Lower Bounds in a Decision-Based Model

Decision Trees and Adversarial Arguments
Lower Bounds

Recall that a *problem* can have upper and lower bounds.

The upper bound of a problem is basically the worst case runtime of the best algorithm that we have available so far.

The lower bound is the amount of work that any (including the optimal) solution would *still have to do* in the *worst* case.

**NOTE:** The lower bound is *not* defined by the runtime of the best algorithm that *we can think of, or that can be created using the techniques of which we know.*
Some math of potential interest…

Claim: \( \left( \frac{n}{2} \right)^n \in o(n^n) \)

Proof:

\( \forall c > 0, \exists n_0 \in \mathbb{Z}^+, \forall n \in \mathbb{Z}^+ \ni n \geq n_0, \left( \frac{n}{2} \right)^n < c \cdot n^n \)
Sorting

We’ve seen how QuickSort has a worst-case of $n^2$ yet its expected runtime is $n \log n$.

In practice, for really small lists, InsertionSort works pretty well.

However, when talking about an upper-bound for the general problem of “comparison-based sorting” an algorithm such as MergeSort is what we would point to since its worst case is $n \log n$.

What about the lower bound for the problem?
Lower Bound for Sorting

Let’s think about a decision tree that represents data comparisons.

The leaves of the tree would end up representing the different ways the program could end, thus being the different possible re-orderings of the input values $a_1 .. a_n$.

How many different re-orderings of the input values $a_1 .. a_n$ exist?

How many levels are required in our decision tree?
log(n!) ∈ Θ(n \log n)

Now that we know the height of the optimal decision tree would be at least log(n!) we need to prove it is in Θ(n \log n).

**Big-O:**

∃c, n_0 > 0, ∀n ∈ Z^{≥n_0}, \log(n!) ≤ cn \log n

**Big-Ω:**

∃c, n_0 > 0, ∀n ∈ Z^{≥n_0}, cn \log n ≤ \log(n!)
Merging Two Lists

Earlier, we looked at the problem where we have two *ordered* lists of equal sizes that we want to merge into a single ordered list.

We looked at an algorithm to do this as part of looking at MergeSort. If the length of each list was $m$, then in the worst case the algorithm for merging two lists runs in $2m - 1$ time.

This sets an *upper bound* to the problem for us.

What is the lower bound for the problem in the worst-case?
Searching an Unordered List

When searching an unordered list for a specific value:

- What is the upper bound?

- What is the lower bound?
Finding the 2\textsuperscript{nd} Smallest

We can find the 2\textsuperscript{nd} smallest element of an unordered list of n values in (n-1)+(n-2) or 2n-3 time “trivially”.

Can we do better? We know in the comparison-based model that by using information we gain along the way we can find the minimum and maximum at the same time using only $\frac{3n}{2}-2$ comparisons.

What if I said we can find the 2\textsuperscript{nd} smallest element using only $(n-1)+\lceil \log_2(n) \rceil -1$ comparisons.
Searching an Ordered List

When searching an ordered list for a specific value:

- What is the upper bound?

- What is the lower bound?
What about other decisions?

A “comparison” can be thought of as the decision “Given these two values, how would you order them?”

The decision tree approach that we used to determine a lower bound for searching an ordered list and sorting an unordered list can be used with decisions other than comparisons.

For example, what if what we counted as a single “decision” was:

– Given 8 elements from the list and a search key, does that key match any of the 8 elements?
– Given 20 elements from the list, what is the smallest?
– Given half the elements from the list, what is the largest?
– Given sqrt(n) elements from the list, how would you order them?