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## 1.4 ANALYSIS OF ALGORITHMS

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- ▶ *introduction*
- ▶ *observations*
- ▶ *mathematical models*
- ▶ *order-of-growth classifications*
- ▶ *theory of algorithms*
- ▶ *memory*

# Types of analyses

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**Best case.** Lower bound on cost.

- Determined by “easiest” input.
- Provides a goal for all inputs.

**Worst case.** Upper bound on cost.

- Determined by “most difficult” input.
- Provides a guarantee for all inputs.

**Average case.** Expected cost for random input.

- Need a model for “random” input.
- Provides a way to predict performance.

this course

**Ex 1.** Array accesses for brute-force 3-SUM.

Best:  $\sim \frac{1}{2} N^3$

Average:  $\sim \frac{1}{2} N^3$

Worst:  $\sim \frac{1}{2} N^3$

**Ex 2.** Compares for binary search.

Best:  $\sim 1$

Average:  $\sim \lg N$

Worst:  $\sim \lg N$

# Theory of algorithms

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## Goals.

- Establish “difficulty” of a problem.
- Develop “optimal” algorithms.

## Approach.

- Suppress details in analysis: analyze “to within a constant factor.”
- Eliminate variability in input model: focus on the worst case.

**Upper bound.** Performance guarantee of algorithm for any input.

**Lower bound.** Proof that no algorithm can do better.

**Optimal algorithm.** Lower bound = upper bound (to within a constant factor).

# Commonly-used notations in the theory of algorithms

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notation	provides	example	shorthand for	used to
<b>Big Theta</b>	asymptotic order of growth	$\Theta(N^2)$	$\frac{1}{2} N^2$ $10 N^2$ $5 N^2 + 22 N \log N + 3N$ $\vdots$	classify algorithms
<b>Big Oh</b>	$\Theta(N^2)$ and smaller	$O(N^2)$	$10 N^2$ $100 N$ $22 N \log N + 3 N$ $\vdots$	develop upper bounds
<b>Big Omega</b>	$\Theta(N^2)$ and larger	$\Omega(N^2)$	$\frac{1}{2} N^2$ $N^5$ $N^3 + 22 N \log N + 3 N$ $\vdots$	develop lower bounds

# Theory of algorithms: example 1

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## Goals.

- Establish “difficulty” of a problem and develop “optimal” algorithms.
- Ex. 1-SUM = “*Is there a 0 in the array?*”

## Upper bound. A specific algorithm.

- Ex. Brute-force algorithm for 1-SUM: Look at every array entry.
- Running time of the optimal algorithm for 1-SUM is  $O(N)$ .

## Lower bound. Proof that no algorithm can do better.

- Ex. Have to examine all  $N$  entries (any unexamined one might be 0).
- Running time of the optimal algorithm for 1-SUM is  $\Omega(N)$ .

## Optimal algorithm.

- Lower bound equals upper bound (to within a constant factor).
- Ex. Brute-force algorithm for 1-SUM is optimal: its running time is  $\Theta(N)$ .

# Theory of algorithms: example 2

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## Goals.

- Establish “difficulty” of a problem and develop “optimal” algorithms.
- Ex. 3-SUM.

## Upper bound. A specific algorithm.

- Ex. Brute-force algorithm for 3-SUM.
- Running time of the optimal algorithm for 3-SUM is  $O(N^3)$ .

# Theory of algorithms: example 2

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## Goals.

- Establish “difficulty” of a problem and develop “optimal” algorithms.
- Ex. 3-SUM.

## Upper bound. A specific algorithm.

- Ex. **Improved** algorithm for 3-SUM.
- Running time of the optimal algorithm for 3-SUM is  $O(N^2 \log N)$ .

## Lower bound. Proof that no algorithm can do better.

- Ex. Have to examine all  $N$  entries to solve 3-SUM.
- Running time of the optimal algorithm for solving 3-SUM is  $\Omega(N)$ .

## Open problems.

- Optimal algorithm for 3-SUM?
- Subquadratic algorithm for 3-SUM?
- Quadratic lower bound for 3-SUM?

# Algorithm design approach

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## Start.

- Develop an algorithm.
- Prove a lower bound.

## Gap?

- Lower the upper bound (discover a new algorithm).
- Raise the lower bound (more difficult).

## Golden Age of Algorithm Design.

- 1970s–.
- Steadily decreasing upper bounds for many important problems.
- Many known optimal algorithms.

## Caveats.

- Overly pessimistic to focus on worst case?
- Need better than “to within a constant factor” to predict performance.



# Commonly-used notations in the theory of algorithms

notation	provides	example	shorthand for	used to
<b>Tilde</b>	leading term	$\sim 10 N^2$	$10 N^2$ $10 N^2 + 22 N \log N$ $10 N^2 + 2 N + 37$	provide approximate model
<b>Big Theta</b>	asymptotic order of growth	$\Theta(N^2)$	$\frac{1}{2} N^2$ $10 N^2$ $5 N^2 + 22 N \log N + 3N$	classify algorithms
<b>Big Oh</b>	$\Theta(N^2)$ and smaller	$O(N^2)$	$10 N^2$ $100 N$ $22 N \log N + 3 N$	develop upper bounds
<b>Big Omega</b>	$\Theta(N^2)$ and larger	$\Omega(N^2)$	$\frac{1}{2} N^2$ $N^5$ $N^3 + 22 N \log N + 3 N$	develop lower bounds

**Common mistake.** Interpreting big-Oh as an approximate model.

**This course.** Focus on approximate models: use Tilde-notation