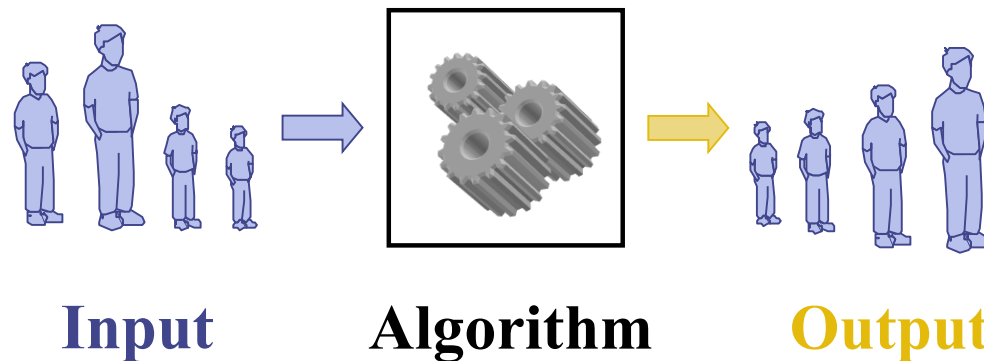


Analysis of Algorithms

- Running Time
- Pseudo code
- Primitive operations
- Counting primitive operations
- Big-O notation
 - Examples
 - Big-O Rules
- Asymptotic algorithm analysis
- Families of Big-O: Big Omega and Big Theta

Analysis of Algorithms

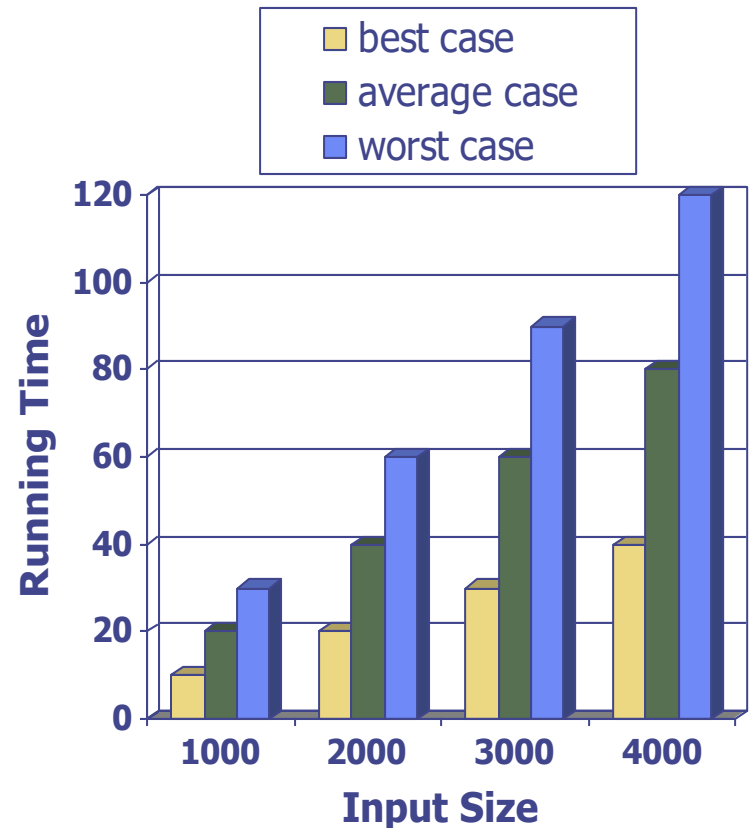


An **algorithm** is a step-by-step procedure for solving a problem in a finite amount of time.

Credits: **Data Structures and Algorithms in Java**
Michael T. Goodrich, Roberto Tamassia

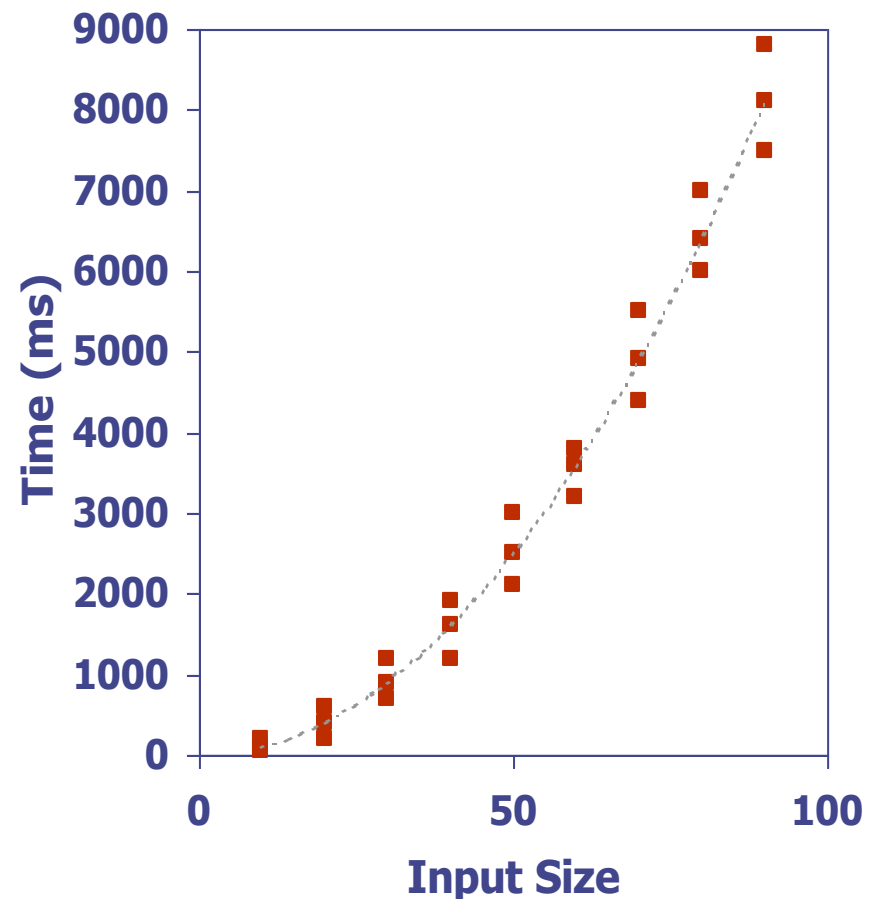
Running Time

- ◆ **Run time, runtime or execution time** is the time during which a program is running.
- ◆ Most algorithms transform input objects into output objects.
- ◆ The running time of an algorithm typically grows with the input size.
- ◆ Average case time is often difficult to determine.
- ◆ We focus on the worst case running time.
 - Easier to analyze
 - Crucial to applications such as games, finance and robotics



Experimental Studies

- ◆ Write a program implementing the algorithm
- ◆ Run the program with inputs of varying size and composition
- ◆ Use a method like `System.currentTimeMillis()` to get an accurate measure of the actual running time
- ◆ Plot the results



Limitations of Experiments

- ◆ It is necessary to implement the algorithm, which may be difficult
- ◆ Results may not be indicative of the running time on other inputs not included in the experiment.
- ◆ In order to compare two algorithms, the same hardware and software environments must be used

Theoretical Analysis



- ◆ Uses a high-level description of the algorithm instead of an implementation
- ◆ Characterizes running time as a function of the input size, n .
- ◆ Takes into account all possible inputs
- ◆ Allows us to evaluate the speed of an algorithm independent of the hardware/software environment

Pseudocode

- ◆ High-level description of an algorithm
- ◆ More structured than English prose
- ◆ Less detailed than a program
- ◆ Preferred notation for describing algorithms
- ◆ Hides program design issues

Example: find max element of an array

Algorithm *arrayMax*(A, n)

Input array A of n integers

Output maximum element of A

currentMax $\leftarrow A[0]$

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

if $A[i] > \textit{currentMax}$ **then**

currentMax $\leftarrow A[i]$

return *currentMax*

Pseudocode Details

◆ Control flow

- **if ... then ... [else ...]**
- **while ... do ...**
- **repeat ... until ...**
- **for ... do ...**
- Indentation replaces braces

◆ Method declaration

Algorithm *method* (*arg* [, *arg*...])

Input ...

Output ...

◆ Method call

var.method (*arg* [, *arg*...])

◆ Return value

return *expression*

◆ Expressions

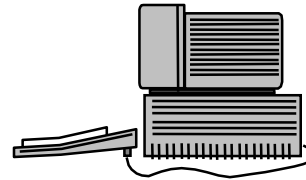
← Assignment
(like = in Java)

= Equality testing
(like == in Java)

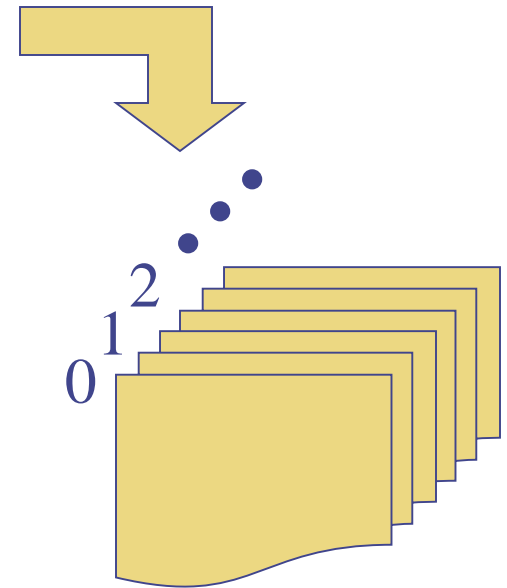
n^2 Superscripts and other
mathematical
formatting allowed

The Random Access Memory (RAM) Model

- ◆ A CPU



- ◆ An potentially unbounded bank of **memory** cells, each of which can hold an arbitrary number or character



- ◆ Memory cells are numbered and accessing any cell in memory takes unit time.

Primitive Operations



- ◆ Basic computations performed by an algorithm
- ◆ Identifiable in pseudocode
- ◆ Largely independent from the programming language
- ◆ Exact definition not important (we will see why later)
- ◆ Assumed to take a constant amount of time in the RAM model

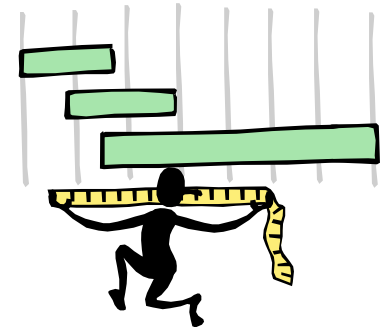
- ◆ Examples:
 - Evaluating an expression
 - Assigning a value to a variable
 - Indexing into an array
 - Calling a method
 - Returning from a method

Counting Primitive Operations

- ◆ By inspecting the pseudocode, we can determine the maximum number of primitive operations executed by an algorithm, as a function of the input size

Algorithm <i>arrayMax</i> (<i>A</i> , <i>n</i>)	# operations
<i>currentMax</i> $\leftarrow A[0]$	2
for <i>i</i> $\leftarrow 1$ to <i>n</i> - 1 do	$2n$
if <i>A</i> [<i>i</i>] > <i>currentMax</i> then	$2(n - 1)$
<i>currentMax</i> $\leftarrow A[i]$	$2(n - 1)$
{ increment counter <i>i</i> }	$2(n - 1)$
return <i>currentMax</i>	1
Total	$8n - 3$

Estimating Running Time



- ◆ Algorithm *arrayMax* executes $8n - 3$ primitive operations in the worst case. Define:
 - a = Time taken by the fastest primitive operation
 - b = Time taken by the slowest primitive operation
- ◆ Let $T(n)$ be worst-case time of *arrayMax*. Then
$$a(8n - 3) \leq T(n) \leq b(8n - 3)$$
- ◆ Hence, the running time $T(n)$ is bounded by two linear functions

Growth Rate of Running Time

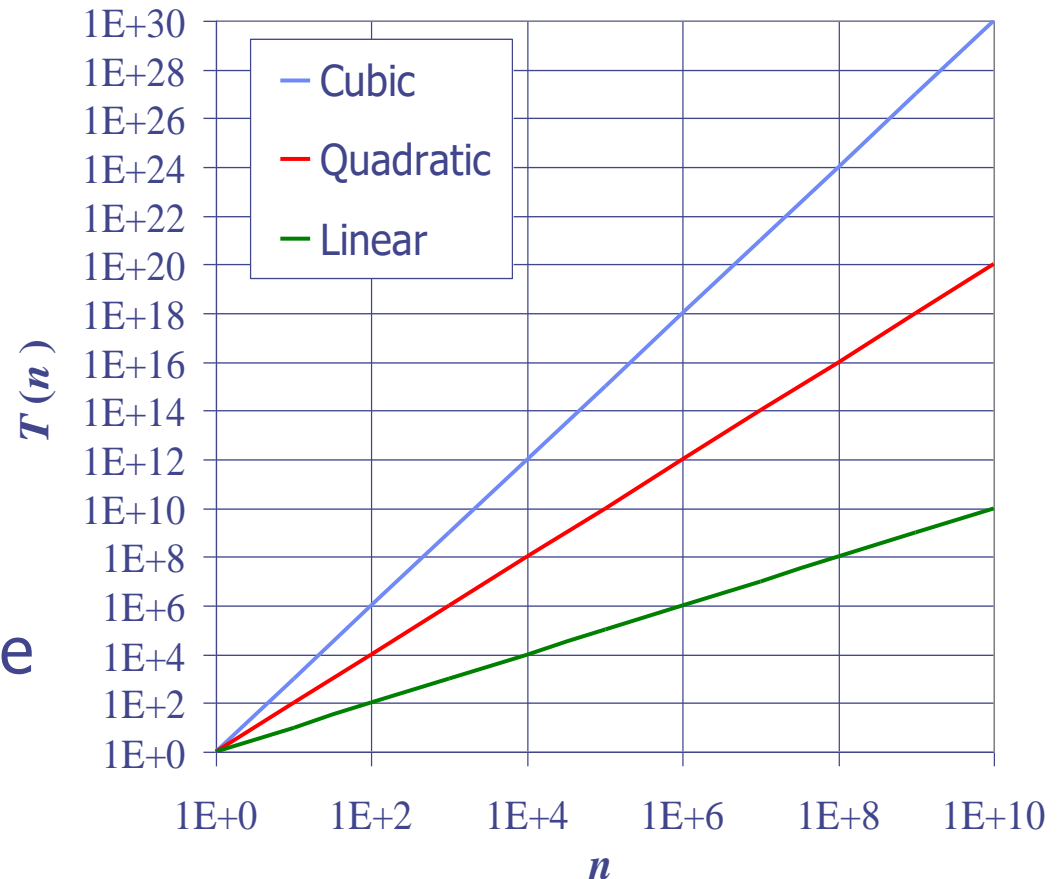
- ◆ Changing the hardware/ software environment
 - Affects $T(n)$ by a constant factor, but
 - Does not alter the growth rate of $T(n)$
- ◆ The linear growth rate of the running time $T(n)$ is an intrinsic property of algorithm *arrayMax*

Seven Important Functions

◆ Seven functions that often appear in algorithm analysis:

- Constant ≈ 1
- Logarithmic $\approx \log n$
- Linear $\approx n$
- N-Log-N $\approx n \log n$
- Quadratic $\approx n^2$
- Cubic $\approx n^3$
- Exponential $\approx 2^n$

◆ In a log-log chart, the slope of the line corresponds to the growth rate of the function



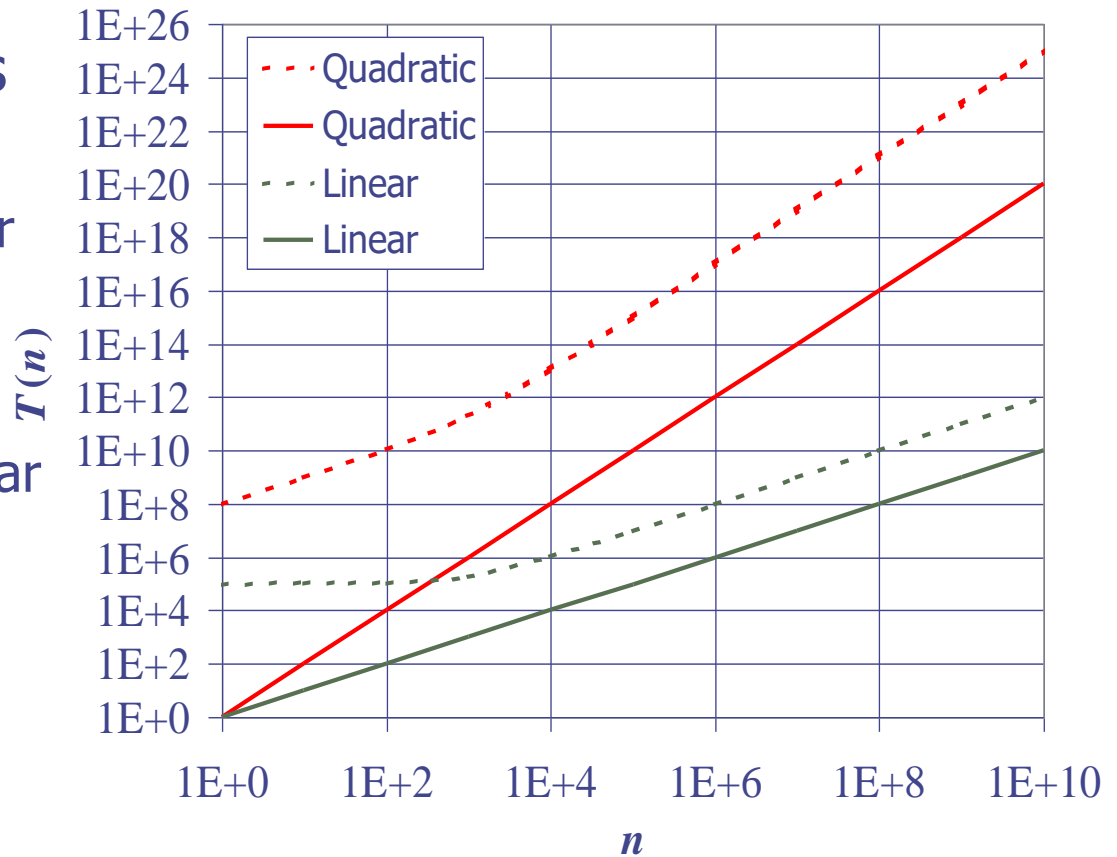
Constant Factors

◆ The growth rate is not affected by

- constant factors or
- lower-order terms

◆ Examples

- $10^2n + 10^5$ is a linear function
- $10^5n^2 + 10^8n$ is a quadratic function



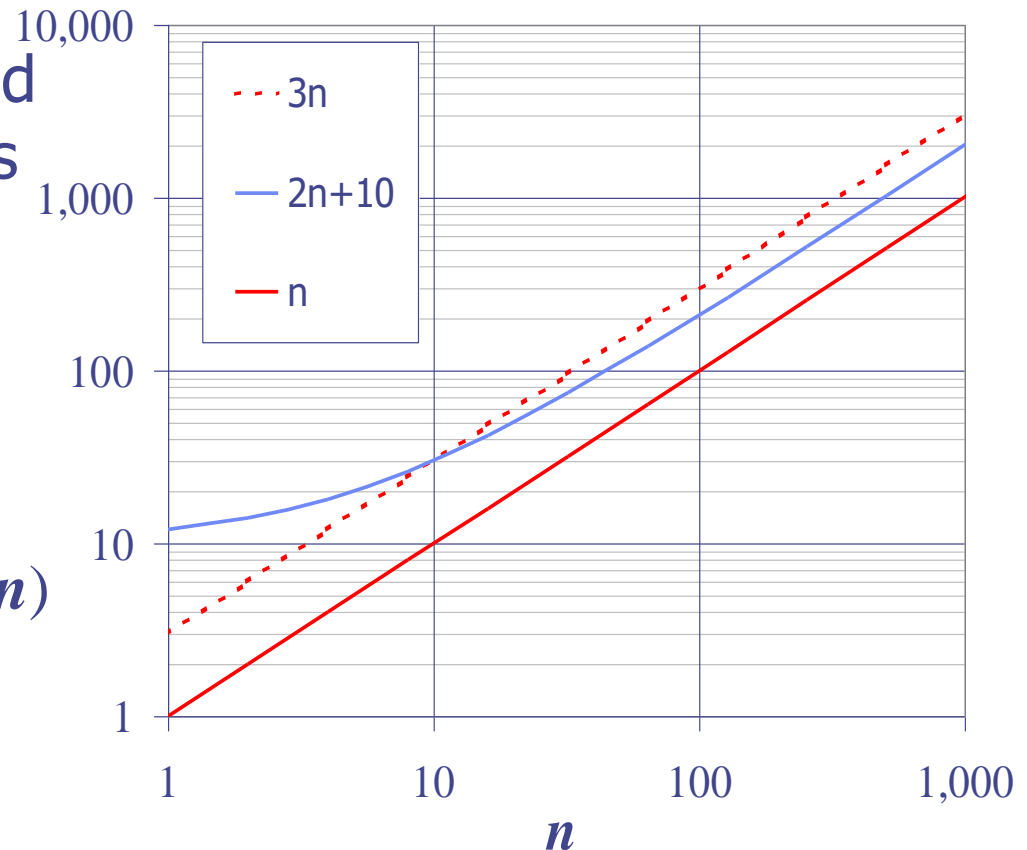
Big-Oh Notation

◆ Given functions $f(n)$ and $g(n)$, we say that $f(n)$ is $O(g(n))$ if there are positive constants c and n_0 such that

$$f(n) \leq cg(n) \text{ for } n \geq n_0$$

◆ Example: $2n + 10$ is $O(n)$

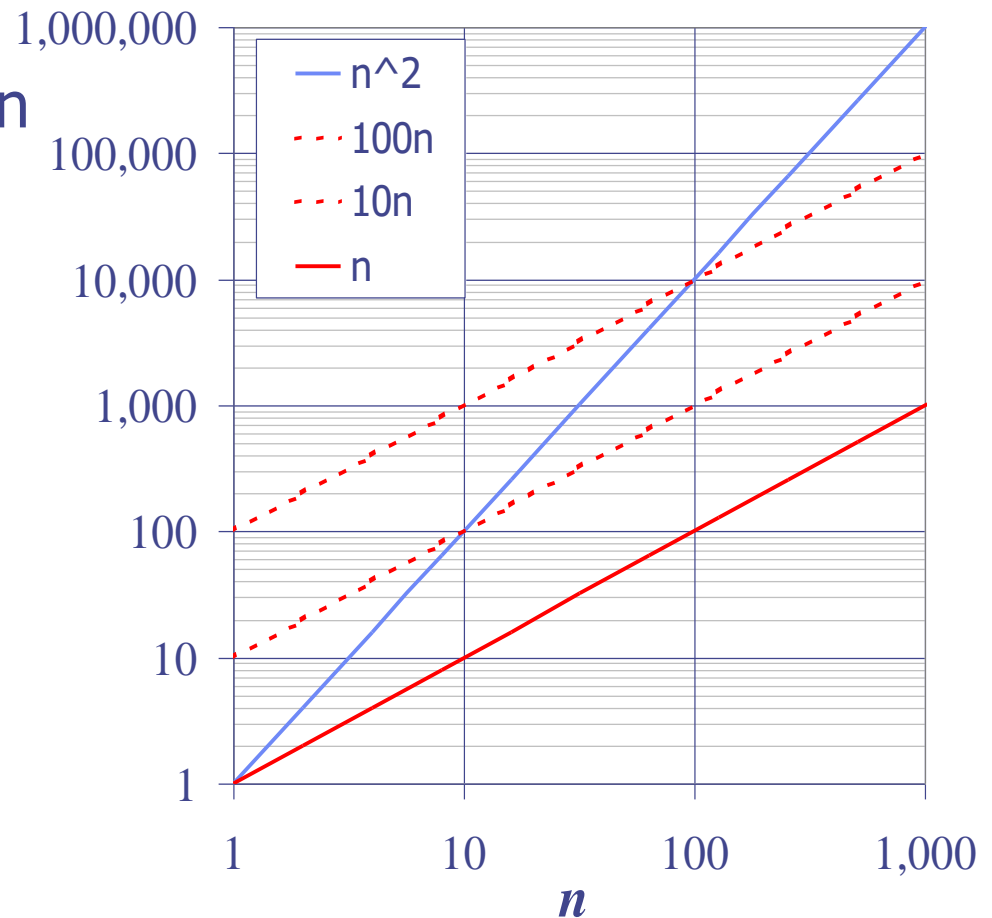
- $2n + 10 \leq cn$
- $(c - 2)n \geq 10$
- $n \geq 10/(c - 2)$
- Pick $c = 3$ and $n_0 = 10$



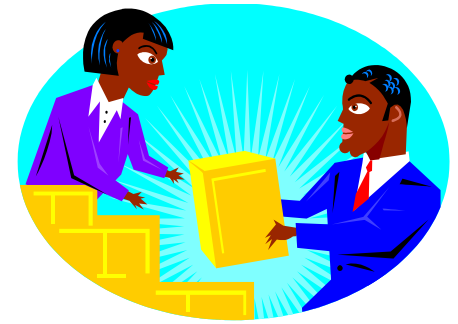
Big-Oh Example

◆ Example: the function n^2 is not $O(n)$

- $n^2 \leq cn$
- $n \leq c$
- The above inequality cannot be satisfied since c must be a constant



More Big-Oh Examples



◆ $7n-2$

$7n-2$ is $O(n)$

need $c > 0$ and $n_0 \geq 1$ such that $7n-2 \leq c \cdot n$ for $n \geq n_0$

this is true for $c = 7$ and $n_0 = 1$

■ $3n^3 + 20n^2 + 5$

$3n^3 + 20n^2 + 5$ is $O(n^3)$

need $c > 0$ and $n_0 \geq 1$ such that $3n^3 + 20n^2 + 5 \leq c \cdot n^3$ for $n \geq n_0$

this is true for $c = 4$ and $n_0 = 21$

■ $3 \log n + 5$

$3 \log n + 5$ is $O(\log n)$

need $c > 0$ and $n_0 \geq 1$ such that $3 \log n + 5 \leq c \cdot \log n$ for $n \geq n_0$

this is true for $c = 8$ and $n_0 = 2$

Big-Oh and Growth Rate

- ◆ The big-Oh notation gives an upper bound on the growth rate of a function
- ◆ The statement " $f(n)$ is $O(g(n))$ " means that the growth rate of $f(n)$ is no more than the growth rate of $g(n)$
- ◆ We can use the big-Oh notation to rank functions according to their growth rate

	$f(n)$ is $O(g(n))$	$g(n)$ is $O(f(n))$
$g(n)$ grows more	Yes	No
$f(n)$ grows more	No	Yes
Same growth	Yes	Yes

Big-Oh Rules



- ◆ If $f(n)$ is a polynomial of degree d , then $f(n)$ is $O(n^d)$, i.e.,
 1. Drop lower-order terms
 2. Drop constant factors
- ◆ Use the smallest possible class of functions
 - Say " $2n$ is $O(n)$ " instead of " $2n$ is $O(n^2)$ "
- ◆ Use the simplest expression of the class
 - Say " $3n + 5$ is $O(n)$ " instead of " $3n + 5$ is $O(3n)$ "

Asymptotic Algorithm Analysis

- ◆ The asymptotic analysis of an algorithm determines the running time in big-Oh notation
- ◆ To perform the asymptotic analysis
 - We find the worst-case number of primitive operations executed as a function of the input size
 - We express this function with big-Oh notation
- ◆ Example:
 - We determine that algorithm *arrayMax* executes at most $8n - 3$ primitive operations
 - We say that algorithm *arrayMax* “runs in $O(n)$ time”
- ◆ Since constant factors and lower-order terms are eventually dropped anyhow, we can disregard them when counting primitive operations

Math you need to Review



- ◆ Summations
- ◆ Logarithms and Exponents

- ◆ **properties of logarithms:**

$$\log_b(xy) = \log_b x + \log_b y$$

$$\log_b (x/y) = \log_b x - \log_b y$$

$$\log_b x^a = a \log_b x$$

$$\log_b a = \log_x a / \log_x b$$

- ◆ **properties of exponentials:**

$$a^{(b+c)} = a^b a^c$$

$$a^{bc} = (a^b)^c$$

$$a^b / a^c = a^{(b-c)}$$

$$b = a^{\log_a b}$$

$$b^c = a^{c \cdot \log_a b}$$

- ◆ Proof techniques
- ◆ Basic probability

Intuition for Asymptotic Notation



Big-Oh

- $f(n)$ is $O(g(n))$ if $f(n)$ is asymptotically **less than or equal** to $g(n)$

big-Omega

- $f(n)$ is $\Omega(g(n))$ if $f(n)$ is asymptotically **greater than or equal** to $g(n)$

big-Theta

- $f(n)$ is $\Theta(g(n))$ if $f(n)$ is asymptotically **equal** to $g(n)$

Relatives of Big-Oh



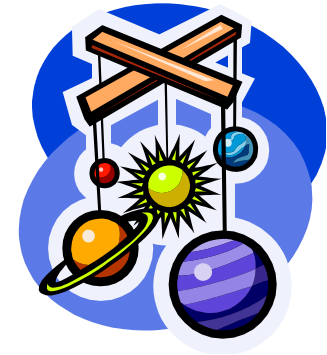
◆ big-Omega

- $f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

◆ big-Theta

- $f(n)$ is $\Theta(g(n))$ if there are constants $c' > 0$ and $c'' > 0$ and an integer constant $n_0 \geq 1$ such that $c' \cdot g(n) \leq f(n) \leq c'' \cdot g(n)$ for $n \geq n_0$

Example Uses of the Relatives of Big-Oh



- $5n^2$ is $\Omega(n^2)$

$f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

let $c = 5$ and $n_0 = 1$

- $5n^2$ is $\Omega(n)$

$f(n)$ is $\Omega(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \geq c \cdot g(n)$ for $n \geq n_0$

let $c = 1$ and $n_0 = 1$

- $5n^2$ is $\Theta(n^2)$

$f(n)$ is $\Theta(g(n))$ if it is $\Omega(n^2)$ and $O(n^2)$. We have already seen the former, for the latter recall that $f(n)$ is $O(g(n))$ if there is a constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \leq c \cdot g(n)$ for $n \geq n_0$

Let $c = 5$ and $n_0 = 1$