Lecture 1: Introduction

Michael Dinitz

August 27, 2024 601.433/633 Introduction to Algorithms

Welcome!

Introduction to (the theory of) algorithms

- **▸** How to design algorithms
- **▸** How to analyze algorithms

Prerequisites: Data Structures and MFCS/Discrete Math

- **▸** Small amount of review next lecture, but should be comfortable with asymptotic notation, basic data structures, basic combinatorics and graph theory.
- **▸** Undergrads from prereqs.
- **▸** "Informal" prerequisite: mathematical maturity

About me

- **▸** 9th time teaching this class (Fall 2014 Fall 2021).
	- **▸** I'm still learning let me know if you have suggestions!
	- **▸** Fall 2022: Sabbatical at Google Research-New York
	- **▸** Fall 2023: Parental leave
- **▸** Research in theoretical CS, particularly algorithms: approximation algorithms, graph algorithms, distributed algorithms, online algorithms.
- **▸** Also other parts of math (graph theory) and CS theory (algorithmic game theory, complexity theory) and theory of networking.
- **▸** Office hours: Mondays 2pm–3pm (zoom), Wednesdays 2pm–3pm (Malone 217).

Administrative Stuff

- **▸** TA: Shruthi Prusty (CS PhD student). Office hours TBD
- **▸** Head CA: Tian Zhou (senior undergraduate). Office hours TBD
- **▸** CAs: Many, still finalizing.
- **▸** Website:
	- <http://www.cs.jhu.edu/~mdinitz/classes/IntroAlgorithms/Fall2024/>
		- **▸** Syllabus, schedule, lecture notes, office hours, . . .
		- **▸** Courselore for discussion/announcements
		- **▸** Gradescope for homeworks/exams.
- **▸** Textbook: CLRS (third or fourth edition)

Administrative Stuff

- **▸** TA: Shruthi Prusty (CS PhD student). Office hours TBD
- **▸** Head CA: Tian Zhou (senior undergraduate). Office hours TBD
- **▸** CAs: Many, still finalizing.
- **▸** Website:
	- <http://www.cs.jhu.edu/~mdinitz/classes/IntroAlgorithms/Fall2024/>
		- **▸** Syllabus, schedule, lecture notes, office hours, . . .
		- **▸** Courselore for discussion/announcements
		- **▸** Gradescope for homeworks/exams.
- **▸** Textbook: CLRS (third or fourth edition)
- **▸** Class not the same as has been taught the last few years by Gagan Garg!
	- **▸** I tend to go faster, cover more material.
	- **▸** A little less hand-holding, a little more traditional
	- **▸** Grade distribution should be approximately the same.

Assignments

Homeworks:

- **▸** Approximately every 1.5 weeks, posted on website (HW1 out, due next Tuesday!)
- **•** Must be typeset (LAT_{EX} preferred, not required)
- **▸** Work in groups of **≤** 3 (highly recommended). But individual writeups.
	- **▸** Work together at a whiteboard to solve, then write up yourself.
	- **▸** Write group members at top of homework
- **▸** 120 late hours (5 late days) total

Assignments

Homeworks:

- **▸** Approximately every 1.5 weeks, posted on website (HW1 out, due next Tuesday!)
- **•** Must be typeset (LAT_{EX} preferred, not required)
- **▸** Work in groups of **≤** 3 (highly recommended). But individual writeups.
	- **▸** Work together at a whiteboard to solve, then write up yourself.
	- **▸** Write group members at top of homework
- **▸** 120 late hours (5 late days) total

Exams: Midterm, final.

- **▸** Midterm: In-class (75 minutes), traditional, closed book
- **▸** Final: in person, scheduled by registrar. 3 hours, traditional, closed book.

Assignments

Homeworks:

- **▸** Approximately every 1.5 weeks, posted on website (HW1 out, due next Tuesday!)
- ▶ *Must* be typeset (LAT_FX preferred, not required)
- **▸** Work in groups of **≤** 3 (highly recommended). But individual writeups.
	- **▸** Work together at a whiteboard to solve, then write up yourself.
	- **▸** Write group members at top of homework
- **▸** 120 late hours (5 late days) total

Exams: Midterm, final.

- **▸** Midterm: In-class (75 minutes), traditional, closed book
- **▸** Final: in person, scheduled by registrar. 3 hours, traditional, closed book.

Grading: 50% homework, 15% midterm, 35% final exam,

- **▸** "Curve": Historically, average **≈** B+. About 50% A's, 50% B's, a few below.
	- **▸** Curve only helps! Someone else doing well does not hurt you.
	- **▸** Be collaborative and helpful (within guidelines).

▸ Cheating makes you a bad person. Don't cheat.

- **▸** Cheating makes you a bad person. Don't cheat.
- **▸** Cheating includes:
	- **▸** Collaborating with people outside your group of three.
	- **▸** Collaborating with your group on the writeup.
	- **▸** Looking online for the solutions/ideas to the problem or related problems, rather than to understand concepts from class.
	- **▸** Using ChatGPT or other LLMs.
	- **▸** Using Chegg, CourseHero, your friends, . . . , to find back tests, old homeworks, etc.
	- **▸** Uploading anything to the above sites.
	- **▸** etc.

- **▸** Cheating makes you a bad person. Don't cheat.
- **▸** Cheating includes:
	- **▸** Collaborating with people outside your group of three.
	- **▸** Collaborating with your group on the writeup.
	- **▸** Looking online for the solutions/ideas to the problem or related problems, rather than to understand concepts from class.
	- **▸** Using ChatGPT or other LLMs.
	- **▸** Using Chegg, CourseHero, your friends, . . . , to find back tests, old homeworks, etc.
	- **▸** Uploading anything to the above sites.
	- **▸** etc.
- **▸** Just solve the problems with your group and write them up yourself!
	- **▸** Use the internet, classmates, other resources to understand concepts from class, not to help with assignments.

- **▸** Cheating makes you a bad person. Don't cheat.
- **▸** Cheating includes:
	- **▸** Collaborating with people outside your group of three.
	- **▸** Collaborating with your group on the writeup.
	- **▸** Looking online for the solutions/ideas to the problem or related problems, rather than to understand concepts from class.
	- **▸** Using ChatGPT or other LLMs.
	- **▸** Using Chegg, CourseHero, your friends, . . . , to find back tests, old homeworks, etc.
	- **▸** Uploading anything to the above sites.
	- **▸** etc.
- **▸** Just solve the problems with your group and write them up yourself!
	- **▸** Use the internet, classmates, other resources to understand concepts from class, not to help with assignments.
- **▸** In previous years, punishments have included zero on assignment, grade penalty, mark on transcript, etc. **≥** 1 person has had PhD acceptance revoked.

- **▸** Introduction to Theory of Algorithms: math not programming.
- **▸** Two goals: how to design algorithms, and how to analyze algorithms.
	- **▸** Sometimes focus more on one than other, but both important

- **▸** Introduction to Theory of Algorithms: math not programming.
- **▸** Two goals: how to design algorithms, and how to analyze algorithms.
	- **▸** Sometimes focus more on one than other, but both important
- **▸** Algorithm: "recipe" for solving a computational problem.
	- **•** Computational problem: given input **X**, want to output $f(X)$. How to do this?

- **▸** Introduction to Theory of Algorithms: math not programming.
- **▸** Two goals: how to design algorithms, and how to analyze algorithms.
	- **▸** Sometimes focus more on one than other, but both important
- **▸** Algorithm: "recipe" for solving a computational problem.
	- **•** Computational problem: given input **X**, want to output $f(X)$. How to do this?
- **▸** Things to prove about an algorithm:
	- **▸** Correctness: it does solve the problem.
	- **▸** Running time: worst-case, average-case, worst-case expected, amortized, . . .
	- **▸** Space usage
	- **▸** and more!

- **▸** Introduction to Theory of Algorithms: math not programming.
- **▸** Two goals: how to design algorithms, and how to analyze algorithms.
	- **▸** Sometimes focus more on one than other, but both important
- **▸** Algorithm: "recipe" for solving a computational problem.
	- **•** Computational problem: given input **X**, want to output $f(X)$. How to do this?
- **▸** Things to prove about an algorithm:
	- **▸** Correctness: it does solve the problem.
	- **▸** Running time: worst-case, average-case, worst-case expected, amortized, . . .
	- **▸** Space usage
	- **▸** and more!
- **▸** This class: mostly correctness and asymptotic running time, focus on worst-case

- **▸** Obviously want to prove correctness!
	- **▸** Testing good, but want to be 100% sure that the algorithm does what you want it to do!

- **▸** Obviously want to prove correctness!
	- **▸** Testing good, but want to be 100% sure that the algorithm does what you want it to do!
- **▸** What is a "real-life" or "average" instance?
	- **▸** Especially if your algorithm is "low-level", will be used in many different settings.

- **▸** Obviously want to prove correctness!
	- **▸** Testing good, but want to be 100% sure that the algorithm does what you want it to do!
- **▸** What is a "real-life" or "average" instance?
	- **▸** Especially if your algorithm is "low-level", will be used in many different settings.
- **▸** We will focus on how algorithm "scales": how running times change as input grows. Hard to determine experimentally.

- **▸** Obviously want to prove correctness!
	- **▸** Testing good, but want to be 100% sure that the algorithm does what you want it to do!
- **▸** What is a "real-life" or "average" instance?
	- **▸** Especially if your algorithm is "low-level", will be used in many different settings.
- **▸** We will focus on how algorithm "scales": how running times change as input grows. Hard to determine experimentally.
- **▸** Most importantly: want to understand.
	- **▸** Experiments can (maybe) convince you that something is true. But can't tell you why!

Example 1: Multiplication

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Multiplication: Given two n -bit integers X and Y . Compute XY .

▶ Since *n* bits, each integer in $[0, 2ⁿ - 1]$.

How to do this?

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Multiplication: Given two n -bit integers X and Y . Compute XY .

▶ Since *n* bits, each integer in $[0, 2ⁿ - 1]$.

How to do this?

Definition of multiplication:

▸ Add X to itself Y times: X **+** X **+ ⋅ ⋅ ⋅ +** X. Or add Y to itself X times: Y **+** Y **+ ⋅ ⋅ ⋅ +** Y .

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Multiplication: Given two n -bit integers X and Y . Compute XY .

▶ Since *n* bits, each integer in $[0, 2ⁿ - 1]$.

How to do this?

Definition of multiplication:

▸ Add X to itself Y times: X **+** X **+ ⋅ ⋅ ⋅ +** X. Or add Y to itself X times: Y **+** Y **+ ⋅ ⋅ ⋅ +** Y . Running time:

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Multiplication: Given two n -bit integers X and Y . Compute XY .

▶ Since *n* bits, each integer in $[0, 2ⁿ - 1]$.

How to do this?

Definition of multiplication:

▸ Add X to itself Y times: X **+** X **+ ⋅ ⋅ ⋅ +** X. Or add Y to itself X times: Y **+** Y **+ ⋅ ⋅ ⋅ +** Y . Running time:

▸ Θ**(**Y **)** or Θ**(**X**)** (assuming constant-time adds).

Often an obvious way to solve a problem just from the definition. But might not be the right way!

Multiplication: Given two n -bit integers X and Y . Compute XY .

▶ Since *n* bits, each integer in $[0, 2ⁿ - 1]$.

How to do this?

Definition of multiplication:

▸ Add X to itself Y times: X **+** X **+ ⋅ ⋅ ⋅ +** X. Or add Y to itself X times: Y **+** Y **+ ⋅ ⋅ ⋅ +** Y . Running time:

- **▸** Θ**(**Y **)** or Θ**(**X**)** (assuming constant-time adds).
- **▸** Could be Θ**(**2 n **)**. Exponential in size of input (2n).

Better idea?

Better idea? Grade school algorithm!

Running time:

Running time:

- ▶ $O(n)$ column additions, each takes $O(n)$ time \implies $O(n^2)$ time.
- ▶ Better than obvious algorithm!

Can we do even better?

$$
X = 2^{n/2}A + B
$$

$$
Y = 2^{n/2}C + D
$$

$$
X \t Y
$$

$$
A \t B \t C \t D
$$

$$
XY = (2^{n/2}A + B)(2^{n/2}C + D)
$$

$$
X = 2^{n/2}A + B
$$

$$
Y = 2^{n/2}C + D
$$

$$
X \t Y
$$

$$
A \t B \t C \t D
$$

$$
XY = (2^{n/2}A + B)(2^{n/2}C + D)
$$

= 2ⁿAC + 2^{n/2}AD + 2^{n/2}BC + BD

Can we do even better? Yes: Karatsuba Multiplication

$$
X = 2^{n/2}A + B
$$

\n
$$
Y = 2^{n/2}C + D
$$

\n
$$
XY = (2^{n/2}A + B)(2^{n/2}C + D)
$$

\n
$$
= 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

Four $n/2$ -bit multiplications, three shifts, three $O(n)$ -bit adds.

Can we do even better? Yes: Karatsuba Multiplication

$$
X = 2^{n/2}A + B
$$

\n
$$
Y = 2^{n/2}C + D
$$

\n
$$
XY = (2^{n/2}A + B)(2^{n/2}C + D)
$$

\n
$$
= 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

Four $n/2$ -bit multiplications, three shifts, three $O(n)$ -bit adds. Running Time: $T(n) = 4T(n/2) + cn$

Can we do even better? Yes: Karatsuba Multiplication

$$
X = 2^{n/2}A + B
$$

$$
Y = 2^{n/2}C + D
$$

$$
X \t Y
$$

$$
A \t B \t C \t D
$$

$$
XY = (2^{n/2}A + B)(2^{n/2}C + D)
$$

= 2ⁿAC + 2^{n/2}AD + 2^{n/2}BC + BD

Four $n/2$ -bit multiplications, three shifts, three $O(n)$ -bit adds. Running Time: $T(n) = 4T(n/2) + cn \implies T(n) = O(n^2)$

Rewrite equation for XY :

$$
XY = 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

= $2^{n/2}(A + B)(C + D) + (2^{n} – 2^{n/2})AC + (1 – 2^{n/2})BD$

Rewrite equation for XY :

$$
XY = 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

= $2^{n/2}(A + B)(C + D) + (2^{n} – 2^{n/2})AC + (1 – 2^{n/2})BD$

Three $n/2$ -bit multiplications, $O(1)$ shifts and $O(n)$ -bit adds.

Rewrite equation for XY :

$$
XY = 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

= $2^{n/2}(A + B)(C + D) + (2^{n} – 2^{n/2})AC + (1 – 2^{n/2})BD$

Three $n/2$ -bit multiplications, $O(1)$ shifts and $O(n)$ -bit adds.

$$
\implies \mathcal{T}(n) = 3\,\mathcal{T}(n/2) + c'n
$$

Rewrite equation for XY :

$$
XY = 2^{n}AC + 2^{n/2}AD + 2^{n/2}BC + BD
$$

= $2^{n/2}(A + B)(C + D) + (2^{n} – 2^{n/2})AC + (1 – 2^{n/2})BD$

Three $n/2$ -bit multiplications, $O(1)$ shifts and $O(n)$ -bit adds.

$$
\implies \mathcal{T}(n) = 3\mathcal{T}(n/2) + c'n
$$

$$
\implies \mathcal{T}(n) = O(n^{\log_2 3}) \approx O(n^{1.585})
$$

Even Better Multiplication?

Can we do even better than Karatsuba?

Even Better Multiplication?

Can we do even better than Karatsuba?

Theorem (Karp)

There is an $O(n \log^2 n)$ -time algorithm for multiplication.

Uses Fast Fourier Transform (FFT)

Even Better Multiplication?

Can we do even better than Karatsuba?

Theorem (Karp)

There is an $O(n \log^2 n)$ -time algorithm for multiplication.

Uses Fast Fourier Transform (FFT)

Theorem (Harvey and van der Hoeven '19)

There is an O**(**n log n**)**-time algorithm for multiplication.

Example 2: Matrix Multiplication

Given X, Y **∈** R n**×**n , compute XY **∈** R n**×**n

- **►** $(XY)_{ij} = \sum_{k=1}^{n} X_{ik}Y_{kj}$
- **▸** Don't worry for now about representing real numbers
- **▸** Assume multiplication in O**(**1**)** time

Given X, Y **∈** R n**×**n , compute XY **∈** R n**×**n

- **►** $(XY)_{ij} = \sum_{k=1}^{n} X_{ik}Y_{kj}$
- **▸** Don't worry for now about representing real numbers
- **▸** Assume multiplication in O**(**1**)** time

Algorithm from definition:

▸ For each i,j **∈ {**1, 2, . . . , n**}**, compute **(**XY **)**ij using formula.

Given X, Y **∈** R n**×**n , compute XY **∈** R n**×**n

- **►** $(XY)_{ij} = \sum_{k=1}^{n} X_{ik}Y_{kj}$
- **▸** Don't worry for now about representing real numbers
- **▸** Assume multiplication in O**(**1**)** time

Algorithm from definition:

▸ For each i,j **∈ {**1, 2, . . . , n**}**, compute **(**XY **)**ij using formula.

Running time:

Given X, Y **∈** R n**×**n , compute XY **∈** R n**×**n

- **►** $(XY)_{ij} = \sum_{k=1}^{n} X_{ik}Y_{kj}$
- **▸** Don't worry for now about representing real numbers
- **▸** Assume multiplication in O**(**1**)** time

Algorithm from definition:

▸ For each i,j **∈ {**1, 2, . . . , n**}**, compute **(**XY **)**ij using formula.

Running time:

▶ $O(n^2)$ entries, each entry takes n multiplications and $n-1$ additions $\implies O(n^3)$ time.

Strassen I

Break **X** and **Y** each into four $(n/2) \times (n/2)$ matrices:

Strassen I

Break **X** and **Y** each into four $(n/2) \times (n/2)$ matrices:

So can rewrite XY :

Strassen I

Break **X** and **Y** each into four $(n/2) \times (n/2)$ matrices:

So can rewrite XY :

$$
XY = \begin{array}{|c|c|} \hline AE + BG & AF + BH \\ \hline CE + DG & CF + DH \\ \hline \end{array}
$$

Recursive algorithm: compute eight **(**n**/**2**) × (**n**/**2**)** matrix multiplies, four additions

Strassen II

Recursive algorithm: compute eight **(**n**/**2**) × (**n**/**2**)** matrix multiplies, four additions

Strassen II

Recursive algorithm: compute eight **(**n**/**2**) × (**n**/**2**)** matrix multiplies, four additions

Running time:
$$
T(n) = 8T(n/2) + cn^2 \implies T(n) = O(n^3)
$$
.

Strassen II

Recursive algorithm: compute eight **(**n**/**2**) × (**n**/**2**)** matrix multiplies, four additions

Running time:
$$
T(n) = 8T(n/2) + cn^2 \implies T(n) = O(n^3)
$$
.

Improve on this?

Strassen III

$$
XY = \n\begin{array}{|c|c|}\n\hline\nAE + BG & AF + BH \\
\hline\nCE + DG & CF + DH\n\end{array}
$$

Strassen III

$$
XY = \frac{\begin{vmatrix} AE + BG & AF + BH \\ CE + DG & CF + DH \end{vmatrix}
$$

 $M_1 = (A + D)(E + H)$ $M_2 = (C + D)E$ $M_3 = A(F - H)$ $M_4 = D(G - E)$ $M_5 = (A + B)H$ $M_6 = (C - A)(E + F)$ $M_7 = (B - D)(G + H)$

Strassen III

$$
XY = \frac{\begin{vmatrix} AE + BG & AF + BH \\ CE + DG & CF + DH \end{vmatrix}
$$

$$
M_1 = (A + D)(E + H)
$$

\n
$$
M_2 = (C + D)E
$$

\n
$$
M_3 = A(F - H)
$$

\n
$$
M_4 = D(G - E)
$$

\n
$$
M_5 = (A + B)H
$$

\n
$$
M_6 = (C - A)(E + F)
$$

\n
$$
M_7 = (B - D)(G + H)
$$

$$
XY = \begin{array}{|c|c|} \hline M_1 + M_4 - M_5 + M_7 & M_3 + M_5 \\ \hline M_2 + M_4 & M_1 - M_2 + M_3 + M_6 \\\hline \end{array}
$$

Strassen IV

$$
M_1 = (A + D)(E + H)
$$

\n
$$
M_2 = (C + D)E
$$

\n
$$
M_3 = A(F - H)
$$

\n
$$
M_4 = D(G - E)
$$

\n
$$
M_5 = (A + B)H
$$

\n
$$
M_6 = (C - A)(E + F)
$$

\n
$$
M_7 = (B - D)(G + H)
$$

$$
XY = \begin{array}{|c|c|} \hline M_1 + M_4 - M_5 + M_7 & M_3 + M_5 \\ \hline M_2 + M_4 & M_1 - M_2 + M_3 + M_6 \\\hline \end{array}
$$

Only seven $(n/2) \times (n/2)$ matrix multiplies, $O(1)$ additions

Strassen IV

$$
M_1 = (A + D)(E + H)
$$

\n
$$
M_2 = (C + D)E
$$

\n
$$
M_3 = A(F - H)
$$

\n
$$
M_4 = D(G - E)
$$

\n
$$
M_5 = (A + B)H
$$

\n
$$
M_6 = (C - A)(E + F)
$$

\n
$$
M_7 = (B - D)(G + H)
$$

$$
XY = \frac{M_1 + M_4 - M_5 + M_7}{M_2 + M_4} \qquad M_3 + M_5
$$

M₁ - M₂ + M₃ + M₆

Only seven $(n/2) \times (n/2)$ matrix multiplies, $O(1)$ additions

 $\mathcal{F}(\mathbf{n}) = \mathcal{T}(\mathbf{n}) = \mathcal{T}(\mathbf{n}/2) + c'n^2 \implies \mathcal{T}(\mathbf{n}) = O(\mathbf{n}^{\log_2 7}) \approx O(\mathbf{n}^{2.8074}).$

Further Progress

- **▸** Coppersmith and Winograd '90: O**(**n ².375477**)**
- **▸** Virginia Vassilevska Williams '13: O**(**n ².3728642**)**
- **▸** Fran¸cois Le Gall '14: O**(**n ².3728639**)**
- **▸** Josh Alman and Virginia Vassilevska Williams '21: O**(**n ².3728596**)**
- **▸** Virginia Vassilevska Williams, Yinzhan Xu, Zixuan Xu, and Renfei Zhou '24: $O(n^{2.371552})$.

Further Progress

- **▸** Coppersmith and Winograd '90: O**(**n ².375477**)**
- **▸** Virginia Vassilevska Williams '13: O**(**n ².3728642**)**
- **▸** Fran¸cois Le Gall '14: O**(**n ².3728639**)**
- **▸** Josh Alman and Virginia Vassilevska Williams '21: O**(**n ².3728596**)**
- **▸** Virginia Vassilevska Williams, Yinzhan Xu, Zixuan Xu, and Renfei Zhou '24: $O(n^{2.371552})$.

Is there an algorithm for matrix multiplication in $O(n^2)$ time?

Further Progress

- **▸** Coppersmith and Winograd '90: O**(**n ².375477**)**
- **▸** Virginia Vassilevska Williams '13: O**(**n ².3728642**)**
- **▸** Fran¸cois Le Gall '14: O**(**n ².3728639**)**
- **▸** Josh Alman and Virginia Vassilevska Williams '21: O**(**n ².3728596**)**
- **▸** Virginia Vassilevska Williams, Yinzhan Xu, Zixuan Xu, and Renfei Zhou '24: $O(n^{2.371552})$.

Is there an algorithm for matrix multiplication in $O(n^2)$ time?

If you answer this (with proof!), automatic $A+$ in course and PhD

See you Thursday!