

Art of Algorithm Design in time of increasing complexity & heterogeneity

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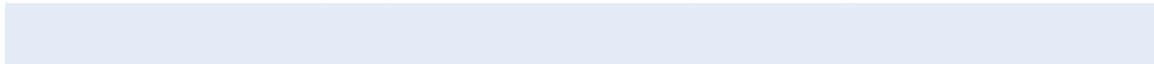
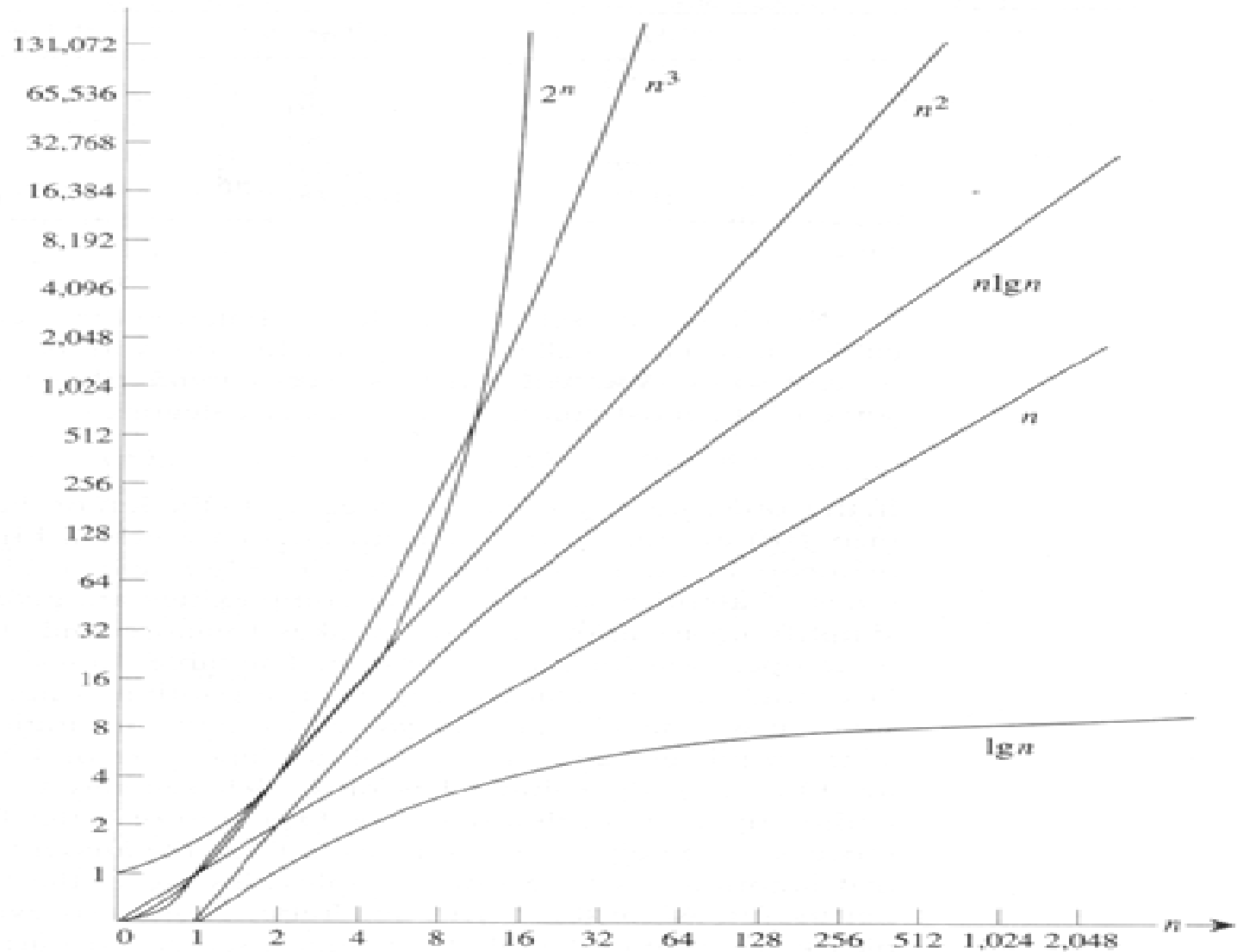
Space-Time Fight

- Memory increasingly becoming an issue again
- Space-Time trade off is not always true
- Gadget size, communication bandwidth are driving the market

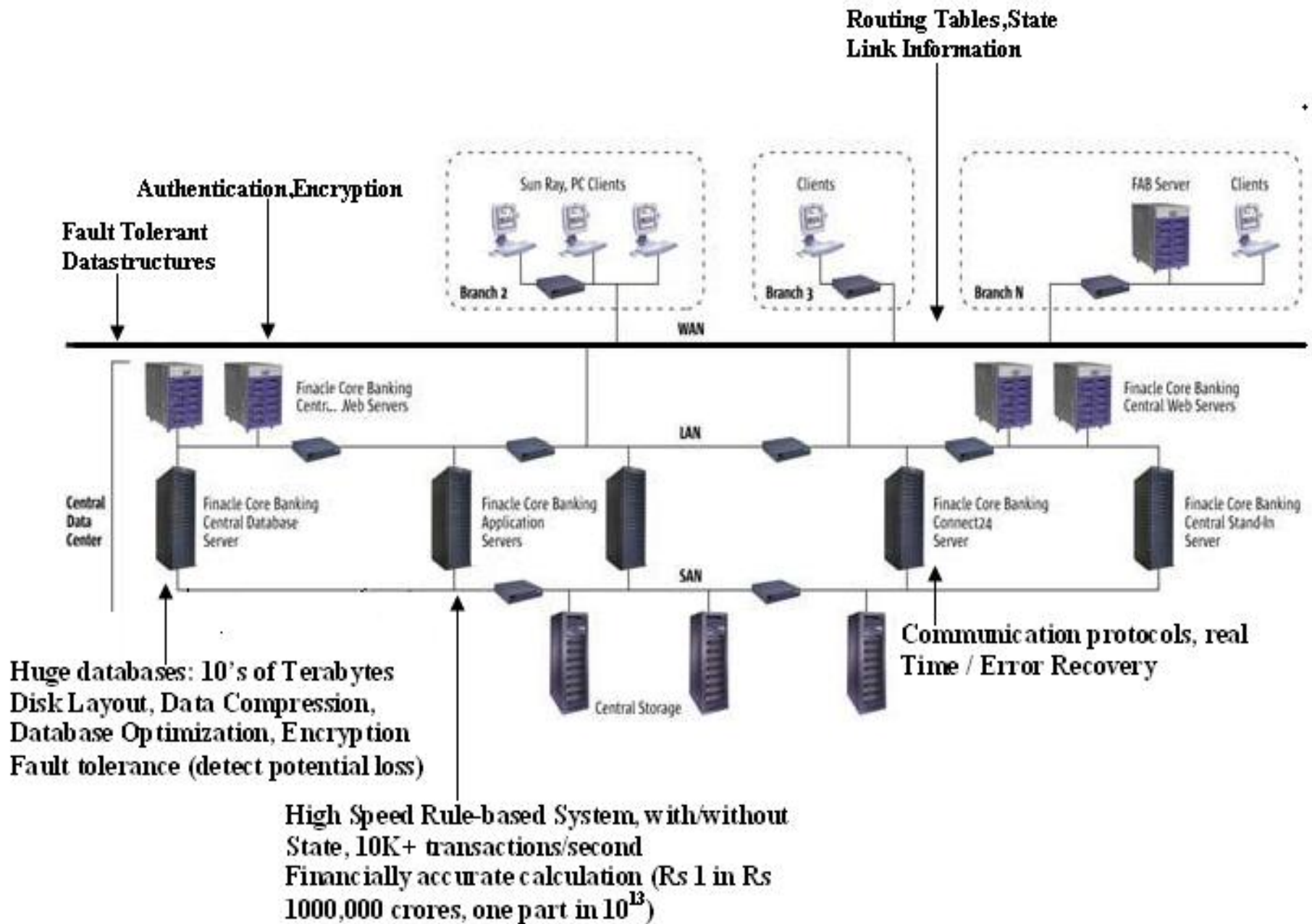
Algorithm Analysis-different processes

- Micro-macro analysis
- Apriori-posterior empirical analysis
- Best ,average ,worst case analysis
- Lower, upper and tight bounds
- Amortized analysis using aggregate, potential or accounting method

$F(n)=n$	$\lg(n)$	n	$n \lg n$	n^2	n^3	2^n
10	0.003 μ s	0.01 μ s	0.033 μ s	0.1 μ s	1 μ s	1 μ s
20	0.004 μ s	0.02 μ s	0.086 μ s	0.4 μ s	8 μ s	1 ms
30	0.005 μ s	0.03 μ s	0.147 μ s	0.9 μ s	27 μ s	1 s
40	0.005 μ s	0.04 μ s	0.213 μ s	1.6 μ s	64 μ s	18.3 min
50	0.006 μ s	0.04 μ s	0.282 μ s	2.5 μ s	125 μ s	13 days
10^2	0.007 μ s	0.10 μ s	0.664 μ s	10 μ s	1 ms	4×10^{13} yrs
10^3	0.010 μ s	1.0 μ s	9.966 μ s	1 ms	1 s	infinity
10^4	0.013 μ s	10 μ s	130 μ s	100 ms	16.7 min	Infinity
10^5	0.017 μ s	0.10 ms	1.67 ms	10 s	11.6 days	Infinity
10^6	0.020 μ s	1 ms	19.93 ms	16.7 min	31.7 years	Infinity
10^7	0.023 μ s	0.01 s	0.23 s	1.16 days	31,709 yrs	Infinity
10^8	0.027 μ s	0.1 s	2.66 s	115.7 days	3.17×10^7 yrs	Infinity
10^9	0.030 μ s	1 sec	29.90 s	31.7 years	infinity	infinity



Running time	1 sec	1min	1hour	With a twice faster processor in an hour	With a 256 times faster processor in an hour
n	$1.0 \cdot 10^6$	$6.0 \cdot 10^7$	$3.6 \cdot 10^9$	$6.1 \cdot 10^9$	$9.2 \cdot 10^{11}$
n^2	1414	10984	169744	339488	4073856
n^4	31	88	244	488	1952
2^n	19	25	31	32	39



Heterogeneous scenario-issues

Critical module	Parallelism	Serialism
Primary Modules	Back Up modules	Distributed Processing

Research Scope

- Selection of design strategy based on problem characteristics
- Selection of heuristics based on suitability of NP problems

Choosing a best Design strategies

- Brute Force
- Decrease and conquer
- Dynamic Programming
- Divide and conquer
- Greedy programming
- Backtracking
- Branch and bound
- Pruning strategy

Choosing a best Heuristics for a NP Problem

- Artificial intelligence
- Approximation algorithms
- Randomized Algorithms
- Swarm Intelligence
- Hill climbing
- Genetic Programming
- Neural Networks
- Linear Programming

- Thanks