Algorithm Design & Analysis (CS3383)¹

Unit 0: Asymptotic Review

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Outline

Short Intro.

Asymptotics

The view from 10000m

Definitions

Examples

Case Analysis

First Analysis, then Design!

Unlike the order in the course title,

- First, we learn some concepts which helps to analyze an algorithm.
- ▶ Then, we learn different algorithm design techniques.

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Why do we analyze Algorithms?

From all correct algorithms, we want to be able to pick those that are the best:

- Least time or fewest number of steps
- Least use of other resources (such as space)
- Possibly easiest to implement or use based on some other criteria.

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From all correct algorithms, we want to be able to pick those that are the best:

- Least time or fewest number of steps
- Least use of other resources (such as space)
- Possibly easiest to implement or use based on some other criteria.
- ➤ Since speed is fun, one of the usual criterion is time: of those that work, which one is the fastest?
- We want to be able to make our choice without implementing, since implementation can be expensive.

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Unit prereqs

- O and Ω (CS2383)
- limits, derivatives (calculus)
- induction (CS1303)
- working with inequalities
- monotone functions

Asymptotic Analysis

Question: Does Asymptotic Analysis always works perfectly?

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Given: Two algorithms with $10000n\log n$, and $5n\log n$ time complexities.

Task: Designing a software that deal with inputs with the size of at most 1000.

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Task: Designing a software that deal with inputs with the size of at most 1000.

But,

In general, asymptotic analysis is the best available way to analyze an algorithm.

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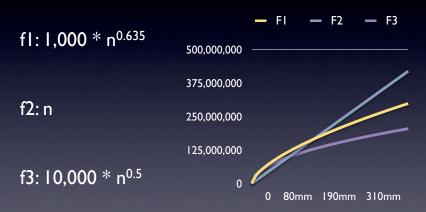
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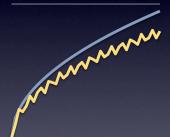
The view from 10000m

Definitions Examples

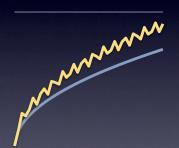
Case Analysis



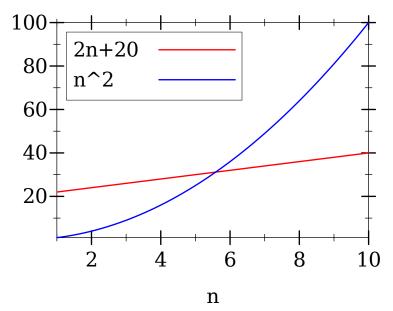
• f = O(g)



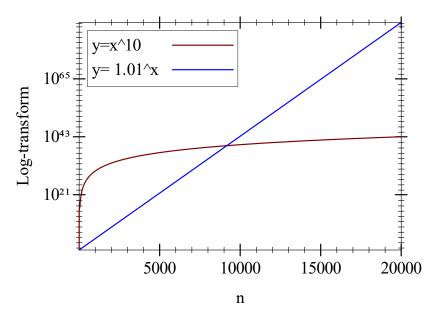
• $f = \Omega(g)$



Linear versus Quadratic



Exponential versus Polynomial



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O-notation (upper bounds):



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EXAMPLE:
$$2n^2 = O(n^3)$$
 $(c = 1, n_0 = 2)$



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$$2n^2 = O(n^3)$$
 $(c = 1, n_0 = 2)$ functions, not values



O-notation (upper bounds):

Example:
$$2n^2 = O(n^3)$$
 $(c = 1, n_0 = 2)$ funny, "one-way" equality



Set definition of O-notation

```
O(g(n)) = \{ f(n) : \text{there exist constants} 

c > 0, n_0 > 0 \text{ such} 

\text{that } 0 \le f(n) \le cg(n) 

for all n \ge n_0 \}
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EXAMPLE: $2n^2 \in O(n^3)$

(Logicians: $\lambda n.2n^2 \in O(\lambda n.n^3)$, but it's convenient to be sloppy, as long as we understand what's *really* going on.)



Macro substitution

Convention: A set in a formula represents an anonymous function in the set.



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Example:
$$f(n) = n^3 + O(n^2)$$

means
 $f(n) = n^3 + h(n)$
for some $h(n) \in O(n^2)$.



Macro substitution

Convention: A set in a formula represents an anonymous function in the set.

```
Example: n^2 + O(n) = O(n^2)

means

for any f(n) \in O(n):

n^2 + f(n) = h(n)

for some h(n) \in O(n^2).
```



Ω -notation (lower bounds)

O-notation is an *upper-bound* notation. It makes no sense to say f(n) is at least $O(n^2)$.



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EXAMPLE:
$$\sqrt{n} = \Omega(\lg n)$$
 ($c = 1, n_0 = 16$)



Θ-notation (tight bounds)

$$\Theta(g(n)) = O(g(n)) \cap \Omega(g(n))$$



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$$\Theta(g(n)) = O(g(n)) \cap \Omega(g(n))$$

EXAMPLE:
$$\frac{1}{2}n^2 - 2n = \Theta(n^2)$$



o-notation and ω-notation

O-notation and Ω -notation are like \leq and \geq . *o*-notation and ω -notation are like \leq and \geq .

```
o(g(n)) = \{ f(n) : \text{ for any constant } c > 0, \\ \text{there is a constant } n_0 > 0 \\ \text{such that } 0 \le f(n) < cg(n) \\ \text{for all } n \ge n_0 \}
```

EXAMPLE:
$$2n^2 = o(n^3)$$
 $(n_0 = 2/c)$



o-notation and ω-notation

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$$\omega(g(n)) = \{ f(n) : \text{ for any constant } c > 0, \\ \text{there is a constant } n_0 > 0 \\ \text{such that } 0 \le cg(n) < f(n) \\ \text{for all } n \ge n_0 \}$$

EXAMPLE:
$$\sqrt{n} = \omega(\lg n)$$
 $(n_0 = 1 + 1/c)$

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Working with asymptotic notation (board)

- brute force algebra
- bounding with constants
- little o

Case Analysis

Cool example! (board)

Consider different inputs (2D objects) for a triangulation algorithm.

- ► Worst Case(s)
- ► Best Case(s)
- Average Case: over all inputs, according to the input distribution

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Consider different inputs (2D objects) for a triangulation algorithm.

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Randomized Algorithms

► Expectation: over all internal random choices, according to the distribution of random choices

Analysis of bubble sort(board)

```
Input: integer array A[1..n]
Output: sorted array A
continue \leftarrow \mathsf{True}
while continue do
    continue \leftarrow \mathsf{False}
    for i = 1 to n - 1 do
         if A[i] > A[i+1] then
            temp \leftarrow A[i]
             A[i] \leftarrow A[i+1]
            A[i+1] \leftarrow temp
            continue \leftarrow \mathsf{True}
```