Design by Induction

(Based on [Manber 1989])

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Introduction

- It is not necessary to design the steps required to solve a problem from scratch.
- It is sufficient to guarantee that
  1. it is possible to solve one small instance or a few small instances of the problem (the base case), and
  2. a solution to every problem/instance can be constructed from solutions to smaller problems/instances (the inductive step).

Evaluating Polynomials

The Problem Given a sequence of real numbers a_n, a_{n-1}, $\cdots$, a_1, a_0, and a real number x, compute the value of the polynomial $P_n(x) = a_n x^n + a_{n-1} x^{n-1} + \cdots + a_1 x + a_0$.

Motivation: different approaches to the inductive step may result in algorithms of very different time complexities.

Evaluating Polynomials (cont.)

- Let $P_{n-1}(x) = a_{n-1}x^{n-1} + \cdots + a_1 x + a_0$.
- **Induction hypothesis** (first attempt)

  We know how to evaluate a polynomial represented by the input a_{n-1}, $\cdots$, a_1, a_0, at the point x, i.e., we know how to compute $P_{n-1}(x)$.
- $P_n(x) = a_n x^n + P_{n-1}(x)$.

Evaluating Polynomials (cont.)

- **Induction hypothesis** (second attempt)

  We know how to compute $P_{n-1}(x)$, and we know how to compute x^{n-1}.

- $P_n(x) = a_n x(x^{n-1}) + P_{n-1}(x)$.

Evaluating Polynomials (cont.)

- Let $P'_{n-1}(x) = a_n x^{n-1} + a_{n-1} x^{n-2} + \cdots + a_1$.
- **Induction hypothesis** (final attempt)

  We know how to evaluate a polynomial represented by the coefficients a_n, a_{n-1}, $\cdots$, a_1, at the point x, i.e., we know how to compute $P'_{n-1}(x)$.
- $P_n(x) = P'_n(x) = P'_{n-1}(x) \cdot x + a_0$.

Evaluating Polynomials (cont.)

- More generally,

$$\begin{cases} P'_0(x) = a_n \\ \\ P'_i(x) = P'_{i-1}(x) \cdot x + a_{n-i}, \text{ for } 1 \leq i \leq n \end{cases}$$

Evaluating Polynomials (cont.)

Algorithm Polynomial_Evaluation $(\bar{a}, x)$;
begin
    P := a_n;
    for i := 1 **to** n **do**
        P := $x * P + a_{n-i}$
end

This algorithm is known as *Horner's rule*.

Maximal Induced Subgraph

The Problem Given an undirected graph $G = (V, E)$ and an integer k, find an induced subgraph $H = (U, F)$ of G of maximum size such that all vertices of H have degree $\geq k$ (in H), or conclude that no such induced subgraph exists.

Design Idea: in the inductive step, we try to remove one vertex (that cannot possibly be part of the solution) to get a smaller instance.

One-to-One Mapping

The Problem Given a finite set A and a mapping f from A to itself, find a subset $S \subseteq A$ with the maximum number of elements, such that
(1) the function f maps every element of S to another element of S (i.e., f maps S into itself), and
(2) no two elements of S are mapped to the same element (i.e., f is one-to-one when restricted to S).

Design Idea: similar to the previous problem; in the inductive step, we try to remove one element (that cannot possibly be part of the solution) to get a smaller instance.

One-to-One Mapping (cont.)

Algorithm Mapping (f, n);
begin
  S := A;
  for j := 1 **to** n **do** $c[j]$:= 0;
  for j := 1 **to** n **do** increment $c[f[j]]$;
  for j := 1 **to** n **do**
    if $c[j] = 0$ **then** put j in Queue;
  while Queue not empty **do**
    remove i from the top of Queue;
    S := $S - \{i\}$;
    decrement $c[f[i]]$;
    if $c[f[i]] = 0$ **then** put $f[i]$ in Queue
end

Celebrity

The Problem Given an $n \times n$ adjacency matrix, determine whether there exists an i (the "celebrity") such that all the entries in the i-th column (except for the ii-th entry) are 1, and all the entries in the i-th row (except for the ii-th entry) are 0.

Note: A celebrity corresponds to a sink of the directed graph.

Note: Every directed graph has at most one sink.

Motivation: the trivial solution has a time complexity of $O(n^2)$. Can we do better, in $O(n)$?

Celebrity (cont.)

Algorithm Celebrity (*Know*);
begin

```
i := 1;
j := 2;
next := 3;
while next ≤ n + 1 do
    if Know[i, j] then i := next
                  else j := next;
    next := next + 1;
if i = n + 1 then candidate := j
             else candidate := i;
```

Celebrity (cont.)

```
wrong := false;
k := 1;
Know[candidate, candidate] := false;
while not wrong and k ≤ n do
    if Know[candidate, k] then wrong := true;
    if not Know[k, candidate] then
        if candidate ≠ k then wrong := true;
    k := k + 1;
if not wrong then celebrity := candidate
             else celebrity := 0;
end
```

The Skyline Problem

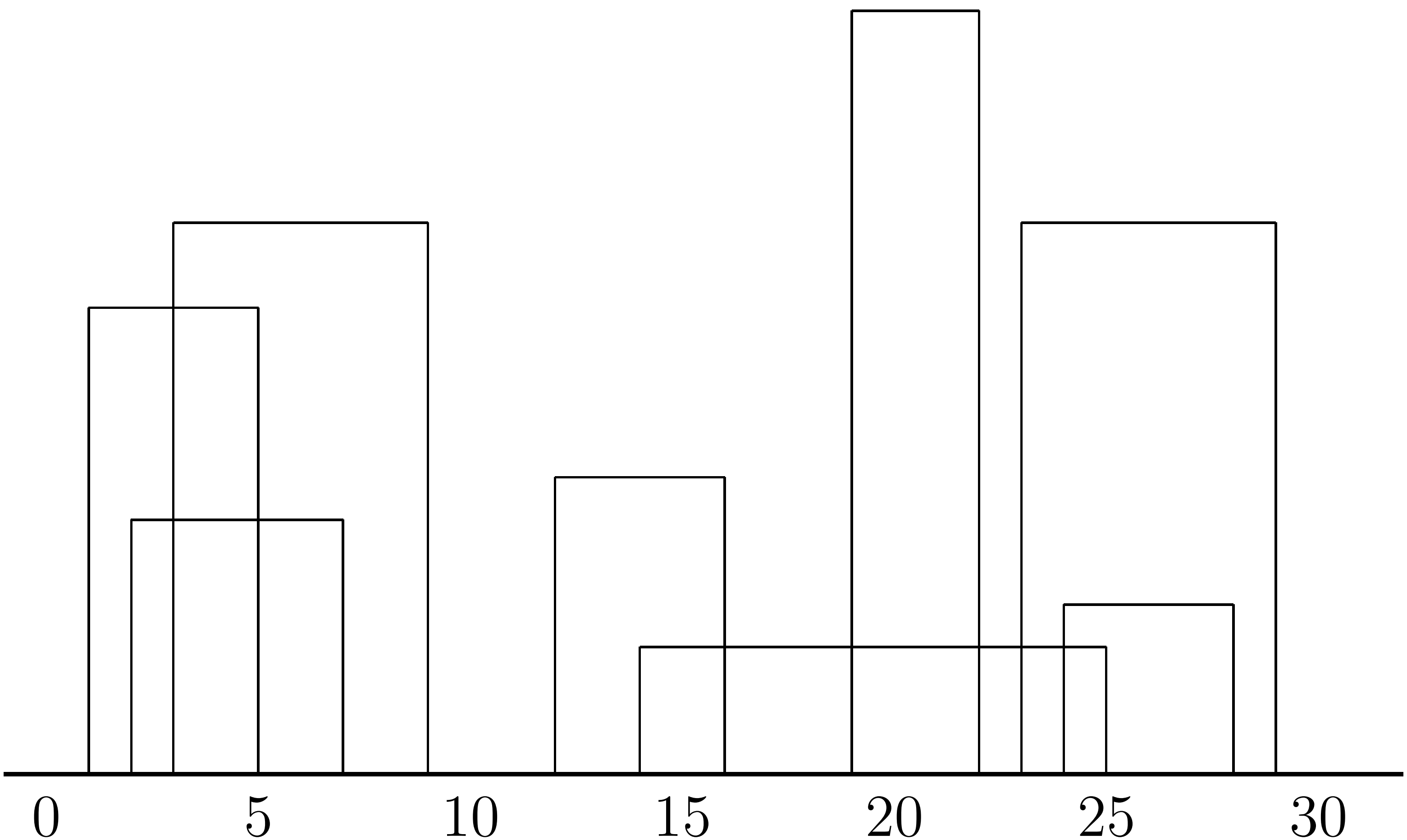
The Problem Given the exact locations and shapes of several rectangular buildings in a city, draw the skyline (in two dimension) of these buildings, eliminating hidden lines.

Motivation: different approaches to the inductive step may result in algorithms of very different time complexities.

Compare: adding buildings one by one to an existing skyline vs. merging two skylines of about the same size

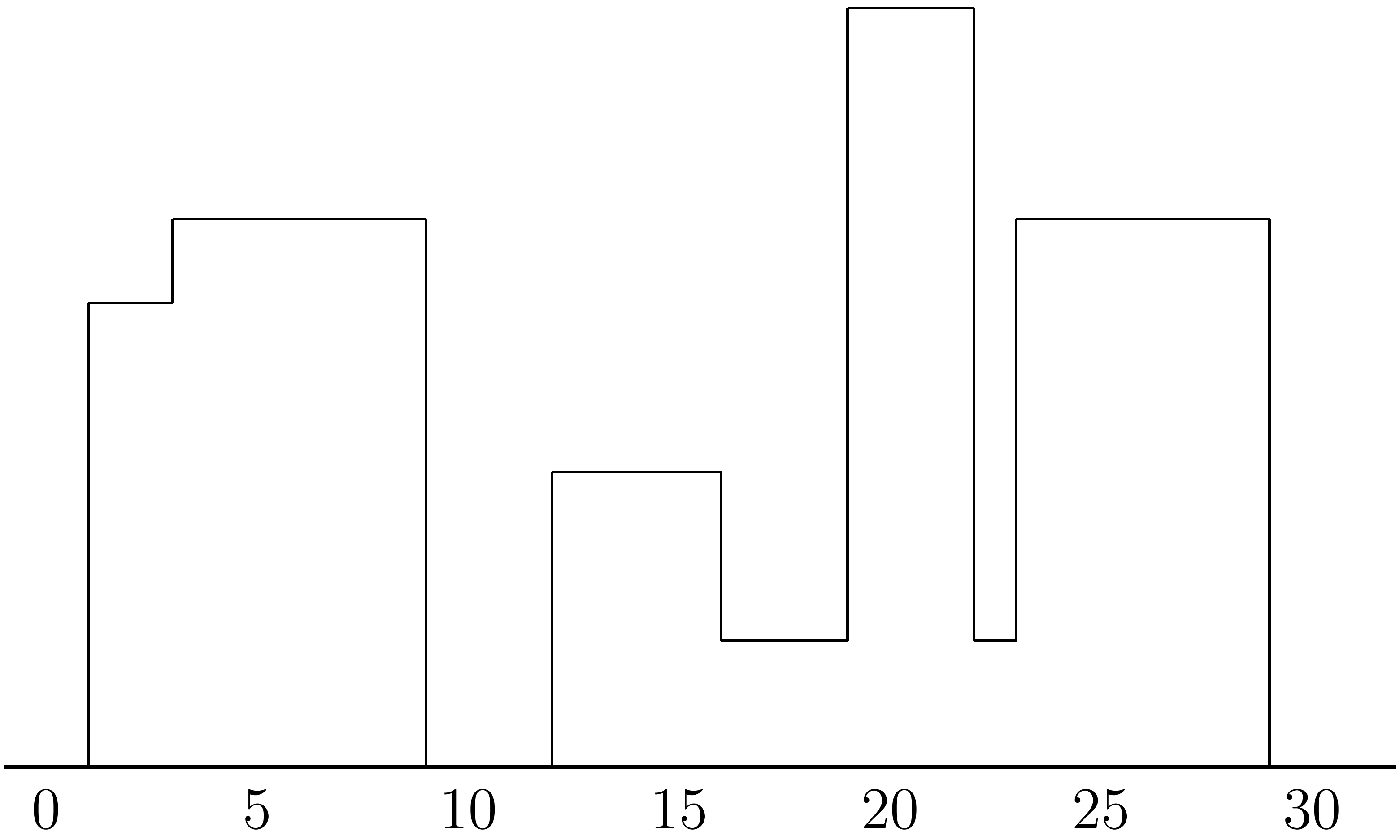
Representation of a Skyline

(1,**11**,5), (2,**6**,7), (3,**13**,9), (12,**7**,16), (14,**3**,25), (19,**18**,22), (23,**13**,29), and (24,**4**,28).



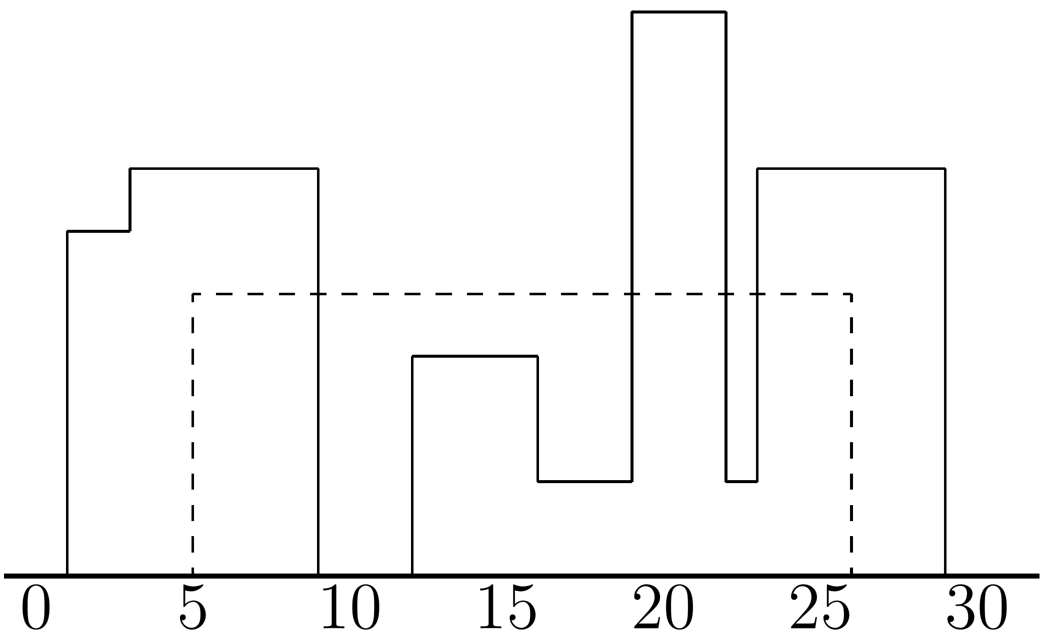
Representation of a Skyline (cont.)

(1,**11**,3,**13**,9,**0**,12,**7**,16,**3**,19,**18**,22,**3**,23,**13**,29).



Adding a Building

- Add (5,**9**,26) to (1,**11**,3,**13**,9,**0**,12,**7**,16,**3**,19,**18**,22,**3**,23,**13**,29).



- The skyline becomes (1,**11**,3,**13**,9,**9**,19,**18**,22,**9**,23,**13**,29).

Merging Two Skylines

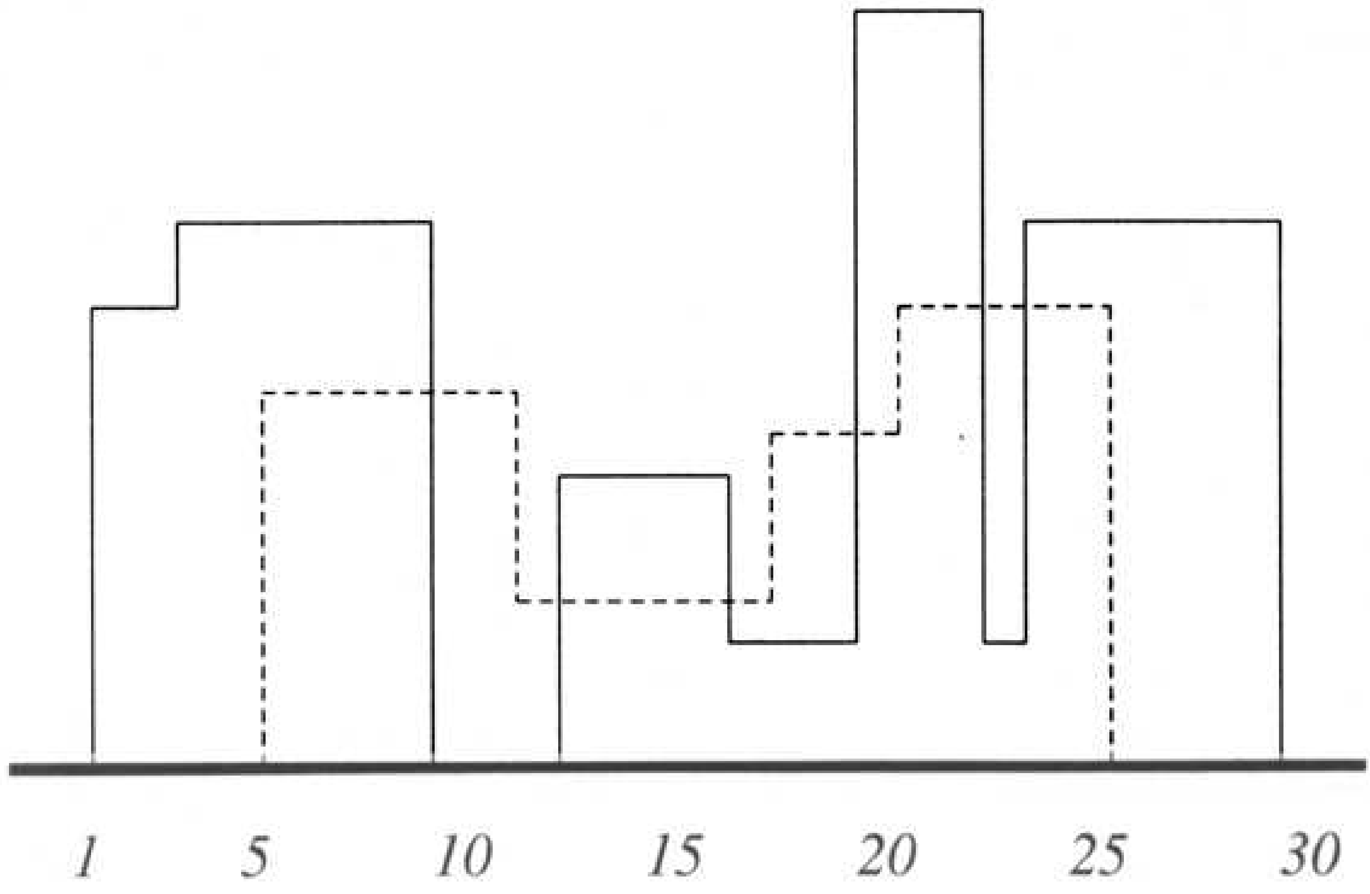


Figure 5.7 Merging two skylines.

Balance Factors in Binary Trees

The Problem Given a binary tree T with n nodes, compute the balance factors of all nodes.

The balance factor of a node is defined as the difference between the height of the node's left subtree and the height of the node's right subtree.

Motivation: an example of why we must strengthen the hypothesis (and hence the problem to be solved).

Balance Factors in Binary Trees (cont.)

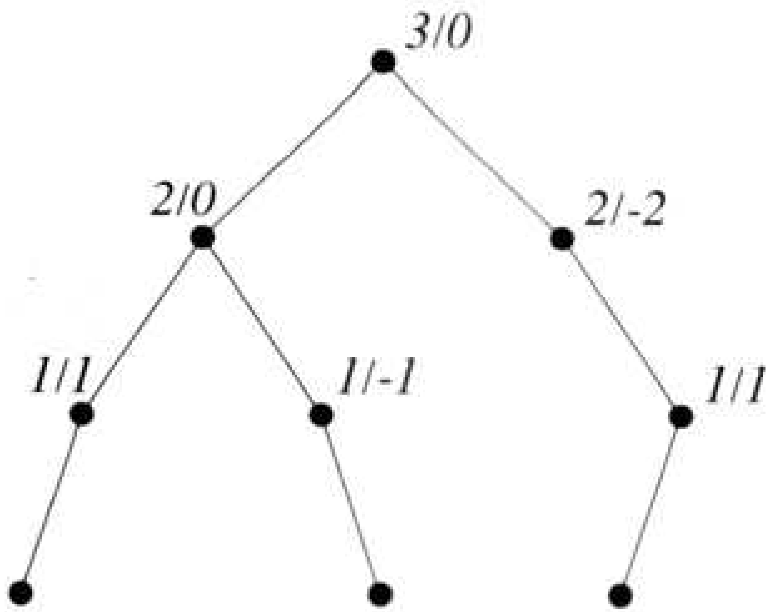


Figure 5.8 A binary tree. The numbers represent h/b, where h is the height and b is the balance factor.

Balance Factors in Binary Trees (cont.)

- **Induction hypothesis**

  We know how to compute balance factors of all nodes in trees that have $< n$ nodes.

- **Stronger induction hypothesis**

  We know how to compute balance factors and heights of all nodes in trees that have $< n$ nodes.

Maximum Consecutive Subsequence

The Problem Given a sequence x_1, x_2, $\cdots$, x_n of real numbers (not necessarily positive) find a subsequence x_i, x_{i+1}, $\cdots$, x_j (of consecutive elements) such that the sum of the numbers in it is maximum over all subsequences of consecutive elements.

Example:
In the sequence $(2, -3, 1.5, -1, 3, -2, -3, 3)$, the maximum subsequence is $(1.5, -1, 3)$.

Motivation: another example of strengthening the hypothesis.

Maximum Consecutive Subseq. (cont.)

- **Induction hypothesis**

  We know how to find the maximum subsequence in sequences of size $< n$.

- **Stronger induction hypothesis**

  We know how to find, in sequences of size $< n$, the maximum subsequence overall and the maximum subsequence that is a suffix.

Maximum Consecutive Subseq. (cont.)

```
Algorithm Max_Consec_Subseq (X, n);
begin
    Global_Max := 0;
    Suffix_Max := 0;
    for i := 1 to n do
        if x[i] + Suffix_Max > Global_Max then
           Suffix_Max := Suffix_Max + x[i];
           Global_Max := Suffix_Max
        else if x[i] + Suffix_Max > 0 then
                Suffix_Max := Suffix_Max + x[i]
        else Suffix_Max := 0
end
```

The Knapsack Problem

The Problem Given an integer K and n items of different sizes such that the i-th item has an integer size k_i, find a subset of the items whose sizes sum to exactly K, or determine that no such subset exists.

Design Idea: use strong induction so that solutions to all smaller instances may be used.

The Knapsack Problem (cont.)

- Let $P(n, K)$ denote the problem where n is the number of items and K is the size of the knapsack.
- **Induction hypothesis**

  We know how to solve $P(n-1, K)$.
- **Stronger induction hypothesis**

  We know how to solve $P(n-1, k)$, for all $0 \leq k \leq K$.

The Knapsack Problem (cont.)

An example of the table constructed for the knapsack problem:

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
$k_1 = 2$	O	-	I	-	-	-	-	-	-	-	-	-	-	-	-	-	-
$k_2 = 3$	O	-	O	I	-	I	-	-	-	-	-	-	-	-	-	-	-
$k_3 = 5$	O	-	O	O	-	O	-	I	I	-	I	-	-	-	-	-	-
$k_4 = 6$	O	-	O	O	-	O	I	O	O	I	O	I	-	I	I	-	I

"I": a solution containing this item has been found.
"O": a solution without this item has been found.
"-": no solution has yet been found.

The Knapsack Problem (cont.)

Algorithm Knapsack (S, K);

$P[0,0].exist$:= $true$;

for k := 1 **to** K **do**

  $P[0,k].exist$:= $false$;

for i := 1 **to** n **do**

  for k := 0 **to** K **do**

    $P[i,k].exist$:= $false$;

    if $P[i-1,k].exist$ **then**

      $P[i,k].exist$:= $true$;

      $P[i,k].belong$:= $false$

    else if $k - S[i] \geq 0$ **then**

      if $P[i-1, k-S[i]].exist$ **then**

        $P[i,k].exist$:= $true$;

        $P[i,k].belong$:= $true$