

Design and Analysis of Algorithms

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Three Cases of Analysis

- **Best Case:** constraints on the input, other than size, resulting in the fastest possible running time.
 - Searching an element in an Array?
- **Worst Case:** constraints on the input, other than size, resulting in the slowest possible running time.
 - Searching an element in an Array?
 - Searching an element in a sorted Array, using binary search?
- **Average Case:** average running time over every possible type of input (usually involve probabilities of different types of input)
 - Searching an element in an Array?

Best-case, average-case, worst-case

- **Worst case:** – maximum over inputs of size n
- **Best case:** – minimum over inputs of size n
- **Average case:** – “average” over inputs of size n
 - NOT the average of worst and best case
 - Under some assumption about the probability distribution of all possible inputs of size n , calculate the weighted sum of expected $C(n)$ (numbers of basic operation repetitions) over all inputs of size n .

Example: Sequential search

- *Problem:* Given a list of n elements and a search key K , find an element equal to K , if any.
- *Algorithm:* Scan the list and compare its successive elements with K until either a matching element is found (*successful search*) or the list is exhausted (*unsuccessful search*)
 - Worst case ?
 - Best case ?
 - Average case ?

Asymptotic growth rate

- A way of comparing functions that ignore constant factors and small input sizes
- $O(g(n))$: class of functions $f(n)$ that grow no faster than $g(n)$
- $\Theta(g(n))$: class of functions $f(n)$ that grow at same rate as $g(n)$
- $\Omega(g(n))$: class of functions $f(n)$ that grow at least as fast as $g(n)$

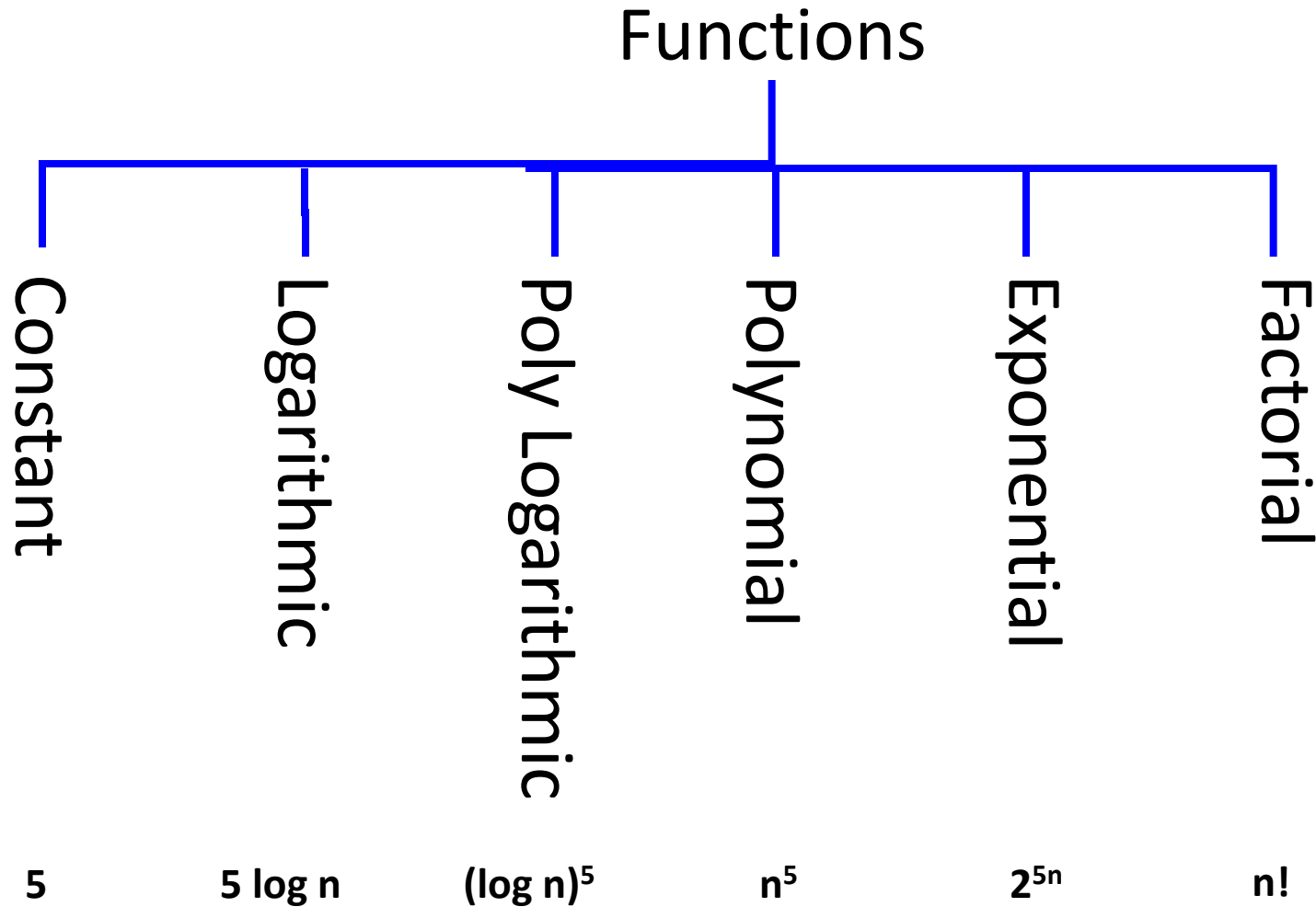
Complexity Table

n	$\log_2 n$	n	$n \log_2 n$	n^2	n^3	2^n	$n!$
10	3.3	10^1	$3.3 \cdot 10^1$	10^2	10^3	10^3	$3.6 \cdot 10^6$
10^2	6.6	10^2	$6.6 \cdot 10^2$	10^4	10^6	$1.3 \cdot 10^{30}$	$9.3 \cdot 10^{157}$
10^3	10	10^3	$1.0 \cdot 10^4$	10^6	10^9		
10^4	13	10^4	$1.3 \cdot 10^5$	10^8	10^{12}		
10^5	17	10^5	$1.7 \cdot 10^6$	10^{10}	10^{15}		
10^6	20	10^6	$2.0 \cdot 10^7$	10^{12}	10^{18}		

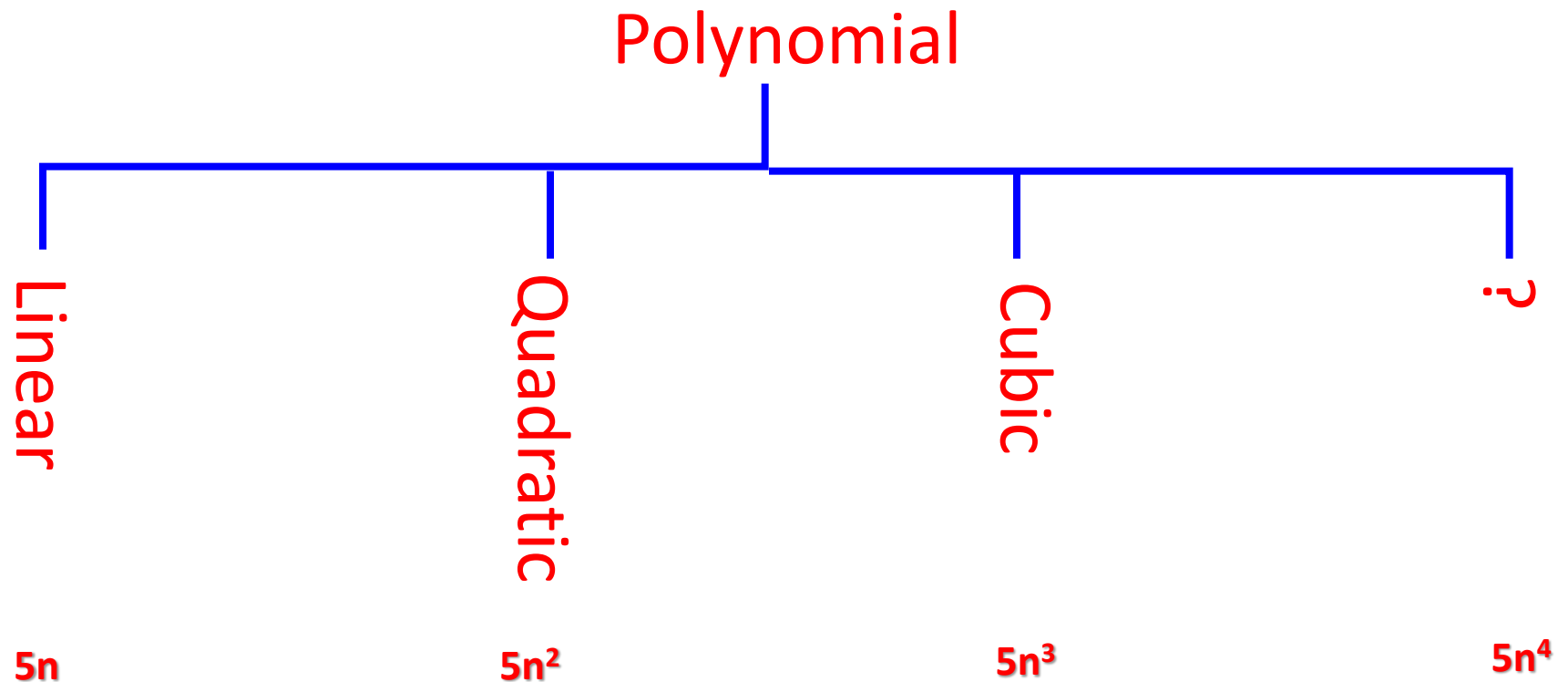
Table 2.1 Values (some approximate) of several functions important for analysis of algorithms

Classifying Functions?

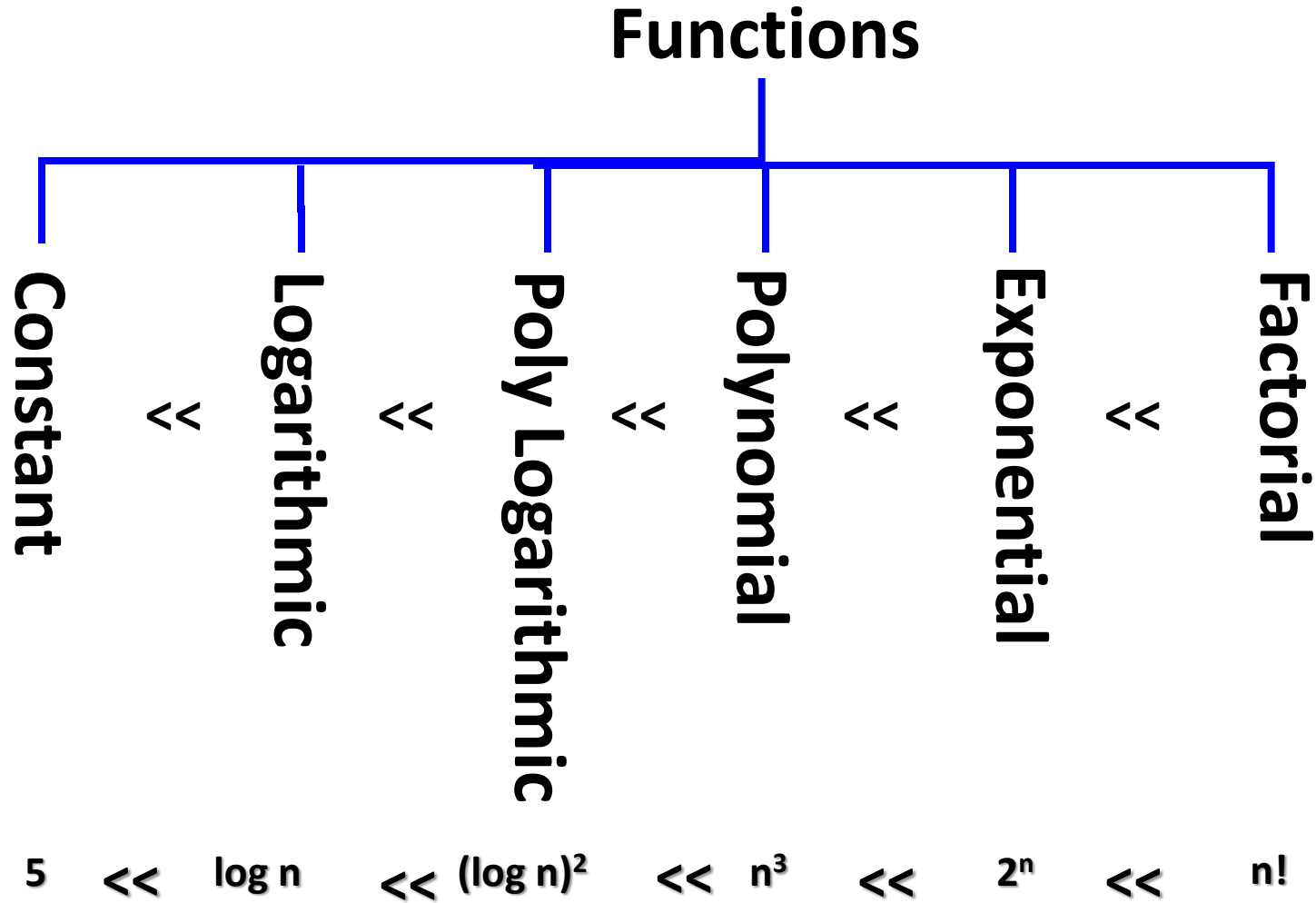
- Giving an idea of how fast a function grows without going into too much detail.



Classifying Functions



Ordering Functions



For sufficiently large n

Which Functions are “Constant”?

The running time of the algorithm is a “Constant” if it does not depend significantly on the size of the input.

- 5
- 1,000
- 0.0001
- -5
- 0
- $8 + \sin(n)$

Which Functions are Constant?

Yes • 5

Yes • 1,000

Yes • 0.0001

Yes • -5

Yes • 0

No • $8 + \sin(n)$

Which Functions are Quadratic?

- n^2
- $0.001 n^2$
- $1000 n^2$
- $5n^2 + 3n + 2\log n$

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Ignore low-order terms

Ignore multiplicative constants.

Ignore "small" values of n .

Write $\theta(n^2)$.

Analyzing Algorithms

- **Simplicity**

- Informal, easy to understand, easy to change etc.

- **Time efficiency**

- As a function of its input size, how long does it take?

- **Space efficiency**

- As a function of its input size, how much additional space does it use?

- **Running time**

- Depends on the number of **primitive operations** (addition, multiplication, comparisons) used to solve the problem and on problem instance.

Big-O Common Names

constant:	$O(1)$	
logarithmic:	$O(\log n)$	
linear:	$O(n)$	
log-linear:	$O(n \log n)$	
superlinear:	$O(n^{1+c})$	(c is a constant, where $0 < c < 1$)
quadratic:	$O(n^2)$	
polynomial:	$O(n^k)$	(k is a constant)
exponential:	$O(c^n)$	(c is a constant > 1)

Asymptotic Complexity

- Running time of an algorithm as a function of input size n **for large n** .
- Expressed using only the **highest-order term** in the expression for the exact running time.
 - Instead of exact running time, say $\Theta(n^2)$.
- Describes behavior of function within certain limit.
 - Written using ***Asymptotic Notation***.

Types of Analysis

- **Worst case**

- Provides an **upper bound** on running time
- An absolute **guarantee** that the algorithm would not run longer, no matter what the inputs are

- **Best case**

- Provides a **lower bound** on running time
- Input is the one for which the algorithm runs the fastest

$$\textit{Lower Bound} \leq \textit{Running Time} \leq \textit{Upper Bound}$$

- **Average case**

- Provides a **prediction** about the running time
- Assumes that the input is random

How do we compare algorithms?

- We need to define a number of **objective measures**
 - (1) Compare execution times?
Not good: times are specific to a particular computer !!
 - (2) Count the number of statements executed?
Not good: number of statements vary with the programming language as well as the style of the individual programmer.
- **Ideal Solution**
- Express running time as a function of the input size n (i.e., $f(n)$).
- Compare different functions corresponding to running times.
- Such an analysis is independent of machine time, programming style, etc.

Rate of Growth

- Consider the example of buying *elephants* and *goldfish*:

Cost: cost_of_elephants + cost_of_goldfish

Cost \sim cost_of_elephants (approximation)

- The low order terms in a function are relatively insignificant for **large** n

$$n^4 + 100n^2 + 10n + 50 \sim n^4$$

i.e., we say that $n^4 + 100n^2 + 10n + 50$ and n^4 have the same **rate of growth**

Big-O Notation

- We say $f_A(n)=30n+8$ is *order n* , or $O(n)$
It is, at most, roughly *proportional* to n
- $f_B(n)=n^2+1$ is *order n^2* , or $O(n^2)$. It is, at most, roughly proportional to n^2
- In general, any $O(n^2)$ function is faster-growing (in terms of computation) than any $O(n)$ function
- Therefore, $O(n^2)$ function is slower than $O(n)$ function

More Examples

- $n^4 + 100n^2 + 10n + 50$ is $O(n^4)$
- $10n^3 + 2n^2$ is $O(n^3)$
- $n^3 - n^2$ is $O(n^3)$
- constants
 - 10 is $O(1)$
 - 127 is $O(1)$