



# Complexity and Tractability

L3 Computer Science

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# Complexity

- Good to review the L1 information on cost of an algorithm (such as linear vs binary search) to get students thinking about complexity
- Use the field guide to discuss permutations and factorials
- Use the CS field guide widgets and spreadsheet (download) to help them visualise how quickly the cost

# Use on-line password strength testers for examples of complexity

## GRC's Interactive Brute Force Password "Search Space" Calculator *(NOTHING you do here ever leaves your browser. What happens here, stays here.)*

2 Uppercase     8 Lowercase     2 Digits     1 Symbol    13 Characters

**ben4Julie#Cs4**

Enter and edit your test passwords in the field above while viewing the analysis below.

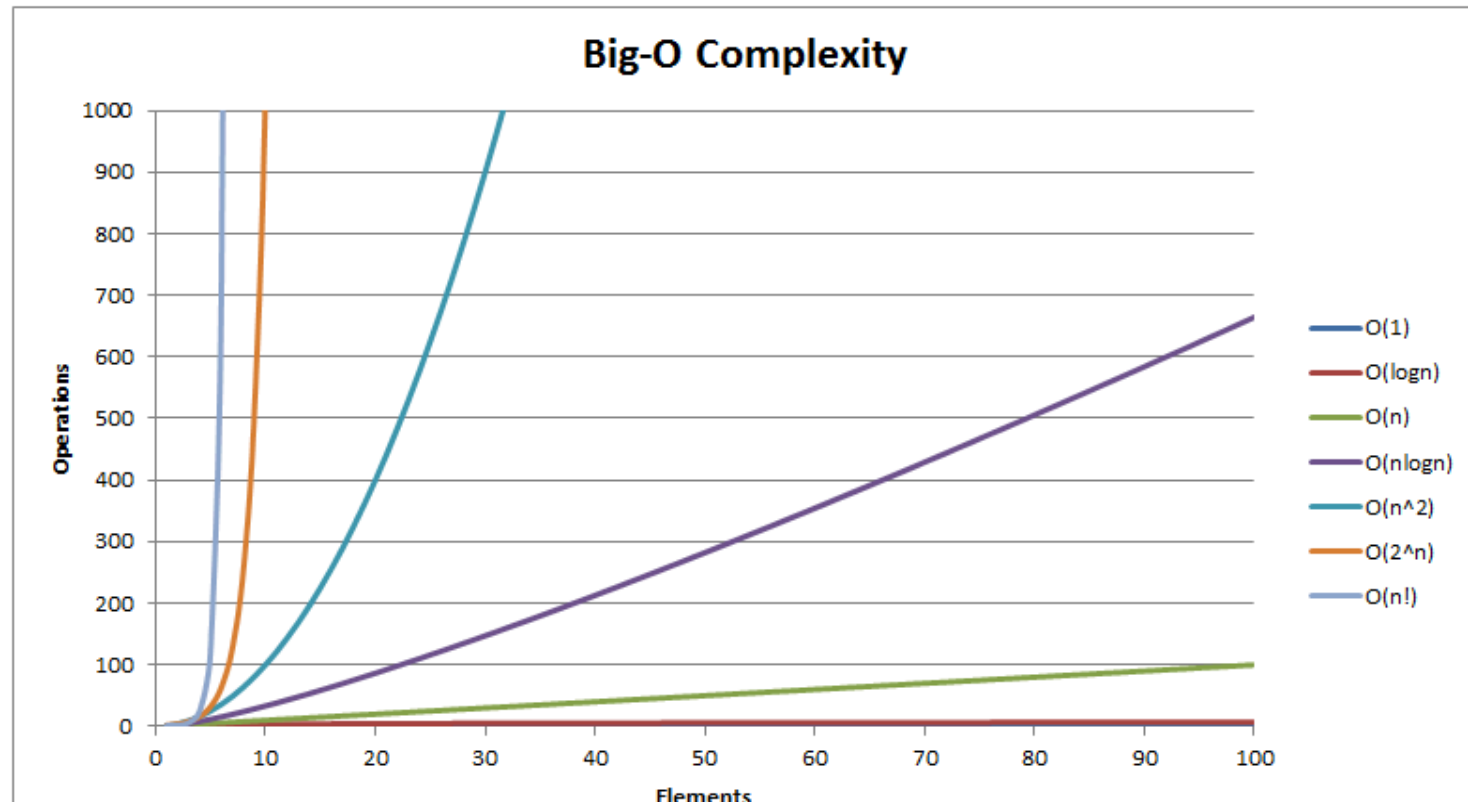
### Brute Force Search Space Analysis:

Search Space Depth (Alphabet):	$26+26+10+33 = \mathbf{95}$
Search Space Length (Characters):	13 characters
Exact Search Space Size (Count): (count of all possible passwords with this alphabet size and up to this password's length)	51,880,316, 927,184,027,554,126,495
Search Space Size (as a power of 10):	$5.19 \times 10^{25}$

### Time Required to Exhaustively Search this Password's Space:

Online Attack Scenario: (Assuming one thousand guesses per second)	16.50 trillion centuries
Offline Fast Attack Scenario: (Assuming one hundred billion guesses per second)	1.65 hundred thousand centuries

# Big-O Cheat Sheet Chart



Algorithm that take an exponential amount of time or worse for an input of size  $n$ , it is labelled as intractable.

Factorial amount of time,  $n!$ , is intractable because it's bigger than an exponential function.

# Need for Heuristics

- Important to get the students to understand that in the real world a “sub-optimal” but good enough solution needs to be found to these important problems (TSP, Timetabling, Etc).

# Road Trip Examples

<http://illuminations.nctm.org/Lesson.aspx?id=2721>

## Brute Force

NAME \_\_\_\_\_

### The Brute Force Algorithm

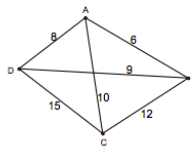
- Beginning with any starting city, list all the possible round-trips. **Hint:** Draw a tree diagram.
- Determine the distance of each round-trip.
- Pick the shortest round-trip.

- Refer to the map on the right to complete this question.

- Starting with city A, list all the possible round-trips.

ABCDA  
ABDCA

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_



- Determine the total distance of each round-trip.

$$ABCDA = AB + BC + CD + DA = 6 + 12 + 15 + 8 = \underline{\quad}$$

$$ABDCA = AB + BD + DC + CA = 6 + 9 + \underline{\quad} + \underline{\quad} = \underline{\quad}$$

$$ACBDA = \underline{\quad} = \underline{\quad}$$

$$ACDBA = \underline{\quad} = \underline{\quad}$$

$$ADBCA = \underline{\quad} = \underline{\quad}$$

$$ADCBA = \underline{\quad} = \underline{\quad}$$

- Pick the shortest round trip.

## Nearest Neighbor

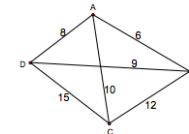
NAME \_\_\_\_\_

### The Nearest Neighbor Algorithm

- From your starting city, visit the *nearest* city.
- From that city, visit the *nearest* city you have not already visited.
- When you have visited all the cities, return to your starting city.

- Given the table of distances between cities A, B, C, and D and the map, find the shortest round-trip starting at city A.

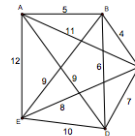
	A	B	C	D
A	—	6	10	8
B	6	—	12	9
C	10	12	—	15
D	8	9	15	—



A to \_\_\_\_\_ to \_\_\_\_\_ to \_\_\_\_\_ to A

Total Distance: \_\_\_\_\_

- Given the map of cities A, B, C, D, and E, find the length of the round-trip starting at city B using the nearest neighbor algorithm.



B to \_\_\_\_\_ to \_\_\_\_\_ to \_\_\_\_\_ to \_\_\_\_\_ to B

Total Distance: \_\_\_\_\_

# Real World Companies

- Telogis (we had a talk from Telogis)
- Kamar - Timetabling is another good example
- Explaining examples of practical applications

## BUSINESS TRANSFORMATION

End-to-end solution for company-wide improvements

## BETTER PRODUCTIVITY

Uncover the hidden potential of existing resources

## SOCIAL RESPONSIBILITY

Boost your brand with safer driving & a greener fleet

## RAPID DEPLOYMENT

OEM built-in hardware for a fast roll-out

## AUTOMATED COMPLIANCE

Minimize the compliance burden & reduce downtime

## FLEXIBLE HARDWARE

Choose the hardware that fits your business best

## FUEL SAVINGS

Tools to measure, manage & minimize fuel spend

## IMPROVED PROFITABILITY

See real savings and better returns across your entire fleet

## REDUCED INSURANCE

Improved safety & fewer claims reduces premiums

## DRIVER SAFETY

Real-time coaching to help drivers self-correct

## ASSET SECURITY

Get the best possible return on all assets

Increased service/delivery revenue

11%

Better asset utilization

8%

Improved engine idle time

9%

# Compare EcoMaps to RouteXL

- Through testing the two apps side by side students (and reading the FAQ/About on Route XL) can draw conclusions about whether a brute force (intractable) or heuristic is being used.
- Students can evaluate the effectiveness of the two apps (Exc)
- Discuss examples of practical applications (Exc)



# Encryption

- Encryption and HUGE numbers – Numberphile (good video)
- [www.youtube.com/watch?v=M7kEpw1tn50](http://www.youtube.com/watch?v=M7kEpw1tn50)
- Students can use this as another practical application to discuss and to evaluate the effectiveness
- Can summarise with a good evaluation of what the positive and negatives and implications of intractable algorithms (e.g. TSP problems vs encryption)

# Points of student confusion

- Interchanging complicated and complex (complexity is a specific word related to the time complexity of solving the problem)
- Tractable problems can't become intractable (e.g. using 5 data points for the TSP doesn't mean the problem is tractable - intractable problems are only solvable for very small data sets).
- Intractable algorithms do not get more complex:  $(n-1)!/2$  doesn't change.