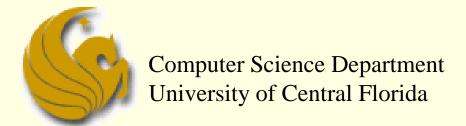
Algorithm Analysis



COP 3502 – Computer Science I



Order Analysis

- Judging the Efficiency/Speed of an Algorithm
 - Thus far, we've looked at a few different algorithms:
 - Max # of 1's
 - Linear Search vs Binary Search
 - Sorted List Matching Problem
 - and others
 - But we haven't really examined them, in detail, regarding their efficiency or speed
 - This is one of the main goals of this class!



Order Analysis

- Judging the Efficiency/Speed of an Algorithm
 - We will use Order Notation to approximate two things about algorithms:
 - 1) How much time they take
 - 2) How much memory (space) they use
 - Note:
 - It is nearly impossible to figure out the exact amount of time an algorithm will take
 - Each algorithm gets translated into smaller and smaller machine instructions
 - Each of these instructions take various amounts of time to execute on different computers



Order Analysis

- Judging the Efficiency/Speed of an Algorithm
 - Note:
 - Also, we want to judge algorithms independent of their implementation
 - Thus, rather than figure out an algorithm's exact running time
 - We only want an approximation (Big-O approximation)
 - Assumptions: we assume that each statement and each comparison in C takes some constant amount of time
 - Also, most algorithms have some type of input
 - With sorting, for example, the size of the input (typically referred to as n) is the number of numbers to be sorted
 - Time and space used by an algorithm function of the input



- What is Big O?
 - Sounds like a rapper.?.
 - If it were only that simple!
 - Big O comes from Big-O Notation
 - In C.S., we want to know how efficient an algorithm is...how "fast" it is
 - More specifically...we want to know <u>how the</u> <u>performance of an algorithm responds to changes</u> <u>in problem size</u>



- What is Big O?
 - The goal is to provide a *qualitative* insight on the # of operations for a problem size of n elements.
 - And this total # of operations can be described with a mathematical expression in terms of n.
 - This expression is known as Big-O
 - The Big-O notation is a way of measuring the order of magnitude of a mathematical expression.
 - O(n) means "of the order of n"



- Consider the expression:
 - $f(n) = 4n^2 + 3n + 10$
 - How fast is this "growing"?
 - There are three terms:
 - the 4n², the 3n, and the 10
 - As n gets bigger, which term makes it get larger fastest?
 - Let's look at some values of n and see what happens?

n	4n²	3n	10
1	4	3	10
10	400	30	10
100	40,000	300	10
1000	4,000,000	3,000	10
10,000	400,000,000	30,000	10
100,000	40,000,000,000	300,000	10
1,000,000	4,000,000,000,000	3,000,000	10



- Consider the expression:
 - $f(n) = 4n^2 + 3n + 10$
 - How fast is this "growing"?
 - Which term makes it get larger fastest?
 - As n gets larger and larger, the 4n² term DOMINATES the resulting answer
 - f(1,000,000) = 4,000,003,000,010
 - The idea of behind Big-O is to reduce the expression so that it captures the qualitative behavior in the simplest terms.



- Consider the expression: $f(n) = 4n^2 + 3n + 10$
 - How fast is this "growing"?
 - Look at VERY large values of n
 - eliminate any term whose contribution to the total ceases to be significant as n get larger and larger
 - of course, this <u>also includes constants</u>, as they little to no effect with larger values of n
 - Including constant factors (coefficients)
 - So we ignore the constant 10
 - And we can also ignore the 3n
 - Finally, we can eliminate the constant factor, 4, in front of n²
 - We can approximate the order of this function, f(n), as n²
 - We can say, $O(4n^2 + 3n + 10) = O(n^2)$
 - In conclusion, we say that f(n) takes O(n²) steps to execute



- Consider the expression: $f(n) = 4n^2 + 3n + 10$
 - How fast is this "growing"?
 - We can say, $O(4n^2 + 3n + 10) = O(n^2)$
 - Till now, we have one function:
 - $f(n) = 4n^2 + 3n + 10$
 - Let us make a second function, g(n)
 - It's just a letter right? We could have called it r(n) or x(n)
 - Don't get scared about this
 - Now, let g(n) equal n²
 - $g(n) = n^2$
 - So now we have two functions: f(n) and g(n)
 - We said (above) that $O(4n^2 + 3n + 10) = O(n^2)$
 - Similarly, we can say that the order of f(n) is O[g(n)].



Brace yourself!

- Definition:
 - f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - Think about the two functions we just had:
 - $f(n) = 4n^2 + 3n + 10$, and $g(n) = n^2$
 - We agreed that $O(4n^2 + 3n + 10) = O(n^2)$
 - Which means we agreed that the order of f(n) is O(g(n)
 - That's all this definition says!!!
 - f(n) is big-O of g(n), if there is a c
 - (c is a constant)
 - such that f(n) is not larger than c*g(n) for sufficiently large values of n (greater than N)



- Definition:
 - f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - Think about the two functions we just had:
 - $f(n) = 4n^2 + 3n + 10$, and $g(n) = n^2$
 - f is big-O of g, if there is a c such that f is not larger than c*g for sufficiently large values of n (greater than N)
 - So given the two functions above, does there exist some constant, c, that would make the following statement true?
 - f(n) <= c*g(n)
 - $-4n^2 + 3n + 10 \le c^*n^2$
 - If there does exist this c, then f(n) is O(g(n))
 - Let's go see if we can come up with the constant, c



- Definition:
 - f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - PROBLEM: Given our two functions,

•
$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that $4n^2 + 3n + 10 \le c^*n^2$
- Clearly, c cannot be 4 or less
 - Cause even if it was 4, we would have:
 - $-4n^2 + 3n + 10 <= 4n^2$
 - This is NEVER true for any positive value of n!
 - So c must be greater than 4
- Let us try with c being equal to 5
 - $4n^2 + 3n + 10 <= 5n^2$



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 - PROBLEM: Given our two functions,

•
$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that 4n² + 3n + 10 <= c*n²
 - $-4n^2 + 3n + 10 \le 5n^2$
 - For what values of n, if ANY at all, is this true?

n	4n² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5



Definition:

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n	4n ² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5
2	4(4) + 3(2) + 10 = 32	5(4) = 20



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 - PROBLEM: Given our two functions,

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- Find the c such that $4n^2 + 3n + 10 \le c^*n^2$
 - $4n^2 + 3n + 10 \le 5n^2$
 - For what values of n, if ANY at all, is this true?

n	4n ² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5
2	4(4) + 3(2) + 10 = 32	5(4) = 20
3	4(9) + 3(3) + 10 = 55	5(9) = 45



Definition:

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 - PROBLEM: Given our two functions,

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$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that 4n² + 3n + 10 <= c*n²
 - $-4n^2 + 3n + 10 \le 5n^2$
 - For what values of n, if ANY at all, is this true?

n	4n² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5
2	4(4) + 3(2) + 10 = 32	5(4) = 20
3	4(9) + 3(3) + 10 = 55	5(9) = 45
4	4(16) + 3(4) + 10 = 86	5(16) = 80

But now let's try larger values of n.

For n = 1 − 4, this statement is NOT true



Definition:

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 - PROBLEM: Given our two functions,

•
$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that 4n² + 3n + 10 <= c*n²
 - $-4n^2 + 3n + 10 \le 5n^2$
 - For what values of n, if ANY at all, is this true?

n	4n ² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5
2	4(4) + 3(2) + 10 = 32	5(4) = 20
3	4(9) + 3(3) + 10 = 55	5(9) = 45
4	4(16) + 3(4) + 10 = 86	5(16) = 80
5	4(25) + 3(5) + 10 = 125	5(25) = 125



Definition:

- f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - PROBLEM: Given our two functions,

•
$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that $4n^2 + 3n + 10 \le c^*n^2$
 - $-4n^2 + 3n + 10 <= 5n^2$
 - For what values of n, if ANY at all, is this true?

n	4n ² + 3n + 10	5n ²
1	4(1) + 3(1) + 10 = 17	5(1) = 5
2	4(4) + 3(2) + 10 = 32	5(4) = 20
3	4(9) + 3(3) + 10 = 55	5(9) = 45
4	4(16) + 3(4) + 10 = 86	5(16) = 80
5	4(25) + 3(5) + 10 = 125	5(25) = 125
6	4(36) + 3(6) + 10 = 172	5(36) = 180



- Definition:
 - f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - PROBLEM: Given our two functions,
 - $f(n) = 4n^2 + 3n + 10$, and $g(n) = n^2$
 - Find the c such that $4n^2 + 3n + 10 \le c^*n^2$
 - $-4n^2 + 3n + 10 <= 5n^2$
 - For what values of n, if ANY at all, is this true?
 - So when n = 5, the statement finally becomes true
 - And when n > 5, it remains true!
 - So our constant, 5, works for all n >= 5.



Definition:

- f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - PROBLEM: Given our two functions,

•
$$f(n) = 4n^2 + 3n + 10$$
, and $g(n) = n^2$

- Find the c such that $4n^2 + 3n + 10 \le c^*n^2$
- So our constant, 5, works for all n >= 5.
- Therefore, f(n) is O(g(n)) per our definition!
- Why?
- Because there exists positive integers, c and N,
 - Just so happens in this case that c = 5 and N = 5
- such that f(n) <= c*g(n).</p>





- Definition:
 - f(n) is O[g(n)] if there exists positive integers c and N, such that $\underline{f(n)} <= c*\underline{g(n)}$ for all n>=N.
 - What can we take from this?
 - That Big-O is hard as #\$%q@\$^&!!!
 - No, but seriously...
 - What we can gather is that:
 - c*g(n) is an <u>upper bound</u> on the value of f(n).
 - It represents the worst possible scenario of running time.
 - The number of operations is, at worst, proportional to g(n) for all <u>large values</u> of n.



- Some basic examples:
 - What is the Big-O of the following functions:
 - $f(n) = 4n^2 + 3n + 10$
 - Answer: O(n²)
 - $f(n) = 76,756,234n^2 + 427,913n + 7$
 - Answer: O(n²)
 - $f(n) = 74n^8 62n^5 71562n^3 + 3n^2 5$
 - Answer: O(n⁸)
 - $f(n) = 42n^{4*}(12n^6 73n^2 + 11)$
 - Answer: O(n¹⁰)
 - f(n) = 75n*logn 415
 - Answer: O(n*logn)



- Summing up the basic properties for determining the order of a function:
 - If you've got multiple functions added together, the fastest growing one determines the order
 - Multiplicative constants don't affect the order
 - If you've got multiple functions multiplied together, the overall order is their individual orders multiplied together



- Quick Example of Analyzing Code:
 - This is just to show you how we use Big-O
 - we'll do more of these (a lot more) on Monday
 - Use big-O notation to analyze the time complexity of the following fragment of C code:

```
for (k=1; k<=n/2; k++) {
  sum = sum + 5;
}
for (j = 1; j <= n*n; j++) {
  delta = delta + 1;
}</pre>
```



- Quick Example of Analyzing Code:
 - So look at what's going on in the code:
 - We care about the total number of REPETITIVE operations.
 - Remember, we said we care about the running time for LARGE values of n
 - So in a for loop with n as part of the comparison value determining when to stop $for (k=1; k<=\underline{n}/2; k++)$
 - Whatever is INSIDE that loop will be executed a LOT of times
 - So we examine the code within this loop and see how many operations we find
 - When we say operations, we're referring to mathematical operations such as +, -, *, /, etc.



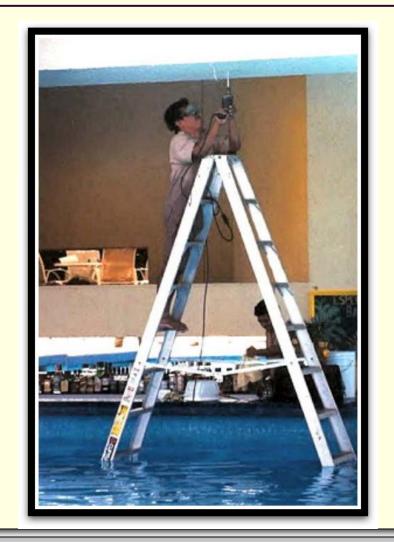
- Quick Example of Analyzing Code:
 - So look at what's going on in the code:
 - The number of operations executed by these loops is the sum of the individual loop operations.
 - We have 2 loops,
 - The first loop runs n/2 times
 - Each iteration of the <u>first loop</u> results in <u>one operation</u>
 - The + operation in: sum = sum + 5;
 - So there are n/2 operations in the first loop
 - The second loop runs n² times
 - Each iteration of the <u>second loop</u> results in <u>one operation</u>
 - The + operation in: delta = delta + 1;
 - So there are n² operations in the second loop.



- Quick Example of Analyzing Code:
 - So look at what's going on in the code:
 - The number of operations executed by these loops is the sum of the individual loop operations.
 - The first loop has n/2 operations
 - The second loop has n² operations
 - They are NOT nested loops.
 - One loop executes AFTER the other completely finishes
 - So we simply ADD their operations
 - The total number of operations would be n/2 + n²
 - In Big-O terms, we can express the number of operations as O(n²)



Brief Interlude: Human Stupidity





Common orders (listed from slowest to fastest growth)
Nome

Function	Name
1	Constant
log n	Logarithmic
n	Linear
n log n	Poly-log
n^2	Quadratic
n^3	Cubic
2 ⁿ	Exponential
n!	Factorial



- O(1) or "Order One": Constant time
 - does not mean that it takes only one operation
 - does mean that the work doesn't change as n changes
 - is a notation for "constant work"
 - An example would be finding the smallest element in a sorted array
 - There's nothing to search for here
 - The smallest element is always at the beginning of a sorted array
 - So this would take O(1) time



- O(n) or "Order n": Linear time
 - does not mean that it takes n operations
 - does mean that the work changes in a way that is proportional to n
 - Example:
 - If the input size doubles, the running time also doubles
 - is a notation for "work grows at a linear rate"
 - You usually can't really do a lot better than this for most problems we deal with
 - After all, you need to at least examine all the data right?



- O(n²) or "Order n² ": Quadratic time
 - If input size doubles, running time increases by a factor of 4
- O(n³) or "Order n³ ": Cubic time
 - If input size doubles, running time increases by a factor of 8
- O(n^k): Other polynomial time
 - Should really try to avoid high order polynomial running times
 - However, it is considered good from a theoretical standpoint



- O(2ⁿ) or "Order 2ⁿ": Exponential time
 - more theoretical rather than practical interest because they cannot reasonably run on typical computers for even for moderate values of n.
 - Input sizes bigger than 40 or 50 become unmanageable
 - Even on faster computers
- O(n!): even worse than exponential!
 - Input sizes bigger than 10 will take a long time



- O(n logn):
 - Only slightly worse than O(n) time
 - And O(n logn) will be much less than O(n²)
 - This is the running time for the better sorting algorithms we will go over (later)
- O(log n) or "Order log n": Logarithmic time
 - If input size doubles, running time increases ONLY by a constant amount
 - any algorithm that halves the data remaining to be processed on each iteration of a loop will be an O(log n) algorithm.



- Practical Problems that can be solved utilizing order notation:
 - Example:
 - You are told that algorithm A runs in O(n) time
 - You are also told the following:
 - For an input size of 10
 - The algorithm runs in 2 milliseconds
 - As a result, you can expect that it will take 100 milliseconds to run on an input size of 500
 - Notice the input size jumped by a multiple of 50
 - From 10 to 500
 - Therefore, given a O(n) algorithm, the running time should also jump by a multiple of 50, which it does!



- Practical Problems that can be solved utilizing order notation:
 - General process of solving these problems:
 - We know that Big-O is NOT exact
 - It's an upper bound on the actual running time
 - So when we say that an algorithm runs in O(f(n)) time,
 - Assume the EXACT running time is c*f(n)
 - where c is some constant
 - Using this assumption,
 - we can use the information in the problem to solve for c
 - Then we can use this c to answer the question being asked
 - Examples will clarify...



- Practical Problems that can be solved utilizing order notation:
 - Example 1: Algorithm A runs in O(n²) time
 - For an input size of 4, the running time is 10 milliseconds
 - How long will it take to run on an input size of 16?
 - Let $T(n) = c^*n^2$
 - T(n) refers to the running time on input size n
 - Now, plug in the given data, and find the value for c!
 - $T(4) = c^4 + 4^2 = 10$ milliseconds
 - Therefore, c = 10/16 milliseconds
 - Now, answer the question by using c and solving T(16)
 - $T(16) = c*16^2 = (10/16)*16^2 = 160 \text{ milliseconds}$



- Practical Problems that can be solved utilizing order notation:
 - Example 2: Algorithm A runs in O(log₂n) time
 - For an input size of 16, the running time is 28 milliseconds
 - How long will it take to run on an input size of 64?
 - Let $T(n) = c*log_2n$
 - Now, plug in the given data, and find the value for c!
 - $T(16) = c*log_2 16 = 28 \text{ milliseconds}$
 - c*4 = 28 milliseconds
 - Therefore, c = 7 milliseconds
 - Now, answer the question by using c and solving T(64)
 - $T(64) = c*log_264 = 7*log_264 = 7*6 = 42 milliseconds$

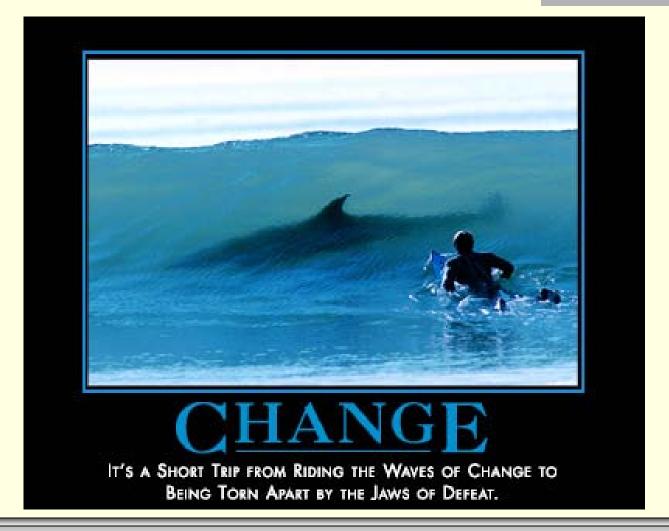


Base Conversions

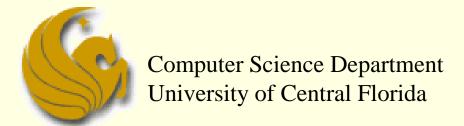
WASN'T THAT MARVELOUS!



Daily Demotivator



Algorithm Analysis



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