

# Algorithms and Datastructures

Runtime analysis Minsort / Heapsort, Induction

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Algorithms and Datastructures, October 2017

# Structure

Runtime Example

Minsort

Basic Operations

Runtime analysis

Minsort

Heapsort

Introduction to Induction

Logarithms

# Structure

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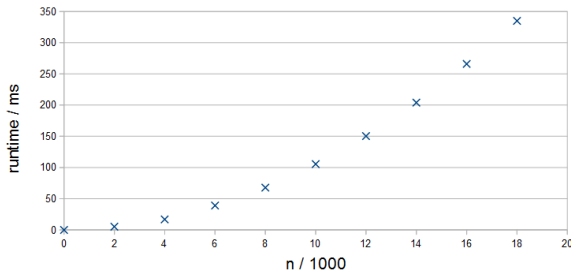
Logarithms

# Runtime analysis - Minsort



**How long does the program run?**

# Runtime analysis - Minsort



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- ▶ In the last lecture we had a schematic
- ▶ **Observation:** It is going to be “disproportionally” slower the more numbers are being sorted

# Runtime analysis - Minsort



## How long does the program run?

- ▶ In the last lecture we had a schematic
- ▶ **Observation:** It is going to be “disproportionally” slower the more numbers are being sorted
- ▶ How can we say more precisely what is happening?

# Runtime analysis - Minsort

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- ▶ **Problem:** The runtime is also depending on many other influences, especially:
  - ▶ Which kind of computer is the code executed on
  - ▶ What is running in the background
  - ▶ Which compiler is used to compile the code



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## How can we analyze the runtime?

- ▶ Ideally we have a formula which provides the runtime of the program for an specific input
- ▶ **Problem:** The runtime is also depending on many other influences, especially:
  - ▶ Which kind of computer is the code executed on
  - ▶ What is running in the background
  - ▶ Which compiler is used to compile the code
- ▶ **Abstraction 1:** Analyze the number of basic operations, rather than analyzing the runtime

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# Basic Operations

## Incomplete list of basic operations:

- ▶ Arithmetic operation, for example:  $a + b$
- ▶ Assignment of variables, for example:  $x = y$
- ▶ Function call, for example: *minsort(lst)*

# Basic Operations

## Intuitive:

lines of code

## Better:

lines of machine  
code

## Best:

process cycles

## Important:

The actual runtime has to be roughly proportional to the number of operations.

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How many operations does *Minsort* need?

- ▶ **Abstraction 2:** We calculate the upper (lower) bound, rather than counting the operations exactly

**Reason:** Runtime is approximated by number of basic operations, but we can still infer:

- ▶ Upper bound
- ▶ Lower bound

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**Reason:** Runtime is approximated by number of basic operations, but we can still infer:

- ▶ Upper bound
  - ▶ Lower bound
- 
- ▶ **Basic Assumption:**
    - ▶  $n$  is size of the input data (i.e. array)
    - ▶  $T(n)$  number of operations for input  $n$

# Runtime analysis - Minsort

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$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$

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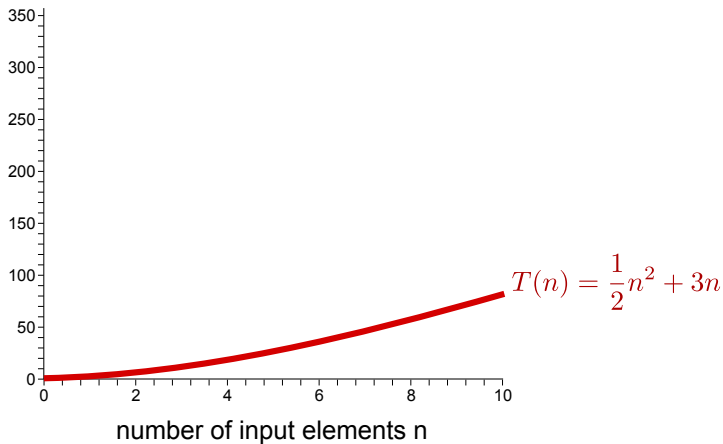
- ▶ **Observation:** The number of operations depends only on the size  $n$  of the array and not on the content!
- ▶ **Claim:** There are constants  $C_1$  and  $C_2$  such that:

$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$

- ▶ This is called “quadratic runtime” (due to  $n^2$ )

## Runtime Example

Number of Steps  
(runtime [s])



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# Runtime Example

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$C_2 = 7/2$  could have  
been larger or small  
(exact value not  
relevant)

$$T(n) = \frac{1}{2}n^2 + 3n$$

$$\frac{1}{2} \cdot n^2$$

$C_1 = 1/2$  could have been  
chosen smaller (not  
relevant), but not larger

number of input elements n

# Runtime analysis - Minsort

## We declare:

- ▶ Runtime of operations:  $T(n)$
- ▶ Number of Elements:  $n$
- ▶ Constants:  $C_1$  (lower bound),  $C_2$  (upper bound)
$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$
- ▶ Number of operations in round  $i$ :  $T_i$



Figure: *Minsort* at the iteration  $i = 4$ . We have to check  $n - 3$  elements

# Runtime analysis - Minsort

Compares at each iteration:



Figure: *Minsort* with start data

# Runtime analysis - Minsort

Compares at each iteration:

$$T_1 \leq C'_2 \cdot (n - 0)$$

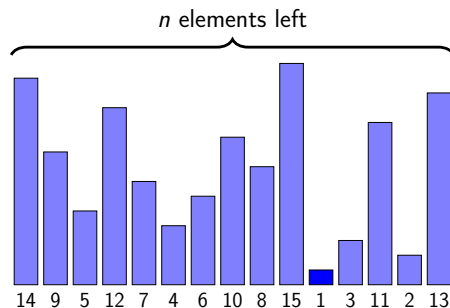


Figure: *Minsort* at iteration  $i = 1$



# Runtime analysis - Minsort

Compares at each iteration:

$$T_1 \leq C'_2 \cdot (n - 0)$$

$$T_2 \leq C'_2 \cdot (n - 1)$$

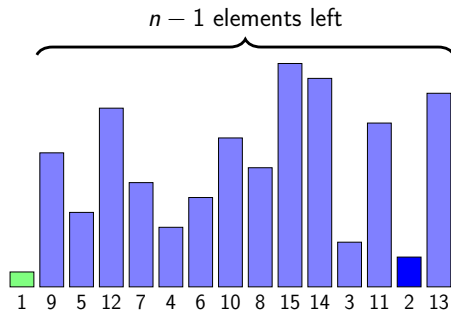


Figure: *Minsort* at iteration  $i = 2$

# Runtime analysis - Minsort

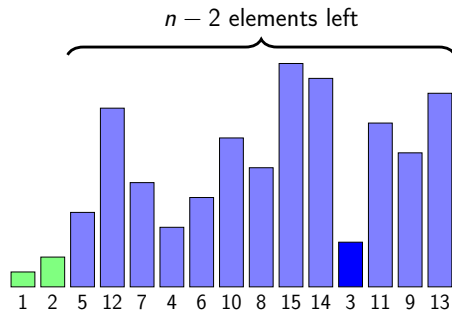


Figure: *Minsort* at iteration  $i = 3$

Compares at each iteration:

$$T_1 \leq C'_2 \cdot (n - 0)$$

$$T_2 \leq C'_2 \cdot (n - 1)$$

$$T_3 \leq C'_2 \cdot (n - 2)$$

# Runtime analysis - Minsort

Compares at each iteration:

$$T_1 \leq C'_2 \cdot (n - 0)$$

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$$T_3 \leq C'_2 \cdot (n - 2)$$

$$T_4 \leq C'_2 \cdot (n - 3)$$

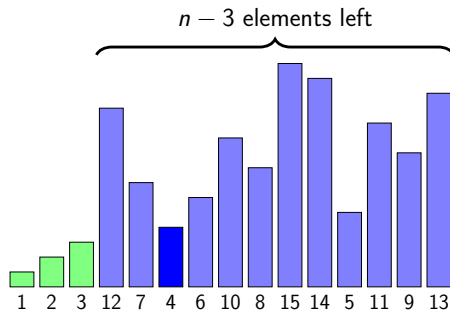


Figure: *Minsort* at iteration  $i = 4$

# Runtime analysis - Minsort

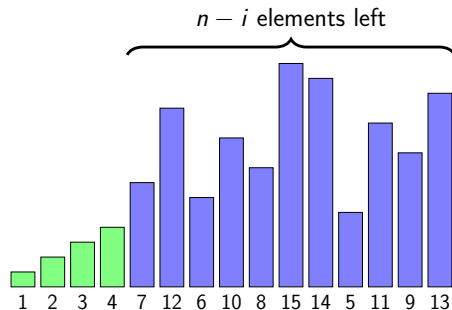


Figure: Minsort at iteration  $i$

Compares at each iteration:

$$T_1 \leq C'_2 \cdot (n - 0)$$

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$\vdots$

$$T_{n-1} \leq C'_2 \cdot 2$$

$$T_n \leq C'_2 \cdot 1$$

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Figure: Minsort at iteration

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$$T(n) = C'_2 \cdot (T_1 + \cdots + T_n) \leq \sum_{i=1}^n (C'_2 \cdot i)$$

# Runtime analysis - Minsort

## Alternative: Analyse the Code:

```
def minsort(elements):  
    for i in range(0, len(elements)-1):  
        minimum = i  
  
        for j in range(i+1, len(elements)):  
            if elements[j] < elements[minimum]:  
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        if minimum != i:  
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        } runtime  
  
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$$T(n) \leq \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} C_2'$$

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$$T(n) \leq \sum_{i=0}^{n-2} \sum_{j=i+1}^{n-1} C'_2 = \sum_{i=0}^{n-2} (n-i-1) \cdot C'_2$$

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**Remark:**  $C'_2$  is cost of comparison  $\Rightarrow$  assumed constant

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## Excursion - Small Gauss Formula

# Runtime analysis - Minsort

**Proof of lower bound:**  $C_1 \cdot n^2 \leq T(n)$

Like for the upper boundary there exists a  $C_1$ . Summation analysis is the same

$$T(n) \geq \sum_{i=1}^{n-1} C'_1 \cdot (n - i)$$

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How do we get to  $n^2$ ?

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Summarized:

$$\frac{C'_1}{4} \cdot n^2 \leq T(n) \leq C'_2 \cdot n^2$$

Quadratic runtime proven:

$$C_1 \cdot n^2 \leq T(n) \leq C_2 \cdot n^2$$

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  - ▶  $n = 10^6$  (1 million numbers = 4 MB with 4 B/number)
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- ▶ **Quadratic runtime = “big” problems unsolvable**

# Structure

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Minsort

Basic Operations

Runtime analysis

Minsort

**Heapsort**

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# Runtime - Heapsort

## Intuitive to extract minimum:

- ▶ **Minsort:** To determine the minimum value we have to iterate through all the unsorted elements.



# Runtime - Heapsort

## Intuitive to extract minimum:

- ▶ **Minsort:** To determine the minimum value we have to iterate through all the unsorted elements.
- ▶ **Heapsort:** The root node is always the smallest (minheap). We only need to repair a part of the full tree after delete operation.

# Runtime - Heapsort

## Intuitive to extract minimum:

- ▶ **Minsort:** To determine the minimum value we have to iterate through all the unsorted elements.
- ▶ **Heapsort:** The root node is always the smallest (minheap). We only need to repair a part of the full tree after delete operation.

## Formal:

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## Formal:

- ▶ Let  $T(n)$  be the runtime for the *Heapsort* algorithm with  $n$  elements
- ▶ On the next pages we will proof  $T(n) \leq C \cdot n \log_2 n$

## Runtime - Heapsort

## Depth of a binary tree:

- ▶ **Depth  $d$ :** longest path through the tree
- ▶ Complete binary tree has  $n = 2^d - 1$  nodes
- ▶ Example:  $d = 4$   
 $\Rightarrow n = 2^4 - 1 = 15$



Figure: Binary tree with 15 nodes

# Structure

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Logarithms

# Induction

**Basics:**

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- ▶ If both has been proven, then  $A(n)$  holds for all natural numbers  $n$  by **induction**

# Induction - Example 1

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Figure: Tree of depth 1 has 1 node

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$\Rightarrow$  correct ✓

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$$n(d+1) = 2 \cdot n(d) + 1$$

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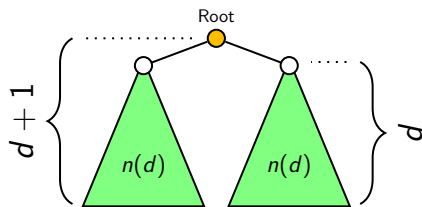


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⇒ **By induction:**

$$\begin{aligned}n(d+1) &= 2 \cdot n(d) + 1 \\&= 2 \cdot (2^d - 1) + 1 \\&= 2^{d+1} - 2 + 1 \\&= 2^{d+1} - 1 \quad \checkmark\end{aligned}$$

$$n(d) = 2^d - 1 \quad \forall n \in \mathbb{N} \quad \square$$

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- ▶ **Initially:** heapify list of  $n$  elements

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- ▶ **Then:** until all  $n$  elements are sorted
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  - ▶ Move last leaf to root position
  - ▶ Repair heap by sifting

# Runtime - Heapsort

## Heapify

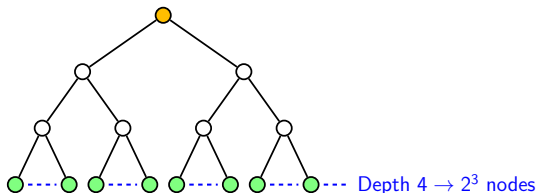
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- No costs at depth  $d$  with  $2^{d-1}$  (or less) nodes

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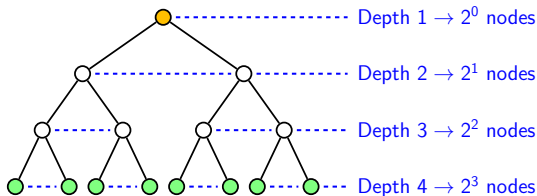
- ▶ No costs at depth  $d$  with  $2^{d-1}$  (or less) nodes
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## Heapify

Runtime of heapify depends on depth  $d$ :



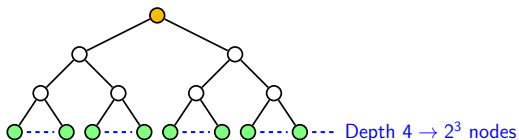
Runtime of heapify with depth of  $d$ :

- ▶ No costs at depth  $d$  with  $2^{d-1}$  (or less) nodes
- ▶ The cost for sifting with depth 1 is at most  $1C$  per node
- ▶ In general: Sifting costs are linear with path length **and** number of nodes

# Runtime - Heapsort

## Heapify

Heapify total runtime:



Depth	Nodes	Path length	Costs per node
$d$	$2^{d-1}$	0	$\leq C \cdot 0$

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Generally: Depth  $d \rightarrow 2^{d-1}$  nodes

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$d - 3$	$2^{d-4}$	3	$\leq C \cdot 3$	

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**In total:** 
$$T(d) \leq \sum_{i=1}^d \left( C \cdot (i-1) \cdot 2^{d-i} \right)$$

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Depth	Nodes	Path length	Costs per node	Upper bound
$d$	$2^{d-1}$	0	$\leq C \cdot 0$	Standard Equation
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$d-3$	$2^{d-4}$	3	$\leq C \cdot 3$	$\leq C \cdot 4$

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- **Hence:** Resulting costs for heapify:

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- **However:** We want costs in relation to  $n$

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Figure: Partial binary tree

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- ▶ Equation multiplied by  $2^2$   
 $\Rightarrow 2^{d-1} \cdot 2^2 \leq 2^2 \cdot n$

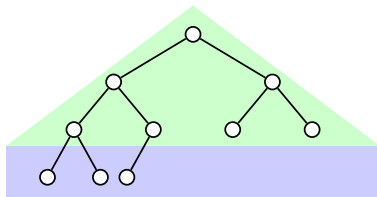


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- ▶ At least 1 node in layer  $d$
- ▶ Equation multiplied by  $2^2$   
 $\Rightarrow 2^{d-1} \cdot 2^2 \leq 2^2 \cdot n$
- ▶ Cost for heapify:  
 $\Rightarrow T(n) \leq C \cdot 4 \cdot n$



Figure: Partial binary tree

# Structure

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## Induction - Example 2

- ▶ We want to proof (induction assumption):

$$\underbrace{\sum_{i=1}^d (i \cdot 2^{d-i})}_{A(d)} \leq \underbrace{2^{d+1}}_{B(d)}$$

- ▶ We denote the left side with  $A$ , the right side with  $B$

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$$2^0 \leq 2^2 \quad \checkmark$$

## Induction - Example 2

**Induction step:** ( $d := d + 1$ ):

- ▶ **Idea:** Write down right hand formula and try to get  $A(d)$  and  $B(d)$  out of it

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$$\sum_{i=1}^{d+1} \left( i \cdot 2^{d+1-i} \right) \leq 2^{d+1+1}$$

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$$\sum_{i=1}^{d+1} (i \cdot 2^{d+1-i}) \leq 2^{d+1+1}$$
$$2 \cdot \sum_{i=1}^{d+1} (i \cdot 2^{d-i}) \leq 2 \cdot 2^{d+1}$$

$\vdots$

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► **Problem:** Does not work but claim still holds

## Induction - Example 2

### Working proof:

- Show a **little bit stronger** claim

$$\sum_{i=1}^d \left( i \cdot 2^{d-i} \right) \leq 2^{d+1} - d - 2 \leq 2^{d+1}$$

## Induction - Example 2

### Working proof:

- ▶ Show a **little bit stronger** claim

$$\sum_{i=1}^d \left( i \cdot 2^{d-i} \right) \leq 2^{d+1} - d - 2 \leq 2^{d+1}$$

- ▶ **Advantage:** Results in a stronger induction assumption  
 $\Rightarrow$  **exercise**

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**Runtime of the other operations:**

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- ▶ Constant costs for taking out  $n \times$  maximum

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- ▶ **Recall:** The depth and number of elements is decreasing
  - ▶ **Hence:**  $T(n) \leq n \cdot (1 + \log_2 n) \cdot C$

## Runtime of the other operations:

- ▶ Constant costs for taking out  $n \times$  maximum
- ▶ Maximum of  $d$  steps repairing the heap  $n$  times
- ▶ Depth of heap at the start is  $d \leq 1 + \log_2 n$  Why?

$$2^{d-1} \leq n \Rightarrow d - 1 \leq \log_2 n \Rightarrow d \leq 1 + \log_2 n$$

- ▶ **Recall:** The depth and number of elements is decreasing
  - ▶ **Hence:**  $T(n) \leq n \cdot (1 + \log_2 n) \cdot C$
  - ▶ We can reduce this to:

$$T(n) \leq 2 \cdot n \log_2 n \cdot C \quad (\text{holds for } n > 2)$$

# Runtime - Heapsort

## Runtime costs:

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  - ▶  $\Rightarrow C_1$  and  $C_2$  are constant



# Structure

Runtime Example

Minsort

Basic Operations

Runtime analysis

Minsort

Heapsort

Introduction to Induction

Logarithms

# Base of Logarithms

Logarithm to different bases:

$$\log_a n = \frac{\log_b n}{\log_b a} = \log_b n \cdot \frac{1}{\log_b a}$$

The only difference is a constant coefficient  $\frac{1}{\log_b a}$

**Examples:**

- ▶  $\log_2 4 = \log_{10} 4 \cdot \frac{1}{\log_2 10} = 0.602 \dots \cdot 3.322 \dots = 2$  ✓
- ▶  $\log_{10} 1000 = \log_e 1000 \cdot \frac{1}{\log_e 10} = \ln 1000 \cdot \frac{1}{\ln 10} = 3$  ✓

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- ▶ **Runtime  $n \log_2 n$  is nearly as good as linear!**



# Further Literature

## ► General for this Lecture

[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>.

# Further Literature

- ▶ **Mathematical Induction**

[Wik] [Mathematical induction](https://en.wikipedia.org/wiki/Mathematical_induction)

`https://en.wikipedia.org/wiki/Mathematical\_  
induction`