

# Algorithms and Datastructures

## Runtime Complexity, Associative Arrays

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## Runtime Complexity

### Associative Arrays

- Introduction

- Practical Example

  - Sorting

  - Associative Array

- The runtime does not entirely depend on the size of the problem, but also on the type of input
- This results in:
  - **Best runtime:**  
Lowest possible runtime complexity for an input of size  $n$
  - **Worst runtime:**  
Highest possible runtime complexity for an input of size  $n$
  - **Average / Expected runtime:**  
The average of all runtime complexities for an input of size  $n$

- Input: Field  $a$  with  $n$  elements  
 $a[i] \in \mathbb{N}, 0 \leq a[i] \leq n, 0 \leq i < n$
- Output: Field  $a$  with  $n$  elements  $a[0] \neq 1$

|  |   |
|--|---|
| <pre>if a[0] == 0:<br/>    a[0] = 2<br/>else:<br/>    for i in range(0, n):<br/>        a[i] = 2</pre> | $\left. \begin{array}{l} \frac{\mathcal{O}(1)}{\mathcal{O}(1)} \\ \frac{\mathcal{O}(n)}{\mathcal{O}(1)} \end{array} \right\} \left. \begin{array}{l} \mathcal{O}(1) \\ \mathcal{O}(n) \cdot \mathcal{O}(1) \\ = \mathcal{O}(n) \end{array} \right\} \mathcal{O}(?)$ |
|--|---|

- Best runtime:  $\mathcal{O}(1) + \mathcal{O}(1) = \mathcal{O}(1)$
- Worst runtime:  $\mathcal{O}(1) + \mathcal{O}(n) = \mathcal{O}(n)$

- The **average runtime** is determined by the average runtime for all input instances of size  $n$
- Every element of  $a$  can have  $n$  different values  
 $\Rightarrow n \cdot \dots \cdot n = n^n$  different input instances of size  $n$ 
  - $a[i] == 1$  in  $n^{n-1}$  instances
  - $a[i] != 1$  in  $n^n - n^{n-1} = n^{n-1} \cdot (n-1)$  instances
- Sum of all runtime complexities:

$$\underbrace{n^{n-1} \cdot \mathcal{O}(1)}_{a[i] == 1} + \underbrace{n^{n-1} \cdot (n-1) \cdot \mathcal{O}(n)}_{a[i] != 1}$$

- **Average runtime:**

$$\frac{n^{n-1} + n^{n-1} \cdot (n-1) \cdot n}{n^n} = \frac{1}{n} + n - 1 \in \mathcal{O}(n)$$

- Input:  $n$  digit dual number  $a$
- Output:  $n$  digit dual number  $a + 1$
- Runtime of the algorithm is determined by the number of bits getting changed (steps)
  - 1 "0"  $\rightarrow$  "1"
  - 2 "1"  $\rightarrow$  "0"
- **Best runtime:** 1 step =  $\mathcal{O}(1)$
- **Worst runtime:**  $n$  steps =  $\mathcal{O}(n)$

Table: Binary addition

| Digits ( $n$ ) | Input      | Output     | Steps |
|----------------|------------|------------|-------|
| 10             | 1011100100 | 1011100101 | 1     |
| 4              | 1011       | 1100       | 3     |
| 8              | 11111111   | 00000000   | 8     |

# Runtime Complexity

## Example 2 - Average Steps



Table: Binary addition with  $n = 1$

| Input | Output | Steps |
|-------|--------|-------|
| 0     | 1      | 1     |
| 1     | 0      | 1     |

$$\overline{\text{steps}} = \frac{1+1}{2} = 1$$

$$= 2 - \frac{1}{1} = 2 - \frac{1}{2^{n-1}}$$

Table: Binary addition with  $n = 2$

| Input | Output | Steps |
|-------|--------|-------|
| 00    | 01     | 1     |
| 01    | 10     | 2     |
| 10    | 11     | 1     |
| 11    | 00     | 2     |

$$\overline{\text{steps}} = \frac{1+2+1+2}{4} = \frac{3}{2}$$

$$= 2 - \frac{1}{2} = 2 - \frac{1}{2^{n-1}}$$

Table: Binary addition with  $n = 3$

| Input | Output | Steps |
|-------|--------|-------|
| 000   | 001    | 1     |
| 001   | 010    | 2     |
| 010   | 011    | 1     |
| 011   | 100    | 3     |
| 100   | 101    | 1     |
| 101   | 110    | 2     |
| 110   | 111    | 1     |
| 111   | 000    | 3     |

$$\overline{\text{steps}} = \frac{1+2+1+3+1+2+1+3}{8} = \frac{7}{4}$$

$$= 2 - \frac{1}{4} = 2 - \frac{1}{2^{n-1}}$$

⇒ Average runtime:

$$2 - \frac{1}{2^{n-1}} \in \mathcal{O}(1)$$



Table: Case analysis for instances of size  $n$

| Input        | Output       | Instances | Steps    |
|--------------|--------------|-----------|----------|
| ___...___0   | ___...___1   | $2^{n-1}$ | 1        |
| ___...___01  | ___...___10  | $2^{n-2}$ | 2        |
| ___...___011 | ___...___100 | $2^{n-3}$ | 3        |
| $\vdots$     | $\vdots$     | $\vdots$  | $\vdots$ |
| _01...1111   | _10...0000   | $2^1$     | $n-1$    |
| 011...1111   | 100...0000   | $2^0$     | $n$      |
| 111...1111   | 000...0000   | 1         | $n$      |

Average steps:

$$\frac{1 \cdot 2^{n-1} + 2 \cdot 2^{n-2} + \dots + (n-1) \cdot 2^1 + n \cdot 2^0 + n \cdot 1}{2^{n-1} + 2^{n-2} + \dots + 2^1 + 2^0 + 1} = \frac{\sum_{i=1}^n (i \cdot 2^{n-i}) + n}{\sum_{i=0}^{n-1} 2^i + 1}$$

### ■ Denominator:

$$\sum_{i=0}^{n-1} 2^i + 1 \quad \begin{array}{c} \text{geometric} \\ \text{series} \end{array} = 2^n - 1 + 1 = 2^n$$

### ■ Counter:

$$\begin{aligned} & \sum_{i=1}^n \left( i \cdot 2^{n-i} \right) + n \stackrel{a=2^{a-a}}{=} 2 \sum_{i=1}^n \left( i \cdot 2^{n-i} \right) - \sum_{i=1}^n \left( i \cdot 2^{n-i} \right) + n \\ &= 1 \cdot 2^n + 2 \cdot 2^{n-1} + 3 \cdot 2^{n-2} + \dots + (n-1) \cdot 2^2 + n \cdot 2^1 \\ & \quad - 1 \cdot 2^{n-1} - 2 \cdot 2^{n-2} - \dots - (n-2) \cdot 2^2 - (n-1) \cdot 2^1 - n \cdot 2^0 + n \\ &= \underbrace{2^n + 2^{n-1} + \dots + 2^1 + 2^0}_{2^{n+1} - 1} - 1 = 2^{n+1} - 2 \end{aligned}$$

Average steps:

$$\overline{\text{steps}} = \frac{\sum_{i=1}^n (i \cdot 2^{n-i}) + n}{\sum_{i=0}^{n-1} 2^i + 1} = \frac{2^{n+1} - 2}{2^n} = 2 - \frac{1}{2^{n-1}}$$

$$\lim_{n \rightarrow \infty} \left( 2 - \frac{1}{2^{n-1}} \right) = 2 \in \mathcal{O}(1)$$

### Normal array:

$$A = [0 \Rightarrow A_0, 1 \Rightarrow A_1, 2 \Rightarrow A_2, 3 \Rightarrow A_3, \dots]$$

- Searching elements by **index**
- Lookup of element with index "3":  
 $\Rightarrow A[3] = A_3$

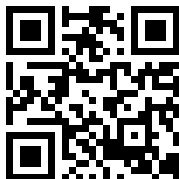
### Associative array:

$$A = \left[ \begin{array}{l} \text{"Europa"} \Rightarrow A_0, \text{"Amerika"} \Rightarrow A_1, \\ \text{"Asien"} \Rightarrow A_2, \text{"Afrika"} \Rightarrow A_3, \\ \dots \end{array} \right]$$

- Searching elements by **key**
- The keys can be of any type with unique elements
- Lookup of element with key "Afrika":  
 $\Rightarrow A[\text{"Afrika"}] = A_3$

**Table:** Country data query from <http://geonames.org>

| ISO | ISO3 | Country              | Continent | ... |
|-----|------|----------------------|-----------|-----|
| AD  | AND  | Andorra              | EU        | ... |
| AE  | ARE  | United Arab Emirates | AS        | ... |
| AF  | AFG  | Afghanistan          | AS        | ... |
| AG  | ATG  | Antigua and Barbuda  | NA        | ... |
| AI  | AIA  | Anguilla             | NA        | ... |
| AL  | ALB  | Albania              | EU        | ... |
| AM  | ARM  | Armenia              | AS        | ... |
| AO  | AGO  | Angola               | AF        | ... |
| AQ  | ATA  | Antarctica           | AN        | ... |
| ⋮   | ⋮    | ⋮                    | ⋮         | ⋮   |



**Task:** How many countries belong to each continent?

- We are interested in column 2 (country) and 3 (continent)
- There are two typical ways to solve this:
  - Using Sorting
  - Using an associative array

### Idea using sorting:

- We sort the columns 2 and 3 by continent, so that all countries with the same continent are grouped in one block
- We count the size of the blocks

### Disadvantage:

- Runtime of  $\Theta(n \log n)$
- We have to iterate the array twice (sort and then count)

### Advantage:

- Easy to implement (even with simple linux / unix commands)



### Input:

- The data is saved as tab separated text (countryInfo.txt)
- Comments begin with a hash sign #

### Commands:

- **grep**: Selects a specific set of lines (filter by ...)  
`grep -v '^#' countryInfo.txt`
  - v: not
  - ^#: # at start of line
- **cut**: Selects specific columns of each line (tab separated)  
`cut -f5,9`
  - f5,9: columns 5 and 9 (columns 2, 3 of Table 6)

### Commands:

- **sort:** Sorts lines by a key

```
sort -t ' ' -k2,2
```

-t ' ': Separator: Tab (Insert with CTRL-V TAB)

-k2,2: Key from column 2 to 2

- **uniq:** Finds or counts unique keys

```
uniq -c
```

-c: count occurrences of keys

- **head:** Displays a provided number of lines

```
head -n30
```

-n30: Displays the first 30 lines

- **less:** Displays the file page wise

### Sort countries by continent:

```
grep -v '^#' countryInfo.txt | cut -f5,9 \  
| sort -t ' ' -k2,2 | less
```

Table: Resulting data

|              |    |
|--------------|----|
| Algeria      | AF |
| Angola       | AF |
| Benin        | AF |
| Botswana     | AF |
| Burkina Faso | AF |
| Burundi      | AF |
| Cameroon     | AF |
| Cape Verde   | AF |
| ⋮            | ⋮  |

Figure: Data pipeline



### Count countries per continent:

```
grep -v '^#' countryInfo.txt | cut -f9 \  
| sort | uniq -c | sort -nr
```

**Table:** Resulting data

|    |    |
|----|----|
| 58 | AF |
| 54 | EU |
| 52 | AS |
| 42 | NA |
| 27 | OC |
| 14 | SA |
| 5  | AN |

**Figure:** Data pipeline



### Idea using associative arrays:

- Take the continent as **key**
- Use a counter (occurrences) or a list with all countries found belonging to this continent as **value**

### Advantage:

- Runtime  $\mathcal{O}(n)$ , implied we can find an element in  $\mathcal{O}(1)$  like in an normal array

### Python:

```
# creates a new map (called dictionary)
countries = {"DE" : "Deutschland", \
            "EN" : "England"}

# check if element exists
if "EN" in countries:
    print("Found %s!" % countries["EN"])

# map key "DE" to value 0
countries["DE"] = "Germany"

# delete key "DE"
del countries["DE"]
```

### Efficiency:

- Depends on implementation
- Two typical implementations:
  - **Hashing:** Calculates a checksum of the key and uses as key of a normal array  
search:  $\mathcal{O}(1) \dots \mathcal{O}(n)$   
insert:  $\mathcal{O}(1) \dots \mathcal{O}(n)$   
delete:  $\mathcal{O}(1) \dots \mathcal{O}(n)$
  - **(Binary-)Tree:** Creates a sorted (binary) tree  
search:  $\mathcal{O}(\log n) \dots \mathcal{O}(n)$   
insert:  $\mathcal{O}(\log n) \dots \mathcal{O}(n)$   
delete:  $\mathcal{O}(\log n) \dots \mathcal{O}(n)$

**Table:** Map implementations of programming languages

|          | Hashing                          | (Binary-)Tree                  |
|----------|----------------------------------|--------------------------------|
| Python   | all dictionaries                 |                                |
| Java     | <code>java.util.HashMap</code>   | <code>java.util.TreeMap</code> |
| C++11/14 | <code>std::unordered_map</code>  | <code>std::map</code>          |
| C++98    | <code>__gnu_cxx::hash_map</code> | <code>std::map</code>          |



## ■ General

[CRL01] Thomas H. Cormen, Ronald L. Rivest, and Charles E. Leiserson.

**Introduction to Algorithms.**

MIT Press, Cambridge, Mass, 2001.

[MS08] Kurt Mehlhorn and Peter Sanders.

Algorithms and data structures, 2008.

<https://people.mpi-inf.mpg.de/~mehlhorn/ftp/Mehlhorn-Sanders-Toolbox.pdf>.

## ■ Map - Implementations / API

[Java] [Java - HashMap](#)

`https://docs.oracle.com/javase/7/docs/api/java/util/HashMap.html`

[Java] [Java - TreeMap](#)

`https://docs.oracle.com/javase/7/docs/api/java/util/TreeMap.html`

[Pyt] [Python - Dictionaries \(Hash table\)](#)

`https://docs.python.org/3/tutorial/datastructures.html#dictionaries`

## ■ Map - Implementations / API

[Cppa] [C++ - hash\\_map](#)

[http://www.sgi.com/tech/stl/hash\\_map.html](http://www.sgi.com/tech/stl/hash_map.html)

[Cppb] [C++ - map](#)

<http://www.sgi.com/tech/stl/Map.html>