

CS101

# Data Structures and Algorithms

*Lecture 03*

*Need for Algorithm Analysis*



# Introduction

- Computer can be used to solve only computational problem
- Real world problems need Computational / Mathematical modeling for both data and operations
- Computer Algorithm is a series of computable steps to achieve a desired computational objective
- Data Structure models Data, and Algorithm sequences Operations
- Program = Algorithm + Data Structures (Horowitz, Sahni Book Cover)

# Lets Count Operations for 64 bit word

- How many additions and multiplications are needed to compute  $1+2+3+\dots+n$ ?
  - Approaches: Naive:  $(n-1)$  Add / Formula: 2 Mult, 1 Add, 1 Div
- For sum of squares of  $n$  consecutive integers?
  - Approaches: Naive:  $(n-1)$  Mult,  $(n-1)$  Add / Formula: 3 Mult, 2 Add, 1 Div
- For sum of cubes of consecutive integers?
  - Approaches: Naive:  $2(n-1)$  Mult,  $(n-1)$  Add
  - Direct Formula: 3 Mult, 1 Add, 1 Div / Optimized: 2 Mult, 1 Add, 1 Div
- Calculate the operations for all the above three cases for 128 bit numbers.

# Lets Count Constant Operations

- Note: The formula approach gives constant operation count, though not always.
- Constant operation algorithms are all acceptable (?)
- What if the constant is  $2^{100}$ ?
- Say 1 multiplication takes 1 nano second =  $10^{-9}$  >  $2^{-27}$  seconds
- Then  $2^{100}$  multiplications will take at least  $2^{73}$  seconds
- Age of earth in seconds =  $1.433 \times 10^{17}$  seconds <<  $2^{68}$

# Lets keep Counting

- Sum of  $n$  terms of a geometric series
  - Naive:  $n(n-1)/2$  Mult,  $n-1$  Add
  - Single Increment Exponentiation:  $(n-1)$  Mult,  $n-1$  Add
  - Direct Geometric sum Formula:  $n$  Mult, 1 Add, 1 Div
  - Progressive Exponentiation:  $\lceil \log_2(n) \rceil$  Mult, 1 Add, 1 Div
  - The last one is optimum
- Moral of the story: Algorithm should be designed for optimal performance



# Performance of an Algorithm

- The term Performance is synonymous to Complexity
- There are two Complexity measures for an algorithm
  - Time complexity and – Space complexity
- Counting the number of operations gives time measure. *Justify.*
- Increasing input size leads to increasing running time but complexity measure remains same.
- Amount of memory/disk space used gives space measure.
- Typically Time complexity is inversely proportional to Space complexity



## Measuring wall clock time

```
from time import time  
start_time = time()    #Start time stamp  
run_algorithm  
end_time = time()    # Completion time stamp  
Elapsed = end_time - start_time
```

Time may be in secs / epocs. For the later, epoc calculator may be used to decode the wall clock date time.



## Note about Python

- `from` is python keyword
- `time` is the python package
- `import` means to read that package into this source script
- `time`, (after `import`) is the method that is needed from the package
- Note that the package may contain many other methods which are not included in the source script.





# Primitive Operations

- Assignment operation
- Determining the object associated with an identifier
- Performing an arithmetic operation
- Comparison
- Accessing a single element of a Python list by index
- Function Call
- Function return



# A note about Comparison Operation

- Without Comparison Op only trivial programs that has Linear Flow can be written
- Example: A calculator that does only addition of two numbers. Take two numbers input and output the sum, and nothing more can be done with this calculator.
- Incorporating Comparison Op in the programming language produces Branching Flow
- Example: A calculator that take two numbers and a arithmetic operator as input.
- Based on the operator (Here comparison is used for operation selection) result is computed

# An example for Array Access Abuse

- Problem Instance: Sort an array  $A$  of 1024 numbers
  - 1) Break  $A$  into two equal halves  $A_1$  and  $A_2$
  - 2) Sort  $A_1, A_2$  separately # This is a recursive invocation
  - 3) Merge the sorted  $A_1, A_2$  and store it back in  $A$
- If Step 1 creates new subarrays  $A_1, A_2$ , then compute the total memory requirement.
- The entire array of 1024 number is read and copied to  $A_1, A_2$  with no additional result.
- Proceeding recursively we get the following tree of memory requirement.

Compute the total memory requirement

