

# CMSC 132: Object-Oriented Programming II

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## Algorithmic Complexity II

Department of Computer Science  
University of Maryland, College Park

# Overview

- **Critical sections**
- **Comparing complexity**
- **Types of complexity analysis**

# 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

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

critical  
section



## ■ Code execution

- |                           |                             |
|---------------------------|-----------------------------|
| ■ A $\Rightarrow$ once    | ■ C $\Rightarrow n^2$ times |
| ■ B $\Rightarrow n$ 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

critical  
section



## ■ 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 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

critical  
section



## ■ Code execution

- A  $\Rightarrow$  once
- B  $\Rightarrow$  10000  $n$  times

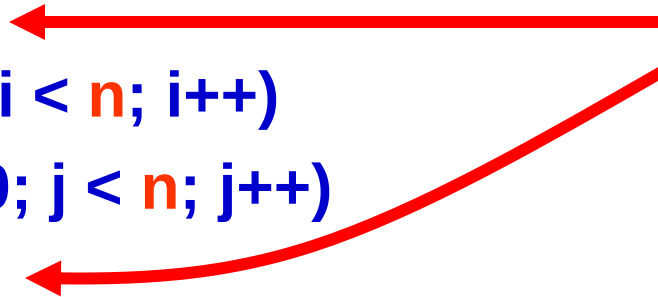
## ■ Time $\Rightarrow 1 + 10000 n = O(n)$

# 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. **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)

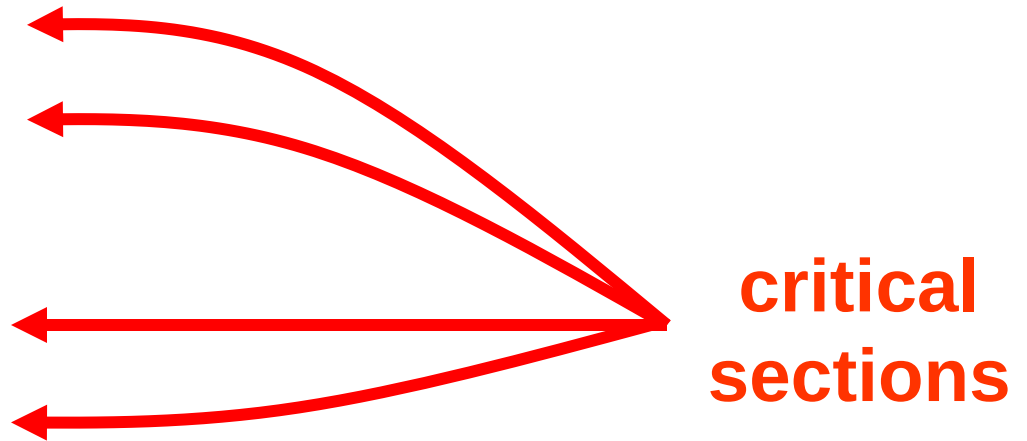
2.   if (n == 1)

3.     A

4.   else

5.     DoWork(n/2)

6.     DoWork(n/2)



## ■ Code execution

■ A  $\Rightarrow$  1 times

■ DoWork(n/2)  $\Rightarrow$  2 times

■ Time(1)  $\Rightarrow$  1    Time(**n**) =  $2 \times \text{Time}(\mathbf{n}/2) + 1$

# Recursive Algorithms

## ■ Definition

- An algorithm that calls itself

## ■ Components of a recursive algorithm

### 1. Base cases

- Computation with no recursion

### 2. Recursive cases

- Recursive calls

- Combining recursive results

# Recursive Algorithm Example

## ■ Code (for input size **n**)

1. **DoWork (int n)**

2.   **if (n == 1)**

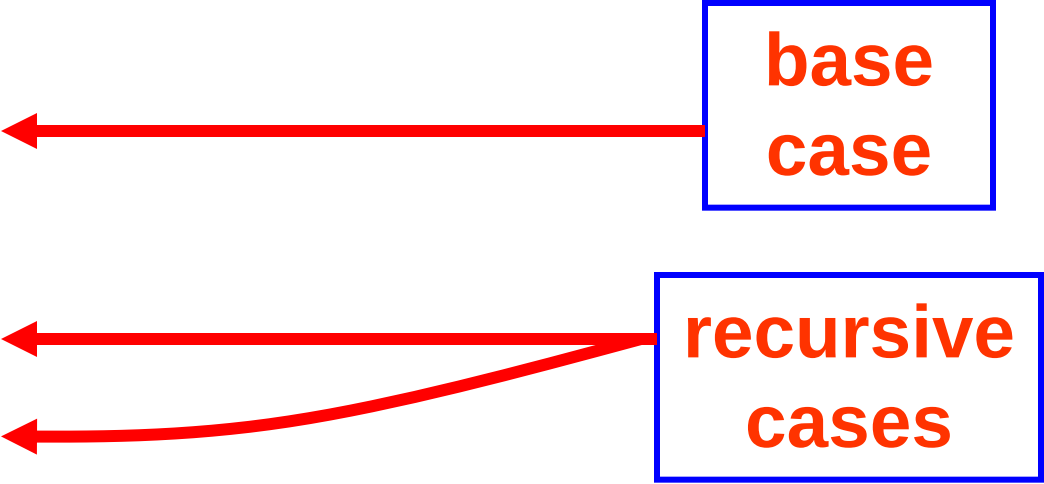
3.     **A**

4.   **else**

5.     **DoWork(n/2)**

6.     **DoWork(n/2)**

**base  
case**



**recursive  
cases**

# 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  $k > 1$

# Comparing Complexity

- Compare two algorithms

- $f(n)$ ,  $g(n)$

- Determine which increases at faster rate

- As problem size  $n$  increases

- Can compare ratio

- If  $\infty$ ,  $f()$  is larger

- If 0,  $g()$  is larger

- If constant, then same complexity

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)}$$

# Complexity Comparison Examples

■  $\log(n)$  vs.  $n^{1/2}$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} \quad \rightarrow \quad \lim_{n \rightarrow \infty} \frac{\log(n)}{n^{1/2}} \quad \rightarrow \quad 0$$

■  $1.001^n$  vs.  $n^{1000}$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} \quad \rightarrow \quad \lim_{n \rightarrow \infty} \frac{1.001^n}{n^{1000}} \quad \rightarrow \quad ??$$

Not clear, use  
L'Hopital's Rule

# Additional Complexity Measures

## ■ Upper bound

- Big-O  $\Rightarrow O(\dots)$

- Represents upper bound on # steps

## ■ Lower bound

- Big-Omega  $\Rightarrow \Omega(\dots)$

- Represents lower bound on # steps

## ■ Combined bound

- Big-Theta  $\Rightarrow \Theta(\dots)$

- Represents combined upper/lower bound on # steps

- Best possible asymptotic solution

# 2D Matrix Multiplication Example

## ■ Problem

■  $C = A * B$



## ■ Lower bound

■  $\Omega(n^2)$  Required to examine 2D matrix

## ■ Upper bounds

■  $O(n^3)$  Basic algorithm

■  $O(n^{2.807})$  Strassen's algorithm (1969)

■  $O(n^{2.376})$  Coppersmith & Winograd (1987)

## ■ Improvements still possible (open problem)

■ Since upper & lower bounds do not match

# Additional Complexity Categories

- | ■ | Name        | Description                       |
|---|-------------|-----------------------------------|
| ■ | P           | Deterministic polynomial time     |
| ■ | NP          | Nondeterministic polynomial time  |
| ■ | PSPACE      | Polynomial space                  |
| ■ | EXPSPACE    | Exponential space                 |
| ■ | Decidable   | Can be solved by finite algorithm |
| ■ | Undecidable | Not solvable by finite algorithm  |
- If a problem has a algorithm that solves it in time X, then the problem is said to be in X
- e.g., matrix multiplication is in P

# Why do we care?

- If a problem can't be solved within  $P$  time, then no algorithm can solve *all* cases exactly in a *reasonable* amount of time
  - But there might be an algorithm that always quickly gives close approximations
  - Or an algorithm that gives quick exact answers for the cases we care about
- Issues such as PSPACE vs. EXPSPACE are interesting theoretical issues, and sometimes provide practical insight

# NP Time Algorithms

- Two ways of thinking about it

- First way:

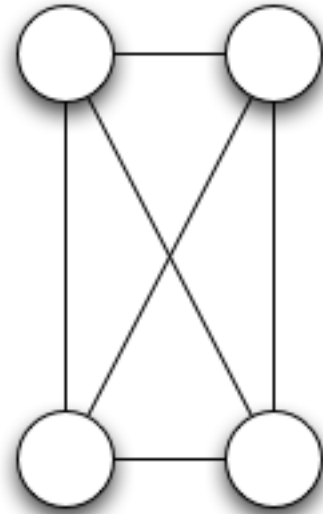
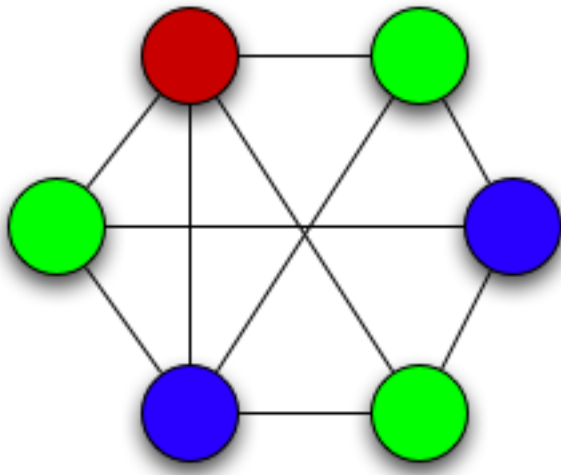
- Given a problem, and a potential answer, can we verify that the answer is correct in polynomial time?

- Second way:

- Whenever the algorithm wants, it can clone itself in two
- If either clone finds an answer, the entire system produces an answer

# Graph 3-coloring

- Given a graph (vertices and undirected edges)
- Can you find a way to color each vertex either blue, red, or green
- Such that no two vertices connected by an edge have the same color?



Some  
graphs are  
hard

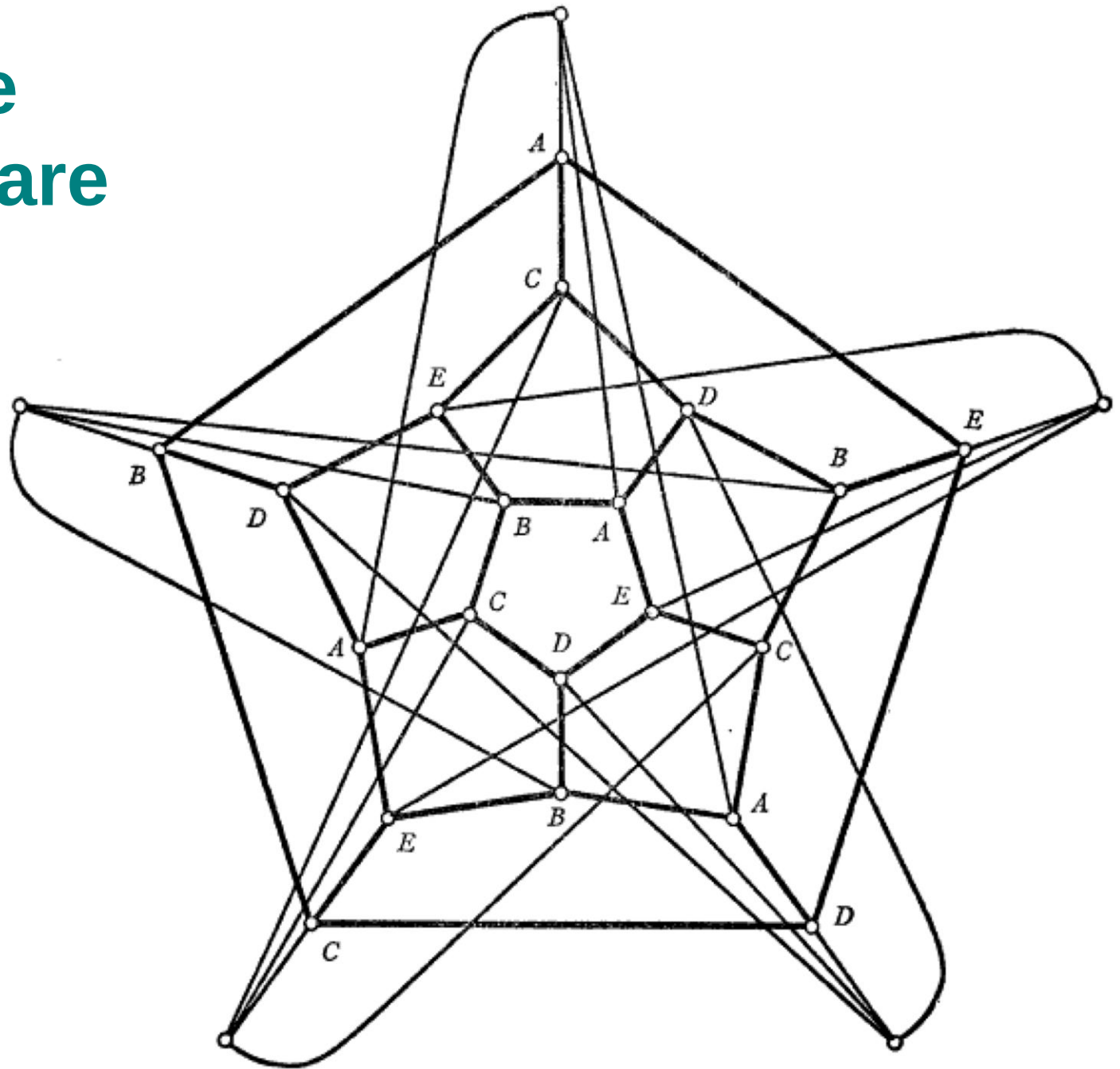


FIG. 1

# 3 coloring a graph is in NP

- There exist NP algorithms to 3 color a graph
  - Guess a 3 coloring
  - Verify that the coloring is valid
    - Easy to do in  $O(n)$  time
- No one knows if there exists a polynomial time algorithm to find a 3 coloring for an arbitrary graph
  - If you come up with one, even one that runs in time  $O(n^{100})$ , you win one million dollars
  - Seriously

# NP Time Algorithm

- Many interesting problems are solvable with an NP algorithm, but not known to be solvable with a P algorithm
  - Boolean satisfiability
  - Traveling salesman problem (TLP)
  - Bin packing
- Key to solving many optimization problems
  - Most efficient trip routes
  - Most efficient schedule for employees
  - Most efficient usage of resources

# NP Complete problems

- **Some problems are NP-complete**
  - They are in NP
  - And if a polynomial time algorithm existed for the program
  - Then every single last problem in NP could be solved in polynomial time
- **Almost all problems that are in NP but are not known to be in P are NP-complete**
  - But not all

# P = NP?

- Are NP problems solvable in polynomial time?
  - Prove  $P=NP$ 
    - Show polynomial time solution exists for any NP-complete problem
  - Prove  $P \neq NP$ 
    - Show no polynomial-time solution possible for some problem in NP
    - The expected answer
- The most important open problem in CS
  - \$1 million prize offered by Clay Math Institute
  - Plus front page, NY Times, job offers galore, instant Ph.D. in Computer Science

# Algorithmic Complexity Summary

## ■ Asymptotic complexity

- Fundamental measure of efficiency
- Independent of implementation & computer platform

## ■ Learned how to

- Examine program
- Find critical sections
- Calculate complexity of algorithm
- Compare complexity