

Algorithmic Complexity 2



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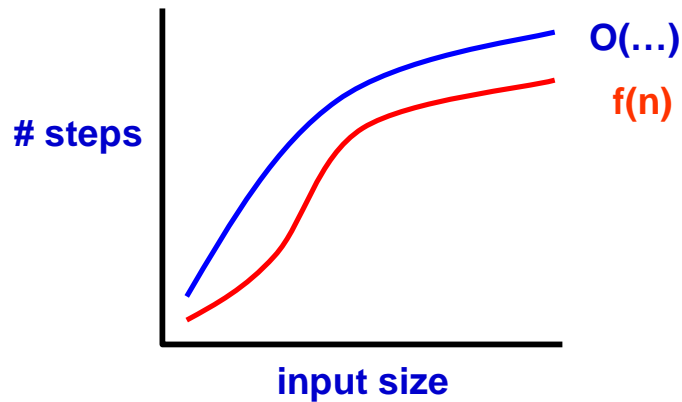
Overview

- **Big-O notation**
- **Analysis cases**
- **Critical section**

Big-O Notation

■ Represents

- Upper bound on number of steps in algorithm
- Intrinsic efficiency of algorithm for large inputs



Formal Definition of Big-O

■ Function $f(n)$ is $O(g(n))$ if

- For some positive constants M, N_0
- $M \times g(N_0) \geq f(n)$, for all $n \geq N_0$

■ Intuitively

- For some coefficient M & all data sizes $\geq N_0$
 - $M \times g(n)$ is always greater than $f(n)$

Big-O Examples

- $5n + 1000 \Rightarrow O(n)$
 - Select $M = 6, N_0 = 1000$
 - For $n \geq 1000$
 - $6n \geq 5n+1000$ is always true
 - Example \Rightarrow for $n = 1000$
 - $6000 \geq 5000 + 1000$

Big-O Examples

- $2n^2 + 10n + 1000 \Rightarrow O(n^2)$
 - Select $M = 4, N_0 = 100$
 - For $n \geq 100$
 - $4n^2 \geq 2n^2 + 10n + 1000$ is always true
 - Example \Rightarrow for $n = 100$
 - $40000 \geq 20000 + 1000 + 1000$

Types of Case Analysis

- Can analyze different types (cases) of algorithm behavior
- Types of analysis
 - Best case
 - Worst case
 - Average case

Types of Case Analysis

- Best case
 - Smallest number of steps required
 - Not very useful
 - Example ⇒ Find item in first place checked

Types of Case Analysis

- **Worst case**
 - Largest number of steps required
 - Useful for upper bound on worst performance
 - Real-time applications (e.g., multimedia)
 - Quality of service guarantee
 - Example ⇒ Find item in last place checked

Types of Case Analysis

- **Average case**
 - Number of steps required for “typical” case
 - Most useful metric in practice
 - Different approaches
 1. Average case
 2. Expected case
 3. Amortized

Approaches to Average Case

1. **Average case**
 - Average over all possible inputs
 - Assumes uniform probability distribution
2. **Expected case**
 - Weighted average over all inputs
 - Weighted by likelihood of input
3. **Amortized**
 - Examine common sequence of operations
 - Average number of steps over sequence

Quicksort Example

- **Quicksort**
 - One of the fastest comparison sorts
 - Frequently used in practice
- **Quicksort algorithm**
 - Pick **pivot** value from list
 - Partition list into values smaller & bigger than pivot
 - Recursively sort both lists

Quicksort Example

- **Quicksort properties**
 - Average case = $O(n \log(n))$
 - Worst case = $O(n^2)$
 - Pivot \approx smallest / largest value in list
 - Picking from front of nearly sorted list
- **Can avoid worst-case behavior**
 - Attempt to select random pivot value

Amortization Example

- **Adding numbers to end of array of size k**
 - If array is full, allocate new array
 - Allocation cost is $O(\text{size of new array})$
 - Copy over contents of existing array
- **Two approaches**
 - **Non-amortized**
 - If array is full, allocate new array of size $k+1$
 - **Amortized**
 - If array is full, allocate new array of size $2k$
 - Compare their allocation cost

Amortization Example

■ Non-amortized approach

- Allocation cost as table grows from 1..n

Size (k)	1	2	3	4	5	6	7	8
Cost	1	2	3	4	5	6	7	8

- Total cost $\Rightarrow \frac{1}{2} (n+1)^2$

■ Case analysis

- Best case \Rightarrow allocation cost = k
- Worse case \Rightarrow allocation cost = k
- Average case \Rightarrow allocation cost = k = n/2

Amortization Example

■ Amortized approach

- Allocation cost as table grows from 1..n

Size (k)	1	2	3	4	5	6	7	8
Cost	2	0	4	0	8	0	0	0

- Total cost $\Rightarrow 2 (n - 1)$

■ Case analysis

- Best case \Rightarrow allocation cost = 0
- Worse case \Rightarrow allocation cost = 2(k - 1)
- Average case \Rightarrow allocation cost = 2

■ Worse case takes more steps, but faster overall

Analyzing Algorithms

- **Goal**
 - Find asymptotic complexity of algorithm
- **Approach**
 - Ignore less frequently executed parts of algorithm
 - Find **critical section** of algorithm
 - Determine how many times critical section is executed as function of problem size

Critical Section of Algorithm

- **Heart of algorithm**
- **Dominates overall execution time**
- **Characteristics**
 - Operation central to functioning of program
 - Contained inside deeply nested loops
 - Executed as often as any other part of algorithm
- **Sources**
 - Loops
 - Recursion

Critical Section Example 1

- Code (for input size n)

1. A
2. for (int $i = 0$; $i < n$; $i++$)
3. B
4. C

- Code execution

- A \Rightarrow
- B \Rightarrow
- C \Rightarrow

- Time \Rightarrow

Critical Section Example 1

- Code (for input size n)

1. A
2. for (int $i = 0$; $i < n$; $i++$)
3. B
4. C

critical
section

- Code execution

- A \Rightarrow once
- B $\Rightarrow n$ times
- C \Rightarrow once

- Time $\Rightarrow 1 + n + 1 = O(n)$

Critical Section Example 2

■ Code (for input size n)

1. A
2. for (int i = 0; i < n; i++)
3. B
4. for (int j = 0; j < n; j++)
5. C
6. D


■ Code execution

- A \Rightarrow
- B \Rightarrow
- C \Rightarrow
- D \Rightarrow

■ Time \Rightarrow

Critical Section Example 2

■ Code (for input size n)

1. A
2. for (int i = 0; i < n; i++)
3. B
4. for (int j = 0; j < n; j++)
5. C 
6. D

■ Code execution


- A \Rightarrow once
- B \Rightarrow n times
- C \Rightarrow n^2 times
- D \Rightarrow once

■ Time $\Rightarrow 1 + n + n^2 + 1 = O(n^2)$

Critical Section Example 3

- Code (for input size n)
 1. A
 2. for (int $i = 0$; $i < n$; $i++$)
 3. for (int $j = i+1$; $j < n$; $j++$)
 4. B
- Code execution
 - A \Rightarrow
 - B \Rightarrow
- Time \Rightarrow


Critical Section Example 3

- Code (for input size n)
 1. A
 2. for (int $i = 0$; $i < n$; $i++$)
 3. for (int $j = i+1$; $j < n$; $j++$)
 4. B
 - Code execution
 - A \Rightarrow once
 - B $\Rightarrow \frac{1}{2} n (n-1)$ times
 - Time $\Rightarrow 1 + \frac{1}{2} n^2 = O(n^2)$
- critical section**


Critical Section Example 4

- Code (for input size n)
 1. A
 2. for (int i = 0; i < n ; i++)
 3. for (int j = 0; j < 10000; j++)
 4. B
- Code execution
 - A \Rightarrow
 - B \Rightarrow
- Time \Rightarrow

Critical Section Example 4

- Code (for input size n)
 1. A
 2. for (int i = 0; i < n ; i++)
 3. for (int j = 0; j < 10000; j++)
 4. B
 - Code execution
 - A \Rightarrow once
 - B \Rightarrow 10000 n times
 - Time $\Rightarrow 1 + 10000 n = O(n)$
- critical section**


Critical Section Example 5

- Code (for input size n)

1. `for (int i = 0; i < n; i++)`
2. `for (int j = 0; j < n; j++)`
3. A
4. `for (int i = 0; i < n; i++)`
5. `for (int j = 0; j < n; j++)`
6. B

- Code execution

- A \Rightarrow
- B \Rightarrow

- Time \Rightarrow

Critical Section Example 5

- Code (for input size n)

1. `for (int i = 0; i < n; i++)`
2. `for (int j = 0; j < n; j++)`
3. A
4. `for (int i = 0; i < n; i++)`
5. `for (int j = 0; j < n; j++)`
6. B

critical
sections

- Code execution

- A $\Rightarrow n^2$ times
- B $\Rightarrow n^2$ times

- Time $\Rightarrow n^2 + n^2 = O(n^2)$

Critical Section Example 6

- Code (for input size n)

1. $i = 1$
2. $\text{while } (i < n)$
3. A
4. $i = 2 \times i$
5. B

- Code execution

- A \Rightarrow
- B \Rightarrow

- Time \Rightarrow

Critical Section Example 6

- Code (for input size n)

1. $i = 1$
2. $\text{while } (i < n)$
3. A
4. $i = 2 \times i$
5. B

 critical section

- Code execution

- A $\Rightarrow \log(n)$ times
- B $\Rightarrow 1$ times

- Time $\Rightarrow \log(n) + 1 = O(\log(n))$

Critical Section Example 7

■ Code (for input size n)

1. DoWork (int n)
2. if ($n == 1$)
3. A
4. else
5. DoWork($n/2$)
6. DoWork($n/2$)

■ Code execution

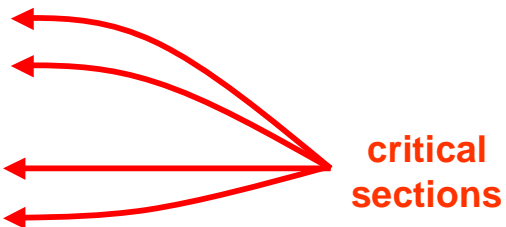
- A \Rightarrow
- DoWork($n/2$) \Rightarrow

■ Time(1) \Rightarrow Time(n) =

Critical Section Example 7

■ Code (for input size n)

1. DoWork (int n)
2. if ($n == 1$)
3. A
4. else
5. DoWork($n/2$)
6. DoWork($n/2$)



■ Code execution

- A \Rightarrow 1 times
- DoWork($n/2$) \Rightarrow 2 times

■ Time(1) \Rightarrow 1 Time(n) = $2 \times$ Time($n/2$) + 1