

## Chapter 2: Fundamentals of the Analysis of Algorithm Efficiency

The first rule of any technology used in a business is that automation applied to an efficient operation will magnify the efficiency. The second is that automation applied to an inefficient operation will magnify the inefficiency. (Bill Gates)

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# Analysis Framework

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## Analysis of Algorithms

- Issues:
  - Correctness. Is the algorithm correct?
  - Time Efficiency. How much time does the algorithm use?
  - Space Efficiency. How much extra space (in addition to the space needed for the input and output) does the algorithm use?
- Approaches:
  - Theoretical Analysis. Proof of correctness and big-Oh and related notations.
  - Empirical Analysis. Testing and measurement over a range of instances.

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## Efficiency as a Function of Input Size

Typically, more time and space are needed to run an algorithm on bigger inputs (e.g., more numbers, longer strings, larger graphs).

Analyze efficiency as a function of  $n$ =size of input.

- Searching/sorting.  $n$ =number of items in list.
- String processing.  $n$  = length of string(s).
- Matrix operations,  $n$  = dimension of matrix.  $n \times n$  matrix has  $n^2$  elements.
- Graph processing.  $n_V$  = number of vertices and  $n_E$  = number of edges.

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## Measuring Running Time

Analyze time efficiency by:

- identifying the *basic operation(s)*, the operation(s) contributing the most to running time,
- characterizing the number of times it is performed as a function of input size.

We can crudely estimate running time by  $T(n) \approx c_{op} * C(n)$

- $T(n)$ : running time as a function of  $n$ .
- $c_{op}$ : running time of a single basic operation.
- $C(n)$ : number of basic operations as a function of  $n$ .

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## Worst-Case, Best-Case, and Average-Case

**algorithm** *SequentialSearch*( $A[0..n-1], K$ )

// Searches for a value in an array

// Input: An array  $A$  and a search key  $K$

// Output: The index where  $K$  is found or  $-1$

**for**  $i \leftarrow 0$  **to**  $n-1$  **do**

**if**  $A[i] = K$  **then return**  $i$

**return**  $-1$

- Basic Operation: The comparison in the loop
- Worst-Case:  $n$  comparisons
- Best-Case: 1 comparison
- Average-Case:  $(n+1)/2$  comparisons assuming each element equally likely to be searched.

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# Asymptotic Notation

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## Order of Growth

Typically, the basic operation count can be approximated as  $cg(n)$ , where  $g(n)$  is the *order of growth*, often some “simple” function such as:

**TABLE 2.1** Values (some approximate) of several functions important for analysis of algorithms

$n$	$\log_2 n$	$n$	$n \log_2 n$	$n^2$	$n^3$	$2^n$	$n!$
10	3.3	$10^1$	$3.3 \cdot 10^1$	$10^2$	$10^3$	$10^3$	$3.6 \cdot 10^6$
$10^2$	6.6	$10^2$	$6.6 \cdot 10^2$	$10^4$	$10^6$	$1.3 \cdot 10^{30}$	$9.3 \cdot 10^{157}$
$10^3$	10	$10^3$	$1.0 \cdot 10^4$	$10^6$	$10^9$		
$10^4$	13	$10^4$	$1.3 \cdot 10^5$	$10^8$	$10^{12}$		
$10^5$	17	$10^5$	$1.7 \cdot 10^6$	$10^{10}$	$10^{15}$		
$10^6$	20	$10^6$	$2.0 \cdot 10^7$	$10^{12}$	$10^{18}$		

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## Asymptotic Order of Growth

A way of comparing functions that ignores constant factors and small input sizes.

- Big-Oh  $O(g(n))$ : functions  $\leq cg(n)$ .

$t(n) \in O(g(n))$  if there are positive constants  $c$  and  $n_0$  such that  $t(n) \leq cg(n)$  for all  $n \geq n_0$

- Big-Omega  $\Omega(g(n))$ : functions  $\geq cg(n)$ .

$t(n) \in \Omega(g(n))$  if there are positive constants  $c$  and  $n_0$  such that  $t(n) \geq cg(n)$  for all  $n \geq n_0$

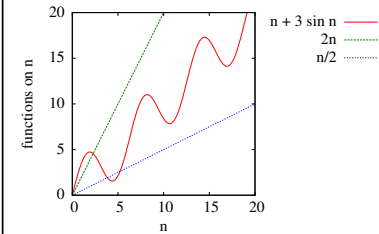
- Big-Theta  $\Theta(g(n))$ : functions  $\approx cg(n)$ .

Both  $t(n) \in O(g(n))$  and  $t(n) \in \Omega(g(n))$ .

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## Illustration of Asymptotic Order



Graph suggests (and we can prove)  $n + 3 \sin n$  is:

$O(n)$ :  $n + 3 \sin n \leq 2n$  when  $n \geq 3$ .

$\Omega(n)$ :  $n + 3 \sin n \geq n/2$  when  $n \geq 6$ .

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## Examples of Asymptotic Order

$t(n)$	$O(n)$	$O(n^2)$	$O(n^3)$	$\Omega(n)$	$\Omega(n^2)$	$\Omega(n^3)$
$\log_2 n$	T	T	T	F	F	F
$10n + 5$	T	T	T	T	F	F
$n(n-1)/2$	F	T	T	T	T	F
$(n+1)^3$	F	F	T	T	T	T
$2^n$	F	F	F	T	T	T

For example,  $10n + 5$  is  $\Theta(n)$ . Assuming  $n \geq 5$ :

$10n + 5 \in O(n)$  because  $10n + 5 \leq 10n + n = 11n$ .

$10n + 5 \in \Omega(n)$  because  $10n + 5 \geq 10n$ .

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## Properties of Order of Growth

- If  $f_1(n)$  is order  $g_1(n)$ , and  $f_2(n)$  is order  $g_2(n)$ , then  $f_1(n) + f_2(n)$  is order  $\max(g_1(n), g_2(n))$ .
- If  $b > 1$ , then  $\log_b n \in \Theta(\log n)$ .
- Polynomials of degree  $k \in \Theta(n^k)$ , that is,  $a_k n^k + a_{k-1} n^{k-1} + \dots + a_0 \in \Theta(n^k)$ .
- Exponential functions  $a^n$  have different orders of growth for different  $a$ 's.
- $\text{order } \log n < \text{order } n^k \text{ where } k > 0 < \text{order } a^n \text{ where } a > 1 < \text{order } n! < \text{order } n^n$

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## Basic Asymptotic Efficiency Classes

Class	Name	Example
1	constant	access array element
$\log n$	logarithmic	binary search
$n$	linear	find median
$n \log n$	"n-log-n"	mergesort
$n^2$	quadratic	insertion sort
$n^3$	cubic	matrix multiplication
$a^n$	exponential	generating all subsets
$n!$	factorial	generating all permutations

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## Mathematical Analysis of Nonrecursive Algorithms 12

### Plan for Analyzing Nonrecursive Algorithms

- Decide on parameter  $n$  indicating input size.
- Identify algorithm's basic operation(s).
- Determine worst, average, and best cases for input of size  $n$ .
- Set up a sum for the number of times the basic operation is executed.
- Simplify the sum using standard formulas and rules (see Appendix A).

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### Useful Summation Formulas and Rules

- $\sum_{i=1}^n 1 = 1 + 1 + \dots + 1 = n \in \Theta(n)$
- $\sum_{i=1}^n i = 1 + 2 + \dots + n = \frac{n(n+1)}{2} \in \Theta(n^2)$
- $\sum_{i=1}^n i^k = 1 + 2^k + \dots + n^k \approx \frac{n^{k+1}}{k+1} \in \Theta(n^{k+1})$
- $\sum_{i=1}^n a^i = 1 + a + \dots + a^n = \frac{a^{n+1} - 1}{a - 1} \in \Theta(a^n)$
- $\sum_{i=1}^n (a_i \pm b_i) = \sum_{i=1}^n a_i \pm \sum_{i=1}^n b_i \quad \sum_{i=1}^n c a_i = c \sum_{i=1}^n a_i$

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## Finding the Maximum

```

algorithm MaxElement( $A[0..n-1]$ )
    // Returns the maximum value in an array
    // Input: A nonempty array  $A$  of real numbers
    // Output: The maximum value in  $A$ 
     $maxval \leftarrow A[0]$ 
    for  $i \leftarrow 1$  to  $n-1$  do
        if  $A[i] > maxval$  then
             $maxval \leftarrow A[i]$ 
    return  $maxval$ 

```

Basic Operation: comparison in loop

Performs  $\sum_{i=1}^{n-1} 1 = n-1$  comparisons

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## Element Uniqueness

```

algorithm UniqueElements( $A[0..n-1]$ )
    // Returns true if all elements are different
    // Input: An array  $A$ 
    // Output: Returns true if there are no duplicates
    for  $i \leftarrow 0$  to  $n-2$  do
        for  $j \leftarrow i+1$  to  $n-1$  do
            if  $A[i] = A[j]$  then return false
    return true

```

- Basic Operation: inner loop comparison
- Best/Worst-Case: from 1 to  $n(n-1)/2$

$$\sum_{i=0}^{n-2} n-(i+1) = (n-1) + (n-2) + \dots + 1 = \sum_{k=1}^{n-1} k = n(n-1)/2$$

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## Matrix Multiplication

```

algorithm MatrixMultiply( $A, B : n \times n$  matrices)
    // Multiplies matrix  $A$  times matrix  $B$ 
    // Input: Two  $n \times n$  matrices  $A$  and  $B$ 
    // Output: Matrix  $C = AB$ 
    for  $i \leftarrow 0$  to  $n-1$  do
        for  $j \leftarrow 0$  to  $n-1$  do
             $C[i, j] \leftarrow 0$ 
            for  $k \leftarrow 0$  to  $n-1$  do
                 $C[i, j] \leftarrow C[i, j] + A[i, k] * B[k, j]$ 
    return  $C$ 

```

Basic Operation: inner loop multiplications

Performs  $\sum_{i=0}^{n-1} \sum_{j=0}^{n-1} \sum_{k=0}^{n-1} 1 = n^3$  multiplications

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## Number of Bits in an Integer

```

algorithm BitCount( $m$ )
    // Input: A positive integer  $m$ 
    // Output: The number of bits to encode  $m$ 
     $count \leftarrow 1$ 
    while  $m > 1$  do
         $count \leftarrow count + 1$ 
         $m \leftarrow \lfloor m/2 \rfloor$ 
    return  $count$ 

```

$n$  = length of  $m$  in bits

Basic Operation: The division by 2 in loop

Performs  $n-1$  operations because  $n = count$ .

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# Mathematical Analysis of Recursive Algorithms

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## Plan for Analyzing Recursive Algorithms

- Decide on parameter  $n$  indicating input size.
- Identify algorithm's basic operation(s).
- Determine worst, average, and best cases for input of size  $n$ .
- Set up a recurrence relation expressing the basic operation count.
- Solve the recurrence (at least determine its order of growth).

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## Factorial Function

```
algorithm Factorial( $n$ )
// Computes  $n!$  recursively
// Input: A nonnegative integer  $n$ 
// Output: The value of  $n!$ 
if  $n = 0$  then return 1
else return Factorial( $n - 1$ ) *  $n$ 
```

Input Size: Use number  $n$  (actually  $n$  has about  $\log_2 n$  bits)

Basic Operation: multiplication

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## Recurrence for Factorial Function

- Let  $M(n)$  = multiplication count to compute  $Factorial(n)$ .
- $M(0) = 0$  because no multiplications are performed to compute  $Factorial(0)$ .
- If  $n > 0$ , then  $Factorial(n)$  performs recursive call plus one multiplication.

$$M(n) = M(n-1) + 1$$

to compute      to multiply  
 $Factorial(n-1)$      $Factorial(n-1)$  by  $n$

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## Solving the Factorial Recurrence

Make a reasonable guess.

- Forward substitution.  $M(1) = M(0) + 1 = 1$   
 $M(2) = M(1) + 1 = 2$   
 $M(3) = M(2) + 1 = 3$
- Backward substitution.  $M(n) = M(n-1) + 1$   
 $= [M(n-2) + 1] + 1 = M(n-2) + 2$   
 $= [M(n-3) + 1] + 2 = M(n-3) + 3$

Prove  $M(n) = n$  by mathematical induction.

- Basis: if  $n = 0$ , then  $M(n) = M(0) = 0 = n$
- Induction: if  $M(n-1) = n-1$ , then  
 $M(n) = M(n-1) + 1 = (n-1) + 1 = n$

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## Towers of Hanoi Algorithm

```
algorithm Towers( $n, i, j$ )
// Moves  $n$  disks from peg  $i$  to peg  $j$ 
// Input: Integers  $n > 0, 1 \leq i, j \leq 3, i \neq j$ 
// Output: Specifies disk moves in correct order
if  $n = 1$  then
    move disk 1 from peg  $i$  to peg  $j$ 
else
    Towers( $n-1, i, 6-i-j$ )
    move disk  $n$  from peg  $i$  to peg  $j$ 
    Towers( $n-1, 6-i-j, j$ )
```

Input Size: Use number  $n$

Basic Operation: moving a disk

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## Recurrence for Towers of Hanoi

- Let  $M(n)$  = move count to compute  $Towers(n, \cdot, \cdot)$ .
- $M(1) = 1$  because 1 move is needed for  $Towers(1, \cdot, \cdot)$ .
- If  $n > 1$ , then  $Towers(n, \cdot, \cdot)$  performs 2 recursive calls plus one move.

$$M(n) = 2M(n-1) + 1$$

to compute
to move  
 $Towers(n-1, \cdot, \cdot)$ 
disk  $n$   
twice

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## Solving the Towers of Hanoi Recurrence

Make a reasonable guess.

- Forward substitution.  $M(2) = 2M(1) + 1 = 3$   
 $M(3) = 2M(2) + 1 = 7$   
 $M(4) = 2M(3) + 1 = 15$
- Backward substitution.  $M(n) = 2M(n-1) + 1$   
 $= 2[2M(n-2) + 1] + 1 = 4M(n-2) + 3$   
 $= 4[2M(n-3) + 1] + 2 = 8M(n-3) + 7$

Prove  $M(n) = 2^n - 1$  by mathematical induction.

- Basis: if  $n = 1$ , then  $M(n) = 1 = 2^n - 1$
- Induction: if  $M(n-1) = 2^{n-1} - 1$ , then  
 $M(n) = 2M(n-1) + 1 = 2 * (2^{n-1} - 1) + 1 = (2^n - 2) + 1 = 2^n - 1$

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## Number of Bits in an Integer

**algorithm**  $BitCount(n)$

// Input: A positive integer  $n$   
 // Output: The number of bits to encode  $n$   
**if**  $n = 1$  **then return** 1  
**else return**  $BitCount(\lfloor n/2 \rfloor) + 1$

Input Size: Use number  $n$  (actually  $n$  has about  $\log_2 n$  bits)

Basic Operation: division by 2

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## Recurrence for BitCount Function

- Let  $D(n)$  = division count to compute  $BitCount(n)$ .
- $D(1) = 0$  because no divisions are performed to compute  $BitCount(1)$ .
- If  $n > 1$ , then  $BitCount(n)$  performs recursive call on  $\lfloor n/2 \rfloor$  plus one division.

$$D(n) = D(\lfloor n/2 \rfloor) + 1$$

to compute
to compute  
 $BitCount(\lfloor n/2 \rfloor)$ 
 $\lfloor n/2 \rfloor$

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## Solving the BitCount Recurrence

Make a reasonable guess using powers of 2.

- Forward substitution.  $D(2) = D(1) + 1 = 1$   
 $D(4) = D(2) + 1 = 2$   
 $D(8) = D(4) + 1 = 3$
- Backward substitution.  $D(n) = D(n/2) + 1$   
 $= [D(n/4) + 1] + 1 = D(n/4) + 2$   
 $= [D(n/8) + 1] + 2 = D(n/8) + 3$

Prove  $D(2^k) = k$  by mathematical induction.

- Basis: if  $k = 0$ , then  $D(2^k) = D(1) = 0 = k$
- Induction: if  $D(2^{k-1}) = k - 1$ , then  $D(2^k) = D(2^{k-1}) + 1 = (k - 1) + 1 = k$

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## Fibonacci Function

**algorithm**  $F(n)$

```
// Computes nth Fibonacci number recursively
// Input: A nonnegative integer n
// Output: The nth Fibonacci number
if  $n = 0$  or  $n = 1$  then return  $n$ 
else return  $F(n - 1) + F(n - 2)$ 
```

Input Size: Use number  $n$  (actually  $n$  has about  $\log_2 n$  bits)

Basic Operation: addition in else statement

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## Recurrence for Fibonacci Function

- Let  $A(n)$  = addition count to compute  $F(n)$ .
- $A(1) = A(0) = 0$  because no additions are performed to compute  $F(0)$  or  $F(1)$ .
- If  $n > 1$ , then  $F(n)$  performs two recursive calls plus one addition.

$$A(n) = A(n-1) + A(n-2) + 1$$

to compute  
 $F(n-1)$

to compute  
 $F(n-2)$

to add  $F(n-1)$   
and  $F(n-2)$

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## Approximating the Fibonacci Recurrence

Make a reasonable guess at a lower bound.

- Forward substitution.  $A(2) = 1, A(3) = 2, A(4) = 4, A(5) = 7, A(6) = 12$ .
- Backward substitution.  
 $A(n) = A(n-1) + A(n-2) + 1$   
 $= [A(n-2) + A(n-3) + 1] + A(n-2) + 1$   
 $= 2A(n-2) + A(n-3) + 2$

Prove  $A(n) \geq 2^{n/2}$  when  $n \geq 4$ .

- Basis: True for  $A(4)$  and  $A(5)$ .
- Induction:  $A(n) = 2A(n-2) + A(n-3) + 2$   
 $\geq 2A(n-2) \geq 2 * 2^{(n-2)/2} = 2^{n/2}$

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## Empirical Analysis of Algorithms

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### Plan for Empirical Analysis of Algorithms

- Understand the experiment's purpose.
- Decide on the metric  $M$  and the measurement unit.
- Decide on characteristics of input.
- Prepare program implementing algorithm(s) and generating a sample of inputs.
- Run the algorithm(s) on the sample and record the data.
- Analyze the data.

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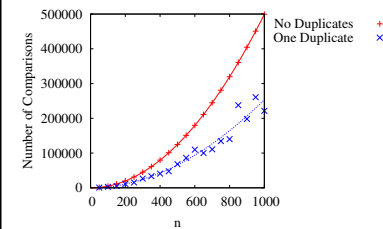
### Empirical Analysis of UniqueElements

- Analyze *UniqueElements*, comparing arrays with unique elements vs. one duplicate.
- Measure number of comparisons on different input sizes, from 50 to 1000 by 50.
- For arrays with a duplicate, randomly choose a pair of positions that will have the same value. Also, run 10 times for each input size.
- Prepare `UniqueElementsExperiment.java`.
- Run program, record data, and create graph.
- Analyze the data.

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### Results of Empirical Analysis: Comparisons

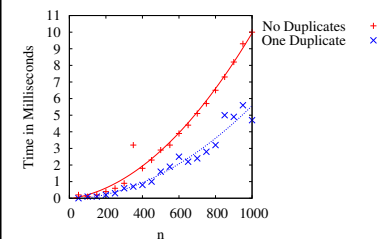


- No duplicates line is  $n(n-1)/2$ .
- One duplicate line is least squares fit, resulting in  $0.24 * n^2 + 17 * n - 2042 \approx n^2/4$ .
- Predict: Half the time with one duplicate.

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### Results of Empirical Analysis: Timings



- No duplicates and one duplicate lines are:  
 $-0.037 + 0.0016 * n + 8.4 \times 10^{-6} * n^2$ .  
 $-0.073 + 0.00047 * n + 5.2 \times 10^{-6} * n^2$ .

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# Algorithm Visualization

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## Visualization of Sorting Algorithms

<http://homepages.dcc.ufmg.br/~dorgival/applets/SortingPoints/SortingPoints>

<http://maven.smith.edu/~thiebaut/java/sort/demo.html>

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