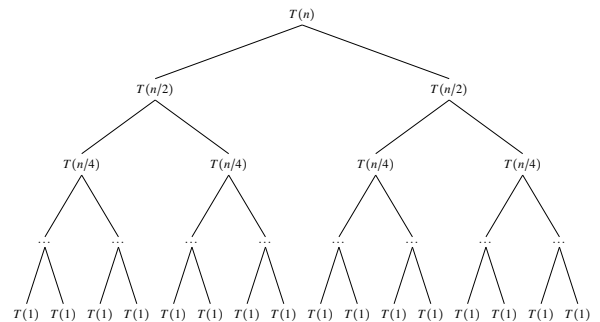


CSE 332

Data Structures and Parallelism

More Recurrences



P1 De-Brief



- You did something substantial!
- You worked with “real world software”
- You honed your debugging skills
- You “transitioned” from 143 to 332
- You enjoyed it?? (okay, not the debugging, but...)

Oh, some presents...

- tokens++
- EX06 Now Due Monday; EX07 is dead :(

While we're here...

Solving the reverse Recurrence

2

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ c_0 + c_1 n + T(n-1) & \text{otherwise} \end{cases}$$

$$\begin{aligned} T(n) &= (c_0 + c_1 n) + T(n-1) \\ &= (c_0 + c_1 n) + (c_0 + c_1(n-1)) + T(n-2) \\ &= (c_0 + c_1 n) + (c_0 + c_1(n-1)) + (c_0 + c_1(n-2)) + \dots + (c_0 + c_1(1)) + d_0 \\ &= \sum_{i=0}^{n-1} (c_0 + c_1(n-i)) + d_0 \\ &= \sum_{i=0}^{n-1} c_0 + \sum_{i=0}^{n-1} c_1(n-i) + d_0 \\ &= nc_0 + c_1 \sum_{i=1}^n i + d_0 \\ &= nc_0 + c_1 \left(\frac{n(n+1)}{2} \right) + d_0 \\ &= \mathcal{O}(n^2) \end{aligned}$$

Solving Linear Recurrences

3

A recurrence where we solve some constant piece of the problem (e.g. “-1”, “-2”, etc.) is called a **Linear Recurrence**.

We solve these like we did above by **Unrolling the Recurrence**.

This is a fancy way of saying “plug the definition into itself until a pattern emerges”.

Now, back to mergesort.

Analyzing Merge Sort

4

```

Merge Sort
1 sort(L) {
2   if (L.size() < 2) {
3     return L;
4   }
5   else {
6     int mid = L.size() / 2;
7     return merge(
8       sort(L.subList(0, mid)),
9       sort(L.subList(mid, L.size()))
10    );
11  }
12 }

```

First, we need to find the recurrence:

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1 n + 2T(n/2) & \text{otherwise} \end{cases}$$

This recurrence isn't linear! This is a “divide and conquer” recurrence.

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$

This time, there are multiple possible approaches:

Unrolling the Recurrence

$$\begin{aligned} T(n) &= (c_2 + c_1n) + 2(c_2 + c_1n + 2T(n/4)) \\ &= (c_2 + c_1n) + 2(c_2 + c_1n + 2(c_2 + c_1n + 2T(n/8))) \\ &= c_2 + 2c_2 + 4c_2 + \dots + \text{argh} + \dots \end{aligned}$$

This works, but I'd rarely recommend it.

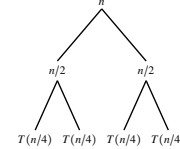
Insight: We're **branching** in this recurrence. So, represent it as a tree!

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$

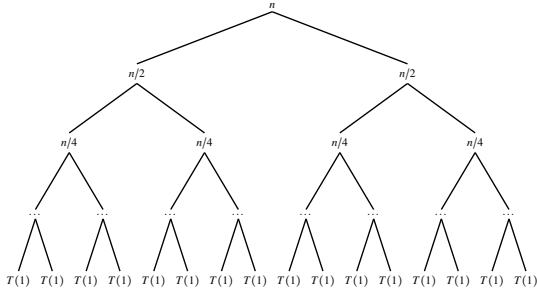
$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$



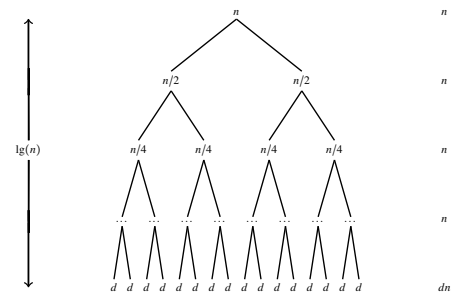
$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$



$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$



$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + c_1n + 2T(n/2) & \text{otherwise} \end{cases}$$



Since the recursion tree has height $\lg(n)$ and each row does n work, it follows that $T(n) \in \mathcal{O}(n \lg(n))$.

Find A Big-Oh Bound For The Worst Case Runtime

```

1 sum(n) {
2   if (n < 2) {
3     return n;
4   }
5   return 2 + sum(n - 2);
6 }
    
```

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_0 & \text{if } n = 1 \\ c_0 + T(n-2) & \text{otherwise} \end{cases}$$

$$\begin{aligned}
 T(n) &= c_0 + c_0 + \dots + c_0 + d_0 \\
 &= c_0 \left(\frac{n}{2}\right) + d_0 \\
 &= \mathcal{O}(n)
 \end{aligned}$$

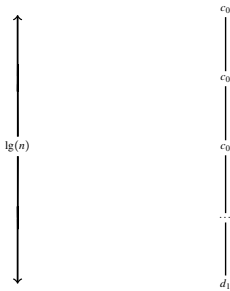
Find A Big-Oh Bound For The Worst Case Runtime

```

1 binarysearch(L, value) {
2   if (L.size() == 0) {
3     return false;
4   }
5   else if (L.size() == 1) {
6     return L[0] == value;
7   }
8   else {
9     int mid = L.size() / 2;
10    if (L[mid] < value) {
11      return binarysearch(L.SubList(mid + 1, L.size()), value);
12    }
13    else {
14      return binarysearch(L.SubList(0, mid), value);
15    }
16  }
17 }
    
```

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + T(n/2) & \text{otherwise} \end{cases}$$

$$T(n) = \begin{cases} d_0 & \text{if } n = 0 \\ d_1 & \text{if } n = 1 \\ c_0 + T(n/2) & \text{otherwise} \end{cases}$$



So, $T(n) = c_0(\lg(n) - 1) + d_1 = \mathcal{O}(\lg n)$.

Consider a recurrence of the form:

$$T(n) = \begin{cases} d & \text{if } n = 1 \\ aT\left(\frac{n}{b}\right) + n^c & \text{otherwise} \end{cases}$$

Then,

- If $\log_b(a) < c$, then $T(n) = \Theta(n^c)$.
- If $\log_b(a) = c$, then $T(n) = \Theta(n^c \lg(n))$.
- If $\log_b(a) > c$, then $T(n) = \Theta(n^{\log_b(a)})$.

Sanity Check: For Merge Sort, we have $a = 2, b = 2, c = 1$. Then, $\log_2(2) = 1 = 1$. So, $T(n) = n \lg n$.

$$T(n) = \begin{cases} d & \text{if } n = 1 \\ aT\left(\frac{n}{b}\right) + n^c & \text{otherwise} \end{cases}$$

We assume that $\log_b(a) < c$. Then, unrolling the recurrence, we get:

$$\begin{aligned}
 T(n) &= n^c + aT(n/b) \\
 &= n^c + a((n/b)^c + aT(n/b^2)) \\
 &= n^c + a(n/b)^c + a^2(n/b^2)^c + \dots + a^{\log_b(n)}(n/b^{\log_b(n)})^c \\
 &= \sum_{i=0}^{\log_b(n)} a^i \left(\frac{n^c}{b^{ic}}\right) \\
 &= n^c \sum_{i=0}^{\log_b(n)} \left(\frac{a}{b^c}\right)^i \\
 &= n^c \left(\frac{\left(\frac{a}{b^c}\right)^{\log_b(n)+1} - 1}{\left(\frac{a}{b^c}\right) - 1}\right) \approx n^c \left(\left(\frac{a}{b^c}\right)^{\log_b(n)}\right) \approx n^c
 \end{aligned}$$

CSE 332

Data Structures and Parallelism

Amortized Analysis



Stack ADT & ArrayStack Analysis

1

Stack ADT

push(val)	Adds val to the stack.
pop()	Returns the most-recent item not already returned by a pop. (Errors if empty.)
peek()	Returns the most-recent item not already returned by a pop. (Errors if empty.)
isEmpty()	Returns true if all inserted elements have been returned by a pop.

Let's analyze the time complexity for these various methods. (You know how they work, because you just implemented them!)

Method	Time Complexity
isEmpty()	$\Theta(1)$
peek()	$\Theta(1)$
pop()	$\Theta(1)$
push(val)	??

push is actually slightly more interesting.

Analyzing push for an ArrayStack

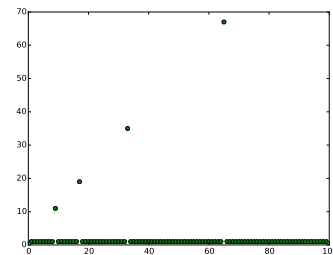
2

Best Case

There's more space in the underlying array! Then, it's $\Omega(1)$.

Worst Case

If there's no more space, we double the size of the array, and copy all the elements. So, it's $\mathcal{O}(n)$.



Insight: Our analysis seems wrong. Saying linear time feels wrong.

Analyzing push for an ArrayStack

3

This is where "amortized analysis" comes in. Sometimes, we have a **very rare** expensive operation that we can "charge" to other operations.

Intuition: Rent, Tuition

You pay one big sum for a long period of time, but you can afford it because it happens very rarely.

Back to ArrayStack

Say we have a full Stack of size n . Then, consider the next n pushes:

- The next push will take $\mathcal{O}(n)$ (to resize the array to size $2n$)
- The $n-1$ operations after that will all be $\mathcal{O}(1)$, because we know we have enough space

Considering these operations in aggregate, we have n operations that take $(c_0 + c_1n) + (n-1) \times c_2$ time.

So, how long does **each** operation take:

$$\frac{(c_0 + c_1n) + (n-1) \times c_2}{n} \leq \frac{n \max(c_0, c_2) + c_1n}{n} = \max(c_0, c_2) + c_1 = \mathcal{O}(1)$$

Analyzing push for an ArrayStack

4

What happens if we change our resize rule to each of the following:

- $n \rightarrow n+1$
This is really bad! We can only amortize over the single operation which gives us:

$$\frac{n}{1} = \mathcal{O}(n)$$

- $n \rightarrow \frac{3n}{2}$
This still works. Now, we go over the next $\frac{3n}{2} - n$ operations:

$$\frac{n + (n/2 - 1) \times 1}{\frac{n}{2}} = \mathcal{O}(1)$$

- $n \rightarrow 5n$
This is good too:

$$\frac{n + (4n - 1) \times 1}{4n} = \mathcal{O}(1)$$

Which is better $2n$, $\frac{3n}{2}$, or $5n$?

Java uses $\frac{3n}{2}$ to minimize wasted space.