

# CS141: Intermediate Data Structures and Algorithms

**Analysis of Algorithms** 

**Amr Magdy** 

## **Analyzing Algorithms**



#### Algorithm Correctness

- a. Termination
- b. Produces the correct output for all possible input.

#### 2. Algorithm Performance

- a. Either runtime analysis,
- b. or storage (memory) space analysis
- c. or both



- Sorting problem
  - Input: an array A of n numbers
  - Output: the same array in ascending sorted order (smallest number in A[1] and largest in A[n])



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#### Insertion Sort

```
INSERTION-SORT (A, n)

for j = 2 to n

key = A[j]

// Insert A[j] into the sorted sequence A[1 ... j - 1].

i = j - 1

while i > 0 and A[i] > key

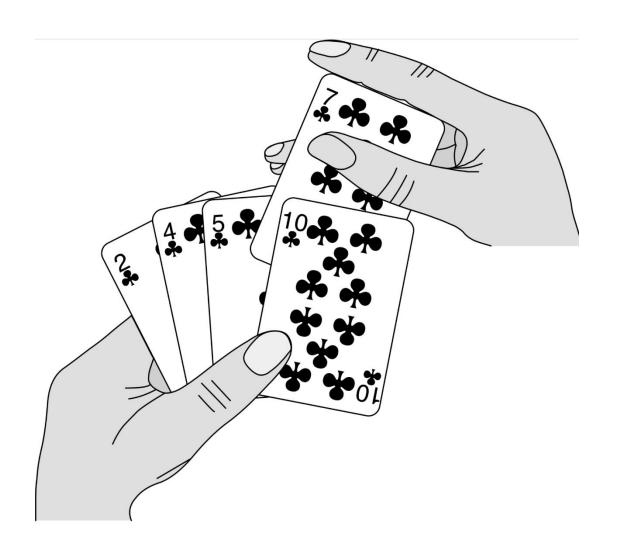
A[i + 1] = A[i]

i = i - 1

A[i + 1] = key
```



How does insertion sort work?

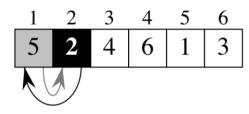




5	2	4	6	1	3
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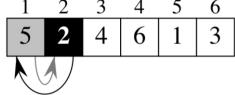


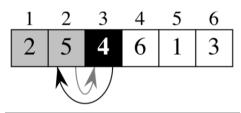
5 2	2 4	6	1	3
-----	-----	---	---	---





5	2	4	6	1	3
1	2	3	4	5	6

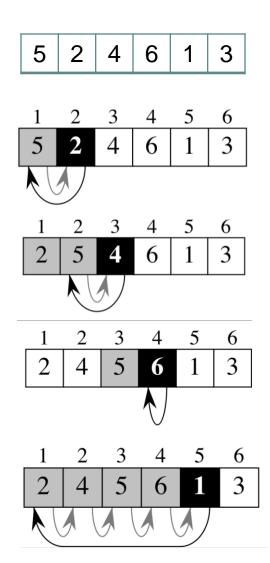






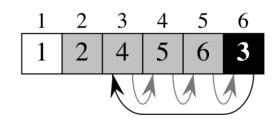
5	2	4	6	1	3
1	2	2	4	_	
1 5	2	4	6	5	6
		4	O	1	3
_1_	2	3	4	5	6
2	5	4	6	1	3
	V				
1	2	3	4	5	6
2	4	5	6	1	3
	•				•



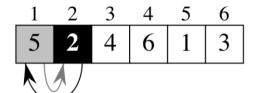


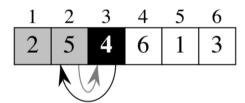


5	2	4	6	1	3	
1	2	3	4	5	6	
5	2	3 4	6	1	$\begin{bmatrix} 6 \\ 3 \end{bmatrix}$	
1	2	3	4	5	6	
2	5	4	6	1	3	
_1	2	3	4	5	6	
2	4	$\frac{3}{5}$	6	1	3	
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T					

	1	2	3	4	5	6
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•						

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  - Does it halt?
  - Does it produce correct output for all possible input?



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  - Does it halt? Yes
    - Two deterministically bounded loops, no infinite loops involved
  - Does it produce correct output for all possible input?

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  - Does it halt? Yes
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    - Will check through loop invariants



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- Loop invariant:
  - It is a property that is true before and after each loop iteration.



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- Loop invariant:
  - It is a property that is true before and after each loop iteration.
- Insertion sort loop invariant (ISLI):
  - The first (j-1) array elements A[1..j-1] are:
     (a) the original (j-1) elements, and (b) sorted.

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    - Halts and produces the correct output after (n-1) iterations
- Loop invariant (LI) correctness
  - 1. Initialization:

LI is true prior to the 1<sup>st</sup> iteration.

2. Maintenance:

If LI true before the iteration, it remains true before the next iteration

3. Termination:

After the loop terminates, the output is correct.



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  - 1. Initialization:

Prior to the  $1^{st}$  iteration, j=2, the first (2-1)=1 elements is sorted.

2. Maintenance:

The (j-1)<sup>th</sup> iteration inserts the j<sup>th</sup> element in a sorted order, so after the iteration, the first (j-1) elements remains the same and sorted.

3. Termination:

The loop terminates after (n-1) iterations, j=n+1, so the first n elements are sorted, then the output is correct.

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## **Algorithms Performance Analysis**



- Which criteria should be taken into account?
- Running time
- Memory footprint
- Disk IO
- Network bandwidth
- Power consumption
- Lines of codes
- > ...

## **Algorithms Performance Analysis**

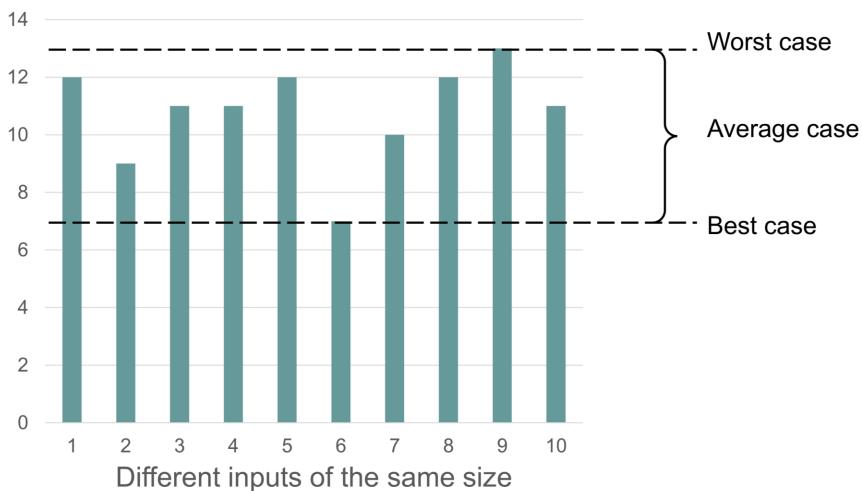


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## **Average Case vs. Worst Case**



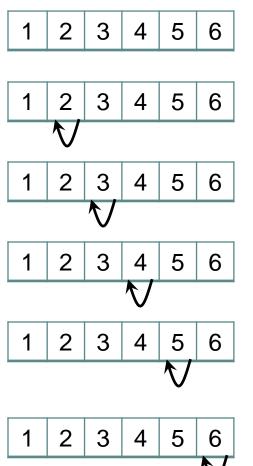








Input array is sorted





Input array is sorted

INSERTION-SORT (A, n)

1 2 3 4 5 6

1 2 3 4 5 6

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1 2 3 4 5 6

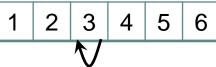


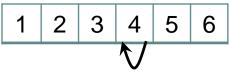
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1 2 3 4 5 6

INSERTION-SORT (A, n)





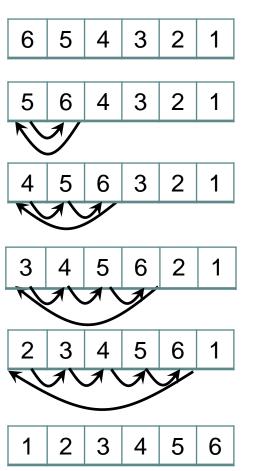


$$T(n) = (n-1)*(c1+c2+0+c3+1*(c4+0)+c5)$$
  
 $T(n) = cn-c,$  const c=c1+c2+c3+c4+c5





Input array is reversed



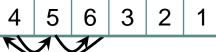
INSERTION-SORT (A, n)

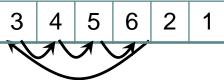


#### Input array is reversed

6 5 4 3 2 1











#### Input array is reversed

 $\begin{bmatrix} 5 & 5 & 4 & 3 & 2 & 1 \end{bmatrix}$  INSERTION-SORT(A, n)

$$T(n) = (n-1)^*(c1+c2+0+c3+i^*(c4+c5+c6)+c7)$$

$$T(n) = (n-1)^*(c1+c2+0+c3+c7) + \sum i^*(c4+c5+c6), \text{ for all } 1 <= i < n$$

$$T(n) = (cn-c) + \sum i^*d, c \& d \text{ are constants}$$

$$\sum i^*d = 1^*d+2^*d+3^*d+....+(n-1)^*d=d *(1+2+3+...(n-1))=d^*n(n-1)/2$$

$$T(n) = (cn-c) + dn^2/2-dn/2 = d^*n^2+c11^*n+c12, c's \& d \text{ are consts}$$

## **Insertion Sort Average Case**



- Average = (Best + Worst)/2
- >  $T(n) = cn^2 + dn + e$ , c, d, e are consts

#### Which case we consider?



### Which case we consider?



The worst case

### Which case we consider?



- The worst case
  - Why?

### Which case we consider?



- The worst case
  - Why?
    - > It gives guarantees on the upper bound performance

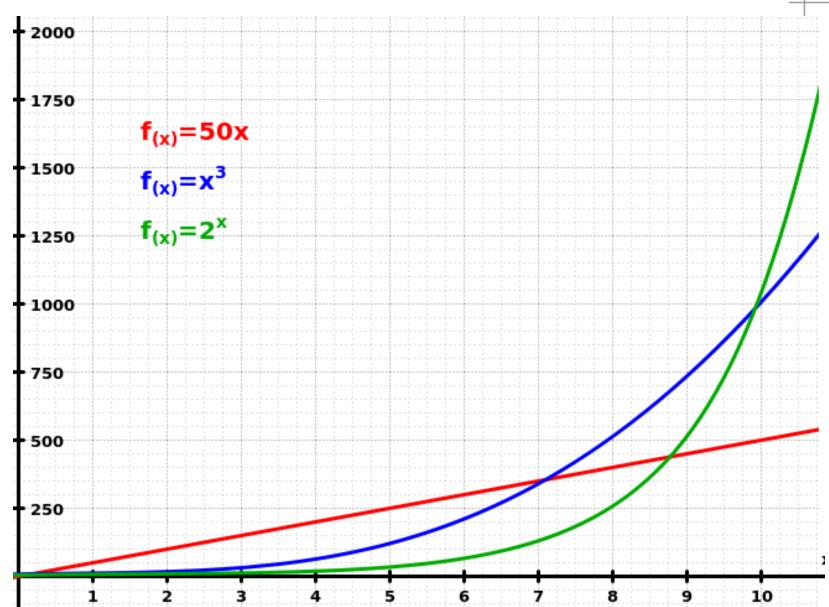
### **Growth of Functions**



- It is hard to compute the actual running time for more complex algorithms
- > The cost of the worst-case is a good measure
- The growth of the cost function is what interests us (when input size is large)
- We are more concerned with comparing two cost functions, i.e., two algorithms.

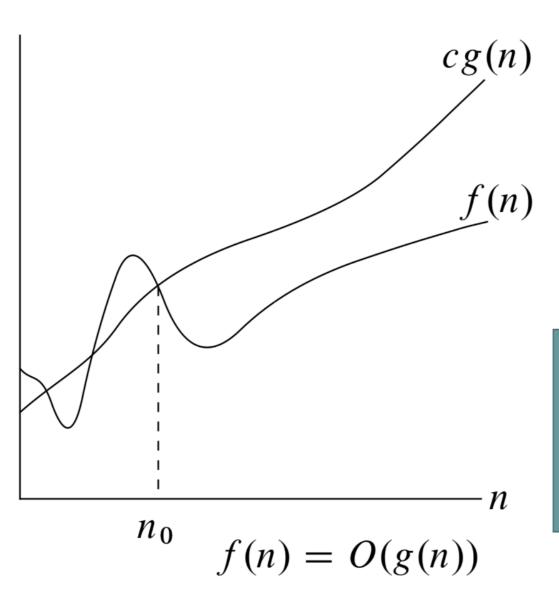
### **Growth of Functions**





### **O-notation**





$$\exists c > 0, n_0 > 0$$

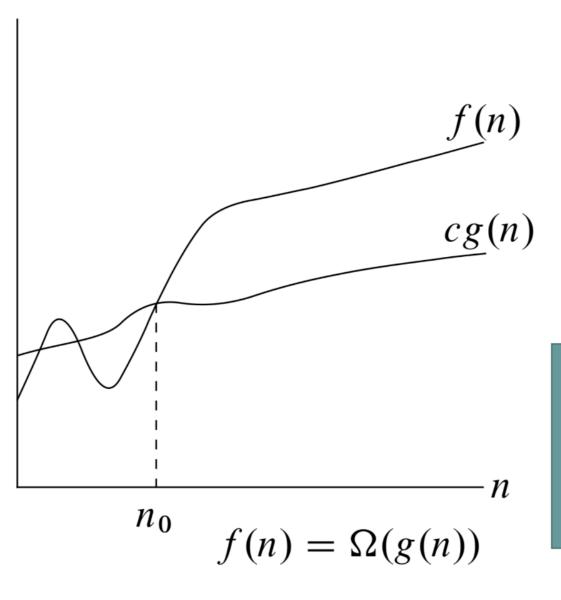
$$0 \le f(n) \le cg(n)$$

$$n \ge n_0$$

g(n) is an asymptotic upper-bound for f(n)

### **Ω**-notation





$$\exists c > 0, n_0 > 0$$

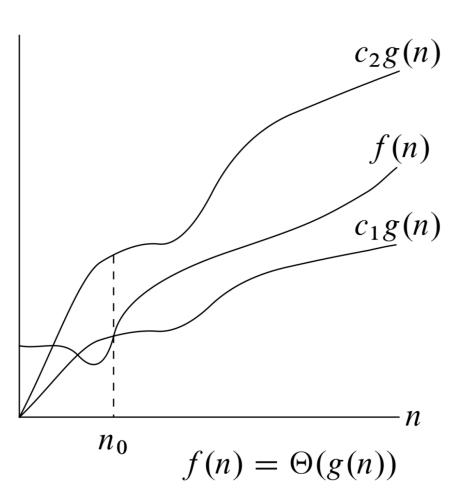
$$0 \le cg(n) \le f(n)$$

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### **O-notation**



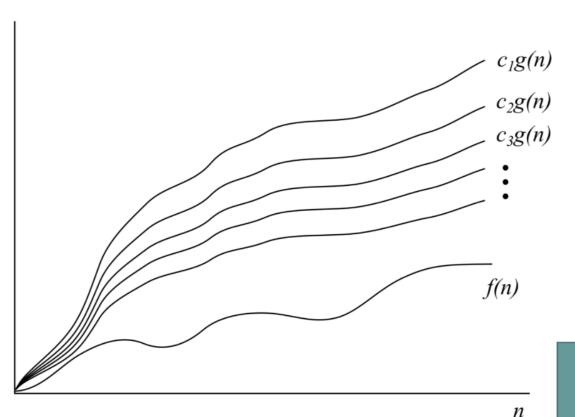


$$\exists c_1, c_2 > 0, n_0 > 0$$
  
 $0 \le c_1 g(n) \le f(n) \le c_2 g(n)$   
 $n \ge n_0$ 

g(n) is an asymptotic tight-bound for f(n)

### o-notation





$$\forall c > 0$$

$$\exists n_0 > 0$$

$$0 \le f(n) \le cg(n)$$

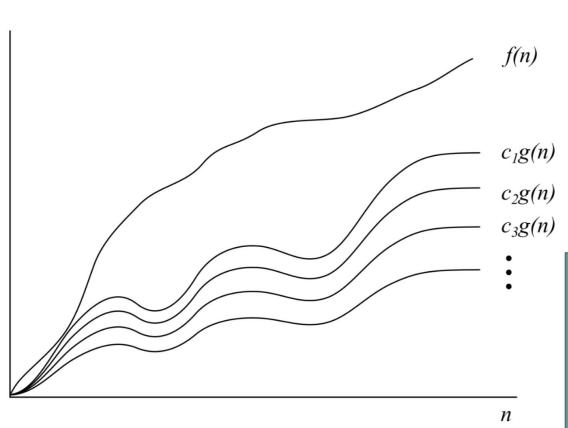
$$n \ge n_0$$

$$f(n) = o(g(n))$$

g(n) is a non-tight asymptotic upperbound for f(n)

### ω-notation





$$\forall c > 0$$

$$\exists n_0 > 0$$

$$0 \le cgn(n) \le f(n)$$

$$n \ge n_0$$

$$f(n) = \omega(g(n))$$

g(n) is a non-tight asymptotic lower-bound for f(n)

## **Comparing Two Functions**



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

- > 0: f(n) = o(g(n))
- $\rightarrow$  c > 0:  $f(n) = \Theta(g(n))$
- $\rightarrow$   $\infty$ :  $f(n) = \omega(g(n))$

# **Analogy to Real Numbers**



Functions	Real numbers
f(n) = O(g(n))	$a \leq b$
$f(n) = \Omega(g(n))$	$a \geq b$
$f(n) = \Theta(g(n))$	a = b
f(n) = o(g(n))	a < b
$f(n) = \omega(g(n))$	a > b

### Simple Rules



- We can omit constants
- We can omit lower order terms
- $\Theta(an^2+bn+c)$  becomes  $\Theta(n^2)$ , a, b, c are constants
- $\Theta(c1)$  and  $\Theta(c2)$  become  $\Theta(1)$ , c's are constants
- $\Theta(\log_{k1} n)$  and  $\Theta(\log_{k2} n)$  become  $\Theta(\log n)$ , k's are constants
- $\Theta(\log(n^k))$  becomes  $\Theta(\log n)$ , k is constant

## **Popular Classes of Functions**



Constant: 
$$f(n) = \Theta(1)$$

Logarithmic: 
$$f(n) = \Theta(\lg(n))$$

Sublinear: 
$$f(n) = o(n)$$

Linear: 
$$f(n) = \Theta(n)$$

Super-linear: 
$$f(n) = \omega(n)$$

Quadratic: 
$$f(n) = \Theta(n^2)$$

Polynomial: 
$$f(n) = \Theta(n^k)$$
; k is a constant

Exponential: 
$$f(n) = \Theta(k^n)$$
;  $k$  is a constant

## **Insertion Sort Worst Case (Revisit)**

INSERTION-SORT (A, n)

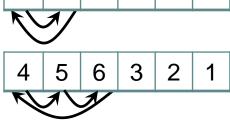


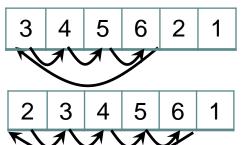
(n-1)

#### Input array is reversed

 6
 5
 4
 3
 2
 1

 5
 6
 4
 3
 2
 1





for 
$$j = 2$$
 to  $n$   
 $key = A[j]$   
// Insert  $A[j]$  into the sorted sequence  $A[1..j-1]$ .  
 $i = j-1$   
while  $i > 0$  and  $A[i] > key$   
 $A[i+1] = A[i]$   
 $i = i-1$  max n

$$T(n) = (n-1)*n = O(n^2)$$

A[i+1] = key



- T1(n) = 2n+1000000
- T2(n) = 200n + 1000
- Which is better? Why?
  - In terms of order of growth?



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    - For n <= 5045, T2 is faster, otherwise T1 is faster</p>



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  - In terms of actual runtime?
    - For n <= 5045, T2 is faster, otherwise T1 is faster</p>
- What is the main usage of asymptotic notation analysis?



Algorithm 1 for i = 1 to

for 
$$i = 1$$
 to  $n$   
 $j = 2*i$   
for  $j = 1$  to  $n/2$   
print  $j$ 



```
Algorithm 2
  for i = 1 to n/2 {
      print i
      for j = 1 to n, step j = j*2
           print i*j
    }
```



Algorithm 3

```
for i = 1 to n/2

print i

for j = 1 to n, step j = j*2

print i*j
```



Algorithm 4
input x (+ve integer)
while x > 0print x  $x = \lfloor x/5 \rfloor$ 

## **Credits & Book Readings**



- Book Readings
  - **>** 2.1, 2.2, 3.1, 3.2
- Credits
  - Prof. Ahmed Eldawy notes
    - http://www.cs.ucr.edu/~eldawy/17WCS141/slides/CS141-1-09-17.pdf
  - Online websites
    - https://commons.wikimedia.org/wiki/File:Exponential.svg