

15-251

Great Theoretical Ideas in Computer Science

Lecture 10: Power of Algorithms



February 16th, 2017

Computable cousins of uncomputable problems

Halting Problem

Input: Description of a TM M and an input x

Question: Does $M(x)$ halt?

This is undecidable.

Halting Problem with Time Bound

Input: Description of a TM M , an input x , a number k

Question: Does $M(x)$ halt in at most k steps?

This is decidable. (Simulate for k steps)

Computable cousins of uncomputable problems

Theorem Proving Problem

Input: A FOL **statement** (a mathematical statement)

Question: Is the **statement** provable?

This is undecidable.

Theorem Proving Problem with a Bound

Input: A FOL **statement** (a mathematical statement), **k**

Question: Is the **statement** provable
using at most **k** symbols?

This is decidable. (Brute-force search)

Kurt Friedrich Gödel (1906-1978)

Logician, mathematician, philosopher.

Considered to be one of the most important logicians in history.



Incompleteness Theorems.

Completeness Theorem.

John von Neumann (1903-1957)

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- Mathematical formulation of quantum mechanics
- Founded the field of game theory in mathematics.
- Created some of the first general-purpose computers.

Gödel's letter to von Neumann (1956)

One can obviously easily construct a Turing machine, which for every formula F in first order predicate logic and every natural number n , allows one to decide if there is a proof of F of length n (length = number of symbols). Let $\psi(F,n)$ be the number of steps the machine requires for this and let $\varphi(n) = \max_F \psi(F,n)$. The question is how fast $\varphi(n)$ grows for an optimal machine. One can show that $\varphi(n) \geq k \cdot n$. If there really were a machine with $\varphi(n) \sim k \cdot n$ (or even $\sim k \cdot n^2$), this would have consequences of the greatest importance. Namely, it would obviously mean that in spite of the undecidability of the Entscheidungsproblem, the mental work of a mathematician concerning Yes-or-No questions could be completely replaced by a machine. After all, one would simply have to choose the natural number n so large that when the machine does not deliver a result, it makes no sense to think more about the problem. Now it seems to me, however, to be completely within the realm of possibility that $\varphi(n)$ grows that slowly.

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Gödel's letter to von Neumann

$\Psi(F, n)$ = the number of steps required for input (F, n)

$\varphi(n) = \max_F \Psi(F, n)$ (a worst-case notion of running time)

Question: How fast does $\varphi(n)$ grow for an optimal machine?

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Goals for the week

1. What is the right way to study complexity?

- using the right language and level of abstraction
- upper bounds vs lower bounds
- polynomial time vs exponential time

2. Appreciating the power of algorithms.

- analyzing some cool (recursive) algorithms

Algorithms with integer inputs

Poll

```
def isPrime(n):  
    if (n < 2):  
        return False  
    for factor in range(2,n):  
        if (n % factor == 0):  
            return False  
    return True
```

What is the running time as a function of input length?

- logarithmic
- linear
- log-linear
- quadratic
- exponential
- beats me

Poll Answer

```
def isPrime(n):  
    if (n < 2):  
        return False  
    for factor in range(2,n):  
        if (n % factor == 0):  
            return False  
    return True
```

iterations: $\approx n$

$$n = 2^{\log_2 n} = 2^{\text{len}(n)}$$



exponential in
input length

Algorithms with number inputs

Algorithms on numbers involve **BIG** numbers.

3618502788666131106986593281521497110455743021169260358536775932020762686101
7237846234873269807102970128874356021481964232857782295671675021393065473695
3943653222082116941587830769649826310589717739181525033220266350650989268038
3194839273881505432422077179121838888281996148408052302196889866637200606252
6501310964926475205090003984176122058711164567946559044971683604424076996342
7183046544798021168297013490774140090476348290671822743961203698142307099664
3455133414637616824423860107889741058131271306226214208636008224651510961018
9789006815067664901594246966730927620844732714004599013904409378141724958467
7228950143608277369974692883195684314361862929679227167524851316077587207648
7845058367231603173079817471417519051357029671991152963580412838184841733782

This is actually still small. Imagine having millions of digits.

Algorithms with number inputs

$B = 5693030020523999993479642904621911725098567020556258102766251487234031094429$

$B \approx 5.7 \times 10^{75}$ (5.7 quattorvigintillion)

Definition: $\text{len}(B) = \# \text{ bits to write } B$

$$n \approx \log_2 B$$

For $B = 5693030020523999993479642904621911725098567020556258102766251487234031094429$

$$\text{len}(B) = 251$$

Algorithms with number inputs

$B = 5693030020523999993479642904621911725098567020556258102766251487234031094429$

Goal: find one (non-trivial) factor of B

for $A = 2, 3, 4, 5, \dots$
test if $B \bmod A = 0$.

It turns out:

$B = 68452332409801603635385895997250919383 \times$
 $83167801886452917478124266362673045163$

Each factor \approx age of the universe in Planck time.

Worst case: \sqrt{B} iterations.

$$\sqrt{B} = \sqrt{2^{\log_2 B}} = \sqrt{2^{\text{len}(B)}} = 2^{\text{len}(B)/2}$$



exponential in
input length

Recall our model

The Random-Access Machine (RAM) model

Good combination of reality/simplicity.

+ , - , / , * , < , > , etc. e.g. $245 * 12894$ takes 1 step

memory access e.g. $A[94]$ takes 1 step

Actually:

We'll assume arithmetic operations take 1 step
if the numbers are bounded by a polynomial in n .

Unless specified otherwise, we will use this model.

Example

```
def double(B):  
    return B+B
```



arithmetic
operation

Are the numbers involved bounded by $\text{poly}(n)$?

What is the running-time of this algorithm?

Integer Addition

```
def sum(A, B):  
    for i from 1 to B do:  
        A += 1  
    return A
```

What is the running-time of this algorithm?



Integer Addition

$$\begin{array}{r} 36185027886661311069865932815214971104 \quad A \\ + 65743021169260358536775932020762686101 \quad B \\ \hline 101928049055921669606641864835977657205 \quad C \end{array}$$

steps to produce C is $O(n)$

Integer Multiplication

36185027886661311069865932815214971104 *A*

x 5932020762686101 *B*

XX
XX
XX
XX
XX
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XX
XX

214650336722050463946651358202698404452609868137425504 *C*

steps: $O(\text{len}(A) \cdot \text{len}(B)) = O(n^2)$

Integer Multiplication

You might think:

Probably this is the best, what else can you really do ?

A good algorithm designer always thinks:

How can we do better ?

What algorithm does Python use?

Integer Multiplication

$$\begin{array}{r} \quad a \quad b \\ x = \quad \boxed{5\ 6} \boxed{7\ 8} \\ y = \quad \boxed{1\ 2} \boxed{3\ 4} \\ \quad c \quad d \end{array}$$

$$x = a \cdot 10^{n/2} + b$$

$$y = c \cdot 10^{n/2} + d$$

$$\begin{aligned} x \cdot y &= (a \cdot 10^{n/2} + b) \cdot (c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc) \cdot 10^{n/2} + bd \end{aligned}$$

Use recursion!

Integer Multiplication

$$\begin{array}{cc} & a & b \\ x = & \boxed{56} & \boxed{78} \\ y = & \boxed{12} & \boxed{34} \\ & c & d \end{array}$$

$$x = a \cdot 10^{n/2} + b$$

$$y = c \cdot 10^{n/2} + d$$

$$\begin{aligned} x \cdot y &= (a \cdot 10^{n/2} + b) \cdot (c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc) \cdot 10^{n/2} + bd \end{aligned}$$

- Recursively compute ac , ad , bc , and bd .
- Do the multiplications by 10^n and $10^{n/2}$ $O(n)$
- Do the additions. $O(n)$

$$T(n) = 4T(n/2) + O(n)$$

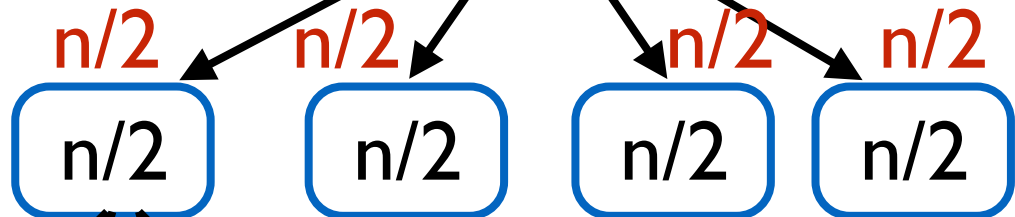
Integer Multiplication

Level

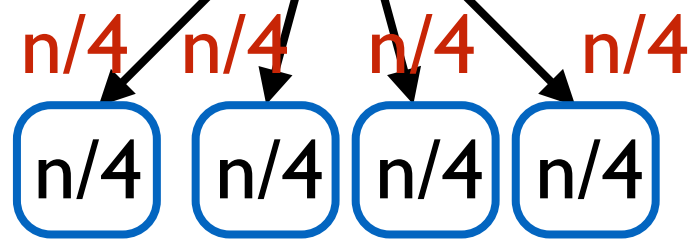
0



1



2



distinct nodes at level j : 4^j

work done per node at level j : $c(n/2^j)$

levels: $\log_2 n$

Total cost: $\sum_{j=0}^{\log_2 n} cn2^j \in O(n^2)$

$cn2^j$
per level

Integer Multiplication

$$\begin{aligned}x \cdot y &= (a \cdot 10^{n/2} + b) \cdot (c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc) \cdot 10^{n/2} + bd\end{aligned}$$

Hmm, we don't really care about ad and bc .
We just care about their sum.
Maybe we can get away with 3 recursive calls.



Integer Multiplication

$$\begin{aligned}x \cdot y &= (a \cdot 10^{n/2} + b) \cdot (c \cdot 10^{n/2} + d) \\ &= ac \cdot 10^n + (ad + bc) \cdot 10^{n/2} + bd\end{aligned}$$

$$(a + b)(c + d) = ac + \boxed{ad + bc} + bd$$

- Recursively compute ac , bd , $(a+b)(c+d)$.
- $ad + bc = (a+b)(c+d) - ac - bd$

$$T(n) \leq 3T(n/2) + O(n) \quad \text{Is this better??}$$

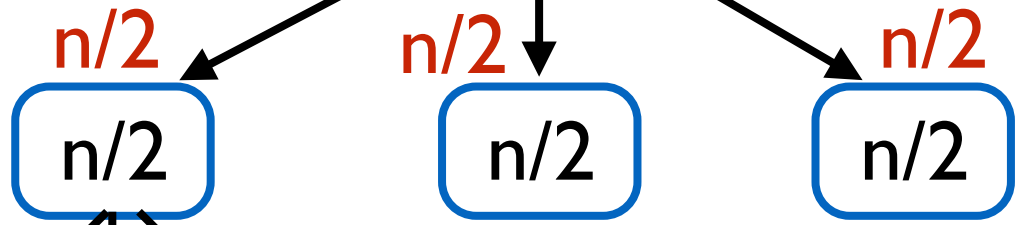
Integer Multiplication

Level

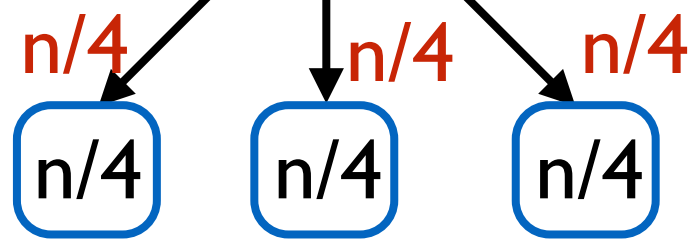
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1



2



distinct nodes at level j : 3^j

work done per node at level j :

levels: $\log_2 n$

Total cost:

$$\sum_{j=0}^{\log_2 n} c(n/2^j)$$
$$\sum_{j=0}^{\log_2 n} cn(3^j/2^j)$$

$cn(3^j/2^j)$
per level

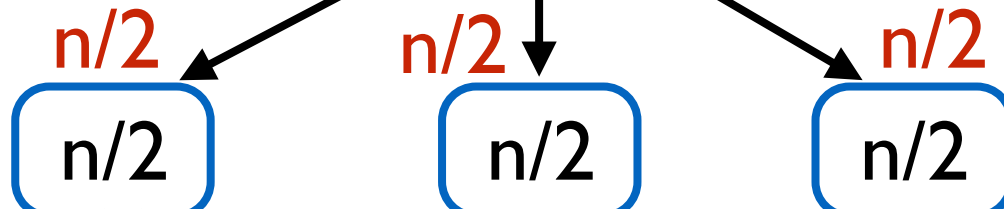
Integer Multiplication

Level

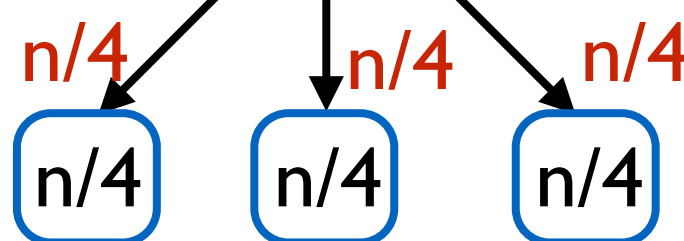
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1



2



Karatsuba Algorithm

Total cost: $\sum_{j=0}^{\log_2 n} cn(3^j / 2^j) \leq Cn(3^{\log_2 n} / 2^{\log_2 n})$
 $= C3^{\log_2 n}$
 $= Cn^{\log_2 3} \in O(n^{\log_2 3})$

Integer Multiplication

You might think:

Probably this is the best, what else can you really do ?

A good algorithm designer always thinks:

How can we do better ?

Cut the integer into 3 parts of length $n/3$ each.

Replace 9 multiplications with only 5.

$$T(n) \leq 5T(n/3) + O(n)$$

$$T(n) \in O(n^{\log_3 5})$$

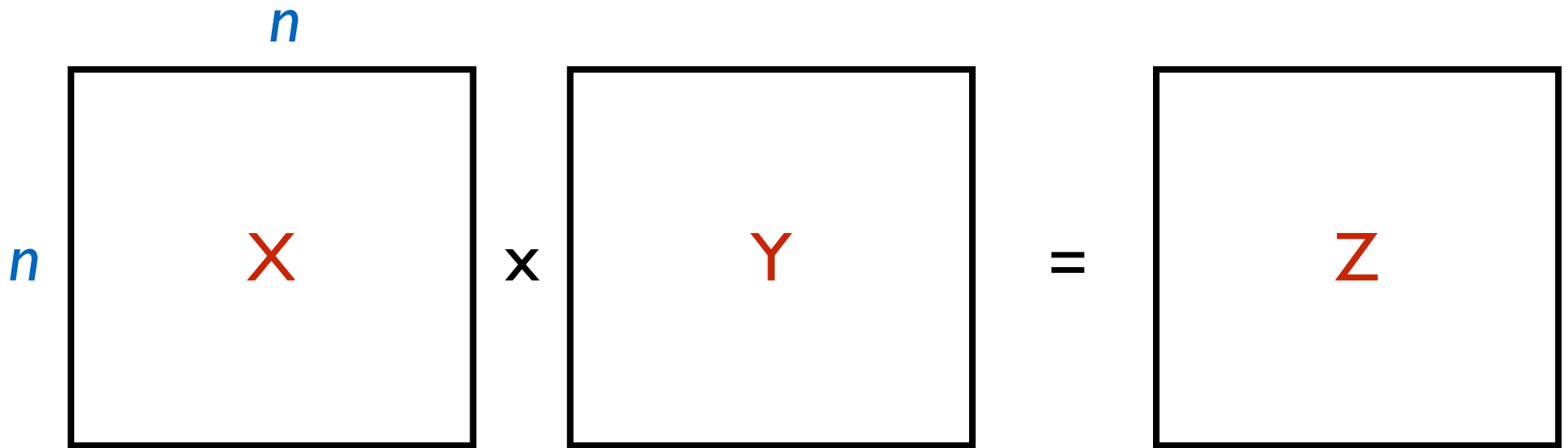
Can do $T(n) \in O(n^{1+\epsilon})$ for any $\epsilon > 0$.

Integer Multiplication

Fastest known: $n(\log n)2^{O(\log^* n)}$

Martin Fürer
(2007)

Matrix Multiplication



Input: 2 $n \times n$ matrices X and Y .

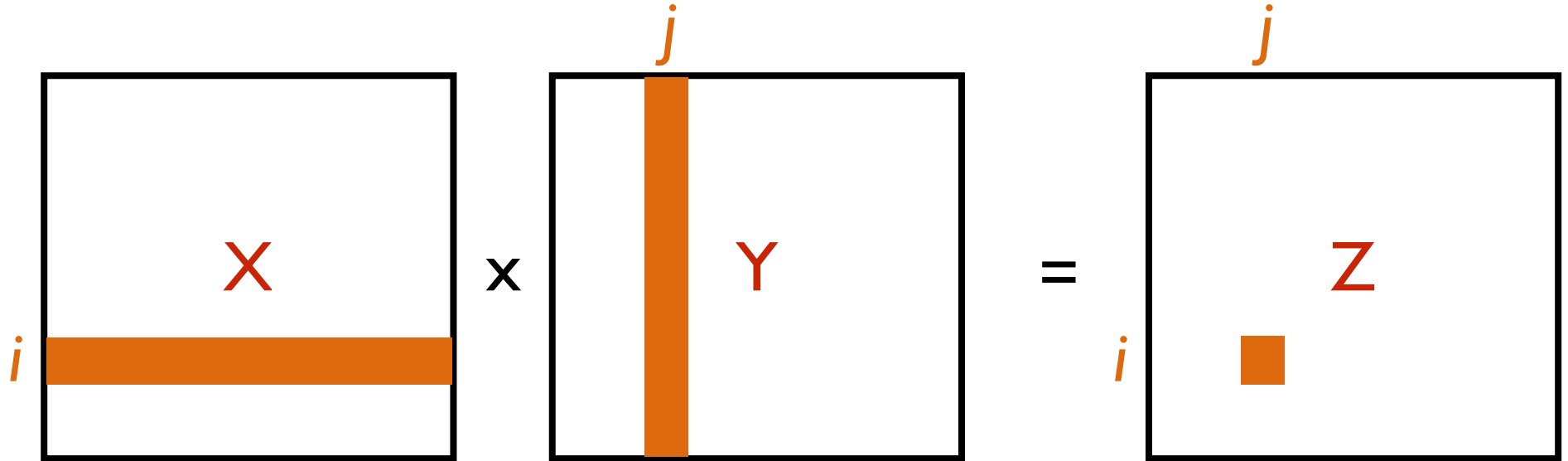
Output: The product of X and Y .

(Assume entries are objects we can multiply and add.)

Matrix Multiplication

$$\begin{array}{|c|c|} \hline a & b \\ \hline c & d \\ \hline \end{array} \times \begin{array}{|c|c|} \hline e & f \\ \hline g & h \\ \hline \end{array} = \begin{array}{|c|c|} \hline ae+bg & af+bh \\ \hline ce+dg & cf+dh \\ \hline \end{array}$$

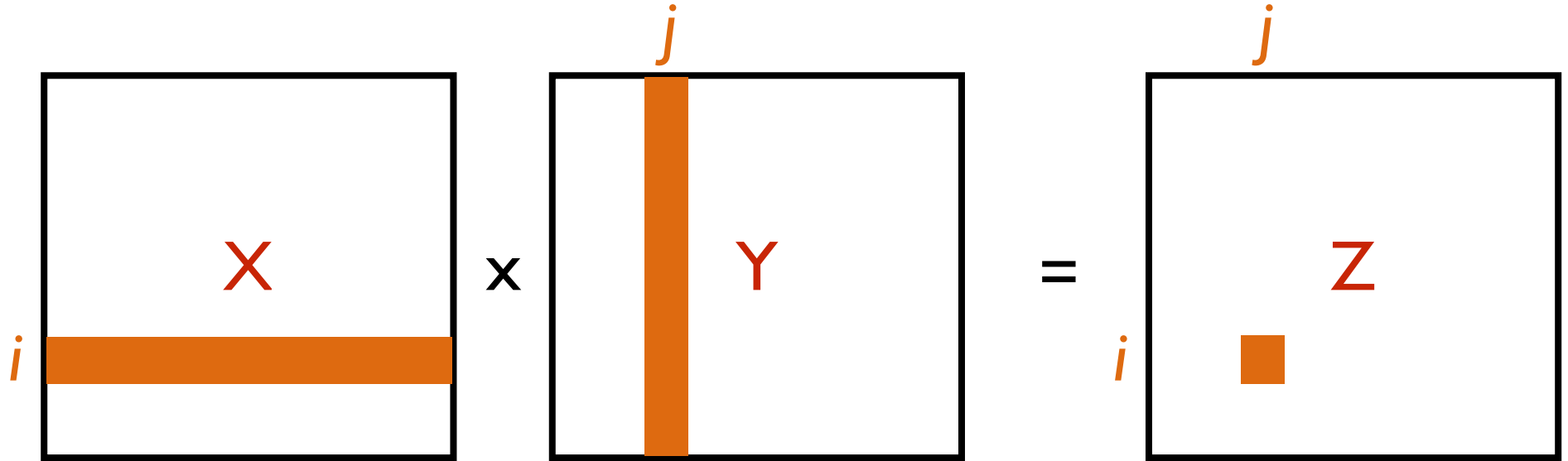
Matrix Multiplication



$Z[i,j] = (i\text{'th row of } X) \cdot (j\text{'th column of } Y)$

$$= \sum_{k=1}^n X[i,k] Y[k,j]$$

Matrix Multiplication

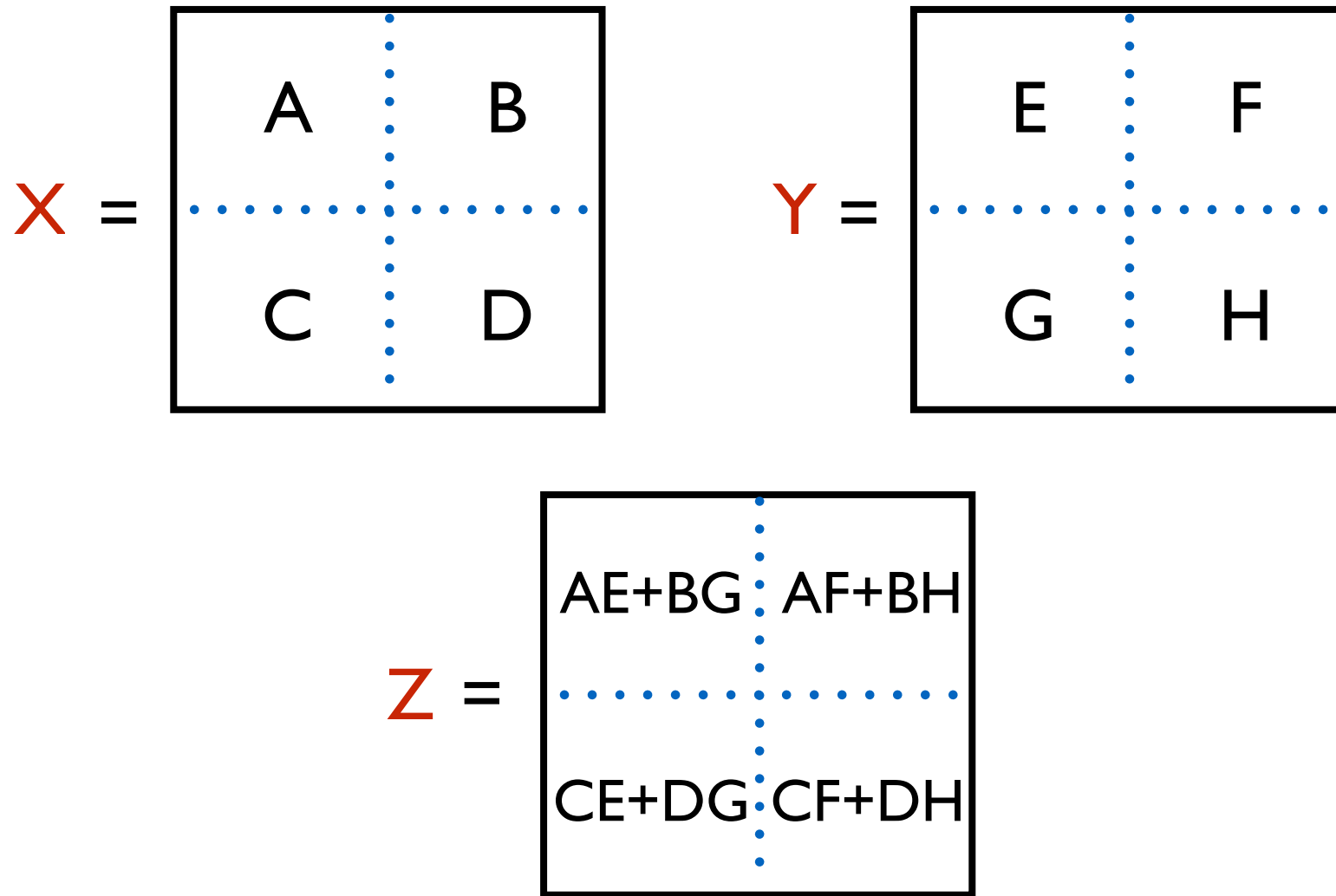


$Z[i,j] = (i\text{'th row of } X) \cdot (j\text{'th column of } Y)$

$$= \sum_{k=1}^n X[i,k] Y[k,j]$$

Algorithm 1: $\Theta(n^3)$

Matrix Multiplication



Algorithm 2: recursively compute 8 products
+ do the additions.

$$\Theta(n^3)$$

Matrix Multiplication: Strassen's Algorithm

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

Can reduce the number of products to 7.

$$Q1 = (A+D)(E+G)$$

$$Q2 = (C+D)E$$

$$Q3 = A(F-H)$$

$$Q4 = D(G-E)$$

$$Q5 = (A+B)H$$

$$Q6 = (C-A)(E+F)$$

$$Q7 = (B-D)(G+H)$$

$$AE+BG = Q1+Q4-Q5+Q7$$

$$AF+BH = Q3+Q5$$

$$CE+DG = Q2+Q4$$

$$CF+DH = Q1+Q3-Q2+Q6$$

Matrix Multiplication: Strassen's Algorithm

Running Time: $T(n) = 7 \cdot T(n/2) + O(n^2)$

$$\begin{aligned} \implies T(n) &= O(n^{\log_2 7}) \\ &= O(n^{2.81}) \end{aligned}$$



Matrix Multiplication: Strassen's Algorithm



Volker Strassen

Strassen's Algorithm (1969)

Together with Schönhage (in 1971)
did n -bit integer multiplication
in time $O(n \log n \log \log n)$



Arnold Schönhage

The race for the world record

Improvements since 1969

1978: $O(n^{2.796})$ by Pan

1979: $O(n^{2.78})$ by Bini, Capovani, Romani, Lotti

1981: $O(n^{2.522})$ by Schönhage

1981: $O(n^{2.517})$ by Romani

1981: $O(n^{2.496})$ by Coppersmith, Winograd

1986: $O(n^{2.479})$ by Strassen

1990: $O(n^{2.376})$ by Coppersmith, Winograd

No improvement for 20 years!

The race for the world record

No improvement for 20 years!

2010: $O(n^{2.374})$ by Andrew Stothers (PhD thesis)



2011: $O(n^{2.373})$ by Virginia Vassilevska Williams



(CMU PhD, 2008)

The race for the world record

2011: $O(n^{2.373})$ by Virginia Vassilevska Williams



(CMU PhD, 2008)

Current world record:

2014: $O(n^{2.372})$ by François Le Gall

Enormous Open Problem

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