

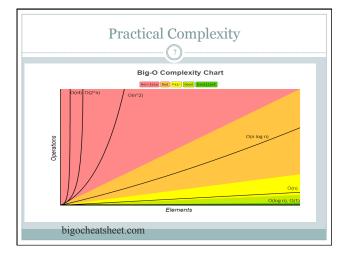
### **Asymptotic Performance**

- In this course, we care most about *asymptotic* performance
  - How does the algorithm behave as the problem size gets very large?
  - Running time
  - Memory/storage requirements
  - o Bandwidth/power requirements/logic gates/etc.

## Asymptotic Notation



- Intuitive feel for asymptotic (big-O) notation:
  - What does O(n) running time mean? O(n²)? O(n lg n)?
  - How does asymptotic running time relate to asymptotic memory usage?
- We will define this notation more formally and completely



## Analysis of Algorithms



- Analysis is performed with respect to a computational model
- We will usually use a generic uniprocessor randomaccess machine (RAM) – all operations cost const
  - All memory equally expensive to access
  - No concurrent operations
  - All reasonable instructions take unit time
  - Except, of course, function/method calls
  - Constant word size
  - o Unless we are explicitly manipulating bits

## Input Size



- Time and space complexity
  - This is generally a function of the **input size**
  - E.g., sorting, multiplication
  - How we characterize input size depends:
  - o Sorting: number of input items
  - o Multiplication: total number of bits
  - o Graph algorithms: number of nodes & edges
  - o Etc

## **Running Time**



- Number of primitive steps that are executed
  - Except for time of executing a function/method call most statements roughly require the same amount of time
  - $\mathbf{o} \mathbf{y} = \mathbf{m} * \mathbf{x} + \mathbf{b}$
  - $_{o}$  c = 5 / 9 \* (t 32)
  - z = f(x) + g(y)

# Analysis



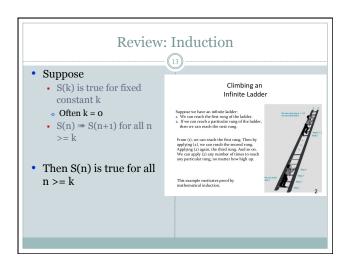
- Worst case
  - Provides an upper bound on running time
  - An absolute guarantee
- Average case
  - Provides the expected running time
  - Very useful, but treat with care: what is "average"?
  - o Random (equally likely) inputs
  - Real-life inputs

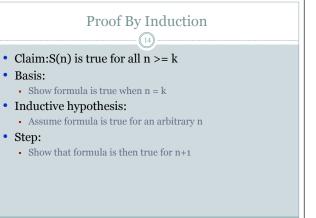
### Worst vs Average case Analysis



Worst case running time analysis

- 1. Gives an upper bound on the running time for any input (guarantee)
- 2. For some algorithms, worst case occurs fairly often
- 3. Average case as bad as worst case





# Induction Example: Gaussian Closed Form • Prove 1 + 2 + 3 + ... + n = n(n+1) / 2 • Basis: • If n = 0, then 0 = 0(0+1) / 2 • Inductive hypothesis: • Assume 1 + 2 + 3 + ... + n = n(n+1) / 2 • Step (show true for n+1): 1 + 2 + ... + n + n+1 = (1 + 2 + ... + n) + (n+1) = n(n+1)/2 + n+1 = [n(n+1) + 2(n+1)]/2 = (n+1)(n+2)/2 = (n+1)(n+1+1) / 2

Induction Example: Geometric Closed Form

• Prove  $a^{0} + a^{1} + ... + a^{n} = (a^{n+1} - 1)/(a - 1)$  for all  $a \neq 1$ • Basis: show that  $a^{0} = (a^{0+1} - 1)/(a - 1)$ • Inductive hypothesis:

• Assume  $a^{0} + a^{1} + ... + a^{n} = (a^{n+1} - 1)/(a - 1)$ • Step (show true for n + 1):  $a^{0} + a^{1} + ... + a^{n+1} = a^{0} + a^{1} + ... + a^{n} + a^{n+1}$   $= (a^{n+1} - 1)/(a - 1) + a^{n+1} = (a^{n+1+1} - 1)/(a - 1)$ 

# Induction



- We've been using weak induction
- Strong induction also holds
  - Basis: show S(o)
  - Hypothesis: assume S(k) holds for arbitrary  $k \le n$
  - Step: Show S(n+1) follows
- Another variation:
  - Basis: show S(0), S(1)
  - Hypothesis: assume S(n) and S(n+1) are true
  - Step: show S(n+2) follows