

ECE 641  
Advanced Topics in Supervisory Control for  
Discrete Event Systems  
Lecture 4

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PhD Course in Electronic and Communication Engineering  
Credits (3/0/3)

Course webpage: <http://ece641.cankaya.edu.tr/>

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## Algorithm: Basics

### Algorithm Definition

- A computable set of steps to achieve a desired result
- Precisely specified using an appropriate mathematical formalism (such as a programming language)

### Efficiency of an Algorithm

- Less consumption of computing resources (execution time (CPU cycles), memory)  
⇒ We will focus on time efficiency

### Comparison of Algorithms

- Question: Assume two algorithms that accomplish the same task  
⇒ Which one is better?

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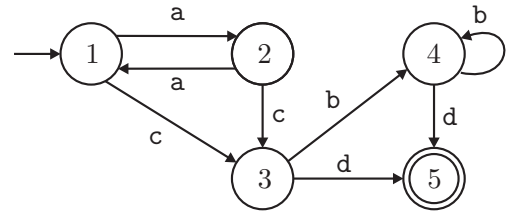
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# Algorithm: Example

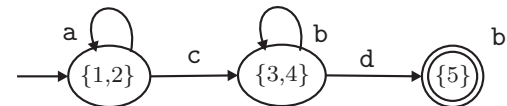
## Algorithm

- Initialize:  $q_1 = X_M$  and  $q_2 = X - X_m$
- Formulate table with all state pairs
- Mark all pairs with one marked and one unmarked state as distinguishable
- Mark all pairs with different outgoing transitions as distinguishable
- Mark pairs that lead to distinguishable states with the same event as distinguishable
- Repeat the previous step until all state pairs are investigated  
 ⇒ Combine states that are indistinguishable

## Automata Graph



2				
3	d	d		
4	d	d		
5	d	d	d	d
	1	2	3	4



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# Algorithm: Example

## State Minimization

Gap 1

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# Algorithm: Analysis

## Resources

- We want to predict the resources that the algorithm requires
- Resources: Memory, processor, other hardware but MOSTLY TIME

## General Notions

- Run time: Time until an algorithm produces a result  
⇒ Run time of a given algorithm generally grows by the size of the input
- Denote size as  $n$ : number of items to be processed, number of bits to represent the relevant quantities, number of states, etc.
- Growth rate: How quickly the time of an algorithm grows as a function of  $n$

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# Algorithm: Type of Analysis

## Worst Case Analysis

- Largest possible running time of algorithm on input of a given size.
- Provides an upper bound on running time

⇒ Absolute guarantee for the longest run-time for any input

## Best Case Analysis

- Provides a lower bound on run-time
- Input is the one for which the algorithm runs the fastest

## Average Case Analysis

- Obtain bound on run-time of algorithm on random input as a function of input size
- Hard (or impossible) to accurately model real instances by random distributions (Algorithm tuned for a certain distribution may perform poorly on other inputs)

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# Algorithm: Sequential Search

## Illustration

Gap 2

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# Algorithm: Binary Search

## Illustration

Gap 3

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# Algorithm: Discussion

## Illustration

Gap 4

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# Algorithm: Conclusions

## Facts

- Run-time depends on the input size  $n$
- Usually run-time is fixed for a certain  $n$
- Different algorithms might have different run-times
- Some algorithms might be better for some inputs and worse for others
- Exact run-time depends on the algorithm but also on the processor where it runs

## General Analysis

- We will look at the trend in run-time versus input size rather than exact time

⇒ Computational Complexity

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# Computational Complexity: Basics

## Task

- Compares growth of two functions
- Independent of constant multipliers and lower-order effects

## Metrics

- Big-O Notation:  $O(\bullet)$
- Big-Omega Notation:  $\Omega(\bullet)$
- Big-Theta Notation:  $\Theta(\bullet)$

## Properties

- Allow us to evaluate algorithms
- Has precise mathematical definition
- Used in a sense to put algorithms into families
- May often be determined by inspection of an algorithm

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# Computational Complexity: Big-O Notation

## Definition

Function  $f(n)$  is denoted as  $O(g(n))$  for a function  $g(n)$  if there exists a constant  $K$  and some value  $n_0$  such that for all  $n \geq n_0$

$$f(n) \leq K \cdot g(n).$$

This means, as  $n \rightarrow \infty$ ,  $f(n)$  is upper-bounded by  $K \cdot g(n)$ .

## Useful Choices for $g(n)$

- $\log n$  (recall that  $\log_a n = k \cdot \log_b n$  for any  $a, b \in \mathbb{R}$ )
- $n^k$  for  $k \in \mathbb{N}_0$  (polynomial)
- $k^n$  for some  $k \in \mathbb{R}$  (exponential)

## Properties

- Big-O-Notation establishes the worst-case performance
- Helps compare and see which algorithm has better performance

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# Computational Complexity: Big-O Notation

## Illustration

Gap 5

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# Computational Complexity: Big-O Notation

## State Minimization

Gap 6

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## Computational Complexity: Hopcroft's Algorithm

**Initialization:**  $P := \{X_m, X \setminus X_m\}$ ;  $Waiting = \{X_m\}$

**while**  $Waiting \neq \emptyset$

    Choose and remove a set  $A$  from  $Waiting$

**for** each  $\sigma \in \Sigma$

        Let  $Q$  be the state set for which a transition on  $\sigma$  leads to  $A$

**for** each set  $Y \in P$  for which  $Q \cap Y \neq \emptyset$

            Replace  $Y$  in  $P$  by the two sets  $Q \cap Y$  and  $Y \setminus Q$

**if**  $Y$  belongs to  $Waiting$

                Replace  $Y$  in  $Waiting$  by  $Q \cap Y$  and  $Y \setminus Q$

**else**

**if**  $|Q \cap Y| \leq |Y \setminus Q|$

                    add  $Q \cap Y$  to  $Waiting$

**else**

                    add  $Y \setminus Q$  to  $Waiting$

**Result:** Set  $P$  contains the sets of equivalent states

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## Computational Complexity: Big-O Notation

### State Minimization

Gap 7

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# Computational Complexity: Big-Omega/Theta Notation

## Definition

Function  $f(n)$  is  $\Omega(g(n))$  if there exists a constant  $K$  and some  $n_0$  such that for all  $n \geq n_0$

$$K \cdot g(n) \leq f(n).$$

That is, as  $n \rightarrow \infty$ ,  $f(n)$  is lower-bounded by  $K \cdot g(n)$ .

## Definition

Function  $f(n)$  is  $\Theta(g(n))$  if there exist constants  $K_1$  and  $K_2$  and some  $n_0$  such that for all  $n \geq n_0$

$$K_1 \cdot g(n) \leq f(n) \leq K_2 \cdot g(n).$$

That is, as  $n \rightarrow \infty$ ,  $f(n)$  is upper and lower bounded by some constants times  $g(n)$ .

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# Computational Complexity: Big-Omega/Theta Notation

## Illustration

Gap 8

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# Computational Complexity: Common Asymptotic Bounds

## Examples

- Polynomials:  $a_0 + a_1 n + \dots + a_d n^d$  is  $\theta(n^d)$  if  $a_d > 0$   
 $\Rightarrow$  Polynomial time: run-time is  $O(n^d)$  for some constant  $d$  independent of the input size  $n$
- Logarithms:  $O(\log_a n) = O(\log_b n)$  for any constants  $a, b > 0$
- Logarithm grows slower than every polynomial  
 $\Rightarrow$  for each  $d > 0$ ,  $\log n = O(n^d)$
- Exponential time: run-time is  $O(k^n)$  for some constant  $k$
- Every exponential grows faster than every polynomial  
 $\Rightarrow$  For every  $k > 1$  and every  $d > 0$ ,  $n^d = O(k^n)$

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# Computational Complexity: Examples

## Synchronous Composition

Gap 9

## Natural Projection

Gap 10

## Diagnosability

Gap 11

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