

## ALGORITHMS AND DATA STRUCTURES II

### Lecture 1 Algorithms and their Complexity

Lecturer: K. Markov  
[markov@u-aizu.ac.jp](mailto:markov@u-aizu.ac.jp)

Course webpage:  
<http://hi-srv2.u-aizu.ac.jp>

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## COURSE OVERVIEW

### ○ Schedule:

- 6/14 – L1,                      7/05 – MidTerm,                      7/26 – L12,
- 6/18 – L2,                      7/09 – L7,                                      7/30 – L13,
- 6/21 – L3,                      7/12 – L8,                                      8/XX – Final
- 6/25 – L4,                      7/16 – L9,
- 6/28 – L5                      7/19 – L10,
- 7/02 – L6,                      7/23 – L11,

### ○ Exams:

- MidTerm – Lectures 1 to 6.
- Final – Lectures 7 to 12.

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## COURSE OVERVIEW

### ○ Grading

- Exercises – 40%
- MidTerm Exam – 30%
- Final Exam – 30%

### ○ Exercises

- Text problems.
- Programming tasks.

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## COURSE MANAGEMENT

### ○ Using Moodle system.

- <http://hi-srv2.u-aizu.ac.jp>

### ○ Need an account.

### ○ Exercises downloaded from Moodle.

### ○ Answers uploaded to Moodle.

### ○ Grades, comments – from Moodle.

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## TODAY'S OUTLINE

### ○ Algorithms:

- Definition.
- Basic concepts.

### ○ Function growth.

- Upper bound.
- Lower bound.
- Tight bound.

### ○ Algorithm complexity.

### ○ Merge sort algorithm.

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## ALGORITHMS

- To solve any problem by a computer, we need an **algorithm**.
- Given an algorithm for the problem, we want to know the **efficiency** the algorithm.
- We are most interested in how **much time** and how **much memory space** the algorithm takes to solve the problem.

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## ALGORITHMS

### What is an algorithm?

An algorithm is a well-defined computational **procedure** that transforms inputs into outputs, achieving the desired input-output relationship.

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## ALGORITHMS

- The **computation time** of an algorithm depends on the number of computational steps of the algorithm and the computer used.
- To evaluate the efficiency of algorithms, it is ideal to use an **unique computer** to measure their computation time.

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## ALGORITHMS

- The computation time of an algorithm for a problem **depends** on the size of the problem.
- **Important!** How the computation time of the algorithm grows when the size of the problem increases.

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## ALGORITHMS

- The size of a problem is denoted by an integer  **$n$** , which is a measure of the quantity of input data.
  - The size of a matrix multiplication problem might be the **largest dimension** of the matrices.
  - The size of a sorting problem might be the **number of data** to be sorted.
  - The size of a graph problem might be the **number of vertices** or edges.

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## ALGORITHMS COMPLEXITY

- The computation time needed by an algorithm expressed as a function of the size of a problem is called **time complexity** of the algorithm.
- Analogous definition can be made for **space complexity**.

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## ALGORITHMS COMPLEXITY

- Given an algorithm for a problem of size  **$n$** , it is important to find the time complexity and how the time complexity grows when  **$n$**  increases.
- It is the growth rate of the **time complexity** (space complexity) of an algorithm which ultimately determines the **size** of problems that can be solved by the algorithm.

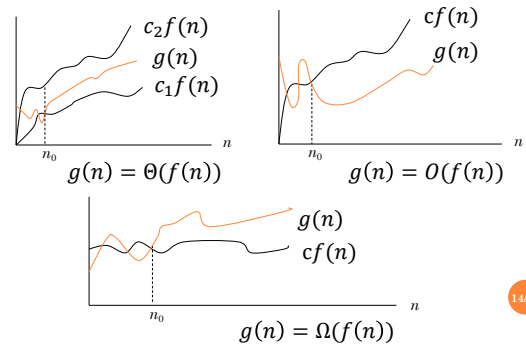
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## GROWTH OF FUNCTIONS

- **Upper bound.**  $g(n) = O(f(n))$  if there exist constants  $c > 0$  and  $n_0 \geq 0$  such that for all  $n \geq n_0$  we have  $g(n) \leq cf(n)$ .
- **Lower bound.**  $g(n) = \Omega(f(n))$  if there exist constants  $c > 0$  and  $n_0 \geq 0$  such that for all  $n \geq n_0$  we have  $g(n) \geq cf(n)$ .
- **Tight bound.**  $g(n) = \Theta(f(n))$  if  $g(n)$  is both  $O(f(n))$  and  $\Omega(f(n))$ .
- Example:  $g(n) = 32n^2 + 17n + 32$ .
  - $g(n)$  is  $O(n^2)$ ,  $O(n^3)$ ,  $\Omega(n^2)$ ,  $\Omega(n)$ , and  $\Theta(n^2)$ .
  - $g(n)$  is not  $O(n)$ ,  $\Omega(n^3)$ ,  $\Theta(n)$ , or  $\Theta(n^3)$ .

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## GROWTH OF FUNCTIONS



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## GROWTH OF FUNCTIONS

- **Upper bound** says that if constant factors are ignored  $f(n)$  is at least as large as  $g(n)$ .
- $g(n) = O(f(n))$  means that the growth rate of  $g(n)$  is **smaller than or equal** to the growth rate of  $f(n)$ .
- $O(\dots)$  is read "order ..." or "Big-Oh ...."

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## GROWTH OF FUNCTIONS

- **Lower bound**  $g(n) = \Omega(f(n))$  (read "omega") means that the growth rate of  $g(n)$  is **greater than or equal** to the growth rate of  $f(n)$ .
- **Tight bound**  $g(n) = \Theta(f(n))$  means that for all  $n$  right of  $n_0$ , the value of  $g(n)$  lies at or above  $c_1 f(n)$  and at or below  $c_2 f(n)$ .

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## GROWTH OF FUNCTIONS

- **Prove**  $g(n) = an^2 + bn + c = \Theta(n^2)$ 
  - $a, b, c$  are constants and  $a > 0$ .
  - Find  $c_1$ , and  $c_2$  (and  $n_0$ ) such that  $c_1 n^2 \leq g(n) \leq c_2 n^2$  for all  $n \geq n_0$ .
  - It turns out:  $c_1 = a/4$ ,  $c_2 = 7a/4$  and  $n_0 = 2 \max(|b|/a, \sqrt{|c|/a})$
  - Here we also can see that lower terms and constant coefficient can be ignored.
  - How about  $g(n) = an^3 + bn^2 + cn + d$ ?

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## GROWTH OF FUNCTIONS

### ○ Properties:

If  $g_1(n)$  is  $O(f_1(n))$ ,  $g_2(n)$  is  $O(f_2(n))$  then

- $g_1(n) + g_2(n)$  is  $O(\max(f_1(n), f_2(n)))$
- $g_1(n)g_2(n)$  is  $O(f_1(n)f_2(n))$
- $ag_1(n)$  is  $O(f_1(n))$  for any constant  $a$ .

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## GROWTH OF FUNCTIONS

### ○ Bounds for some functions.

- **Polynomials.**

$a_0 + a_1n + \dots + a_d n^d$  is  $O(n^d)$  if  $a_d > 0$ .

- **Logarithms.**

$O(\log_a n) = O(\log_b n) = O(n)$  for  $a, b > 0$ .

- **Exponentials.**

For every  $r > 1$  and every  $d > 0$ ,  $n^d = O(r^n)$ .

- **Constant.**

$O(c) = O(1)$  for any  $c$ .

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## GROWTH OF FUNCTIONS

### ○ Typical growth functions.

Function	Name
$c$	Constant
$\log n$	Logarithmic
$n$	Linear
$n \log n$	Loglinear
$n^2$	Quadratic
$n^3$	Cubic
$2^n$	Exponential

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## ALGORITHMS

### ○ Running time examples

Table 2.1 The running times (rounded up) of different algorithms on inputs of increasing size, for a processor performing a million high-level instructions per second. In cases where the running time exceeds  $10^{25}$  years, we simply record the algorithm as taking a very long time.

$n$	$n$	$n \log_2 n$	$n^2$	$n^3$	$1.5^n$	$2^n$	$n!$
$n = 10$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	4 sec
$n = 30$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	18 min	$10^{25}$ years
$n = 50$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	11 min	36 years	very long
$n = 100$	< 1 sec	< 1 sec	< 1 sec	1 sec	12,892 years	$10^{17}$ years	very long
$n = 1,000$	< 1 sec	< 1 sec	1 sec	18 min	very long	very long	very long
$n = 10,000$	< 1 sec	< 1 sec	2 min	12 days	very long	very long	very long
$n = 100,000$	< 1 sec	2 sec	3 hours	32 years	very long	very long	very long
$n = 1,000,000$	1 sec	20 sec	12 days	31,710 years	very long	very long	very long

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## ALGORITHMS

### ○ Statement complexity.

- **for/while** loop:

**for  $i = 1$  to  $m$ :**  
 **$S$**

if the computation time of  $S$  is  $t_i(n)$  for each  $i$   
then the computation time of the for statement  
is  $\sum_{i=1}^m t_i(n)$ .

If  $t_i(n) = t(n)$  for all  $i$  then the computation  
time of the loop is  $mt(n)$ .

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## ALGORITHMS

### ○ Statement complexity.

- **if/else** statement:

**if (condition):**

$S_1$

**else:**

$S_2$

let  $t_1(n)$  and  $t_2(n)$  be the computation  
times of  $S_1$  and  $S_2$ , respectively. The  
computation time of the if statement is  
 $\max\{t_1(n), t_2(n)\}$ .

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## ALGORITHMS

### ○ Statement complexity.

- **Consecutive** statements:

...  
 $S_1$   
 $S_2$   
...

Let  $t_1(n)$  and  $t_2(n)$  be the computation  
times of two consecutive statements,  
respectively. The total computation time  
of the two statements is  $t_1(n) + t_2(n)$ .

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## ALGORITHMS

- Linear Time:  $O(n)$ 
  - Running time is at most a constant factor times the size of the input.

```
max = a1
for i = 2 to n {
  if (ai > max)
    max = ai
}
```

- Computing the maximum. Compute maximum of  $n$  numbers  $a_1, \dots, a_n$ .

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## ALGORITHMS

- Quadratic Time:  $O(n^2)$ 
  - Closest pair of points. Given a list of  $n$  points in the plane  $(x_1, y_1), \dots, (x_n, y_n)$ , find the pair that is closest.
  - $O(n^2)$  solution. Try all pairs of points.

```
min = (x1 - x2)2 + (y1 - y2)2
for i = 1 to n {
  for j = i+1 to n {
    d = (xi - xj)2 + (yi - yj)2
    if (d < min)
      min = d
  }
}
```

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## ALGORITHMS

- Polynomial Time:  $O(n^k)$ 
  - Independent set of size  $k$ . Given a graph, are there  $k$  nodes such that no two are joined by an edge?
  - $O(n^k)$  solution. Enumerate all subsets of  $k$  nodes.

```
foreach subset S of k nodes {
  check whether S is an independent set
  if (S is an independent set)
    report S is an independent set
}
```

- Checking whether  $S$  is an independent set is  $O(k^2)$ .
- Number of  $k$  element subsets is  $\binom{n}{k} = \frac{n(n-1)\dots(n-k+1)}{k(k-1)\dots(2)(1)} \leq \frac{n^k}{k!}$
- Total complexity is  $O\left(\frac{k^2 n^k}{k!}\right) = O(n^k)$ .

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## ALGORITHMS

- Exponential Time
  - Given a graph, which is the largest independent set?
  - $O(n^2 2^n)$  solution. Enumerate all subsets.

```
S* = ∅
foreach subset S of nodes {
  check whether S is an independent set
  if (S is largest independent set seen so far)
    update S* = S
}
```

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## MERGE-SORT ALGORITHM

- Step 1:** divide the  $n$ -element sequence into two sub-problems of  $n/2$  elements each.
- Step 2:** sort the two subsequences recursively using merge sort. If the length of a sequence is 1, do nothing since it is already in order.
- Step 3:** merge the two sorted subsequences to produce the sorted answer.

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## MERGE-SORT ALGORITHM

- Pseudo-code

```
def merge_sort(A):
  middle = len(A) / 2
  left = merge_sort(A[1:middle])
  right = merge_sort(A[middle+1:end])
  return merge(left, right)
```

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## MERGE-SORT ALGORITHM

- Pseudo-code

```
def merge(A,B):
    result = <empty>
    while len(A) > 0 or len(B) > 0:
        if len(A) > 0 and len(B) > 0:
            if A[1] <= B[1]:
                append result with A[1], delete A[1]
            else:
                append result with B[1], delete B[1]
        else if len(A) > 0:
            append result with A[1], delete A[1]
        else if len(B) > 0:
            append result with B[1], delete B[1]
    return result
```

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## MERGE-SORT ALGORITHM

- Animated example

6 5 3 1 8 7 2 4

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## MERGE-SORT ALGORITHM

- Time complexity

- There are two recursive calls, each of them sorts a sequence of  $n/2$ , and the statements after the two recursive calls take  $O(n)$  time.
- Let  $t(n)$  be the time complexity of the algorithm, then

$$t(n) = 2t(n/2) + cn$$

and  $t(2) = O(1)$ , where  $c$  is a constant.  
Solving the equation,  $t(n) = O(n \log n)$ .

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THAT'S ALL FOR TODAY!

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