

Lecture 2

Algorithm Analysis

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Several pages are based on the notes from Prof. Ken Yiu (PolyU) and Prof. Yufei Tao(CUHK)

Our Roadmap

- ◆ RAM Computation Model

 - ◆ Memory, CPU, Algorithm

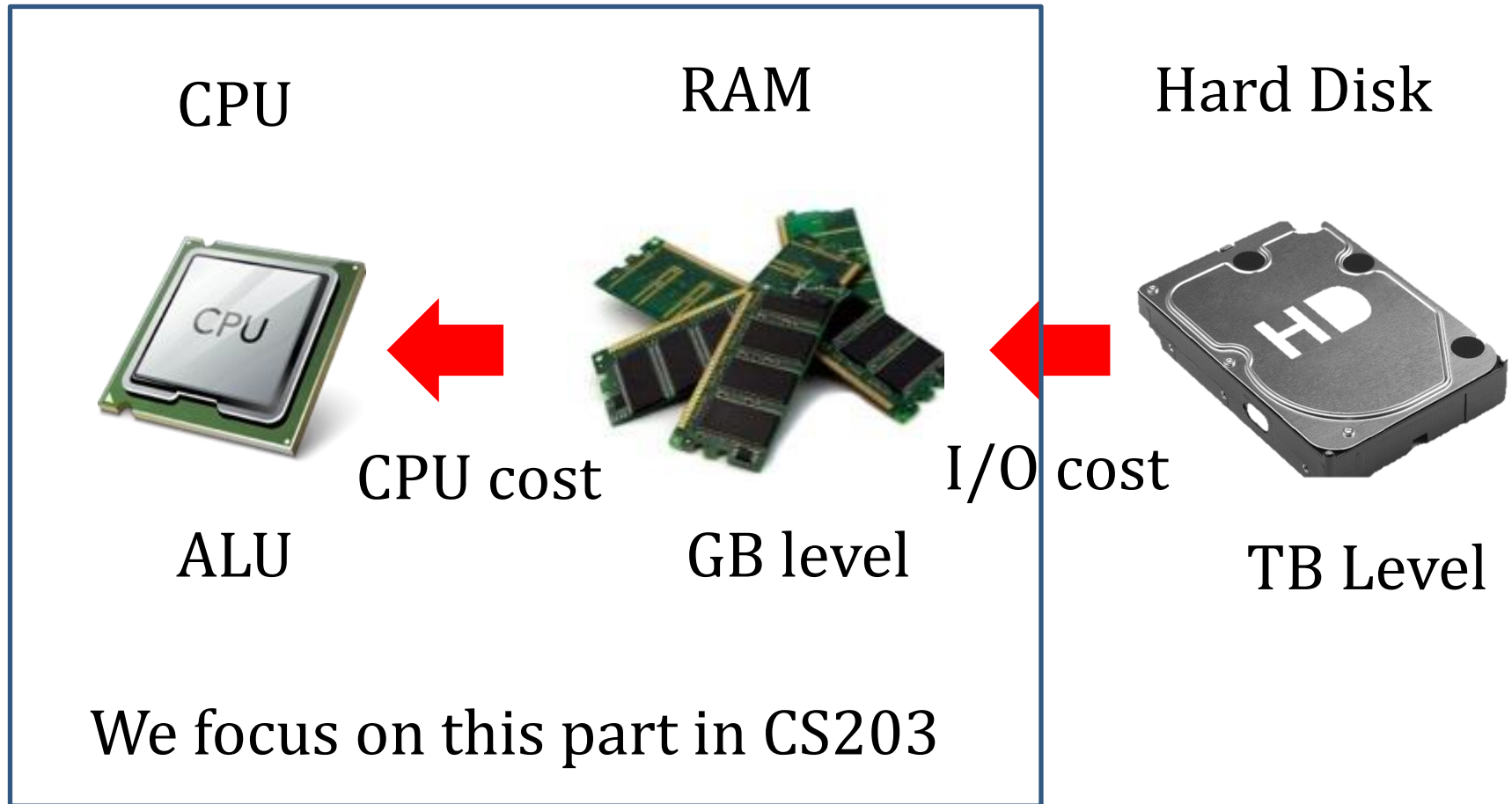
 - ◆ Algorithm, Pseudocode

- ◆ Worst Case Analysis

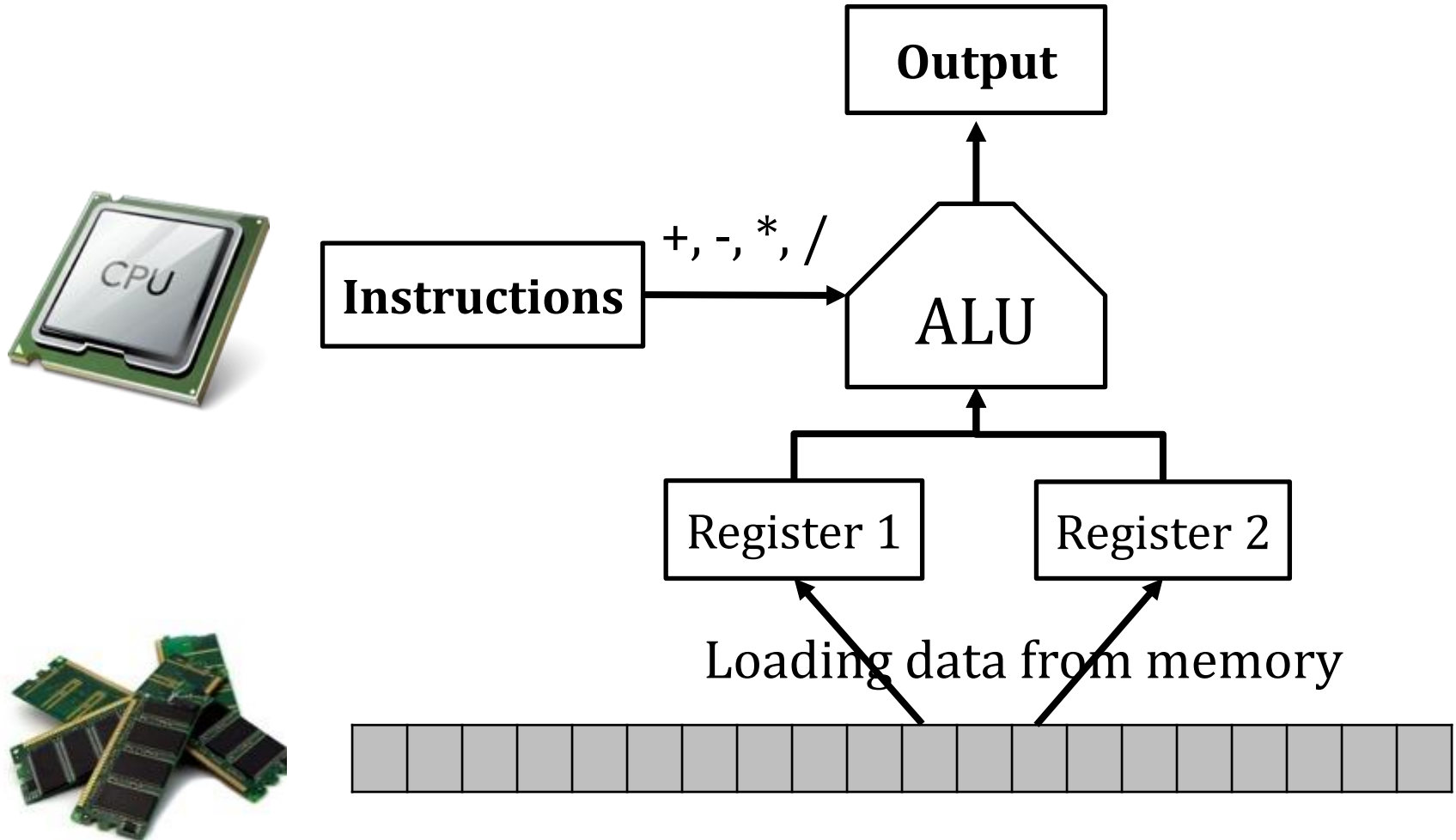
 - ◆ Binary Search Problem

 - ◆ Big O notation

RAM Computation Model

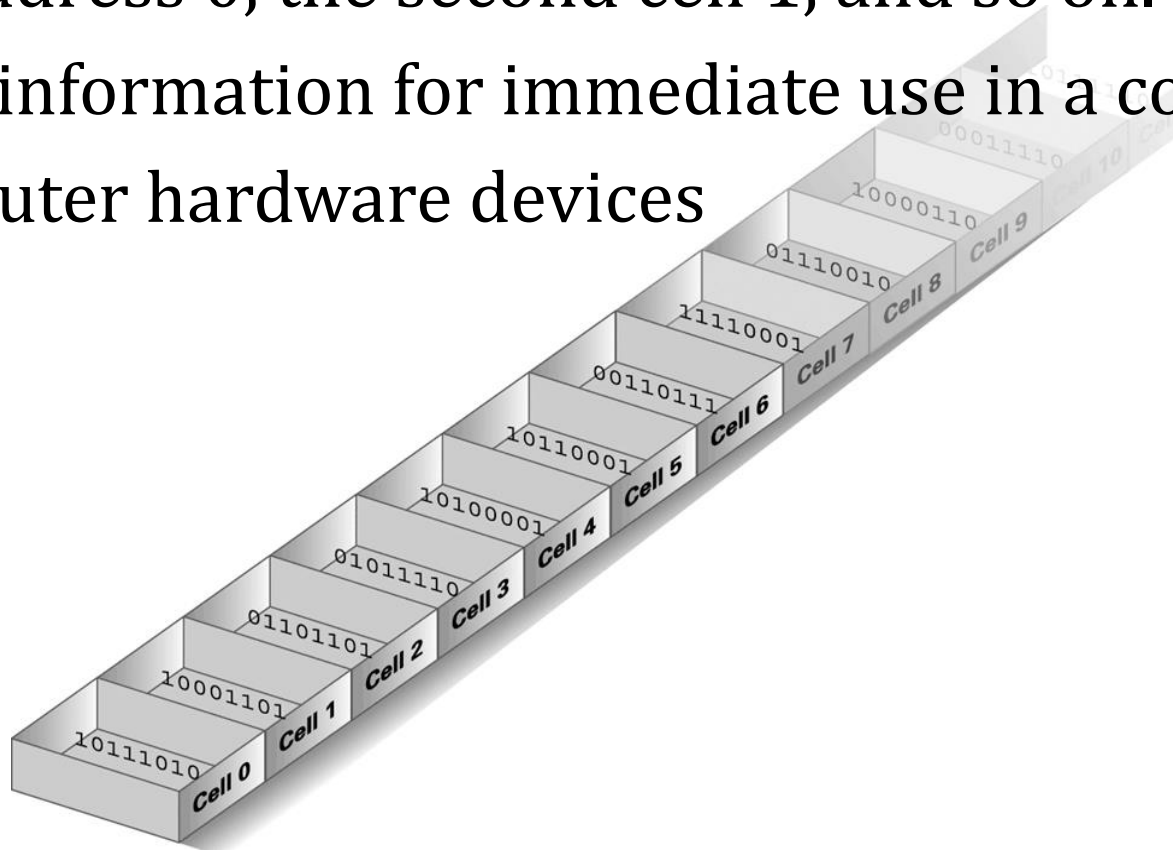


RAM Computation Model



Memory

- ❖ A finite sequence of cells, each cell has the same number of bits.
- ❖ Every cell has an address: the first cell of memory has address 0, the second cell 1, and so on.
- ❖ Store information for immediate use in a computer
- ❖ Computer hardware devices



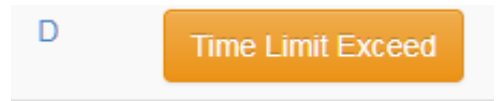
Center Process Unit (CPU)

- ◆ Contains a fixed number of registers
- ◆ Basic (atomic) operations
 - ◆ **Initialization**
 - ◆ Set a register to a fixed values (e.g., 100, 1000, etc.)
 - ◆ **Arithmetic (ALU)**
 - ◆ Take integers a , b stored in two registers, calculate one of $\{+, -, *, /\}$ and store the result in a register
 - ◆ **Comparison / Branching**
 - ◆ Take integers a , b stored in two registers, compare them, and learn which of $\{a < b, a = b, a > b\}$ is true
 - ◆ **Memory Access**
 - ◆ Take a memory address A currently stored in a register, Do the READ (i.e., load data from memory) or WRITE (i.e., flush data to memory) operator

Algorithm Analysis

◆ Algorithm

- ◆ A sequence of basic operations



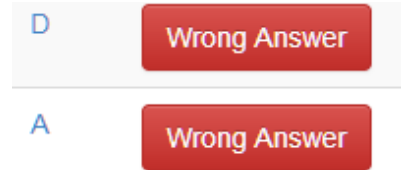
◆ Algorithm Analysis



◆ Cost analysis

- ◆ Algorithm cost (running time) is the length of the sequences, i.e., the number of basic operations
- ◆ My algorithm is correct, why my submission is **TLE**?
- ◆ Is your algorithm fast?
 - ◆ Focus on the order of growth (how the running time grows for large n)
- ◆ Unless otherwise stated, we refer algorithm analysis as cost analysis in CS203

Algorithm Correctness Analysis



◆ **Correctness** analysis

- ◆ I have passed all test cases, why is still **WA**?
- ◆ It is not enough even if you have tested your algorithm on many instances
 - ◆ Will your algorithm fail on some other instances?
- ◆ Proof your algorithm is correct
- ◆ Guarantee your implementation is correct

◆ Software testing is an individual course in many universities

- ◆ We will not introduce software testing techniques in this course.

Example I: Summation

◆ **Problem:** given integer n , calculate $1+2+3+\dots+n$

◆ **Algorithm:**

◆ Initialize variable a to 1, b to n , c to 0

◆ Repeat the following until $a > b$:

◆ Calculate c plus a , and store the result to c

◆ Calculate a plus 1, and store the result to a

◆ **Cost of the algorithm:**

◆ $3 + n + n + n = 3n + 3$

◆ Which atomic operations are performed?

◆ Algorithm is described by English words

Example I: Summation

◆ Algorithm:

1. load n from memory to register b
2. register $a \leftarrow 1$, $c \leftarrow 0$
3. **repeat**
4. $c \leftarrow c + a$
5. $a \leftarrow a + 1$
6. **until** $a > b$
7. **return** c

- ◆ The above is **pseudocode**, it serves the purpose of express (without **ambiguity**) how our algorithm runs
- ◆ **Pseudocode** does not rely on any particular programming language

Example II: Summation

- ◆ **Problem:** given integer n , calculate $1+2+3+\dots+n$
- ◆ **Cost** of the above algorithm: $3n + 3$
- ◆ Can we make it faster?
- ◆ In our middle school math course:
$$1+2+3+\dots+n = (1+n)*n / 2$$

Example II: Summation

♦ Algorithm:

1. load n from memory to register b
2. register $a \leftarrow 1$
3. $a \leftarrow a + b$
4. $a \leftarrow a * b$
5. $a \leftarrow a / 2$
6. return a

♦ Cost of the algorithm = 5

- ♦ This is significantly faster than the previous algorithm
- ♦ The time of the previous algorithm increases linearly with n
- ♦ The time of this algorithm remains constant with n

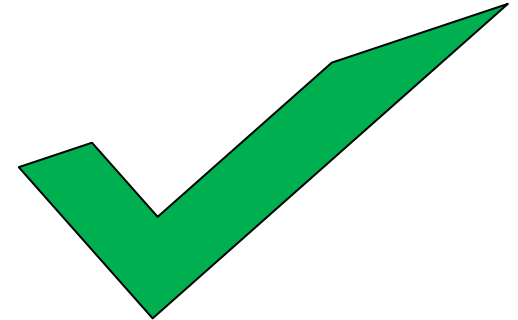
Our Roadmap

- ◆ RAM Computation Model

- ◆ Memory, CPU, Algorithm
- ◆ Algorithm, Pseudocode

- ◆ Worst Case Analysis

- ◆ Binary Search Problem
- ◆ Big O notation



Search Problem

- ◆ An array A of n integers have been sorted in ascending order. Design an algorithm to determine whether given value t exists in A .

- ◆ Example

A	5	8	10	13	16	19	27	46	51	86
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- ◆ $t = 16$, the result is “TRUE”
- ◆ $t = 17$, the result is “FALSE”

Search Problem

- ◆ The First Algorithm
 - ◆ Simply read the value of $A[i]$ for each $i \in [1, n]$
 - ◆ If any of those cell equals to t , return “TRUE”, otherwise return “FALSE”
- ◆ Pseudocode:
 1. variable $i \leftarrow 1$
 2. **Repeat**
 3. if $A[i] = t$ then
 4. return “TRUE”
 5. $i \leftarrow i + 1$
 6. **until** $i > n$
 7. **return** “FALSE”

Running Time of the First Algorithm

A	5	8	10	13	16	19	27	46	51	86
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- ◆ How much time does the algorithm require?
 - ◆ If t is 5, the algorithm has running time = 3
 - ◆ If t is 6, the algorithm has running time = $4n + 1 = 41$
- ◆ In computer science, it is an art to design algorithms with performance guarantees.
- ◆ What is the largest running time on the worst input with n integers?

Worst-Case Running Time

The worst-case running time (or worst-case cost) of an algorithm under a problem size n , is defined to be the largest running time of the algorithm on all the inputs of the same size n .

Worst-Case Time of Search Problem

- ◆ Our algorithm has worst-case time

$$f(n) = 4n + 1$$

- ◆ In other words, the algorithm will terminate with a cost at most **$4n+1$** .
- ◆ This is a performance guarantee on every **n**
- ◆ Can we make it faster?
 - ◆ **Binary search algorithm**

Binary Search Algorithm

- ◆ We utilize the fact that array A has been sorted in ascending order.
- ◆ Let us compare t to the element x in the middle of A (i.e., $A[n/2]$)
 - ◆ If $t = A[n/2]$, we have found t , return “TRUE”, terminate
 - ◆ If $t < A[n/2]$, we can ignore $A[n/2+1]$ to $A[n]$
 - ◆ If $t > A[n/2]$, we can ignore $A[1]$ to $A[n/2]$
- ◆ In the 2nd and 3rd cases, we have at most $n/2$ elements. Then repeat the above on these left elements.

Binary Search Algorithm

A	5	8	10	13	16	19	27	46	51	86	$t=27$
---	---	---	----	----	----	----	----	----	----	----	--------

A	5	8	10	13	16	19	27	46	51	86	$< t$
---	---	---	----	----	----	----	----	----	----	----	-------

A						19	27	46	51	86	$> t$
---	--	--	--	--	--	----	----	----	----	----	-------

A						19	27	46			$= t$
---	--	--	--	--	--	----	----	----	--	--	-------

Binary Search Algorithm

◆ Binary Search in Pseudocode

1. $\text{left} \leftarrow 1, \text{right} \leftarrow n$
2. **repeat**
3. $\text{mid} \leftarrow (\text{left} + \text{right}) / 2$
4. **if** $(t = A[\text{mid}])$ **then**
5. **return** TRUE
6. **else if** $(t < A[\text{mid}])$ **then**
7. $\text{right} \leftarrow \text{mid} - 1$
8. **else**
9. $\text{left} \leftarrow \text{mid} + 1$
10. **until** $\text{left} > \text{right}$
11. **return** FLASE

Worst-Case Time of Binary Search

- ◆ We call the elements from left to right as surviving elements
- ◆ Line 1: initialization: 2 basic operations
- ◆ Line 2 – 10: iteration, each iteration performs at most 9 basic operations
- ◆ Line 11: termination
- ◆ How many iterations in the algorithm?

Worst-Case Time of Binary Search

- ◆ How many iterations in the algorithm?
 - ◆ After the **1st** iteration, the number of surviving elements is at most **$n/2$**
 - ◆ After the **2nd** iteration, the number of surviving elements is at most **$n/4$**
 - ◆ In general, after **i -th** iteration, the number of surviving elements is at most **$n / 2^i$**
 - ◆ Suppose that there are **h** iterations in total, it holds that **h** is the smallest integer satisfying (why?):

$$n / 2^h < 1$$

- ◆ Then, **$h > \log_2 n \Rightarrow h = 1 + \log_2 n$**
- ◆ Thus, the worst case time of binary search is at most:

$$g(n) = 2 + 9h = 2 + 9(1 + \log_2 n)$$

- ◆ This is a performance guarantee that holds on all values of **n** .

Search Problem

- ◆ Running time of two algorithms, with input size n
 - ◆ Algorithm 1: $f(n) = 4n + 1$ (operations)
 - ◆ Algorithm 2: $g(n) = 9\log_2 n + 11$ (operations)
- ◆ Which algorithm is better?
 - ◆ Algorithm 2. Why?
 - ◆ We care about the running time at *large input size*
 - ◆ Constant factors do not affect *the order of growth*

Asymptotic Analysis

- ◆ Running time of two algorithms, with input size n
 - ◆ Algorithm 1: $f(n) = 4n + 1$ (operations)
 - ◆ Algorithm 2: $g(n) = 9\log_2 n + 11$ (operations)
- ◆ In computer science, we rarely calculate the time to such a level.
- ◆ We ignore all the constants, but only worry about the dominating term.
 - ◆ Why not constant? $10n$ VS. $5n$? Which one is faster?
 - ◆ “it depends”, $10n$ comparison, $5n$ multiplication
 - ◆ Why dominating term: $3n$ VS. $\log_2 n$? Which one is faster
 - ◆ “ $\log_2 n$ ” is better than $3n$ in theoretical computer science

Big-O notation

- ◆ Let $f(n)$ and $g(n)$ be two functions of n .
- ◆ We say that $f(n)$ **grows asymptotically no faster than** $g(n)$ if there is a constant $c_1 > 0$ such that:

$$f(n) \leq c_1 \cdot g(n)$$

holds for **all** $n \geq c_2$.

- ◆ We denote this by $f(n) = O(g(n))$
- ◆ We say that $5n$ is considered equally fast as on with $10n$, why?
- ◆ Big-O captures this by having both of following true (can you prove that?):

$$10n = O(5n)$$

$$5n = O(10n)$$

Big-O example

- ◆ $10000\log_2 n$ is considered better than n . Big-O captures this by having both of following true:

$$10000\log_2 n = O(n)$$

$$n \neq O(10000\log_2 n)$$

- ◆ Proof of **$10000\log_2 n = O(n)$**
- ◆ There are constants $c_1 = 1$, $c_2 = 2^{20}$ such that

$$10000\log_2 n \leq c_1 n$$

holds for all $n \geq c_2$

Big-O example

- ◆ Proof of $n \neq O(10000 \log_2 n)$
- ◆ We can prove it by contradiction. Suppose that there are constant c_1, c_2 such that

$$n \leq c_1 \cdot 10000 \log_2 n$$

holds for **all** $n \geq c_2$. The above can be rewritten as:

$$\frac{n}{\log_2 n} \leq c_1 \cdot 10000$$

however, $\frac{n}{\log_2 n}$ tends to be ∞ as n increases.

Therefore, the inequality cannot hold for **all** $n \geq c_2$

Exercise

- ◆ Is $(5n^2 + 3n) = O(n^2)$?
 - ◆ Fix $c=6$ and $n_0=3$, then prove $f(n) \leq c g(n)$
[note: other choices also possible]
- ◆ Is $(5n^2 + 3n) = O(n^3)$?
- ◆ Is $(5n^2 + 3n) = O(n)$?

- ◆ Proof the following statements:

$$10000 = O(1)$$

$$100\sqrt{n} + 10n = O(n)$$

$$1000n^{1.5} = O(n^2)$$

$$(\log_2 n)^3 = O(\sqrt{n})$$

$$\log_a n = O(\log_b n) \text{ for } a>1, b>1$$

Asymptotic Analysis

- ◆ Henceforth, we will describe the running time of an algorithm only in the asymptotical (i.e., big-O) form, which is also called the algorithm's time complexity.
- ◆ Instead of saying the running time of binary search is $g(n) = 9\log_2 n + 11$, we will say $g(n) = O(\log n)$, which captures the fastest-growing term in the running time. This is also the binary search's time complexity.

Worst-Case of Algorithms

<i>Complexity</i>		<i>Algorithm</i>
$O(1)$	Constant time	E.g., Compare two numbers
$O(\log n)$	Logarithmic	E.g., Binary search (on a sorted array)
$O(n)$	Linear time	E.g., Search (on a unsorted array)
$O(n \log n)$		E.g., Merge sort
$O(n^2)$	Quadratic	E.g., Selection sort
$O(n^3)$	Cubic	E.g., Matrix multiplication
$O(2^n)$	Exponential	E.g., Brute-force search on Boolean satisfiability
$O(n!)$	Factorial	E.g., Brute-force search on traveling salesman

Big-Ω notation

- ◆ Let $f(n)$ and $g(n)$ be two functions of n .
- ◆ We say that $f(n)$ **grows asymptotically no slower than** $g(n)$ if there is a constant $c_1 > 0$ such that:

$$f(n) \geq c_1 \cdot g(n)$$

holds for **all** $n \geq c_2$.

- ◆ We denote this by $f(n) = \Omega(g(n))$
- ◆ Examples:
 - ◆ $\log_2 n = \Omega(1)$
 - ◆ $0.001n = \Omega(\sqrt{n})$

Big- Θ notation

- ◆ Let $f(n)$ and $g(n)$ be two functions of n .
- ◆ If $f(n) = O(g(n))$ and $f(n) = \Omega(g(n))$, then we define: $f(n) = \Theta(g(n))$ to indicate $f(n)$ grows asymptotically as fast as $g(n)$
- ◆ Examples:
 - ◆ $1000 + 30 \log n + 1.5\sqrt{n} = \Theta(\sqrt{n})$

Thank You!