



Data Structure and Algorithms [CO2003]

Chapter 2 - Algorithm Complexity

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1. Algorithm Efficiency
2. Big-O notation
3. Problems and common complexities
4. P and NP Problems

- **L.O.1.1** - Define concept “computational complexity” and its special cases, best, average, and worst.
- **L.O.1.2** - Analyze algorithms and use Big-O notation to characterize the computational complexity of algorithms composed by using the following control structures: sequence, branching, and iteration (not recursion).
- **L.O.1.3** - List, give examples, and compare complexity classes, for examples, constant, linear, etc.
- **L.O.1.4** - Be aware of the trade-off between space and time in solutions.
- **L.O.1.5** - Describe strategies in algorithm design and problem solving.



Algorithm Efficiency

- A problem often has many algorithms.
- Comparing two different algorithms \Rightarrow **Computational complexity**: measure of the difficulty degree (**time** and/or **space**) of an algorithm.
 - How **fast** an algorithm is?
 - How much **memory** does it cost?

General format

$$\text{efficiency} = f(n)$$

n is the size of a problem (the key number that determines the size of input data)

```
for (i = 0; i < 1000; i++)  
    // application code
```

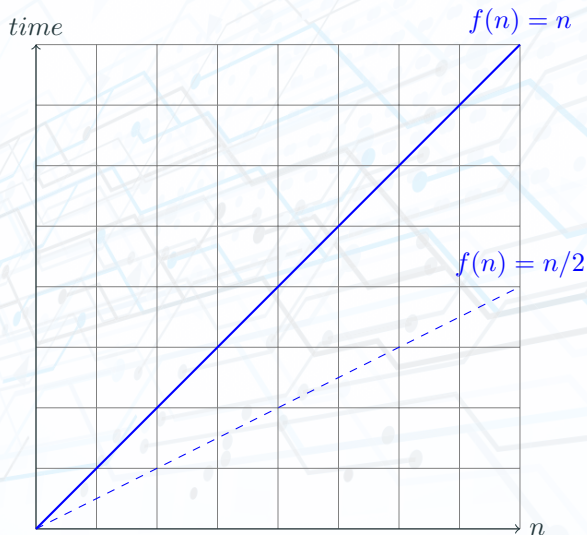
The number of times the body of the loop is replicated is 1000.

$$f(n) = n$$

```
for (i = 0; i < 1000; i += 2)  
    // application code
```

The number of times the body of the loop is replicated is 500.

$$f(n) = n/2$$



Multiply loops

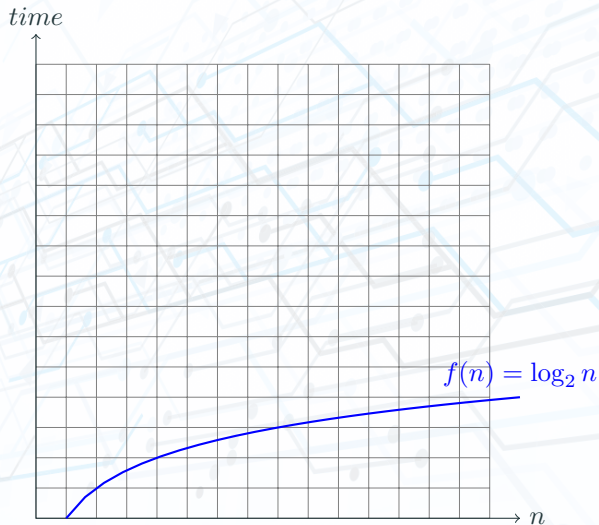
```
i = 1
while (i <= n)
    // application code
    i = i x 2
end while
```

Divide loops

```
i = n
while (i >= 1)
    // application code
    i = i / 2
end while
```

The number of times the body of the loop is replicated is

$$f(n) = \log_2 n$$



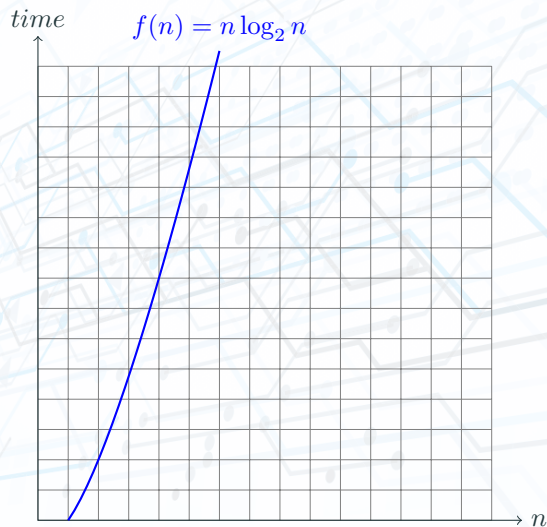
Iterations = Outer loop iterations \times Inner loop iterations

Example

```
i = 1
while (i <= n)
  j = 1
  while (j <= n)
    // application code
    j = j * 2
  end while
  i = i + 1
end while
```

The number of times the body of the loop is replicated is

$$f(n) = n \log_2 n$$



Example

```
i = 1
while (i <= n)
  j = 1
  while (j <= n)
    // application code
    j = j + 1
  end while
  i = i + 1
end while
```

The number of times the body of the loop is replicated is

$$f(n) = n^2$$

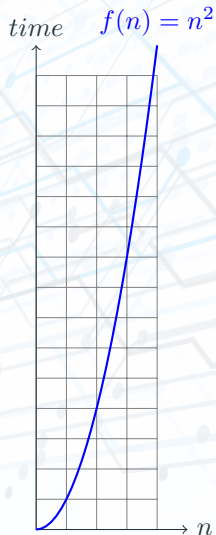
Example

```
i = 1
while (i <= n)
  j = 1
  while (j <= i)
    // application code
    j = j + 1
  end while
  i = i + 1
end while
```

The number of times the body of the loop is replicated is

$$1 + 2 + \dots + n = n(n + 1)/2$$

Quadratic Loops



- Algorithm efficiency is considered with only **big problem sizes**.
- We are **not concerned** with an **exact measurement** of an algorithm's efficiency.
- Terms that do **not substantially change** the function's magnitude are **eliminated**.



Big-O notation

Example

$$f(n) = c.n \rightarrow f(n) = O(n)$$

$$f(n) = n(n+1)/2 = n^2/2 + n/2 \rightarrow f(n) = O(n^2)$$

- Set the **coefficient** of the term to one.
- Keep the **largest term** and discard the others.

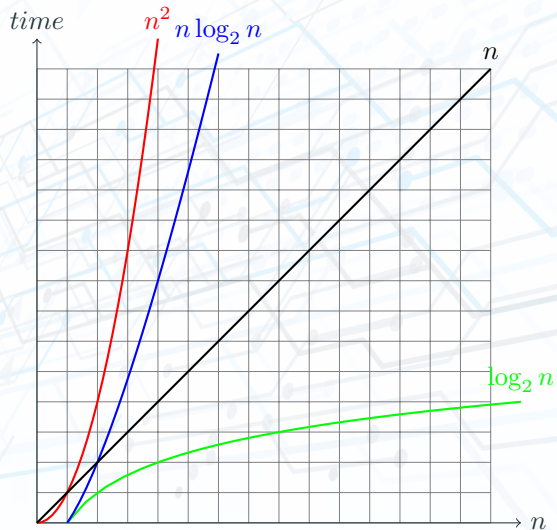
Some example of Big-O:

$\log_2 n, n, n \log_2 n, n^2, \dots, n^k, \dots, 2^n, n!$

| Efficiency | Big-O | Iterations | Est. Time |
|-------------|-----------------|--------------------|--------------|
| logarithmic | $O(\log_2 n)$ | 14 | microseconds |
| linear | $O(n)$ | 10 000 | 0.1 seconds |
| linear log | $O(n \log_2 n)$ | 140 000 | 2 seconds |
| quadratic | $O(n^2)$ | 10000 ² | 15-20 min. |
| polynomial | $O(n^k)$ | 10000 ^k | hours |
| exponential | $O(2^n)$ | 2 ¹⁰⁰⁰⁰ | intractable |
| factorial | $O(n!)$ | 10000! | intractable |

Assume instruction speed of 1 microsecond and 10 instructions in loop.

$$n = 10000$$



Algorithm addMatrix(val **matrix1**<matrix>, val **matrix2**<matrix>, val **size**<integer>, ref **matrix3**<matrix>)

Add **matrix1** to **matrix2** and place results in **matrix3**

Pre: **matrix1** and **matrix2** have data

size is number of columns and rows in matrix

Post: matrices added - result in **matrix3**

r = 1

while **r** <= **size** **do**

c = 1

while **c** <= **size** **do**

matrix3[**r**, **c**] = **matrix1**[**r**, **c**] + **matrix2**[**r**, **c**]

c = **c** + 1

end

r = **r** + 1

end

return **matrix3**

End addMatrix

Nested linear loop:

$$f(\text{size}) = O(\text{size}^2)$$

- The most time consuming: **data movement** to/from memory/storage.
- Operations under consideration:
 - **Comparisons**
 - **Arithmetic operations**
 - **Assignments**



Problems and common complexities

Recurrence Equation

An equation or inequality that describes a **function** in terms of its value on **smaller input**.

| | | | | | | | | | |
|---|---|---|---|---|----|----|----|----|----|
| 1 | 2 | 3 | 5 | 8 | 13 | 21 | 34 | 55 | 89 |
|---|---|---|---|---|----|----|----|----|----|

$$T(n) = 1 + T(n/2) \Rightarrow T(n) = O(\log_2 n)$$

- **Best case:** when the number of steps is smallest. $T(n) = O(1)$
- **Worst case:** when the number of steps is largest. $T(n) = O(\log_2 n)$
- **Average case:** in between. $T(n) = O(\log_2 n)$

| | | | | | | | | | |
|---|---|----|---|---|----|---|----|---|----|
| 8 | 5 | 21 | 2 | 1 | 13 | 4 | 34 | 7 | 18 |
|---|---|----|---|---|----|---|----|---|----|

- Best case: $T(n) = O(1)$
- Worst case: $T(n) = O(n)$
- Average case: $T(n) = \sum_{i=1}^n i \cdot p_i$
 p_i : probability for the target being at $a[i]$

$$p_i = 1/n \rightarrow T(n) = \left(\sum_{i=1}^n i \right) / n = O(n(n+1)/2n) = O(n)$$

| | | | | | | | | | |
|----|---|---|----|----|----|----|---|----|----|
| 19 | 8 | 3 | 15 | 28 | 10 | 22 | 4 | 12 | 83 |
|----|---|---|----|----|----|----|---|----|----|

Recurrence Equation

$$T(n) = O(n) + 2T(n/2)$$

- Best case: $T(n) = O(n \log_2 n)$
- Worst case: $T(n) = O(n^2)$
- Average case: $T(n) = O(n \log_2 n)$



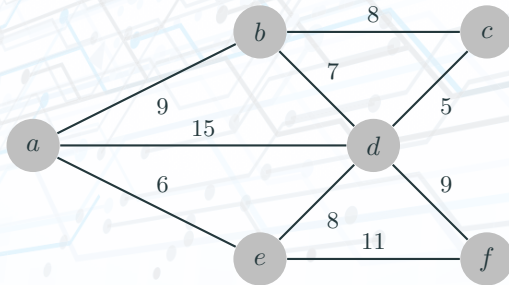
P and NP Problems

- **P**: Polynomial (can be solved in polynomial time on a **deterministic** machine).
- **NP**: Nondeterministic Polynomial (can be solved in polynomial time on a **nondeterministic** machine).

Travelling Salesman Problem:

A salesman has a list of cities, each of which he must visit exactly once. There are direct roads between each pair of cities on the list.

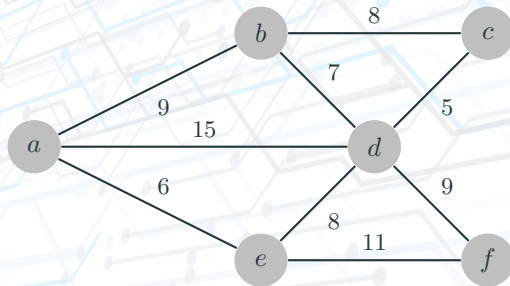
Find the route the salesman should follow for the shortest possible round trip that both starts and finishes at any one of the cities.



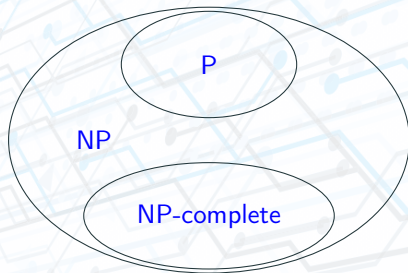
Travelling Salesman Problem:

Deterministic machine: $f(n) = n(n-1)(n-2) \dots 1 = O(n!)$

→ NP problem



NP-complete: NP and every other problem in NP is **polynomially reducible** to it.



$P = NP?$