

3/1/15

## UNIT - 1

### INTRODUCTION :

→ ALGORITHM : The word algorithm comes from the Persian author Abdullah Jaffar in 9th century who has given the definition of algorithm as follows.

- An algorithm is set of rules for carrying out calculations by the hand or on machine.
- An algorithm is a well defined computational procedure that takes input and produces output
- An algorithm is a sequence of instructions or steps i.e., inputs to achieve some particular output.
- Any algorithm must follow the criteria / properties.

Input : It generally requires finite number of inputs.

Output : It must produce atleast one output.

Uniqueness : Each instruction should be clear and unambiguess (more clarity of statements)

Finiteness : It must terminate after a finite number of steps

### → ANALYSIS ISSUES OF ALGORITHM

1. What data structures to use? (list, queue, stacks, trees etc)
2. Is it correct? (or, all, only, most of the time)
3. How efficient is it? (asymptotically, fixed or does it depend on the inputs)
4. Is there any efficient algorithm? ( $P = NP$  or not)

There are four different areas in order to identify the algorithm

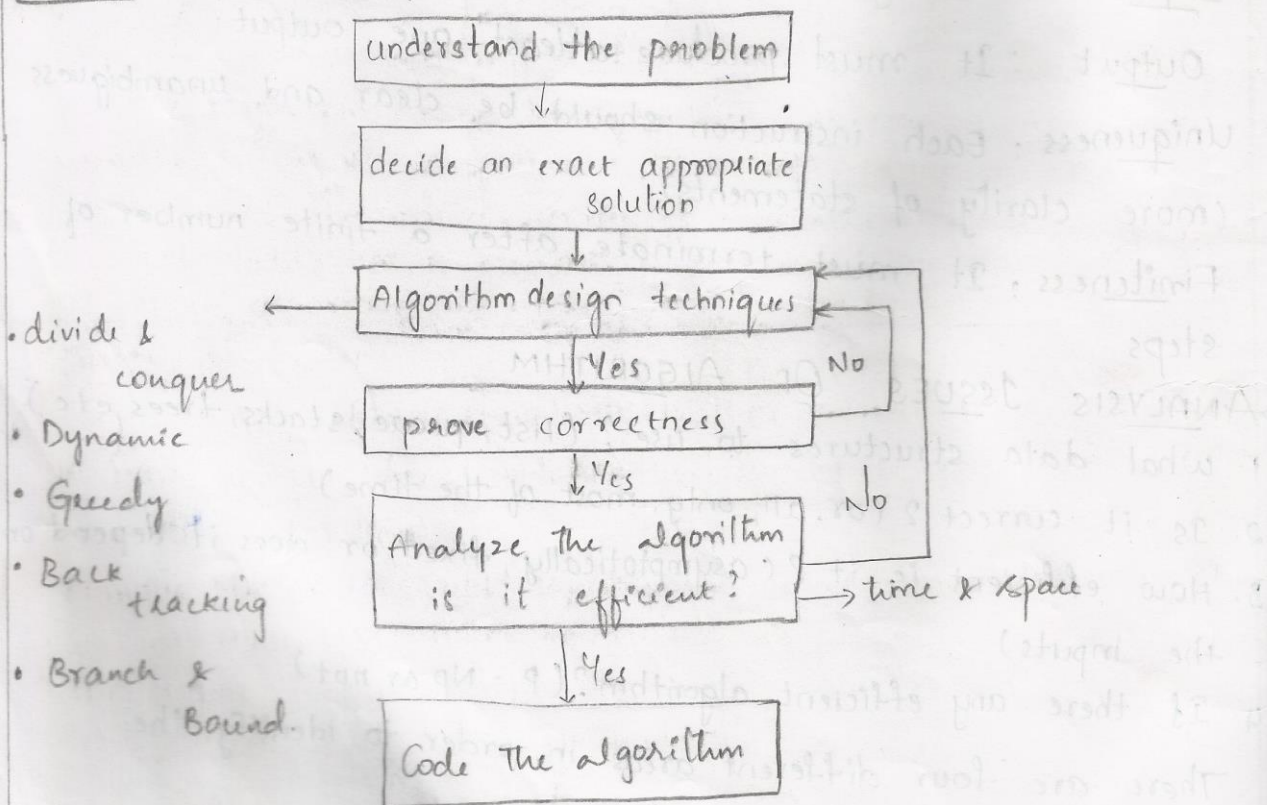
1. How to devise algorithm
2. How to validate algorithm
3. How to analyze an algorithm.
4. How to test the program

Test a program is nothing but performing the debugging and profiling an algorithm.

Validating an algorithm is nothing but cross checking every input it is producing exact output.

Analysis of algorithm is nothing but performance analysis which is done by time & space complexity.

### → PROCESS OF DESIGN ANALYSIS OF ALGORITHM





## PERFORMANCE ANALYSIS

The evaluation can be done in two ways.

- Priori Estimates / Performance Analysis.
- Posteriori Testing / Performance Measurement.

Priori	Posteriori
<ul style="list-style-type: none"><li>→ The time taken for executing the algorithm is analyzed prior to the execution of algorithm.</li><li>→ It is also known as performance analysis that evaluates whether the code is readable or it performs the desired functions.</li><li>→ It focusses on determining the order of execution of statement.</li><li>→ It provides approximate values.</li><li>→ It is very expensive (depends upon the system which has been used for execution).</li></ul>	<ul style="list-style-type: none"><li>→ The execution time taken by an algorithm is evaluated while the algorithm is being executed.</li><li>→ It is also known as Performance measurement that measures the <u>accuracy</u> of algorithm.</li><li>→ It focusses on determining the time &amp; space complexity of particular algorithm.</li><li>→ It provides accurate values.</li><li>→ It is very less expensive (manually calculated).</li></ul>

The performance of any analysis of an algorithm is calculated using two types of complexities.

- Space Complexity
- Time complexity.

The space complexity of an algorithm is a amount of memory it needs to run for the completions. It consists of two components → fixed part / static (independent of size of I/O, space for code, constant variables, simple variables).  
→ variable part / dynamic (dependent on the size of variables declared for a problem to be solved i.e., space for referenced variables, recursion stack space. It is denoted as

$$S(p) = C + S_p$$

$\downarrow$                        $\downarrow$                        $\downarrow$   
problem              static fixed              dynamic variable

→ instance characteristics



Note: We concentrate only on measuring the / estimating the space required for dynamic path.

→ Space Complexity refers to the worst case and denoted as an asymptotic expression in size of input.

$O(1)$ : Space algorithm requires a constant amount of memory for input

$O(1)$ : Space algorithm requires a constant amount of space independent of size of input.

Ex: Algorithm sum(a, n)

{

    s := 0.0;

    for i := 1 to n do

        s := s + a[i];

    return s;

}

First we must identify the number of variables declared in the algorithm. After identifying, allocate one space for each variable. In above algorithm s, i, n will occupy one space each. Since a is declared as array it requires n words of space that 'a' must hold for n elements to be summed. The total space occupied by above algorithm is  $n+3$ .

## → TIME COMPLEXITY

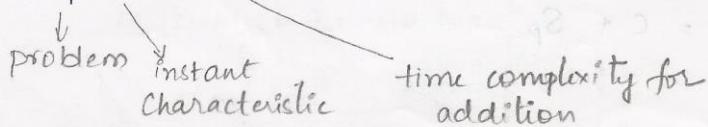
The time complexity is the amount of the compute time it needs to run for completion i.e., sum of compile time and run time (execution)

Compile time does not depends on instant (variable) characteristics. So we concentrate more on runtime to perform.

The types of time complexity are i) Count method.

ii) frequency method      iii) Asymptotic Notations.

$$tp(n) = C_a \text{ADD}(n) + C_s \text{SUB}(n) + C_m \text{MUL}(n) + \dots$$



## → COUNT METHOD :

We introduce a new variable count into the program, it is a global variable with initial value 0.

Each time a statement in the original program is executed count is incremented by the step count of that statement.

Ex: Algorithm sum(a, n)

```

{
  S := 0.0 // count := count + 1; ①
  for i := 1 to n do
  {
    // count := count + 1
    S := S + a[i]; // count := count + 1
  } // count := count + 1
  return S; // count := count + 1
}
⇒ 2n + 3

```

2) Algorithm Add(a, b, m, n)

```

{
  for i := 1 to m do
  {
    // count := count + 1
    for j := 1 to n do
    {
      // count := count + 1
      c[i, j] = a[i, j] + b[i, j]; // count := count + 1
    } // count := count + 1
  } // count := count + 1
}
⇒ 2mn + 2m + 1

```

3) Algorithm MUL(a, b, c, m, p, n)

```

{
  for i := 1 to m do
  {
    // count := count + 1
    for j := 1 to p do
    {
      // count := count + 1
      c[i, j] := 0; // count := count + 1
      for k := 1 to n do
      {
        // count := count + 1
        c[i, j] := c[i, j] + a[i, k] * b[k, j]; // count := count + 1
      } // count := count + 1
    } // count := count + 1
  } // count := count + 1
}
⇒ 2mnp + 3mp + 2m + 1

```



## → FREQUENCY METHOD :

The 2<sup>nd</sup> method is said to be frequency method which is to determine the step count of an algorithm is to build a table in which we list the total no. of steps contributed by each statement.

1<sup>st</sup> column → Statement in which create the algorithm of a given problem.

2<sup>nd</sup> column → s/e, which indicate steps for execution of the statement

3<sup>rd</sup> column → is frequency which indicates the total no. of (frequency) times each statement is executed.

4<sup>th</sup> column → total steps that is " $s/e \times \text{frequency}$ ".

Ex :

1) Statement	s/e	frequency	total steps
Algorithm sum(a, n)	0	0	0
{	0	0	0
s := 0, 0;	1	1	1
for i := 1 to n do	1	n+1	n+1
s := s + a[i];	1	n	n
return s;	1	1	1
}	0	0	0

total :  $2n+3$

2) Statement	s/e	frequency	total steps
Algorithm add(a, b, c, m, n)	0	0	0
{	0	0	0
for i := 1 to m do	1	m+1	m+1
{	0	0	0
for j := 1 to n do	1	m(n+1)	m(n+1)
{	0	0	0
c[i, j] := a[i, j] + b[i, j]	1	mn	mn
}	0	0	0
}	0	0	0
}	0	0	0
}	0	0	0

total :  $2mn + 2m + 1$

Statement	s/c	frequency	total steps
Algorithm mul(a,b,c,m,p,n)	0		0
{	0		0
for i:=1 to m do	1	m+1	m+1
for j:=1 to p do	1	m(p+1)	m(p+1)
c[i,j] := 0;	1	mp	mp
for k:=1 to n do	1	mp(n+1)	mp(n+1)
c[i,j] := c[i,j] + a[i,k]*b[k,j];	1	mnp	mnp
}	0		0

→ ASYMPTOTIC NOTATIONS total steps:  $2mnp + 3mp + 2m + 1$

There are used for classification of functions according to the rate of growth of functions. i.e., we try to find the order of growth running time of an algorithm but not the exact running time.

Order of growth:

If algorithms are faster for values of n and slower when n is large then we cannot say these algorithms are good.

This is what we call order of growth.

S.no	Function	Name
1.	1	constant
2.	$\log n$	logarithmic
3.	n	linear
4.	$n \log n$	$n \log n$
5.	$n^2$	quadratic
6.	$n^3$	cubic
7.	$2^n$	exponential
8.	$n!$	factorial



# ✓ 1) BIG 'O' NOTATION :

The function  $f(n) = O(g(n))$  if and only if there exists positive constant  $c, n_0$  such that  $f(n) \leq c * g(n)$  for all values of  $n, n \geq n_0$ .

## 2) 'Ω' NOTATION :

The function  $f(n) = \Omega(g(n))$  if and only if there exists positive constant  $c, n_0$  such that  $f(n) \geq c * g(n)$  for all values of  $n, n \geq n_0$ .

## 3) 'Θ' NOTATION :

The function  $f(n) = \Theta(g(n))$  if and only if there exists positive constants  $n_0, c_1, c_2$  such that  $c_1 * g(n) \leq f(n) \leq c_2 * g(n)$  for all  $n, n \geq n_0$ .

## 4) LITTLE 'O' NOTATION :

The function  $f(n) = o(g(n))$  if and only if  $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0$   $g(n) \rightarrow$  upper bound.

## 5) LITTLE 'ω' NOTATION

The function  $f(n) = \omega(g(n))$  if and only if  $\lim_{n \rightarrow \infty} \frac{g(n)}{f(n)} = 0$   $f(n) \rightarrow$  upper bound.

## → Problems :-

1)  $3n+3 = O(n)$

$$f(n) = O(g(n))$$

$$f(n) \leq c * g(n)$$

$$3n+3 \leq c * n$$

$$3n+3 \leq 4n$$

$$n=1$$

$$6 \leq 4 \times$$

$$n=3$$

$$12 \leq 12 \checkmark$$

$$n=2$$

$$9 \leq 8 \times$$

$$\underline{n \geq 3}$$



$$2) 10n^2 + 4n + 2 = O(n^2)$$

$$f(n) = O(g(n))$$

$$f(n) \leq c * g(n)$$

$$10n^2 + 4n + 2 \leq c * n^2$$

$$10n^2 + 4n + 2 \leq 11n^2 \quad (n \geq 5)$$

$$n=1$$

$$16 \leq 11(1) \times$$

$$n=2$$

$$50 \leq 22(4) \times$$

$$n=3$$

$$104 \leq 33(9) \times$$

$$n=4$$

$$160 + 16 + 2 \leq 44$$

$$178 \leq 44.4 \times$$

$$n=5$$

$$250 + 20 + 2 \leq 275$$

$$275 \leq 275 \quad \checkmark$$

$$\boxed{n \geq 5}$$

$$3) 6 * 2^n + n^2 = O(2^n)$$

$$f(n) = O(g(n))$$

$$f(n) \leq c * g(n)$$

$$6 * 2^n + n^2 \leq c * 2^n$$

$$6 * 2^n + n^2 \leq 7 * 2^n$$

$$\boxed{n \geq 1}$$

$$n=1$$

$$12 + 1 \leq 7 * 2$$

$$13 \leq 14 \quad \checkmark$$

$$7) 3n + 2 = \Omega(n)$$

$$f(n) = \Omega(g(n))$$

$$f(n) \geq c * g(n)$$

$$3n + 2 \geq 3n$$

$$n=1$$

$$5 \geq 3$$

$$n=2$$

$$\boxed{n \geq 1}$$

$$4) 100n + 6 = O(n)$$

$$f(n) \leq g(n) * c$$

$$100n + 6 \leq 101n$$

$$n=1$$

$$100 + 6 \leq 101$$

$$106 \leq 101 \times$$

$$n=2$$

$$206 \leq 202 \times$$

$$n=3$$

$$306 \leq 303 \times$$

$$n=4$$

$$406 \leq 404 \times$$

$$n=5$$

$$506 \leq 505 \times$$

$$n=6$$

$$606 \leq 606 \quad \checkmark$$

$$\boxed{n=6}$$

$$8) 3n + 3 = \Omega(n)$$

$$3n + 3 \geq 3n$$

$$n=1 \quad 6 \geq 3$$

$$\boxed{n \geq 1}$$

9)  $100n + 6 = \Omega(n)$

$f(n) \geq c \times g(n)$

$100n + 6 \geq 100n$

$n = 1$

$106 \geq 100 \checkmark$

$n \geq 1$

According to definition of  $\Omega$ , the no value should be greater than zero always

10)  $3n + 3 = \Theta(n)$

11)  $10n^2 + 4n + 2 = \Theta(n^2)$

$c_1 \times g(n) \leq f(n) \leq c_2 \times g(n)$

$c_1 \times g(n) \leq f(n) \leq c_2 \times g(n)$

$n^2 \times c_1 \leq 10n^2 + 4n + 2 \leq n^2 \times c_2$

$3n + 3 \times c_1 \leq 3n + 3 \leq c_2 \times n$

$10n^2 \leq 10n^2 + 4n + 2 \leq 11n^2$

$3n \leq 3n + 3 \leq 4n$

$n = 1 \quad 10 \leq 16 \leq 11 \times$

$n = 1$

$n = 2 \quad 40 \leq 50 \leq 44 \times$

$3 \leq 6 \leq 4$

$n = 3$

$90 \leq 104 \leq 99 \times$

$n = 2$

$6 \leq 9 \leq 8$

$n = 4$

$160 \leq 198 \leq 196 \times$

$n = 3$

$9 \leq 12 \leq 12 \checkmark$

$n = 5$

$250 \leq 272 \leq 275 \checkmark$

$n \geq 3$

$n \geq 5$

→ FINDING TIME COMPLEXITY USING NOTATIONS.

Statement	S/c	Frequency	Total steps
Algorithm sum(a, n)	0	0	0
{	0	0	0
s := 0.0;	1	1	1
for i := 1 to n do	n+1	n+1	n+1
s = s + a[i];	n	n	n
return s;	1	1	1
}	0	0	0



$$\theta(1) + \theta(n+1) + \theta(n) + \theta(1)$$

$\Rightarrow \theta(n+1) + \theta(n)$  ( $\because \theta(1) = \text{constant}$  according to asymptotic notations constants are neglected)

$$\Rightarrow \theta(n) + \theta(1) + \theta(n)$$

$$\Rightarrow 2\theta(n)$$

$$\Rightarrow \theta(n)$$

Statement	s/e	Frequency	total steps
Algorithm Add(a, b, c, m, n)	0	0	0
{	0	0	0
for i := 1 to m do	1	m+1	m+1
for j := 1 to n do	1	m(n+1)	mn+m
c[i, j] := a[i, j] + b[i, j];	1	mn	mn
}			

$$\theta(m+1) + \theta(mn+m) + \theta(mn)$$

$$\Rightarrow \theta(m) + \theta(1) + \theta(mn) + \theta(m) + \theta(mn)$$

$$\Rightarrow 2\theta(m) + \theta(mn)$$

$$\Rightarrow \theta(m) + \theta(mn)$$

$$\Rightarrow \theta(mn) \quad \because n \leq mn$$

Statement	s/e	Frequency	total steps
Algorithm mul(a, b, c, m, n)	0	0	0
{	0	0	0
for i := 1 to m do	1	m+1	m+1
for j := 1 to p do	1	m(p+1)	m(p+1)
c[i, j] := 0.0;	1	1	1
for k := 1 to n do	1	mp(n+1)	mp(n+1)
c[i, j] = c[i, j] + a[i, k] * b[k, j];	1	mpn	mpn
}	0	0	0

$$\theta(m+1) + \theta(mp+m) + \theta(mnp+mp) + \theta(mnp) + \theta(1)$$

$$\Rightarrow \theta(m) + \theta(1) + \theta(mp) + \theta(m) + \theta(mnp) + \theta(mp) + \theta(mnp) \quad (\because \theta(1) = \text{constant})$$

$$\Rightarrow 2\theta(m) + \theta(mp) + 2\theta(mnp)$$

$$\Rightarrow \theta(m) + \theta(mp) + \theta(mnp)$$

$$\Rightarrow \underline{\theta(mnp)}$$

Statement	s/e	frequency	total steps
Algorithm mul(a,b,c,m,n)	0	0	0
{	0	0	0
for i := 1 to n do	1	n+1	n+1
for j := 1 to n do	1	n(n+1)	n <sup>2</sup> +n
c[i,j] := 0.0;	1	1	1
for k := 1 to n do	1	n <sup>2</sup> (n+1)	n <sup>3</sup> +n <sup>2</sup>
c[i,j] := c[i,j] + a[i,k] * b[k,j]	1	1	1
}			

$$\theta(n+1) + \theta(n^2+n) + \theta(n^3+n^2) + \theta(1) + \theta(1)$$

$$\Rightarrow \theta(n+1) + \theta(n^2+n) + \theta(n^3+n^2) \quad (\because \theta(1) \rightarrow \text{constant})$$

$$\Rightarrow \theta(n) + \theta(n^2) + \theta(n) + \theta(n^3) + \theta(n^2) + \theta(1)$$

$$\Rightarrow 2\theta(n) + \theta(n^2) + \theta(n^3)$$

$$\Rightarrow \theta(n) + \theta(n^2) + \theta(n^3)$$

$$\Rightarrow \underline{\theta(n^3)}$$

DIVIDE AND CONQUER :-