

Analytic of Algorithms

Module 1 - Introduction to Algorithms

* Algorithm as a Technology

- An algorithm is simply a set of steps used to complete a specific task.
- If computer memory would be infinitely fast and free, studying different solutions to a problem wouldn't be a necessity.
- But memory is cheap and not free so finding different solutions of a problem and choosing the cost-efficient method is a must.

* Algorithm Design:

- The important aspects of algorithm design include:
 - ① creating an efficient algorithm.
 - ② solving the problem using efficient time and space.
- Both time and space cannot be minimized simultaneously, if one is more other is less.

* Problem Development

→ some common steps toward problem development

- ① Analyzing the Problem definition.
- ② Development of a model.
- ③ Specification of Algorithm
- ④ Designing an Algorithm
- ⑤ Checking correctness of the algorithm.
- ⑥ Analysis of the Algorithm.
- ⑦ Implementation of the Algorithm.
- ⑧ Program Testing.

* Characteristics of Algorithms

- ① Algorithms must have a unique name
- ② Algorithms should have explicitly defined set of inputs and outputs
- ③ Algorithms are well-ordered unambiguous operations.
- ④ Algorithms halt after a finite amount of time.

* Pseudocode.

→ A pseudocode gives high-level description of an algorithm without plain text and without need of actual syntax.

* Difference in Algorithm, Pseudocode and Program.

- ① Start from the leftmost element of arr[] and one by one compare each element of arr[]
- ② If n matches the index, return the index.
- ③ If n doesn't match with any of the elements return -1

Q3

→ Pseudocode.

function LinearSearch(list , searchItem)

for index from 0 → length(list)

If list[index] == SearchItem

return index

Else

pass;

Return -1.

End function.

→ Program

```
int LinearSearch (int arr[], int index):  
    for (int i = 0; i < size; i++)  
        if (arr[i] == arr[index])  
            return i;  
    else  
        pass;  
    return -1;
```

* Rate of Growth of Functions -

- The rate at which running time increases as a function of input is called Rate of Growth.
- Example - Total cost = cost of car + cost of candy

∴ Total cost = cost of car
(By approximation)

* Common Running times

④	Time complexity	Name	Example
①	1	Constant	Adding element in LL
②	$\log n$	Logarithmic	Finding element in a sorted array
③	n	Linear	Linear search
④	$n \log n$	Linear Log.	Quick sort / Merge sort
⑤	n^2	Quadratic	Shortest path b/w two nodes
⑥	n^3	Cubic	Matrix Multiplication
⑦	2^n	Exponential	Towers of Hanoi

* Asymptotic Notations and Running Time

→ The order of growth of running time is called Asymptotic Running Time.

Some Notations are:-

* Calculating Time complexity of any algorithm

① Loops → Example.

`for (int i=0; i<n; i++)` // Running n times
 {
 }

$n = y + 2$; { Suppose this step takes
 'c' time? }

$$\therefore T_n = c * n$$

$$\therefore \underline{T_n = O(n)}$$

② Nested Loop.

`for (int i=0; i<n; i++)` // Running n times
 {
 }
 {
 } for (`int j=0; j<n; j++`) // Running n times
 {
 }

$x = y + 2$; { Takes 'c' time? }

{

$$\therefore T_n = C * n * n$$

$$T_n = C * n^2$$

$$\therefore T_n = O(n^2)$$

⑥ Sequential Statement

i) $a = a + b \rightarrow O(1)$ time of constant

ii) $\text{for}(\text{int } i=0; i \leq n; i++)$

$n = y + 2;$

?

④ If - else statements

if (condition)

{
 ...
 $O(n)$

}
else
{
 ...
 $O(n^2)$

 }
 → $O(n^2)$

Priority Order

According to time taken

$O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2) <$
 $O(n^3) < O(e^n) < O(n!)$

Algorithm .

Best

Worst

Avg

① Selection Sort	$\Omega(n^2)$	$O(n^2)$	$\Theta(n^2)$
② Bubble Sort	$\Omega(n)$	$O(n^2)$	$\Theta(n^2)$
③ Insertion Sort	$\Omega(n)$	$\Theta(n^2)$	$O(n^2)$
④ Heap Sort	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n \log n)$
⑤ Quick Sort	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n^2)$
⑥ Merge Sort	$\Omega(n \log n)$	$\Theta(n \log n)$	$O(n \log n)$
⑦ Bucket Sort	$\Omega(n+k)$	$\Theta(n+k)$	$O(n^2)$
⑧ Radix Sort	$\Omega(nk)$	$\Theta(nk)$	$O(nk)$