

Cs 5050

04 01 2014

①

How fast / good Algorithm?

which algorithm is better? ←

Depends.
+ on problem size
+ data distribution

Method 1

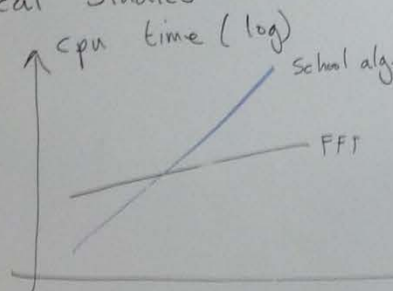
Empirical studies

$$f(n) = c_{FFT} n \log n$$

↑
constant (like 1000)

$$t = c_{SH} n^2$$

$$\log t = 2n + \log c_{SH}$$



example sorting

	almost sorted	random
bubble	Faster	slower
quick ^(first) _(first)	slower	Fast

① Method 2

mathematical analysis \rightarrow counting "steps"

recursive

iterative

recurrence relation

$$f(n) = 2f(n/2) + n$$

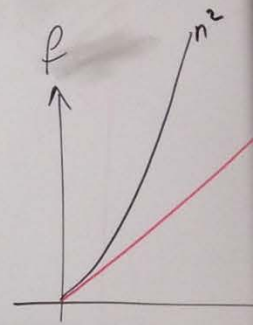
$$f(n) = n \log n$$

FFT

summation expression

$$f(n) = \sum_{i=1}^n \sum_{j=i}^n 1 \approx n^2$$

school algorithm



$$n \log n = n^2$$

② Abstraction counting ignore + constants
+ low order terms
FFT is $O(n \log n)$
School alg. is $O(n^2)$
 O read as "order"

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$f(n)$ is $O(g(n))$

real constant $c > 0$

integer constant $n_0 \geq 1$

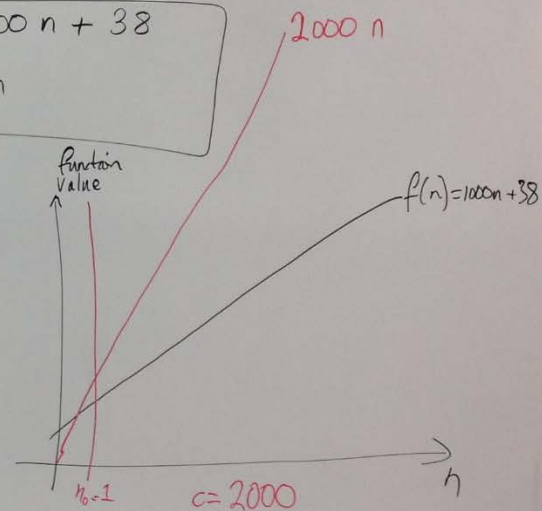
for all $n \geq n_0$

$$f(n) \leq c g(n)$$

$f(n)$ is order $g(n)$

ex. $f(n) = 1238 n \log_2 n$
 $g(n) = n \log n$

ex. $f(n) = 1000 n + 38$
 $g(n) = n$



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$1000n + 38$ is $O(n)$
is order n

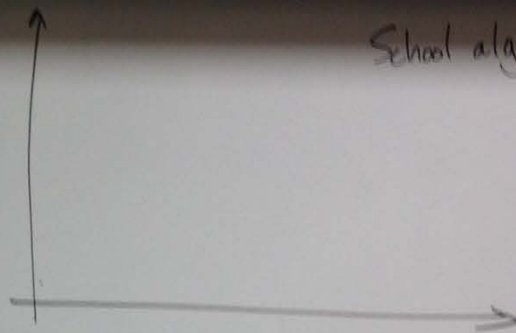
$$1.278n^2 + 0.2n + 0.01 \text{ is } O(n^2)$$

$$n_0 = 2 \quad c = 10$$

$$1.278n^2 + 0.2n + 0.01 < 10n^2$$

for all $n \geq 2$

$$1.278n^2 + 0.2n + 0.01 \text{ is } O(n^3) \quad O(2^n)$$



School algorithm.

$$0.2n + 0.01 < 8.722n^2$$

$$\text{cpu} = 1.278n^2 + 0.2n + 0.01 \text{ } \mu\text{s}$$

real equation from the
graph of the
empirical study

⑤

what does Order of $O()$ mean?

+ ignore constants / lower order terms

how will the algorithm grow in time as n gets
"very big"

asymptotic analysis

$O(n \log n)$ algorithm will be faster than $O(n^2)$ algorithm
eventually

⑥

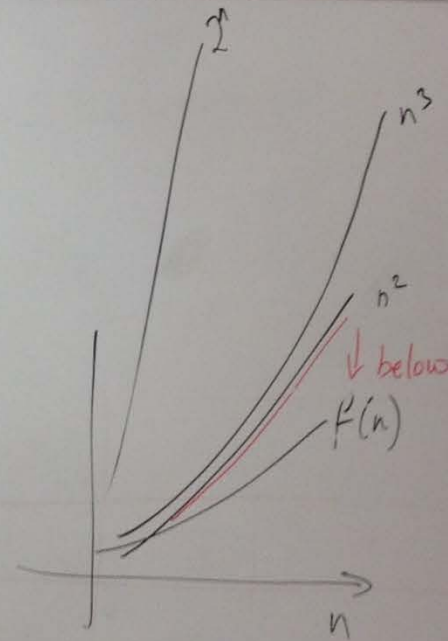
$f(n)$ is $O(g(n))$

$g(n)$ is an upper bound on $f(n)$

"no worse than"

$f(n)$ is bound from above by $g(n)$

want is a tight bound



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Nim DP

rec.

Sorting

n^S ^{constant}

n^2 , $n \log n$

$n^{1.579}$

$$O(\log n) < O(n) < O(n \log n) < O(n^{1.579}) < O(n^2) < O(2^n)$$

$n \log n$

n