

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

Instructors:

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

Instructors:

Christian Borgs

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

Instructors:

Christian Borgs

Prasad Raghavendra

# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

Instructors:

Christian Borgs

Prasad Raghavendra



# CS 170: Algorithms

## **Logistics:**

Course website: <https://cs170.org/> (lots of information)

Course communications: Edstem

Weekly homeworks + 2 midterms + 1 final exam.

Midterm 1: M 2/26/24 from 7pm-9pm.

Midterm 2: Tu 4/2/24 from 7pm-9pm

Instructors:

Christian Borgs

Prasad Raghavendra

Today: Satish Rao

## A puzzle.

Does a list have a cycle?

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.



## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

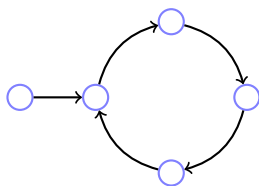
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.



## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

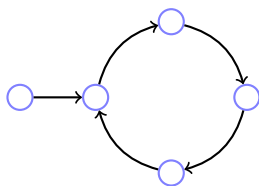
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.



First node not in cycle!

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

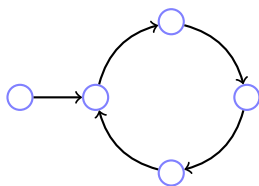
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.



**First node not in cycle!**

Answer is no.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

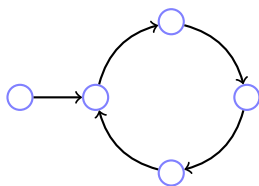
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.



**First node not in cycle!**

Answer is no. “Oracle” gave us example.

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

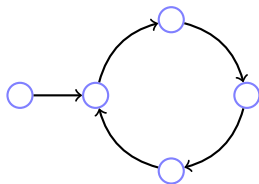
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: **if on cycle**, must return.

Quiz: Does this work?

a) Yes. b) No.



**First node not in cycle!**

Answer is no. “Oracle” gave us example.

Problem: starting point is not on cycle?

## A puzzle.

Does a list have a cycle?

Access to list is a pointer to the “first element.”

Mark first node.

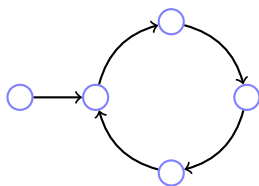
While next cell not marked, go to next cell.

Claim: either there is no next cell, or detects cycle.

Intuition: if on cycle, must return.

Quiz: Does this work?

a) Yes. b) No.



**First node not in cycle!**

Answer is no. “Oracle” gave us example.

Problem: starting point is not on cycle?

Construct example.



Does a list have a cycle?

# Does a list have a cycle?

Two ptrs:

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**,

## Does a list have a cycle?

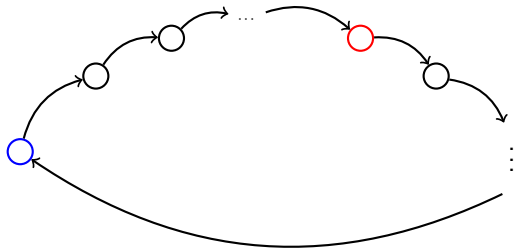
Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.

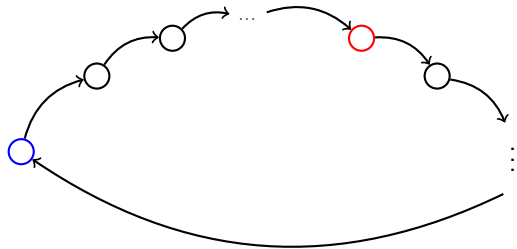
## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



## Does a list have a cycle?

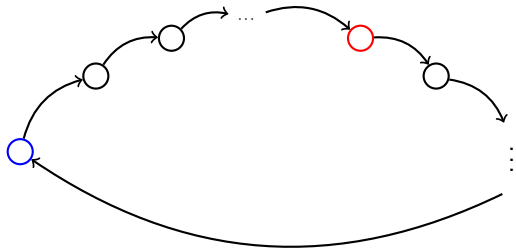
Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



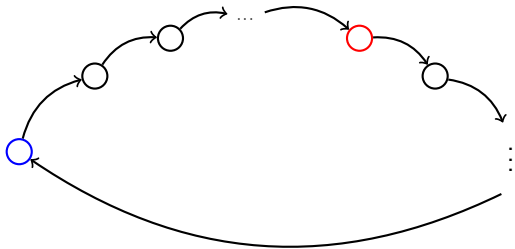
Correctness:

If no cycle, slow pointer never catches fast one.



## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



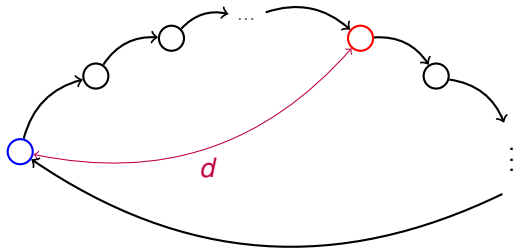
Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

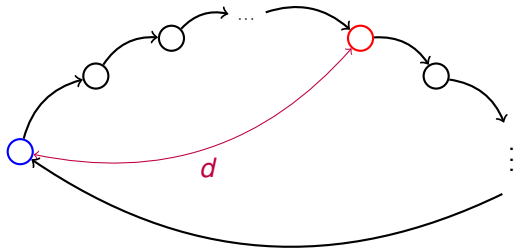
If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

$d$  - distance from **fast ptr** to **slow ptr**.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

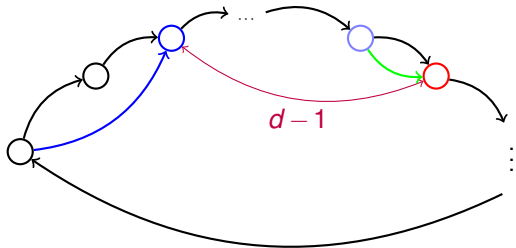
If cycle, both pointers will enter cycle at some time.

$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

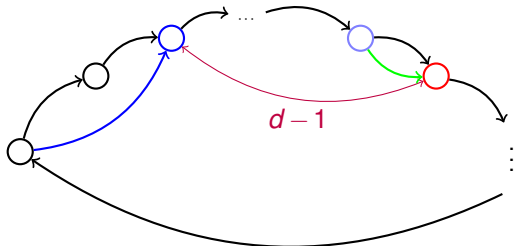
If cycle, both pointers will enter cycle at some time.

$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

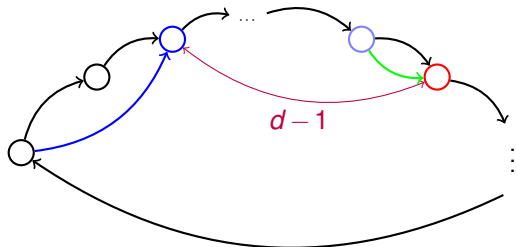
$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

Runtime:  $n$  steps to cycle

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

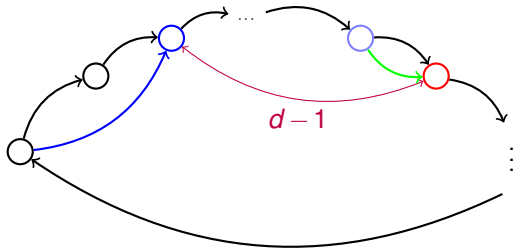
$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

Runtime:  $n$  steps to cycle  $n$  steps to catch up.

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

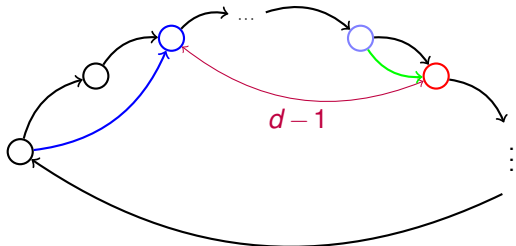
$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

Runtime:  $n$  steps to cycle  $n$  steps to catch up.  $O(n)$

## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

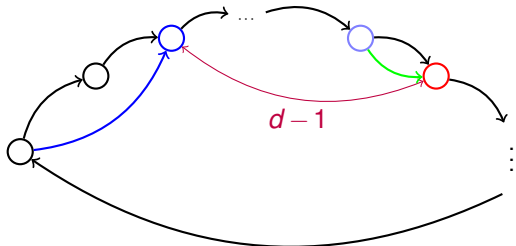
Runtime:  $n$  steps to cycle  $n$  steps to catch up.  $O(n)$

Additional storage: two pointers.



## Does a list have a cycle?

Two ptrs: Step: advance ptr 1 **twice**, advance ptr 2 **once**.  
If ever at the same place, report cycle.



Correctness:

If no cycle, slow pointer never catches fast one.

If cycle, both pointers will enter cycle at some time.

$d$  - distance from **fast ptr** to **slow ptr**.

$d$  decreases every step.

Runtime:  $n$  steps to cycle  $n$  steps to catch up.  $O(n)$

Additional storage: two pointers.  $O(1)$ .

Puzzles ..

Solutions

Puzzles ..

Solutions

..are Algorithms...

# Puzzles ..

Solutions

..are Algorithms...

which...

# Puzzles ..

Solutions

..are Algorithms...

which...

..are correct...

# Puzzles ..

Solutions

..are Algorithms...

which...

..are correct...and (in this class) efficient.

# Puzzles ..

Solutions

..are Algorithms...

which...

..are correct...and (in this class) efficient.

Is this a useful process?

# Algorithms for the Human Genome Project

Reconstruct DNA...



# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AAACTG

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AAACTG

Assemble into a consistent string?

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AAACTG

Assemble into a consistent string?

ACTGAA

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AAACTG

Assemble into a consistent string?

ACTGAA

AAACTG

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AAACTG

Assemble into a consistent string?

ACTGAA

AAACTG

TGAGT



# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AACTG

Assemble into a consistent string?

ACTGAA

AACTG

TGAGT

AGTAG

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AACTG

Assemble into a consistent string?

ACTGAA

AACTG

TGAGT

AGTAG

AGATA

# Algorithms for the Human Genome Project

Reconstruct DNA...

ACTGAAACTGAGTAGATA....

Read first, then next, then next, ...3.1 billion times...

.. slow... error prone...

Parallel sequencing yields chunks of overlapping DNA.

AGTAG, AGATA, TGAGT , ACTGAA , CTGAA , AACTG

Assemble into a consistent string?

ACTGAA

AAACTG

TGAGT

AGTAG

AGATA

-----  
ACTGAAACTGAGTAGATA

# Page Rank.

Problem: What is good on the web?

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most?

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

Random Surfer Model (Brin-Page):

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,



# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

Made us happier then.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

Made us happier then.

Google.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

Made us happier then.

Google.

# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

Made us happier then.

Google.

Issues: make a bunch of webpages that point to each other.



# Page Rank.

Problem: What is good on the web?

Website that pays search engine most? Goto.com.

---

**Random Surfer Model (Brin-Page):** Follow link, follow link,  
.. occasionally jump to random page (with prob.  $\epsilon$ ).

---

Popular pages are desirable pages.

PageRank = popularity for random surfer.

Sort search results by PageRank!

Made us happier then.

Google.

Issues: make a bunch of webpages that point to each other.

**New Model for user: google.**

# Algorithms...

Driving Directions

# Algorithms...

Driving Directions  
Airline Scheduling

# Algorithms...

Driving Directions  
Airline Scheduling  
Compiling

# Algorithms...

Driving Directions  
Airline Scheduling  
Compiling  
Compression

# Algorithms...

Driving Directions  
Airline Scheduling  
Compiling  
Compression  
Cryptography

# Algorithms...

Driving Directions  
Airline Scheduling  
Compiling  
Compression  
Cryptography  
Optimization

# Algorithms...

Driving Directions  
Airline Scheduling  
Compiling  
Compression  
Cryptography  
Optimization  
Search



# Algorithms...

Driving Directions

Airline Scheduling

Compiling

Compression

Cryptography

Optimization

Search

Targeted Advertising

# Algorithms...

Driving Directions

Airline Scheduling

Compiling

Compression

Cryptography

Optimization

Search

Targeted Advertising

.

.

# Calculating: 300 BC through Middle Ages in Europe.

I – one

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

## Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand



# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

## Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

## Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

## Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

## Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 =$$

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 = 2024$$

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 = 2024$$

676 years since the Gutenberg printing press.



# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 = 2024$$

676 years since the Gutenberg printing press.

Reading and writing!

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 = 2024$$

676 years since the Gutenberg printing press.

Reading and writing! For everyone.

# Calculating: 300 BC through Middle Ages in Europe.

I – one

V – five

X – ten

C – one hundred

D – five hundred

M – a thousand

VIII – eight

DCLXXVI – five hundred plus a hundred plus fifty plus ten plus ten..

MCDLXVIII – one thousand five hundred minus one hundred ....

Add them?

$$1448 + 676 = 2024$$

676 years since the Gutenberg printing press.

Reading and writing! For everyone.

Multiply roman numbers?

## Modern system.

From India, via Al Khwarizmi.

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20):



## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “...”

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonions (base 60):

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “··”

Babylonions (base 60): clusters of 10 instead of digits.

# Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows,

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows, successive places..

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows, successive places..

India: “invented” 0!



## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “...”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows, successive places..

India: “invented” 0! ... and decimal symbols.

# Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “...”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows, successive places..

India: “invented” 0! ... and decimal symbols.

20th century. Base 2!

## Modern system.

From India, via Al Khwarizmi.

He also described recipes for adding, multiplying, solving quadratics, computing digits of  $\pi$ ..

Algorithms!

Note:

Mayans (base 20): dots (ones) and underlines (fives).

13 is “..”

Babylonians (base 60): clusters of 10 instead of digits.

Abacus successive rows, successive places..

India: “invented” 0! ... and decimal symbols.

20th century. Base 2!

The input representation for modern computers and communication.

# Writing to propagating..

Al Khwarizmi:

## Writing to propagating..

Al Khwarizmi: Go west! Young decimal system!

## Writing to propagating..

Al Khwarizmi: Go west! Young decimal system!

Al Khwarizmi used to be transliterated as *Algoritmi* or Algaurizin  
Persian mathematician, astronomer, geographer (780-850)

## Writing to propagating..

Al Khwarizmi: Go west! Young decimal system!

Al Khwarizmi used to be transliterated as *Algoritmi* or Algaurizin  
Persian mathematician, astronomer, geographer (780-850)



## Writing to propagating..

Al Khwarizmi: Go west! Young decimal system!

Al Khwarizmi used to be transliterated as *Algoritmi* or Algaurizin  
Persian mathematician, astronomer, geographer (780-850)



..but Fibonacci popularized its use.



## Writing to propagating..

Al Khwarizmi: Go west! Young decimal system!

Al Khwarizmi used to be transliterated as *Algoritmi* or Algaurizin  
Persian mathematician, astronomer, geographer (780-850)



..but Fibonacci popularized its use.

Italian mathematician (1170-1250) who traveled to learn the  
Hindu-Arab math.



# Place value.

I love place value!!

# Place value.

I love place value!!

Democratizes arithmetic.

# Place value.

I love place value!!

Democratizes arithmetic. Money.

## Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean?

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean?



# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

## Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

## Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

## Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

A million is  $10^6$ . One more is 7.

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

A million is  $10^6$ . One more is 7.  $6 = \log_{10}(\text{million})$



# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

A million is  $10^6$ . One more is 7.  $6 = \log_{10}(\text{million})$

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

A million is  $10^6$ . One more is 7.  $6 = \log_{10}(\text{million})$

$N$  in decimal takes

# Place value.

I love place value!!

Democratizes arithmetic. Money. Helps end feudal system?

54879

What does the 9 mean? 9

What does the 8 mean? 7 hundreds.

What does the 5 mean?  $5 \times 10^5$ .

This is amazing.

How many decimal digits in a number between a million and two million?

7.

Nice!!!

A million is  $10^6$ . One more is 7.  $6 = \log_{10}(\text{million})$

$N$  in decimal takes  $\lceil \log_{10} N \rceil$  digits.

## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

# Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

# Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Correct?

## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Correct? Implements definition!



## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Correct? Implements definition!

Run time.

## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Correct? Implements definition!

Run time.

$$T(n) = T(n-1) + T(n-2) + 2$$

## Fibonacci numbers.

$$F_0 = 0, F_1 = 1.$$

$$F_n = F_{n-1} + F_{n-2}.$$

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        return fib(n-1) + fib(n-2)
```

Correct? Implements definition!

Run time.

$$T(n) = T(n-1) + T(n-2) + 2$$

$$T(n) \geq F_n$$

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2}$$

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2}$$

## Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

## Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .



# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

From book  $T(n) \geq 2^{0.694n}$

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

From book  $T(n) \geq 2^{0.694n}$

For  $n = 100$ , this is around  $2^{64}$  operations, (more than a thousand years or so on a fast computer.)

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

From book  $T(n) \geq 2^{0.694n}$

For  $n = 100$ , this is around  $2^{64}$  operations, (more than a thousand years or so on a fast computer.)

Exponential algorithm. Bad.

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

From book  $T(n) \geq 2^{0.694n}$

For  $n = 100$ , this is around  $2^{64}$  operations, (more than a thousand years or so on a fast computer.)

Exponential algorithm. Bad. Grows very fast.

# Fibonacci algorithm and numbers!

$$F_n = F_{n-1} + F_{n-2} = F_{n-2} + F_{n-3} + F_{n-2} \geq 2F_{n-2}$$

By induction, we get  $F_n \geq 2^{n/2}$ .

From book..  $F_n \approx 2^{0.694n}$ .

$$T(n) \geq 2^{n/2}$$

From book  $T(n) \geq 2^{0.694n}$

For  $n = 100$ , this is around  $2^{64}$  operations, (more than a thousand years or so on a fast computer.)

Exponential algorithm. Bad. Grows very fast.

Can we do better?

Better Algorithm.

## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```



## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):    O(n)  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```

$O(n)$  operations!

## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):    O(n)  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```

$O(n)$  operations! Maybe.

## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):    O(n)  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```

$O(n)$  operations! Maybe.

Let's try it!

## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):    O(n)  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```

$O(n)$  operations! Maybe.

Let's try it!

Oops:

## Better Algorithm.

```
def fib(n):  
    if n <= 1:  
        return n  
    else:  
        a = [0,1]  
        for i in range(2,n+1):    O(n)  
            a.append(a[i-1]+a[i-2])  
        return a[n]
```

$O(n)$  operations! Maybe.

Let's try it!

Oops:

doubling the size more than doubled the runtime!

From demo: Size matters.

How many bits in the representation of  $F_n$ ?

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?



## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n$$

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

How long does it take to compute  $F_{n-1} + F_{n-2}$ ?

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

How long does it take to compute  $F_{n-1} + F_{n-2}$ ?

$O(n)$ .

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

How long does it take to compute  $F_{n-1} + F_{n-2}$ ?

$O(n)$ .

How long does Fib take?

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

How long does it take to compute  $F_{n-1} + F_{n-2}$ ?

$O(n)$ .

How long does Fib take?

$n$  additions.

## From demo: Size matters.

How many bits in the representation of  $F_n$ ?

Remember  $F_n \approx 2^{0.694n}$ .

About how many bits in  $F_n$ ?

$$\log_2 F_n \approx 0.6294n$$

How long does it take to compute  $F_{n-1} + F_{n-2}$ ?

$O(n)$ .

How long does Fib take?

$n$  additions.

At most  $O(n^2)$ .



## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

Calculation:  $c(2n)^2$

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

Calculation:  $c(2n)^2 = 4cn^2$ .

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

Calculation:  $c(2n)^2 = 4cn^2$ .

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.



## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.

Not true for exponential algorithms.

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.

Not true for exponential algorithms. Squares runtime!

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.

Not true for exponential algorithms. Squares runtime!

$$\text{Calculation: } 2^{2n} = (2^n)^2.$$

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.

Not true for exponential algorithms. Squares runtime!

$$\text{Calculation: } 2^{2n} = (2^n)^2.$$

$$\text{From: } 2^{ab} = (2^a)^b$$

## Demo: polynomial.

Doubling size, made fast fib grow by factor of roughly four.

Example:  $cn^2$  runtime.

$$\text{Calculation: } c(2n)^2 = 4cn^2.$$

Polynomial time algorithm has runtime  $O(n^k)$  for a constant  $k$ .

$$\text{Calculation: } (\alpha n)^k = \alpha^k n^k.$$

Scaling input by  $\alpha$  grows runtime bound by  $\alpha^k$ .

Doubling size, scales runtime by a constant for polynomial time algorithm.

Not true for exponential algorithms. Squares runtime!

$$\text{Calculation: } 2^{2n} = (2^n)^2.$$

$$\text{From: } 2^{ab} = (2^a)^b = (2^b)^a.$$

## Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

## Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..



# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{.694n}$  versus  $O(n^2)$ .

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{694n}$  versus  $O(n^2)$ .

For  $2^{694n}$ , doubling  $n$ , squares run time.

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{.694n}$  versus  $O(n^2)$ .

For  $2^{.694n}$ , doubling  $n$ , squares run time.

Calculation:  $2^{.694(2n)} = (2^{.694n})^2$ .

From:  $2^{ab} = (2^b)^a$ .

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{694n}$  versus  $O(n^2)$ .

For  $2^{694n}$ , doubling  $n$ , squares run time.

Calculation:  $2^{694(2n)} = (2^{694n})^2$ .

From:  $2^{ab} = (2^b)^a$ .

For  $O(n^2)$ , doubling  $n$ , multiplies run time by four.

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{.694n}$  versus  $O(n^2)$ .

For  $2^{.694n}$ , doubling  $n$ , squares run time.

$$\text{Calculation: } 2^{.694(2n)} = (2^{.694n})^2.$$

$$\text{From: } 2^{ab} = (2^b)^a.$$

For  $O(n^2)$ , doubling  $n$ , multiplies run time by four.

$$\text{Calculation: } c(2n)^2 = 4 \times cn^2$$

# Asymptotic Analysis.

Used  $O(n)$  for number of additions, rather than  $n - 2$ .

Why?

61a, 61b..

Recursive fib has faster inner loop than iterative fib.

Does it matter?

$2^{694n}$  versus  $O(n^2)$ .

For  $2^{694n}$ , doubling  $n$ , squares run time.

$$\text{Calculation: } 2^{694(2n)} = (2^{694n})^2.$$

$$\text{From: } 2^{ab} = (2^b)^a.$$

For  $O(n^2)$ , doubling  $n$ , multiplies run time by four.

$$\text{Calculation: } c(2n)^2 = 4 \times cn^2$$



# Refreshing Asymptotic Notation.

Ignore constant factors.

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example?

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$

both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$

both are  $O(\log n)$

Example? Binary search.

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.



# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$   
 $2n^2 + 1000 \log n$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

Upper bound.

$n^2$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

Upper bound.

$n^2$  is  $O(n^3)$ .

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

Upper bound.

$n^2$  is  $O(n^3)$ .

$\log n$

# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

Upper bound.

$n^2$  is  $O(n^3)$ .

$\log n$  is  $O(n)$ .



# Refreshing Asymptotic Notation.

Ignore constant factors.

$2n^2$  asymptotically same as  $4n^2$   
both are  $O(n^2)$

$4 \log n$  asymptotically same as  $100 \log n$   
both are  $O(\log n)$

Example? Binary search.

Ignore smaller order terms.

$2n^2 + 100$  is  $O(n^2)$

$2n^2 + 1000 \log n$  is  $O(n^2)$

Upper bound.

$n^2$  is  $O(n^3)$ .

$\log n$  is  $O(n)$ .

Formally, for positive functions  $g, f$  from integers to reals,  
 $g(n) = O(f(n))$ , if there is a constant  $c$  where  $g(n) \leq cf(n)$ .

## More asymptotic notation.

$\Omega$  notation.

## More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

# More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

$2n^2$  is  $\Omega(n^2)$  ...

## More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

$2n^2$  is  $\Omega(n^2)$  ...and  $\Omega(n)$ ...

## More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

$2n^2$  is  $\Omega(n^2)$  ...and  $\Omega(n)$ ...

## More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

$2n^2$  is  $\Omega(n^2)$  ...and  $\Omega(n)$ ...

Formally, for positive functions  $g, f$  from integers to reals,  
 $g(n) = \Omega(f(n))$  , if there is a constant  $c$  where  $g(n) \geq cf(n)$

## More asymptotic notation.

$\Omega$  notation.

A “lower bound”.

$2n^2$  is  $\Omega(n^2)$  ...and  $\Omega(n)$ ...

Formally, for positive functions  $g, f$  from integers to reals,  
 $g(n) = \Omega(f(n))$  , if there is a constant  $c$  where  $g(n) \geq cf(n)$

$g(n) = \Theta(f(n))$  if  $g(n) = O(f(n))$  and  $g(n) = \Omega(f(n))$ .



## Al Khwarizmi: Arithmetic.

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.

## Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value. Algorithm: add places.

## Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value. Algorithm: add places.

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

					1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
						4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

				0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
				9	4	4	8	0	

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

		0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
			4	6	9	4	4	8	0



# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
		4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0



# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

And so on.

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

And so on.

Time:  $O(n)$

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

And so on.

Time:  $O(n)$

Can we do better?

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

And so on.

Time:  $O(n)$

Can we do better?

Need to look at the numbers to add them...

# Al Khwarizmi: Arithmetic.

Addition:  $O(n)$

Place value.      Algorithm: add places.

1	0	0	0	0	1	1	1	1	
	1	2	3	4	5	6	7	8	9
+	9	2	1	2	3	7	6	9	1
<hr/>									
1	0	4	4	6	9	4	4	8	0

Correctness:

See how many ones, if more than 10, add to 10's.

And so on.

Time:  $O(n)$

Can we do better?

Need to look at the numbers to add them... must be optimal.

## More Al Khwarizmi's: algorithms.

Addition:  $O(n)$



# More Al Khwarizmi's: algorithms.

Addition:  $O(n)$

Multiplication:

	1	2	3	4	5	6	7	8	9
×	9	2	1	2	3	7	6	9	1
<hr/>									

# More Al Khwarizmi's: algorithms.

Addition:  $O(n)$

Multiplication:

	1	2	3	4	5	6	7	8	9
×	9	2	1	2	3	7	6	9	1
<hr/>									
	1	2	3	4	5	6	7	8	9








# More Al Khwarizmi's: algorithms.

Addition:  $O(n)$

Multiplication:

			1	2	3	4	5	6	7	8	9
		×	9	2	1	2	3	7	6	9	1
<hr/>											
			1	2	3	4	5	6	7	8	9
	9	2	2	2	2	2	2	2	2	1	
	.	.	.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.	.	.	.



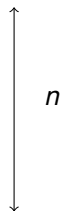
$n$

# More Al Khwarizmi's: algorithms.

Addition:  $O(n)$

Multiplication:

			1	2	3	4	5	6	7	8	9
		×	9	2	1	2	3	7	6	9	1
<hr/>											
			1	2	3	4	5	6	7	8	9
	9	2	2	2	2	2	2	2	2	1	
	.	.	.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.	.	.	.
.	.	.	.	.	.	.	.	.	.	.	.



$n$

Time:  $O(n^2)$

# Multiplication

Multiplication:  $O(n^2)$ .



# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No.

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What !?!?



# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!?

Really!

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!?

Really!

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What !?!

Really!

What does python do?

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!?

Really!

What does python do? Let's see.

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!

Really!

What does python do? Let's see.

Runtime:

2 times as large increases by a factor of 3

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!?

Really!

What does python do? Let's see.

Runtime:

2 times as large increases by a factor of 3

Note:  $2^{\log_2 3} = 3$ .

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What?!?!

Really!

What does python do? Let's see.

Runtime:

2 times as large increases by a factor of 3

Note:  $2^{\log_2 3} = 3$ .

Runtime:  $O(n^{\log_2 3})$ .

# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What !?!?

Really!

What does python do? Let's see.

Runtime:

2 times as large increases by a factor of 3

Note:  $2^{\log_2 3} = 3$ .

Runtime:  $O(n^{\log_2 3})$ .

How?



# Multiplication

Multiplication:  $O(n^2)$ .

Is the best possible?

Every digit in  $x$  must multiply every digit in  $y$  at least once!

$\Theta(n^2)$  such pairs.

Is this the best possible?

(a) Yes.

(b) No.

No. We can do better!

What !?!?

Really!

What does python do? Let's see.

Runtime:

2 times as large increases by a factor of 3

Note:  $2^{\log_2 3} = 3$ .

Runtime:  $O(n^{\log_2 3})$ .

How? Next time (read ahead!!!)

## Quick Thoughts.

Big (historic) idea: representation as digits or bits.

## Quick Thoughts.

Big (historic) idea: representation as digits or bits.

Algorithms for addition/multiplication/fibonacci numbers.

## Quick Thoughts.

Big (historic) idea: representation as digits or bits.

Algorithms for addition/multiplication/fibonacci numbers.

Complexity or runtimes in terms of size of representation.

## Quick Thoughts.

Big (historic) idea: representation as digits or bits.

Algorithms for addition/multiplication/fibonacci numbers.

Complexity or runtimes in terms of size of representation.

Asymptotic analysis.