

# CS 2230

## CS II: Data structures

Meeting 11: Asymptotic analysis

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# Today's big ideas

- Algorithms can be evaluated based on efficiency in time and space
- Time for an algorithm to finish can be expressed as a function  $f$  of input size  $n$
- We usually focus on the big picture by looking at the **growth rate** of  $f(n)$ 
  - so...we don't always need to run timing experiments!

# Let's start with an experiment

**Question:** how long does it take to insert an integer into a sorted array?

**Hypothesis:** the average time to insert an integer will increase with the size of the array

## **Methodology:**

1. create random sorted array of size  $N$
2. insert  $T$  integers into the sorted array, timing each insert
3. repeat experiment for more values of  $N$

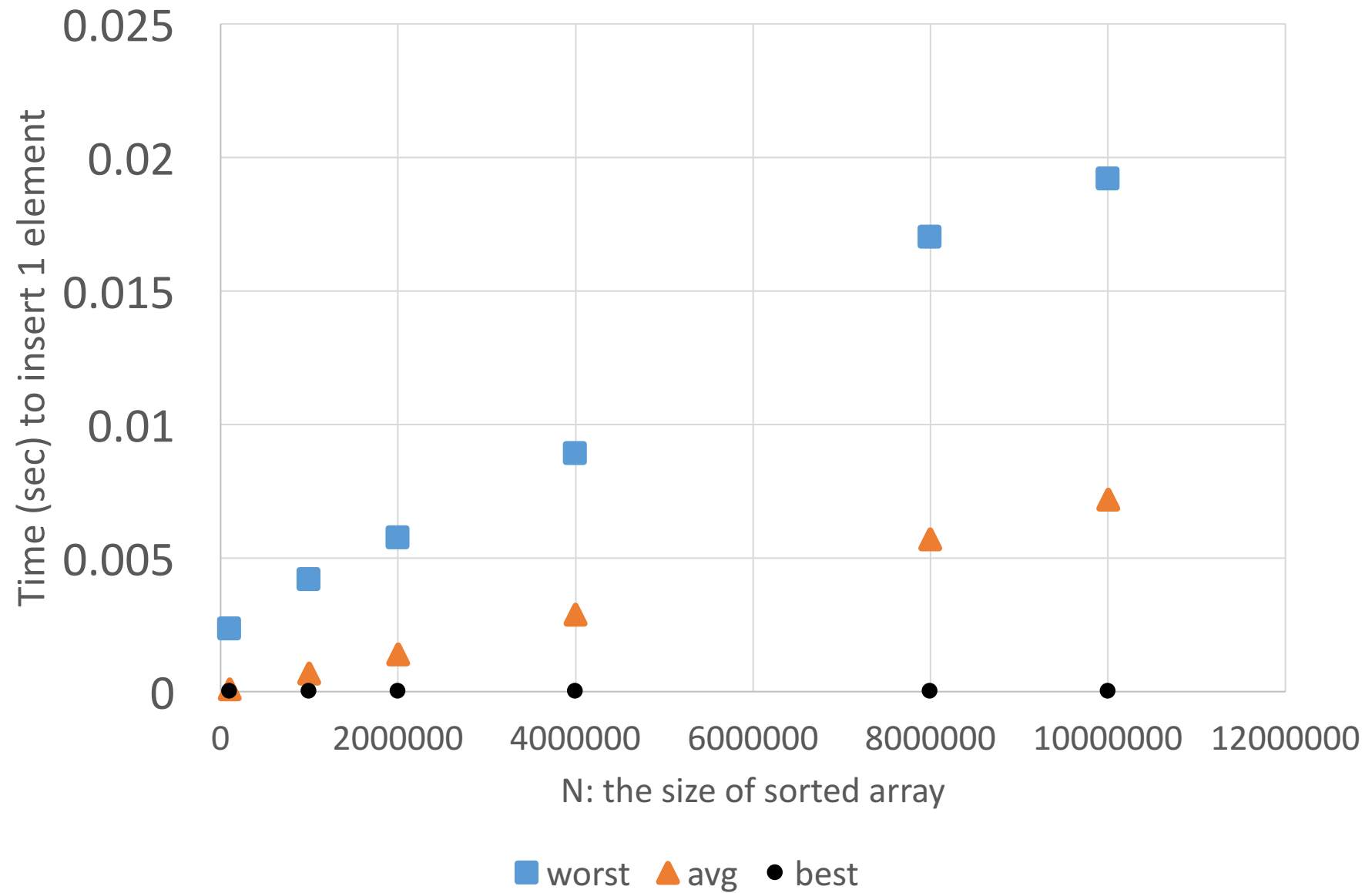
# Code to run the experiment

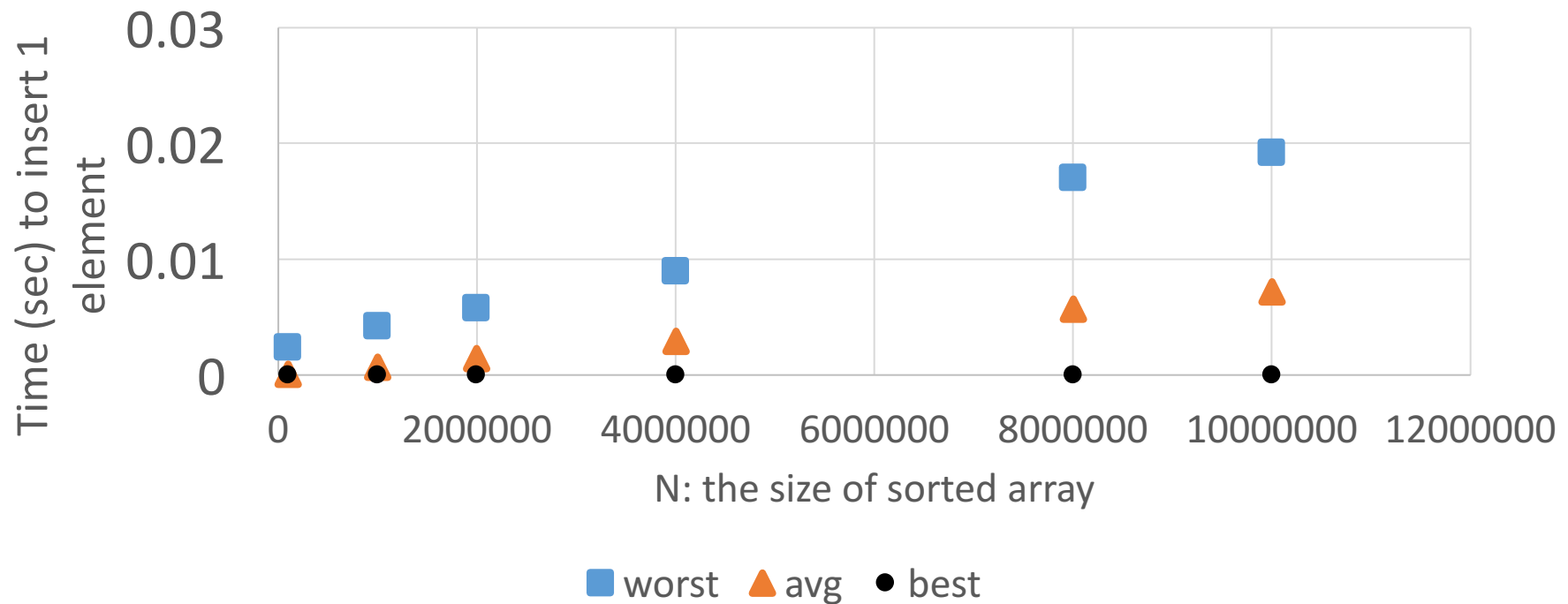
```
// create an sorted array of N random integers; N given by command line argument
System.out.println("creating and sorting array");
final int N = Integer.parseInt(args[0]);
final Random r = new Random();
final int[] array = r.ints(N).toArray();
Arrays.sort(array);

// generate 1000 random integers to insert into the sorted array
System.out.println("creating test inputs");
final int T = 1000;
final int[] trialElements = r.ints(T).toArray();
final long[] results = new long[T];

// run 1000 experiments
System.out.println("running experiments");
for (int t=0; t<T; t++) {
    long trial_start = System.nanoTime();
    // always just insert at the end
    insertSorted(array, N-1, trialElements[t]);
    long trial_end = System.nanoTime();
    results[t] = trial_end - trial_start;
}
```

# Results



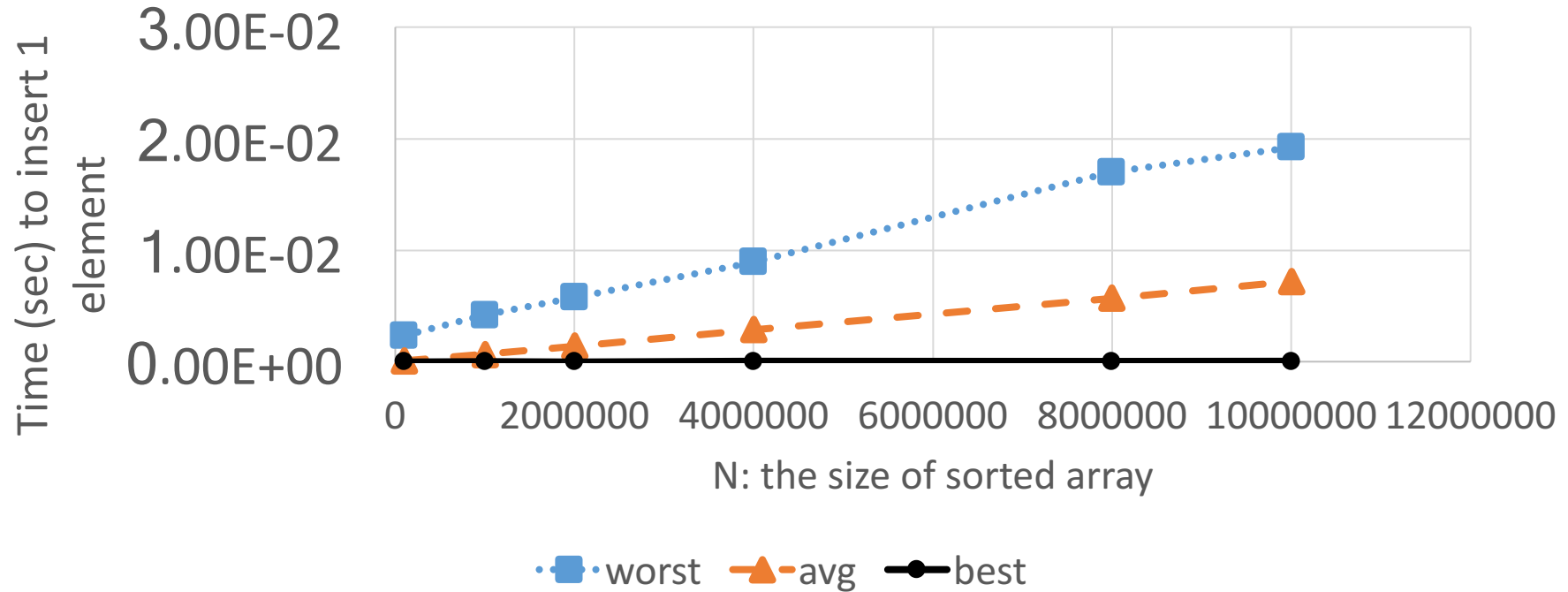


What is the **main cause** of the difference between worst, average, and best case points for a given value of N?

- a) the integer inserted in a trial of the experiment may take longer or shorter depending on its value
- b) larger integers take up more storage space in the computer so they take longer to swap through the array
- c) variability in the computer while it executes each trial causes some trials to take different amounts of time
- d) longer arrays take longer to insert elements into

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Can we find an analytical model for worst/avg/best case time as a function of N?



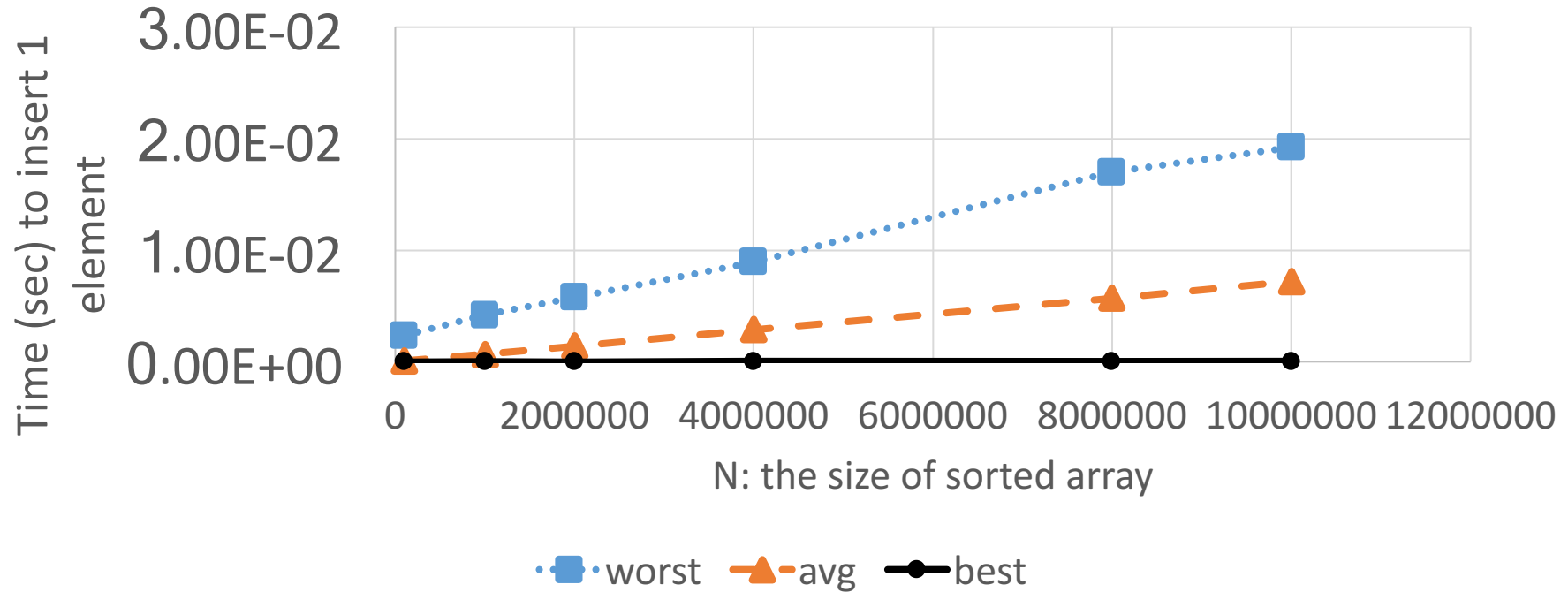
$worstTime(N) = ?$

$c = \text{time it takes to do 1 swap}$

$avgTime(N) = ?$

$bestTime(N) = ?$

Can we find an analytical model for worst/avg/best case time as a function of N?



$$worstTime(N) = c * N$$

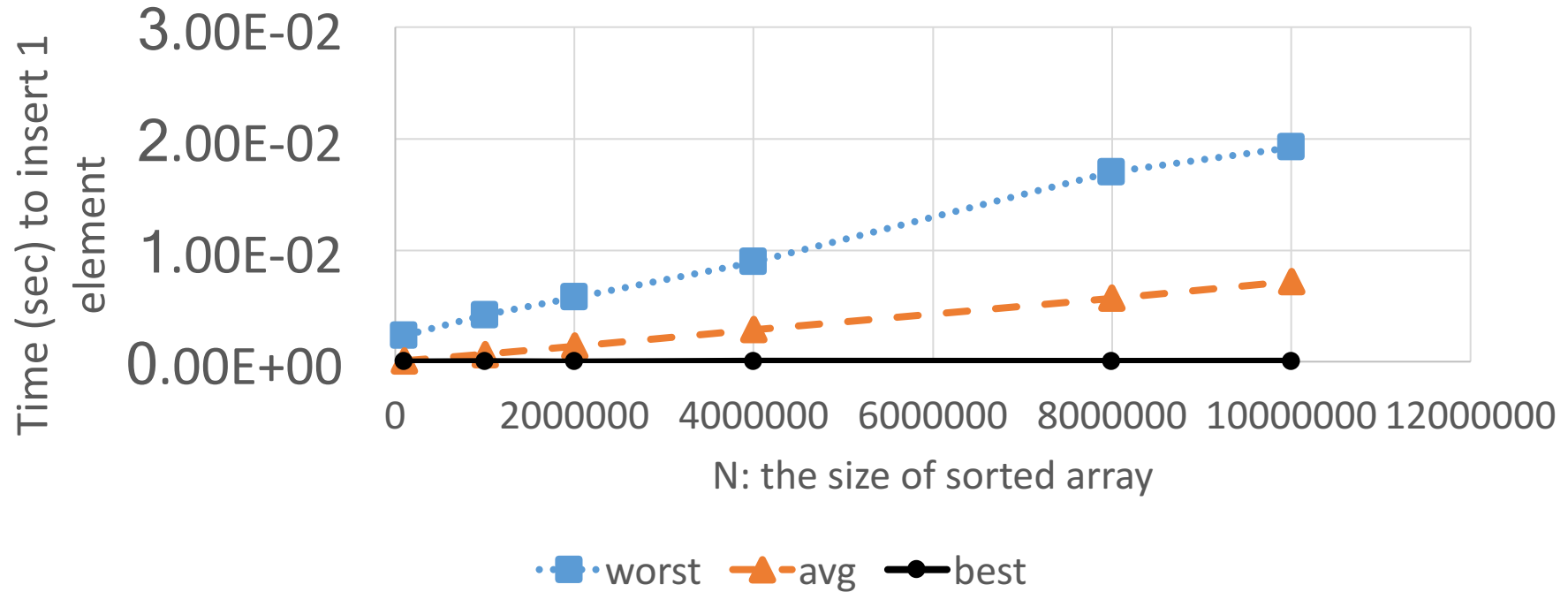
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$$avgTime(N) = ?$$

$$bestTime = ?$$



Can we find an analytical model for worst/avg/best case time as a function of N?



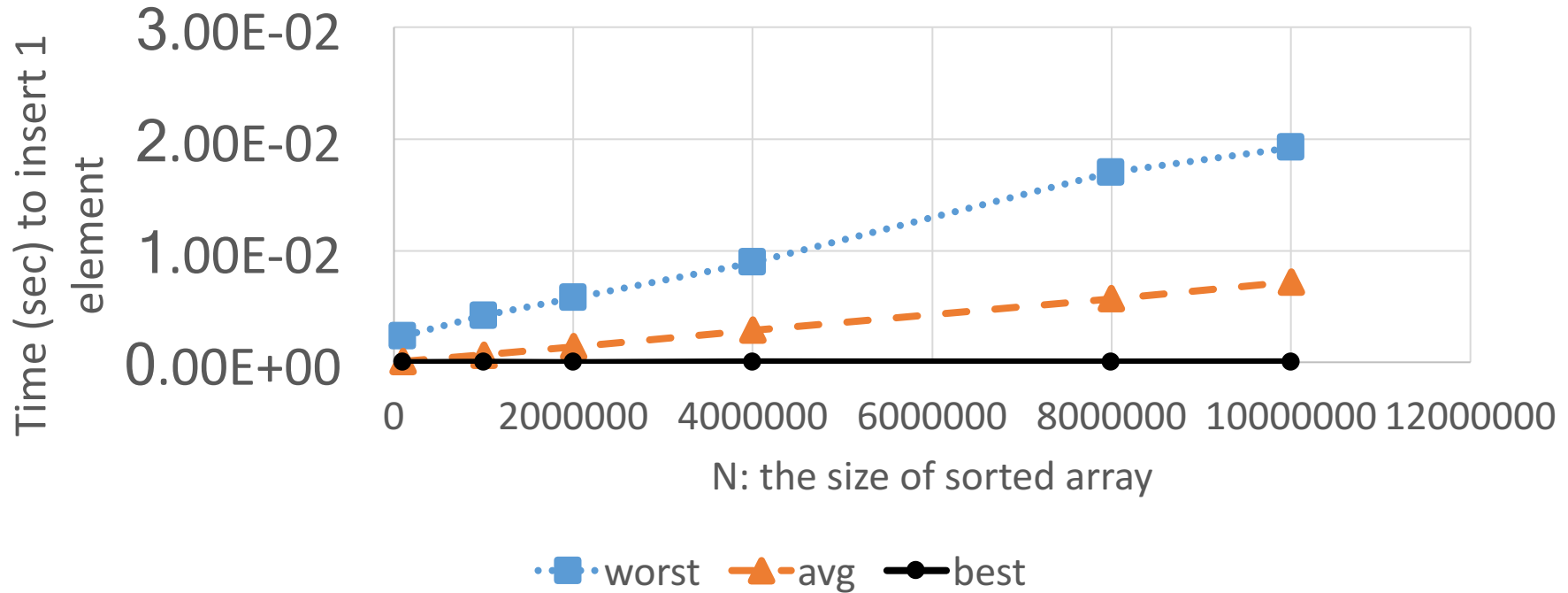
$$worstTime(N) = c * N$$

c = time it takes to do 1 swap

$$avgTime(N) = \frac{c}{2} * (N + 1)$$

$$bestTime(N) = ?$$

Can we find an analytical model for worst/avg/best case time as a function of N?



$$worstTime(N) = c * N$$

c = time it takes to do 1 swap

$$avgTime(N) = \frac{c}{2} * (N + 1)$$

$$bestTime(N) = c * 1$$

# Common functions in algorithm analysis

constant	logarithm	linear	$n \log n$	quadratic	cubic	polynomial	exponential
1	$\log n$	$n$	$n \log n$	$n^2$	$n^3$	$n^d$	$a^n$

$a > 1$

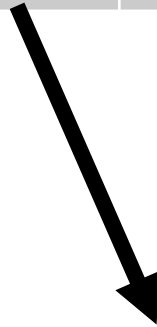
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$$\text{bestTime}(N) = c * 1$$

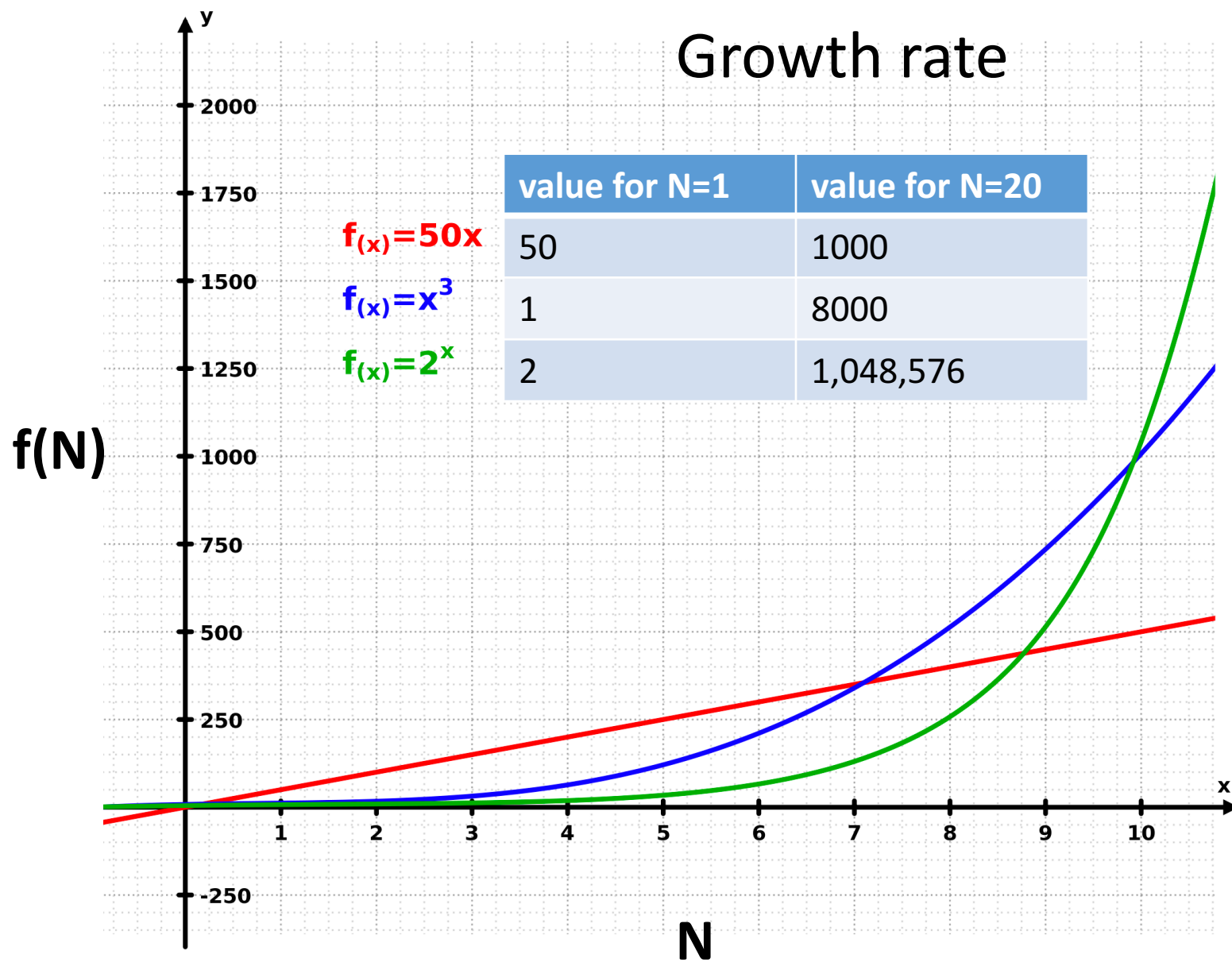


$$\text{worstTime}(N) = c * N$$

$$\text{avgTime}(N) = \frac{c}{2} * (N + 1)$$

classifying the  
running time models  
from our experiment

# Growth rate



# Peer instruction

Order these functions from slowest to fastest growing

- A.  $4n^2 + n\log(n^2)$
- B.  $2n^3 + n^2 + n\log(n)$
- C.  $3n^2 + 500n$
- D.  $n! + n^2$
- E.  $2^n + 4n^3$
- F.  $n^2\log(n)$
- G.  $n\log^2(n)$

# Examples

- Problems with running time **linear** in  $N$ 
  - search an unsorted array of size  $N$  for a value
- Problems with running time **quadratic** in  $N$ 
  - sort  $N$  students using our `insertSorted` algorithm (put new element at end of array and swap into sorted position)
- Problems with running time **exponential** in  $N$ 
  - find the quickest route for a UPS truck with  $N$  packages to deliver to the destinations

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