CMSC 132: Object-Oriented Programming II

Algorithmic Complexity I

Department of Computer Science
University of Maryland, College Park

Algorithm Efficiency

- Efficiency
  - Amount of resources used by algorithm
    - Time, space
- Measuring efficiency
  - Benchmarking
  - Asymptotic analysis

Benchmarking

- Approach
  - Pick some desired inputs
  - Actually run implementation of algorithm
  - Measure time & space needed
- Industry benchmarks
  - SPEC – CPU performance
  - MySQL – Database applications
  - WinStone – Windows PC applications
  - MediaBench – Multimedia applications
  - Linpack – Numerical scientific applications

Benchmarking

- Advantages
  - Precise information for given configuration
    - Implementation, hardware, inputs
- Disadvantages
  - Affected by configuration
    - Data sets (often too small)
      - a dataset that was the right size 3 years ago is likely too small now
    - Hardware
    - Software
  - Affected by special cases (biased inputs)
  - Does not measure intrinsic efficiency

Asymptotic Analysis

- **Approach**
  - **Mathematically analyze efficiency**
  - **Calculate time as function of input size n**
    - **$T \approx O(f(n))$**
    - **T is on the order of f(n)**
    - **"Big O" notation**
- **Advantages**
  - **Measures intrinsic efficiency**
  - **Dominates efficiency for large input sizes**
  - **Programming language, compiler, processor irrelevant**

Search Example

- **Number guessing game**
  - **Pick a number between 1…n**
  - **Guess a number**
  - **Answer “correct”, “too high”, “too low”**
  - **Repeat guesses until correct number guessed**

Linear Search Algorithm

- Algorithm
  - Guess number = 1
  - If incorrect, increment guess by 1
  - Repeat until correct
- Example
  - Given number between 1…100
  - Pick 20
  - Guess sequence = 1, 2, 3, 4 … 20
  - Required 20 guesses

Linear Search Algorithm

- **Analysis of # of guesses needed for 1…n**
  - **If number = 1, requires 1 guess**
  - **If number = n, requires n guesses**
  - **On average, needs n/2 guesses**
  - **Time = O(n) = Linear time**

Binary Search Algorithm

- **Algorithm**
  - **Set low and high to be lowest and highest possible value**
  - **Guess middle = (low+high)/2**
  - **If too large, set high = middle-1**
  - **If too small, set low = middle+1**
  - **Repeat until guess correct**

Binary Search Algorithm

- **Example**
  - **Given number between 1…100**
  - **secret number we are trying is find is 20**
  - **Guesses**
    - **low = 1, high = 100, guess 50, Answer = too large**
    - **low = 1, high = 49, guess 25, Answer = too large**
    - **low = 1, high = 24, guess 12, Answer = too small**
    - **low = 13, high = 24, guess 18, Answer = too small**
    - **low = 19, high = 24, guess 21, Answer = too large**
    - **low = 19, high = 20, guess 19, Answer = too small**
    - **low = 20, high = 20, guess 20, Answer = correct**
    - **Required 7 guesses**

Binary Search Algorithm

- Analysis of # of guesses needed for 1…n
  - If number = n/2, requires 1 guess
  - If number = 1, requires $\log_2(n)$ guesses
  - If number = n, requires $\log_2(n)$ guesses
  - On average, needs $\log_2(n)$ guesses
  - Time = $O(\log_2(n)) = O(\log(n))$ = Log time

Search Comparison

- For number between 1…100
  - Simple algorithm = 50 steps
  - Binary search algorithm = $\log_2(n)$ = 7 steps
- For number between 1…100,000
  - Simple algorithm = 50,000 steps
  - Binary search algorithm = $\log_2(n)$ (about 17 steps)
- Binary search is much more efficient!

Asymptotic Complexity

- **Comparing two linear functions**

Size	Running Time	
	n/2	4n+3
64	32	259
128	64	515
256	128	1027
512	256	2051

Asymptotic Complexity

- Comparing two functions
  - n/2 and 4n+3 behave similarly
  - Run time roughly doubles as input size doubles
  - Run time increases linearly with input size
- For large values of n
  - Time(2n) / Time(n) approaches exactly 2
- Both are O(n) programs

Asymptotic Complexity

- **Comparing two log functions**

Size	Running Time	
	$\log_2(n)$	$5 * \log_2(n) + 3$
64	6	33
128	7	38
256	8	43
512	9	48

Asymptotic Complexity

- Comparing two functions
  - $\log_2(n)$ and $5 * \log_2(n) + 3$ behave similarly
  - Run time roughly increases by constant as input size doubles
  - Run time increases logarithmically with input size
- For large values of n
  - Time(2n) – Time(n) approaches constant
  - Base of logarithm does not matter
    - Simply a multiplicative factor

$$\log_a N = (\log_b N) / (\log_b a)$$

- Both are O(log(n)) programs

Asymptotic Complexity

- **Comparing two quadratic functions**

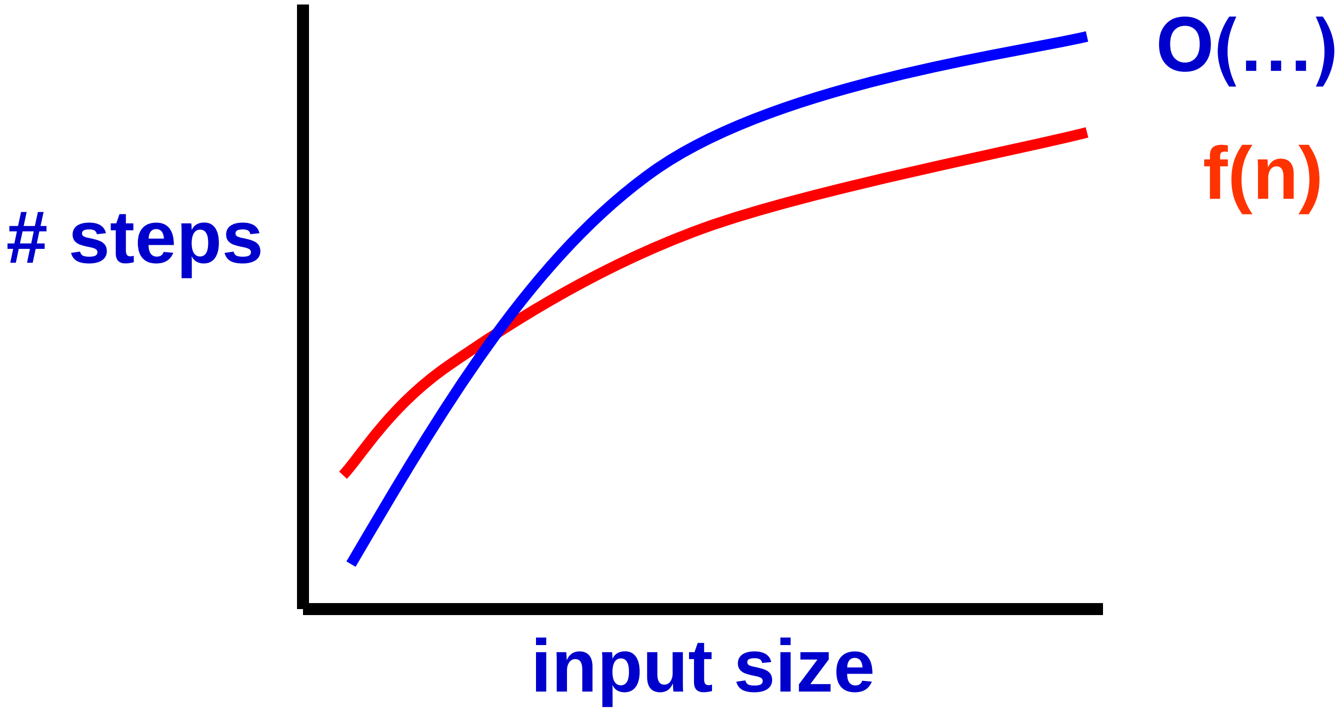
Size	Running Time	
	n^2	$2\ n^2 + 8$
2	4	16
4	16	40
8	64	132
16	256	520

Asymptotic Complexity

- Comparing two functions
  - n^2 and $2\,n^2 + 8$ behave similarly
  - Run time roughly increases by 4 as input size doubles
  - Run time increases quadratically with input size
- For large values of n
  - Time(2n) / Time(n) approaches 4
- Both are O(n^2) programs

Big-O Notation

- Represents
  - Upper bound on number of steps in algorithm
    - For sufficiently large input size
  - 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
  - $M \times g(n) \geq f(n)$, 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 $n = 100$
    - $40000 \geq 20000 + 1000 + 1000$

Observations

- **For large values of n**
  - **Any O(log(n)) algorithm is faster than O(n)**
  - **Any O(n) algorithm is faster than O(n^2)**
- **Asymptotic complexity is fundamental measure of efficiency**

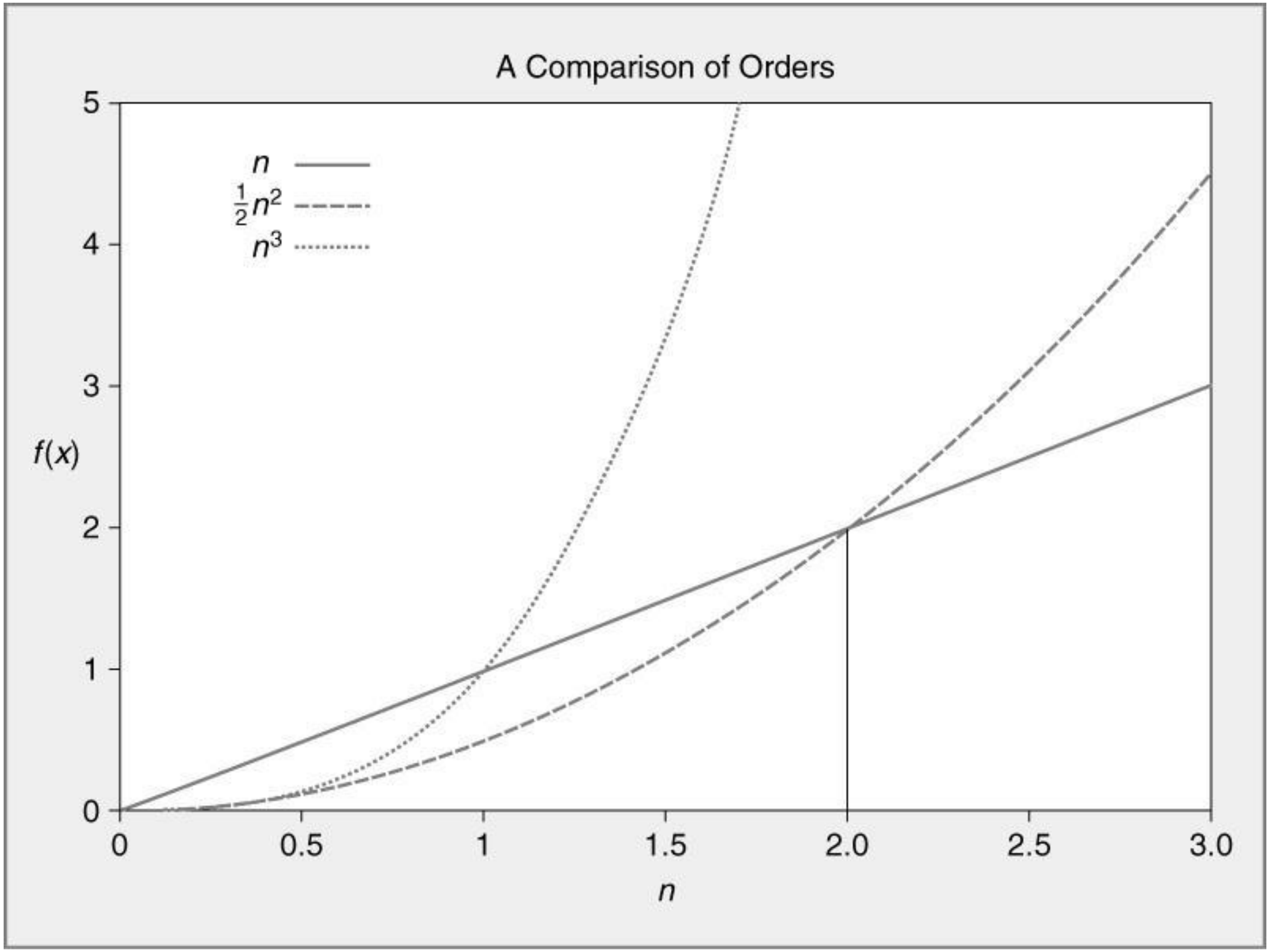
Asymptotic Complexity Categories

Complexity	Name	Example
$O(1)$	Constant	Array access
$O(\log(n))$	Logarithmic	Binary search
$O(n)$	Linear	Largest element
$O(n \log(n))$	N log N	Optimal sort
$O(n^2)$	Quadratic	2D Matrix addition
$O(n^3)$	Cubic	2D Matrix multiply
$O(n^k)$	Polynomial	Linear programming
$O(k^n)$	Exponential	Integer programming
$O(n!)$	Factorial	Brute-force search TSP
$O(n^n)$	N to the N	

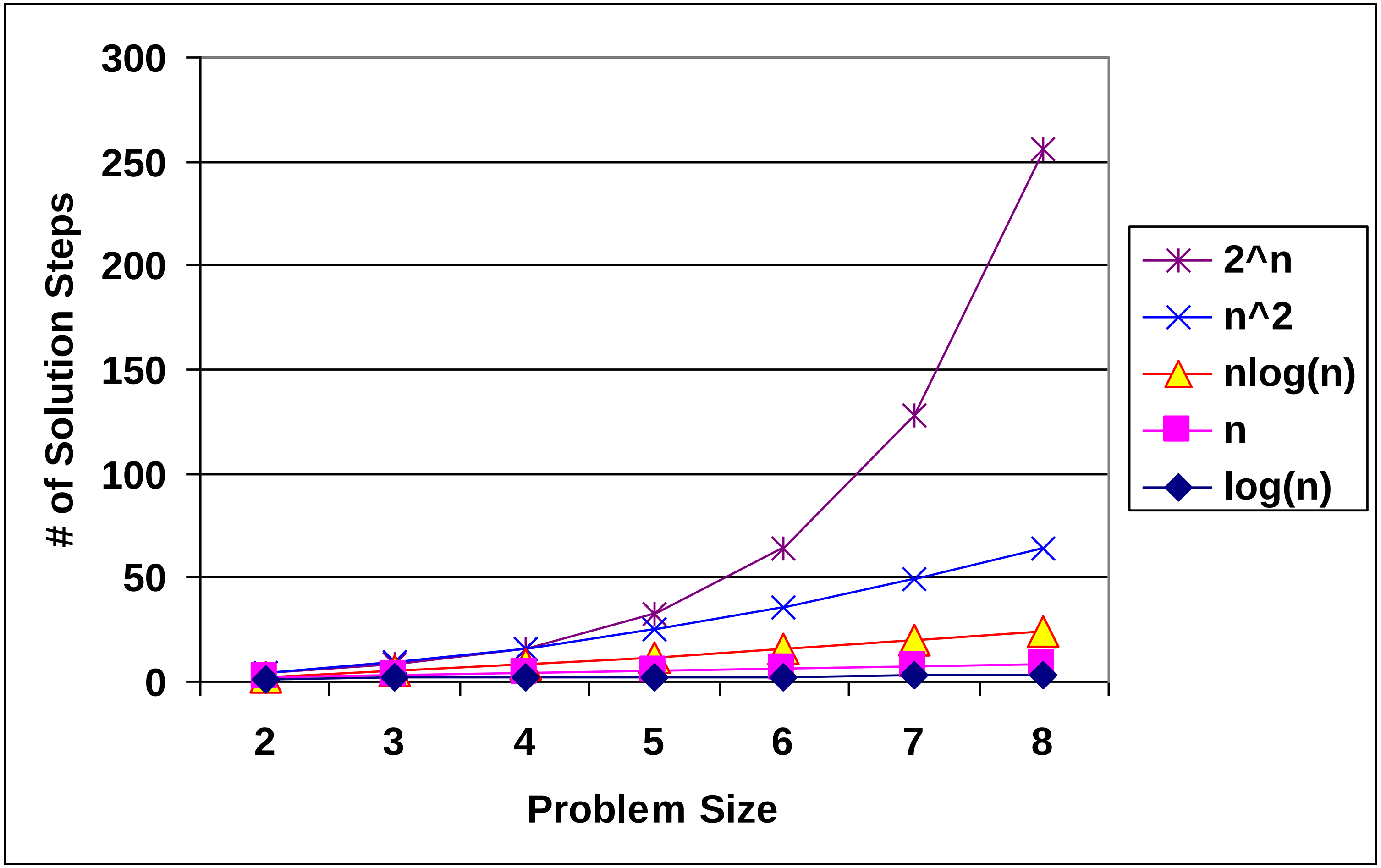
From smallest to largest

For size n, constant $k > 1$

Comparison of Complexity



Complexity Category Example



Calculating Asymptotic Complexity

- As n increases
  - Highest complexity term dominates
  - Can ignore lower complexity terms
- Examples
  - $2\ n + 100 \quad \Rightarrow O(n)$
  - $n \log(n) + 10\ n \quad \Rightarrow O(n\log(n))$
  - $\frac{1}{2}\ n^2 + 100\ n \quad \Rightarrow O(n^2)$
  - $n^3 + 100\ n^2 \quad \Rightarrow O(n^3)$
  - $1/100\ 2^n + 100\ n^4 \quad \Rightarrow O(2^n)$

Types of Case Analysis

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

Types of Case Analysis

- **Best case**
  - **Smallest number of steps required**
  - **Not very useful**
  - **Example $\Rightarrow$ 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 $\Rightarrow$ 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**
    - **Average case**
    - **Expected case**

Approaches to Average Case

- Average case
  - Average over all possible inputs
    - Assumes all inputs have the same probability
  - Example
    - Case 1 = 10 steps, Case 2 = 20 steps
    - Average = 15 steps
- Expected case
  - Weighted average over all possible inputs
    - Based on probability of each input
  - Example
    - Case 1 (90%) = 10 steps, Case 2 (10%) = 20 steps
    - Average = 11 steps