# SC1007 Data Structures and Algorithms

**Analysis of Algorithms** 



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N4-02C-117a

Office Hour: Mon & Wed 4-5pm

### Overview

### **Conduct complexity analysis of algorithms**

- Time and space complexities
- Best-case, worst-case and average efficiencies
- Order of Growth
- Asymptotic notations
  - O notation
  - Ω notation (Omega)
  - Θ notation (Theta)
- Efficiency classes

### Time and space complexities

- Analyze efficiency of an algorithm in two aspects
  - Time
  - Space





- Time complexity: the amount of time used by an algorithm
- Space complexity: the amount of memory units used by an algorithm

1. Count the number of primitive operations in the algorithm

1. Count the number of primitive operations in the algorithm

- Declaration: int x;
- Assignment: x =1;
- Arithmetic operations: +, -, \*, /, % etc.
- Logic operations: ==, !=, >, <, &&, ||

These primitive operations take constant time to perform

Basically they (the time for each operation) are not related to the problem size

- 1. Count the number of primitive operations in the algorithm
  - i. Repetition Structure: for-loop, while-loop
  - ii. Selection Structure: if/else statement, switch-case statement
  - iii. Recursive functions
- 2. Express it in term of problem size (input size)

```
    function Fibonacci_Recursive(n)
    begin
    if n<1 then</li>
    return 0
    if n==1 OR n==2 then
    return 1
```

7: return Fibonacci\_Recursive(n-1)+Fibonacci\_Recursive(n-2)

Algorithm 4 Fibonacci Sequence: A Simple Recursive Function

8: end

i. Repetition Structure: for-loop, while-loop

```
1: j \leftarrow 1

2: factorial \leftarrow 1

3: while j \leq n do

4: factorial \leftarrow factorial *j

5: j \leftarrow j + 1

c_0

c_1

c_2

c_2

c_3

c_3

c_2

c_3

c_3

c_2

c_3
```

The function increases linearly with n (problem size)

i. Repetition Structure: for-loop, while-loop

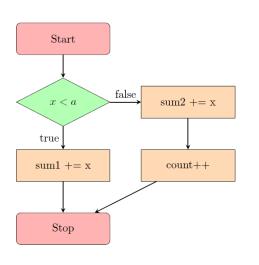
```
1: for j \leftarrow 1, m do

2: for k \leftarrow 1, n do

3: sum \leftarrow sum + M[j][k] \longrightarrow c<sub>1</sub> n iterations m(n(c_1))
```

The function increases quadratically with n if m==n

ii. Selection Structure: if/else statement, switch-case statement



```
1: if(x<a)
2: sum1 += x;
3: else {
4: sum2 += x;
5: count ++;
6: }
```

When x < a, only one primitive operation is executed When  $x \ge a$ , two primitive operations are executed

- 1. Best-case analysis
- 2. Worst-case analysis
- 3. Average-case analysis

ii. Selection Structure: if/else statement

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When x < a, only one primitive operation is executed When  $x \ge a$ , two primitive operations are executed

- 1. Best-case analysis
- 2. Worst-case analysis c<sub>2</sub>
- 3. Average-case analysis

ii. Selection Structure: if/else statement

```
1: if(x<a)
2: sum1 += x;
3: else {
4: sum2 += x;
5: count ++;
6: }
```

When x < a, only one primitive operation is executed When  $x \ge a$ , two primitive operations are executed

- 1. Best-case analysis C<sub>1</sub>
- 2. Worst-case analysis  $c_2$
- 3. Average-case analysis

$$p(x < a) c_1 + p(x \ge a)c_2$$
  
=  $p(x < a) c_1 + (1 - p(x < a))c_2$ 

ii. Selection Structure: switch-case statement

#### Time Complexity

- 1. Best-case analysis  $C + 4 \log_2 n$
- 2. Worst-case analysis C + 5n
- 3. Average-case analysis  $C + \sum_{i=1}^{4} p(i)T_i$

#### iii. Recursive functions

- Count the number of primitive operations in the algorithm
  - Primitive operations in each recursive call
  - Number of recursive calls

- n-1 recursive calls with the cost of  $c_1$ .
- The cost of the last call (n==1) is  $c_2$ .
- Thus,  $c_1(n-1) + c_2$
- It is a linear function

#### iii. Recursive functions

- Count the number of array[0]==a in the algorithm
  - array[0]==a in each recursive call
  - Number of recursive calls: n-1

```
int count (int array[], int n, int a)
{
    if(n==1)
        if(array[0]==a)
            return 1;
    else return 0;
    if(array[0]==a)
        return 1+ count(&array[1], n-1, a);
else
    return count (&array[1], n-1, a);
}
```

$$W_1 = 1$$
  
 $W_n = 1 + W_{n-1}$   
 $= 1 + 1 + W_{n-2}$ 

#### iii. Recursive functions

- Count the number of array[0]==a in the algorithm
  - array[0]==a in each recursive call
  - Number of recursive calls: n-1

```
int count (int array[], int n, int a)
{
    if(n==1)
        if(array[0]==a)
            return 1;
    else return 0;
    if(array[0]==a)
        return 1+ count(&array[1], n-1, a);
    else
        return count (&array[1], n-1, a);
}
```

$$W_{1} = 1$$

$$W_{n} = 1 + W_{n-1}$$

$$= 1 + 1 + W_{n-2}$$

$$= 1 + 1 + 1 + W_{n-3}$$
...
$$= 1 + 1 + ... + 1 + W_{1}$$

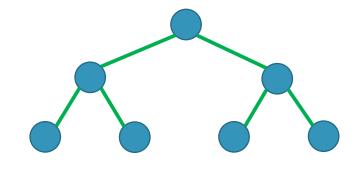
$$= (n - 1) + W_{1} = n$$

#### iii. Recursive functions

Count the number of multiplication operations in the algorithm

```
preorder (simple_t* tree)

if (tree != NULL) {
    tree->item *= 10;
    preorder (tree->left);
    preorder (tree->right);
}
```



Geometric Series:

$$S_n = a + ar + ar^2 + \dots + ar^{n-1}$$

$$rS_n = ar + ar^2 + \dots + ar^{n-1} + ar^n$$

$$(1-r)S_n = a - ar^n$$

$$S_n = \frac{a(1-r^n)}{1-r}$$

Prove the hypothesis can be done by mathematical induction

It is known as a method of forward substitutions

$$\begin{split} W_0 &= 0 \\ W_1 &= 1 \\ W_2 &= 1 + W_1 + W_1 = 3 \\ W_3 &= 1 + W_2 + W_2 \\ &= 1 + 2 (1 + W_1 + W_1) \\ &= 1 + 2 (1 + 2) \\ &= 1 + 2 + 4 = 7 \\ W_{k-1} &= 1 + 2 \cdot W_{k-2} \\ &= 1 + 2 + 4 + 8 + \dots + 2^{k-2} \\ W_k &= 1 + 2 \cdot W_{k-1} = 1 + 2 + 4 + 8 + \dots + 2^{k-1} \\ &= \frac{1 - 2^k}{1 - 2} = 2^k - 1 \end{split}$$

### Series

Geometric Series

$$G_n = \frac{a(1-r^n)}{1-r}$$

Arithmetic Series

$$A_n = \frac{n}{2}[2a + (n-1)d] = \frac{n}{2}[a_0 + a_{n-1}]$$

• Arithmetico-geometric Series

$$\sum_{t=1}^{k} t2^{t-1} = 2^{k}(k-1) + 1$$

• Faulhaber's Formula for the sum of the p-th powers of the first n positive integers

$$\sum_{k=1}^{n} k^2 = \frac{n(n+1)(2n+1)}{6}$$

$$\sum_{k=1}^{n} k^3 = \frac{n^2(n+1)^2}{4}$$

Order of growth: an approximation of the time required to run a computer program as the input size increases. The order of growth ignores the constant factor needed for fixed operations and focuses instead on the operations that increase proportional to input size

Algorithm	1	2	3	4	5	6
Operation (μsec)	13n	13nlog <sub>2</sub> n	13n²	130n²	13n <sup>2</sup> +10 <sup>2</sup>	<b>2</b> <sup>n</sup>

#### Problem size (n)

10			
100			
<b>10</b> <sup>4</sup>			
<b>10</b> <sup>6</sup>			

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#### Problem size (n)

10	.00013	.00043	.0013	.013	.0014	.001024
100	.0013					
<b>10</b> <sup>4</sup>	.13					
<b>10</b> <sup>6</sup>	13					

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#### Problem size (n)

10	.00013	.00043	.0013	.013	.0014	.001024
100	.0013	.0086				
<b>10</b> <sup>4</sup>	.13	.173				
<b>10</b> <sup>6</sup>	13	259				

.0013

.13

13

.0086

.173

259

100

10<sup>4</sup>

**10**<sup>6</sup>

Order of growth: an approximation of the time required to run a computer program as the input size increases. The order of growth ignores the constant factor needed for fixed operations and focuses instead on the operations that increase proportional to input size

	Algorithm	1	2	3	4	5	6
	Operation (μsec)	13n	13nlog <sub>2</sub> n	13n <sup>2</sup>	130n <sup>2</sup>	13n <sup>2</sup> +10 <sup>2</sup>	2 <sup>n</sup>
Proble	m size (n)						
	10	.00013	.00043	.0013	.013	.0014	.001024

.13

22 mins

150 days

1.3

3.61hrs

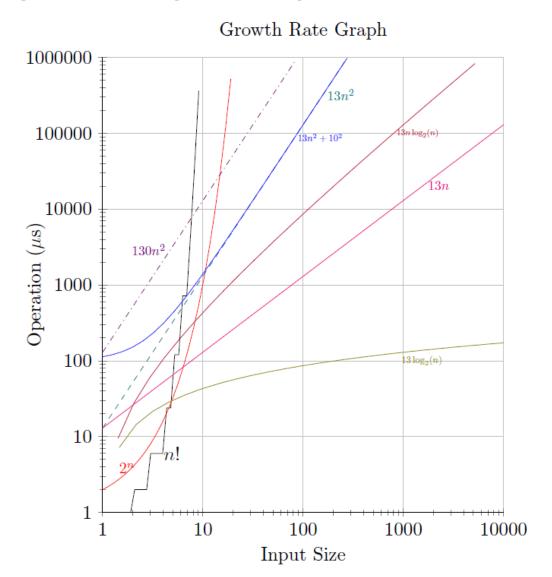
1505 days

.1301

22mins

150days

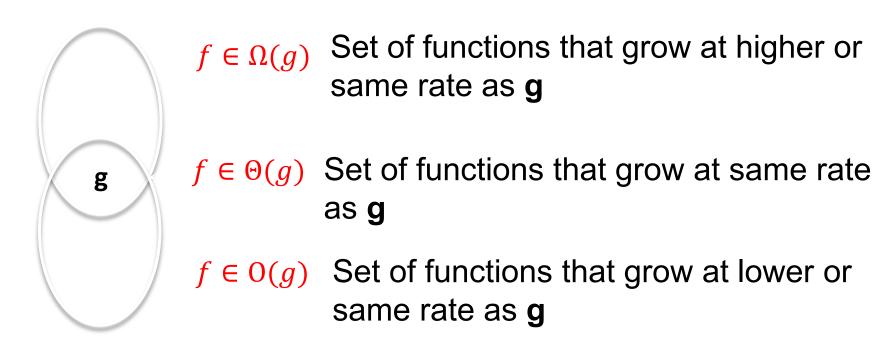
4x10<sup>16</sup>years



- n! is the fastest growth
- 2<sup>n</sup> is the second
- 13n is linear
- 13log<sub>2</sub>n is the slowest
- 10<sup>2</sup> can be ignored when n is large
- 13n<sup>2</sup> and 130n<sup>2</sup> have similar growth
  - 130n<sup>2</sup> slightly faster

### **Asymptotic Notations**

• Big-Oh ( $\odot$ ), Big-Omega ( $\Omega$ ) and Big-Theta ( $\odot$ ) are asymptotic (set) notations used for describing the order of growth of a given function.



# Big-Oh Notation (O)

**Definition 3.1** O-notation: Let f and g be two functions such that  $f(n) : \mathbb{N} \to \mathbb{R}^+$  and  $g(n) : \mathbb{N} \to \mathbb{R}^+$ , f(n) is said to be in  $\mathcal{O}(g(n))$ , denoted  $f(n) \in \mathcal{O}(g(n))$ , if f(n) is **bounded above** by some constant multiple of g(n) for all large n, i.e., the set of functions can be defined as

$$\mathcal{O}(g(n)) = \{f(n) : \exists \text{positive constants}, c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq cg(n) \ \forall n \geq n_0 \}$$

$$f(n) = 4n + 3$$
, and  $g(n) = n$ 

Let 
$$c = 5$$
,  $n_0 = 3$ 

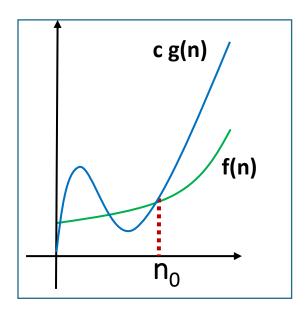
$$f(n) = 4n + 3$$

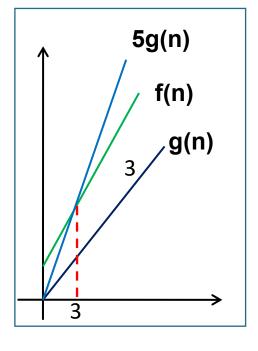
$$4n + 3 \le 5n \qquad \forall n \ge 3$$

$$f(n) \le 5g(n) \quad \forall n \ge 3$$



$$f(n) = O(g(n)) \quad i.e.4n + 3 \in O(n)$$





# Big-Oh Notation (O)

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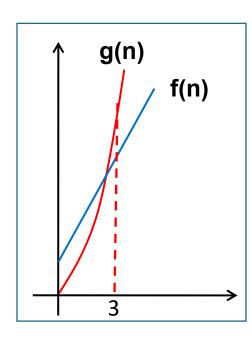
$$f(n) = 4n + 3 \text{ and } g(n) = n^3$$
Let  $c = 1, n_0 = 3$ 

$$f(n) = 4n + 3$$

$$4n + 3 \le n^3 \quad \forall n \ge 3$$

$$f(n) \le g(n) \quad \forall n \ge 3$$

If 
$$f(n) = O(g(n))$$
, we say 
$$g(n) \text{ is asymptotic upper bound of } f(n)$$



# Big-Oh Notation (O) – Alternative definition

Definition 3.2  $\mathcal{O}$ -notation: Let f and g be two functions such that  $f(n): \mathbb{N} \to \mathbb{R}^+$  and  $g(n): \mathbb{N} \to \mathbb{R}^+$ , if  $\lim_{n\to\infty} \frac{f(n)}{g(n)} < \infty$ , then  $f(n) \in \mathcal{O}(g(n))$  or  $f(n) = \mathcal{O}(g(n))$ .

$$f(n) = 4n + 3 \text{ and } g(n) = n$$

$$\lim_{n \to \infty} \frac{f(n)}{g(n)} = \lim_{n \to \infty} \frac{4n + 3}{n} = 4 < \infty$$



$$f(n) = O(g(n)) \quad i.e.4n + 3 \in O(n)$$

$$f(n) = 4n + 3$$
 and  $g(n) = n^3$   
$$\lim_{n \to \infty} \frac{f(n)}{g(n)} = \lim_{n \to \infty} \frac{4n + 3}{n^3} = 0 < \infty$$



$$f(n) = O(g(n))$$
 i.e.  $4n + 3 \in O(n^3)$ 

# Big-Omega Notation $(\Omega)$

**Definition 3.3**  $\Omega$ -notation: Let f and g be two functions such that  $f(n): \mathbb{N} \to \mathbb{R}^+$  and  $g(n): \mathbb{N} \to \mathbb{R}^+$ , f(n) is said to be in  $\Omega(g(n))$ , denoted  $f(n) \in \Omega(g(n))$ , if f(n) is **bounded below** by some constant multiple of g(n) for all large n, i.e., the set of functions can be defined as

$$\Omega(g(n)) = \{f(n) : \exists \text{positive constants}, c \text{ and } n_0 \text{ such that } 0 \le cg(n) \le f(n) \ \forall n \ge n_0 \}$$

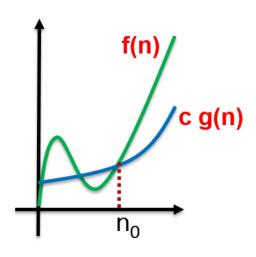
**Definition 3.4**  $\Omega$ -notation: Let f and g be two functions such that  $f(n): \mathbb{N} \to \mathbb{R}^+$  and  $g(n): \mathbb{N} \to \mathbb{R}^+$ , if  $\lim_{n\to\infty} \frac{f(n)}{g(n)} > 0$ , then  $f(n) \in \Omega(g(n))$  or  $f(n) = \Omega(g(n))$ .

$$f(n) = 4n + 3$$
, and  $g(n) = n$   
Let  $c = 1/5$ ,  $n_0 = 0$   

$$f(n) \ge (1/5)g(n) \ \forall n \ge n_0$$

$$4n + 3 \ge (1/5)5n \ \forall n \ge 0$$

If 
$$f(n) = \Omega(g(n))$$
, we say  $g(n)$  is asymptotic lower bound of  $f(n)$ 



# Big-Theta Notation (Θ)

**Definition 3.5**  $\Theta$ -notation: Let f and g be two functions such that  $f(n) : \mathbb{N} \to \mathbb{R}^+$  and  $g(n) : \mathbb{N} \to \mathbb{R}^+$ , f(n) is said to be in  $\Theta(g(n))$ , denoted  $f(n) \in \Theta(g(n))$ , if f(n) is **bounded both above and below** by some constant multiples of g(n) for all large n, i.e., the set of functions can be defined as

 $\Theta(g(n)) = \{f(n) : \exists \text{positive constants}, c_1, c_2 \text{ and } n_0 \text{ such that } c_1g(n) \leq f(n) \leq c_2g(n) \ \forall n \geq n_0 \}$ 

**Definition 3.6**  $\Theta$ -notation: Let f and g be two functions such that  $f(n): \mathbb{N} \to \mathbb{R}^+$  and  $g(n): \mathbb{N} \to \mathbb{R}^+$ , if  $\lim_{n\to\infty} \frac{f(n)}{g(n)} = c$  where  $0 < c < \infty$ , then  $f(n) \in \Theta(g(n))$  or  $f(n) = \Theta(g(n))$ .

If 
$$f(n) = \Theta(g(n))$$
, we say  $g(n)$  is asymptotic tight bound of  $f(n)$ 

# Summary of Limit Definition

$ \lim_{n\to\infty}\frac{f(n)}{g(n)} $	$f(n) \in O(g(n))$	$f(n) \in \Omega(g(n))$	$f(n) \in \Theta(g(n))$
0	✓		
<b>0</b> < <b>C</b> < ∞	✓	✓	<b>✓</b>
$\infty$		✓	

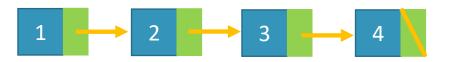
### Common Complexity Classes

Order of Growth	Class	Example
1	Constant	Finding midpoint of an array
log <sub>2</sub> n	Logarithmic	Binary Search
n	Linear	Linear Search
nlog <sub>2</sub> n	Linearithmic	Merge Sort
n <sup>2</sup>	Quadratic	Insertion Sort
n³	Cubic	Matrix Inversion (Gauss-Jordan Elimination)
<b>2</b> <sup>n</sup>	Exponential	The Tower of Hanoi Problem
n!	Factorial	Travelling Salesman Problem

When time complexity of algorithm A grows faster than algorithm B for the same problem, we say A is inferior to B.

### Time Complexity of Sequential Search

```
pt=head;
while (pt->key != a) {
    pt = pt->next;
    if (pt == NULL) break;
}
c<sub>1</sub>
c<sub>2</sub>
(n-1) iterations
```



Assume that the search key **a** is always in the list

- 1. Best-case analysis:  $c_1$  when **a** is the first item in the list =>  $\Theta$  (1)
- 2. Worst-case analysis:  $c_2 \cdot (n-1) + c_1 => \Theta(n)$
- 3. Average-case analysis

$$p_1c_1 + p_2(c_1 + c_2) + p_2(c_1 + 2c_2) + \cdots + p_n(c_1 + (n-1)c_2)$$

Assumed that every item in the list has an equal probability as a search key

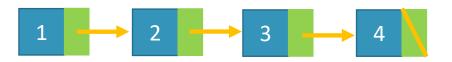
$$\frac{1}{n}[c_1 + (c_1 + c_2) + (c_1 + 2c_2) + \dots + (c_1 + (n-1)c_2)] = \frac{1}{n}\sum_{i=1}^{n}(c_1 + c_2(i-1))$$

$$= \frac{1}{n}[nc_1 + c_2\sum_{i=1}^{n}(i-1)]$$

$$= c_1 + \frac{c_2}{n} \cdot \frac{n}{2}(0 + (n-1)) = c_1 + \frac{c_2(n-1)}{2} = \Theta \text{ (n)}$$

### Time Complexity of Sequential Search

```
pt=head;
while (pt->key != a) {
   pt = pt->next;
   if (pt == NULL) break;
}
c<sub>1</sub>
c<sub>2</sub> n iterations
```



- 3. Average-case analysis
  - Assumed that every item in the list has an equal probability as a search key

$$\frac{1}{n}[c_1 + (c_1 + c_2) + (c_1 + 2c_2) + \dots + (c_1 + (n-1)c_2)] = \frac{1}{n}\sum_{i=1}^n (c_1 + c_2(i-1))$$

$$= \frac{1}{n}[nc_1 + c_2\sum_{i=1}^n (i-1)]$$

$$= c_1 + \frac{c_2}{n} \cdot \frac{n}{2}(0 + (n-1)) = c_1 + \frac{c_2(n-1)}{2}$$

If the search key, a, is not in the list, then the time complexity is

$$c_1 + nc_2 = \Theta$$
 (n)

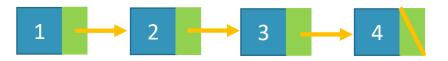
Since the probability of the search key is in the list is unknown, we only can have

$$T(n) = P(a \text{ in the list})(c_1 + \frac{c_2(n-1)}{2}) + (1 - P(a \text{ in the list}))(c_1 + nc_2)$$

Hence, it is a linear function.  $\Theta$  (n)

### Time Complexity of Sequential Search

```
pt=head;
while (pt->key != a){
   pt = pt->next;
   if(pt == NULL) break;
}
```



- The data is stored in unordered
- To search a key, every element is required to read and compare
- This is a brute-force approach or a näive algorithm
- Its time complexity is O(n)
- How can we improve it?

### Asymptotic Notation in Equations

When an asymptotic notation appears in an equation, we interpret it as standing for some anonymous function that we do not care to name.

### Examples:

- $2n^2 + 3n + 1 = 2n^2 + \Theta(n)$
- $T(n) = T(n/2) + \Theta(n)$
- $2n^2 + 3n + 1 = 2n^2 + \Theta(n) = \Theta(n^2)$

# Simplification Rules for Asymptotic Analysis

- 1. If f(n) = O(cg(n)) for any constant c > 0, then f(n) = O(g(n))
- 2. If f(n) = O(g(n)) and g(n) = O(h(n)), then f(n) = O(h(n))e.g., f(n) = 2n,  $g(n) = n^2$ ,  $h(n) = n^3$
- 3. If  $f_1(n) = O\big(g_1(n)\big)$  and  $f_2(n) = O\big(g_2(n)\big)$ , then  $f_1(n) + f_2(n) = O(\max(g_1(n), g_2(n)))$  e.g.,  $5n + 3\log_2 n = O(n)$
- 4. If  $f_1(n) = O\big(g_1(n)\big)$  and  $f_2(n) = O\big(g_2(n)\big)$  then  $f_1(n)f_2(n) = O\big(g_1(n)g_2(n)\big)$  e.g.,  $f_1(n) = 3n^2 = O(n^2)$ ,  $f_2(n) = \log_2 n = O(\log_2 n)$  Then  $3n^2\log_2 n = O(n^2\log_2 n)$

### Properties of Asymptotic Notation

• Reflexive of O,  $\Omega$  and  $\Theta$ 

$$f(n) = O(f(n))$$

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

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

Symmetric of Θ

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

• Transitive of O,  $\Omega$  and  $\Theta$ 

$$f(n) = O(g(n)) \text{ and } g(n) = O(h(n))$$

$$\Rightarrow f(n) = O(h(n))$$

$$f(n) = \Omega(g(n)) \text{ and } g(n) = \Omega(h(n))$$

$$\Rightarrow f(n) = \Omega(h(n))$$

$$f(n) = \Theta(g(n)) \text{ and } g(n) = \Theta(h(n))$$

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

# **Space Complexity**

- Determine number of entities in problem (also called problem size)
- Count number of basic units in algorithm

- Basic units
- Things that can be represented in a constant amount of storage space
- E.g. integer, float and character.

# **Space Complexity**

- Space requirements for an array of n integers Θ(n)
- If a matrix is used to store edge information of a graph,
  - i.e. G[x][y] = 1 if there exists an edge from x to y,
  - space requirement for a graph with n vertices is  $\Theta(n^2)$

### **Space/time tradeoff principle**

 Reduction in time can be achieved by sacrificing space and vice-versa.

### Problem for you to think about

• Given two arrays num1 and num2. Both are sorted in ascending order. The length is m and n, respectively. Please find the median of the two arrays. The time complexity need to be  $O(\log(m+n))$ .