

```
for (x, c, l) in zip(feature_pyramid, self.class_pred, self.loc_pred):  
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```

# ALGORITHM ANALYSIS

CCDSALG T2 AY 2020-2021

# ALGORITHMS

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“an algorithm is any well-defined computational **procedure** that takes some value, or set of values, as **input** and produces some value, or set of values, as **output**.”

(Cormen, Leiserson, Rivest, & Stein, 2002)

# ALGORITHMS

“an algorithm is any well-defined computational **procedure** that takes some value, or set of values, as **input** and produces some value, or set of values, as **output**”, to solve a given **problem**

# ALGORITHMS

## Example

**Input:** a sequence of  $n$  numbers  $\{a_1, a_2, \dots, a_n\}$

**Output:** a permutation (reordering)  $\{a'_1, a'_2, \dots, a'_n\}$   
such that  $a'_1 \leq a'_2 \leq \dots \leq a'_n$

**Solution:** ???

# ALGORITHMS

## Example

**Input:** a sequence of  $n$  numbers  $\{a_1, a_2, \dots, a_n\}$

**Output:** a permutation (reordering)  $\{a'_1, a'_2, \dots, a'_n\}$   
such that  $a'_1 \leq a'_2 \leq \dots \leq a'_n$

**Solution:** Sorting algorithms

# ALGORITHMS

		 Insertion	 Selection	 Bubble	 Shell	 Merge	 Heap	 Quick	 Quick3
 Random									
 Nearly Sorted									
 Reversed									
 Few Unique									

[Image credits](#)

# ALGORITHMS

- There can be **more than one algorithm** to solve a given problem.
- An algorithm can be **implemented using different programming languages** on different platforms

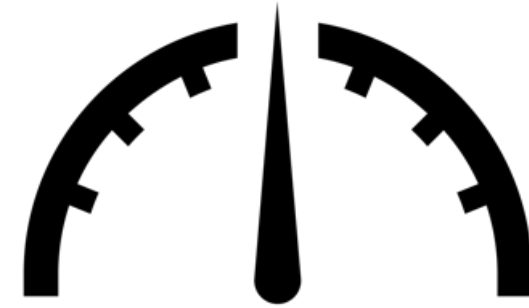


# DESIGN ISSUES



## Correctness

Does the algorithm solve  
the computational  
problem?



## Efficiency

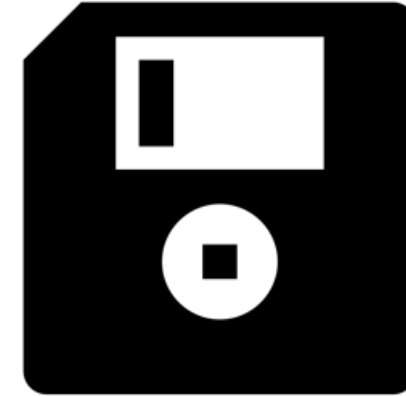
How fast can the algorithm  
run?

# PERFORMANCE



**Time**

What parts of the algorithm affects the runtime?



**Space**

How does the choice of data structure affect the runtime?

# ANALYZING ALGORITHMS



## Study Behavior

What happens if the input size is increased?



## Predict Performance

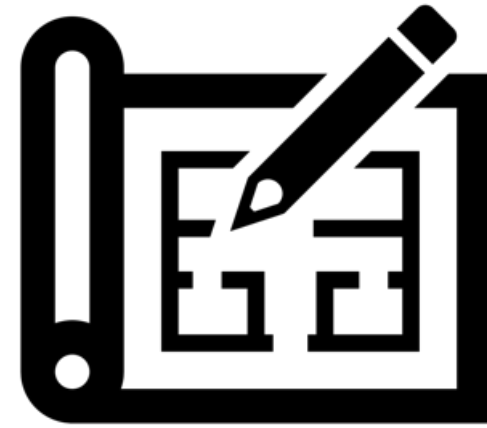
Predict the execution time and memory consumption of an algorithm

# ANALYZING ALGORITHMS



## Compare Algorithms

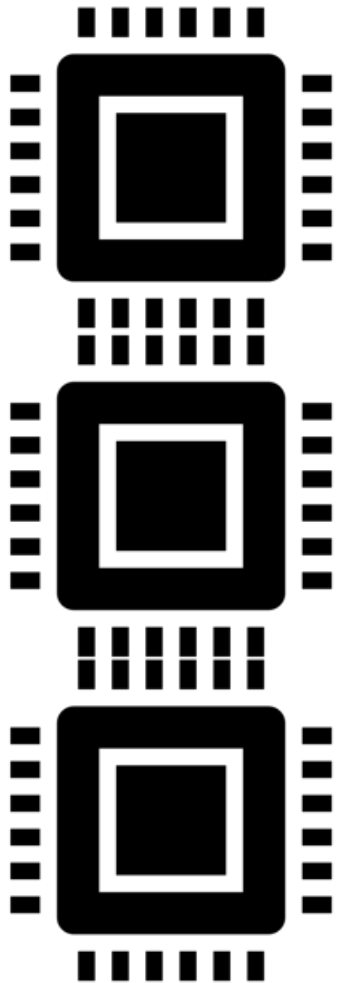
Is there a more efficient way of solving the problem?



## Design Better Solutions

Given an existing algorithm, can a modified optimal algorithm be defined?

# ANALYZING ALGORITHMS



## Assumptions

- Instructions are executed **ONE AT A TIME**, no concurrent operations.
- Instructions are implemented following instructions commonly found in real computers (load, store, copy, add, subtract, multiply, divide, remainder, floor, ceiling, return, etc.).

# ANALYSIS METHODS



## A **priori** Analysis

Obtains a function bounding the time complexity through from mathematical facts.



## A **posteriori** Analysis

Study the exact time and space required for execution using actual experiments

# ANALYSIS METHODS

It is impossible to know the **exact amount of time** to execute any command unless the following are known:

- Machine for execution
- Machine instruction set
- Time required by each machine instruction
- Translation of the compiler from source to machine language

# ANALYSIS METHODS

## A posteriori Analysis Example

	Input Size	
	$n = 10$	$n = 100$
Algorithm 1	1 sec	10 secs
Algorithm 2	3 secs	15 secs

Which of the two algorithms is more efficient?



# ANALYSIS METHODS

## A posteriori Analysis Example

	Input Size		
	$n = 10$	$n = 100$	$n = 1000$
Algorithm 1	1 sec	10 secs	100 secs
Algorithm 2	3 secs	15 secs	30 secs

Which of the two algorithms is more efficient?

# ANALYSIS METHODS

## A priori Analysis Example

Let  $A[i]$  be the  $i^{\text{th}}$  number on the list  $(a_1, a_2, \dots, a_n)$

```
[1] max, min = A[1]
[2] for i = 2 to n
[3]     if A[i] > max then
[4]         max = A[i]
[5]     if A[i] < min then
[6]         min = A[i]
[7] return max + min
```

```
[1] 2
[2] n
[3] n - 1
[4] n - 1
[5] n - 1
[6] n - 1
[7] 1
```

Total:  $5n-1 = O(n)$

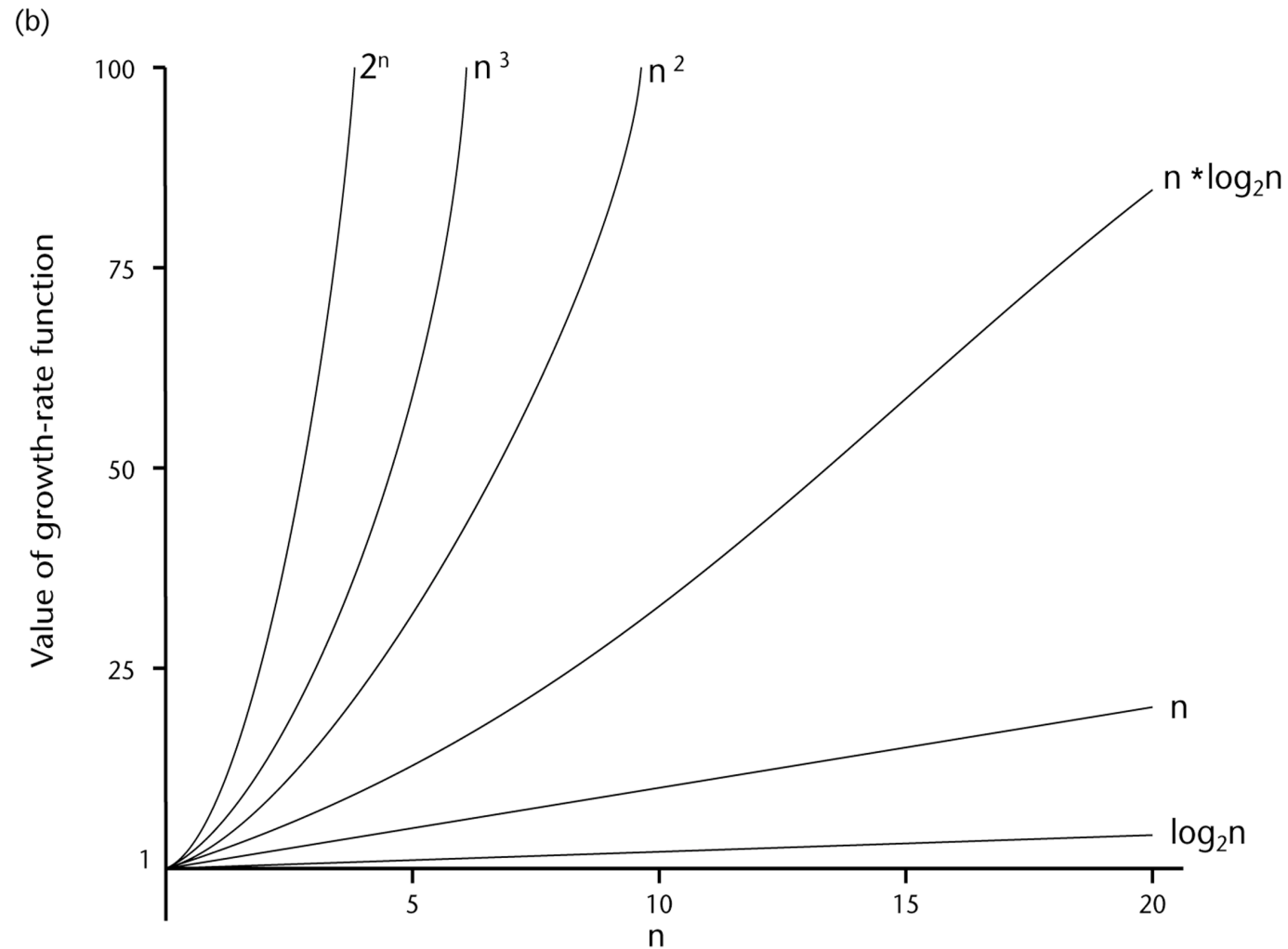
### Assumptions:

- Instructions are executed sequentially
- Each instruction takes 1-time unit

# ANALYSIS METHODS

- Time taken by an algorithm grows with the input size
  - **Input size** – Number of items in the input
  - **Running time** – Number of steps executed
- Our concern: **Rate of Growth** or **Order of Growth**

# RATE OF GROWTH



# RATE OF GROWTH

If an algorithm takes 1 second to run with the problem size 8, what is the time requirement (approximately) for that algorithm with the problem size 16?

$O(1)$	$T(n) = 1 \text{ second}$
$O(\log_2 n)$	$T(n) = \frac{(1 \times \log_2 16)}{\log_2 8} = \frac{4}{3} \text{ seconds}$
$O(n)$	$T(n) = \frac{1 \times 16}{8} = 2 \text{ seconds}$
$O(n \log_2 n)$	$T(n) = \frac{(1 \times 16 \times \log_2 16)}{8 \times \log_2 8} = \frac{8}{3} \text{ seconds}$
$O(n^2)$	$T(n) = \frac{(1 \times 16^2)}{8^2} = 4 \text{ seconds}$
$O(n^3)$	$T(n) = \frac{(1 \times 16^3)}{8^3} = 8 \text{ seconds}$
$O(2^n)$	$T(n) = \frac{(1 \times 2^{16})}{2^8} = 2^8 = 256 \text{ seconds}$

# RATE OF GROWTH

Function	10	100	1,000	10,000	100,000	1,000,000
1	1	1	1	1	1	1
$\log_2 n$	3	6	9	13	16	19
$n$	10	$10^2$	$10^3$	$10^4$	$10^5$	$10^6$
$n \log_2 n$	30	664	9,965	$10^5$	$10^6$	$10^7$
$n^2$	$10^2$	$10^4$	$10^6$	$10^8$	$10^{10}$	$10^{12}$
$n^3$	$10^3$	$10^6$	$10^9$	$10^{12}$	$10^{15}$	$10^{18}$
$2^n$	$10^3$	$10^{30}$	$10^{301}$	$10^{3,010}$	$10^{30,103}$	$10^{301,030}$

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