

Analysis of an Algorithm

Slides based on

- T.H. Cormen, C.E. Leiserson, R.L. Rivest, and C. Stein: *Introduction to Algorithms*
- R. Sedgewick and K. Wayne: *Algorithms*

$I_1 \in BC$
 $I_2 \in WC$
 $I_3 \in AC$
 $I_4 \in Others$

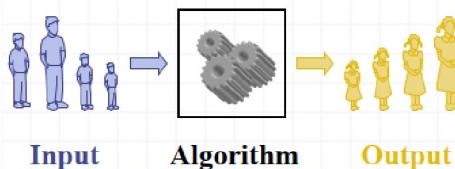
t_1 t_2
 t_1' t_2'
 t_1'' t_2''

Algorithm

best case
 worst case
 average case
 others

- What is an algorithm?

- A step-by-step procedure for solving a problem in a finite amount of time.



- Questions of interest while executing the program/code of an algorithm:

- How long will the program take to produce the output?

- Will it produce an output?

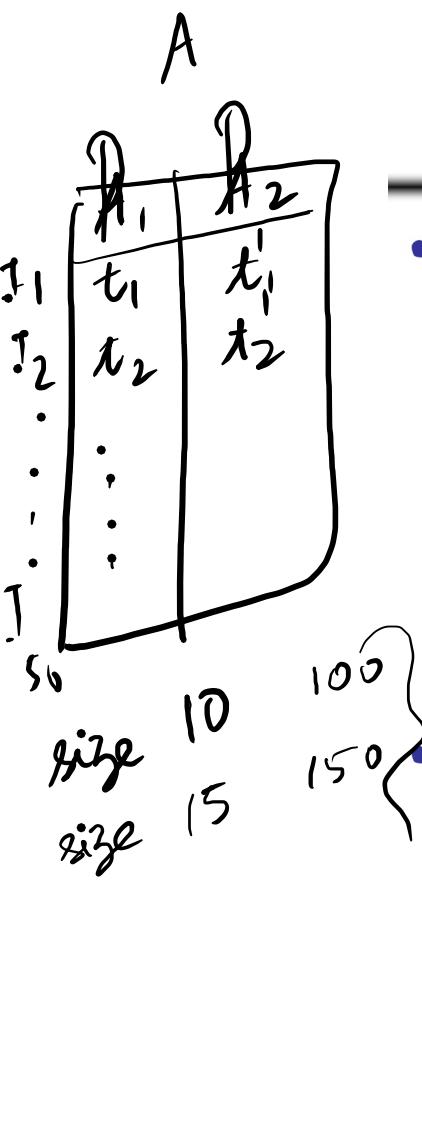
(Will it halt/terminate?)

- Will the output be correct?

- Will the execution run out of memory?

} Design of Algorithm

Aim for analyzing an algorithm



- What is the goal of analysis of algorithms?
 - To measure the resources required to run an algorithm (on a computer)
 - To compare algorithms mainly in terms of running time but also in terms of other factors (e.g., memory requirements, programmer's effort etc.)

- What do we mean by running time analysis?

- Determine how running time increases as the **size** of the problem increases.

input size

$$\begin{aligned}n & T(n) \\&= f(n) \\&\approx 10n\end{aligned}$$
$$T_1(n) \approx 10n$$
$$T_2(n) \approx 10n + 14$$

Input Size

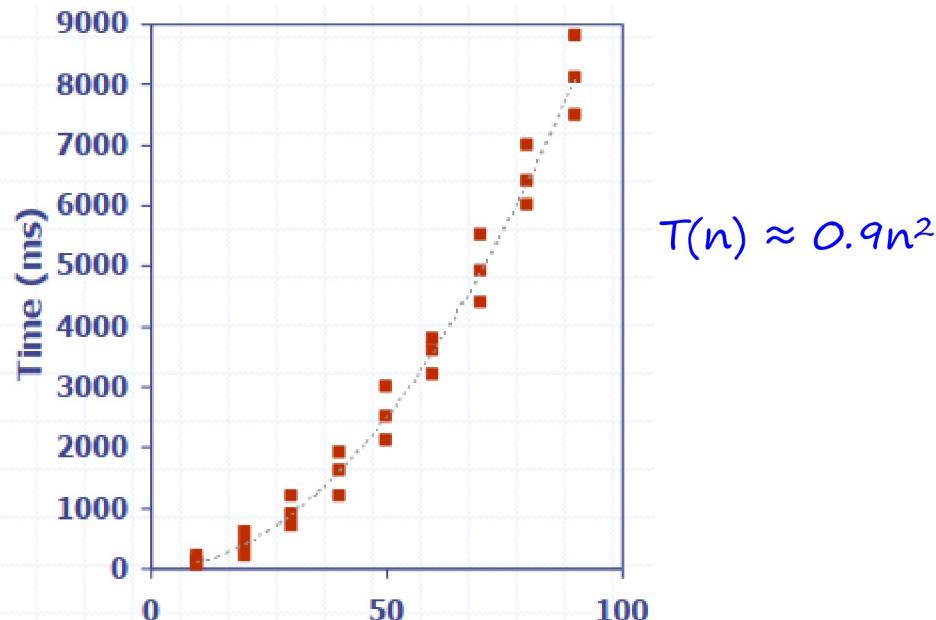
- Input size (number of elements in the input)
 - size of an array
 - degree of a polynomial
 - # of elements in a matrix
 - # of bits in the binary representation of the input
 - vertices and edges in a graph
- n is reserved for input size*
- Helps come up with an objective measure to analyse an algorithm.*

Experimental/Scientific Analysis

Observe → Hypothesize → Predict → Verify → Validate → hypothesize → predict ...

Write a program for the algorithm

- Run the program with inputs of varying size and composition
- Use a method to get an accurate measure of the actual running time
- Plot the result



Experimental Analysis - Example

Problem: 3-SUM Given n distinct integers, how many triples sum to zero?

Brute force algorithm: Assume that the input is an array A of size n .

$\text{Triples} \leftarrow 0$

For $i = 1$ to $n-2$

 For $j = i+1$ to $n-1$

 For $k = j+1$ to n

 If $A[i] + A[j] + A[k] = 0$ then

$\text{Triples} \leftarrow \text{Triples} + 1$

Print Triples

Instance: 30, -40, -10, -20, 40, 0, 10, 5 o/p: 4		
Tuple #	Tuple	Sum
1	30, -40, -10	-20
2	30, -40, -20	-30
3	30, -40, 40	30
4	30, -40, 0	-10
5	30, -40, 10	0
6	30, -40, 5	-5
7	30, -10, -20	0
8	30, -10, 40	60
...		
	-40, 40, 0	0
...		
	-10, 0, 10	0
...		
56	0, 10, 5	15

Experimental Analysis - Example

A Java Program for the algorithm:

```
Public class ThreeSum  
{  
    Public static int Triples(int[], A)  
    {  
        int n = A.length;  
        int Triples = 0;  
        For (int i=0; i<n-3; i++)  
            For (int j=i+1; j<n-2; j++)  
                For (int k=j+1; k<n-1; k++)  
                    If (A[i]+A[j]+A[k] == 0)  
                        Triples++;  
    Return Triples;  
}
```

```
public static void  
Main(string[] args)  
{  
    In in=new In(args[0]);  
    int[] A=in.readAllInts();  
    Stdout.Println(Triples(A));  
}  
}
```