

# **Algorithms & Data Structures**

## **Lesson 2: Math Review, Algorithm Analysis**

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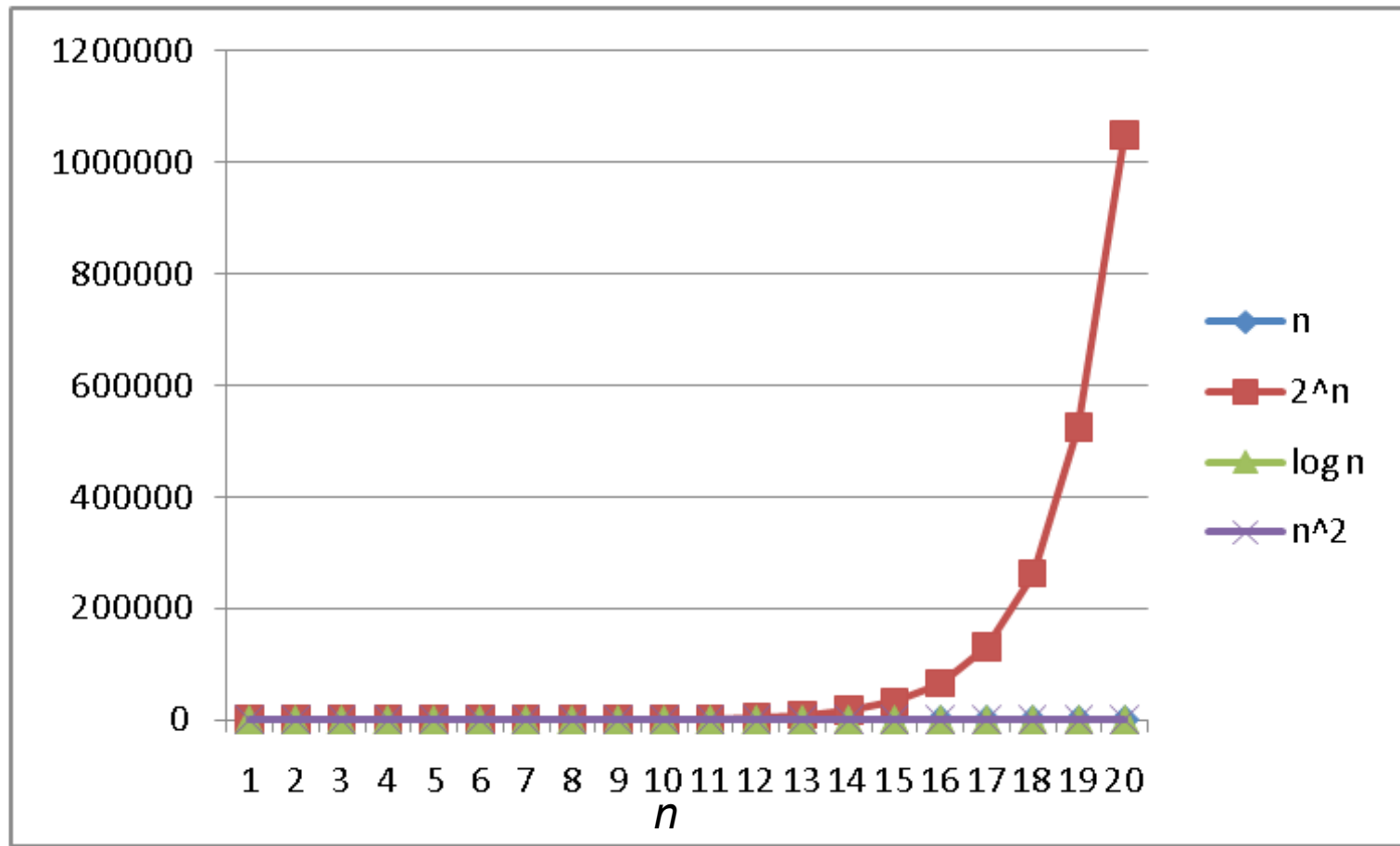
# Logarithms and Exponents

- Definition:  $x = 2^y$  if  $\log_2 x = y$ 
  - $8 = 2^3$ , so  $\log_2 8 = 3$
  - $65536 = 2^{16}$ , so  $\log_2 65536 = 16$
- The **exponent** of a number says how many times to use the number in a multiplication. e.g.  $2^3 = 2 \times 2 \times 2 = 8$   
*(2 is used 3 times in a multiplication to get 8)*
- A **logarithm** says how many of one number to multiply to get another number. It asks "what exponent produced this?"  
e.g.  $\log_2 8 = 3$  *(2 makes 8 when used 3 times in a multiplication)*

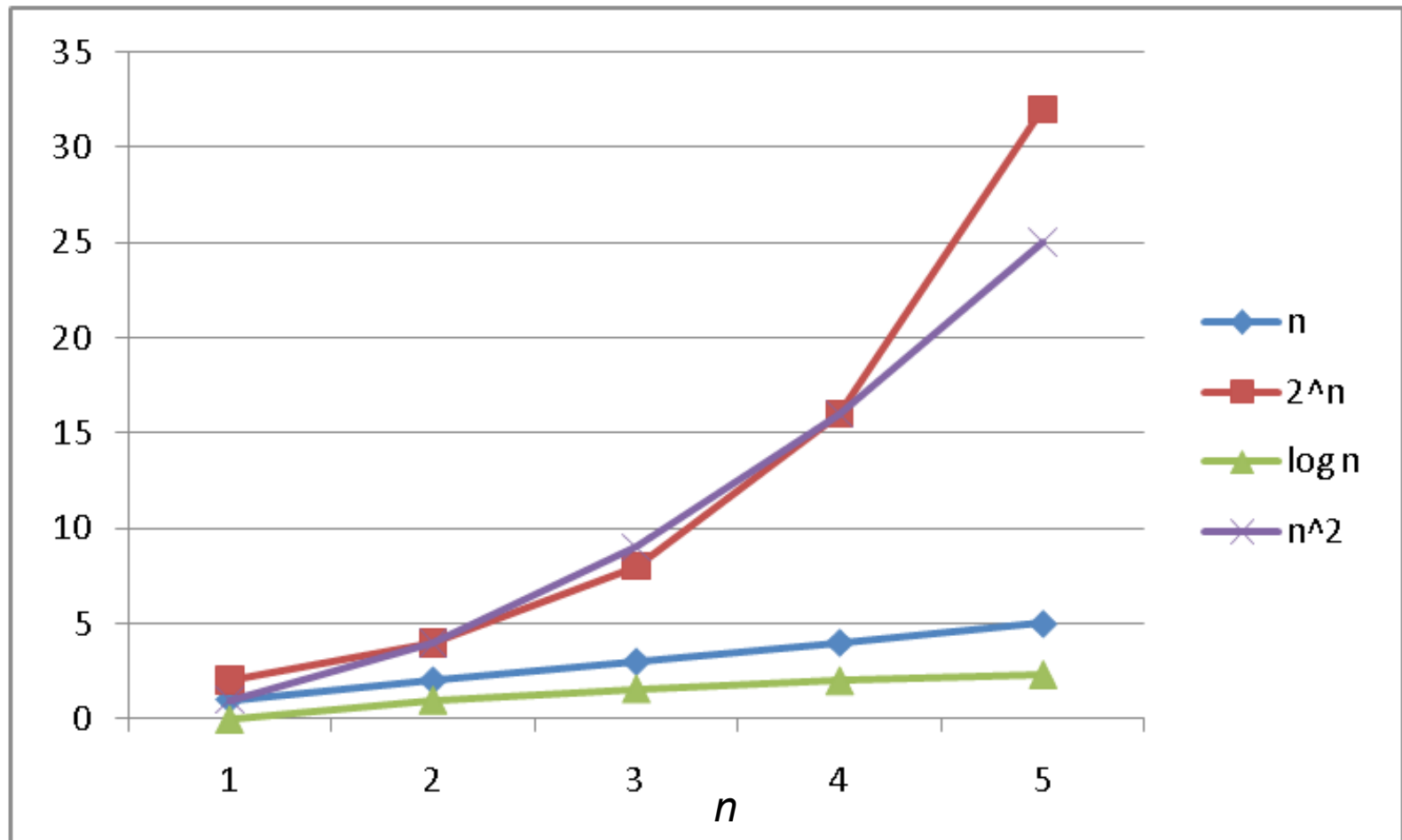
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- Since so much is binary in CS,  $\log$  almost always means  $\log_2$
- $\log_2 n$  tells you how many bits needed to represent  $n$  combinations.
- So,  $\log_2 1,000,000 = \text{“a little under 20”}$
- Logarithms and exponents are *inverse* functions. Just as exponents grow *very quickly*, logarithms grow *very slowly*.

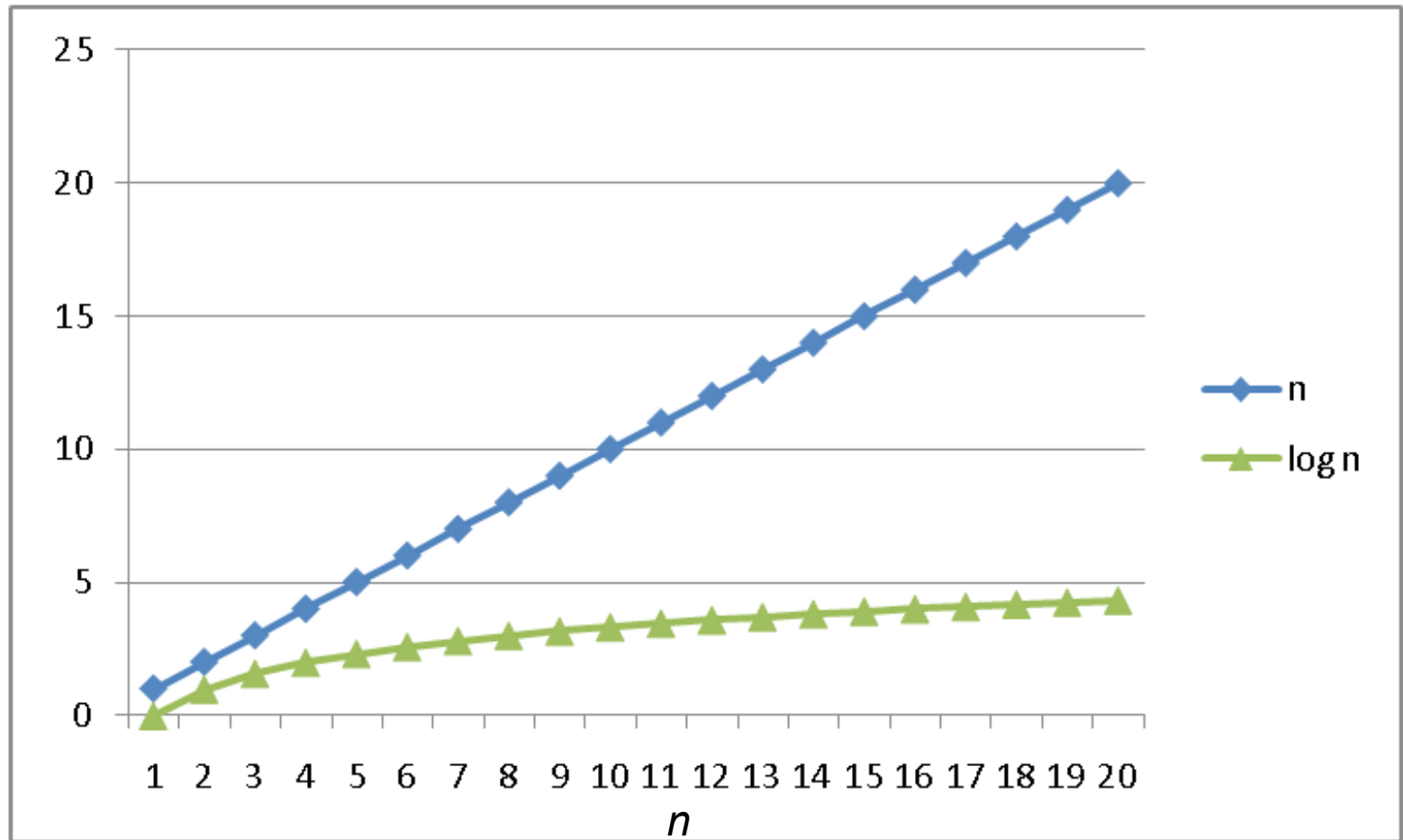
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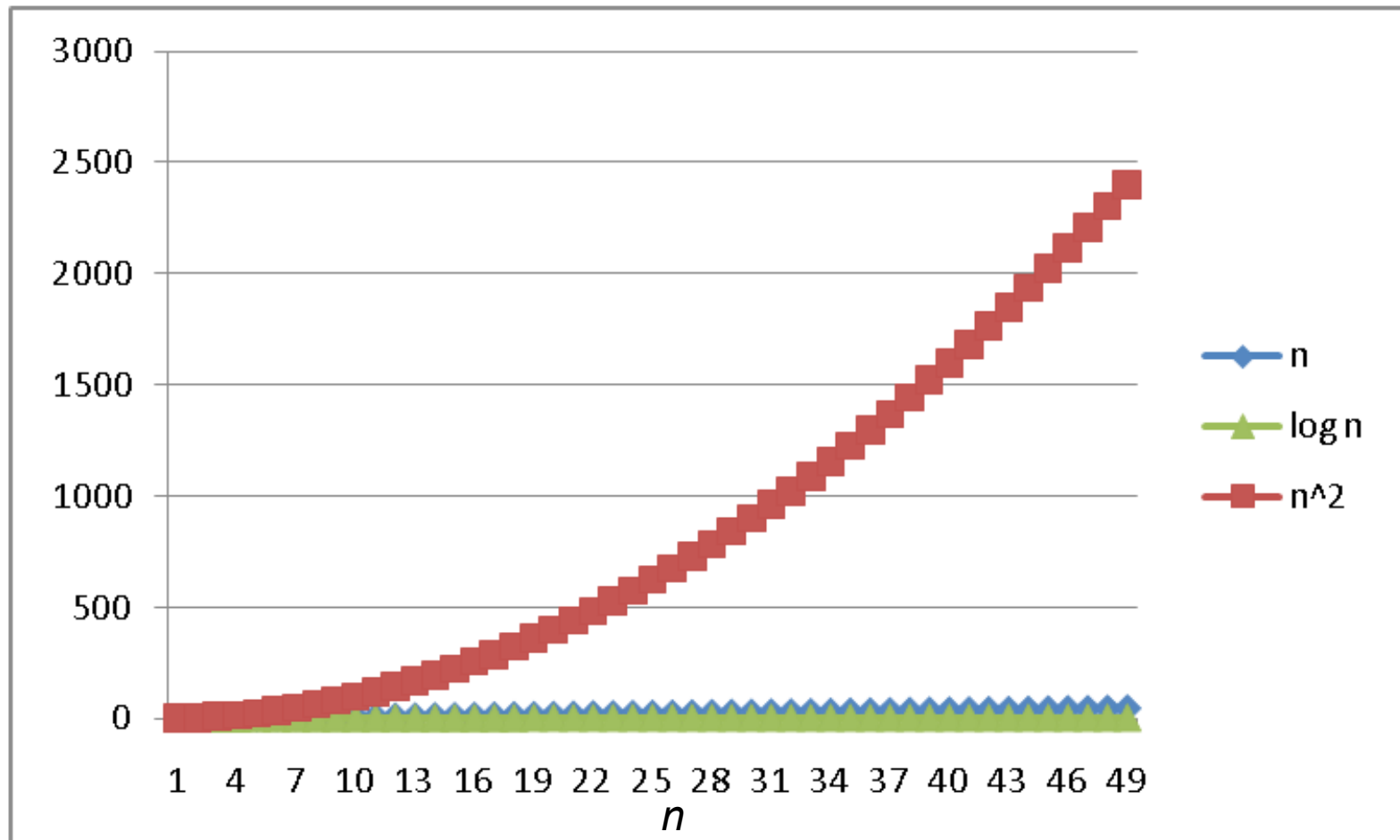
# Logarithms and Exponents



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# Logarithms and Exponents



# *Properties of logarithms*

- $\log(A*B) = \log A + \log B$
- $\log(N^k) = k \log N$
- $\log(A/B) = \log A - \log B$
- $\log(\log x)$  is written  $\log \log x$ 
  - Grows as slowly as  $2^y$  grows quickly
- $(\log x)(\log x)$  is written  $\log^2 x$ 
  - It is greater than  $\log x$  for all  $x > 2$
  - It is not the same as  $\log \log x$



# Algorithm Analysis

**As the “size” of an algorithm’s input grows (integer, length of array, size of queue, etc.), we want to know**

- How much longer does the algorithm take to run? (time)
- How much more memory does the algorithm need? (space)

Because the curves we saw are so different, often care about only “which curve we are like”

Separate issue: *Algorithm correctness* – does it produce the right answer for all inputs

- Usually more important, naturally

# Algorithm Analysis: A first example

- Consider the following program segment:

```
x := 0;  
for i = 1 to n do  
    for j = 1 to i do  
        x := x + 1;
```

- What is the value of **x** at the end?

<b>i</b>	<b>j</b>	<b>x</b>
1	1 to 1	1
2	1 to 2	3
3	1 to 3	6
4	1 to 4	10
...		
n	1 to n	?

Number of times **x** gets incremented by 1 is  
 $= 1 + 2 + 3 + \dots + (n-1) + n$   
 $= n*(n+1)/2$

## Analyzing the loop

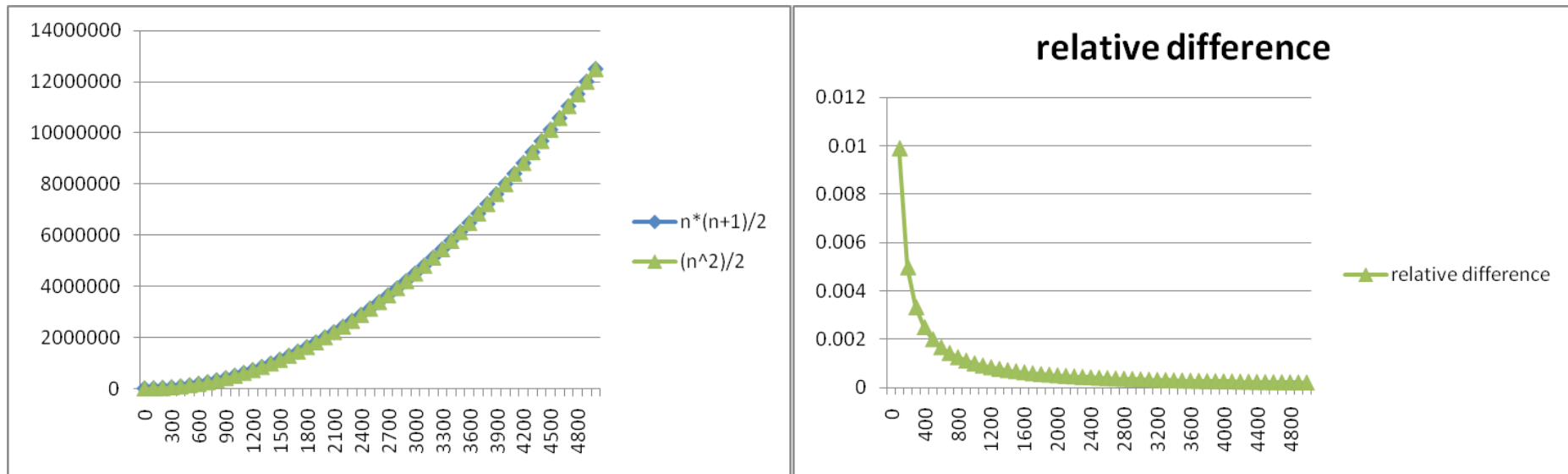
- Consider the following program segment:

```
x := 0;  
for i = 1 to n do  
    for j = 1 to i do  
        x := x + 1;
```

- The total number of loop iterations is  $n*(n+1)/2$ 
  - This is a very common loop structure, worth memorizing
  - This is *proportional to*  $n^2$ , and we say  $O(n^2)$ , “big-Oh of”
    - $n*(n+1)/2 = (n^2 + n)/2$
    - For large enough  $n$ , the lower order and constant terms are irrelevant, as are the assignment statements
    - See plot...  $(n^2 + n)/2$  vs. just  $n^2/2$

# Lower-order terms don't matter

$n*(n+1)/2$  vs. just  $n^2/2$



We just say  $O(n^2)$

## *Big-O: Common Names*

$O(1)$	constant (same as $O(k)$ for constant $k$ )
$O(\log n)$	logarithmic
$O(n)$	linear
$O(n \log n)$	“ $n \log n$ ”
$O(n^2)$	quadratic
$O(n^3)$	cubic
$O(n^k)$	polynomial (where $k$ is any constant)
$O(k^n)$	exponential (where $k$ is any constant $> 1$ )
$O(n!)$	factorial

Note: “exponential” does not mean “grows really fast”, it means “grows at rate proportional to  $k^n$  for some  $k > 1$ ”

# Big-O running times

- For a processor capable of one million instructions per second

	$n$	$n \log_2 n$	$n^2$	$n^3$	$1.5^n$	$2^n$	$n!$
$n = 10$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	4 sec
$n = 30$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	18 min	$10^{25}$ years
$n = 50$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	11 min	36 years	very long
$n = 100$	< 1 sec	< 1 sec	< 1 sec	1 sec	12,892 years	$10^{17}$ years	very long
$n = 1,000$	< 1 sec	< 1 sec	1 sec	18 min	very long	very long	very long
$n = 10,000$	< 1 sec	< 1 sec	2 min	12 days	very long	very long	very long
$n = 100,000$	< 1 sec	2 sec	3 hours	32 years	very long	very long	very long
$n = 1,000,000$	1 sec	20 sec	12 days	31,710 years	very long	very long	very long

# Analyzing code

**Basic operations take “some amount of” constant time**

- Arithmetic (fixed-width)
- Assignment
- Access one Java field **or array index**
- Etc.

(This is an *approximation of reality*: a very useful “lie”.)

Consecutive statements	Sum of times
Conditionals	Time of test plus slower branch
Loops	Sum of iterations
Calls	Time of call's body
Recursion	Solve <i>recurrence equation</i> ( <i>next lecture</i> )

# Analyzing code

1. Add up time for all parts of the algorithm  
e.g. number of iterations =  $(n^2 + n)/2$
2. Eliminate low-order terms i.e. eliminate  $n$ :  $(n^2)/2$
3. Eliminate coefficients i.e. eliminate  $1/2$ :  $(n^2)$

## Examples:

- $4n + 5$  =  $O(n)$
- $0.5n \log n + 2n + 7$  =  $O(n \log n)$
- $n^3 + 2^n + 3n$  =  $O(2^n)$
- $n \log(10n^2)$  =  
 $n \log(10) + n \log(n^2)$  =  
 $n \log(10) + 2n \log(n)$  =  $O(n \log n)$