

# Part II

## Foundations

## 3 Goals

- ▶ Gain knowledge about efficient algorithms for important problems, i.e., learn how to solve certain types of problems efficiently.
- ▶ Learn how to analyze and judge the efficiency of algorithms.
- ▶ Learn how to design efficient algorithms.

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# 4 Modelling Issues

## What do you measure?

- ▶ Memory requirement
- ▶ Running time
- ▶ Number of comparisons
- ▶ Number of multiplications
- ▶ Number of hard-disc accesses
- ▶ Program size
- ▶ Power consumption
- ▶ ...

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## How do you measure?

- ▶ Implementing and testing on representative inputs
  - ▶ How do you choose your inputs?
  - ▶ May be very time-consuming.
  - ▶ Very reliable results if done correctly.
  - ▶ Results only hold for a specific machine and for a specific set of inputs.
- ▶ Theoretical analysis in a specific model of computation.
  - ▶ Gives a worst case bound. (This algorithm always runs in  $O(n^2)$ .)
  - ▶ Usually ignores the details of the machine.
  - ▶ Can give a lower bound. (This algorithm needs at least  $\Omega(n \log n)$  comparisons in the worst case.)

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  - ▶ Usually, we are interested in the asymptotic behavior of the algorithm. This means that we are interested in the growth rate of the algorithm.
  - ▶ The growth rate is the number of operations (or comparisons in the worst case) that the algorithm performs as a function of the size of the input.

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  - ▶ Gives a lower bound. The algorithm always runs in  $\Omega(n^2)$ .
  - ▶ Gives a tight bound. The algorithm always runs in  $\Theta(n^2)$ .

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### Input length

The theoretical bounds are usually given by a function  $f : \mathbb{N} \rightarrow \mathbb{N}$  that maps the **input length** to the running time (or storage space, comparisons, multiplications, program size etc.).

The input length may e.g. be

the number of the input numbers

the length of the input string

the number of input variables

the number of input operations

the number of input instructions

the number of input lines

the number of input characters

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- ▶ the size of the input (number of bits)
- ▶ the number of arguments

### Example 1

Suppose  $n$  numbers from the interval  $\{1, \dots, N\}$  have to be sorted. In this case we usually say that the input length is  $n$  instead of e.g.  $n \log N$ , which would be the number of bits required to encode the input.

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# Model of Computation

## How to measure performance

1. Calculate running time and storage space etc. on a simplified, idealized model of computation, e.g. Random Access Machine (RAM), Turing Machine (TM), ...
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# Model of Computation

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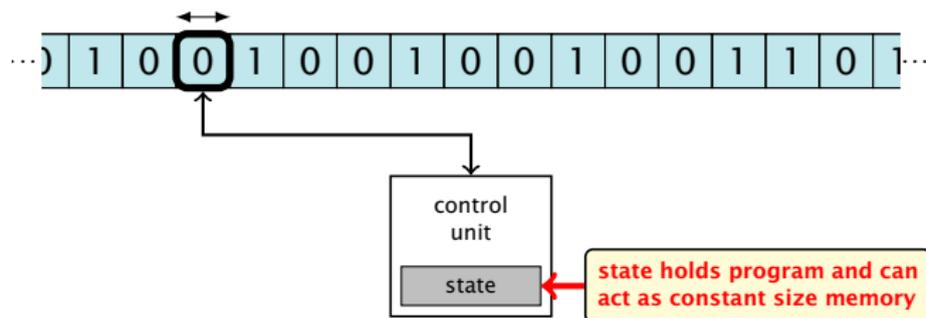
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# Turing Machine

- ▶ Very simple model of computation.
- ▶ Only the “current” memory location can be altered.
- ▶ Very good model for discussing computability, or polynomial vs. exponential time.
- ▶ Some simple problems like recognizing whether input is of the form  $xx$ , where  $x$  is a string, have quadratic lower bound.

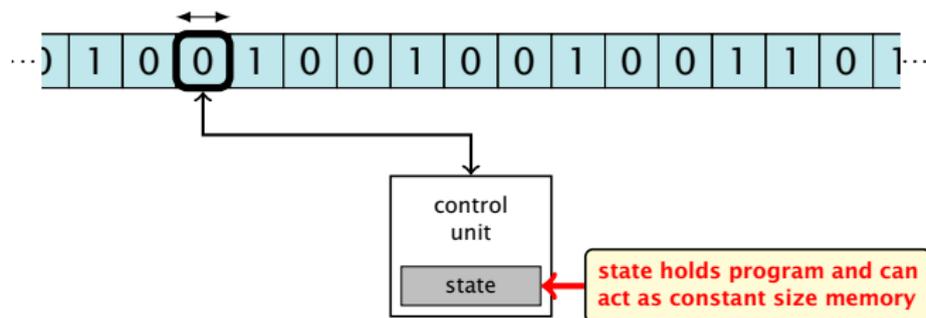
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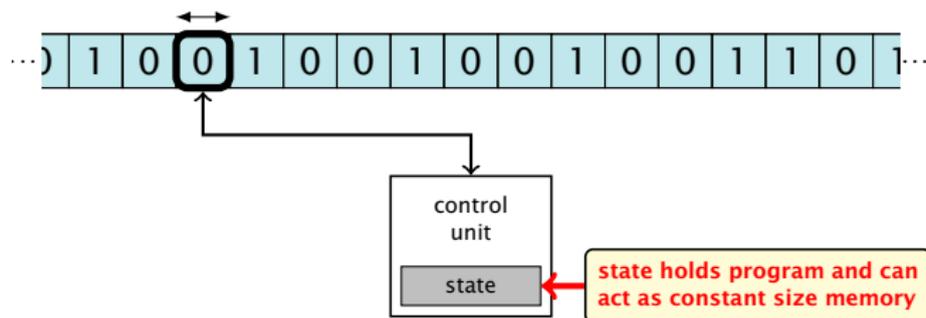
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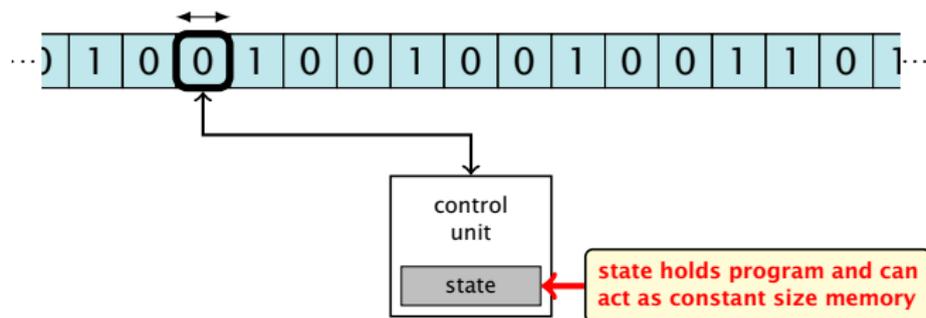
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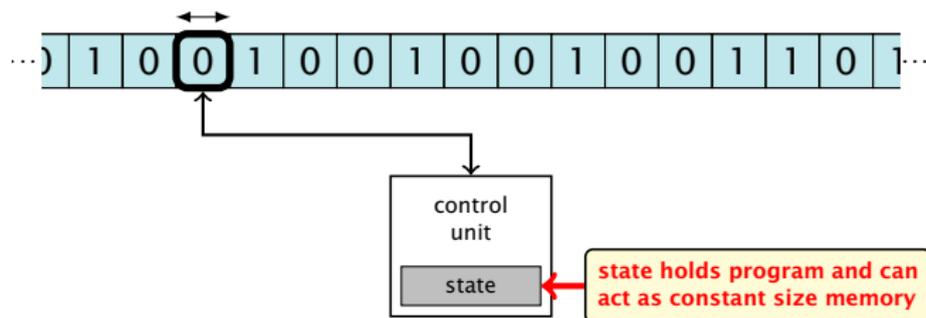
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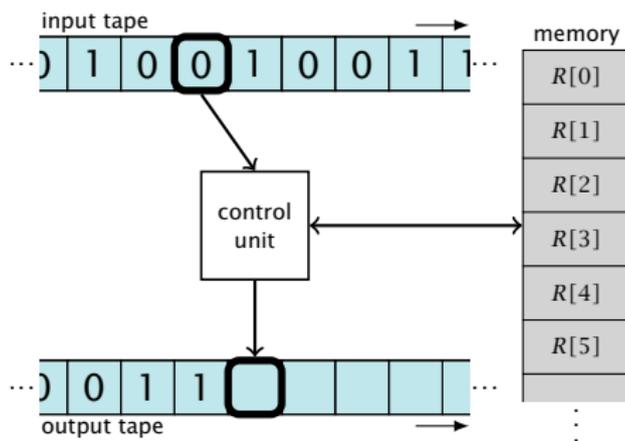
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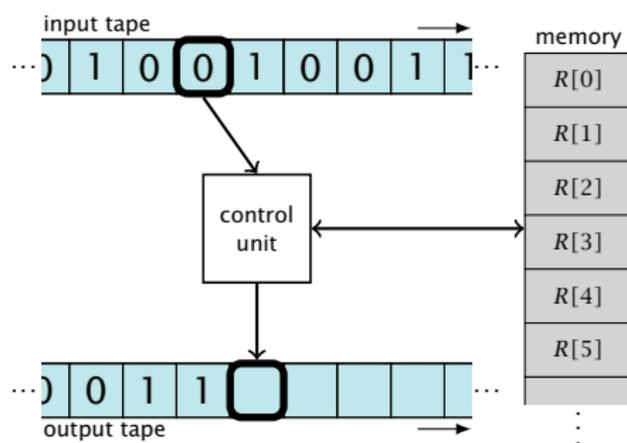
# Random Access Machine (RAM)

- ▶ Input tape and output tape (sequences of zeros and ones; unbounded length).
- ▶ Memory unit: infinite but countable number of registers  $R[0], R[1], R[2], \dots$
- ▶ Registers hold integers.
- ▶ Indirect addressing.



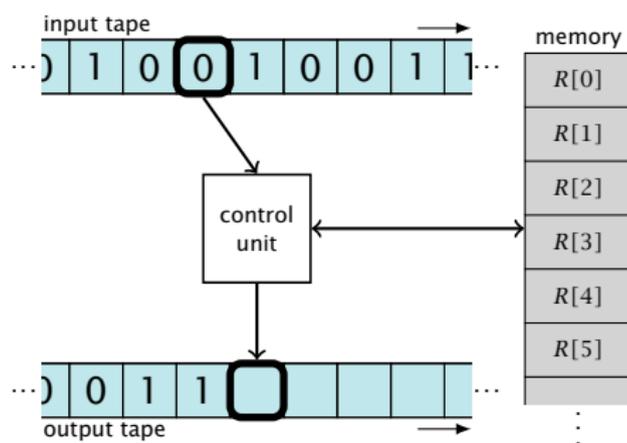
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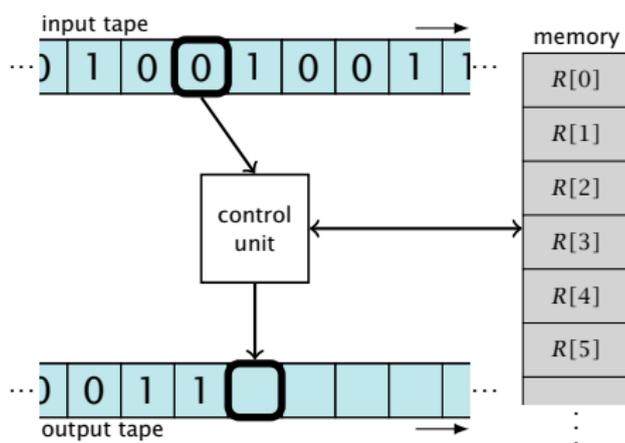
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# Random Access Machine (RAM)

## Operations

- ▶ input operations (input tape  $\rightarrow R[i]$ )
  - ▶ READ  $i$
- ▶ output operations ( $R[i] \rightarrow$  output tape)
  - ▶ WRITE  $i$
- ▶ register-register transfers
  - ▶  $R[i] \leftarrow R[j]$
  - ▶  $R[i] \leftarrow R[j] + 1$
- ▶ indirect addressing
  - ▶  $R[i] \leftarrow R[R[j]]$
  - ▶  $R[i] \leftarrow$  the content of the register number  $R[j]$  (into register number  $i$ )

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## Operations

- ▶ input operations (input tape  $\rightarrow R[i]$ )
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- ▶ output operations ( $R[i] \rightarrow$  output tape)
- ▶ WRITE  $x$
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  - ▶  $R[j] := R[i]$
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- ▶ branching (including loops) based on comparisons
  - ▶ jump  $x$   
jumps to position  $x$  in the program;  
sets instruction counter to  $x$ ;  
reads the next operation to perform from register  $R[x]$
  - ▶ jumpz  $x R[i]$   
jump to  $x$  if  $R[i] = 0$   
if not the instruction counter is increased by 1;
  - ▶ jumpi  $i$   
jump to  $R[i]$  (indirect jump);
- ▶ arithmetic instructions:  $+$ ,  $-$ ,  $\times$ ,  $/$ 
  - ▶  $R[i] \leftarrow R[i] + R[k]$
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# Model of Computation

- ▶ **uniform** cost model

Every operation takes time 1.

- ▶ **logarithmic** cost model

The cost depends on the content of memory cells:

- ▶ The time for a step is equal to the largest operand involved.
- ▶ The worst case of a register is equal to the length in bits of the largest value ever stored in it.

**Bounded word RAM model:** cost is uniform but the largest value stored in a register may not exceed  $w$ , where usually  $w = \log_2 n$ .

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# Model of Computation

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## Lemma 3

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$\exists n_0 > 0 \forall n \geq n_0 : f(n) > 0$  (the same for  $g$ ). Then

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## 6 Recurrences

### Algorithm 2 mergesort(list $L$ )

```
1:  $s \leftarrow \text{size}(L)$ 
2: if  $s \leq 1$  return  $L$ 
3:  $L_1 \leftarrow L[1 \cdots \lfloor \frac{s}{2} \rfloor]$ 
4:  $L_2 \leftarrow L[\lceil \frac{s}{2} \rceil \cdots n]$ 
5: mergesort( $L_1$ )
6: mergesort( $L_2$ )
7:  $L \leftarrow \text{merge}(L_1, L_2)$ 
8: return  $L$ 
```

This algorithm requires

$$T(n) \leq 2T\left(\left\lceil \frac{n}{2} \right\rceil\right) + \mathcal{O}(n)$$

comparisons when  $n > 1$  and 0 comparisons when  $n \leq 1$ .

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# Methods for Solving Recurrences

## 1. **Guessing+Induction**

Guess the right solution and prove that it is correct via induction. It needs experience to make the right guess.

## 2. **Master Theorem**

For a lot of recurrences that appear in the analysis of algorithms this theorem can be used to obtain tight asymptotic bounds. It does not provide exact solutions.

## 3. **Characteristic Polynomial**

Linear homogenous recurrences can be solved via this method.

## 6.1 Guessing+Induction

First we need to get rid of the  $\mathcal{O}$ -notation in our recurrence:

$$T(n) \leq \begin{cases} 2T(\lceil \frac{n}{2} \rceil) + cn & n \geq 2 \\ 0 & \text{otherwise} \end{cases}$$

Assume that instead we had

$$T(n) \leq \begin{cases} 2T(\frac{n}{2}) + cn & n \geq 2 \\ 0 & \text{otherwise} \end{cases}$$

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Formally one would make an induction proof, where the above is the induction step. The base case is usually trivial.

## 6.1 Guessing+Induction

$$T(n) \leq \begin{cases} 2T(\frac{n}{2}) + cn & n \geq 16 \\ b & \text{otw.} \end{cases}$$

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Hence, statement is **true** if we choose  $d \geq c$ .

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If we do not do this we instead consider the following recurrence:

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Note that we can do this as for constant-sized inputs the running time is always some constant ( $b$  in the above case).

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We also make a guess of  $T(n) \leq dn \log n$  and get

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## 6.1 Guessing+Induction

We also make a guess of  $T(n) \leq dn \log n$  and get

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$$\leq dn \log n - 0.33dn + cn$$

$$\leq dn \log n$$

for a suitable choice of  $d$ .

## 6.2 Master Theorem

### Lemma 4

Let  $a \geq 1$ ,  $b \geq 1$  and  $\epsilon > 0$  denote constants. Consider the recurrence

$$T(n) = aT\left(\frac{n}{b}\right) + f(n) .$$

#### Case 1.

If  $f(n) = \mathcal{O}(n^{\log_b(a)-\epsilon})$  then  $T(n) = \Theta(n^{\log_b a})$ .

#### Case 2.

If  $f(n) = \Theta(n^{\log_b(a)} \log^k n)$  then  $T(n) = \Theta(n^{\log_b a} \log^{k+1} n)$ .

#### Case 3.

If  $f(n) = \Omega(n^{\log_b(a)+\epsilon})$  and for sufficiently large  $n$   
 $af\left(\frac{n}{b}\right) \leq cf(n)$  for some constant  $c < 1$  then  $T(n) = \Theta(f(n))$ .

## 6.2 Master Theorem

We prove the Master Theorem for the case that  $n$  is of the form  $b^\ell$ , and we assume that the non-recursive case occurs for problem size 1 and incurs cost 1.

# The Recursion Tree

The running time of a recursive algorithm can be visualized by a recursion tree:

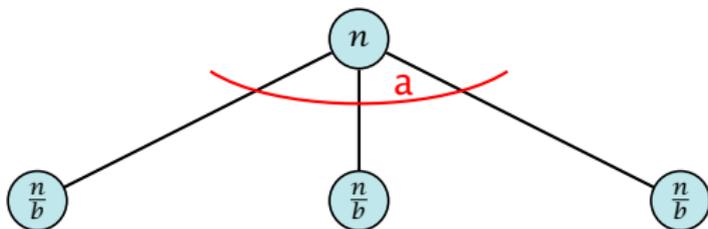
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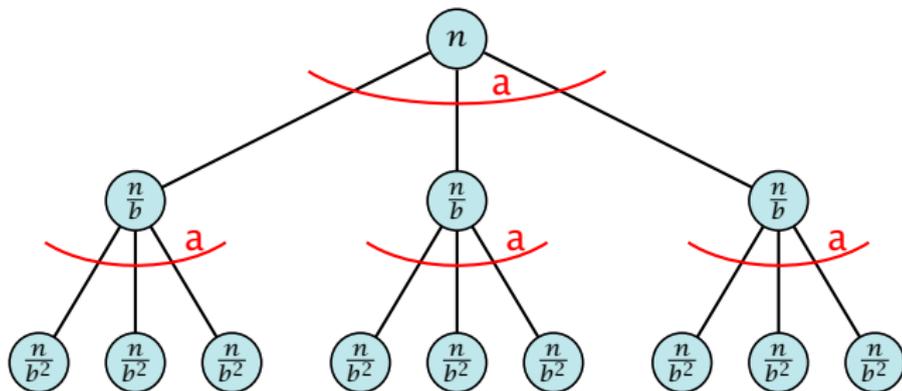
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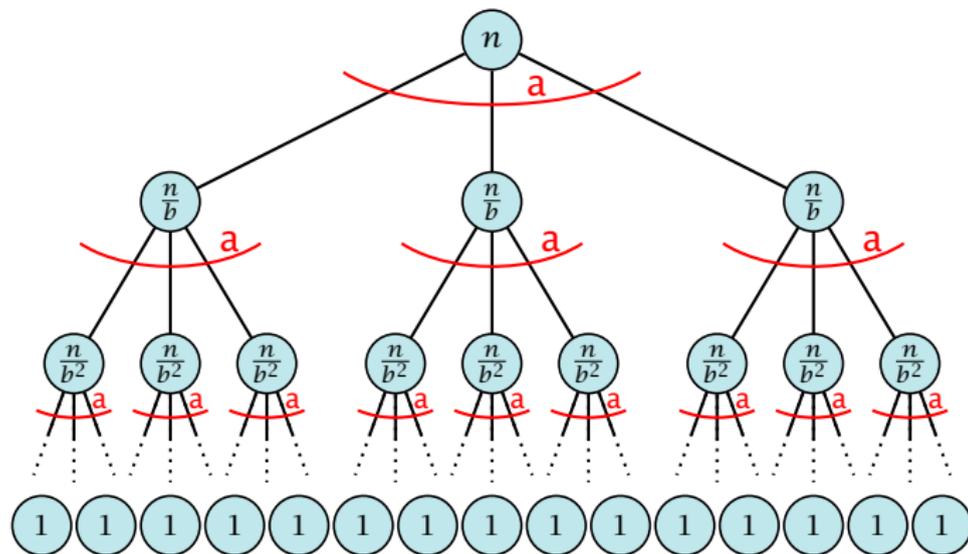
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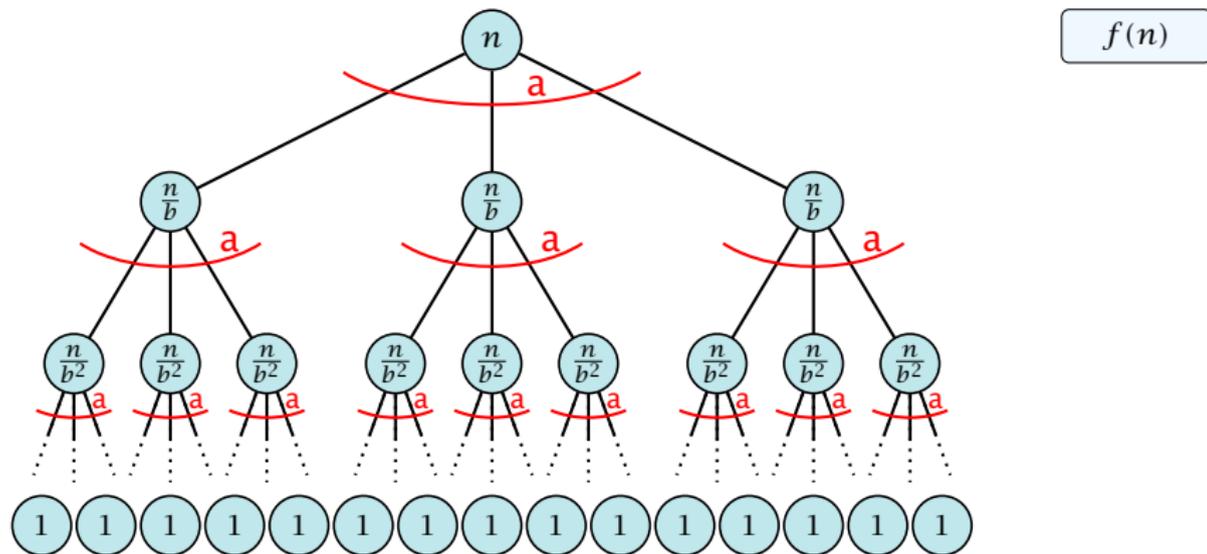
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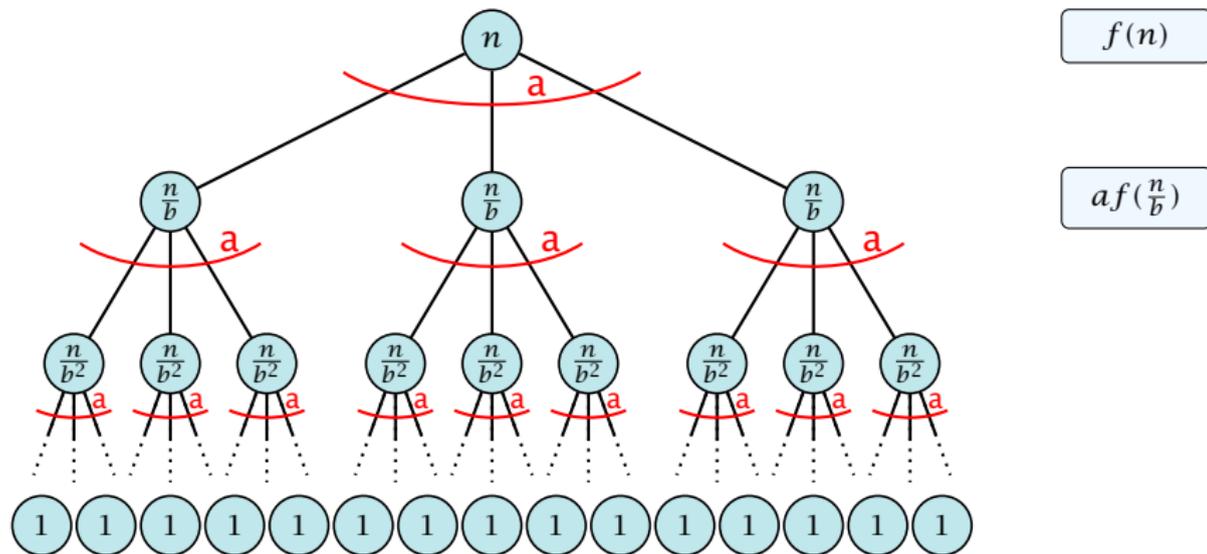
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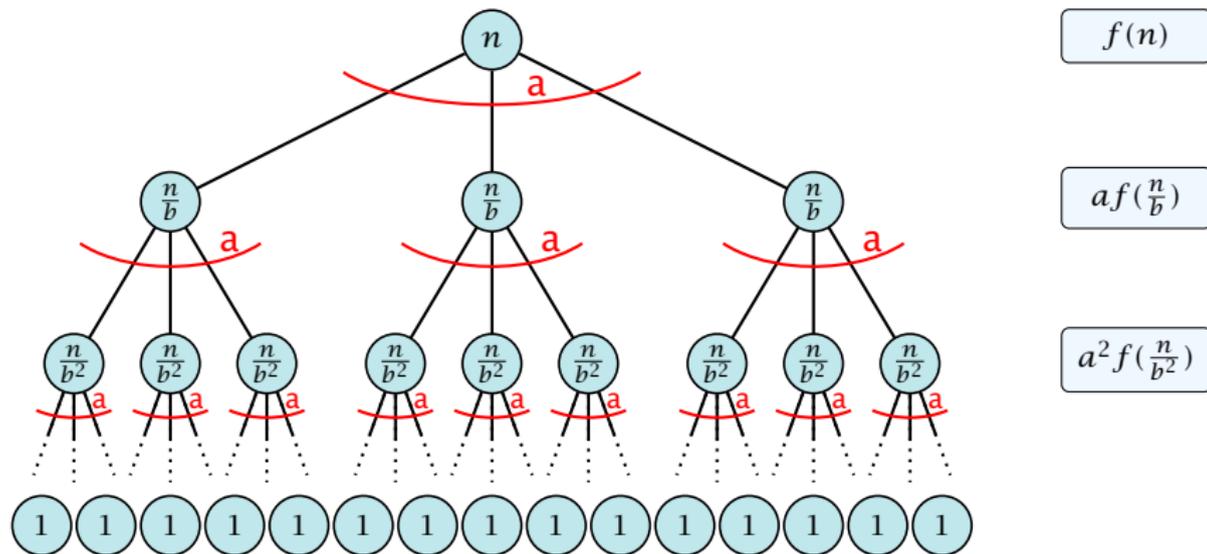
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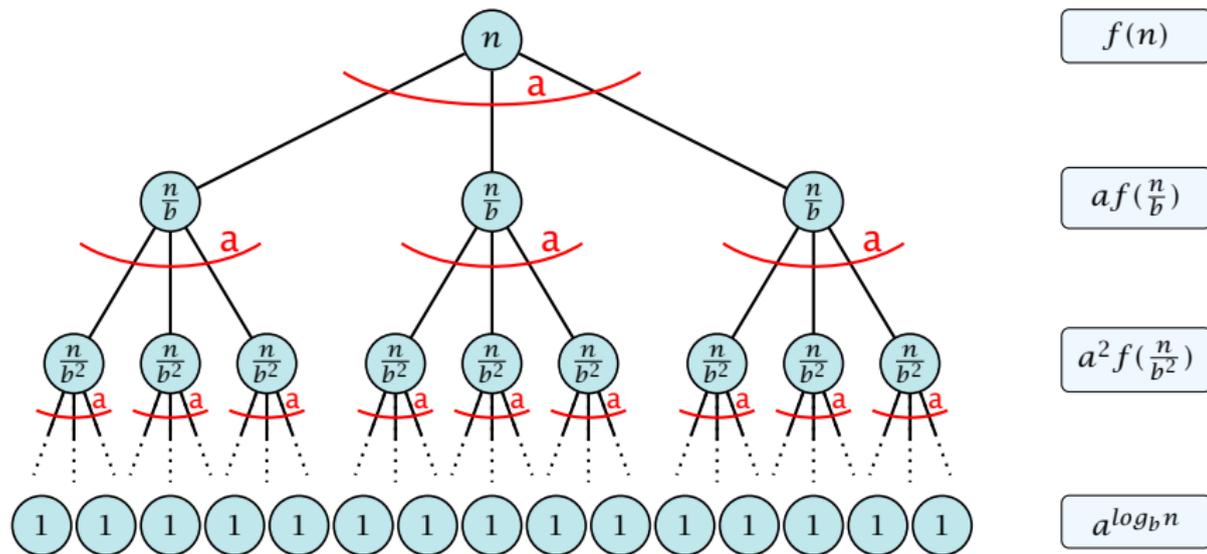
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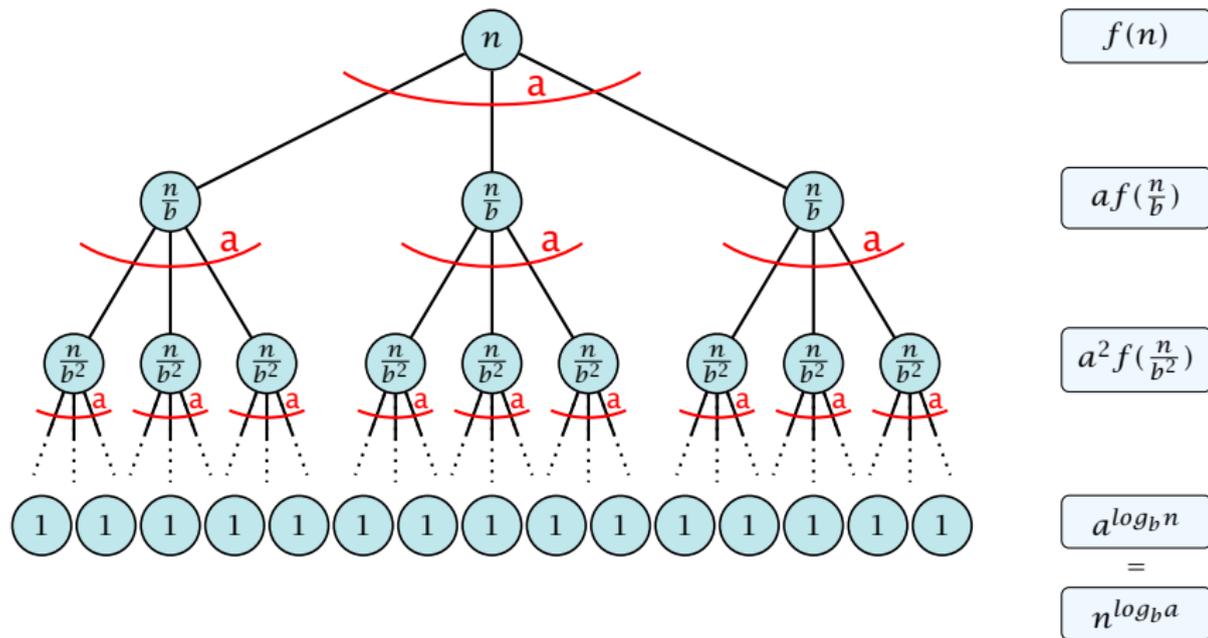
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## 6.2 Master Theorem

This gives

$$T(n) = n^{\log_b a} + \sum_{i=0}^{\log_b n - 1} a^i f\left(\frac{n}{b^i}\right) .$$

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$$b^{-i(\log_b a - \epsilon)} = b^{\epsilon i} (b^{\log_b a})^{-i} = b^{\epsilon i} a^{-i}$$

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$$\sum_{i=0}^k q^i = \frac{q^{k+1} - 1}{q - 1}$$

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$$\boxed{\sum_{i=0}^k q^i = \frac{q^{k+1} - 1}{q - 1}} = cn^{\log_b a - \epsilon} (b^{\epsilon \log_b n} - 1) / (b^{\epsilon} - 1)$$

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Hence,

$$T(n) \leq \left( \frac{c}{b^{\epsilon} - 1} + 1 \right) n^{\log_b(a)}$$

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Hence,

$$T(n) \leq \left( \frac{c}{b^{\epsilon} - 1} + 1 \right) n^{\log_b(a)} \quad \Rightarrow T(n) = \mathcal{O}(n^{\log_b a}).$$

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Hence,

$$T(n) = \mathcal{O}(n^{\log_b a} \log_b n) \quad \Rightarrow T(n) = \mathcal{O}(n^{\log_b a} \log n).$$

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Hence,

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Hence,

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$$\boxed{n = b^\ell \Rightarrow \ell = \log_b n} = cn^{\log_b a} \sum_{i=0}^{\ell-1} \left(\log_b\left(\frac{b^\ell}{b^i}\right)\right)^k$$

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 &= cn^{\log_b a} \sum_{i=1}^{\ell} i^k \\
 &\approx \frac{c}{k} n^{\log_b a} \ell^{k+1}
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**Case 3.** Now suppose that  $f(n) \geq dn^{\log_b a + \epsilon}$ , and that for sufficiently large  $n$ :  $af(n/b) \leq cf(n)$ , for  $c < 1$ .

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$$T(n) - n^{\log_b a} = \sum_{i=0}^{\log_b n - 1} a^i f\left(\frac{n}{b^i}\right)$$

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$$q < 1 : \sum_{i=0}^n q^i = \frac{1 - q^{n+1}}{1 - q} \leq \frac{1}{1 - q}$$

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$$\boxed{q < 1 : \sum_{i=0}^n q^i = \frac{1-q^{n+1}}{1-q} \leq \frac{1}{1-q}} \leq \frac{1}{1-c} f(n) + \mathcal{O}(n^{\log_b a})$$

**Case 3.** Now suppose that  $f(n) \geq dn^{\log_b a + \epsilon}$ , and that for sufficiently large  $n$ :  $af(n/b) \leq cf(n)$ , for  $c < 1$ .

From this we get  $a^i f(n/b^i) \leq c^i f(n)$ , where we assume that  $n/b^{i-1} \geq n_0$  is still sufficiently large.

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$$q < 1 : \sum_{i=0}^n q^i = \frac{1-q^{n+1}}{1-q} \leq \frac{1}{1-q}$$

Hence,

$$T(n) \leq \mathcal{O}(f(n))$$

**Case 3.** Now suppose that  $f(n) \geq dn^{\log_b a + \epsilon}$ , and that for sufficiently large  $n$ :  $af(n/b) \leq cf(n)$ , for  $c < 1$ .

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$$\begin{aligned} T(n) - n^{\log_b a} &= \sum_{i=0}^{\log_b n - 1} a^i f\left(\frac{n}{b^i}\right) \\ &= \sum_{i=0}^{\log_b n - 1} c^i f(n) + \mathcal{O}(n^{\log_b a}) \\ &\leq \frac{1}{1-c} f(n) + \mathcal{O}(n^{\log_b a}) \end{aligned}$$

$$q < 1 : \sum_{i=0}^n q^i = \frac{1-q^{n+1}}{1-q} \leq \frac{1}{1-q}$$

Hence,

$$T(n) \leq \mathcal{O}(f(n))$$

$$\Rightarrow T(n) = \Theta(f(n)).$$

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

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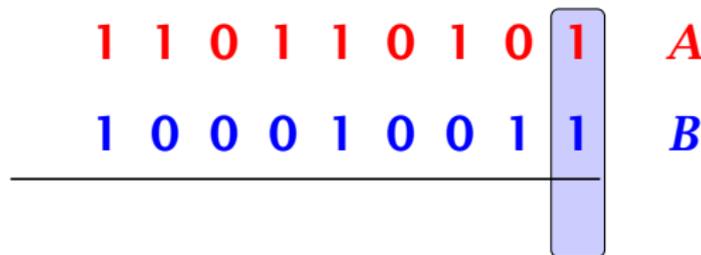
For this we first need to be able to add two integers  $A$  and  $B$ :

$$\begin{array}{r} 1\ 1\ 0\ 1\ 1\ 0\ 1\ 0\ 1\ A \\ 1\ 0\ 0\ 0\ 1\ 0\ 0\ 1\ 1\ B \\ \hline \end{array}$$

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For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									0

The diagram shows the addition of two 9-bit integers, A and B. The bits of A are 1, 1, 0, 1, 1, 0, 1, 0, 1. The bits of B are 1, 0, 0, 0, 1, 0, 0, 1, 1. A horizontal line is drawn under the bits of B. A small green '1' is written below the 8th bit of B, indicating a carry. The result of the addition is shown in a vertical box on the right, with the bottom bit being 0.

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Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>								1	
								0	

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1	1	0	1	1	0	1	0	1	$A$
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							1	1	
							0	0	

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1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
							0	0	

The diagram illustrates the addition of two integers, A and B, in binary. The numbers are aligned by their least significant bits. A vertical bar highlights the 7th bit position (from the right), where a carry is generated from the 6th bit. The carry is shown as a '1' below the 6th bit and a '1' above the 7th bit. The result of the addition is shown as '0 0' below the 7th and 8th bits.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

$$\begin{array}{rcccccccc} 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 & A \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & B \\ \hline & & & & & & 0 & 0 & 0 & \end{array}$$

The diagram illustrates the addition of two integers, A and B, using a register of constant size. The numbers are represented as binary strings. A vertical bar highlights the current bit position being processed, which is the 7th bit from the right (the 0th bit of the result). The carry bits are shown as small green '1's below the lines.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
					1	1	1		
						0	0	0	

The diagram illustrates the addition of two integers, A and B, using a register of constant size. The integers are represented as binary strings: A = 110110101 and B = 100010011. A vertical bar highlights the carry propagation from the 5th bit to the 6th bit, showing that the carry is 1. The result of the addition is 101101000.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
					0	1	1	1	
					1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
				0	1	1	1		
					1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
				1	0	1	1	1	
-----				0	1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
			1	0	1	1	1		
			0	1	0	0	0		

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

$$\begin{array}{rcccccccc} 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 & A \\ 1 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & B \\ \hline & & & 0 & 0 & 1 & 0 & 0 & 0 & \end{array}$$

The diagram illustrates the addition of two 9-bit integers, A and B, to produce a 9-bit result. The numbers are aligned by their least significant bits. A horizontal line is drawn under the second row. The result is shown below the line. A vertical blue box highlights the 4th bit position (index 3 from the right), which contains a '0' in the result row. This bit is the result of adding the 4th bits of A and B (1 + 0) and the carry-in from the 3rd bit position (1). The carry-in is shown as a '1' below the 3rd bit of B. The carry-out from the 4th bit position is shown as a '1' below the 4th bit of B.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
			1	1	0	1	1	1	
			0	0	1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

The diagram illustrates the addition of two integers, A and B, using a carry propagation mechanism. The numbers are represented as binary strings:

- $A = 110110101$  (red digits)
- $B = 100010011$  (blue digits)

The addition is performed bit by bit from right to left. A horizontal line is drawn under the numbers. The result of the addition is shown below the line:

- Bit 0:  $1 + 1 = 0$  (carry 1)
- Bit 1:  $0 + 0 + 1 = 1$  (carry 0)
- Bit 2:  $0 + 0 + 0 = 0$  (carry 0)
- Bit 3:  $1 + 1 + 0 = 0$  (carry 1)
- Bit 4:  $1 + 0 + 1 = 0$  (carry 0)
- Bit 5:  $1 + 0 + 0 = 1$  (carry 0)
- Bit 6:  $1 + 1 + 0 = 0$  (carry 1)
- Bit 7:  $1 + 0 + 1 = 0$  (carry 0)
- Bit 8:  $1 + 0 + 0 = 1$  (carry 0)

The carry propagation is highlighted by a vertical bar around the carry bits (1, 0, 1, 0, 0, 1, 0, 0, 0) and the corresponding result bits (0, 1, 0, 0, 0, 1, 0, 0, 1).

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
<hr/>									
	0	1	1	0	1	1	1		
	1	0	0	1	0	0	0		

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

$$\begin{array}{rcccccccc} & & 1 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & 1 & & A \\ & & 1 & 0 & 0 & 0 & 1 & 0 & 0 & 1 & 1 & & B \\ \hline & & 1 & 1 & 0 & 0 & 1 & 0 & 0 & 0 & & & \end{array}$$

The diagram illustrates the addition of two 10-bit integers, A and B, to produce a 10-bit result. The bits of A are 1 1 0 1 1 0 1 0 1 and the bits of B are 1 0 0 0 1 0 0 1 1. The result is 1 1 0 0 1 0 0 0. A vertical blue box highlights the first two bits of the result, 1 1, which correspond to the first two bits of both A and B. Small green numbers 0 are placed below the first two bits of the result, indicating that no carry is generated from these positions.

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	$B$
0	0	1	1	0	1	1	1		
1	1	0	0	1	0	0	0		

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

	1	1	0	1	1	0	1	0	1	$A$
1	0	0	0	1	0	0	1	1	1	$B$
<hr/>										
	0	1	1	0	0	1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

	1	1	0	1	1	0	1	0	1	$A$
	1	0	0	0	1	0	0	1	1	$B$
1	0	0	1	1	0	1	1	1		
	0	1	1	0	0	1	0	0	0	

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

	1	1	0	1	1	0	1	0	1	$A$
	1	0	0	0	1	0	0	1	1	$B$
	1	0	0	1	1	0	1	1	1	
	1	0	1	1	0	0	1	0	0	0

## Example: Multiplying Two Integers

Suppose we want to multiply two  $n$ -bit Integers, but our registers can only perform operations on integers of constant size.

For this we first need to be able to add two integers  $A$  and  $B$ :

$$\begin{array}{r} 1\ 1\ 0\ 1\ 1\ 0\ 1\ 0\ 1\ A \\ 1\ 0\ 0\ 0\ 1\ 0\ 0\ 1\ 1\ B \\ \hline 1\ 0\ 1\ 1\ 0\ 0\ 1\ 0\ 0\ 0 \end{array}$$

This gives that two  $n$ -bit integers can be added in time  $\mathcal{O}(n)$ .

## Example: Multiplying Two Integers

Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

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$$\begin{array}{r} 10001 \times 1011 \\ \hline 10001 \end{array}$$

## Example: Multiplying Two Integers

Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \end{array}$$

## Example: Multiplying Two Integers

Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline 1\ 0\ 0\ 0\ 1 \\ 0 \\ 0 \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \end{array}$$

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Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} \phantom{1\ 0\ 0\ 0\ 1} 0\ 0 \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \end{array}$$

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Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{0\ 0\ 0\ 0\ 0\ 0} 0\ 0\ 0 \end{array}$$

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Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \\ \hline \end{array}$$

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$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \\ \hline 1\ 0\ 1\ 1\ 1\ 0\ 1\ 1 \end{array}$$

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Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \\ \hline 1\ 0\ 1\ 1\ 1\ 0\ 1\ 1 \end{array}$$

**Time requirement:**

## Example: Multiplying Two Integers

Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \\ \hline 1\ 0\ 1\ 1\ 1\ 0\ 1\ 1 \end{array}$$

**Time requirement:**

- ▶ Computing intermediate results:  $\mathcal{O}(nm)$ .

## Example: Multiplying Two Integers

Suppose that we want to multiply an  $n$ -bit integer  $A$  and an  $m$ -bit integer  $B$  ( $m \leq n$ ).

$$\begin{array}{r} 1\ 0\ 0\ 0\ 1 \times 1\ 0\ 1\ 1 \\ \hline \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 0\ 0\ 0\ 0\ 0\ 0\ 0 \\ \phantom{1\ 0\ 0\ 0\ 1} 1\ 0\ 0\ 0\ 1\ 0\ 0\ 0 \\ \hline 1\ 0\ 1\ 1\ 1\ 0\ 1\ 1 \end{array}$$

**Time requirement:**

- ▶ Computing intermediate results:  $\mathcal{O}(nm)$ .
- ▶ Adding  $m$  numbers of length  $\leq 2n$ :  $\mathcal{O}((m+n)m) = \mathcal{O}(nm)$ .

## Example: Multiplying Two Integers

**A recursive approach:**

Suppose that integers  $A$  and  $B$  are of length  $n = 2^k$ , for some  $k$ .

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Suppose that integers  $A$  and  $B$  are of length  $n = 2^k$ , for some  $k$ .


$$\boxed{B} \times \boxed{A}$$

## Example: Multiplying Two Integers

**A recursive approach:**

Suppose that integers  $A$  and  $B$  are of length  $n = 2^k$ , for some  $k$ .

$$\boxed{b_n \quad \dots \quad b_0} \times \boxed{a_n \quad \dots \quad a_0}$$

# Example: Multiplying Two Integers

**A recursive approach:**

Suppose that integers  $A$  and  $B$  are of length  $n = 2^k$ , for some  $k$ .

$$\boxed{b_n \quad \cdots \quad b_{\frac{n}{2}} \quad b_{\frac{n}{2}-1} \quad \cdots \quad b_0} \times \boxed{a_n \quad \cdots \quad a_{\frac{n}{2}} \quad a_{\frac{n}{2}-1} \quad \cdots \quad a_0}$$

## Example: Multiplying Two Integers

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Hence,

$$A \cdot B = A_1 B_1 \cdot 2^n + (A_1 B_0 + A_0 B_1) \cdot 2^{\frac{n}{2}} + A_0 \cdot B_0$$

## Example: Multiplying Two Integers

### Algorithm 3 $\text{mult}(A, B)$

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2:   return  $a_0 \cdot b_0$   
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We get the following recurrence:

$$T(n) = 4T\left(\frac{n}{2}\right) + \mathcal{O}(n) .$$

## Example: Multiplying Two Integers

**Master Theorem:** Recurrence:  $T[n] = aT(\frac{n}{b}) + f(n)$ .

- ▶ Case 1:  $f(n) = \mathcal{O}(n^{\log_b a - \epsilon})$        $T(n) = \Theta(n^{\log_b a})$
- ▶ Case 2:  $f(n) = \Theta(n^{\log_b a} \log^k n)$        $T(n) = \Theta(n^{\log_b a} \log^{k+1} n)$
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In our case  $a = 4$ ,  $b = 2$ , and  $f(n) = \Theta(n)$ . Hence, we are in Case 1, since  $n = \mathcal{O}(n^{2-\epsilon}) = \mathcal{O}(n^{\log_b a - \epsilon})$ .

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We get a running time of  $\mathcal{O}(n^2)$  for our algorithm.

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⇒ Not better than the “school method”.

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## Example: Multiplying Two Integers

We can use the following identity to compute  $Z_1$ :

$$\begin{aligned} Z_1 &= A_1 B_0 + A_0 B_1 && = Z_2 && = Z_0 \\ &= (A_0 + A_1) \cdot (B_0 + B_1) - \underbrace{A_1 B_1}_{Z_2} - \underbrace{A_0 B_0}_{Z_0} \end{aligned}$$

Hence,

### Algorithm 4 mult( $A, B$ )

- |  |                                    |
|--|------------------------------------|
| 1: <b>if</b> $ A  =  B  = 1$ <b>then</b>                           | $\mathcal{O}(1)$                   |
| 2: <b>return</b> $a_0 \cdot b_0$                                   | $\mathcal{O}(1)$                   |
| 3: <b>split</b> $A$ into $A_0$ and $A_1$                           | $\mathcal{O}(n)$                   |
| 4: <b>split</b> $B$ into $B_0$ and $B_1$                           | $\mathcal{O}(n)$                   |
| 5: $Z_2 \leftarrow \text{mult}(A_1, B_1)$                          | $T(\frac{n}{2})$                   |
| 6: $Z_0 \leftarrow \text{mult}(A_0, B_0)$                          | $2T(\frac{n}{2}) + \mathcal{O}(n)$ |
| 7: $Z_1 \leftarrow \text{mult}(A_0 + A_1, B_0 + B_1) - Z_2 - Z_0$  | $T(\frac{n}{2})$                   |
| 8: <b>return</b> $Z_2 \cdot 2^n + Z_1 \cdot 2^{\frac{n}{2}} + Z_0$ | $\mathcal{O}(n)$                   |

## Example: Multiplying Two Integers

We get the following recurrence:

$$T(n) = 3T\left(\frac{n}{2}\right) + \mathcal{O}(n) .$$

Master Theorem: Recurrence:  $T[n] = aT\left(\frac{n}{b}\right) + f(n)$ .

- ▶ Case 1:  $f(n) = \mathcal{O}(n^{\log_b a - \epsilon})$        $T(n) = \Theta(n^{\log_b a})$
- ▶ Case 2:  $f(n) = \Theta(n^{\log_b a} \log^k n)$        $T(n) = \Theta(n^{\log_b a} \log^{k+1} n)$
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Again we are in Case 1. We get a running time of  $\Theta(n^{\log_2 3}) \approx \Theta(n^{1.59})$ .

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## 6.3 The Characteristic Polynomial

Consider the recurrence relation:

$$c_0T(n) + c_1T(n-1) + c_2T(n-2) + \dots + c_kT(n-k) = f(n)$$

This is the general form of a linear recurrence relation of order  $k$  with constant coefficients ( $c_0, c_k \neq 0$ ).

- The value of  $T(n)$  only depends on the  $k$  preceding values. This means that the recurrence relation is of order  $k$ .
- The recurrence is linear as there are no products of  $T(n)$ 's.
- The coefficients are constant, i.e. they do not depend on  $n$ .
- The recurrence relation is homogeneous if  $f(n) = 0$ .
- The recurrence relation is inhomogeneous if  $f(n) \neq 0$ .

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### Observations:

- ▶ The solution  $T[0], T[1], T[2], \dots$  is completely determined by a set of boundary conditions that specify values for  $T[0], \dots, T[k-1]$ .
- ▶ In fact, any  $k$  consecutive values completely determine the solution.
- ▶  $k$  non-consecutive values might not be an appropriate set of boundary conditions (depends on the problem).

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# The Homogenous Case

The solution space

$$S = \left\{ T = T[0], T[1], T[2], \dots \mid T \text{ fulfills recurrence relation} \right\}$$

is a **vector space**. This means that if  $T_1, T_2 \in S$ , then also  $\alpha T_1 + \beta T_2 \in S$ , for arbitrary constants  $\alpha, \beta$ .

How do we find a non-trivial solution?

We guess that the solution is of the form  $\lambda^n$ ,  $\lambda \neq 0$ , and see what happens. In order for this guess to fulfill the recurrence we need

$$c_0 \lambda^n + c_1 \lambda^{n-1} + c_2 \cdot \lambda^{n-2} + \dots + c_k \cdot \lambda^{n-k} = 0$$

for all  $n \geq k$ .

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Dividing by  $\lambda^{n-k}$  gives that all these constraints are identical to

$$c_0\lambda^k + c_1\lambda^{k-1} + c_2 \cdot \lambda^{k-2} + \dots + c_k = 0$$

This means that if  $\lambda_i$  is a root (Nullstelle) of  $P[\lambda]$  then  $T[n] = \lambda_i^n$  is a solution to the recurrence relation.

Let  $\lambda_1, \dots, \lambda_k$  be the  $k$  (complex) roots of  $P[\lambda]$ . Then, because of the vector space property

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## Lemma 5

Assume that the characteristic polynomial has  $k$  *distinct* roots  $\lambda_1, \dots, \lambda_k$ . Then *all* solutions to the recurrence relation are of the form

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Proof.

There is one solution for every possible choice of boundary conditions for  $T[1], \dots, T[k]$ .

We show that the above set of solutions contains one solution for every choice of boundary conditions.

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Suppose I am given boundary conditions  $T[i]$  and I want to see whether I can choose the  $\alpha'_i$ 's such that these conditions are met:

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We show that the column vectors are linearly independent. Then the above equation has a solution.

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assume for contradiction that there exist  $\alpha_i$ 's with

$$\alpha_1 \begin{pmatrix} \lambda_1 \\ \vdots \\ \lambda_1^{k-1} \\ \lambda_1^k \end{pmatrix} + \cdots + \alpha_k \begin{pmatrix} \lambda_k \\ \vdots \\ \lambda_k^{k-1} \\ \lambda_k^k \end{pmatrix} = 0$$

and not all  $\alpha_i = 0$ .



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$$\alpha_1 \begin{pmatrix} \lambda_1 \\ \vdots \\ \lambda_1^{k-1} \\ \lambda_1^k \end{pmatrix} + \cdots + \alpha_k \begin{pmatrix} \lambda_k \\ \vdots \\ \lambda_k^{k-1} \\ \lambda_k^k \end{pmatrix} = 0$$

and not all  $\alpha_i = 0$ . **Then all  $\alpha_i \neq 0$ !**



# The Homogeneous Case

$$\alpha_1 \begin{pmatrix} \lambda_1 \\ \lambda_1^2 \\ \vdots \\ \lambda_1^{k-1} \\ \lambda_1^k \end{pmatrix} + \dots + \alpha_k \begin{pmatrix} \lambda_k \\ \lambda_k^2 \\ \vdots \\ \lambda_k^{k-1} \\ \lambda_k^k \end{pmatrix} = 0$$

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This means that

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Hence,

$$\sum_{i=1}^{k-1} \alpha_i v_i + \alpha_k v_k = 0 \quad \text{and} \quad -\frac{1}{\lambda_k} \sum_{i=1}^{k-1} \lambda_i \alpha_i v_i = \alpha_k v_k$$

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This gives that

$$\sum_{i=1}^{k-1} \left(1 - \frac{\lambda_i}{\lambda_k}\right) \alpha_i \mathbf{v}_i = \mathbf{0} .$$

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This gives that

$$\sum_{i=1}^{k-1} \left(1 - \frac{\lambda_i}{\lambda_k}\right) \alpha_i v_i = 0 .$$

This is a contradiction as the  $v_i$ 's are linearly independent because of induction hypothesis.

# The Homogeneous Case

## What happens if the roots are not all distinct?

Suppose we have a root  $\lambda_i$  with multiplicity (Vielfachheit) at least 2. Then not only is  $\lambda_i^n$  a solution to the recurrence but also  $n\lambda_i^n$ .

To see this consider the polynomial

$$P(\lambda)\lambda^{n-k} = c_0\lambda^n + c_1\lambda^{n-1} + c_2\lambda^{n-2} + \dots + c_k\lambda^{n-k}$$

Since  $\lambda_i$  is a root we can write this as  $Q(\lambda)(\lambda - \lambda_i)^2$ . Calculating the derivative gives a polynomial that still has root  $\lambda_i$ .

This means

$$c_0 n \lambda_i^{n-1} + c_1 (n-1) \lambda_i^{n-2} + \dots + c_k (n-k) \lambda_i^{n-k-1} = 0$$

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(after taking the derivative; multiplying with  $\lambda$ ; plugging in  $\lambda_i$ )

Doing this again gives

$$c_0 n^2 \lambda_i^n + c_1 (n-1)^2 \lambda_i^{n-1} + \dots + c_k (n-k)^2 \lambda_i^{n-k} = 0$$

We can continue  $j-1$  times.

Hence,  $n^\ell \lambda_i^n$  is a solution for  $\ell \in 0, \dots, j-1$ .

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# The Homogeneous Case

## Lemma 6

Let  $P[\lambda]$  denote the characteristic polynomial to the recurrence

$$c_0T[n] + c_1T[n-1] + \dots + c_kT[n-k] = 0$$

Let  $\lambda_i$ ,  $i = 1, \dots, m$  be the (complex) roots of  $P[\lambda]$  with multiplicities  $\ell_i$ . Then the general solution to the recurrence is given by

$$T[n] = \sum_{i=1}^m \sum_{j=0}^{\ell_i-1} \alpha_{ij} \cdot (n^j \lambda_i^n) .$$

The full proof is omitted. We have only shown that any choice of  $\alpha_{ij}$ 's is a solution to the recurrence.

## Example: Fibonacci Sequence

$$T[0] = 0$$

$$T[1] = 1$$

$$T[n] = T[n - 1] + T[n - 2] \text{ for } n \geq 2$$

The characteristic polynomial is

$$\lambda^2 - \lambda - 1$$

Finding the roots, gives

$$\lambda_{1/2} = \frac{1}{2} \pm \sqrt{\frac{1}{4} + 1} = \frac{1}{2} (1 \pm \sqrt{5})$$

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Hence, the solution is of the form

$$\alpha \left( \frac{1 + \sqrt{5}}{2} \right)^n + \beta \left( \frac{1 - \sqrt{5}}{2} \right)^n$$

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$$\alpha \left( \frac{1 + \sqrt{5}}{2} \right) + \beta \left( \frac{1 - \sqrt{5}}{2} \right) = 1 \implies \alpha - \beta = \frac{2}{\sqrt{5}}$$

## Example: Fibonacci Sequence

Hence, the solution is

$$\frac{1}{\sqrt{5}} \left[ \left( \frac{1 + \sqrt{5}}{2} \right)^n - \left( \frac{1 - \sqrt{5}}{2} \right)^n \right]$$

# The Inhomogeneous Case

Consider the recurrence relation:

$$c_0T(n) + c_1T(n - 1) + c_2T(n - 2) + \dots + c_kT(n - k) = f(n)$$

with  $f(n) \neq 0$ .

While we have a fairly general technique for solving **homogeneous**, linear recurrence relations the inhomogeneous case is different.

# The Inhomogeneous Case

The general solution of the recurrence relation is

$$T(n) = T_h(n) + T_p(n) ,$$

where  $T_h$  is **any** solution to the homogeneous equation, and  $T_p$  is **one** particular solution to the inhomogeneous equation.

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# The Inhomogeneous Case

Example:

$$T[n] = T[n - 1] + 1 \quad T[0] = 1$$

Then,

$$T[n - 1] = T[n - 2] + 1 \quad (n \geq 2)$$

Subtracting the first from the second equation gives,

$$T[n] - T[n - 1] = T[n - 1] - T[n - 2] \quad (n \geq 2)$$

or

$$T[n] = 2T[n - 1] - T[n - 2] \quad (n \geq 2)$$

I get a completely determined recurrence if I add  $T[0] = 1$  and  $T[1] = 2$ .

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$T[1] = 2$  gives  $1 + \beta = 2 \Rightarrow \beta = 1$ .

# The Inhomogeneous Case

If  $f(n)$  is a polynomial of degree  $r$  this method can be applied  $r + 1$  times to obtain a homogeneous equation:

$$T[n] = T[n - 1] + n^2$$

Shift:

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If  $f(n)$  is a polynomial of degree  $r$  this method can be applied  $r + 1$  times to obtain a homogeneous equation:

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## 6.4 Generating Functions

### Definition 7 (Generating Function)

Let  $(a_n)_{n \geq 0}$  be a sequence. The corresponding

- ▶ **generating function** (Erzeugendenfunktion) is

$$F(z) := \sum_{n=0}^{\infty} a_n z^n;$$

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There are two different views:

A generating function is a formal power series (formale Potenzreihe).

Then the generating function is an **algebraic object**.

Let  $f = \sum_{n=0}^{\infty} a_n z^n$  and  $g = \sum_{n=0}^{\infty} b_n z^n$ .

- ▶ **Equality:**  $f$  and  $g$  are equal if  $a_n = b_n$  for all  $n$ .
- ▶ **Addition:**  $f + g := \sum_{n=0}^{\infty} (a_n + b_n) z^n$ .
- ▶ **Multiplication:**  $f \cdot g := \sum_{n=0}^{\infty} c_n z^n$  with  $c = \sum_{p=0}^n a_p b_{n-p}$ .

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The arithmetic view:

We view a power series as a function  $f : \mathbb{C} \rightarrow \mathbb{C}$ .

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What does  $\sum_{n=0}^{\infty} z^n = \frac{1}{1-z}$  mean in the **algebraic view**?

It means that the power series  $1 - z$  and the power series  $\sum_{n=0}^{\infty} z^n$  are invers, i.e.,

$$(1 - z) \cdot \left( \sum_{n=0}^{\infty} z^n \right) = 1 .$$

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Hence, the generating function of the sequence  $a_n = (n+1)(n+2)$  is  $\frac{2}{(1-z)^2}$ .

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The generating function of the sequence  $a_n = n$  is  $\frac{z}{(1-z)^2}$ .

## 6.4 Generating Functions

We know

$$\sum_{n \geq 0} y^n = \frac{1}{1-y}$$

Hence,

$$\sum_{n \geq 0} a^n z^n = \frac{1}{1-az}$$

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Hence,  $a_n = n + 1$ .

# Some Generating Functions

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$n+1$	$\frac{1}{(1-z)^2}$
$\binom{n+k}{n}$	$\frac{1}{(1-z)^{k+1}}$
$n$	$\frac{z}{(1-z)^2}$
$a^n$	$\frac{1}{1-az}$
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6. The coefficients of the resulting power series are the  $a_n$ .

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which gives

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6. This means  $a_n = \frac{7}{4}3^n - \frac{1}{2}n - \frac{3}{4}$ .

## 6.5 Transformation of the Recurrence

### Example 9

$$f_0 = 1$$

$$f_1 = 2$$

$$f_n = f_{n-1} \cdot f_{n-2} \text{ for } n \geq 2 .$$

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$$g_n = g_{n-1} + g_{n-2} \text{ for } n \geq 2$$

$$g_1 = \log 2 = 1, \quad g_0 = 0 \text{ (fÄČÅŠr } \log = \log_2 \text{)}$$

$$g_n = F_n \text{ (} n\text{-th Fibonacci number)}$$

## 6.5 Transformation of the Recurrence

### Example 9

$$f_0 = 1$$

$$f_1 = 2$$

$$f_n = f_{n-1} \cdot f_{n-2} \text{ for } n \geq 2 .$$

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$$g_n := \log f_n .$$

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$$f_n = 2^{F_n}$$

## 6.5 Transformation of the Recurrence

### Example 10

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$$f_n = 3f_{\frac{n}{2}} + n; \text{ for } n = 2^k ;$$

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## 6.5 Transformation of the Recurrence

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