

# ALGORITHMS

## RUNTIME ANALYSIS AND ORDER STATISTICS

DR. MUDASSIR SHABBIR

LUMS UNIVERSITY

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# Recap: Course & Grading

- Grading in this course is **relative**.
- However:
  - Any number of students can get an **A/F**.
- Your goal: **master the material**, not “beat” others.

Strong understanding  $\Rightarrow$  strong performance.



# Recap: What Is Runtime Analysis?

- An **algorithm** is a sequence of instructions:
  - Written in plain English, bullet points, or pseudocode.
  - Independent of programming language or machine.
- We analyze runtime by:
  - Identifying a **primitive operation**.
  - Counting or **bounding** how many times it executes.
- We care about:

Growth of this count as a function of input size  $n$

- Not the value of the input (e.g., **the number itself in primality**), but the **size of the input**.

This is the foundation of asymptotic runtime analysis.



Don't care about absolute exact time.

Upper Bound:  $O(\cdot)$  read Big Oh

$$T(n) \leq f(n)$$

Lower Bound:  $\Omega(\cdot)$ , read Big Omega

$$T(n) \geq g(n)$$

Tight Bound:  $\Theta(\cdot)$ , read Big Theta

$$T(n) \geq f(n), \text{ and } T(n) \leq f(n).$$

```
bubbleSort(A)
0. n = len(A))
1. for i in range(n):
2.     for j in range(n-1):
3.         if A[j] > A[j + 1]:
4.             temp = A[j]
5.             A[j] = A[j+1]
6.             A[j+1] = temp
7. return A
```

Upper Bound:

$$T(n) \leq f(n)$$

`mystery(p):`

1. if  $p < 2$ :
2. return 1
3. else:
4. return  $1 + \text{mystery}(\sqrt{p})$

Bound should be valid for very large  $n$  only ?

Upper Bound:

$$T(n) \leq f(n) \quad \forall n > n_0$$

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mystery(p):  
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```

Choose a minimum input size  $n_0$  - choose  $n_0$  as big as you like.

Constants are irrelevant!

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$T(n)$  is upper-bounded by  $f(n)$ .

then,

$2 \times T(n)$  is upper-bounded by  $f(n)$ .  
 $100 \times T(n)$  is upper-bounded by  $f(n)$ .  
 $\forall c > 0, c \times T(n)$  is upper-bounded by  $f(n)$ .

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for some  $c > 0$ ,  $T(n) \leq c \times f(n)$

## Asymptotic Big O:

```
mystery(p):  
1. if p<2:  
2.   return 1  
3. else:  
4.   return 1+mystery( sqrt(p) )
```

$$T(n) = O(f(n)).$$

then,

for some  $c > 0$ ,  $T(n) \leq c \times f(n)$  , for  $n > n_0$ .

To prove that,

$$T(n) = O(f(n)).$$

find two constants,  $c$ , and  $n_0$ , so that,

$$T(n) \leq c \times f(n) , \text{ for } n > n_0.$$



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Example 1: Prove that  $T(n) = 3n^3 + 2n + 7 = O(n^3)$ .



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Let  $n_0 = 1$ , and  $c = 12$ .

$$\begin{aligned} 3n^3 + 2n + 7 &\leq 3n^3 + 2n^3 + 7n^3 \\ &\leq 12n^3 \\ &\leq c \times n^3 \end{aligned}$$



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Example 2:  $T(n) = a_d n^d + a_{d-1} n^{d-1} + a_{d-2} n^{d-2} \dots + a_1 n + a_0 = O(n^d)$ .

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Let  $n_0 = 1$ , and  $c = \sum_{i=0}^d a_i$

$$\begin{aligned} a_d n^d + a_{d-1} n^{d-1} + a_{d-2} n^{d-2} \dots + a_1 n + a_0 &\leq a_d n^d + a_{d-1} n^d + a_{d-2} n^d + \dots + a_1 n^d + a_0 n^d \\ &\leq \sum_{i=0}^d a_i n^d \\ &\leq n^d \times \sum_{i=0}^d a_i \end{aligned}$$



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$$T(n) = a_d n^d + a_{d-1} n^{d-1} + a_{d-2} n^{d-2} \dots + a_1 n + a_0 = O(n^d).$$

$$6n^4 + 3n^3 + 3n^2 + 2n + 1 = O(n^4)$$

$$(3n^2 + 4)(2n + 1)$$



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$$(3n^2 + 4)(2n + 1) = O(n^3)$$

$$6n^3 + 3n^2 + 8n + 4 = O(n^4)$$

$$2^n + 2^n \log n + 4n! + 2^{\log^2 n} \quad 9n^2 + \frac{1}{4}n^2 \log n - 3n + 5\sqrt{n} + 2 = O(n^2 \log n)$$

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$$126. + 2\frac{1}{n} + \frac{1}{n^2}$$

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$$6n^4 + 3n^3 + 3n^2 + 2n + 1 = O(n^4)$$

$$26 < \log^* n < \log \log n < \log n < \log^2 n$$

$$(3n^2 + 4)(2n + 1) = O(n^3)$$

$$< \log^k n < n^\epsilon < \sqrt{n} < n < n^2 < n^k$$

$$6n^3 + 3n^2 + 8n + 4 = O(n^4)$$

$$< 1.01^n < 2^n < n! < n^n$$

$$9n^2 + \frac{1}{4}n^2 \log n - 3n + 5\sqrt{n} + 2 = O(n^2 \log n)$$

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To prove that,

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find two constants,  $c$ , and  $n_0$ , so that,

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To prove that,

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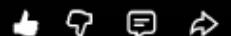
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$f(n) = \Theta(g(n))$  informally means:

$f$  grows no faster than  $g$

$f$  grows at least as fast as  $g$

$f$  equals  $g$

$f$  is smaller than  $g$

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0%

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0%

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0%

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0%

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0%

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0%

# Asymptotic Notation: Why?

- We want to describe how an algorithm's runtime **grows** as the input size  $n$  becomes large.
- **Exact counts** of operations are often messy or machine-dependent.
- **Asymptotic notation** abstracts away constants and low-order terms.
- Example:

$$5n + 20 \sim O(n)$$

because for large  $n$ , the  $5n$  term dominates and constants don't matter.



# Big-O Notation (Upper Bound)

**Definition:** A function  $f(n)$  is  $O(g(n))$  if there exist constants  $c > 0$  and  $n_0 \geq 0$  such that:

$$0 \leq f(n) \leq c \cdot g(n) \quad \text{for all } n \geq n_0$$

- Intuition:  $f(n)$  grows at most like  $g(n)$  for large  $n$ .
- Example:  $f(n) = 5n + 20$  Then  $f(n) = O(n)$  with  $c = 6$ ,  $n_0 = 20$ .
- Used to express worst-case runtime of algorithms.



# Other Notations: $\Omega$ and $\Theta$

- **Big-Omega  $\Omega$  (Lower Bound):**  $f(n) = \Omega(g(n))$  if there exist constants  $c > 0$ ,  $n_0$  such that

$$f(n) \geq c \cdot g(n) \quad \text{for all } n \geq n_0$$

Intuition:  $f(n)$  grows at least as fast as  $g(n)$ .

- **Big-Theta  $\Theta$  (Tight Bound):**  $f(n) = \Theta(g(n))$  if  $f(n) = O(g(n))$  and  $f(n) = \Omega(g(n))$  Intuition:  $f(n)$  grows exactly like  $g(n)$  asymptotically.
- Example:  $f(n) = 5n + 20$  Then  $f(n) = \Theta(n)$



## $O(.)$ Big oh notation means

A Best Case Scenario

B Worst Case Scenario

C Average Case Scenario

D None of the above

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0%

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# Best Case, Worst Case, Average Case

- When analyzing an algorithm, **input** can affect runtime.
- Best Case:** Minimum number of steps the algorithm takes for any input of size  $n$ .
- Worst Case:** Maximum number of steps the algorithm takes for any input of size  $n$ .
- Average Case:**



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- Average Case:** Expected number of steps, assuming a probability distribution over all inputs.

Helps us understand performance under different scenarios.



# Example: Finding Maximum

- Input: List of  $n$  numbers
- Algorithm: Scan all elements, updating largest seen so far.
- Best Case:
  - No matter what, must check every element.
  - Comparisons:  $n - 1$
- Worst Case:
  - Also  $n - 1$  comparisons (same as best case)
- Average Case:
  - Also  $n - 1$  comparisons
- **Observation:** For some algorithms, best, worst, and average cases differ; for others (like this one), they are the same.



# Example: Random Guess Algorithm

**Algorithm:** To find the largest number in a list of  $n$  numbers:

- ① Pick a number at random from the list.
- ② Check if it is the largest in the list:
  - Compare it with all other  $n - 1$  elements.
- ③ If it is the largest, return it; otherwise, pick another random number and repeat.

Let's analyze its best, worst, and average case.



# Analysis of Random Guess Algorithm

- **Best Case:** First guess is the largest element:

$n - 1$  comparisons

- **Worst Case:** You keep guessing the wrong numbers and finally pick the largest last:

Potentially infinite if random picks repeat!

- **Average Case:** On average, you find the largest after trying about half the elements:

Expected guesses  $\approx n$ , each guess costs  $n - 1$  comparisons

$$\Rightarrow \text{Average comparisons } \approx (n - 1) \cdot n = O(n^2)$$

Observation: This random algorithm is much worse on average than the simple linear scan.



# Example

**Problem:** Given a list of  $n$  (distinct) numbers, find the 2<sup>nd</sup> largest one.

!



# Example

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**Problem:** Given a list of  $n$  (distinct) numbers, find the  $k^{\text{th}}$  largest one.

!



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**Problem:** Given a list of  $n$  (distinct) numbers, find the  $k^{\text{th}}$  largest one.

Think of  $k$  as,  $\log n$ , and  $\frac{n}{2}!$

