

Introduction to Algorithms

As part of Unit 1
CC4 Data Structures and Algorithms
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Priori and Posteriori Estimates

Priori analysis | Posteriori testing



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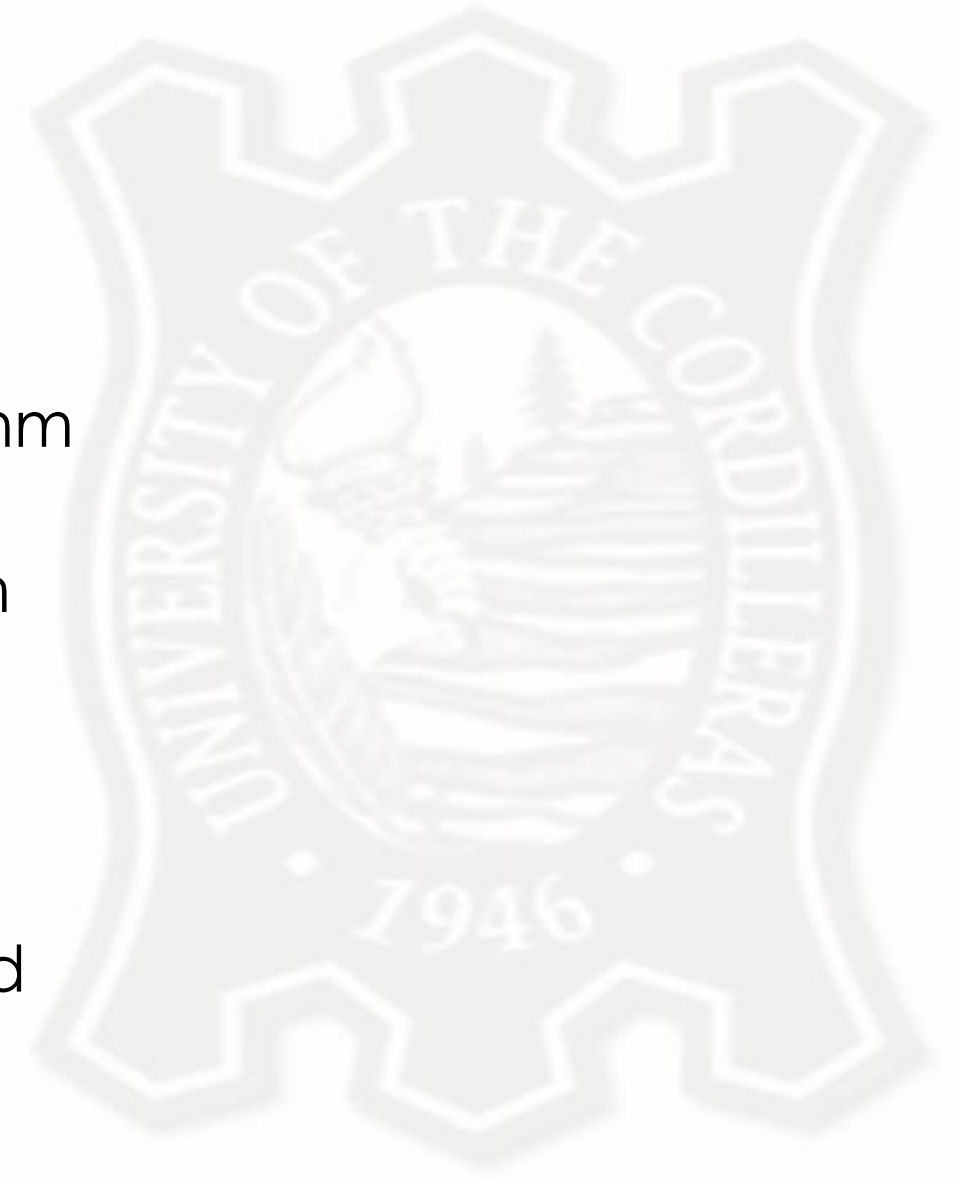
Priori and Posteriori Estimates

- Originally used for statistics and partial differential equations
- In computer science, they are used to analyze algorithms and test their effectiveness
 - Priori estimate / priori analysis – analysis of algorithms
 - Posteriori estimate / posteriori testing – testing of program codes



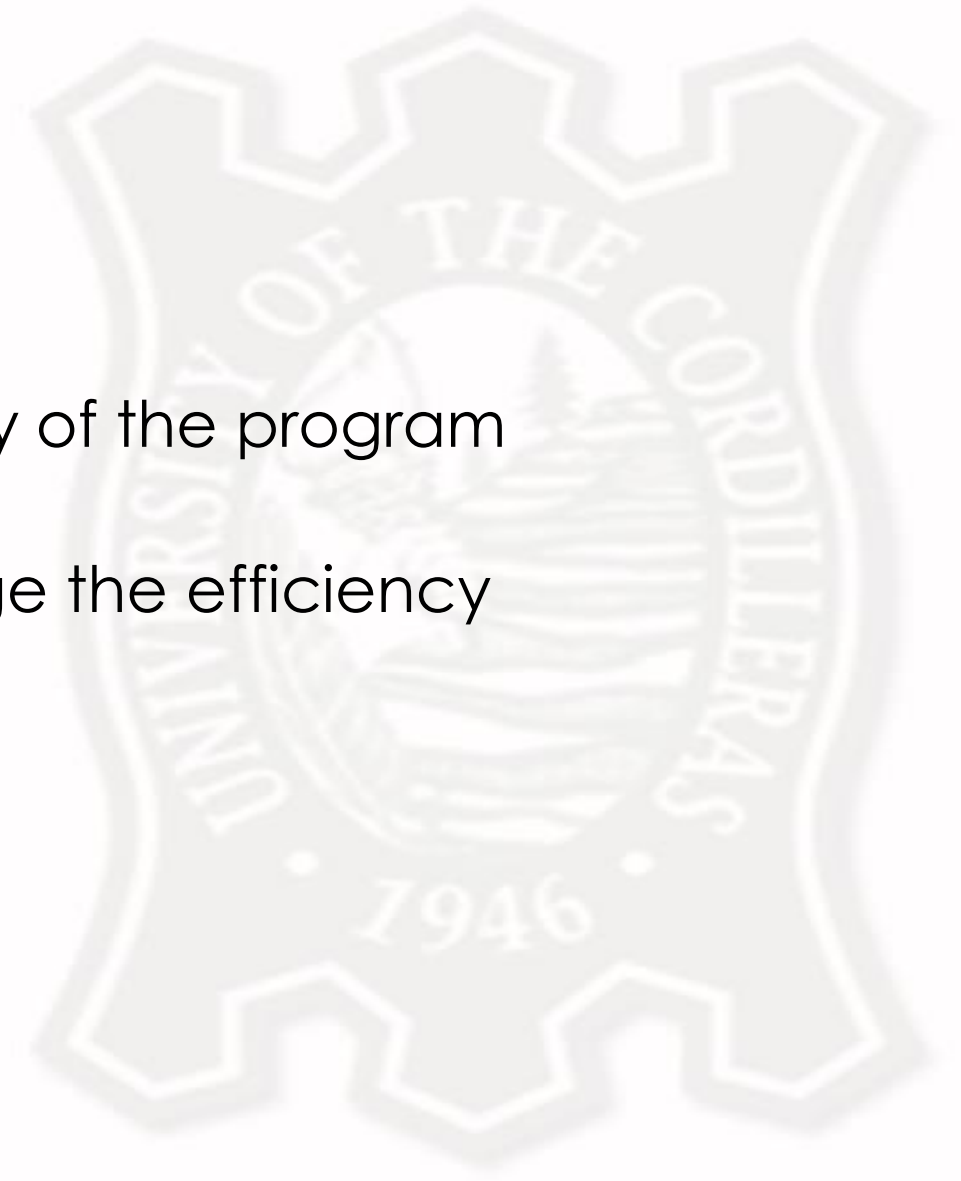
Priori Analysis

- Focuses on analyzing an algorithm
 - Determine the efficiency of the algorithm
 - Determine the time and space
 - Done before it is coded into a program
- Independent of language
 - Usually expressed in pseudocode
- Independent on hardware
 - Worst case scenario is usually measured



Posteriori Testing

- Done on a program
 - Usually focuses on testing the efficiency of the program
 - Also looks into watch time and bytes
 - There are other factors that can change the efficiency
- Dependent on the:
 - Language
 - Hardware (usually space)
 - Operating system





Asymptotic Notation

What is asymptotic notation? | Types of asymptotic notations



What is Asymptotic Notation?

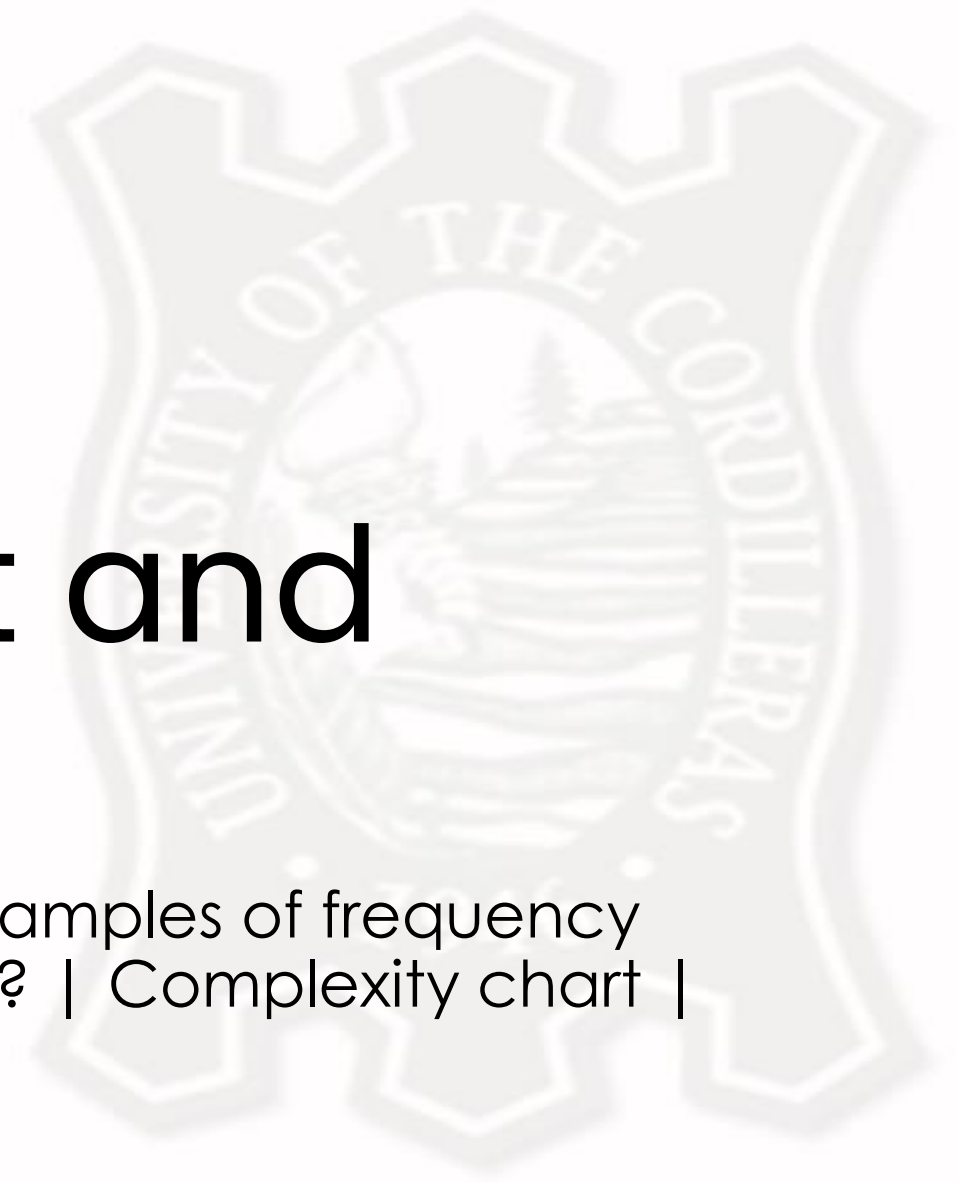
- Languages that analyzes an algorithm's running time
- Done by identifying its behavior as the input size for the algorithm increases
- Usually used to measure time, but can also measure space



Types of Asymptotic Notations

- **Big-O notation (O)**
 - Identifies the **worst case** scenario complexity of an algorithm
- **Omega notation (Ω)**
 - Identifies the **best case** scenario complexity of an algorithm
- **Theta notation (Θ)**
 - Identifies the **average case** scenario complexity of an algorithm





Frequency Count and Big-O Notation

What is the Frequency Count method? | Examples of frequency count method | What is the Big-O Notation? | Complexity chart | Examples of Big-O Notation



What is the Frequency Count Method?

- Method to determine the time (usually) and space of an algorithm
- Can be known by **assigning one unit of time / space for each statement**
- If any statement is repeating, then the frequency is calculated and the time taken is computed



Example – Frequency Count Method

```
K = 500;  
for (j=1; j<=K; j++)  
    x= x+1;  
n=200;
```

Substituting actual value for k.
Freq. count. = 1504
= $O(1)$

Frequency Count

1
1 + k + 1 + k
k
1



What is the Big O Notation?

- Type of asymptotic notation
- Used to determine the efficiency and **complexity** of an algorithm:
 - Average
 - Best
 - Worst case – usually used
- Looks into the complexity in terms of the input size
- Used for priori analysis
- Frequency count method must be done first to properly identify the complexity



Big O Notation

General Rules to Determine:

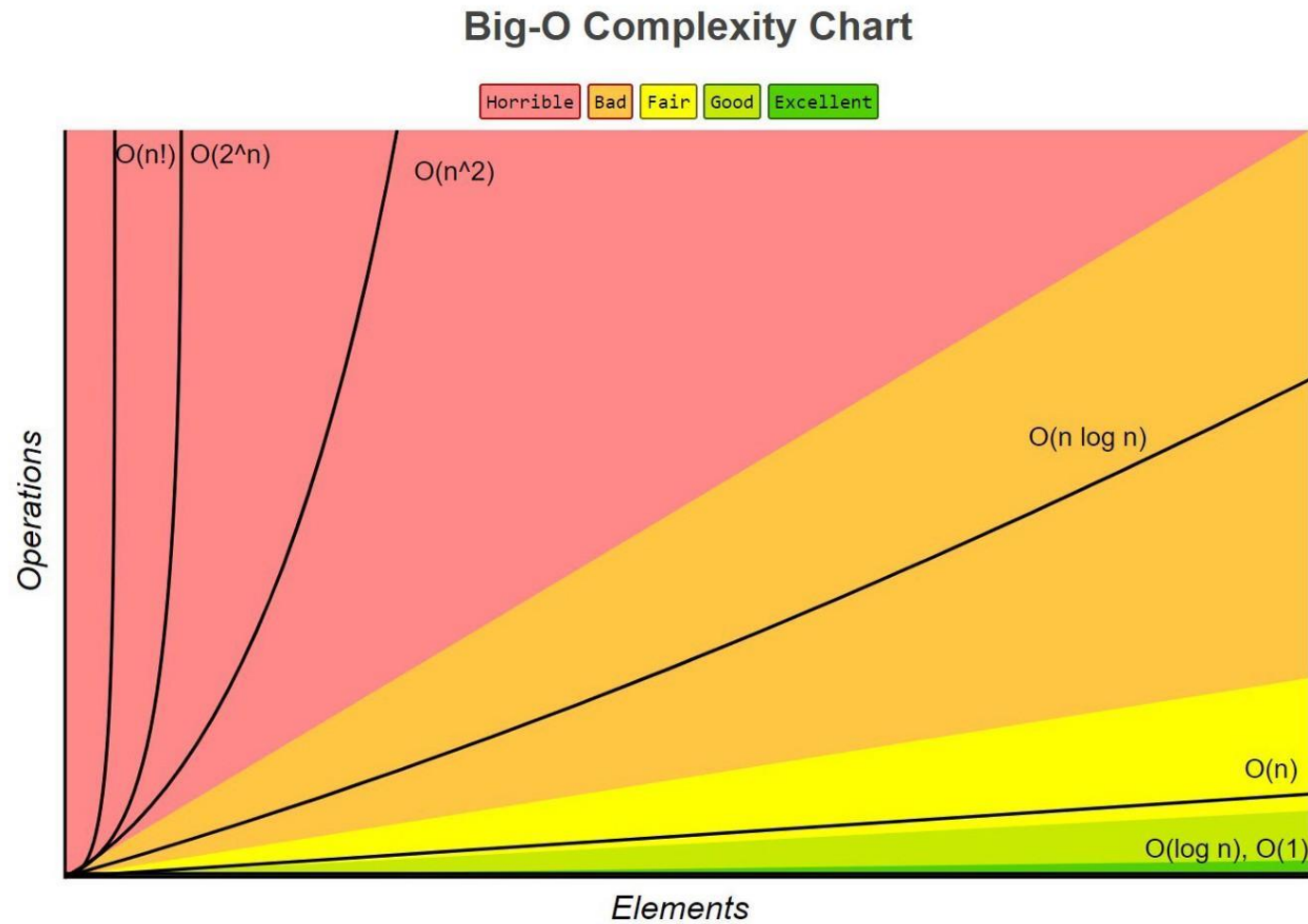
- Ignore constants
- Certain terms dominate others:

$$O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2) < O(2n) < O(n!)$$

- Ignore low-order terms when the high-order terms are present



Big O Complexity Chart



Big O Measure of Efficiency

- Measure of efficiency for $n = 10,000$

| Efficiency | Big-O | Iterations | Estimated Time |
|--------------------|---------------|--------------|----------------|
| Logarithmic | $O(\log n)$ | 14 | Microsecond |
| Linear | $O(n)$ | 10,000 | Seconds |
| Linear Logarithmic | $O(n \log n)$ | 140,000 | Seconds |
| Quadratic | $O(n^2)$ | $10,000^2$ | Minutes |
| Polynomial | $O(n^k)$ | $10,000^k$ | Hours |
| Exponential | $O(c^n)$ | $2^{10,000}$ | Intractable |
| Factorial | $O(n!)$ | $10,000!$ | Intractable |



Big O Complexity Chart

- Looks into the time that is taken to finish a set of operations
- Usually states the efficiency of the algorithm
 - “Horrible” notations can be faster depending on the number of operations
 - “Good” notations are usually better on shorter operations, but worse at larger ones



Big O Complexity Chart

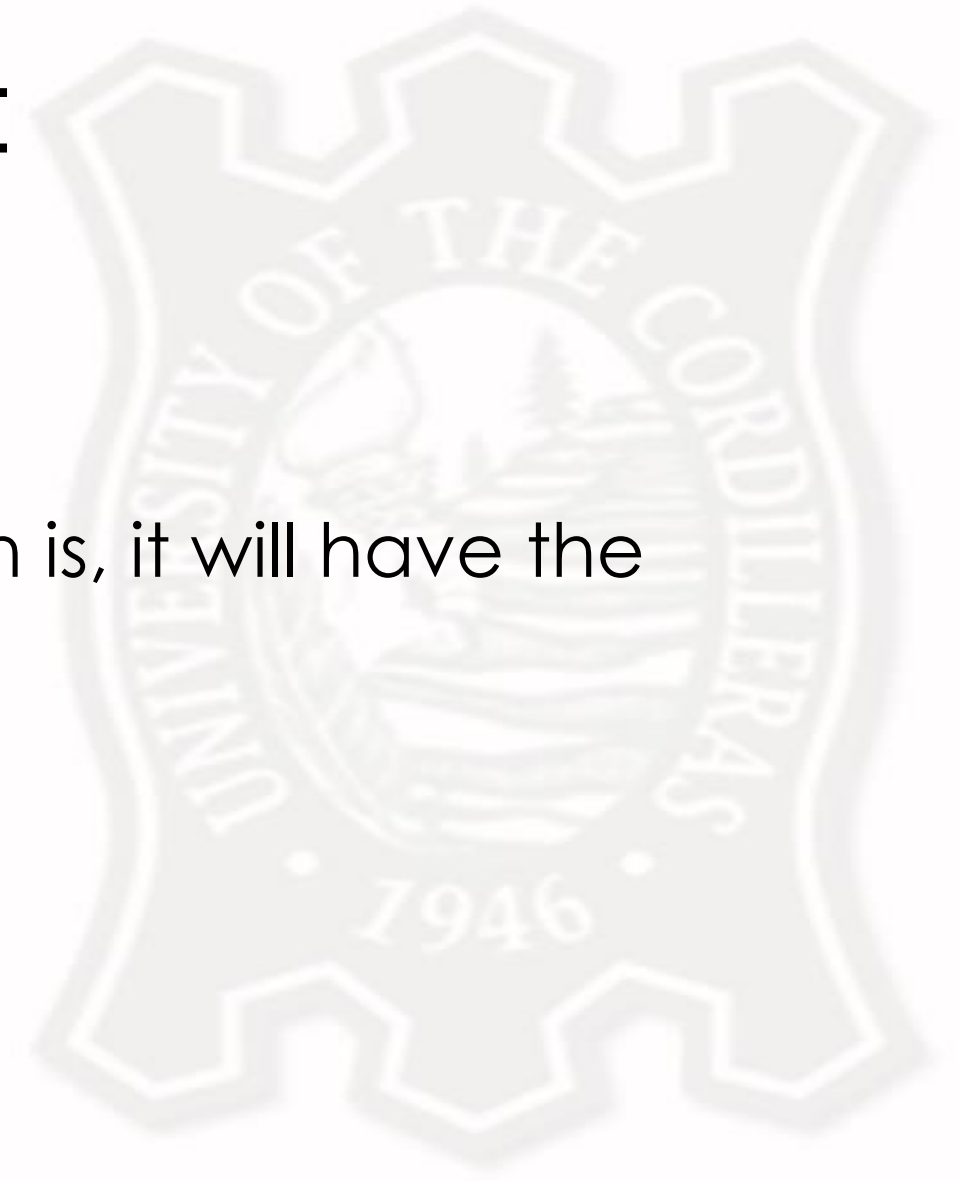
- Constant time
- Linear time
- Quadratic time



Big O Complexity Chart

Constant Time

- Independent of input size
- It doesn't matter what the operation is, it will have the same complexity
- Notation(s): $O(1)$
- Sample operations:
 - Assignment to a variable
 - Printing



Big O Complexity Chart

Linear Time

- The more operations, the slower the time
- Better for shorter operations
- Notation(s): $O(\log N)$, $O(N)$, $O(N \log N)$
- Sample operations:
 - Decision control structures
 - One-layered iterative control structures



Big O Complexity Chart

Quadratic Time

- The more operations, the shorter the time
- Better for longer operations
- Notation(s): $O(N^2)$, $O(2N)$, $O(N!)$
- Sample operations:
 - Nested iterative control structures
 - Recursive loops
 - Permutations



Big O Notation

- $O(1)$
 - Constant; most instructions are executed once or at most only a few times
- $O(\log n)$
 - Program slightly slower as N grows; normally in programs that solve a big problem by transforming it into a small problem, cutting the size by some constant factor
- $O(n)$
 - Linear; proportional to the size of N



Big O Notation

- $O(n \log n)$
 - Occurs in algorithms that solve a problem by breaking it up into smaller sub-problems, solve them independently and then combining the solution
- $O(n^2)$
 - Quadratic; can be seen in algorithms that process all pairs of data items.
- $O(n^k)$
 - Polynomial; algorithms that process polynomial of data items.



Big O Notation

- $O(2^n)$
 - Exponential; brute-force situation
- $O(n!)$
 - Factorial

Example: given 2 algorithms performing the same task on N inputs, which is faster and efficient?

| <u>P1</u> | <u>P2</u> |
|--------------------------|----------------------------|
| $10n$ | $n^2/2$ |
| $O(n)$ | $O(n^2)$ |

Big O Notation

| <u>N</u> | <u>P1</u> | <u>P2</u> |
|----------|-----------|-----------|
| 1 | — | — |
| 5 | — | — |
| 10 | — | — |
| 15 | — | — |
| 20 | — | — |
| 30 | — | — |

Substitute values in N and determine which among the two algorithms is more efficient and faster.



Big O Notation

| <u>N</u> | <u>P1</u> | <u>P2</u> |
|----------|-----------|-----------|
| 1 | 10 | 0.5 |
| 5 | 50 | 12.5 |
| 10 | 100 | 50 |
| 15 | 150 | 112.5 |
| 20 | 200 | 200 |
| 30 | 300 | 450 |

P2 is faster and more efficient for $N \leq 20$, but for $N > 20$, P1 proves to be faster than P2.



Example – Big O Notation

```
public static int returnSum (int a[], n) {  
    int s = 0;  
    for (int i = 0; i < n; i++) {  
        s = s + a[i];  
    }  
    return s;  
}
```



Example – Big O Notation

```
for (j=1; j<=n; j++) {  
    for (k=1; k<=n; k++) {  
        c[j][k] = 0;  
        for (l=1; l<=n; l++) {  
            c[j][k] = c[j][k] * b[l][k];  
        }  
    }  
}
```

