

CSE 221 Algorithms: Ch2

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Asymptotic Notations

- **O-notation:**

When we have only an **asymptotic upper bound**, we use O-notation. For a given function $g(n)$, we denote by $O(g(n))$ (pronounced “big-oh of g of n” or sometimes just “oh of g of n”) the set of functions

$$O(g(n)) = \{ f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq c \cdot g(n) \text{ for all } n \geq n_0 \}$$

- $1 < \log n < \sqrt{n} < n < n \log n < n^2 < n^3 < \dots < 2^n < 3^n \dots < n^n$

Lower Bound

Avg. Bound

Upper Bound

- **Example:**

$$f(n) = 2n+3 \dots\dots\dots [f(n) = O(n)]$$

$$2n+3 \leq 2n^2+3n^2$$

$$\underline{2n+3} \leq \underline{5n^2} \dots\dots\dots [n \geq 1]$$

$$f(n) \leq c \cdot g(n)$$

$$f(n) = O(n^2)$$

Asymptotic Notations Cont.

- **Ω -notation:**

When we have only an **asymptotic lower bound**, we use Ω -notation. For a given function $g(n)$, we denote by $\Omega(g(n))$ (pronounced “big omega of g of n” or sometimes just “omega of g of n”) the set of functions

$$\Omega(g(n)) = \{ f(n) : \text{there exist positive constants } c \text{ and } n_0 \text{ such that } 0 \leq c \cdot g(n) \leq f(n) \text{ for all } n \geq n_0 \}$$

- $1 < \log n < \sqrt{n} < n < n \log n < n^2 < n^3 < \dots < 2^n < 3^n \dots < n^n$

Lower Bound

Avg. Bound

Upper Bound

- **Example:**

$$f(n) = 2n+3 \dots [f(n) = \Omega(n)]$$

$$\underline{2n+3} \geq \underline{1} * \log n \dots [\text{for all } n \geq 1]$$

$$f(n) \quad c \quad g(n)$$


$$f(n) = \Omega(\log n)$$

Asymptotic Notations Cont.

- **Θ Notation:**

When we have only an **asymptotic average bound**, we use Θ-notation. For a given function $g(n)$, we denote by $\Theta(g(n))$ (pronounced “big theta of g of n” or sometimes just “theta of g of n”) the set of functions

$\Theta(g(n)) = \{ f(n): \text{there exist positive constants } c_1, c_2 \text{ and } n_0 \text{ such that } 0 \leq c_1 * g(n) \leq f(n) \leq c_2 * g(n) \text{ for all } n \geq n_0 \}$

- $1 < \log n < \sqrt{n} < n < n \log n < n^2 < n^3 < \dots < 2^n < 3^n < \dots < n^n$
- 
- Lower Bound Avg. Bound Upper Bound

- $c_1 * g(n) \leq f(n) \leq c_2 * g(n)$

- **Example:**

$$f(n) = 2n+3$$

$$1 * n \leq 2n+3 \leq 5 * n$$

$$f(n) = \Theta(n)$$

Properties of Asymptotic Function

- General Properties:

Properties of Asymptotic Notations

General Properties

- if $f(n)$ is $O(g(n))$ then $a \cdot f(n)$ is $O(g(n))$

eg: $f(n) = 2n^2 + 5$ is $O(n^2)$

then $7 \cdot f(n) = 7(2n^2 + 5)$

$= 14n^2 + 35$ is $O(n^2)$

Properties of Asymptotic Function Cont.

- Reflexive

Reflexive

if $f(n)$ is given then $f(n) = O(f(n))$

eg: $f(n) = n^2$ $O(\underset{\uparrow}{n^2})$

- Transitive

Transitive

if $f(n)$ is $O(g(n))$ and $g(n)$ is $O(h(n))$

then $f(n) = O(h(n))$

eg: $f(n) = n$ $g(n) = n^2$ $h(n) = n^3$

n is $O(n^2)$ and n^2 is $O(n^3)$

then n is $O(n^3)$

Properties of Asymptotic Function Cont.

- Symmetric

Symmetric

if $f(n)$ is $\Theta(g(n))$ then $g(n)$ is $\Theta(f(n))$

eg: $f(n) = n^2$ $g(n) = n^2$

$f(n) = \Theta(n^2)$

$g(n) = \Theta(n^2)$

- Transpose Symmetric

Transpose Symmetric

if $f(n) = O(g(n))$ then $g(n)$ is $\Omega(f(n))$

eg: $f(n) = n$ $g(n) = n^2$

then n is $O(n^2)$ and

n^2 is $\Omega(n)$

Properties of Asymptotic Function Cont.

- Example:

if $f(n) = O(g(n))$
and $f(n) = \Omega(g(n))$

$$g(n) \leq f(n) \leq g(n)$$
$$\therefore f(n) = \Theta(g(n))$$

Comparison of functions(Time/Space)

- First Method
 - Smaller/Greater/Equal

n	n^2	n^3
2	$2^2=4$	$2^3=8$
3	$3^2=9$	$3^3=27$
4	$4^2=16$	$4^3=64$

- Second Method
 - Using logarithm

$$\begin{array}{cc} n^2 & n^3 \\ \text{Apply Log on Both sides} & \\ \log n^2 & \log n^3 \\ 2 \log n & 3 \log n \end{array}$$

Comparison of functions(Time/Space) Cont.

- Logarithm Laws : $a^{\log_c b} = b^{\log_c a}$

Logarithmic laws

Products: $\log_b mn = \log_b m + \log_b n$

Ratios: $\log_b \frac{m}{n} = \log_b m - \log_b n$

Powers: $\log_b n^p = p \log_b n$

Roots: $\log_b \sqrt[q]{n} = \frac{1}{q} \log_b n$

Change of bases: $\log_b n = \log_a n \log_b a$



Exponent and Logarithm Rules

$(a > 0, a \neq 1)$

	Exponent	Logarithm ($m, n > 0$)
Product Rule	$a^m \cdot a^n = a^{m+n}$	$\log_a(m \cdot n) = \log_a m + \log_a n$
Quotient Rule	$\frac{a^m}{a^n} = a^{m-n}$	$\log_a\left(\frac{m}{n}\right) = \log_a m - \log_a n$
Power Rule	$(a^m)^n = a^{m \cdot n}$	$\log_a(m^n) = n \cdot \log_a m$

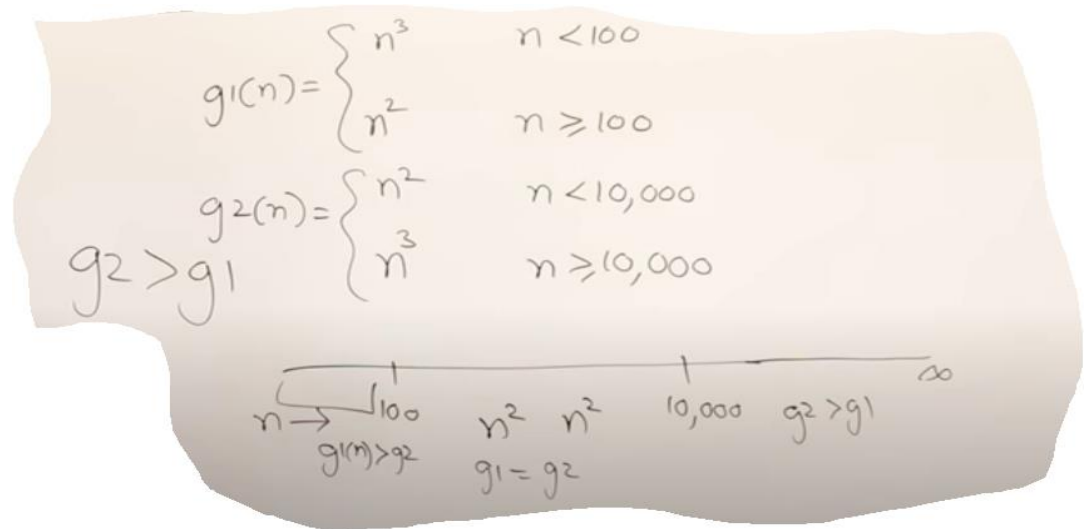
- Examples:

$f(n) = n^2 \log n > g(n) = n(\log n)^{10}$
 Apply Log
 $\log[n^2 \log n] \quad \log[n(\log n)^{10}]$
 $\log n^2 + \log \log n \quad \log n + \log(\log n)^{10}$
 $2 \log n + \log \log n \quad (\log n) + 10 \log \log n$

$f(n) = 3n^{vn} \quad g(n) = 2^{vn \log_2 n}$
 $3n^{vn} \quad 2^{\log_2(n^{vn})}$
 $3n^{vn} \quad (n^{vn})^{\log_2 2}$
 $3n^{vn} \quad n^{vn}$

Comparison of functions(Time/Space) Cont.

- $g_2(n)$ is going to be always greater than $g_1(n)$ because of the last condition of n value.



- Find out the True/False.

True or False

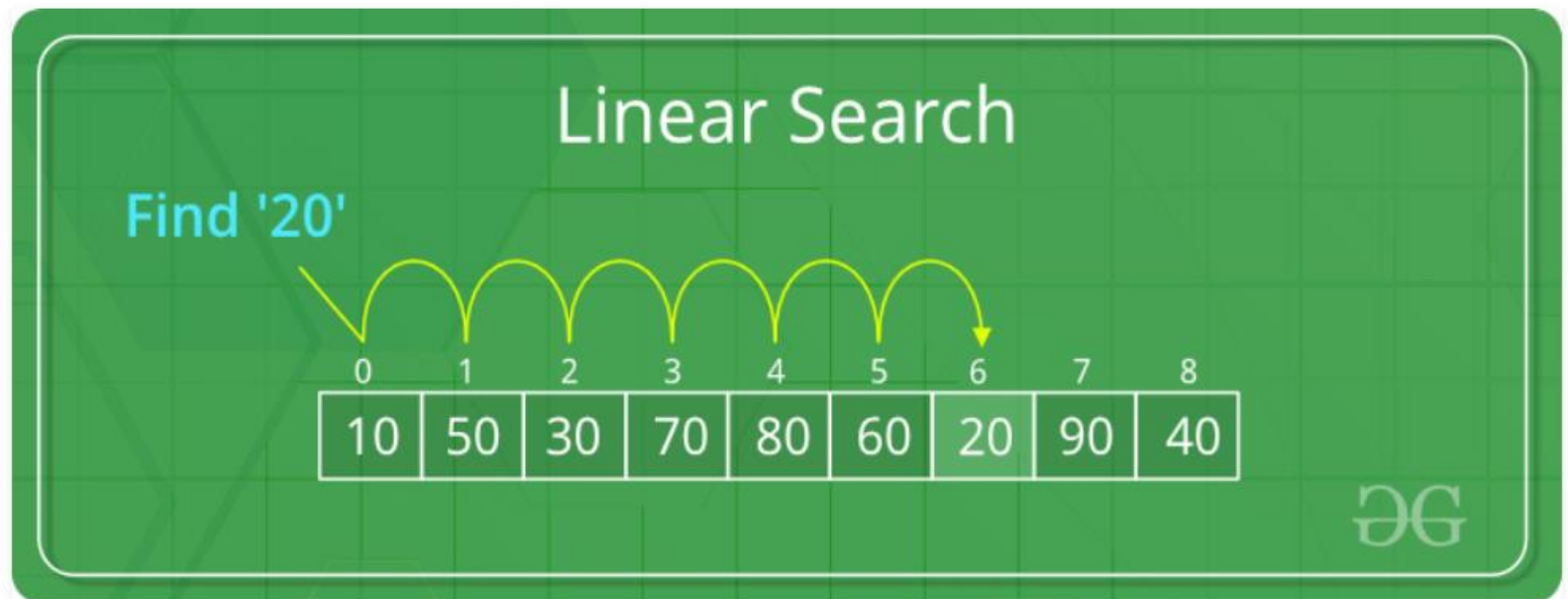
1. $(n+k)^m = O(n^m)$
2. $2^{n+1} = O(2^n)$
3. $2^{2n} = O(2^n)$
4. $\sqrt{\log n} = O(\log \log n)$
5. $n^{\log n} = O(2^n)$

Best, Worst & Average Case

- Linear Search
- Binary Search Tree

Linear Search

- A simple approach to do a linear search is, i.e.
 - Start from the leftmost element of **arr[]** and one by one compare **x(key element)** with each element of **arr[]**
 - If **x** matches with an element, return the index.
 - If **x** doesn't match with any of elements, return **-1**.
- Example:



Linear Search Cont.

- Best Case: Searching key element present at first index.
 - Best Case Time: will be constant. $B(n) = O(1)$
- Worst Case: Searching key element present at last index.
 - Worst Case Time: will be n . $W(n) = O(n)$
- Average Case: (All possible case time/number of cases). Rarely being used.
 - Average Case Time: $(1+2+3+...+n)/n = (n(n+1)/2)/n = (n+1)/2$. $A(n) = (n+1)/2$

Linear Search Cont.

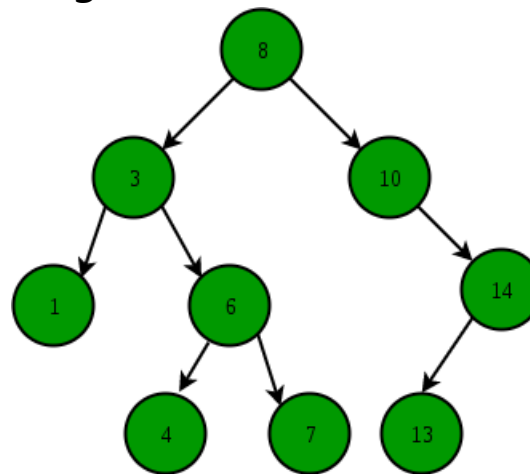
- Asymptotic Notations:

$$\begin{aligned}B(n) &= 1 \\B(n) &= O(1) \\B(n) &= \Omega(1) \\B(n) &= \Theta(1)\end{aligned}$$

$$\begin{aligned}\omega(n) &= n \\ \omega(n) &= O(n) \\ \omega(n) &= \Omega(n) \\ \omega(n) &= \Theta(n)\end{aligned}$$

Binary Search Tree

- **Binary Search Tree** is a node-based binary tree data structure which has the following properties:
 - The left subtree of a node contains only nodes with keys lesser than the node's key.
 - The right subtree of a node contains only nodes with keys greater than the node's key.
 - The left and right subtree each must also be a binary search tree.
 - Height of the tree is **$h = \log n$** .



Binary Search Tree Cont.

- Best Case: Searching for the root element.
 - Best Case Time: will be constant. $B(n) = O(1)$
- Worst Case: Searching for element present at the leaf.
 - Worst Case Time: Depends on the height of the Binary Search Tree. So, $W(n) = h$.
- We can apply the same asymptotic notations here like Linear Search.

Sorting: Bubble Sort, Insertion Sort, Selection Sort

- **Selection sort:** repeatedly pick the smallest element to append to the result.
 - Divides the array into two parts: sorted (left) and unsorted (right) subarray.
 - Selects the smallest element from unsorted subarray and places in the first position of that subarray (ascending order). Search and swap.

```
SelectionSort (Arr, N) // Arr is an array of size N.
{
    For ( I:= 1 to (N-1) ) // N elements => (N-1) pass
    {
        // I=N is ignored, Arr[N] is already at proper place.
        // Arr[1:(I-1)] is sorted subarray, Arr[I:N] is undorted subarray
        // smallest among { Arr[I], Arr[I+1], Arr[I+2], ..., Arr[N] } is at place min_index

        min_index = I;
        For ( J:= I+1 to N ) // Search Unsorted Subarray (Right lalf)
        {
            If ( Arr [J] < Arr[min_index] )
                min_index = J; // Current minimum
        }
        // Swap I-th smallest element with current I-th place element
        If (min_Index != I)
            Swap ( Arr[I], Arr[min_index] );
    }
}
```

Selection Sort (Example)

- **Selection sort** is an in-place algorithm. It performs all computation in the original array and no other array is used. Hence, the **space complexity** works out to be $O(1)$.

Time Complexity	
Best	$O(n^2)$
Worst	$O(n^2)$
Average	$O(n^2)$
Space Complexity	
$O(1)$	

```
arr[] = 64 25 12 22 11
```

```
// Find the minimum element in arr[0...4]
// and place it at beginning
```

```
11 25 12 22 64
```

```
// Find the minimum element in arr[1...4]
// and place it at beginning of arr[1...4]
```

```
11 12 25 22 64
```

```
// Find the minimum element in arr[2...4]
// and place it at beginning of arr[2...4]
```

```
11 12 22 25 64
```

```
// Find the minimum element in arr[3...4]
// and place it at beginning of arr[3...4]
```

```
11 12 22 25 64
```

Sorting:Cont.

- **Insertion sort:** repeatedly add new element to the sorted result. Shifting and sorting
 - Take the first element as a sorted sub-array.
 - Insert the second element into the sorted sub-array (shift elements if needed).
 - Insert the third element into the sorted sub-array.
 - Repeat until all elements are inserted.

```
InsertionSort (Arr, N) // Arr is an array of size N.
{
    For ( I:= 2 to N ) // N elements => (N-1) pass
    {
        // Pass 1 is trivially sorted, hence not considered
        // Subarray { Arr[1], Arr[2], ..., Arr[I-1] } is already sorted

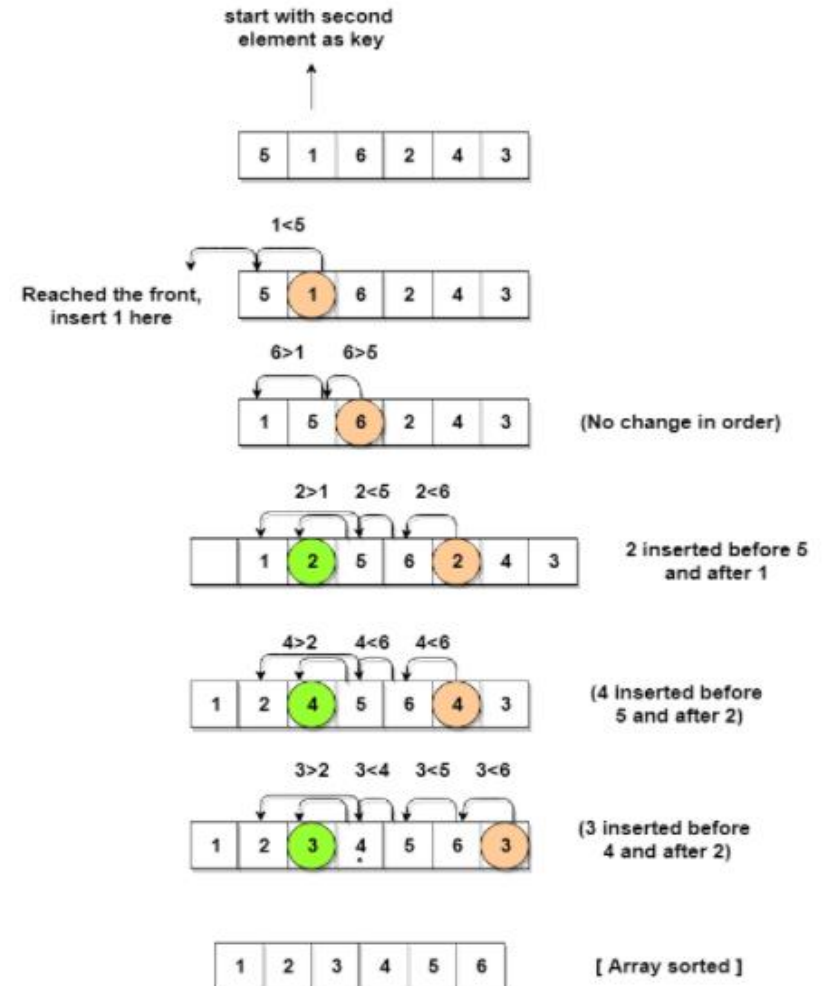
        insert_at = I; // Find suitable position insert_at, for Arr[I]
        // Move subarray Arr [ insert_at: I-1 ] to one position right

        item = Arr[I]; J=I-1;
        While ( J > 1 && item < Arr[J] )
        {
            Arr[J+1] = Arr[J]; // Move to right
            // insert_at = J;
            J--;
        }
        insert_at = J+1; // Insert at proper position
        Arr[insert_at] = item; // Arr[J+1] = item;
    }
}
```

Insertion sort(example)

- **Insertion sort** is an in-place algorithm. It performs all computation in the original array and no other array is used. Hence, the **space complexity** works out to be $O(1)$.
- The Best Case Time Complexity will be $O(n)$ instead of $O(n^2)$

Time Complexity	
Best	$O(n^2)$
Worst	$O(n^2)$
Average	$O(n^2)$
Space Complexity	
	$O(1)$



Sorting:Cont.

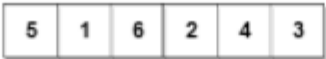
- **Bubble sort:** repeatedly compare neighbor pairs and swap if necessary.

```
BubbleSort (Arr, N) // Arr is an array of size N.
{
    For ( I:= 1 to (N-1) ) // N elements => (N-1) pass
    {
        // Swap adjacent elements of Arr[1:(N-I)] such that
        // largest among { Arr[1], Arr[2], ..., Arr[N-I] } reaches to Arr[N-I]
        noSwap = true; // Check occurrence of swapping in inner loop
        For ( J:= 1 to (N-I) ) // Execute the pass
        {
            If ( Arr [J] > Arr[J+1] )
            {
                Swap( Arr[j], Arr[J+1] );
                noSwap = false;
            }
        }
        If (noSwap) // exit the loop
            break;
    }
}
```

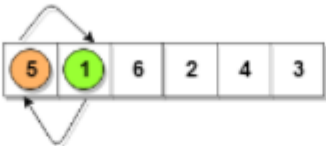
Bubble sort(example)

Time Complexity	
Best	$O(n)$
Worst	$O(n^2)$
Average	$O(n^2)$
Space Complexity	
	$O(1)$

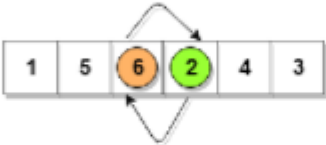
5>1
so interchange



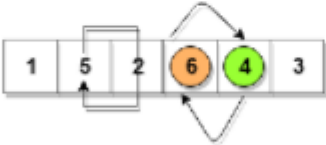
5<6
No swapping



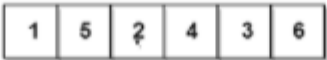
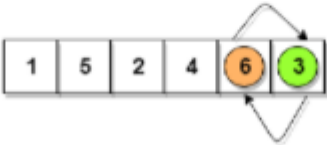
6>2
so interchange



6>4
so interchange



6>3
so interchange



This is first insertion

similarly, after all the iterations, the array gets sorted