

Review: Algorithm Efficiency

- A first attempt: *an algorithm is efficient if, when implemented, it runs quickly on real input instances*
- What is missing?
 - What does “quickly” really mean?
 - Run where?
 - Implemented how and in what language?
 - How do you compare to other algorithms, particularly when performance is not consistent across instances?
 - How does the performance scale up?
- Need a more concrete definition, one that is platform and language independent, and has predictive value as the problem scales up

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Algorithm Efficiency...

- To understand the performance of algorithm A , it is not enough to run it on one input.
- Need to understand behavior (memory, running time) over *all* possible input instances.
 - Minimum
 - Maximum
 - Average } over all inputs of size n
- Complexity is usually expressed as a function (e.g., a polynomial) of the input size n

Question. What input distribution should be used when computing the average?

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Worst, Best, and Average

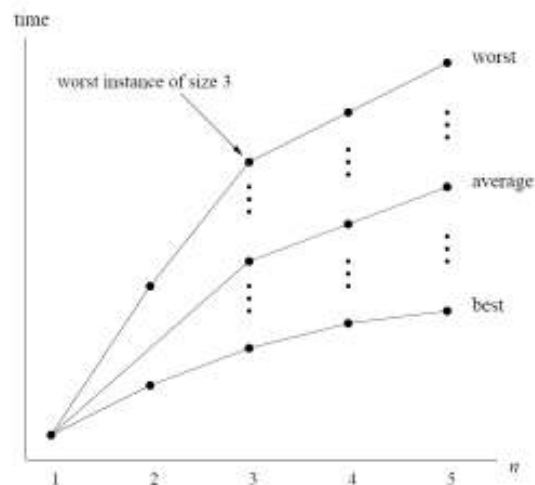
- The *worst case* complexity is the function defined by the *maximum* time taken on any instance of size n .
- The *best case* complexity is the function defined by the *minimum* time taken on any instance of size n .
- The *average-case* complexity is the function defined by an *average* time taken on any instance of size n .

Each of these is a function $N \rightarrow R^+$: time vs. size

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Example: A Sorting Algorithm

- For every instance I , run A and plot point $(|I|, T_A(|I|))$



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Insertion Sort

Sort(A, n)	Cost
1. for $j \leftarrow 2$ to n do	$c_1 \cdot n$
2. $k \leftarrow A[j]$	$c_2 \cdot (n-1)$
3. $i \leftarrow j-1$	$c_3 \cdot (n-1)$
4. while $i > 0$ and $A[i] > k$ do	$c_4 \cdot \sum_{j=2}^n t_j$
5. $A[i+1] \leftarrow A[i]$	$c_5 \cdot \sum_{j=2}^n (t_j - 1)$
6. $i \leftarrow i-1$	$c_6 \cdot \sum_{j=2}^n (t_j - 1)$
7. $A[i+1] \leftarrow k$	$c_7 \cdot (n-1)$

$$T(n) = an + b \cdot \sum_{j=2}^n t_j + c$$

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Insertion Sort: Analysis

- Worst, best, and average depend on the values t_j .

– Best case: $t_j = 1 \Rightarrow$

$$T(n) = an + b(n-1) + c = a_1n + a_0$$

– Worst case: $t_j = j \Rightarrow$

$$T(n) = an + b(n+2)(n-1)/2 + c = b_2n^2 + b_1n + b_0$$

– Average case: $t_j = j/2$

$$T(n) = an + b(n+2)(n-1)/4 + c = d_2n^2 + d_1n + d_0$$

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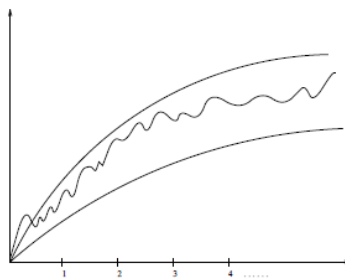
Exact Analysis is Difficult

- Best, worst, and average case are difficult to deal with precisely because too many details
 - Exact values of constants (a_i, b_i, d_i, \dots) depend on:
 - machine
 - compiler
 - implementation of algorithm
- \Rightarrow “Exact” analysis is not very general
- A second attempt: *an algorithm is efficient if it performs significantly fewer operations, at an analytical level and for large inputs, than a naïve or brute force approach*

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A Simpler Approach

- It is easier to talk about upper and lower bounds of the function in a manner that avoids machine and implementation details
 - Ignore machine dependent constants
 - Drop lower order terms
 - Look at growth rate as $T(n) \rightarrow \infty$

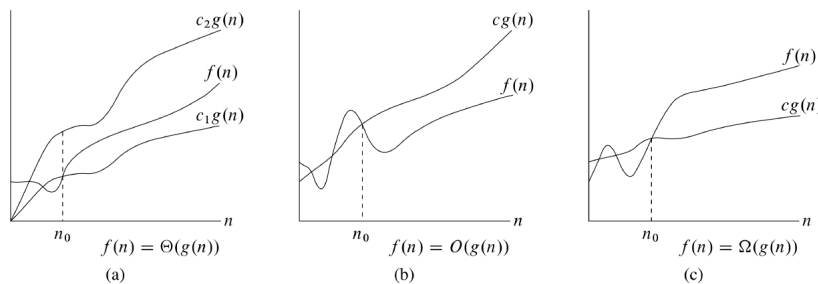


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Naming the Bounding Functions

- $f(n)=O(g(n))$ means $c \cdot g(n)$ is *upper bound* for $f(n)$
- $f(n)=\Omega(g(n))$ means $c \cdot g(n)$ is *lower bound* for $f(n)$
- $f(n)=\Theta(g(n))$ means $c_1 \cdot g(n)$ is upper bound for $f(n)$ and $c_2 \cdot g(n)$ is lower bound for $f(n)$

c , c_1 , and c_2 are constants independent of n , bound holds for “sufficiently large” n



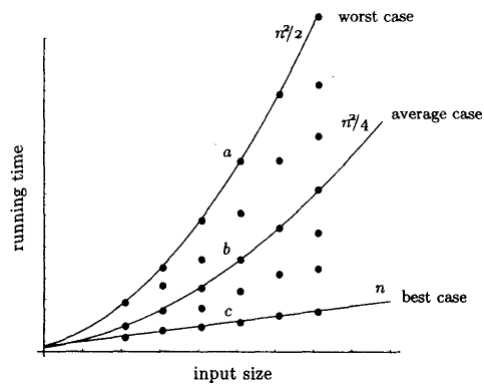
Example: Insertion Sort

$$\text{Time : } T(n) = a_1 n + a_2 \cdot \sum_{j=2}^n t_j + a_3$$

$$(a_1 + a_2)n + a_3 - 1 \leq T(n) \leq a_1 n + a_2 \cdot \frac{(n+2)(n-1)}{2} + a_3$$

- Worst case grows as $n^2 \Rightarrow T_{\max}(n) = \Theta(n^2)$
 - Best case grows as $n \Rightarrow T_{\min}(n) = \Theta(n)$
 - Average case grows as $n^2 \Rightarrow T_{\text{ave}}(n) = \Theta(n^2)$
- \Rightarrow insertion sort takes “between” $c_1 n$ and $c_2 n^2$
 i.e., $T(n) = \Omega(n)$ and $T(n) = O(n^2)$

Performance of Insertion Sort

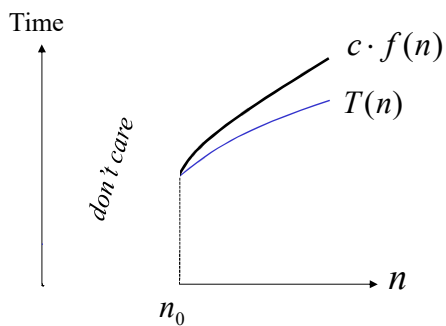


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Asymptotic Notation: O

- Captures the idea of *upper bound* for $T(n)$

$$T(n) = O(f(n)) \Leftrightarrow \exists c, n_0 : T(n) \leq c \cdot f(n) \forall n \geq n_0$$



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Examples

- Which of the following is true?

$$100n + 6 = O(n)$$

$$10n^2 + 4n + 2 = O(n^3)$$

$$5n^3 + 4n^2 - 2 = O(n^3)$$

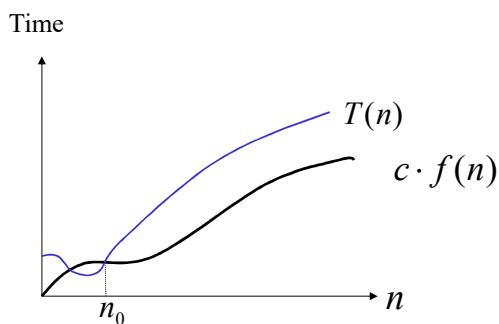
$$\frac{1}{100} n^2 = O(n)$$

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Asymptotic Notation: Ω

- Idea of *lower bound* for $T(n)$

$$T(n) = \Omega(f(n)) \Leftrightarrow \exists c, n_0 : T(n) \geq c \cdot f(n) \forall n \geq n_0$$



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Examples

- Which of the following is true?

$$0.5n + 6 = \Omega(n)$$

$$2n - 3 = \Omega(n)$$

$$\sqrt{n} = \Omega(\log n)$$

$$n! = \Omega(2^n)$$

$$n^3 \log n - 7n^3 + 2n^2 + 5n\sqrt{n+3} - 8 = \Omega(n^2 \log^5 n)$$

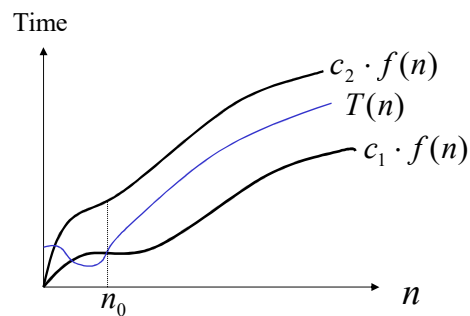
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Asymptotic Notation: Θ

- Idea of *equivalent bound* for $T(n)$

$$T(n) = \Theta(f(n)) \Leftrightarrow$$

$$T(n) = O(f(n)) \quad \& \quad T(n) = \Omega(f(n))$$



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More Examples: O , Ω , Θ

$$3n^2 - 100n + 6 = O(n^2) \text{ because } 3n^2 > 3n^2 - 100n + 6$$

$$3n^2 - 100n + 6 = O(n^3) \text{ because } .01n^3 > 3n^2 - 100n + 6$$

$$3n^2 - 100n + 6 \neq O(n) \text{ because } c \cdot n < 3n^2 \text{ when } n > c$$

$$3n^2 - 100n + 6 = \Omega(n^2) \text{ because } 2.99n^2 < 3n^2 - 100n + 6$$

$$3n^2 - 100n + 6 \neq \Omega(n^3) \text{ because } 3n^2 - 100n + 6 < n^3$$

$$3n^2 - 100n + 6 = \Omega(n) \text{ because } 10^{10}n < 3n^2 - 100n + 6$$

$$3n^2 - 100n + 6 = \Theta(n^2) \text{ because } O \text{ and } \Omega$$

$$3n^2 - 100n + 6 \neq \Theta(n^3) \text{ because } O \text{ only}$$

$$3n^2 - 100n + 6 \neq \Theta(n) \text{ because } \Omega \text{ only}$$

when n is sufficiently large

- Think of $=$ as meaning “in the set of functions”

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Asymptotic Notation: o

- Idea of *strictly upper bound* for $T(n)$
- $o(f(n))$ refers to the set of functions that grow strictly slower than $f(n)$

$$T(n) = o(f(n)) \Leftrightarrow$$

$$T(n) = O(f(n)) \text{ and } T(n) \neq \Omega(f(n))$$

Examples:

$$7n + 5 = o(n^2)$$

$$n^2 = o(n^2 \log n)$$

$$\log^3 n = o(\sqrt{n})$$

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Addition and Multiplication of Functions

Suppose $f(n)=O(n^2)$, $f(n)=\Omega(n)$, and $g(n)=\Theta(n^2)$

- What do we know about $f(n) + g(n)$?
 $f(n) + g(n) = O(n^2)$, $f(n) + g(n) = \Omega(n^2)$
- How about $c \cdot f(n)$?
 $c \cdot f(n) = O(n^2)$, $c \cdot f(n) = \Omega(n)$
- How about $f(n) \cdot g(n)$?
 $f(n) \cdot g(n) = O(n^4)$, $f(n) \cdot g(n) = \Omega(n^3)$

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Algorithm Design Paradigms

Incremental approach

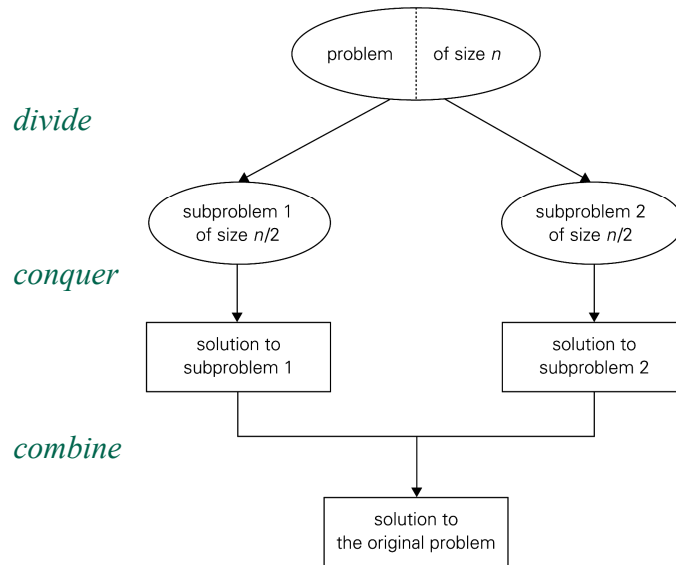
1. Solve $\langle a_1 \rangle$
2. for $i = 2, 3, \dots, n$
Solve $\langle a_1, \dots, a_{i-1}, a_i \rangle$ using solution of $\langle a_1, \dots, a_{i-1} \rangle$

Divide-and-Conquer approach

1. *Divide* by splitting problem into 2 or more smaller sub-problems, e.g., $\langle a_1, \dots, a_{n/2} \rangle$ and $\langle a_{n/2+1}, \dots, a_n \rangle$
2. *Conquer* by solving sub-problems independently
3. *Combine* partial results to solve original instance

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DAC With 2 Sub-problems



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What paradigm does the following algorithm use?

Sort (A, n)

1. **for** $j \leftarrow 2$ **to** n **do**
2. $k \leftarrow A[j]$
3. $i \leftarrow j - 1$
4. **while** $i > 0$ **and** $A[i] > k$ **do**
5. $A[i + 1] \leftarrow A[i]$
6. $i \leftarrow i - 1$
7. $A[i + 1] \leftarrow k$

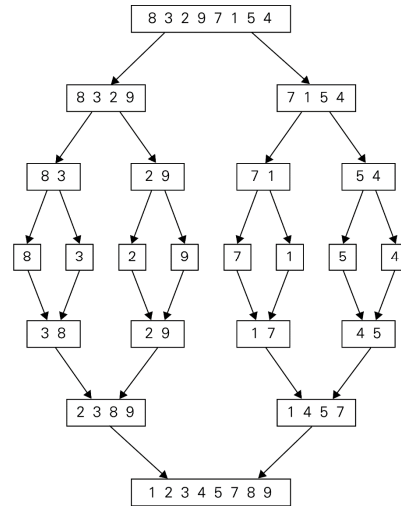
- Insertion Sort uses the *incremental approach*

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A DAC Sort

```

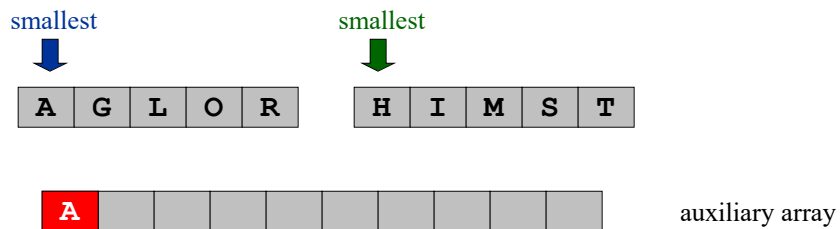
MergeSort( $A, p, r$ )
  if  $p = r$  then return
  else
     $q \leftarrow (p+r)/2$ 
    MergeSort( $A, p, q$ )
    MergeSort( $A, q+1, r$ )
    Merge( $A, p, q, r$ )
  end
    
```



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Merging

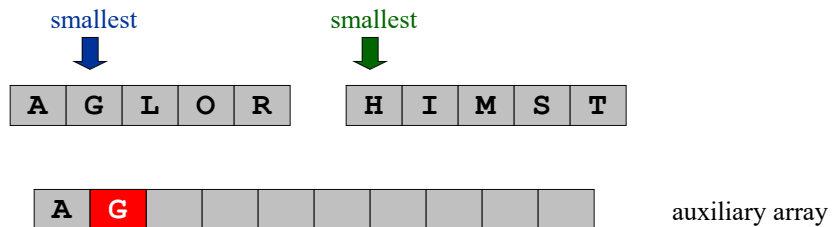
- Keep track of smallest element in each sorted half.
- Insert smallest of two elements into auxiliary array.
- Repeat until done.



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Merging

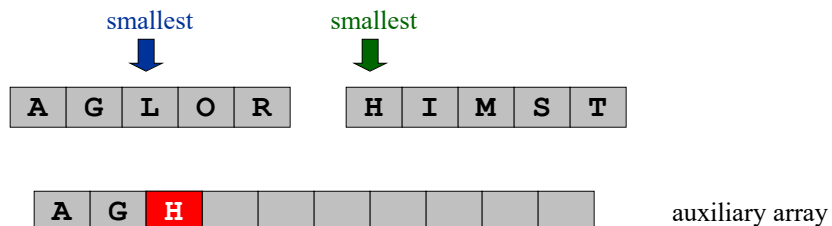
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- Repeat until done.



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Merging

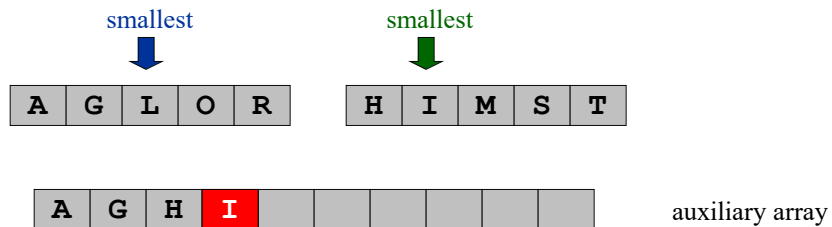
- Keep track of smallest element in each sorted half.
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- Repeat until done.



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Merging

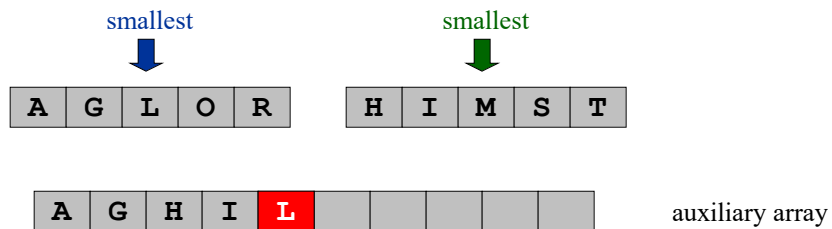
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Merging

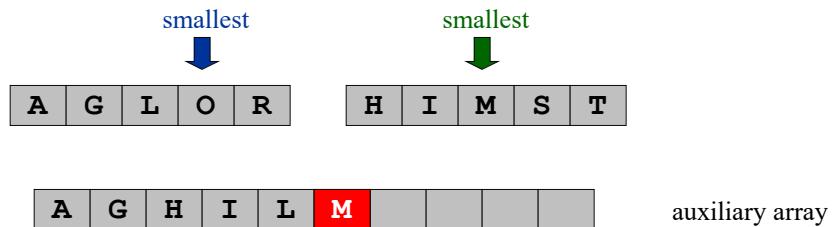
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Merging

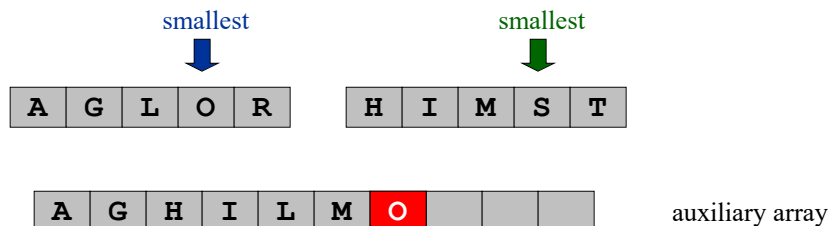
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- Repeat until done.



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Merging

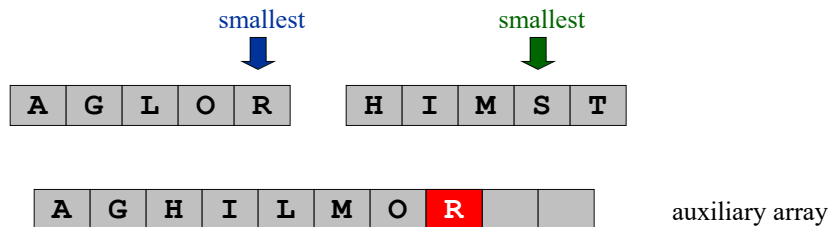
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- Repeat until done.



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Merging

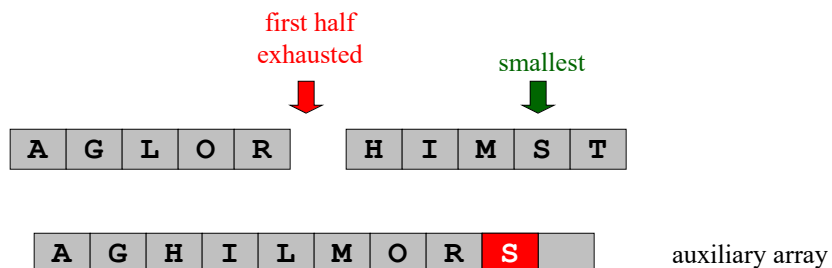
- Keep track of smallest element in each sorted half.
- Insert smallest of two elements into auxiliary array.
- Repeat until done.



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Merging

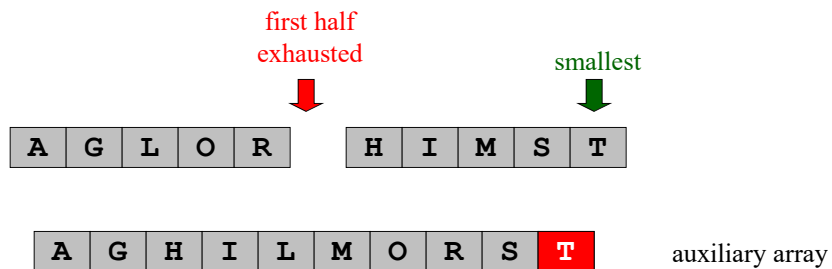
- Keep track of smallest element in each sorted half.
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- Repeat until done.



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Merging

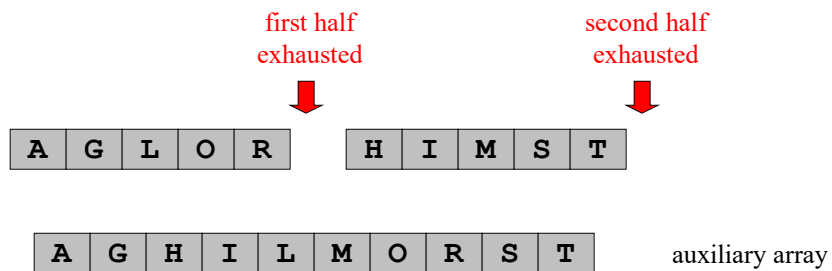
- Keep track of smallest element in each sorted half.
- Insert smallest of two elements into auxiliary array.
- Repeat until done.



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Merging

- Keep track of smallest element in each sorted half.
- Insert smallest of two elements into auxiliary array.
- Repeat until done.



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Pseudocode

```
MERGE( $A, p, q, r$ )
1   $n_1 \leftarrow q - p + 1$ 
2   $n_2 \leftarrow r - q$ 
3  create arrays  $L[1 \dots n_1 + 1]$  and  $R[1 \dots n_2 + 1]$ 
4  for  $i \leftarrow 1$  to  $n_1$ 
5      do  $L[i] \leftarrow A[p + i - 1]$ 
6  for  $j \leftarrow 1$  to  $n_2$ 
7      do  $R[j] \leftarrow A[q + j]$ 
8   $L[n_1 + 1] \leftarrow \infty$ 
9   $R[n_2 + 1] \leftarrow \infty$ 
10  $i \leftarrow 1$ 
11  $j \leftarrow 1$ 
12 for  $k \leftarrow p$  to  $r$ 
13     do if  $L[i] \leq R[j]$ 
14         then  $A[k] \leftarrow L[i]$ 
15              $i \leftarrow i + 1$ 
16     else  $A[k] \leftarrow R[j]$ 
17          $j \leftarrow j + 1$ 
```

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Running Time of Merge Sort

- How long does the basic step (merge) take?
- Time taken can be described by a recurrence:

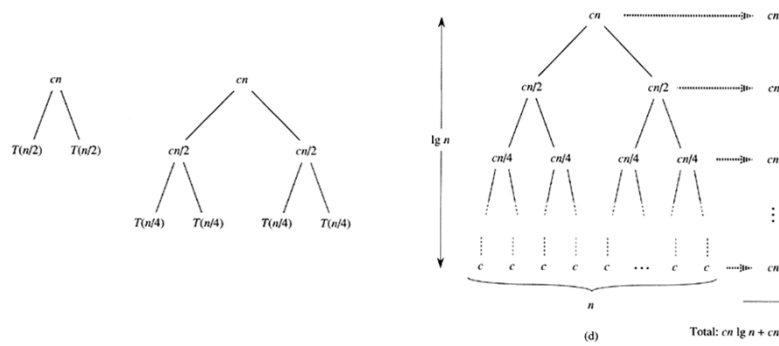
$$T(n) = 2T(n/2) + cn$$

(for $n \geq 2$)

- What does this resolve to?

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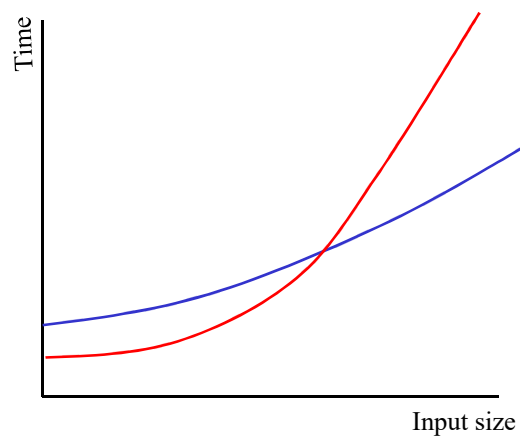
Recursion Tree for $T(n) = 2T(n/2) + cn$



$$T(n) = 2T(n/2) + cn = \Theta(n \log n)$$

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Insertion vs. Merge Sort



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Running time comparison

$$T_1(n) = 0.1 n^2$$

$$T_2(n) = 10 n \log n$$

Input size, n	$\Theta(n^2)$	$\Theta(n \log n)$
10	10 μ sec	332 μ sec
100	1 msec	6.64 msec
1,000	100 msec	100 msec
10,000	10 sec	1.3 sec
100,000	17 min	16 sec
1,000,000	28 hours	3 min
10,000,000	116 days	39 min

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More comparisons

Input size	n	$n \log n$	n^2	n^3	1.5^n	2^n	$n!$
10	<1sec	<1sec	<1sec	<1sec	<1sec	<1sec	4sec
30	<1sec	<1sec	<1sec	<1sec	<1sec	18min	10^{25} years
50	<1sec	<1sec	<1sec	<1sec	11 min	36 years	too long
100	<1sec	<1sec	<1sec	1sec	12892 years	10^{17} years	too long
1,000	<1sec	<1sec	1sec	18 min	too long	too long	too long
10,000	<1sec	<1sec	2 min	12 days	too long	too long	too long
100,000	<1sec	2 sec	3 hours	32 years	too long	too long	too long
1,000,000	1sec	20sec	12 days	31710 years	too long	too long	too long

Running times on a processor than can execute one million steps per second. 'Too long' means $> 10^{25}$ years

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Correctness

- Recall that to argue correctness it is not enough to try your algorithm on a few test cases
- Both *incremental* and *divide-and-conquer* algorithms are usually shown to be correct by means of *mathematical induction*
 - For incremental use “weak induction”
 - For divide-and-conquer use “strong induction”
- In general, analyze loops using a *loop invariant*, a property that holds at the start of each iteration which, upon exiting, can be used to show that a section of code is correct

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Mathematical Induction

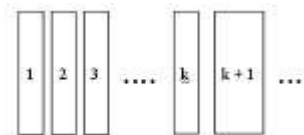
- Let $P(k)$ denote some property of natural number k

Examples: $P(k)$ means: $1+3+5+\dots+2k-1 = k^2$

$P(k)$ means: “my algorithm correctly sorts any array of size k ”

$P(k)$ means: “my algorithm takes time at most ck for some $c>0$ ”

1. Establish one or more base cases, e.g., $P(0)$, $P(1)$
- 2a. Show $P(k) \Rightarrow P(k+1)$ (weak/standard induction)
or
- 2b. Show $\{P(1), \dots, P(k)\} \Rightarrow P(k+1)$ (strong induction)



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Insertion Sort

$P(k)$: At the start of the iteration with $j = k \geq 2$, the subarray $A[1:k-1]$ contains the elements originally in $A[1:k-1]$ in ascending order

We want to show that $P(k)$ holds for all $2 \leq k \leq n+1$

```
Sort( $A, n$ )
1. for  $j \leftarrow 2$  to  $n$  do
2.    $k \leftarrow A[j]$ 
3.    $i \leftarrow j-1$ 
4.   while  $i > 0$  and  $A[i] > k$  do
5.      $A[i+1] \leftarrow A[i]$ 
6.      $i \leftarrow i+1$ 
7.    $A[i+1] \leftarrow k$ 
```

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Merge Sort

$P(k)$: If $r - p + 1 = k$, then Merge Sort sorts correctly $A[p:r]$

We want to show that $P(k)$ holds for all $k \geq 1$

MergeSort(A, p, r)	
if $p = r$ then return	Base case: $k = 1$
else	
$q \leftarrow (p+r)/2$	Strong induction:
MergeSort(A, p, q)	Assume
MergeSort($A, q+1, r$)	$P(1), P(2), \dots, P(k-1)$
Merge(A, p, q, r)	and show $P(k)$
end	

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