expired value) is assigned. R-value return values of a function are examples of x-values.

http://en.cppreference.com/w/cpp/language/value_category

How many Copy Operations?

```
void swap(Vec& a, Vec& b){  
    Vec tmp = a;  
    a=b;  
    b=tmp;  
}
```

```
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

How many Copy Operations?

```
void swap(Vec& a, Vec& b){  
    Vec tmp = a;  
    a=b;  
    b=tmp;  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Output

default constructor
default constructor
copy constructor
copy assignment
copy assignment

3 copies of the vector

Forcing x-values

```
void swap(Vec& a, Vec& b){  
    Vec tmp = std::move(a);  
    a=std::move(b);  
    b=std::move(tmp);  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Forcing x-values

```
void swap(Vec& a, Vec& b){  
    Vec tmp = std::move(a);  
    a=std::move(b);  
    b=std::move(tmp);  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Output

default constructor
default constructor
move constructor
move assignment
move assignment

0 copies of the vector

Forcing x-values

```
void swap(Vec& a, Vec& b){  
    Vec tmp = std::move(a);  
    a=std::move(b);  
    b=std::move(tmp);  
}  
  
int main (){  
    Vec f;  
    Vec g;  
    swap(f,g);  
}
```

Output
default constructor
default constructor
move constructor
move assignment
move assignment

0 copies of the vector

Explanation: With `std::move` an l-value expression can be forced into an x-value. Then move-semantics are applied.

<http://en.cppreference.com/w/cpp/utility/move>

`std::swap` & `std::move`

`std::swap` is implemented as above (using templates)

`std::move` can be used to move the elements of a container into another

```
std::move(va.begin(), va.end(), vb.begin())
```

Today's Conclusion

- Use `auto` to infer a type from the initializer.
- X-values are values where the compiler can determine that they go out of scope.
- Use move constructors in order to move X-values instead of copying.
- When you know what you are doing then you can enforce the use of X-Values.
- Subscript operators can be overloaded. In order to write, references are used.
- Behind a ranged `for` there is an iterator working.
- Iteration is supported by implementing an iterator following the syntactic convention of the standard library.

7. Sorting I

Simple Sorting

7.1 Simple Sorting

Selection Sort, Insertion Sort, Bubblesort [Ottman/Widmayer, Kap. 2.1, Cormen et al, Kap. 2.1, 2.2, Exercise 2.2-2, Problem 2-2

Problem

Input: An array $A = (A[1], \dots, A[n])$ with length n .

Output: a permutation A' of A , that is sorted: $A'[i] \leq A'[j]$ for all $1 \leq i \leq j \leq n$.

Algorithm: IsSorted(A)

Input: Array $A = (A[1], \dots, A[n])$ with length n .

Output: Boolean decision “sorted” or “not sorted”

```
for  $i \leftarrow 1$  to  $n - 1$  do  
    if  $A[i] > A[i + 1]$  then  
        return “not sorted”;  
return “sorted”;
```

Observation

IsSorted(A): “not sorted”, if $A[i] > A[i + 1]$ for any i .

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⇒ idea:

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⇒ idea:

```
for  $j \leftarrow 1$  to  $n - 1$  do  
    if  $A[j] > A[j + 1]$  then  
        swap( $A[j], A[j + 1]$ );
```

Give it a try

5 \longleftrightarrow 6 2 8 4 1 ($j = 1$)

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

5 6 ↔ 2 8 4 1 ($j = 2$)

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

5 6 ↔ 2 8 4 1 ($j = 2$)

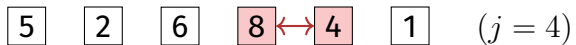
5 2 6 ↔ 8 4 1 ($j = 3$)

Give it a try

 $(j = 1)$

 $(j = 2)$

 $(j = 3)$

 $(j = 4)$

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

5 6 ↔ 2 8 4 1 ($j = 2$)

5 2 6 ↔ 8 4 1 ($j = 3$)

5 2 6 8 ↔ 4 1 ($j = 4$)

5 2 6 4 8 ↔ 1 ($j = 5$)

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

5 6 ↔ 2 8 4 1 ($j = 2$)

5 2 6 ↔ 8 4 1 ($j = 3$)

5 2 6 8 ↔ 4 1 ($j = 4$)

5 2 6 4 8 ↔ 1 ($j = 5$)

5 2 6 4 1 8

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

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5 2 6 ↔ 8 4 1 ($j = 3$)

5 2 6 8 ↔ 4 1 ($j = 4$)

5 2 6 4 8 ↔ 1 ($j = 5$)

5 2 6 4 1 8

■ Not sorted! 😞.

Give it a try

5 ↔ 6 2 8 4 1 ($j = 1$)

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■ Not sorted! 😞.

Give it a try

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5 2 6 ↔ 8 4 1 ($j = 3$)

5 2 6 8 ↔ 4 1 ($j = 4$)

5 2 6 4 8 ↔ 1 ($j = 5$)

5 2 6 4 1 8

- Not sorted! 😞.
- But the greatest element moves to the right
⇒ new idea! 😊

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
5	6	2	8	4	1	$(j = 2)$
5	2	6	8	4	1	$(j = 3)$
5	2	6	8	4	1	$(j = 4)$
5	2	6	4	8	1	$(j = 5)$

- Apply the procedure iteratively.

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
5	6	2	8	4	1	$(j = 2)$
5	2	6	8	4	1	$(j = 3)$
5	2	6	8	4	1	$(j = 4)$
5	2	6	4	8	1	$(j = 5)$
5	2	6	4	1	8	$(j = 1, i = 2)$

- Apply the procedure iteratively.
- For $A[1, \dots, n]$,

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
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5	2	6	8	4	1	$(j = 3)$
5	2	6	8	4	1	$(j = 4)$
5	2	6	4	8	1	$(j = 5)$
5	2	6	4	1	8	$(j = 1, i = 2)$
2	5	6	4	1	8	$(j = 2)$

- Apply the procedure iteratively.
- For $A[1, \dots, n]$,
then $A[1, \dots, n - 1]$,

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
5	6	2	8	4	1	$(j = 2)$
5	2	6	8	4	1	$(j = 3)$
5	2	6	8	4	1	$(j = 4)$
5	2	6	4	8	1	$(j = 5)$
5	2	6	4	1	8	$(j = 1, i = 2)$
2	5	6	4	1	8	$(j = 2)$
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- Apply the procedure iteratively.
- For $A[1, \dots, n]$,
then $A[1, \dots, n - 1]$,

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
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5	2	6	4	8	1	$(j = 5)$
5	2	6	4	1	8	$(j = 1, i = 2)$
2	5	6	4	1	8	$(j = 2)$
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- Apply the procedure iteratively.
- For $A[1, \dots, n]$, then $A[1, \dots, n - 1]$,

Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
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5	2	6	8	4	1	$(j = 3)$
5	2	6	8	4	1	$(j = 4)$
5	2	6	4	8	1	$(j = 5)$
5	2	6	4	1	8	$(j = 1, i = 2)$
2	5	6	4	1	8	$(j = 2)$
2	5	6	4	1	8	$(j = 3)$
2	5	4	6	1	8	$(j = 4)$
2	5	4	1	6	8	$(j = 1, i = 3)$

■ Apply the procedure iteratively.

■ For $A[1, \dots, n]$,
then $A[1, \dots, n - 1]$,
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Try it out

5	6	2	8	4	1	$(j = 1, i = 1)$
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5	2	6	8	4	1	$(j = 3)$
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2	5	6	4	1	8	$(j = 2)$
2	5	6	4	1	8	$(j = 3)$
2	5	4	6	1	8	$(j = 4)$
2	5	4	1	6	8	$(j = 1, i = 3)$
2	5	4	1	6	8	$(j = 2)$
2	4	5	1	6	8	$(j = 3)$
2	4	1	5	6	8	$(j = 1, i = 4)$

■ Apply the procedure iteratively.

■ For $A[1, \dots, n]$,
then $A[1, \dots, n - 1]$,
then $A[1, \dots, n - 2]$,

Try it out

5	6	2	8	4	1
5	6	2	8	4	1
5	2	6	8	4	1
5	2	6	8	4	1
5	2	6	4	8	1
5	2	6	4	1	8
2	5	6	4	1	8
2	5	6	4	1	8
2	5	4	6	1	8
2	5	4	1	6	8
2	5	4	1	6	8
2	4	5	1	6	8
2	4	1	5	6	8
2	4	1	5	6	8
2	1	4	5	6	8
1	2	4	5	6	8

$(j = 1, i = 1)$
 $(j = 2)$
 $(j = 3)$
 $(j = 4)$
 $(j = 5)$
 $(j = 1, i = 2)$
 $(j = 2)$
 $(j = 3)$
 $(j = 4)$
 $(j = 1, i = 3)$
 $(j = 2)$
 $(j = 3)$
 $(j = 1, i = 4)$
 $(j = 2)$
 $(i = 1, j = 5)$

- Apply the procedure iteratively.
- For $A[1, \dots, n]$,
then $A[1, \dots, n - 1]$,
then $A[1, \dots, n - 2]$,
etc.

Algorithm: Bubblesort

Input: Array $A = (A[1], \dots, A[n])$, $n \geq 0$.

Output: Sorted Array A

```
for  $i \leftarrow 1$  to  $n - 1$  do
    for  $j \leftarrow 1$  to  $n - i$  do
        if  $A[j] > A[j + 1]$  then
            swap( $A[j], A[j + 1]$ );
```

Analysis

Number key comparisons $\sum_{i=1}^{n-1} (n - i) = \frac{n(n-1)}{2} = \Theta(n^2)$.

Number swaps in the worst case: $\Theta(n^2)$

What is the worst case?

Analysis

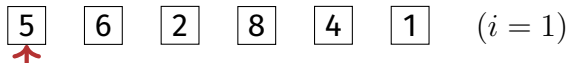
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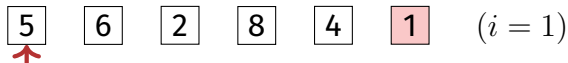
If A is sorted in decreasing order.

Selection Sort

 5 6 2 8 4 1 ($i = 1$)

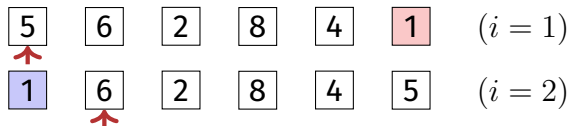
- Selection of the smallest element by search in the unsorted part $A[i..n]$ of the array.

Selection Sort



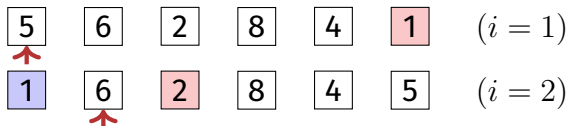
- Selection of the smallest element by search in the unsorted part $A[i..n]$ of the array.
- Swap the smallest element with the first element of the unsorted part.

Selection Sort



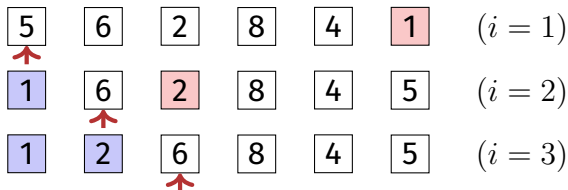
- Selection of the smallest element by search in the unsorted part $A[i..n]$ of the array.
- Swap the smallest element with the first element of the unsorted part.
- Unsorted part decreases in size by one element ($i \rightarrow i + 1$). Repeat until all is sorted. ($i = n$)

Selection Sort



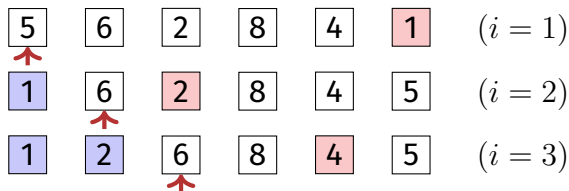
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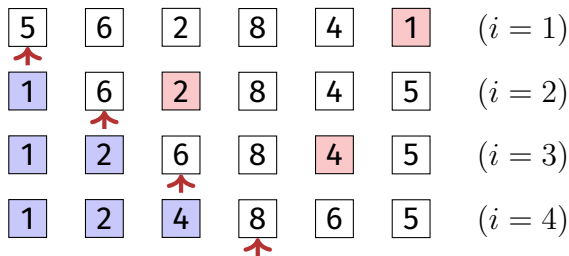
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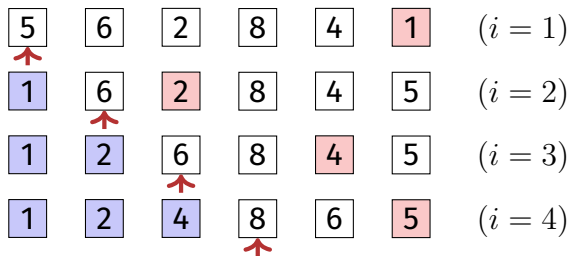
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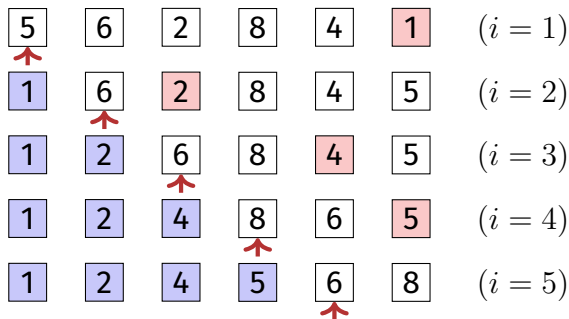
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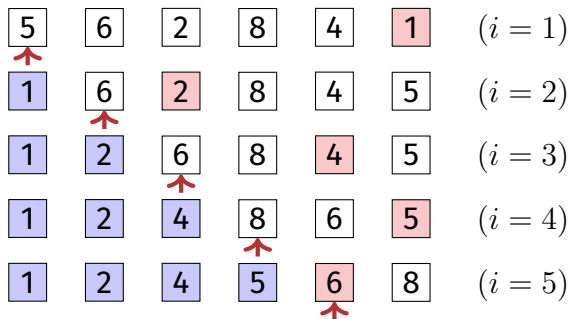
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Selection Sort



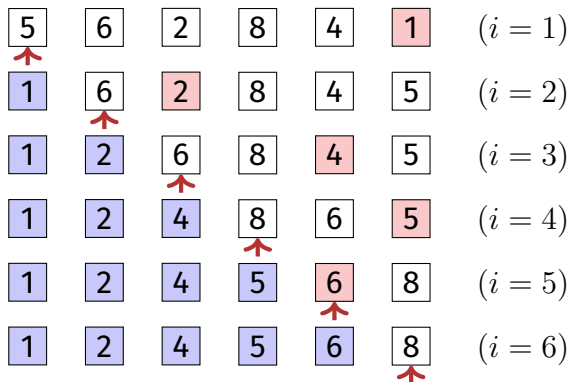
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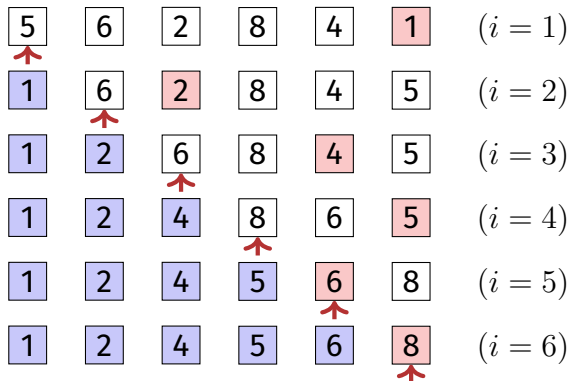
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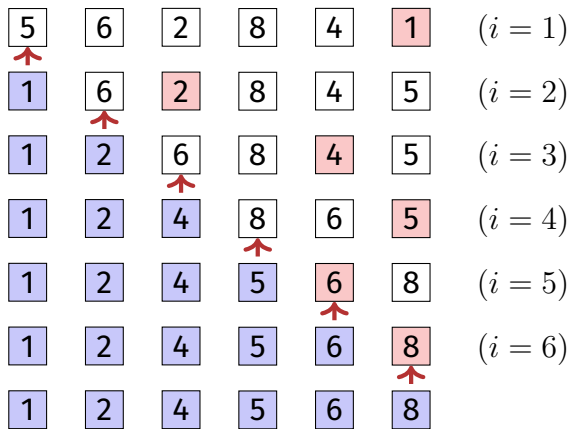
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Selection Sort



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Selection Sort



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- Swap the smallest element with the first element of the unsorted part.
- Unsorted part decreases in size by one element ($i \rightarrow i + 1$). Repeat until all is sorted. ($i = n$)

Algorithm: Selection Sort

Input: Array $A = (A[1], \dots, A[n])$, $n \geq 0$.

Output: Sorted Array A

```
for  $i \leftarrow 1$  to  $n - 1$  do  
   $p \leftarrow i$   
  for  $j \leftarrow i + 1$  to  $n$  do  
    if  $A[j] < A[p]$  then  
       $p \leftarrow j$   
  swap( $A[i], A[p]$ )
```

Analysis

Number comparisons in worst case:

Analysis

Number comparisons in worst case: $\Theta(n^2)$.

Number swaps in the worst case:

Analysis

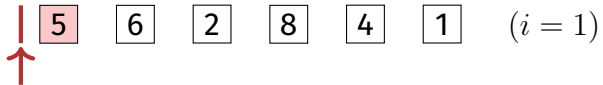
Number comparisons in worst case: $\Theta(n^2)$.

Number swaps in the worst case: $n - 1 = \Theta(n)$

Insertion Sort

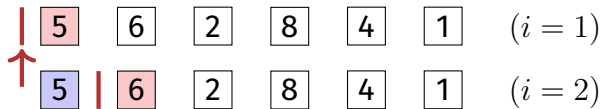
| 5 6 2 8 4 1 ($i = 1$)

Insertion Sort



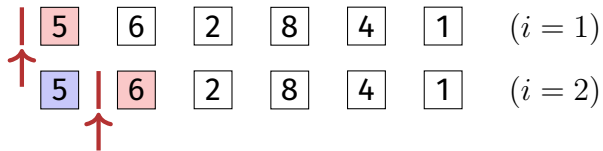
- Iterative procedure:
 $i = 1 \dots n$

Insertion Sort



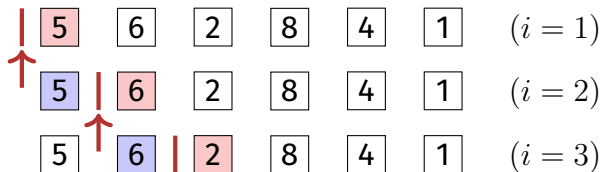
- Iterative procedure:
 $i = 1 \dots n$
- Determine insertion position for element i .

Insertion Sort



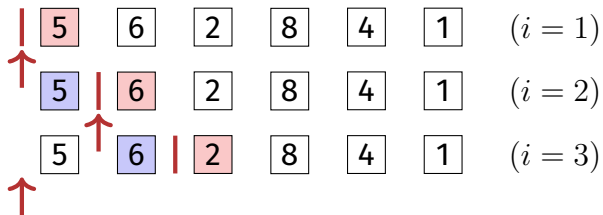
- Iterative procedure:
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- Determine insertion position for element i .
- Insert element i

Insertion Sort



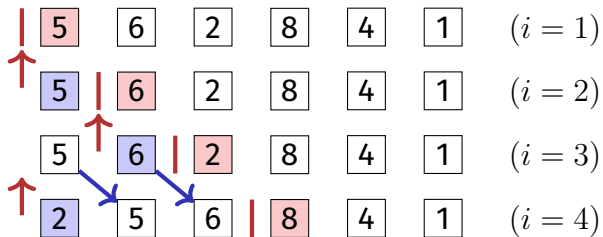
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Insertion Sort



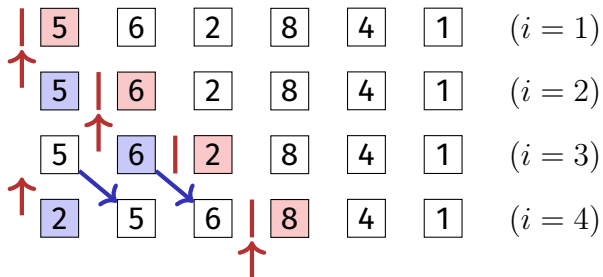
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Insertion Sort



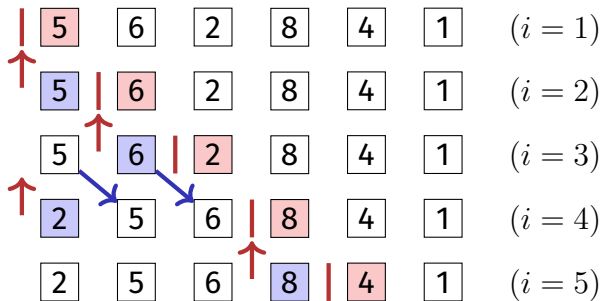
- Iterative procedure:
 $i = 1 \dots n$
- Determine insertion position for element i .
- Insert element i array
block movement
potentially required

Insertion Sort



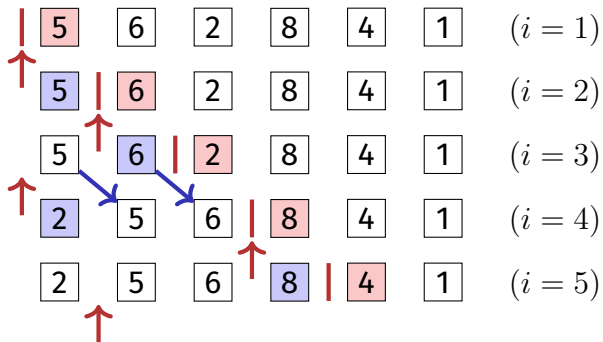
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Insertion Sort



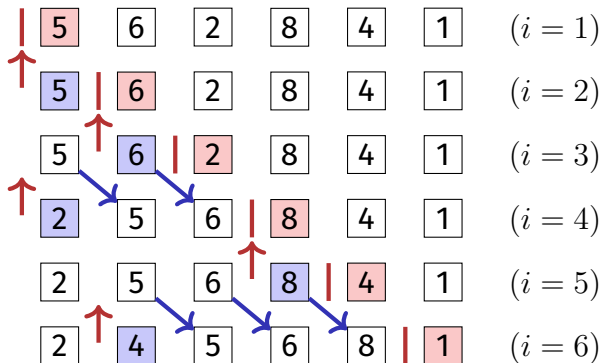
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Insertion Sort



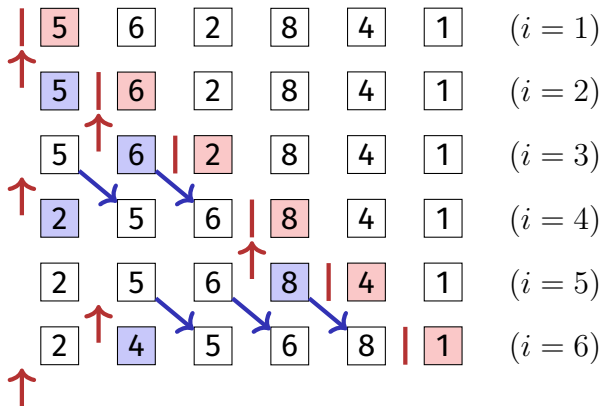
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- Insert element i array block movement potentially required

Insertion Sort



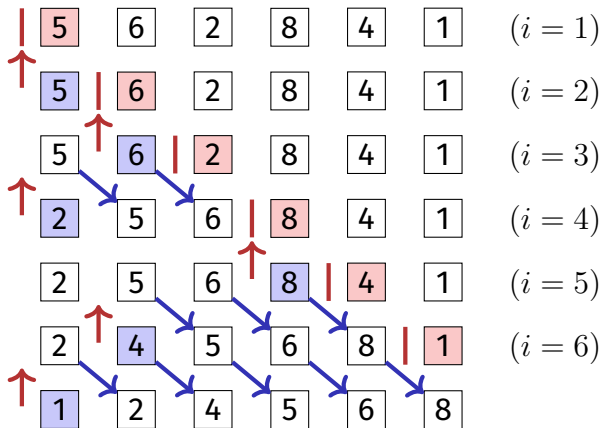
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Insertion Sort



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Insertion Sort



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Insertion Sort

What is the disadvantage of this algorithm compared to sorting by selection?

Insertion Sort

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Many element movements in the worst case.

What is the advantage of this algorithm compared to selection sort?

Insertion Sort

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Many element movements in the worst case.

What is the advantage of this algorithm compared to selection sort?

The search domain (insertion interval) is already sorted. Consequently: binary search possible.

Algorithm: Insertion Sort

Input: Array $A = (A[1], \dots, A[n])$, $n \geq 0$.

Output: Sorted Array A

for $i \leftarrow 2$ **to** n **do**

$x \leftarrow A[i]$

$p \leftarrow \text{BinarySearch}(A, 1, i - 1, x)$; // Smallest $p \in [1, i]$ with $A[p] \geq x$

for $j \leftarrow i - 1$ **downto** p **do**

$A[j + 1] \leftarrow A[j]$

$A[p] \leftarrow x$

Analysis

Number comparisons in the worst case:

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$$\sum_{k=1}^{n-1} a \cdot \log k = a \log((n-1)!) \in \Theta(n \log n).$$

Number swaps in the worst case

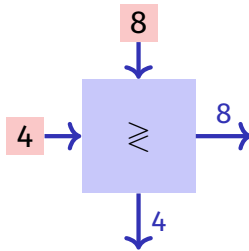
Number comparisons in the worst case:

$$\sum_{k=1}^{n-1} a \cdot \log k = a \log((n-1)!) \in \Theta(n \log n).$$

Number swaps in the worst case $\sum_{k=2}^n (k-1) \in \Theta(n^2)$

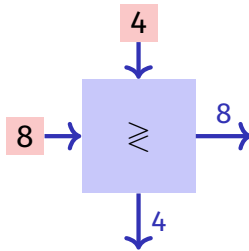
Different point of view

Sorting node:

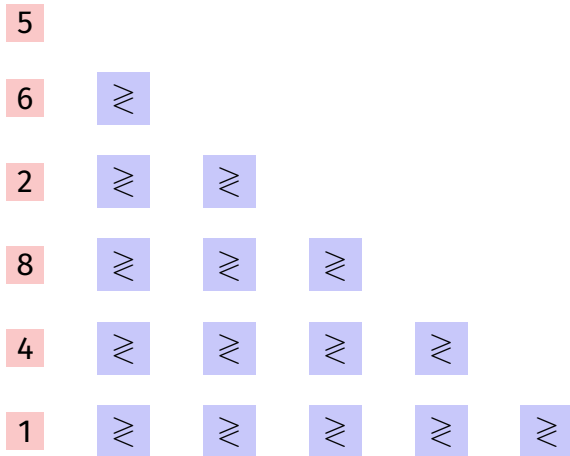


Different point of view

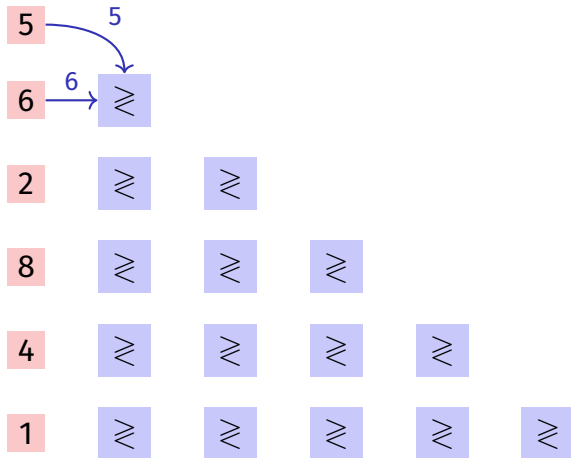
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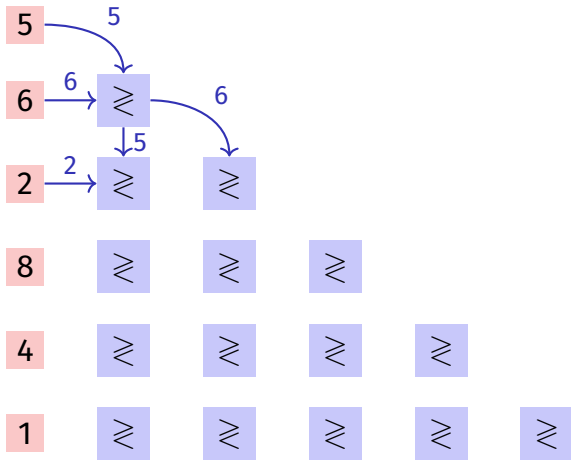
Different point of view



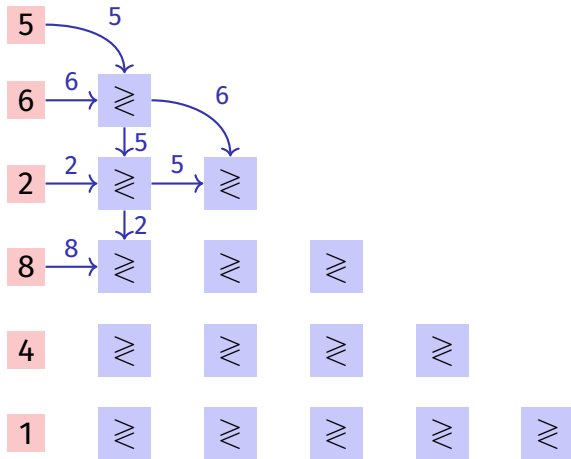
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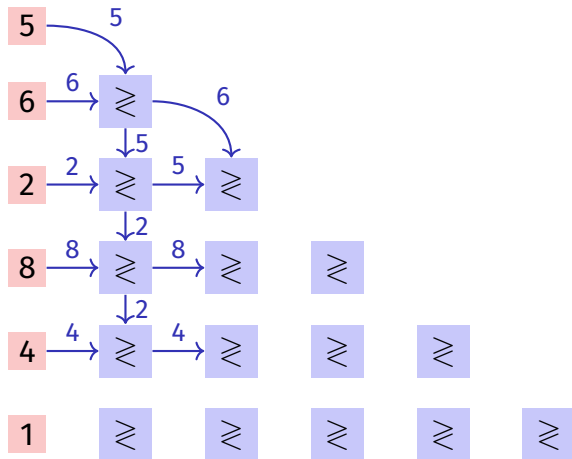
Different point of view



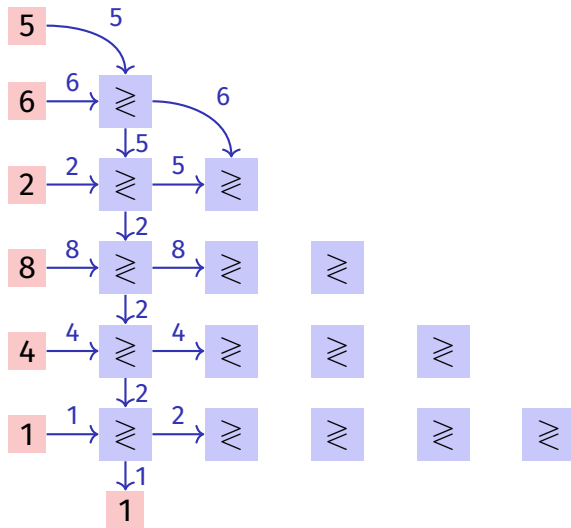
Different point of view



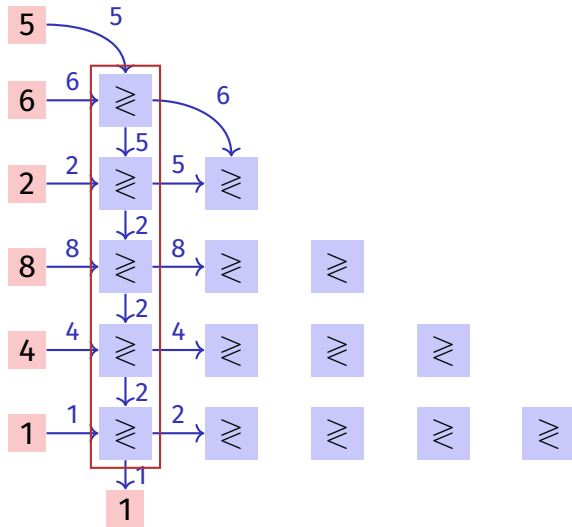
Different point of view



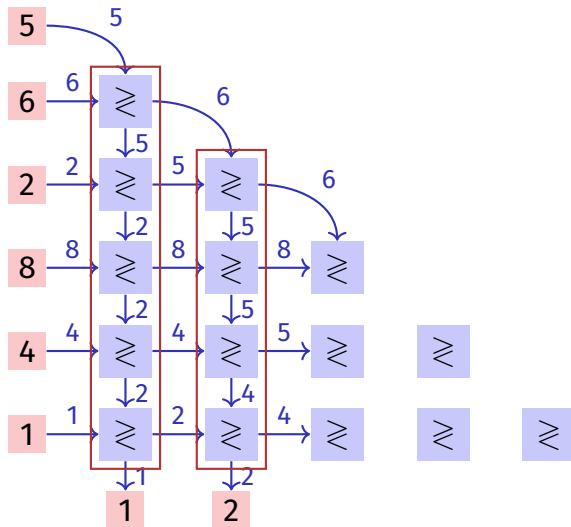
Different point of view



Different point of view

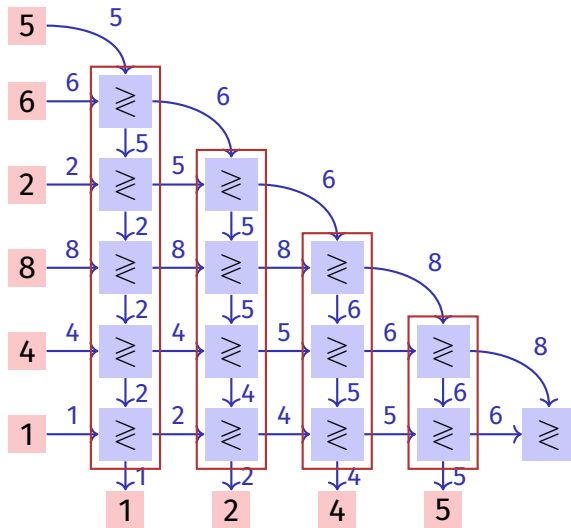


Different point of view

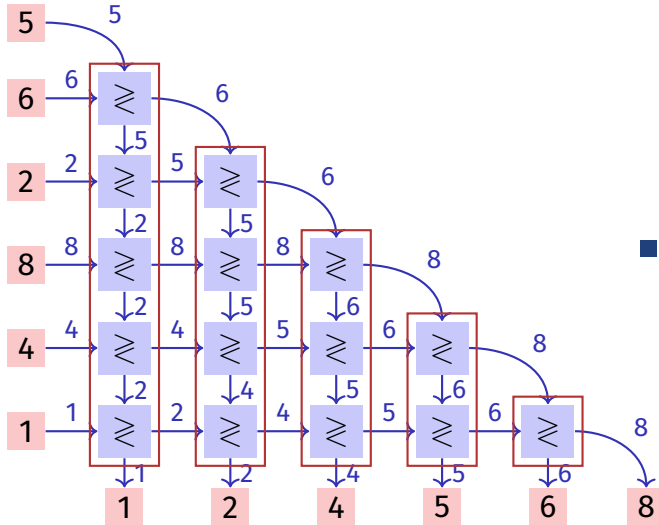


The diagram illustrates a 3-stage pipeline with 5 parallel lanes. Each stage contains 5 comparators. The inputs are 5, 6, 2, 8, 4, 1. The intermediate outputs are 1, 2, 4. The final output is 8.

Different point of view

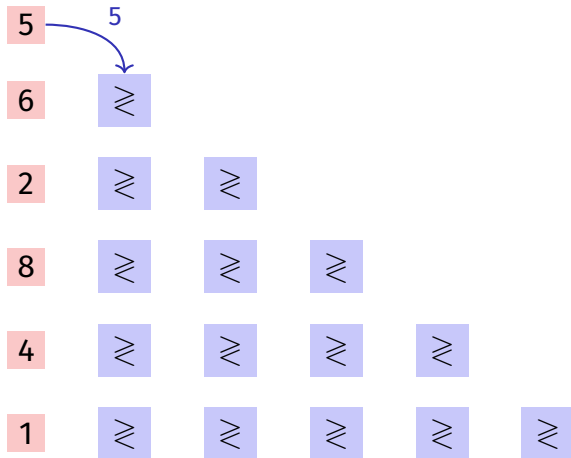


Different point of view

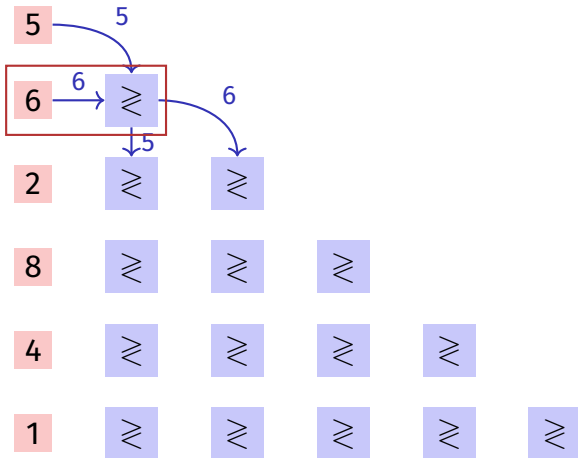


■ Like selection sort [and like Bubblesort]

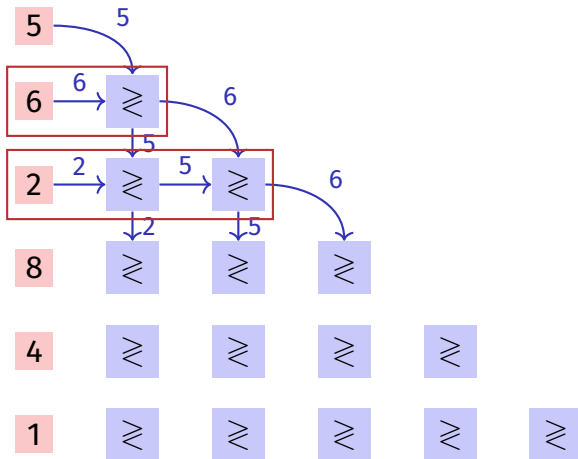
Different point of view



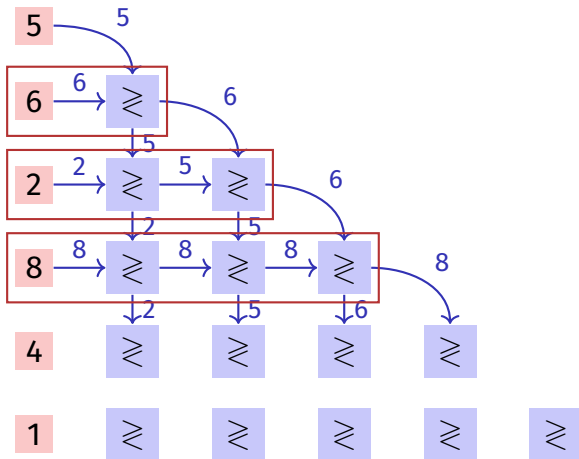
Different point of view



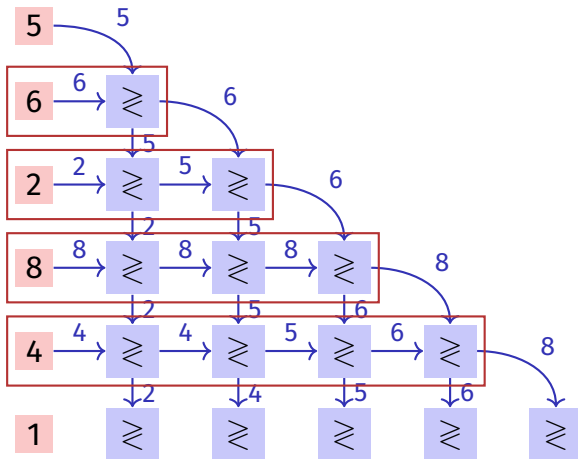
Different point of view



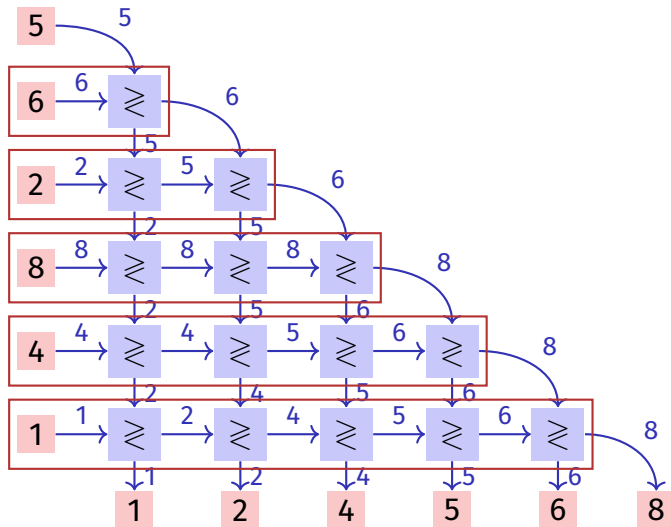
Different point of view



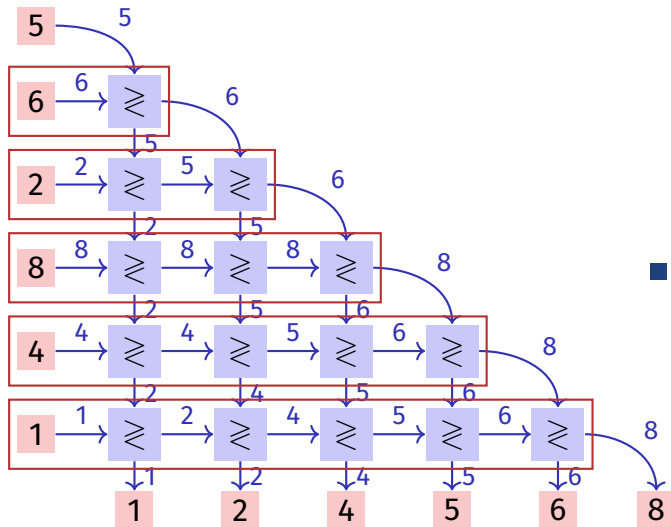
Different point of view



Different point of view



Different point of view



■ Like insertion sort

Conclusion

In a certain sense, Selection Sort, Bubble Sort and Insertion Sort provide the same kind of sort strategy. Will be made more precise.⁸

⁸In the part about parallel sorting networks. For the sequential code of course the observations as described above still hold.

Shellsort (Donald Shell 1959)

Intuition: moving elements far apart takes many steps in the naive methods from above

Insertion sort on subsequences of the form $(A_{k \cdot i})$ ($i \in \mathbb{N}$) with decreasing distances k . Last considered distance must be $k = 1$.

Worst-case performance critically depends on the chosen subsequences

- Original concept with sequence $1, 2, 4, 8, \dots, 2^k$. Running time: $\mathcal{O}(n^2)$
- Sequence $1, 3, 7, 15, \dots, 2^{k-1}$ (Hibbard 1963). $\mathcal{O}(n^{3/2})$
- Sequence $1, 2, 3, 4, 6, 8, \dots, 2^p 3^q$ (Pratt 1971). $\mathcal{O}(n \log^2 n)$

Shellsort

9 8 7 6 5 4 3 2 1 0

Shellsort

9 8 7 6 5 4 3 2 1 0

2 8 7 6 5 4 3 9 1 0 insertion sort, $k = 7$

Shellsort

9 8 7 6 5 4 3 2 1 0

2 8 7 6 5 4 3 9 1 0 insertion sort, $k = 7$

2 1 7 6 5 4 3 9 8 0

Shellsort

9 8 7 6 5 4 3 2 1 0

2 8 7 6 5 4 3 9 1 0 insertion sort, $k = 7$

2 1 7 6 5 4 3 9 8 0

2 1 0 6 5 4 3 9 8 7

Shellsort

9 8 7 6 5 4 3 2 1 0

2 8 7 6 5 4 3 9 1 0 insertion sort, $k = 7$

2 1 7 6 5 4 3 9 8 0

2 1 0 6 5 4 3 9 8 7

2 1 0 3 5 4 6 9 8 7 insertion sort, $k = 3$

Shellsort

9 8 7 6 5 4 3 2 1 0

2 8 7 6 5 4 3 9 1 0 insertion sort, $k = 7$

2 1 7 6 5 4 3 9 8 0

2 1 0 6 5 4 3 9 8 7

2 1 0 3 5 4 6 9 8 7 insertion sort, $k = 3$

2 1 0 3 5 4 6 9 8 7

Shellsort

9	8	7	6	5	4	3	2	1	0	
2	8	7	6	5	4	3	9	1	0	insertion sort, $k = 7$
2	1	7	6	5	4	3	9	8	0	
2	1	0	6	5	4	3	9	8	7	
2	1	0	3	5	4	6	9	8	7	insertion sort, $k = 3$
2	1	0	3	5	4	6	9	8	7	
2	1	0	3	5	4	6	9	8	7	

Shellsort

9	8	7	6	5	4	3	2	1	0	
2	8	7	6	5	4	3	9	1	0	insertion sort, $k = 7$
2	1	7	6	5	4	3	9	8	0	
2	1	0	6	5	4	3	9	8	7	
2	1	0	3	5	4	6	9	8	7	insertion sort, $k = 3$
2	1	0	3	5	4	6	9	8	7	
2	1	0	3	5	4	6	9	8	7	
0	1	2	3	4	5	6	7	8	9	insertion sort, $k = 1$

8. Sorting II

Mergesort, Quicksort

8.1 Mergesort

[Ottman/Widmayer, Kap. 2.4, Cormen et al, Kap. 2.3],

Mergesort

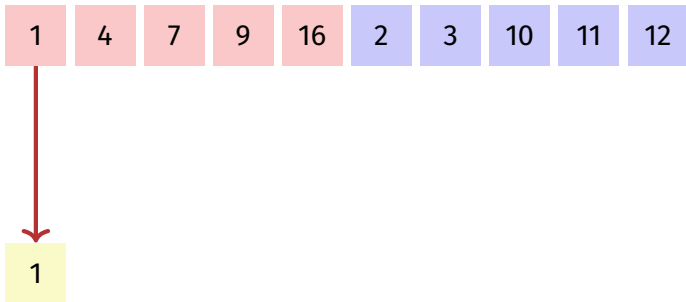
Divide and Conquer!

- Assumption: two halves of the array A are already sorted.
- Minimum of A can be evaluated with two comparisons.
- Iteratively: merge the two presorted halves of A in $\mathcal{O}(n)$.

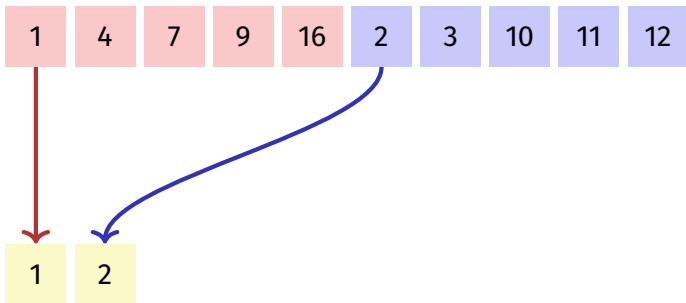
Merge



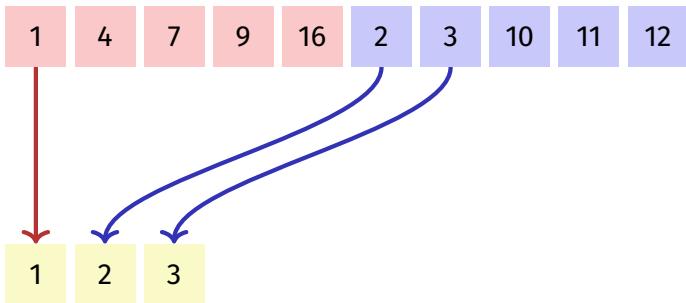
Merge



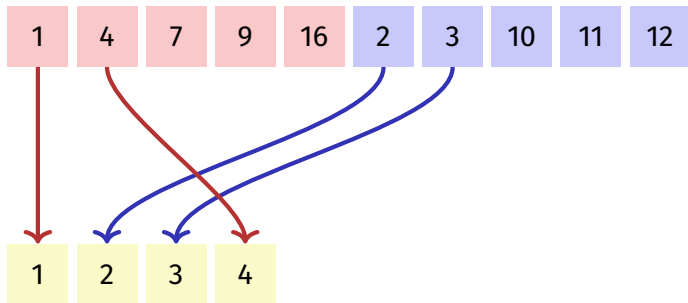
Merge



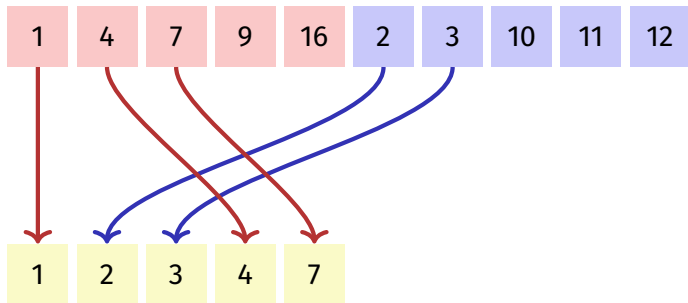
Merge



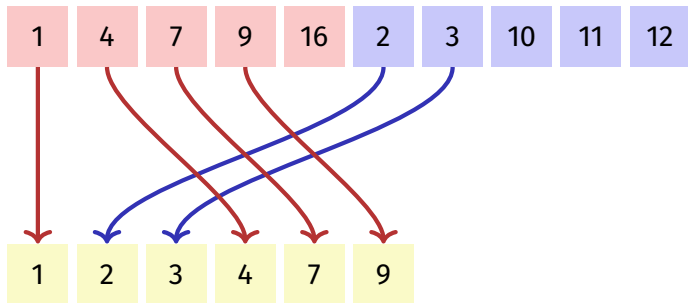
Merge



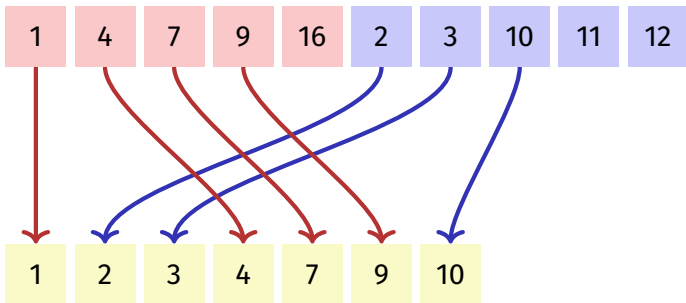
Merge



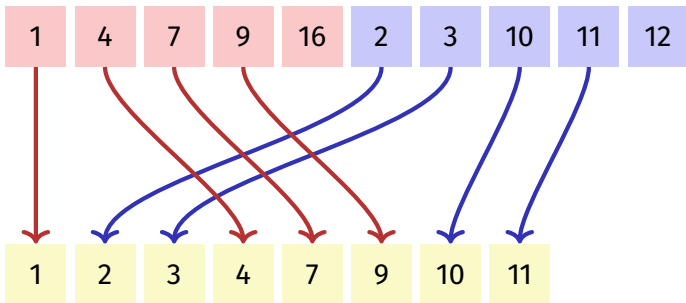
Merge



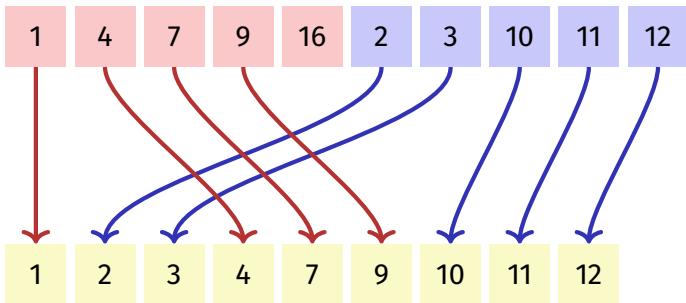
Merge



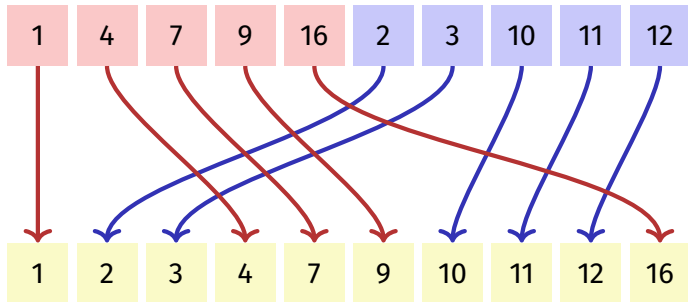
Merge



Merge



Merge



Algorithm Merge(A, l, m, r)

Input: Array A with length n , indexes $1 \leq l \leq m \leq r \leq n$.

$A[l, \dots, m]$, $A[m + 1, \dots, r]$ sorted

Output: $A[l, \dots, r]$ sorted

```
1  $B \leftarrow \text{new Array}(r - l + 1)$ 
2  $i \leftarrow l; j \leftarrow m + 1; k \leftarrow 1$ 
3 while  $i \leq m$  and  $j \leq r$  do
4   if  $A[i] \leq A[j]$  then  $B[k] \leftarrow A[i]; i \leftarrow i + 1$ 
5   else  $B[k] \leftarrow A[j]; j \leftarrow j + 1$ 
6    $k \leftarrow k + 1;$ 
7 while  $i \leq m$  do  $B[k] \leftarrow A[i]; i \leftarrow i + 1; k \leftarrow k + 1$ 
8 while  $j \leq r$  do  $B[k] \leftarrow A[j]; j \leftarrow j + 1; k \leftarrow k + 1$ 
9 for  $k \leftarrow l$  to  $r$  do  $A[k] \leftarrow B[k - l + 1]$ 
```

Correctness

Hypothesis: after k iterations of the loop in line 3 $B[1, \dots, k]$ is sorted and $B[k] \leq A[i]$, if $i \leq m$ and $B[k] \leq A[j]$ if $j \leq r$.

Proof by induction:

Base case: the empty array $B[1, \dots, 0]$ is trivially sorted.

Induction step ($k \rightarrow k + 1$):

- wlog $A[i] \leq A[j]$, $i \leq m, j \leq r$.
- $B[1, \dots, k]$ is sorted by hypothesis and $B[k] \leq A[i]$.
- After $B[k + 1] \leftarrow A[i]$ $B[1, \dots, k + 1]$ is sorted.
- $B[k + 1] = A[i] \leq A[i + 1]$ (if $i + 1 \leq m$) and $B[k + 1] \leq A[j]$ if $j \leq r$.
- $k \leftarrow k + 1, i \leftarrow i + 1$: Statement holds again.

Analysis (Merge)

Lemma 12

If: array A with length n , indexes $1 \leq l < r \leq n$. $m = \lfloor (l+r)/2 \rfloor$ and $A[l, \dots, m]$, $A[m+1, \dots, r]$ sorted.

Then: in the call of $\text{Merge}(A, l, m, r)$ a number of $\Theta(r-l)$ key movements and comparisons are executed.

Proof: straightforward (Inspect the algorithm and count the operations.)

Mergesort

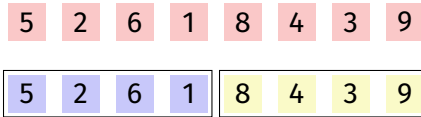
5 2 6 1 8 4 3 9

Mergesort

5 2 6 1 8 4 3 9

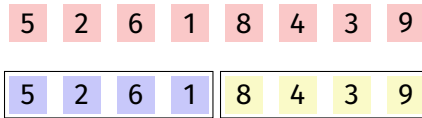
Split

Mergesort



Split

Mergesort



Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

Split

Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

Split

Split

Split

Mergesort

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

5 2 6 1 8 4 3 9

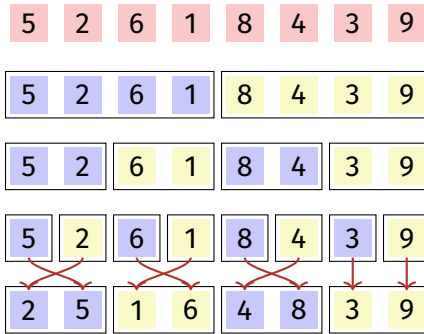
Split

Split

Split

Merge

Mergesort



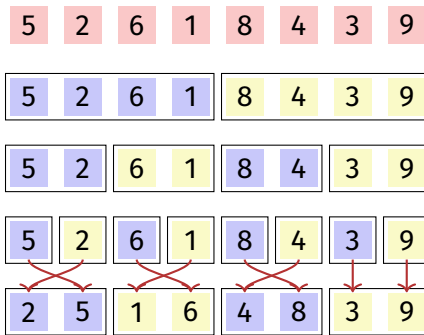
Split

Split

Split

Merge

Mergesort



Split

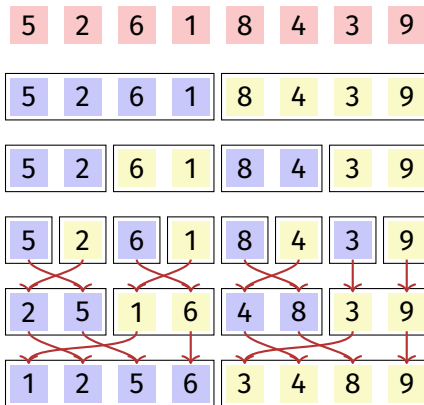
Split

Split

Merge

Merge

Mergesort



Split

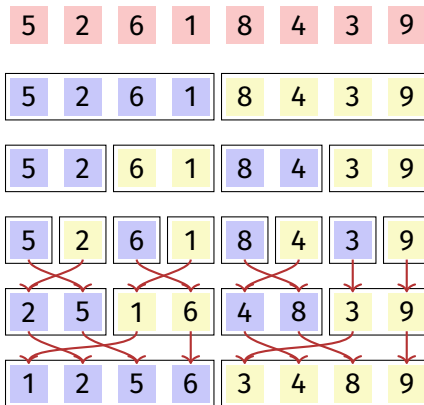
Split

Split

Merge

Merge

Mergesort



Split

Split

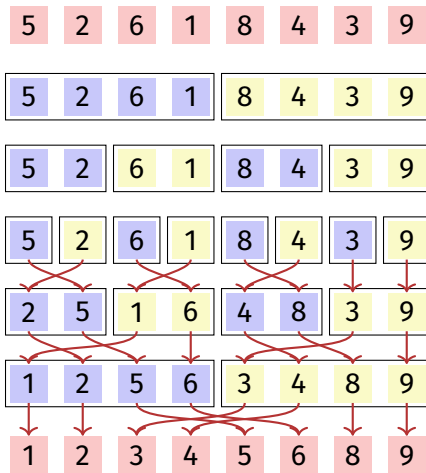
Split

Merge

Merge

Merge

Mergesort



Split

Split

Split

Merge

Merge

Merge

Algorithm (recursive 2-way) Mergesort(A, l, r)

Input: Array A with length n . $1 \leq l \leq r \leq n$

Output: $A[l, \dots, r]$ sorted.

if $l < r$ **then**

$m \leftarrow \lfloor (l + r) / 2 \rfloor$	// middle position
Mergesort(A, l, m)	// sort lower half
Mergesort($A, m + 1, r$)	// sort higher half
Merge(A, l, m, r)	// Merge subsequences

Recursion equation for the number of comparisons and key movements:

$$T(n) = T\left(\left\lceil \frac{n}{2} \right\rceil\right) + T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \Theta(n)$$

Recursion equation for the number of comparisons and key movements:

$$T(n) = T\left(\left\lceil \frac{n}{2} \right\rceil\right) + T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \Theta(n) \in \Theta(n \log n)$$

Algorithm StraightMergesort(A)

Avoid recursion: merge sequences of length 1, 2, 4, ... directly

Input: Array A with length n

Output: Array A sorted

$length \leftarrow 1$

while $length < n$ **do** // Iterate over lengths n

$r \leftarrow 0$

while $r + length < n$ **do** // Iterate over subsequences

$l \leftarrow r + 1$

$m \leftarrow l + length - 1$

$r \leftarrow \min(m + length, n)$

Merge(A, l, m, r)

$length \leftarrow length \cdot 2$

Analysis

Like the recursive variant, the straight 2-way mergesort always executes a number of $\Theta(n \log n)$ key comparisons and key movements.

Natural 2-way mergesort

Observation: the variants above do not make use of any presorting and always execute $\Theta(n \log n)$ memory movements.

How can partially presorted arrays be sorted better?

Natural 2-way mergesort

Observation: the variants above do not make use of any presorting and always execute $\Theta(n \log n)$ memory movements.

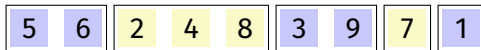
How can partially presorted arrays be sorted better?

① Recursive merging of previously sorted parts (*runs*) of A .

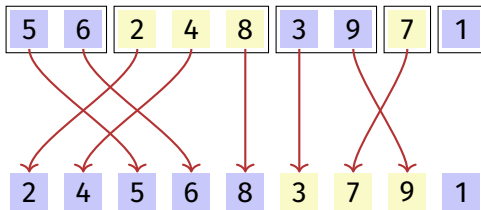
Natural 2-way mergesort

5 6 2 4 8 3 9 7 1

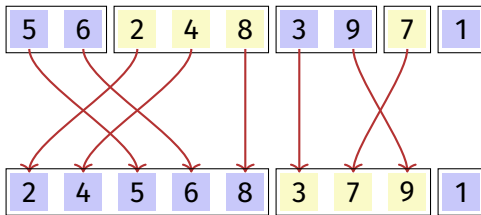
Natural 2-way mergesort



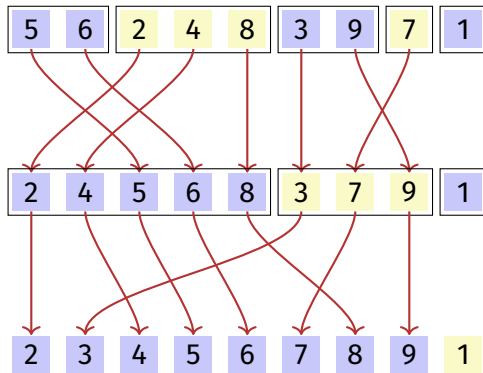
Natural 2-way mergesort



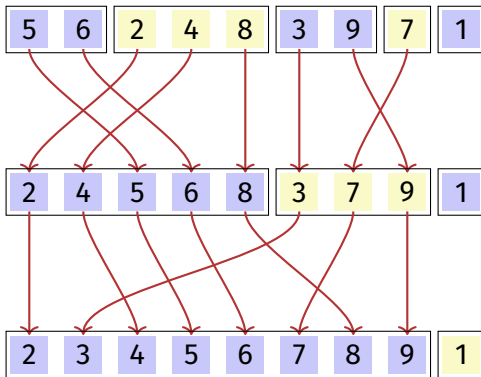
Natural 2-way mergesort



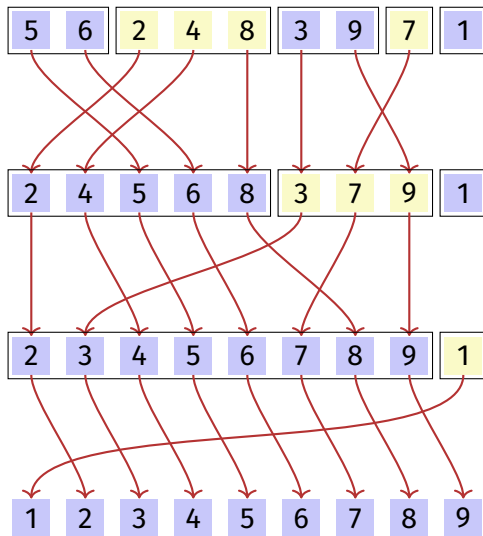
Natural 2-way mergesort



Natural 2-way mergesort



Natural 2-way mergesort



Algorithm NaturalMergesort(A)

Input: Array A with length $n > 0$

Output: Array A sorted

repeat

$r \leftarrow 0$

while $r < n$ **do**

$l \leftarrow r + 1$

$m \leftarrow l$; **while** $m < n$ **and** $A[m + 1] \geq A[m]$ **do** $m \leftarrow m + 1$

if $m < n$ **then**

$r \leftarrow m + 1$; **while** $r < n$ **and** $A[r + 1] \geq A[r]$ **do** $r \leftarrow r + 1$

 Merge(A, l, m, r);

else

$r \leftarrow n$

until $l = 1$

Analysis

Is it also asymptotically better than StraightMergesort on average?

Is it also asymptotically better than StraightMergesort on average?

❗No. Given the assumption of pairwise distinct keys, on average there are $n/2$ positions i with $k_i > k_{i+1}$, i.e. $n/2$ runs. Only one iteration is saved on average.

Natural mergesort executes in the worst case and on average a number of $\Theta(n \log n)$ comparisons and memory movements.

8.2 Quicksort

[Ottman/Widmayer, Kap. 2.2, Cormen et al, Kap. 7]

Quicksort

What is the disadvantage of Mergesort?

Quicksort

What is the disadvantage of Mergesort?

Requires additional $\Theta(n)$ storage for merging.

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How could we reduce the merge costs?

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How could we reduce the merge costs?

Make sure that the left part contains only smaller elements than the right part.

How?

Quicksort

What is the disadvantage of Mergesort?

Requires additional $\Theta(n)$ storage for merging.

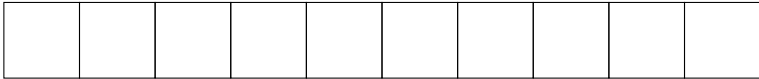
How could we reduce the merge costs?

Make sure that the left part contains only smaller elements than the right part.

How?

Pivot and Partition!

Use a pivot



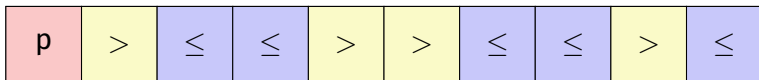
Use a pivot

1. Choose a (an arbitrary) pivot p



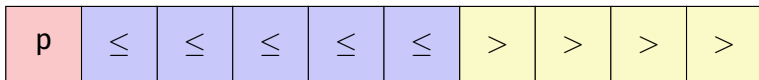
Use a pivot

1. Choose a (an arbitrary) pivot p
2. Partition A in two parts, one part L with the elements with $A[i] \leq p$ and another part R with $A[i] > p$



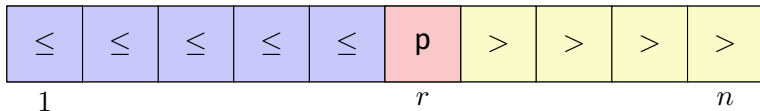
Use a pivot

1. Choose a (an arbitrary) pivot p
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3. Quicksort: Recursion on parts L and R



Use a pivot

1. Choose a (an arbitrary) pivot p
2. Partition A in two parts, one part L with the elements with $A[i] \leq p$ and another part R with $A[i] > p$
3. Quicksort: Recursion on parts L and R



Algorithm Partition(A, l, r, p)

Input: Array A , that contains the pivot p in $A[l, \dots, r]$ at least once.

Output: Array A partitioned in $[l, \dots, r]$ around p . Returns position of p .

while $l \leq r$ **do**

while $A[l] < p$ **do**

$l \leftarrow l + 1$

while $A[r] > p$ **do**

$r \leftarrow r - 1$

 swap($A[l], A[r]$)

if $A[l] = A[r]$ **then**

$l \leftarrow l + 1$

return $l-1$

Algorithm Quicksort(A, l, r)

Input: Array A with length n . $1 \leq l \leq r \leq n$.

Output: Array A , sorted in $A[l, \dots, r]$.

if $l < r$ **then**

 Choose pivot $p \in A[l, \dots, r]$

$k \leftarrow \text{Partition}(A, l, r, p)$

 Quicksort($A, l, k - 1$)

 Quicksort($A, k + 1, r$)

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

The image shows a horizontal array of nine light purple squares, each containing a black number. The numbers are 2, 4, 5, 6, 8, 3, 7, 9, and 1. The square containing the number 3 is highlighted with a thin black border, indicating it is the pivot element for the current step in the Quicksort algorithm.

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

1 2 3 4 5 6 7 8 9

Quicksort (arbitrary pivot)

2 4 5 6 8 3 7 9 1

2 1 3 6 8 5 7 9 4

1 2 3 4 5 8 7 9 6

1 2 3 4 5 6 7 9 8

1 2 3 4 5 6 7 8 9

1 2 3 4 5 6 7 8 9

Analysis: number comparisons

Worst case.

Analysis: number comparisons

Worst case. Pivot = min or max; number comparisons:

$$T(n) = T(n - 1) + c \cdot n, \quad T(1) = d \quad \Rightarrow \quad T(n) \in \Theta(n^2)$$

Analysis: number swaps

Result of a call to partition (pivot 3):

2	1	3	6	8	5	7	9	4
---	---	---	---	---	---	---	---	---

② How many swaps have taken place?

Analysis: number swaps

Result of a call to partition (pivot 3):

2 1 3 6 8 5 7 9 4

- ② How many swaps have taken place?
- ① 2. The maximum number of swaps is given by the number of keys in the smaller part.

Analysis: number swaps

Thought experiment

Analysis: number swaps

Thought experiment

- Each key from the smaller part pays a coin when it is being swapped.

Analysis: number swaps

Thought experiment

- Each key from the smaller part pays a coin when it is being swapped.
- After a key has paid a coin the domain containing the key decreases to half its previous size.

Analysis: number swaps

Thought experiment

- Each key from the smaller part pays a coin when it is being swapped.
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- Every key needs to pay at most $\log n$ coins. But there are only n keys.

Analysis: number swaps

Thought experiment

- Each key from the smaller part pays a coin when it is being swapped.
- After a key has paid a coin the domain containing the key decreases to half its previous size.
- Every key needs to pay at most $\log n$ coins. But there are only n keys.

Consequence: there are $\mathcal{O}(n \log n)$ key swaps in the worst case.

Randomized Quicksort

Despite the worst case running time of $\Theta(n^2)$, quicksort is used practically very often.

Reason: quadratic running time unlikely provided that the choice of the pivot and the pre-sorting are not very disadvantageous.

Avoidance: randomly choose pivot. Draw uniformly from $[l, r]$.

Analysis (randomized quicksort)

Expected number of compared keys with input length n :

$$T(n) = (n - 1) + \frac{1}{n} \sum_{k=1}^n (T(k - 1) + T(n - k)), \quad T(0) = T(1) = 0$$

Claim $T(n) \leq 4n \log n$.

Proof by induction:

Base case straightforward for $n = 0$ (with $0 \log 0 := 0$) and for $n = 1$.

Hypothesis: $T(n) \leq 4n \log n$ for some n .

Induction step: $(n - 1 \rightarrow n)$

Analysis (randomized quicksort)

$$\begin{aligned}T(n) &= n - 1 + \frac{2}{n} \sum_{k=0}^{n-1} T(k) \stackrel{H}{\leq} n - 1 + \frac{2}{n} \sum_{k=0}^{n-1} 4k \log k \\&= n - 1 + \sum_{k=1}^{n/2} 4k \underbrace{\log k}_{\leq \log n-1} + \sum_{k=n/2+1}^{n-1} 4k \underbrace{\log k}_{\leq \log n} \\&\leq n - 1 + \frac{8}{n} \left((\log n - 1) \sum_{k=1}^{n/2} k + \log n \sum_{k=n/2+1}^{n-1} k \right) \\&= n - 1 + \frac{8}{n} \left((\log n) \cdot \frac{n(n-1)}{2} - \frac{n}{4} \left(\frac{n}{2} + 1 \right) \right) \\&= 4n \log n - 4 \log n - 3 \leq 4n \log n\end{aligned}$$

Analysis (randomized quicksort)

Theorem 13

On average randomized quicksort requires $\mathcal{O}(n \log n)$ comparisons.

Practical Considerations

Worst case recursion depth $n - 1$ ⁹. Then also a memory consumption of $\mathcal{O}(n)$.

Can be avoided: recursion only on the smaller part. Then guaranteed $\mathcal{O}(\log n)$ worst case recursion depth and memory consumption.

⁹stack overflow possible!

Quicksort with logarithmic memory consumption

Input: Array A with length n . $1 \leq l \leq r \leq n$.

Output: Array A , sorted between l and r .

while $l < r$ **do**

 Choose pivot $p \in A[l, \dots, r]$

$k \leftarrow \text{Partition}(A, l, r, p)$

if $k - l < r - k$ **then**

 Quicksort($A[l, \dots, k - 1]$)

$l \leftarrow k + 1$

else

 Quicksort($A[k + 1, \dots, r]$)

$r \leftarrow k - 1$

The call of Quicksort($A[l, \dots, r]$) in the original algorithm has moved to iteration (tail recursion!): the if-statement became a while-statement.

Practical Considerations.

- Practically the pivot is often the median of three elements. For example: $\text{Median3}(A[l], A[r], A[\lfloor l + r/2 \rfloor])$.
- There is a variant of quicksort that requires only constant storage. Idea: store the old pivot at the position of the new pivot.
- Complex divide-and-conquer algorithms often use a trivial ($\Theta(n^2)$) algorithm as base case to deal with small problem sizes.

8.3 Appendix

Derivation of some mathematical formulas

$$\log n! \in \Theta(n \log n)$$

$$\begin{aligned}
 \log n! &= \sum_{i=1}^n \log i \leq \sum_{i=1}^n \log n = n \log n \\
 \sum_{i=1}^n \log i &= \sum_{i=1}^{\lfloor n/2 \rfloor} \log i + \sum_{\lfloor n/2 \rfloor + 1}^n \log i \\
 &\geq \sum_{i=2}^{\lfloor n/2 \rfloor} \log 2 + \sum_{\lfloor n/2 \rfloor + 1}^n \log \frac{n}{2} \\
 &= (\underbrace{\lfloor n/2 \rfloor}_{> n/2 - 1} - 2 + 1) + (\underbrace{n - \lfloor n/2 \rfloor}_{\geq n/2})(\log n - 1) \\
 &> \frac{n}{2} \log n - 2.
 \end{aligned}$$

$$[n! \in o(n^n)]$$

$$\begin{aligned} n \log n &\geq \sum_{i=1}^{\lfloor n/2 \rfloor} \log 2i + \sum_{i=\lfloor n/2 \rfloor + 1}^n \log i \\ &= \sum_{i=1}^n \log i + \left\lfloor \frac{n}{2} \right\rfloor \log 2 \\ &> \sum_{i=1}^n \log i + n/2 - 1 = \log n! + n/2 - 1 \end{aligned}$$

$$\begin{aligned} n^n &= 2^{n \log_2 n} \geq 2^{\log_2 n!} \cdot 2^{n/2} \cdot 2^{-1} = n! \cdot 2^{n/2-1} \\ \Rightarrow \frac{n!}{n^n} &\leq 2^{-n/2+1} \xrightarrow{n \rightarrow \infty} 0 \Rightarrow n! \in o(n^n) = \mathcal{O}(n^n) \setminus \Omega(n^n) \end{aligned}$$

[Even $n! \in o((n/c)^n) \forall 0 < c < e$]

Konvergenz oder Divergenz von $f_n = \frac{n!}{(n/c)^n}$.

Ratio Test

$$\frac{f_{n+1}}{f_n} = \frac{(n+1)!}{\left(\frac{n+1}{c}\right)^{n+1}} \cdot \frac{\left(\frac{n}{c}\right)^n}{n!} = c \cdot \left(\frac{n}{n+1}\right)^n \longrightarrow c \cdot \frac{1}{e} \leq 1 \text{ if } c \leq e$$

because $\left(1 + \frac{1}{n}\right)^n \rightarrow e$. Even the series $\sum_{i=1}^n f_n$ converges / diverges for $c \leq e$.

f_n diverges for $c = e$, because (Stirling): $n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$.

[Ratio Test]

Ratio test for a sequence $(f_n)_{n \in \mathbb{N}}$: If $\frac{f_{n+1}}{f_n} \xrightarrow{n \rightarrow \infty} \lambda$, then the sequence f_n and the series $\sum_{i=1}^n f_i$

- converge, if $\lambda < 1$ and
- diverge, if $\lambda > 1$.

[Ratio Test Derivation]

Ratio test is implied by Geometric Series

$$S_n(r) := \sum_{i=0}^n r^i = \frac{1 - r^{n+1}}{1 - r}.$$

converges for $n \rightarrow \infty$ if and only if $-1 < r < 1$.

Let $0 \leq \lambda < 1$:

$$\begin{aligned} &\forall \varepsilon > 0 \exists n_0 : f_{n+1}/f_n < \lambda + \varepsilon \forall n \geq n_0 \\ \Rightarrow &\exists \mu > 0, \exists n_0 : f_{n+1}/f_n \leq \mu < 1 \forall n \geq n_0 \end{aligned}$$

Thus

$$\sum_{n=n_0}^{\infty} f_n \leq f_{n_0} \cdot \sum_{n=n_0}^{\infty} \mu^{n-n_0} \quad \text{konvergiert.}$$

(Analogously for divergence)

9. Sorting III

Lower bounds for the comparison based sorting, radix- and bucket-sort

9.1 Lower bounds for comparison based sorting

[Ottman/Widmayer, Kap. 2.8, Cormen et al, Kap. 8.1]

Lower bound for sorting

Up to here: worst case sorting takes $\Omega(n \log n)$ steps.
Is there a better way?

Lower bound for sorting

Up to here: worst case sorting takes $\Omega(n \log n)$ steps.

Is there a better way? No:

Theorem 14

Sorting procedures that are based on comparison require in the worst case and on average at least $\Omega(n \log n)$ key comparisons.

Comparison based sorting

- An algorithm must identify the correct one of $n!$ permutations of an array $(A_i)_{i=1,\dots,n}$.

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- We consider the knowledge gain of the algorithm in the form of a decision tree:

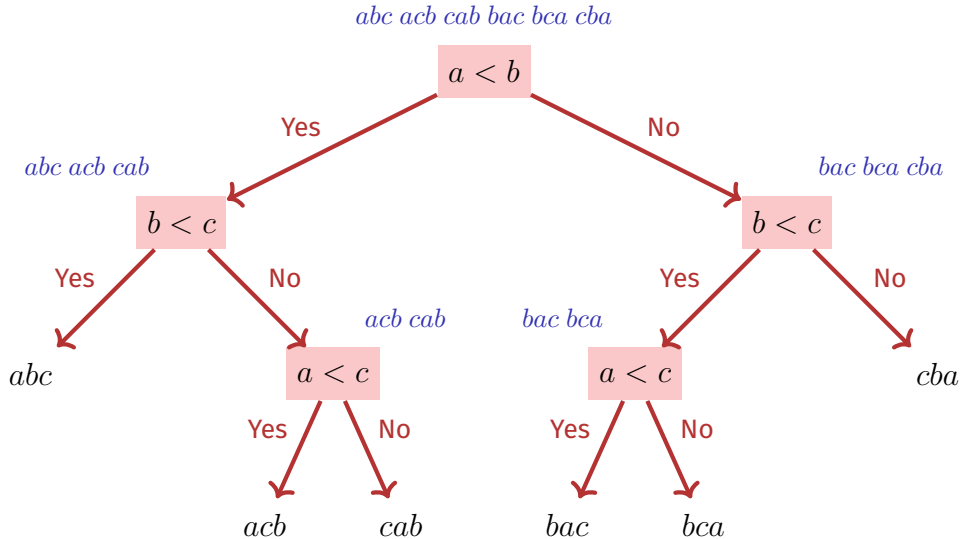
Comparison based sorting

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Comparison based sorting

- An algorithm must identify the correct one of $n!$ permutations of an array $(A_i)_{i=1,\dots,n}$.
- At the beginning the algorithm knows nothing about the array structure.
- We consider the knowledge gain of the algorithm in the form of a decision tree:
 - Nodes contain the remaining possibilities.
 - Edges contain the decisions.

Decision tree



Decision tree

A binary tree with L leaves provides $K = L - 1$ inner nodes.¹⁰

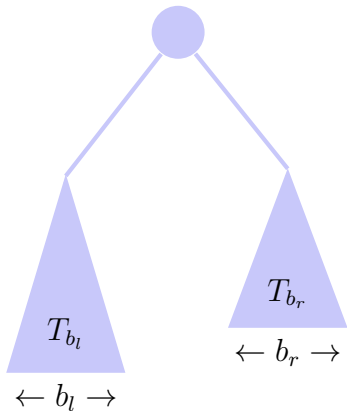
The height of a binary tree with L leaves is at least $\log_2 L$. \Rightarrow The height of the decision tree $h \geq \log n! \in \Omega(n \log n)$.

Thus the length of the longest path in the decision tree $\in \Omega(n \log n)$.

Remaining to show: mean length $M(n)$ of a path $M(n) \in \Omega(n \log n)$.

¹⁰Proof: start with empty tree ($K = 0, L = 1$). Each added node replaces a leaf by two leaves, i.e.} $K \rightarrow K + 1 \Rightarrow L \rightarrow L + 1$.

Average lower bound



- Decision tree T_n with n leaves, average height of a leaf $m(T_n)$
- Assumption $m(T_n) \geq \log n$ not for all n .
- Choose smallest b with $m(T_b) < \log b \Rightarrow b \geq 2$
- $b_l + b_r = b$ with $b_l > 0$ and $b_r > 0 \Rightarrow b_l < b, b_r < b \Rightarrow m(T_{b_l}) \geq \log b_l$ und $m(T_{b_r}) \geq \log b_r$

Average lower bound

Average height of a leaf:

$$\begin{aligned}m(T_b) &= \frac{b_l}{b}(m(T_{b_l}) + 1) + \frac{b_r}{b}(m(T_{b_r}) + 1) \\&\geq \frac{1}{b}(b_l(\log b_l + 1) + b_r(\log b_r + 1)) = \frac{1}{b}(b_l \log 2b_l + b_r \log 2b_r) \\&\geq \frac{1}{b}(b \log b) = \log b.\end{aligned}$$

Contradiction. ■

The last inequality holds because $f(x) = x \log x$ is convex ($f''(x) = 1/x > 0$) and for a convex function it holds that $f((x+y)/2) \leq 1/2f(x) + 1/2f(y)$ ($x = 2b_l$, $y = 2b_r$).¹¹ Enter $x = 2b_l$, $y = 2b_r$, and $b_l + b_r = b$.

¹¹generally $f(\lambda x + (1-\lambda)y) \leq \lambda f(x) + (1-\lambda)f(y)$ for $0 \leq \lambda \leq 1$.

9.2 Radixsort and Bucketsort

Radixsort, Bucketsort [Ottman/Widmayer, Kap. 2.5, Cormen et al, Kap. 8.3]

Radix Sort

Sorting based on comparison: comparable keys ($<$ or $>$, often $=$). No further assumptions.

Radix Sort

Sorting based on comparison: comparable keys ($<$ or $>$, often $=$). No further assumptions.

Different idea: use more information about the keys.

Assumptions

Assumption: keys representable as words from an alphabet containing m elements.

Examples

$m = 10$ decimal numbers $183 = 183_{10}$

m is called the radix of the representation.

Assumptions

Assumption: keys representable as words from an alphabet containing m elements.

Examples

$m = 10$	decimal numbers	$183 = 183_{10}$
$m = 2$	dual numbers	101_2

m is called the radix of the representation.

Assumptions

Assumption: keys representable as words from an alphabet containing m elements.

Examples

$m = 10$	decimal numbers	$183 = 183_{10}$
$m = 2$	dual numbers	101_2
$m = 16$	hexadecimal numbers	$A0_{16}$

m is called the radix of the representation.

Assumptions

Assumption: keys representable as words from an alphabet containing m elements.

Examples

$m = 10$	decimal numbers	$183 = 183_{10}$
$m = 2$	dual numbers	101_2
$m = 16$	hexadecimal numbers	$A0_{16}$
$m = 26$	words	"INFORMATIK"

m is called the radix of the representation.

Assumptions

- keys = m -adic numbers with same length.

Assumptions

- keys = m -adic numbers with same length.
- Procedure z for the extraction of digit k in $\mathcal{O}(1)$ steps.

Example

$$z_{10}(0, 85) = 5$$

$$z_{10}(1, 85) = 8$$

$$z_{10}(2, 85) = 0$$

Radix-Exchange-Sort

Keys with radix 2.

Observation: if for some $k \geq 0$:

$$z_2(i, x) = z_2(i, y) \text{ for all } i > k$$

and

$$z_2(k, x) < z_2(k, y),$$

then it holds that $x < y$.

Radix-Exchange-Sort

Idea:

- Start with a maximal k .
- Binary partition the data sets with $z_2(k, \cdot) = 0$ vs. $z_2(k, \cdot) = 1$ like with quicksort.
- $k \leftarrow k - 1$.

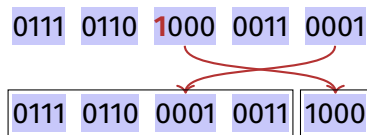
Radix-Exchange-Sort

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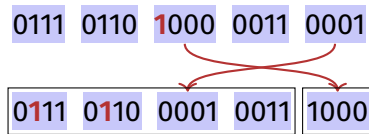
Radix-Exchange-Sort

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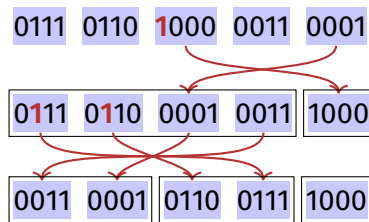
Radix-Exchange-Sort



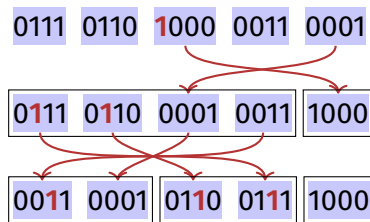
Radix-Exchange-Sort



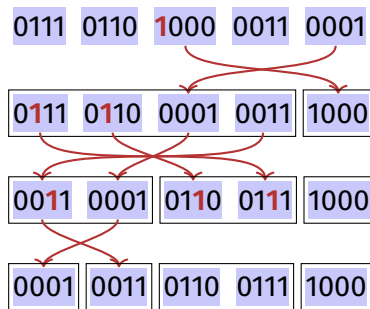
Radix-Exchange-Sort



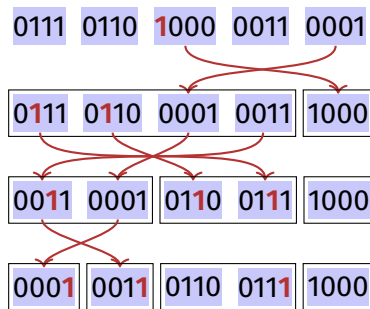
Radix-Exchange-Sort



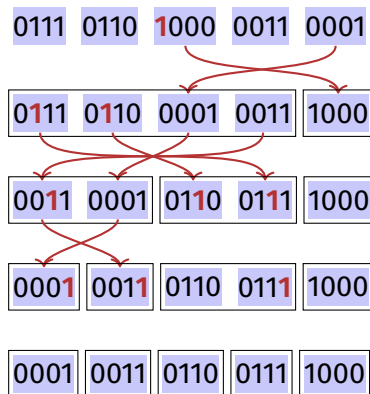
Radix-Exchange-Sort



Radix-Exchange-Sort



Radix-Exchange-Sort



Algorithm RadixExchangeSort(A, l, r, b)

Input: Array A with length n , left and right bounds $1 \leq l \leq r \leq n$, bit position b

Output: Array A , sorted in the domain $[l, r]$ by bits $[0, \dots, b]$.

if $l < r$ **and** $b \geq 0$ **then**

$i \leftarrow l - 1$

$j \leftarrow r + 1$

repeat

repeat $i \leftarrow i + 1$ **until** $z_2(b, A[i]) = 1$ **or** $i \geq j$

repeat $j \leftarrow j - 1$ **until** $z_2(b, A[j]) = 0$ **or** $i \geq j$

if $i < j$ **then** swap($A[i], A[j]$)

until $i \geq j$

 RadixExchangeSort($A, l, i - 1, b - 1$)

 RadixExchangeSort($A, i, r, b - 1$)

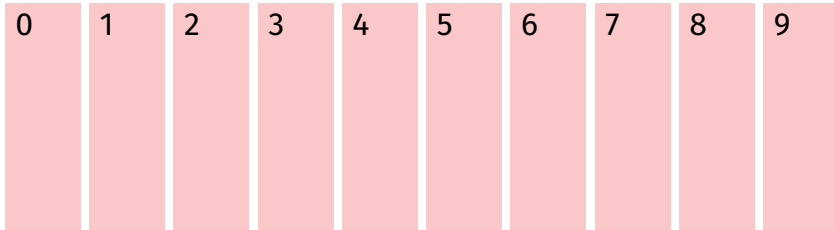
Analysis

RadixExchangeSort provides recursion with maximal recursion depth = maximal number of digits p .

Worst case run time $\mathcal{O}(p \cdot n)$.

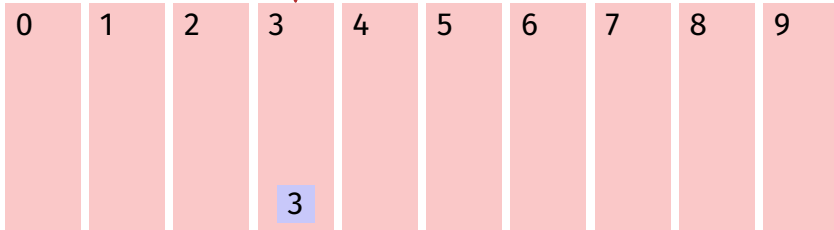
Bucket Sort

3 8 18 122 121 131 23 21 19 29

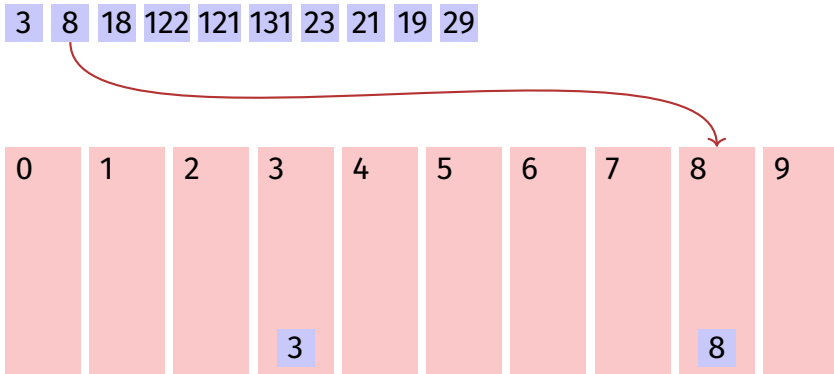


Bucket Sort

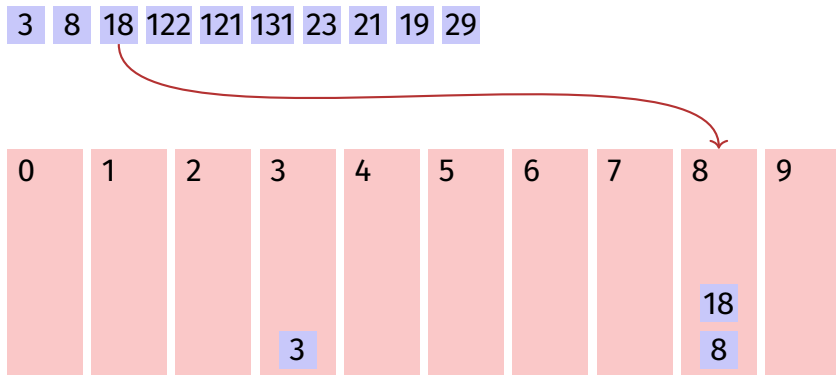
3 8 18 122 121 131 23 21 19 29



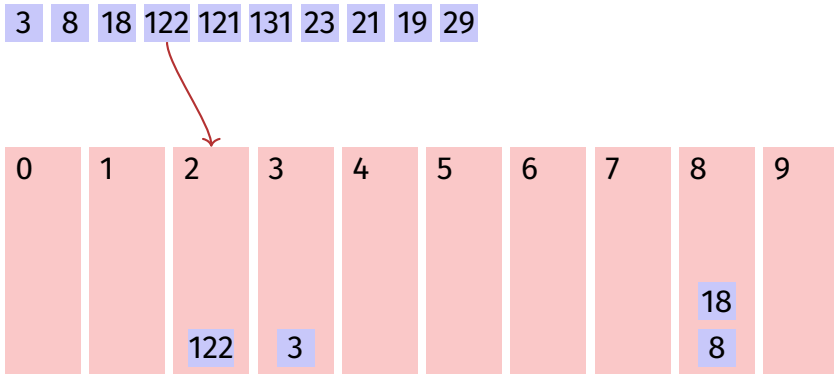
Bucket Sort



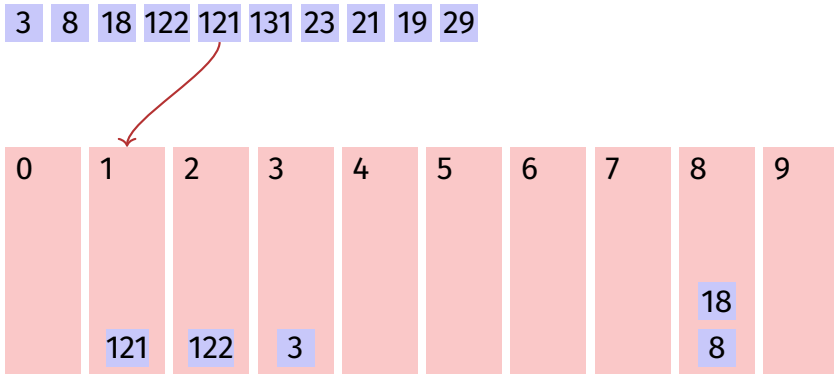
Bucket Sort



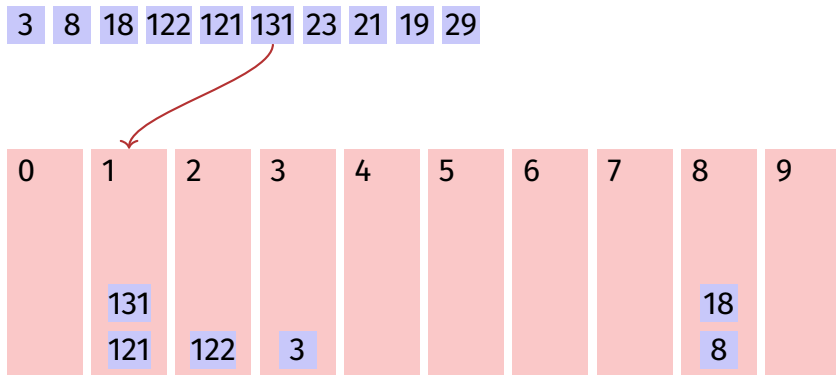
Bucket Sort



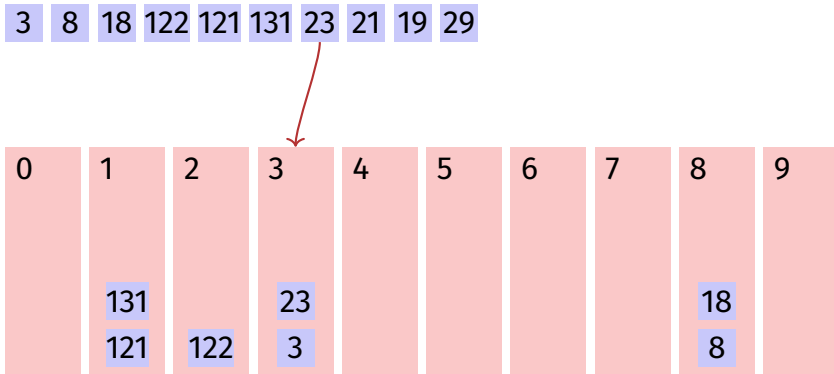
Bucket Sort



Bucket Sort

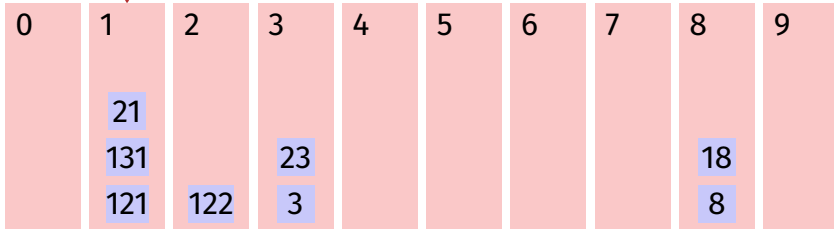


Bucket Sort

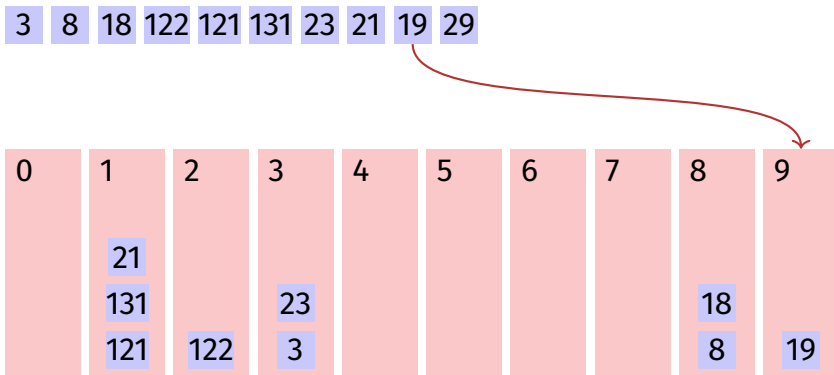


Bucket Sort

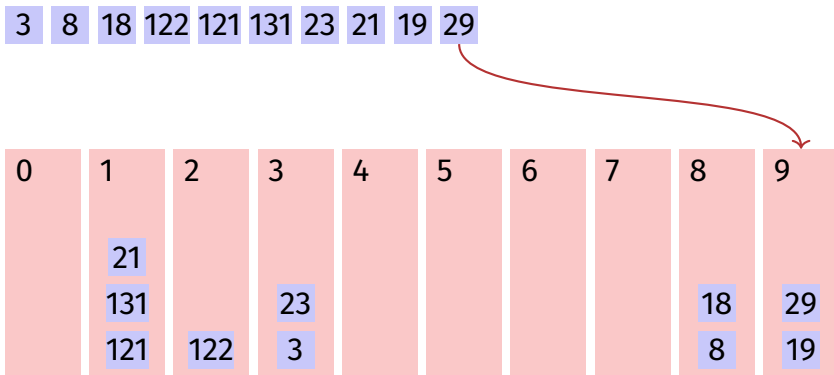
3 8 18 122 121 131 23 21 19 29



Bucket Sort

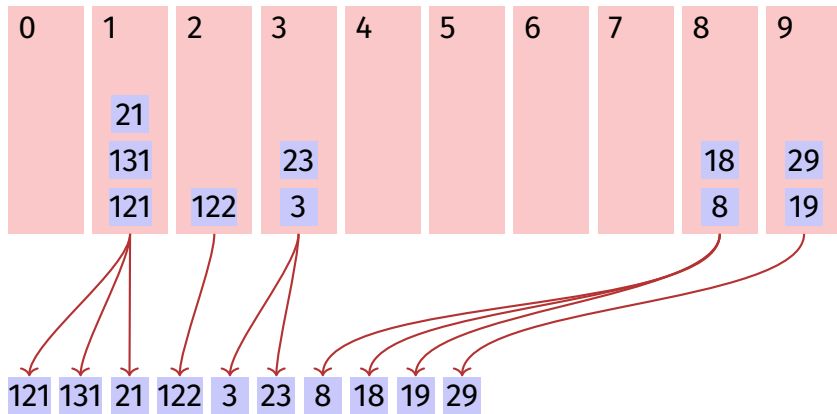


Bucket Sort



Bucket Sort

3 8 18 122 121 131 23 21 19 29

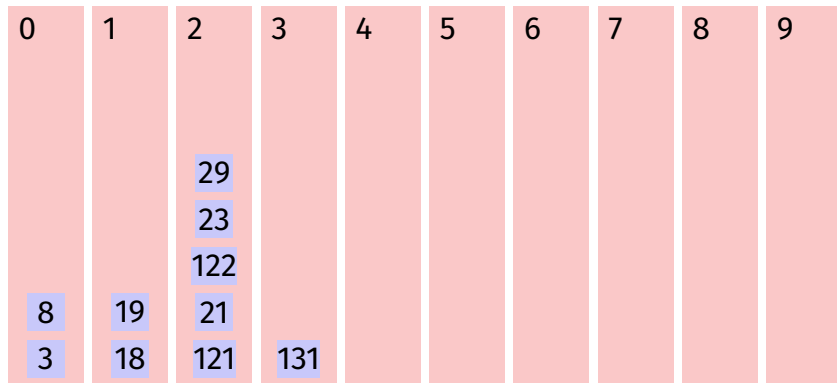


Bucket Sort

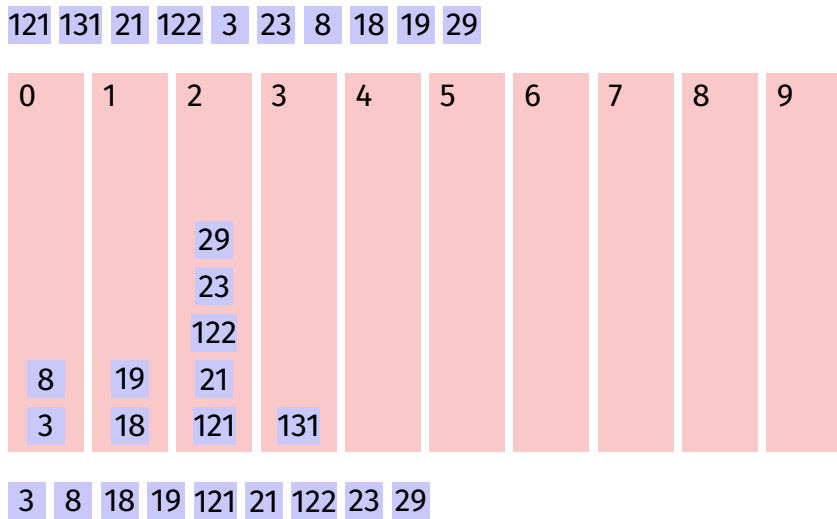
121 131 21 122 3 23 8 18 19 29

Bucket Sort

121 131 21 122 3 23 8 18 19 29



Bucket Sort

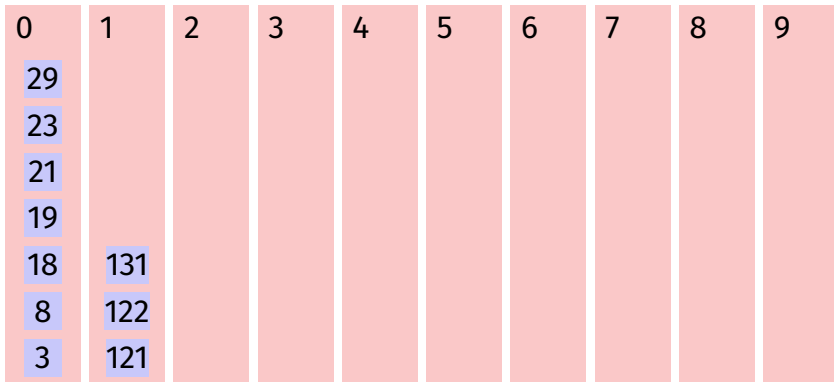


Bucket Sort

3 8 18 19 121 21 122 23 29

Bucket Sort

3 8 18 19 121 21 122 23 29



3 8 18 19 21 23 29 121 122 131 😊

implementation details

Bucket size varies greatly. Possibilities

- Linked list or dynamic array for each digit.
- One array of length n . compute offsets for each digit in the first iteration.

Assumptions: Input length n , Number bits / integer: k , Number Buckets: 2^b

Asymptotic running time $\mathcal{O}(\frac{k}{b} \cdot (n + 2^b))$.

For Example: $k = 32, 2^b = 256 : \frac{k}{b} \cdot (n + 2^b) = 4n + 1024$.

Bucket Sort – Different Assumption

Hypothesis: uniformly distributed data e.g. from $[0, 1)$

Input: Array A with length n , $A_i \in [0, 1)$, constant $M \in \mathbb{N}^+$

Output: Sorted array

$k \leftarrow \lceil n/M \rceil$

$B \leftarrow$ new array of k empty lists

for $i \leftarrow 1$ **to** n **do**

$B[\lfloor A_i \cdot k \rfloor].\text{append}(A[i])$

for $i \leftarrow 1$ **to** k **do**

 sort $B[i]$ // e.g. insertion sort, running time $\mathcal{O}(M^2)$

return $B[0] \circ B[1] \circ \dots \circ B[k]$ // concatenated

Expected asymptotic running time $\mathcal{O}(n)$ (Proof in Cormen et al, Kap. 8.4)

10. C++ advanced (II): Templates

What do we learn today?

- templates of classes
- function templates
- Smart Pointers

Motivation

Goal: generic vector class and functionality.

```
Vector<double> vd(10);  
Vector<int> vi(10);  
Vector<char> vi(20);  
  
auto nd = vd * vd; // norm (vector of double)  
auto ni = vi * vi; // norm (vector of int)
```

Types as Template Parameters

1. In the concrete implementation of a class replace the type that should become generic (in our example: `double`) by a representative element, e.g. `T`.
2. Put in front of the class the construct `template<typename T>` (Replace `T` by the representative name).

The construct `template<typename T>` can be understood as “for all types `T`”.

Types as Template Parameters

```
template <typename ElementType>
class Vector{
    std::size_t size;
    ElementType* elem;
public:
    ...
    Vector(std::size_t s):
        size{s},
        elem{new ElementType[s]}{}
    ...
    ElementType& operator[](std::size_t pos){
        return elem[pos];
    }
    ...
}
```

Template Instances

`Vector<typeName>` generates a type instance `Vector` with `ElementType=typeName`.

Notation: **Instantiation**

```
Vector<double> x;           // vector of double
Vector<int> y;              // vector of int
Vector<Vector<double>> x;   // vector of vector of double
```

Type-checking

Templates are basically replacement rules at instantiation time and during compilation. The compiler always checks as little as necessary and as much as possible.

Example

```
template <typename T>
class Pair{
    T left; T right;
public:
    Pair(T l, T r):left{l}, right{r}{}
    T min(){
        return left < right ? left : right;
    }
};
```

Example

```
template <typename T>
class Pair{
    T left; T right;
public:
    Pair(T l, T r):left{l}, right{r}{}
    T min(){
        return left < right ? left : right;
    }
};

Pair<int> a(10,20); // ok
auto m = a.min(); // ok
Pair<Pair<int>> b(a,Pair<int>(20,30)); // ok
auto n = b.min(); // no match for operator< !
```

Generic Programming

Generic components should be developed rather as a **generalization of one or more examples** than from first principles.

```
template <typename T>
class Vector{
public:
    Vector();
    Vector(std::size_t);
    ~Vector();
    Vector(const Vector&);
    Vector& operator=(const Vector&);
    Vector (Vector&&);
    Vector& operator=(Vector&&);
    const T& operator[] (std::size_t) const;
    T& operator[] (std::size_t);
    std::size_t size() const;
    T* begin();
    T* end();
    const T* begin() const;
    const T* end() const;
}
```


Function Templates

1. To make a concrete implementation generic, replace the specific type (e.g. `int`) with a name, e.g. `T`,
2. Put in front of the function the construct `template<typename T>` (Replace `T` by the chosen name)

Function Templates

```
template <typename T>
void swap(T& x, T&y){
    T temp = x;
    x = y;
    y = temp;
}
```

The actual parameters' types determine the version of the function that is (compiled) and used:

```
int x=5;
int y=6;
swap(x,y); // calls swap with T=int
```

Safety

```
template <typename T>
void swap(T& x, T&y){
    T temp = x;
    x = y;
    y = temp;
}
```

An inadmissible version of the function is not generated:

```
int x=5;
double y=6;
swap(x,y); // error: no matching function for ...
```

.. also with operators

```
template <typename T>
class Pair{
    T left; T right;
public:
    Pair(T l, T r):left{l}, right{r}{}
    T min(){ return left < right? left: right; }
    std::ostream& print (std::ostream& os) const{
        return os << "("<< left << "," << right<< ")";
    }
};

template <typename T>
std::ostream& operator<< (std::ostream& os, const Pair<T>& pair){
    return pair.print(os);
}
```

.. also with operators

```
template <typename T>
class Pair{
    T left; T right;
public:
    Pair(T l, T r):left{l}, right{r}{}
    T min(){ return left < right? left: right; }
    std::ostream& print (std::ostream& os) const{
        return os << "("<< left << "," << right<< ")";
    }
};

template <typename T>
std::ostream& operator<< (std::ostream& os, const Pair<T>& pair){
    return pair.print(os);
}
```

```
Pair<int> a(10,20); // ok
std::cout << a; // ok
```

Useful!

```
// Output of an arbitrary container
template <typename T>
void output(const T& t){
    for (auto x: t)
        std::cout << x << " ";
    std::cout << "\n";
}

int main(){
    std::vector<int> v={1,2,3};
    output(v); // 1 2 3
}
```

Explicit Type

```
// input of an arbitrary pair
template <typename T>
Pair<T> read(){
    T left;
    T right;
    std::cin << left << right;
    return Pair<T>(left,right);
}
...

auto p = read<double>();
```

Explicit Type

```
// input of an arbitrary pair
template <typename T>
Pair<T> read(){
    T left;
    T right;
    std::cin << left << right;
    return Pair<T>(left,right);
}
...
```

```
auto p = read<double>();
```

If the type of a template instantiation cannot be inferred, it has to be provided explicitly.

Powerful!

```
template <typename T> // square number
T sq(T x){
    return x*x;
}

template <typename Container, typename F>
void apply(Container& c, F f){ // x <- f(x) forall x in c
    for(auto& x: c)
        x = f(x);
}

int main(){
    std::vector<int> v={1,2,3};
    apply(v,sq<int>);
    output(v); // 1 4 9
}
```

Specialization

```
template <>
class Pair<bool>{
    short both;
public:
    Pair(bool l, bool r):both{(l?1:0) + (r?2:0)} {};
    std::ostream& print (std::ostream& os) const{
        return os << "("<< both % 2 << "," << both /2 << ")";
    }
};
```

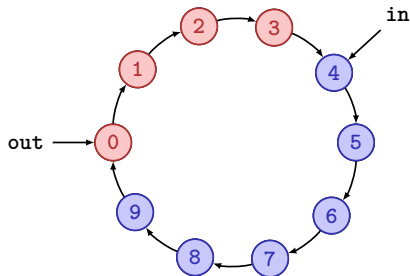
Specialization

```
template <>
class Pair<bool>{
    short both;
public:
    Pair(bool l, bool r):both{(l?1:0) + (r?2:0)} {};
    std::ostream& print (std::ostream& os) const{
        return os << "(" << both % 2 << "," << both /2 << ")";
    }
};

Pair<int> i(10,20); // ok -- generic template
std::cout << i << std::endl; // (10,20);
Pair<bool> b(true, false); // ok -- special bool version
std::cout << b << std::endl; // (1,0)
```

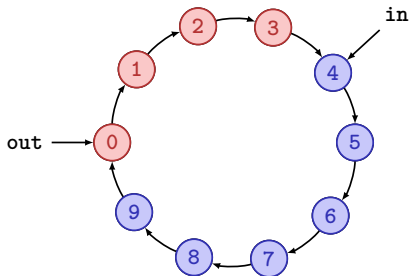
Template Parameterization with Values

```
template <typename T, int size>  
class CircularBuffer{  
    T buf[size] ;  
    int in; int out;
```



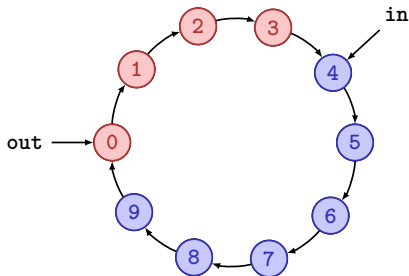
Template Parameterization with Values

```
template <typename T, int size>
class CircularBuffer{
    T buf[size] ;
    int in; int out;
public:
    CircularBuffer():in{0},out{0}{};
    bool empty(){
        return in == out;
    }
    bool full(){
        return (in + 1) % size == out;
    }
}
```



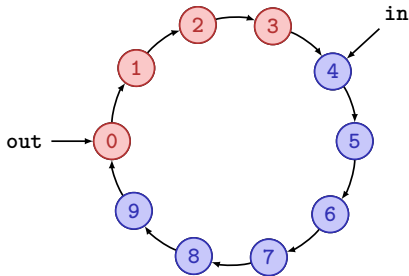
Template Parameterization with Values

```
template <typename T, int size>
class CircularBuffer{
    T buf[size] ;
    int in; int out;
public:
    CircularBuffer():in{0},out{0}{};
    bool empty(){
        return in == out;
    }
    bool full(){
        return (in + 1) % size == out;
    }
    void put(T x); // declaration
    T get();      // declaration
};
```



Template Parameterization with Values

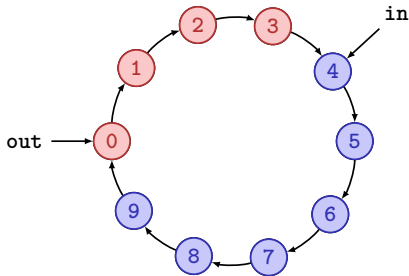
```
template <typename T, int size>
void CircularBuffer<T,size>::put(T x){
    assert(!full());
    buf[in] = x;
    in = (in + 1) % size;
}
```



Template Parameterization with Values

```
template <typename T, int size>
void CircularBuffer<T,size>::put(T x){
    assert(!full());
    buf[in] = x;
    in = (in + 1) % size;
}
```

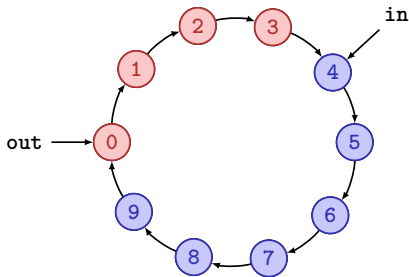
```
template <typename T, int size>
T CircularBuffer<T,size>::get(){
    assert(!empty());
    T x = buf[out];
    out = (out + 1) % size;
    return x;
}
```



Template Parameterization with Values

```
template <typename T, int size>
void CircularBuffer<T,size>::put(T x){
    assert(!full());
    buf[in] = x;
    in = (in + 1) % size;
}
```

```
template <typename T, int size>
T CircularBuffer<T,size>::get(){
    assert(!empty());
    T x = buf[out];
    out = (out + 1) % size;
    return x;
}
```



← Potential for optimization if $\text{size} = 2^k$.

Memory Management Revisited

Guideline “Dynamic Memory”

For each `new` there is a matching `delete`!

Avoid:

- Memory leaks: old objects that occupy memory
- Pointer to released objects: dangling pointers
- Releasing an object more than once using `delete`.

How?

Smart Pointers

- Can make sure that an object is deleted if and only if it is not used any more
- Are based on the RAII (Resource Acquisition is Initialization) paradigm.
- Can be used instead of a normal pointer: are implemented as class templates.
- There are `std::unique_ptr<>`, `std::shared_ptr<>` (and `std::weak_ptr<>`)

```
std::unique_ptr<Node> nodeU(new Node()); // unique pointer
std::shared_ptr<Node> nodeS(new Node()); // shared pointer
```

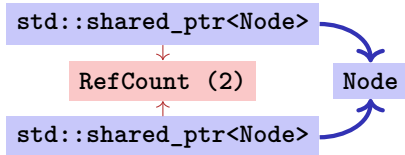
Unique Pointer

- The destructor of a `std::unique_ptr<T>` deletes the pointer contained.
- `std::unique_ptr<T>` has exclusive ownership for the contained pointer on T.
- Copy constructor and assignment operator are deleted. A unique pointer cannot be copied by value. The move constructor is implemented: the pointer can be moved.
- No additional runtime overhead in comparison to a normal pointer

```
std::unique_ptr<Node> nodeU(new Node()); // unique pointer
std::unique_ptr<Node> node2 = std::move(nodeU); // ok
std::unique_ptr<Node> node3 = nodeU; // error
```

Shared Pointer

- `std::shared_ptr<T>` Counts the numbers of owners of a pointer (reference count). When reference count goes to 0, the pointer is deleted.
- Shared pointers can be copied.
- Shared pointers provide additional space- and runtime overhead: they manage the reference counter at runtime and contain a pointer to the reference.



Shared Pointer

```
std::shared_ptr<Node> nodeS(new Node()); // shared pointer, rc = 1
std::shared_ptr<Node> node2 = std::move(nodeS); // ok, rc unchanged
std::shared_ptr<Node> node3 = node2; // ok, rc = 2
```

Smart Pointers

Some rules

- Never call `delete` on a pointer contained in a smart pointer.
- Avoid `new`, instead:

```
std::unique_ptr<Node> nodeU = std::make_unique<Node>()  
std::shared_ptr<Node> nodeS = std::make_shared<Node>()
```

- Where possible, use `std::unique_ptr`
- If using `std::shared_ptr` make sure there are no cycles in the pointer graph.

11. Fundamental Data Structures

Abstract data types stack, queue, implementation variants for linked lists
[Ottman/Widmayer, Kap. 1.5.1-1.5.2, Cormen et al, Kap. 10.1.-10.2]

Abstract Data Types

We recall

A stack is an abstract data type (ADR) with operations

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A stack is an abstract data type (ADR) with operations

- **push**(x, S): Puts element x on the stack S .
- **pop**(S): Removes and returns top most element of S or **null**
- **top**(S): Returns top most element of S or **null**.

Abstract Data Types

We recall

A stack is an abstract data type (ADR) with operations

- `push(x , S)`: Puts element x on the stack S .
- `pop(S)`: Removes and returns top most element of S or `null`
- `top(S)`: Returns top most element of S or `null`.
- `isEmpty(S)`: Returns `true` if stack is empty, `false` otherwise.

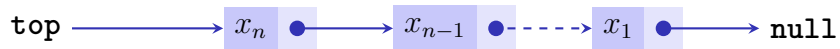
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We recall

A stack is an abstract data type (ADR) with operations

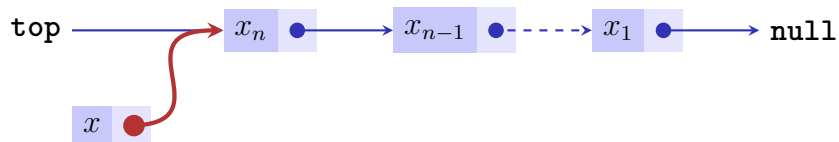
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- `pop(S)`: Removes and returns top most element of S or `null`
- `top(S)`: Returns top most element of S or `null`.
- `isEmpty(S)`: Returns `true` if stack is empty, `false` otherwise.
- `emptyStack()`: Returns an empty stack.

Implementation Push



push(x, S):

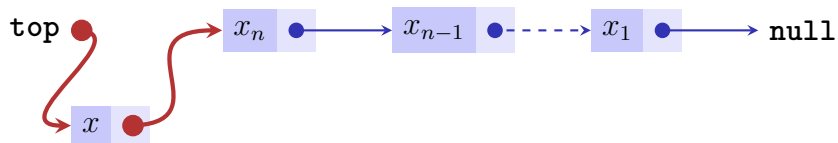
Implementation Push



`push(x, S):`

1. Create new list element with x and pointer to the value of `top`.

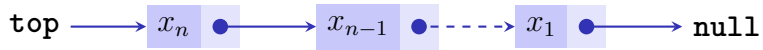
Implementation Push



push(x, S):

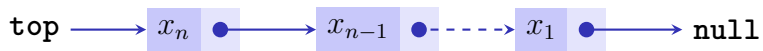
1. Create new list element with x and pointer to the value of **top**.
2. Assign the node with x to **top**.

Implementation Pop



pop(S):

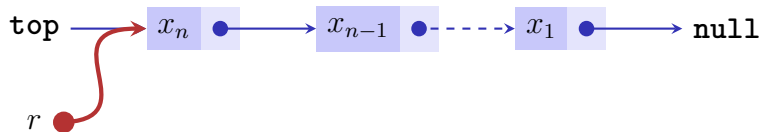
Implementation Pop



`pop(S)`:

1. If `top=null`, then return `null`

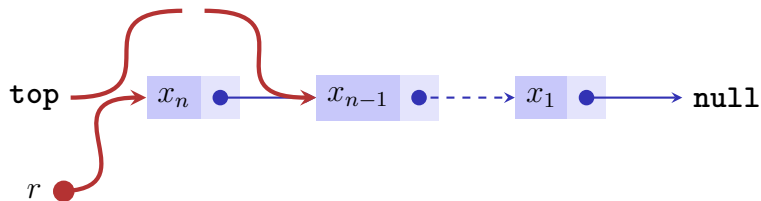
Implementation Pop



`pop(S):`

1. If `top=null`, then return `null`
2. otherwise memorize pointer p of `top` in r .

Implementation Pop



pop(S):

1. If $\text{top} = \text{null}$, then return null
2. otherwise memorize pointer p of top in r .
3. Set top to $p.\text{next}$ and return r

Analysis

Each of the operations `push`, `pop`, `top` and `isEmpty` on a stack can be executed in $\mathcal{O}(1)$ steps.

Queue (fifo)

A queue is an ADT with the following operations

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- **enqueue**(x, Q): adds x to the tail (=end) of the queue.

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Queue (fifo)

A queue is an ADT with the following operations

- `enqueue(x, Q)`: adds x to the tail (=end) of the queue.
- `dequeue(Q)`: removes x from the head of the queue and returns x (`null` otherwise)
- `head(Q)`: returns the object from the head of the queue (`null` otherwise)

Queue (fifo)

A queue is an ADT with the following operations

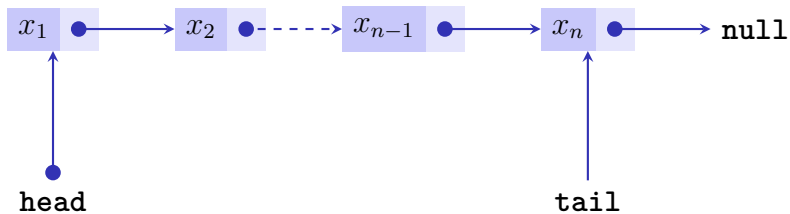
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- `dequeue(Q)`: removes x from the head of the queue and returns x (`null` otherwise)
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- `isEmpty(Q)`: return `true` if the queue is empty, otherwise `false`

Queue (fifo)

A queue is an ADT with the following operations

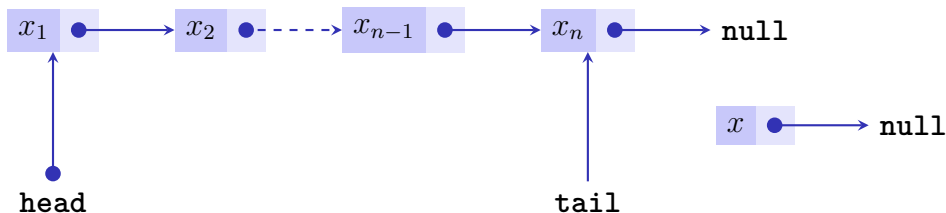
- `enqueue(x , Q)`: adds x to the tail (=end) of the queue.
- `dequeue(Q)`: removes x from the head of the queue and returns x (`null` otherwise)
- `head(Q)`: returns the object from the head of the queue (`null` otherwise)
- `isEmpty(Q)`: return `true` if the queue is empty, otherwise `false`
- `emptyQueue()`: returns empty queue.

Implementation Queue



enqueue(x, S):

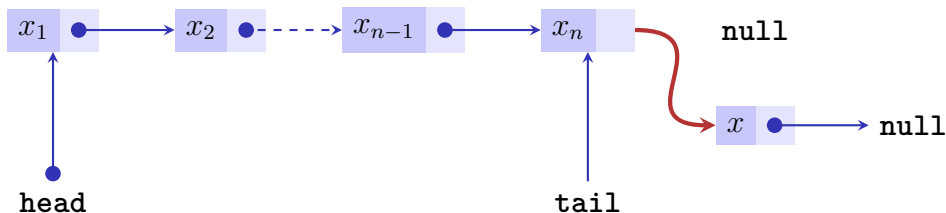
Implementation Queue



enqueue(x, S):

1. Create a new list element with x and pointer to **null**.

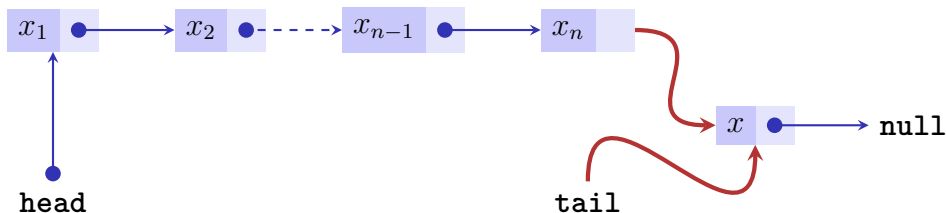
Implementation Queue



enqueue(x, S):

1. Create a new list element with x and pointer to **null**.
2. If **tail** \neq **null**, then set **tail.next** to the node with x .

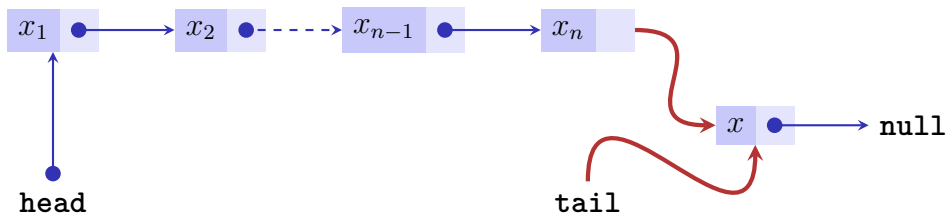
Implementation Queue



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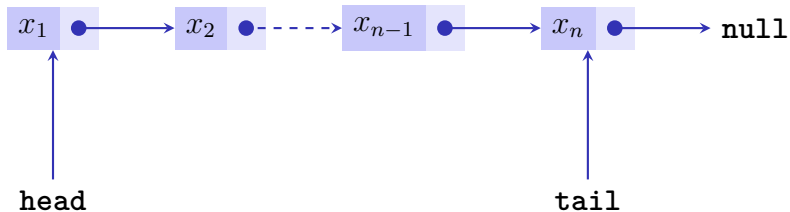
Implementation Queue



enqueue(x, S):

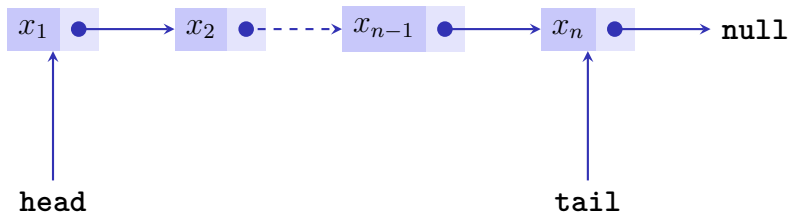
1. Create a new list element with x and pointer to **null**.
2. If **tail** \neq **null**, then set **tail.next** to the node with x .
3. Set **tail** to the node with x .
4. If **head** = **null**, then set **head** to **tail**.

Invariants



With this implementation it holds that

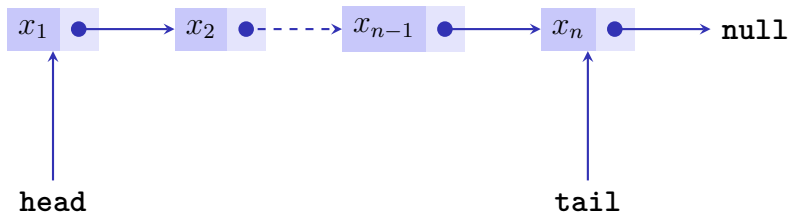
Invariants



With this implementation it holds that

- either `head = tail = null`,

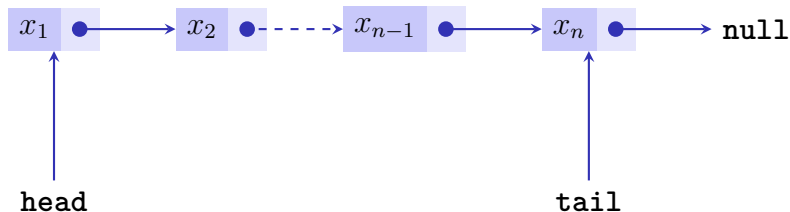
Invariants



With this implementation it holds that

- either $\text{head} = \text{tail} = \text{null}$,
- or $\text{head} = \text{tail} \neq \text{null}$ and $\text{head.next} = \text{null}$

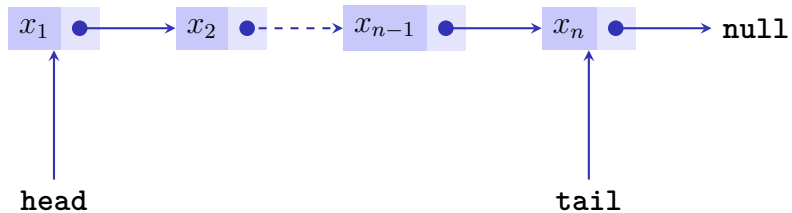
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With this implementation it holds that

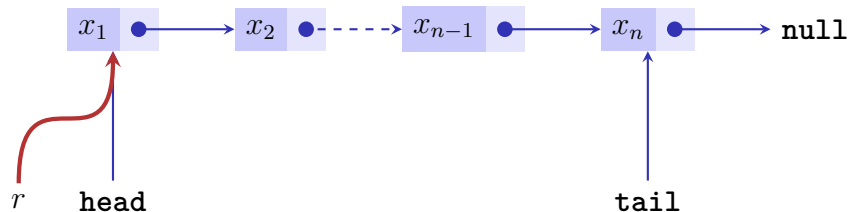
- either $\text{head} = \text{tail} = \text{null}$,
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Implementation Queue



`dequeue(S):`

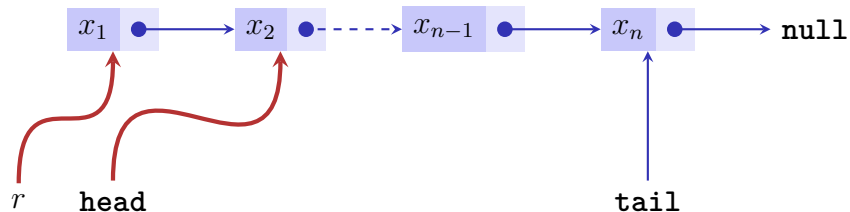
Implementation Queue



dequeue(S):

1. Store pointer to **head** in r . If $r = \text{null}$, then return r .

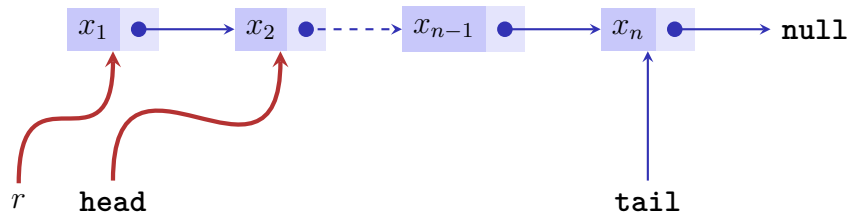
Implementation Queue



dequeue(S):

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2. Set the pointer of **head** to **head.next**.

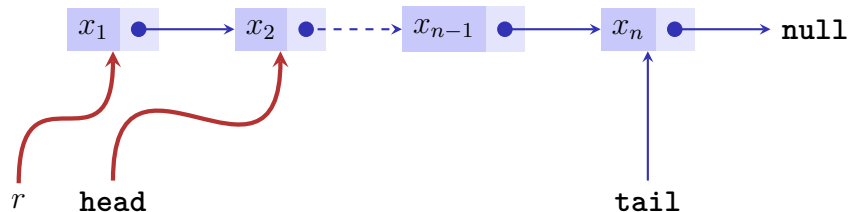
Implementation Queue



`dequeue(S):`

1. Store pointer to **head** in r . If $r = \text{null}$, then return r .
2. Set the pointer of **head** to **head.next**.
3. Is now **head** = **null** then set **tail** to **null**.

Implementation Queue



dequeue(S):

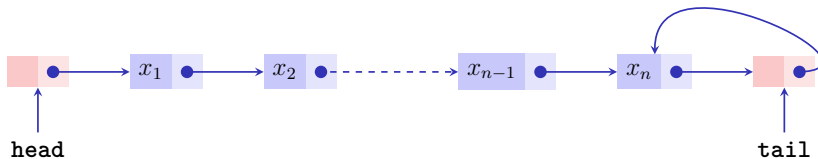
1. Store pointer to **head** in r . If $r = \text{null}$, then return r .
2. Set the pointer of **head** to **head.next**.
3. Is now **head** = **null** then set **tail** to **null**.
4. Return the value of r .

Analysis

Each of the operations `enqueue`, `dequeue`, `head` and `isEmpty` on the queue can be executed in $\mathcal{O}(1)$ steps.

Implementation Variants of Linked Lists

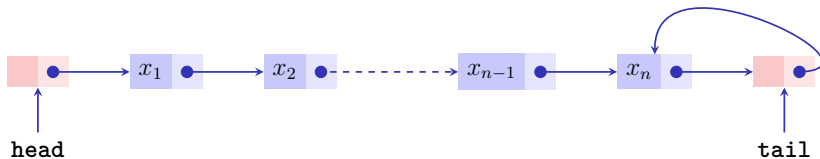
List with dummy elements (sentinels).



Advantage: less special cases

Implementation Variants of Linked Lists

List with dummy elements (sentinels).

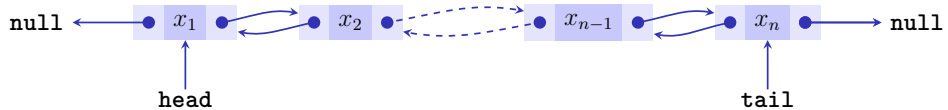


Advantage: less special cases

Variant: like this with pointer of an element stored singly indirect.
(Example: pointer to x_3 points to x_2 .)

Implementation Variants of Linked Lists

Doubly linked list



Overview

	enqueue	delete	search	concat
(A)	$\Theta(1)$	$\Theta(n)$	$\Theta(n)$	$\Theta(n)$
(B)	$\Theta(1)$	$\Theta(n)$	$\Theta(n)$	$\Theta(1)$
(C)	$\Theta(1)$	$\Theta(1)$	$\Theta(n)$	$\Theta(1)$
(D)	$\Theta(1)$	$\Theta(1)$	$\Theta(n)$	$\Theta(1)$

(A) = singly linked

(B) = Singly linked with dummy element at the beginning and the end

(C) = Singly linked with indirect element addressing

(D) = doubly linked

12. Amortized Analysis

Amortized Analysis: Aggregate Analysis, Account-Method, Potential-Method
[Ottman/Widmayer, Kap. 3.3, Cormen et al, Kap. 17]

Multistack

Multistack adds to the stack operations `push` and `pop`

`multipop(k, S)`: remove the $\min(\text{size}(S), k)$ most recently inserted objects and return them.

Implementation as with the stack. Runtime of `multipop` is $\mathcal{O}(k)$.

Academic Question

If we execute on a stack with n elements a number of n times `multipop(k,S)` then this costs $\mathcal{O}(n^2)$?

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Certainly correct because each `multipop` may take $\mathcal{O}(n)$ steps.

Academic Question

If we execute on a stack with n elements a number of n times `multipop(k,S)` then this costs $\mathcal{O}(n^2)$?

Certainly correct because each `multipop` may take $\mathcal{O}(n)$ steps.
How to make a better estimation?

Amortized Analysis

- Upper bound: average performance of each considered operation in the worst case.

$$\frac{1}{n} \sum_{i=1}^n \text{cost}(\text{op}_i)$$

- Makes use of the fact that a few expensive operations are opposed to many cheap operations.
- In amortized analysis we search for a credit or a potential function that captures how the cheap operations can “compensate” for the expensive ones.

Aggregate Analysis

Direct argument: compute a bound for the total number of elementary operations and divide by the total number of operations.

Aggregate Analysis: (Stack)

- With n operations at most n elements can be pushed onto the stack. Therefore a maximum of n elements can be removed from the stack
- For the total costs we get

$$\sum_{i=1}^n \text{cost}(\text{op}_i) \leq 2n$$

and thus

$$\text{amortized cost}(\text{op}_i) \leq 2 \in \mathcal{O}(1)$$

Accounting Method

Model

- The computer is driven with coins: each elementary operation of the machine costs a coin.
 - For each operation op_k of a data structure, a number of coins a_k has to be put on an account A : $A_k = A_{k-1} + a_k$
 - Use the coins from the account A to pay the true costs t_k of each operation.
 - The account A needs to provide enough coins in order to pay each of the ongoing operations op_k : $A_k - t_k \geq 0 \forall k$.
- $\Rightarrow a_k$ are the amortized costs of op_k .

Accounting Method (Stack)

- Each call of `push` costs 1 CHF and additionally 1 CHF will be deposited on the account. ($a_k = 2$)
- Each call to `pop` costs 1 CHF and will be paid from the account. ($a_k = 0$)

Account will never have a negative balance.

$a_k \leq 2 \forall k$, thus: constant amortized costs.

Potential Method

Slightly different model

- Define a potential Φ_i that is associated to the state of a data structure at time i .
- The potential shall be used to level out expensive operations and therefore needs to be chosen such that it is increased during the (frequent) cheap operations while it decreases for the (rare) expensive operations.

Potential Method (Formal)

Let t_i denote the real costs of the operation op_i .

Potential function $\Phi_i \geq 0$ to the data structure after i operations.

Requirement: $\Phi_i \geq \Phi_0 \forall i$.

Amortized costs of the i th operation:

$$a_i := t_i + \Phi_i - \Phi_{i-1}.$$

It holds

$$\sum_{i=1}^n a_i = \sum_{i=1}^n (t_i + \Phi_i - \Phi_{i-1}) = \left(\sum_{i=1}^n t_i \right) + \Phi_n - \Phi_0 \geq \sum_{i=1}^n t_i.$$

Example stack

Potential function Φ_i = number element on the stack.

- **push**(x, S): real costs $t_i = 1$. $\Phi_i - \Phi_{i-1} = 1$. Amortized costs $a_i = 2$.
- **pop**(S): real costs $t_i = 1$. $\Phi_i - \Phi_{i-1} = -1$. Amortized costs $a_i = 0$.
- **multipop**(k, S): real costs $t_i = k$. $\Phi_i - \Phi_{i-1} = -k$. amortized costs $a_i = 0$.

All operations have constant amortized cost! Therefore, on average
Multipop requires a constant amount of time. ¹²

¹²Note that we are not talking about the probabilistic mean but the (worst-case) average of the costs.

Example Binary Counter

Binary counter with k bits. In the worst case for each count operation maximally k bitflips. Thus $\mathcal{O}(n \cdot k)$ bitflips for counting from 1 to n . Better estimation?

Real costs t_i = number bit flips from 0 to 1 plus number of bit-flips from 1 to 0.

$$\dots 0 \underbrace{1111111}_{l \text{ Einsen}} + 1 = \dots 1 \underbrace{0000000}_{l \text{ Zeroes}}.$$

$$\Rightarrow t_i = l + 1$$

Binary Counter: Aggregate Analysis

Count the number of bit flips when counting from 0 to $n - 1$.

Observation

- Bit 0 flips for each $k - 1 \rightarrow k$
- Bit 1 flips for each $2k - 1 \rightarrow 2k$
- Bit 2 flips for each $4k - 1 \rightarrow 4k$

Total number bit flips $\sum_{i=0}^{n-1} \frac{n}{2^i} \leq n \cdot \sum_{i=0}^{\infty} \frac{1}{2^i} = 2n$

Amortized cost for each increase: $\mathcal{O}(1)$ bit flips.

Binary Counter: Account Method

Observation: for each increment exactly one bit is incremented to 1, while many bits may be reset to 0. Only a bit that had previously been set to 1 can be reset to 0.

$a_i = 2$: 1 CHF real cost for setting $0 \rightarrow 1$ plus 1 CHF to deposit on the account. Every reset $1 \rightarrow 0$ can be paid from the account.

Binary Counter: Potential Method

$$\dots 0 \underbrace{11111111}_{l \text{ ones}} + 1 = \dots 1 \underbrace{00000000}_{l \text{ zeros}}$$

potential function Φ_i : number of 1-bits of x_i .

$$\Rightarrow \Phi_0 = 0 \leq \Phi_i \forall i$$

$$\Rightarrow \Phi_i - \Phi_{i-1} = 1 - l,$$

$$\Rightarrow a_i = t_i + \Phi_i - \Phi_{i-1} = l + 1 + (1 - l) = 2.$$

Amortized constant cost for each count operation. 😊

13. Dictionaries

Dictionary, Self-ordering List, Implementation of Dictionaries with Array / List / Skip lists. [Ottman/Widmayer, Kap. 3.3,1.7, Cormen et al, Kap. Problem 17-5]

Dictionary

ADT to manage keys from a set \mathcal{K} with operations

- **insert**(k, D): Insert $k \in \mathcal{K}$ to the dictionary D . Already exists \Rightarrow error message.
- **delete**(k, D): Delete k from the dictionary D . Not existing \Rightarrow error message.
- **search**(k, D): Returns **true** if $k \in D$, otherwise **false**

Idea

Implement dictionary as sorted array

Worst case number of fundamental operations

Search

Insert

Delete

Idea

Implement dictionary as sorted array

Worst case number of fundamental operations

Search $\mathcal{O}(\log n)$ 😊

Insert

Delete

Idea

Implement dictionary as sorted array

Worst case number of fundamental operations

Search $\mathcal{O}(\log n)$ 😊

Insert $\mathcal{O}(n)$ 😞

Delete

Idea

Implement dictionary as sorted array

Worst case number of fundamental operations

Search $\mathcal{O}(\log n)$ 😊

Insert $\mathcal{O}(n)$ 😞

Delete $\mathcal{O}(n)$ 😞

Other idea

Implement dictionary as a linked list

Worst case number of fundamental operations

Search

Insert

Delete

¹³Provided that we do not have to check existence.

Other idea

Implement dictionary as a linked list

Worst case number of fundamental operations

Search $\mathcal{O}(n)$ 😞

Insert



Delete

¹³Provided that we do not have to check existence.

Other idea

Implement dictionary as a linked list

Worst case number of fundamental operations




Search	$\mathcal{O}(n)$	
Insert	$\mathcal{O}(1)$ ¹³	
Delete		

¹³Provided that we do not have to check existence.

Other idea

Implement dictionary as a linked list

Worst case number of fundamental operations

Search	$\mathcal{O}(n)$	
Insert	$\mathcal{O}(1)$ ¹³	
Delete	$\mathcal{O}(n)$	

¹³Provided that we do not have to check existence.

13.1 Self Ordering

Self Ordered Lists

Problematic with the adoption of a linked list: linear search time

Idea: Try to order the list elements such that accesses over time are possible in a faster way

For example

- Transpose: For each access to a key, the key is moved one position closer to the front.
- Move-to-Front (MTF): For each access to a key, the key is moved to the front of the list.

Transpose

Transpose:



Worst case: Alternating sequence of n accesses to k_{n-1} and k_n .

Transpose

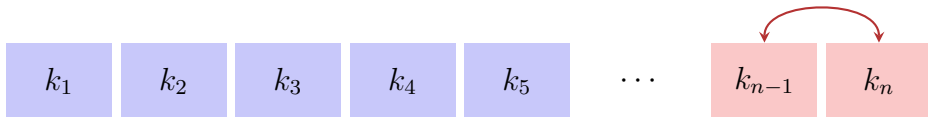
Transpose:



Worst case: Alternating sequence of n accesses to k_{n-1} and k_n .

Transpose

Transpose:



Worst case: Alternating sequence of n accesses to k_{n-1} and k_n .

Transpose

Transpose:



Worst case: Alternating sequence of n accesses to k_{n-1} and k_n . Runtime: $\Theta(n^2)$

Move-to-Front

Move-to-Front:



Alternating sequence of n accesses to k_{n-1} and k_n .

Move-to-Front

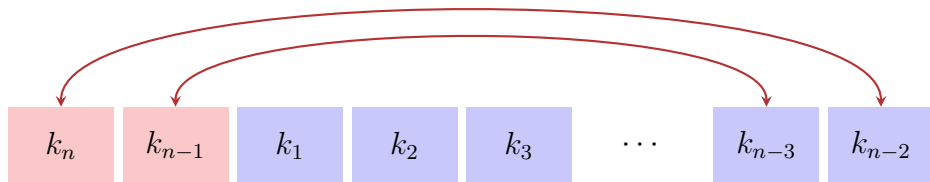
Move-to-Front:



Alternating sequence of n accesses to k_{n-1} and k_n .

Move-to-Front

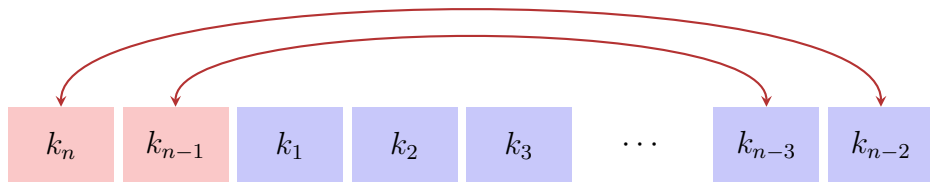
Move-to-Front:



Alternating sequence of n accesses to k_{n-1} and k_n .

Move-to-Front

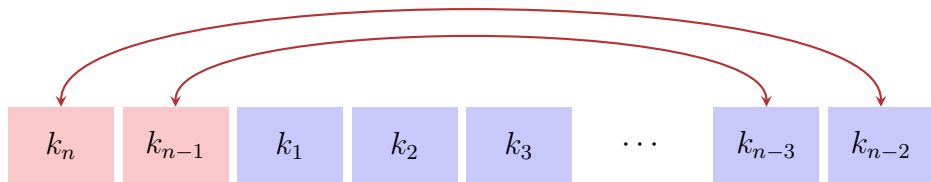
Move-to-Front:



Alternating sequence of n accesses to k_{n-1} and k_n . Runtime: $\Theta(n)$

Move-to-Front

Move-to-Front:



Alternating sequence of n accesses to k_{n-1} and k_n . Runtime: $\Theta(n)$

Also here we can provide a sequence of accesses with quadratic runtime, e.g. access to the last element. But there is no obvious strategy to counteract much better than MTF..

Analysis

Compare MTF with the best-possible competitor (algorithm) A. How much better can A be?

Assumptions:

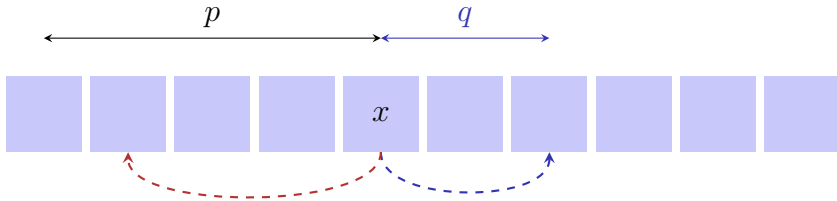
- MTF and A may only move the accessed element.
- MTF and A start with the same list.

Let M_k and A_k designate the lists after the k th step. $M_0 = A_0$.

Analysis

Costs:

- Access to x : position p of x in the list.
- No further costs, if x is moved **before** p
- Further costs q for each element that x is moved **back** starting from p .



Amortized Analysis

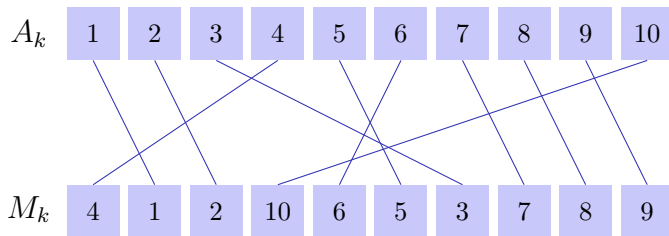
Let an arbitrary sequence of search requests be given and let $G_k^{(M)}$ and $G_k^{(A)}$ the costs in step k for Move-to-Front and A, respectively. Want estimation of $\sum_k G_k^{(M)}$ compared with $\sum_k G_k^{(A)}$.

\Rightarrow Amortized analysis with potential function Φ .

Potential Function

Potential function Φ = Number of inversions of A vs. MTF.

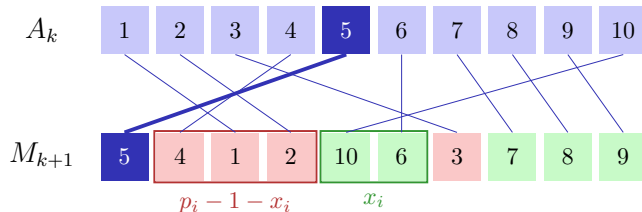
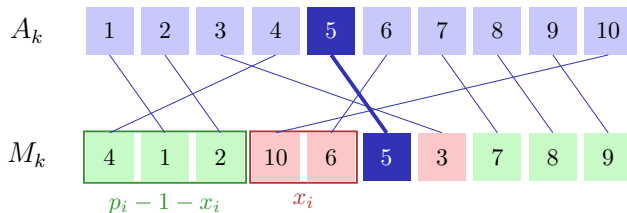
Inversion = Pair x, y such that for the positions of a and y
 $(p^{(A)}(x) < p^{(A)}(y)) \neq (p^{(M)}(x) < p^{(M)}(y))$



#inversion = #crossings

Estimating the Potential Function: MTF

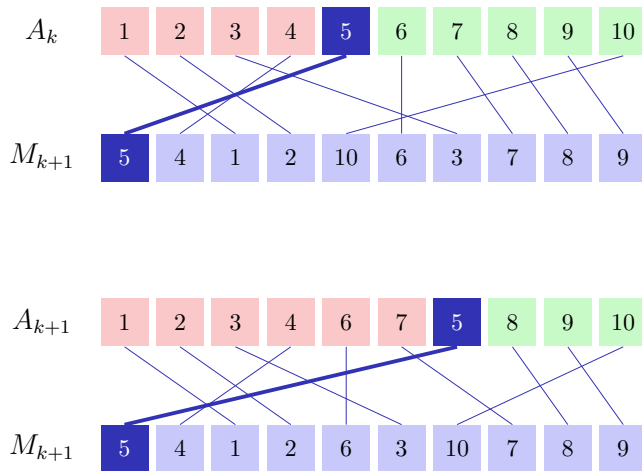
- Element i at position $p_i := p^{(M)}(i)$.
- access costs $C_k^{(M)} = p_i$.
- x_i : Number elements that are in M before p_i and in A after i .
- MTF removes x_i inversions.
- $p_i - x_i - 1$: Number elements that in M are before p_i and in A are before i .
- MTF generates $p_i - 1 - x_i$ inversions.



Estimating the Potential Function: A

- Wlog element i at position $p^{(A)}(i)$.
- $X_k^{(A)}$: number movements to the back (otherwise 0).
- access costs for i :

$$C_k^{(A)} = p^{(A)}(i) \geq p^{(M)}(i) - x_i.$$
- A increases the number of inversions maximally by $X_k^{(A)}$.



$$\Phi_{k+1} - \Phi_k \leq -x_i + (p_i - 1 - x_i) + X_k^{(A)}$$

Amortized costs of MTF in step k :

$$\begin{aligned} a_k^{(M)} &= C_k^{(M)} + \Phi_{k+1} - \Phi_k \\ &\leq p_i - x_i + (p_i - 1 - x_i) + X_k^{(A)} \\ &= (p_i - x_i) + (p_i - x_i) - 1 + X_k^{(A)} \\ &\leq C_k^{(A)} + C_k^{(A)} - 1 + X_k^{(A)} \leq 2 \cdot C_k^{(A)} + X_k^{(A)}. \end{aligned}$$

Estimation

Summing up costs

$$\begin{aligned}\sum_k G_k^{(M)} &= \sum_k C_k^{(M)} \leq \sum_k a_k^{(M)} \leq \sum_k 2 \cdot C_k^{(A)} + X_k^{(A)} \\ &\leq 2 \cdot \sum_k C_k^{(A)} + X_k^{(A)} \\ &= 2 \cdot \sum_k G_k^{(A)}\end{aligned}$$

In the worst case MTF requires at most twice as many operations as the optimal strategy.

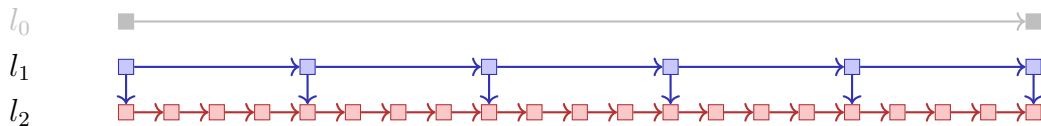
13.2 Skip Lists

Sorted Linked List



Search for element / insertion position: worst-case n Steps.

Sorted Linked List with two Levels



■ Number elements: $n_0 := n$

■ Stepsize on level 1: n_1

■ Stepsize on level 2: $n_2 = 1$

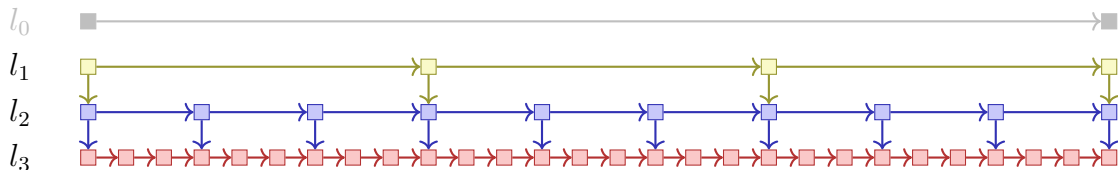
⇒ Search for element / insertion position: worst-case $\frac{n_0}{n_1} + \frac{n_1}{n_2}$.

⇒ Best Choice for¹⁴ n_1 : $n_1 = \frac{n_0}{n_1} = \sqrt{n_0}$.

Search for element / insertion position: worst-case $2\sqrt{n}$ steps.

¹⁴Differentiate and set to zero, cf. appendix

Sorted Linked List with two Levels



■ Number elements: $n_0 := n$

■ Stepsizes on levels $0 < i < 3$: n_i

■ Stepsize on level 3: $n_3 = 1$

⇒ Best Choice for (n_1, n_2) : $n_2 = \frac{n_0}{n_1} = \frac{n_1}{n_2} = \sqrt[3]{n_0}$.

Search for element / insertion position: worst-case $3 \cdot \sqrt[3]{n}$ steps.

Sorted Linked List with k Levels (Skiplist)

- Number elements: $n_0 := n$
- Stepsizes on levels $0 < i < k$: n_i
- Stepsize on level k : $n_k = 1$

⇒ Best Choice for (n_1, \dots, n_k) : $n_{k-1} = \frac{n_0}{n_1} = \frac{n_1}{n_2} = \dots = \sqrt[k]{n_0}$.

Search for element / insertion position: worst-case $k \cdot \sqrt[k]{n}$ steps¹⁵.

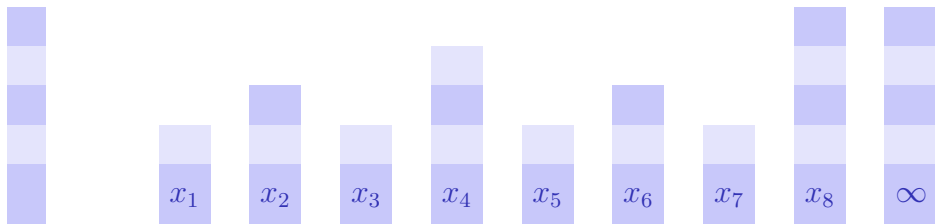
Assumption $n = 2^k$

⇒ worst case $\log_2 n \cdot 2$ steps and $\frac{n_i}{n_{i+1}} = 2 \forall 0 \leq i < \log_2 n$.

¹⁵(Derivation: Appendix)

Search in a Skiplist

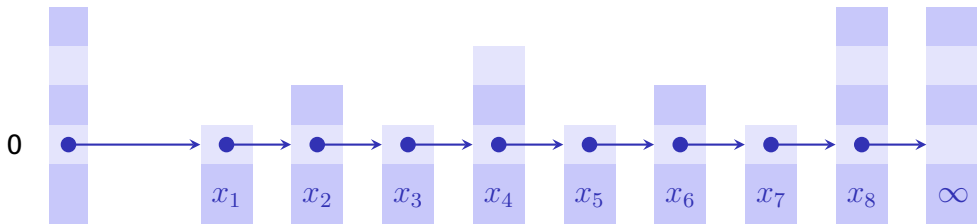
skip list



$$x_1 \leq x_2 \leq x_3 \leq \dots \leq x_9.$$

Search in a Skiplist

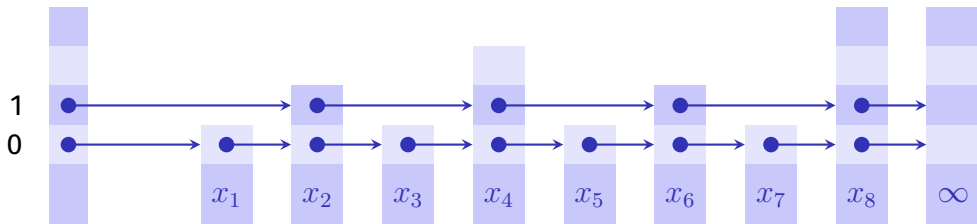
skip list



$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Search in a Skiplist

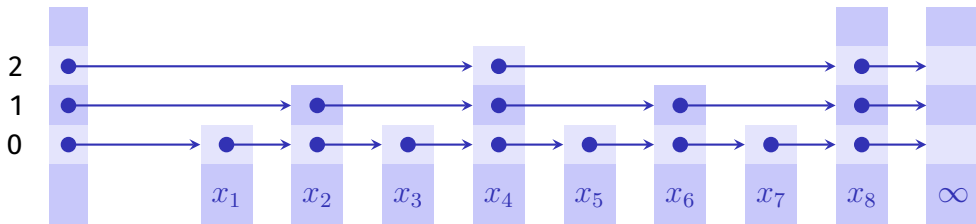
skip list



$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Search in a Skiplist

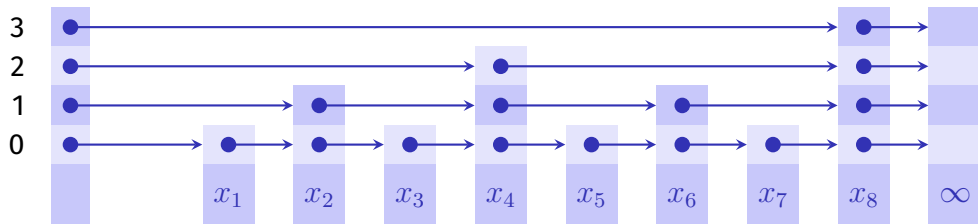
skip list



$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Search in a Skiplist

Perfect skip list

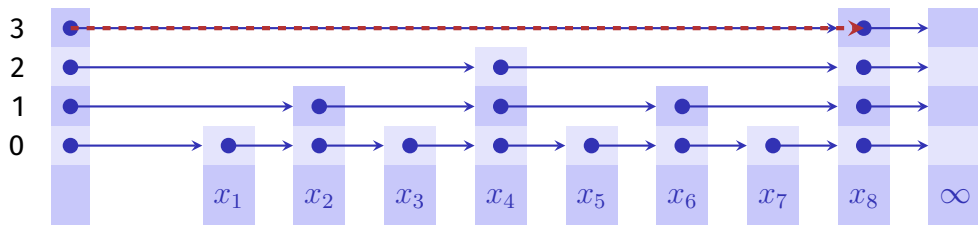


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

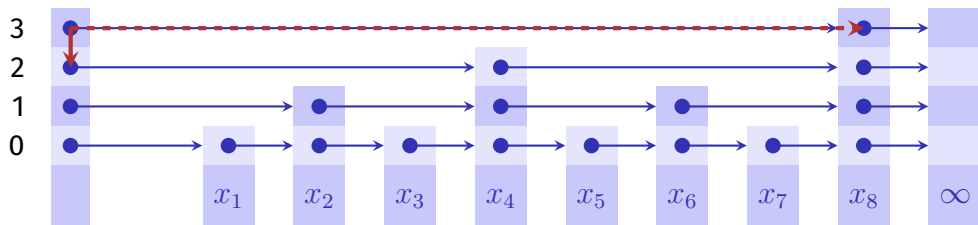


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

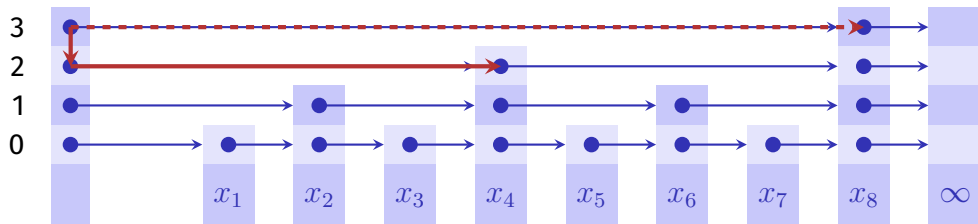


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

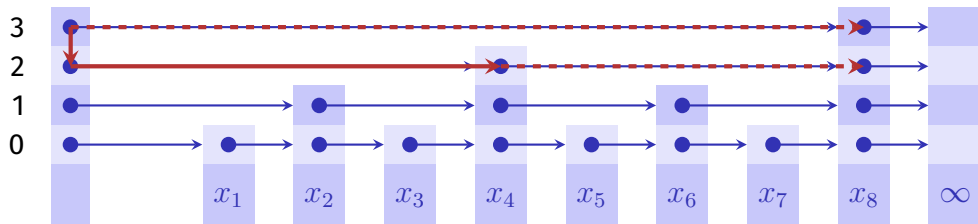


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

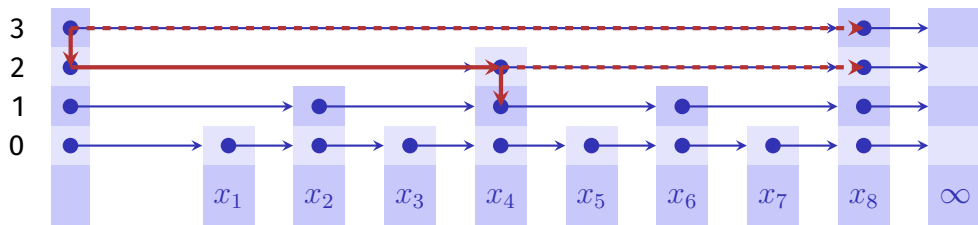


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

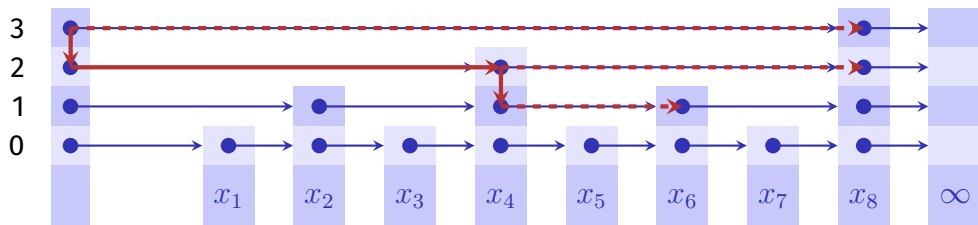


$$x_1 \leq x_2 \leq x_3 \leq \dots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

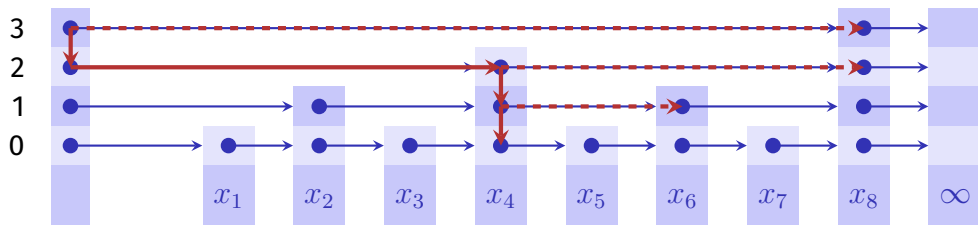


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

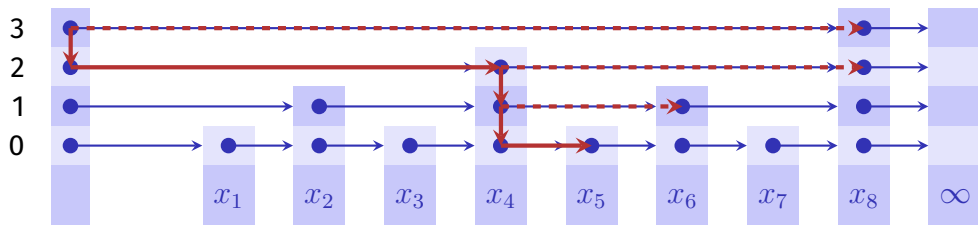


$$x_1 \leq x_2 \leq x_3 \leq \cdots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list

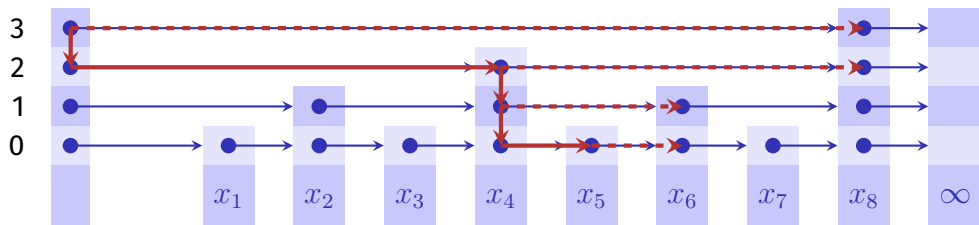


$$x_1 \leq x_2 \leq x_3 \leq \dots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Search in a Skiplist

Perfect skip list



$$x_1 \leq x_2 \leq x_3 \leq \dots \leq x_9.$$

Example: search for a key x with $x_5 < x < x_6$.

Analysis perfect skip list (worst cases)

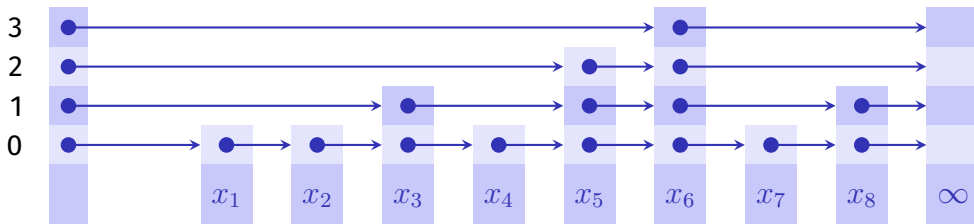
Search in $\mathcal{O}(\log n)$. Insert in $\mathcal{O}(n)$.

Randomized Skip List

Idea: insert a key with random height H with $\mathbb{P}(H = i) = \frac{1}{2^{i+1}}$.

Randomized Skip List

Idea: insert a key with random height H with $\mathbb{P}(H = i) = \frac{1}{2^{i+1}}$.



Analysis Randomized Skip List

Theorem 15

The expected number of fundamental operations for Search, Insert and Delete of an element in a randomized skip list is $\mathcal{O}(\log n)$.

The lengthy proof that will not be presented in this course observes the length of a path from a searched node back to the starting point in the highest level.

13.3 Appendix

Mathematik zur Skipliste

$[k\text{-Level Skiplist Math}]$

Let the number of data points n_0 and number levels $k > 0$ be given and let n_l be the numbers of elements skipped per level l , $n_k = 1$. Maximum number of total steps in the skip list:

$$f(\vec{n}) = \frac{n_0}{n_1} + \frac{n_1}{n_2} + \dots + \frac{n_{k-1}}{n_k}$$

Minimize f for (n_1, \dots, n_{k-1}) : $\frac{\partial f(\vec{n})}{\partial n_t} = 0$ for all $0 < t < k$,

$$\frac{\partial f(\vec{n})}{\partial n_t} = -\frac{n_{t-1}}{n_t^2} + \frac{1}{n_{t+1}} = 0 \Rightarrow n_{t+1} = \frac{n_t^2}{n_{t-1}} \text{ and } \frac{n_{t+1}}{n_t} = \frac{n_t}{n_{t-1}}.$$

$[k\text{-Level Skiplist Math}]$

Previous slide $\Rightarrow \frac{n_t}{n_0} = \frac{n_t}{n_{t-1}} \frac{n_{t-1}}{n_{t-2}} \cdots \frac{n_1}{n_0} = \left(\frac{n_1}{n_0}\right)^t$

Particularly $1 = n_k = \frac{n_1^k}{n_0^{k-1}} \Rightarrow n_1 = \sqrt[k]{n_0^{k-1}}$

Thus $n_{k-1} = \frac{n_0}{n_1} = \sqrt[k]{\frac{n_0^k}{n_0^{k-1}}} = \sqrt[k]{n_0}$.

Maximum number of total steps in the skip list: $f(\vec{n}) = k \cdot (\sqrt[k]{n_0})$

Assume $n_0 = 2^k$, then $\frac{n_l}{n_{l+1}} = 2$ for all $0 \leq l < k$ (skiplist halves data in each step) and $f(n) = k \cdot 2 = 2 \log_2 n \in \Theta(\log n)$.

14. Hashing

Hash Tables, Pre-Hashing, Hashing, Resolving Collisions using Chaining, Simple Uniform Hashing, Popular Hash Functions, Table-Doubling, Open Addressing: Probing, Uniform Hashing [Ottman/Widmayer, Kap. 4.1-4.3.2, 4.3.4, Cormen et al, Kap. 11-11.4]

Motivating Example

Goal: Efficient management of a table of all n ETH-students.

Possible Requirement: fast access (insertion, removal, find) of a dataset by name

Dictionary

Abstract Data Type (ADT) D to manage items¹⁶ i with keys $k \in \mathcal{K}$ with operations

- $D.\text{insert}(i)$: Insert or replace i in the dictionary D .
- $D.\text{delete}(i)$: Delete i from the dictionary D . Not existing \Rightarrow error message.
- $D.\text{search}(k)$: Returns item with key k if it exists.

¹⁶Key-value pairs (k, v) , in the following we consider mainly the keys

Dictionary in C++

Associative Container `std::unordered_map<>`

```
// Create an unordered_map of strings that map to strings
std::unordered_map<std::string, std::string> u = {
    {"RED", "#FF0000"}, {"GREEN", "#00FF00"}
};

u["BLUE"] = "#0000FF"; // Add

std::cout << "The HEX of color RED is: " << u["RED"] << "\n";

for( const auto& n : u ) // iterate over key-value pairs
    std::cout << n.first << ":" << n.second << "\n";
```

Motivation / Use

Perhaps the most popular data structure.

- Supported in many programming languages (C++, Java, Python, Ruby, Javascript, C# ...)
- Obvious use
 - Databases, Spreadsheets
 - Symbol tables in compilers and interpreters
- Less obvious
 - Substring Search (Google, grep)
 - String commonalities (Document distance, DNA)
 - File Synchronisation
 - Cryptography: File-transfer and identification

1. Idea: Direct Access Table (Array)

Index	Item
0	-
1	-
2	-
3	[3,value(3)]
4	-
5	-
⋮	⋮
k	[k,value(k)]
⋮	⋮

Problems

1. Idea: Direct Access Table (Array)

Index	Item
0	-
1	-
2	-
3	[3,value(3)]
4	-
5	-
⋮	⋮
k	[k,value(k)]
⋮	⋮

Problems

1. Keys must be non-negative integers

1. Idea: Direct Access Table (Array)

Index	Item
0	-
1	-
2	-
3	[3,value(3)]
4	-
5	-
⋮	⋮
k	[k,value(k)]
⋮	⋮

Problems

1. Keys must be non-negative integers
2. Large key-range \Rightarrow large array

Solution to the first problem: Pre-hashing

Prehashing: Map keys to positive integers using a function $ph : \mathcal{K} \rightarrow \mathbb{N}$

- Theoretically always possible because each key is stored as a bit-sequence in the computer
- Theoretically also: $x = y \Leftrightarrow ph(x) = ph(y)$
- Practically: APIs offer functions for pre-hashing. (Java: `object.hashCode()`, C++: `std::hash<>`, Python: `hash(object)`)
- APIs map the key from the key set to an integer with a restricted size.¹⁷

¹⁷Therefore the implication $ph(x) = ph(y) \Rightarrow x = y$ does **not** hold any more for all x, y .

Prehashing Example : String

Mapping Name $s = s_1 s_2 \dots s_{l_s}$ to key

$$ph(s) = \left(\sum_{i=0}^{l_s-1} s_{l_s-i} \cdot b^i \right) \bmod 2^w$$

b so that different names map to different keys as far as possible.

b Word-size of the system (e.g. 32 or 64)

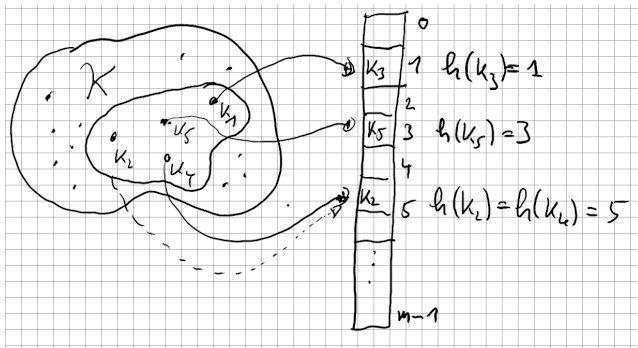
Example (Java) with $b = 31$, $w = 32$. Ascii-Values s_i .

Anna \mapsto 2045632

Jacqueline $\mapsto 2042089953442505 \bmod 2^{32} = 507919049$

Solution for 2nd Problem: Hashing

Reduce the universe. Map (hash-function) $h : \mathcal{K} \rightarrow \{0, \dots, m-1\}$ ($m \approx n =$ number entries of the table)



Collision: $h(k_i) = h(k_j)$.

Nomenclature

Hash function h : Mapping from the set of keys \mathcal{K} to the index set $\{0, 1, \dots, m - 1\}$ of an array (hash table).

$$h : \mathcal{K} \rightarrow \{0, 1, \dots, m - 1\}.$$

Usually $|\mathcal{K}| \gg m$. There are $k_1, k_2 \in \mathcal{K}$ with $h(k_1) = h(k_2)$ (collision).

A hash function should map the set of keys as uniformly as possible to the hash table.

Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12

Direct Chaining of the Colliding entries



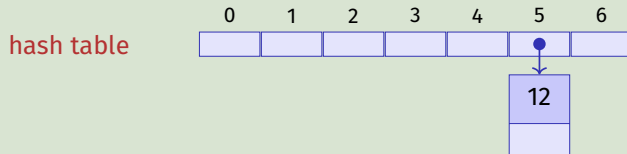
Colliding entries

Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12 , 55

Direct Chaining of the Colliding entries



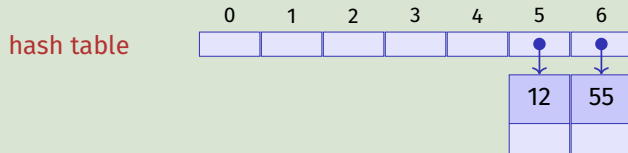
Colliding entries

Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12, 55, 5

Direct Chaining of the Colliding entries



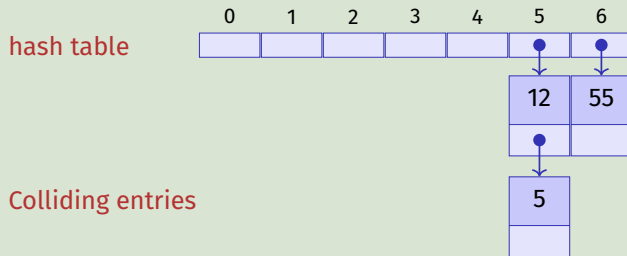
Colliding entries

Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12, 55, 5, 15

Direct Chaining of the Colliding entries

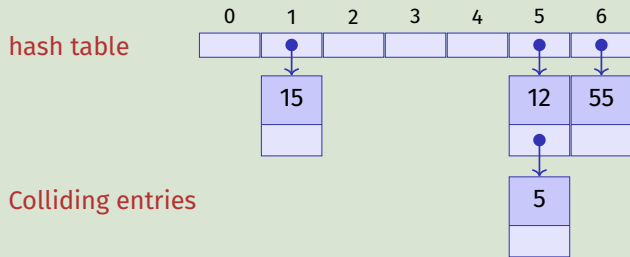


Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12, 55, 5, 15, 2

Direct Chaining of the Colliding entries

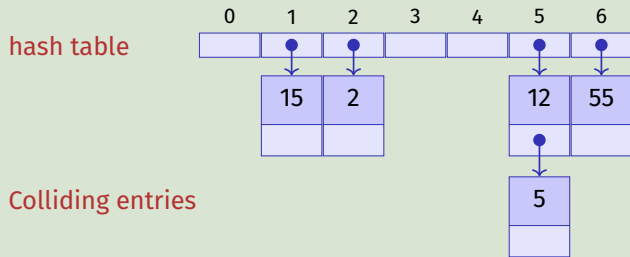


Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12, 55, 5, 15, 2, 19

Direct Chaining of the Colliding entries

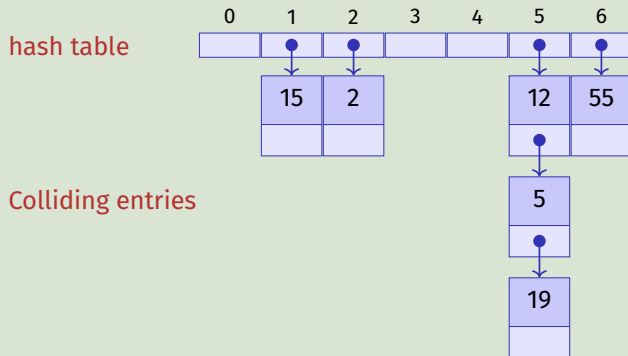


Resolving Collisions: Chaining

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Keys 12, 55, 5, 15, 2, 19, 43

Direct Chaining of the Colliding entries

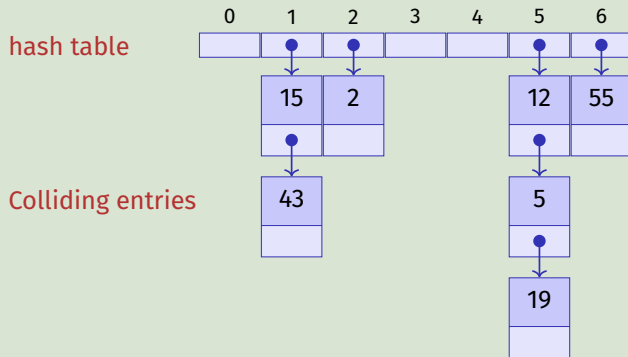


Resolving Collisions: Chaining

$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Keys 12, 55, 5, 15, 2, 19, 43

Direct Chaining of the Colliding entries



Algorithm for Hashing with Chaining

- **insert(i)** Check if key k of item i is in list at position $h(k)$. If no, then append i to the end of the list. Otherwise replace element by i .
- **find(k)** Check if key k is in list at position $h(k)$. If yes, return the data associated to key k , otherwise return empty element `null`.
- **delete(k)** Search the list at position $h(k)$ for k . If successful, remove the list element.

Worst-case Analysis

Worst-case: all keys are mapped to the same index.

$\Rightarrow \Theta(n)$ per operation in the worst case. 😞

Simple Uniform Hashing

Strong Assumptions: Each key will be mapped to one of the m available slots

- with equal probability (uniformity)
- and independent of where other keys are hashed (independence).

Simple Uniform Hashing

Under the assumption of simple uniform hashing:

Expected length of a chain when n elements are inserted into a hash table with m elements

$$\begin{aligned}\mathbb{E}(\text{Length of Chain } j) &= \mathbb{E}\left(\sum_{i=0}^{n-1} \mathbb{1}(h(k_i) = j)\right) = \sum_{i=0}^{n-1} \mathbb{P}(h(k_i) = j) \\ &= \sum_{i=1}^n \frac{1}{m} = \frac{n}{m}\end{aligned}$$

$\alpha = n/m$ is called load factor of the hash table.

Simple Uniform Hashing

Theorem 16

Let a hash table with chaining be filled with load-factor $\alpha = \frac{n}{m} < 1$. Under the assumption of simple uniform hashing, the next operation has expected costs of $\Theta(1 + \alpha)$.

Consequence: if the number slots m of the hash table is always at least proportional to the number of elements n of the hash table, $n \in \mathcal{O}(m) \Rightarrow$ Expected Running time of Insertion, Search and Deletion is $\mathcal{O}(1)$.

Further Analysis (directly chained list)

1. Unsuccessful search.

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$$C_n = \frac{1}{n} \sum_{j=1}^n (1 + (j - 1)/m) = 1 + \frac{1}{n} \frac{n(n - 1)}{2m} \approx 1 + \frac{\alpha}{2}.$$

Advantages and Disadvantages of Chaining

Advantages

- Possible to overcommit: $\alpha > 1$ allowed.
- Easy to remove keys.

Disadvantages

- Memory consumption of the chains

Examples of popular Hash Functions

$$h(k) = k \bmod m$$

Ideal: m prime, not too close to powers of 2 or 10

But often: $m = 2^k - 1$ ($k \in \mathbb{N}$)

Examples of popular Hash Functions

Multiplication method

$$h(k) = \left\lfloor (a \cdot k \bmod 2^w) / 2^{w-r} \right\rfloor \bmod m$$

- A good value of a : $\left\lfloor \frac{\sqrt{5}-1}{2} \cdot 2^w \right\rfloor$: Integer that represents the first w bits of the fractional part of the irrational number.
- Table size $m = 2^r$, w = size of the machine word in bits.
- Multiplication adds k along all bits of a , integer division by 2^{w-r} and $\bmod m$ extract the upper r bits.
- Written as code very simple: `a * k >> (w-r)`

Illustration

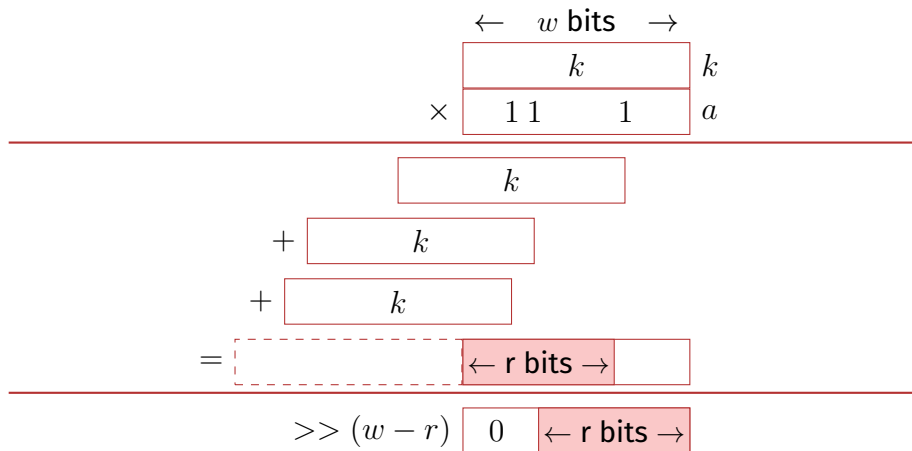


Table size increase

- We do not know beforehand how large n will be
- Require $m = \Theta(n)$ at all times.

Table size needs to be adapted.

Hash-Function changes \Rightarrow rehashing

- Allocate array A' with size $m' > m$
- Insert each entry of A into A' (with re-hashing the keys)
- Set $A \leftarrow A'$.
- Costs $\mathcal{O}(n + m + m')$.

How to choose m' ?

Table size increase

Double the table size depending on the load factor.

⇒ Amortized Analysis.

Each operation of hashing with chaining has expected amortized costs $\Theta(1)$.

Open Addressing

Store the colliding entries directly in the hash table using a probing function $s : \mathcal{K} \times \{0, 1, \dots, m - 1\} \rightarrow \{0, 1, \dots, m - 1\}$

Key table position along a probing sequence

$$S(k) := (s(k, 0), s(k, 1), \dots, s(k, m - 1)) \mod m$$

Probing sequence must for each $k \in \mathcal{K}$ be a permutation of $\{0, 1, \dots, m - 1\}$

Notational clarification: this method uses open addressing (meaning that the positions in the hashtable are not fixed) but it is called a closed hashing procedure (because the entries stay in the hashtable).

Algorithms for open addressing

- **insert(i)** Search for key k of i in the table according to $S(k)$. If k is not present, insert k at the first free position in the probing sequence. Otherwise error message.
- **find(k)** Traverse table entries according to $S(k)$. If k is found, return data associated to k . Otherwise return an empty element `null`.
- **delete(k)** Search k in the table according to $S(k)$. If k is found, replace it with a special key `removed`.

Linear Probing

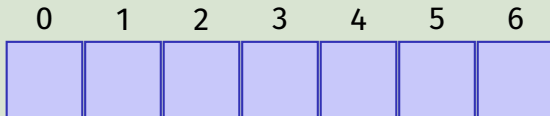
$$s(k, j) = h(k) + j \Rightarrow S(k) = (h(k), h(k) + 1, \dots, h(k) + m - 1) \bmod m$$

Linear Probing

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$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod m.$

Key 12



Linear Probing

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Key 12, 55

0	1	2	3	4	5	6
					12	

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Key 12 , 55 , 5

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Key 12 , 55 , 5 , 15

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5					12	55

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Key 12 , 55 , 5 , 15 , 2

0	1	2	3	4	5	6
5	15				12	55

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Key 12 , 55 , 5 , 15 , 2 , 19

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Example $\alpha = 0.95$

The unsuccessful search considers 200 table entries on average!
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Disadvantage of the method?

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(Here without derivation.).

Disadvantage of the method?

Primary clustering: similar hash addresses have similar probing sequences \Rightarrow long contiguous areas of used entries.

Quadratic Probing

$$s(k, j) = h(k) + \lceil j/2 \rceil^2 (-1)^{j+1}$$

$$S(k) = (h(k), h(k) + 1, h(k) - 1, h(k) + 4, h(k) - 4, \dots) \pmod m$$

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Keys 12, 55, 5, 15, 2, 19

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Problems of this method?

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Problems of this method?

Secondary clustering: Synonyms k and k' (with $h(k) = h(k')$) traverses the same probing sequence.

Double Hashing

Two hash functions $h(k)$ and $h'(k)$. $s(k, j) = h(k) + j \cdot h'(k)$.

$$S(k) = (h(k), h(k) + h'(k), h(k) + 2h'(k), \dots, h(k) + (m-1)h'(k)) \bmod m$$

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$m = 7, \mathcal{K} = \{0, \dots, 500\}, h(k) = k \bmod 7, h'(k) = 1 + k \bmod 5.$

Keys 12

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Double Hashing

- Probing sequence must permute all hash addresses. Thus $h'(k) \neq 0$ and $h'(k)$ may not divide m , for example guaranteed with m prime.
- h' should be as independent of h as possible (to avoid secondary clustering)

Independence:

$$\mathbb{P}((h(k) = h(k')) \wedge (h'(k) = h'(k'))) = \mathbb{P}(h(k) = h(k')) \cdot \mathbb{P}(h'(k) = h'(k')).$$

Independence largely fulfilled by $h(k) = k \bmod m$ and $h'(k) = 1 + k \bmod (m - 2)$ (m prime).

Uniform Hashing

Strong assumption: the probing sequence $S(k)$ of a key l is equally likely to be any of the $m!$ permutations of $\{0, 1, \dots, m - 1\}$

(Double hashing is reasonably close)

Analysis of Uniform Hashing with Open Addressing

Theorem 17

Let an open-addressing hash table be filled with load-factor $\alpha = \frac{n}{m} < 1$. Under the assumption of uniform hashing, the next operation has expected costs of $\leq \frac{1}{1-\alpha}$.

Analysis: Proof of the theorem

Random Variable X : Number of probings when searching without success.

$$\begin{aligned}\mathbb{P}(X \geq i) &\stackrel{*}{=} \frac{n}{m} \cdot \frac{n-1}{m-1} \cdot \frac{n-2}{m-2} \cdots \frac{n-i+2}{m-i+2} \\ &\stackrel{**}{\leq} \left(\frac{n}{m}\right)^{i-1} = \alpha^{i-1}. \quad (1 \leq i \leq m)\end{aligned}$$

***** : Event A_j : slot used during step j .

$$\mathbb{P}(A_1 \cap \cdots \cap A_{i-1}) = \mathbb{P}(A_1) \cdot \mathbb{P}(A_2|A_1) \cdot \dots \cdot \mathbb{P}(A_{i-1}|A_1 \cap \cdots \cap A_{i-2}),$$

****** : $\frac{n-1}{m-1} < \frac{n}{m}$ because $n < m$: $\frac{n-1}{m-1} < \frac{n}{m} \Leftrightarrow \frac{n-1}{n} < \frac{m-1}{m} \Leftrightarrow 1 - \frac{1}{n} < 1 - \frac{1}{m} \Leftrightarrow n < m$
($n > 0, m > 0$)

Moreover $\mathbb{P}(x \geq i) = 0$ for $i \geq m$. Therefore

$$\mathbb{E}(X) \stackrel{\text{Appendix}}{=} \sum_{i=1}^{\infty} \mathbb{P}(X \geq i) \leq \sum_{i=1}^{\infty} \alpha^{i-1} = \sum_{i=0}^{\infty} \alpha^i = \frac{1}{1-\alpha}.$$

Overview

	$\alpha = 0.50$		$\alpha = 0.90$		$\alpha = 0.95$	
	C_n	C'_n	C_n	C'_n	C_n	C'_n
(Direct) Chaining	1.25	0.50	1.45	0.90	1.48	0.95
Linear Probing	1.50	2.50	5.50	50.50	10.50	200.50
Quadratic Probing	1.44	2.19	2.85	11.40	3.52	22.05
Uniform Hashing	1.39	2.00	2.56	10.00	3.15	20.00

α : load factor.

C_n : Number steps successful search,

C'_n : Number steps unsuccessful search

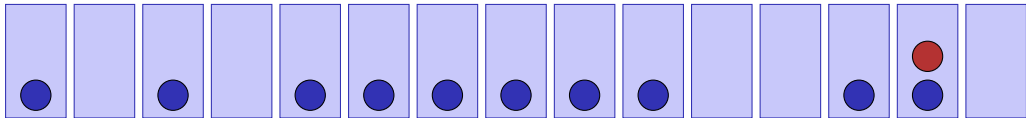
14.7 Appendix

Some mathematical formulas

[Birthday Paradox]

Assumption: m urns, n balls (wlog $n \leq m$).

n balls are put uniformly distributed into the urns

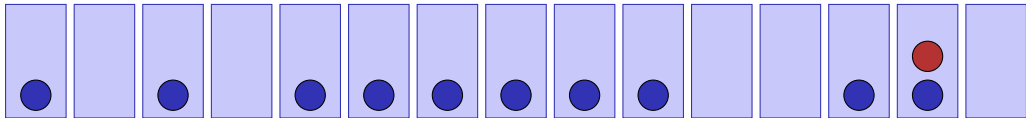


What is the collision probability?

[Birthday Paradox]

Assumption: m urns, n balls (wlog $n \leq m$).

n balls are put uniformly distributed into the urns



What is the collision probability?

Birthdayparadox: with how many people (n) the probability that two of them share the same birthday ($m = 365$) is larger than 50%?

[Birthday Paradox]

$$\mathbb{P}(\text{no collision}) = \frac{m}{m} \cdot \frac{m-1}{m} \cdot \dots \cdot \frac{m-n+1}{m} = \frac{m!}{(m-n)! \cdot m^n}.$$

[Birthday Paradox]

$$\mathbb{P}(\text{no collision}) = \frac{m}{m} \cdot \frac{m-1}{m} \cdot \dots \cdot \frac{m-n+1}{m} = \frac{m!}{(m-n)! \cdot m^n}.$$

Let $a \ll m$. With $e^x = 1 + x + \frac{x^2}{2!} + \dots$ approximate $1 - \frac{a}{m} \approx e^{-\frac{a}{m}}$. This yields:

$$1 \cdot \left(1 - \frac{1}{m}\right) \cdot \left(1 - \frac{2}{m}\right) \cdot \dots \cdot \left(1 - \frac{n-1}{m}\right) \approx e^{-\frac{1+\dots+n-1}{m}} = e^{-\frac{n(n-1)}{2m}}.$$

[Birthday Paradox]

$$\mathbb{P}(\text{no collision}) = \frac{m}{m} \cdot \frac{m-1}{m} \cdot \dots \cdot \frac{m-n+1}{m} = \frac{m!}{(m-n)! \cdot m^n}.$$

Let $a \ll m$. With $e^x = 1 + x + \frac{x^2}{2!} + \dots$ approximate $1 - \frac{a}{m} \approx e^{-\frac{a}{m}}$. This yields:

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Thus

$$\mathbb{P}(\text{Kollision}) = 1 - e^{-\frac{n(n-1)}{2m}}.$$

[Birthday Paradox]

$$\mathbb{P}(\text{no collision}) = \frac{m}{m} \cdot \frac{m-1}{m} \cdot \dots \cdot \frac{m-n+1}{m} = \frac{m!}{(m-n)! \cdot m^n}.$$

Let $a \ll m$. With $e^x = 1 + x + \frac{x^2}{2!} + \dots$ approximate $1 - \frac{a}{m} \approx e^{-\frac{a}{m}}$. This yields:

$$1 \cdot \left(1 - \frac{1}{m}\right) \cdot \left(1 - \frac{2}{m}\right) \cdot \dots \cdot \left(1 - \frac{n-1}{m}\right) \approx e^{-\frac{1+\dots+n-1}{m}} = e^{-\frac{n(n-1)}{2m}}.$$

Thus

$$\mathbb{P}(\text{Kollision}) = 1 - e^{-\frac{n(n-1)}{2m}}.$$

Puzzle answer: with 23 people the probability for a birthday collision is 50.7%. Derived from the slightly more accurate Stirling formula. $n! \approx \sqrt{2\pi n} \cdot n^n \cdot e^{-n}$

[Formula for Expected Value]

$X \geq 0$ discrete random variable with $\mathbb{E}(X) < \infty$

$$\begin{aligned}\mathbb{E}(X) &\stackrel{(def)}{=} \sum_{x=0}^{\infty} x \mathbb{P}(X = x) \\ &\stackrel{\text{Counting}}{=} \sum_{x=1}^{\infty} \sum_{y=x}^{\infty} \mathbb{P}(X = y) \\ &= \sum_{x=0}^{\infty} \mathbb{P}(X > x)\end{aligned}$$

15. C++ advanced (III): Functors and Lambda

What do we learn today?

- Functors: objects with overloaded function operator ().
- Closures
- Lambda-Expressions: syntactic sugar
- Captures

Functors: Motivation

A simple output filter

```
template <typename T, typename Function>
void filter(const T& collection, Function f){
    for (const auto& x: collection)
        if (f(x)) std::cout << x << " ";
    std::cout << "\n";
}
```

Functors: Motivation

A simple output filter

```
template <typename T, typename Function>
void filter(const T& collection, Function f){
    for (const auto& x: collection)
        if (f(x)) std::cout << x << " ";
    std::cout << "\n";
}
```

`filter` works if the first argument offers an iterator and if the second argument can be applied to elements of the iterator with a result that can be converted to `bool`.

Functors: Motivation

```
template <typename T, typename Function>
void filter(const T& collection, Function f);

template <typename T>
bool even(T x){
    return x % 2 == 0;
}

std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};
filter(a,even<int>); // output: 2,4,6,16
```


Functor: Object with Overloaded Operator ()

```
class GreaterThan{  
    int value; // state  
public:  
    GreaterThan(int x):value{x}{}  
  
    bool operator() (int par) const {  
        return par > value;  
    }  
};
```

A Functor is a callable object. Can be understood as a stateful function.

```
std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};  
int value=8;  
filter(a,GreaterThan(value)); // 9,11,16,19
```

Functor: object with overloaded operator ()

```
template <typename T>
class GreaterThan{
    T value;
public:
    GreaterThan(T x):value{x}{}

    bool operator() (T par) const{
        return par > value;
    }
};
```

(this also works with a template, of course)

```
std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};
int value=8;
filter(a,GreaterThan<int>(value)); // 9,11,16,19
```

The same with a Lambda-Expression

```
std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};  
int value=8;  
  
filter(a, [value](int x) {return x > value;});
```

Sum of Elements – Old School

```
std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};  
int sum = 0;  
for (auto x: a)  
    sum += x;  
std::cout << sum << std::endl; // 83
```

Sum of Elements – with Functor

```
template <typename T>
struct Sum{
    T value = 0;

    void operator() (T par){ value += par; }
};

std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};
Sum<int> sum;
// for_each copies sum: we need to copy the result back
sum = std::for_each(a.begin(), a.end(), sum);
std::cout << sum.value << std::endl; // 83
```

Sum of Elements – with References

```
template <typename T>
struct SumR{
    T& value;
    SumR (T& v):value{v} {}

    void operator() (T par){ value += par; }
};

std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};
int s=0;
SumR<int> sum{s};
// cannot (and do not need to) assign to sum here
std::for_each(a.begin(), a.end(), sum);
std::cout << s << std::endl; // 83
```

Sum of Elements – with Λ

```
std::vector<int> a {1,2,3,4,5,6,7,9,11,16,19};
```

```
int s=0;
```

```
std::for_each(a.begin(), a.end(), [&s] (int x) {s += x;} );
```

```
std::cout << s << std::endl;
```

Sorting by Different Order

```
// pre: i >= 0
// post: returns sum of digits of i
int q(int i){
    int res =0;
    for(;i>0;i/=10)
        res += i % 10;
    return res;
}

std::vector<int> v {10,12,9,7,28,22,14};
std::sort (v.begin(), v.end(),
    [] (int i, int j) { return q(i) < q(j);}
);
```


Sorting by Different Order

```
// pre: i >= 0
// post: returns sum of digits of i
int q(int i){
    int res =0;
    for(;i>0;i/=10)
        res += i % 10;
    return res;
}

std::vector<int> v {10,12,9,7,28,22,14};
std::sort (v.begin(), v.end(),
    [] (int i, int j) { return q(i) < q(j);}
);
```

Now $v =$

Sorting by Different Order

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// pre: i >= 0
// post: returns sum of digits of i
int q(int i){
    int res =0;
    for(;i>0;i/=10)
        res += i % 10;
    return res;
}
```

```
std::vector<int> v {10,12,9,7,28,22,14};
std::sort (v.begin(), v.end(),
    [] (int i, int j) { return q(i) < q(j);}
);
```

Now $v = 10, 12, 22, 14, 7, 9, 28$ (sorted by sum of digits)

Lambda-Expressions in Detail

`[value]` `(int x)` `->bool` `{return x > value;}`

capture parameters return type statement

```
[value] (int x) ->bool {return x > value;}
```

- Lambda expressions evaluate to a temporary object – a closure
- The closure retains the execution context of the function - the captured objects.
- Lambda expressions can be implemented as functors.

Simple Lambda Expression

```
[]()->void {std::cout << "Hello World";}
```

Simple Lambda Expression

```
[] ()->void {std::cout << "Hello World";}
```

call:

```
[] ()->void {std::cout << "Hello World";}();
```

Simple Lambda Expression

```
[]()->void {std::cout << "Hello World";}
```

call:

```
[]()->void {std::cout << "Hello World";}();
```

assignment:

```
auto f = []()->void {std::cout << "Hello World";};
```

Minimal Lambda Expression

```
[] {}
```

- Return type can be inferred if no or only one return statement is present.¹⁸

```
[] () {std::cout << "Hello World";}
```

- If no parameters and no explicit return type, then () can be omitted.

```
[] {std::cout << "Hello World";}
```

- [...] can never be omitted.

¹⁸Since C++14 also several returns possible, provided that the same return type is deduced

Examples

```
[] (int x, int y) {std::cout << x * y;} (4,5);
```

Output:

Examples

```
[] (int x, int y) {std::cout << x * y;} (4,5);
```

Output: 20

Examples

```
int k = 8;  
auto f = [](int& v) {v += v;};  
f(k);  
std::cout << k;
```

Output:

Examples

```
int k = 8;  
auto f = [](int& v) {v += v;};  
f(k);  
std::cout << k;
```

Output: 16

Examples

```
int k = 8;  
auto f = [](int v) {v += v;};  
f(k);  
std::cout << k;
```

Output:

Examples

```
int k = 8;  
auto f = [](int v) {v += v;};  
f(k);  
std::cout << k;
```

Output: 8

Capture – Lambdas

For Lambda-expressions the capture list determines the context accessible
Syntax:

- `[x]`: Access a copy of `x` (read-only)
- `&x`: Capture `x` by reference
- `&x, y`: Capture `x` by reference and `y` by value
- `&`: Default capture all objects by reference in the scope of the lambda expression
- `=`: Default capture all objects by value in the context of the Lambda-Expression

Capture – Lambdas

```
int elements=0;
int sum=0;
std::for_each(v.begin(), v.end(),
    [&] (int k) {sum += k; elements++;} // capture all by reference
)
```


Capture – Lambdas

```
template <typename T>
void sequence(vector<int> & v, T done){
    int i=0;
    while (!done()) v.push_back(i++);
}
```

```
vector<int> s;
sequence(s, [&] {return s.size() >= 5;} )
```

now v =

Capture – Lambdas

```
template <typename T>
void sequence(vector<int> & v, T done){
    int i=0;
    while (!done()) v.push_back(i++);
}
```

```
vector<int> s;
sequence(s, [&] {return s.size() >= 5;} )
```

now v = 0 1 2 3 4

Capture – Lambdas

```
template <typename T>
void sequence(vector<int> & v, T done){
    int i=0;
    while (!done()) v.push_back(i++);
}
```

```
vector<int> s;
sequence(s, [&] {return s.size() >= 5;} )
```

now v = 0 1 2 3 4

The capture list refers to the context of the lambda expression.

Capture – Lambdas

When is the value captured?

```
int v = 42;  
auto func = [=] {std::cout << v << "\n"};  
v = 7;  
func();
```

Output:

Capture – Lambdas

When is the value captured?

```
int v = 42;  
auto func = [=] {std::cout << v << "\n"};  
v = 7;  
func();
```

Output: 42

Values are assigned when the lambda-expression is created.

Capture – Lambdas

(Why) does this work?

```
class Limited{
    int limit = 10;
public:
    // count entries smaller than limit
    int count(const std::vector<int>& a){
        int c = 0;
        std::for_each(a.begin(), a.end(),
            [=,&c] (int x) {if (x < limit) c++;}
        );
        return c;
    }
};
```

Capture – Lambdas

(Why) does this work?

```
class Limited{
    int limit = 10;
public:
    // count entries smaller than limit
    int count(const std::vector<int>& a){
        int c = 0;
        std::for_each(a.begin(), a.end(),
            [=,&c] (int x) {if (x < limit) c++;}
        );
        return c;
    }
};
```

The `this` pointer is implicitly copied by value

Capture – Lambdas

```
struct mutant{  
    int i = 0;  
    void do(){ [=] {i=42;}();}  
};
```

```
mutant m;  
m.do();  
std::cout << m.i;
```

Output:

Capture – Lambdas

```
struct mutant{  
    int i = 0;  
    void do(){ [=] {i=42;}();}  
};
```

```
mutant m;  
m.do();  
std::cout << m.i;
```

Output: 42

The `this` pointer is implicitly copied by value

Lambda Expressions are Functors

`[x, &y] () {y = x;}`

can be implemented as

`unnamed {x,y};`

with

```
class unnamed {  
    int x; int& y;  
    unnamed (int x_, int& y_) : x (x_), y (y_) {}  
    void operator () () {y = x;}  
};
```

Lambda Expressions are Functors

```
[=] () {return x + y;}
```

can be implemented as

```
unnamed {x,y};
```

with

```
class unnamed {  
    int x; int y;  
    unnamed (int x_, int y_) : x (x_), y (y_) {}  
    int operator () () const {return x + y;}  
};
```

Polymorphic Function Wrapper `std::function`

```
#include <functional>

int k= 8;
std::function<int(int)> f;
f = [k](int i){ return i+k; };
std::cout << f(8); // 16
```

can be used in order to store lambda expressions.

Other Examples

```
std::function<int(int,int)>; std::function<void(double)> ...
```

<http://en.cppreference.com/w/cpp/utility/functional/function>

Example

```
template <typename T>
auto toFunction(std::vector<T> v){
    return [v] (T x) -> double {
        int index = (int)(x+0.5);
        if (index < 0) index = 0;
        if (index >= v.size()) index = v.size()-1;
        return v[index];
    };
}
```

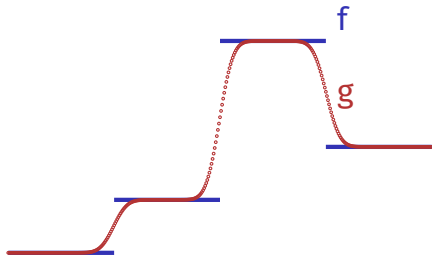
Example

```
auto Gaussian(double mu, double sigma){  
    return [mu,sigma](double x) {  
        const double a = ( x - mu ) / sigma;  
        return std::exp( -0.5 * a * a );  
    };  
}
```

```
template <typename F, typename Kernel>  
auto smooth(F f, Kernel kernel){  
    return [kernel,f] (auto x) {  
        // compute convolution ...  
        // and return result  
    };  
}
```

Example

```
std::vector<double> v {1,2,5,3};  
auto f = toFunction(v);  
auto k = Gaussian(0,0.1);  
auto g = smooth(f,k);
```



Conclusion

- Functors allow to write functional programs in C++. Lambdas are syntactic sugar to simplify this.
- With functors/lambdas classic patterns from functional programming (e.g. map / filter / reduce) can be applied in C++.
- In combination with templates and the type inference (`auto`) very powerful functions can be stored in variables. Functions can even return functions (so called higher order functions).

16. Binary Search Trees

[Ottman/Widmayer, Kap. 5.1, Cormen et al, Kap. 12.1 - 12.3]

Dictionary implementation

Hashing: implementation of dictionaries with expected very fast access times.

Disadvantages of hashing:

Dictionary implementation

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Disadvantages of hashing: linear access time in worst case. **Some operations not supported at all:**

- enumerate keys in increasing order

Dictionary implementation

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Disadvantages of hashing: linear access time in worst case. **Some operations not supported at all:**

- enumerate keys in increasing order
- next smallest key to given key

Dictionary implementation

Hashing: implementation of dictionaries with expected very fast access times.

Disadvantages of hashing: linear access time in worst case. **Some operations not supported at all:**

- enumerate keys in increasing order
- next smallest key to given key
- Key k in given interval $k \in [l, r]$

Trees

Trees are

- Generalized lists: nodes can have more than one successor
- Special graphs: graphs consist of nodes and edges. A tree is a fully connected, directed, acyclic graph.

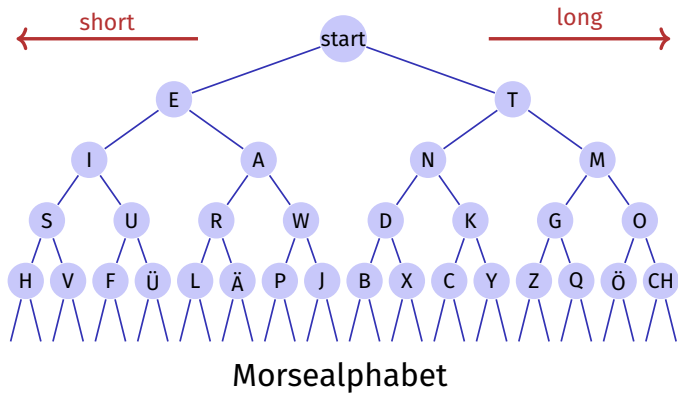
Trees

Use

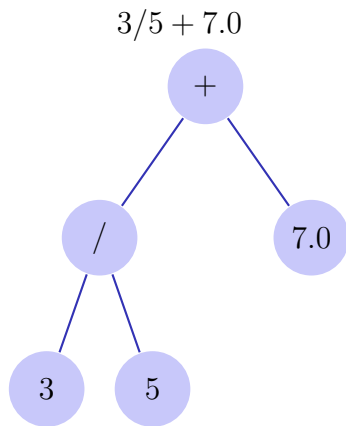
- Decision trees: hierarchic representation of decision rules
- syntax trees: parsing and traversing of expressions, e.g. in a compiler
- Code trees: representation of a code, e.g. morse alphabet, huffman code
- Search trees: allow efficient searching for an element by value



Examples

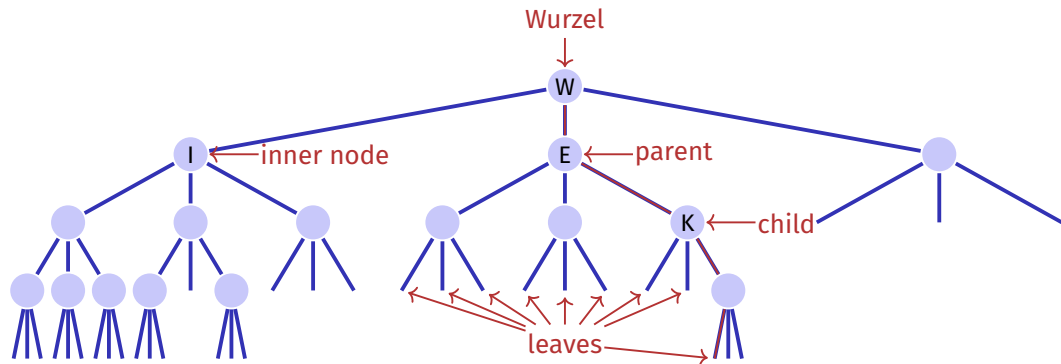


Examples



Expression tree

Nomenclature



- Order of the tree: maximum number of child nodes, here: 3
- Height of the tree: maximum path length root – leaf (here: 4)

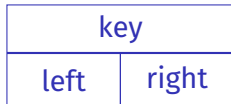
Binary Trees

A binary tree is

- either a leaf, i.e. an empty tree,
- or an inner leaf with two trees T_l (left subtree) and T_r (right subtree) as left and right successor.

In each inner node v we store

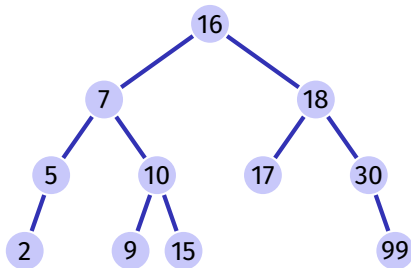
- a key $v.key$ and
 - two nodes $v.left$ and $v.right$ to the roots of the left and right subtree.
- a leaf is represented by the **null**-pointer



Binary search tree

A binary search tree is a binary tree that fulfils the search tree property:

- Every node v stores a key
- Keys in left subtree $v.\text{left}$ are smaller than $v.\text{key}$
- Keys in right subtree $v.\text{right}$ are greater than $v.\text{key}$



Searching

Input: Binary search tree with root r , key k

Output: Node v with $v.\text{key} = k$ or **null**

$v \leftarrow r$

while $v \neq \text{null}$ **do**

if $k = v.\text{key}$ **then**

return v

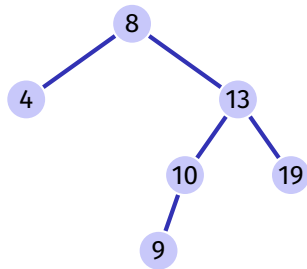
else if $k < v.\text{key}$ **then**

$v \leftarrow v.\text{left}$

else

$v \leftarrow v.\text{right}$

return null



Searching

Input: Binary search tree with root r , key k

Output: Node v with $v.\text{key} = k$ or **null**

$v \leftarrow r$

while $v \neq \text{null}$ **do**

if $k = v.\text{key}$ **then**

return v

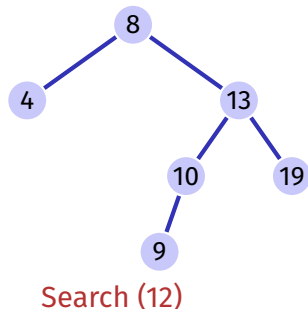
else if $k < v.\text{key}$ **then**

$v \leftarrow v.\text{left}$

else

$v \leftarrow v.\text{right}$

return null



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Output: Node v with $v.\text{key} = k$ or **null**

$v \leftarrow r$

while $v \neq \text{null}$ **do**

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return v

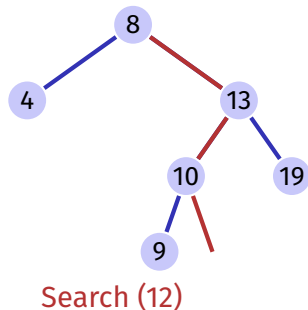
else if $k < v.\text{key}$ **then**

$v \leftarrow v.\text{left}$

else

$v \leftarrow v.\text{right}$

return null



Searching

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$v \leftarrow r$

while $v \neq \text{null}$ **do**

if $k = v.\text{key}$ **then**

return v

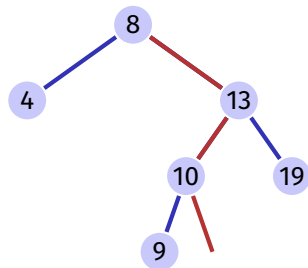
else if $k < v.\text{key}$ **then**

$v \leftarrow v.\text{left}$

else

$v \leftarrow v.\text{right}$

return null



Search (12) \rightarrow **null**

Height of a tree

The height $h(T)$ of a binary tree T with root r is given by

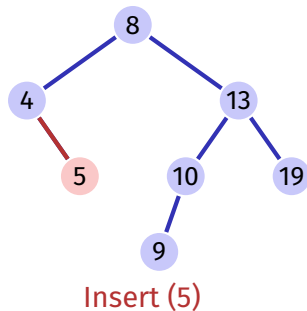
$$h(r) = \begin{cases} 0 & \text{if } r = \mathbf{null} \\ 1 + \max\{h(r.\text{left}), h(r.\text{right})\} & \text{otherwise.} \end{cases}$$

The worst case run time of the search is thus $\mathcal{O}(h(T))$

Insertion of a key

Insertion of the key k

- Search for k
- If successful search: e.g. output error
- Of no success: insert the key at the leaf reached

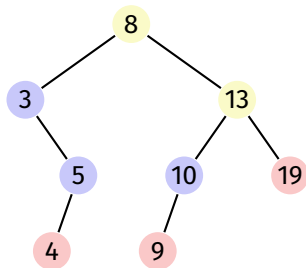


Remove node

Three cases possible:

- Node has no children
- Node has one child
- Node has two children

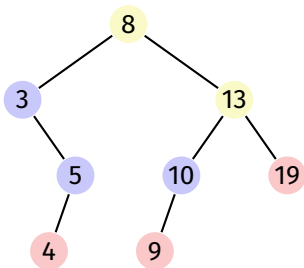
[Leaves do not count here]



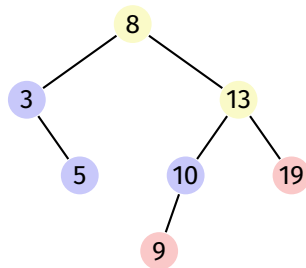
Remove node

Node has no children

Simple case: replace node by leaf.



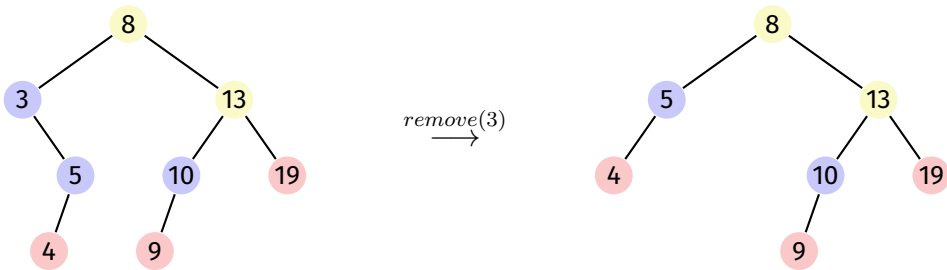
$remove(4)$
 \longrightarrow



Remove node

Node has one child

Also simple: replace node by single child.



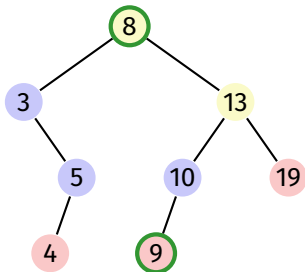
Remove node

Node v has two children

The following observation helps: the smallest key in the right subtree $v.\text{right}$ (the symmetric successor of v)

- is smaller than all keys in $v.\text{right}$
- is greater than all keys in $v.\text{left}$
- and cannot have a left child.

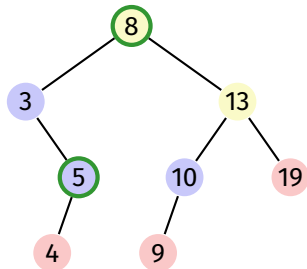
Solution: replace v by its symmetric successor.



By symmetry...

Node v has two children

Also possible: replace v by its symmetric predecessor.



Algorithm SymmetricSuccessor(v)

Input: Node v of a binary search tree.

Output: Symmetric successor of v

$w \leftarrow v.\text{right}$

$x \leftarrow w.\text{left}$

while $x \neq \text{null}$ **do**

$w \leftarrow x$
 $x \leftarrow x.\text{left}$

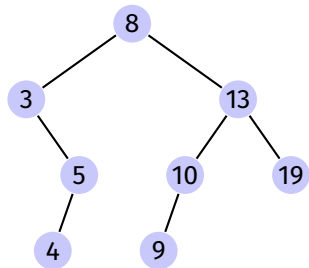
return w

Deletion of an element v from a tree T requires $\mathcal{O}(h(T))$ fundamental steps:

- Finding v has costs $\mathcal{O}(h(T))$
- If v has maximal one child unequal to **null** then removal takes $\mathcal{O}(1)$ steps
- Finding the symmetric successor n of v takes $\mathcal{O}(h(T))$ steps. Removal and insertion of n takes $\mathcal{O}(1)$ steps.

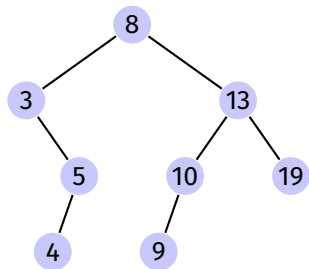
Traversal possibilities

■ preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.



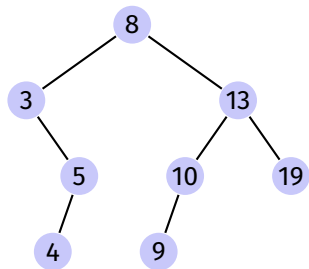
Traversal possibilities

- preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.
8, 3, 5, 4, 13, 10, 9, 19



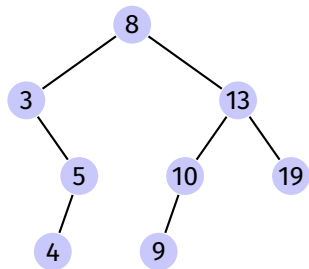
Traversal possibilities

- preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.
8, 3, 5, 4, 13, 10, 9, 19
- postorder: $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$, then v .



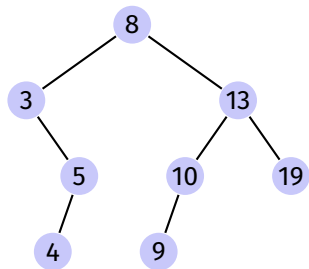
Traversal possibilities

- preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.
8, 3, 5, 4, 13, 10, 9, 19
- postorder: $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$, then v .
4, 5, 3, 9, 10, 19, 13, 8



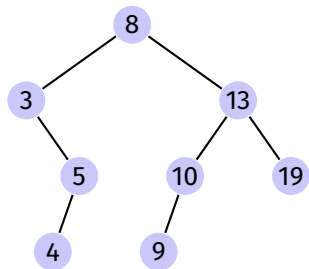
Traversal possibilities

- preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.
8, 3, 5, 4, 13, 10, 9, 19
- postorder: $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$, then v .
4, 5, 3, 9, 10, 19, 13, 8
- inorder: $T_{\text{left}}(v)$, then v , then $T_{\text{right}}(v)$.



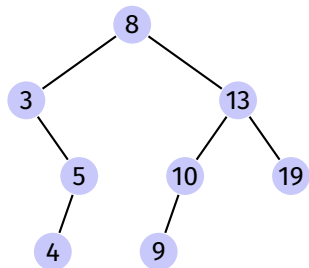
Traversal possibilities

- preorder: v , then $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$.
8, 3, 5, 4, 13, 10, 9, 19
- postorder: $T_{\text{left}}(v)$, then $T_{\text{right}}(v)$, then v .
4, 5, 3, 9, 10, 19, 13, 8
- inorder: $T_{\text{left}}(v)$, then v , then $T_{\text{right}}(v)$.
3, 4, 5, 8, 9, 10, 13, 19

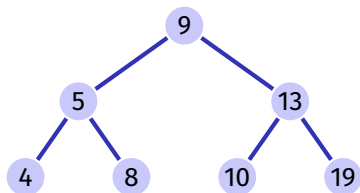


Further supported operations

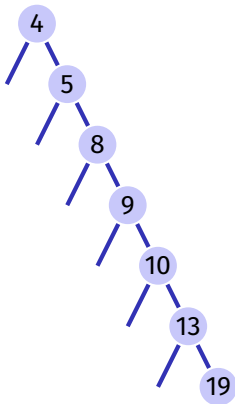
- $\text{Min}(T)$: Read-out minimal value in $\mathcal{O}(h)$
- $\text{ExtractMin}(T)$: Read-out and remove minimal value in $\mathcal{O}(h)$
- $\text{List}(T)$: Output the sorted list of elements
- $\text{Join}(T_1, T_2)$: Merge two trees with $\max(T_1) < \min(T_2)$ in $\mathcal{O}(n)$.



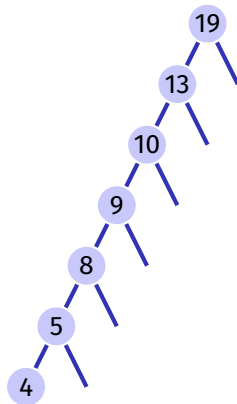
Degenerated search trees



Insert 9,5,13,4,8,10,19
ideally balanced



Insert 4,5,8,9,10,13,19
linear list



Insert 19,13,10,9,8,5,4
linear list

Probabilistically

A search tree constructed from a random sequence of numbers provides an an expected path length of $\mathcal{O}(\log n)$.

Attention: this only holds for insertions. If the tree is constructed by random insertions and deletions, the expected path length is $\mathcal{O}(\sqrt{n})$.

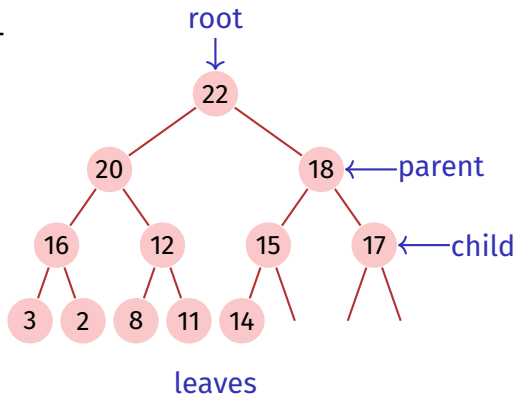
Balanced trees make sure (e.g. with *rotations*) during insertion or deletion that the tree stays balanced and provide a $\mathcal{O}(\log n)$ Worst-case guarantee.

17. Heaps

Data structure optimized for fast extraction of minimum or maximum and for sorting. [Ottman/Widmayer, Kap. 2.3, Cormen et al, Kap. 6]

[Max-]Heap*

Binary tree with the following properties

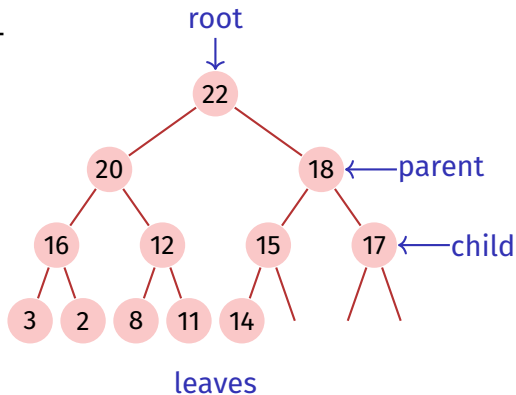


*Heap(data structure), not: as in “heap and stack” (memory allocation)

[Max-]Heap*

Binary tree with the following properties

1. complete up to the lowest level

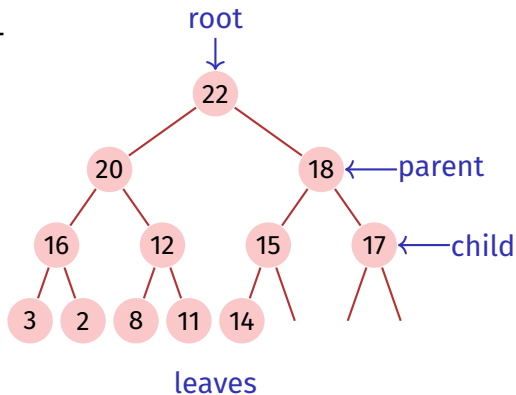


*Heap(data structure), not: as in “heap and stack” (memory allocation)

[Max-]Heap*

Binary tree with the following properties

1. complete up to the lowest level
2. Gaps (if any) of the tree in the last level to the right

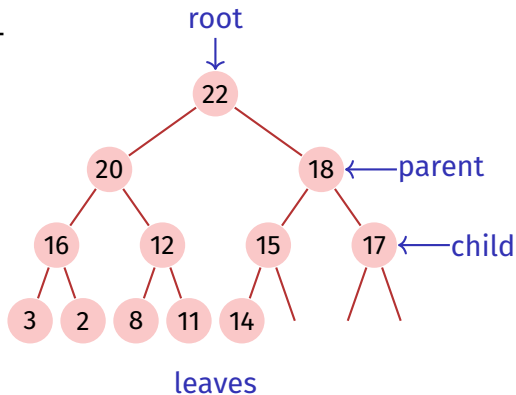


*Heap(data structure), not: as in “heap and stack” (memory allocation)

[Max-]Heap*

Binary tree with the following properties

1. complete up to the lowest level
2. Gaps (if any) of the tree in the last level to the right
3. Heap-Condition:
Max-(Min-)Heap: key of a child smaller (greater) than that of the parent node

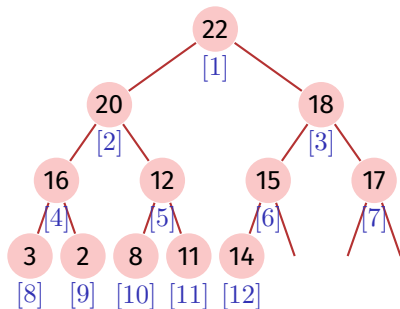
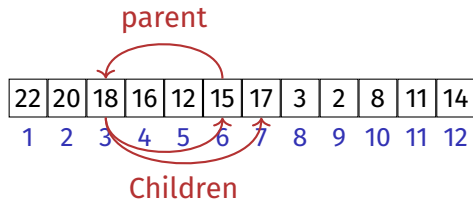


*Heap(data structure), not: as in “heap and stack” (memory allocation)

Heap as Array

Tree \rightarrow Array:

- $\text{children}(i) = \{2i, 2i + 1\}$
- $\text{parent}(i) = \lfloor i/2 \rfloor$



Depends on the starting index¹⁹

¹⁹For array that start at 0: $\{2i, 2i + 1\} \rightarrow \{2i + 1, 2i + 2\}$, $\lfloor i/2 \rfloor \rightarrow \lfloor (i - 1)/2 \rfloor$

Height of a Heap

What is the height $H(n)$ of Heap with n nodes? On the i -th level of a binary tree there are at most 2^i nodes. Up to the last level of a heap all levels are filled with values.

$$H(n) = \min\{h \in \mathbb{N} : \sum_{i=0}^{h-1} 2^i \geq n\}$$

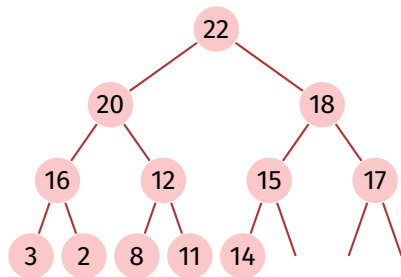
with $\sum_{i=0}^{h-1} 2^i = 2^h - 1$:

$$H(n) = \min\{h \in \mathbb{N} : 2^h \geq n + 1\},$$

thus

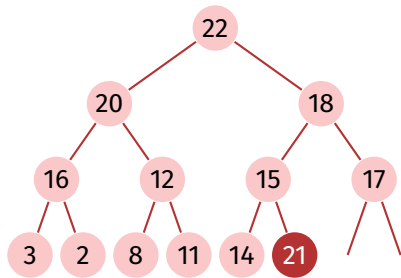
$$H(n) = \lceil \log_2(n + 1) \rceil.$$

Insert



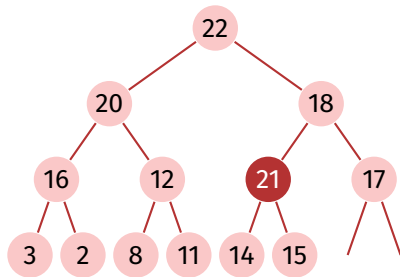
Insert

- Insert new element at the first free position. Potentially violates the heap property.



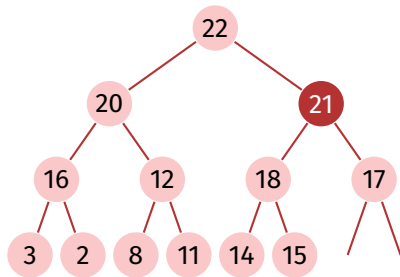
Insert

- Insert new element at the first free position. Potentially violates the heap property.
- Reestablish heap property: climb successively



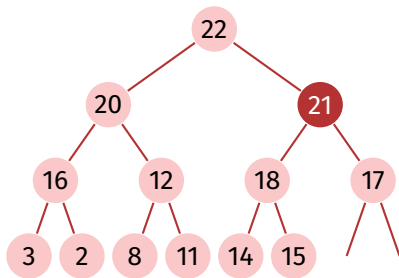
Insert

- Insert new element at the first free position. Potentially violates the heap property.
- Reestablish heap property: climb successively



Insert

- Insert new element at the first free position. Potentially violates the heap property.
- Reestablish heap property: climb successively
- Worst case number of operations: $\mathcal{O}(\log n)$



Algorithm Sift-Up(A, m)

Input: Array A with at least m elements and Max-Heap-Structure on $A[1, \dots, m-1]$

Output: Array A with Max-Heap-Structure on $A[1, \dots, m]$.

$v \leftarrow A[m]$ // value

$c \leftarrow m$ // current position (child)

$p \leftarrow \lfloor c/2 \rfloor$ // parent node

while $c > 1$ and $v > A[p]$ **do**

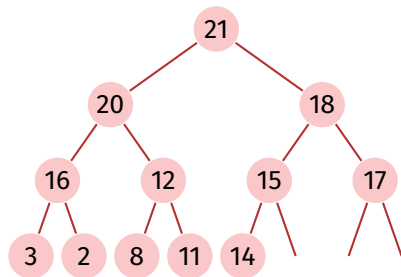
$A[c] \leftarrow A[p]$ // Value parent node \rightarrow current node

$c \leftarrow p$ // parent node \rightarrow current node

$p \leftarrow \lfloor c/2 \rfloor$

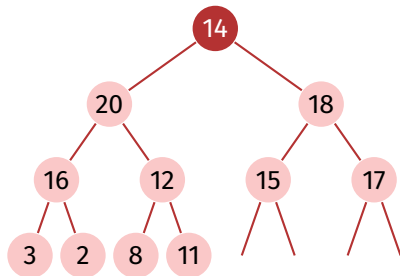
$A[c] \leftarrow v$ // value \rightarrow root of the (sub)tree

Remove the maximum



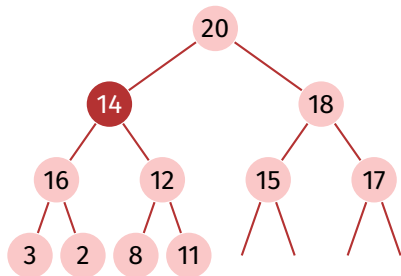
Remove the maximum

- Replace the maximum by the lower right element



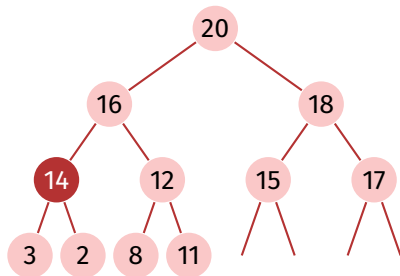
Remove the maximum

- Replace the maximum by the lower right element
- Reestablish heap property: sink successively (in the direction of the greater child)



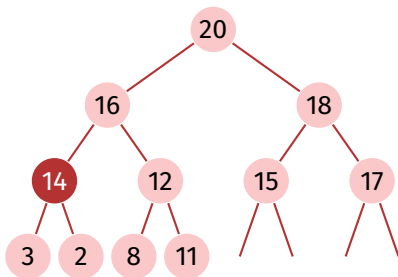
Remove the maximum

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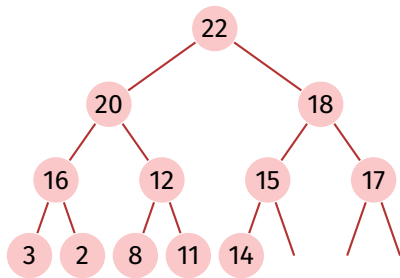
Remove the maximum

- Replace the maximum by the lower right element
- Reestablish heap property: sink successively (in the direction of the greater child)
- Worst case number of operations: $\mathcal{O}(\log n)$



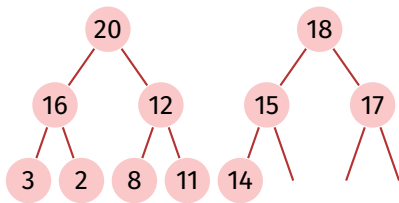
Why this is correct: Recursive heap structure

A heap consists of two heaps:



Why this is correct: Recursive heap structure

A heap consists of two heaps:



Algorithm SiftDown(A, i, m)

Input: Array A with heap structure for the children of i . Last element m .

Output: Array A with heap structure for i with last element m .

while $2i \leq m$ **do**

$j \leftarrow 2i$; // j left child

if $j < m$ and $A[j] < A[j + 1]$ **then**

$j \leftarrow j + 1$; // j right child with greater key

if $A[i] < A[j]$ **then**

 swap($A[i], A[j]$)

$i \leftarrow j$; // keep sinking down

else

$i \leftarrow m$; // sift down finished

Sort heap

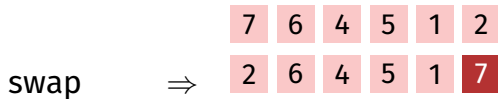


$A[1, \dots, n]$ is a Heap.

While $n > 1$

- $\text{swap}(A[1], A[n])$
- $\text{SiftDown}(A, 1, n - 1);$
- $n \leftarrow n - 1$

Sort heap



$A[1, \dots, n]$ is a Heap.

While $n > 1$

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- $n \leftarrow n - 1$

swap

\Rightarrow

siftDown

\Rightarrow

7	6	4	5	1	2
2	6	4	5	1	7
6	5	4	2	1	7

Sort heap

$A[1, \dots, n]$ is a Heap.

While $n > 1$

- $\text{swap}(A[1], A[n])$
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\Rightarrow

7	6	4	5	1	2
---	---	---	---	---	---

siftDown

\Rightarrow

2	6	4	5	1	7
---	---	---	---	---	---

swap

\Rightarrow

6	5	4	2	1	7
---	---	---	---	---	---

1	5	4	2	6	7
---	---	---	---	---	---

Sort heap

$A[1, \dots, n]$ is a Heap.

While $n > 1$

- $\text{swap}(A[1], A[n])$
- $\text{SiftDown}(A, 1, n - 1);$
- $n \leftarrow n - 1$

swap

\Rightarrow

7	6	4	5	1	2
---	---	---	---	---	---

siftDown

\Rightarrow

2	6	4	5	1	7
---	---	---	---	---	---

swap

\Rightarrow

6	5	4	2	1	7
---	---	---	---	---	---

siftDown

\Rightarrow

1	5	4	2	6	7
---	---	---	---	---	---

swap

\Rightarrow

5	4	2	1	6	7
---	---	---	---	---	---

siftDown

\Rightarrow

1	4	2	5	6	7
---	---	---	---	---	---

swap

\Rightarrow

4	1	2	5	6	7
---	---	---	---	---	---

siftDown

\Rightarrow

2	1	4	5	6	7
---	---	---	---	---	---

swap

\Rightarrow

2	1	4	5	6	7
---	---	---	---	---	---

1	2	4	5	6	7
---	---	---	---	---	---

Heap creation

Observation: Every leaf of a heap is trivially a correct heap.

Consequence:

Heap creation

Observation: Every leaf of a heap is trivially a correct heap.

Consequence: Induction from below!

Algorithm HeapSort(A, n)

Input: Array A with length n .

Output: A sorted.

// Build the heap.

for $i \leftarrow n/2$ **downto** 1 **do**

$\text{SiftDown}(A, i, n);$

// Now A is a heap.

for $i \leftarrow n$ **downto** 2 **do**

$\text{swap}(A[1], A[i])$

$\text{SiftDown}(A, 1, i - 1)$

// Now A is sorted.

Analysis: sorting a heap

SiftDown traverses at most $\log n$ nodes. For each node 2 key comparisons.

\Rightarrow sorting a heap costs in the worst case $2 \log n$ comparisons.

Number of memory movements of sorting a heap also $\mathcal{O}(n \log n)$.

Analysis: creating a heap

Calls to siftDown: $n/2$.

Thus number of comparisons and movements: $v(n) \in \mathcal{O}(n \log n)$.

But mean length of the sift-down paths is much smaller:

We use that $h(n) = \lceil \log_2 n + 1 \rceil = \lfloor \log_2 n \rfloor + 1$ für $n > 0$

$$\begin{aligned} v(n) &= \sum_{l=0}^{\lfloor \log_2 n \rfloor} \underbrace{2^l}_{\text{number heaps on level } l} \cdot \underbrace{(\lfloor \log_2 n \rfloor + 1 - l - 1)}_{\text{height heaps on level } l} = \sum_{k=0}^{\lfloor \log_2 n \rfloor} 2^{\lfloor \log_2 n \rfloor - k} \cdot k \\ &= 2^{\lfloor \log_2 n \rfloor} \cdot \sum_{k=0}^{\lfloor \log_2 n \rfloor} \frac{k}{2^k} \leq n \cdot \sum_{k=0}^{\infty} \frac{k}{2^k} \leq n \cdot 2 \in \mathcal{O}(n) \end{aligned}$$

with $s(x) := \sum_{k=0}^{\infty} kx^k = \frac{x}{(1-x)^2}$ ($0 < x < 1$) and $s(\frac{1}{2}) = 2$

Disadvantages

Heapsort: $\mathcal{O}(n \log n)$ Comparisons and movements.

Disadvantages of heapsort?

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- ❗ Missing locality: heapsort jumps around in the sorted array (negative cache effect).

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Heapsort: $\mathcal{O}(n \log n)$ Comparisons and movements.

Disadvantages of heapsort?

- ❗ Missing locality: heapsort jumps around in the sorted array (negative cache effect).
- ❗ Two comparisons required before each necessary memory movement.

18. AVL Trees

Balanced Trees [Ottman/Widmayer, Kap. 5.2-5.2.1, Cormen et al, Kap. Problem 13-3]

Objective

Searching, insertion and removal of a key in a tree generated from n keys inserted in random order takes expected number of steps $\mathcal{O}(\log_2 n)$.

But worst case $\Theta(n)$ (degenerated tree).

Goal: avoidance of degeneration. Artificial balancing of the tree for each update-operation of a tree.

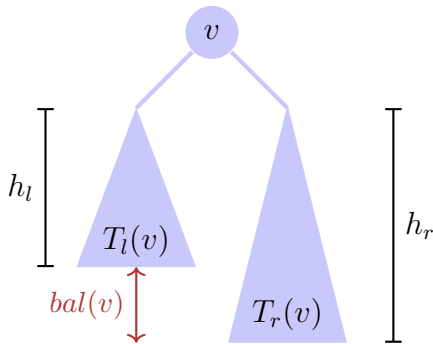
Balancing: guarantee that a tree with n nodes always has a height of $\mathcal{O}(\log n)$.

Adelson-Venskii and Landis (1962): AVL-Trees

Balance of a node

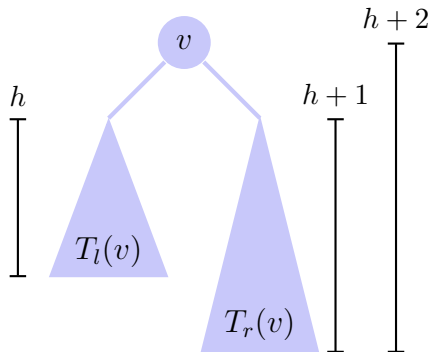
The height balance of a node v is defined as the height difference of its sub-trees $T_l(v)$ and $T_r(v)$

$$\text{bal}(v) := h(T_r(v)) - h(T_l(v))$$

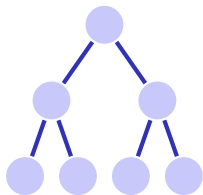


AVL Condition

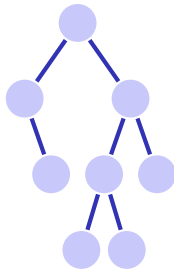
AVL Condition: for each node v of a tree
 $\text{bal}(v) \in \{-1, 0, 1\}$



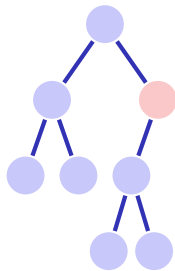
(Counter-)Examples



AVL tree with height 2



AVL tree with height 3

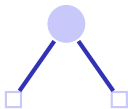


No AVL tree

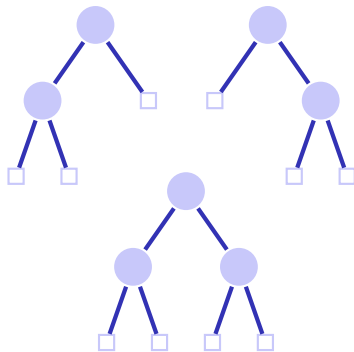
Number of Leaves

- 1. observation: a binary search tree with n keys provides exactly $n + 1$ leaves. Simple induction argument.
 - The binary search tree with $n = 0$ keys has $m = 1$ leaves
 - When a key is added ($n \rightarrow n + 1$), then it replaces a leaf and adds two new leaves ($m \rightarrow m - 1 + 2 = m + 1$).
- 2. observation: a lower bound of the number of leaves in a search tree with given height implies an upper bound of the height of a search tree with given number of keys.

Lower bound of the leaves



AVL tree with height 1 has
 $N(1) := 2$ leaves.



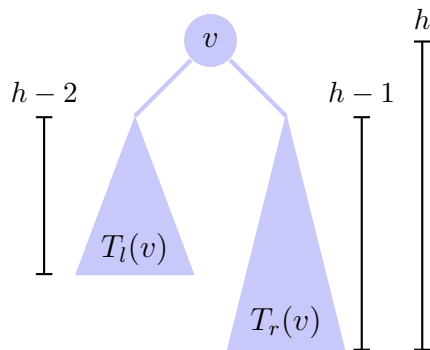
AVL tree with height 2 has at
least $N(2) := 3$ leaves.

Lower bound of the leaves for $h > 2$

- Height of one subtree $\geq h - 1$.
- Height of the other subtree $\geq h - 2$.

Minimal number of leaves $N(h)$ is

$$N(h) = N(h - 1) + N(h - 2)$$



Overall we have $N(h) = F_{h+2}$ with Fibonacci-numbers $F_0 := 0$, $F_1 := 1$, $F_n := F_{n-1} + F_{n-2}$ for $n > 1$.

Fibonacci Numbers, closed Form

It holds that²⁰

$$F_i = \frac{1}{\sqrt{5}}(\phi^i - \hat{\phi}^i)$$

with the roots $\phi, \hat{\phi}$ of the golden ratio equation $x^2 - x - 1 = 0$:

$$\phi = \frac{1 + \sqrt{5}}{2} \approx 1.618$$

$$\hat{\phi} = \frac{1 - \sqrt{5}}{2} \approx -0.618$$

²⁰Derivation using generating functions (power series) in the appendix.

Fibonacci Numbers, Inductive Proof

$$F_i \stackrel{!}{=} \frac{1}{\sqrt{5}}(\phi^i - \hat{\phi}^i) \quad [*] \quad \left(\phi = \frac{1+\sqrt{5}}{2}, \hat{\phi} = \frac{1-\sqrt{5}}{2}\right).$$

1. Immediate for $i = 0, i = 1$.
2. Let $i > 2$ and claim $[*]$ true for all $F_j, j < i$.

$$\begin{aligned} F_i &\stackrel{\text{def}}{=} F_{i-1} + F_{i-2} \stackrel{[*]}{=} \frac{1}{\sqrt{5}}(\phi^{i-1} - \hat{\phi}^{i-1}) + \frac{1}{\sqrt{5}}(\phi^{i-2} - \hat{\phi}^{i-2}) \\ &= \frac{1}{\sqrt{5}}(\phi^{i-1} + \phi^{i-2}) - \frac{1}{\sqrt{5}}(\hat{\phi}^{i-1} + \hat{\phi}^{i-2}) = \frac{1}{\sqrt{5}}\phi^{i-2}(\phi + 1) - \frac{1}{\sqrt{5}}\hat{\phi}^{i-2}(\hat{\phi} + 1) \end{aligned}$$

$$(\phi, \hat{\phi} \text{ fulfil } x + 1 = x^2)$$

$$= \frac{1}{\sqrt{5}}\phi^{i-2}(\phi^2) - \frac{1}{\sqrt{5}}\hat{\phi}^{i-2}(\hat{\phi}^2) = \frac{1}{\sqrt{5}}(\phi^i - \hat{\phi}^i).$$

Tree Height

Because $|\hat{\phi}| < 1$, overall we have

$$N(h) \in \Theta\left(\left(\frac{1 + \sqrt{5}}{2}\right)^h\right) \subseteq \Omega(1.618^h)$$

and thus

$$\begin{aligned} N(h) &\geq c \cdot 1.618^h \\ \Rightarrow h &\leq 1.44 \log_2 n + c'. \end{aligned}$$

An AVL tree is asymptotically not more than 44% higher than a perfectly balanced tree.²¹

²¹The perfectly balanced tree has a height of $\lceil \log_2 n + 1 \rceil$

Insertion

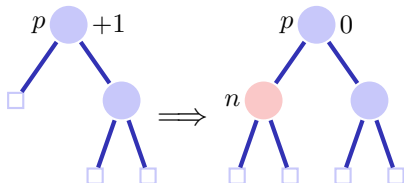
Balance

- Keep the balance stored in each node
- Re-balance the tree in each update-operation

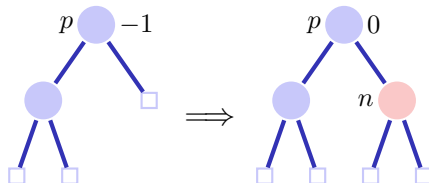
New node n is inserted:

- Insert the node as for a search tree.
- Check the balance condition increasing from n to the root.

Balance at Insertion Point



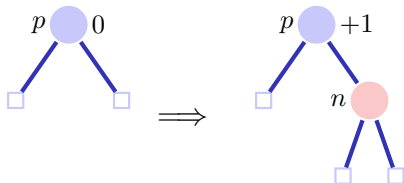
case 1: $\text{bal}(p) = +1$



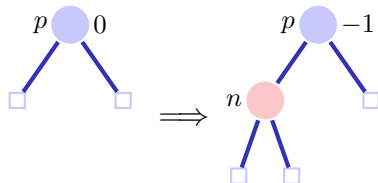
case 2: $\text{bal}(p) = -1$

Finished in both cases because the subtree height did not change

Balance at Insertion Point



case 3.1: $\text{bal}(p) = 0$ right



case 3.2: $\text{bal}(p) = 0$, left

Not finished in both case. Call of $\text{upin}(p)$

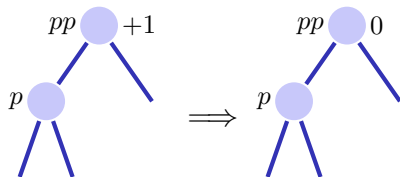
upin(p) - invariant

When `upin(p)` is called it holds that

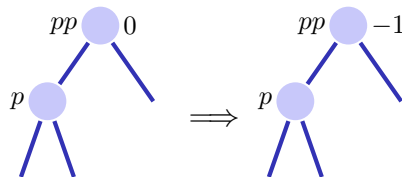
- the subtree from p is grown and
- $\text{bal}(p) \in \{-1, +1\}$

upin(p)

Assumption: p is left son of pp ²²



case 1: $\text{bal}(pp) = +1$, done.



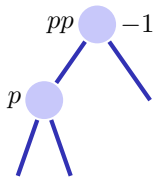
case 2: $\text{bal}(pp) = 0$, **upin(pp)**

In both cases the AVL-Condition holds for the subtree from pp

²²If p is a right son: symmetric cases with exchange of $+1$ and -1

upin(p)

Assumption: p is left son of pp



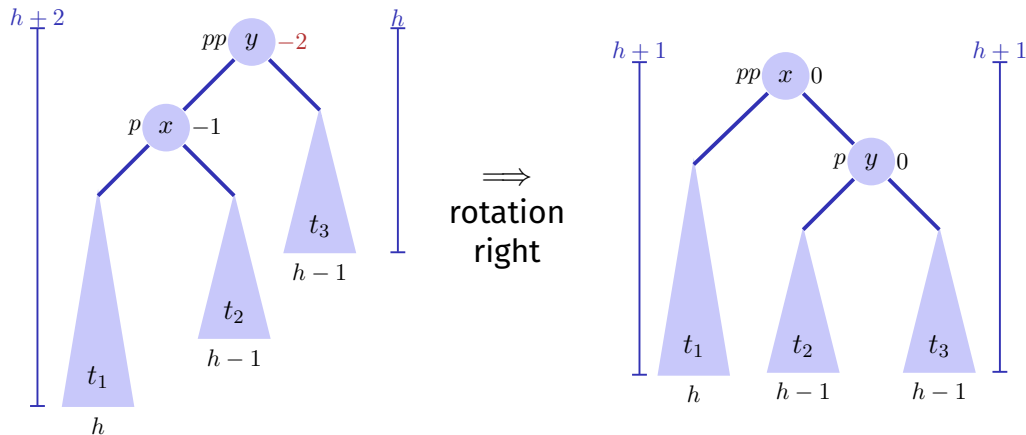
case 3: $\text{bal}(pp) = -1,$

This case is problematic: adding n to the subtree from pp has violated the AVL-condition. Re-balance!

Two cases $\text{bal}(p) = -1, \text{bal}(p) = +1$

Rotations

case 1.1 $\text{bal}(p) = -1$.²³

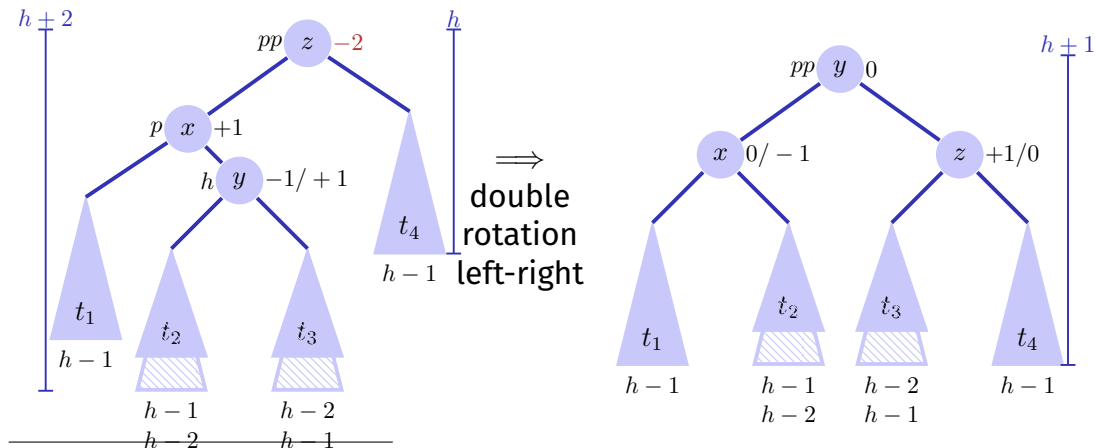


\Rightarrow
rotation
right

²³ p right son: $\Rightarrow \text{bal}(pp) = \text{bal}(p) = +1$, left rotation

Rotations

case 1.2 $\text{bal}(p) = +1$.²⁴



²⁴ p right son $\Rightarrow \text{bal}(pp) = +1, \text{bal}(p) = -1$, double rotation right left

Analysis

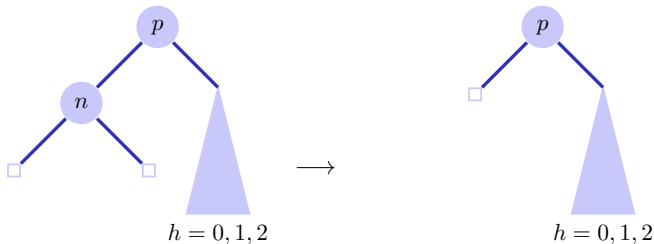
- Tree height: $\mathcal{O}(\log n)$.
- Insertion like in binary search tree.
- Balancing via recursion from node to the root. Maximal path length $\mathcal{O}(\log n)$.

Insertion in an AVL-tree provides run time costs of $\mathcal{O}(\log n)$.

Deletion

Case 1: Children of node n are both leaves Let p be parent node of n . \Rightarrow Other subtree has height $h' = 0, 1$ or 2 .

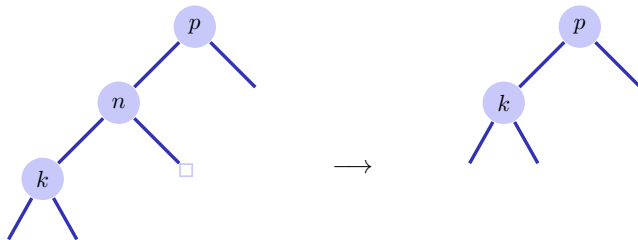
- $h' = 1$: Adapt $\text{bal}(p)$.
- $h' = 0$: Adapt $\text{bal}(p)$. Call $\text{upout}(p)$.
- $h' = 2$: Rebalanciere des Teilbaumes. Call $\text{upout}(p)$.



Deletion

Case 2: one child k of node n is an inner node

■ Replace n by k . `upout(k)`



Deletion

Case 3: both children of node n are inner nodes

- Replace n by symmetric successor. $\text{upout}(k)$
- Deletion of the symmetric successor is as in case 1 or 2.

upout(p)

Let pp be the parent node of p .

(a) p left child of pp

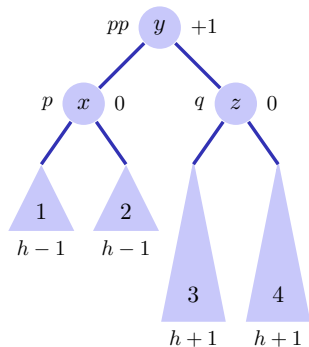
1. $\text{bal}(pp) = -1 \Rightarrow \text{bal}(pp) \leftarrow 0$. **upout(pp)**
2. $\text{bal}(pp) = 0 \Rightarrow \text{bal}(pp) \leftarrow +1$.
3. $\text{bal}(pp) = +1 \Rightarrow$ next slides.

(b) p right child of pp : Symmetric cases exchanging $+1$ and -1 .

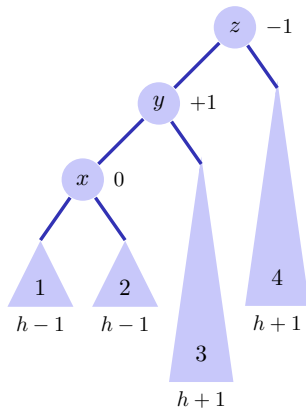
upout(p)

Case (a).3: $\text{bal}(pp) = +1$. Let q be brother of p

(a).3.1: $\text{bal}(q) = 0$.²⁵



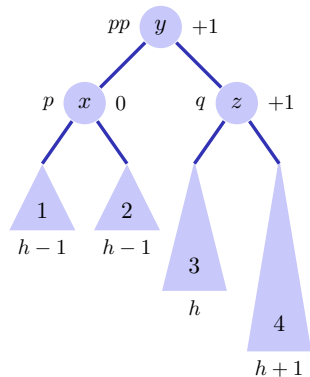
\Rightarrow
Left Rotate(y)



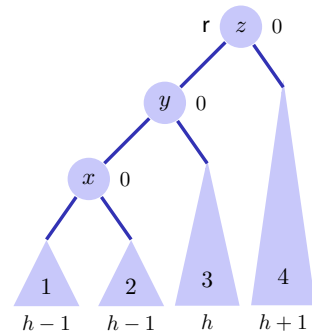
²⁵(b).3.1: $\text{bal}(pp) = -1$, $\text{bal}(q) = -1$, Right rotation

upout(p)

Case (a).3: $\text{bal}(pp) = +1$. (a).3.2: $\text{bal}(q) = +1$.²⁶



\Rightarrow
Left Rotate(y)

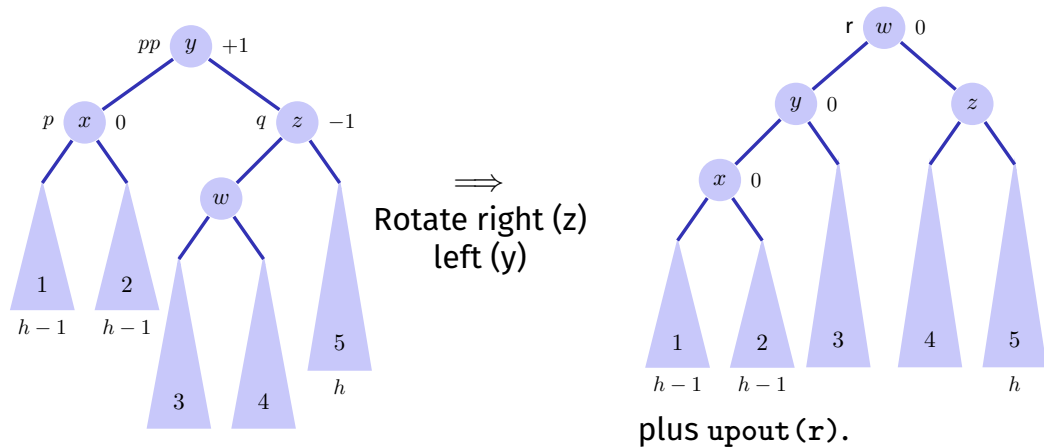


plus upout(r).

²⁶(b).3.2: $\text{bal}(pp) = -1$, $\text{bal}(q) = +1$, Right rotation+upout

upout(p)

Case (a).3: $\text{bal}(pp) = +1$. (a).3.3: $\text{bal}(q) = -1$.²⁷



²⁷(b).3.3: $\text{bal}(pp) = -1$, $\text{bal}(q) = -1$, left-right rotation + upout

Conclusion

- AVL trees have worst-case asymptotic runtimes of $\mathcal{O}(\log n)$ for searching, insertion and deletion of keys.
- Insertion and deletion is relatively involved and an overkill for really small problems.

18.5 Appendix

Derivation of some mathematical formulas

[Fibonacci Numbers: closed form]

Closed form of the Fibonacci numbers: computation via generation functions:

1. Power series approach

$$f(x) := \sum_{i=0}^{\infty} F_i \cdot x^i$$

[Fibonacci Numbers: closed form]

2. For Fibonacci Numbers it holds that $F_0 = 0$, $F_1 = 1$,
 $F_i = F_{i-1} + F_{i-2} \forall i > 1$. Therefore:

$$\begin{aligned}f(x) &= x + \sum_{i=2}^{\infty} F_i \cdot x^i = x + \sum_{i=2}^{\infty} F_{i-1} \cdot x^i + \sum_{i=2}^{\infty} F_{i-2} \cdot x^i \\&= x + x \sum_{i=2}^{\infty} F_{i-1} \cdot x^{i-1} + x^2 \sum_{i=2}^{\infty} F_{i-2} \cdot x^{i-2} \\&= x + x \sum_{i=0}^{\infty} F_i \cdot x^i + x^2 \sum_{i=0}^{\infty} F_i \cdot x^i \\&= x + x \cdot f(x) + x^2 \cdot f(x).\end{aligned}$$

[Fibonacci Numbers: closed form]

3. Thus:

$$\begin{aligned} f(x) \cdot (1 - x - x^2) &= x. \\ \Leftrightarrow f(x) &= \frac{x}{1 - x - x^2} = -\frac{x}{x^2 + x - 1} \end{aligned}$$

with the roots $-\phi$ and $-\hat{\phi}$ of $x^2 + x - 1$,

$$\phi = \frac{1 + \sqrt{5}}{2} \approx 1.6, \quad \hat{\phi} = \frac{1 - \sqrt{5}}{2} \approx -0.6.$$

it holds that $\phi \cdot \hat{\phi} = -1$ and thus

$$f(x) = -\frac{x}{(x + \phi) \cdot (x + \hat{\phi})} = \frac{x}{(1 - \phi x) \cdot (1 - \hat{\phi} x)}$$

[Fibonacci Numbers: closed form]

4. It holds that:

$$(1 - \hat{\phi}x) - (1 - \phi x) = \sqrt{5} \cdot x.$$

Damit:

$$\begin{aligned} f(x) &= \frac{1}{\sqrt{5}} \frac{(1 - \hat{\phi}x) - (1 - \phi x)}{(1 - \phi x) \cdot (1 - \hat{\phi}x)} \\ &= \frac{1}{\sqrt{5}} \left(\frac{1}{1 - \phi x} - \frac{1}{1 - \hat{\phi}x} \right) \end{aligned}$$

[Fibonacci Numbers: closed form]

5. Power series of $g_a(x) = \frac{1}{1-a \cdot x}$ ($a \in \mathbb{R}$):

$$\frac{1}{1 - a \cdot x} = \sum_{i=0}^{\infty} a^i \cdot x^i.$$

E.g. Taylor series of $g_a(x)$ at $x = 0$ or like this: Let $\sum_{i=0}^{\infty} G_i \cdot x^i$ a power series of g . By the identity $g_a(x)(1 - a \cdot x) = 1$ it holds that for all x (within the radius of convergence)

$$1 = \sum_{i=0}^{\infty} G_i \cdot x^i - a \cdot \sum_{i=0}^{\infty} G_i \cdot x^{i+1} = G_0 + \sum_{i=1}^{\infty} (G_i - a \cdot G_{i-1}) \cdot x^i$$

For $x = 0$ it follows $G_0 = 1$ and for $x \neq 0$ it follows then that $G_i = a \cdot G_{i-1} \Rightarrow G_i = a^i$.

[Fibonacci Numbers: closed form]

6. Fill in the power series:

$$\begin{aligned} f(x) &= \frac{1}{\sqrt{5}} \left(\frac{1}{1 - \phi x} - \frac{1}{1 - \hat{\phi} x} \right) = \frac{1}{\sqrt{5}} \left(\sum_{i=0}^{\infty} \phi^i x^i - \sum_{i=0}^{\infty} \hat{\phi}^i x^i \right) \\ &= \sum_{i=0}^{\infty} \frac{1}{\sqrt{5}} (\phi^i - \hat{\phi}^i) x^i \end{aligned}$$

Comparison of the coefficients with $f(x) = \sum_{i=0}^{\infty} F_i \cdot x^i$ yields

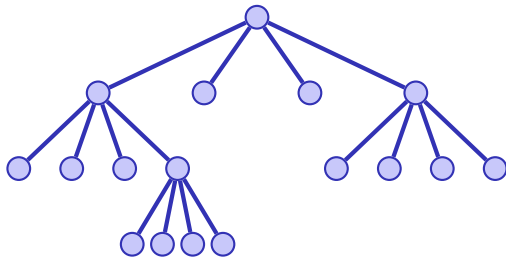
$$F_i = \frac{1}{\sqrt{5}} (\phi^i - \hat{\phi}^i).$$

19. Quadtrees

Quadtrees, Collision Detection, Image Segmentation

Quadtree

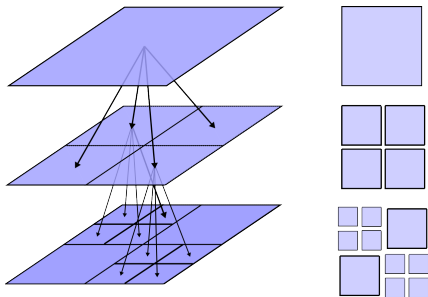
A quad tree is a tree of order 4.



... and as such it is not particularly interesting except when it is used for ...

Quadtree - Interpretation und Nutzen

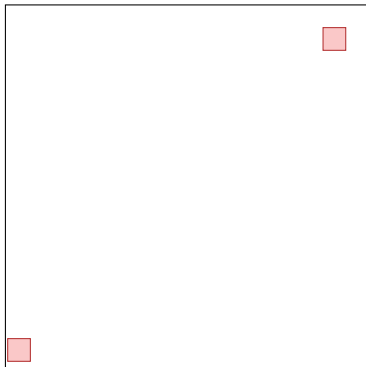
Separation of a two-dimensional range into 4 equally sized parts.



[analogously in three dimensions with an *octtree* (tree of order 8)]

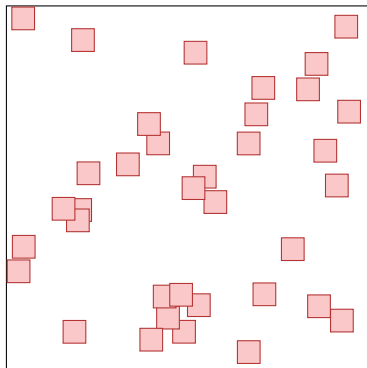
Example 1: Collision Detection

- Objects in the 2D-plane, e.g. particle simulation on the screen.
- Goal: collision detection



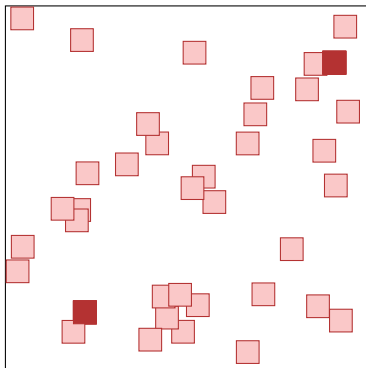
Idea

- Many objects: n^2 detections (naively)
- Improvement?



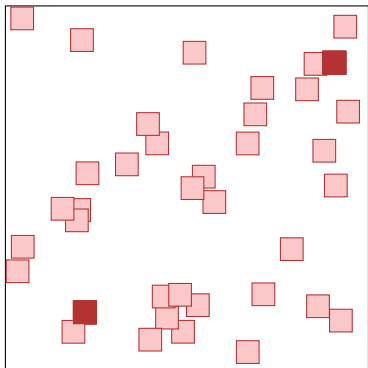
Idea

- Many objects: n^2 detections (naively)
- Improvement?
- Obviously: collision detection not required for objects far away from each other



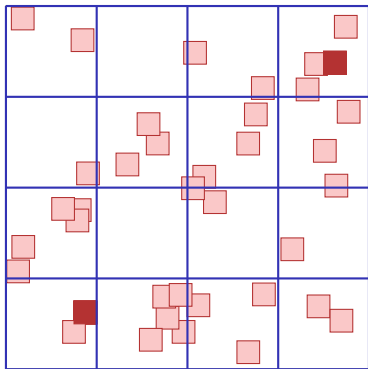
Idea

- Many objects: n^2 detections (naively)
- Improvement?
- Obviously: collision detection not required for objects far away from each other
- What is „far away“?



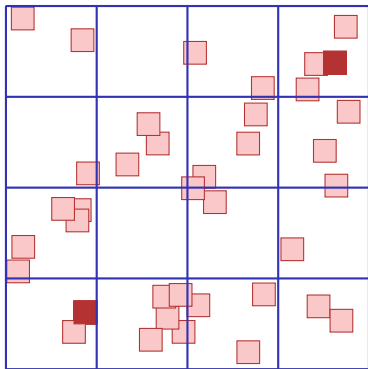
Idea

- Many objects: n^2 detections (naively)
- Improvement?
- Obviously: collision detection not required for objects far away from each other
- What is „far away“?
- Grid ($m \times m$)



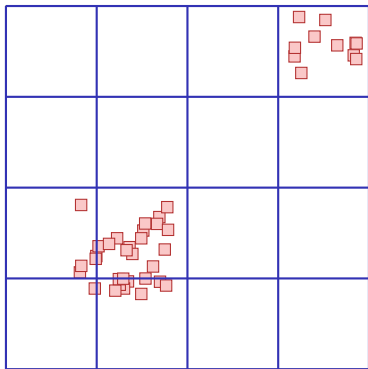
Idea

- Many objects: n^2 detections (naively)
- Improvement?
- Obviously: collision detection not required for objects far away from each other
- What is „far away“?
- Grid ($m \times m$)
- Collision detection per grid cell



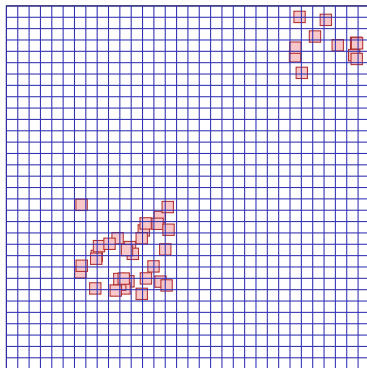
Grids

- A grid often helps, but not always
- Improvement?



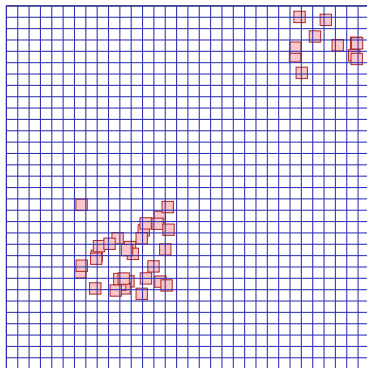
Grids

- A grid often helps, but not always
- Improvement?
- More finegrained grid?



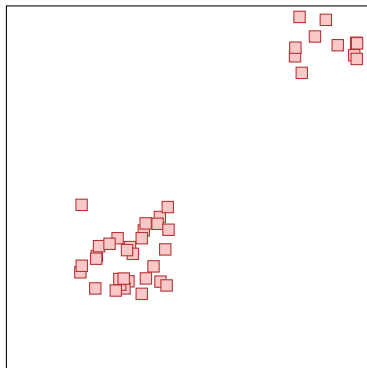
Grids

- A grid often helps, but not always
- Improvement?
- More finegrained grid?
- Too many grid cells!



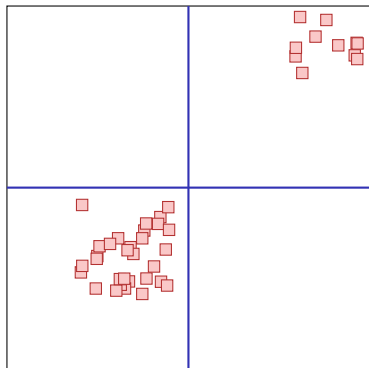
Adaptive Grids

- A grid often helps, but not always
- Improvement?



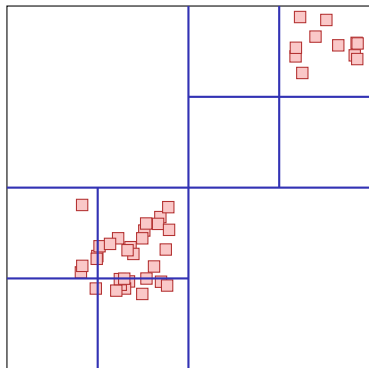
Adaptive Grids

- A grid often helps, but not always
- Improvement?
- *Adaptively* refine grid



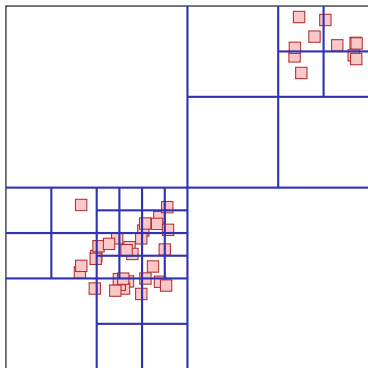
Adaptive Grids

- A grid often helps, but not always
- Improvement?
- *Adaptively* refine grid



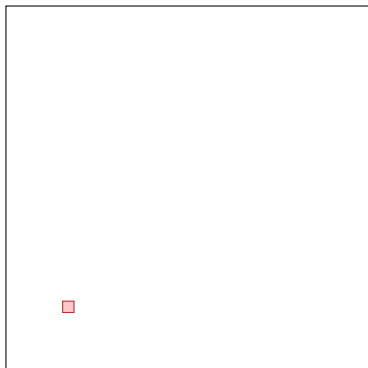
Adaptive Grids

- A grid often helps, but not always
- Improvement?
- *Adaptively* refine grid
- Quadtree!



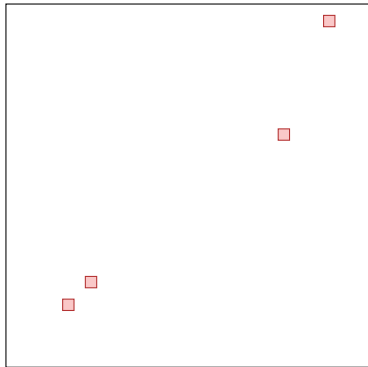
Algorithm: Insertion

- Quadtree starts with a single node



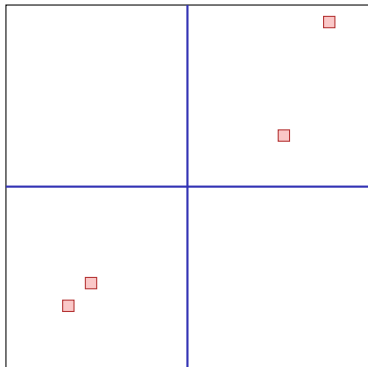
Algorithm: Insertion

- Quadtree starts with a single node
- Objects are added to the node. When a node contains too many objects, the node is split.



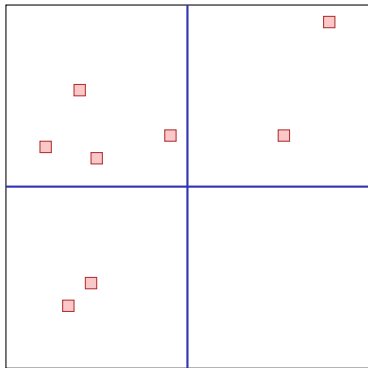
Algorithm: Insertion

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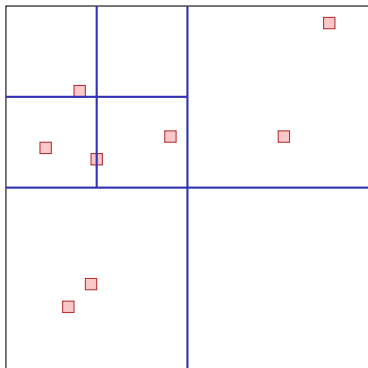
Algorithm: Insertion

- Quadtree starts with a single node
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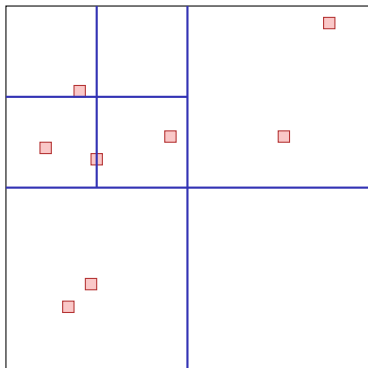
Algorithm: Insertion

- Quadtree starts with a single node
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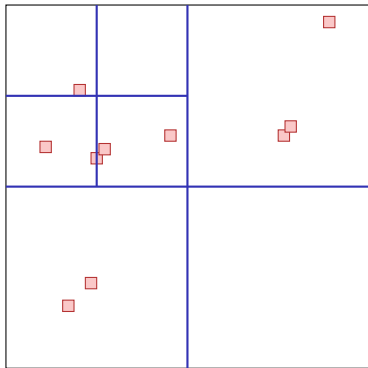
Algorithm: Insertion

- Quadtree starts with a single node
- Objects are added to the node. When a node contains too many objects, the node is split.
- Objects that are on the boundary of the quadtree remain in the higher level node.

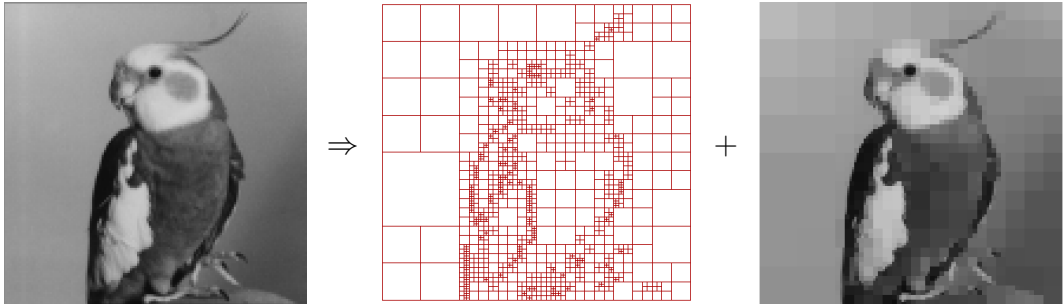


Algorithm: Collision Detection

- Run through the quadtree in a recursive way. For each node test collision with all objects contained in the same or (recursively) contained nodes.

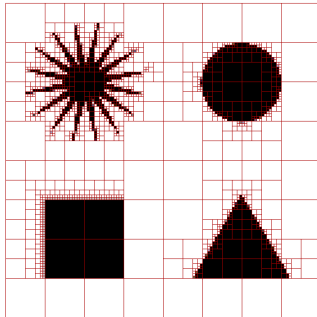


Example 2: Image Segmentation



(Possible applications: compression, denoising, edge detection)

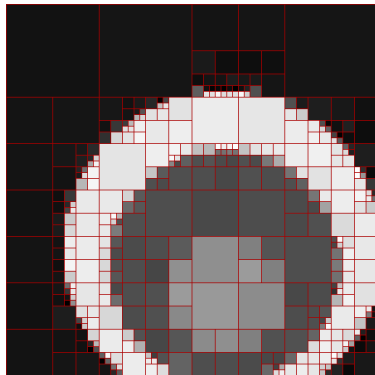
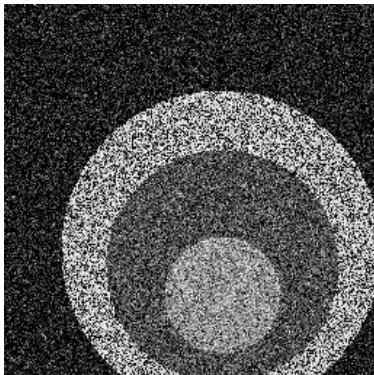
Quadtree on Monochrome Bitmap



Similar procedure to generate the quadtree: split nodes recursively until each node only contains pixels of the same color.

Quadtree with Approximation

When there are more than two color values, the quadtree can get very large. \Rightarrow Compressed representation: *approximate* the image piecewise constant on the rectangles of a quadtree.



Piecewise Constant Approximation

(Grey-value) Image $y \in \mathbb{R}^S$ on pixel indices S .²⁸

Rectangle $r \subset S$.

Goal: determine

$$\arg \min_{v \in \mathbb{R}} \sum_{s \in r} (y_s - v)^2$$

²⁸we assume that S is a square with side length 2^k for some $k \geq 0$

Piecewise Constant Approximation

(Grey-value) Image $y \in \mathbb{R}^S$ on pixel indices S .²⁸

Rectangle $r \subset S$.

Goal: determine

$$\arg \min_{v \in \mathbb{R}} \sum_{s \in r} (y_s - v)^2$$

Solution: the arithmetic mean $\mu_r = \frac{1}{|r|} \sum_{s \in r} y_s$

²⁸we assume that S is a square with side length 2^k for some $k \geq 0$

Intermediate Result

The (w.r.t. mean squared error) best approximation

$$\mu_r = \frac{1}{|r|} \sum_{s \in r} y_s$$

and the corresponding error

$$\sum_{s \in r} (y_s - \mu_r)^2 =: \|\mathbf{y}_r - \boldsymbol{\mu}_r\|_2^2$$

can be computed quickly after a $\mathcal{O}(|S|)$ tabulation: prefix sums!

Which Quadtree?

Conflict

- As close as possible to the data \Rightarrow small rectangles, large quadtree .
Extreme case: one node per pixel. Approximation = original
- Small amount of nodes \Rightarrow large rectangles, small quadtree Extreme case: a single rectangle. Approximation = a single grey value.

Which Quadtree?

Idea: choose between data fidelity and complexity with a regularisation parameter $\gamma \geq 0$

Choose quadtree T with leaves²⁹ $L(T)$ such that it minimizes the following function

$$H_{\gamma}(T, \mathbf{y}) := \gamma \cdot \underbrace{|L(T)|}_{\text{Number of Leaves}} + \underbrace{\sum_{r \in L(T)} \|y_r - \mu_r\|_2^2}_{\text{Cumulative approximation error of all leaves}}.$$

²⁹here: leaf: node with null-children

Regularisation

Let T be a quadtree over a rectangle S_T and let $T_{ll}, T_{lr}, T_{ul}, T_{ur}$ be the four possible sub-trees and

$$\widehat{H}_\gamma(T, y) := \min_T \gamma \cdot |L(T)| + \sum_{r \in L(T)} \|y_r - \mu_r\|_2^2$$

Extreme cases:

$\gamma = 0 \Rightarrow$ original data;

$\gamma \rightarrow \infty \Rightarrow$ a single rectangle

Observation: Recursion

- If the (sub-)quadtree T represents only one pixel, then it cannot be split and it holds that

$$\widehat{H}_\gamma(T, \mathbf{y}) = \gamma$$

- Let, otherwise,

$$M_1 := \gamma + \|\mathbf{y}_{S_T} - \boldsymbol{\mu}_{S_T}\|_2^2$$

$$M_2 := \widehat{H}_\gamma(T_{ll}, \mathbf{y}) + \widehat{H}_\gamma(T_{lr}, \mathbf{y}) + \widehat{H}_\gamma(T_{ul}, \mathbf{y}) + \widehat{H}_\gamma(T_{ur}, \mathbf{y})$$

then

$$\widehat{H}_\gamma(T, y) = \min\{\underbrace{M_1(T, \gamma, \mathbf{y})}_{\text{no split}}, \underbrace{M_2(T, \gamma, \mathbf{y})}_{\text{split}}\}$$

Algorithmus: Minimize(\mathbf{y}, r, γ)

Input: Image data $\mathbf{y} \in \mathbb{R}^S$, rectangle $r \subset S$, regularization $\gamma > 0$

Output: $\min_T \gamma |L(T)| + \|\mathbf{y} - \boldsymbol{\mu}_{L(T)}\|_2^2$

if $|r| = 0$ **then return** 0

$m \leftarrow \gamma + \sum_{s \in r} (y_s - \mu_r)^2$

if $|r| > 1$ **then**

 Split r into $r_{ll}, r_{lr}, r_{ul}, r_{ur}$

$m_1 \leftarrow \text{Minimize}(\mathbf{y}, r_{ll}, \gamma)$; $m_2 \leftarrow \text{Minimize}(\mathbf{y}, r_{lr}, \gamma)$

$m_3 \leftarrow \text{Minimize}(\mathbf{y}, r_{ul}, \gamma)$; $m_4 \leftarrow \text{Minimize}(\mathbf{y}, r_{ur}, \gamma)$

$m' \leftarrow m_1 + m_2 + m_3 + m_4$

else

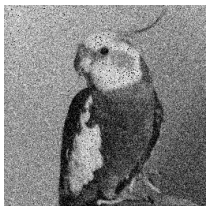
$m' \leftarrow \infty$

if $m' < m$ **then** $m \leftarrow m'$

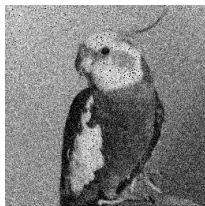
return m

The minimization algorithm over dyadic partitions (quadtrees) takes $\mathcal{O}(|S| \log |S|)$ steps.

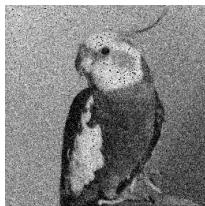
Application: Denoising (with additional Wedgelets)



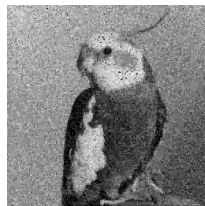
noised



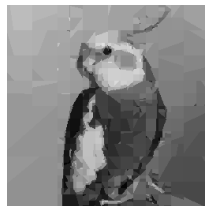
$\gamma = 0.003$



$\gamma = 0.01$



$\gamma = 0.03$



$\gamma = 0.1$



$\gamma = 0.3$



$\gamma = 1$

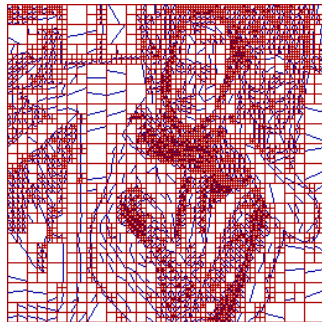


$\gamma = 3$



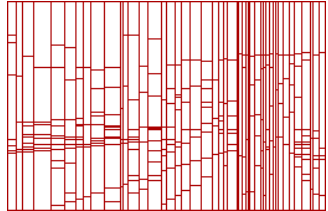
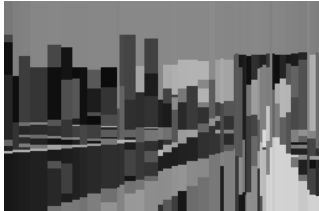
$\gamma = 10$

Extensions: Affine Regression + Wedgelets



Other ideas

no quadtree: hierarchical one-dimensional model (requires dynamic programming)



19.1 Appendix

Linear Regression

The Learning Problem

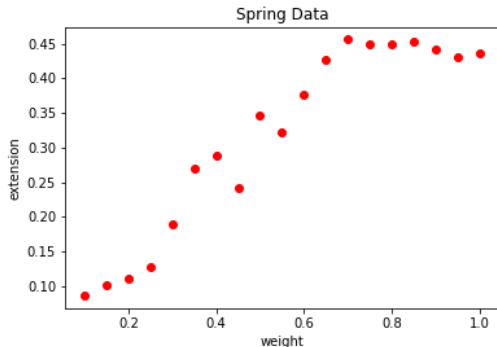
Setup

- We observe N data points
- Input examples: $\mathbf{X} = (\mathbf{X}_1, \dots, \mathbf{X}_N)^\top$
- Output examples: $\mathbf{y} = (y_1, \dots, y_N)^\top$
- Assupmtion: there is an underlying truth

$$f : \mathcal{X} \rightarrow \mathcal{Y}$$

Goal: find a good approximation $h \approx g$ to make predictions $h(x)$ for new data points or to explain the data in order to find a compressed representation, for instance.

Here $\mathcal{X} = \mathbb{R}^d$. $\mathcal{Y} = \mathbb{R}$ (Regression).



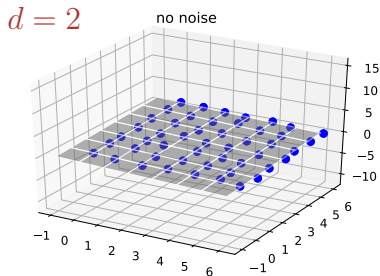
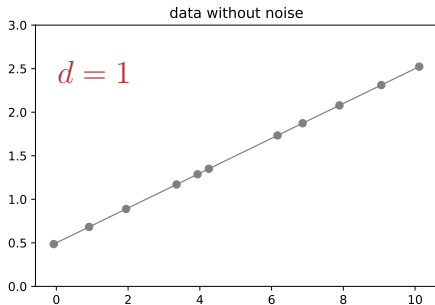
Model: Linear Regression

Assumption: The underlying truth can be represented as

$$h_w(\mathbf{x}) = w_0 + w_1x_1 + \cdots + w_dx_d = w_0 + \sum_{i=1}^d w_ix_i.$$

⇒ We search for w (sometimes also d).

linear in w !



Trick for simplified notation

$$\mathbf{x} = (x_1, \dots, x_d) \rightarrow (\underbrace{x_0}_{\equiv 1}, x_1, \dots, x_d)$$

$$\begin{aligned} h_{\mathbf{w}}(\mathbf{x}) &= w_0 x_0 + w_1 x_1 + \dots + w_d x_d \\ &= \sum_{i=0}^d w_i x_i \\ &= \mathbf{w}^\top \mathbf{x} \end{aligned}$$

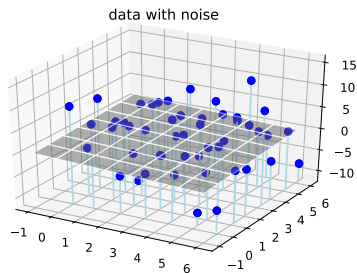
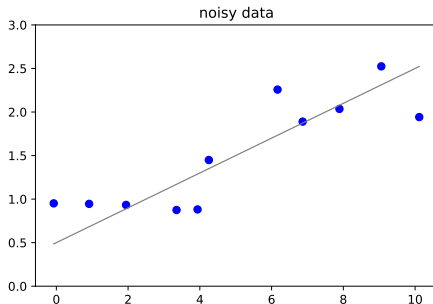
Data matrix

$$\mathbf{X} = \begin{bmatrix} \mathbf{X}_1 \\ \mathbf{X}_2 \\ \vdots \\ \mathbf{X}_n \end{bmatrix} = \begin{matrix} \begin{matrix} \equiv 1 \\ \downarrow \end{matrix} \\ \begin{bmatrix} X_{1,0} & X_{1,1} & X_{1,2} & \dots & X_{1,d} \\ X_{2,0} & X_{2,1} & X_{2,2} & \dots & X_{2,d} \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ X_{n,0} & X_{n,1} & X_{n,2} & \dots & X_{n,d} \end{bmatrix} \end{matrix}, \quad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}, \quad \mathbf{w} = \begin{bmatrix} w_1 \\ \vdots \\ w_d \end{bmatrix}$$

$$\mathbf{X}\mathbf{w} \approx \mathbf{y}?$$

Imprecise observations

Reality: the data are imprecise or the model is only a model.



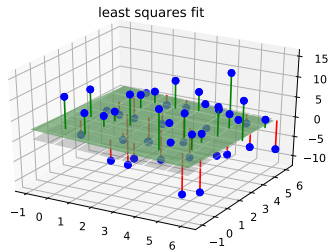
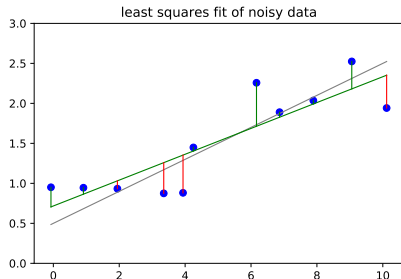
What to do?

Error function

$$E(\mathbf{w}) = \sum_{i=1}^N (h_{\mathbf{w}}(\mathbf{X}_i) - y_i)^2$$

Want a $\hat{\mathbf{w}}$ that minimizes E

Linearity of $h_{\mathbf{w}}$ in $\mathbf{w} \Rightarrow$ solution with linear algebra.



Solution from Linear Algebra

$$\widehat{\boldsymbol{w}} = \underbrace{\left(\boldsymbol{X}^\top \boldsymbol{X}\right)^{-1} \boldsymbol{X}^\top}_{=:\boldsymbol{X}^\dagger} \boldsymbol{y}.$$

\boldsymbol{X}^\dagger : Moore-Penroe Pseudo-Inverse

Fitting Polynomials

Also works with linear regression.

$$h_{\mathbf{w}}(x) = w_0 + w_1x^1 + w_2x^2 + \cdots + w_dx^d = w_0 + \sum_{i=1}^d w_ix^i.$$

because $h_{\mathbf{w}}(x)$ remains being linear in \mathbf{w} !

$$\mathbf{X} = \begin{bmatrix} 1 & x_1 & (x_1)^2 & \cdots & (x_1)^d \\ 1 & x_2 & (x_2)^2 & \cdots & (x_2)^d \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 1 & x_n & (x_n)^2 & \cdots & (x_n)^d \end{bmatrix}, \quad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}, \quad \mathbf{w} = \begin{bmatrix} w_0 \\ \vdots \\ w_d \end{bmatrix}$$

Example: Constant Approximation

$$\mathbf{X} = \begin{bmatrix} 1 \\ 1 \\ \vdots \\ 1 \end{bmatrix}, \quad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}, \quad \mathbf{w} = [w_0]$$

$$\widehat{\mathbf{w}} = (\mathbf{X}^\top \mathbf{X})^{-1} \mathbf{X}^\top \mathbf{y} = \left[\frac{1}{n} \sum y_i \right].$$

Example: Linear Approximation

$$\mathbf{X} = \begin{bmatrix} 1 & x_1^{(1)} & x_1^{(2)} \\ 1 & x_2^{(1)} & x_2^{(2)} \\ \vdots & \vdots & \vdots \\ 1 & x_n^{(1)} & x_n^{(2)} \end{bmatrix}, \quad \mathbf{y} = \begin{bmatrix} y_1 \\ y_2 \\ \vdots \\ y_n \end{bmatrix}, \quad \mathbf{w} = [w_0]$$

$$\hat{\mathbf{w}} = (\mathbf{X}^\top \mathbf{X})^{-1} \mathbf{X}^\top \mathbf{y} = \begin{bmatrix} N & \sum x_i^{(1)} & \sum x_i^{(2)} \\ \sum x_i^{(1)} & \sum (x_i^{(1)})^2 & \sum x_i^{(1)} \cdot x_i^{(2)} \\ \sum x_i^{(2)} & \sum x_i^{(1)} \cdot x_i^{(2)} & \sum (x_i^{(2)})^2 \end{bmatrix}^{-1} \cdot \begin{bmatrix} \sum y_i \\ \sum y_i \cdot x_i^{(1)} \\ \sum y_i \cdot x_i^{(2)} \end{bmatrix}$$

20. Dynamic Programming I

Memoization, Optimal Substructure, Overlapping Sub-Problems, Dependencies, General Procedure. Examples: Fibonacci, Rod Cutting, Longest Ascending Subsequence, Longest Common Subsequence, Edit Distance, Matrix Chain Multiplication (Strassen)

[Ottman/Widmayer, Kap. 1.2.3, 7.1, 7.4, Cormen et al, Kap. 15]

Fibonacci Numbers



(again)

$$F_n := \begin{cases} n & \text{if } n < 2 \\ F_{n-1} + F_{n-2} & \text{if } n \geq 2. \end{cases}$$

Analysis: why is the recursive algorithm so slow?

Algorithm FibonacciRecursive(n)

Input: $n \geq 0$

Output: n -th Fibonacci number

if $n < 2$ **then**

$f \leftarrow n$

else

$f \leftarrow \text{FibonacciRecursive}(n - 1) + \text{FibonacciRecursive}(n - 2)$

return f

Analysis

$T(n)$: Number executed operations.

■ $n = 0, 1: T(n) = \Theta(1)$

Analysis

$T(n)$: Number executed operations.

- $n = 0, 1: T(n) = \Theta(1)$

- $n \geq 2: T(n) = T(n - 2) + T(n - 1) + c.$

Analysis

$T(n)$: Number executed operations.

■ $n = 0, 1: T(n) = \Theta(1)$

■ $n \geq 2: T(n) = T(n-2) + T(n-1) + c.$

$$T(n) = T(n-2) + T(n-1) + c \geq 2T(n-2) + c \geq 2^{n/2}c' = (\sqrt{2})^n c'$$

Analysis

$T(n)$: Number executed operations.

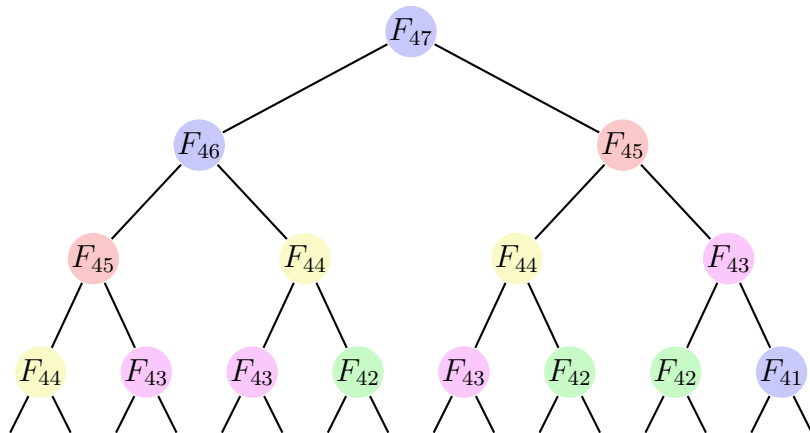
■ $n = 0, 1: T(n) = \Theta(1)$

■ $n \geq 2: T(n) = T(n-2) + T(n-1) + c.$

$$T(n) = T(n-2) + T(n-1) + c \geq 2T(n-2) + c \geq 2^{n/2}c' = (\sqrt{2})^n c'$$

Algorithm is exponential in n .

Reason (visual)



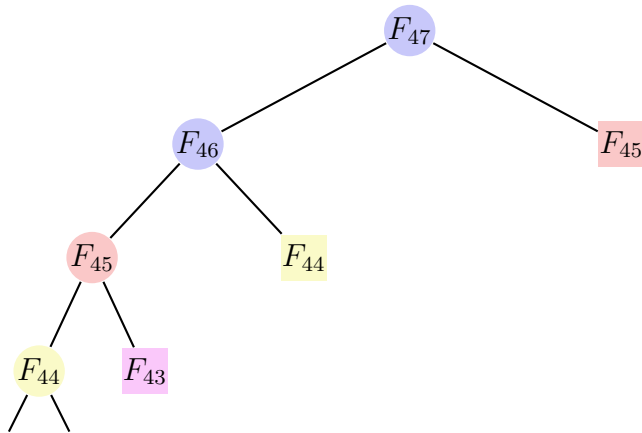
Nodes with same values are evaluated (too) often.

Memoization

Memoization (sic) saving intermediate results.

- Before a subproblem is solved, the existence of the corresponding intermediate result is checked.
- If an intermediate result exists then it is used.
- Otherwise the algorithm is executed and the result is saved accordingly.

Memoization with Fibonacci



Rectangular nodes have been computed before.

Algorithm FibonacciMemoization(n)

Input: $n \geq 0$

Output: n -th Fibonacci number

if $n \leq 2$ **then**

$f \leftarrow 1$

else if $\exists \text{memo}[n]$ **then**

$f \leftarrow \text{memo}[n]$

else

$f \leftarrow \text{FibonacciMemoization}(n - 1) + \text{FibonacciMemoization}(n - 2)$

$\text{memo}[n] \leftarrow f$

return f

Computational complexity:

$$T(n) = T(n - 1) + c = \dots = \mathcal{O}(n).$$

because after the call to $f(n - 1)$, $f(n - 2)$ has already been computed.
A different argument: $f(n)$ is computed exactly once recursively for each n .
Runtime costs: n calls with $\Theta(1)$ costs per call $n \cdot c \in \Theta(n)$. The recursion vanishes from the running time computation.
Algorithm requires $\Theta(n)$ memory.³⁰

³⁰But the naive recursive algorithm also requires $\Theta(n)$ memory implicitly.

Looking closer ...

... the algorithm computes the values of F_1, F_2, F_3, \dots in the top-down approach of the recursion.

Can write the algorithm bottom-up. This is characteristic for dynamic programming.

Algorithm FibonacciBottomUp(n)

Input: $n \geq 0$

Output: n -th Fibonacci number

$F[1] \leftarrow 1$

$F[2] \leftarrow 1$

for $i \leftarrow 3, \dots, n$ **do**

$F[i] \leftarrow F[i - 1] + F[i - 2]$

return $F[n]$

Dynamic Programming: Idea

- Divide a complex problem into a reasonable number of sub-problems
- The solution of the sub-problems will be used to solve the more complex problem
- Identical problems will be computed only once

Dynamic Programming Consequence

Identical problems will be computed only once

⇒ Results are saved

Arbeitsspeicher



192.-

HyperX Fury (2x, 8GB,
DDR4-2400, DIMM 288)

★★★★★ 16

We trade speed against
memory consumption

Dynamic Programming: Description

1. Use a DP-table with information to the subproblems.
Dimension of the table? Semantics of the entries?

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In which order can the entries be computed such that dependencies are fulfilled?

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In which order can the entries be computed such that dependencies are fulfilled?
4. Read-out the solution
How can the solution be read out from the table?

Dynamic Programming: Description

1. Use a DP-table with information to the subproblems.

Dimension of the table? Semantics of the entries?

2. Computation of the base cases.

Which entries do not depend on others?

3. Determine computation order.

In which order can the entries be computed such that dependencies are fulfilled?

4. Read-out the solution

How can the solution be read out from the table?

Runtime (typical) = number entries of the table times required operations per entry.

Dynamic Programming: Description with the example

1.

Dimension of the table? Semantics of the entries?

Dynamic Programming: Description with the example

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Dimension of the table? Semantics of the entries?

$n \times 1$ table. n th entry contains n th Fibonacci number.

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Dynamic Programming: Description with the example

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2.

Which entries do not depend on other entries?

Values F_1 and F_2 can be computed easily and independently.

Dynamic Programming: Description with the example

1. Dimension of the table? Semantics of the entries?
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3. Computation order?

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 F_i with increasing i .

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4. Reconstruction of a solution?

Dynamic Programming: Description with the example

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 $n \times 1$ table. n th entry contains n th Fibonacci number.
2. Which entries do not depend on other entries?
Values F_1 and F_2 can be computed easily and independently.
3. Computation order?
 F_i with increasing i .
4. Reconstruction of a solution?
 F_n is the n -th Fibonacci number.

Dynamic Programming = Divide-And-Conquer ?

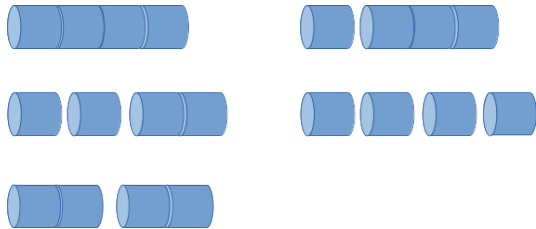
- In both cases the original problem can be solved (more easily) by utilizing the solutions of sub-problems. The problem provides **optimal substructure**.
- Divide-And-Conquer algorithms (such as Mergesort): sub-problems are independent; their solutions are required only once in the algorithm.
- DP: sub-problems are dependent. The problem is said to have **overlapping sub-problems** that are required multiple-times in the algorithm.
- In order to avoid redundant computations, results are tabulated. For **sub-problems there must not be any circular dependencies**.

Rod Cutting

- Rods (metal sticks) are cut and sold.
- Rods of length $n \in \mathbb{N}$ are available. A cut does not provide any costs.
- For each length $l \in \mathbb{N}$, $l \leq n$ known is the value $v_l \in \mathbb{R}^+$
- Goal: cut the rods such (into $k \in \mathbb{N}$ pieces) that

$$\sum_{i=1}^k v_{l_i} \text{ is maximized subject to } \sum_{i=1}^k l_i = n.$$

Rod Cutting: Example



Possibilities to cut a rod of length 4 (without permutations)

Length	0	1	2	3	4
Price	0	2	3	8	9

⇒ Best cut: 3 + 1 with value 10.

How to Find the DP Algorithm.

0. Exact formulation of the wanted solution
 1. Define sub-problems (and compute the cardinality)
 2. Guess / Enumerate (and determine the running time for guessing)
 3. Recursion: relate sub-problems
 4. Memoize / Tabularize. Determine the dependencies of the sub-problems
 5. Solve the problem
- Running time = #sub-problems \times time/sub-problem

Structure of the problem

0. Wanted: r_n = maximal value of rod (cut or as a whole) with length n .
1. sub-problems: maximal value r_k for each $0 \leq k < n$
2. Guess the length of the first piece
3. Recursion

$$r_k = \max\{v_i + r_{k-i} : 0 < i \leq k\}, \quad k > 0$$
$$r_0 = 0$$

4. Dependency: r_k depends (only) on values v_i , $1 \leq i \leq k$ and the optimal cuts r_i , $i < k$
5. Solution in r_n

Algorithm RodCut(v, n)

Input: $n \geq 0$, Prices v

Output: best value

$q \leftarrow 0$

if $n > 0$ **then**

for $i \leftarrow 1, \dots, n$ **do**

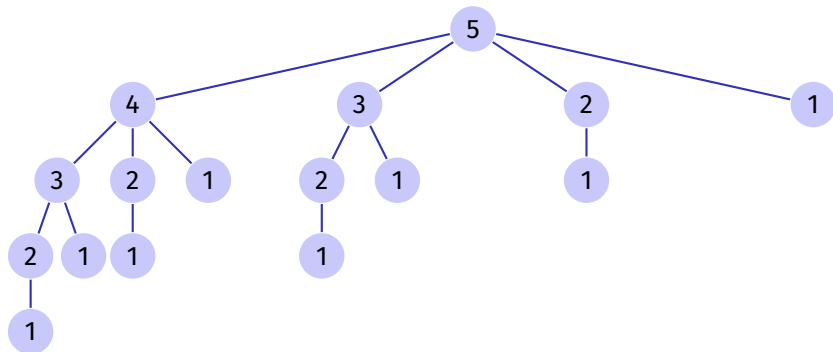
$q \leftarrow \max\{q, v_i + \text{RodCut}(v, n - i)\};$

return q

Running time $T(n) = \sum_{i=0}^{n-1} T(i) + c \Rightarrow^{31} T(n) \in \Theta(2^n)$

³¹ $T(n) = T(n-1) + \sum_{i=0}^{n-2} T(i) + c = T(n-1) + (T(n-1) - c) + c = 2T(n-1) \quad (n > 0)$

Recursion Tree



Algorithm RodCutMemoized(m, v, n)

Input: $n \geq 0$, Prices v , Memoization Table m

Output: best value

$q \leftarrow 0$

if $n > 0$ **then**

if $\exists m[n]$ **then**

$q \leftarrow m[n]$

else

for $i \leftarrow 1, \dots, n$ **do**

$q \leftarrow \max\{q, v_i + \text{RodCutMemoized}(m, v, n - i)\};$

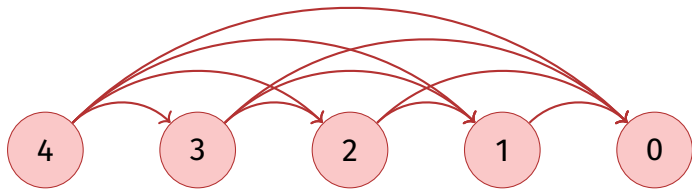
$m[n] \leftarrow q$

return q

Running time $\sum_{i=1}^n i = \Theta(n^2)$

Subproblem-Graph

Describes the mutual dependencies of the subproblems



and must not contain cycles

Construction of the Optimal Cut

- During the (recursive) computation of the optimal solution for each $k \leq n$ the recursive algorithm determines the optimal length of the first rod
- Store the length of the first rod in a separate table of length n

Bottom-up Description with the example

1.

Dimension of the table? Semantics of the entries?

Bottom-up Description with the example

1.

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$n \times 1$ table. n th entry contains the best value of a rod of length n .

Bottom-up Description with the example

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Which entries do not depend on other entries?

Bottom-up Description with the example

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$n \times 1$ table. n th entry contains the best value of a rod of length n .

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Which entries do not depend on other entries?

Value r_0 is 0

Bottom-up Description with the example

1. Dimension of the table? Semantics of the entries?
 $n \times 1$ table. n th entry contains the best value of a rod of length n .
2. Which entries do not depend on other entries?
Value r_0 is 0
3. Computation order?
.

Bottom-up Description with the example

1. Dimension of the table? Semantics of the entries?
 $n \times 1$ table. n th entry contains the best value of a rod of length n .
2. Which entries do not depend on other entries?
Value r_0 is 0
3. Computation order?
 $r_i, i = 1, \dots, n$.

Bottom-up Description with the example

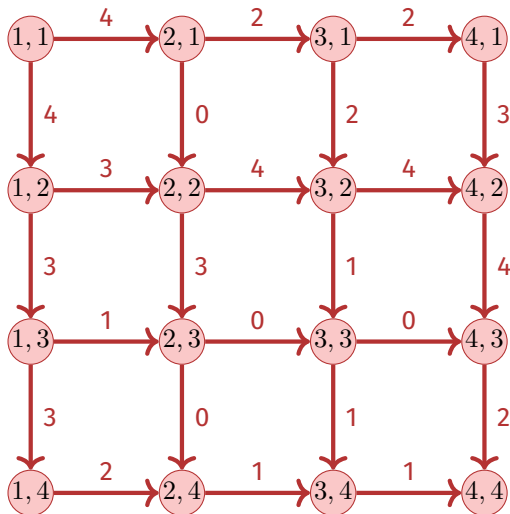
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 $r_i, i = 1, \dots, n$.
4. Reconstruction of a solution?

Bottom-up Description with the example

1. Dimension of the table? Semantics of the entries?
 $n \times 1$ table. n th entry contains the best value of a rod of length n .
2. Which entries do not depend on other entries?
Value r_0 is 0
3. Computation order?
 $r_i, i = 1, \dots, n$.
4. Reconstruction of a solution?
 r_n is the best value for the rod of length n .

Rabbit!

A rabbit sits on cite (1, 1) of an $n \times n$ grid. It can only move to east or south. On each pathway there is a number of carrots. How many carrots does the rabbit collect maximally?

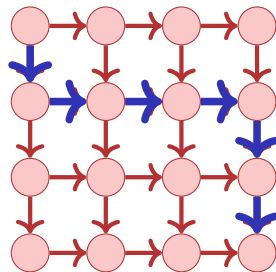


Rabbit!

Number of possible paths?

- Choice of $n - 1$ ways to south out of $2n - 2$ ways overall.

⇒ No chance for a naive algorithm



The path 100011
(1:to south, 0: to east)

Rabbit!

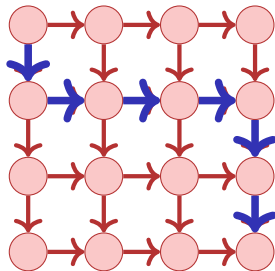
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-

$$\binom{2n-2}{n-1} \in \Omega(2^n)$$

⇒ No chance for a naive algorithm



The path 100011
(1:to south, 0: to east)

Recursion

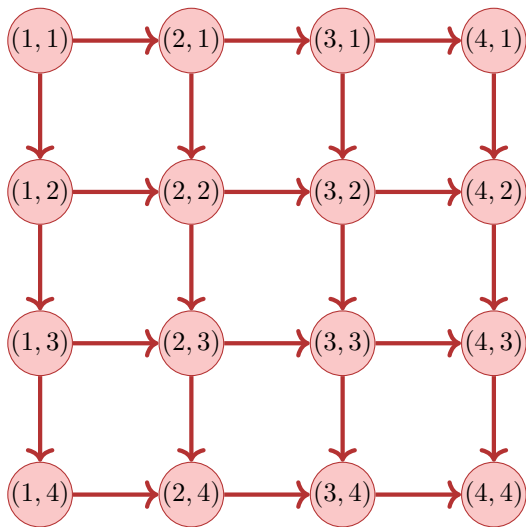
Wanted: $T_{1,1}$ = maximal number carrots from $(1, 1)$ to (n, n) .

Let $w_{(i,j)-(i',j')}$ number of carrots on egde from (i, j) to (i', j') .

Recursion (maximal number of carrots from (i, j) to (n, n))

$$T_{ij} = \begin{cases} \max\{w_{(i,j)-(i,j+1)} + T_{i,j+1}, w_{(i,j)-(i+1,j)} + T_{i+1,j}\}, & i < n, j < n \\ w_{(i,j)-(i,j+1)} + T_{i,j+1}, & i = n, j < n \\ w_{(i,j)-(i+1,j)} + T_{i+1,j}, & i < n, j = n \\ 0 & i = j = n \end{cases}$$

Graph of Subproblem Dependencies



Bottom-up Description with the example

Dimension of the table? Semantics of the entries?

1.

Bottom-up Description with the example

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1. Table T with size $n \times n$. Entry at i, j provides the maximal number of carrots from (i, j) to (n, n) .

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Which entries do not depend on other entries?

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3. $T_{i,j}$ with $i = n \searrow 1$ and for each i : $j = n \searrow 1$, (or vice-versa: $j = n \searrow 1$ and for each j : $i = n \searrow 1$).

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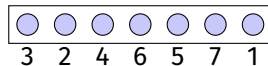
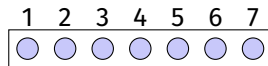
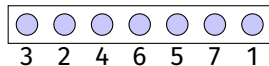
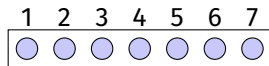
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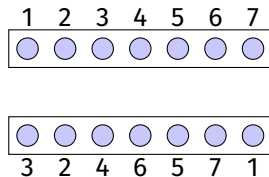
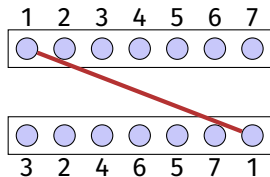
4. $T_{1,1}$ provides the maximal number of carrots.

Longest Ascending Sequence (LAS)



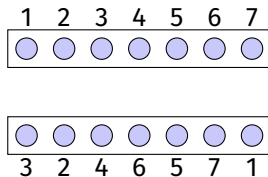
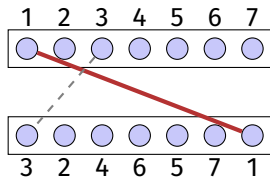
Connect as many as possible fitting ports without lines crossing.

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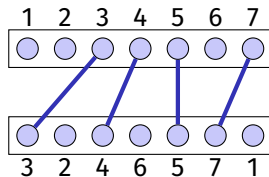
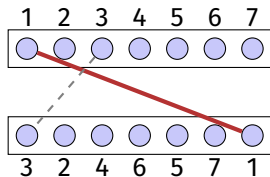
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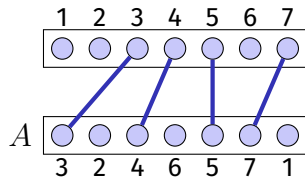
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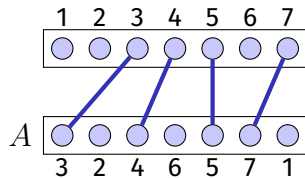
Formally

- Consider Sequence $A_n = (a_1, \dots, a_n)$.
- Search for a longest increasing subsequence of A_n .
- Examples of increasing subsequences: $(3, 4, 5)$, $(2, 4, 5, 7)$, $(3, 4, 5, 7)$, $(3, 7)$.



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Generalization: allow any numbers, even with duplicates (still only strictly increasing subsequences permitted). Example: $(2, 3, 3, 3, 5, 1)$ with increasing subsequence $(2, 3, 5)$.

First idea

Let L_i = longest ascending subsequence of A_i ($1 \leq i \leq n$)

Assumption: LAS L_k of A_k known. Now want to compute L_{k+1} for A_{k+1} .

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Counterexample $A_5 = (1, 2, 5, 3, 4)$. Let $A_3 = (1, 2, 5)$ with $L_3 = A_3$ and $L_4 = A_3$. Determine L_5 from L_4 ?

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It does not work this way, we cannot infer L_{k+1} from L_k .

Second idea.

Let L_i = longest ascending subsequence of A_i ($1 \leq i \leq n$)

Assumption: a LAS L_j is known for each $j \leq k$. Now compute LAS L_{k+1} for $k + 1$.

Second idea.

Let L_i = longest ascending subsequence of A_i ($1 \leq i \leq n$)

Assumption: a LAS L_j is known for each $j \leq k$. Now compute LAS L_{k+1} for $k + 1$.

Look at all fitting $L_{k+1} = L_j \oplus a_{k+1}$ ($j \leq k$) and choose a longest sequence.

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Counterexample: $A_5 = (1, 2, 5, 3, 4)$. Let $A_4 = (1, 2, 5, 3)$ with $L_1 = (1)$, $L_2 = (1, 2)$, $L_3 = (1, 2, 5)$, $L_4 = (1, 2, 5)$. Determine L_5 from L_1, \dots, L_4 ?

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That does not work either: cannot infer L_{k+1} from only an arbitrary solution L_j . We need to consider all LAS. Too many.

Third approach

Let $M_{n,i}$ = longest ascending subsequence of A_i ($1 \leq i \leq n$)

Assumption: the LAS M_j for A_k , that end with smallest element are known for each of the lengths $1 \leq j \leq k$.

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Consider all fitting $M_{k,j} \oplus a_{k+1}$ ($j \leq k$) and update the table of the LAS, that end with smallest possible element.

Third approach Example

Example: $A = (1, 1000, 1001, 4, 5, 2, 6, 7)$

A	LAT $M_{k,\cdot}$
1	(1)

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+ 4	(1), (1, 4), (1, 1000, 1001)

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1	(1)
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+ 5	(1), (1, 4), (1, 4, 5)
+ 2	(1), (1, 2), (1, 4, 5)

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+ 4	(1), (1, 4), (1, 1000, 1001)
+ 5	(1), (1, 4), (1, 4, 5)
+ 2	(1), (1, 2), (1, 4, 5)
+ 6	(1), (1, 2), (1, 4, 5), (1, 4, 5, 6)

Third approach Example

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1	(1)
+ 1000	(1), (1, 1000)
+ 1001	(1), (1, 1000), (1, 1000, 1001)
+ 4	(1), (1, 4), (1, 1000, 1001)
+ 5	(1), (1, 4), (1, 4, 5)
+ 2	(1), (1, 2), (1, 4, 5)
+ 6	(1), (1, 2), (1, 4, 5), (1, 4, 5, 6)
+ 7	(1), (1, 2), (1, 4, 5), (1, 4, 5, 6), (1, 4, 5, 6, 7)

DP Table

- Idea: save the last element of the increasing sequence $M_{k,j}$ at slot j .

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$(L_j)_j$	$-\infty$	∞	∞	∞	∞	

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index	1	2	3	4	5	6
value	3	2	5	1	6	4
Predecessor	$-\infty$	$-\infty$	2	$-\infty$	5	1

Index	0	1	2	3	4	...
$(L_j)_j$	$-\infty$	1	4	6	∞	

Dynamic Programming Algorithm LAS

Table dimension? Semantics?

1.

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1. Two tables $T[0, \dots, n]$ and $V[1, \dots, n]$.
 $T[j]$: last Element of the increasing subsequence $M_{n,j}$
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Start with $T[0] \leftarrow -\infty, T[i] \leftarrow \infty \forall i > 1$

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Computation of an entry

2. Entries in T sorted in ascending order. For each new entry a_k binary search for l , such that $T[l] < a_k < T[l + 1]$. Set $T[l + 1] \leftarrow a_k$. Set $V[k] = T[l]$.

Dynamic Programming algorithm LAS

3.

Computation order

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Traverse the list and compute $T[k]$ and $V[k]$ with ascending k

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Reconstruction of a solution?

4.

Dynamic Programming algorithm LAS

Computation order

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Traverse the list and compute $T[k]$ and $V[k]$ with ascending k

Reconstruction of a solution?

4.

Search the largest l with $T[l] < \infty$. l is the last index of the LAS. Starting at l search for the index $i < l$ such that $V[l] = a_i$, i is the predecessor of l . Repeat with $l \leftarrow i$ until $T[l] = -\infty$

Analysis

■ Computation of the table:

- Initialization: $\Theta(n)$ Operations
- Computation of the k th entry: binary search on positions $\{1, \dots, k\}$ plus constant number of assignments.

$$\sum_{k=1}^n (\log k + \mathcal{O}(1)) = \mathcal{O}(n) + \sum_{k=1}^n \log(k) = \Theta(n \log n).$$

■ **Reconstruction:** traverse A from right to left: $\mathcal{O}(n)$.

Overall runtime:

$$\Theta(n \log n).$$

Minimal Editing Distance

Editing distance of two sequences $A_n = (a_1, \dots, a_n)$, $B_m = (b_1, \dots, b_m)$.

Editing operations:

- **Insertion** of a character
- **Deletion** of a character
- **Replacement** of a character

Question: how many editing operations at least required in order to transform string A into string B .

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Minimal Editing Distance

Wanted: cheapest character-wise transformation $A_n \rightarrow B_m$ with costs

operation	Levenshtein	LCS ³²	general
Insert c	1	1	ins (c)
Delete c	1	1	del (c)
Replace $c \rightarrow c'$	$\mathbb{1}(c \neq c')$	$\infty \cdot \mathbb{1}(c \neq c')$	repl (c, c')

Beispiel

T	I	G	E	R		T	I	_	G	E	R		T \rightarrow Z	+E	-R
Z	I	E	G	E		Z	I	E	G	E	_		Z \rightarrow T	-E	+R

³²Longest common subsequence – A special case of an editing problem

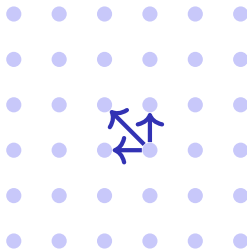
0. $E(n, m)$ = minimum number edit operations (ED cost) $a_{1\dots n} \rightarrow b_{1\dots m}$
1. Subproblems $E(i, j)$ = ED of $a_{1\dots i}, b_{1\dots j}$. #SP = $n \cdot m$
2. Guess Costs $\Theta(1)$

- $a_{1\dots i} \rightarrow a_{1\dots i-1}$ (delete)
- $a_{1\dots i} \rightarrow a_{1\dots i}b_j$ (insert)
- $a_{1\dots i} \rightarrow a_{1\dots i-1}b_j$ (replace)

3. Rekursion

$$E(i, j) = \min \begin{cases} \text{del}(a_i) + E(i-1, j), \\ \text{ins}(b_j) + E(i, j-1), \\ \text{repl}(a_i, b_j) + E(i-1, j-1) \end{cases}$$

4. Dependencies



⇒ Computation from left top to bottom right. Row- or column-wise.

5. Solution in $E(n, m)$

Example (Levenshtein Distance)

$$E[i, j] \leftarrow \min \left\{ E[i-1, j] + 1, E[i, j-1] + 1, E[i-1, j-1] + \mathbb{1}(a_i \neq b_j) \right\}$$

	\emptyset	Z	I	E	G	E
\emptyset	0	1	2	3	4	5
T	1	1	2	3	4	5
I	2	2	1	2	3	4
G	3	3	2	2	1	2
E	4	4	3	2	2	1
R	5	5	4	3	3	3

Editing steps: from bottom right to top left, following the recursion.
Bottom-Up description of the algorithm: exercise

Bottom-Up DP algorithm ED

Dimension of the table? Semantics?

1.

Bottom-Up DP algorithm ED

Dimension of the table? Semantics?

1. Table $E[0, \dots, m][0, \dots, n]$. $E[i, j]$: minimal edit distance of the strings (a_1, \dots, a_i) and (b_1, \dots, b_j)

Bottom-Up DP algorithm ED

Dimension of the table? Semantics?

1. Table $E[0, \dots, m][0, \dots, n]$. $E[i, j]$: minimal edit distance of the strings (a_1, \dots, a_i) and (b_1, \dots, b_j)

Computation of an entry

- 2.

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2. $E[0, i] \leftarrow i \ \forall 0 \leq i \leq m$, $E[j, 0] \leftarrow j \ \forall 0 \leq j \leq n$. Computation of $E[i, j]$ otherwise via $E[i, j] = \min\{\text{del}(a_i) + E(i-1, j), \text{ins}(b_j) + E(i, j-1), \text{repl}(a_i, b_j) + E(i-1, j-1)\}$

Bottom-Up DP algorithm ED

3.

Computation order

Bottom-Up DP algorithm ED

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Rows increasing and within columns increasing (or the other way round).

Bottom-Up DP algorithm ED

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Reconstruction of a solution?

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Bottom-Up DP algorithm ED

Computation order

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Rows increasing and within columns increasing (or the other way round).

Reconstruction of a solution?

4.

Start with $j = m, i = n$. If $E[i, j] = \text{repl}(a_i, b_j) + E(i - 1, j - 1)$ then output $a_i \rightarrow b_j$ and continue with $(j, i) \leftarrow (j - 1, i - 1)$; otherwise, if $E[i, j] = \text{del}(a_i) + E(i - 1, j)$ output $\text{del}(a_i)$ and continue with $j \leftarrow j - 1$ otherwise, if $E[i, j] = \text{ins}(b_j) + E(i, j - 1)$, continue with $i \leftarrow i - 1$. Terminate for $i = 0$ and $j = 0$.

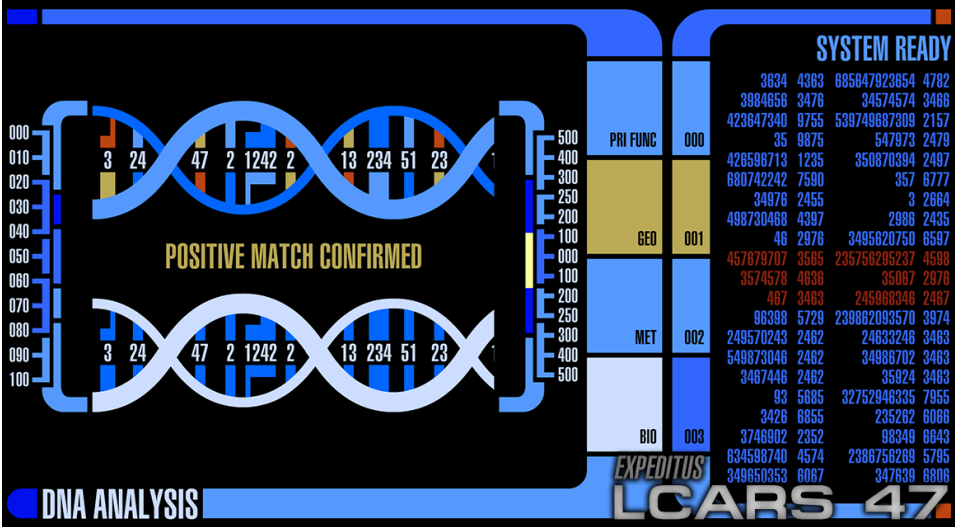
Analysis ED

- Number table entries: $(m + 1) \cdot (n + 1)$.
- Constant number of assignments and comparisons each. Number steps: $\mathcal{O}(mn)$
- Determination of solution: decrease i or j . Maximally $\mathcal{O}(n + m)$ steps.

Runtime overall:

$$\mathcal{O}(mn).$$

DNA - Comparison (Star Trek)



DNA - Comparison

- DNA consists of sequences of four different nucleotides **A**denine **G**uanine **T**hymine **C**ytosine
- DNA sequences (genes) thus can be described with strings of A, G, T and C.
- Possible comparison of two genes: determine the **longest common subsequence**

The longest common subsequence problem is a special case of the minimal edit distance problem.

Matrix-Chain-Multiplication

Task: Computation of the product $A_1 \cdot A_2 \cdot \dots \cdot A_n$ of matrices A_1, \dots, A_n .

Matrix multiplication is associative, i.e. the order of evaluation can be chosen arbitrarily

Goal: efficient computation of the product.

Assumption: multiplication of an $(r \times s)$ -matrix with an $(s \times u)$ -matrix provides costs $r \cdot s \cdot u$.

Does it matter?

$$\begin{array}{c} 1 \\ \text{\textcolor{red}{k}} \\ A_1 \end{array} \cdot \begin{array}{c} \text{\textcolor{red}{k}} \\ 1 \\ A_2 \end{array} \cdot \begin{array}{c} 1 \\ \text{\textcolor{red}{k}} \\ A_3 \end{array} =$$

$$\begin{array}{c} \text{\textcolor{blue}{k}} \\ 1 \\ A_1 \end{array} \cdot \begin{array}{c} 1 \\ \text{\textcolor{blue}{k}} \\ A_2 \end{array} \cdot \begin{array}{c} \text{\textcolor{blue}{k}} \\ 1 \\ A_3 \end{array} =$$

Does it matter?

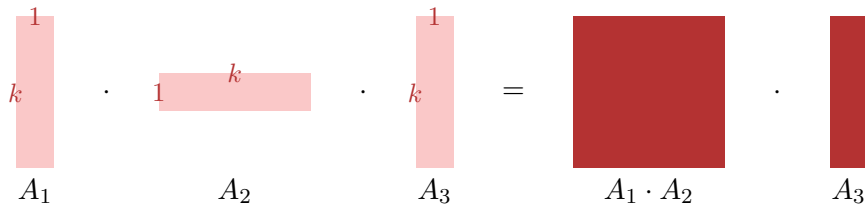


Diagram illustrating matrix multiplication dimensions:

Matrix A_1 (height k , width 1) is multiplied by Matrix A_2 (height 1 , width k), which is then multiplied by Matrix A_3 (height k , width 1). The result is the product of the square matrix $A_1 \cdot A_2$ (height k , width k) and Matrix A_3 (height k , width 1).

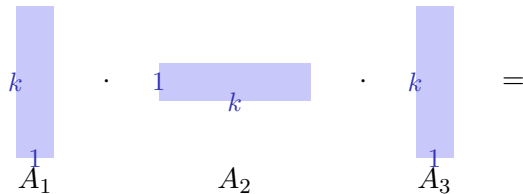


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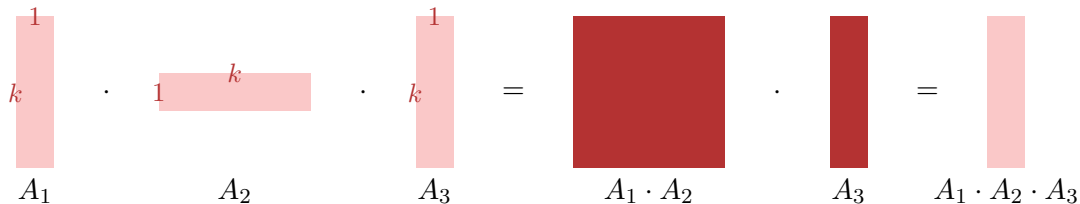


Diagram illustrating matrix multiplication dimensions and results:

Matrix A_1 (vertical, height 1, width k) is multiplied by matrix A_2 (horizontal, height k , width 1), which is then multiplied by matrix A_3 (vertical, height 1, width k). The result is a scalar (represented by a dark red square), which is then multiplied by matrix A_3 to yield the final result (represented by a light red vertical rectangle).

$$A_1 \cdot A_2 \cdot A_3 = A_1 \cdot A_2 \cdot A_3$$

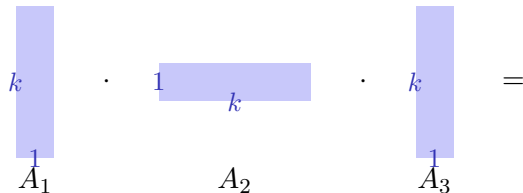


Diagram illustrating matrix multiplication dimensions and results:

Matrix A_1 (vertical, height k , width 1) is multiplied by matrix A_2 (horizontal, height 1, width k), which is then multiplied by matrix A_3 (vertical, height k , width 1). The result is a matrix (represented by a light blue square), which is then multiplied by matrix A_3 to yield the final result (represented by a light blue vertical rectangle).

$$A_1 \cdot A_2 \cdot A_3 = A_1 \cdot A_2 \cdot A_3$$

Does it matter?

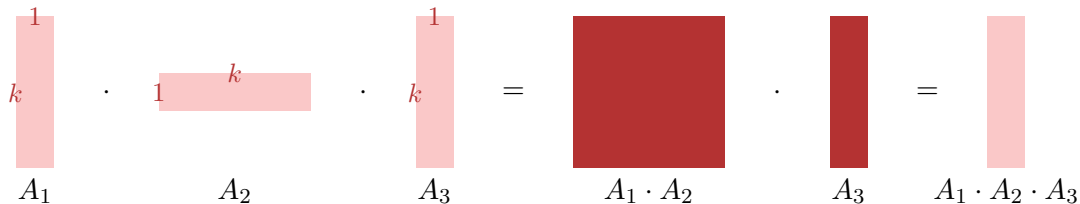


Diagram illustrating matrix multiplication dimensions and results:

Matrix A_1 (vertical, height 1, width k) multiplied by Matrix A_2 (horizontal, height k , width 1) yields Matrix $A_1 \cdot A_2$ (square, height 1, width 1).

Matrix $A_1 \cdot A_2$ multiplied by Matrix A_3 (vertical, height 1, width k) yields Matrix $A_1 \cdot A_2 \cdot A_3$ (vertical, height 1, width 1).

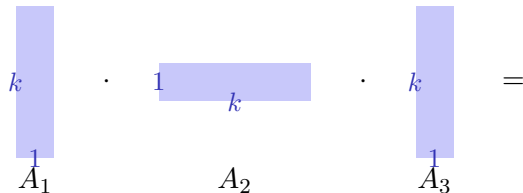


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Does it matter?

Diagram illustrating matrix multiplication:

Matrix A_1 (dimensions $k \times 1$) multiplied by matrix A_2 (dimensions $1 \times k$) yields matrix $A_1 \cdot A_2$ (dimensions $k \times k$).

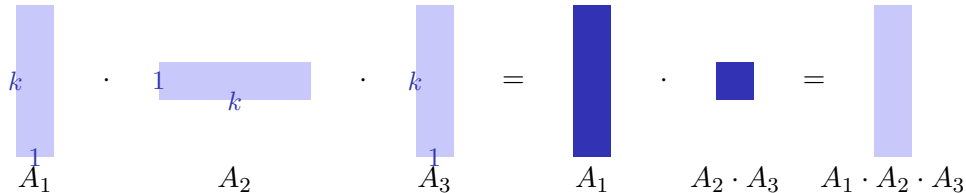
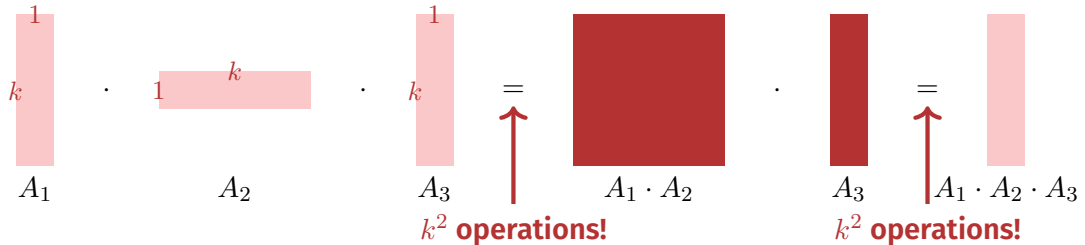
Matrix $A_1 \cdot A_2$ (dimensions $k \times k$) multiplied by matrix A_3 (dimensions $k \times 1$) yields matrix $A_1 \cdot A_2 \cdot A_3$ (dimensions $k \times 1$).

Diagram illustrating matrix multiplication:

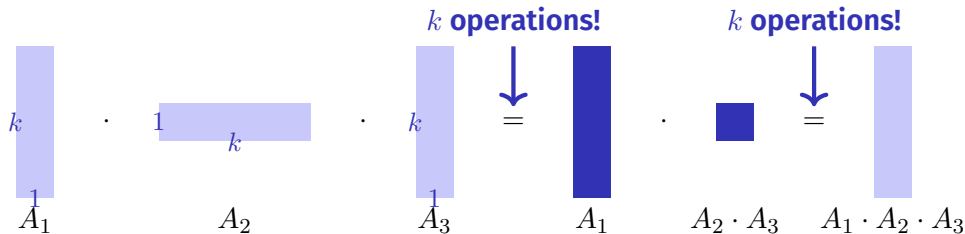
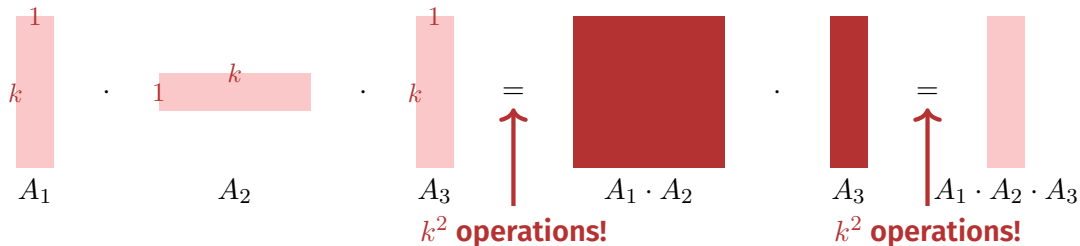
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Does it matter?



Does it matter?



Recursion

- Assume that the best possible computation of $(A_1 \cdot A_2 \cdots A_i)$ and $(A_{i+1} \cdot A_{i+2} \cdots A_n)$ is known for each i .
- Compute best i , done.

$n \times n$ -table M . entry $M[p, q]$ provides costs of the best possible bracketing $(A_p \cdot A_{p+1} \cdots A_q)$.

$$M[p, q] \leftarrow \min_{p \leq i < q} (M[p, i] + M[i + 1, q] + \text{costs of the last multiplication})$$

Computation of the DP-table

- Base cases $M[p, p] \leftarrow 0$ for all $1 \leq p \leq n$.
- Computation of $M[p, q]$ depends on $M[i, j]$ with $p \leq i \leq j \leq q$, $(i, j) \neq (p, q)$.
In particular $M[p, q]$ depends at most from entries $M[i, j]$ with $i - j < q - p$.
Consequence: fill the table from the diagonal.

Analysis

DP-table has n^2 entries. Computation of an entry requires considering up to $n - 1$ other entries.

Overall runtime $\mathcal{O}(n^3)$.

Readout the order from M : exercise!

Digression: matrix multiplication

Consider the multiplication of two $n \times n$ matrices.

Let

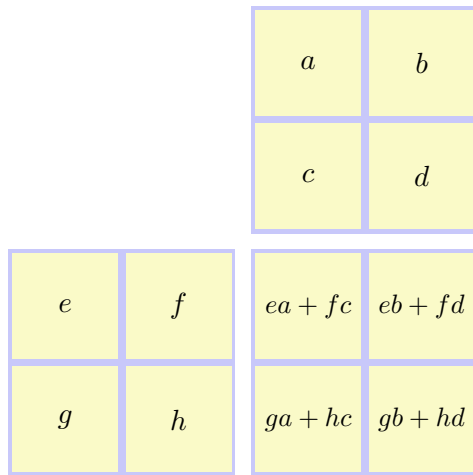
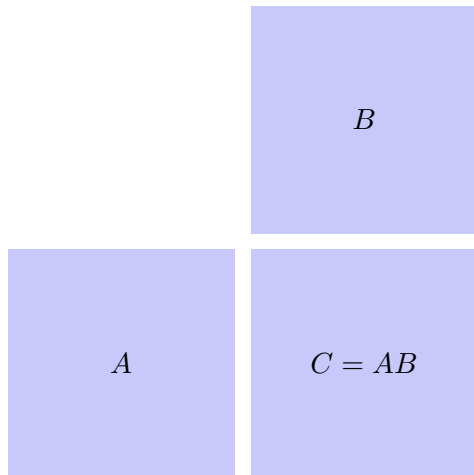
$$A = (a_{ij})_{1 \leq i, j \leq n}, B = (b_{ij})_{1 \leq i, j \leq n}, C = (c_{ij})_{1 \leq i, j \leq n}, \\ C = A \cdot B$$

then

$$c_{ij} = \sum_{k=1}^n a_{ik} b_{kj}.$$

Naive algorithm requires $\Theta(n^3)$ elementary multiplications.

Divide and Conquer



Divide and Conquer

- Assumption $n = 2^k$.
- Number of elementary multiplications:
 $M(n) = 8M(n/2)$, $M(1) = 1$.
- yields $M(n) = 8^{\log_2 n} = n^{\log_2 8} = n^3$. No advantage 😞

		<i>a</i>	<i>b</i>
		<i>c</i>	<i>d</i>
<i>e</i>	<i>f</i>	$ea + fc$	$eb + fd$
<i>g</i>	<i>h</i>	$ga + hc$	$gb + hd$

Strassen's Matrix Multiplication

- **Nontrivial observation by Strassen (1969):** It suffices to compute the seven products
 $A = (e + h) \cdot (a + d)$, $B = (g + h) \cdot a$, $C = e \cdot (b - d)$,
 $D = h \cdot (c - a)$, $E = (e + f) \cdot d$, $F = (g - e) \cdot (a + b)$,
 $G = (f - h) \cdot (c + d)$. **Because:**
 $ea + fc = A + D - E + G$, $eb + fd = C + E$,
 $ga + hc = B + D$, $gb + hd = A - B + C + F$.
- This yields $M'(n) = 7M(n/2)$, $M'(1) = 1$.
Thus $M'(n) = 7^{\log_2 n} = n^{\log_2 7} \approx n^{2.807}$.
- Fastest currently known algorithm: $\mathcal{O}(n^{2.37})$

		a	b
		c	d
e	f	ea + fc	eb + fd
g	h	ga + hc	gb + hd

21. Dynamic Programming II

Subset sum problem, knapsack problem, greedy algorithm vs dynamic programming [Ottman/Widmayer, Kap. 7.2, 7.3, 5.7, Cormen et al, Kap. 15,35.5]

Task



Partition the set of the “item” above into two set such that both sets have the same value.

Task



Partition the set of the “item” above into two set such that both sets have the same value.

A solution:



Subset Sum Problem

Consider $n \in \mathbb{N}$ numbers $a_1, \dots, a_n \in \mathbb{N}$.

Goal: decide if a selection $I \subseteq \{1, \dots, n\}$ exists such that

$$\sum_{i \in I} a_i = \sum_{i \in \{1, \dots, n\} \setminus I} a_i.$$

Naive Algorithm

Check for each bit vector $b = (b_1, \dots, b_n) \in \{0, 1\}^n$, if

$$\sum_{i=1}^n b_i a_i \stackrel{?}{=} \sum_{i=1}^n (1 - b_i) a_i$$

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$$\sum_{i=1}^n b_i a_i \stackrel{?}{=} \sum_{i=1}^n (1 - b_i) a_i$$

Worst case: n steps for each of the 2^n bit vectors b . Number of steps: $\mathcal{O}(n \cdot 2^n)$.

Algorithm with Partition

- Partition the input into two equally sized parts $a_1, \dots, a_{n/2}$ and $a_{n/2+1}, \dots, a_n$.

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 - Start with $i = 1, j = 2^{n/2}$.

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Example

Set $\{1, 6, 2, 3, 4\}$ with value sum 16 has 32 subsets.

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Partitioning into $\{1, 6\}$, $\{2, 3, 4\}$ yields the following 12 subsets with value sums:

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$\{\}$	$\{1\}$	$\{6\}$	$\{1, 6\}$	$\{\}$	$\{2\}$	$\{3\}$	$\{4\}$	$\{2, 3\}$	$\{2, 4\}$	$\{3, 4\}$	$\{2, 3, 4\}$
0	1	6	7	0	2	3	4	5	6	7	9

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0	1	6	7		0	2	3	4	5	6	7	9

\Leftrightarrow One possible solution: $\{1, 3, 4\}$

Analysis

- Generate partial sums for each part: $\mathcal{O}(2^{n/2} \cdot n)$.
- Each sorting: $\mathcal{O}(2^{n/2} \log(2^{n/2})) = \mathcal{O}(n2^{n/2})$.
- Merge: $\mathcal{O}(2^{n/2})$

Overall running time

$$\mathcal{O}(n \cdot 2^{n/2}) = \mathcal{O}(n(\sqrt{2})^n).$$

Substantial improvement over the naive method –
but still exponential!

Dynamic programming

Task: let $z = \frac{1}{2} \sum_{i=1}^n a_i$. Find a selection $I \subset \{1, \dots, n\}$, such that $\sum_{i \in I} a_i = z$.

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Computation:

$$T[k, s] \leftarrow \begin{cases} T[k-1, s] & \text{if } s < a_k \\ T[k-1, s] \vee T[k-1, s-a_k] & \text{if } s \geq a_k \end{cases}$$

for increasing k and then within k increasing s .

Example

$\{1, 6, 2, 5\}$

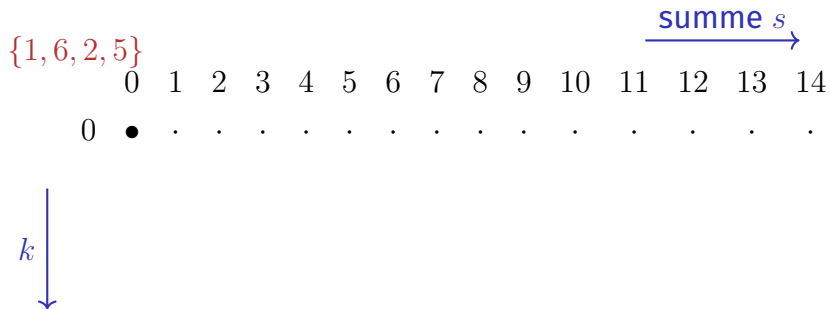
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14

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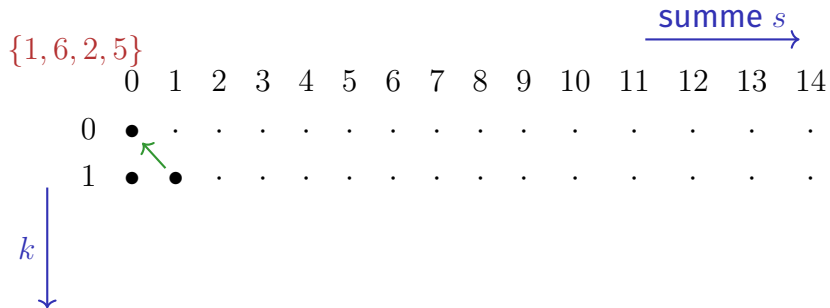


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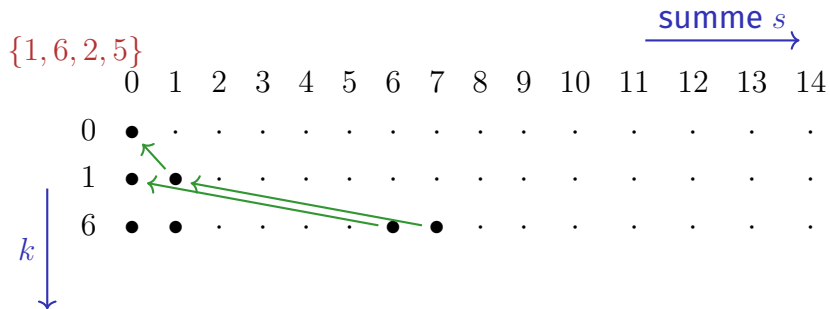
Example



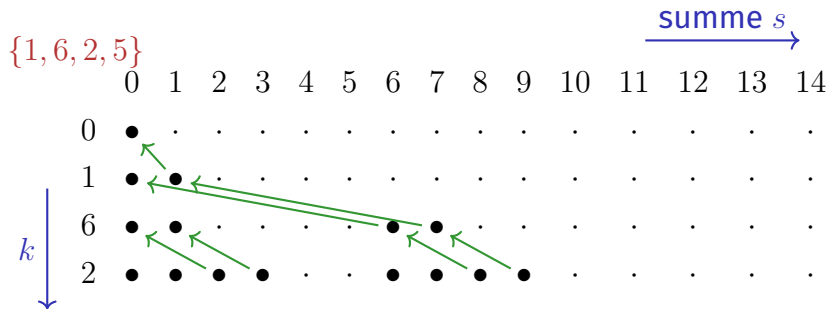
Example



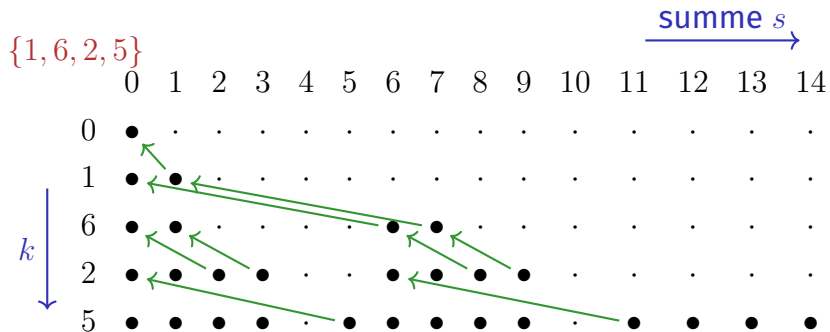
Example



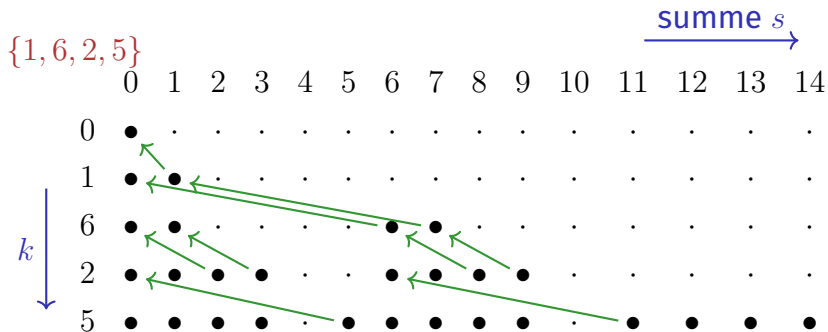
Example



Example



Example



Determination of the solution: if $T[k, s] = T[k - 1, s]$ then a_k unused and continue with $T[k - 1, s]$, otherwise a_k used and continue with $T[k - 1, s - a_k]$.

That is mysterious

The algorithm requires a number of $\mathcal{O}(n \cdot z)$ fundamental operations.

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What is going on now? Does the algorithm suddenly have polynomial running time?

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Input length of the algorithm \cong number bits to *reasonably* represent the data. With the number z this would be $\zeta = \log z$.

Consequently the algorithm requires $\mathcal{O}(n \cdot 2^\zeta)$ fundamental operations and has a run time exponential in ζ .

If, however, z is polynomial in n then the algorithm has polynomial run time in n . This is called pseudo-polynomial.

It is known that the subset-sum algorithm belongs to the class of NP-complete problems (and is thus *NP-hard*).

³³The most important unsolved question of theoretical computer science.

NP

It is known that the subset-sum algorithm belongs to the class of NP-complete problems (and is thus *NP-hard*).

P: Set of all problems that can be solved in polynomial time.

NP: Set of all problems that can be solved **N**ondeterministically in **P**olynomial time.

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P: Set of all problems that can be solved in polynomial time.

NP: Set of all problems that can be solved **N**ondeterministically in **P**olynomial time.

Implications:

- NP contains P.
- Problems can be verified in polynomial time.
- Under the not (yet?) proven assumption³³ that $NP \neq P$, there is no algorithm with polynomial run time for the problem considered above.

³³The most important unsolved question of theoretical computer science.

The knapsack problem

We pack our suitcase with ...

- toothbrush
- dumbbell set
- coffee machine
- uh oh – too heavy.

The knapsack problem

We pack our suitcase with ...

- toothbrush
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- Toothbrush
 - Air balloon
 - Pocket knife
 - identity card
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- Uh oh – too heavy.

- toothbrush

- coffe machine

- pocket knife

- identity card

- Uh oh – too heavy.

Aim to take as much as possible with us. But some things are more valuable than others!

Knapsack problem

Given:

- set of $n \in \mathbb{N}$ items $\{1, \dots, n\}$.
- Each item i has value $v_i \in \mathbb{N}$ and weight $w_i \in \mathbb{N}$.
- Maximum weight $W \in \mathbb{N}$.
- Input is denoted as $E = (v_i, w_i)_{i=1, \dots, n}$.

Knapsack problem

Given:

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- Maximum weight $W \in \mathbb{N}$.
- Input is denoted as $E = (v_i, w_i)_{i=1, \dots, n}$.

Wanted:

a selection $I \subseteq \{1, \dots, n\}$ that maximises $\sum_{i \in I} v_i$ under $\sum_{i \in I} w_i \leq W$.

Greedy heuristics

Sort the items decreasingly by value per weight v_i/w_i : Permutation p with $v_{p_i}/w_{p_i} \geq v_{p_{i+1}}/w_{p_{i+1}}$

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Add items in this order ($I \leftarrow I \cup \{p_i\}$), if the maximum weight is not exceeded.

Greedy heuristics

Sort the items decreasingly by value per weight v_i/w_i : Permutation p with $v_{p_i}/w_{p_i} \geq v_{p_{i+1}}/w_{p_{i+1}}$

Add items in this order ($I \leftarrow I \cup \{p_i\}$), if the maximum weight is not exceeded.

That is fast: $\Theta(n \log n)$ for sorting and $\Theta(n)$ for the selection. But is it good?

Counterexample

$$v_1 = 1 \qquad w_1 = 1 \qquad v_1/w_1 = 1$$

$$v_2 = W - 1 \quad w_2 = W \quad v_2/w_2 = \frac{W-1}{W}$$

Counterexample

$$v_1 = 1 \qquad w_1 = 1 \qquad v_1/w_1 = 1$$

$$v_2 = W - 1 \quad w_2 = W \quad v_2/w_2 = \frac{W-1}{W}$$

Greedy algorithm chooses $\{v_1\}$ with value 1.

Best selection: $\{v_2\}$ with value $W - 1$ and weight W .

Greedy heuristics can be arbitrarily bad.

Dynamic Programming

Partition the maximum weight.

Dynamic Programming

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Three dimensional table $m[i, w, v]$ (“doable”) of boolean values.

Dynamic Programming

Partition the maximum weight.

Three dimensional table $m[i, w, v]$ (“doable”) of boolean values.

$m[i, w, v] = \text{true}$ if and only if

- A selection of the first i parts exists ($0 \leq i \leq n$)
- with overall weight w ($0 \leq w \leq W$) and
- a value of at least v ($0 \leq v \leq \sum_{i=1}^n v_i$).

Computation of the DP table

Initially

- $m[i, w, 0] \leftarrow \text{true}$ für alle $i \geq 0$ und alle $w \geq 0$.
- $m[0, w, v] \leftarrow \text{false}$ für alle $w \geq 0$ und alle $v > 0$.

Computation of the DP table

Initially

- $m[i, w, 0] \leftarrow \text{true}$ für alle $i \geq 0$ und alle $w \geq 0$.
- $m[0, w, v] \leftarrow \text{false}$ für alle $w \geq 0$ und alle $v > 0$.

Computation

$$m[i, w, v] \leftarrow \begin{cases} m[i-1, w, v] \vee m[i-1, w-w_i, v-v_i] & \text{if } w \geq w_i \text{ und } v \geq v_i \\ m[i-1, w, v] & \text{otherwise.} \end{cases}$$

increasing in i and for each i increasing in w and for fixed i and w increasing by v .

Solution: largest v , such that $m[i, w, v] = \text{true}$ for some i and w .

Observation

The definition of the problem obviously implies that

■ **for** $m[i, w, v] = \text{true}$ it holds:

$$m[i', w, v] = \text{true} \quad \forall i' \geq i ,$$

$$m[i, w', v] = \text{true} \quad \forall w' \geq w ,$$

$$m[i, w, v'] = \text{true} \quad \forall v' \leq v .$$

■ **fpr** $m[i, w, v] = \text{false}$ it holds:

$$m[i', w, v] = \text{false} \quad \forall i' \leq i ,$$

$$m[i, w', v] = \text{false} \quad \forall w' \leq w ,$$

$$m[i, w, v'] = \text{false} \quad \forall v' \geq v .$$

This strongly suggests that we do not need a 3d table!

2d DP table

Table entry $t[i, w]$ contains, instead of boolean values, the largest v , that can be achieved³⁴ with

- items $1, \dots, i$ ($0 \leq i \leq n$)
- at maximum weight w ($0 \leq w \leq W$).

³⁴We could have followed a similar idea in order to reduce the size of the sparse table for subset sum.

Computation

Initially

■ $t[0, w] \leftarrow 0$ for all $w \geq 0$.

We compute

$$t[i, w] \leftarrow \begin{cases} t[i-1, w] & \text{if } w < w_i \\ \max\{t[i-1, w], t[i-1, w - w_i] + v_i\} & \text{otherwise.} \end{cases}$$

increasing by i and for fixed i increasing by w .

Solution is located in $t[n, w]$

Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$

$$\begin{array}{cccccccc} & & & & & & \xrightarrow{w} & \\ 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{array}$$

$$\begin{array}{c} \downarrow i \\ \end{array}$$

Example

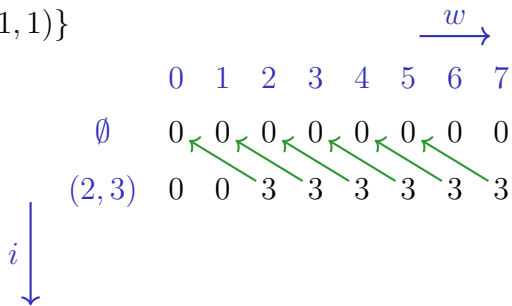
$$E = \{(2, 3), (4, 5), (1, 1)\}$$

	\xrightarrow{w}							
	0	1	2	3	4	5	6	7
\emptyset	0	0	0	0	0	0	0	0

$\downarrow i$

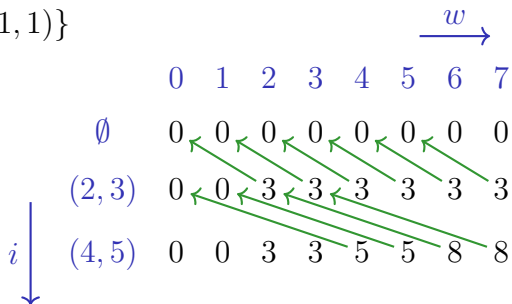
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$$E = \{(2, 3), (4, 5), (1, 1)\}$$



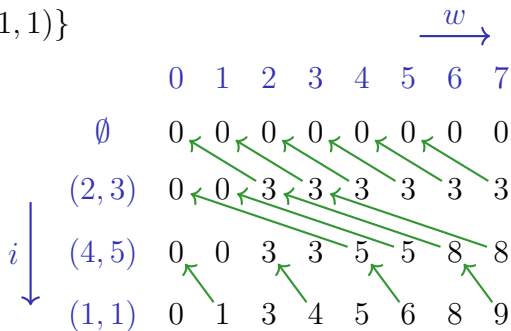
Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$



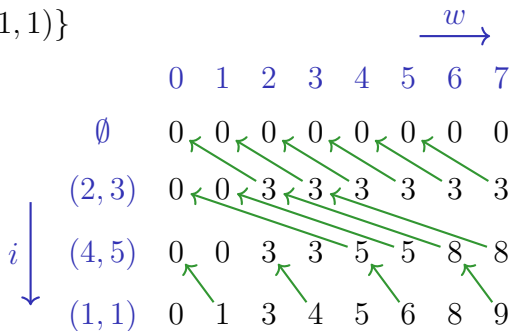
Example

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Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$



Reading out the solution: if $t[i, w] = t[i - 1, w]$ then item i unused and continue with $t[i - 1, w]$ otherwise used and continue with $t[i - 1, w - w_i]$.

Analysis

The two algorithms for the knapsack problem provide a run time in $\Theta(n \cdot W \cdot \sum_{i=1}^n v_i)$ (3d-table) and $\Theta(n \cdot W)$ (2d-table) and are thus both pseudo-polynomial, but they deliver the best possible result. The greedy algorithm is very fast but can yield an arbitrarily bad result. Now we consider a solution between the two extremes.

22. Dynamic Programming III

FPTAS [Ottman/Widmayer, Kap. 7.2, 7.3, Cormen et al, Kap. 15,35.5], Optimal Search Tree [Ottman/Widmayer, Kap. 5.7]

Approximation

Let $\varepsilon \in (0, 1)$ given. Let I_{opt} an optimal selection.
Now try to find a valid selection I with

$$\sum_{i \in I} v_i \geq (1 - \varepsilon) \sum_{i \in I_{\text{opt}}} v_i.$$

Sum of weights may not violate the weight limit.

Different formulation of the algorithm

Before: weight limit $w \rightarrow$ maximal value v

Reversed: value $v \rightarrow$ minimal weight w

\Rightarrow **alternative table** $g[i, v]$ provides the minimum weight with

- a selection of the first i items ($0 \leq i \leq n$) that
- provide a value of exactly v ($0 \leq v \leq \sum_{i=1}^n v_i$).

Computation

Initially

- $g[0, 0] \leftarrow 0$
- $g[0, v] \leftarrow \infty$ (Value v cannot be achieved with 0 items.).

Computation

$$g[i, v] \leftarrow \begin{cases} g[i-1, v] & \text{if } v < v_i \\ \min\{g[i-1, v], g[i-1, v-v_i] + w_i\} & \text{otherwise.} \end{cases}$$

incrementally in i and for fixed i increasing in v .

Solution can be found at largest index v with $g[n, v] \leq w$.

Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$

0 1 2 3 4 5 6 7 8 9

\xrightarrow{v}

$\downarrow i$

Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$

								\xrightarrow{v}		
	0	1	2	3	4	5	6	7	8	9
\emptyset	0	∞	∞	∞	∞	∞	∞	∞	∞	∞
$\downarrow i$										

Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$

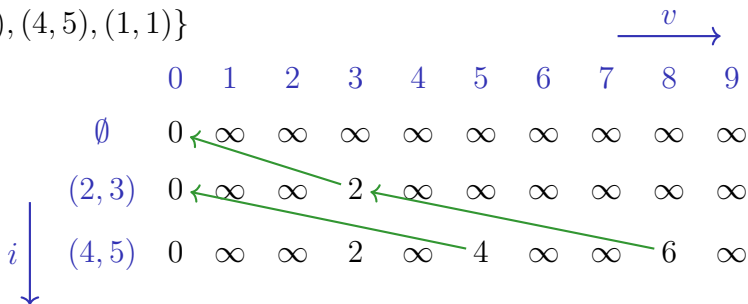
The diagram illustrates a grid of values indexed by i (vertical axis) and v (horizontal axis). The horizontal axis is labeled with values 0 through 9. The vertical axis is labeled with values \emptyset and $(2, 3)$. The grid contains the following values:

	0	1	2	3	4	5	6	7	8	9
\emptyset	0	∞	∞	∞	∞	∞	∞	∞	∞	∞
$(2, 3)$	0	∞	∞	2	∞	∞	∞	∞	∞	∞

A green arrow points from the value 2 at $(i, v) = ((2, 3), 3)$ to the value ∞ at $(i, v) = (\emptyset, 1)$. A blue arrow labeled v points to the right above the grid, and a blue arrow labeled i points downwards to the left of the grid.

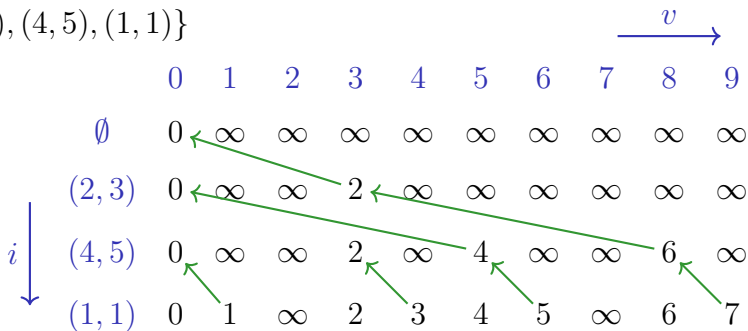
Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$



Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$



Example

$$E = \{(2, 3), (4, 5), (1, 1)\}$$

		\xrightarrow{v}									
		0	1	2	3	4	5	6	7	8	9
	\emptyset	0	∞	∞	∞	∞	∞	∞	∞	∞	∞
	$(2, 3)$	0	∞	∞	2	∞	∞	∞	∞	∞	∞
$\downarrow i$	$(4, 5)$	0	∞	∞	2	∞	4	∞	∞	6	∞
	$(1, 1)$	0	1	∞	2	3	4	5	∞	6	7

Read out the solution: if $g[i, v] = g[i - 1, v]$ then item i unused and continue with $g[i - 1, v]$ otherwise used and continue with $g[i - 1, b - v_i]$.

The approximation trick

Pseudo-polynomial run time gets polynomial if the number of occurring values can be bounded by a polynomial of the input length.

Let $K > 0$ be chosen *appropriately*. Replace values v_i by “rounded values” $\tilde{v}_i = \lfloor v_i/K \rfloor$ delivering a new input $E' = (w_i, \tilde{v}_i)_{i=1\dots n}$.

Apply the algorithm on the input E' with the same weight limit W .

Idea

Example $K = 5$

Values

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, ..., 98, 99, 100

→

0, 0, 0, 0, 1, 1, 1, 1, 1, 2, ..., 19, 19, 20

Obviously less different values

Properties of the new algorithm

- Selection of items in E' is also admissible in E . Weight remains unchanged!
- Run time of the algorithm is bounded by $\mathcal{O}(n^2 \cdot v_{\max}/K)$
($v_{\max} := \max\{v_i | 1 \leq i \leq n\}$)

How good is the approximation?

It holds that

$$v_i - K \leq K \cdot \left\lfloor \frac{v_i}{K} \right\rfloor = K \cdot \tilde{v}_i \leq v_i$$

Let I'_{opt} be an optimal solution of E' . Then

$$\begin{aligned} \left(\sum_{i \in I_{opt}} v_i \right) - n \cdot K &\stackrel{|I_{opt}| \leq n}{\leq} \sum_{i \in I_{opt}} (v_i - K) \leq \sum_{i \in I_{opt}} (K \cdot \tilde{v}_i) = K \sum_{i \in I_{opt}} \tilde{v}_i \\ &\stackrel{I'_{opt} \text{ optimal}}{\leq} K \sum_{i \in I'_{opt}} \tilde{v}_i = \sum_{i \in I'_{opt}} K \cdot \tilde{v}_i \leq \sum_{i \in I'_{opt}} v_i. \end{aligned}$$

Choice of K

Requirement:

$$\sum_{i \in I'} v_i \geq (1 - \varepsilon) \sum_{i \in I_{\text{opt}}} v_i.$$

Inequality from above:

$$\sum_{i \in I'_{\text{opt}}} v_i \geq \left(\sum_{i \in I_{\text{opt}}} v_i \right) - n \cdot K$$

thus: $K = \varepsilon \frac{\sum_{i \in I_{\text{opt}}} v_i}{n}.$

Choice of K

Choose $K = \varepsilon \frac{\sum_{i \in I_{\text{opt}}} v_i}{n}$. The optimal sum is unknown. Therefore we choose $K' = \varepsilon \frac{v_{\max}}{n}$.³⁵

It holds that $v_{\max} \leq \sum_{i \in I_{\text{opt}}} v_i$ and thus $K' \leq K$ and the approximation is even slightly better.

The run time of the algorithm is bounded by

$$\mathcal{O}(n^2 \cdot v_{\max} / K') = \mathcal{O}(n^2 \cdot v_{\max} / (\varepsilon \cdot v_{\max} / n)) = \mathcal{O}(n^3 / \varepsilon).$$

³⁵We can assume that items i with $w_i > W$ have been removed in the first place.

Such a family of algorithms is called an approximation scheme: the choice of ε controls both running time and approximation quality.

The runtime $\mathcal{O}(n^3/\varepsilon)$ is a polynomial in n and in $\frac{1}{\varepsilon}$. The scheme is therefore also called a FPTAS - Fully Polynomial Time Approximation Scheme

22.2 Optimal Search Trees

Optimal binary Search Trees

Given: search probabilities p_i for each key k_i ($i = 1, \dots, n$) and q_i of each interval d_i ($i = 0, \dots, n$) between search keys of a binary search tree.

$$\sum_{i=1}^n p_i + \sum_{i=0}^n q_i = 1.$$

Optimal binary Search Trees

Given: search probabilities p_i for each key k_i ($i = 1, \dots, n$) and q_i of each interval d_i ($i = 0, \dots, n$) between search keys of a binary search tree.

$$\sum_{i=1}^n p_i + \sum_{i=0}^n q_i = 1.$$

Wanted: optimal search tree T with key depths $\text{depth}(\cdot)$, that minimizes the expected search costs

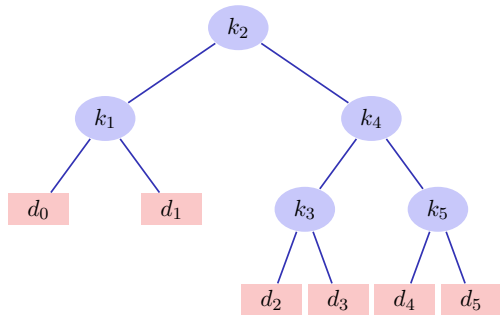
$$\begin{aligned} C(T) &= \sum_{i=1}^n p_i \cdot (\text{depth}(k_i) + 1) + \sum_{i=0}^n q_i \cdot (\text{depth}(d_i) + 1) \\ &= 1 + \sum_{i=1}^n p_i \cdot \text{depth}(k_i) + \sum_{i=0}^n q_i \cdot \text{depth}(d_i) \end{aligned}$$

Example

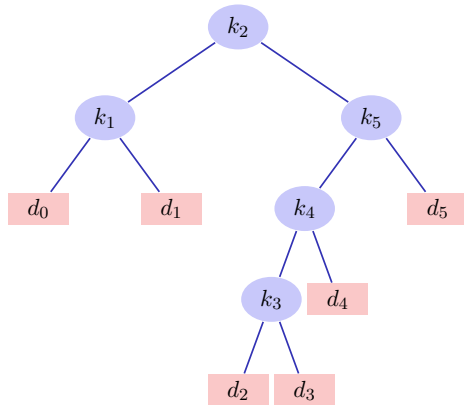
Expected Frequencies

i	0	1	2	3	4	5
p_i		0.15	0.10	0.05	0.10	0.20
q_i	0.05	0.10	0.05	0.05	0.05	0.10

Example



Search tree with expected costs
2.8



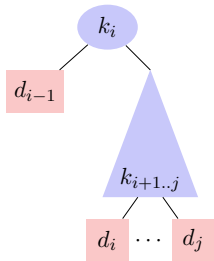
Search tree with expected costs
2.75

Structure of a optimal binary search tree

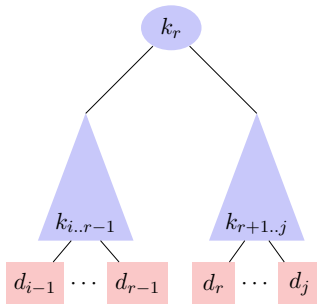
- Subtree with keys k_i, \dots, k_j and intervals d_{i-1}, \dots, d_j must be optimal for the respective sub-problem.³⁶
- Consider all subtrees with roots k_r and optimal subtrees for keys k_i, \dots, k_{r-1} and k_{r+1}, \dots, k_j

³⁶The usual argument: if it was not optimal, it could be replaced by a better solution improving the overall solution.

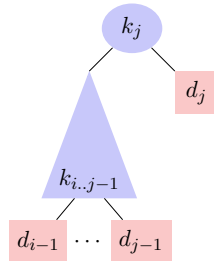
Sub-trees for Searching



empty left subtree



non-empty left and
right subtrees



empty right subtree

Expected Search Costs

Let $\text{depth}_T(k)$ be the depth of a node k in the sub-tree T . Let k be the root of subtrees T_r and T_{L_r} and T_{R_r} be the left and right sub-tree of T_r . Then

$$\text{depth}_T(k_i) = \text{depth}_{T_{L_r}}(k_i) + 1, (i < r)$$

$$\text{depth}_T(k_i) = \text{depth}_{T_{R_r}}(k_i) + 1, (i > r)$$

Expected Search Costs

Let $e[i, j]$ be the costs of an optimal search tree with nodes k_i, \dots, k_j .

Base case $e[i, i-1]$, expected costs d_{i-1}

Let $w(i, j) = \sum_{l=i}^j p_l + \sum_{l=i-1}^j q_l$.

If k_r is the root of an optimal search tree with keys k_i, \dots, k_j , then

$$e[i, j] = p_r + (e[i, r-1] + w(i, r-1)) + (e[r+1, j] + w(r+1, j))$$

with $w(i, j) = w(i, r-1) + p_r + w(r+1, j)$:

$$e[i, j] = e[i, r-1] + e[r+1, j] + w(i, j).$$

Dynamic Programming

$$e[i, j] = \begin{cases} q_{i-1} & \text{if } j = i - 1, \\ \min_{i \leq r \leq j} \{e[i, r - 1] + e[r + 1, j] + w[i, j]\} & \text{if } i \leq j \end{cases}$$

Computation

Tables $e[1 \dots n+1, 0 \dots n], w[1 \dots n+1, 0 \dots m], r[1 \dots n, 1 \dots n]$ **Initially**

■ $e[i, i-1] \leftarrow q_{i-1}, w[i, i-1] \leftarrow q_{i-1}$ **for all** $1 \leq i \leq n+1$.

We compute

$$w[i, j] = w[i, j-1] + p_j + q_j$$

$$e[i, j] = \min_{i \leq r \leq j} \{e[i, r-1] + e[r+1, j] + w[i, j]\}$$

$$r[i, j] = \arg \min_{i \leq r \leq j} \{e[i, r-1] + e[r+1, j] + w[i, j]\}$$

for intervals $[i, j]$ **with increasing lengths** $l = 1, \dots, n$, **each for**
 $i = 1, \dots, n - l + 1$. **Result in** $e[1, n]$, **reconstruction via** r . **Runtime** $\Theta(n^3)$.

Example

i	0	1	2	3	4	5
p_i		0.15	0.10	0.05	0.10	0.20
q_i	0.05	0.10	0.05	0.05	0.05	0.10

e

j							
0	0.05						
1	0.45	0.10					
2	0.90	0.40	0.05				
3	1.25	0.70	0.25	0.05			
4	1.75	1.20	0.60	0.30	0.05		
5	2.75	2.00	1.30	0.90	0.50	0.10	
	1	2	3	4	5	6	i

w

j							
0	0.05						
1	0.30	0.10					
2	0.45	0.25	0.05				
3	0.55	0.35	0.15	0.05			
4	0.70	0.50	0.30	0.20	0.05		
5	1.00	0.80	0.60	0.50	0.35	0.10	
	1	2	3	4	5	6	i

r

j							
1	1						
2	1	2					
3	2	2	3				
4	2	2	4	4			
5	2	4	5	5	5		
	1	2	3	4	5		i

23. Greedy Algorithms

Fractional Knapsack Problem, Huffman Coding [Cormen et al, Kap. 16.1, 16.3]

Greedy Choice

A problem with a recursive solution can be solved with a **greedy algorithm** if it has the following properties:

- The problem has **optimal substructure**: the solution of a problem can be constructed with a combination of solutions of sub-problems.
- The problem has the **greedy choice property**: The solution to a problem can be constructed, by using a local criterion that is not depending on the solution of the sub-problems.

Examples: fractional knapsack, Huffman-Coding (below)

Counter-Example: knapsack problem, Optimal Binary Search Tree

The Fractional Knapsack Problem

set of $n \in \mathbb{N}$ items $\{1, \dots, n\}$ Each item i has value $v_i \in \mathbb{N}$ and weight $w_i \in \mathbb{N}$. The maximum weight is given as $W \in \mathbb{N}$. Input is denoted as $E = (v_i, w_i)_{i=1, \dots, n}$.

Wanted: Fractions $0 \leq q_i \leq 1$ ($1 \leq i \leq n$) that maximise the sum $\sum_{i=1}^n q_i \cdot v_i$ under $\sum_{i=1}^n q_i \cdot w_i \leq W$.

Greedy heuristics

Sort the items decreasingly by value per weight v_i/w_i .

Assumption $v_i/w_i \geq v_{i+1}/w_{i+1}$

Let $j = \max\{0 \leq k \leq n : \sum_{i=1}^k w_i \leq W\}$. Set

■ $q_i = 1$ for all $1 \leq i \leq j$.

■ $q_{j+1} = \frac{W - \sum_{i=1}^j w_i}{w_{j+1}}$.

■ $q_i = 0$ for all $i > j + 1$.

That is fast: $\Theta(n \log n)$ for sorting and $\Theta(n)$ for the computation of the q_i .

Correctness

Assumption: optimal solution (r_i) ($1 \leq i \leq n$).

The knapsack is full: $\sum_i r_i \cdot w_i = \sum_i q_i \cdot w_i = W$.

Consider k : smallest i with $r_i \neq q_i$ Definition of greedy: $q_k > r_k$. Let $x = q_k - r_k > 0$.

Construct a new solution (r'_i) : $r'_i = r_i \forall i < k$. $r'_k = q_k$. Remove weight $\sum_{i=k+1}^n \delta_i = x \cdot w_k$ from items $k+1$ to n . This works because $\sum_{i=k}^n r_i \cdot w_i = \sum_{i=k}^n q_i \cdot w_i$.

Correctness

$$\begin{aligned}\sum_{i=k}^n r'_i v_i &= r_k v_k + x w_k \frac{v_k}{w_k} + \sum_{i=k+1}^n (r_i w_i - \delta_i) \frac{v_i}{w_i} \\ &\geq r_k v_k + x w_k \frac{v_k}{w_k} + \sum_{i=k+1}^n r_i w_i \frac{v_i}{w_i} - \delta_i \frac{v_k}{w_k} \\ &= r_k v_k + x w_k \frac{v_k}{w_k} - x w_k \frac{v_k}{w_k} + \sum_{i=k+1}^n r_i w_i \frac{v_i}{w_i} = \sum_{i=k}^n r_i v_i.\end{aligned}$$

Thus (r'_i) is also optimal. Iterative application of this idea generates the solution (q_i) .

Huffman-Codes

Goal: memory-efficient saving of a sequence of characters using a binary code with code words..

Huffman-Codes

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Example

File consisting of 100.000 characters from the alphabet $\{a, \dots, f\}$.

	a	b	c	d	e	f
Frequency (Thousands)	45	13	12	16	9	5
Code word with fix length	000	001	010	011	100	101
Code word variable length	0	101	100	111	1101	1100

Huffman-Codes

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File size (code with fix length): 300.000 bits.

File size (code with variable length): 224.000 bits.

Huffman-Codes

- Consider prefix-codes: no code word can start with a different codeword.

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$affe \rightarrow 0 \cdot 1100 \cdot 1100 \cdot 1101 \rightarrow 0110011001101$

Huffman-Codes

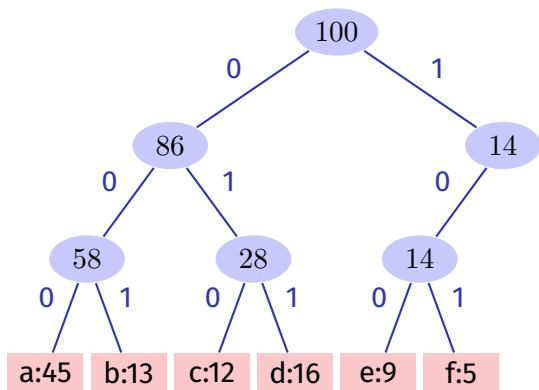
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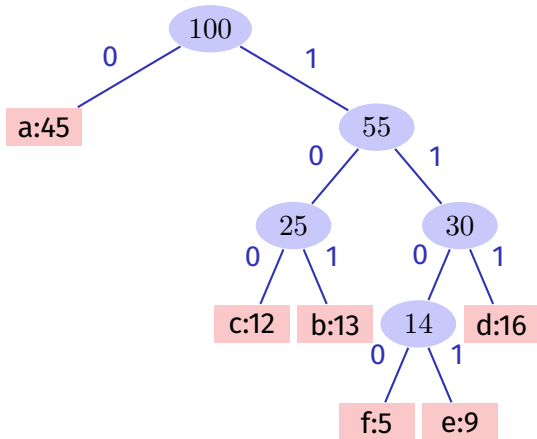
- Decoding simple because prefixcode

$0110011001101 \rightarrow 0 \cdot 1100 \cdot 1100 \cdot 1101 \rightarrow affe$

Code trees



Code words with fixed length



Code words with variable length

Properties of the Code Trees

- An optimal coding of a file is always represented by a complete binary tree: every inner node has two children.

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- Let C be the set of all code words, $f(c)$ the frequency of a codeword c and $d_T(c)$ the depth of a code word in tree T . Define the **cost** of a tree as

$$B(T) = \sum_{c \in C} f(c) \cdot d_T(c).$$

(cost = number bits of the encoded file)

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$$B(T) = \sum_{c \in C} f(c) \cdot d_T(c).$$

(cost = number bits of the encoded file)

In the following a code tree is called optimal when it minimizes the costs.

Algorithm Idea

Tree construction bottom up

- Start with the set C of code words
- Replace iteratively the two nodes with smallest frequency by a new parent node.

a:45

b:13

c:12

d:16

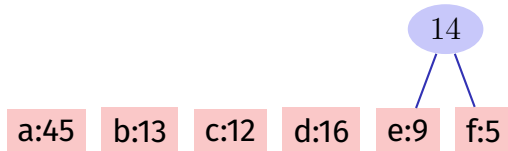
e:9

f:5

Algorithm Idea

Tree construction bottom up

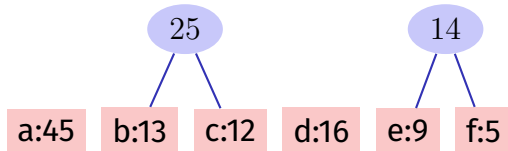
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Algorithm Idea

Tree construction bottom up

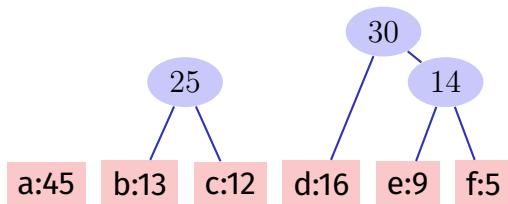
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Algorithm Idea

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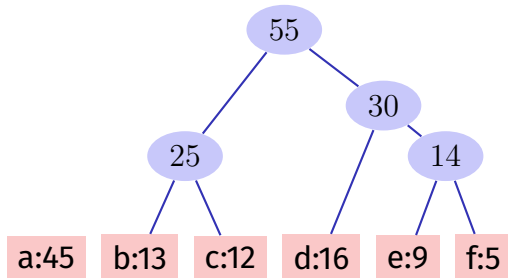
- Start with the set C of code words
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Algorithm Idea

Tree construction bottom up

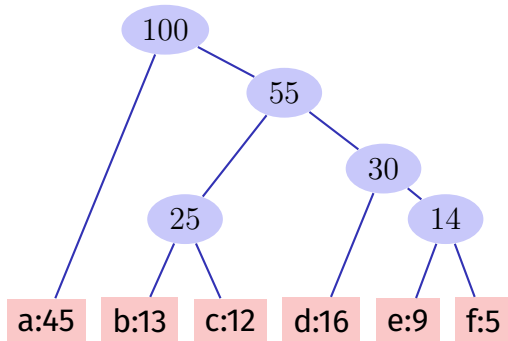
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Algorithm Idea

Tree construction bottom up

- Start with the set C of code words
- Replace iteratively the two nodes with smallest frequency by a new parent node.



Algorithm Huffman(C)

Input: code words $c \in C$

Output: Root of an optimal code tree

$n \leftarrow |C|$

$Q \leftarrow C$

for $i = 1$ **to** $n - 1$ **do**

 allocate a new node z

$z.\text{left} \leftarrow \text{ExtractMin}(Q)$

// extract word with minimal frequency.

$z.\text{right} \leftarrow \text{ExtractMin}(Q)$

$z.\text{freq} \leftarrow z.\text{left}.\text{freq} + z.\text{right}.\text{freq}$

 Insert(Q, z)

return ExtractMin(Q)

Analyse

Use a heap: build Heap in $\mathcal{O}(n)$. Extract-Min in $\mathcal{O}(\log n)$ for n Elements.
Yields a runtime of $\mathcal{O}(n \log n)$.

The greedy approach is correct

Theorem 19

Let x, y be two symbols with smallest frequencies in C and let $T'(C')$ be an optimal code tree to the alphabet $C' = C - \{x, y\} + \{z\}$ with a new symbol z with $f(z) = f(x) + f(y)$. Then the tree $T(C)$ that is constructed from $T'(C')$ by replacing the node z by an inner node with children x and y is an optimal code tree for the alphabet C .

Proof

It holds that

$$f(x) \cdot d_T(x) + f(y) \cdot d_T(y) = (f(x) + f(y)) \cdot (d_{T'}(z) + 1) = f(z) \cdot d_{T'}(x) + f(x) + f(y).$$

Thus $B(T') = B(T) - f(x) - f(y)$.

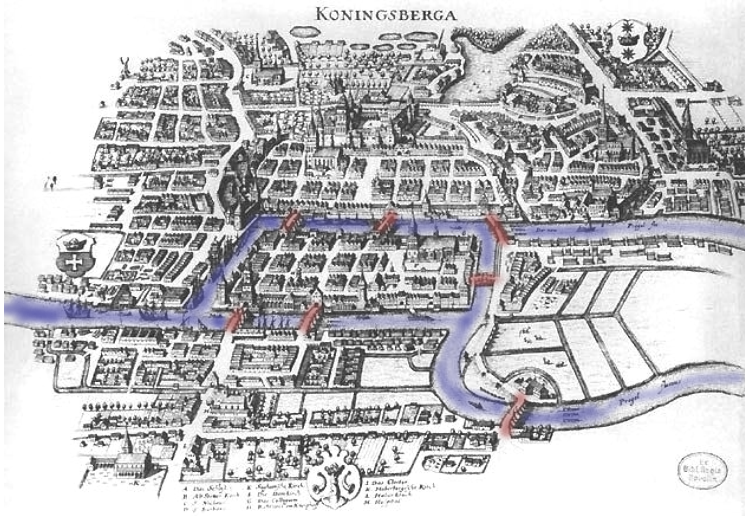
Assumption: T is not optimal. Then there is an optimal tree T'' with $B(T'') < B(T)$. We assume that x and y are brothers in T'' . Let T''' be the tree where the inner node with children x and y is replaced by z . Then it holds that $B(T''') = B(T'') - f(x) - f(y) < B(T) - f(x) - f(y) = B(T')$. Contradiction to the optimality of T' .

The assumption that x and y are brothers in T'' can be justified because a swap of elements with smallest frequency to the lowest level of the tree can at most decrease the value of B .

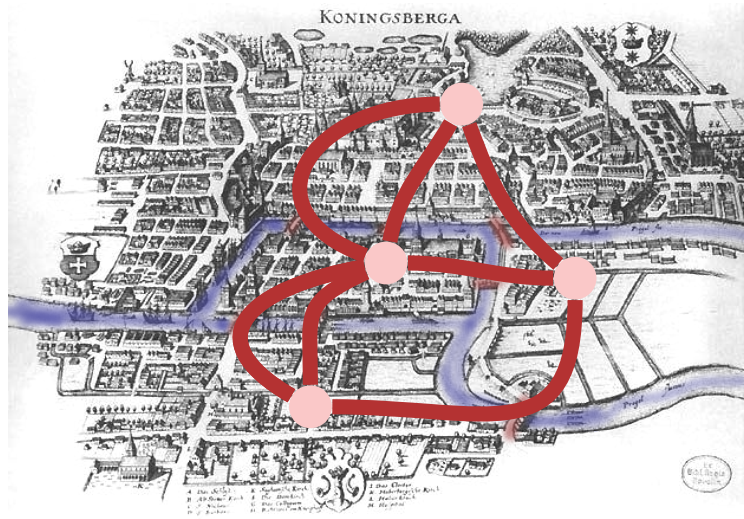
24. Graphs

Notation, Representation, Graph Traversal (DFS, BFS), Topological Sorting ,
Reflexive transitive closure, Connected components [Ottman/Widmayer,
Kap. 9.1 - 9.4, Cormen et al, Kap. 22]

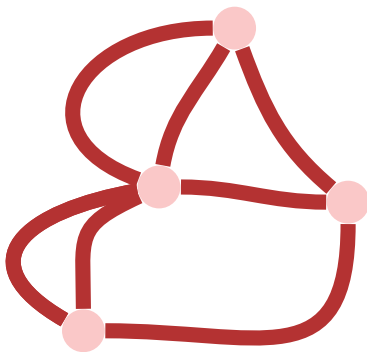
Königsberg 1736



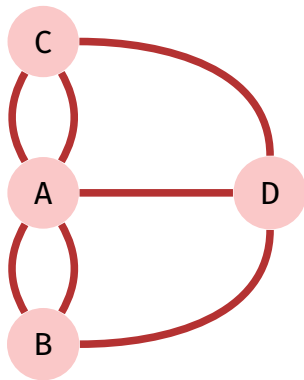
Königsberg 1736



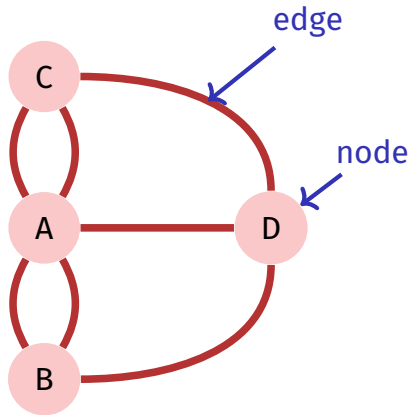
Königsberg 1736



[Multi]Graph

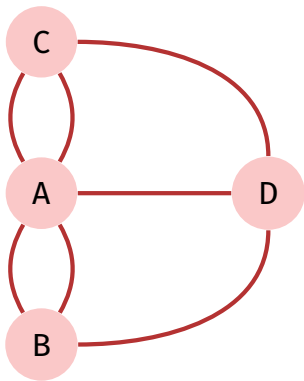


[Multi]Graph



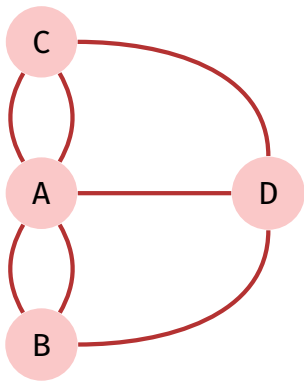
Cycles

- Is there a cycle through the town (the graph) that uses each bridge (each edge) exactly once?



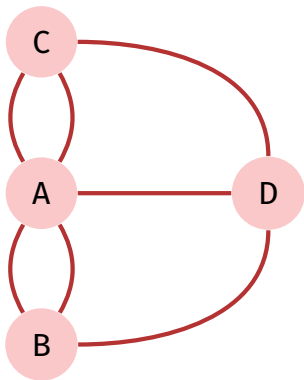
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- Euler (1736): no.



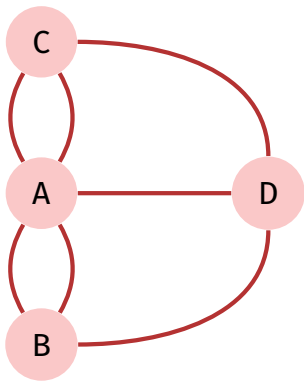
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- Such a cycle is called *Eulerian path*.

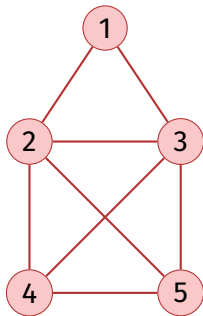


Cycles

- Is there a cycle through the town (the graph) that uses each bridge (each edge) exactly once?
- Euler (1736): no.
- Such a *cycle* is called *Eulerian path*.
- Eulerian path \Leftrightarrow each node provides an even number of edges (each node is of an *even degree*).
‘ \Rightarrow ’ is straightforward, “ \Leftarrow ” is a bit more difficult but still elementary.



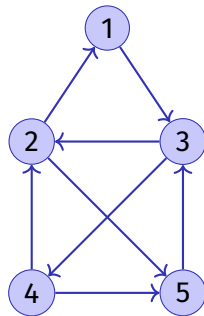
Notation



undirected

$$V = \{1, 2, 3, 4, 5\}$$

$$E = \{\{1, 2\}, \{1, 3\}, \{2, 3\}, \{2, 4\}, \\ \{2, 5\}, \{3, 4\}, \{3, 5\}, \{4, 5\}\}$$



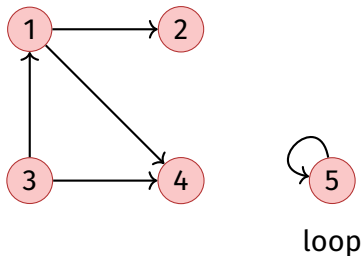
directed

$$V = \{1, 2, 3, 4, 5\}$$

$$E = \{(1, 2), (1, 3), (2, 1), (2, 3), (2, 4), (2, 5), \\ (3, 2), (3, 4), (3, 5), (4, 5)\}$$

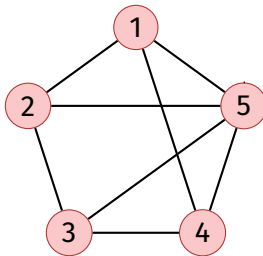
Notation

A directed graph consists of a set $V = \{v_1, \dots, v_n\}$ of nodes (*Vertices*) and a set $E \subseteq V \times V$ of Edges. The same edges may not be contained more than once.



Notation

An undirected graph consists of a set $V = \{v_1, \dots, v_n\}$ of nodes and a set $E \subseteq \{\{u, v\} | u, v \in V\}$ of edges. Edges may not be contained more than once.³⁷

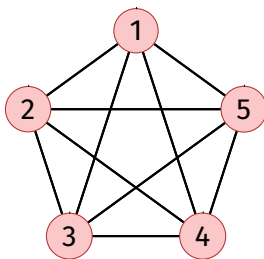


undirected graph

³⁷As opposed to the introductory example – it is then called multi-graph.

Notation

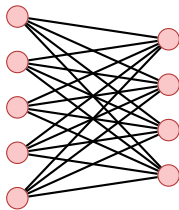
An undirected graph $G = (V, E)$ without loops where E comprises all edges between pairwise different nodes is called complete.



a complete undirected graph

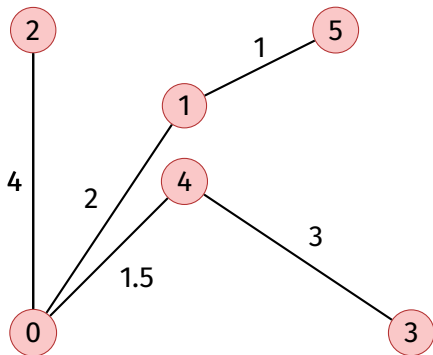
Notation

A graph where V can be partitioned into disjoint sets U and W such that each $e \in E$ provides a node in U and a node in W is called bipartite.



Notation

A weighted graph $G = (V, E, c)$ is a graph $G = (V, E)$ with an edge weight function $c : E \rightarrow \mathbb{R}$. $c(e)$ is called weight of the edge e .



Notation

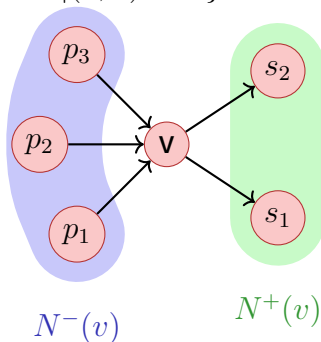
For directed graphs $G = (V, E)$

■ $w \in V$ is called adjacent to $v \in V$, if $(v, w) \in E$

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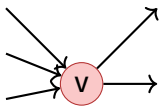
- $w \in V$ is called adjacent to $v \in V$, if $(v, w) \in E$
- Predecessors of $v \in V$: $N^-(v) := \{u \in V \mid (u, v) \in E\}$.
Successors: $N^+(v) := \{u \in V \mid (v, u) \in E\}$



Notation

For directed graphs $G = (V, E)$

- **In-Degree:** $\deg^-(v) = |N^-(v)|$,
Out-Degree: $\deg^+(v) = |N^+(v)|$



$$\deg^-(v) = 3, \deg^+(v) = 2$$



$$\deg^-(w) = 1, \deg^+(w) = 1$$

Notation

For undirected graphs $G = (V, E)$:

- $w \in V$ is called adjacent to $v \in V$, if $\{v, w\} \in E$

Notation

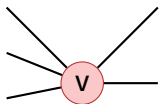
For undirected graphs $G = (V, E)$:

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- Neighbourhood of $v \in V$: $N(v) = \{w \in V | \{v, w\} \in E\}$

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- $w \in V$ is called adjacent to $v \in V$, if $\{v, w\} \in E$
- Neighbourhood of $v \in V$: $N(v) = \{w \in V \mid \{v, w\} \in E\}$
- Degree of v : $\deg(v) = |N(v)|$ with a special case for the loops: increase the degree by 2.



$$\deg(v) = 5$$



$$\deg(w) = 2$$

Node Degrees \leftrightarrow Number of Edges

For each graph $G = (V, E)$ it holds

1. $\sum_{v \in V} \deg^-(v) = \sum_{v \in V} \deg^+(v) = |E|$, for G directed
2. $\sum_{v \in V} \deg(v) = 2|E|$, for G undirected.

Paths

- Path: a sequence of nodes $\langle v_1, \dots, v_{k+1} \rangle$ such that for each $i \in \{1 \dots k\}$ there is an edge from v_i to v_{i+1} .

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Paths

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- Simple path: path without repeating vertices

Connectedness

- An undirected graph is called connected, if for each pair $v, w \in V$ there is a connecting path.
- A directed graph is called strongly connected, if for each pair $v, w \in V$ there is a connecting path.
- A directed graph is called weakly connected, if the corresponding undirected graph is connected.

Simple Observations

- generally: $0 \leq |E| \in \mathcal{O}(|V|^2)$
- connected graph: $|E| \in \Omega(|V|)$
- complete graph: $|E| = \frac{|V| \cdot (|V|-1)}{2}$ (undirected)
- Maximally $|E| = |V|^2$ (directed), $|E| = \frac{|V| \cdot (|V|+1)}{2}$ (undirected)

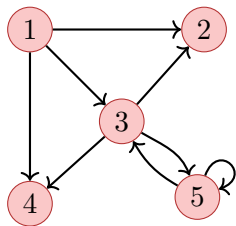
Cycles

- Cycle: path $\langle v_1, \dots, v_{k+1} \rangle$ with $v_1 = v_{k+1}$
- Simple cycle: Cycle with pairwise different v_1, \dots, v_k , that does not use an edge more than once.
- Acyclic: graph without any cycles.

Conclusion: undirected graphs cannot contain cycles with length 2 (loops have length 1)

Representation using a Matrix

Graph $G = (V, E)$ with nodes $v_1 \dots, v_n$ stored as adjacency matrix $A_G = (a_{ij})_{1 \leq i, j \leq n}$ with entries from $\{0, 1\}$. $a_{ij} = 1$ if and only if edge from v_i to v_j .

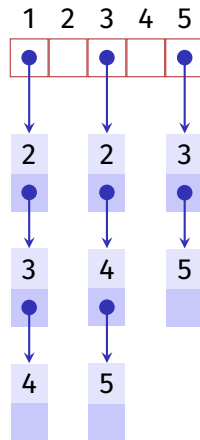
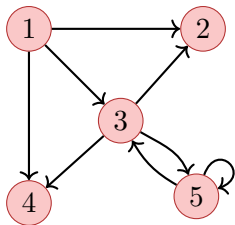


$$\begin{pmatrix} 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{pmatrix}$$

Memory consumption $\Theta(|V|^2)$. A_G is symmetric, if G undirected.

Representation with a List

Many graphs $G = (V, E)$ with nodes v_1, \dots, v_n provide much less than n^2 edges. Representation with adjacency list: Array $A[1], \dots, A[n]$, A_i comprises a linked list of nodes in $N^+(v_i)$.



Memory Consumption $\Theta(|V| + |E|)$.

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$		
find $v \in V$ without neighbour/successor		
$(v, u) \in E$?		
Insert edge		
Delete edge (v, u)		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	
find $v \in V$ without neighbour/successor		
$(v, u) \in E$?		
Insert edge		
Delete edge (v, u)		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor		
$(v, u) \in E$?		
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Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor	$\Theta(n^2)$	
$(v, u) \in E$?		
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Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor	$\Theta(n^2)$	$\Theta(n)$
$(v, u) \in E$?		
Insert edge		
Delete edge (v, u)		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor	$\Theta(n^2)$	$\Theta(n)$
$(v, u) \in E$?	$\Theta(1)$	
Insert edge		
Delete edge (v, u)		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor	$\Theta(n^2)$	$\Theta(n)$
$(v, u) \in E$?	$\Theta(1)$	$\Theta(\deg^+ v)$
Insert edge		
Delete edge (v, u)		

Runtimes of simple Operations

Operation	Matrix	List
Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
find $v \in V$ without neighbour/successor	$\Theta(n^2)$	$\Theta(n)$
$(v, u) \in E$?	$\Theta(1)$	$\Theta(\deg^+ v)$
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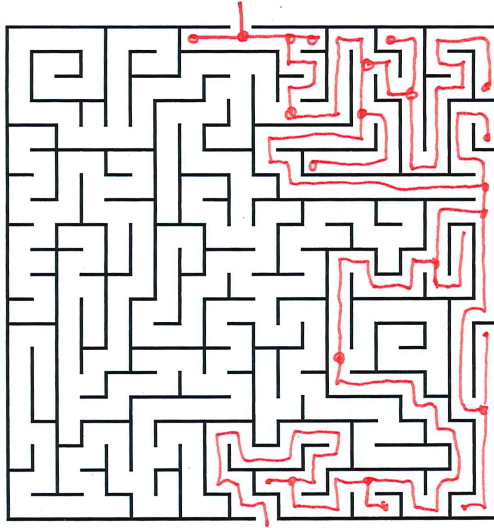
Runtimes of simple Operations

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Find neighbours/successors of $v \in V$	$\Theta(n)$	$\Theta(\deg^+ v)$
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Insert edge	$\Theta(1)$	$\Theta(1)$
Delete edge (v, u)	$\Theta(1)$	

Runtimes of simple Operations

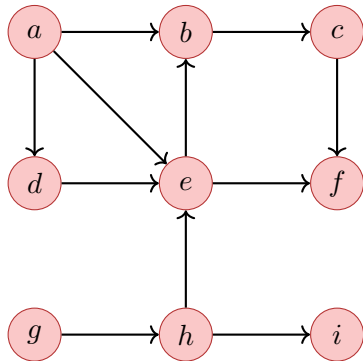
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Depth First Search

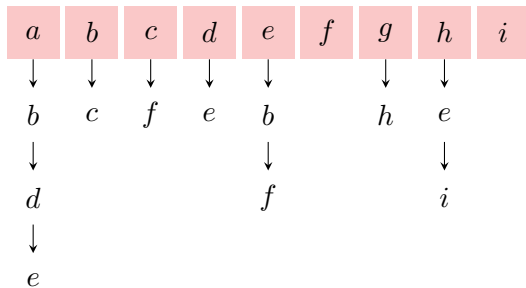


Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.

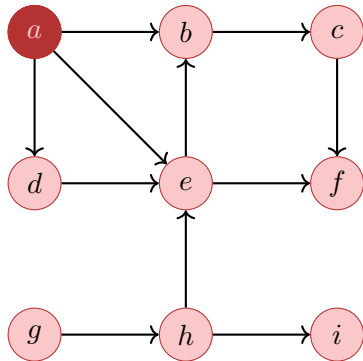


adjacency list

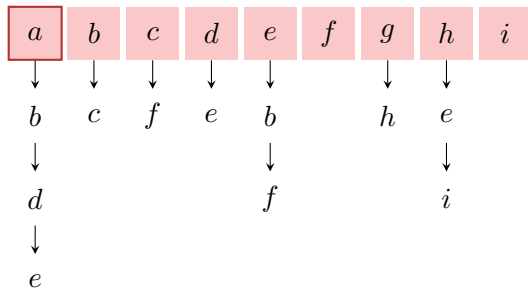


Graph Traversal: Depth First Search

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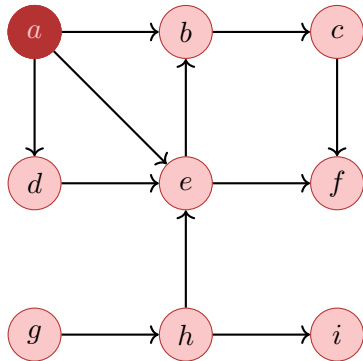


adjacency list

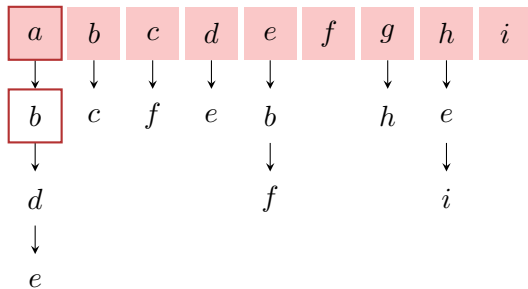


Graph Traversal: Depth First Search

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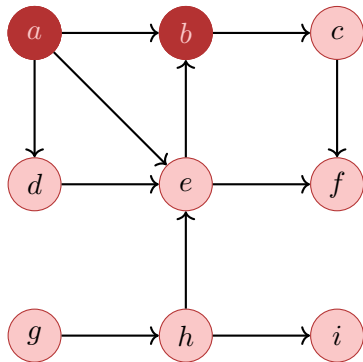


adjacency list

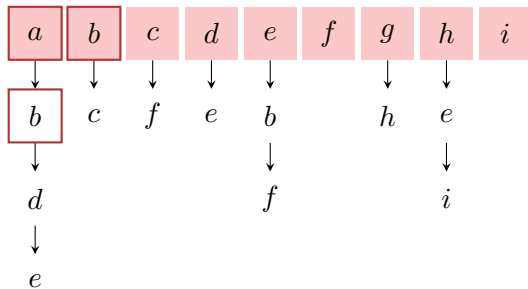


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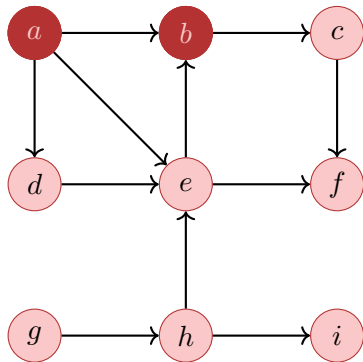


adjacency list

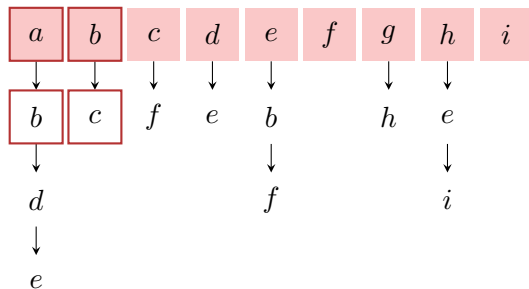


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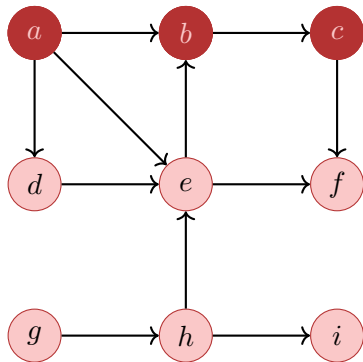


adjacency list

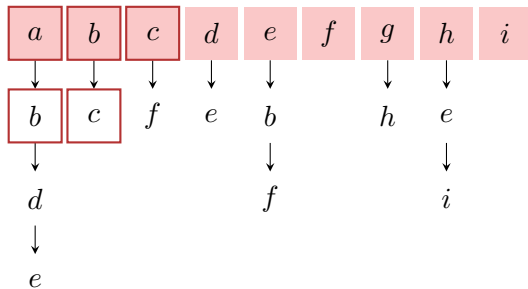


Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.

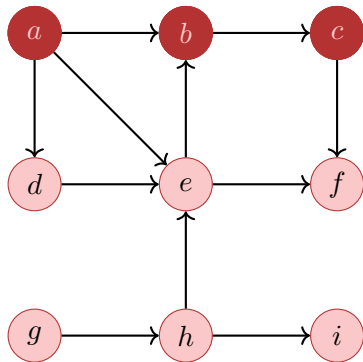


adjacency list

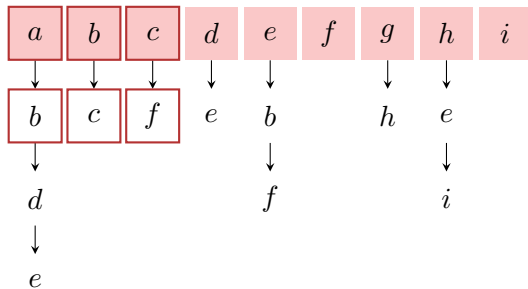


Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.

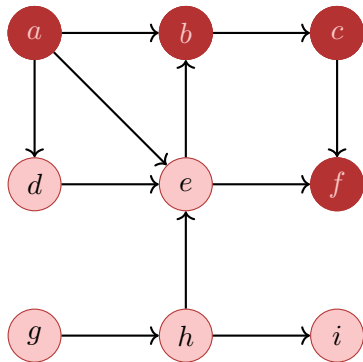


adjacency list

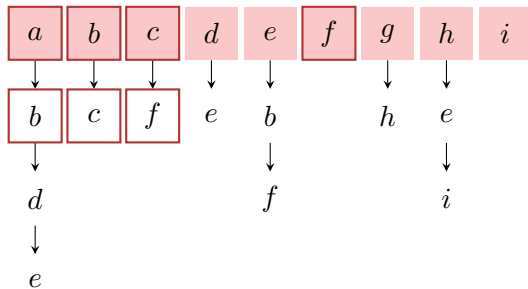


Graph Traversal: Depth First Search

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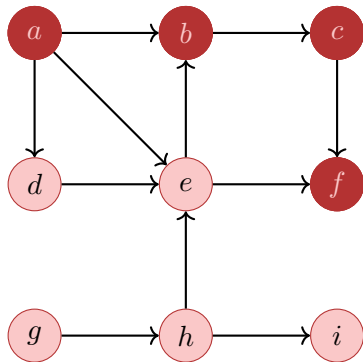


adjacency list

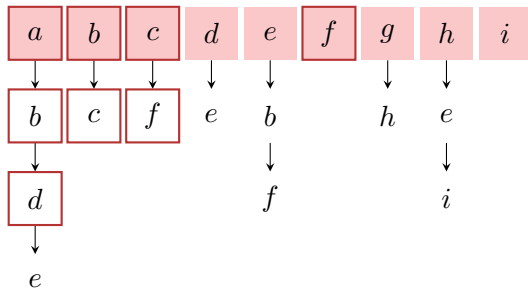


Graph Traversal: Depth First Search

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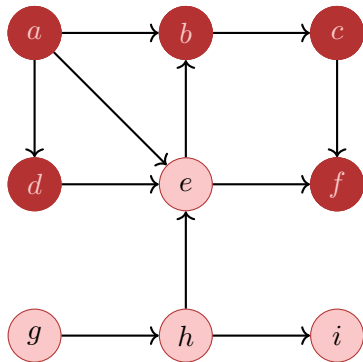


adjacency list

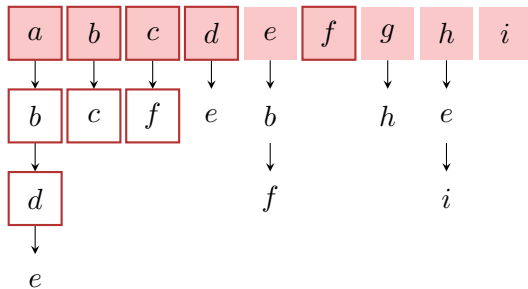


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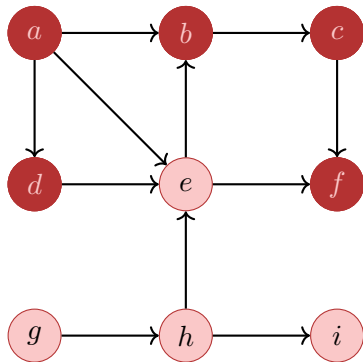


adjacency list

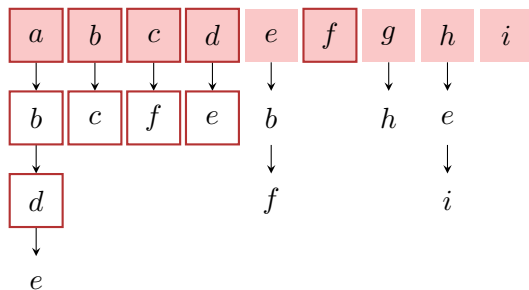


Graph Traversal: Depth First Search

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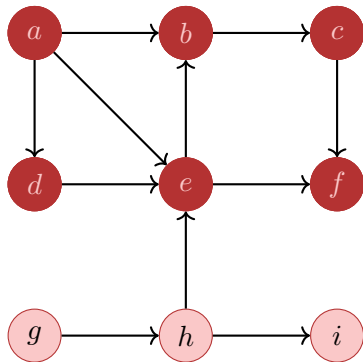


adjacency list

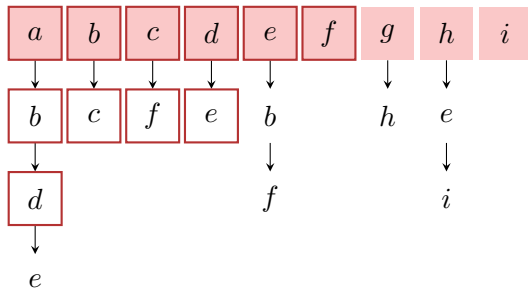


Graph Traversal: Depth First Search

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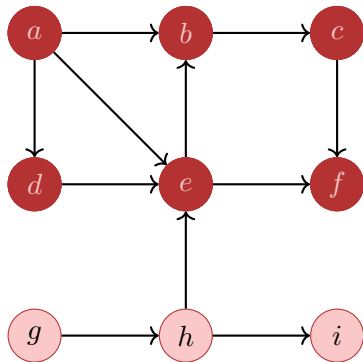


adjacency list

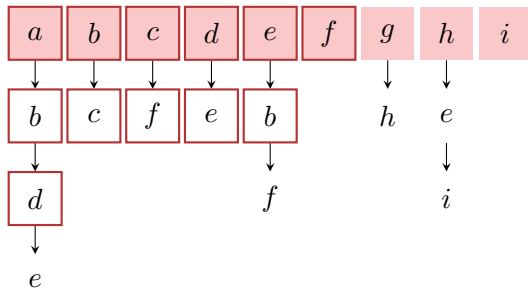


Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.

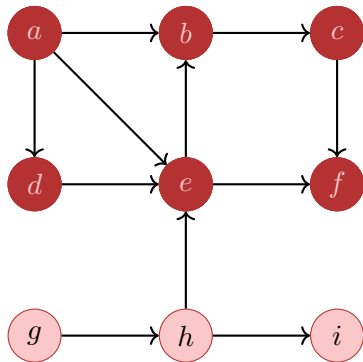


adjacency list

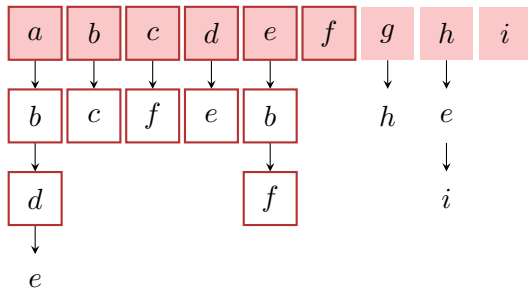


Graph Traversal: Depth First Search

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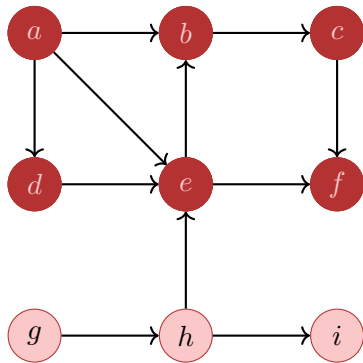


adjacency list

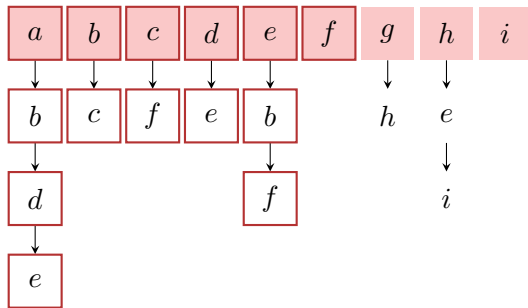


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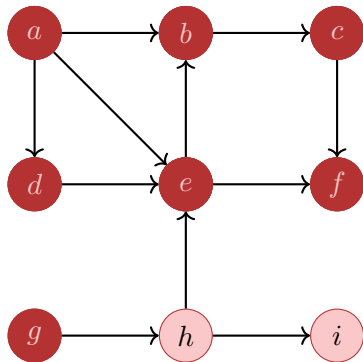


adjacency list

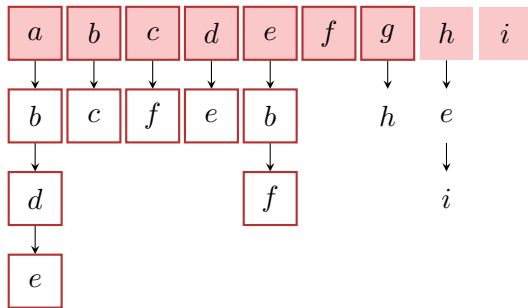


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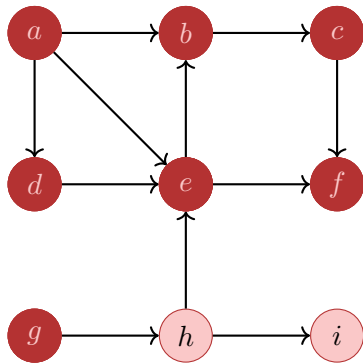


adjacency list

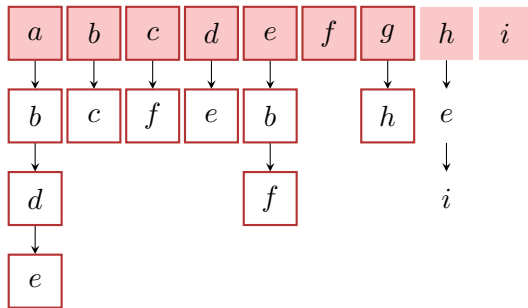


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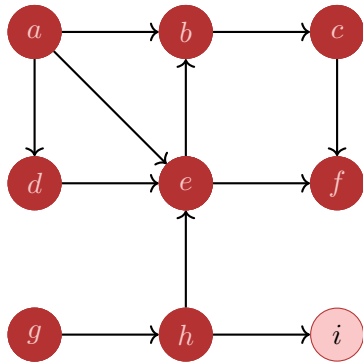


adjacency list

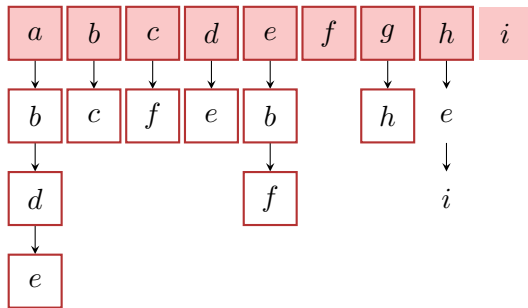


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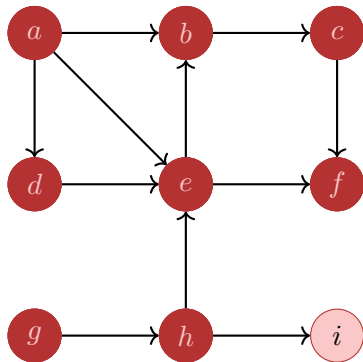


adjacency list

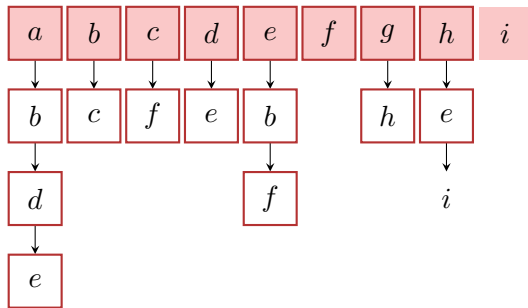


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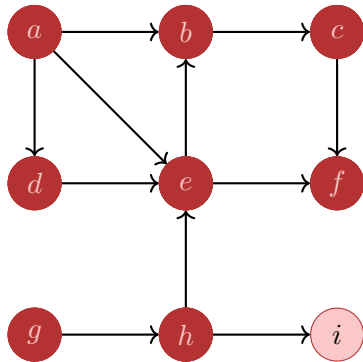


adjacency list

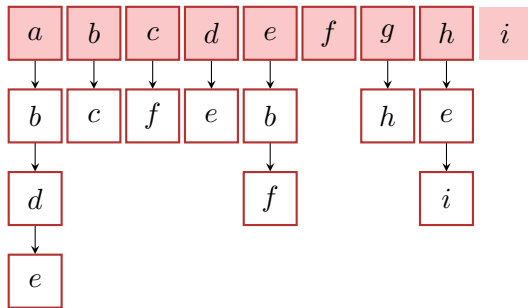


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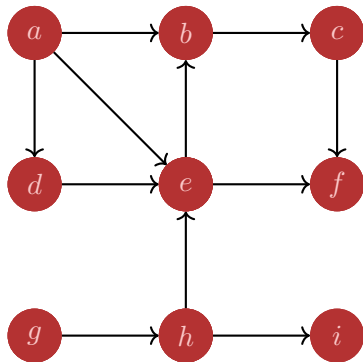


adjacency list



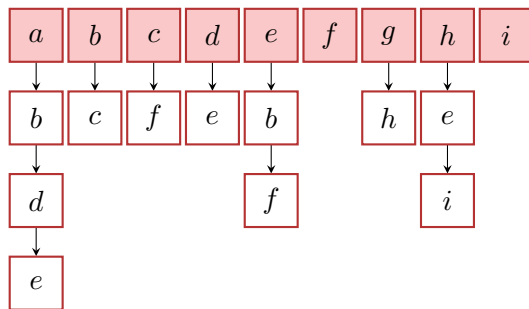
Graph Traversal: Depth First Search

Follow the path into its depth until nothing is left to visit.



Order $a, b, c, f, d, e, g, h, i$

adjacency list



Conceptual coloring of nodes

- **white:** node has not been discovered yet.
- **grey:** node has been discovered and is marked for traversal / being processed.
- **black:** node was discovered and entirely processed.

Algorithm Depth First visit DFS-Visit(G, v)

Input: graph $G = (V, E)$, Knoten v .

$v.color \leftarrow \text{grey}$

foreach $w \in N^+(v)$ **do**

if $w.color = \text{white}$ **then**
 DFS-Visit(G, w)

$v.color \leftarrow \text{black}$

Depth First Search starting from node v . Running time (without recursion):

$\Theta(\deg^+ v)$

Algorithm Depth First visit DFS-Visit(G)

Input: graph $G = (V, E)$

foreach $v \in V$ **do**

└ $v.color \leftarrow \text{white}$

foreach $v \in V$ **do**

└ **if** $v.color = \text{white}$ **then**
└ DFS-Visit(G, v)

Depth First Search for all nodes of a graph. Running time:

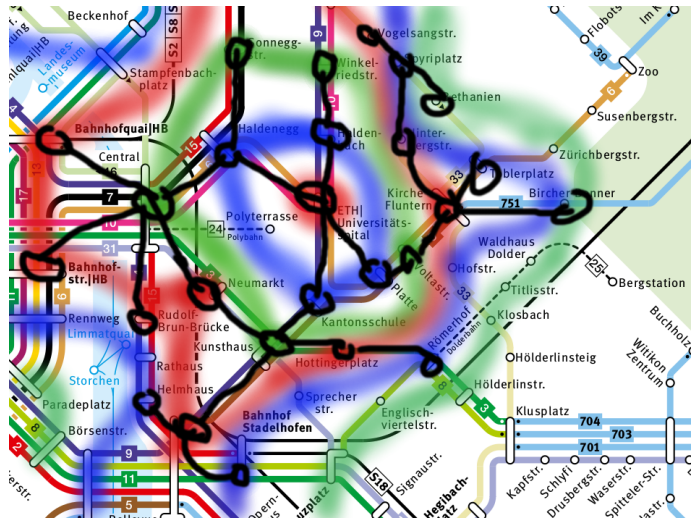
$$\Theta(|V| + \sum_{v \in V} (\deg^+(v) + 1)) = \Theta(|V| + |E|).$$

Interpretation of the Colors

When traversing the graph, a tree (or Forest) is built. When nodes are discovered there are three cases

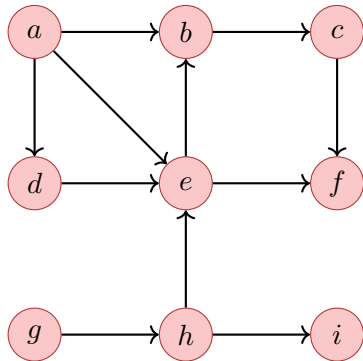
- White node: new tree edge
- Grey node: cycle (“back-edge”)
- Black node: forward- / cross edge

Breadth First Search

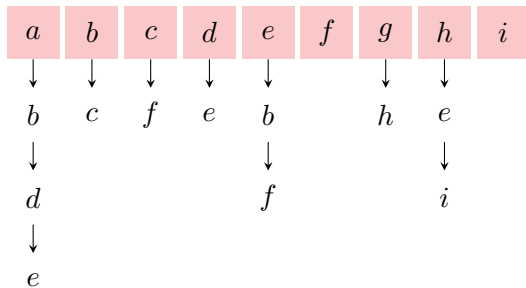


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

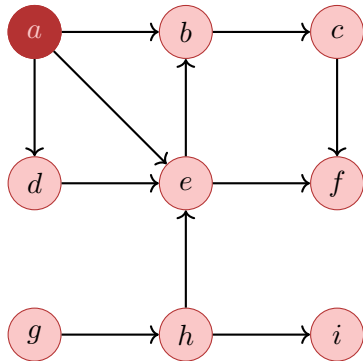


Adjazenzliste

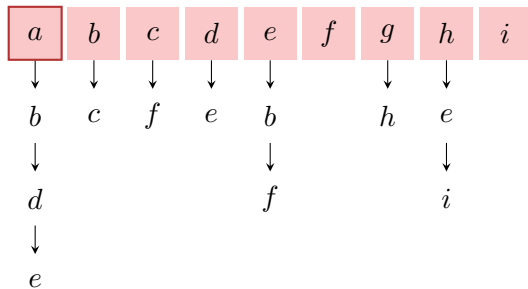


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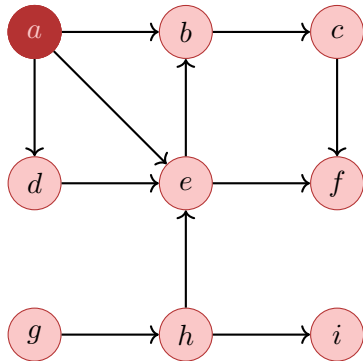


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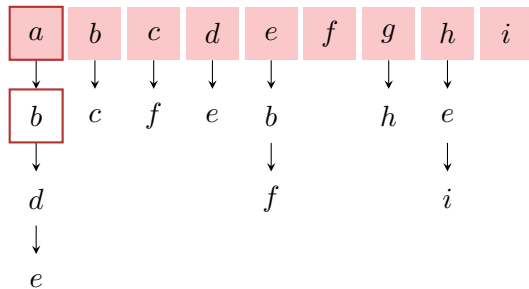


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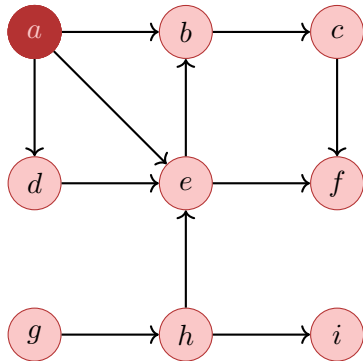


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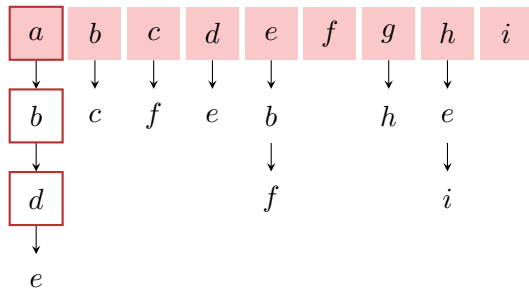


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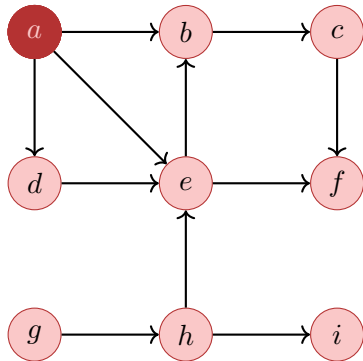


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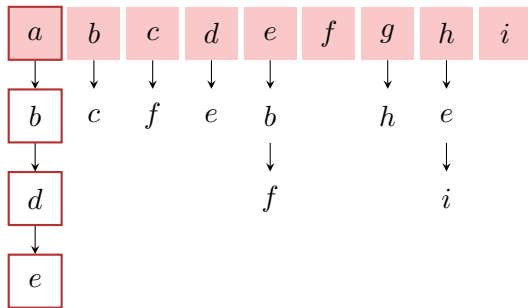


Graph Traversal: Breadth First Search

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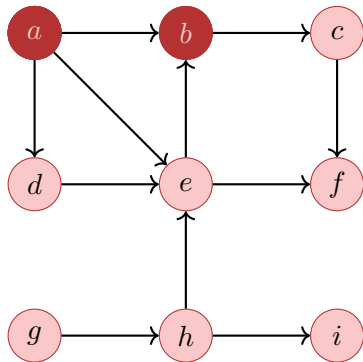


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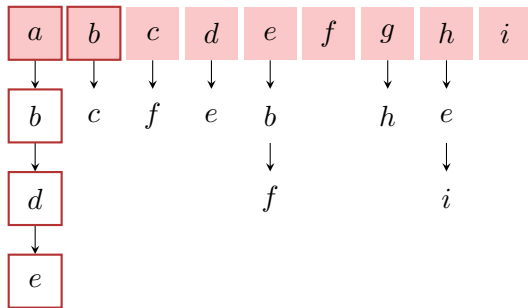


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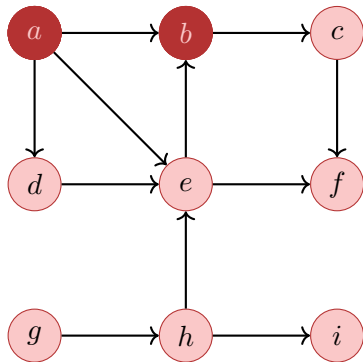


Adjazenzliste

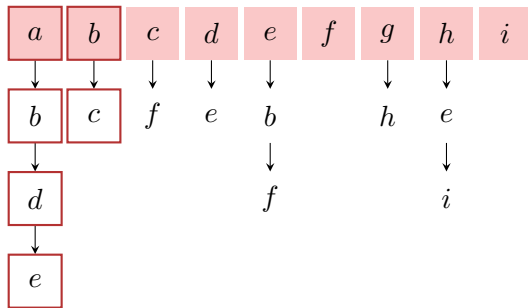


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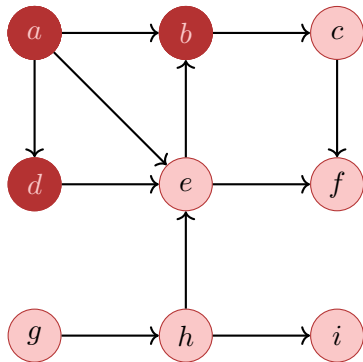


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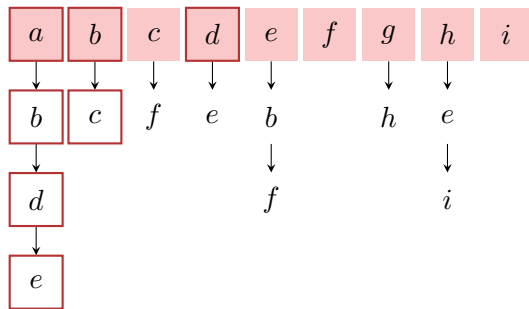


Graph Traversal: Breadth First Search

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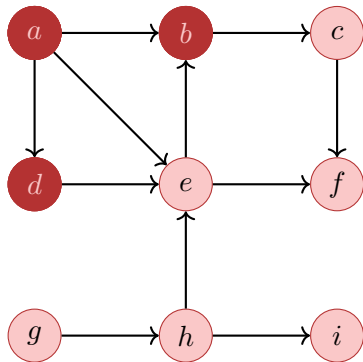


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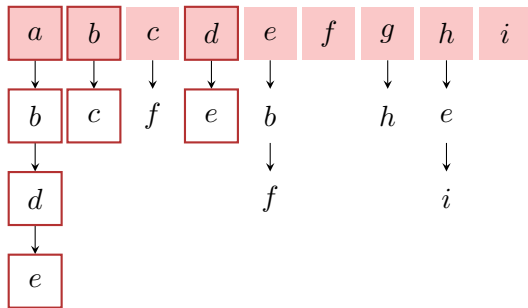


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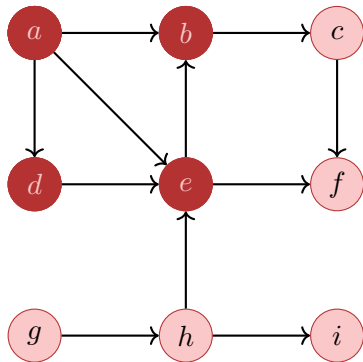


Adjazenzliste

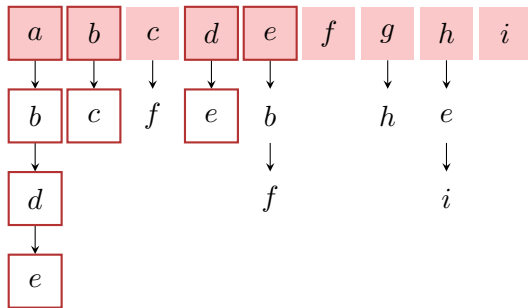


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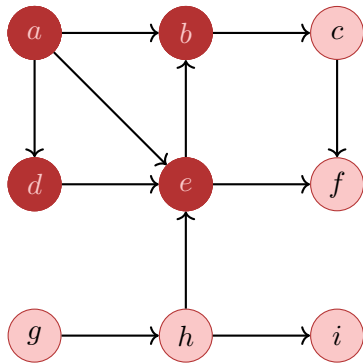


Adjazenzliste

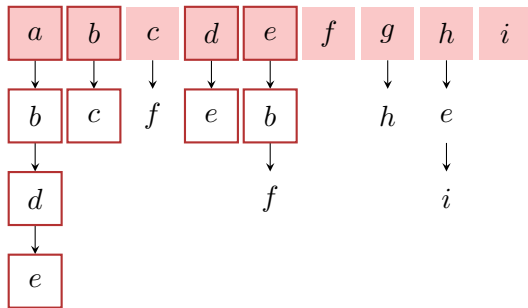


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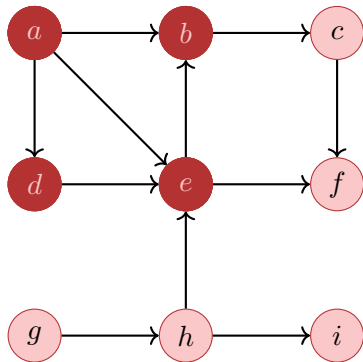


Adjazenzliste

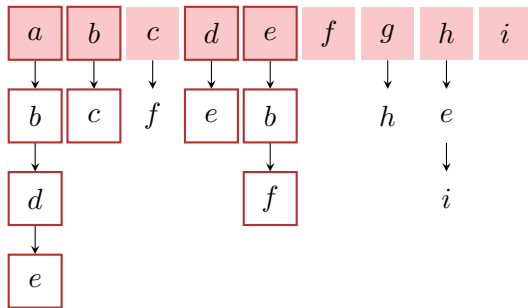


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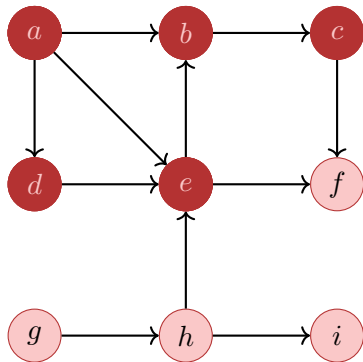


Adjazenzliste

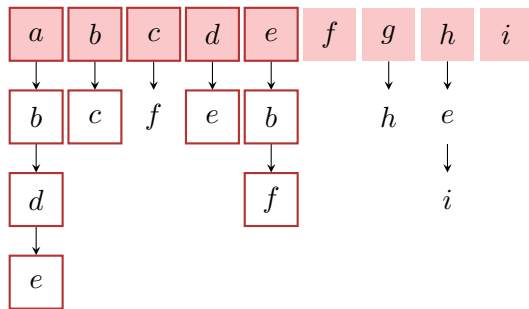


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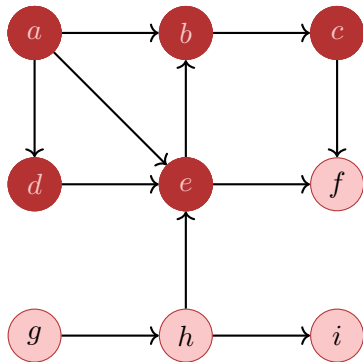


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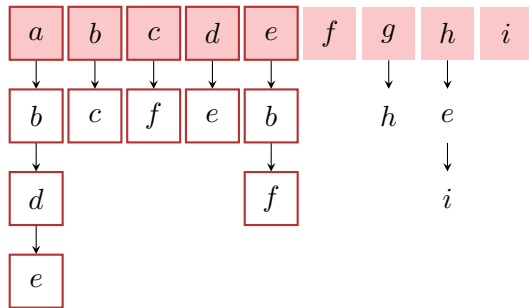


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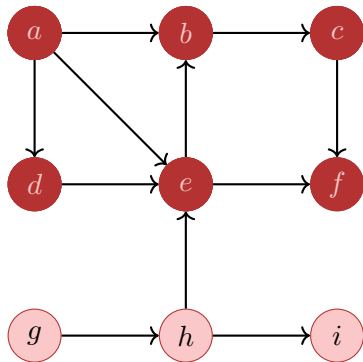


Adjazenzliste

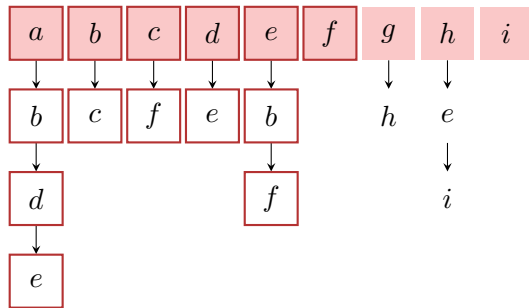


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Follow the path in breadth and only then descend into depth.

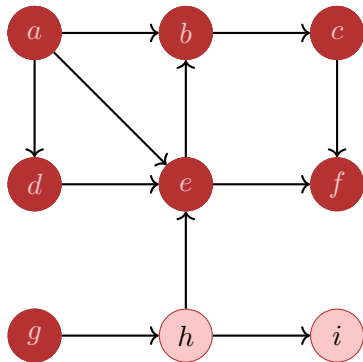


Adjazenzliste

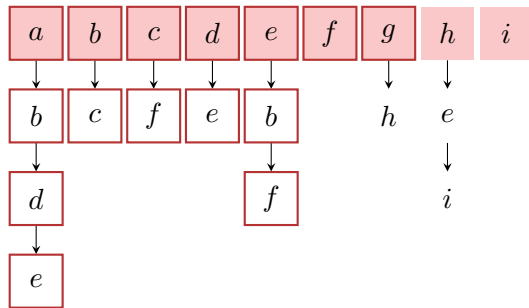


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

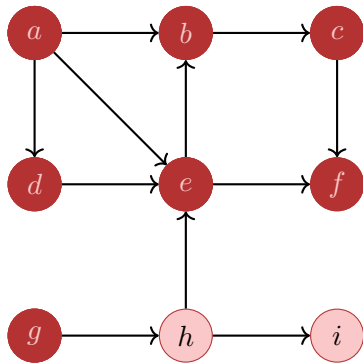


Adjazenzliste

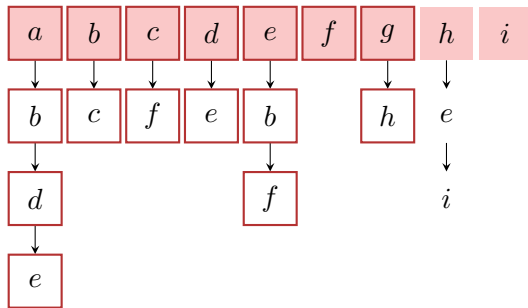


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

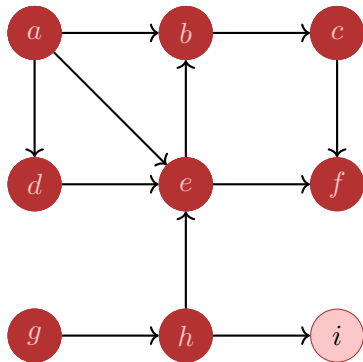


Adjazenzliste

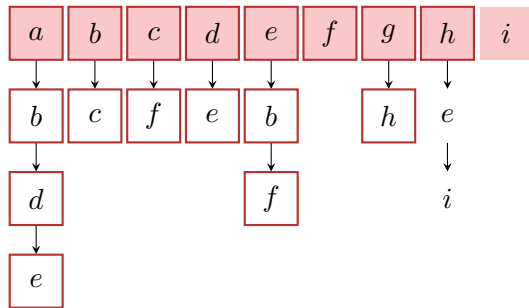


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

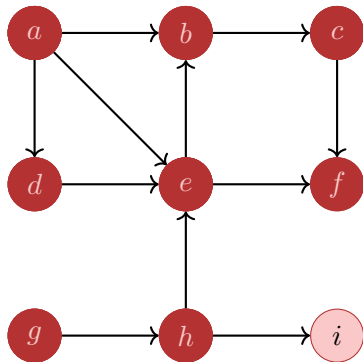


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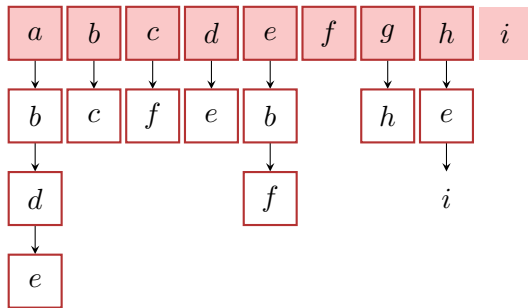


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

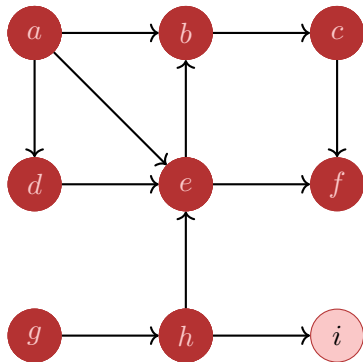


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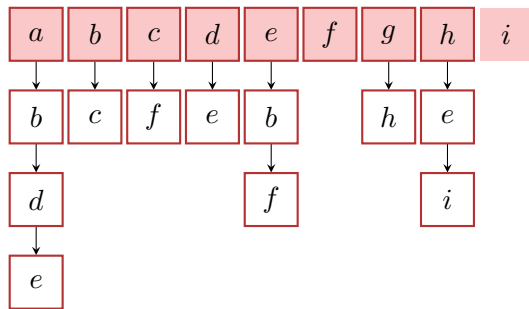


Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.

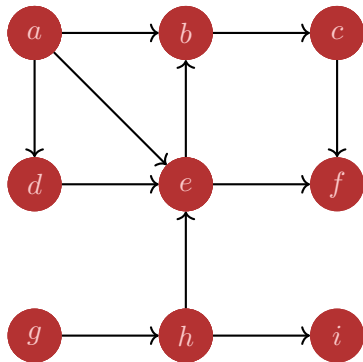


Adjazenzliste



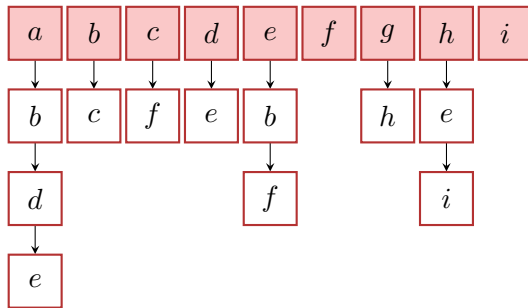
Graph Traversal: Breadth First Search

Follow the path in breadth and only then descend into depth.



Order $a, b, d, e, c, f, g, h, i$

Adjazenzliste



(Iterative) BFS-Visit(G, v)

Input: graph $G = (V, E)$

Queue $Q \leftarrow \emptyset$

$v.color \leftarrow \text{grey}$

enqueue(Q, v)

while $Q \neq \emptyset$ **do**

$w \leftarrow \text{dequeue}(Q)$

foreach $c \in N^+(w)$ **do**

if $c.color = \text{white}$ **then**

$c.color \leftarrow \text{grey}$

 enqueue(Q, c)

$w.color \leftarrow \text{black}$

Algorithm requires extra space of $\mathcal{O}(|V|)$.

Main program BFS-Visit(G)

Input: graph $G = (V, E)$

foreach $v \in V$ **do**

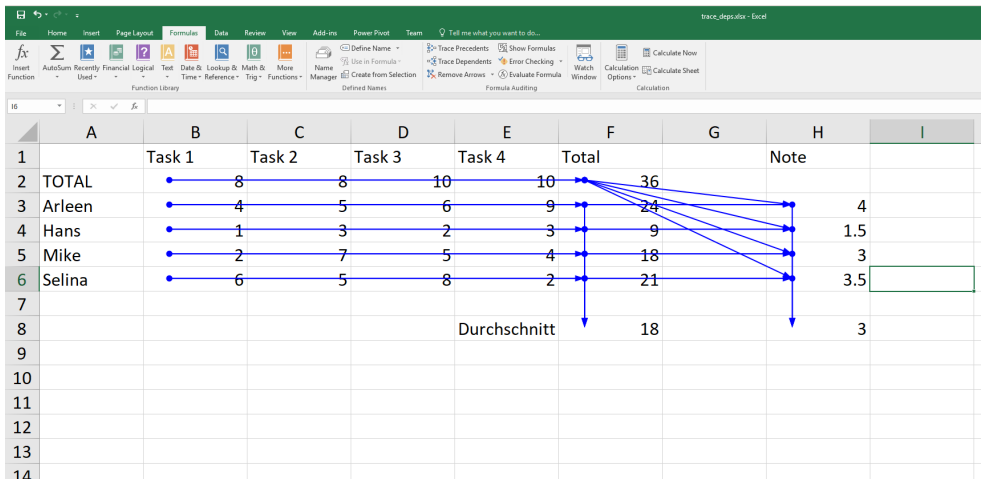
└ $v.color \leftarrow \text{white}$

foreach $v \in V$ **do**

└ **if** $v.color = \text{white}$ **then**
└ BFS-Visit(G, v)

Breadth First Search for all nodes of a graph. Running time: $\Theta(|V| + |E|)$.

Topological Sorting



Evaluation Order?

Topological Sorting

Topological Sorting of an acyclic directed graph $G = (V, E)$:

Bijjective mapping

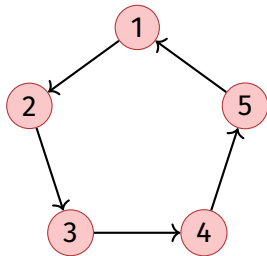
$$\text{ord} : V \rightarrow \{1, \dots, |V|\}$$

such that

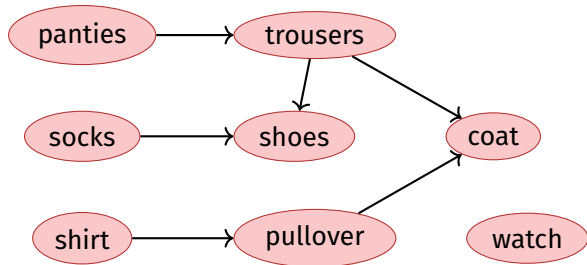
$$\text{ord}(v) < \text{ord}(w) \quad \forall (v, w) \in E.$$

Identify i with Element $v_i := \text{ord}^1(i)$. Topological sorting $\hat{=}\langle v_1, \dots, v_{|V|} \rangle$.

(Counter-)Examples



Cyclic graph: cannot be sorted topologically.



A possible topological sorting of the graph:
shirt, pullover, pants, watch, trousers, coat, socks, shoes

Observation

Theorem 20

A directed graph $G = (V, E)$ permits a topological sorting if and only if it is acyclic.

Algorithm Topological-Sort(G)

Input: graph $G = (V, E)$.

Output: Topological sorting ord

Stack $S \leftarrow \emptyset$

foreach $v \in V$ **do** $A[v] \leftarrow 0$

foreach $(v, w) \in E$ **do** $A[w] \leftarrow A[w] + 1$ // Compute in-degrees

foreach $v \in V$ with $A[v] = 0$ **do** $\text{push}(S, v)$ // Memorize nodes with in-degree 0

$i \leftarrow 1$

while $S \neq \emptyset$ **do**

$v \leftarrow \text{pop}(S)$; $\text{ord}[v] \leftarrow i$; $i \leftarrow i + 1$ // Choose node with in-degree 0

foreach $(v, w) \in E$ **do** // Decrease in-degree of successors

$A[w] \leftarrow A[w] - 1$

if $A[w] = 0$ **then** $\text{push}(S, w)$

if $i = |V| + 1$ **then return** ord **else return** "Cycle Detected"

Algorithm Correctness

Theorem 21

*Let $G = (V, E)$ be a directed acyclic graph. Algorithm **TopologicalSort**(G) computes a topological sorting ord for G with runtime $\Theta(|V| + |E|)$.*

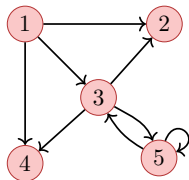
Algorithm Correctness

Theorem 22

Let $G = (V, E)$ be a directed graph containing a cycle. Algorithm TopologicalSort terminates within $\Theta(|V| + |E|)$ steps and detects a cycle.

Adjacency Matrix Product

$$B := A_G^2 = \begin{pmatrix} 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \end{pmatrix}^2 = \begin{pmatrix} 0 & 1 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 \\ 0 & 1 & 1 & 1 & 2 \end{pmatrix}$$



Interpretation

Theorem 23

Let $G = (V, E)$ be a graph and $k \in \mathbb{N}$. Then the element $a_{i,j}^{(k)}$ of the matrix $(a_{i,j}^{(k)})_{1 \leq i,j \leq n} = (A_G)^k$ provides the number of paths with length k from v_i to v_j .

Proof

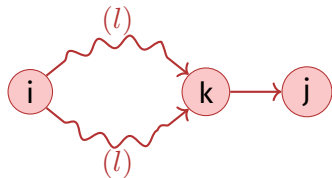
By Induction.

Base case: straightforward for $k = 1$. $a_{i,j} = a_{i,j}^{(1)}$.

Hypothesis: claim is true for all $k \leq l$

Step ($l \rightarrow l + 1$):

$$a_{i,j}^{(l+1)} = \sum_{k=1}^n a_{i,k}^{(l)} \cdot a_{k,j}$$



$a_{k,j} = 1$ iff egde k to j , 0 otherwise. Sum counts the number paths of length l from node v_i to all nodes v_k that provide a direct direction to node v_j , i.e. all paths with length $l + 1$.

Relation

Given a finite set V

(Binary) **Relation** R on V : Subset of the cartesian product

$$V \times V = \{(a, b) | a \in V, b \in V\}$$

Relation $R \subseteq V \times V$ is called

- reflexive, if $(v, v) \in R$ for all $v \in V$
- symmetric, if $(v, w) \in R \Rightarrow (w, v) \in R$
- transitive, if $(v, x) \in R, (x, w) \in R \Rightarrow (v, w) \in R$

The (Reflexive) Transitive Closure R^* of R is the smallest extension $R \subseteq R^* \subseteq V \times V$ such that R^* is reflexive and transitive.

Graphs and Relations

Graph $G = (V, E)$

adjacencies $A_G \hat{=} \text{Relation } E \subseteq V \times V \text{ over } V$

Graphs and Relations

Graph $G = (V, E)$

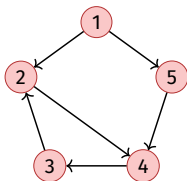
adjacencies $A_G \triangleq \text{Relation } E \subseteq V \times V \text{ over } V$

- reflexive $\Leftrightarrow a_{i,i} = 1$ for all $i = 1, \dots, n$. (loops)
- symmetric $\Leftrightarrow a_{i,j} = a_{j,i}$ for all $i, j = 1, \dots, n$ (undirected)
- transitive $\Leftrightarrow (u, v) \in E, (v, w) \in E \Rightarrow (u, w) \in E$. (reachability)

Reflexive Transitive Closure

Reflexive transitive closure of $G \Leftrightarrow$ Reachability relation $E^*: (v, w) \in E^*$
iff \exists path from node v to w .

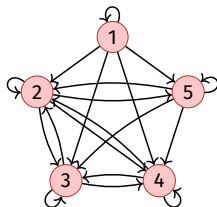
$$\begin{bmatrix} 0 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$



$$G = (V, E)$$



$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$



$$G^* = (V, E^*)$$

Algorithm $A \cdot A$

Input: (Adjacency-)Matrix $A = (a_{ij})_{i,j=1\dots n}$

Output: Matrix Product $B = (b_{ij})_{i,j=1\dots n} = A \cdot A$

$B \leftarrow 0$

for $r \leftarrow 1$ **to** n **do**

for $c \leftarrow 1$ **to** n **do**

for $k \leftarrow 1$ **to** n **do**

$b_{rc} \leftarrow b_{rc} + a_{rk} \cdot a_{kc}$

// Number of Paths

return B

Counts number of paths of length 2

Algorithm $A \otimes A$

Input: Adjacency-Matrix $A = (a_{ij})_{i,j=1\dots n}$

Output: Modified Matrix Product $B = (b_{ij})_{i,j=1\dots n} = A \otimes A$

```
 $B \leftarrow A$  // Keep paths
for  $r \leftarrow 1$  to  $n$  do
    for  $c \leftarrow 1$  to  $n$  do
        for  $k \leftarrow 1$  to  $n$  do
             $b_{rc} \leftarrow \max\{b_{rc}, a_{rk} \cdot a_{kc}\}$  // Path: yes/no
return  $B$ 
```

Computes which paths of length 1 and 2 exist

Computation of the Reflexive Transitive Closure

Goal: computation of $B = (b_{ij})_{1 \leq i, j \leq n}$ with $b_{ij} = 1 \Leftrightarrow (v_i, v_j) \in E^*$

Computation of the Reflexive Transitive Closure

Goal: computation of $B = (b_{ij})_{1 \leq i, j \leq n}$ with $b_{ij} = 1 \Leftrightarrow (v_i, v_j) \in E^*$ First idea:

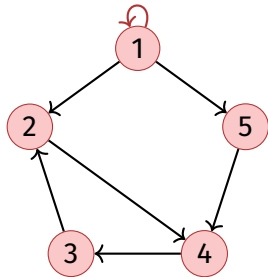
- Start with $B \leftarrow A$ and set $b_{ii} = 1$ for each i (Reflexivity.).
- Compute

$$B_n = \bigotimes_{i=1}^n B$$

with powers of 2 $B_2 := B \otimes B$, $B_4 := B_2 \otimes B_2$, $B_8 = B_4 \otimes B_4 \dots$
 \Rightarrow running time $n^3 \lceil \log_2 n \rceil$

Improvement: Algorithm of Warshall (1962)

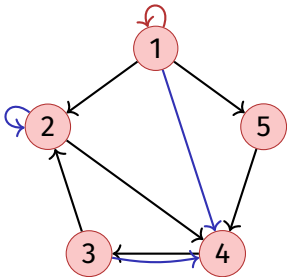
Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$. Add node v_k .



$$\begin{bmatrix} 1 & 1 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 & 0 \\ 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

Improvement: Algorithm of Warshall (1962)

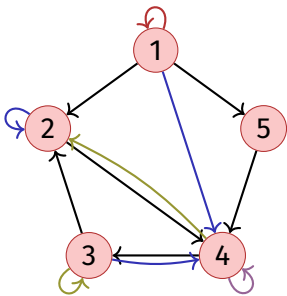
Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$. Add node v_k .



$$\begin{bmatrix} 1 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

Improvement: Algorithm of Warshall (1962)

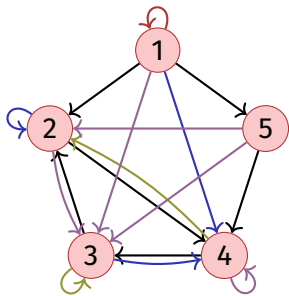
Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$. Add node v_k .



$$\begin{bmatrix} 1 & 1 & 0 & 1 & 1 \\ 0 & 1 & 0 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

Improvement: Algorithm of Warshall (1962)

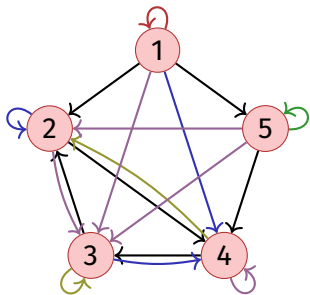
Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$. Add node v_k .



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Improvement: Algorithm of Warshall (1962)

Inductive procedure: all paths known over nodes from $\{v_i : i < k\}$. Add node v_k .



$$\begin{bmatrix} 1 & 1 & 1 & 1 & 1 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 0 \\ 0 & 1 & 1 & 1 & 1 \end{bmatrix}$$

Algorithm TransitiveClosure(A_G)

Input: Adjacency matrix $A_G = (a_{ij})_{i,j=1\dots n}$

Output: Reflexive transitive closure $B = (b_{ij})_{i,j=1\dots n}$ of G

$B \leftarrow A_G$

for $k \leftarrow 1$ **to** n **do**

$b_{kk} \leftarrow 1$

// Reflexivity

for $r \leftarrow 1$ **to** n **do**

for $c \leftarrow 1$ **to** n **do**

$b_{rc} \leftarrow \max\{b_{rc}, b_{rk} \cdot b_{kc}\}$

// All paths via v_k

return B

Runtime $\Theta(n^3)$.

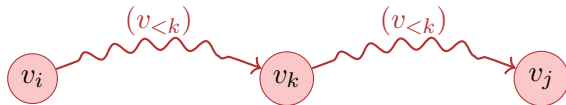
Correctness of the Algorithm (Induction)

Invariant (k): all paths via nodes with maximal index $< k$ considered.

■ **Base case ($k = 1$):** All directed paths (all edges) in A_G considered.

■ **Hypothesis:** invariant (k) fulfilled.

■ **Step ($k \rightarrow k + 1$):** For each path from v_i to v_j via nodes with maximal index k : by the hypothesis $b_{ik} = 1$ and $b_{kj} = 1$. Therefore in the k -th iteration: $b_{ij} \leftarrow 1$.

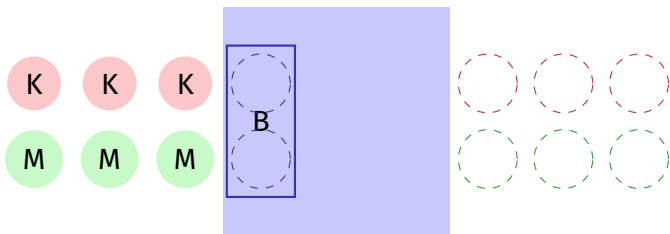


25. Shortest Paths

Motivation, Universal Algorithm, Dijkstra's algorithm on distance graphs, Bellman-Ford Algorithm, Floyd-Warshall Algorithm, Johnson Algorithm
[Ottman/Widmayer, Kap. 9.5 Cormen et al, Kap. 24.1-24.3, 25.2-25.3]

River Crossing (Missionaries and Cannibals)

Problem: Three cannibals and three missionaries are standing at a river bank. The available boat can carry two people. At no time may at any place (banks or boat) be more cannibals than missionaries. How can the missionaries and cannibals cross the river as fast as possible? ³⁸

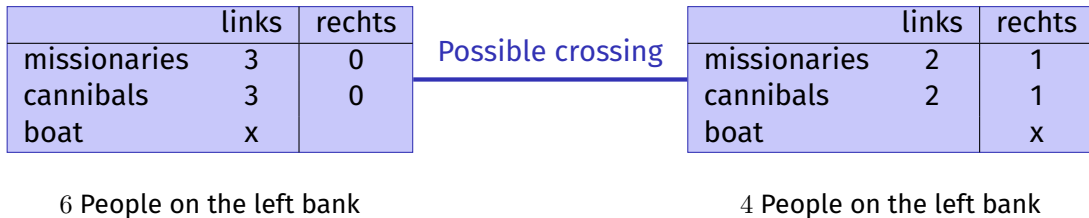


³⁸There are slight variations of this problem. It is equivalent to the jealous husbands problem.

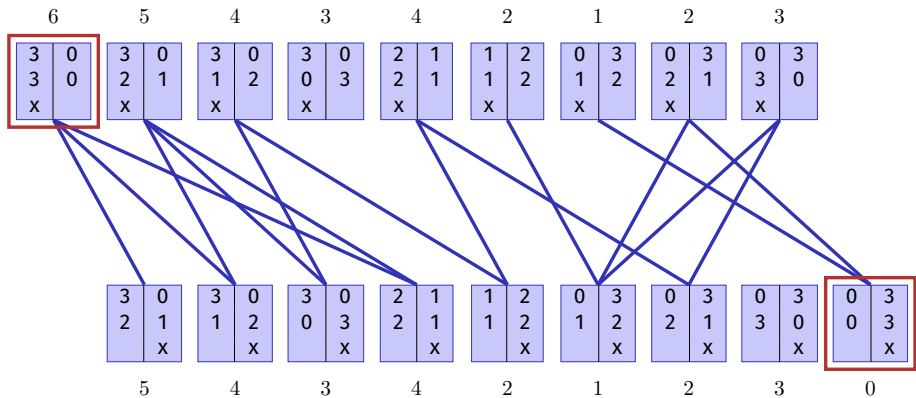
Problem as Graph

Enumerate permitted configurations as nodes and connect them with an edge, when a crossing is allowed. The problem then becomes a shortest path problem.

Example



The whole problem as a graph

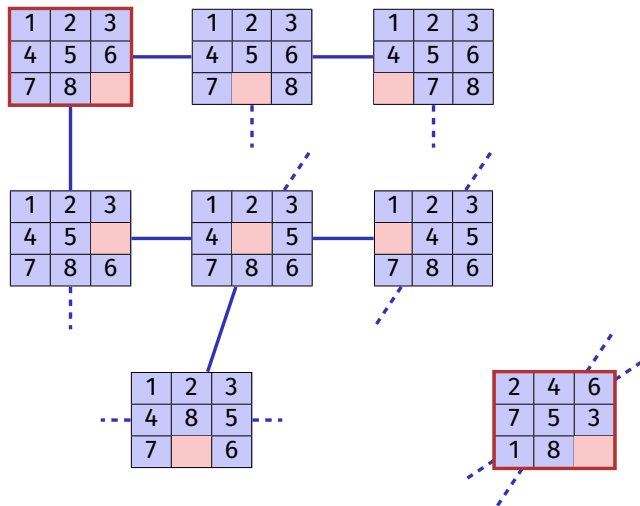


Another Example: Mystic Square

Want to find the fastest solution for

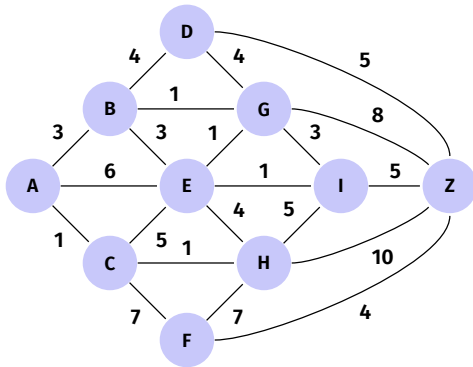


Problem as Graph



Route Finding

Provided cities A - Z and distances between cities.

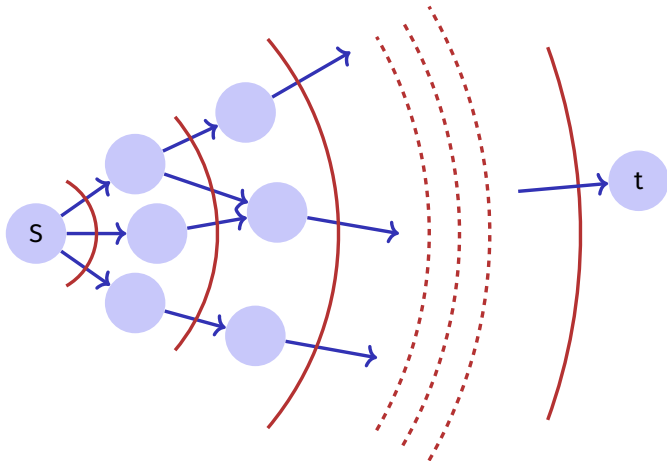


What is the shortest path from A to Z?

Simplest Case

Constant edge weight 1 (wlog)

Solution: Breadth First Search



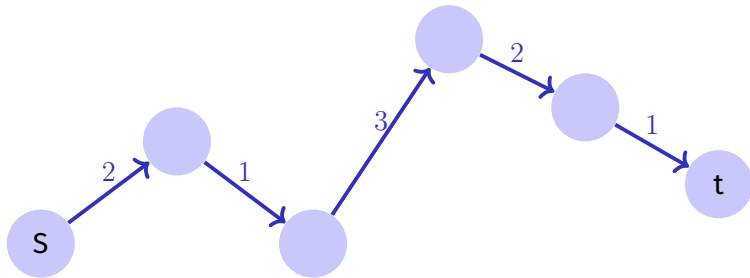
Weighted Graphs

Given: $G = (V, E, c)$, $c : E \rightarrow \mathbb{R}$, $s, t \in V$.

Wanted: length (weight) of a shortest path from s to t .

Path: $p = \langle s = v_0, v_1, \dots, v_k = t \rangle$, $(v_i, v_{i+1}) \in E$ ($0 \leq i < k$)

Weight: $c(p) := \sum_{i=0}^{k-1} c((v_i, v_{i+1}))$.



Path with weight 9

Shortest Paths

Notation: we write

$$u \overset{p}{\rightsquigarrow} v \quad \text{oder} \quad p : u \rightsquigarrow v$$

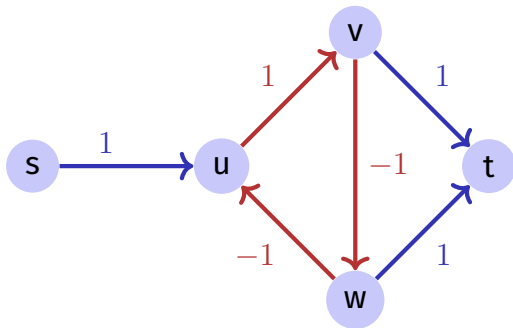
and mean a path p from u to v

Notation: $\delta(u, v)$ = weight of a shortest path from u to v :

$$\delta(u, v) = \begin{cases} \infty & \text{no path from } u \text{ to } v \\ \min\{c(p) : u \overset{p}{\rightsquigarrow} v\} & \text{otherwise} \end{cases}$$

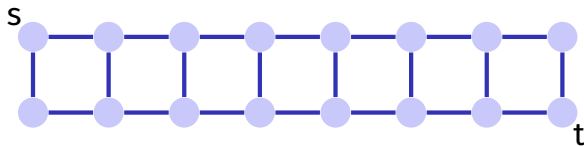
Observations (1)

It may happen that a shortest paths does not exist: negative cycles can occur.



Observations (2)

There can be exponentially many paths.



(at least $2^{|V|/2}$ paths from s to t)

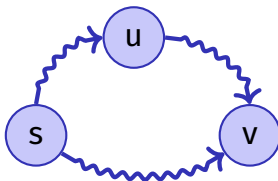
\Rightarrow To try all paths is too inefficient

Observations (3)

Triangle Inequality

For all $s, u, v \in V$:

$$\delta(s, v) \leq \delta(s, u) + \delta(u, v)$$

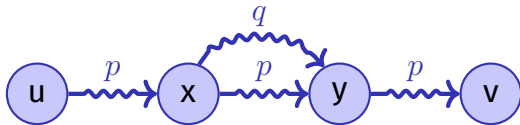


A shortest path from s to v cannot be longer than a shortest path from s to v that has to include u

Observations (4)

Optimal Substructure

Sub-paths of shortest paths are shortest paths. Let $p = \langle v_0, \dots, v_k \rangle$ be a shortest path from v_0 to v_k . Then each of the sub-paths $p_{ij} = \langle v_i, \dots, v_j \rangle$ ($0 \leq i < j \leq k$) is a shortest path from v_i to v_j .



If not, then one of the sub-paths could be shortened which immediately leads to a contradiction.

Observations (5)

Shortest paths do not contain cycles

1. Shortest path contains a negative cycle: there is no shortest path, contradiction
2. Path contains a positive cycle: removing the cycle from the path will reduce the weight. Contradiction.
3. Path contains a cycle with weight 0: removing the cycle from the path will not change the weight. Remove the cycle (convention).

Ingredients of an Algorithm

Wanted: shortest paths from a starting node s .

- Weight of the shortest path found so far

$$d_s : V \rightarrow \mathbb{R}$$

At the beginning: $d_s[v] = \infty$ for all $v \in V$.

Goal: $d_s[v] = \delta(s, v)$ for all $v \in V$.

- Predecessor of a node

$$\pi_s : V \rightarrow V$$

Initially $\pi_s[v]$ undefined for each node $v \in V$

General Algorithm

1. Initialise d_s and π_s : $d_s[v] = \infty$, $\pi_s[v] = \text{null}$ for each $v \in V$
2. Set $d_s[s] \leftarrow 0$
3. Choose an edge $(u, v) \in E$
 Relaxiere (u, v) :
 if $d_s[v] > d_s[u] + c(u, v)$ then
 $d_s[v] \leftarrow d_s[u] + c(u, v)$
 $\pi_s[v] \leftarrow u$
4. Repeat 3 until nothing can be relaxed any more.
 (until $d_s[v] \leq d_s[u] + c(u, v) \quad \forall (u, v) \in E$)

It is Safe to Relax

At any time in the algorithm above it holds

$$d_s[v] \geq \delta(s, v) \quad \forall v \in V$$

It is Safe to Relax

At any time in the algorithm above it holds

$$d_s[v] \geq \delta(s, v) \quad \forall v \in V$$

In the relaxation step:

$$\delta(s, v) \leq \delta(s, u) + \delta(u, v) \quad \text{[Triangle Inequality].}$$

$$\delta(s, u) \leq d_s[u] \quad \text{[Induction Hypothesis].}$$

$$\delta(u, v) \leq c(u, v) \quad \text{[Minimality of } \delta \text{]}$$

$$\Rightarrow d_s[u] + c(u, v) \geq \delta(s, v)$$

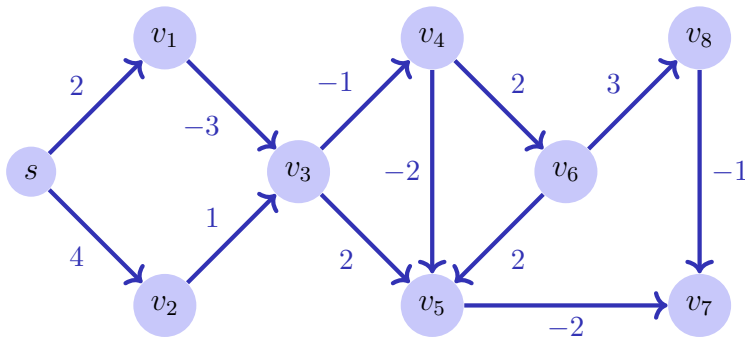
$$\Rightarrow \min\{d_s[v], d_s[u] + c(u, v)\} \geq \delta(s, v)$$

Central Question

How / in which order should edges be chosen in above algorithm?

Special Case: Directed Acyclic Graph (DAG)

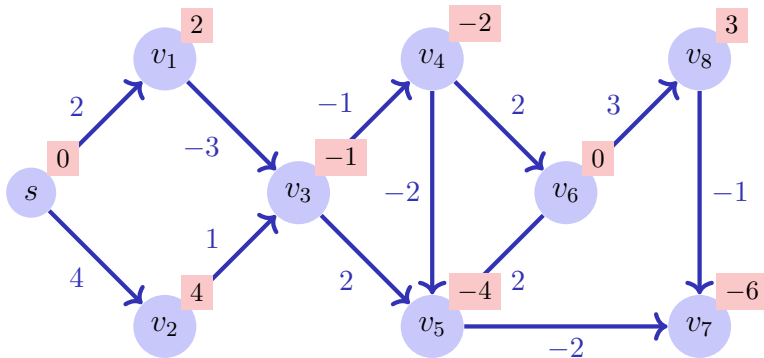
DAG \Rightarrow topological sorting returns optimal visiting order



Top. Sort: \Rightarrow Order $s, v_1, v_2, v_3, v_4, v_6, v_5, v_8, v_7$.

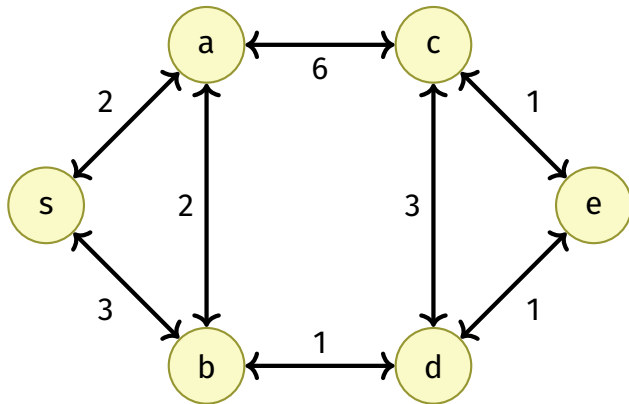
Special Case: Directed Acyclic Graph (DAG)

DAG \Rightarrow topological sorting returns optimal visiting order



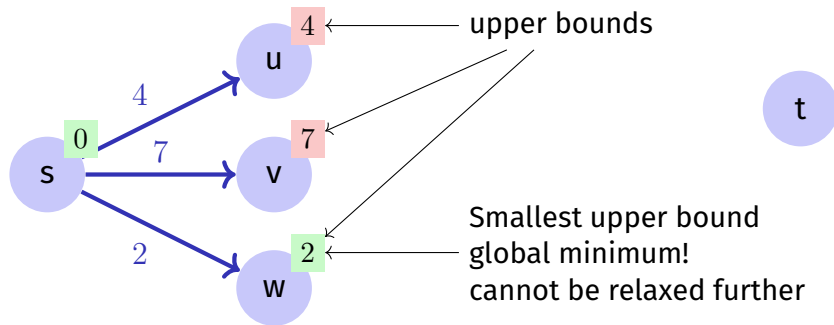
Top. Sort: \Rightarrow Order $s, v_1, v_2, v_3, v_4, v_6, v_5, v_8, v_7$.

Assumption (preliminary)



All weights of G are positive.

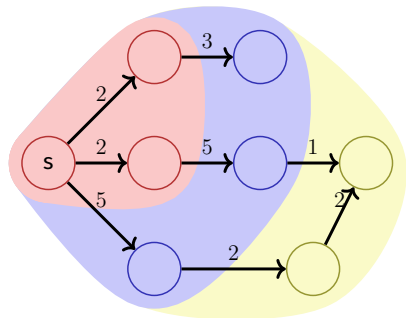
Observation (Dijkstra)



Basic Idea

Set V of nodes is partitioned into

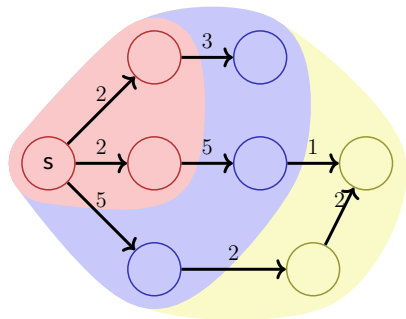
- the set M of nodes for which a shortest path from s is already known,
- the set $R = \bigcup_{v \in M} N^+(v) \setminus M$ of nodes where a shortest path is not yet known but that are accessible directly from M ,
- the set $U = V \setminus (M \cup R)$ of nodes that have not yet been considered.



Induction

Induction over $|M|$: choose nodes from R with smallest upper bound. Add r to M and update R and U accordingly.

Correctness: if within the “wavefront” a node with minimal weight w has been found then no path over later nodes (providing weight $\geq d$) can provide any improvement.



Algorithm Dijkstra(G, s)

Input: Positively weighted Graph $G = (V, E, c)$, starting point $s \in V$,

Output: Minimal weights d of the shortest paths and corresponding predecessor node for each node.

foreach $u \in V$ **do**

$d_s[u] \leftarrow \infty$; $\pi_s[u] \leftarrow \text{null}$

$d_s[s] \leftarrow 0$; $R \leftarrow \{s\}$

while $R \neq \emptyset$ **do**

$u \leftarrow \text{ExtractMin}(R)$

foreach $v \in N^+(u)$ **do**

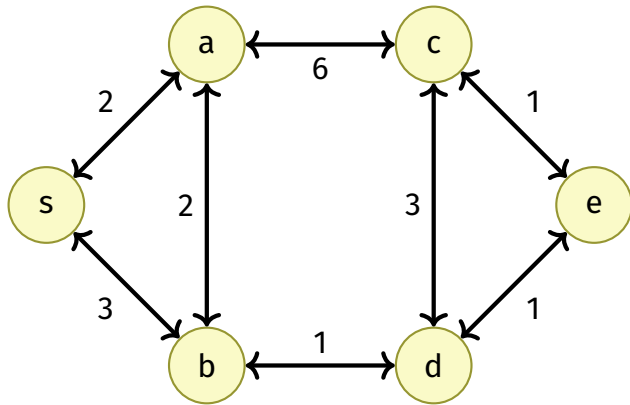
if $d_s[u] + c(u, v) < d_s[v]$ **then**

$d_s[v] \leftarrow d_s[u] + c(u, v)$

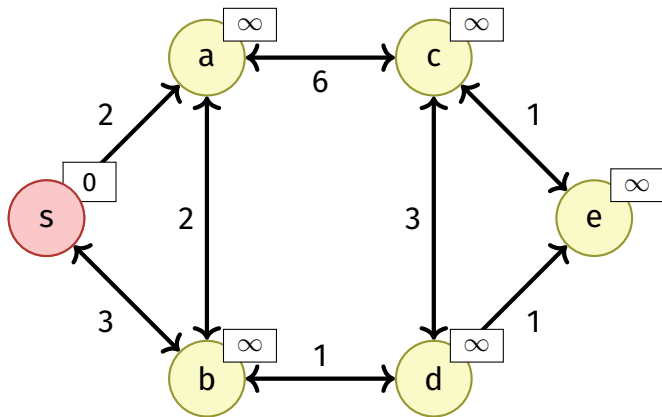
$\pi_s[v] \leftarrow u$

$R \leftarrow R \cup \{v\}$

Example



Example

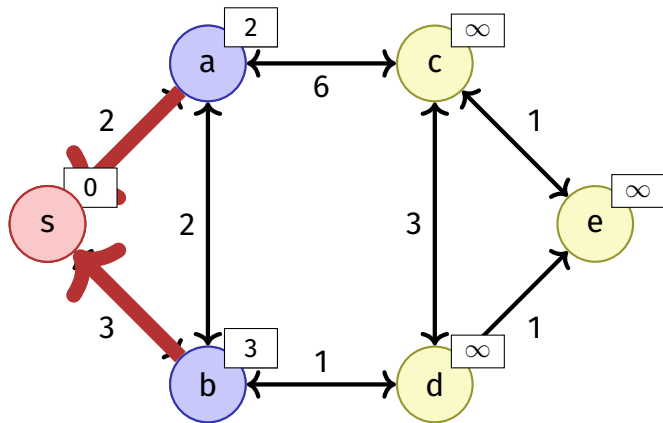


$$M = \{s\}$$

$$R = \{\}$$

$$U = \{a, b, c, d, e\}$$

Example

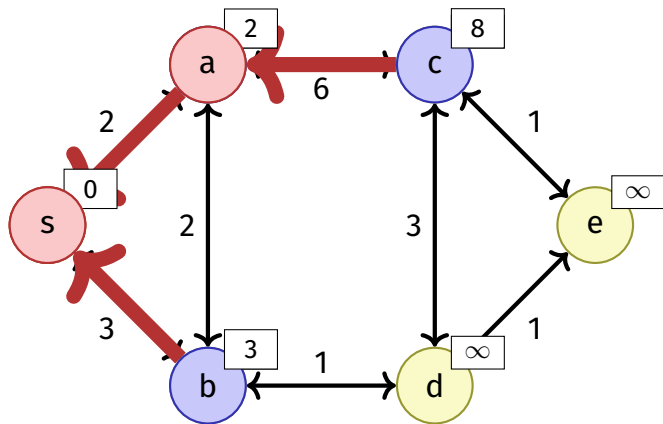


$$M = \{s\}$$

$$R = \{a, b\}$$

$$U = \{c, d, e\}$$

Example

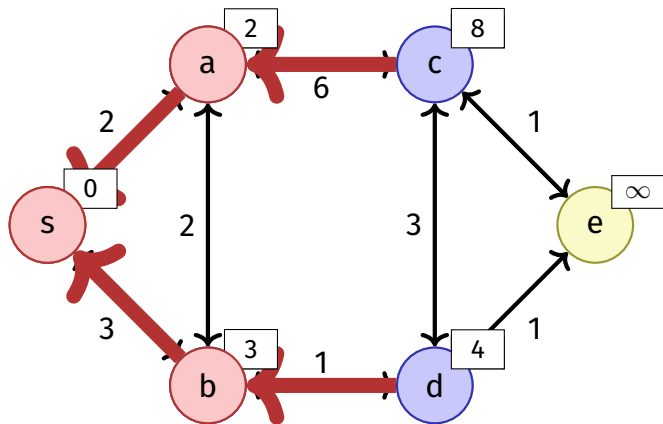


$$M = \{s, a\}$$

$$R = \{b, c\}$$

$$U = \{d, e\}$$

Example

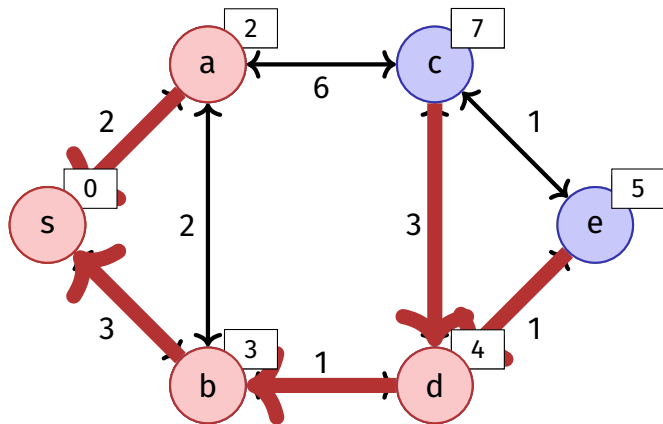


$$M = \{s, a, b\}$$

$$R = \{c, d\}$$

$$U = \{e\}$$

Example

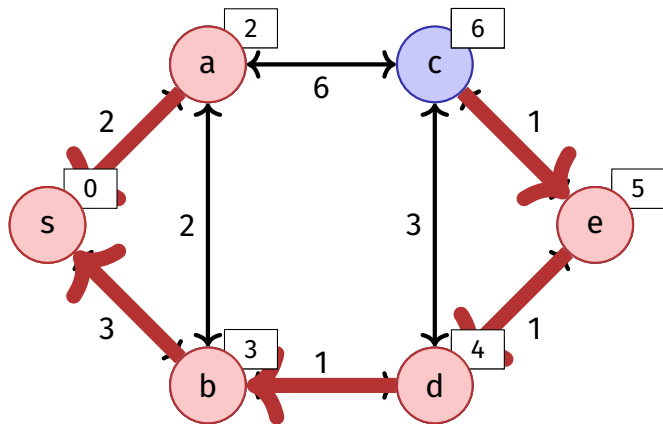


$$M = \{s, a, b, d\}$$

$$R = \{c, e\}$$

$$U = \{\}$$

Example

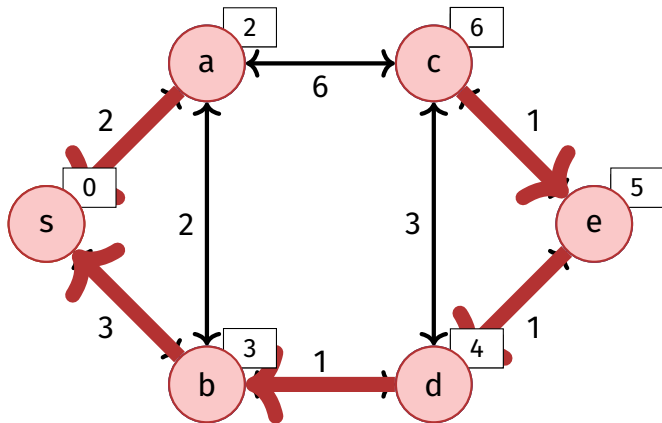


$$M = \{s, a, b, d, e\}$$

$$R = \{c\}$$

$$U = \{\}$$

Example



$$M = \{s, a, b, d, e, c\}$$

$$R = \{\}$$

$$U = \{\}$$

Implementation: Data Structure for R ?

Required operations:

- Insert (add to R)
- ExtractMin (over R) and DecreaseKey (Update in R)

foreach $v \in N^+(u)$ **do**

if $d_s[u] + c(u, v) < d_s[v]$ **then**

$d_s[v] \leftarrow d_s[u] + c(u, v)$

$\pi_s[v] \leftarrow u$

if $v \in R$ **then**

 DecreaseKey(R, v)

// Update of a $d(v)$ in the heap of R

else

$R \leftarrow R \cup \{v\}$

// Update of $d(v)$ in the heap of R

Implementation: Data Structure for R ?

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MinHeap!

DecreaseKey

- DecreaseKey: climbing in MinHeap in $\mathcal{O}(\log |V|)$
- Position in the heap?

³⁹For lazy deletion a pair of edge (or target node) and distance is required.

DecreaseKey

- DecreaseKey: climbing in MinHeap in $\mathcal{O}(\log |V|)$
- Position in the heap?
 - alternative (a): Store position at the nodes

³⁹For lazy deletion a pair of edge (or target node) and distance is required.

DecreaseKey

- DecreaseKey: climbing in MinHeap in $\mathcal{O}(\log |V|)$
- Position in the heap?
 - alternative (a): Store position at the nodes
 - alternative (b): Hashtable of the nodes

³⁹For lazy deletion a pair of edge (or target node) and distance is required.

DecreaseKey

- DecreaseKey: climbing in MinHeap in $\mathcal{O}(\log |V|)$
- Position in the heap?
 - alternative (a): Store position at the nodes
 - alternative (b): Hashtable of the nodes
 - alternative (c): re-insert node after successful relax operation and mark it "deleted" once extracted (Lazy Deletion).³⁹

³⁹For lazy deletion a pair of edge (or target node) and distance is required.

Runtime

- $|V| \times \text{ExtractMin}$: $\mathcal{O}(|V| \log |V|)$
- $|E| \times \text{Insert or DecreaseKey}$: $\mathcal{O}(|E| \log |V|)$
- $1 \times \text{Init}$: $\mathcal{O}(|V|)$
- Overall⁴⁰: $\mathcal{O}((|V| + |E|) \log |V|)$

Can be improved when a data structure optimized for ExtractMin and DecreaseKey is used (Fibonacci Heap), then runtime $\mathcal{O}(|E| + |V| \log |V|)$.

⁴⁰ $\mathcal{O}(|E| \log |V|)$ for connected graphs

General Weighted Graphs

Relaxing Step as before but with a return value:

Relax(u, v) ($u, v \in V, (u, v) \in E$)

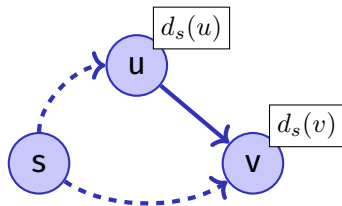
if $d_s[u] + c(u, v) < d_s[v]$ **then**

$d_s[v] \leftarrow d_s[u] + c(u, v)$

$\pi_s[v] \leftarrow u$

return true

return false



Problem: cycles with negative weights can shorten the path, a shortest path is not guaranteed to exist.

Dynamic Programming Approach (Bellman)

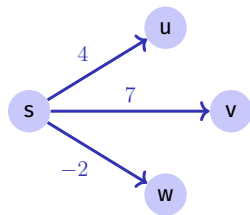
Induction over number of edges $d_s[i, v]$: Shortest path from s to v via maximally i edges.

$$d_s[i, v] = \min\{d_s[i-1, v], \min_{(u,v) \in E} (d_s[i-1, u] + c(u, v))\}$$

$$d_s[0, s] = 0, d_s[0, v] = \infty \quad \forall v \neq s.$$

Dynamic Programming Approach (Bellman)

	s	\dots	v	\dots	w
0	0	∞	∞	∞	∞
1	0	∞	7	∞	-2
\vdots	\vdots	\vdots	\vdots	\vdots	\vdots
$n - 1$	0	\dots	\dots	\dots	\dots



Algorithm: Iterate over last row until the relaxation steps do not provide any further changes, maximally $n - 1$ iterations. If still changes, then there is no shortest path.

Algorithm Bellman-Ford(G, s)

Input: Graph $G = (V, E, c)$, starting point $s \in V$

Output: If return value true, minimal weights d for all shortest paths from s ,
otherwise no shortest path.

foreach $u \in V$ **do**

$d_s[u] \leftarrow \infty$; $\pi_s[u] \leftarrow \text{null}$

$d_s[s] \leftarrow 0$;

for $i \leftarrow 1$ **to** $|V|$ **do**

$f \leftarrow \text{false}$

foreach $(u, v) \in E$ **do**

$f \leftarrow f \vee \text{Relax}(u, v)$

if $f = \text{false}$ **then return** true

return false;

All shortest Paths

Compute the weight of a shortest path for each pair of nodes.

- $|V| \times$ Application of Dijkstra's Shortest Path algorithm
 $\mathcal{O}(|V| \cdot (|E| + |V|) \cdot \log |V|)$ (with Fibonacci Heap: $\mathcal{O}(|V|^2 \log |V| + |V| \cdot |E|)$)
- $|V| \times$ Application of Bellman-Ford: $\mathcal{O}(|E| \cdot |V|^2)$
- There are better ways!

Induction via node number

Consider weights of all shortest paths S^k with intermediate nodes in⁴¹ $V^k := \{v_1, \dots, v_k\}$, provided that weights for all shortest paths S^{k-1} with intermediate nodes in V^{k-1} are given.

- v_k no intermediate node of a shortest path of $v_i \rightsquigarrow v_j$ in V^k : Weight of a shortest path $v_i \rightsquigarrow v_j$ in S^{k-1} is then also weight of shortest path in S^k .
- v_k intermediate node of a shortest path $v_i \rightsquigarrow v_j$ in V^k : Sub-paths $v_i \rightsquigarrow v_k$ and $v_k \rightsquigarrow v_j$ contain intermediate nodes only from S^{k-1} .

⁴¹like for the algorithm of the reflexive transitive closure of Warshall

DP Induction

$d^k(u, v)$ = Minimal weight of a path $u \rightsquigarrow v$ with intermediate nodes in V^k

Induktion

$$d^k(u, v) = \min\{d^{k-1}(u, v), d^{k-1}(u, k) + d^{k-1}(k, v)\} (k \geq 1)$$

$$d^0(u, v) = c(u, v)$$

DP Algorithm Floyd-Warshall(G)

Input: Graph $G = (V, E, c)$ without negative weight cycles.

Output: Minimal weights of all paths d

$d^0 \leftarrow c$

for $k \leftarrow 1$ **to** $|V|$ **do**

for $i \leftarrow 1$ **to** $|V|$ **do**

for $j \leftarrow 1$ **to** $|V|$ **do**

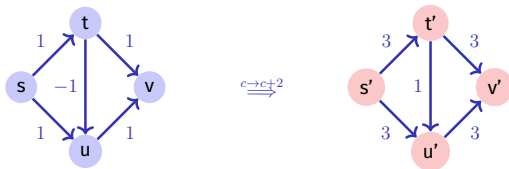
$d^k(v_i, v_j) = \min\{d^{k-1}(v_i, v_j), d^{k-1}(v_i, v_k) + d^{k-1}(v_k, v_j)\}$

Runtime: $\Theta(|V|^3)$

Remark: Algorithm can be executed with a single matrix d (in place).

Reweighting

Idea: Reweighting the graph in order to apply Dijkstra's algorithm.
The following does not work. The graphs are not equivalent in terms of shortest paths.



Reweighting

Other Idea: “Potential” (Height) on the nodes

- $G = (V, E, c)$ a weighted graph.
- Mapping $h : V \rightarrow \mathbb{R}$
- New weights

$$\tilde{c}(u, v) = c(u, v) + h(u) - h(v), (u, v \in V)$$

Reweighting

Observation: A path p is shortest path in $G = (V, E, c)$ iff it is shortest path in $\tilde{G} = (V, E, \tilde{c})$

$$\begin{aligned}\tilde{c}(p) &= \sum_{i=1}^k \tilde{c}(v_{i-1}, v_i) = \sum_{i=1}^k c(v_{i-1}, v_i) + h(v_{i-1}) - h(v_i) \\ &= h(v_0) - h(v_k) + \sum_{i=1}^k c(v_{i-1}, v_i) = c(p) + h(v_0) - h(v_k)\end{aligned}$$

Thus $\tilde{c}(p)$ minimal in all $v_0 \rightsquigarrow v_k \iff c(p)$ minimal in all $v_0 \rightsquigarrow v_k$.

Weights of cycles are invariant: $\tilde{c}(v_0, \dots, v_k = v_0) = c(v_0, \dots, v_k = v_0)$

Johnson's Algorithm

Add a new node $s \notin V$:

$$G' = (V', E', c')$$

$$V' = V \cup \{s\}$$

$$E' = E \cup \{(s, v) : v \in V\}$$

$$c'(u, v) = c(u, v), \quad u \neq s$$

$$c'(s, v) = 0 (v \in V)$$

Johnson's Algorithm

If no negative cycles, choose as height function the weight of the shortest paths from s ,

$$h(v) = d(s, v).$$

For a minimal weight d of a path the following triangular inequality holds:

$$d(s, v) \leq d(s, u) + c(u, v).$$

Substitution yields $h(v) \leq h(u) + c(u, v)$. Therefore

$$\tilde{c}(u, v) = c(u, v) + h(u) - h(v) \geq 0.$$

Algorithm Johnson(G)

Input: Weighted Graph $G = (V, E, c)$

Output: Minimal weights of all paths D .

New node s . Compute $G' = (V', E', c')$

if BellmanFord(G', s) = false **then** return “graph has negative cycles”

foreach $v \in V'$ **do**

$h(v) \leftarrow d(s, v)$ // d aus BellmanFord Algorithmus

foreach $(u, v) \in E'$ **do**

$\tilde{c}(u, v) \leftarrow c(u, v) + h(u) - h(v)$

foreach $u \in V$ **do**

$\tilde{d}(u, \cdot) \leftarrow \text{Dijkstra}(\tilde{G}', u)$

foreach $v \in V$ **do**

$D(u, v) \leftarrow \tilde{d}(u, v) + h(v) - h(u)$

Analysis

Runtimes

- Computation of G' : $\mathcal{O}(|V|)$
- Bellman Ford G' : $\mathcal{O}(|V| \cdot |E|)$
- $|V| \times$ Dijkstra $\mathcal{O}(|V| \cdot |E| \cdot \log |V|)$
(with Fibonacci Heap: $\mathcal{O}(|V|^2 \log |V| + |V| \cdot |E|)$)

Overall $\mathcal{O}(|V| \cdot |E| \cdot \log |V|)$
($\mathcal{O}(|V|^2 \log |V| + |V| \cdot |E|)$)

25.8 A*-Algorithm

Disclaimer

These slides contain the most important formalities around the A*-algorithm and its correctness. We motivate the algorithm in the lectures and give more examples there.

Another nice motivation of the algorithm can found here:

<https://www.youtube.com/watch?v=bRvs8r0QU-Q>

A*-Algorithm

Prerequisites

- Positively weighted graph $G = (V, E, c)$
- G finite or δ -Graph: $\exists \delta > 0 : c(e) \geq \delta$ for all $e \in E$
- $s \in V, t \in V$
- Distance estimate $\hat{h}_t(v) \leq h_t(v) := \delta(v, t) \forall v \in V$.
- Wanted: shortest path $p : s \rightsquigarrow t$

A*-Algorithm(G, s, t, \hat{h})

Input: Positively weighted Graph $G = (V, E, c)$, starting point $s \in V$, end point $t \in V$, estimate $\hat{h}(v) \leq \delta(v, t)$

Output: Existence and value of a shortest path from s to t

foreach $u \in V$ **do**

$d[u] \leftarrow \infty$; $\hat{f}[u] \leftarrow \infty$; $\pi[u] \leftarrow \text{null}$

$d[s] \leftarrow 0$; $\hat{f}[s] \leftarrow \hat{h}(s)$; $R \leftarrow \{s\}$; $M \leftarrow \{\}$

while $R \neq \emptyset$ **do**

$u \leftarrow \text{ExtractMin}_{\hat{f}}(R)$; $M \leftarrow M \cup \{u\}$

if $u = t$ **then return** success

foreach $v \in N^+(u)$ with $d[v] > d[u] + c(u, v)$ **do**

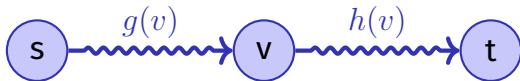
$d[v] \leftarrow d[u] + c(u, v)$; $\hat{f}[v] \leftarrow d[v] + \hat{h}(v)$; $\pi[v] \leftarrow u$
 $R \leftarrow R \cup \{v\}$; $M \leftarrow M - \{v\}$

return failure

Notation

Let $f(v)$ be the distance of a shortest path from s to t via v , thus

$$f(v) := \underbrace{\delta(s, v)}_{g(v)} + \underbrace{\delta(v, t)}_{h(v)}$$



let p be a shortest path from s to t .

It holds that $f(s) = \delta(s, t)$ and $f(v) = f(s)$ for all $v \in p$.

Let $\hat{g}(v) := d[v]$ be an estimate of $g(v)$ in the algorithm above. It holds that $\hat{g}(v) \geq g(v)$.

$\hat{h}(v)$ is an estimate of $h(v)$ with $\hat{h}(v) \leq h(v)$.

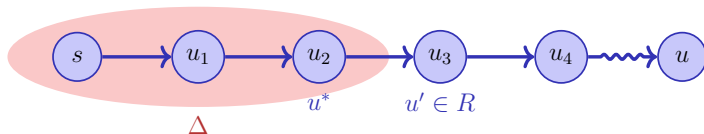
Why the Algorithm Works

Lemma 24

Let $u \in V$ and, at a time during the execution of the algorithm, $u \notin M$. Let p be a shortest path from s to u . Then there is a $u' \in p$ with $\hat{g}(u') = g(u')$ and $u' \in R$.

The lemma states that there is always a node in the open set R with the minimal distance from s already computed and that belongs to a shortest path (if existing).

Illustration and Proof



Proof: If $s \in R$, then $\hat{g}(s) = g(s) = 0$. Therefore, let $s \notin R$.

Let $p = \langle s = u_0, u_1, \dots, u_k = u \rangle$ and $\Delta = \{u_i \in p, u_i \in M, \hat{g}(u_i) = g(u_i)\}$.
 $\Delta \neq \emptyset$, because $s \in \Delta$.

Let $m = \max\{i : u_i \in \Delta\}$, $u^* = u_m$. Then $u^* \neq u$, since $u \notin M$. Let $u' = u_{m+1}$.

1. $\hat{g}(u') \leq \hat{g}(u^*) + c(u^*, u')$ because u' has already been relaxed
2. $\hat{g}(u^*) = g(u^*)$ (because $u^* \in \Delta$)
3. $\hat{g}(u') \geq g(u')$ (construction of \hat{g})
4. $g(u') = g(u^*) + c(u^*, u')$ (because p optimal)

Therefore: $\hat{g}(u') = g(u')$ and thus also $u' \in R$ because $u' \notin \Delta$.



Corollary

Corollary 25

If $\hat{h}(u) \leq h(u)$ for all $u \in V$ and A- Algorithmus has not yet terminated. Then for each shortest path p from s to t there is some node $u' \in p$ with $\hat{f}(u') \leq \delta(s, t) = f(t)$.*

If there is a shortest path p from s to t , then there is always a node in the open set R that underestimates the overall distance and that is on the shortest path.

Proof of the Corollary

Proof:

From the lemma: $\exists u' \in p$ with $\hat{g}(u') = g(u')$.

Therefore:

$$\begin{aligned}\hat{f}(u') &= \hat{g}(u') + \hat{h}(u') \\ &= g(u') + \hat{h}(u') \\ &\leq g(u') + h(u') = f(u')\end{aligned}$$

Because p is shortest path: $f(u') = \delta(s, t)$. ■

Admissibility

Theorem 26

If there is a shortest path from s to t and $\hat{h}(u) \leq h(u) \forall u \in V$ then A^ terminates with $\hat{g}(t) = \delta(s, t)$*

Proof: If the algorithm terminates, then it terminates with t with $f(t) = \hat{g}(t) + 0 = g(t)$. That is because \hat{g} overestimates g at most and by the corollary above that algorithm always finds an element $v \in R$ with $f(v) \leq \delta(s, t)$.

The algorithm terminates in finitely many steps. For finite graphs the maximal number of relaxing steps is bounded.

42

⁴²For a δ -graph the maximum number of relaxing steps before R contains only nodes with $\hat{f}(s) > \delta(s, t)$ is limited as well. The exact argument can be found in the seminal article Hart, P. E.; Nilsson, N. J.; Raphael, B. (1968). "A Formal Basis for the Heuristic Determination of Minimum Cost Paths".

Revisiting nodes

- The A*-algorithm can re-insert nodes that had been extracted from R before.
- This can lead to suboptimal behavior (w.r.t. running time of the algorithm).
- If \hat{h} , in addition to being admissible ($\hat{h}(v) \leq h(v)$ for all $v \in V$), fulfils monotonicity, i.e. if for all $(u, u') \in E$:

$$\hat{h}(u') \leq \hat{h}(u) + c(u', u)$$

then the A*-Algorithm is equivalent to the Dijkstra-algorithm with edge weights $\tilde{c}(u, v) = c(u, v) + \hat{h}(u) - \hat{h}(v)$, and no node is re-inserted into R .

- It is not always possible to find monotone heuristics.

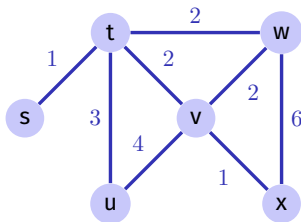
26. Minimum Spanning Trees

Motivation, Greedy, Algorithm Kruskal, General Rules, ADT Union-Find, Algorithm Jarnik, Prim, Dijkstra , Fibonacci Heaps [Ottman/Widmayer, Kap. 9.6, 6.2, 6.1, Cormen et al, Kap. 23, 19]

Problem

Given: Undirected, weighted, connected graph $G = (V, E, c)$.

Wanted: Minimum Spanning Tree $T = (V, E')$: connected, cycle-free subgraph $E' \subset E$, such that $\sum_{e \in E'} c(e)$ minimal.



Application Examples

- Network-Design: find the cheapest / shortest network that connects all nodes.
- Approximation of a solution of the travelling salesman problem: find a round-trip, as short as possible, that visits each node once.

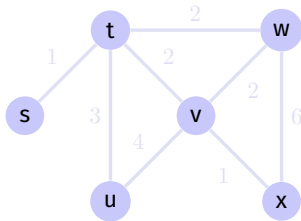
Greedy Procedure

Recall:

- Greedy algorithms compute the solution stepwise choosing locally optimal solutions.
- Most problems cannot be solved with a greedy algorithm.
- The Minimum Spanning Tree problem can be solved with a greedy strategy.

Greedy Idea (Kruskal, 1956)

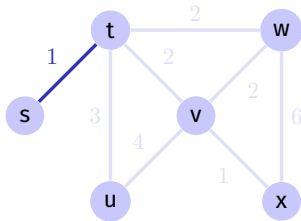
Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Greedy Idea (Kruskal, 1956)

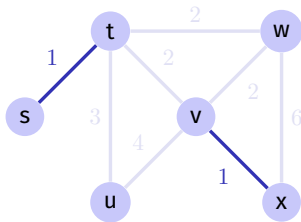
Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Greedy Idea (Kruskal, 1956)

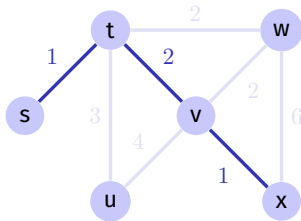
Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Greedy Idea (Kruskal, 1956)

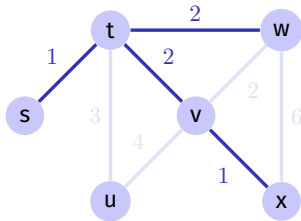
Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Greedy Idea (Kruskal, 1956)

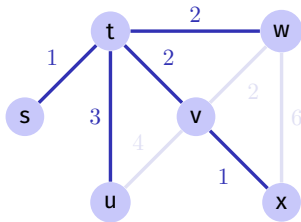
Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Greedy Idea (Kruskal, 1956)

Construct T by adding the cheapest edge that does not generate a cycle.



(Solution is not unique.)

Algorithm MST-Kruskal(G)

Input: Weighted Graph $G = (V, E, c)$

Output: Minimum spanning tree with edges A .

Sort edges by weight $c(e_1) \leq \dots \leq c(e_m)$

$A \leftarrow \emptyset$

for $k = 1$ **to** $|E|$ **do**

if $(V, A \cup \{e_k\})$ acyclic **then**
 $A \leftarrow A \cup \{e_k\}$

return (V, A, c)

Correctness

At each point in the algorithm (V, A) is a forest, a set of trees.

MST-Kruskal considers each edge e_k exactly once and either chooses or rejects e_k

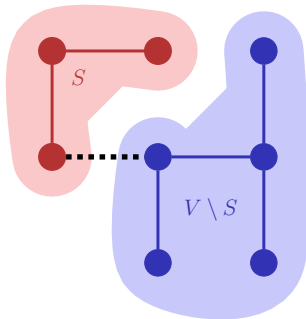
Notation (snapshot of the state in the running algorithm)

- A : Set of selected edges
- R : Set of rejected edges
- U : Set of yet undecided edges

Cut

A cut of G is a partition $S, V - S$ of V . ($S \subseteq V$).

An edge crosses a cut when one of its endpoints is in S and the other is in $V \setminus S$.



Rules

1. Selection rule: choose a cut that is not crossed by a selected edge. Of all undecided edges that cross the cut, select the one with minimal weight.
2. Rejection rule: choose a cycle without rejected edges. Of all undecided edges of the cycle, reject those with maximal weight.

Rules

Kruskal applies both rules:

1. A selected e_k connects two connection components, otherwise it would generate a cycle. e_k is minimal, i.e. a cut can be chosen such that e_k crosses and e_k has minimal weight.
2. A rejected e_k is contained in a cycle. Within the cycle e_k has minimal weight.

Correctness

Theorem 27

Every algorithm that applies the rules above in a step-wise manner until $U = \emptyset$ is correct.

Consequence: MST-Kruskal is correct.

Selection invariant

Invariant: At each step there is a minimal spanning tree that contains all selected and none of the rejected edges.

If both rules satisfy the invariant, then the algorithm is correct. Induction:

- At beginning: $U = E, R = A = \emptyset$. Invariant obviously holds.
- Invariant is preserved at each step of the algorithm.
- At the end: $U = \emptyset, R \cup A = E \Rightarrow (V, A)$ is a spanning tree.

Proof of the theorem: show that both rules preserve the invariant.

Selection rule preserves the invariant

At each step there is a minimal spanning tree T that contains all selected and none of the rejected edges.

Choose a cut that is not crossed by a selected edge. Of all undecided edges that cross the cut, select the edge e with minimal weight.

- Case 1: $e \in T$ (done)
- Case 2: $e \notin T$. Then $T \cup \{e\}$ contains a cycle that contains e . Cycle must have a second edge e' that also crosses the cut.⁴³ Because $e' \notin R$, $e' \in U$. Thus $c(e) \leq c(e')$ and $T' = T \setminus \{e'\} \cup \{e\}$ is also a minimal spanning tree (and $c(e) = c(e')$).

⁴³Such a cycle contains at least one node in S and one node in $V \setminus S$ and therefore at least one edge between S and $V \setminus S$.

Rejection rule preserves the invariant

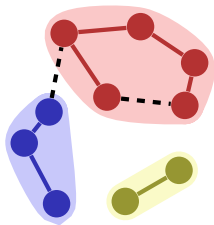
At each step there is a minimal spanning tree T that contains all selected and none of the rejected edges.

Choose a cycle without rejected edges. Of all undecided edges of the cycle, reject an edge e with maximal weight.

- Case 1: $e \notin T$ (done)
- Case 2: $e \in T$. Remove e from T , This yields a cut. This cut must be crossed by another edge e' of the cycle. Because $c(e') \leq c(e)$, $T' = T \setminus \{e\} \cup \{e'\}$ is also minimal (and $c(e) = c(e')$).

Implementation Issues

Consider a set of sets $i \equiv A_i \subset V$. To identify cuts and cycles: membership of the both ends of an edge to sets?



Implementation Issues

General problem: partition (set of subsets) .e.g.

$\{\{1, 2, 3, 9\}, \{7, 6, 4\}, \{5, 8\}, \{10\}\}$

Required: Abstract data type “Union-Find” with the following operations

- Make-Set(i): create a new set represented by i .
- Find(e): name of the set i that contains e .
- Union(i, j): union of the sets with names i and j .

Union-Find Algorithm MST-Kruskal(G)

Input: Weighted Graph $G = (V, E, c)$

Output: Minimum spanning tree with edges A .

Sort edges by weight $c(e_1) \leq \dots \leq c(e_m)$

$A \leftarrow \emptyset$

for $k = 1$ **to** $|V|$ **do**

$\text{MakeSet}(k)$

for $k = 1$ **to** m **do**

$(u, v) \leftarrow e_k$

if $\text{Find}(u) \neq \text{Find}(v)$ **then**

$\text{Union}(\text{Find}(u), \text{Find}(v))$

$A \leftarrow A \cup e_k$

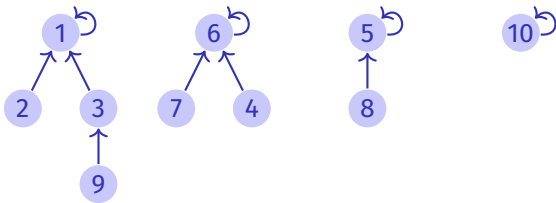
else

// conceptual: $R \leftarrow R \cup e_k$

return (V, A, c)

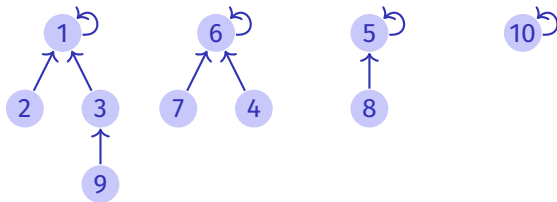
Implementation Union-Find

Idea: tree for each subset in the partition, e.g.
 $\{\{1, 2, 3, 9\}, \{7, 6, 4\}, \{5, 8\}, \{10\}\}$



roots = names (representatives) of the sets,
trees = elements of the sets

Implementation Union-Find



Representation as array:

Index	1	2	3	4	5	6	7	8	9	10
Parent	1	1	1	6	5	6	5	5	3	10

Implementation Union-Find

Index	1	2	3	4	5	6	7	8	9	10
Parent	1	1	1	6	5	6	5	5	3	10

Make-Set(i) $p[i] \leftarrow i$; **return** i

Find(i) **while** ($p[i] \neq i$) **do** $i \leftarrow p[i]$
 return i

Union(i, j)⁴⁴ $p[j] \leftarrow i$;

⁴⁴ i and j need to be names (roots) of the sets. Otherwise use `Union(Find(i), Find(j))`

Optimisation of the runtime for Find

Tree may degenerate. Example: Union(8, 7), Union(7, 6), Union(6, 5), ...

Index	1	2	3	4	5	6	7	8	..
Parent	1	1	2	3	4	5	6	7	..

Worst-case running time of Find in $\Theta(n)$.

Optimisation of the runtime for Find

Idea: always append smaller tree to larger tree. Requires additional size information (array) g

Make-Set(i) $p[i] \leftarrow i$; $g[i] \leftarrow 1$; **return** i

Union(i, j) **if** $g[j] > g[i]$ **then** $\text{swap}(i, j)$
 $p[j] \leftarrow i$
 if $g[i] = g[j]$ **then** $g[i] \leftarrow g[i] + 1$

\Rightarrow Tree depth (and worst-case running time for Find) in $\Theta(\log n)$

Observation

Theorem 28

The method above (union by size) preserves the following property of the trees: a tree of height h has at least 2^h nodes.

Immediate consequence: runtime Find = $\mathcal{O}(\log n)$.

Proof

Induction: by assumption, sub-trees have at least 2^{h_i} nodes. WLOG: $h_2 \leq h_1$

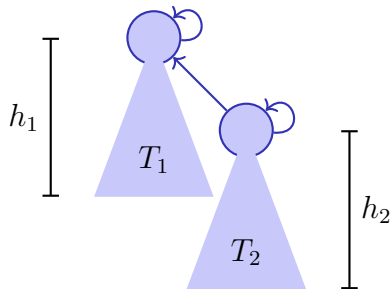
■ $h_2 < h_1$:

$$h(T_1 \oplus T_2) = h_1 \Rightarrow g(T_1 \oplus T_2) \geq 2^{h_1}$$

■ $h_2 = h_1$:

$$g(T_1) \geq g(T_2) \geq 2^{h_2}$$

$$\Rightarrow g(T_1 \oplus T_2) = g(T_1) + g(T_2) \geq 2 \cdot 2^{h_2} = 2^{h(T_1 \oplus T_2)}$$



Further improvement

Link all nodes to the root when Find is called.

Find(i):

$j \leftarrow i$

while ($p[i] \neq i$) **do** $i \leftarrow p[i]$

while ($j \neq i$) **do**

$t \leftarrow j$
 $j \leftarrow p[j]$
 $p[t] \leftarrow i$

return i

Cost: amortised *nearly* constant (inverse of the Ackermann-function).⁴⁵

⁴⁵We do not go into details here.

Running time of Kruskal's Algorithm

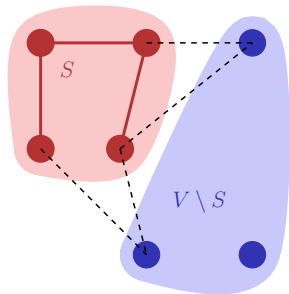
- Sorting of the edges: $\Theta(|E| \log |E|) = \Theta(|E| \log |V|)$.⁴⁶
 - Initialisation of the Union-Find data structure $\Theta(|V|)$
 - $|E| \times \text{Union}(\text{Find}(x), \text{Find}(y))$: $\mathcal{O}(|E| \log |E|) = \mathcal{O}(|E| \log |V|)$.
- Overall $\Theta(|E| \log |V|)$.

⁴⁶because G is connected: $|V| \leq |E| \leq |V|^2$

Algorithm of Jarnik (1930), Prim, Dijkstra (1959)

Idea: start with some $v \in V$ and grow the spanning tree from here by the acceptance rule.

```
A ← ∅  
S ← {v0}  
for i ← 1 to |V| do  
    Choose cheapest (u, v) mit u ∈ S, v ∉ S  
    A ← A ∪ {(u, v)}  
    S ← S ∪ {v} // (Coloring)
```



Remark: a union-Find data structure is not required. It suffices to color nodes when they are added to S .

Implementation and Running time

Implementation like with Dijkstra's ShortestPath. Only difference:

Shortest Paths

Relax (u, v) :

if $d_s[v] > d[u] + c(u, v)$ then
 $d_s[v] \leftarrow d_s[u] + c(u, v)$
 $\pi_s[v] \leftarrow u$



Minimum Spanning Tree

Relax (u, v) :

if $d_s[v] > c(u, v)$ then
 $d_s[v] \leftarrow c(u, v)$
 $\pi_s[v] \leftarrow u$

■ With Min-Heap: costs $\mathcal{O}(|E| \cdot \log |V|)$:

- Initialization (node coloring) $\mathcal{O}(|V|)$
- $|V| \times \text{ExtractMin} = \mathcal{O}(|V| \log |V|)$,
- $|E| \times \text{Insert or DecreaseKey} = \mathcal{O}(|E| \log |V|)$,

■ With a Fibonacci-Heap: $\mathcal{O}(|E| + |V| \cdot \log |V|)$.

Fibonacci Heaps

Data structure for elements with key with operations

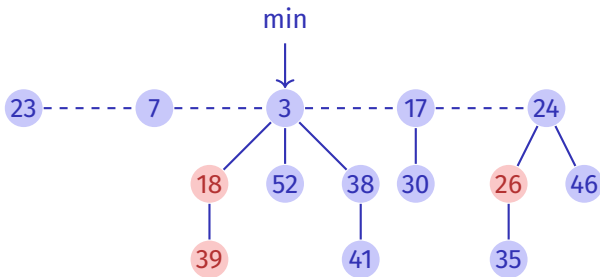
- **MakeHeap()**: Return new heap without elements
- **Insert(H, x)**: Add x to H
- **Minimum(H)**: return a pointer to element m with minimal key
- **ExtractMin(H)**: return and remove (from H) pointer to the element m
- **Union(H_1, H_2)**: return a heap merged from H_1 and H_2
- **DecreaseKey(H, x, k)**: decrease the key of x in H to k
- **Delete (H, x)**: remove element x from H

Advantage over binary heap?

	Binary Heap (worst-Case)	Fibonacci Heap (amortized)
MakeHeap	$\Theta(1)$	$\Theta(1)$
Insert	$\Theta(\log n)$	$\Theta(1)$
Minimum	$\Theta(1)$	$\Theta(1)$
ExtractMin	$\Theta(\log n)$	$\Theta(\log n)$
Union	$\Theta(n)$	$\Theta(1)$
DecreaseKey	$\Theta(\log n)$	$\Theta(1)$
Delete	$\Theta(\log n)$	$\Theta(\log n)$

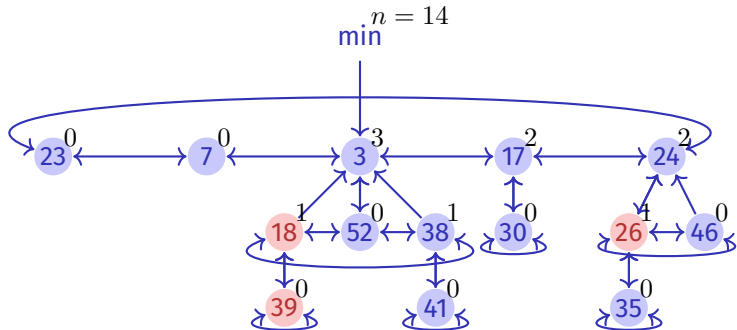
Structure

Set of trees that respect the Min-Heap property. Nodes that can be marked.



Implementation

Doubly linked lists of nodes with a marked-flag and number of children.
Pointer to minimal Element and number nodes.



Simple Operations

- MakeHeap (trivial)
- Minimum (trivial)
- Insert(H, e)
 1. Insert new element into root-list
 2. If key is smaller than minimum, reset min-pointer.
- Union (H_1, H_2)
 1. Concatenate root-lists of H_1 and H_2
 2. Reset min-pointer.
- Delete(H, e)
 1. DecreaseKey($H, e, -\infty$)
 2. ExtractMin(H)

ExtractMin

1. Remove minimal node m from the root list
2. Insert children of m into the root list
3. Merge heap-ordered trees with the same degrees until all trees have a different degree:

Array of degrees $a[0, \dots, n]$ of elements, empty at beginning. For each element e of the root list:

- a Let g be the degree of e
- b If $a[g] = \text{nil}$: $a[g] \leftarrow e$.
- c If $e' := a[g] \neq \text{nil}$: Merge e with e' resulting in e'' and set $a[g] \leftarrow \text{nil}$. Set e'' unmarked. Re-iterate with $e \leftarrow e''$ having degree $g + 1$.

DecreaseKey (H, e, k)

1. Remove e from its parent node p (if existing) and decrease the degree of p by one.
2. Insert(H, e)
3. Avoid too thin trees:
 - a If $p = \text{nil}$ then done.
 - b If p is unmarked: mark p and done.
 - c If p marked: unmark p and cut p from its parent pp . Insert (H, p). Iterate with $p \leftarrow pp$.

Estimation of the degree

Theorem 29

Let p be a node of a F-Heap H . If child nodes of p are sorted by time of insertion (Union), then it holds that the i th child node has a degree of at least $i - 2$.

Proof: p may have had more children and lost by cutting. When the i th child p_i was linked, p and p_i must at least have had degree $i - 1$. p_i may have lost at least one child (marking!), thus at least degree $i - 2$ remains.

Estimation of the degree

Theorem 30

Every node p with degree k of a F-Heap is the root of a subtree with at least F_{k+1} nodes. (F : Fibonacci-Folge)

Proof: Let S_k be the minimal number of successors of a node of degree k in a F-Heap plus 1 (the node itself). Clearly $S_0 = 1$, $S_1 = 2$. With the previous theorem $S_k \geq 2 + \sum_{i=0}^{k-2} S_i$, $k \geq 2$ (p and nodes p_1 each 1). For Fibonacci numbers it holds that (induction) $F_k \geq 2 + \sum_{i=2}^k F_i$, $k \geq 2$ and thus (also induction) $S_k \geq F_{k+2}$. Fibonacci numbers grow exponentially fast ($\mathcal{O}(\varphi^k)$) Consequence: maximal degree of an arbitrary node in a Fibonacci-Heap with n nodes is $\mathcal{O}(\log n)$.

Amortized worst-case analysis Fibonacci Heap

$t(H)$: number of trees in the root list of H , $m(H)$: number of marked nodes in H not within the root-list, Potential function $\Phi(H) = t(H) + 2 \cdot m(H)$. At the beginning $\Phi(H) = 0$. Potential always non-negative.

Amortized costs:

- **Insert(H, x)**: $t'(H) = t(H) + 1$, $m'(H) = m(H)$, Increase of the potential: 1, Amortized costs $\Theta(1) + 1 = \Theta(1)$
- **Minimum(H)**: Amortized costs = real costs = $\Theta(1)$
- **Union(H_1, H_2)**: Amortized costs = real costs = $\Theta(1)$

Amortized costs of ExtractMin

- Number trees in the root list $t(H)$.
- Real costs of ExtractMin operation $\mathcal{O}(\log n + t(H))$.
- When merged still $\mathcal{O}(\log n)$ nodes.
- Number of markings can only get smaller when trees are merged
- Thus maximal amortized costs of ExtractMin

$$\mathcal{O}(\log n + t(H)) + \mathcal{O}(\log n) - \mathcal{O}(t(H)) = \mathcal{O}(\log n).$$

Amortized costs of DecreaseKey

- Assumption: DecreaseKey leads to c cuts of a node from its parent node, real costs $\mathcal{O}(c)$
- c nodes are added to the root list
- Delete $(c - 1)$ mark flags, addition of at most one mark flag
- Amortized costs of DecreaseKey:

$$\mathcal{O}(c) + (t(H) + c) + 2 \cdot (m(H) - c + 2) - (t(H) + 2m(H)) = \mathcal{O}(1)$$

27. Flow in Networks

Flow Network, Maximal Flow, Cut, Rest Network, Max-flow Min-cut Theorem, Ford-Fulkerson Method, Edmonds-Karp Algorithm, Maximal Bipartite Matching [Ottman/Widmayer, Kap. 9.7, 9.8.1], [Cormen et al, Kap. 26.1-26.3]

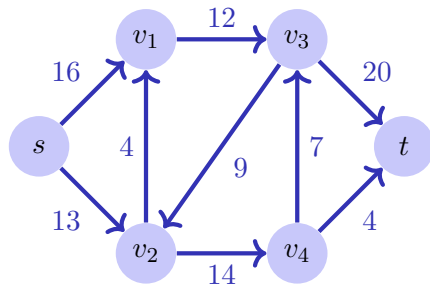
Motivation

- Modelling flow of fluents, components on conveyors, current in electrical networks or information flow in communication networks.
- Connectivity of Communication Networks, Bipartite Matching, Circulation, Scheduling, Image Segmentation, Baseball Elimination...

27.1 Flow Network

Flow Network

- Flow network $G = (V, E, c)$: directed graph with capacities
- Antiparallel edges forbidden:
 $(u, v) \in E \Rightarrow (v, u) \notin E$.
- Model a missing edge (u, v) by $c(u, v) = 0$.
- Source s and sink t : special nodes. Every node v is on a path between s and t :
 $s \rightsquigarrow v \rightsquigarrow t$



Flow

A Flow $f : V \times V \rightarrow \mathbb{R}$ fulfills the following conditions:

- **Bounded Capacity:**

For all $u, v \in V$: $f(u, v) \leq c(u, v)$.

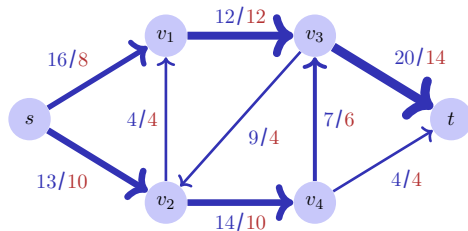
- **Skew Symmetry:**

For all $u, v \in V$: $f(u, v) = -f(v, u)$.

- **Conservation of flow:**

For all $u \in V \setminus \{s, t\}$:

$$\sum_{v \in V} f(u, v) = 0.$$



Value of the flow:

$$|f| = \sum_{v \in V} f(s, v).$$

Here $|f| = 18$.

How large can a flow possibly be?

Limiting factors: cuts

- cut separating s from t : Partition of V into S and T with $s \in S, t \in T$.
- Capacity of a cut: $c(S, T) = \sum_{v \in S, v' \in T} c(v, v')$
- Minimal cut: cut with minimal capacity.
- Flow over the cut: $f(S, T) = \sum_{v \in S, v' \in T} f(v, v')$

Implicit Summation

Notation: Let $U, U' \subseteq V$

$$f(U, U') := \sum_{\substack{u \in U \\ u' \in U'}} f(u, u'), \quad f(u, U') := f(\{u\}, U')$$

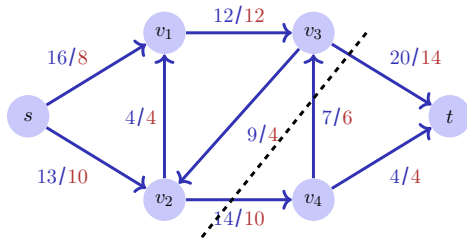
Thus

- $|f| = f(s, V)$
- $f(U, U) = 0$
- $f(U, U') = -f(U', U)$
- $f(X \cup Y, Z) = f(X, Z) + f(Y, Z)$, if $X \cap Y = \emptyset$.
- $f(R, V) = 0$ if $R \cap \{s, t\} = \emptyset$. [flow conversation!]

How large can a flow possibly be?

For each flow and each cut it holds that $f(S, T) = |f|$:

$$\begin{aligned} f(S, T) &= f(S, V) - \underbrace{f(S, S)}_0 = f(S, V) \\ &= f(s, V) + \underbrace{f(S - \{s\}, V)}_{\not\ni t, \not\ni s} = |f|. \end{aligned}$$



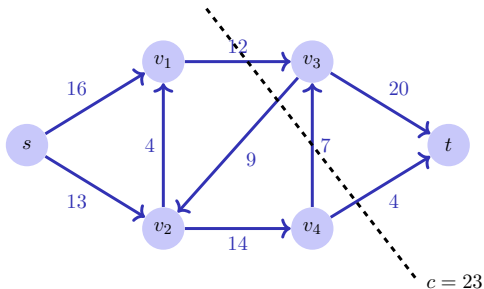
27.3 Maximal Flow

Maximal Flow ?

In particular, for each cut (S, T) of V .

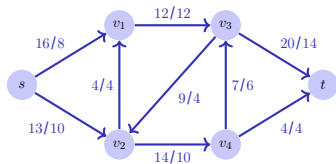
$$|f| \leq \sum_{v \in S, v' \in T} c(v, v') = c(S, T)$$

Will discover that equality holds for $\min_{S, T} c(S, T)$.



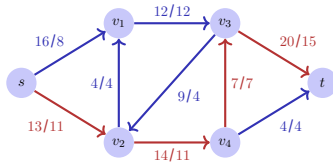
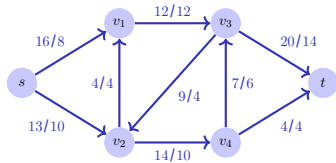
Maximal Flow ?

Naive Procedure



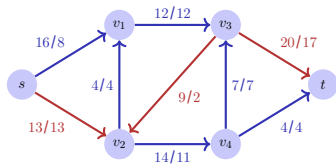
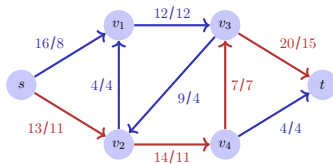
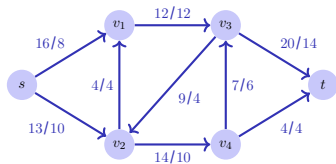
Maximal Flow ?

Naive Procedure



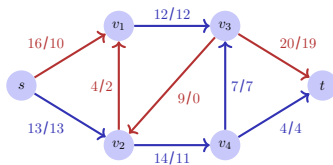
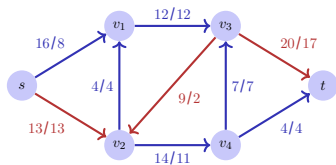
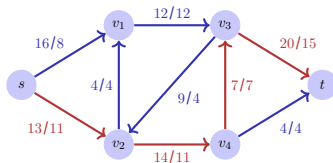
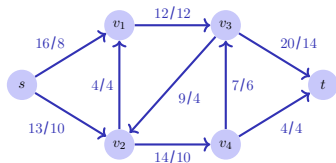
Maximal Flow ?

Naive Procedure



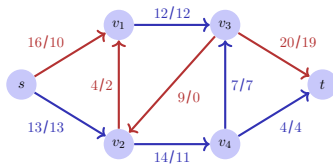
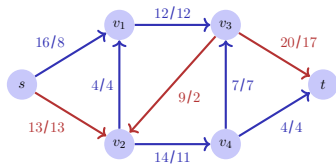
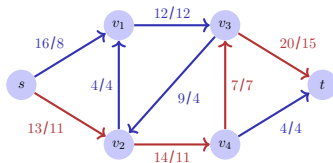
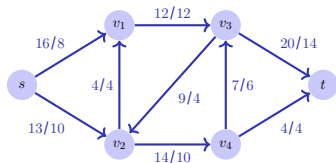
Maximal Flow ?

Naive Procedure



Maximal Flow ?

Naive Procedure



Conclusion: greedy increase of flow does not solve the problem.

The Method of Ford-Fulkerson

- Start with $f(u, v) = 0$ for all $u, v \in V$
- Determine rest network* G_f and expansion path in G_f
- Increase flow via expansion path*
- Repeat until no expansion path available.

$$\begin{aligned}G_f &:= (V, E_f, c_f) \\c_f(u, v) &:= c(u, v) - f(u, v) \quad \forall u, v \in V \\E_f &:= \{(u, v) \in V \times V \mid c_f(u, v) > 0\}\end{aligned}$$

*Will now be explained

Increase of flow, negative!

Let some flow f in the network be given.

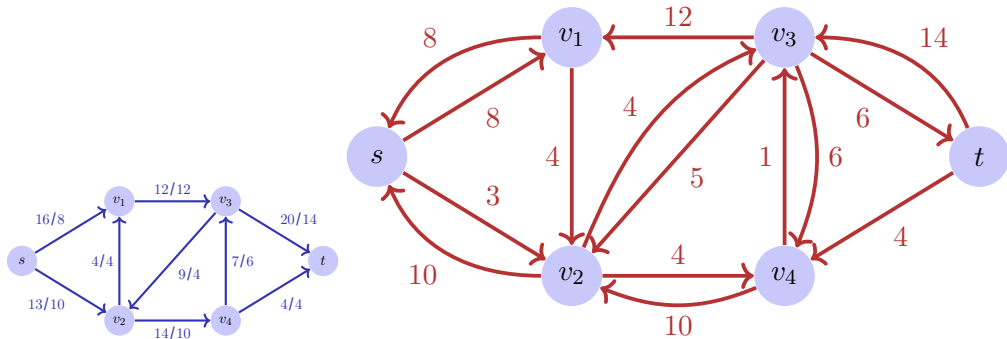
Finding:

- Increase of the flow along some edge possible, when flow can be increased along the edge, i.e. if $f(u, v) < c(u, v)$.
Rest capacity $c_f(u, v) = c(u, v) - f(u, v) > 0$.
- Increase of flow against the direction of the edge possible, if flow can be reduced along the edge, i.e. if $f(u, v) > 0$.
Rest capacity $c_f(v, u) = f(u, v) > 0$.

27.4 Rest Network

Rest Network

Rest network G_f provided by the edges with positive rest capacity:



Rest networks provide the same kind of properties as flow networks with the exception of permitting antiparallel capacity-edges

Observation

Theorem 31

Let $G = (V, E, c)$ be a flow network with source s and sink t and f a flow in G . Let G_f be the corresponding rest networks and let f' be a flow in G_f . Then $f \oplus f'$ with

$$(f \oplus f')(u, v) = f(u, v) + f'(u, v)$$

defines a flow in G with value $|f| + |f'|$.

Proof

$f \oplus f'$ defines a flow in G :

■ capacity limit

$$(f \oplus f')(u, v) = f(u, v) + \underbrace{f'(u, v)}_{\leq c(u, v) - f(u, v)} \leq c(u, v)$$

■ skew symmetry

$$(f \oplus f')(u, v) = -f(v, u) + -f'(v, u) = -(f \oplus f')(v, u)$$

■ flow conservation $u \in V - \{s, t\}$:

$$\sum_{v \in V} (f \oplus f')(u, v) = \sum_{v \in V} f(u, v) + \sum_{v \in V} f'(u, v) = 0$$

Proof

Value of $f \oplus f'$

$$\begin{aligned}|f \oplus f'| &= (f \oplus f')(s, V) \\ &= \sum_{u \in V} f(s, u) + f'(s, u) \\ &= f(s, V) + f'(s, V) \\ &= |f| + |f'|\end{aligned}$$



Augmenting Paths

expansion path p : simple path from s to t in the rest network G_f .

Rest capacity $c_f(p) = \min\{c_f(u, v) : (u, v) \text{ edge in } p\}$

Flow in G_f

Theorem 32

The mapping $f_p : V \times V \rightarrow \mathbb{R}$,

$$f_p(u, v) = \begin{cases} c_f(p) & \text{if } (u, v) \text{ edge in } p \\ -c_f(p) & \text{if } (v, u) \text{ edge in } p \\ 0 & \text{otherwise} \end{cases}$$

provides a flow in G_f with value $|f_p| = c_f(p) > 0$.

f_p is a flow (easy to show). there is one and only one $u \in V$ with $(s, u) \in p$. Thus $|f_p| = \sum_{v \in V} f_p(s, v) = f_p(s, u) = c_f(p)$.

Consequence

Strategy for an algorithm:

With an expansion path p in G_f the flow $f \oplus f_p$ defines a new flow with value $|f \oplus f_p| = |f| + |f_p| > |f|$.

27.5 Max-Flow Min-Cut

Max-Flow Min-Cut Theorem

Theorem 33

Let f be a flow in a flow network $G = (V, E, c)$ with source s and sink t . The following statements are equivalent:

- 1. f is a maximal flow in G*
- 2. The rest network G_f does not provide any expansion paths*
- 3. It holds that $|f| = c(S, T)$ for a cut (S, T) of G .*

Proof

- (3) \Rightarrow (1):

It holds that $|f| \leq c(S, T)$ for all cuts S, T . From $|f| = c(S, T)$ it follows that $|f|$ is maximal.

- (1) \Rightarrow (2):

f maximal Flow in G . Assumption: G_f has some expansion path
 $|f \oplus f_p| = |f| + |f_p| > |f|$. Contradiction.

Proof (2) \Rightarrow (3)

Assumption: G_f has no expansion path

Define $S = \{v \in V : \text{there is a path } s \rightsquigarrow v \text{ in } G_f\}$.

$(S, T) := (S, V \setminus S)$ is a cut: $s \in S, t \in T$.

Let $u \in S$ and $v \in T$. Then $c_f(u, v) = 0$, also $c_f(u, v) = c(u, v) - f(u, v) = 0$.

Somit $f(u, v) = c(u, v)$.

Thus

$$|f| = f(S, T) = \sum_{u \in S} \sum_{v \in T} f(u, v) = \sum_{u \in S} \sum_{v \in T} c(u, v) = C(S, T).$$



27.6 Ford-Fulkerson Algorithm

Algorithm Ford-Fulkerson(G, s, t)

Input: Flow network $G = (V, E, c)$

Output: Maximal flow f .

for $(u, v) \in E$ **do**

$f(u, v) \leftarrow 0$

while Exists path $p : s \rightsquigarrow t$ in rest network G_f **do**

$c_f(p) \leftarrow \min\{c_f(u, v) : (u, v) \in p\}$

foreach $(u, v) \in p$ **do**

$f(u, v) \leftarrow f(u, v) + c_f(p)$

$f(v, u) \leftarrow f(v, u) - c_f(p)$

Practical Consideration

In an implementation of the Ford-Fulkerson algorithm the negative flow edges are usually not stored because their value always equals the negated value of the antiparallel edge.

$$f(u, v) \leftarrow f(u, v) + c_f(p)$$

$$f(v, u) \leftarrow f(v, u) - c_f(p)$$

is then transformed to

if $(u, v) \in E$ **then**

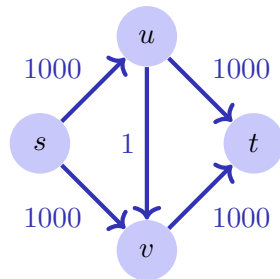
$$\quad | \quad f(u, v) \leftarrow f(u, v) + c_f(p)$$

else

$$\quad | \quad f(v, u) \leftarrow f(v, u) - c_f(p)$$

Analysis

- The Ford-Fulkerson algorithm does not necessarily have to converge for irrational capacities. For integers or rational numbers it terminates.
- For an integer flow, the algorithm requires maximally $|f_{\max}|$ iterations of the while loop (because the flow increases minimally by 1). Search a single increasing path (e.g. with DFS or BFS) $\mathcal{O}(|E|)$ Therefore $\mathcal{O}(f_{\max}|E|)$.



With an unlucky choice the algorithm may require up to 2000 iterations here.

27.7 Edmonds-Karp Algorithm

Edmonds-Karp Algorithm

Choose in the Ford-Fulkerson-Method for finding a path in G_f the expansion path of shortest possible length (e.g. with BFS)

Edmonds-Karp Algorithm

Theorem 34

When the Edmonds-Karp algorithm is applied to some integer valued flow network $G = (V, E)$ with source s and sink t then the number of flow increases applied by the algorithm is in $\mathcal{O}(|V| \cdot |E|)$.

\Rightarrow Overall asymptotic runtime: $\mathcal{O}(|V| \cdot |E|^2)$

[Without proof]

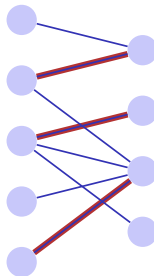
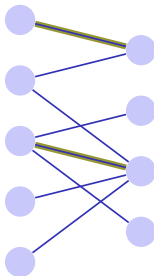
27.8 Maximal Bipartite Matching

Application: maximal bipartite matching

Given: bipartite undirected graph $G = (V, E)$.

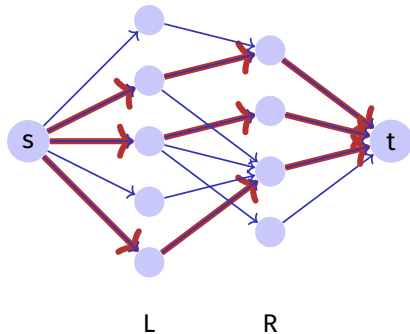
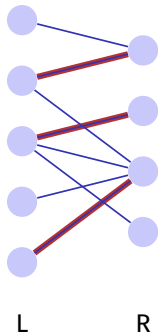
Matching M : $M \subseteq E$ such that $|\{m \in M : v \in m\}| \leq 1$ for all $v \in V$.

Maximal Matching M : Matching M , such that $|M| \geq |M'|$ for each matching M' .



Corresponding flow network

Construct a flow network that corresponds to the partition L, R of a bipartite graph with source s and sink t , with directed edges from s to L , from L to R and from R to t . Each edge has capacity 1.



Integer number theorem

Theorem 35

If the capacities of a flow network are integers, then the maximal flow generated by the Ford-Fulkerson method provides integer numbers for each $f(u, v)$, $u, v \in V$.

[without proof]

Consequence: Ford-Fulkerson generates for a flow network that corresponds to a bipartite graph a maximal matching

$$M = \{(u, v) : f(u, v) = 1\}.$$

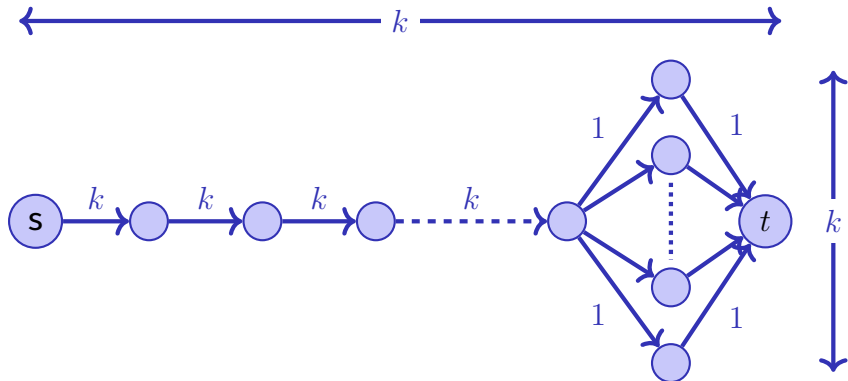
27.9 Push-Relabel Algorithm

Disclaimer

The following slides contain the most important formalities around the Push-Relabel algorithm and its correctness. One example is still missing. We motivate the algorithm in the lectures and give more examples there. The conception of this lecture taken from Tim Roughgarden (Stanford)

<https://www.youtube.com/watch?v=0hI89H39USg>

Beispiel



Here, the Ford-Fulkerson algorithm (and Edmonds-Karp) executes $\Omega(k^2)$ steps.

Pre-Flow

A pre-flow $f : V \times V \rightarrow \mathbb{R}$ is a flow with a relaxed flow conservation condition:

- Bounded Capacity:

For all $u, v \in V$: $f(u, v) \leq c(u, v)$.

- Skew Symmetry:

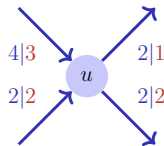
For all $u, v \in V$: $f(u, v) = -f(v, u)$.

- Relaxed flow condition:

For all $u \in V \setminus \{s, t\}$:

$$\alpha_f(u) := \sum_{v \in V} f(v, u) \geq 0.$$

The quantity $\alpha_f(u)$ is called excess of f at u



node with excess

$$\alpha_f(u) = 3 + 2 - 1 - 2 = 2.$$

Algorithmus Push(u, v)

The residual network G_f remains defined for a pre-flow as before for a flow.

```
if  $\alpha_f(u) > 0$  then  
    if  $c_f(u, v) > 0$  in  $G_f$  then  
         $\Delta \leftarrow \min\{c_f(u, v), \alpha_f(u)\}$   
         $f(u, v) \leftarrow f(u, v) + \Delta.$ 
```

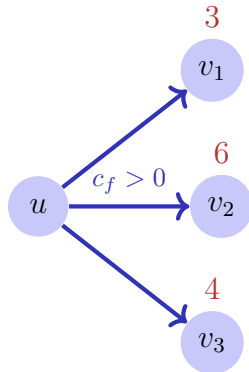
Height Function

A height function $h: V \rightarrow \mathbb{N}_0$ on G will make sure that the flow is not pushed infinitely often in circles. Moreover, the following invariants makes sure that s keeps being disconnected from t in the residual network.

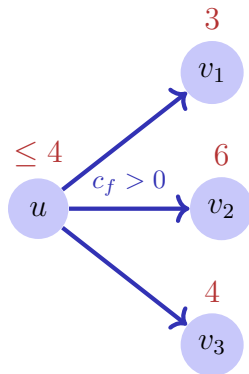
Invariants of the height function

1. $h(s) = n$
2. $h(t) = 0$
3. for each $u, v \in V$ with $c_f(u, v) > 0$ it holds that $h(u) \leq h(v) + 1$.

Beispiel



Beispiel



Edges in the residual network go at most down by one (or stay on the same height or go up)

No Augmenting Path

The length of a path from s to t in the residual network is at most $n - 1$. Because for each edge (u, v) with $c_f(u, v) > 0$ it holds that $h(v) \geq h(u) - 1$ and since $h(s) = n$ and $h(t) = 0$ (thus a path from height n to height 0 requires at least n steps), no augmenting path exists when the invariants are preserved.

Strategies

Ford-Fulkerson (conservative)

- Invariant: flow conservation
- Steps: augmenting paths
- Goal: separate s from t in the residual network.

Push-Relabel

- Invariant: height invariant (no augmenting path!)
- Steps: push flow
- Goal: achieve flow conservation

Push-Relabel-Algorithmus

Input: Flow graph $G = (V, E, c)$, with source s and sink t $n := |v|$

$h(s) \leftarrow n$

foreach $v \neq s$ **do** $h(v) \leftarrow 0$

foreach $(u, v) \in E$ **do** $f(u, v) \leftarrow 0$

foreach $(s, v) \in E$ **do** $f(s, v) \leftarrow c(s, v)$

while $\exists u \in V \setminus \{s, t\} : \alpha_f(u) > 0$ **do**

 choose u with $\alpha_f(u) > 0$ and maximal $h(u)$

if $\exists v \in V : c_f(u, v) > 0 \wedge h(v) = h(u) - 1$ **then**

 push(u, v)

// push

else

$h(u) \leftarrow h(u) + 1$

// relabel

Correctness: Invariants Lemma

Lemma 36

During the execution of the Push-Relabel algorithm, the invariants for the height functions are preserved

Immediate conclusion: when the Push-Relabel algorithm terminates, it terminates with a max-flow.

Invariants-Lemma: Proof

Proof:

After initialization, the invariants are fulfilled because only for edges (s, u) the height difference less than -1 , but there we have $c_f(s, u) = 0$. Invariants on s and t are preserved because the height of s and t is never changed.

Execution of `push(u, v)` can at most yield a new edge (v, u) in the residual network with $h(v) > h(u)$.

Execution of `relabel` takes place only when there is no downward edge. Thus after a `relabel` it holds that $h(u) \geq h(v) - 1$ for all edges (u, v) .



Termination and Running Time

Theorem 37

The Push-Relabel algorithm terminates after

- $\mathcal{O}(n^2)$ relabel operations, and
- $\mathcal{O}(n^3)$ push operations.

The proof is conducted in the following separately for relabel and push.

Key Lemma

Lemma 38

Let f be a pre-flow in G . If $\alpha_f(u) > 0$ holds for some node $u \in V - \{s, t\}$, then there is some path $p : u \rightsquigarrow s$ in the residual network G_f .

Key Lemma: Proof

Proof: Let $A := \{u \in V : \exists p : s \rightsquigarrow u \text{ mit } f(e) > 0 \forall e \in p\}$ and $B := V \setminus A$. For each $u \in A$ there is a path from s with positive flow. Therefore in the residual network there is a path from u to s .

Let $u \in B$. Then $\sum_{v \in V} f(v, u) \geq 0$, because f is a pre-flow.

But also $\sum_{v \in V} \sum_{u \in B} f(v, u) = \underbrace{\sum_{v \in A} \sum_{u \in B} f(v, u)}_{\leq 0} + \underbrace{\sum_{v \in B} \sum_{u \in B} f(v, u)}_{=0} \leq 0$ because

there cannot be an edge with positive weight from A to B and for each edge within B it holds that $f(u, v) = -f(v, u) \Rightarrow \alpha_f(u) = 0 \forall u \in B$. Thus $\alpha_f(u) > 0$ implies that $u \in A$.



Maximum Node Height

Corollary 39

During the execution of the Push-Relabel algorithm it holds that $h(u) < 2n$ for all $u \in V$.

Proof:

Mainlemma: for each node t with $\alpha_f(u) > 0$ there is a path $p : u \rightsquigarrow s$ in residual network

Height invariants: edges in G_f go down by at most one step. , $h(s) = n$.

Maximal length of $p : u \rightsquigarrow s$ (no cycles!) is $n - 1$. \Rightarrow Maximum height of node is $n + n - 1 = 2n - 1$.

Number Relabels

From the previous corollary immediately follows

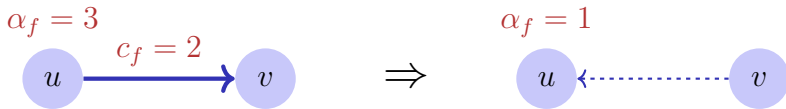
Corollary 40

The Push-Relabel algorithm executes $\mathcal{O}(n^2)$ relabel operations.

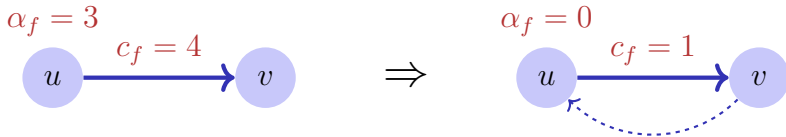
(Non-)Saturating Pushes

$\text{push}(u, v)$ is called

- saturating, if $c_f(u, v) \leq \alpha_f(u)$



- non-saturating, if $c_f(u, v) > \alpha_f(u)$



Number Saturating Pushes

Lemma 41

Between two non-saturating pushes on the same edge (u, v) , the Push-Relabel algorithm executes at least two relabel operations.

Immediate conclusion: there are $\mathcal{O}(n^3)$ saturating push operations overall because for each node by corollary 39 there are at $\mathcal{O}(n)$ relabels.

Proof: Number Saturating Pushes

Proof:

After a saturating $\text{push}(u, v)$ (with $h(u) = h(v) + 1$) edge (u, v) disappears from the residual network.

In order to (u, v) to reappear on the residual network, $\text{push}(v, u)$ (reverse edge) has to be executed. But before it must hold that $h(v) = h(u) + 1$ therefore to relabels of v are required.

Two more relabels are required on u before a call to $\text{push}(u, v)$



Number Non-Saturating pushes

Lemma 42

Between two relabel-operations, the Push-Relabel algorithm executes at most n non-saturating pushes.

Immediate conclusion: there are $\mathcal{O}(n^3)$ non-saturating push operations overall because by corollary 40 there are $\mathcal{O}(n^2)$ relabel operations.

Proof: Number Non-saturating pushes

Proof:

Let $A_f := \{v \in V : \alpha_f(v) > 0\}$

Choice of u for push: $u \in A_f$ with $h(u) \geq h(v)$ for all $v \in A_f$.

During a non-saturating push u disappears from A_f . During this push and following pushes only $v \in A_f$ with $h(v) < h(u)$ are added to A_f . Before a new relabel has been executed, it holds thus that $u \notin A_f$.

Because this argument holds for all chosen u , until the next relabel operation at most n non-saturating pushes can be executed.



28. Parallel Programming I

Moore's Law and the Free Lunch, Hardware Architectures, Parallel Execution , Multi-Threading, Parallelism and Concurrency, C++ Threads, Scalability: Amdahl and Gustafson , Data-parallelism, Task-parallelism , Scheduling

[Task-Scheduling: Cormen et al, Kap. 27] [Concurrency, Scheduling: Williams, Kap. 1.1 – 1.2]

The free lunch is over ⁴⁷

⁴⁷"The Free Lunch is Over", a fundamental turn toward concurrency in software, Herb Sutter, Dr. Dobb's Journal, 2005

Moore's Law

Observation by Gordon E. Moore:
The number of transistors on integrated circuits
doubles approximately every two years.

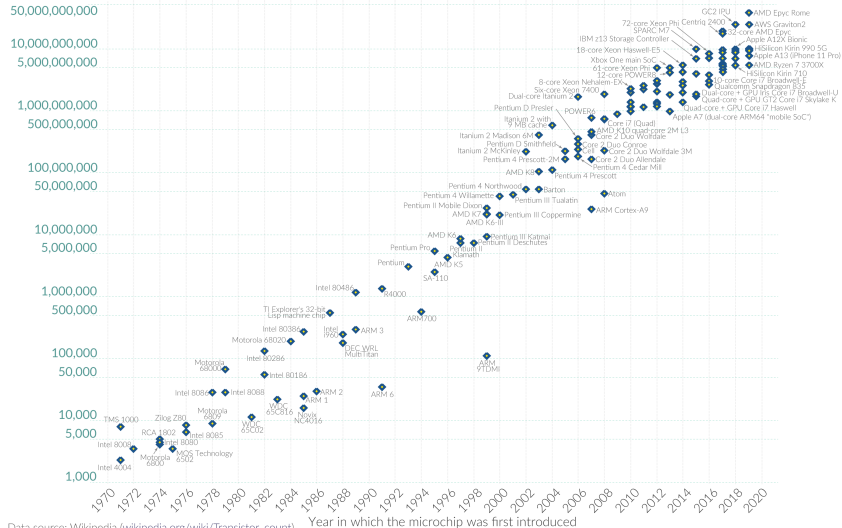


Gordon E. Moore (1929)

Moore's Law: The number of transistors on microchips doubles every two years

Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important for other aspects of technological progress in computing – such as processing speed or the price of computers.

Transistor count



Data source: Wikipedia ([wikipedia.org/wiki/Transistor_count](https://en.wikipedia.org/wiki/Transistor_count))

OurWorldinData.org – Research and data to make progress against the world's largest problems.

Licensed under CC-BY by the authors Hannah Ritchie and Max Roser.

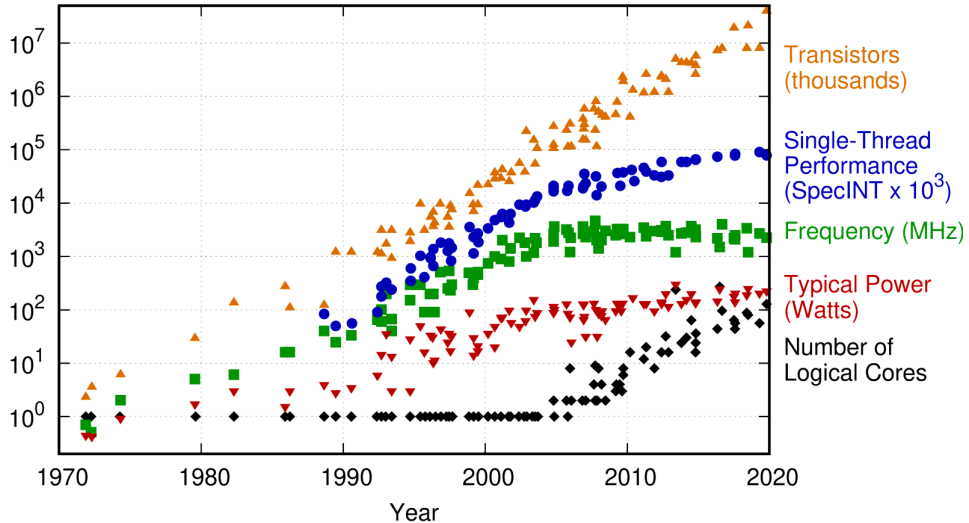
For a long time...

- the sequential execution became faster ("Instruction Level Parallelism", "Pipelining", Higher Frequencies)
- more and smaller transistors = more performance
- programmers simply waited for the next processor generation

Today

- the frequency of processors does not increase significantly and more (heat dissipation problems)
- the instruction level parallelism does not increase significantly any more
- the execution speed is dominated by memory access times (but caches still become larger and faster)

48 Years of Microprocessor Trend Data



Original data up to the year 2010 collected and plotted by M. Horowitz, F. Labonte, O. Shacham, K. Olukotun, L. Hammond, and C. Batten
New plot and data collected for 2010-2019 by K. Rupp

Multicore

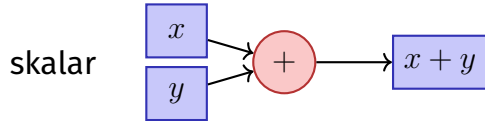
- Use transistors for more compute cores
- Parallelism in the software
- Programmers have to write parallel programs to benefit from new hardware

Forms of Parallel Execution

- Vectorization
- Pipelining
- Instruction Level Parallelism
- Multicore / Multiprocessing
- Distributed Computing

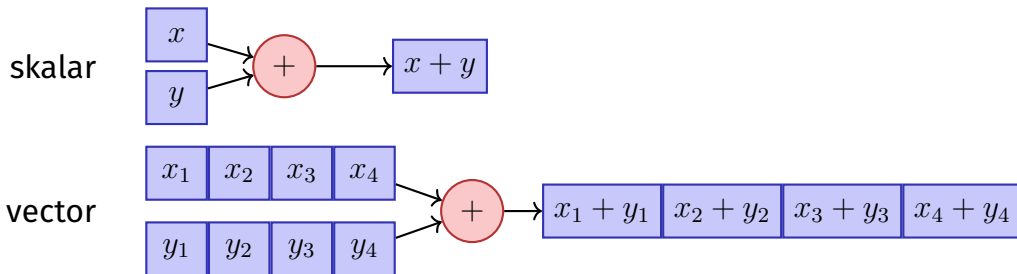
Vectorization

Parallel Execution of the same operations on elements of a vector (register)



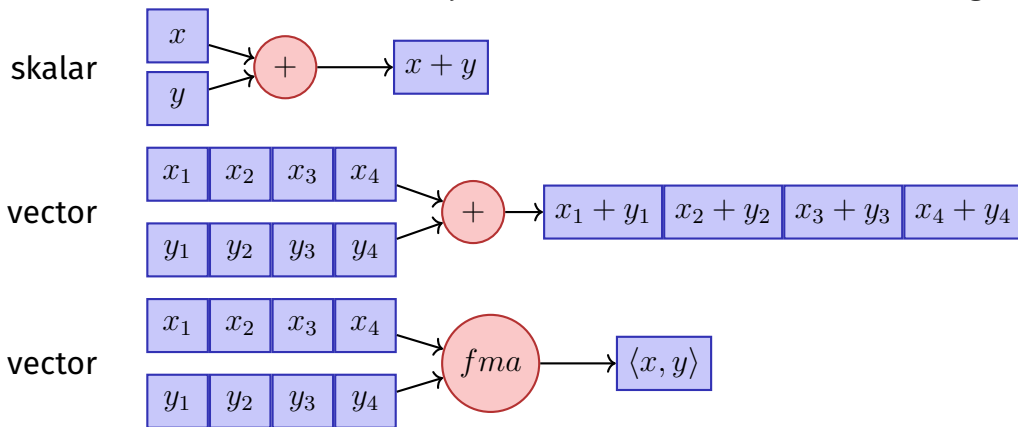
Vectorization

Parallel Execution of the same operations on elements of a vector (register)



Vectorization

Parallel Execution of the same operations on elements of a vector (register)



Pipelining in CPUs

Fetch

Decode

Execute

Data Fetch

Writeback

Multiple Stages

- Every instruction takes 5 time units (cycles)
- In the best case: 1 instruction per cycle, not always possible (“stalls”)

Paralellism (several functional units) leads to **faster execution**.

ILP – Instruction Level Parallelism

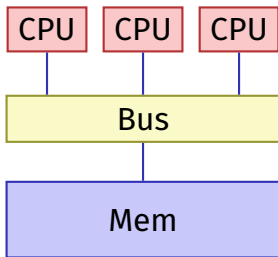
Modern CPUs provide several hardware units and execute independent instructions in parallel.

- Pipelining
- Superscalar CPUs (multiple instructions per cycle)
- Out-Of-Order Execution (Programmer observes the sequential execution)
- Speculative Execution (Instructions are executed speculatively and rolled back when the condition that led to their execution is not fulfilled.)

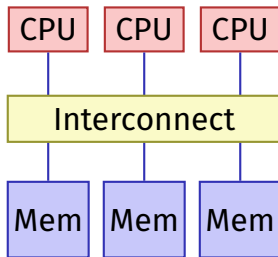
28.2 Hardware Architectures

Shared vs. Distributed Memory

Shared Memory



Distributed Memory



Shared Memory Architectures

- Multicore (Chip Multiprocessor - CMP)
- Symmetric Multiprocessor Systems (SMP)
- Non-Uniform Memory Access (NUMA)
- Simultaneous Multithreading (SMT = Hyperthreading)
 - one physical core, Several Instruction Streams/Threads: several virtual cores
 - Between ILP (several units for a stream) and multicore (several units for several streams). Limited parallel performance.

Same programming interface

Shared vs. Distributed Memory Programming

- Categories of programming interfaces
 - Communication via message passing
 - Communication via memory sharing
- It is possible:
 - to program shared memory systems as distributed systems (e.g. with message passing MPI)
 - program systems with distributed memory as shared memory systems (e.g. partitioned global address space PGAS)

Massively Parallel Hardware

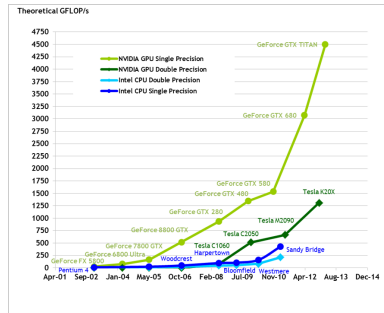
[General Purpose] Graphical Processing Units ([GP]GPUs)

■ Revolution in High Performance Computing

- Calculation 4.5 TFlops vs. 500 GFlops
- Memory Bandwidth 170 GB/s vs. 40 GB/s

■ Single Instruction Multiple Data (SIMD)

- High data parallelism
- Requires own programming model. Z.B. CUDA / OpenCL



28.3 Multi-Threading, Parallelism and Concurrency

Processes and Threads

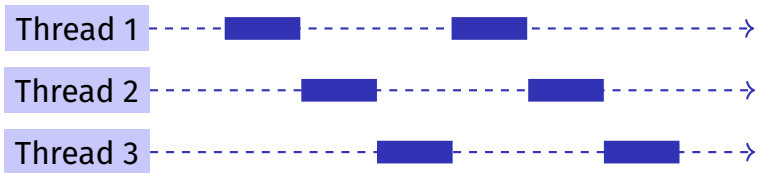
- Process: instance of a program
 - each process has a separate context, even a separate address space
 - OS manages processes (resource control, scheduling, synchronisation)
- Threads: threads of execution of a program
 - Threads share the address space
 - fast context switch between threads

Why Multithreading?

- Avoid “polling” resources (files, network, keyboard)
- Interactivity (e.g. responsivity of GUI programs)
- Several applications / clients in parallel
- Parallelism (performance!)

Multithreading conceptually

Single Core



Multi Core



Thread switch on one core (Preemption)

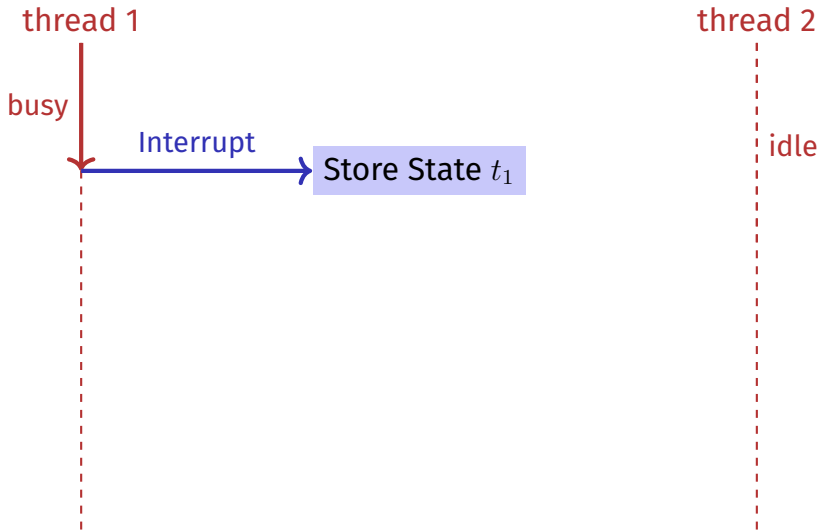
thread 1



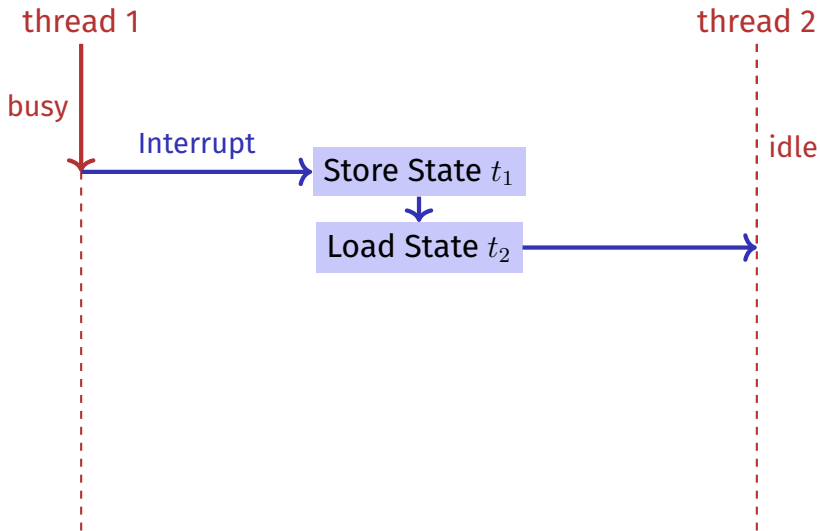
thread 2



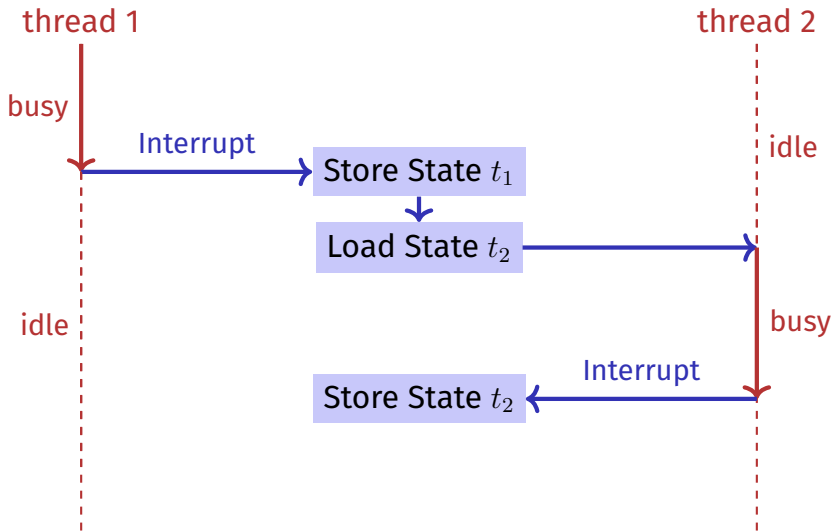
Thread switch on one core (Preemption)



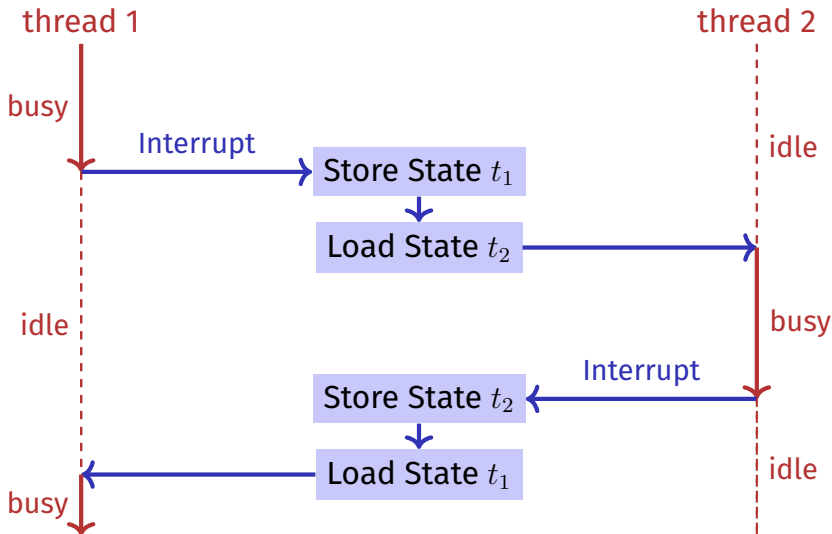
Thread switch on one core (Preemption)



Thread switch on one core (Preemption)



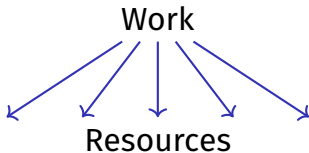
Thread switch on one core (Preemption)



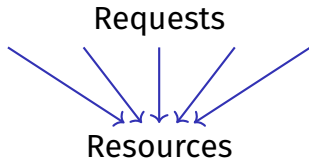
Parallelism vs. Concurrency

- **Parallelism:** Use extra resources to solve a problem faster
- **Concurrency:** Correctly and efficiently manage access to shared resources
- The notions overlap. With parallel computations there is nearly always a need to synchronise.

Parallelism



Concurrency



Thread Safety

Thread Safety means that in a concurrent application of a program this always yields the desired results.

Many optimisations (Hardware, Compiler) target towards the correct execution of a *sequential* program.

Concurrent programs need an annotation that switches off certain optimisations selectively.

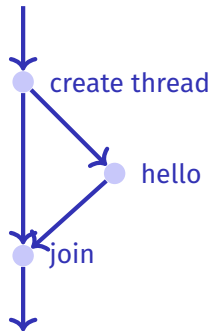
28.4 C++ Threads

C++11 Threads

```
#include <iostream>
#include <thread>

void hello(){
    std::cout << "hello\n";
}

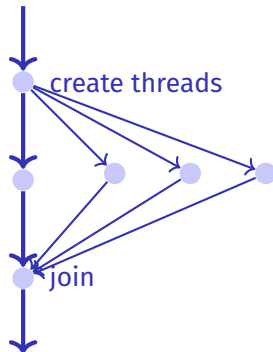
int main(){
    // create and launch thread t
    std::thread t(hello);
    // wait for termination of t
    t.join();
    return 0;
}
```



C++11 Threads

```
void hello(int id){  
    std::cout << "hello from " << id << "\n";  
}
```

```
int main(){  
    std::vector<std::thread> tv(3);  
    int id = 0;  
    for (auto & t:tv)  
        t = std::thread(hello, ++id);  
    std::cout << "hello from main \n";  
    for (auto & t:tv)  
        t.join();  
    return 0;  
}
```



Nondeterministic Execution!

One execution:

hello from main

hello from 2

hello from 1

hello from 0

Nondeterministic Execution!

One execution:

hello from main
hello from 2
hello from 1
hello from 0

Other execution:

hello from 1
hello from main
hello from 0
hello from 2

Nondeterministic Execution!

One execution:

hello from main
hello from 2
hello from 1
hello from 0

Other execution:

hello from 1
hello from main
hello from 0
hello from 2

Other execution:

hello from main
hello from 0
hello from hello from 1
2

Technical Detail

To let a thread continue as background thread:

```
void background();

void someFunction(){
    ...
    std::thread t(background);
    t.detach();
    ...
} // no problem here, thread is detached
```


More Technical Details

- With allocating a thread, reference parameters are copied, except explicitly `std::ref` is provided at the construction.
- Can also run Functor or Lambda-Expression on a thread
- In exceptional circumstances, joining threads should be executed in a catch block

More background and details in chapter 2 of the book *C++ Concurrency in Action*, Anthony Williams, Manning 2012. also available online at the ETH library.

28.5 Task- and Data-Parallelism

Parallel Programming Paradigms

Work partitioning: split work of a single program into **parallel tasks**

- **Task / Thread Parallel:** Programmer manually / explicitly defines parallel tasks.
- **Data Parallel:** Operations applied simultaneously to an aggregate of individual items. The programmer expresses the operation and the system does the rest

Example Data Parallel (OMP)

```
double sum = 0, A[MAX];  
#pragma omp parallel for reduction (+:ave)  
for (int i = 0; i < MAX; ++i)  
    sum += A[i];  
return sum;
```

Example Task Parallel (C++11 Threads/Futures)

```
double sum(Iterator from, Iterator to)
{
    auto len = from - to;
    if (len > threshold){
        auto future = std::async(sum, from, from + len / 2);
        return sumS(from + len / 2, to) + future.get();
    }
    else
        return sumS(from, to);
}
```

Work Partitioning and Scheduling

- Partitioning of the work into parallel task (programmer or system)
 - One task provides a unit of work
 - Granularity?
- Scheduling (Runtime System)
 - Assignment of tasks to processors
 - Goal: full resource usage with little overhead

Granularity: how many tasks?

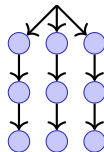
- #Tasks = #Cores?

Granularity: how many tasks?

- #Tasks = #Cores?
- Problem if a core cannot be fully used

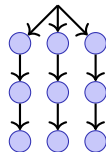
Granularity: how many tasks?

- #Tasks = #Cores?
- Problem if a core cannot be fully used
- Example: 9 units of work. 3 core.
Scheduling of 3 sequential tasks.

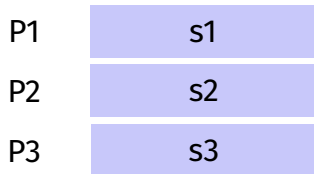


Granularity: how many tasks?

- #Tasks = #Cores?
- Problem if a core cannot be fully used
- Example: 9 units of work. 3 core.
Scheduling of 3 sequential tasks.

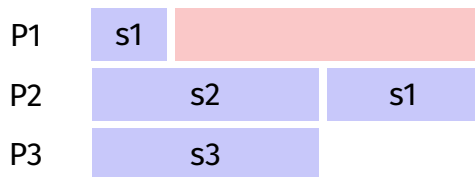


Exclusive utilization:



Execution Time: 3 Units

Foreign thread disturbing:



Execution Time: 5 Units

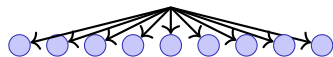
Granularity: how many tasks?

- #Tasks = Maximum?
- Example: 9 units of work. 3 cores. Scheduling of 9 sequential tasks.



Granularity: how many tasks?

- #Tasks = Maximum?
- Example: 9 units of work. 3 cores. Scheduling of 9 sequential tasks.



Exclusive utilization:

P1	s1	s4	s7
P2	s2	s5	s8
P3	s3	s6	s9

Execution Time: $3 + \epsilon$ Units

Foreign thread disturbing:

P1	s1			
P2	s2	s4	s5	s8
P3	s3	s6	s7	s9

Execution Time: 4 Units. Full utilization.

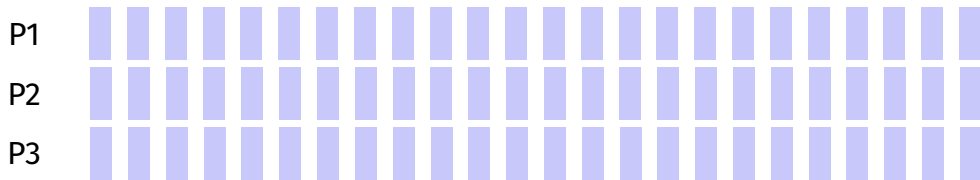
Granularity: how many tasks?

- #Tasks = Maximum?
- Example: 10^6 tiny units of work.

Granularity: how many tasks?

- #Tasks = Maximum?

- Example: 10^6 tiny units of work.



Execution time: dominiert vom Overhead.

Granularity: how many tasks?

Answer: as many tasks as possible with a sequential cutoff such that the overhead can be neglected.

28.6 Scalability: Amdahl and Gustafson

Scalability

In parallel Programming:

- Speedup when increasing number p of processors
- What happens if $p \rightarrow \infty$?
- Program scales linearly: Linear speedup.

Parallel Performance

Given a fixed amount of computing work W (number computing steps)

T_1 : Sequential execution time

T_p : Parallel execution time on p CPUs

- Perfection: $T_p = T_1/p$
- Performance loss: $T_p > T_1/p$ (usual case)
- Sorcery: $T_p < T_1/p$

Parallel Speedup

Parallel speedup S_p on p CPUs:

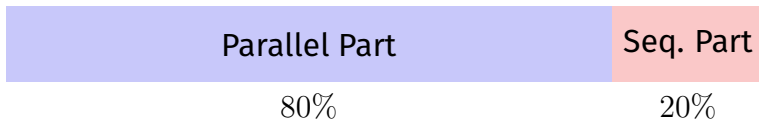
$$S_p = \frac{W/T_p}{W/T_1} = \frac{T_1}{T_p}.$$

- Perfection: linear speedup $S_p = p$
- Performance loss: sublinear speedup $S_p < p$ (the usual case)
- Sorcery: superlinear speedup $S_p > p$

Efficiency: $E_p = S_p/p$

Reachable Speedup?

Parallel Program

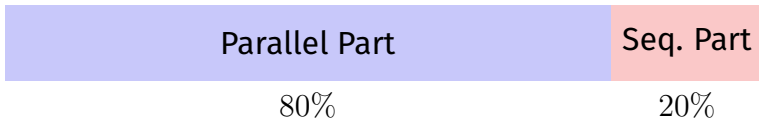


$$T_1 = 10$$

$$T_8 = ?$$

Reachable Speedup?

Parallel Program

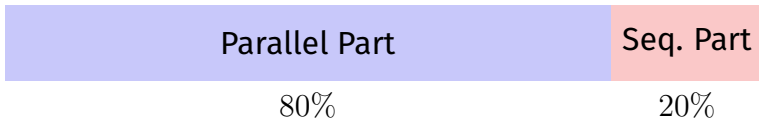


$$T_1 = 10$$

$$T_8 = \frac{10 \cdot 0.8}{8} + 10 \cdot 0.2 = 1 + 2 = 3$$

Reachable Speedup?

Parallel Program



$$T_1 = 10$$

$$T_8 = \frac{10 \cdot 0.8}{8} + 10 \cdot 0.2 = 1 + 2 = 3$$

$$S_8 = \frac{T_1}{T_8} = \frac{10}{3} \approx 3.3 < 8 \quad (!)$$

Amdahl's Law: Ingredients

Computational work W falls into two categories

- Paralellisable part W_p
- Not parallelisable, sequential part W_s

Assumption: W can be processed sequentially by **one** processor in W time units ($T_1 = W$):

$$T_1 = W_s + W_p$$

$$T_p \geq W_s + W_p/p$$

Amdahl's Law

$$S_p = \frac{T_1}{T_p} \leq \frac{W_s + W_p}{W_s + \frac{W_p}{p}}$$

Amdahl's Law

With sequential, not parallelizable fraction λ : $W_s = \lambda W$, $W_p = (1 - \lambda)W$:

$$S_p \leq \frac{1}{\lambda + \frac{1-\lambda}{p}}$$

Amdahl's Law

With sequential, not parallelizable fraction λ : $W_s = \lambda W$, $W_p = (1 - \lambda)W$:

$$S_p \leq \frac{1}{\lambda + \frac{1-\lambda}{p}}$$

Thus

$$S_\infty \leq \frac{1}{\lambda}$$

Illustration Amdahl's Law

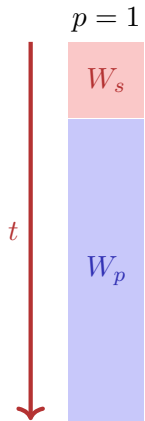


Illustration Amdahl's Law

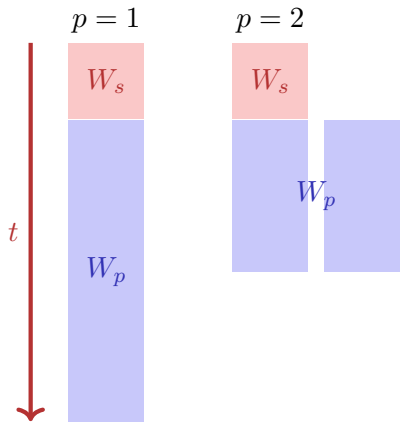
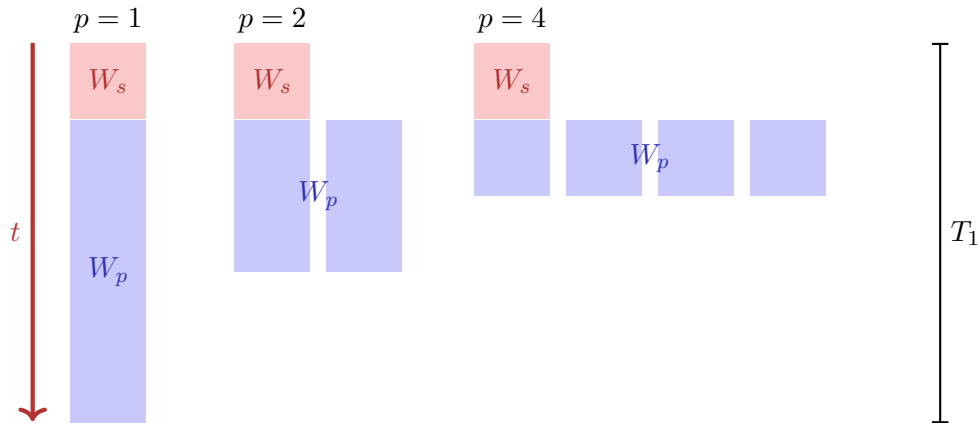


Illustration Amdahl's Law



Amdahl's Law is bad news

All non-parallel parts of a program can cause problems

Gustafson's Law

- Fix the time of execution
- Vary the problem size.
- Assumption: the sequential part stays constant, the parallel part becomes larger

Illustration Gustafson's Law

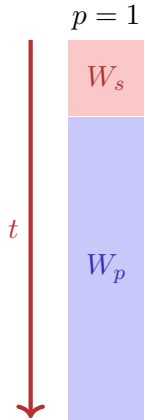


Illustration Gustafson's Law

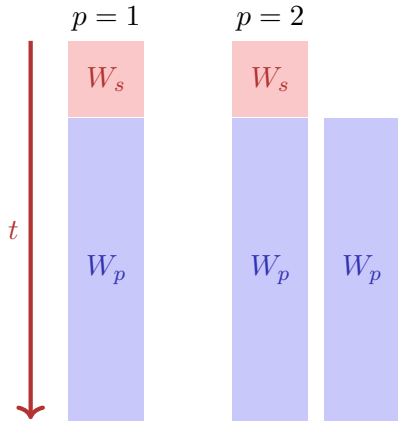
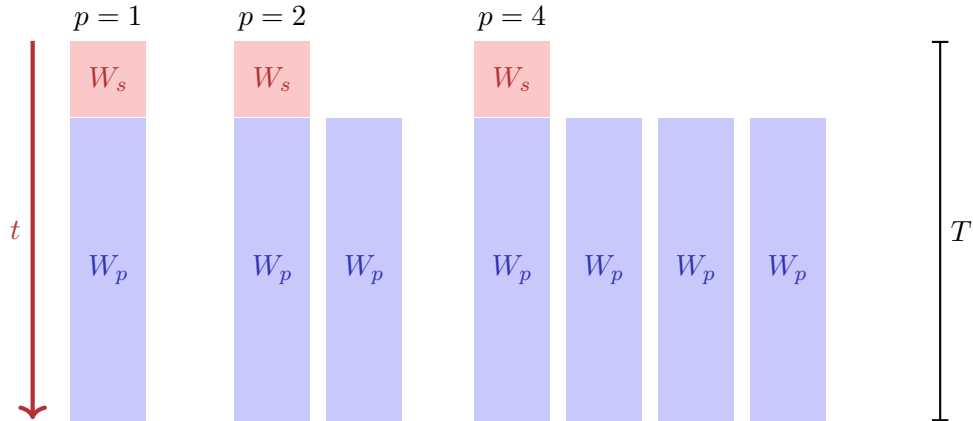


Illustration Gustafson's Law



Gustafson's Law

Work that can be executed by one processor in time T :

$$W_s + W_p = T$$

Work that can be executed by p processors in time T :

$$W_s + p \cdot W_p = \lambda \cdot T + p \cdot (1 - \lambda) \cdot T$$

Speedup:

$$\begin{aligned} S_p &= \frac{W_s + p \cdot W_p}{W_s + W_p} = p \cdot (1 - \lambda) + \lambda \\ &= p - \lambda(p - 1) \end{aligned}$$

Amdahl vs. Gustafson

Amdahl

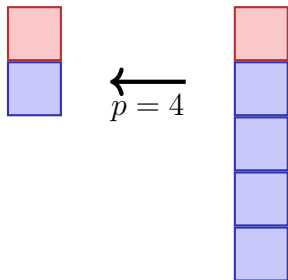


Gustafson



Amdahl vs. Gustafson

Amdahl

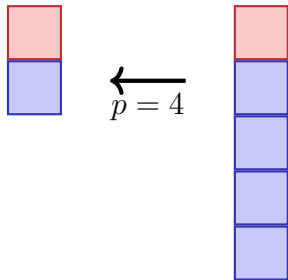


Gustafson

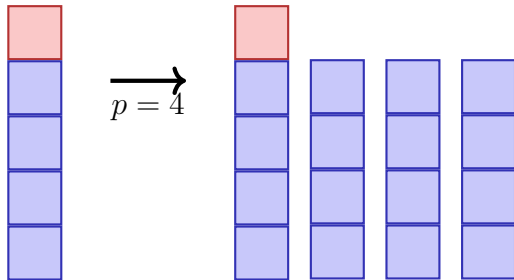


Amdahl vs. Gustafson

Amdahl



Gustafson



Amdahl vs. Gustafson

The laws of Amdahl and Gustafson are models of speedup for parallelization.

Amdahl assumes a fixed **relative** sequential portion, Gustafson assumes a fixed **absolute** sequential part (that is expressed as portion of the work W_1 and that does not increase with increasing work).

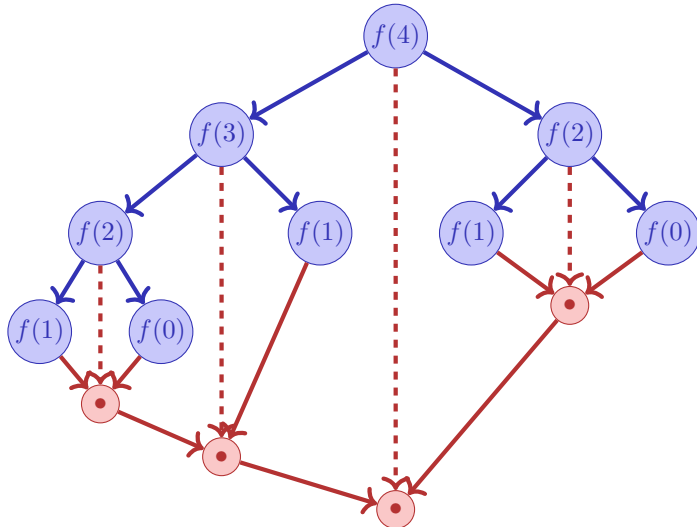
The two models do not contradict each other but describe the runtime speedup of different problems and algorithms.

28.7 Scheduling

Example: Fibonacci

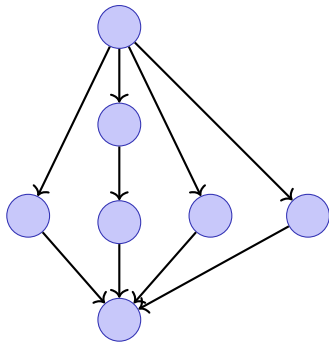
```
int fib_task(int x){  
    if (x < 2) {  
        return x;  
    } else {  
        auto f1 = std::async(fib_task, x-1);  
        auto f2 = std::async(fib_task, x-2);  
        return f1.get() + f2.get();  
    }  
}
```

Task-Graph



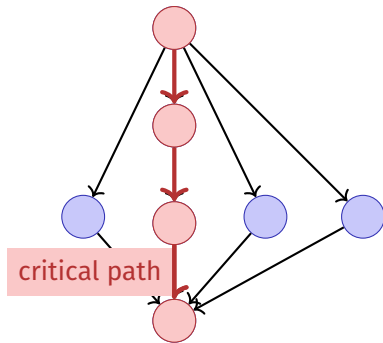
Question

- Each Node (task) takes 1 time unit.
- Arrows depict dependencies.
- Minimal execution time when number of processors = ∞ ?



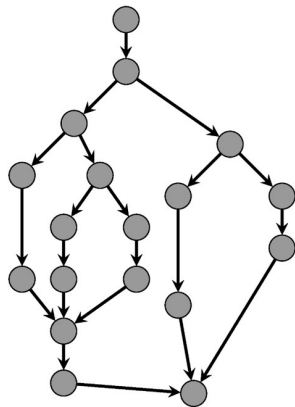
Question

- Each Node (task) takes 1 time unit.
- Arrows depict dependencies.
- Minimal execution time when number of processors = ∞ ?



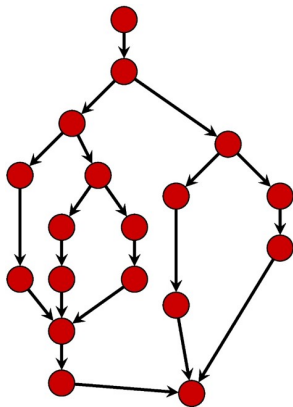
Performance Model

- p processors
- Dynamic scheduling
- T_p : Execution time on p processors



Performance Model

- T_p : Execution time on p processors
- T_1 : **Work**: time for executing total work on one processor
- T_1/T_p : Speedup

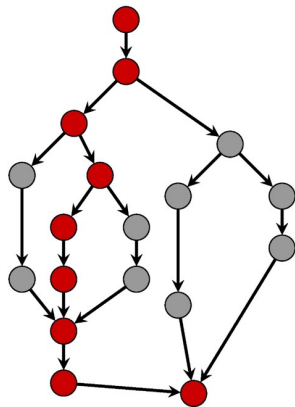


Performance Model

- T_∞ : **Span**: critical path, execution time on ∞ processors. Longest path from root to sink.
- T_1/T_∞ : **Parallelism**: wider is better
- Lower bounds:

$$T_p \geq T_1/p \quad \text{Work law}$$

$$T_p \geq T_\infty \quad \text{Span law}$$



Greedy Scheduler

Greedy scheduler: at each time it schedules as many as available tasks.

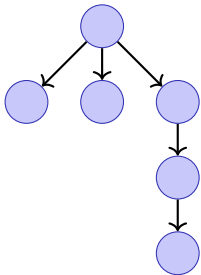
Theorem 43

On an ideal parallel computer with p processors, a greedy scheduler executes a multi-threaded computation with work T_1 and span T_∞ in time

$$T_p \leq T_1/p + T_\infty$$

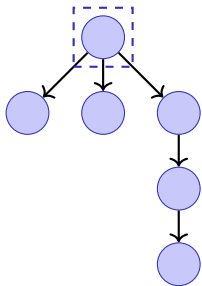
Example

Assume $p = 2$.



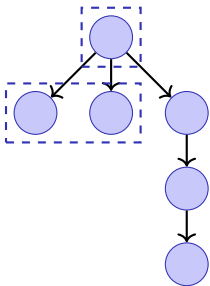
Example

Assume $p = 2$.



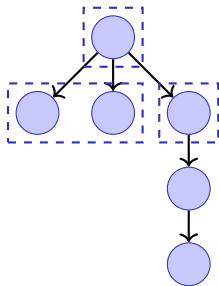
Example

Assume $p = 2$.



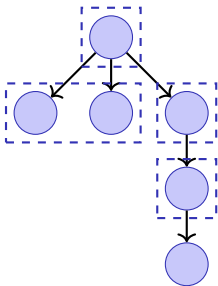
Example

Assume $p = 2$.



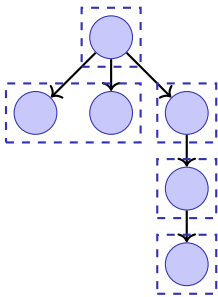
Example

Assume $p = 2$.



Example

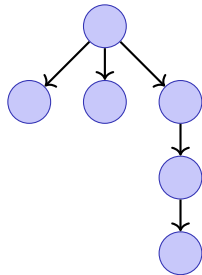
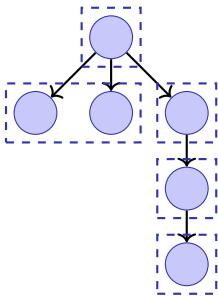
Assume $p = 2$.



$$T_p = 5$$

Example

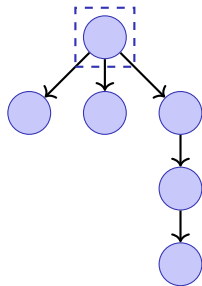
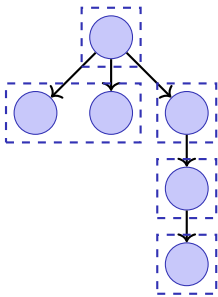
Assume $p = 2$.



$$T_p = 5$$

Example

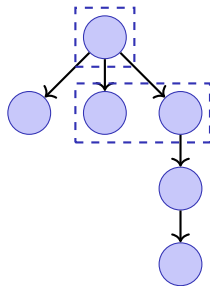
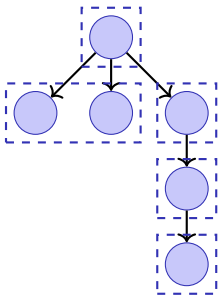
Assume $p = 2$.



$$T_p = 5$$

Example

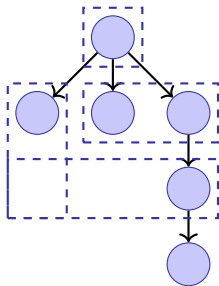
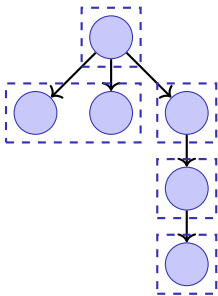
Assume $p = 2$.



$$T_p = 5$$

Example

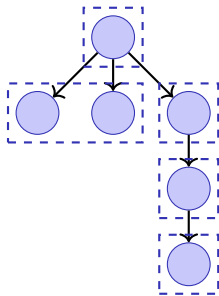
Assume $p = 2$.



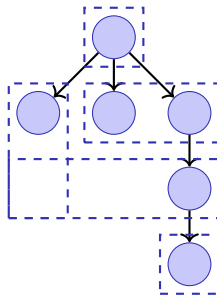
$$T_p = 5$$

Example

Assume $p = 2$.



$$T_p = 5$$



$$T_p = 4$$

Proof of the Theorem

Assume that all tasks provide the same amount of work.

- Complete step: p tasks are available.
- incomplete step: less than p steps available.

Assume that number of complete steps larger than $\lfloor T_1/p \rfloor$. Executed work $\geq \lfloor T_1/p \rfloor \cdot p + p = T_1 - T_1 \bmod p + p > T_1$. Contradiction. Therefore maximally $\lfloor T_1/p \rfloor$ complete steps.

We now consider the graph of tasks to be done. Any maximal (critical) path starts with a node t with $\deg^-(t) = 0$. An incomplete step executes all available tasks t with $\deg^-(t) = 0$ and thus decreases the length of the span. Number incomplete steps thus limited by T_∞ .

Consequence

if $p \ll T_1/T_\infty$, i.e. $T_\infty \ll T_1/p$, then

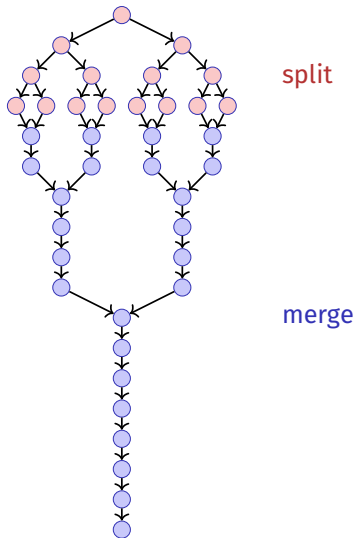
$$T_p \leq T_1/p + T_\infty \quad \Rightarrow \quad T_p \lesssim T_1/p$$

Fibonacci

$T_1(n)/T_\infty(n) = \Theta(\phi^n/n)$. For moderate sizes of n we can use a lot of processors yielding linear speedup.

Example: Parallelism of Mergesort

- Work (sequential runtime) of Mergesort
 $T_1(n) = \Theta(n \log n)$.
- Span $T_\infty(n) = \Theta(n)$
- Parallelism $T_1(n)/T_\infty(n) = \Theta(\log n)$
(Maximally achievable speedup with
 $p = \infty$ processors)



29. Parallel Programming II

Shared Memory, Concurrency , Mutual Exclusion , Race Conditions [C++
Threads: Williams, Kap. 2.1-2.2], [C++ Race Conditions: Williams, Kap. 3.1] [C++
Mutexes: Williams, Kap. 3.2.1, 3.3.3]

29.1 Shared Memory, Concurrency

Sharing Resources (Memory)

- Up to now: fork-join algorithms: data parallel or divide-and-conquer
- Simple structure (data independence of the threads) to avoid race conditions
- Does not work any more when threads access shared memory.

Managing state

Managing common state: main challenge of concurrent programming.

Approaches:

- Immutability, for example constants.
- Isolated Mutability, for example thread-local variables, stack.
- Shared mutable data, for example references to shared memory, global variables

Protect the shared state

- Method 1: locks, guarantee exclusive access to shared data.
- Method 2: lock-free data structures, exclusive access with a much finer granularity.
- Method 3: transactional memory (not treated in class)

Canonical Example

```
class BankAccount {  
    int balance = 0;  
public:  
    int getBalance(){ return balance; }  
    void setBalance(int x) { balance = x; }  
    void withdraw(int amount) {  
        int b = getBalance();  
        setBalance(b - amount);  
    }  
    // deposit etc.  
};
```

(correct in a single-threaded world)

Bad Interleaving

Parallel call to `withdraw(100)` on the same account

Thread 1

`int b = getBalance();`

`setBalance(b-amount);`

Thread 2

`int b = getBalance();`

`setBalance(b-amount);`



Tempting Traps

WRONG:

```
void withdraw(int amount) {  
    int b = getBalance();  
    if (b==getBalance())  
        setBalance(b - amount);  
}
```

Bad interleavings cannot be solved with a repeated reading

Tempting Traps

also WRONG:

```
void withdraw(int amount) {  
    setBalance(getBalance() - amount);  
}
```

Assumptions about atomicity of operations are almost always wrong

Mutual Exclusion

We need a concept for mutual exclusion

Only one thread may execute the operation withdraw **on the same account** at a time.

The programmer has to make sure that mutual exclusion is used.

More Tempting Traps

```
class BankAccount {  
    int balance = 0;  
    bool busy = false;  
public:  
    void withdraw(int amount) {  
        while (busy); // spin wait  
        busy = true;  
        int b = getBalance();  
        setBalance(b - amount);  
        busy = false;  
    }  
  
    // deposit would spin on the same boolean  
};
```

More Tempting Traps

```
class BankAccount {  
    int balance = 0;  
    bool busy = false;  
public:  
    void withdraw(int amount) {  
        while (busy); // spin wait  
        busy = true;  
        int b = getBalance();  
        setBalance(b - amount);  
        busy = false;  
    }  
  
    // deposit would spin on the same boolean  
};
```

does not work!

Just moved the problem!

Thread 1

`while (busy); //spin`

`busy = true;`

`int b = getBalance();`

`setBalance(b - amount);`

Thread 2

`while (busy); //spin`

`busy = true;`

`int b = getBalance();`

`setBalance(b - amount);`

t



How ist this correctly implemented?

- We use **locks** (mutexes) from libraries
- They use hardware primitives, **Read-Modify-Write** (RMW) operations that can, in an atomic way, read and write depending on the read result.
- Without RMW Operations the algorithm is non-trivial and requires at least atomic access to variable of primitive type.

29.2 Mutual Exclusion

Critical Sections and Mutual Exclusion

Critical Section

Piece of code that may be executed by at most one process (thread) at a time.

Mutual Exclusion

Algorithm to implement a critical section

```
acquire_mutex();    // entry algorithm\\  
...                // critical section  
release_mutex();    // exit algorithm
```

Required Properties of Mutual Exclusion

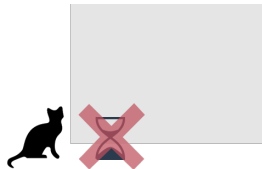
Correctness (Safety)

- At most one process executes the critical section code



Liveness

- Acquiring the mutex must terminate in finite time when no process executes in the critical section



Almost Correct

```
class BankAccount {  
    int balance = 0;  
    std::mutex m; // requires #include <mutex>  
public:  
    ...  
    void withdraw(int amount) {  
        m.lock();  
        int b = getBalance();  
        setBalance(b - amount);  
        m.unlock();  
    }  
};
```


Almost Correct

```
class BankAccount {  
    int balance = 0;  
    std::mutex m; // requires #include <mutex>  
public:  
    ...  
    void withdraw(int amount) {  
        m.lock();  
        int b = getBalance();  
        setBalance(b - amount);  
        m.unlock();  
    }  
};
```

What if an exception occurs?

RAII Approach

```
class BankAccount {  
    int balance = 0;  
    std::mutex m;  
public:  
    ...  
    void withdraw(int amount) {  
        std::lock_guard<std::mutex> guard(m);  
        int b = getBalance();  
        setBalance(b - amount);  
    } // Destruction of guard leads to unlocking m  
};
```

RAII Approach

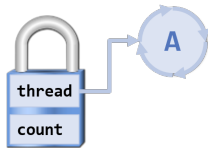
```
class BankAccount {  
    int balance = 0;  
    std::mutex m;  
public:  
    ...  
    void withdraw(int amount) {  
        std::lock_guard<std::mutex> guard(m);  
        int b = getBalance();  
        setBalance(b - amount);  
    } // Destruction of guard leads to unlocking m  
};
```

What about getBalance / setBalance?

Reentrant Locks

Reentrant Lock (recursive lock)

- remembers the currently affected thread;
- provides a counter
 - Call of lock: counter incremented
 - Call of unlock: counter is decremented. If counter = 0 the lock is released.



Account with reentrant lock

```
class BankAccount {  
    int balance = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    int getBalance(){ guard g(m); return balance;  
    }  
    void setBalance(int x) { guard g(m); balance = x;  
    }  
    void withdraw(int amount) { guard g(m);  
        int b = getBalance();  
        setBalance(b - amount);  
    }  
};
```

29.3 Race Conditions

Race Condition

- A **race condition** occurs when the result of a computation depends on scheduling.
- We make a distinction between **bad interleavings** and **data races**
- **Bad interleavings** can occur even when a mutex is used.

Example: Stack

Stack with correctly synchronized access:

```
template <typename T>
class stack{
    ...
    std::recursive_mutex m;
    using guard = std::lock_guard<std::recursive_mutex>;
public:
    bool isEmpty(){ guard g(m); ... }
    void push(T value){ guard g(m); ... }
    T pop(){ guard g(m); ...}
};
```


Peek

Forgot to implement peek. Like this?

```
template <typename T>
T peek (stack<T> &s){
    T value = s.pop();
    s.push(value);
    return value;
}
```

Peek

Forgot to implement peek. Like this?

```
template <typename T>
T peek (stack<T> &s){
    T value = s.pop();
    s.push(value);
    return value;
}
```

not thread-safe!

Peek

Forgot to implement peek. Like this?

```
template <typename T>
T peek (stack<T> &s){
    T value = s.pop();
    s.push(value);
    return value;
}
```

not thread-safe!

Despite its questionable style the code is correct in a sequential world.
Not so in concurrent programming.

Bad Interleaving!

Initially empty stack s , only shared between threads 1 and 2.

Thread 1 pushes a value and checks that the stack is then non-empty.

Thread 2 reads the topmost value using `peek()`.

Thread 1

Thread 2

`s.push(5);`

`int value = s.pop();`

`assert(!s.isEmpty());`

`s.push(value);`

`return value;`



The fix

Peek must be protected with the same lock as the other access methods

Bad Interleavings

Race conditions as bad interleavings can happen on a high level of abstraction

In the following we consider a different form of race condition: data race.

How about this?

```
class counter{
    int count = 0;
    std::recursive_mutex m;
    using guard = std::lock_guard<std::recursive_mutex>;
public:
    int increase(){
        return ++count;
    }
    int get(){
        return count;
    }
}
```

How about this?

```
class counter{  
    int count = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    int increase(){  
        return ++count;  
    }  
    int get(){  
        return count;  
    }  
}
```

not thread-safe!

Why wrong?

It looks like nothing can go wrong because the update of count happens in a “tiny step”.

But this code is still wrong and depends on language-implementation details you cannot assume.

This problem is called **Data-Race**

Moral: **Do not introduce a data race, even if every interleaving you can think of is correct. Don't make assumptions on the memory order.**

A bit more formal

Data Race (low-level Race-Conditions) Erroneous program behavior caused by insufficiently synchronized accesses of a shared resource by multiple threads, e.g. Simultaneous read/write or write/write of the same memory location

Bad Interleaving (High Level Race Condition) Erroneous program behavior caused by an unfavorable execution order of a multithreaded algorithm, even if that makes use of otherwise well synchronized resources.


We look deeper

```
class C {  
    int x = 0;  
    int y = 0;  
public:  
    void f() {  
        x = 1;  
        y = 1;  
    }  
    void g() {  
        int a = y;  
        int b = x;  
        assert(b >= a);  
    }  
}
```

We look deeper

```
class C {  
    int x = 0;  
    int y = 0;  
public:  
    void f() {  
        ① x = 1;  
        ② y = 1;  
    }  
    void g() {  
        ③ int a = y;  
        ④ int b = x;  
        assert(b >= a);  
    }  
}
```

Can this fail?



We look deeper

```
class C {  
    int x = 0;  
    int y = 0;  
public:  
    void f() {  
        ① x = 1;  
        ② y = 1;  
    }  
    void g() {  
        ③ int a = y;  
        ④ int b = x;  
        assert(b >= a);  
    }  
}
```

Can this fail?

There is no interleaving of f and g that would cause the assertion to fail:

- A B C D ✓
- A C B D ✓
- A C D B ✓
- C A B D ✓
- C C D B ✓
- C D A B ✓

It can nevertheless fail!

One Reason: Memory Reordering

Rule of thumb: Compiler and hardware allowed to make changes that do not affect the *semantics of a sequentially* executed program

```
void f() {  
    x = 1;  
    y = x+1;  
    z = x+1;  
}
```

\longleftrightarrow
sequentially equivalent

```
void f() {  
    x = 1;  
    z = x+1;  
    y = x+1;  
}
```

From a Software-Perspective

Modern compilers do not give guarantees that a global ordering of memory accesses is provided as in the sourcecode:

- Some memory accesses may be even optimized away completely!
- Huge potential for optimizations – and for errors, when you make the wrong assumptions

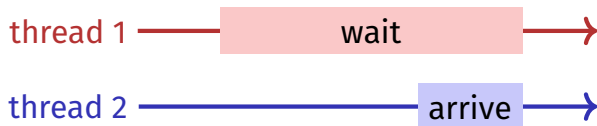
Example: Self-made Rendezvous

```
int x; // shared
```

```
void wait(){  
    x = 1;  
    while(x == 1);  
}
```

```
void arrive(){  
    x = 2;  
}
```

Assume thread 1 calls wait, later thread 2 calls arrive. What happens?



Compilation

Source

```
int x; // shared

void wait(){
    x = 1;
    while(x == 1);
}

void arrive(){
    x = 2;
}
```

Without optimisation

```
wait:
movl $0x1, x
test: ←
mov x, %eax
cmp $0x1, %eax
je test ← if equal
```

```
arrive:
movl $0x2, x
```

With optimisation

```
wait:
movl $0x1, x
test: ← always
jmp test
```

```
arrive
movl $0x2, x
```

Hardware Perspective

Modern multiprocessors do not enforce global ordering of all instructions for performance reasons:

- Most processors have a pipelined architecture and can execute (parts of) multiple instructions simultaneously. They can even reorder instructions internally.
- Each processor has a local cache, and thus loads/stores to shared memory can become visible to other processors at different times

Memory Hierarchy

Registers

fast, low latency, high cost, low capacity

L1 Cache

L2 Cache

...



System Memory

slow, high latency, low cost, high capacity

An Analogy



Anna




$C \leftarrow A \cdot c$
n times

-  $C =$
- $A =$ 



Beat

○ $z = v$
○ $z = A^n \cdot z$

- $z =$ 
- $A =$ 


$v =$  $A =$  $\epsilon =$ 

$h = 5$

$B =$  $z =$ 

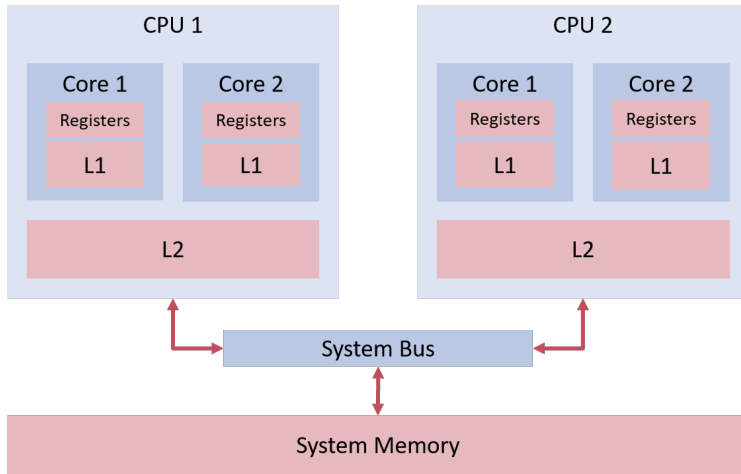
global data

Zoe

- $z =$ 
- Wait until $z \neq 0$
- Then $v = B \cdot z$
-

local data

Schematic



Memory Models

When and if effects of memory operations become visible for threads, depends on hardware, runtime system and programming language.

Memory Models

When and if effects of memory operations become visible for threads, depends on hardware, runtime system and programming language.

A **memory model** (e.g. that of C++) provides minimal guarantees for the effect of memory operations

- leaving open possibilities for optimisation
- containing guidelines for writing thread-safe programs

Memory Models

When and if effects of memory operations become visible for threads, depends on hardware, runtime system and programming language.

A **memory model** (e.g. that of C++) provides minimal guarantees for the effect of memory operations

- leaving open possibilities for optimisation
- containing guidelines for writing thread-safe programs

For instance, C++ provides **guarantees when synchronisation with a mutex** is used.

Fixed

```
class C {  
    int x = 0;  
    int y = 0;  
    std::mutex m;  
public:  
    void f() {  
        m.lock(); x = 1; m.unlock();  
        m.lock(); y = 1; m.unlock();  
    }  
    void g() {  
        m.lock(); int a = y; m.unlock();  
        m.lock(); int b = x; m.unlock();  
        assert(b >= a); // cannot fail  
    }  
};
```

30. Parallel Programming III

Deadlock and Starvation , Producer-Consumer , The concept of the monitor , Condition Variables [Deadlocks : Williams, Kap. 3.2.4-3.2.5]
[Condition Variables: Williams, Kap. 4.1]

Deadlock Motivation

```
class BankAccount {  
    int balance = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    ...  
    void withdraw(int amount) { guard g(m); ... }  
    void deposit(int amount){ guard g(m); ... }  
  
    void transfer(int amount, BankAccount& to){  
        guard g(m);  
        withdraw(amount);  
        to.deposit(amount);  
    }  
};
```

Deadlock Motivation

```
class BankAccount {  
    int balance = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    ...  
    void withdraw(int amount) { guard g(m); ... }  
    void deposit(int amount){ guard g(m); ... }  
  
    void transfer(int amount, BankAccount& to){  
        guard g(m);  
        withdraw(amount);  
        to.deposit(amount);  
    }  
};
```

Problem?

Deadlock Motivation

Suppose BankAccount instances x and y

Thread 1: $x.transfer(1,y);$

acquire lock for x

withdraw from x

acquire lock for y

Thread 2: $y.transfer(1,x);$

acquire lock for y



withdraw from y

acquire lock for x

Deadlock Motivation

Suppose BankAccount instances x and y

Thread 1: $x.transfer(1,y);$

acquire lock for x  

withdraw from x

acquire lock for y

Thread 2: $y.transfer(1,x);$

acquire lock for y


withdraw from y

acquire lock for x

Deadlock Motivation

Suppose BankAccount instances x and y


Thread 1: $x.transfer(1,y);$

acquire lock for x ← 

withdraw from x

acquire lock for y

Thread 2: $y.transfer(1,x);$

acquire lock for y ← 


withdraw from y

acquire lock for x

Deadlock Motivation

Suppose BankAccount instances x and y


Thread 1: $x.transfer(1,y);$

acquire lock for x ← 

withdraw from x

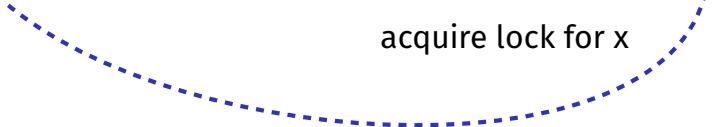
acquire lock for y

Thread 2: $y.transfer(1,x);$

acquire lock for y ← 

withdraw from y

acquire lock for x




Deadlock Motivation

Suppose BankAccount instances x and y


Thread 1: $x.transfer(1,y);$

Thread 2: $y.transfer(1,x);$

acquire lock for x ← 

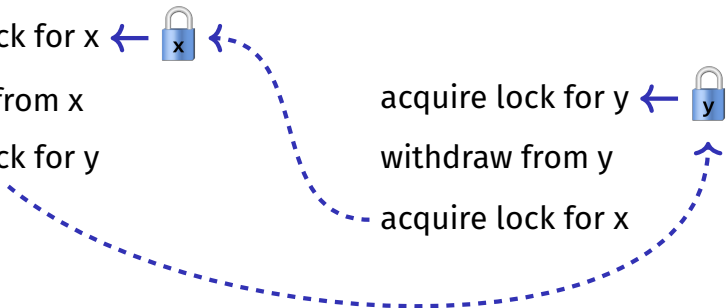
withdraw from x

acquire lock for y

acquire lock for y ← 

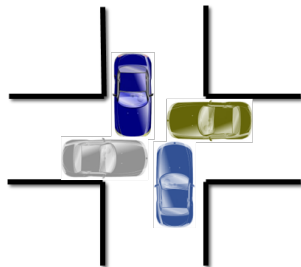
withdraw from y

acquire lock for x





Deadlock

Deadlock: two or more processes are mutually blocked because each process waits for another of these processes to proceed.

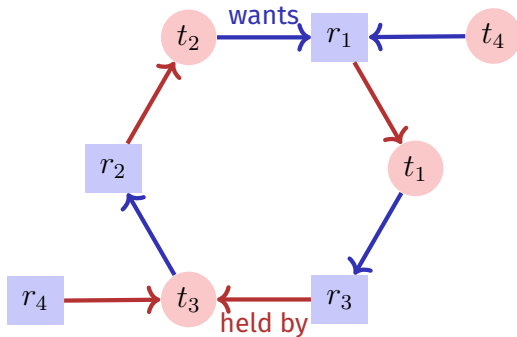


Threads and Resources

- Grafically t and Resources (Locks) r
- Thread t attempts to acquire resource a : 
- Resource b is held by thread q : 

Deadlock – Detection

A deadlock for threads t_1, \dots, t_n occurs when the graph describing the relation of the n threads and resources r_1, \dots, r_m contains a cycle.



Techniques

- **Deadlock detection** detects cycles in the dependency graph. Deadlocks can in general not be healed: releasing locks generally leads to inconsistent state
- **Deadlock avoidance** amounts to techniques to ensure a cycle can never arise
 - Coarser granularity “one lock for all”
 - Two-phase locking with retry mechanism
 - Lock Hierarchies
 - ...
 - Resource Ordering

Back to the Example

```
class BankAccount {
    int id; // account number, also used for locking order
    std::recursive_mutex m; ...
public:
    ...
    void transfer(int amount, BankAccount& to){
        if (id < to.id){
            guard g(m); guard h(to.m);
            withdraw(amount); to.deposit(amount);
        } else {
            guard g(to.m); guard h(m);
            withdraw(amount); to.deposit(amount);
        }
    }
};
```

C++11 Style

```
class BankAccount {  
    ...  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    ...  
    void transfer(int amount, BankAccount& to){  
        std::lock(m,to.m); // lock order done by C++  
        // tell the guards that the lock is already taken:  
        guard g(m,std::adopt_lock); guard h(to.m,std::adopt_lock);  
        withdraw(amount);  
        to.deposit(amount);  
    }  
};
```

By the way...

```
class BankAccount {  
    int balance = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    ...  
    void withdraw(int amount) { guard g(m); ... }  
    void deposit(int amount){ guard g(m); ... }  
  
    void transfer(int amount, BankAccount& to){  
        withdraw(amount);  
        to.deposit(amount);  
    }  
};
```

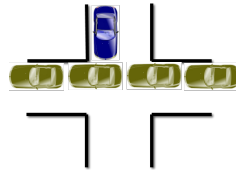

By the way...

```
class BankAccount {  
    int balance = 0;  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
public:  
    ...  
    void withdraw(int amount) { guard g(m); ... }  
    void deposit(int amount){ guard g(m); ... }  
  
    void transfer(int amount, BankAccount& to){  
        withdraw(amount);  
        to.deposit(amount);  
    }  
};
```

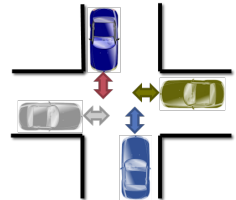
This would have worked here also. But then for a very short amount of time, money disappears, which does not seem acceptable (transient inconsistency!)

Starvation und Livelock

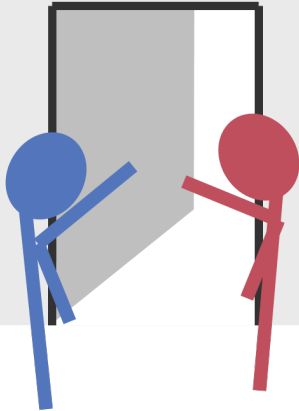
Starvation: the repeated but unsuccessful attempt to acquire a resource that was recently (transiently) free.



Livelock: competing processes are able to detect a potential deadlock but make no progress while trying to resolve it.



Politelock



Producer-Consumer Problem

Two (or more) processes, producers and consumers of data should become decoupled by some data structure.

Fundamental Data structure for building pipelines in software.



Sequential implementation (unbounded buffer)

```
class BufferS {  
    std::queue<int> buf;  
public:  
    void put(int x){  
        buf.push(x);  
    }  
  
    int get(){  
        while (buf.empty()){} // wait until data arrive  
        int x = buf.front();  
        buf.pop();  
        return x;  
    }  
};
```

Sequential implementation (unbounded buffer)

```
class BufferS {  
    std::queue<int> buf;  
public:  
    void put(int x){  
        buf.push(x);  
    }  
  
    int get(){  
        while (buf.empty()){} // wait until data arrive  
        int x = buf.front();  
        buf.pop();  
        return x;  
    }  
};
```

not thread-safe

How about this?

```
class Buffer {  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
    std::queue<int> buf;  
public:  
    void put(int x){ guard g(m);  
        buf.push(x);  
    }  
    int get(){ guard g(m);  
        while (buf.empty()){}  
        int x = buf.front();  
        buf.pop();  
        return x;  
    }  
};
```

How about this?

```
class Buffer {  
    std::recursive_mutex m;  
    using guard = std::lock_guard<std::recursive_mutex>;  
    std::queue<int> buf;  
public:  
    void put(int x){ guard g(m);  
        buf.push(x);  
    }  
    int get(){ guard g(m);  
        while (buf.empty()){  
            int x = buf.front();  
            buf.pop();  
            return x;  
        }  
    };  
};
```

Deadlock

Well, then this?

```
void put(int x){
    guard g(m);
    buf.push(x);
}

int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        m.lock();
    }
    int x = buf.front();
    buf.pop();
    m.unlock();
    return x;
}
```

Well, then this?

```
void put(int x){  
    guard g(m);  
    buf.push(x);  
}  
  
int get(){  
    m.lock();  
    while (buf.empty()){  
        m.unlock();  
        m.lock();  
    }  
    int x = buf.front();  
    buf.pop();  
    m.unlock();  
    return x;  
}
```

Ok this works, but it wastes CPU time.

Better?

```
void put(int x){
    guard g(m);
    buf.push(x);
}

int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        std::this_thread::sleep_for(std::chrono::milliseconds(10));
        m.lock();
    }
    int x = buf.front(); buf.pop();
    m.unlock();
    return x;
}
```

Better?

```
void put(int x){  
    guard g(m);  
    buf.push(x);  
}  
  
int get(){  
    m.lock();  
    while (buf.empty()){  
        m.unlock();  
        std::this_thread::sleep_for(std::chrono::milliseconds(10));  
        m.lock();  
    }  
    int x = buf.front(); buf.pop();  
    m.unlock();  
    return x;  
}
```

Ok a little bit better, limits reactivity though.

We do not want to implement waiting on a condition ourselves.
There already is a mechanism for this: **condition variables**.
The underlying concept is called **Monitor**.

Monitor

Monitor abstract data structure equipped with a set of operations that run in mutual exclusion and that can be synchronized.

Invented by C.A.R. Hoare and Per Brinch Hansen (cf. Monitors – An Operating System Structuring Concept, C.A.R. Hoare 1974)

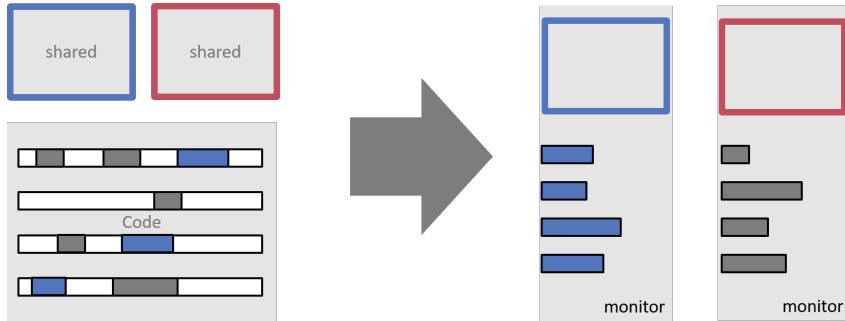


C.A.R. Hoare,
*1934



Per Brinch
Hansen
(1938-2007)

Monitors vs. Locks



Monitor and Conditions

Monitors provide, in addition to mutual exclusion, the following mechanism:

Waiting on conditions: If a condition does not hold, then

- Release the monitor lock
- Wait for the condition to become true
- Check the condition when a signal is raised

Signalling: Thread that might make the condition true:

- Send signal to potentially waiting threads

Condition Variables

```
#include <mutex>
#include <condition_variable>
...

class Buffer {
    std::queue<int> buf;

    std::mutex m;
    // need unique_lock guard for conditions
    using guard = std::unique_lock<std::mutex>;
    std::condition_variable cond;
public:
    ...
};
```

Condition Variables

```
class Buffer {  
    ...  
public:  
    void put(int x){  
        guard g(m);  
        buf.push(x);  
        cond.notify_one();  
    }  
    int get(){  
        guard g(m);  
        cond.wait(g, [&]{return !buf.empty();});  
        int x = buf.front(); buf.pop();  
        return x;  
    }  
};
```

Technical Details

- A thread that waits using `cond.wait` runs at most for a short time on a core. After that it does not utilize compute power and “sleeps”.
- The notify (or signal-) mechanism wakes up sleeping threads that subsequently check their conditions.
 - `cond.notify_one` signals *one* waiting thread
 - `cond.notify_all` signals *all* waiting threads. Required when waiting threads wait potentially on *different* conditions.

Technical Details

- Many other programming languages offer the same kind of mechanism. The checking of conditions (in a loop!) has to be usually implemented by the programmer.

Java Example

```
synchronized long get() {  
    long x;  
    while (isEmpty())  
        try {  
            wait();  
        } catch (InterruptedException e)  
        {  
            x = doGet();  
        }  
    return x;  
}
```

```
synchronized put(long x){  
    doPut(x);  
    notify ();  
}
```

31. Parallel Programming IV

Futures, Read-Modify-Write Instructions, Atomic Variables, Idea of lock-free programming

[C++ Futures: Williams, Kap. 4.2.1-4.2.3] [C++ Atomic: Williams, Kap. 5.2.1-5.2.4, 5.2.7] [C++ Lockfree: Williams, Kap. 7.1.-7.2.1]

Futures: Motivation

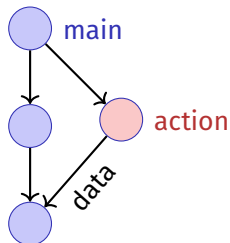
Up to this point, threads have been functions without a result:

```
void action(some parameters){  
    ...  
}  
  
std::thread t(action, parameters);  
...  
t.join();  
// potentially read result written via ref-parameters
```

Futures: Motivation

Now we would like to have the following

```
T action(some parameters){  
    ...  
    return value;  
}  
  
std::thread t(action, parameters);  
...  
value = get_value_from_thread();
```



We can do this already!

- We make use of the producer/consumer pattern, implemented with condition variables
- Start the thread with reference to a buffer
- We get the result from the buffer.
- Synchronisation is already implemented

Reminder

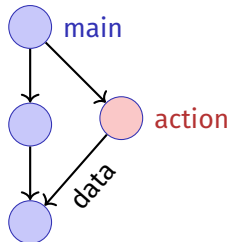
```
template <typename T>
class Buffer {
    std::queue<T> buf;
    std::mutex m;
    std::condition_variable cond;
public:
    void put(T x){ std::unique_lock<std::mutex> g(m);
        buf.push(x);
        cond.notify_one();
    }
    T get(){ std::unique_lock<std::mutex> g(m);
        cond.wait(g, [&]{return (!buf.empty());});
        T x = buf.front(); buf.pop(); return x;
    }
};
```

Simpler: only one value

```
template <typename T>
class Buffer {
    T value; bool received = false;
    std::mutex m;
    std::condition_variable cond;
public:
    void put(T x){ std::unique_lock<std::mutex> g(m);
        value = x; received = true;
        cond.notify_one();
    }
    T get(){ std::unique_lock<std::mutex> g(m);
        cond.wait(g, [&]{return received;});
        return value;
    }
};
```

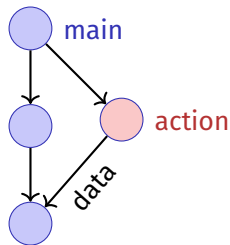
Application

```
void action(Buffer<int>& c){  
    // some long lasting operation ...  
    c.put(42);  
}  
  
int main(){  
    Buffer<int> c;  
    std::thread t(action, std::ref(c));  
    t.detach(); // no join required for free running thread  
    // can do some more work here in parallel  
    int val = c.get();  
    // use result  
    return 0;  
}
```



With features of C++11

```
int action(){  
    // some long lasting operation  
    return 42;  
}  
  
int main(){  
    std::future<int> f = std::async(action);  
    // can do some work here in parallel  
    int val = f.get();  
    // use result  
    return 0;  
}
```



Disclaimer

The explanations above are simplified. The real implementation of a Future can deal with timeouts, exceptions, memory allocators and is generally written more closely to the underlying operating system.

31.2 Read-Modify-Write

Example: Atomic Operations in Hardware

CMPXCHG

Compare and Exchange

Compares the value in the AL, AX, EAX, or RAX register with the value in a register or a memory location (first operand). If the two values are equal, the instruction copies the value in the second operand to the first operand and sets the ZF flag in the rFLAGS register to 1. Otherwise, it copies the value in the first operand to the AL, AX, EAX, or RAX register and clears the ZF flag to 0.

The OF, SF, AF, PF, and CF flags are set to reflect the results of the compare.

When the first operand is a memory location, the instruction performs a read-modify-write on the memory location.

The forms of the instruction are described in the LOCK prefix section.

Mnemonic

CMPXCHG reg

CMPXCHG reg

CMPXCHG reg

CMPXCHG reg/mem64, reg64 0F B1 /r

Related Instructions

CMPXCHG8B, CMPXCHG16B

CMPXCHG mem, reg
«compares the value in Register A with the value in a memory location. If the two values are equal, the instruction copies the value in the second operand to the first operand and sets the ZF flag in the flag registers to 1. Otherwise it copies the value in the first operand to A register and clears ZF flag to 0»

modify-write on the memory location. If the two values are equal, the instruction copies the value in the second operand to the first operand and sets the ZF flag to 1. Otherwise, it copies the value in the first operand to the AL, AX, EAX, or RAX register and clears the ZF flag to 0.

For details, see the LOCK prefix. For details, see the LOCK prefix.

register or memory location. If equal, copy the second operand to the first operand to AL.

register or memory location. If equal, copy the second operand to the first operand to AX.

register or memory location. If equal, copy the second operand to the first operand to EAX.

register or memory location. If equal, copy the second operand to the first operand. Otherwise, copy the first operand to RAX.

1.2.5 Lock Prefix

The LOCK prefix causes certain kinds of memory read-modify-write instructions to occur atomically. The mechanism for doing so is implementation-dependent (for example, the mechanism may involve bus signaling or packet messaging between the processor and a memory controller). The prefix is intended to give the processor exclusive use of shared memory in a multiprocessor system.

8

«The lock prefix causes certain kinds of memory read-modify-write instructions to occur atomically»

Instruction Formats



24594—Rev. 3.14—September 2007

AMD64 Technology

bus signaling or packet messaging between the processor and a memory controller). The prefix is intended to give the processor exclusive use of shared memory in a multiprocessor system.

The LOCK prefix can only be used with forms of the following instructions that write a memory operand: ADC, ADD, AND, BTC, BTR, BTS, CMPXCHG, CMPXCHG8B, CMPXCHG16B, DEC, INC, NEG, NOT, OR, SBB, SUB, XADD, XCHG, and XOR. An invalid-opcode exception occurs if the LOCK prefix is used with any other instruction.

AMD64 Architecture
Programmer's Manual

Read-Modify-Write

Concept of **Read-Modify-Write**: The effect of reading, modifying and writing back becomes visible at one point in time (happens atomically).

Pseudocode for CAS – Compare-And-Swap

```
bool CAS(int& variable, int& expected, int desired){  
    if (variable == expected){  
        variable = desired;  
        return true;  
    }  
    else{  
        expected = variable;  
        return false;  
    }  
}
```

atomic

Application example CAS in C++11

We build our own (spin-)lock:

```
class Spinlock{
    std::atomic<bool> taken {false};
public:
    void lock(){
        bool old = false;
        while (!taken.compare_exchange_strong(old=false, true)){}
    }
    void unlock(){
        bool old = true;
        assert(taken.compare_exchange_strong(old, false));
    }
};
```

31.3 Lock-Free Programming

Ideas

Lock-free programming

Data structure is called

- **lock-free:** at least one thread always makes progress in bounded time even if other algorithms run concurrently. Implies system-wide progress but not freedom from starvation.
- **wait-free:** all threads eventually make progress in bounded time. Implies freedom from starvation.

Progress Conditions

	Non-Blocking	Blocking
Everyone makes progress	Wait-free	Starvation-free
Someone makes progress	Lock-free	Deadlock-free

Implication

- Programming with locks: each thread can block other threads indefinitely.
- Lock-free: failure or suspension of one thread cannot cause failure or suspension of another thread !

Lock-free programming: how?

Beobachtung:

- RMW-operations are implemented *wait-free* by hardware.
- Every thread sees his result of a CAS in bounded time.

Idea of lock-free programming: read the state of a data structure and change the data structure *atomically* if and only if the previously read state remained unchanged meanwhile.

Example: lock-free stack

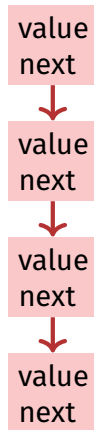
Simplified variant of a stack in the following

- pop does not check for an empty stack
- pop does not return a value

(Node)

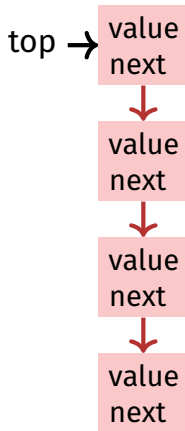
Nodes:

```
struct Node {  
    T value;  
  
    Node<T>* next;  
    Node(T v, Node<T>* nxt): value(v), next(nxt) {}  
};
```



(Blocking Version)

```
template <typename T>
class Stack {
    Node<T> *top=nullptr;
    std::mutex m;
public:
    void push(T val){ guard g(m);
        top = new Node<T>(val, top);
    }
    void pop(){ guard g(m);
        Node<T>* old_top = top;
        top = top->next;
        delete old_top;
    }
};
```



Lock-Free

```
template <typename T>
class Stack {
    std::atomic<Node<T*>*> top {nullptr};
public:
    void push(T val){
        Node<T*>* new_node = new Node<T> (val, top);
        while (!top.compare_exchange_weak(new_node->next, new_node));
    }
    void pop(){
        Node<T*>* old_top = top;
        while (!top.compare_exchange_weak(old_top, old_top->next));
        delete old_top;
    }
};
```

Push

```
void push(T val){  
    Node<T>* new_node = new Node<T> (val, top);  
    while (!top.compare_exchange_weak(new_node->next, new_node));  
}
```

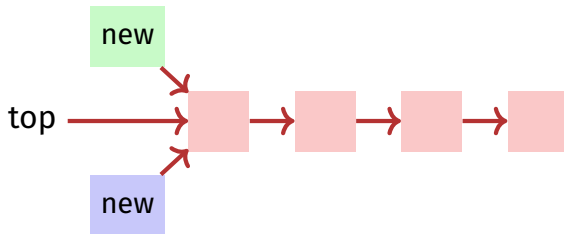
2 Threads:



Push

```
void push(T val){  
    Node<T>* new_node = new Node<T> (val, top);  
    while (!top.compare_exchange_weak(new_node->next, new_node));  
}
```

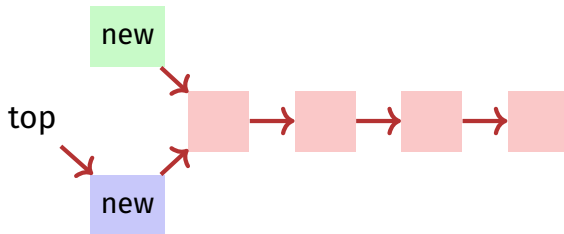
2 Threads:



Push

```
void push(T val){  
    Node<T>* new_node = new Node<T> (val, top);  
    while (!top.compare_exchange_weak(new_node->next, new_node));  
}
```

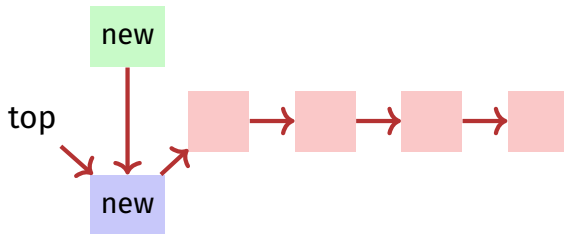
2 Threads:



Push

```
void push(T val){  
    Node<T>* new_node = new Node<T> (val, top);  
    while (!top.compare_exchange_weak(new_node->next, new_node));  
}
```

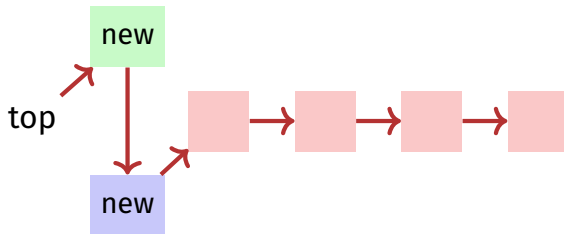
2 Threads:



Push

```
void push(T val){  
    Node<T>* new_node = new Node<T> (val, top);  
    while (!top.compare_exchange_weak(new_node->next, new_node));  
}
```

2 Threads:



Pop

```
void pop(){  
    Node<T>* old_top = top;  
    while (!top.compare_exchange_weak(old_top, old_top->next));  
    delete old_top;  
}
```

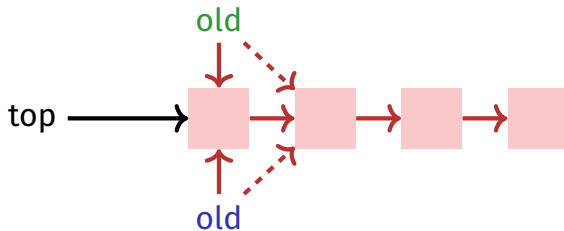
2 Threads:



Pop

```
void pop(){  
    Node<T>* old_top = top;  
    while (!top.compare_exchange_weak(old_top, old_top->next));  
    delete old_top;  
}
```

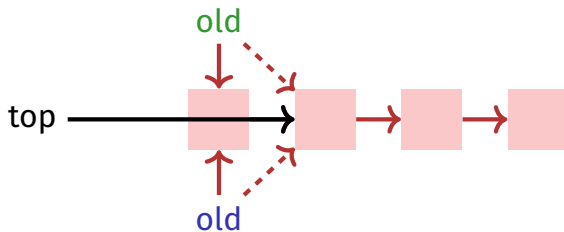
2 Threads:



Pop

```
void pop(){  
    Node<T>* old_top = top;  
    while (!top.compare_exchange_weak(old_top, old_top->next));  
    delete old_top;  
}
```

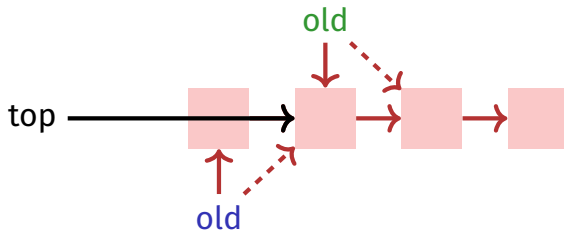
2 Threads:



Pop

```
void pop(){  
    Node<T>* old_top = top;  
    while (!top.compare_exchange_weak(old_top, old_top->next));  
    delete old_top;  
}
```

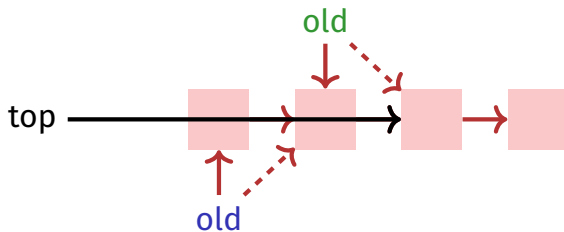
2 Threads:



Pop

```
void pop(){  
    Node<T>* old_top = top;  
    while (!top.compare_exchange_weak(old_top, old_top->next));  
    delete old_top;  
}
```

2 Threads:



Lock-Free Programming – Limits

- Lock-Free Programming is complicated.
- If more than one value has to be changed in an algorithm (example: queue), it is becoming even more complicated: threads have to “help each other” in order to make an algorithm lock-free.
- The *ABA problem* can occur if memory is reused in an algorithm. A solution of this problem can be quite expensive.