

【DS】 Day3

☰ Tags	
📅 Date	@May 22, 2022
☰ Summary	Analysis of Algorithms

【Week1】 Analysis of Algorithms

1.8 Order-of-Growth Classification

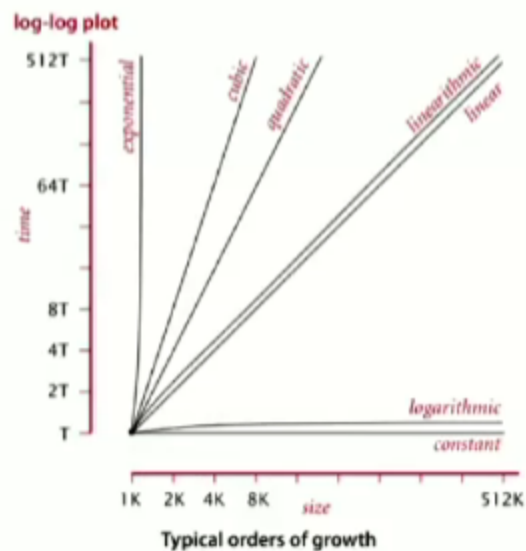
Common order-of-growth classification

Good news. the small set of functions

1 , $\log N$, N , $N \log N$, N^2 , N^3 , and 2^N

suffices to describe order-of-growth of typical algorithms.

order of growth discards
leading coefficient



order of growth	name	typical code framework	description	example	$T(2N) / T(N)$
1	constant	<code>a = b + c;</code>	statement	add two numbers	1
$\log N$	logarithmic	<code>while (N > 1) { N = N / 2; ... }</code>	divide in half	binary search	~ 2
N	linear	<code>for (int i = 0; i < N; i++) { ... }</code>	loop	find the maximum	2
$N \log N$	linearithmic	[see mergesort lecture]	divide and conquer	mergesort	~ 2
N^2	quadratic	<code>for (int i = 0; i < N; i++) for (int j = 0; j < N; j++) { ... }</code>	double loop	check all pairs	4
N^3	cubic	<code>for (int i = 0; i < N; i++) for (int j = 0; j < N; j++) for (int k = 0; k < N; k++) { ... }</code>	triple loop	check all triples	8
2^N	exponential	[see combinatorial search lecture]	exhaustive search	check all subsets	$T(N)$

1.9 Memory

Modern Machine: We assume a 64-bit machine with 8 byte pointers.

type	bytes
boolean	1
byte	1
char	2
int	4
float	4
long	8
double	8

for primitive types

type	bytes
char[]	$2N + 24$
int[]	$4N + 24$
double[]	$8N + 24$

for one-dimensional arrays

type	bytes
char[][]	$\sim 2 M N$
int[][]	$\sim 4 M N$
double[][]	$\sim 8 M N$

for two-dimensional arrays

Object overhead: 16 bytes

Reference: 8 bytes

Padding: Each object uses a multiple of 8 bytes

Example: A virgin String of length N uses $\sim 2N$ bytes of memory

```
// 16 bytes(object overhead)
// 8 bytes reference to array
// 2N + 24 bytes(char[] arra)
// 3 * 4-byte ints
// 4 byte padding
public class String {
    private char[] value;
    private int offset;
    private int count;
    private int hash;
}
```