

CSCE 2110

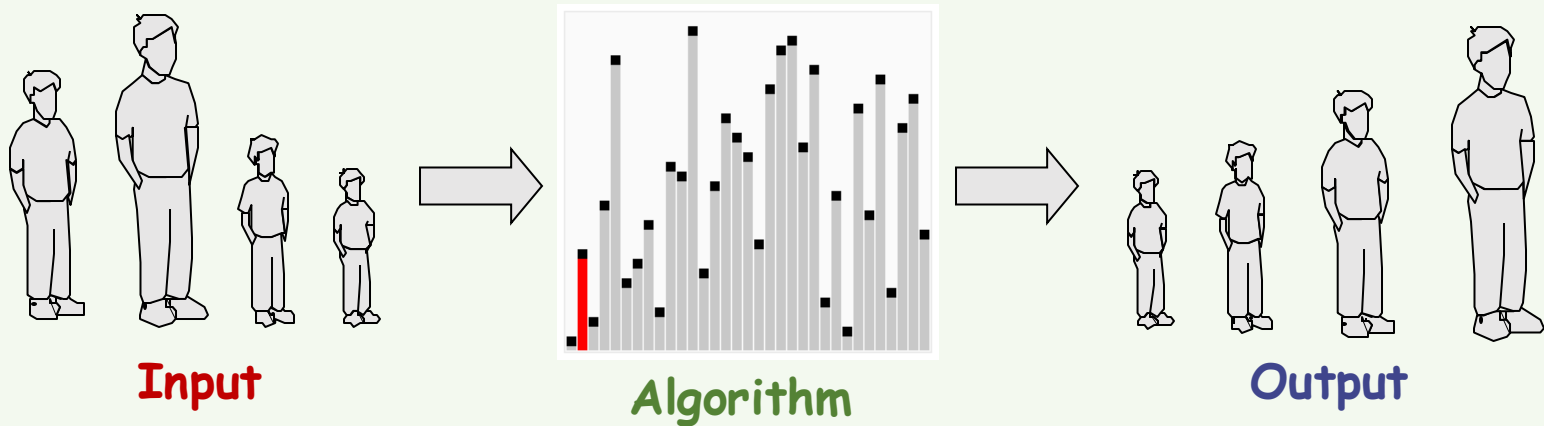
Foundations of Data Structures

Analysis of Algorithms

Slides borrowed/adapted from Prof. Yung Li from KAIST

What Is An Algorithm?

- An **algorithm** is a step-by-step procedure for solving a problem in a finite amount of time.



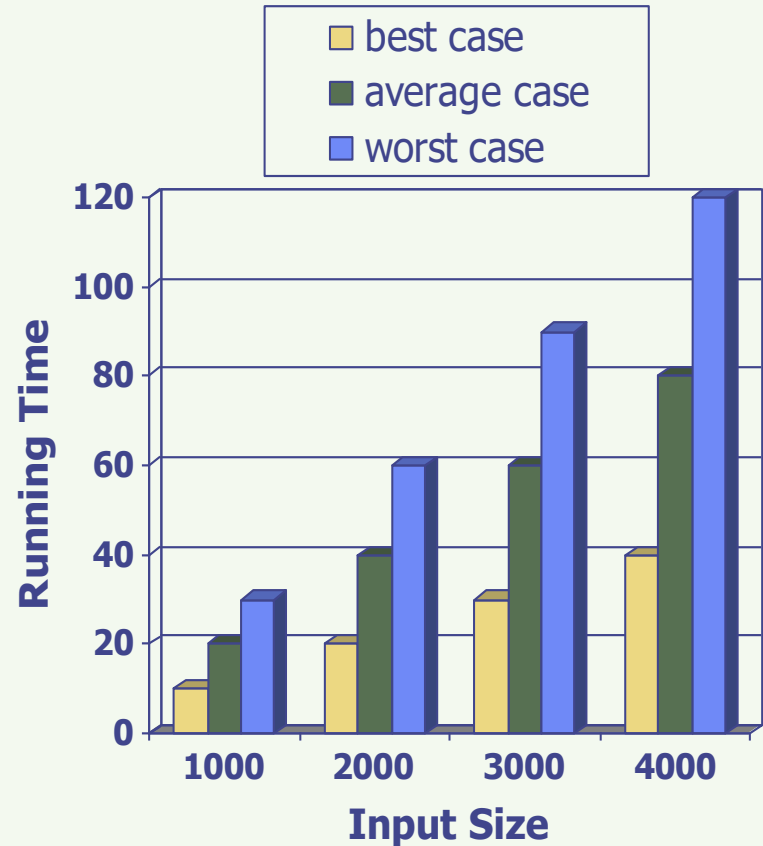
- **Input:** Zero or more quantities (externally produced)
- **Output:** One or more quantities
- **Definiteness:** Clarity, precision of each instruction
- **Finiteness:** The algorithm has to stop after a finite (may be very large) number of steps
- **Effectiveness:** Each instruction has to be basic enough and feasible

What are we going to learn?

- Need to say that some algorithms are “better” than others
- Criteria for evaluation
 - Structure of programs (simplicity, elegance, object-oriented, etc.)
 - Running time
 - Memory space
 - What else???

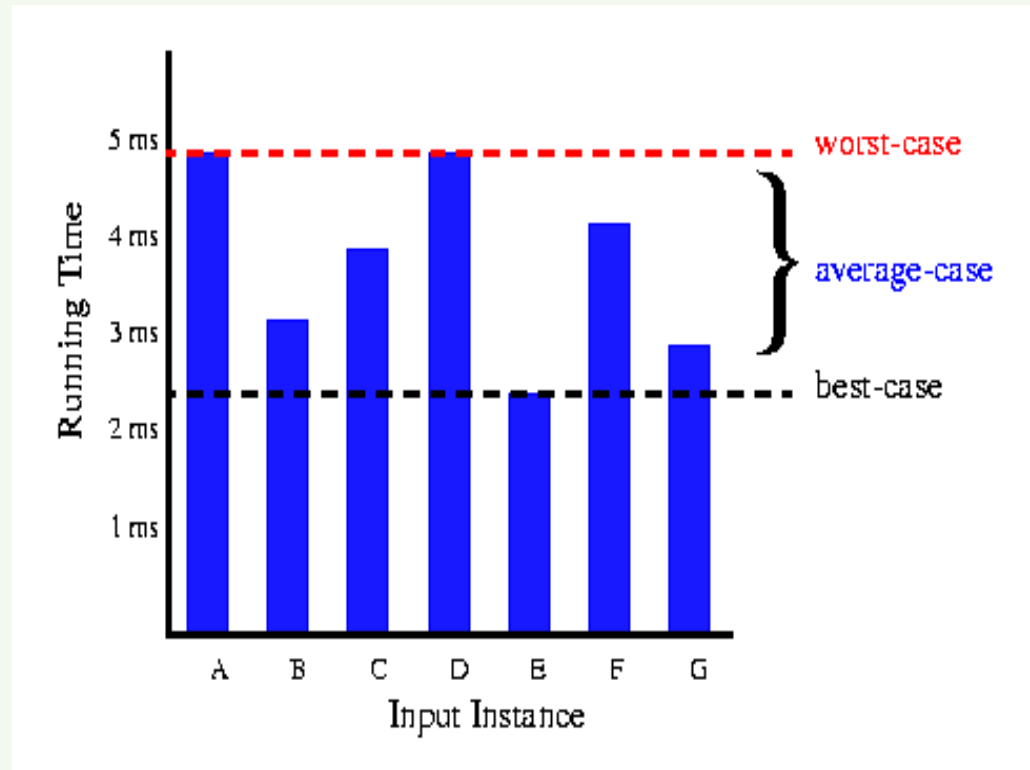
Running Time

- Most algorithms transform input objects into output objects.
- The **running time** of an algorithm typically grows with the input size.
- **Average-case running time** is often difficult to determine.
 - Why?
- We focus on the **worst case running time**.
 - Easier to analyze
 - Crucial to applications such as games, finance and robotics



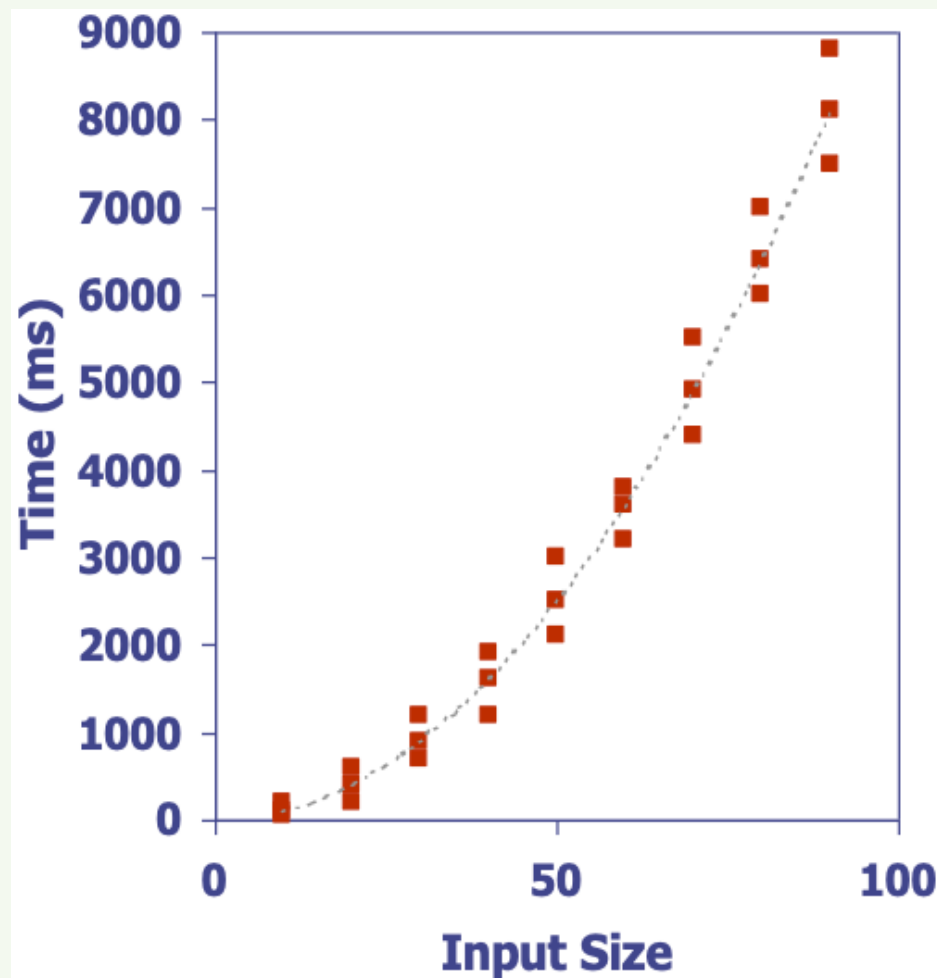
Average Case vs. Worst Case

- The **average case running time** is harder to analyze because you need to know the probability distribution of the input.
- In certain apps (air traffic control, weapon systems, etc.), knowing the **worst case time** is important.



Experimental Approach

- Write a program implementing the algorithm
- Run the program with inputs of varying size and composition
- Use a wall clock to get an accurate measure of the actual running time
- Plot the results



Limitations of Experiments

- It is necessary to implement the algorithm, which may be difficult and often time-consuming
- Results may not be indicative of the running time on other inputs not included in the experiment.
- In order to compare two algorithms, the same hardware and software environments must be used
 - Restrictions

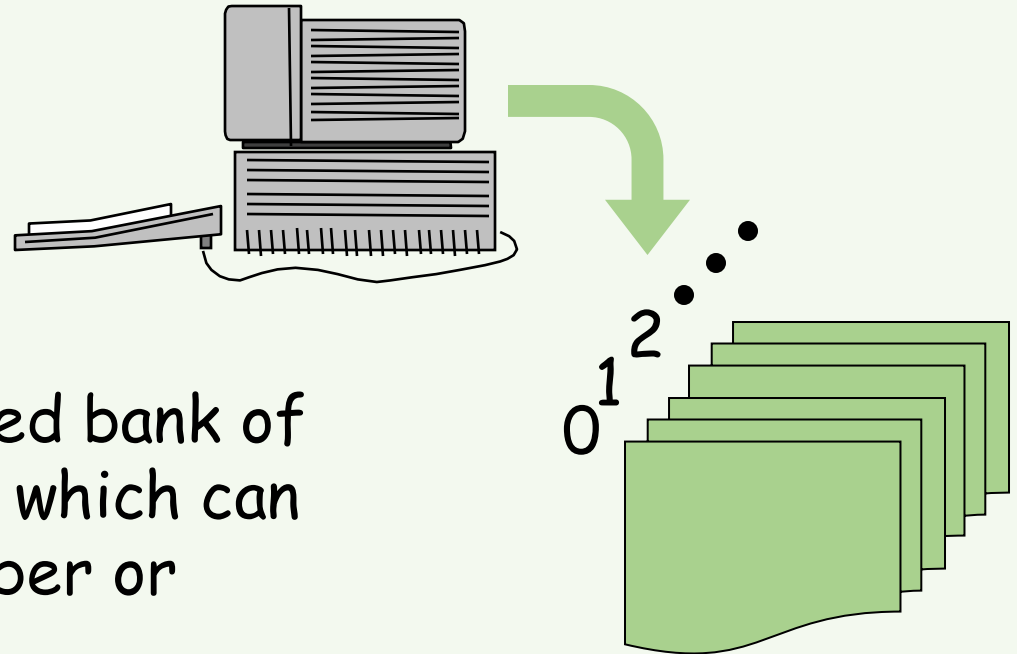


Theoretical Analysis

- Uses a high-level description of the algorithm instead of an implementation
- Characterizes running time as a function of the input size, n .
- Takes into account all possible inputs
- Allows us to evaluate the speed of an algorithm *independent of* the hardware/software environment

The Random Access Machine (RAM) Model

- A **CPU**



- A potentially unbounded bank of **memory** cells, each of which can hold an arbitrary number or character
- Memory cells are numbered and accessing any cell in memory takes unit time

Pseudocode

- High-level description of an algorithm (independent of programming languages)
- More structured than English prose
- Less detailed than a program
- Preferred notation for describing algorithms
- Hides program design issues

Example: find the max element of an array

Algorithm `arrayMax(A, n)`

Input array `A` of `n` integers

Output maximum element of `A`

`currentMax` \leftarrow `A[0]`

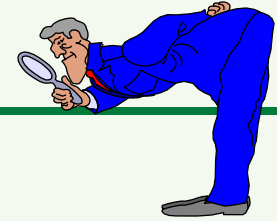
for `i` \leftarrow 1 **to** `n - 1` **do**

if `A[i] > currentMax` **then**

`currentMax` \leftarrow `A[i]`

return `currentMax`

Pseudocode Details



- Control flow
 - if ... then ... [else ...]
 - while ... do ...
 - repeat ... until ...
 - for ... do ...
 - Indentation replaces braces
 -
- Method declaration

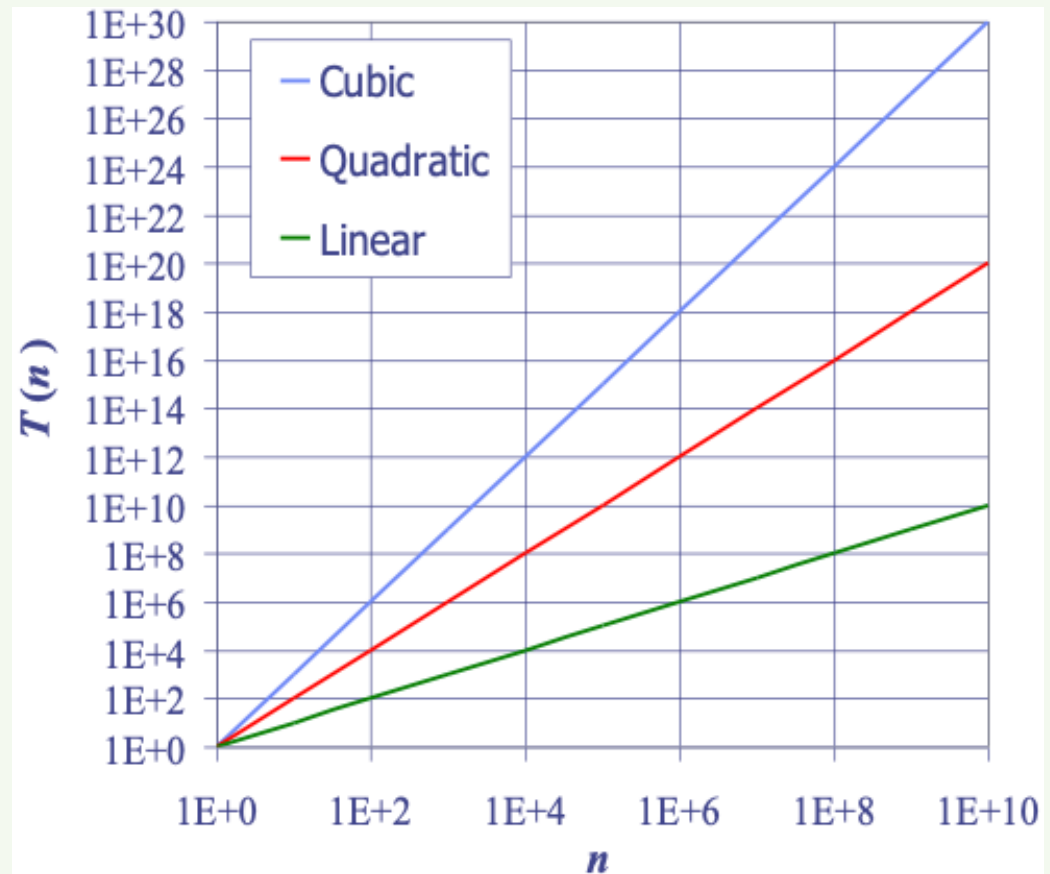
Algorithm *method* (*arg* [, *arg*...])

Input ...

Output ...
- Method call
var.method (*arg* [, *arg*...])
- Return value
return *expression*
- Expressions
 - ← Assignment
(like = in C, C++)
 - = Equality testing
(like == in C, C++)
 - n*² Superscripts and other mathematical formatting allowed

Seven Important Functions

- Seven functions that often appear in algorithm analysis:
 - Constant ≈ 1
 - Logarithmic $\approx \log n$
 - Linear $\approx n$
 - N-Log-N $\approx n \log n$
 - Quadratic $\approx n^2$
 - Cubic $\approx n^3$
 - Exponential $\approx 2^n$
- In a log-log chart, the slope of the line corresponds to the growth rate of the function



Primitive Operations



- Basic computations performed by an algorithm
 - Identifiable in pseudocode
 - Largely independent from the programming language
 - Exact definition not important (we will see why later)
 - Assumed to take a **constant amount of time** in the RAM model
- Examples:
 - Evaluating an expression
 - Assigning a value to a variable
 - Indexing into an array
 - Calling a method
 - Returning from a method

Counting Primitive Operations

- By inspecting the pseudocode, we can determine the maximum number of primitive operations executed by an algorithm, as a function of the input size

Algorithm arrayMax(A, n)	# operations
currentMax ← A[0]	2
for i ← 1 to n – 1 do	1+n
if A[i] > currentMax then	2(n – 1)
currentMax ← A[i]	2(n – 1)
{ increment counter i }	2(n – 1)
return currentMax	1
Total	7n – 2

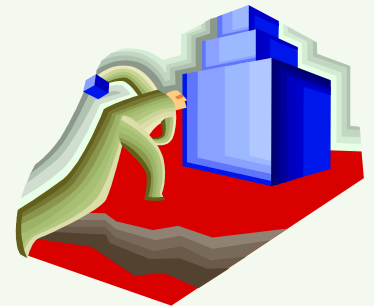
Estimating Running Time

- Algorithm **arrayMax** executes $7n - 2$ primitive operations in the worst case. Define:
 - a = Time taken by the fastest primitive operation
 - b = Time taken by the slowest primitive operation
- Let $T(n)$ be worst-case time of **arrayMax**. Then
$$a(7n - 2) \leq T(n) \leq b(7n - 2)$$
- Hence, the running time $T(n)$ is bounded by two linear functions



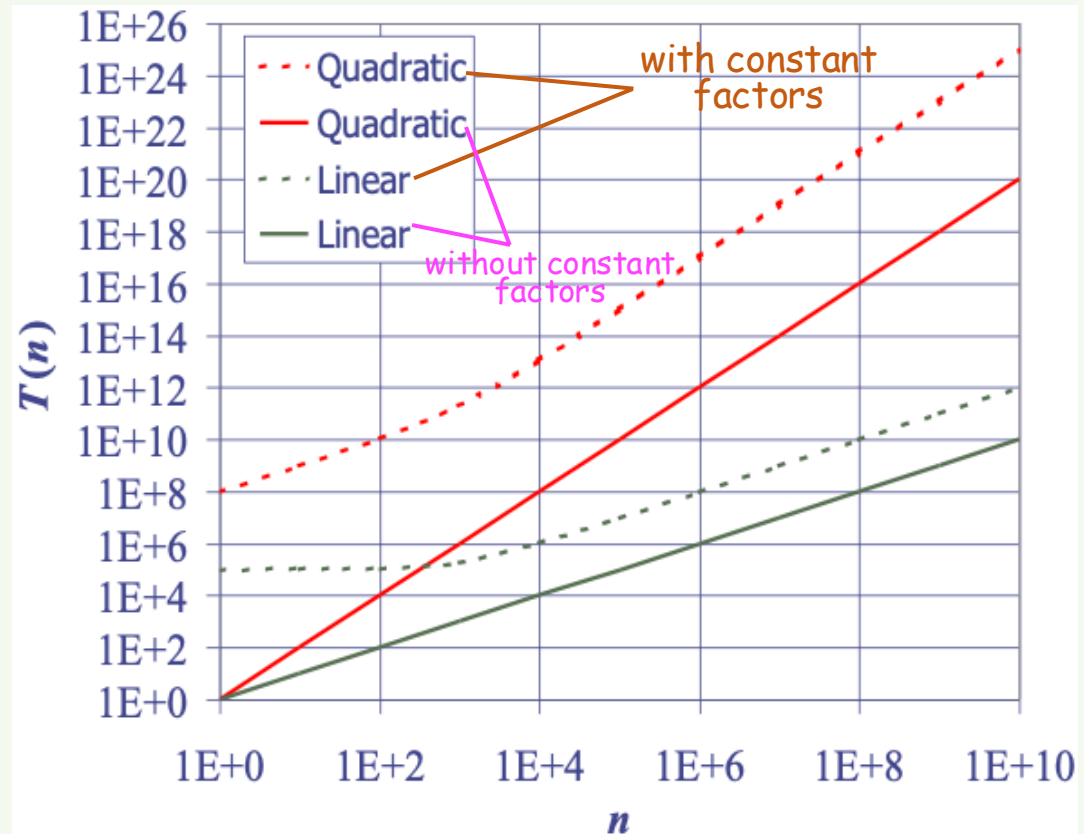
Growth Rate of Running Time

- Changing the hardware/ software environment
 - Affects $T(n)$ by a constant factor, but
 - Does **not alter** the growth rate of $T(n)$
- The linear growth rate of the running time $T(n)$ is an intrinsic property of algorithm **arrayMax**



Constant Factors

- The growth rate is **not** affected by
 - constant factors or
 - lower-order terms
- Examples
 - $10^2n + 10^5$ is a linear function
 - $10^5n^2 + 10^8n$ is a quadratic function
- We consider when n is sufficiently large
 - We call this "Asymptotic Analysis"



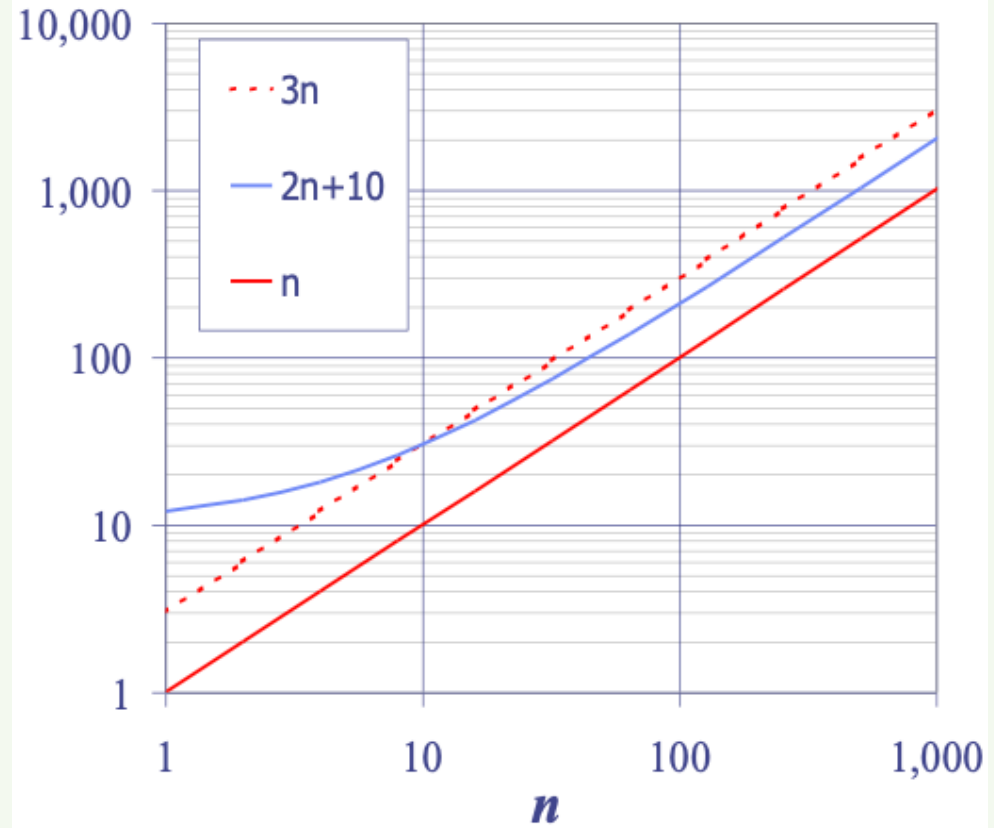
Big-Oh Notation

- Given functions $f(n)$ and $g(n)$, we say that $f(n)$ is $O(g(n))$ if there are positive constants c and n_0 such that

$$f(n) \leq cg(n) \text{ for } n \geq n_0$$

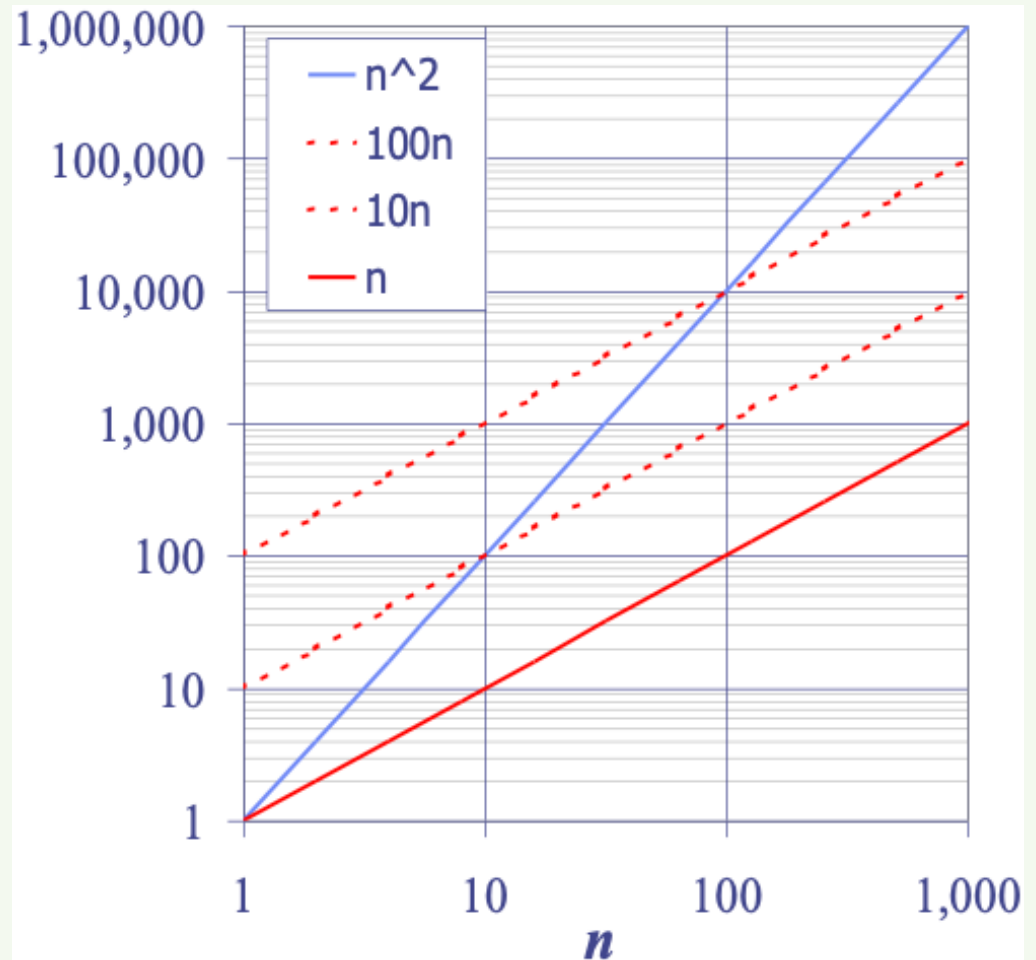
- Example: $2n + 10$ is $O(n)$

- $2n + 10 \leq cn$
- $(c - 2)n \geq 10$
- $n \geq 10/(c - 2)$
- Pick $c = 3$ and $n_0 = 10$



Big-Oh Example

- Example: the function n^2 is not $O(n)$
 - $n^2 \leq cn$
 - $n \leq c$
 - The above inequality cannot be satisfied since c must be a constant



More Big-Oh Examples

$$7n-2$$

$7n-2$ is $O(n)$

need $c > 0$ and $n_0 \geq 1$ such that $7n-2 \leq c \cdot n$ for $n \geq n_0$

this is true for $c = 7$ and $n_0 = 1$

$$3n^3 + 20n^2 + 5$$

$3n^3 + 20n^2 + 5$ is $O(n^3)$

need $c > 0$ and $n_0 \geq 1$ such that $3n^3 + 20n^2 + 5 \leq c \cdot n^3$ for $n \geq n_0$

this is true for $c = 4$ and $n_0 = 21$

$$3 \log n + 5$$

$3 \log n + 5$ is $O(\log n)$

need $c > 0$ and $n_0 \geq 1$ such that $3 \log n + 5 \leq c \cdot \log n$ for $n \geq n_0$

this is true for $c = 8$ and $n_0 = 2$

- (Question) $3 \log n + 5$ is $O(n)$? Yes or No?

Big-Oh and Growth Rate

- The big-Oh notation gives an **upper bound** on the growth rate of a function
- The statement " $f(n)$ is $O(g(n))$ " means that the growth rate of $f(n)$ is **no more than** the growth rate of $g(n)$
- We can use the big-Oh notation to rank functions according to their growth rate

Which is possible?

	$f(n)$ is $O(g(n))$	$g(n)$ is $O(f(n))$
$g(n)$ grows faster	Yes	No
$f(n)$ grows faster	No	Yes
Same growth	Yes	Yes

Big-Oh Rules

- If $f(n)$ is a polynomial of degree d , then $f(n)$ is $O(n^d)$, i.e.,
 1. Drop lower-order terms
 2. Drop constant factors
- Use the smallest possible class of functions
 - Say " $2n$ is $O(n)$ " instead of " $2n$ is $O(n^2)$ "
- Use the simplest expression of the class
 - Say " $3n + 5$ is $O(n)$ " instead of " $3n + 5$ is $O(3n)$ "

Asymptotic Algorithm Analysis

- The asymptotic analysis of an algorithm determines the running time in big-Oh notation
- To perform the asymptotic analysis
 - We find the worst-case number of primitive operations executed as a function of the input size
 - We express this function with big-Oh notation
- Example:
 - We determine that algorithm **arrayMax** executes at most $8n - 2$ primitive operations
 - We say that algorithm **arrayMax** "runs in $O(n)$ time"
- Since constant factors and lower-order terms are eventually dropped anyhow, we can disregard them when counting primitive operations

Relatives of Big-Oh

- Big-Omega

- $f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

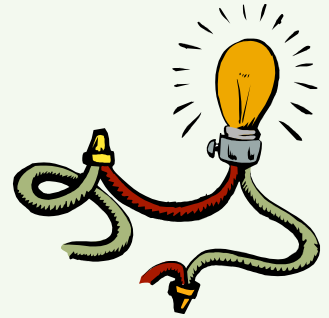


- Big-Theta

- $f(n)$ is $\Theta(g(n))$ if there are constants $c' > 0$ and $c'' > 0$ and an integer constant $n_0 \geq 1$ such that $c' \cdot g(n) \leq f(n) \leq c'' \cdot g(n)$ for $n \geq n_0$

Intuition for Asymptotic Notation

- Big-Oh
 - $f(n)$ is $O(g(n))$ if $f(n)$ is asymptotically less than or equal to $g(n)$
- Big-Omega
 - $f(n)$ is $\Omega(g(n))$ if $f(n)$ is asymptotically greater than or equal to $g(n)$
- Big-Theta
 - $f(n)$ is $\Theta(g(n))$ if $f(n)$ is asymptotically equal to $g(n)$



Examples (1)

$5n^2$ is $\Omega(n^2)$

$f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

let $c = 5$ and $n_0 = 1$



$5n^2$ is $\Omega(n)$

$f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

let $c = 1$ and $n_0 = 1$

Examples (2)

$5n^2$ is $\Theta(n^2)$

$f(n)$ is $\Theta(g(n))$ if it is $\Omega(n^2)$ and $O(n^2)$. we have already seen the former, for the latter (for $O(n^2)$) recall that $f(n)$ is $O(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \leq c \cdot g(n)$ for $n \geq n_0$

Let $c = 5$ and $n_0 = 1$

Examples (3)

- Practice on your own: find c and n_0
 - $2n^2 = O(n^3)$
 - $n = O(n^2)$
 - $\frac{n}{1000} = O(n^2)$
 - $n^{1.999} = O(n^2)$
 - $n^2 + n = O(n^2)$
 - $n^2 + 1000n = O(n^2)$
 - $1000n^2 + 1000n = O(n^2)$