



LECTURE 3: ALGORITHM ANALYSIS

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WEBCASTS

Webcasting

- CS2040 is not webcasted.
- Material on Visualgo and on Piazza
- If there are confusing problems/solutions, please raise it on Piazza and we'll create videos that explain.

QUESTIONS BEFORE WE GET STARTED?



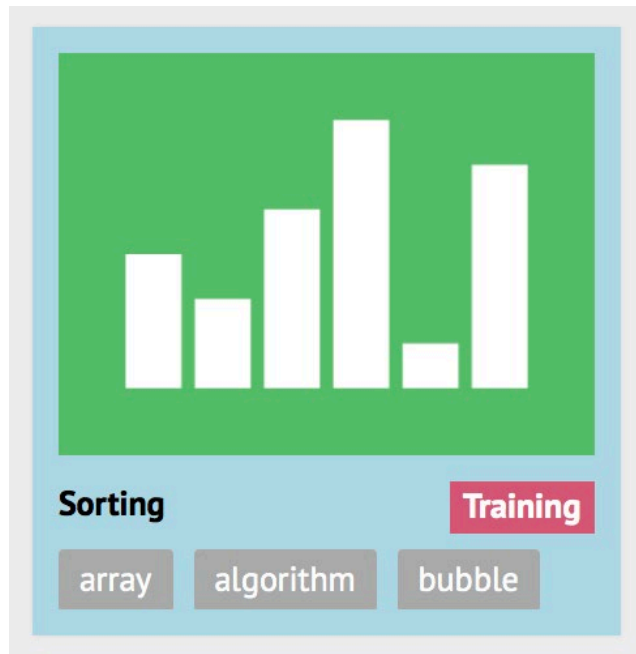
LEARNING OUTCOMES

By the end of this session, you should be able to:

- **Determine the computational complexity** of an algorithm under the standard sequential computation model
- **Use Big-Oh Notation** to describe algorithm performance



DID YOU DO YOUR HOMEWORK?

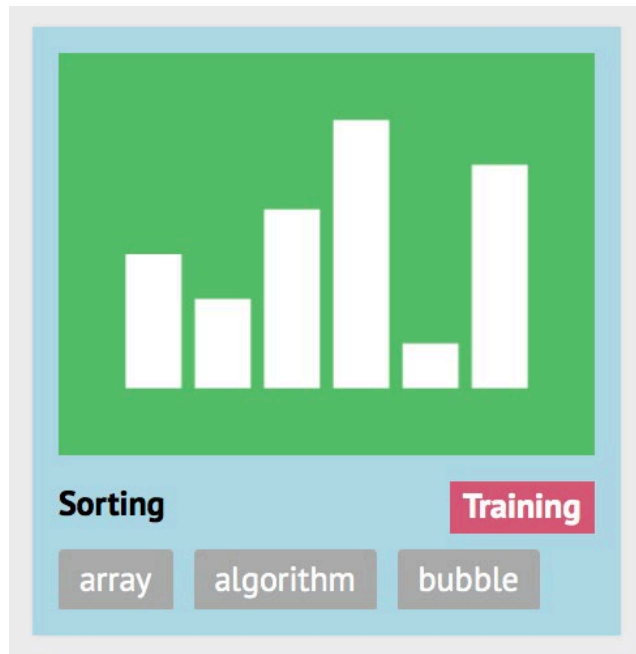


Did you revise the sorting material on Visualgo?

- A. Of course!
- B. Of course ... not!
- C. well, kind of half way...
- D. Ummm.. Visualgo?



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PROBLEM: CUSTOMER LOYALTY REWARDS

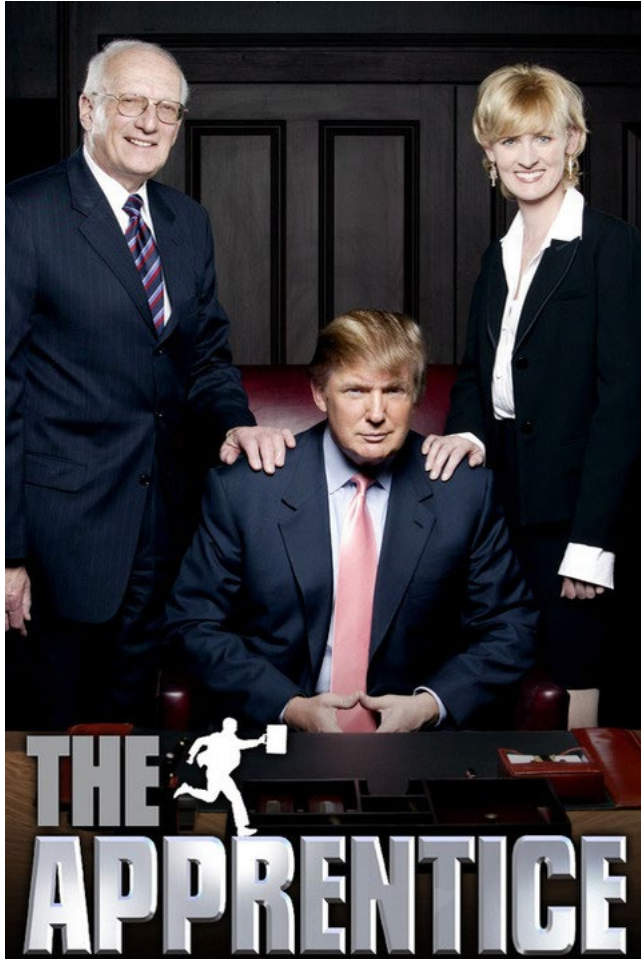


Get a list of customers ordered by their purchasing spend. Reward the n who spent the most.



BOSS HAS AN SOLUTION:

BogoSort



```
while items is not sorted  
    permute(items)
```


NARUTO'S SOLUTION



```
mark first element as sorted
for each unsorted element X
    'extract' the element X
    for j = lastSortedIndex down to 0
        if current element j > X
            move sorted element to the right by 1
    break loop and insert X here
```



NARUTO'S SOLUTION

What kind of sort is this?

- A. Bubble Sort
- B. Insertion Sort
- C. Merge Sort
- D. I obviously didn't do my homework

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HOW DO WE GET AN IDEA OF WHICH IS BETTER?

without implementing and running the two algorithms on all kinds of data?

Algorithm Analysis

ALGORITHM ANALYSIS IN A NUTSHELL



How long will my program take?

How much memory will it consume?

BUT OTHER CONCERNS MAY BE RELEVANT:

In general, we want to measure usage of some **resource**:

- communication bandwidth
- number of processing elements required
- human computation
- etc.

but we will focus on time and memory (space)



A SIMPLE MODEL OF COMPUTATION

Random-Access Machine (RAM)

- instructions are sequential (no concurrency)

Each operation takes some constant amount of time

What are instructions?

- arithmetic operations (+, -, /, * etc.)
- control (branches, function call & returns)

Simple memory: no caching

Is exponentiation a^k considered one operation?

- A. Yes
- B. No
- C. It's up to us to define in our model.



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Is exponentiation a^k considered one operation?

A. Yes

B. No

C. It's up to us to define in our model.

But for CS2040S, exp does not take constant time



DO COMMENTS COUNT?

```
int a = 0;  
// the following is a loop  
for (int i=0; i<10; i++) {  
    a = a + 2;  
    A[i] = a;  
}
```

Do comments count?

- A. Yes
- B. No
- C. Only on Facebook.
- D. Only on Piazza



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RUNNING TIME

Number of primitive instructions / “steps” executed.

Code

```
int a = 0;  
for (int i=0; i<n; i++) {  
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Cost

c_1

c_2

c_3

c_4

Times



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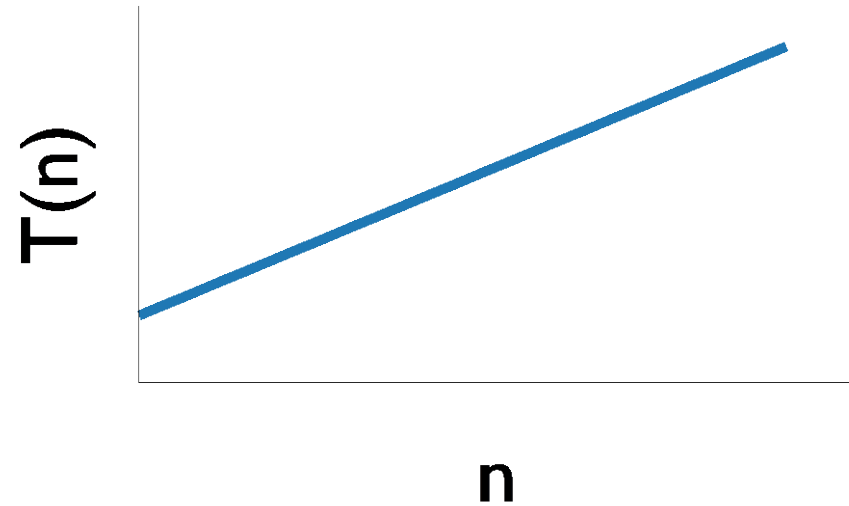
n

$$T(n) = c_1 + nc_2 + nc_3 + nc_4 = cn + c_1$$

RUNNING TIME

Number of primitive instructions / “steps” executed.

$T(n) = cn + c_1$
is a linear function





WHICH TAKES LONGER?

```
void pushAll(int n) {  
    for (int i=0; i<= 100*n; i++) {  
        stack.push(i);  
    }  
}
```

```
void pushAdd(int n) {  
    for (int i=0; i<= n; i++) {  
        for (int j=0; j<= n; j++) {  
            stack.push(i+j);  
        }  
    }  
}
```

Which takes longer?

- A. pushAll
- B. pushAdd
- C. Runs the same.
- D. It depends!



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Why?

ANALYSIS OF PUSHALL

```
void pushAll(int n) {  
    for (int i=0; i<= 100*n; i++) {  
        stack.push(i);  
    }  
}
```

Cost

c_1

c_2

c_3

Times

1

$100n$

$100n$

$$T(n) = 100cn + c_1$$

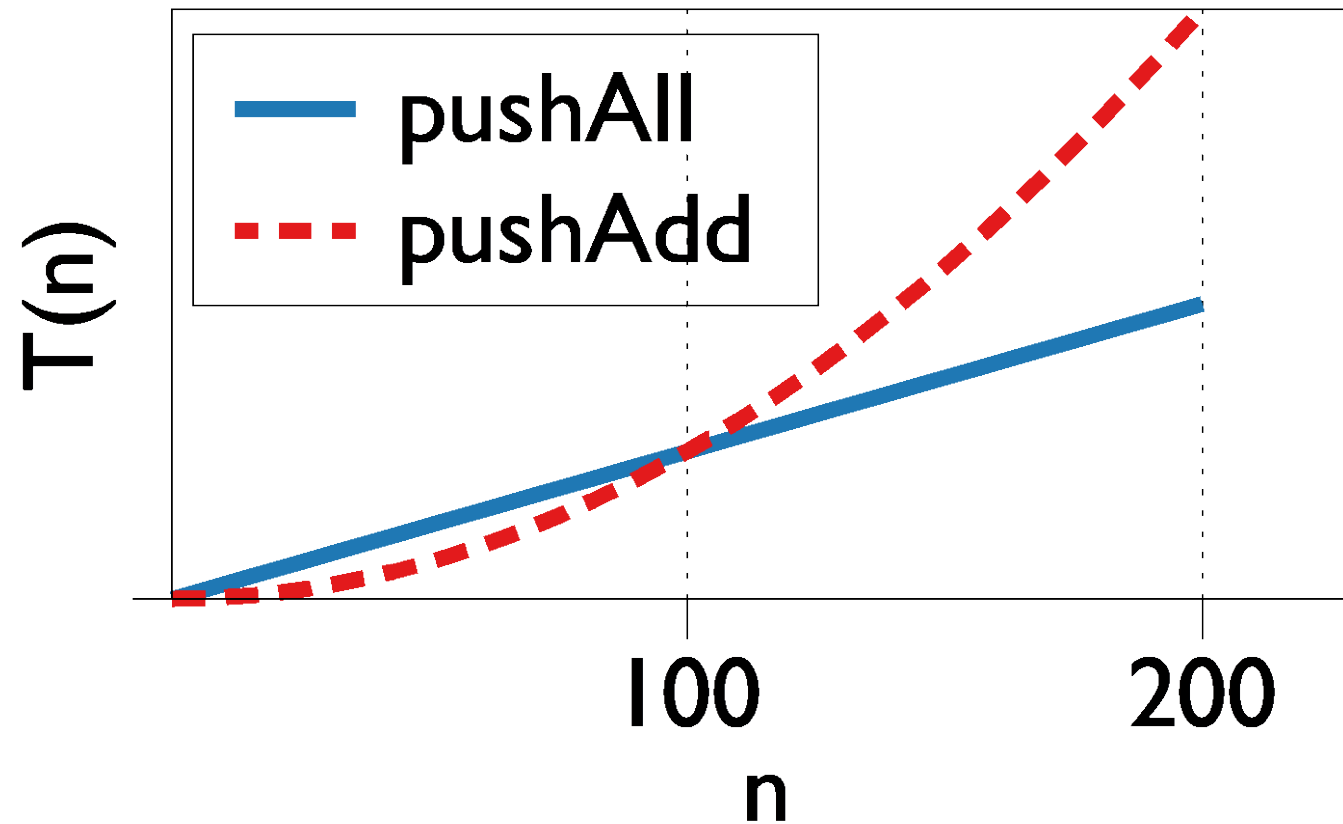
ANALYSIS OF PUSHADD

	Cost	Times
<code>void pushAdd(int n) {</code>	c_1	1
<code> for (int i=0; i<= n; i++) {</code>	c_2	n
<code> for (int j=0; j<= n; j++) {</code>	c_3	n^2
<code> stack.push(i+j);</code>	c_4	n^2
<code> }</code>		
<code> }</code>		
<code>}</code>		

$$T(n) = c_1 + nc_2 + n^2c_3 + n^2c_4 = cn^2 + c_2n + c_1$$

is a **quadratic** function

IF ALL THE CONSTANTS = 1





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Which takes longer if n is large ($n > 1000$)?

- A. pushAll
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WHICH TAKES **MORE MEMORY** ON THE STACK?

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ANALYSIS OF PUSHALL

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void pushAll(int n) {  
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    }  
}
```

Cost

c

Times

$100n$

$$S(n) = 100cn$$

ANALYSIS OF PUSHADD

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void pushAdd(int n) {  
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```

Cost

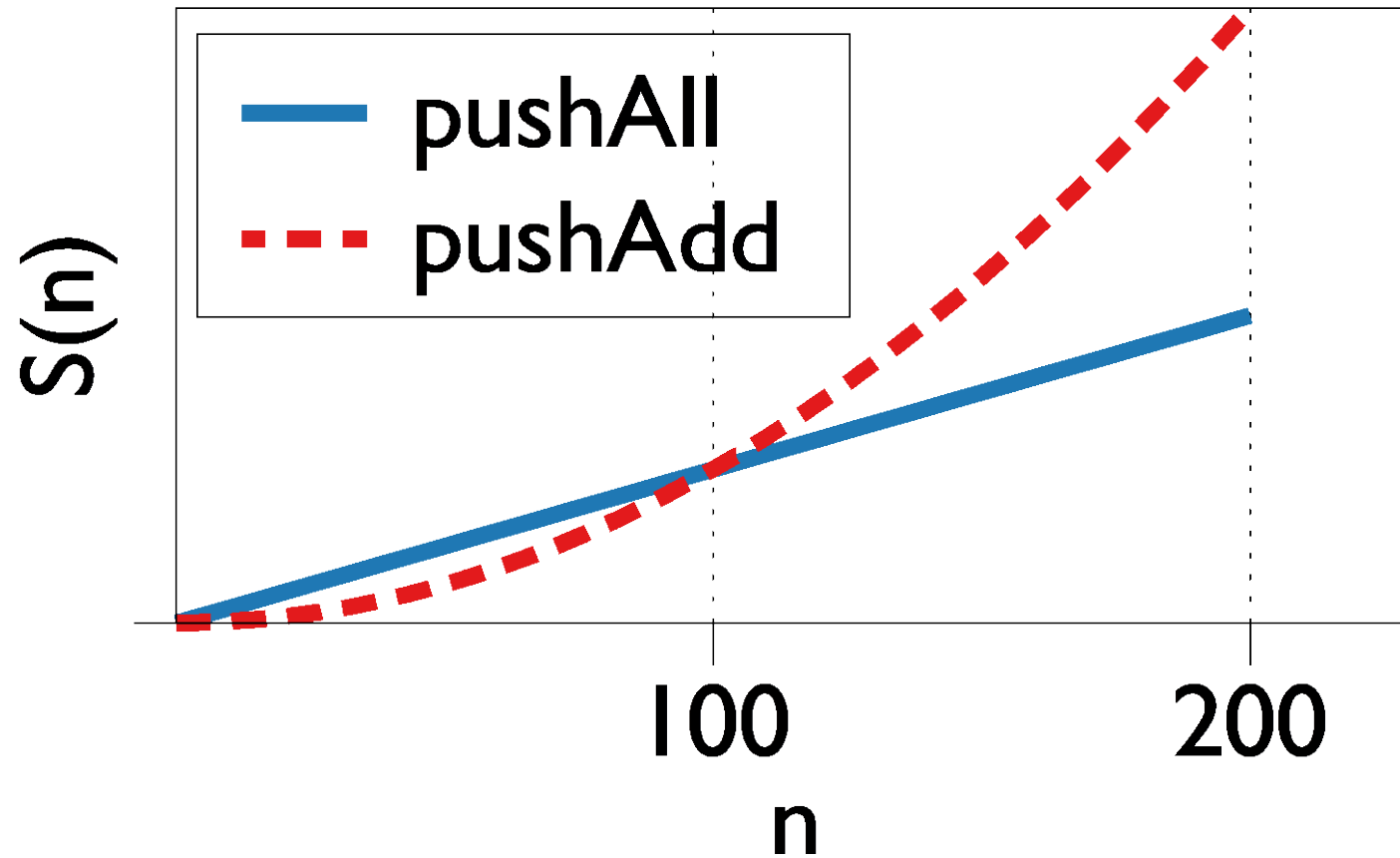
Times

c

n^2

$$S(n) = cn^2$$

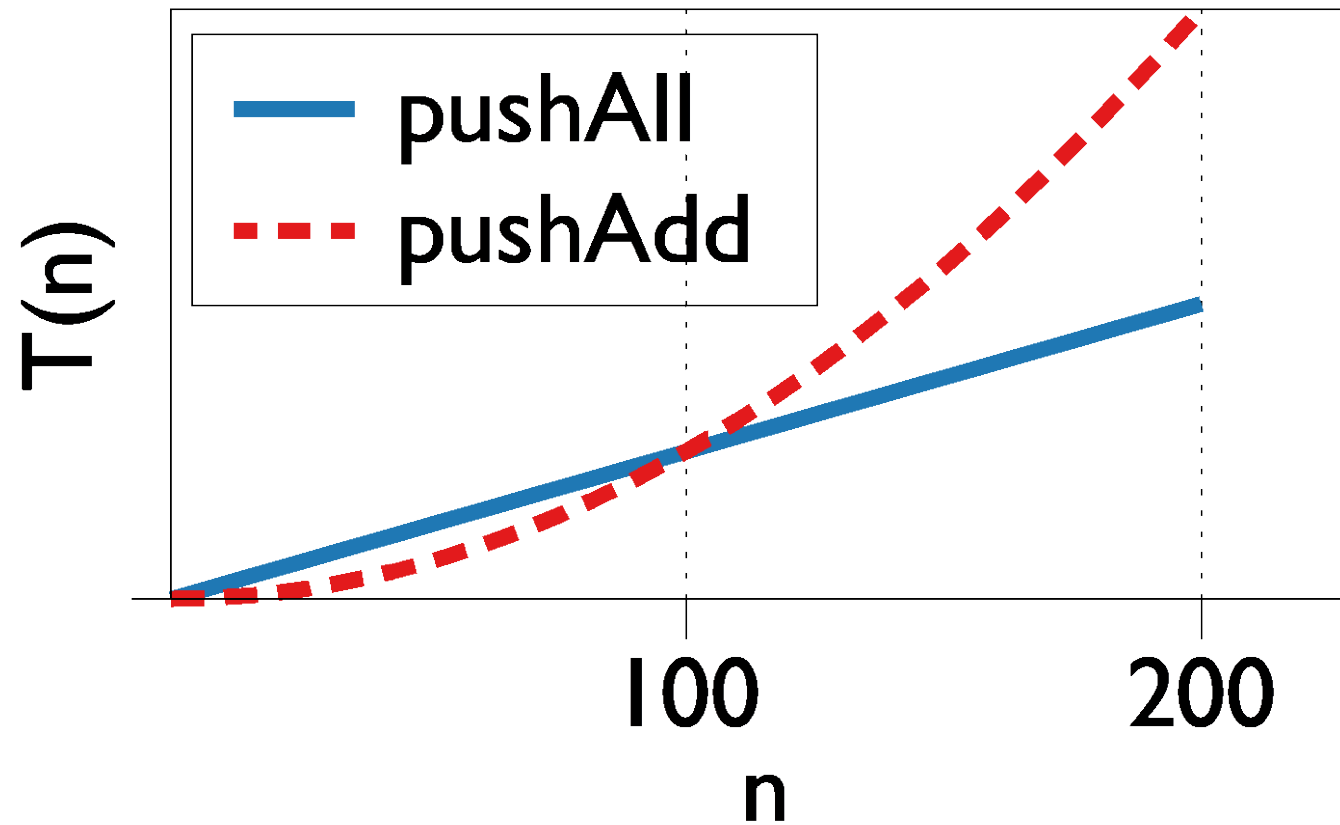
SIMILAR GRAPH FOR MEMORY IF $C = 1$



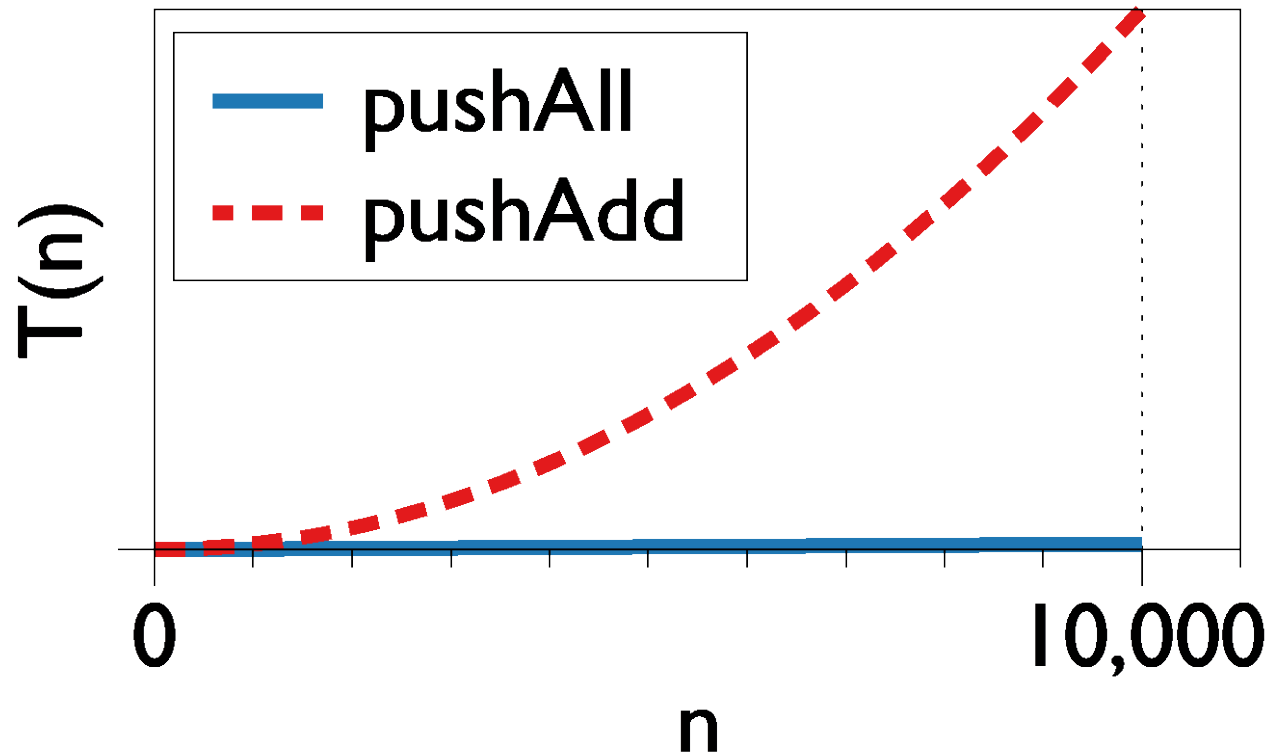
QUESTIONS?



ORDER OF GROWTH



ORDER OF GROWTH



$$T(n) = n^2 + c_2n$$

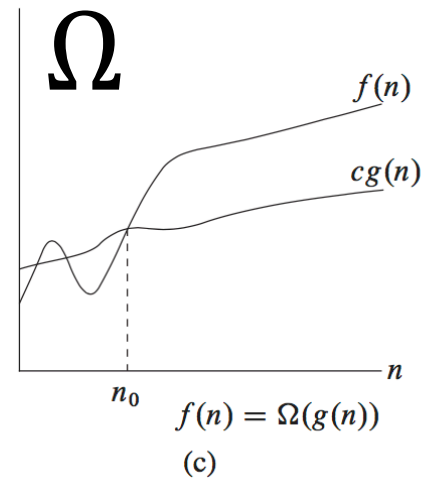
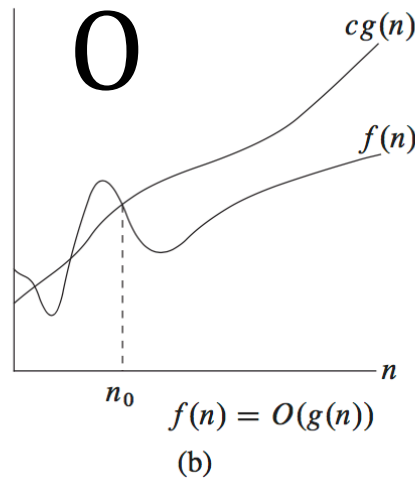
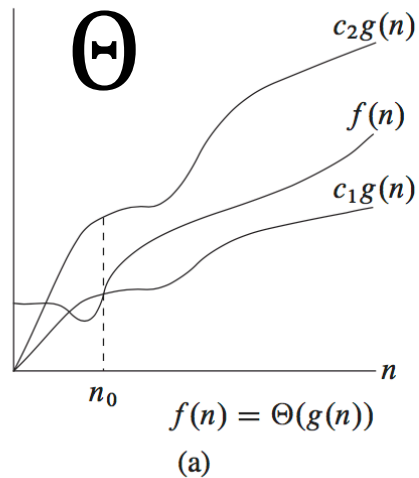
as $n \rightarrow \infty$, the term c_2n becomes insignificant compared to n^2 .

We can say the $T(n)$ is “asymptotically equivalent” to n^2 .

ASYMPTOTIC EFFICIENCY & ORDER OF GROWTH

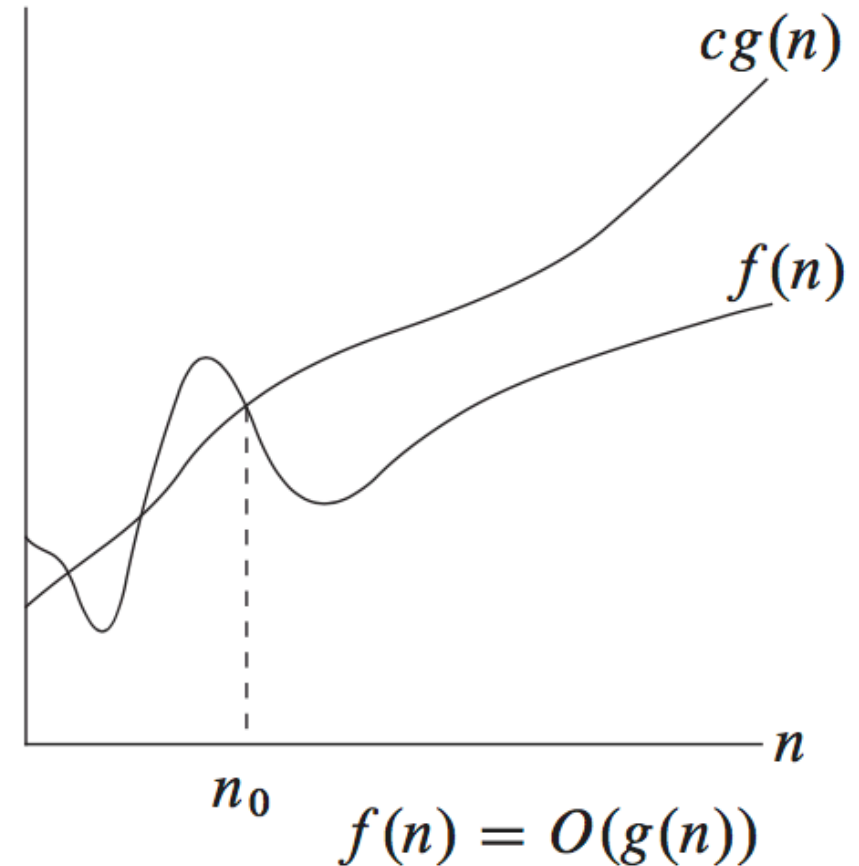
Further simplify: drop constants and lower order terms

How the running time of the algorithm increases with input size **in the limit** (*this is what asymptotic means*).



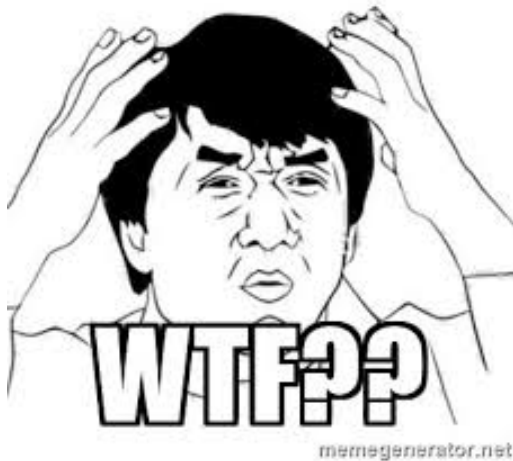
BIG-OH $O(g(n))$

$O(g(n)) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq cg(n) \text{ for all } n \geq n_0\}$

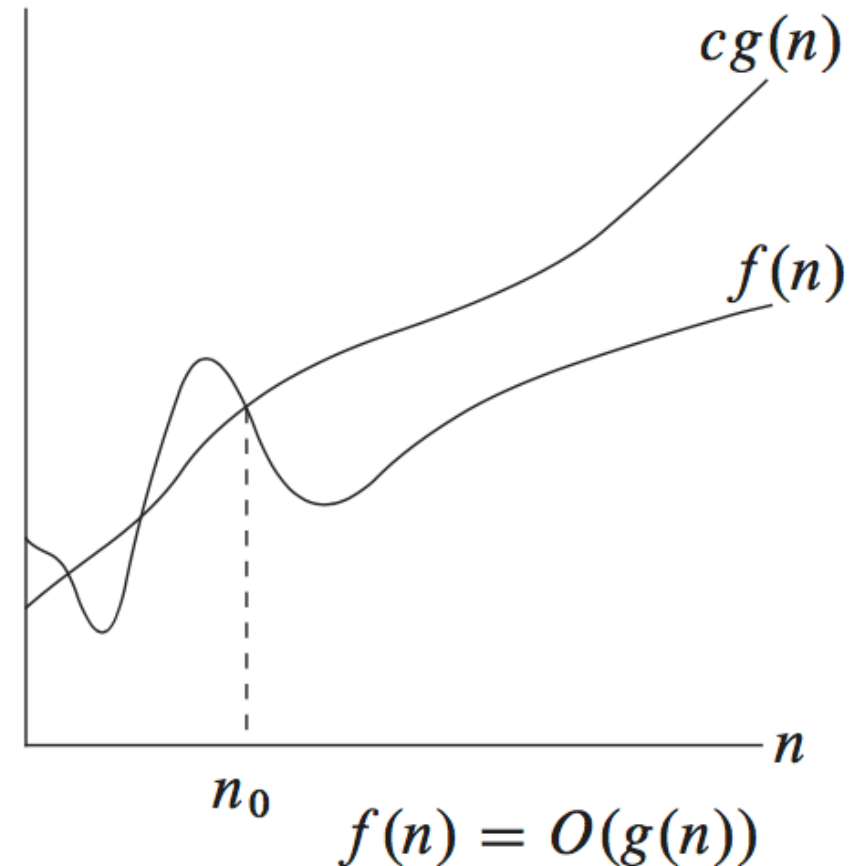


BIG-OH $O(g(n))$

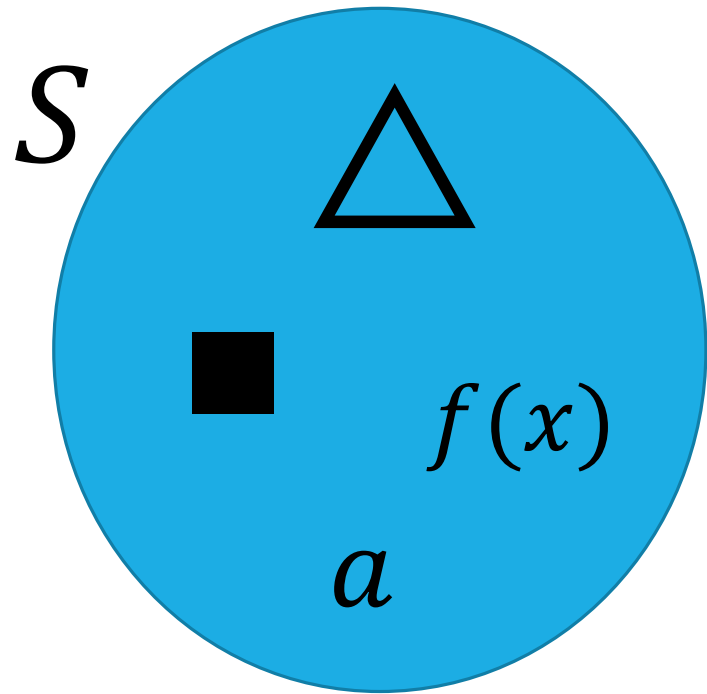
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**what does
this mean?!**



BRIEFLY: SET THEORY



$$S = \{a, \blacksquare, \triangle, f(x)\}$$

We say an element is a member of a set using the notation:

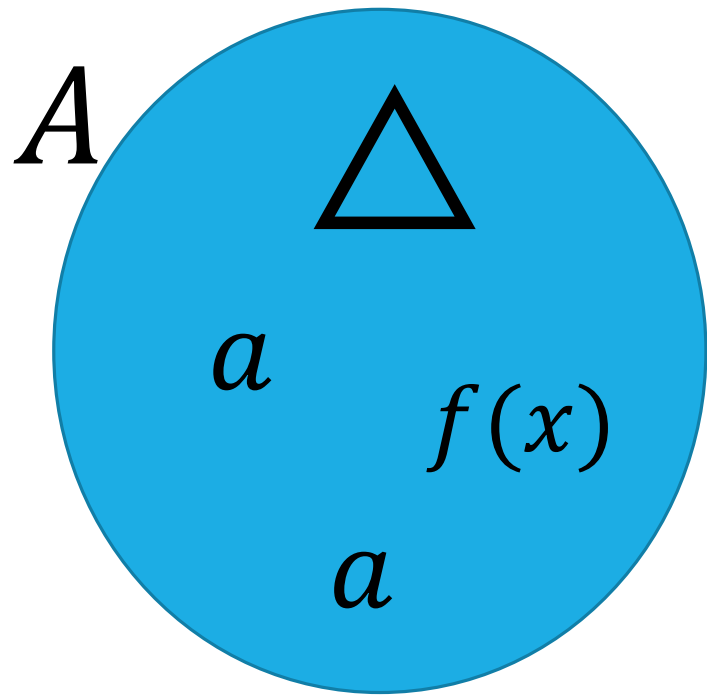
$$a \in S$$

and if b is **not** a member:

$$b \notin S$$



BRIEFLY: SET THEORY



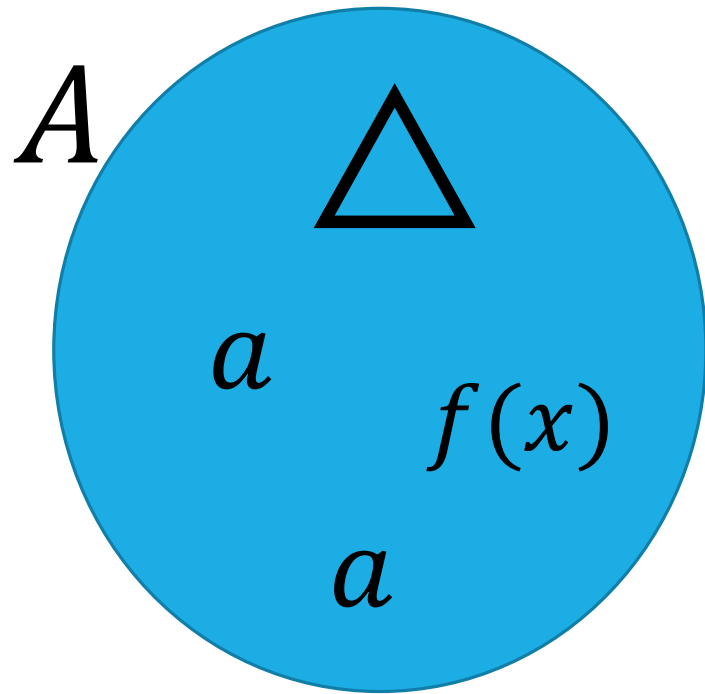
$$A = \{a, a, \Delta, f(x)\}$$

Is the object on the left a valid set?

- A. Yes
- B. No
- C. I don't know
- D. The triangle is pretty
- E. I'm so so confused...



BRIEFLY: SET THEORY



$$A = \{a, a, \Delta, f(x)\}$$

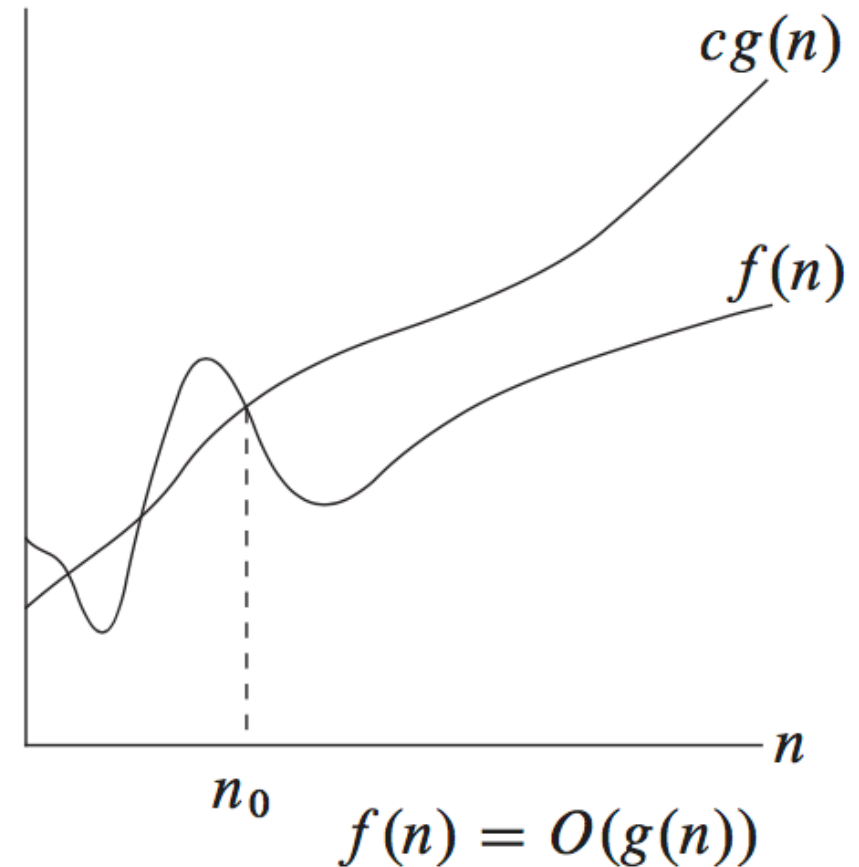
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no duplicates allowed in sets

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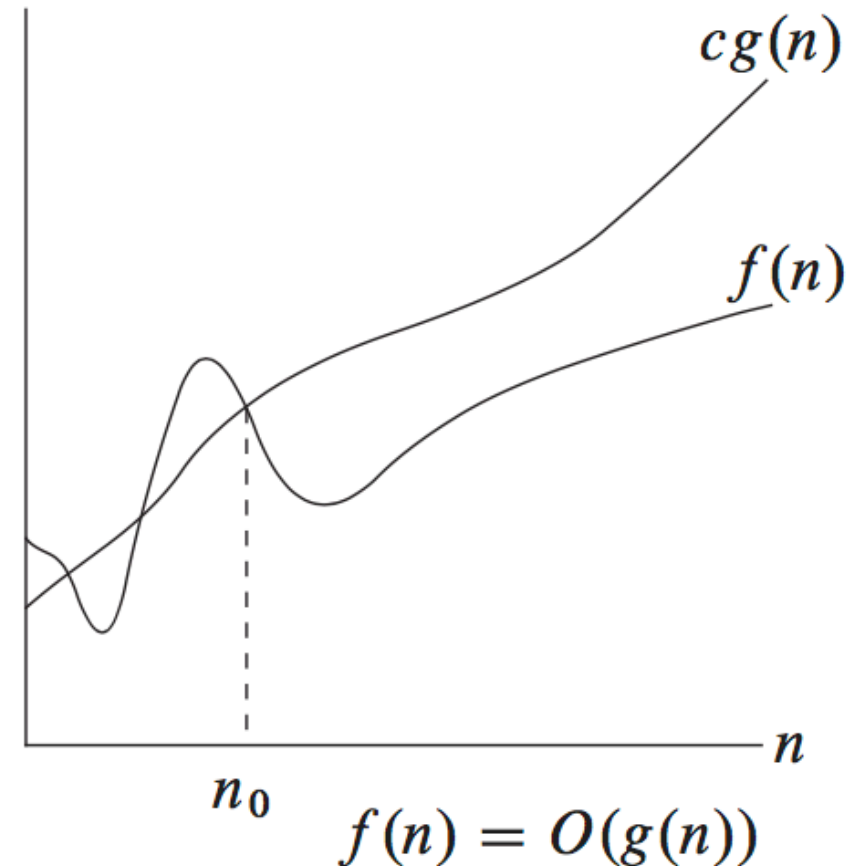


BIG-OH $O(g(n))$

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Parsing the statement:

$O(g(n))$ is a SET that contains
_____ that are
smaller/larger than $cg(n)$ for large
 n

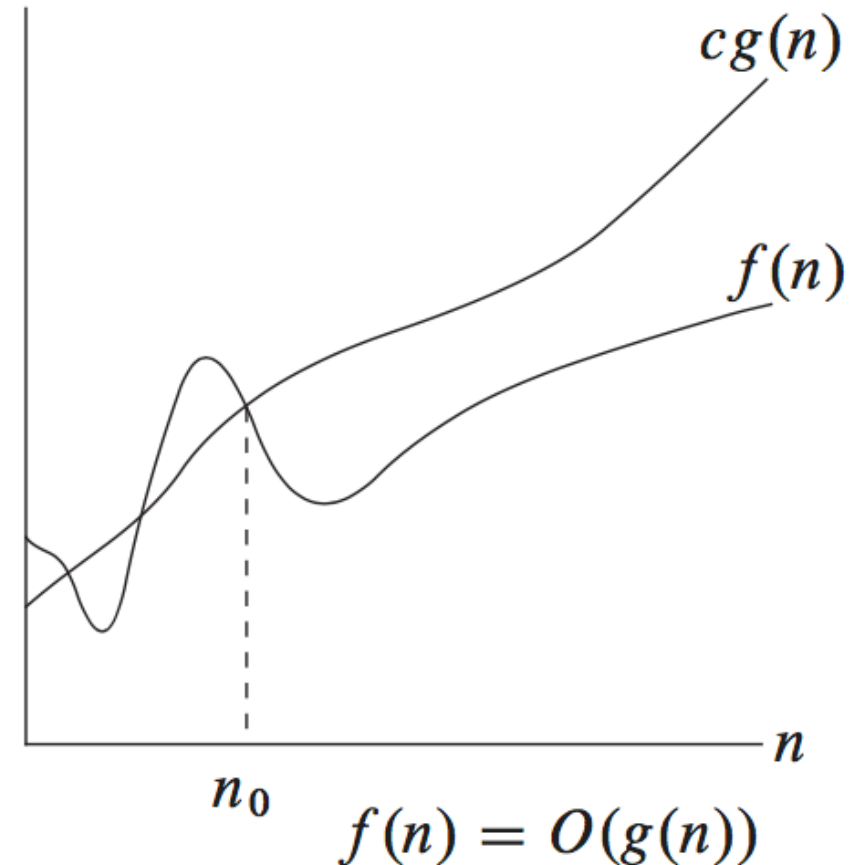


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Parsing the statement:

$O(g(n))$ is a SET that contains NON-NEGATIVE FUNCTIONS that are smaller/larger than $cg(n)$ for large n

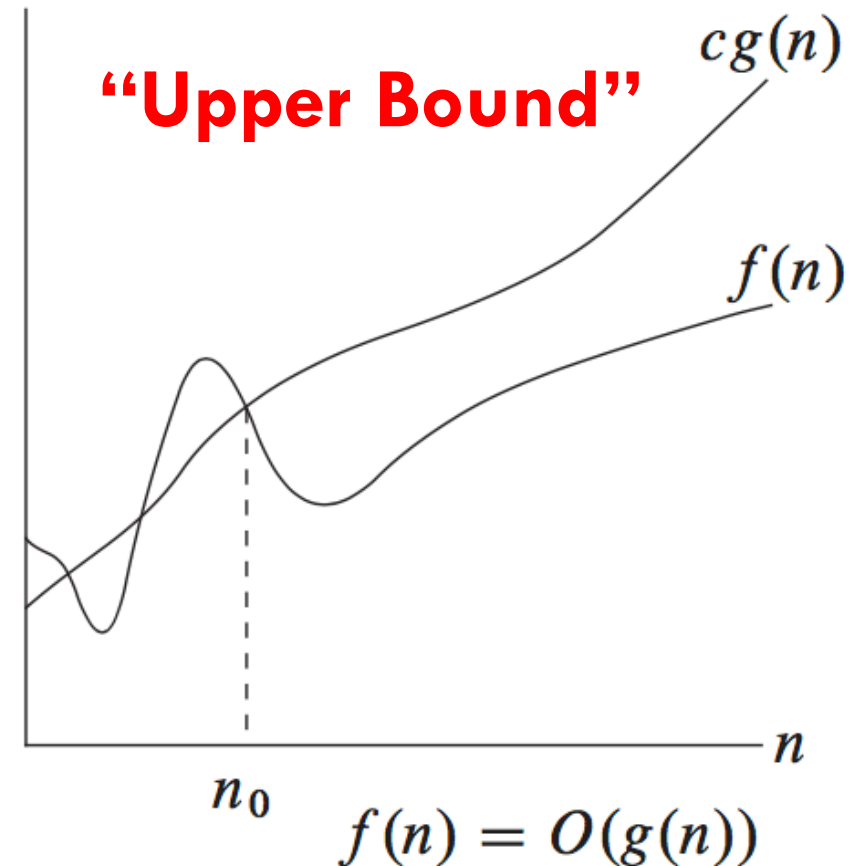


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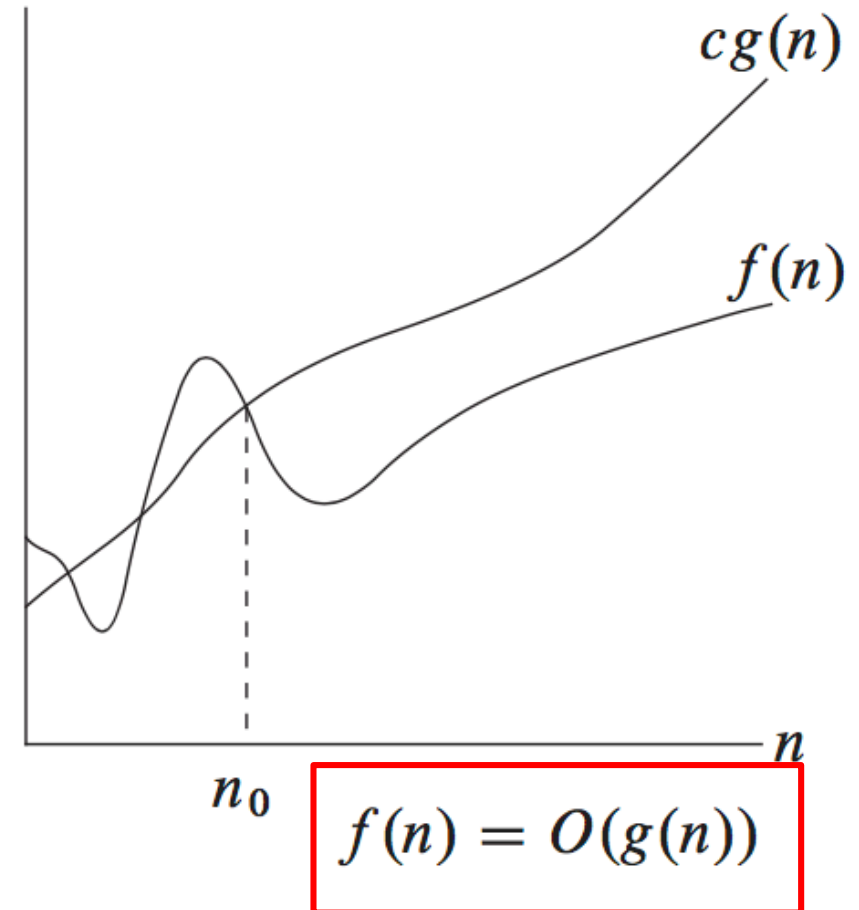
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BUT WAIT...

If $O(g(n))$ is a set (a collection of things), how can we say that

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



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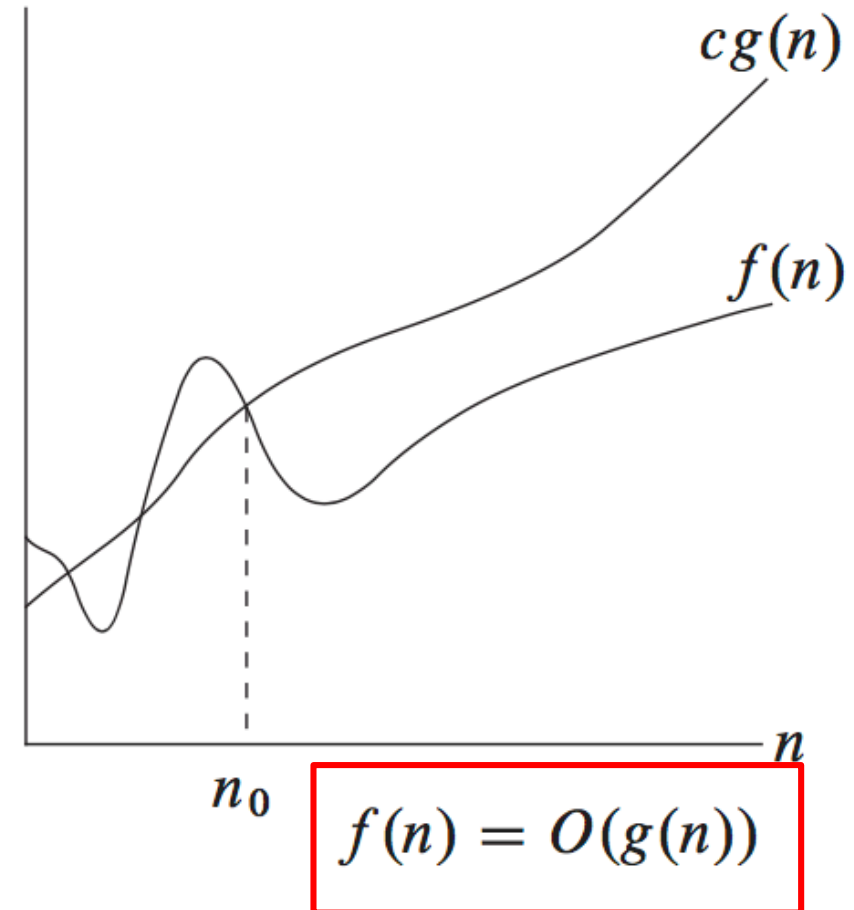
If $O(g(n))$ is a set (a collection of things), how can we say that

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“Abuse of notation”: we write

$$f(n) = O(g(n)), \text{ but mean}$$

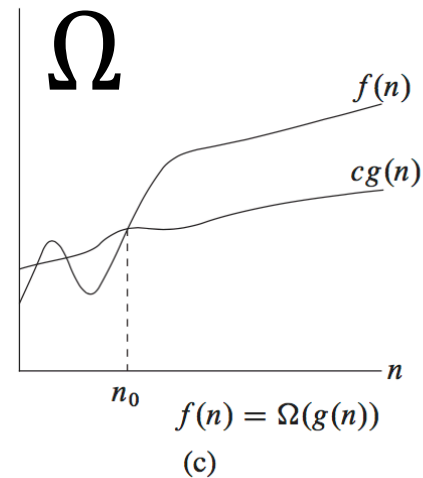
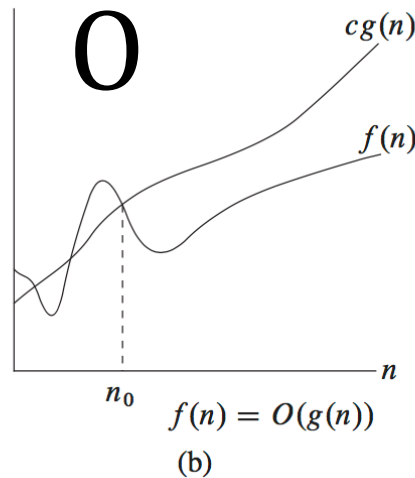
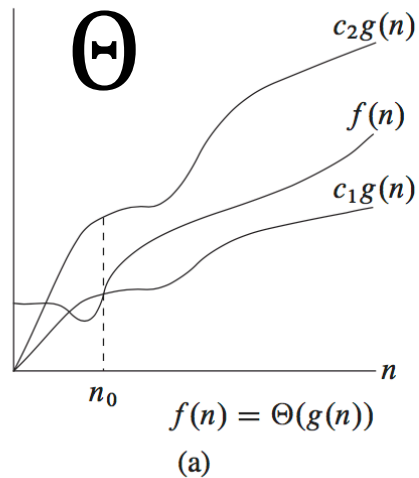
$$f(n) \in O(g(n))$$



ASYMPTOTIC EFFICIENCY & ORDER OF GROWTH

Further simplify: drop constants and lower order terms

How the running time of the algorithm increases with input size **in the limit** (*this is what asymptotic means*).

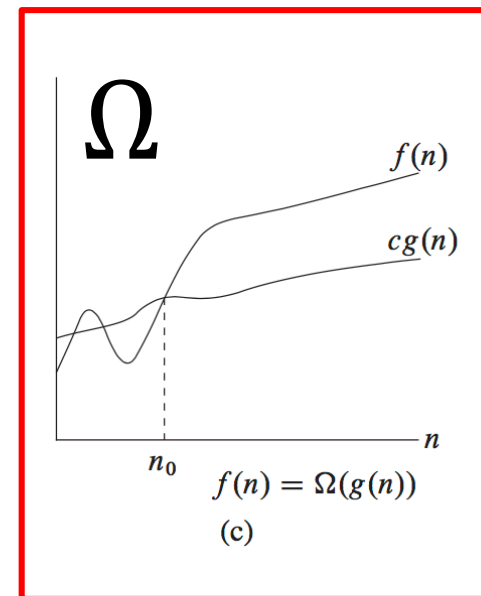
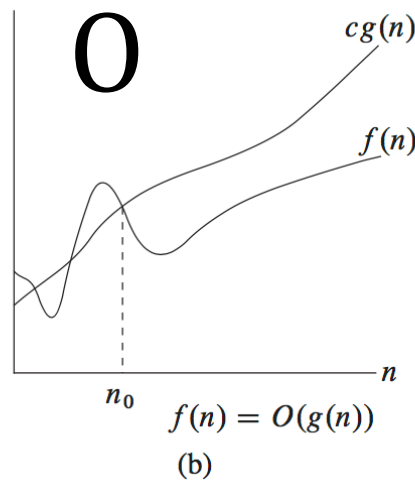
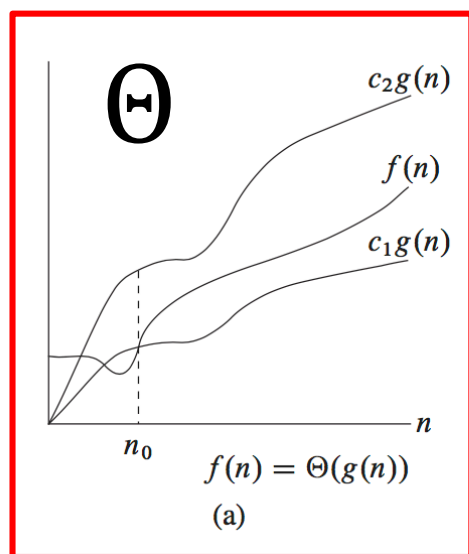


BIG OMEGA Ω AND BIG THETA Θ



What about Ω and Θ ?

Let's take a look...

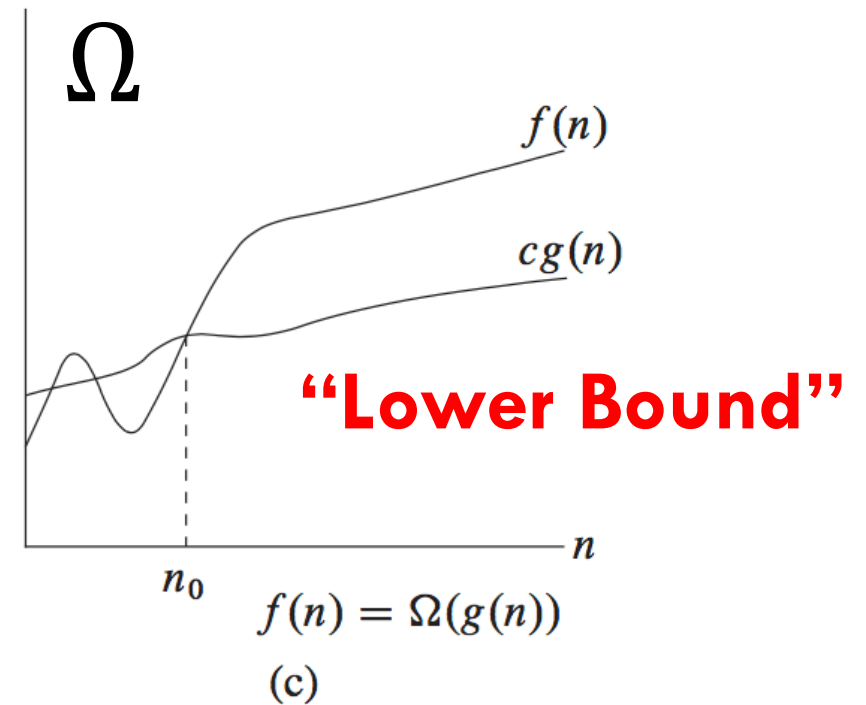


BIG OMEGA Ω



$\Omega(g(n)) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that}$
 $0 \leq cg(n) \leq f(n) \text{ for all } n \geq n_0\}$

$O(g(n))$ is a set that contains **non-negative functions** that are **larger (or equal to) than $cg(n)$** for large n and some constant c

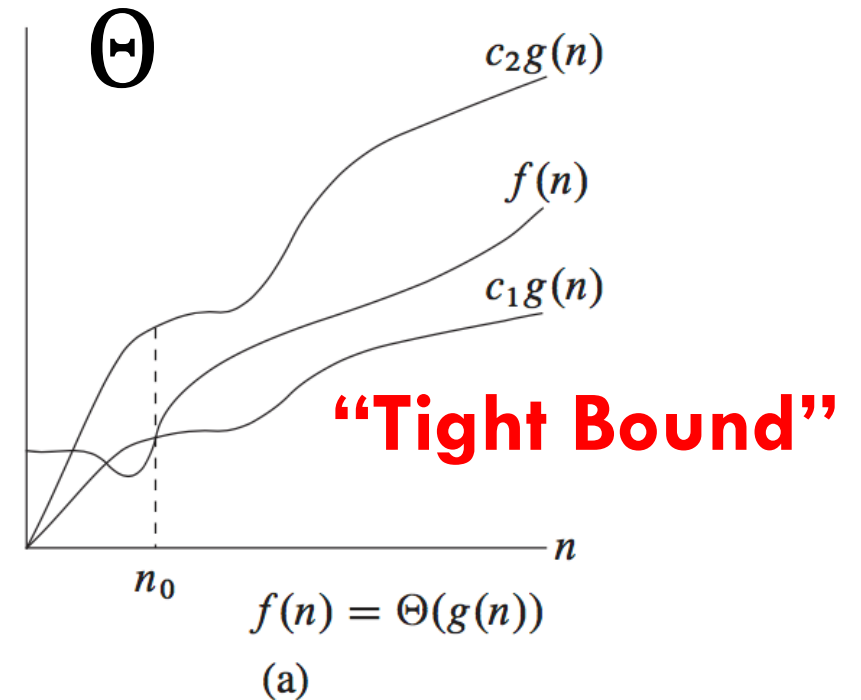




BIG THETA Θ

$\Theta(g(n)) = \{f(n): \text{there exist positive constants } c_1, c_2 \text{ and } n_0 \text{ such that } 0 \leq c_1 g(n) \leq f(n) \leq c_2 g(n) \text{ for all } n \geq n_0\}$

$O(g(n))$ is a set that contains **non-negative functions** that are **larger than $c_1 g(n)$** and **smaller than $c_2 g(n)$** for large n and some constants c_1 and c_2

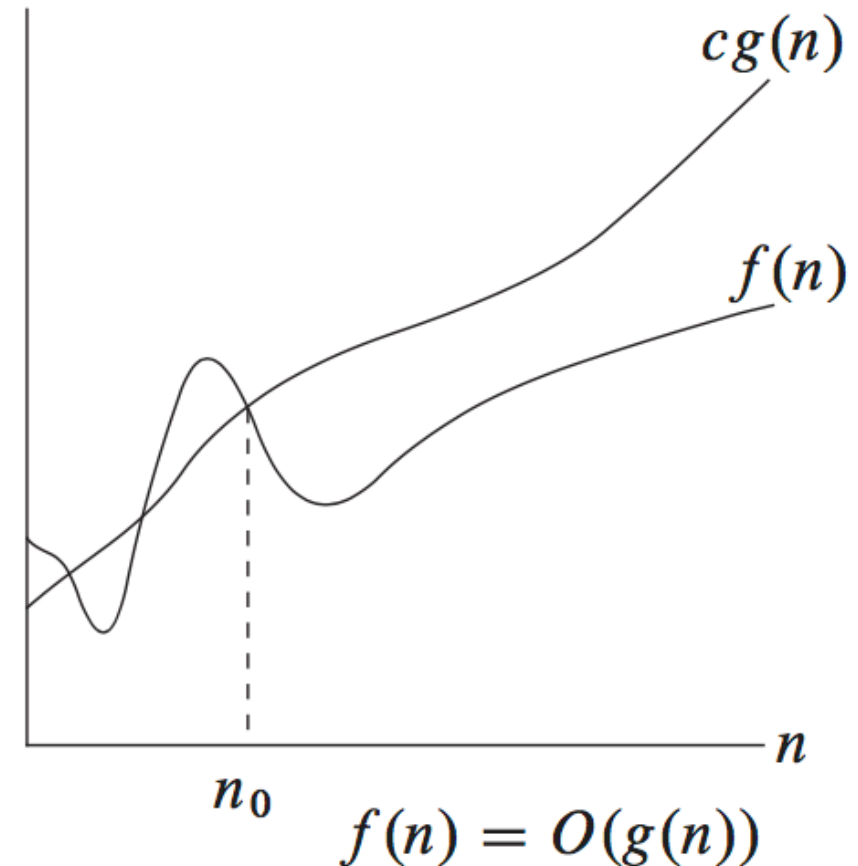




WE FOCUS ON BIG-OH $O(g(n))$

Why do we focus on $O(g(n))$?

- A. we want to know the best case.
- B. we want to know the worst case.
- C. We are pessimistic people.
- D. I'm so very confused...

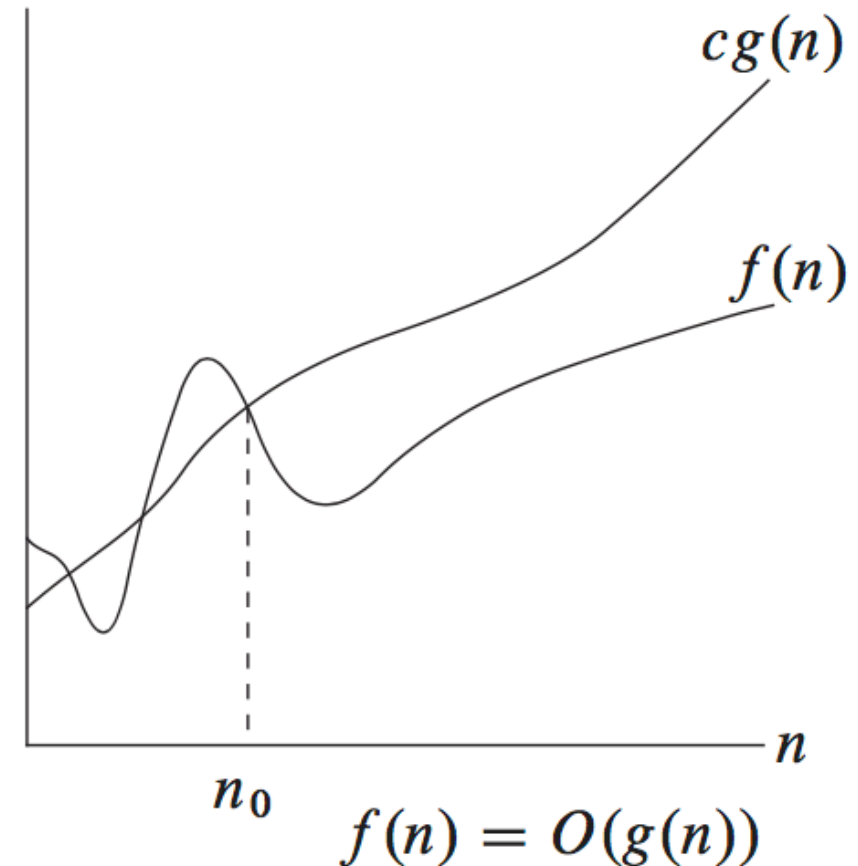




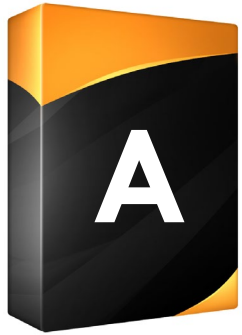
WE FOCUS ON BIG-OH $O(g(n))$

Why do we focus on $O(g(n))$?

- A. we want to know the best case.
- B. we want to know the worst case.**
- C. We are pessimistic people.
- D. I'm so very confused...



SOFTWARE A V.S. SOFTWARE B



Guarantees in the **best case**,
it will crash only once a week



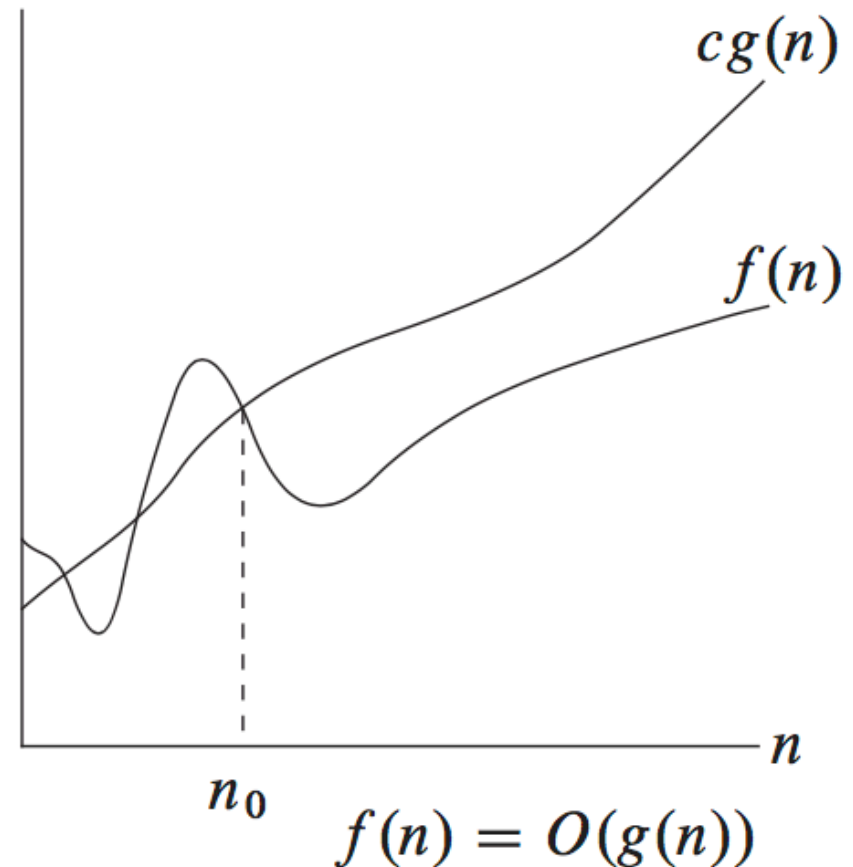
Guarantees in the **worst case**,
it will crash only once a week

**Which do
you buy?**

WHAT DOES BIG-OH MEAN INTUITIVELY

When we say an algorithm is $O(n^2)$:

- the **worst case running time** is $O(n^2)$.
- guarantee that the running time will not exceed cn^2 for large n
- the running time is upper bounded by a cn^2 for large n





DROPPING THE LOWER ORDER TERMS?

Given $f(n) = an^2 + bn$ where $a, b > 0$.

Show that $f(n) = O(n^2)$, i.e., that we can drop the lower order terms and ignore the coefficient for the function.



DROPPING THE LOWER ORDER TERMS?

Given $f(n) = an^2 + bn$ where $a, b > 0$.

Show that $f(n) = O(n^2)$, i.e., that we can drop the lower order terms and ignore the coefficient for the function.

Proof (sketch):

Definition of $O(n^2)$ is $O(n^2) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq cn^2 \text{ for all } n \geq n_0\}$

We will prove $f(n) = O(n^2)$ by finding a suitable c and n_0 .



DROPPING THE LOWER ORDER TERMS?

We start with: $0 \leq an^2 + bn \leq cn^2$

Divide by n^2 yields

$$0 \leq a + \frac{b}{n} \leq c$$

To make the inequality hold for any $n \geq 1$,
we set $c \geq a + b$ (since $a, b > 0$).

Hence, $f(n) = O(n^2)$

What if $b < 0$?



SOME PRACTICE WITH BIG-OH

Is $2^{n+1} = O(2^n)$?

- A. Yes
- B. No
- C. It depends.
- D. My dog ate my math homework.



SOME PRACTICE WITH BIG-OH

Is $2^{n+1} = O(2^n)$?

- A. Yes**
- B. No
- C. It depends.
- D. My dog ate my math homework.



SOME PRACTICE WITH BIG-OH

What is the worst case running time for the statement $x = 1$?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(1)$
- D. Should have stayed at home...
- E. ... and watched Netflix



SOME PRACTICE WITH BIG-OH

What is the worst case running time for the statement $x = 1$?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(1)$**
- D. Should have stayed at home...
- E. ... and watched Netflix



SOME PRACTICE WITH BIG-OH: IF/ELSE

```
if (n > 100) {  
    for (int i=0; i<n; i++) {  
        for (int j=0; j<n; j++) {  
            result += 2*i + 3*j + i*j;  
        }  
    }  
    return result;  
} else {  
    for (int i=0; i<n; i++) {  
        result += 2*i + i*i;  
    }  
    return result;  
}
```

The algorithm on the left is:

- A. $O(n)$
- B. $O(n^2)$
- C. $O(n^3)$
- D. I'm confused!

SOME PRACTICE WITH BIG-OH: IF/ELSE

```
if (n > 100) {  
    for (int i=0; i<n; i++) {  
        for (int j=0; j<n; j++) {  
            result += 2*i + 3*j + i*j;  
        }  
    }  
    return result;  
} else {  
    for (int i=0; i<n; i++) {  
        result += 2*i + i*i;  
    }  
    return result;  
}
```



SOME PRACTICE WITH BIG-OH: IF/ELSE

```
if (n > 100) {  
    for (int i=0; i<n; i++) {  
        for (int j=0; j<n; j++) {  
            result += 2*i + 3*j + i*j;  
        }  
    }  
    return result;  
} else {  
    for (int i=0; i<n; i++) {  
        result += 2*i + i*i;  
    }  
    return result;  
}
```

The algorithm on the left is:

- A. $O(n)$
- B. $O(n^2)$**
- C. $O(n^3)$
- D. I'm confused!

$O(n^3)$ is technically correct, but not the best answer



SOME PRACTICE WITH BIG-OH: RECURSION

```
int addSum(int n) {
    if (n<=1) return n;
    if (isOdd(n)) return n;

    return addSum(n-2) + 10;
}
```

What is the worst case running time for addSum(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$
- D.



SOME PRACTICE WITH BIG-OH: RECURSION

```
int addSum(int n) {  
    if (n<=1) return n;  
    if (isOdd(n)) return n;  
  
    return addSum(n-2) + 1;  
}
```

$$\begin{aligned}T(0) &= T(1) = c \\T(n) &= T(n-2) + c \\&= T(n-2-2) + c + c \\&= T(n-4) + 2c \\&= T(n-4-2) + c + 2c \\&= T(n-6) + 3c \\&\dots \\&= T(n-2k) + kc\end{aligned}$$

Which value of k gives $n = 0$? To find out, let

$$\begin{aligned}n - 2k &= 0 \\k &= \frac{n}{2}\end{aligned}$$

Substituting in k into our recurrence relation yields

$$\begin{aligned}T(n) &= T(0) + \frac{cn}{2} \\&= c + \frac{cn}{2} \leq cn = O(n)\end{aligned}$$



SOME PRACTICE WITH BIG-OH: RECURSION

```
int addSum(int n) {  
    if (n<=1) return n;  
    if (isOdd(n)) return n;  
  
    return addSum(n-2) + 10;  
}
```

What is the worst case running time for addSum(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$
- D.



SUBSTITUTION METHOD



Guess a solution $O(g(n))$

Substitute into $T(n)$

Use **Mathematical Induction** to prove the bound

SUBSTITUTION METHOD

The recurrence is $T(n) = T(n - 2) + c$

and $T(0) = T(1) = T(2) = c$

We guess $O(n)$ and assume that $T(n) \leq cn$ for some constant c and for all $0 \leq n' < n$

We have to show that $T(n) \leq cn$

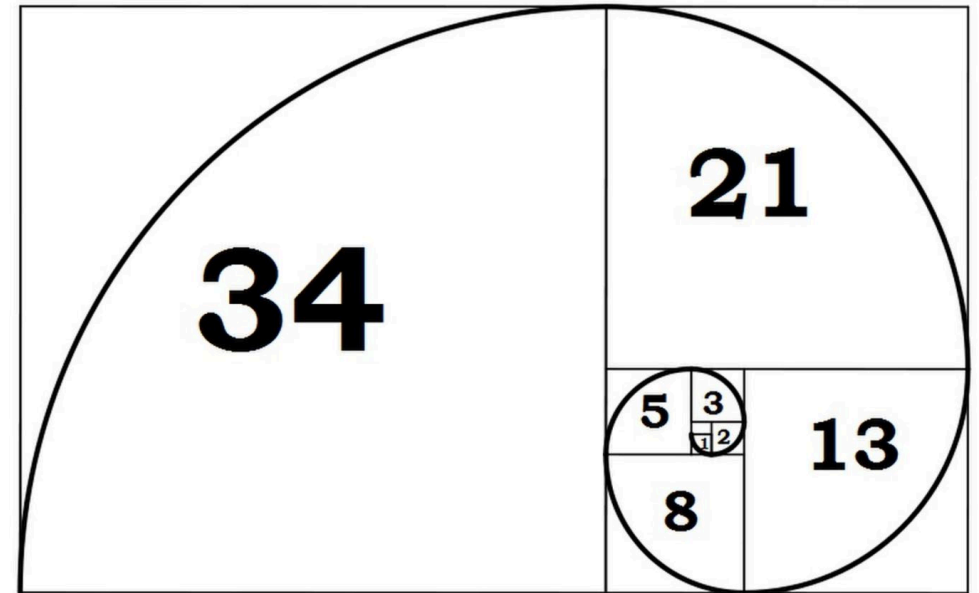
Substitute $c(n - 2)$ into $T(n - 2)$ above, which yields

$$T(n) \leq c(n - 2) + c \leq cn$$

We then prove for the relevant base cases.

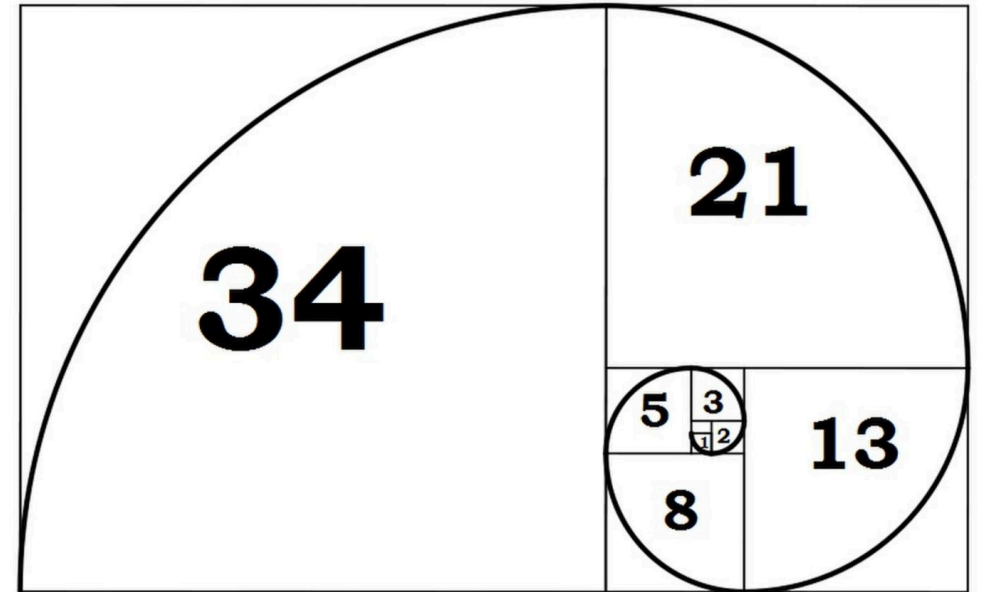
THE SHAPES OF SPIRAL GALAXIES AND HURRICANES FOLLOW THIS SEQUENCE. WHAT IS IT?

0, 1, 2, 3, 5, 8, 13, 21, 34, ...



FIBONACCI SEQUENCE

0, 1, 2, 3, 5, 8, 13, 21, 34, ...





SOME PRACTICE: RECURSION

```
static int fib(int n) {  
    if (n <= 1)  
        return n;  
    else  
        return fib(n-1) + fib(n-2);  
}
```

Which of the below is the tightest **lower bound** for the running time for fib(n)?

- A. $\Omega(n)$
- B. $\Omega(n^3)$
- C. $\Omega\left(2^{\frac{n}{2}}\right)$

D.



SOME PRACTICE: RECURSION

```
static int fib(int n) {  
    if (n <= 1)  
        return n;  
    else  
        return fib(n-1) + fib(n-2);  
}
```

$$T(0) = T(1) = c$$

$$T(n) = T(n-1) + T(n-2) + c$$

Let $T'(n) = 2T'(n-2) + c$, then

$$T(n) \geq T'(n)$$

$$= 2T'(n-2) + c$$

$$= 2(2T'(n-2-2) + c) + c$$

$$= 2^2T'(n-4) + 2c + c$$

$$= 2^2(2T'(n-6) + c) + 2c + c$$

$$= 2^3T'(n-6) + 2^2c + 2c + c$$

...

$$= 2^kT'(n-2k) + C$$

$$\geq 2^kT'(n-2k)$$

Which value of k gives $n = 0$? To find out, let

$$n - 2k = 0$$

$$k = \frac{n}{2}$$

Substituting in k into our recurrence relation yields

$$T(n) \geq c2^{\frac{n}{2}} = \Omega(n)$$



SOME PRACTICE: RECURSION

```
static int fib(int n) {
    if (n <= 1)
        return n;
    else
        return fib(n-1) + fib(n-2);
}
```

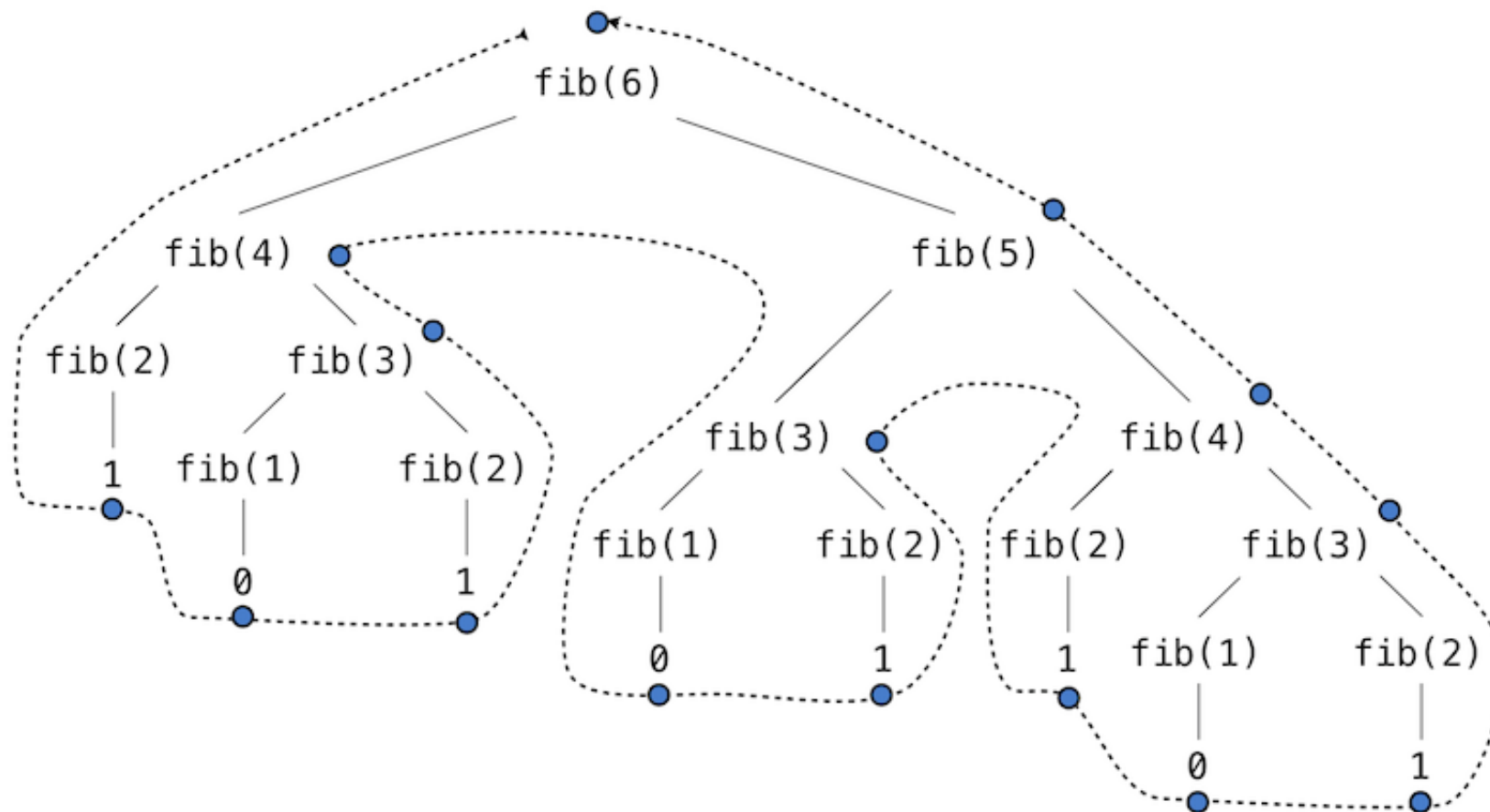
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- B. $\Omega(n^3)$
- C. $\Omega\left(2^{\frac{n}{2}}\right)$**

D.



FIBONACCI CALLS: SEE SOME REPETITIONS?





SOME PRACTICE: RECURSION

```
static int fib(int n) {
    if (n <= 1)
        return n;
    else
        return fib(n-1) + fib(n-2);
}
```

Which of the below is the tightest **upper bound** for the running time for fib(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$
- D.



SUBSTITUTION METHOD



Guess a solution $O(g(n))$

Substitute into $T(n)$

Use **Mathematical Induction** to prove the bound

We'll leave this as practice.



SOME PRACTICE: RECURSION

```
static int fib(int n) {
    if (n <= 1)
        return n;
    else
        return fib(n-1) + fib(n-2);
}
```

Which of the below is the tightest **upper bound** for the running time for fib(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$**

D.





SOME PRACTICE WITH BIG-OH: ITERATION

```
static int fibItr(int n)
{
    if (n == 0) return 0;
    if (n == 1) return 1;
    int prev_2 = 0;
    int prev_1 = 1;
    int result = 0;
    for (int i = 2; i <= n; i++)
    {
        result = prev_1 + prev_2;
        prev_2 = prev_1;
        prev_1 = result;
    }
    return result;
}
```

What is the worst case running time for fibItr(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$
- D.





SOME PRACTICE WITH BIG-OH: ITERATION

```
static int fibItr(int n)
{
    if (n == 0) return 0;
    if (n == 1) return 1;
    int prev_2 = 0;
    int prev_1 = 1;
    int result = 0;
    for (int i = 2; i <= n; i++)
    {
        result = prev_1 + prev_2;
        prev_2 = prev_1;
        prev_1 = result;
    }
    return result;
}
```

What is the worst case running time for fibItr(n)?

- A. $O(n)$
- B. $O(n^3)$
- C. $O(2^n)$
- D.





SOME PRACTICE WITH BIG-OH: LINKED LISTS

What is the worst case running time for inserting an object into a linked list?

- A. $O(1)$
- B. $O(n)$
- C. $O(n^2)$
- D. how to remember? that was yesterday!



SOME PRACTICE WITH BIG-OH: LINKED LISTS

What is the worst case running time for inserting an object into a linked list?

- A. $O(1)$
- B. $O(n)$**
- C. $O(n^2)$
- D. how to remember? that was yesterday!



SOME PRACTICE WITH BIG-OH: STACKS

What is the worst case running time for pushing an item onto a stack (implemented as an array)?

- A. $O(1)$
- B. $O(n)$
- C. $O(n^2)$
- D. Longer than it takes to read this question.



SOME PRACTICE WITH BIG-OH: STACKS

What is the worst case running time for pushing an item onto a stack (implemented as an array)?

- A. **$O(1)$**
- B. $O(n)$
- C. $O(n^2)$
- D. Longer than it takes to read this question.



SOME PRACTICE WITH BIG-OH: LIMITATIONS

Both Selection Sort and Bubble Sort are $O(N^2)$ algorithms. Does this mean they are equivalent in terms of performance?

- A. Yes
- B. No
- C. I don't know
- D. Why so many questions today ???

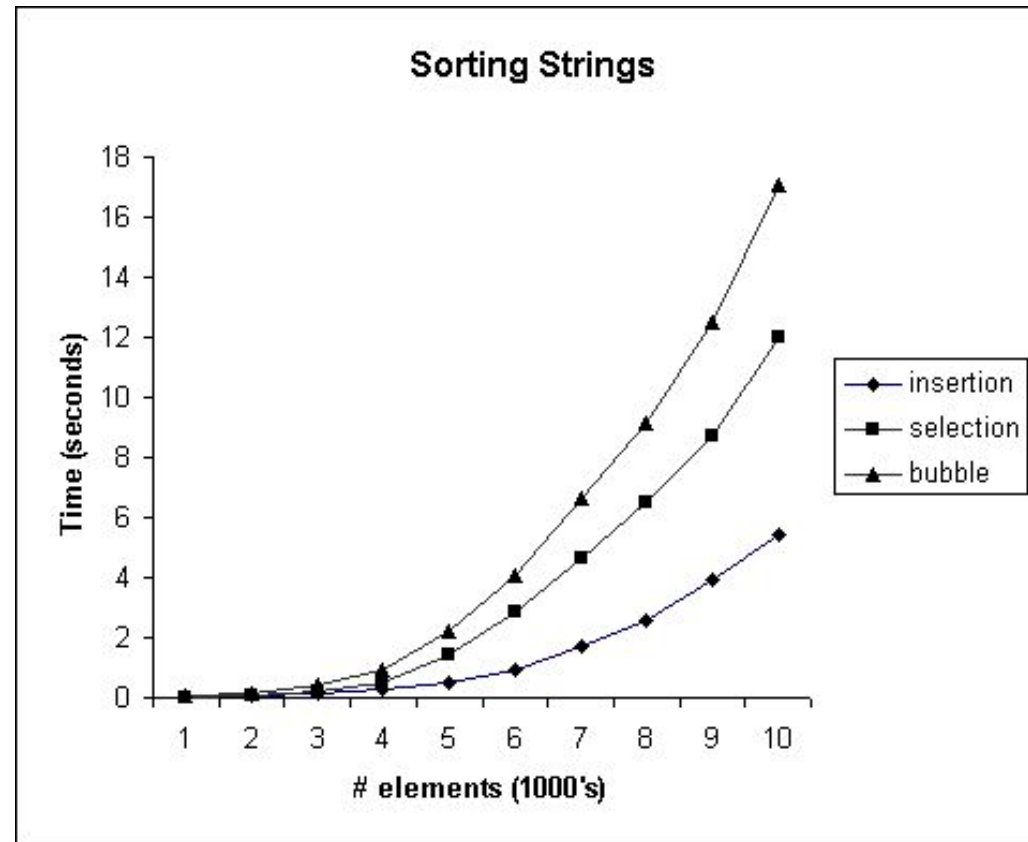


SOME PRACTICE WITH BIG-OH: LIMITATIONS

Both Selection Sort and Bubble Sort are $O(N^2)$ algorithms. Does this mean they are equivalent in terms of performance?

- A. Yes
- B. No**
- C. I don't know
- D. Why so many questions today ???

SOME PRACTICE WITH BIG-OH: LIMITATIONS



[Bubble Sort: An Archaeological Algorithmic Analysis, Owen Astrachan, cs.duke.edu]

BIG-OH LIMITATIONS

is a useful but **coarse** measure.

It hides the constants and lower order terms that can make a difference.

BACK TO OUR INITIAL PROBLEM



V.S.





NARUTO'S IDEA: INSERTION SORT

```
int n = array.length;
for (int j = 1; j < n; j++) {
    int key = array[j];
    int i = j-1;
    while ( (i > -1) && ( array [i] > key ) ) {
        array [i+1] = array [i];
        i--;
    }
    array[i+1] = key;
}
```

What is the worst case running time for insertion sort?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. Boss says $O(n!)$



NARUTO'S IDEA: INSERTION SORT

```
int n = array.length;
for (int j = 1; j < n; j++) {
    int key = array[j];
    int i = j-1;
    while ( (i > -1) && ( array [i] > key ) ) {
        array [i+1] = array [i];
        i--;
    }
    array[i+1] = key;
}
```

What is the worst case running time for insertion sort?

- A. $O(n)$
- B. $O(n^2)$**
- C. $O(2^n)$
- D. Boss says $O(n!)$



BOSS'S IDEA: BOGOSORT

```
while items is not sorted  
    permute(items)
```

What is the worst case running time for bogosort?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. $O(n \cdot n!)$
- E. Boss says $O(1)$



BOSS'S IDEA: BOGOSORT

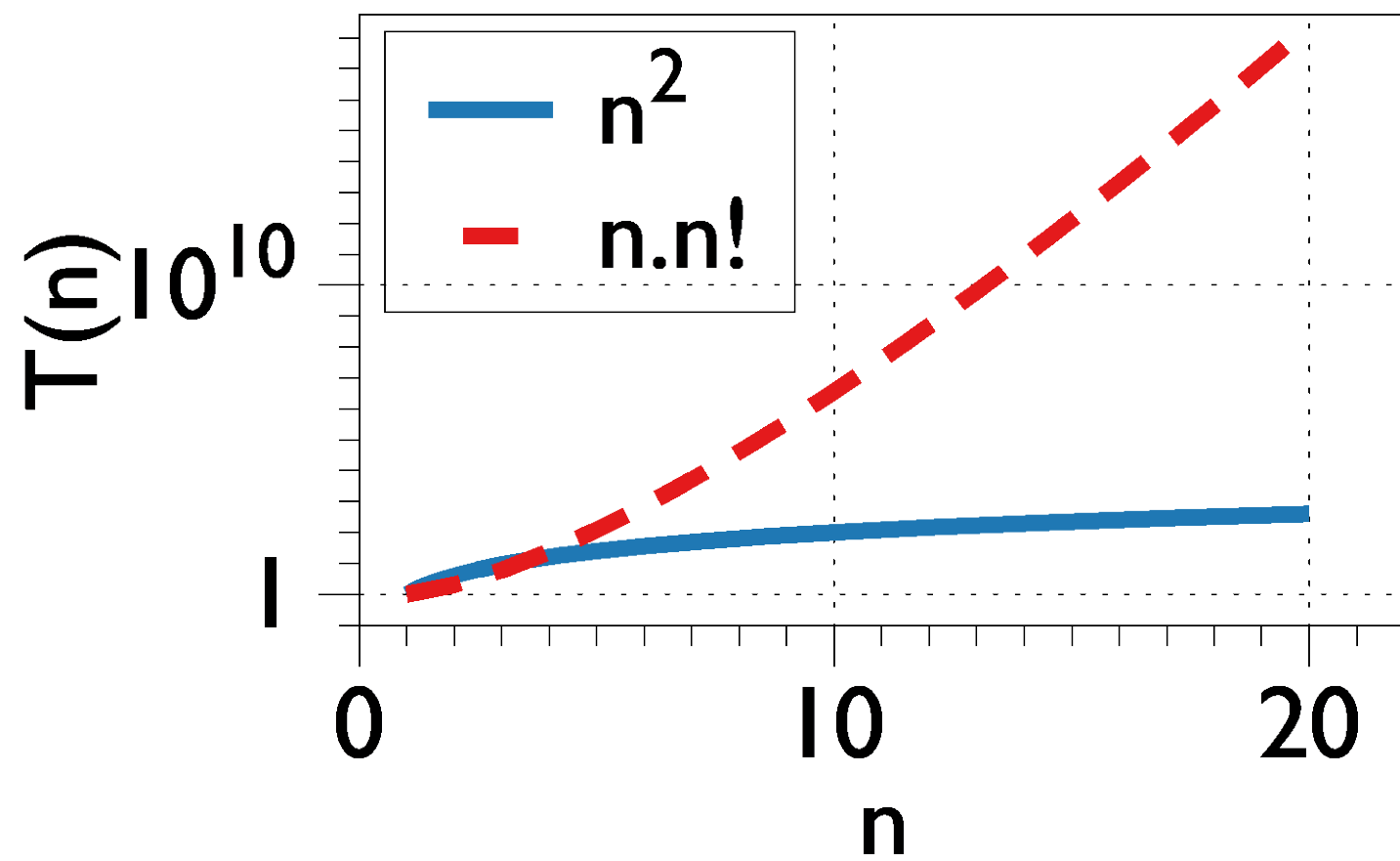


```
while items is not sorted  
    permute(items)
```

What is the worst case running time for bogosort?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. $O(n \cdot n!)$**
- E. Boss says $O(1)$

THE DIFFERENCE?



WHO HAS THE BETTER IDEA?



V.S.





BOSS'S NEXT IDEA: RANDOMIZED BOGOSORT

I'M A
WINNER!

```
while items is not sorted  
    randomShuffle(items)
```



BOSS'S NEXT IDEA: RANDOMIZED BOGOSORT

I'M A
WINNER!

```
while items is not sorted  
    randomShuffle(items)
```

What is the worst case running time for randomized bogosort?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. Boss says $O(1)$
- E. Unbounded



BOSS'S NEXT IDEA: RANDOMIZED BOGOSORT

I'M A
WINNER!

```
while items is not sorted  
    randomShuffle(items)
```

What is the worst case running time for randomized bogosort?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. Boss says $O(1)$
- E. Unbounded**

WHO HAS THE BETTER IDEA?



V.S.



QUESTIONS?





BOSS'S NEXT IDEA: RANDOMIZED BOGOSORT

BUT...

```
while items is not sorted  
    randomShuffle(items)
```

What is the average case running time for randomized bogosort?

- A. $O(n)$
- B. $O(2^n)$
- C. $O(n \cdot n!)$
- D. Boss still says $O(1)$
- E. Unbounded



BOSS'S NEXT IDEA: RANDOMIZED BOGOSORT

BUT...

```
while items is not sorted  
    randomShuffle(items)
```

More on average case analysis
when we cover Quicksort!

What is the average case running time for randomized bogosort?

- A. $O(n)$
- B. $O(2^n)$
- C. $O(n \cdot n!)$
- D. Boss still says $O(1)$
- E. Unbounded

Sorting the Slow Way: An Analysis of Perversely Awful Randomized Sorting Algorithms

Hermann Gruber¹, Markus Holzer², and Oliver Ruepp²

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Boltzmannstraße 3, D-85748 Garching bei München, Germany

{holzer,ruepp}@in.tum.de

Abstract. This paper is devoted to the “Discovery of Slowness.” The archetypical perversely awful algorithm bogo-sort, which is sometimes referred to as Monkey-sort, is analyzed with elementary methods. Moreover, practical experiments are performed.

1 Introduction

To our knowledge, the analysis of perversely awful algorithms can be tracked back at least to the seminal paper on pessimal algorithm design in 1984 [2]. But what’s a perversely awful algorithm? In the “The New Hacker’s Dictionary” [7] one finds the following entry:

bogo-sort: /boh‘goh-sort’/ /n./ (var. ‘stupid-sort’) The archetypical perversely awful algorithm (as opposed to → **bubble sort**, which is merely the generic *bad* algorithm). Bogo-sort is equivalent to repeatedly throwing a deck of cards in the air, picking them up at random, and then testing whether they are in order. It serves as a sort of canonical example of awfulness. Looking at a program and seeing a dumb algorithm, one might say ”Oh, I see, this program uses bogo-sort.” Compare → **bogus**, → **brute force**, → **Lasherism**.



LEARNING OUTCOMES

By the end of this session, you should be able to:

- **Determine the computational complexity** of an algorithm under the standard sequential computation model
- **Use Big-Oh Notation** to describe algorithm performance

OTHER TAKE AWAYS

Big-Oh is a good but coarse measurement (use it wisely)

You can use $O(g(n))$ to measure the performance of other kinds of resource use



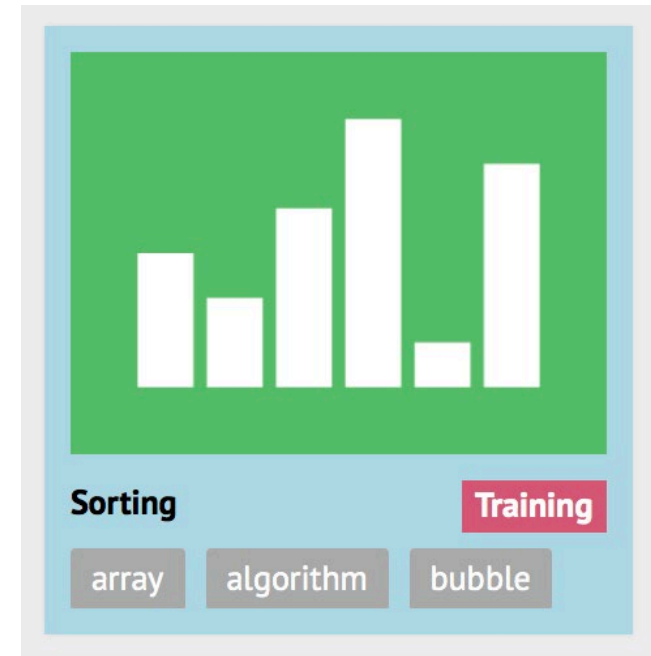
BEFORE NEXT WEEK'S LECTURE

Go to Visualgo.net and do the
Sorting Module:

<https://visualgo.net/en/sorting>

Review: 1 1 (Quick Sort)

Optional: 1 2 onwards



QUESTIONS?

