

# Part II

## Foundations

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- ▶ Learn how to design efficient algorithms.

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- ▶ Theoretical analysis in a specific **model of computation**.
  - ▶ Gives **asymptotic bounds** like “this algorithm always runs in time  $\mathcal{O}(n^2)$ ”.
  - ▶ Typically focuses on the **worst case**.
  - ▶ Can give lower bounds like “any comparison-based sorting algorithm needs at least  $\Omega(n \log n)$  comparisons in the worst case”.

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### 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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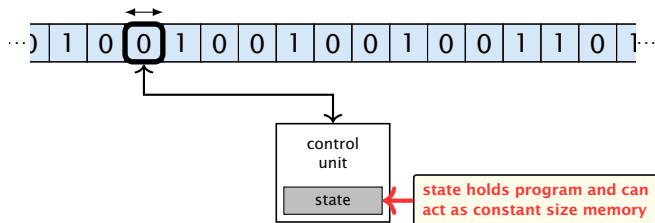
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Version 2. is often easier, but focusing on one type of operation makes it more difficult to obtain meaningful results.



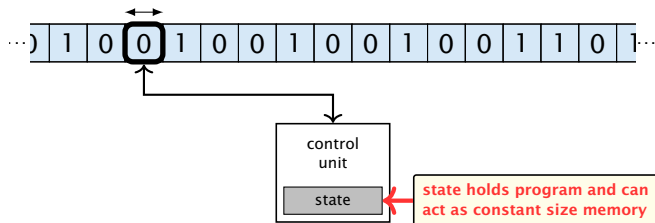
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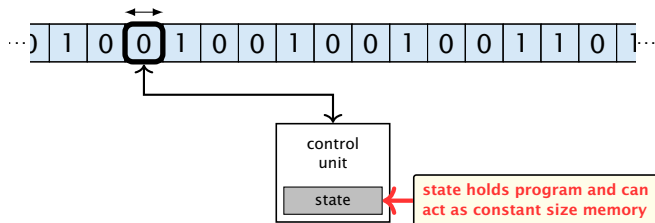
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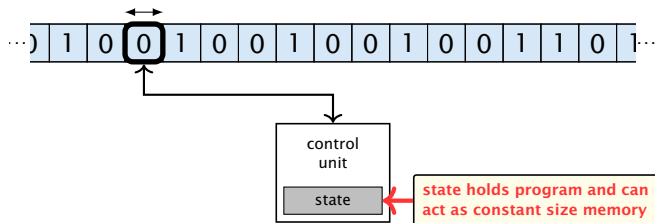
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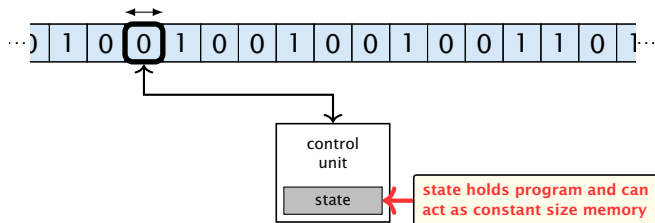
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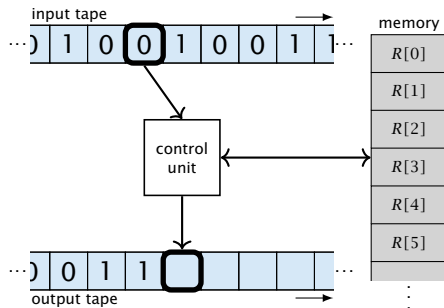
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⇒ **Not a good model for developing efficient algorithms.**



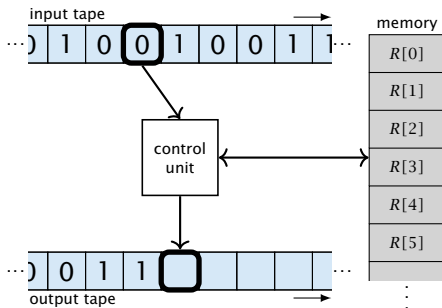
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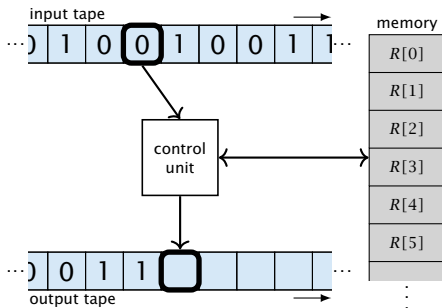
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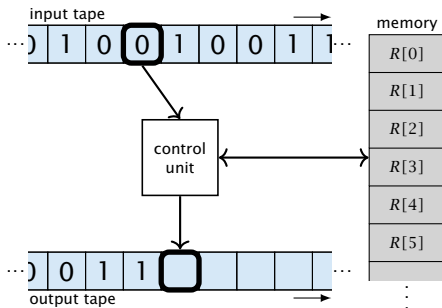
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**Bounded word RAM model:** cost is uniform but the largest value stored in a register may not exceed  $2^w$ , where usually  $w = \log_2 n$ .

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more general: probability measure  $\mu$

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▶ **randomized** complexity:

The algorithm may use random bits. Expected running time (over all possible choices of random bits) for a fixed input  $x$ . Then take the worst-case over all  $x$  with  $|x| = n$ .

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- ▶ Running time should be expressed by simple functions.



# Asymptotic Notation

## Formal Definition

Let  $f, g$  denote functions from  $\mathbb{N}$  to  $\mathbb{R}^+$ .

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(set of functions that asymptotically grow **slower** than  $f$ )

# Asymptotic Notation

## Formal Definition

Let  $f, g$  denote functions from  $\mathbb{N}$  to  $\mathbb{R}^+$ .

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# Asymptotic Notation

There is an equivalent definition using limes notation (**assuming that the respective limes exists**).  $f$  and  $g$  are functions from  $\mathbb{N}_0$  to  $\mathbb{R}_0^+$ .

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# Asymptotic Notation in Equations

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Note that  $\Theta(n)$  is on the right hand side, otw. this interpretation is wrong.

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# Asymptotic Notation in Equations

How do we interpret an expression like:

$$2n^2 + \mathcal{O}(n) = \Theta(n^2)$$

Regardless of how we choose the anonymous function  $f(n) \in \mathcal{O}(n)$  there is an anonymous function  $g(n) \in \Theta(n^2)$  that makes the expression true.

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**Careful!**

“It is understood” that every occurrence of an  $\Theta$ -symbol (or  $\Theta, \Omega, o, \omega$ ) on the left represents **one anonymous function**.

Hence, the left side is **not** equal to

$$\Theta(1) + \Theta(2) + \dots + \Theta(n-1) + \Theta(n)$$

# Asymptotic Notation in Equations

We can view an expression containing asymptotic notation as generating a set:

$$n^2 \cdot \mathcal{O}(n) + \mathcal{O}(\log n)$$

represents

$$\left\{ f : \mathbb{N} \rightarrow \mathbb{R}^+ \mid f(n) = n^2 \cdot g(n) + h(n) \right. \\ \left. \text{with } g(n) \in \mathcal{O}(n) \text{ and } h(n) \in \mathcal{O}(\log n) \right\}$$

# Asymptotic Notation in Equations

Then an asymptotic equation can be interpreted as containment btw. two sets:

$$n^2 \cdot \mathcal{O}(n) + \mathcal{O}(\log n) = \Theta(n^2)$$

represents

$$n^2 \cdot \mathcal{O}(n) + \mathcal{O}(\log n) \subseteq \Theta(n^2)$$



# Asymptotic Notation

## Lemma 3

Let  $f, g$  be functions with the property

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

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The expressions also hold for  $\Omega$ . Note that this means that  $f(n) + g(n) \in \Theta(\max\{f(n), g(n)\})$ .

## Comments

- ▶ Do not use asymptotic notation within induction proofs.

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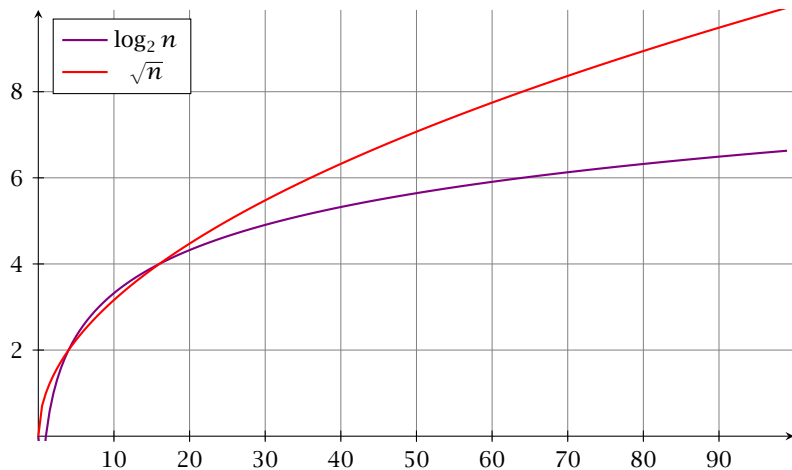
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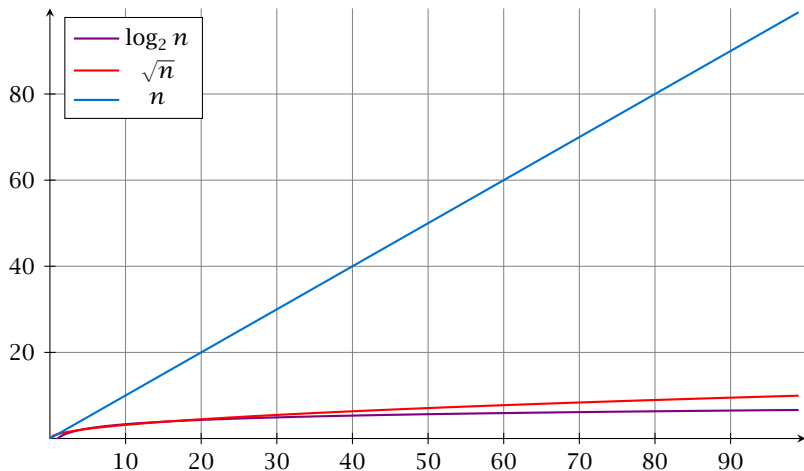
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Therefore, we will usually ignore the base of a logarithm within asymptotic notation.
- ▶ In general  $\log n = \log_2 n$ , i.e., we use 2 as the default base for the logarithm.



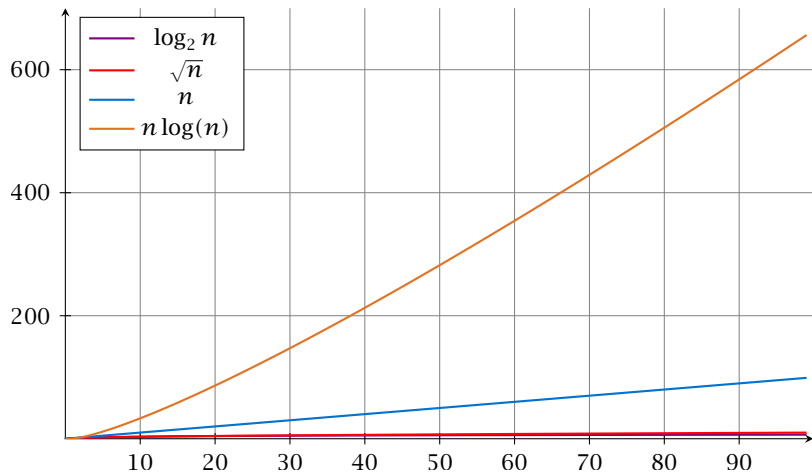
# Funktionen



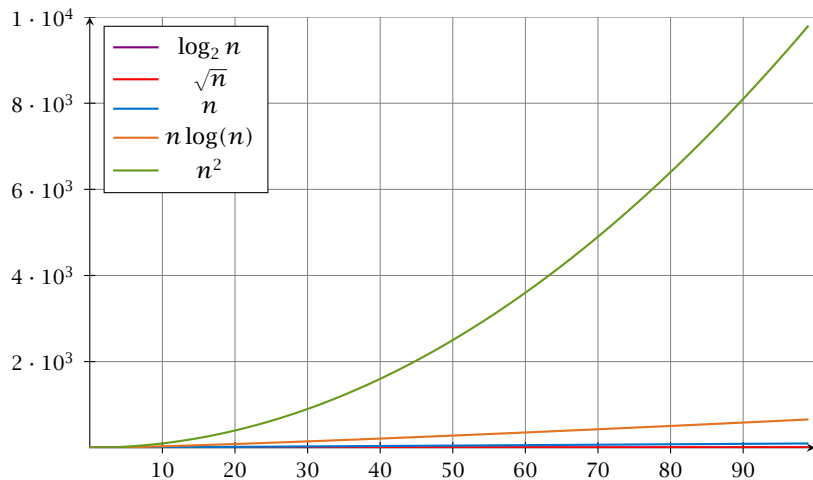
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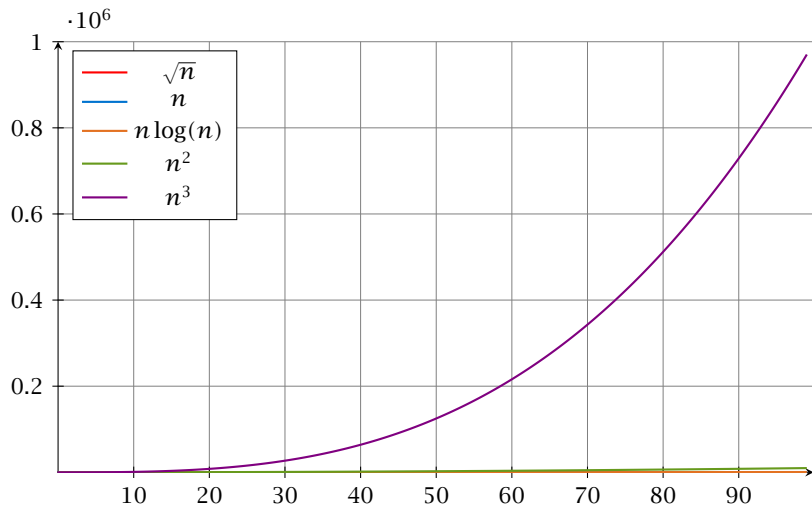
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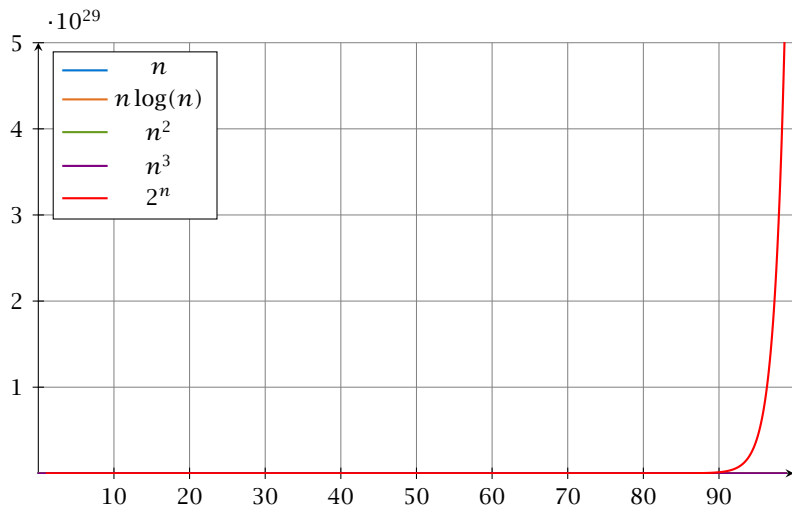
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# Laufzeiten

Funktion	Eingabelänge $n$							
	10	$10^2$	$10^3$	$10^4$	$10^5$	$10^6$	$10^7$	$10^8$
$\log n$	33ns	66ns	0.1 $\mu$ s	0.1 $\mu$ s	0.2 $\mu$ s	0.2 $\mu$ s	0.2 $\mu$ s	0.3 $\mu$ s
$\sqrt{n}$	32ns	0.1 $\mu$ s	0.3 $\mu$ s	1 $\mu$ s	3.1 $\mu$ s	10 $\mu$ s	31 $\mu$ s	0.1ms
$n$	100ns	1 $\mu$ s	10 $\mu$ s	0.1ms	1ms	10ms	0.1s	1s
$n \log n$	0.3 $\mu$ s	6.6 $\mu$ s	0.1ms	1.3ms	16ms	0.2s	2.3s	27s
$n^{3/2}$	0.3 $\mu$ s	10 $\mu$ s	0.3ms	10ms	0.3s	10s	5.2min	2.7h
$n^2$	1 $\mu$ s	0.1ms	10ms	1s	1.7min	2.8h	11d	3.2y
$n^3$	10 $\mu$ s	10ms	10s	2.8h	115d	317y	$3.2 \cdot 10^5$ y	
$1.1^n$	26ns	0.1ms	$7.8 \cdot 10^{25}$ y					
$2^n$	10 $\mu$ s	$4 \cdot 10^{14}$ y						
$n!$	36ms	$3 \cdot 10^{142}$ y						

1 Operation = 10ns; 100MHz

Alter des Universums: ca.  $13.8 \cdot 10^9$ y

# Asymptotic Notation

In general asymptotic classification of running times is a good measure for comparing algorithms:

- ▶ If the running time analysis is tight and actually occurs in practise (i.e., the asymptotic bound is not a purely theoretical worst-case bound), then the algorithm that has better asymptotic running time will always outperform a weaker algorithm for large enough values of  $n$ .



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Clearly  $f = o(g)$ . However, as long as  $\log n \leq 1000$  Algorithm B will be more efficient.

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Let  $f, g$  denote functions from  $\mathbb{N}^d$  to  $\mathbb{R}_0^+$ .

$$\blacktriangleright \mathcal{O}(f) = \{g \mid \exists c > 0 \exists N \in \mathbb{N}_0 \forall \vec{n} \text{ with } n_i \geq N \text{ for some } i : [g(\vec{n}) \leq c \cdot f(\vec{n})]\}$$

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## Example 4

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## 6 Recurrences

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

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

This algorithm requires

$$T(n) = T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \mathcal{O}(n) \leq 2T\left(\left\lfloor \frac{n}{2} \right\rfloor\right) + \mathcal{O}(n)$$

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

How do we bring the expression for the number of comparisons ( $\approx$  running time) into a **closed form**?



# Recurrences

How do we bring the expression for the number of comparisons ( $\approx$  running time) into a **closed form**?

For this we need to **solve** the recurrence.

# 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.

## 4. Generating Functions

A more general technique that allows to solve certain types of linear inhomogenous relations and also sometimes non-linear recurrence relations.

## 5. Transformation of the Recurrence

Sometimes one can transform the given recurrence relations so that it e.g. becomes linear and can therefore be solved with one of the other techniques.

## 6.1 Guessing+Induction

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

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

**Informal way:**

## 6.1 Guessing+Induction

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

**Informal way:**

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One way of solving such a recurrence is to **guess** a solution, and check that it is correct by plugging it in.

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Formally, this is not correct if  $n$  is not a power of 2. Also even in this case one would need to do an induction proof.

## 6.1 Guessing+Induction

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

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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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$$\left\lceil \frac{n}{2} \right\rceil \leq \frac{n}{2} + 1$$

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$$\boxed{\log \frac{9}{16}n = \log n + (\log 9 - 4)} = dn \log n + (\log 9 - 4)dn + 2d \log n + cn$$

$$\boxed{\log n \leq \frac{n}{4}} \leq dn \log n + (\log 9 - 3.5)dn + cn$$



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$$\begin{aligned} T(n) &\leq 2T\left(\left\lceil \frac{n}{2} \right\rceil\right) + cn \\ &\leq 2\left(d\left\lceil \frac{n}{2} \right\rceil \log \left\lceil \frac{n}{2} \right\rceil\right) + cn \\ \left\lceil \frac{n}{2} \right\rceil &\leq \frac{n}{2} + 1 && \leq 2\left(d(n/2 + 1) \log(n/2 + 1)\right) + cn \\ \frac{n}{2} + 1 &\leq \frac{9}{16}n && \leq dn \log\left(\frac{9}{16}n\right) + 2d \log n + cn \\ \log \frac{9}{16}n &= \log n + (\log 9 - 4) && = dn \log n + (\log 9 - 4)dn + 2d \log n + cn \\ \log n &\leq \frac{n}{4} && \leq dn \log n + (\log 9 - 3.5)dn + cn \\ &&& \leq dn \log n - 0.33dn + cn \\ &&& \leq dn \log n \end{aligned}$$

for a suitable choice of  $d$ .

## 6.2 Master Theorem

### Lemma 5

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  $T(n) = \Theta(n^{\log_b a} \log^{k+1} n)$ ,  
 $k \geq 0$ .

#### 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:

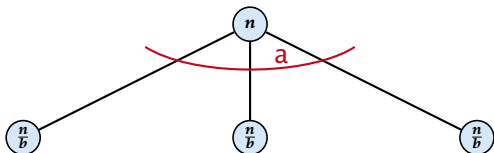
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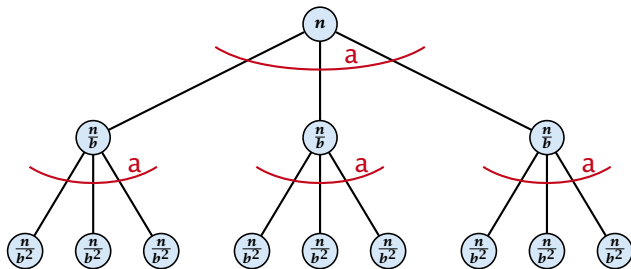
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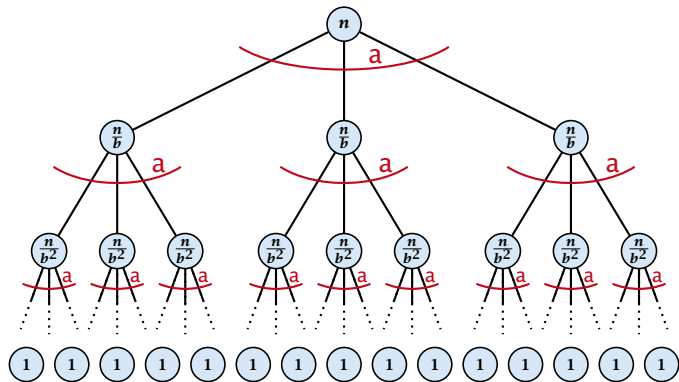
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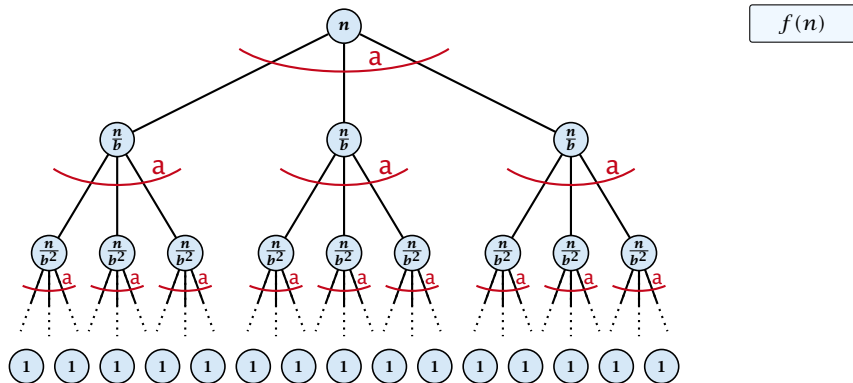
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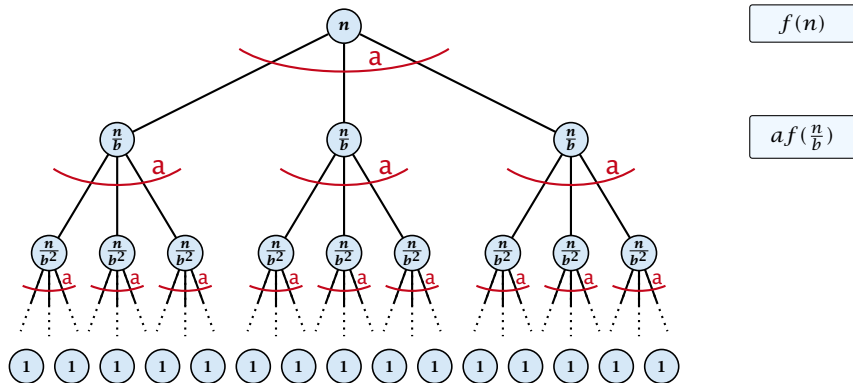
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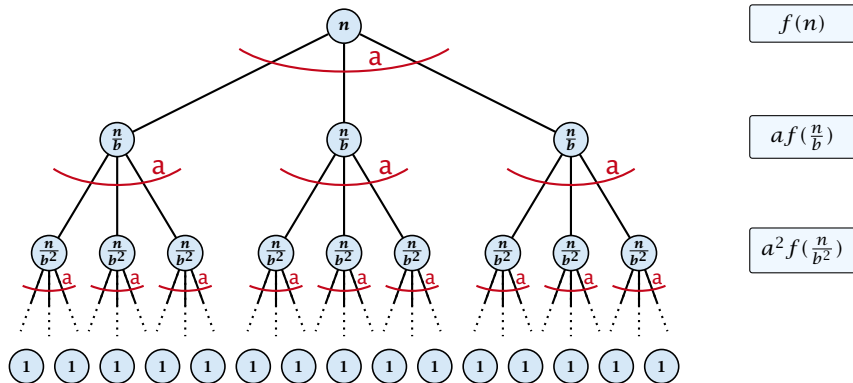
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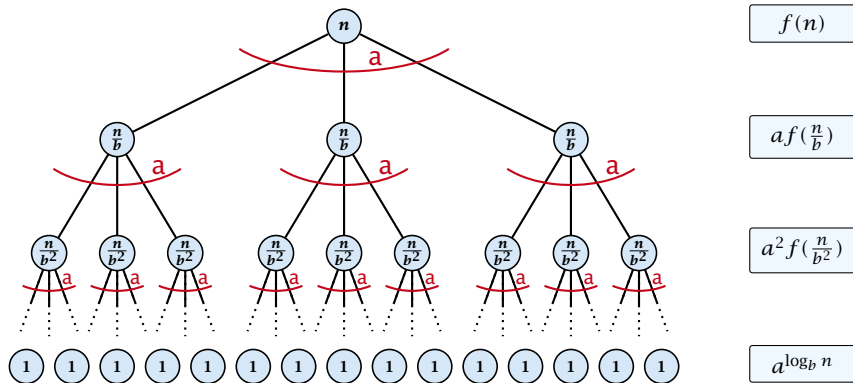
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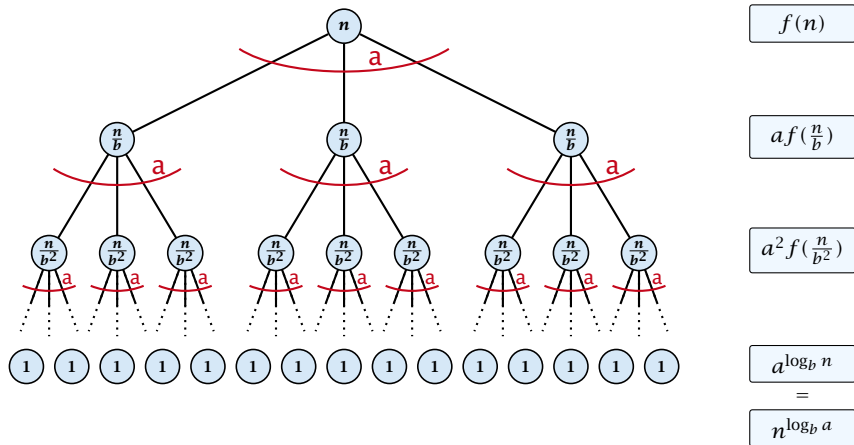
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## 6.2 Master Theorem

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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$$\Rightarrow T(n) = \mathcal{O}(n^{\log_b a} \log^{k+1} n).$$

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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.

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

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

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.

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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  $B$ :

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

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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  $B$ :

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

The diagram shows two 9-bit integers,  $A$  and  $B$ , aligned for addition. Integer  $A$  is represented by the red bits 1 1 0 1 1 0 1 0 1, and integer  $B$  is represented by the blue bits 1 0 0 0 1 0 0 1 1. A horizontal line is drawn under the bits of  $B$ . A vertical light blue box highlights the rightmost bit of  $A$  (the least significant bit) and the bit of  $B$  directly below it, indicating the first step in the addition process.

## 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	

## 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

## 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  $B$ :

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

## 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  $B$ :

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

## Example: Multiplying Two Integers

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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	0	0	

The diagram illustrates the addition of two 9-bit integers, A and B. 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. A horizontal line is drawn under the bits of B. The result of the addition is shown below the line as 0 0 0. A vertical box highlights the bits 1 0 1 of A and 0 1 1 of B, which are the bits that are added to produce the result 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	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	$B$
					0	1	1	1	
					1	0	0	0	

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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	1	1	1	
					1	0	0	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	$B$
			1	0	1	1	1		
			0	1	0	0	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  $B$ :

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

## Example: Multiplying Two Integers

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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	0	1	0	0	0	

The diagram illustrates 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 vertical box highlights the third bit of A (1) and the fourth bit of B (0), which are being added together. Below the horizontal line, the result of this addition is shown as 0, with a carry of 1 to the next bit position. The carry is indicated by a '1' below the third 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  $B$ :

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

The diagram illustrates the addition of two 9-bit integers, A and B. 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. A vertical blue box highlights the third bit position (index 2 from the right), where the sum of the bits from A and B is 0 + 0 = 0, and a carry of 1 is shown below it. The resulting sum bits are 0, 0, 1, 0, 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	0	1	$B$
<hr/>									
		1	0	0	1	0	0	0	

The diagram illustrates 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, 0, 1. A vertical box highlights the third bit position (index 2 from the right), where both A and B have a 0. Below the horizontal line, the resulting sum bits are shown: 1, 0, 0, 1, 0, 0, 0. Small subscripts are placed below the bits of B: 0, 1, 1, 0, 1, 1, 1, 1, 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/>									
		1	0	0	1	0	0	0	

Diagram illustrating the addition of two integers  $A$  and  $B$ . 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 of the addition is 1 0 0 1 0 0 0. A vertical blue box highlights the first bit of  $A$  and the first bit of  $B$ , which are 1 and 0 respectively. Below the first bit of  $B$  is a 0, and below the first bit of the result is a 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/>									
	1	1	0	0	1	0	0	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. The result of the addition is 1, 1, 0, 0, 1, 0, 0, 0. A vertical box highlights the first two bits of the result, 1 and 1, which correspond to the carry bits from the addition of the first two bits of A and 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	$B$
	0	0	1	1	0	1	1	1		
		1	1	0	0	1	0	0	0	

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	1	0	0	1	1	0	1	1	1	
	0	1	1	0	0	1	0	0	0	

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

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		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	1	1	0	0	1	0	0	0	

*Diagram description: A vertical column of three light blue boxes is on the left. The top two boxes are empty. The bottom box contains the number '1'. To the right of this column are two rows of binary digits. The top row is '1 1 0 1 1 0 1 0 1' followed by 'A'. The second row is '1 0 0 0 1 0 0 1 1' followed by 'B'. A horizontal line is drawn under the second row. Below the line is a third row of binary digits: '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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$$\begin{array}{r} 10001 \\ \times 1011 \\ \hline \end{array}$$



## Example: Multiplying Two Integers

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

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

## Example: Multiplying Two Integers

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

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

## Example: Multiplying Two Integers

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

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

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

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

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

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

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

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

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



## Example: Multiplying Two Integers

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

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

## Example: Multiplying Two Integers

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

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

## Example: Multiplying Two Integers

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

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

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

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

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

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

## Example: Multiplying Two Integers

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

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

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

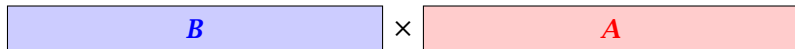
**A recursive approach:**

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

## Example: Multiplying Two Integers

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**A recursive approach:**

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

$$\boxed{b_{n-1} \quad \dots \quad b_0} \times \boxed{a_{n-1} \quad \dots \quad a_0}$$

# Example: Multiplying Two Integers

**A recursive approach:**

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

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

## Example: Multiplying Two Integers

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## Example: Multiplying Two Integers

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



Then it holds that

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

## Example: Multiplying Two Integers

**A recursive approach:**

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



Then it holds that

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

Hence,

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

## Example: Multiplying Two Integers

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

```
1: if  $|A| = |B| = 1$  then  
2:   return  $a_0 \cdot b_0$   
3: split  $A$  into  $A_0$  and  $A_1$   
4: split  $B$  into  $B_0$  and  $B_1$   
5:  $Z_2 \leftarrow \text{mult}(A_1, B_1)$   
6:  $Z_1 \leftarrow \text{mult}(A_1, B_0) + \text{mult}(A_0, B_1)$   
7:  $Z_0 \leftarrow \text{mult}(A_0, B_0)$   
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## Example: Multiplying Two Integers

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

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1: if  $|A| = |B| = 1$  then  
2:   return  $a_0 \cdot b_0$   
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4: split  $B$  into  $B_0$  and  $B_1$   
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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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⇒ Not better than the “school method”.

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- ▶ Case 2:  $f(n) = \Theta(n^{\log_b a} \log^k n)$        $T(n) = \Theta(n^{\log_b a} \log^{k+1} n)$
- ▶ Case 3:  $f(n) = \Omega(n^{\log_b a + \epsilon})$        $T(n) = \Theta(f(n))$

Again we are in Case 1. We get a running time of  $\Theta(n^{\log_2 3}) \approx \Theta(n^{1.59})$ .

## Example: Multiplying Two Integers

We get the following recurrence:

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

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A huge improvement over the “school method”.

## 6.3 The Characteristic Polynomial

Consider the recurrence relation:

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



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Note that we ignore **boundary conditions** for the moment.

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- ▶ First consider the homogenous case.

# The Homogenous Case

The solution space

$$S = \{ \mathcal{T} = T[1], T[2], T[3], \dots \mid \mathcal{T} \text{ fulfills recurrence relation} \}$$

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**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

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

$$\alpha_1\lambda_1^n + \alpha_2\lambda_2^n + \dots + \alpha_k\lambda_k^n$$

is a solution for arbitrary values  $\alpha_i$ .

# The Homogenous Case

## Lemma 6

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  $T[1], \dots, T[k]$ .



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

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## Proof (cont.).

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.



# Computing the Determinant

$$\begin{vmatrix} \lambda_1 & \lambda_2 & \cdots & \lambda_{k-1} & \lambda_k \\ \lambda_1^2 & \lambda_2^2 & \cdots & \lambda_{k-1}^2 & \lambda_k^2 \\ \vdots & \vdots & & \vdots & \vdots \\ \lambda_1^k & \lambda_2^k & \cdots & \lambda_{k-1}^k & \lambda_k^k \end{vmatrix} =$$

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$$\begin{vmatrix} 1 & 0 & \cdots & 0 & 0 \\ 1 & (\lambda_2 - \lambda_1) \cdot 1 & \cdots & (\lambda_2 - \lambda_1) \cdot \lambda_2^{k-3} & (\lambda_2 - \lambda_1) \cdot \lambda_2^{k-2} \\ \vdots & \vdots & & \vdots & \vdots \\ 1 & (\lambda_k - \lambda_1) \cdot 1 & \cdots & (\lambda_k - \lambda_1) \cdot \lambda_k^{k-3} & (\lambda_k - \lambda_1) \cdot \lambda_k^{k-2} \end{vmatrix}$$

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$$\prod_{i=2}^k (\lambda_i - \lambda_1) \cdot \begin{vmatrix} \mathbf{1} & \lambda_2 & \cdots & \lambda_2^{k-3} & \lambda_2^{k-2} \\ \vdots & \vdots & & \vdots & \vdots \\ \mathbf{1} & \lambda_k & \cdots & \lambda_k^{k-3} & \lambda_k^{k-2} \end{vmatrix}$$

# Computing the Determinant

Repeating the above steps gives:

$$\begin{vmatrix} \lambda_1 & \lambda_2 & \cdots & \lambda_{k-1} & \lambda_k \\ \lambda_1^2 & \lambda_2^2 & \cdots & \lambda_{k-1}^2 & \lambda_k^2 \\ \vdots & \vdots & & \vdots & \vdots \\ \lambda_1^k & \lambda_2^k & \cdots & \lambda_{k-1}^k & \lambda_k^k \end{vmatrix} = \prod_{i=1}^k \lambda_i \cdot \prod_{i>\ell} (\lambda_i - \lambda_\ell)$$

Hence, if all  $\lambda_i$ 's are different, then the determinant is non-zero.

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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  $n\lambda_i^{n-1}$ .

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To see this consider the polynomial

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

This means

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

This means

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Hence,

$$\underbrace{c_0 n \lambda_i^n}_{T[n]} + \underbrace{c_1 (n-1) \lambda_i^{n-1}}_{T[n-1]} + \dots + \underbrace{c_k (n-k) \lambda_i^{n-k}}_{T[n-k]} = 0$$

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We can continue  $j-1$  times.

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

# The Homogeneous Case

## Lemma 7

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

$$T[0] = 0$$

$$T[1] = 1$$

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



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Finding the roots, gives

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

## Example: Fibonacci Sequence

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:

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

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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There is no general method to find a particular solution.

# The Inhomogeneous Case

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

# The Inhomogeneous Case

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$T[0] = 1$  gives  $\alpha = 1$ .

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

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Shift:

$$T[n - 1] = 2T[n - 2] - T[n - 3] + 2(n - 1) - 1$$

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

Shift:

$$\begin{aligned} T[n - 1] &= 2T[n - 2] - T[n - 3] + 2(n - 1) - 1 \\ &= 2T[n - 2] - T[n - 3] + 2n - 3 \end{aligned}$$

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$$T[n] = 3T[n - 1] - 3T[n - 2] + T[n - 3] + 2$$

and so on...



## 6.4 Generating Functions

### Definition 8 (Generating Function)

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

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

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

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

$$F(z) := \sum_{n \geq 0} \frac{a_n}{n!} z^n .$$

## 6.4 Generating Functions

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There are no convergence issues here.

## 6.4 Generating Functions

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Then, it is important to think about convergence/convergence radius etc.

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

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This is well-defined.

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

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Hence, the generating function of the sequence

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Computing the  $k$ -th derivative of  $\sum z^n$ .

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Hence:

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

## 6.4 Generating Functions

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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

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

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6. The coefficients of the resulting power series are the  $a_n$ .

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$$A = \frac{7}{4} \quad B = -\frac{1}{4} \quad C = -\frac{1}{2}$$

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Let  $n = 2^k$ :

$$g_k = 3^{k+1} - 2^{k+1}, \text{ hence}$$

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