Algorithms 2018: Design by Induction

(Based on [Manber 1989])

Yih-Kuen Tsay

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1 Introduction

Introduction

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

2 Evaluating Polynomials

Evaluating Polynomials

Problem 1. *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*.

3 Maximal Induced Subgraph

Maximal Induced Subgraph

Problem 2. *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.

Maximal Induced Subgraph (cont.)

- Recursive:

```
Algorithm Max_Ind_Subgraph ($G, k$);
begin
    if the degree of every vertex of $G \geq k$ then
        Max_Ind_Subgraph := $G$;
    else let $v$ be a vertex of $G$ with degree $< k$;
        Max_Ind_Subgraph := Max_Ind_Subgraph($G - v, k$);
end
```

/* $G - v$ denotes the graph obtained from G by removing vertex v and every edge incident to v. */

- Iterative:

```
Algorithm Max_Ind_Subgraph ($G, k$);
begin
    while the degree of some vertex $v$ of $G < k$ do
        $G := G - v$;
    Max_Ind_Subgraph := $G$;
end
```

4 One-to-One Mapping

One-to-One Mapping

Problem 3. *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.

An element that is not mapped to may be removed.

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
```

5 Celebrity

Celebrity

Problem 4. *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.

/* Proof by contradiction. */

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

To achieve $O(n)$ time, we must reduce the problem size by at least one in constant time.

Celebrity (cont.)

Basic idea: check whether i knows j.

In either case, one of the two may be eliminated.

/* If i knows j, then i is not a celebrity. If i does not know j, then j is not a celebrity. */

The $O(n)$ algorithm proceeds in two stages:

- Eliminate a node every round until only one is left.

  /* The node that remains is not necessarily a celebrity, as we have not checked whether it knows any previously deleted node or the other way around. */

- Check whether the remaining one is truly a celebrity.

Celebrity (cont.)

```
Algorithm Celebrity (Know);
begin
    $i := 1$;
    $j := 2$;
    $next := 3$;
    while $next \leq n + 1$ 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 $k \leq n$ do
        if $Know[candidate, k]$ then $wrong := true$;
        if not $Know[k, candidate]$ then
            if $candidate \neq k$ then $wrong := true$;
        $k := k + 1$;
    if not wrong then $celebrity := candidate$
                 else $celebrity := 0$;
end
```

6 The Skyline Problem

The Skyline Problem

Problem 5. *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

The Skyline Problem

- Adding one building at a time:

$$\begin{cases} T(1) = O(1) \\ T(n) = T(n-1) + O(n), n \geq 2 \end{cases}$$

  Time complexity: $O(n^2)$.

  /* $T(n) = T(n-1) + O(n) = (T(n-2) + O(n-1)) + O(n) = \cdots = O(1) + O(2) + \cdots + O(n) = O(n^2)$. */

- Merging two skylines every round:

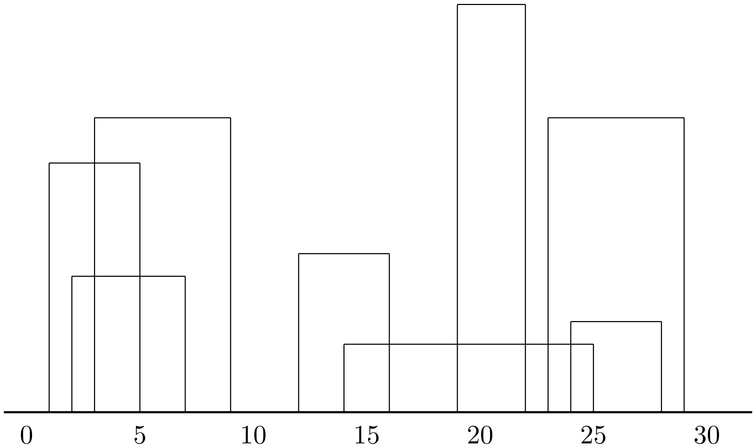
$$\begin{cases} T(1) = O(1) \\ T(n) = 2T(\frac{n}{2}) + O(n), n \geq 2 \end{cases}$$

  Time complexity: $O(n \log n)$.

  /* Apply the master theorem. Here, $a = 2$, $b = 2$, $k = 1$, and $b^k = 2 = a$. */

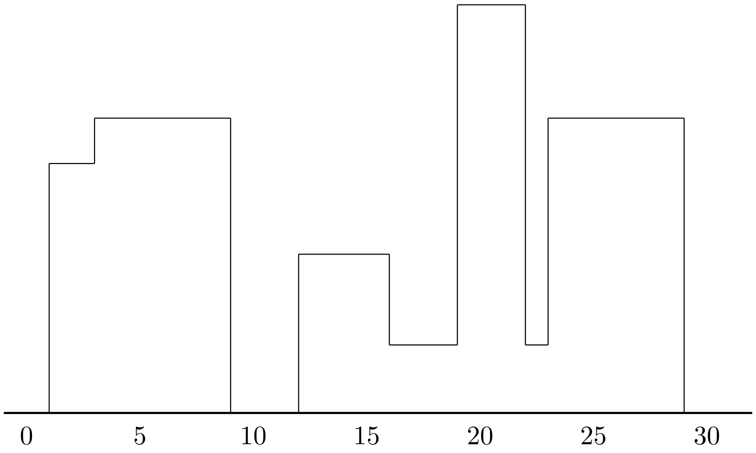
Representation of a Skyline

(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).



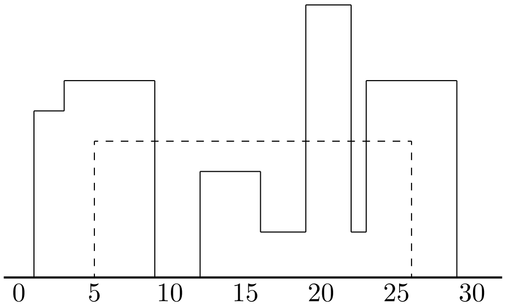
Representation of a Skyline (cont.)

(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

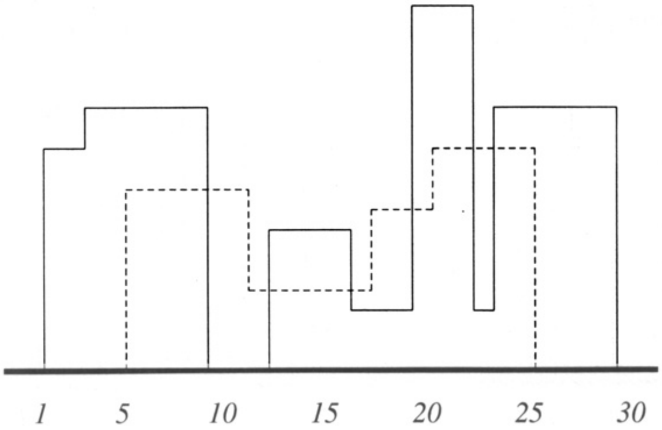


Figure 5.7 Merging two skylines.

Source: [Manber 1989].

7 Balance Factors in Binary Trees

Balance Factors in Binary Trees

Problem 6. *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.)

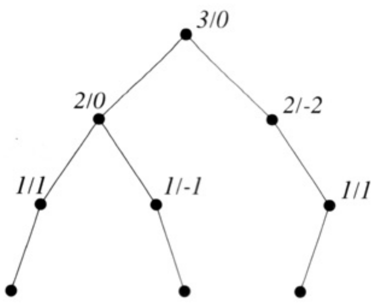


Figure 5.8 A binary tree. The numbers represent h/b, where h is the height and b is the balance factor.

Source: [Manber 1989].

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.

8 Maximum Consecutive Subsequence

Maximum Consecutive Subsequence

Problem 7. *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 Subsequence (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.

  (Reasoning: the maximum subsequence of problem size n is obtained either directly from the maximum subsequence of problem size $n-1$ or from appending the n-th element to the maximum suffix of problem size $n-1$.)

Maximum Consecutive Subsequence (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
```

9 The Knapsack Problem

The Knapsack Problem

Problem 8. *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 $0 \leq k \leq K$.

  (Reasoning: $P(n, K)$ has a solution if either $P(n-1, K)$ has a solution or $P(n-1, K-k_n)$ does, provided $K - k_n \geq 0$.)

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
	O	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
$k_1 = 2$	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
                    $P[i,k].exist := true$;
                    $P[i,k].belong := true$
```