

Lec 6

More on sequences + techniques

Filter $W = O(n)$ $S = O(\log n)$

filter f $A =$ → notation $\langle x \in A \mid F(x) \rangle$

$F = \text{map } (fn x \Rightarrow 1 \text{ if } f(x) \text{ else } 0) A$
 $(X, l) = \text{scan } opt + 0 F$

$R = \text{alloc } l$

$pFor$ $i = 0..(n-1)$:
 if $(F[i] = 1)$ then $R[X[i]] = A[i]$
 ret R

scan to get which index the element go

F	1	0	1	1	0	0	1	1	
X	0	1	1	2	3	4	4	5	6
R									

$l=7$

Flatten

flatten $A =$

$L = \langle |s| \mid s \in A \rangle$

$(X, l) = \text{scan } opt + 0 L$

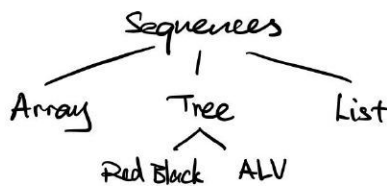
$R = \text{alloc } l$

$pFor$ $i = 0..(|A|-1)$
 $pFor$ $j = 0..(L[i]-1)$
 $R[X[i] + j] = (A[i])[j]$
 ret R

	$\langle 2, 3 \rangle$	$\langle 7, 8, 1 \rangle$	$\langle 4 \rangle$
map length	$\langle 2, 3, 1 \rangle$		
scan (opt)	$\langle 0, 2, 5 \rangle$	6	
R indexes	$\langle 0, 1, 2, 3, 4, 5 \rangle$		

Sequences Abstractions

Definition



Cost model

↳ $A[i]$ work

↳ append $A B$

$O(1)$

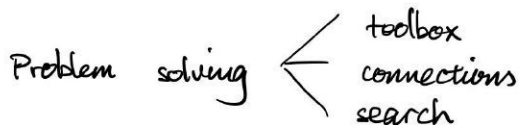
$O(\log n)$

$O(|A| + |B|)$ $O(\log(|A| + |B|))$

Impl detail

: adh whatever

Math abstraction



Alg design techniques

- Reduction
- Brute force
- Divide and conquer
- Contraction
- Greedy alg
- Dynamic programming

Reduction

Def Problem A is reducible to problem B if \forall instance of A we can:

- transform the instance to some instance of B
- solve it
- transform the solution back to a solution for A

Ex. Find max in input sequence

Bad reduction: sort it, grab last elem



Brute-force ↗ more confident, good parallelisation, use as baseline

— "Consider and check all possible solutions"

Ex. MCSS

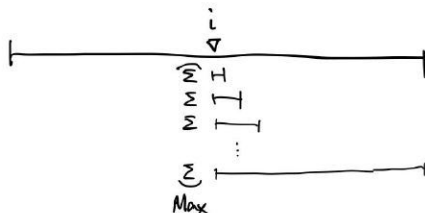
→ Check all possible subseqs

$O(n^2)$ work

But wasted lots of work summing independently

(MCSS_{WSP})

Reduction: MCSS with start position i problem



↗ then check redundant work

Scan then reduce — $O(n)$ work
 $O(\lg n)$ span

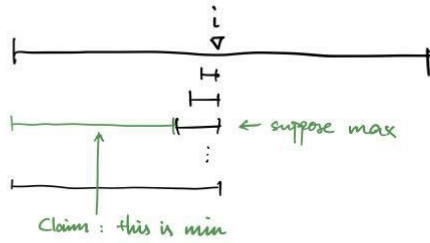
Then solve MCSS_{WSP} for all i , then reduce.

$O(n^2)$ work, $O(\lg n)$ span

↖ Better! ... but still come wasted work across different start positions

(MCSSWEP)

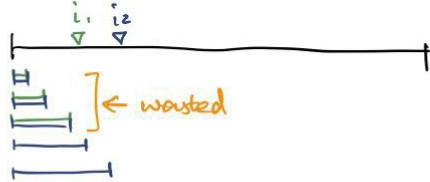
Further reduction: MCSS with end position i problem



MCSSWEP $A_i =$ let
 $(b, v) = \text{scan op+ } A[0..i]$
 $\text{prefixSum} = \text{append } b \langle v \rangle$
 $\text{minPrefix} = \text{reduce min as prefixSum}$
 in
 $v - \text{minPrefix}$
 end

$O(n)$ work $O(\log n)$ span

↑ New redundant work have overlapping scans.



New alg

MCSS $A =$ let
 $(b, v) = \text{scan op+ } A$
 $\text{prefixSums} = \text{append } b \langle v \rangle$
 $(\text{minPrefixes}, -) = \text{scan min as prefixSum}$
 $\text{maxForEnds} =$
 $\langle \text{prefixSums}[i] - \text{minPrefix}[i] \mid 0 \leq i \leq |A| \rangle$
 in
 $\text{reduce max as maxForEnds}$
 end

Yay $O(n)$ work $O(\log n)$ span

↑
This sol took 9 years to find