

Objectives

- Analyse the suitability of different algorithms for a given task and data set
- Be familiar with measures and methods to determine the efficiency of different algorithms
- Define constant, linear, polynomial, exponential and logarithmic functions
- Use Big-O notation to compare the time complexity of algorithms
- Be able to derive the time complexity of an algorithm

Computational algorithms

- What is an algorithm?
- Give some examples of computational algorithms

There are thousands of real-world problems to be solved using different algorithms; some of them still unsolved!

Problems solved by algorithms

- Routing problems:
 - Routing packets of data around the Internet by the shortest route
 - Finding the shortest route for a salesman to cover his territory
- Timetabling commercial aircraft crews so that they do not exceed their permitted flight hours
- Searching information on the Internet or from a database
- Encrypting communications so that they cannot be hacked
- Sorting large amounts of data
- Writing a compiler program to translate a high level language to machine code

What are the properties of a good algorithm?

- Has clear and precisely stated steps that produce the correct output for any set of valid inputs
- Should allow for invalid inputs
- Must always terminate at some point
- Should execute efficiently, in as few steps as possible
- Should be designed in such a way that other people will be able to understand it and modify it if necessary

How efficient is an algorithm?

We can sum the numbers from 1 to 1000 using the following algorithm:

```
sum = 0
for count = 1 to 1000
    sum = sum + count
next count
```

Or, we can use a single statement to calculate the sum:

```
sum = 1000 * (1000 + 1) / 2
```

• Which is more efficient? Why?

A measure of efficiency

The number of assignment statements to be executed in the first algorithm is 1002

```
n = 1000
sum = 0
for count = 1 to n
    sum = sum + count
next count
```

In the second algorithm, only two statements are executed:

```
n = 1000

sum = n * (n + 1) / 2
```

 The number of assignment statements is a good basic measure of efficiency

Execution time vs problem size

- For most problems, the larger the size of the problem or amount of data,
 the longer the execution time
- How many steps will it take to sum n items?

```
sum = 0
for count = 1 to n
    sum = sum + count
next count
```

How many statements in the second algorithm?

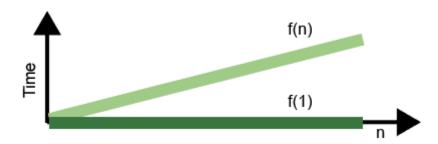
```
sum = sum + n * (n + 1) / 2
```

Mathematics revision

- Recall from mathematics
 - A function is defined by an equation such as y = 3x + 2
 - A generalised form would be f(n) = 3n + 2

Linear functions

- A linear function takes the form f(n) = an + b where a and b are constants
 - f(n) = 3n, f(n) = n + 5, f(n) = 6n + 1 are all examples of linear functions, and increase in a straight line
 - f(1) is a constant function no matter how large n gets, f(1) stays the same size. f(2), f(3), f(100) are all constant functions
 - The order of magnitude for a linear function is written O(n) (note: O stands for "Order")



Quadratic functions

A quadratic function takes the form

 $f(n) = an^2 + bn + c$ where a, b and c are constants

- As n becomes large, the n² term increases very much faster than either of the other terms
- The order of magnitude of a quadratic function is written $O(n^2)$
- The dominant term is the one used when comparing algorithms, so the bn and c terms are not considered

Logarithmic functions

- A logarithmic function takes the form f(n) = alog₂n
 - "The logarithm of a number is the power to which the base must be raised to make it equal to the number"
- $8=2^3 \rightarrow \log_2 8=3$ and $1024=2^{10} \rightarrow \log_2 1024=10$
- f(n) increases very slowly in relation to n
- The order of magnitude of a logarithmic function is written O(log n)
- We're only concerned with base 2, so it is not necessary to specify it in the notation O(log n)

Big-O notation

- Big-O notation is a measure of the time complexity of an algorithm
 - It is a useful approximation of the time taken to execute an algorithm for a given number of items in a data set
- An algorithm of time complexity O(n) increases linearly
 - 10,000 items will take approximately twice as long as 5,000 items to process
- There is no such thing as, for example, O(2n + 1)
- Only the dominant term counts, so it is O(n)

Analysing an algorithm

What is the number of steps in the following computation?

```
total = 0
for student = 1 to n
 for mark = 1 to 3
   total = total + results[student][mark]
 next mark
next student
for student = 1 to n
 average[student] = (mark[1]+mark[2]+[mark[3])/3
next student
```

Deriving Big-O

- There are 1 + 3n + n assignment statements
- The algorithm has time complexity O(n)

```
total = 0
for student = 1 to n
 for mark = 1 to 3
   total = total + results[student][mark]
 next mark
next student
for student = 1 to n
 average[student] = (mark[1]+mark[2]+[mark[3])/3
next student
```

Logarithmic functions

- "Divide and conquer" algorithms work by halving the size of the problem at each pass
 - A binary tree search algorithm is a good example of this
 - For a balanced tree of 1024 (i.e. 2¹⁰) items, only 10 items need to be examined
 - For a tree of 2048 (i.e. 2¹¹) items, only 11 items need to be examined
- Time complexity increases very slowly as the problem size increases
- It is logarithmic, that is, O(log n)

Task 1

| n | n² | 5n² | 10n | 2 | f(n)= 5n ² + 10n + 2 |
|--------|----|-----|-----|---|---------------------------------|
| 10 | | | | 2 | |
| 100 | | | | 2 | |
| 1000 | | | | 2 | |
| 10,000 | | | | 2 | |

Permutations

- A permutation of n items is the number of ways the n items can be arranged
- There are two types of permutation:
 - Repetition allowed; for example, a combination lock with 4 digits 0 to 9
 - No repetition allowed; for example, you have 4 differently coloured balls in a bag, and you draw them out one at a time



Permutations with repetition

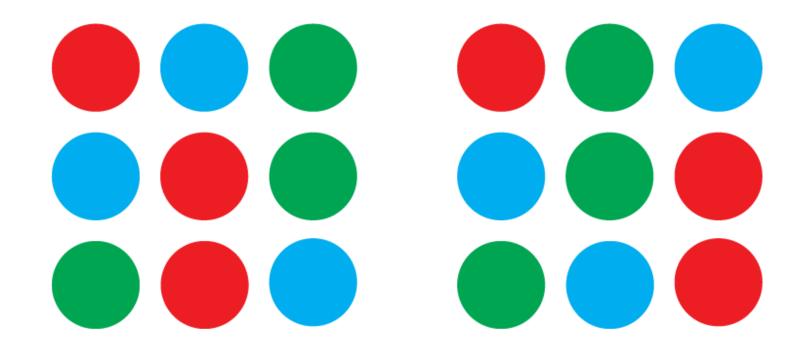
- Suppose you have a combination lock with 2 digits
 - There are 10 possibilities for the first digit
- For each of these numbers, the second number can be any digit between 0 and 9
 - 00, 01, 02, 03.....09
 - 10, 11, 12, 13.... 19 90, 91, 92, 93.....99
- There are 100 ways of choosing just 2 digits!
 - How many ways of choosing 3 digits? 4 digits?
- This problem is O(10ⁿ). Can you explain why?

Permutations with no repetition

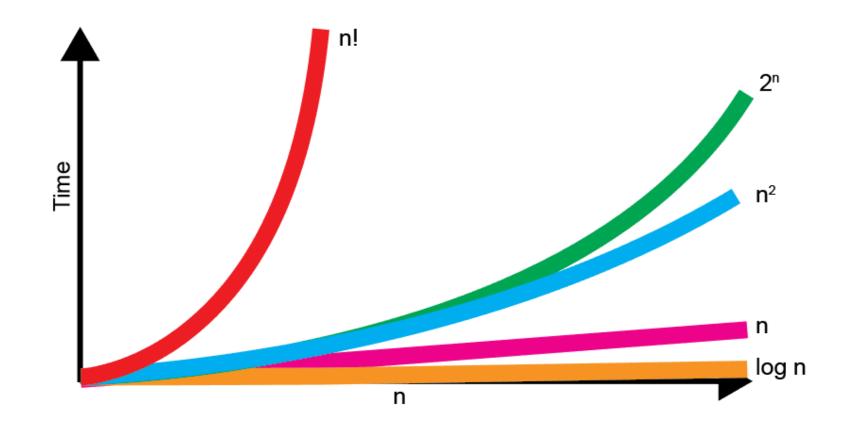
- Suppose you have a bag with 3 coloured balls, red, blue, green, and you
 pick out one at a time
- There are 3 possibilities for the first ball, two possibilities for the second ball, one for the third
 - There are 3 x 2 x 1 ways of picking out the three balls
- What if there were 5 differently coloured balls?
 Or 7 differently coloured balls?
 - Can you generalise the formula to show the time complexity of an algorithm that prints out all the ways of picking n different coloured balls in different orders?

Permutations with no repetition

- There are 3! ways of picking or arranging 3 balls
 - The time complexity of an algorithm to print out the different ways is O(n!)

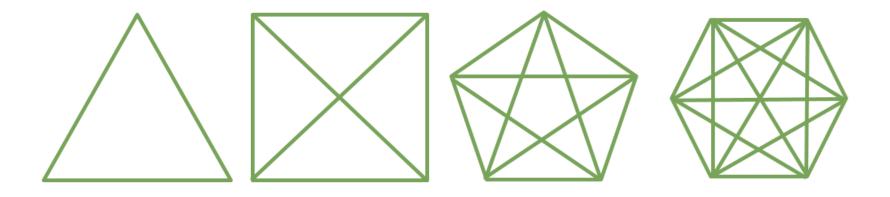


Comparison of time complexities



Task 2

• Try the questions in **Task 2** of the worksheet



Summary

- Big-O notation is used to describe the time complexity of different algorithms
 - It describes how fast the runtime increases as the number of items to be processed increases
- Algorithms with time complexity O(n!) and O(2ⁿ) are hopelessly inefficient for large values of n
- Algorithms of O(log n) are extremely efficient for large values of n, with computation time increasing only slightly as the number of items doubles

Summary

- To calculate the order of an algorithm in Big-O notation, count the number of assignment statements in the algorithm
- Three assignment statements in two nested FOR loops each of length n, for example, is 3n² statements
- Only the dominant term is significant, and any constant coefficient is ignored, so if there are, say, 3n² + 5n + 2 statements, the time complexity is O(n²)