

# CS140: Algorithms

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Lecture 5  
2/6/01

## Today

- Lower bounds
  - Counting arguments
  - Ad hoc arguments
  - Adversary arguments

## Run Time Bounds

*Worst Case* running times of classic sorting algorithms:

- Bubble-sort:  $\Theta(n^2)$
- Insertion-sort:  $\Theta(n^2)$
- Merge-sort  $\Theta(n \log(n))$
- Heap-sort  $\Theta(n \log(n))$
- Quick-sort  $\Theta(n^2)$

## Comparison-based sorting

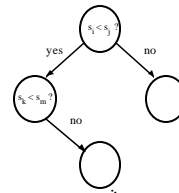
A comparison-based sorting algorithm is one that doesn't need to read the input, provided it is given the size of the input and a comparison oracle.

## Lower Bound for Sorting

Theorem: Any comparison-based sorting algorithms has a worst-case running time that is  $\Omega(n \log(n))$ .

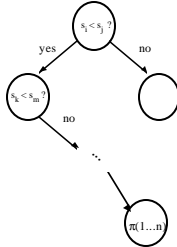
## Proof of Theorem

A decision tree describes the queries of a comparison-based algorithm on input size  $n$ .



A root to leaf path represents the sequence of queries for a particular input.

## Proof of Theorem cont.



Each leaf corresponds to the permutation that sorts the input.

## Proof cont.

- There must be at least  $n!$  leaves.
- A binary tree with  $n!$  leaves has a path with length at least  $\log(n!)$ .
- By Stirling's approximation  
 $\log(n!) = \Omega(n \log(n))$ .

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  - **Ad hoc arguments**
  - Adversary arguments

## FIND-MIN

- How many comparisons does it take to find the minimum in a set of integers?
- Answer:  $n-1$

## FIND-MIN

- How many comparisons does it take to find the minimum in a set of integers?  
In worst case
- Answer:  $n-1$

## Upper Bound for FIND-MIN

Upper Bound Theorem: Finding the minimum in a set of  $n$  integers requires no more than  $n-1$  comparisons.

Proof: Give algorithm

## Lower Bound for FIND-MIN

Lower Bound Theorem: Finding the minimum in a set of integers requires at least  $n-1$  comparisons.

## Proof of Lower Bound:

- Consider an algorithm  $A$  on input of size  $n$ .
- Let  $G$  be a graph with a vertex for each input integer. Initially  $G$  has no edges. When  $A$  compares two input values, we'll add an edge between the corresponding vertices of  $G$ .
- $A$  cannot conclude until  $G$  has \_\_\_\_\_ edges.
- Thus  $A$  cannot conclude until it has made \_\_\_\_\_ comparisons.

## Today

- Lower bounds
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## Upper Bound for FIND-MIN/MAX

- Upper Bound Theorem: Finding the minimum and maximum in a set of  $n$  integers requires no more than  $\lceil 3n/2 \rceil - 2$  comparisons.
- Proof: Give an algorithm

## Proof of Upper Bound:

- Algorithm for even  $n$ :
  - Make  $n/2$  pair-wise comparisons
  - Find the maximum of the winners with  $n/2 - 1$  comparisons
  - Find the minimum of the losers with  $n/2 - 1$  comparisons
- Algorithm for odd  $n$ :
  - Run even algorithm on first  $n - 1$  integers
  - Compare the min and max to the last integer

## Lower Bound for FIND-MIN/MAX

- Lower Bound Theorem: Finding the minimum and maximum in a set of  $n$  integers requires at least  $\lceil 3n/2 \rceil - 2$  comparisons.
- Proof: Adversary argument

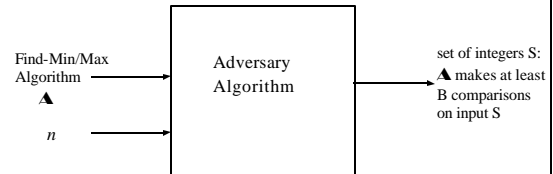
## Example of an adversary

You pick a number  $y$  between 1 and 100  
 I have to guess  $y$  by posing queries of the form  
 "Is it  $x$ ?"  
 You answer "yes,  $x=y$ " or "no,  $y < x$ " or "no,  $y > x$ "

- How many queries can you force me to make?
- Prove it!

## Adversary Argument to prove bound B

(for FIND MIN/MAX)



## FIND-MIN/MAX Adversary - Accounting

- Adversary = interactive comparison oracle
- Accounting scheme: For  $x$  in  $S$

$$b_{\text{MAX}}(x) = \begin{cases} 1 & \text{if the algorithm can rule out } x \text{ as the largest integer} \\ 0 & \text{otherwise} \end{cases}$$

$$b_{\text{MIN}}(x) = \begin{cases} 1 & \text{if the algorithm can rule out } x \text{ as the smallest integer} \\ 0 & \text{otherwise} \end{cases}$$

## FIND-MIN/MAX Adversary-Strategy

- On query "Is  $x < y$ ?"
- Answer consistently with previous answers
- If yes and no both consistent then answer so as to minimize the changes in  $b_{\text{MAX}}$  and  $b_{\text{MIN}}$  variables

## FIND-MIN/MAX Adversary - Analysis

Consider a query "Is  $x < y$ ?"

- If NO:  $b_{\text{MIN}}(x) \rightarrow 1$  and  $b_{\text{MAX}}(y) \rightarrow 1$
- If YES:  $b_{\text{MAX}}(x) \rightarrow 1$  and  $b_{\text{MIN}}(y) \rightarrow 1$

## Proof of Lower Bound:

- Claim: At most  $\lfloor n/2 \rfloor$  queries can result in the change of two  $b_{\text{MIN/MAX}}$  variables
- Claim:  $2n-2$  changes must occur before the algorithm concludes

$\Rightarrow \lfloor n/2 \rfloor + (2n-2) - 2\lfloor n/2 \rfloor$  queries are necessary

## Find-gap

- Input:  $S: x_1, x_2, \dots, x_n$  is a list of distinct integers sorted in ascending order.
- Question: Is there an index  $i$  such that  $x_i + 1 < x_{i+1}$
- How many elements of  $S$  have to be read (in worst case) in order to answer?

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## Exercise

- What is a good adversary strategy?
- What is a good algorithm strategy

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## Double 0's

- Input:  $B: b_1 \dots b_n$   $n$ -bit vector of 0/1's
- Question: Are there two adjacent 0's?
- How many bits of  $B$  have to be read (in worst case) in order to answer?

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## Exercise

- What is a good adversary strategy?
- What is a good algorithm strategy

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## Upper Bound

Claim: Double 0's can be solved with  $f(n)$  queries where:

$$f(n) = n-1 \text{ if } n \equiv 1 \pmod{3} \\ = n \text{ otherwise}$$

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## Lower Bound

Double 0's cannot be solved with fewer than  $g(n)$  queries where:

$$G(n) = n-1 \text{ if } n \equiv 1 \pmod{3} \\ = n \text{ otherwise}$$

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