

# **Algoritmer og Datastrukturer**

Evaluering af polynomier [Polynomier]

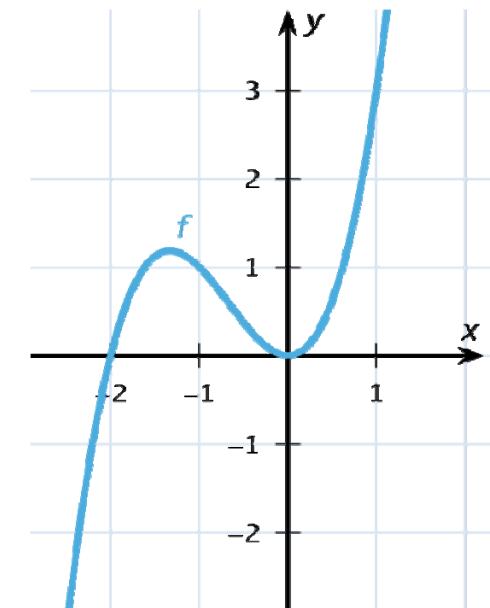
Maximum delsum [Bentley kap. 8]

# Evaluering af Polynomier

- Vi har et  $n$ 'te grads polynomium  $P$ :

$$P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \cdots + \alpha_1 x + \alpha_0$$

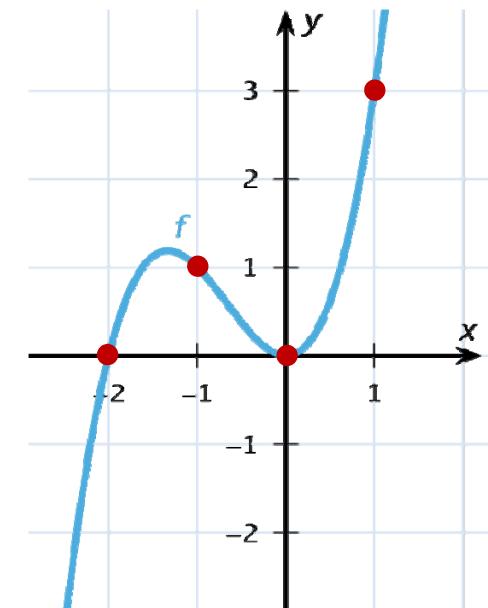
- Vi vil gerne evaluere det i et  $x$ .
- Hvor meget arbejde?



# Evaluering af Polynomier

## Eksempel

- $n = 3$
- $P(x) = x^3 + 2x^2$
- $\alpha_3=1, \alpha_2=2, \alpha_1=0, \alpha_0=0$
- $P(-2)=0, P(-1)=1, P(0)=0, P(1)=3$



# Evaluering af Polynomier

- $P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \dots + \alpha_1 x + \alpha_0$
- Beregn  $P(x)$

$S = 0$

for  $i = 0, \dots, n$ :

$B = 1$

for  $j = 1, \dots, i$ :

$B = B * x$

$i=6$  og  $j=4$   $\longrightarrow$

$S = S + \alpha_i * B$

return  $S$

Delresultat

Få  $B$  til at blive  $x^i$

Udregn bidrag fra  $\alpha_i x^i$   
og læg til  $S$

$$P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \dots + \underbrace{\alpha_6 xxxxxx}_{B = x^4} + \underbrace{\alpha_5 xxxx}_{S} + \alpha_4 xxxx + \alpha_3 xxx + \alpha_2 xx + \alpha_1 x + \alpha_0$$

# Evaluering af Polynomier

- $P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \dots + \alpha_1 x + \alpha_0$

- Beregn  $P(x)$

$$S = 0$$

for  $i = 0, \dots, n:$

$$B = 1$$

for  $j = 1, \dots, i:$

$$B = B * x$$

$$S = S + \alpha_i * B$$

return  $S$

Hvor mange gange bliver

$B = B * x$  ca. udført?

a)  $\log_2(n)$

b)  $n$

c)  $n * \log_2(n)$

d)  $n^2$

e)  $n^3$

# Evaluering af Polynomier

- Beregn  $P(x)$

$S = 0$

for  $i = 0, \dots, n$ :

$B = 1$

for  $j = 1, \dots, i$ :

$B = B * x$

$S = S + \alpha_i * B$

return  $S$

Vi laver næsten det samme arbejde for  $i-1$  og  $i$

Lad os prøve at  
genbruge  
resultater!

# Evaluering af Polynomier

- Beregn  $P(x)$

$S = 0$

for  $i = 0, \dots, n:$

$B = 1$

for  $j = 1, \dots, i:$

$B = B * x$

$S = S + \alpha_i * B$

return  $S$

$n^2/2 + n/2$

$$P(x) = \alpha_n x^n + \alpha_{n-1} x^{n-1} + \dots + \underbrace{\alpha_6 x \cancel{xxxxx}}_{B * x} + \underbrace{\alpha_5 \cancel{xxxxx}}_B + \underbrace{\alpha_4 xxxx}_{S} + \alpha_3 xxx + \alpha_2 xx + \alpha_1 x + \alpha_0$$

- Beregn  $P(x)$  *ny*

$S = 0$

$B = 1$

for  $i = 0, \dots, n:$

$S = S + \alpha_i * B$

$B = B * x$

return  $S$

$2(n+1)$

# Evaluering af Polynomier

- Hvor stor forskel på moderne computer der kan lave ca.  $10^9$  instruktioner på 1 sekund?

Degree $n$ :	$10^2$	$10^4$	$10^6$	$10^8$
Naive ( $n^2/2 + n/2$ work):	5 microseconds	50 milliseconds	8 minutes	2 months
Re-use ( $2(n + 1)$ work):	0.1 microseconds	20 microseconds	2 milliseconds	0.2 seconds

# Alternativ Evaluering af Polynomier

$$\begin{aligned}P(x) &= \alpha_n x^n + \alpha_{n-1} x^{n-1} + \cdots + \alpha_2 x^2 + \alpha_1 x + \alpha_0 \\&= (((\cdots((\underbrace{\alpha_n x + \alpha_{n-1}}_{S})x + \alpha_{n-2})x + \cdots )x + \alpha_2)x + \alpha_1)x + \alpha_0\end{aligned}$$

- Beregn  $P(x)$

$$S = 0$$

for  $i = n, \dots, 0:$

n+1

$$S = S * x + \alpha_i$$

return  $S$

# Programming Pearls

Second Edition

**JON BENTLEY**

Bell Labs, Lucent Technologies  
Murray Hill, New Jersey



ACM Press  
New York, New York

◆ Addison-Wesley

Boston • San Francisco • New York • Toronto • Montreal  
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# Max-Delsum

0	1	2	3	4	...	$n-2$	$n-1$		
31	-41	59	26	-53	58	97	-93	-23	84

Diagram illustrating the Max-Delsum algorithm. The array elements are indexed from 0 to  $n-1$ . Red numbers above the array indicate indices 0, 1, 2, 3, 4, ...,  $n-2$ ,  $n-1$ . The element at index 2 is highlighted with a red arrow and labeled '2'. The element at index 6 is highlighted with a red arrow and labeled '6'.

# Hvad er Max-Delsum ?

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
3	5	-4	-5	2	-3	4	2	-3	5	6	-2	3	-7	2	-6	10

- a) 10
- b) 11
- c) 14
- d) 15
- e) 17
- f) 20
- g) 30
- h) ved ikke

# Algoritme 1

```
1 maxsofar = 0
2 for i = [0, n)
3     for j = [i, n)
4         sum = 0
5         for k = [i, j]
6             sum += x[k]
7             /* sum is sum of x[i..j] */
8             maxsofar = max(maxsofar, sum)
```

Antal additioner:

$$\sum_{l=1}^n l(n-l+1) = (n+1) \sum_{l=1}^n l - \sum_{l=1}^n l^2 = (n+1) \frac{n(n+1)}{2} - \frac{n(n+1)(2n+1)}{6} = \frac{n^3 + 3n^2 + 2n}{6}$$

# Algoritme 2

```
1 maxsofar = 0
2 for i = [0, n)
3     sum = 0
4     for j = [i, n)
5         sum += x[j]
6         /* sum is sum of x[i..j] */
7         maxsofar = max(maxsofar, sum)
```

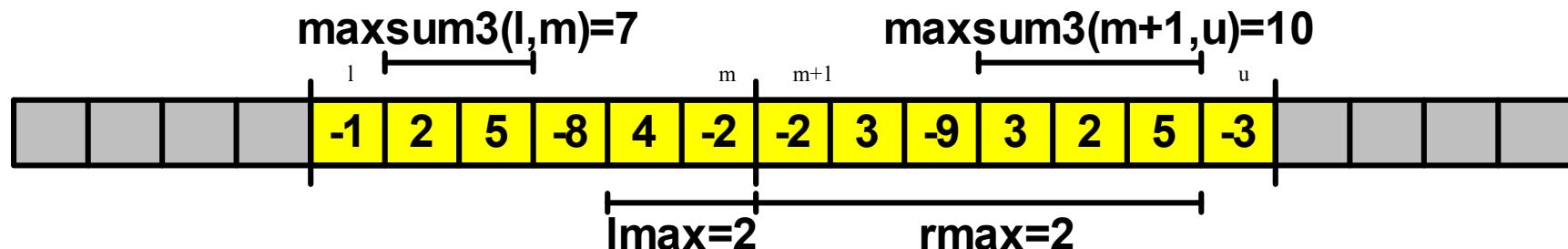
# Algoritme 2b

```
1 cumarr[-1] = 0
2 for i = [0, n)
3     cumarr[i] = cumarr[i-1] + x[i]
4 maxsofar = 0
5 for i = [0, n)
6     for j = [i, n)
7         sum = cumarr[j] - cumarr[i-1]
8         /* sum is sum of x[i..j] */
9         maxsofar = max(maxsofar, sum)
```

# Algoritme 3

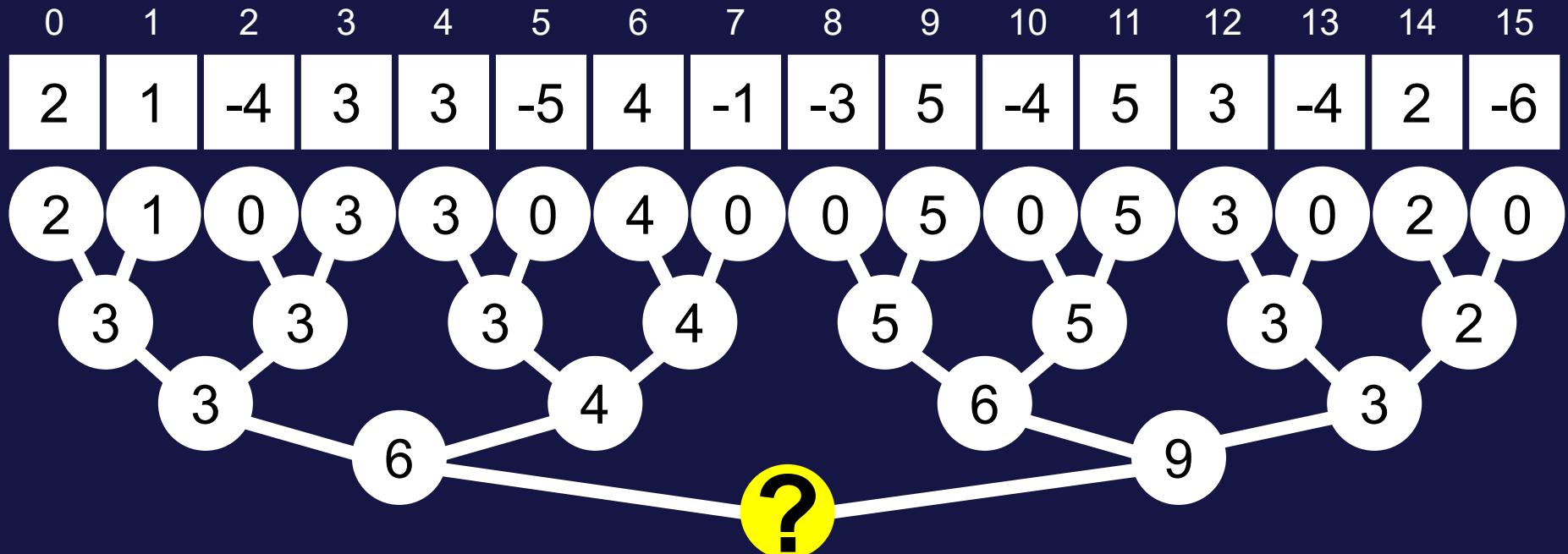
```
1 answer := maxsum3(0, n-1)
2 float maxsum3(l, u)
3     if (l > u) /* zero elements */
4         return 0
5     if (l == u) /* one element */
6         return max(0, x[l])
7
8     m = (l + u) / 2
9     /* find max crossing to left */
10    lmax = sum = 0
11    for (i = m; i >= l; i--)
12        sum += x[i]
13        lmax = max(lmax, sum)
14    /* find max crossing to right */
15    rmax = sum = 0
16    for i = (m, u]
17        sum += x[i]
18        rmax = max(rmax, sum)
19
20    return max(lmax+rmax, maxsum3(l, m), maxsum3(m+1, u))
```

rekursive  
metodekald



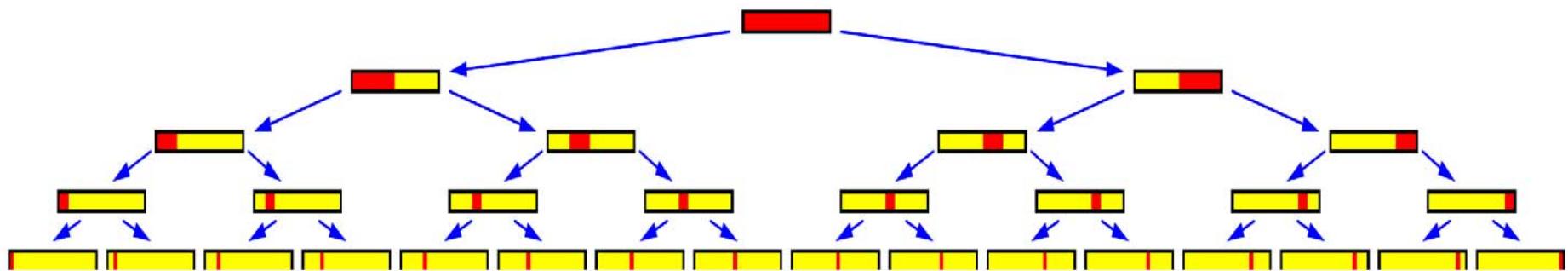
# Algoritme 3

	lmax	rmax	maxsum3
a)	6	9	10
b)	5	8	13
c)	0	0	9
d)	4	6	10
e)	6	9	15
f)	ved ikke		



# Algoritme 3 : Analyse

## Rekursionstræet



## Observation

Samlet mængde additioner per lag er  $\sim n$

## Additioner

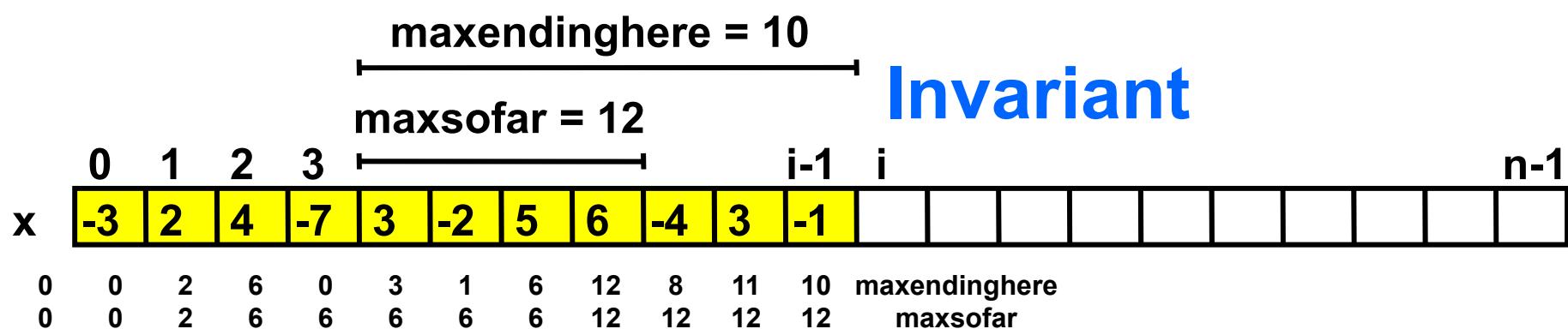
$$\# \text{ additioner} \sim n \cdot \# \text{ lag} \sim n \cdot \log_2 n$$

# Algoritme 4

```

1 maxsofar = 0
2 maxendinghere = 0
3 for i = [0, n)
4     /* invariant: maxendinghere and maxsofar
5         are accurate for x[0..i-1] */
6     maxendinghere = max(maxendinghere + x[i], 0)
7     maxsofar = max(maxsofar, maxendinghere)

```



# Max-Delsum: Algoritmiske idéer

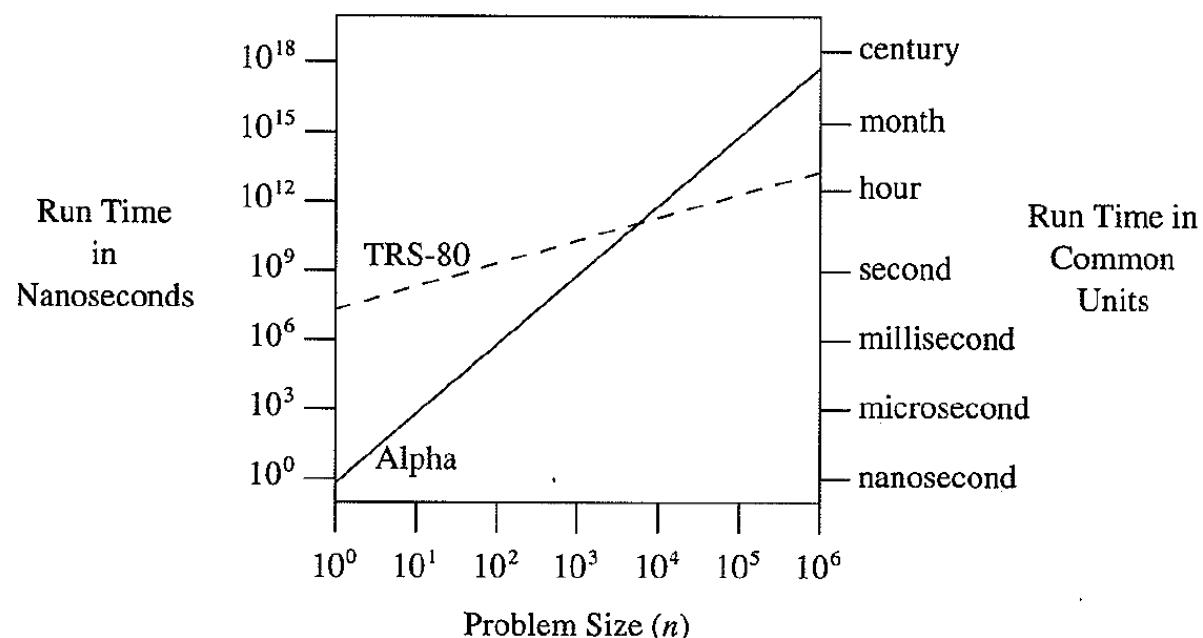
Algoritme	# additioner	Idé
1	$\sim n^3$	Naive løsning
2 + 2b	$\sim n^2$	Genbrug beregninger $\text{sum}(x[i..j]) = \text{sum}(x[i..j-1]) + x[j]$ $\text{sum}(x[i..j]) = \text{sum}(x[0..j]) - \text{sum}(x[0..i-1])$
3	$\sim n \cdot \log n$	Del-og-kombiner
4	$\sim n$	Inkrementel

# Sammenligning

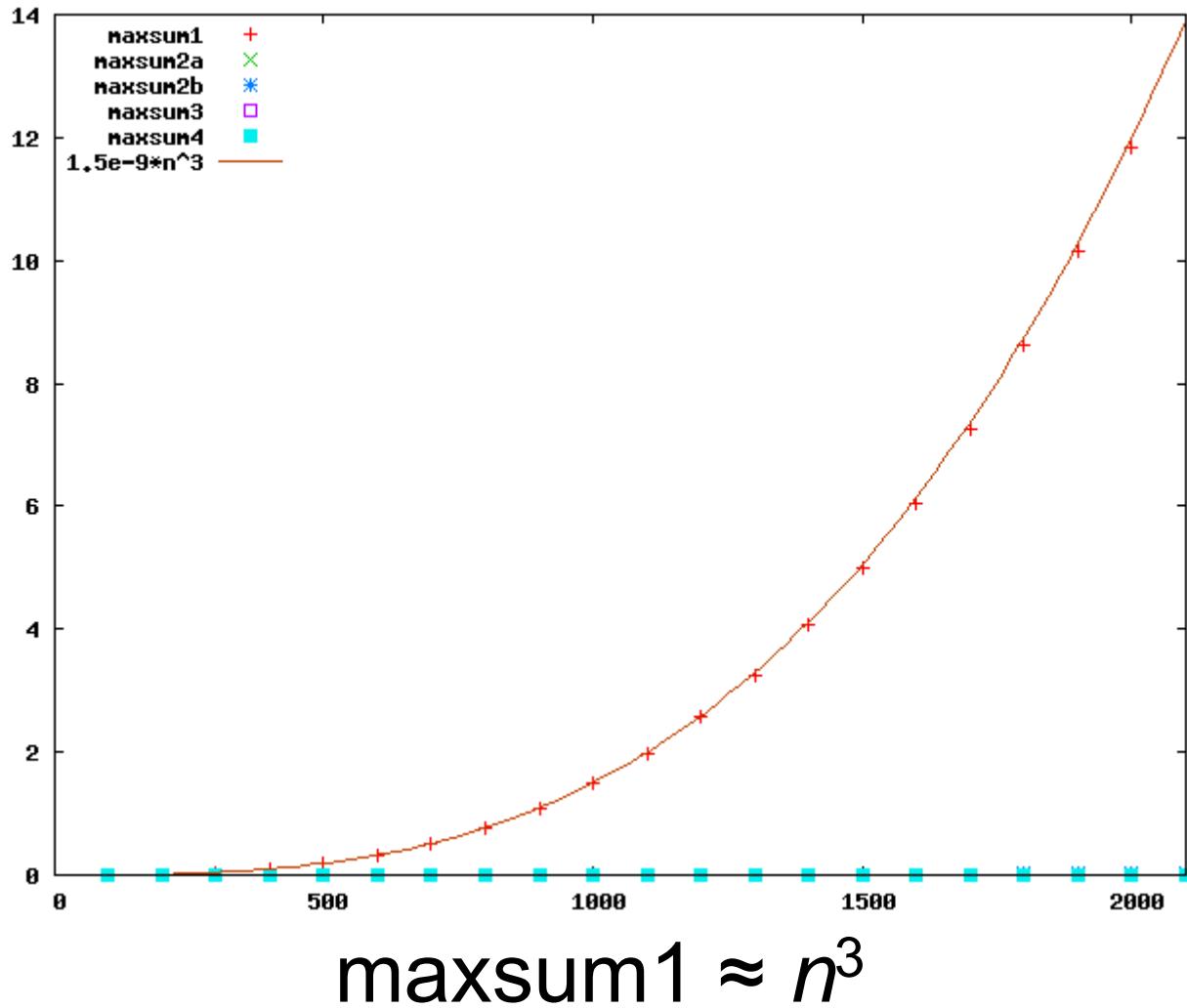
ALGORITHM	1	2	3	4	
Run time in nanoseconds	$1.3n^3$	$10n^2$	$47n \log_2 n$	$48n$	
Time to solve a problem of size $10^3$	1.3 secs	10 msecs	.4 msecs	.05 msecs	
$10^4$	22 mins	1 sec	6 msecs	.5 msecs	
$10^5$	15 days	1.7 min	78 msecs	5 msecs	
$10^6$	41 yrs	2.8 hrs	.94 secs	48 msecs	
$10^7$	41 millennia	1.7 wks	11 secs	.48 secs	
Max size problem solved in one	sec min hr day	920 3600 14,000 41,000	10,000 77,000 $6.0 \times 10^5$ $2.9 \times 10^6$	$1.0 \times 10^6$ $4.9 \times 10^7$ $2.4 \times 10^9$ $5.0 \times 10^{10}$	$2.1 \times 10^7$ $1.3 \times 10^9$ $7.6 \times 10^{10}$ $1.8 \times 10^{12}$
If $n$ multiplies by 10, time multiplies by		1000	100	10+	
If time multiplies by 10, $n$ multiplies by		2.15	3.16	10-	

# Sammenligning: $n^3$ og $n$

$n$	ALPHA 21164A, C, CUBIC ALGORITHM	TRS-80, BASIC, LINEAR ALGORITHM
10	0.6 microsecs	200 millisecs
100	0.6 millisecs	2.0 secs
1000	0.6 secs	20 secs
10,000	10 mins	3.2 mins
100,000	7 days	32 mins
1,000,000	19 yrs	5.4 hrs

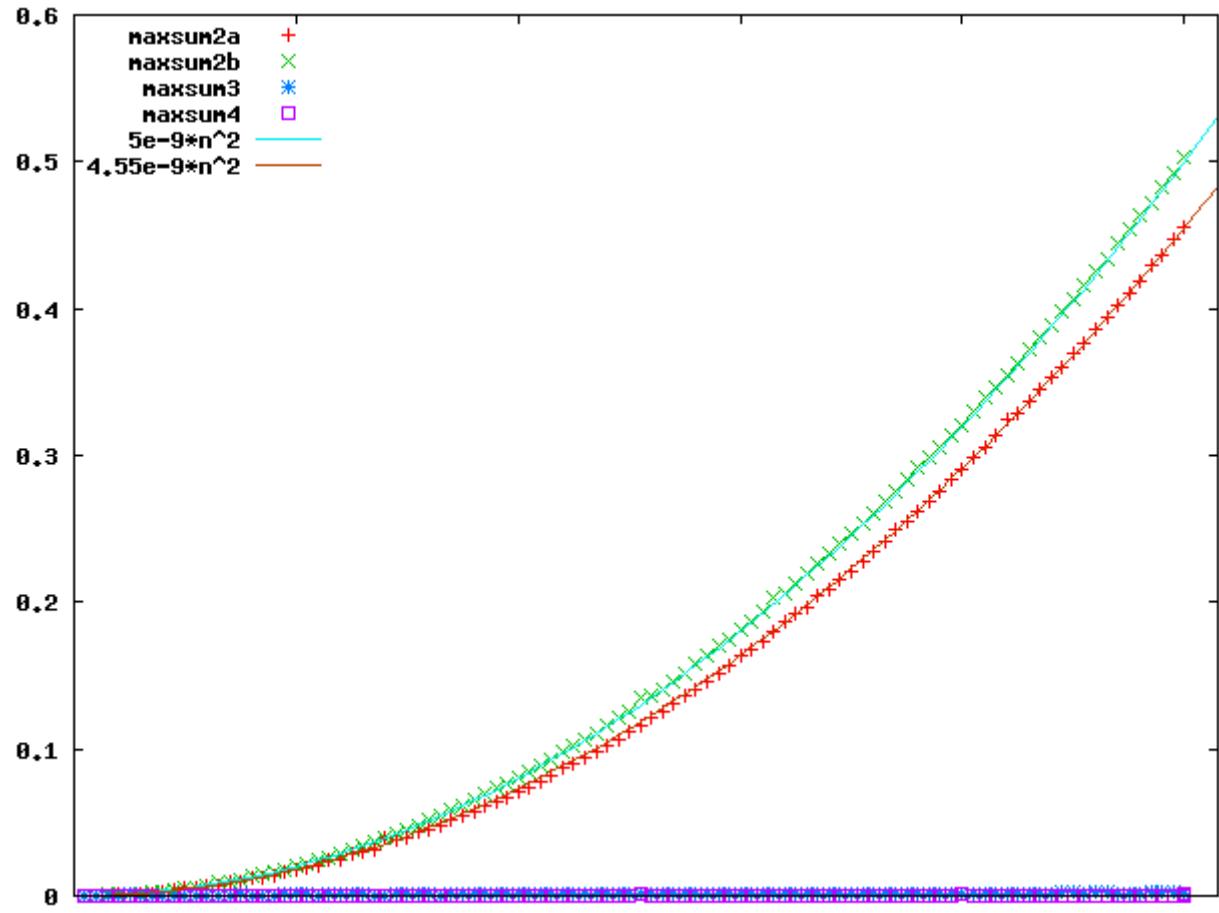


# Sammenligning 2009



x-akse =  $n$ , y = sekunder, hvert eksperiment gennemsnit af 10 kørsler (gcc 4.1.2, C, Linux 2.6.18, Intel Xeon 3 GHz)

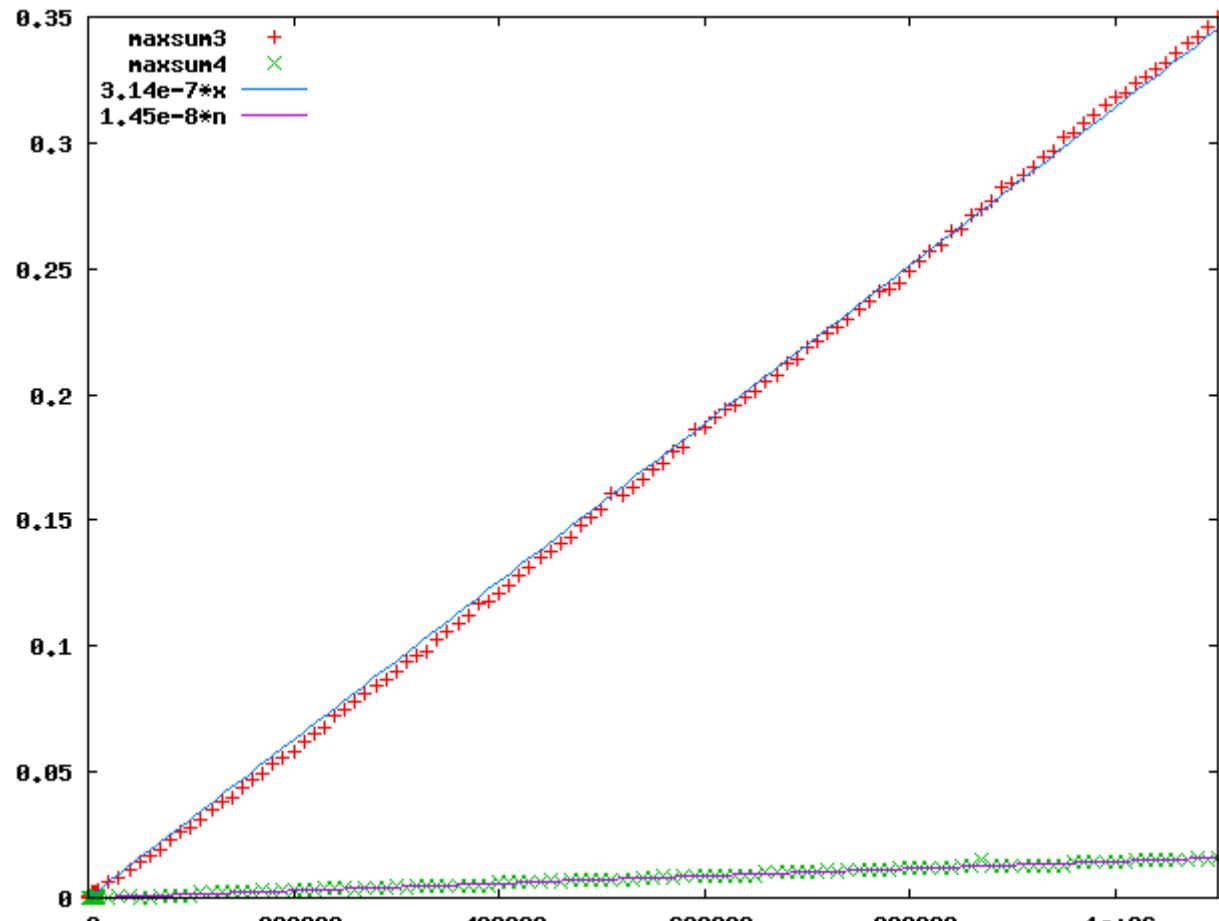
# Sammenligning 2009



$\text{maxsum2a og maxsum2b} \approx n^2$

x-akse =  $n$ , y = sekunder, hvert eksperiment gennemsnit af 10 kørsler (gcc 4.1.2, C, Linux 2.6.18, Intel Xeon 3 GHz)

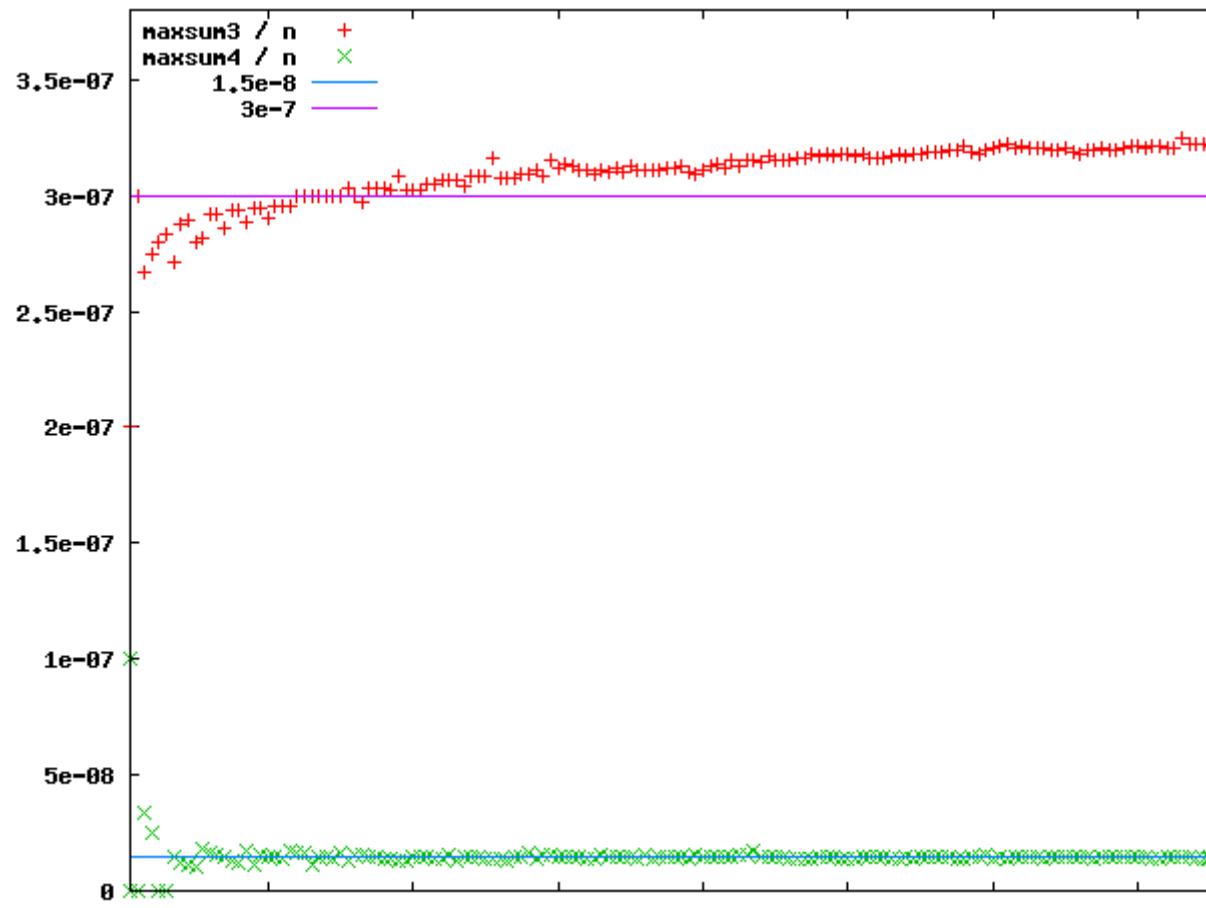
# Sammenligning 2009



maxsum3 og maxsum4  $\approx n$  ???

x-akse =  $n$ , y = sekunder, hvert eksperiment gennemsnit af 10 kørsler (gcc 4.1.2, C, Linux 2.6.18, Intel Xeon 3 GHz)

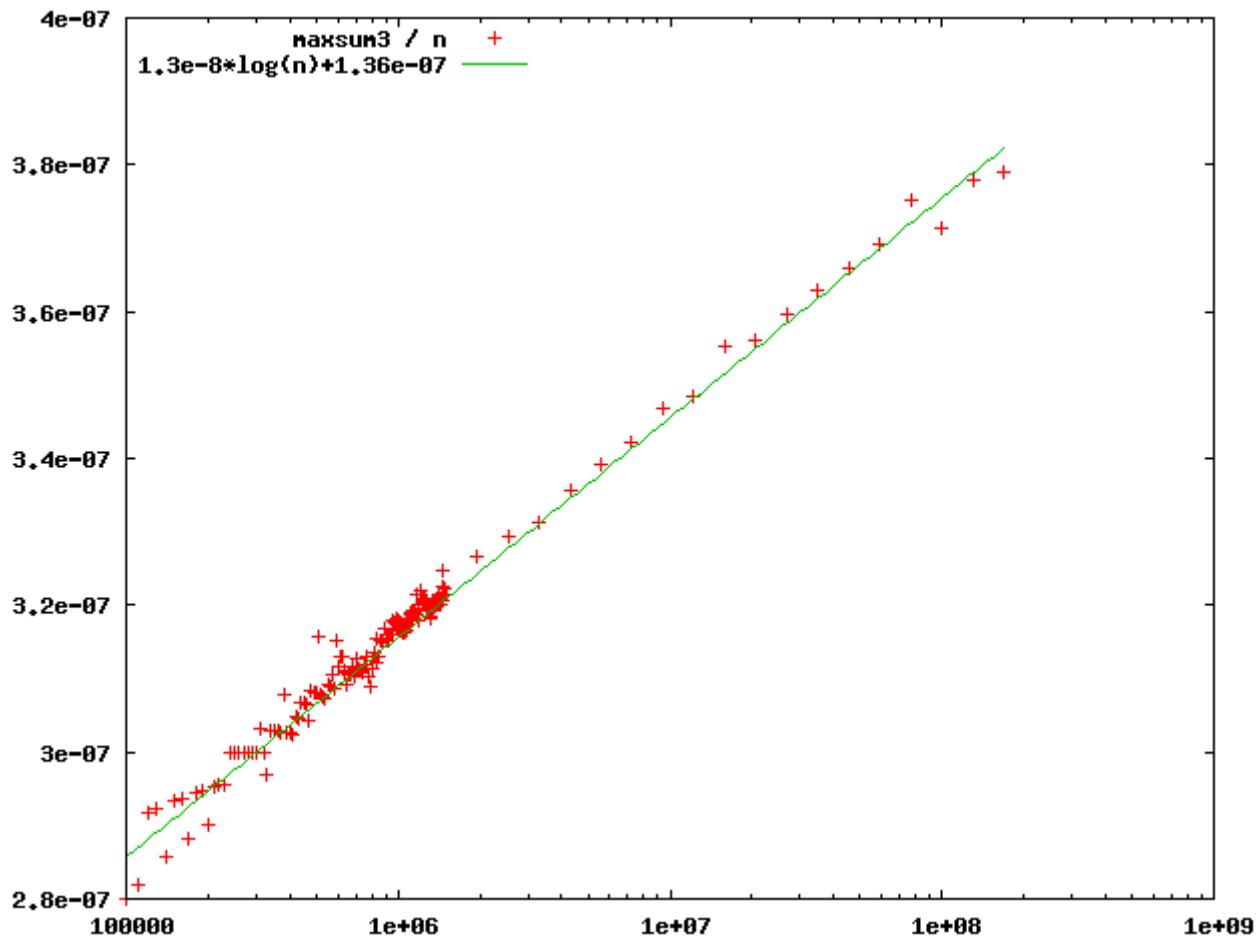
# Sammenligning 2009



$\text{maxsum4} \approx n$

x-akse =  $n$ , y = sekunder, hvert eksperiment gennemsnit af 10 kørsler (gcc 4.1.2, C, Linux 2.6.18, Intel Xeon 3 GHz)

# Sammenligning 2009



$$\text{maxsum3} \approx c_1 \cdot n \cdot \log n + c_2 \cdot n$$

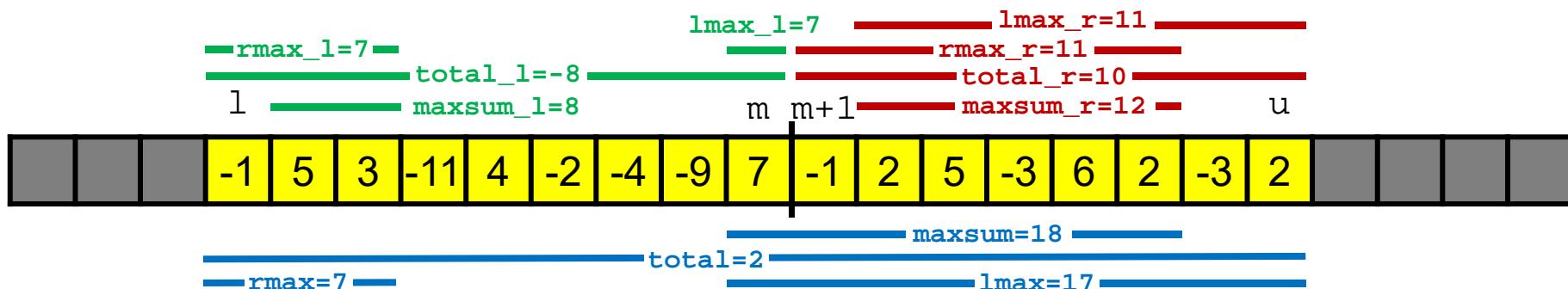
x-akse =  $n$ , y = sekunder, hvert eksperiment gennemsnit af 10 kørsler (gcc 4.1.2, C, Linux 2.6.18, Intel Xeon 3 GHz)

# Algoritme 5 (del-og-kombiner)

```

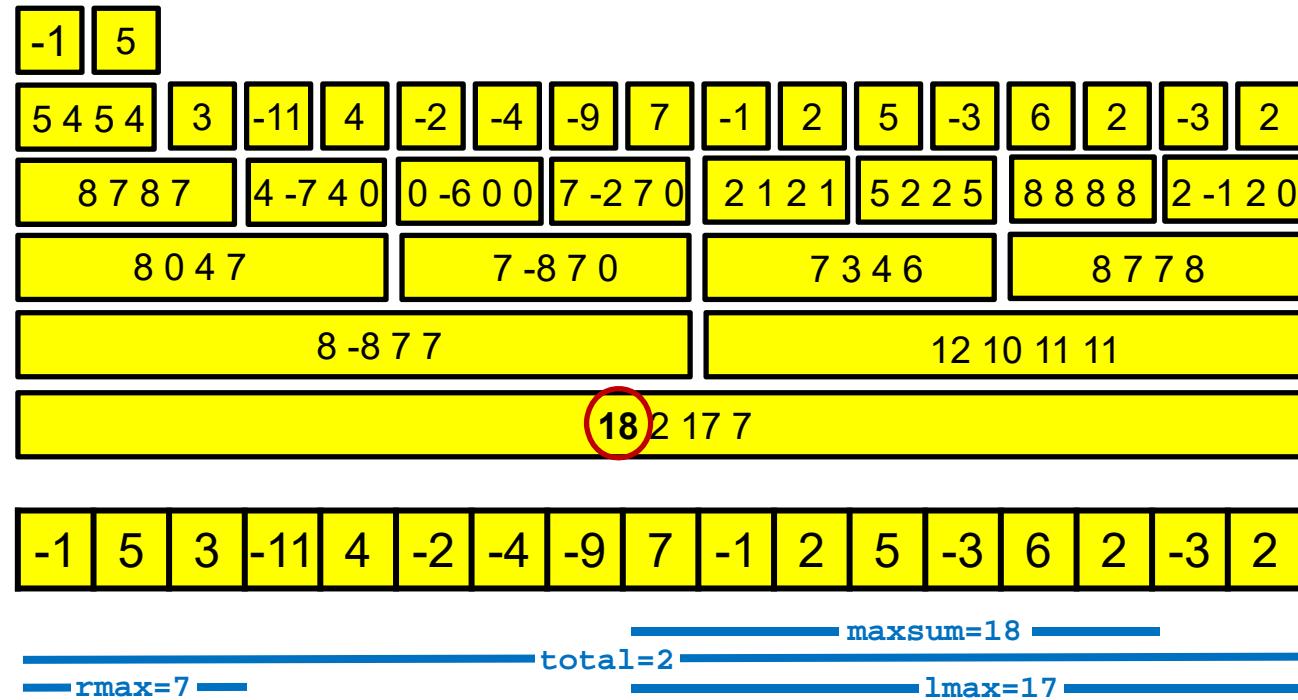
1  proc maxsum5(l, u) /* return (maxsum, total, lmax, rmax) */
2      if (u < l) /* zero elements */
3          return (0, 0, 0, 0)
4      if (u == l) /* one element */
5          maxsum = max(0, x[l])
6          return (maxsum, x[l], maxsum, maxsum)
7
8      m = (l + u) / 2
9      (maxsum_l, total_l, lmax_l, rmax_l) = maxsum5(l, m)
10     (maxsum_r, total_r, lmax_r, rmax_r) = maxsum5(m + 1, u)
11
12     maxsum = max(maxsum_l, maxsum_r, lmax_l + rmax_r)
13     total = total_l + total_r
14     lmax = max(lmax_l + total_r, lmax_r)
15     rmax = max(rmax_r + total_l, rmax_l)
16
17     return (maxsum, total, lmax, rmax)
18
19 (maxsum, total, lmax, rmax) = maxsum5(0, n - 1)
20 answer = maxsum

```



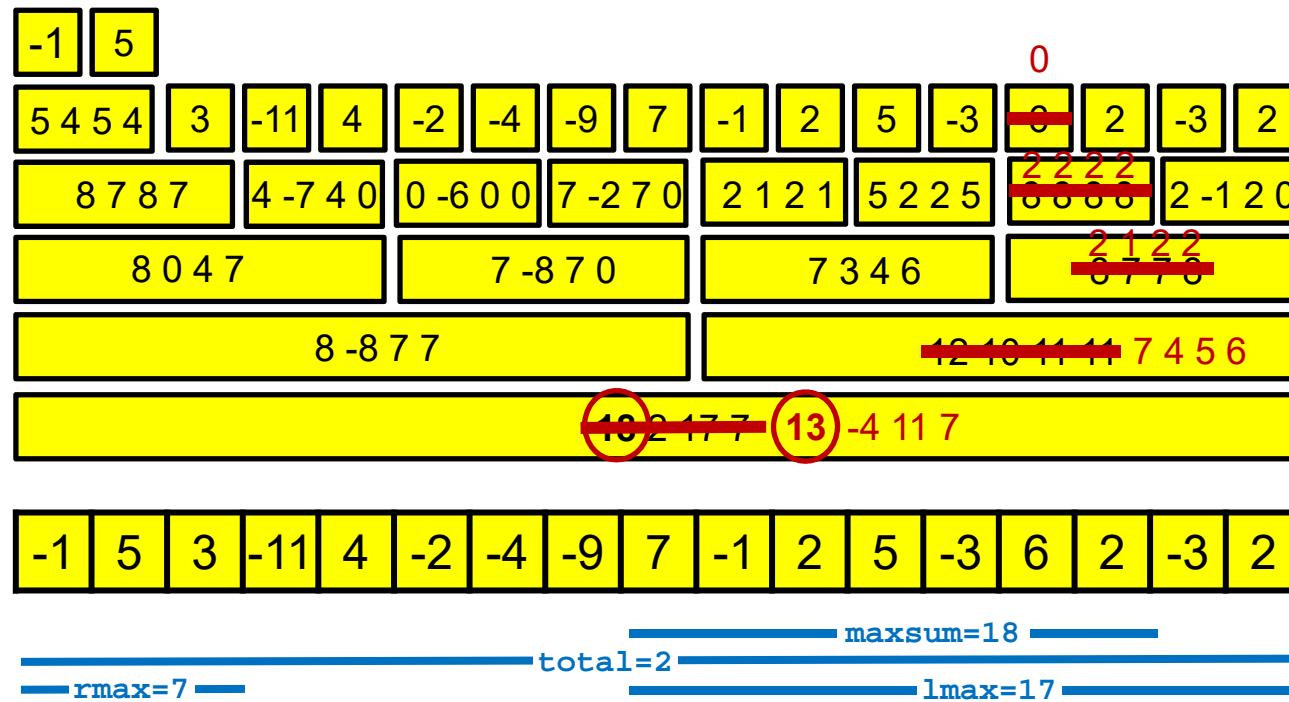
# Algoritme 5

Beregn for hvert rekursivt kald (`maxsum`, `total`, `lmax`, `rmax`)



Totalt  $2n-1$  delproblemer → tid  $\sim n$

# Dynamisk maksimum delsum



Husk alle udregninger af Algoritme 5 (`maxsum`, `total`, `lmax`, `rmax`)  
 Totalt  $\sim \log n$  delproblemer skal genberegnes for én ændring af input  
 $\rightarrow$  tid  $\sim \log n$

# Algoritmisk indsigt...

- Gode idéer kan give hurtige algoritmer
- Generelle algoritme teknikker
  - Del-og-kombiner
  - Inkrementel
- Analyse af udførelsestid
- Argumenteret for korrektheden
- Invarianter

# Afleveringsopgave

- Bentley 8.7.13:

-10	5	24	3	-100	4
56	5	-13	-16	80	-10
3	-2	0	-10	19	45
-34	-20	100	4	-5	10
18	8	-6	-4	-50	-50
3	14	-42	-33	15	7

- Find største sum i et del-rektangel.
- Input  $n \times n$ . Alt fra  $n^6$  og ned er OK.
- Prøv at argumentere for tid og korrekthed.