



Data Structure

Lecture#6: Algorithm Analysis 2 (Chapter 3)

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In This Lecture

- Learn the examples of asymptotic analysis
- Learn the concepts of space complexity, and time/space tradeoff
- Learn how to analyze algorithms with multiple parameters



Asymptotic Analysis: Big-oh

- Definition: For $T(n)$ a non-negatively valued function, $T(n)$ is in the set $O(f(n))$ if there exist two positive constants c and n_0 such that $T(n) \leq cf(n)$ for all $n > n_0$.
- Use: The algorithm is in $O(n^2)$ in [best, average, worst] case.
- Meaning: For all data sets big enough (i.e., $n > n_0$), the algorithm always executes in less than $cf(n)$ steps in [best, average, worst] case.



Big-Omega

- Definition: For $T(n)$ a non-negatively valued function, $T(n)$ is in the set $\Omega(g(n))$ if there exist two positive constants c and n_0 such that $T(n) \geq cg(n)$ for all $n > n_0$.
- Meaning: For all data sets big enough (i.e., $n > n_0$), the algorithm always requires more than $cg(n)$ steps.
- Lower bound.



Theta Notation

- When big-Oh and Ω coincide, we indicate this by using Θ (big-Theta) notation.
- Definition: An algorithm is said to be in $\Theta(h(n))$ if it is in $O(h(n))$ and it is in $\Omega(h(n))$.



Simplifying Rules

1. If $f(n)$ is in $O(g(n))$ and $g(n)$ is in $O(h(n))$, then $f(n)$ is in $O(h(n))$.
2. If $f(n)$ is in $O(kg(n))$ for some constant $k > 0$, then $f(n)$ is in $O(g(n))$.
3. If $f_1(n)$ is in $O(g_1(n))$ and $f_2(n)$ is in $O(g_2(n))$, then $(f_1 + f_2)(n)$ is in $O(\max(g_1(n), g_2(n)))$.
 - What about Ω ? What about Θ ?
4. If $f_1(n)$ is in $O(g_1(n))$ and $f_2(n)$ is in $O(g_2(n))$ then $f_1(n)f_2(n)$ is in $O(g_1(n)g_2(n))$.



Time Complexity Examples (1)

- Example 3.9: **`a = b;`**

This assignment takes constant time, so it is $\Theta(1)$.

- Example 3.10:

```
sum = 0;  
for (i=1; i<=n; i++)  
    sum += n;
```



Time Complexity Examples (2)

■ Example 3.11:

```
sum = 0;
for (j=1; j<=n; j++)
    for (i=1; i<=j; i++)
        sum++;
for (k=0; k<n; k++)
    A[k] = k;
```



Time Complexity Examples (3)

■ Example 3.12:

```
sum1 = 0;  
for (i=1; i<=n; i++)  
    for (j=1; j<=n; j++)  
        sum1++;
```

```
sum2 = 0;  
for (i=1; i<=n; i++)  
    for (j=1; j<=i; j++)  
        sum2++;
```



Time Complexity Examples (4)

■ Example 3.13:

```
sum1 = 0;  
for (k=1; k<=n; k*=2)  
    for (j=1; j<=n; j++)  
        sum1++;
```

```
sum2 = 0;  
for (k=1; k<=n; k*=2)  
    for (j=1; j<=k; j++)  
        sum2++;
```



Binary Search

Looking for '45'

Position	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Key	11	13	21	26	29	36	40	41	45	51	54	56	65	72	77	83

Diagram illustrating the binary search process for the value 45. The array contains 16 elements. Arrows indicate the sequence of comparisons: first at index 7 (value 41), then at index 8 (value 45), then at index 9 (value 51), and finally at index 11 (value 56).

-
- How many elements are examined in worst case?



Binary Search

```
/** @return The position of an element in
    sorted array A with value k. If k is not
    in A, return A.length. */
static int binary(int[] A, int k) {
    int l = -1;           // Set l and r
    int r = A.length;     // beyond array bounds
    while (l+1 != r) {    // Stop when l, r meet
        int i = (l+r)/2;  // Check middle
        if (k < A[i]) r = i;           // In left half
        if (k == A[i]) return i;       // Found it
        if (k > A[i]) l = i;           // In right half
    }
    return A.length;      // Search value not in A
}
```



Other Control Statements

- **while** loop: analyze like a **for** loop.
- **if** statement: take greater complexity of **then/else** clauses.
- **switch** statement: take complexity of most expensive case.
- Subroutine call: complexity of the subroutine.



Discussion

- Is it always ok to ignore the constants as in the asymptotic analysis?
 - Alg1: $T(n) = 1000n$
 - Alg2: $T(n) = 2n^2$



Problems

- Problem: a task to be performed.
 - Best thought of as inputs and matching outputs.
 - Problem definition should include constraints on the resources that may be consumed by any acceptable solution.



Problems (cont)

- Problems $\Leftrightarrow$ mathematical functions
 - A function is a matching between inputs (the domain) and outputs (the range).
 - An input to a function may be single number, or a collection of information.
 - The values making up an input are called the parameters of the function.
 - A particular input must always result in the same output every time the function is computed.
 - Exception: randomized algorithm



Algorithms and Programs

- Algorithm: a method or a process followed to solve a problem.
 - A recipe.
- An algorithm takes the input to a problem (function) and transforms it to the output.
 - A mapping of input to output.
- A problem can have many algorithms.



Analyzing Problems: Example

- May or may not be able to obtain matching upper and lower bounds.
- Example of imperfect knowledge: Sorting
 1. Cost of I/O: $\Omega(n)$.
 2. Bubble or insertion sort: $O(n^2)$.
 3. A better sort (Quicksort, Mergesort, Heapsort, etc.): $O(n \log n)$.
 4. We prove later that sorting is in $\Omega(n \log n)$.



Space/Time Tradeoff Principle

- One can often reduce time if one is willing to sacrifice space, or vice versa.
 - Factorial: how can we make $\text{fact}(n)$ super fast?
 - Swapping a and b : how can we do this without additional space?
- Disk-based Space/Time Tradeoff Principle: The smaller you make the disk storage requirements, the faster your program will run.



Multiple Parameters

- Compute the rank ordering for all C pixel values in a picture of P pixels.

```
for (i=0; i<C; i++) // Initialize count
    count[i] = 0;
for (i=0; i<P; i++) // Look at all pixels
    count[value(i)]++; // Increment count
sort(count);        // Sort pixel counts
```

- Running time?
 - $\Theta(P + C \log C)$



Space Complexity

- Space complexity can also be analyzed with asymptotic complexity analysis.
 - Amount of memory space to keep while running an algorithm

```
for (i=0; i<C; i++) // Initialize count
    count[i] = 0;
for (i=0; i<P; i++) // Look at all pixels
    count[value(i)]++; // Increment count
sort(count);         // Sort pixel counts
```

- Space complexity of the above code?
(input: value[0..P])



What you need to know

- Asymptotic analysis
 - Analyze the time and space complexity of an algorithm
- Time/space tradeoff
 - Understand the main idea
 - Convert an operation to trade time for space (or vice versa)
- How to analyze algorithms with multiple parameters



Questions?