

# COMPLEXITY ANALYSIS

# **ANALYSIS OF ALGORITHMS**

- Two ways to measure complexity:
- Space Complexity – How much space does an Algorithm occupy in memory
- Time Complexity – How much time does an Algorithm take to execute



# FERMI-IZE ALGORITHM COMPARISON



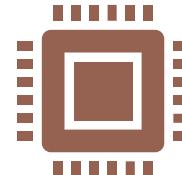
## Broader question

Which is the most effective solution algorithm from a given set of solutions?



## What questions does it raise?

- How is the data arranged?
- How does the Hardware affect the run time of the algorithms?
- How does the input size affect the size of the algorithms?



## Where to find the data?

- Full implementation of the algorithm
- Run on various hardware configurations
- Run on various input sizes and types



# EMPIRICAL ANALYSIS

- Experiment by running programs using various inputs and calculating elapsed time, it's a reasonable measure of how efficient the algorithm is.

```
long startTime = System.currentTimeMillis();
/* Run the algorithm */
long endTime = System.currentTimeMillis();
long elapsedTime = endTime - startTime;
```

This is not a reliable way to measure algorithm efficiency.



# CHALLENGES

## Experimental Method

- Direct comparisons of running times of algorithms is difficult.
  - Dependent on Hardware and Software conditions
  - CPU must not run any other programs.
- Run it on different inputs
  - Limited number of runs / input combinations
- Record exact running times
  - Not feasible for an algorithm that takes a long time to execute
- Fully code and implement an algorithm
  - Developing fully working systems in early stages is a waste of resources.



# BEYOND EXPERIMENTAL ANALYSIS

- Needs to be independent of hardware and software
- Needs only a high level description of the algorithm instead of complete implementation
- All possible input are taken in consideration

Developing an effective strategy by :

- Count primitive Operations (memory access, mathematical operations, comparisons, method calls and returns, assignment operations)
- Measure operations in terms of input size
- Focus on the Worst-Case Input – if an algorithm is efficient with the worst possible input , it is effective. Designing with worst case inputs leads to better algorithms.



# **RAM MODEL OF COMPUTATION**

**Assumptions to make before calculating complexity of Algorithms:**

- 1. We have Infinite Memory**
- 2. Each primitive operation (Mathematical, Comparison, etc.) takes one unit of time.**
- 3. Each memory access (Assignment) takes one unit of time.**
- 4. Data may be accessed from the RAM or the Disk, we assume that all data access is done from RAM.**



# ASYMPTOTIC ANALYSIS

Calculating the time the algorithm takes to execute based on the size of the input is called asymptotic analysis.

Size of input ( $n$ )  $\rightarrow$  Running time of algorithm

Small size of  $n$   $\rightarrow$  Less running time

Bigger size of  $n$   $\rightarrow$  More running time



# CHANGE IN RUNNING TIME

- Input size is increased      ->      Running time also increases
- Input size is doubled      ->      Running time may double,  
triple, quadruple, increase  
100 times even
- Comparing algorithms based on how they perform when  
the input size increases can help us judge which algorithm  
is better.



Input Size	2	4	10	100	1000	10000
Algorithm A	2	4	20 <i>2^n</i>	200	2000	20 000
Algorithm B	2	4	200	10 000	1 000 000	100 000 000

*c*    2    4                      30                      300                      3000    30 000  
*31^n*

By observing how the running time increases based on increase in input size, we can determine which is a more efficient algorithm.

- We calculate the rate of growth of algorithms, how the running grows with increasing input size.
- We use BIG O notation to find the rate of growth of algorithms



# BIG O NOTATION

- The most used notation for complexity Analysis.
- Big O notation categorizes functions based on their rate of growth.
- Different functions that have the same rate of growth can be categorized under the same Big O category.
- Growth rate of a function is called the Order of growth, hence Big O.



# BIG O – FORMAL DEFINITION

Consider a function  $f(n)$ ,  $n$  being the input size.

Asymptotic behavior of  $f(n)$  is how fast  $f(n)$  grows as  $n$  become large.

$f(n)$  is  $O(g(n))$  if there exists constant  $c$  and  $n_0$ , such that  
 $f(n) \leq c g(n)$  for all  $n \geq n_0$



Consider  $g(n) = 5n+4$  and  $f(n) = n$

There should be some constant  $c$  and  $n_0$ , such that

$5n + 4 \leq c n$  for all  $n \geq n_0$

When  $c=6$  and  $n_0=4$ ,  $5n+4 \leq 6n$  for all  $n \geq 4$

We can say that  $g(n)=5n+4$  belongs to  $O(f(n))$ , where  $f(n) = n$ .

In other words,  $g(n)$  is  $O(n)$



- The combination of  $c$  and  $n_0$  may be infinite, we only have to prove one instance of  $c$  and  $n_0$  which holds true.
- There is no necessity to find the first ever or the best combination of  $c$  and  $n_0$ .



# COMMON ASYMPTOTIC FUNCTIONS

$F(n)$  is only represented by some simple functional forms.

These forms contain a single term in  $n$  with a co-efficient of 1.

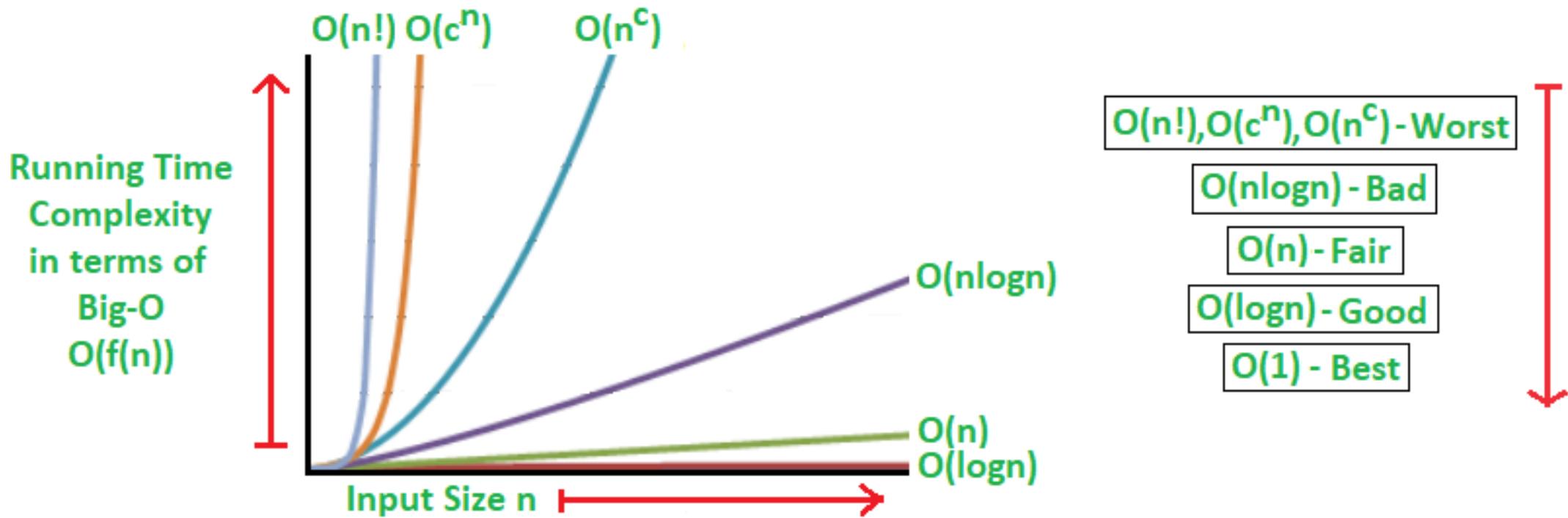
- $F(n) = c$  , constant rate of growth
- $F(n) = \log_b n, b>1$  , Logarithmic functions
- $F(n) = n$  , Linear Functions
- $F(n) = n \log n$
- $F(n) = n^2$  , Quadratic Function – occurs commonly with nested loops
- $F(n) = 2^n$  , Exponential Function, loop operations double every iteration
- $F(n) = n!$  , Factorial



# COMPARING GROWTH RATES

Value of n	log n	n	nlogn	n <sup>2</sup>	n <sup>3</sup>	2 <sup>n</sup>
1	0	1	0	1	1	2
2	1	2	2	4	8	4
4	2	4	8	16	64	16
8	3	8	24	64	512	256
16	4	16	64	256	4096	65536
32	5	32	160	1024	32768	4.29E+09
64	6	64	384	4096	262144	1.84E+19





# SLOWEST TO FASTEST GROWING FUNCTIONS

Slowest growing function



1  
 $\log n$   
 $n$   
 $n \log n$   
 $n^2$   
 $n^3$   
...  
 $n^k$   
 $2^n$   
 $3^n$   
...  
 $k^n$   
 $n!$

Fastest growing function



# RULES OF FINDING BIG O

Given any function  $F(n)$  , the following are the rules to finding Big O:

1. Always consider the fastest growing term of  $n$
2. Ignore all coefficients
3. If  $f(n)$  is a constant , according to rule 2  $f(n)$  belongs to  $o(1)$
4. Base of the log is not important



# LOOSE & TIGHT UPPERBOUNDS

$5n+4$  can also belong to  $O(n^2)$ , this is called the loose upper bound. All loose upper bounds are correct.

$f(n)$  must belong  $O(n^m)$  where  $m$  is the highest power of  $n$  in the function, this is called a tight upper bound.

$g(n)$  is the smallest possible function to satisfy the Big O definition.

