

Lecture 5: Order of Growth Classifications

BT 3051 – Data Structures and Algorithms for Biology

Karthik Raman

Department of Biotechnology
Bhupat and Jyoti Mehta School of Biosciences
Indian Institute of Technology Madras

INTRODUCTION

What is a fast algorithm?

Consider the following problems:

1. **Genome Assembly Problem.** Find the shortest common super-string of a set of sequences (*reads*): given strings $\{s_1, s_2, \dots, s_n\}$; find the super-string T such that every s_i is a sub-string of T
2. **Alignment Problems.** How do you align two protein sequences? structures? graphs?
3. **Parameter Estimation Problem.** Given a set of data \mathcal{D} , find the set of model parameters Θ that minimises model error \mathcal{E} , with respect to \mathcal{D} . Assume that $\theta_i \in \{10^{-4}, 10^3\}$.
4. **8 Queens Problem.** How do you place 8 queens on a chessboard, so that no two queens threaten one another?

What is a fast algorithm?

Consider the following problems:

1. **Genome Assembly Problem.** Find the shortest common super-string of a set of sequences (*reads*): given strings $\{s_1, s_2, \dots, s_n\}$; find the super-string T such that every s_i is a sub-string of T
2. **Alignment Problems.** How do you align two protein sequences? structures? graphs?
3. **Parameter Estimation Problem.** Given a set of data \mathcal{D} , find the set of model parameters Θ that minimises model error \mathcal{E} , with respect to \mathcal{D} . Assume that $\theta_i \in \{10^{-4}, 10^3\}$.
4. **8 Queens Problem.** How do you place 8 queens on a chessboard, so that no two queens threaten one another?

What is a fast algorithm?

Consider the following problems:

1. **Genome Assembly Problem.** Find the shortest common super-string of a set of sequences (*reads*): given strings $\{s_1, s_2, \dots, s_n\}$; find the super-string T such that every s_i is a sub-string of T
2. **Alignment Problems.** How do you align two protein sequences? structures? graphs?
3. **Parameter Estimation Problem.** Given a set of data \mathcal{D} , find the set of model parameters Θ that minimises model error \mathcal{E} , with respect to \mathcal{D} . Assume that $\theta_i \in \{10^{-4}, 10^3\}$.
4. **8 Queens Problem.** How do you place 8 queens on a chessboard, so that no two queens threaten one another?

What is a fast algorithm?

Consider the following problems:

1. **Genome Assembly Problem.** Find the shortest common super-string of a set of sequences (*reads*): given strings $\{s_1, s_2, \dots, s_n\}$; find the super-string T such that every s_i is a sub-string of T
2. **Alignment Problems.** How do you align two protein sequences? structures? graphs?
3. **Parameter Estimation Problem.** Given a set of data \mathcal{D} , find the set of model parameters Θ that minimises model error \mathcal{E} , with respect to \mathcal{D} . Assume that $\theta_i \in \{10^{-4}, 10^3\}$.
4. **8 Queens Problem.** How do you place 8 queens on a chessboard, so that no two queens threaten one another?

Brute Force

- ▶ Involves checking every possible solution to a problem
- ▶ Typically takes exponential time ($\sim 2^n$ or even $\sim n!$)
- ▶ Often useless in practice, esp. for large problems

Aside: See http://en.wikipedia.org/wiki/Four_color_theorem

Polynomial algorithms

- ▶ **Polynomial algorithms scale better with input size**
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial exponent has particularly high constant, then it's exponential
- ▶ E.g. $1000n^{1000}$ is $\Theta(2^n)$
- ▶ Some exponential algorithms are intractably impractical because the constant is enormous even for the same n

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ Not all polynomial algorithms are fast due to very high constants and/or large exponents
- ▶ Some polynomial algorithms are not actually polynomial
- ▶ Some polynomial algorithms are not actually for polynomial problems
- ▶ Some polynomial algorithms are not actually for polynomial problems

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

▶ Some polynomial algorithms have very high constants and exponents, making them unusable in practice

▶ Some polynomial algorithms have very high constants and exponents, making them unusable in practice

▶ Some polynomial algorithms have very high constants and exponents, making them unusable in practice

▶ Some polynomial algorithms have very high constants and exponents, making them unusable in practice

▶ Some polynomial algorithms have very high constants and exponents, making them unusable in practice

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

if the polynomial algorithm has pathologically high constants!

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial algorithm has pathologically high constants!
- ▶ ...or exponents!
- ▶ e.g. $10n^{100}$ vs $n^{1+\lg n}$
- ▶ Some exponential-time algorithms are used widely in practice because the worst-case instances seem to be rare

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial algorithm has pathologically high constants!
- ▶ ...or exponents!
- ▶ e.g. $10n^{100}$ vs $n^{1+\lg n}$
- ▶ Some exponential-time algorithms are used widely in practice because the worst-case instances seem to be rare

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial algorithm has pathologically high constants!
- ▶ ...or exponents!
- ▶ e.g. $10n^{100}$ vs $n^{1+\lg n}$
- ▶ Some exponential-time algorithms are used widely in practice because the worst-case instances seem to be rare

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial algorithm has pathologically high constants!
- ▶ ...or exponents!
- ▶ e.g. $10n^{100}$ vs $n^{1+\lg n}$
- ▶ Some exponential-time algorithms are used widely in practice because the worst-case instances seem to be rare

Polynomial algorithms

- ▶ Polynomial algorithms scale better with input size
- ▶ Desirable: with doubling of input size, algorithm slows down by some constant factor c
- ▶ Polynomial algorithms are usually referred to as 'efficient'
- ▶ Usually work well; have low constants and exponents
- ▶ Importantly, breaking down the exponential barrier exposes interesting aspects of problem structure

Except...

- ▶ If the polynomial algorithm has pathologically high constants!
- ▶ ...or exponents!
- ▶ e.g. $10n^{100}$ vs $n^{1+\lg n}$
- ▶ Some exponential-time algorithms are used widely in practice because the worst-case instances seem to be rare

Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ Probabilistic (expected running time of a randomised algo)
- ▶ Amortized complexity (worst-case running time for any sequence of n operations)
- ▶ Average-case (expected running time for a random input of size n)
- ▶ ...

Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ Probabilistic (expected running time of a randomised algo)
- ▶ Amortized complexity (worst-case running time for any sequence of n operations)
- ▶ Average-case (expected running time for a random input of size n)
- ▶ ...

Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ Probabilistic (expected running time of a randomised algo)
- ▶ Amortized complexity (worst-case running time for any sequence of n operations)
- ▶ Average-case (expected running time for a random input of size n)
- ▶ ...

Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ Probabilistic (expected running time of a randomised algo)
- ▶ Amortized complexity (worst-case running time for any sequence of n operations)
- ▶ Average-case (expected running time for a random input of size n)
- ▶ ...

Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ **Probabilistic** (expected running time of a randomised algo)
- ▶ **Amortized complexity** (worst-case running time for any sequence of n operations)
- ▶ **Average-case** (expected running time for a random input of size n)



Worst-case analysis

- ▶ Running time **guarantees** for *any input* of size n !
- ▶ Captures efficiency, in practice

Other analyses

- ▶ Probabilistic (expected running time of a randomised algo)
- ▶ Amortized complexity (worst-case running time for any sequence of n operations)
- ▶ Average-case (expected running time for a random input of size n)
- ▶ ...

ASYMPTOTIC NOTATIONS

Big-O Notation

Definition

Let $f(n)$ and $g(n)$ be functions mapping positive integers to positive real numbers. We say that $f(n)$ is $O(g(n))$ if there is a real constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \leq cg(n)$, for $n \geq n_0$.

Big-O Notation

Definition

Let $f(n)$ and $g(n)$ be functions mapping positive integers to positive real numbers. We say that $f(n)$ is $O(g(n))$ if there is a real constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \leq cg(n)$, for $n \geq n_0$.

This definition is often referred to as the “big-O” notation, for it is sometimes pronounced as “ $f(n)$ is big-O of $g(n)$.”

Big-O Notation

Definition

Let $f(n)$ and $g(n)$ be functions mapping positive integers to positive real numbers. We say that $f(n)$ is $O(g(n))$ if there is a real constant $c > 0$ and an integer constant $n_0 \geq 1$ such that $f(n) \leq cg(n)$, for $n \geq n_0$.

This definition is often referred to as the “big-O” notation, for it is sometimes pronounced as “ $f(n)$ is big-O of $g(n)$.”

Actually, $O(g(n))$ is a set of functions, but notation is usually (mis-)written as $f(n) = O(g(n))$, rather than $f(n) \in O(g(n))$.

Asymptotic Notations

$f(n) = \Theta(g(n))$ — Big Theta

- ▶ $f(n)$ and $g(n)$ have the *same* order of magnitude
- ▶ Tight bound: classify algorithms
- ▶ e.g. $n^2, 100n^2, n^2 + 10\lg n \in \Theta(n^2)$

$f(n) = O(g(n))$ — Big O

- ▶ order of magnitude of $f(n)$ is *less than or equal to* $g(n)$
- ▶ Upper bound, e.g. $\Theta(n^2)$ and smaller
- ▶ e.g. $100n^2, 100n, n\lg n + 10n \in O(n^2)$

$f(n) = \Omega(g(n))$ — Big Omega

- ▶ order of magnitude of $f(n)$ is *greater or equal to* $g(n)$
- ▶ Lower bound, e.g. $\Theta(n^2)$ and larger
- ▶ e.g. $n^5, 100n^2, n^3 + n^2\lg n \in \Omega(n^2)$

Asymptotic Notations

$f(n) = \Theta(g(n))$ — Big Theta

- ▶ $f(n)$ and $g(n)$ have the *same* order of magnitude
- ▶ Tight bound: classify algorithms
- ▶ e.g. $n^2, 100n^2, n^2 + 10\lg n \in \Theta(n^2)$

$f(n) = O(g(n))$ — Big O

- ▶ order of magnitude of $f(n)$ is *less than or equal to* $g(n)$
- ▶ Upper bound, e.g. $\Theta(n^2)$ and smaller
- ▶ e.g. $100n^2, 100n, n\lg n + 10n \in O(n^2)$

$f(n) = \Omega(g(n))$ — Big Omega

- ▶ order of magnitude of $f(n)$ is *greater or equal to* $g(n)$
- ▶ Lower bound, e.g. $\Theta(n^2)$ and larger
- ▶ e.g. $n^5, 100n^2, n^3 + n^2\lg n \in \Omega(n^2)$

Asymptotic Notations

$f(n) = \Theta(g(n))$ — Big Theta

- ▶ $f(n)$ and $g(n)$ have the *same* order of magnitude
- ▶ Tight bound: classify algorithms
- ▶ e.g. $n^2, 100n^2, n^2 + 10\lg n \in \Theta(n^2)$

$f(n) = O(g(n))$ — Big O

- ▶ order of magnitude of $f(n)$ is *less than or equal to* $g(n)$
- ▶ Upper bound, e.g. $\Theta(n^2)$ and smaller
- ▶ e.g. $100n^2, 100n, n\lg n + 10n \in O(n^2)$

$f(n) = \Omega(g(n))$ — Big Omega

- ▶ order of magnitude of $f(n)$ is *greater or equal to* $g(n)$
- ▶ Lower bound, e.g. $\Theta(n^2)$ and larger
- ▶ e.g. $n^5, 100n^2, n^3 + n^2\lg n \in \Omega(n^2)$

Asymptotic Notations

Remember, $O(g(n))$ is a set of functions, but notation is usually written as $T(n) = O(g(n))$, rather than $T(n) \in O(g(n))$

- Gives an approximate idea of performance
- $10n^2, 10n^2 + 100n \lg n, 10n^2 + 10n + 1000 \rightarrow \sim 10n^2$

Asymptotic Notations

Remember, $O(g(n))$ is a set of functions, but notation is usually written as $T(n) = O(g(n))$, rather than $T(n) \in O(g(n))$

We will (try to) stick to \sim (tilde) notation in this course

...

Leading Term Approximation

- ▶ Gives an approximate idea of performance
- ▶ $10n^2, 10n^2 + 100n \lg n, 10n^2 + 10n + 1000 \rightarrow \sim 10n^2$

Asymptotic Notations

Remember, $O(g(n))$ is a set of functions, but notation is usually written as $T(n) = O(g(n))$, rather than $T(n) \in O(g(n))$

We will (try to) stick to \sim (tilde) notation in this course

...

Leading Term Approximation

- ▶ Gives an approximate idea of performance
- ▶ $10n^2, 10n^2 + 100n \lg n, 10n^2 + 10n + 1000 \rightarrow \sim 10n^2$

Examples

From Steven Skiena

Big O

- ▶ $3n^2 - 100n + 6 = O(n^2)$
- ▶ $3n^2 - 100n + 6 = O(n^3)$
- ▶ $3n^2 - 100n + 6 \neq O(n)$

Big Omega: Ω

- ▶ $3n^2 - 100n + 6 = \Omega(n^2)$
- ▶ $3n^2 - 100n + 6 \neq \Omega(n^3)$
- ▶ $3n^2 - 100n + 6 = \Omega(n)$

Big Theta: Θ

- ▶ $3n^2 - 100n + 6 = \Theta(n^2)$
- ▶ $3n^2 - 100n + 6 \neq \Theta(n^3)$
- ▶ $3n^2 - 100n + 6 \neq \Theta(n)$

Theory of Algorithms

- ▶ **Important field of computer science**
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
 - ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
 - ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Theory of Algorithms

- ▶ Important field of computer science
- ▶ Concerns methods to
 - ▶ construct algorithms and
 - ▶ analyse algorithms mathematically,
 - ▶ for correctness
 - ▶ and efficiency (e.g., running time and space used)
- ▶ Typically establish the difficulty of a problem, and develop optimal algorithms
- ▶ Focus on worst cases and provide performance guarantees

Memory

- ▶ One must also be aware of memory usage of any program
- ▶ 32-bit machines used 4 byte pointers
- ▶ 64-bit machines use 8 byte pointers
- ▶ `double` takes up 8 bytes
- ▶ `bool` takes up only one byte
- ▶ Objects and other *complex* items have overheads
- ▶ 2D arrays (matrices) take up little over $8N^2$ bytes

Self-assessment Exercise

- ▶ Choose a simple problem that has more than one algorithm
- ▶ Discuss how algorithmic complexity varies from a naïve to a more sophisticated implementation
- ▶ Outcome
 - ▶ Understand algorithmic complexity better
 - ▶ Inspiration!
 - ▶ Technical writing practice!