# 1 Introduction to Algorithms

An algorithm is a sequence of unambiguous instructions for solving a problem i.e. for obtaining a required output for any legitimate(valid) input in finite time.

## 1.1 Performance/Analysis of Algorithms

It refers to the memory and time representation of the program. Methods of Analysis:

- Analytical
- Experimental

Any algorithm is analysed on the following criteria:

- Space Complexity
- Time Complexity

### 1.1.1 Space Complexity

It is the amount of memory required for a program to completion. It has 3 categories:

- Instruction Space (Compiled Program)
- Data Space (Space needed by var/const)
- Environment Stack Space (Recursive calls)

Denoted by:  $C + S_p$ 

#### Sample Questions

1. Sum of array without recursion

```
int sum(int a[],int n)
{
    int sum = 0;
    for(int i = 0;i < n;i++)
        sum = sum + a[i];
    return sum;
}</pre>
```

Space Complexity: 6x bytes<sup>a</sup>

Reason: Line 1 occupies x bytes for pointer a and x bytes for integer n. Line 3 occupies x bytes for sum and x bytes for allocating 0. Line 4 will occupy x bytes for allocating integer i. In Line 6 space will reserved for returning data.

<sup>a</sup>where x is bytes occupied by int

#### 2. Sum of array with recursion

```
int sum(int a[],int n)
{
    if(n > 0)
        return sum(a,n-1) + a[n-1];
    return 0;
}
```

Space Complexity:  $3x \times (n+1)$  bytes<sup>a</sup>

Reason: Line 1 occupies x bytes for pointer a and x bytes for integer n. Line 4 will execute n times and each time space is reserved for pointer a and n-1 thus giving  $3x \times n$ . During the last case of n=0, Line 5 will be executed returing 0 thus occupying x bytes.

<sup>&</sup>lt;sup>a</sup>where x is bytes occupied by int and n is the size of array