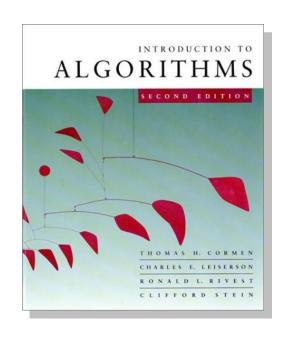
Introduction to Algorithms 6.046J/18.401J



LECTURE 1

Analysis of Algorithms

- Insertion sort
- Asymptotic analysis
- Merge sort
- Recurrences

Prof. Charles E. Leiserson



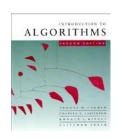
Analysis of algorithms

The theoretical study of computer-program performance and resource usage.

What's more important than performance?

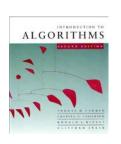
- modularity
- correctness
- maintainability
- functionality
- robustness

- user-friendliness
- programmer time
- simplicity
- extensibility
- reliability



Why study algorithms and performance?

- Algorithms help us to understand *scalability*.
- Performance often draws the line between what is feasible and what is impossible.
- Algorithmic mathematics provides a *language* for talking about program behavior.
- Performance is the *currency* of computing.
- The lessons of program performance generalize to other computing resources.
- Speed is fun!



The problem of sorting

Input: sequence $\langle a_1, a_2, ..., a_n \rangle$ of numbers.

Output: permutation $\langle a'_1, a'_2, ..., a'_n \rangle$ such that $a'_1 \le a'_2 \le \cdots \le a'_n$.

Example:

Input: 8 2 4 9 3 6

Output: 2 3 4 6 8 9



Insertion sort

"pseudocode"

```
INSERTION-SORT (A, n) \triangleright A[1 ... n]

for j \leftarrow 2 to n

do key \leftarrow A[j]

i \leftarrow j - 1

while i > 0 and A[i] > key

do A[i+1] \leftarrow A[i]

i \leftarrow i - 1

A[i+1] = key
```



Insertion sort

"pseudocode"

INSERTION-SORT (A, n) \triangleright A[1 ... n]for $j \leftarrow 2$ to ndo $key \leftarrow A[j]$ $i \leftarrow j - 1$ while i > 0 and A[i] > keydo $A[i+1] \leftarrow A[i]$ $i \leftarrow i - 1$ A[i+1] = key



8 2 4 9 3 6





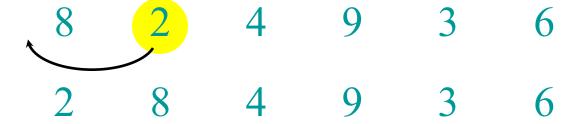
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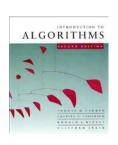
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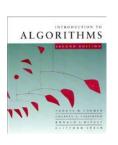
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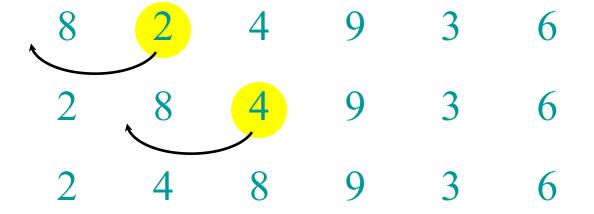




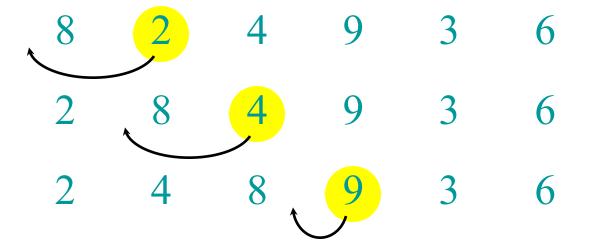




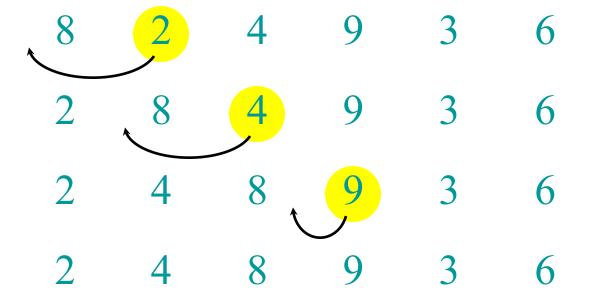




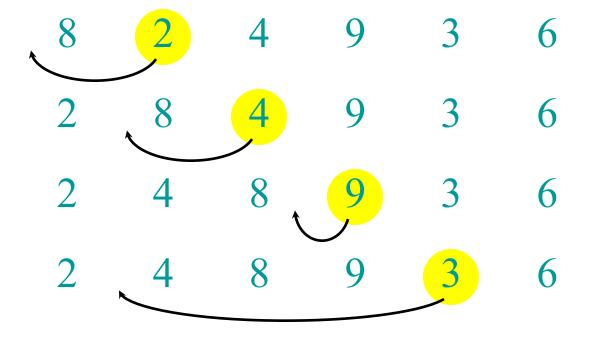




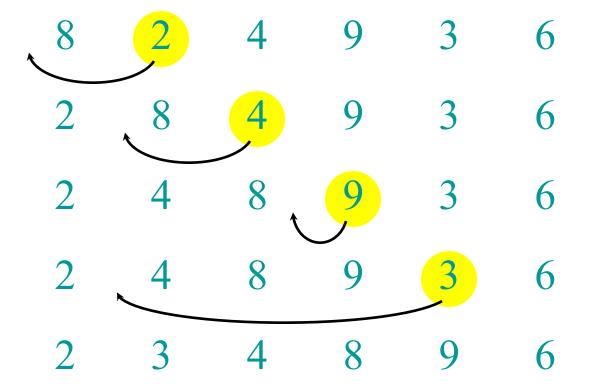




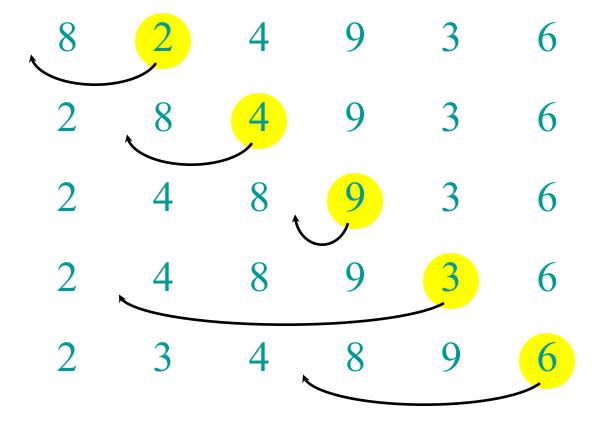




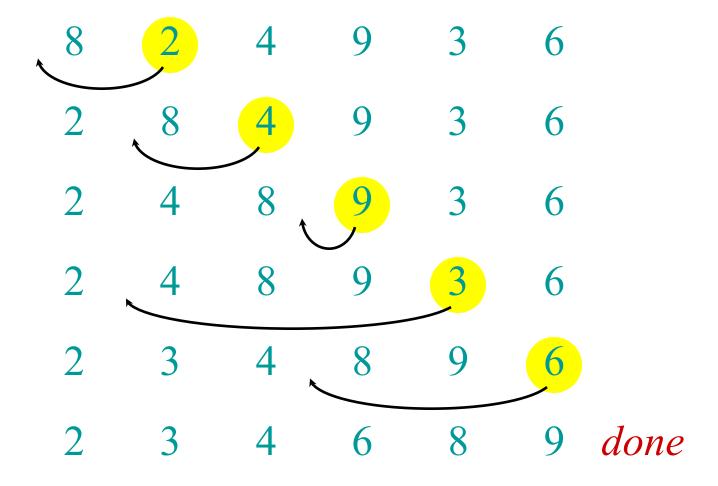


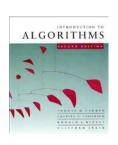












Running time

- The running time depends on the input: an already sorted sequence is easier to sort.
- Parameterize the running time by the size of the input, since short sequences are easier to sort than long ones.
- Generally, we seek upper bounds on the running time, because everybody likes a guarantee.



Kinds of analyses

Worst-case: (usually)

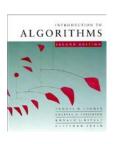
• T(n) = maximum time of algorithm on any input of size n.

Average-case: (sometimes)

- T(n) = expected time of algorithm over all inputs of size n.
- Need assumption of statistical distribution of inputs.

Best-case: (bogus)

• Cheat with a slow algorithm that works fast on *some* input.



Machine-independent time

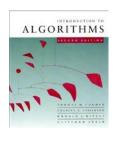
What is insertion sort's worst-case time?

- It depends on the speed of our computer:
 - relative speed (on the same machine),
 - absolute speed (on different machines).

BIG IDEA:

- Ignore machine-dependent constants.
- Look at *growth* of T(n) as $n \to \infty$.

"Asymptotic Analysis"



Θ-notation

Math:

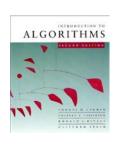
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\Theta(g(n)) = \{ f(n) : \text{there exist positive constants } c_1, c_2, \text{ and} 

n_0 \text{ such that } 0 \le c_1 g(n) \le f(n) \le c_2 g(n) 

for all n \ge n_0 \}
```

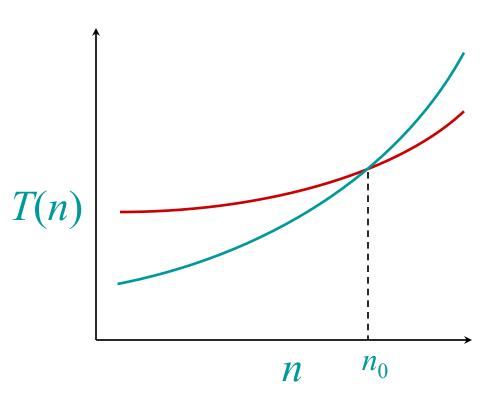
Engineering:

- Drop low-order terms; ignore leading constants.
- Example: $3n^3 + 90n^2 5n + 6046 = \Theta(n^3)$

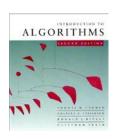


Asymptotic performance

When *n* gets large enough, a $\Theta(n^2)$ algorithm *always* beats a $\Theta(n^3)$ algorithm.



- We shouldn't ignore asymptotically slower algorithms, however.
- Real-world design situations often call for a careful balancing of engineering objectives.
- Asymptotic analysis is a useful tool to help to structure our thinking.



Insertion sort analysis

Worst case: Input reverse sorted.

$$T(n) = \sum_{j=2}^{n} \Theta(j) = \Theta(n^2)$$
 [arithmetic series]

Average case: All permutations equally likely.

$$T(n) = \sum_{j=2}^{n} \Theta(j/2) = \Theta(n^2)$$

Is insertion sort a fast sorting algorithm?

- Moderately so, for small *n*.
- Not at all, for large *n*.