CSSE 220 Day 27

Analysis of Algorithms intro

Program "goodness"

- What is "goodness"?
- How to measure efficiency?
 - Profiling, Big–Oh
- Big-Oh:
 - Motivation
 - Informal examples
 - Informal definition
 - Formal definition
 - Mathematical
 - Application: examples
 - Best, worst, average case

What makes a program "good"

- Correct meets specifications
- Easy to understand
- Easy to modify
- Easy to write
- Runs fast
- Uses reasonable set of resources
 - Time
 - Space (main memory)
 - Hard-drive space
 - Peripherals

Measuring program effciency

- What kinds of things should we measure?
 - CPU time
 - memory used
 - disk transfers
 - network bandwidth
- Mostly in this course, we focus on the first two, and especially on CPU time
- One way to measure CPU time: *profiling*
 - Run the program in a variety of situations / inputs
 - Call System.currentTimeMillis()

What are the problems with profiling?

Big-Oh motivation: why profiling is not enough

- Results from profiling depend on:
 - Power of machine you use
 - CPU, RAM, etc
 - State of machine you use
 - What else is running? How much RAM is available? ...
 - What inputs do you choose to run?
 - Size of input
 - Specific input

Big-Oh motivation: what it provides

- Big-Oh is a mathematical definition that allows us to:
 - Determine how fast a program is (in big-Oh terms)
 - Share results with others in terms that are universally understood
- Features of big-Oh
 - Allows paper-and-pencil analysis
 - Is much easier / faster than profiling
 - Is a function of the *size of the input*
 - Focuses our attention on *big* inputs
 - Is machine independent

Familiar example: Linear search of a sorted array of Comparable items

- •What should we count?
- •Best case, worst case, average case?

Another algorithm analysis example

Does the following method actually create and return a copy of the string s?

What can we say about the running time of the method? (where **N** is the length of the string **s**) **What should we count?**

```
public static String stringCopy(String s) {
   String result = "";
   for (int i=0; i<s.length(); i++)
      result += s.charAt(i);
   return result;</pre>
```

Don't be too quick to make assumptions when analyzing an algorithm!

}

How can we do the copy more efficiently?

Interlude

Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live. --Martin Golding

Figure 5.1 Running times for small inputs

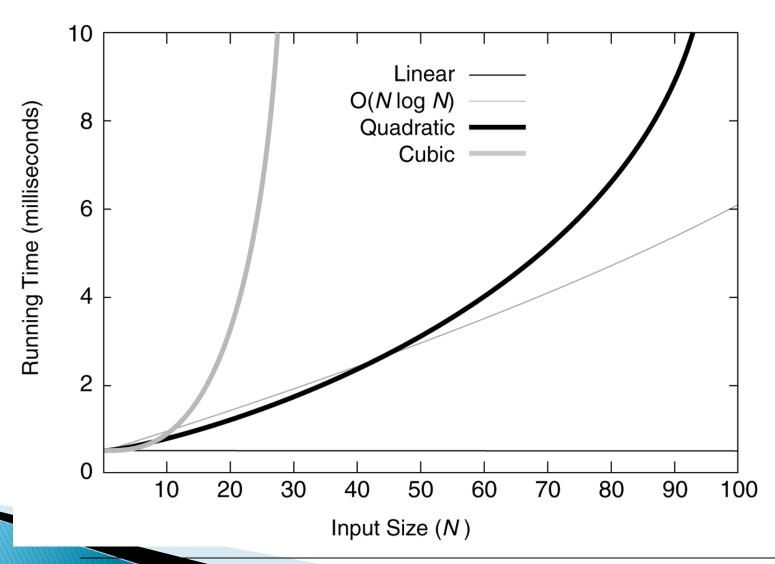


Figure 5.2 Running times for moderate inputs

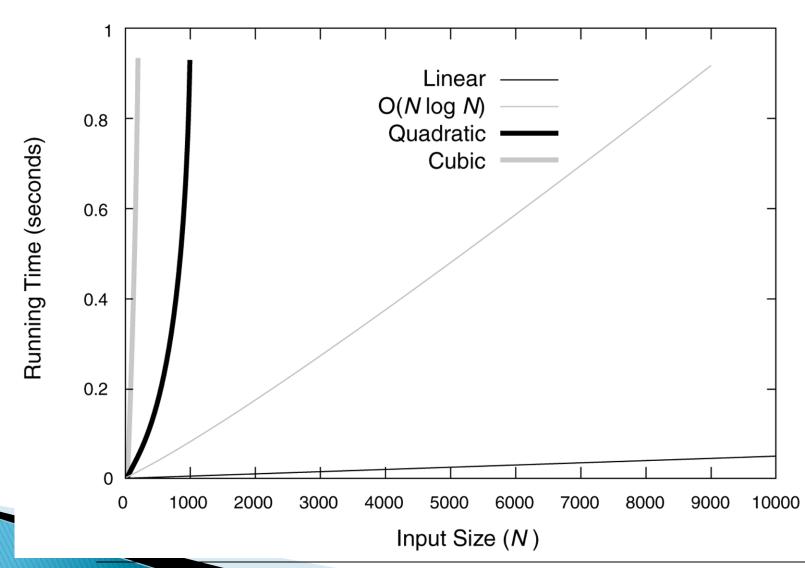


Figure 5.3 Functions in order of increasing growth rate

Function	Name
с	Constant
$\log N$	Logarithmic
$\log^2 N$	Log-squared
Ν	Linear
$N \log N$	N log N
N ²	Quadratic
N ³	Cubic
2 ^N	Exponential

Asymptotic analysis

- We only really care what happens when N (the size of a problem) gets large
- Is the function basically linear, quadratic, etc. ?
- For example, when n is large, the difference between n² and n² - 3 is negligible

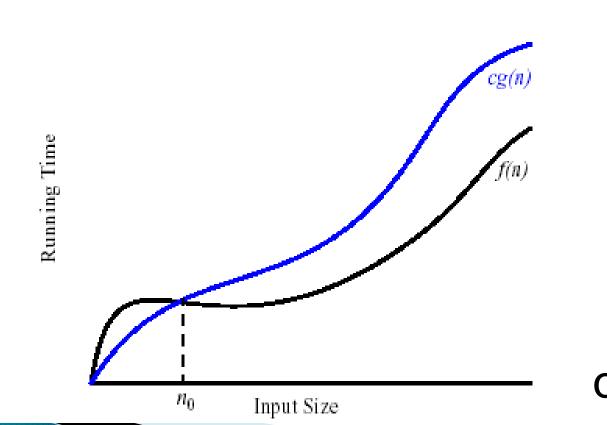
Informal definition of big-Oh As applied to run-time analysis

- Run-time of the algorithm of interest on a worst-case input of size n is:
 - at most a constant times *blah*, for large n
- Example: run-time of the linear search algorithm on a worst-case input of size n is:
 O(n)
- Alternatives to:
 - Run-time: space required, ...
 - Algorithm of interest: Problem of interest
 - Worst-case input: Average-case, best-case
 - At most: At least $=> \Omega$ and "exactly" (i.e. one

constant for at least and another for at most) $=> \Theta$

In this course, we won't be so formal . We'll just say that f(N) is O(g(N) means that f(n) is eventually smaller than a constant times g(n).

- The "Big-Oh" Notation
 - given functions f(n) and g(n), we say that f(n) is O(g(n)) if and only if there exists a c such that $f(n) \le c g(n)$ for $n \ge n_0$ for all $n \ge n_0$
 - c and n₀ are constants, f(n) and g(n) are functions over non-negative integers



- Simple Rule: Drop lower order terms and constant factors.
 - 7*n* 3 is **O**(*n*)
 - $8n^2\log n + 5n^2 + n$ is $O(n^2\log n)$

- Special classes of algorithms:
 - logarithmic:
 - linear
 - quadratic
 - polynomial
 - exponential

$$O(n)$$

$$O(n^2)$$

$$O(n^k), k \ge 1$$

$$O(a^n), n \ge 1$$

 $O(\log n)$

- "Relatives" of the Big-Oh
 - $-\Omega(f(n))$: Big Omega
 - $-\Theta(f(n))$: Big Theta

Recap: O, Ω, Θ

- f(N) is O(g(N)) if there is a constant c such that for sufficiently large N, f(N) ≤ cg(N)
 - Informally, as N gets large the growth rate of f is bounded above by the growth rate of g
- f(N) is $\Omega(g(N))$ if there is a constant c such that for sufficiently large N, f(N) \geq cg(N)
 - Informally, as N gets large the growth rate of f is bounded below by the growth rate of g
- f(N) is $\Theta(g(N))$ if f(N) is O(g(n)) and f(N) is $\Omega(g(N))$
 - Informally, as N gets large the growth rate of f is the same as the growth rate of g

Limits and asymptotics

consider the limit

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

- What does it say about asymptotics if this limit is zero, nonzero, infinite?
- We could say that knowing the limit is a sufficient but not necessary condition for recognizing big-oh relationships.
- It will be all we need for all examples in this course.

Apply this limit property to the following pairs of functions

- 1. N and N^2
- 2. $N^2 + 3N + 2$ and N^2
- 3. N + sin(N) and N
- 4. log N and N
- 5. N log N and N^2
- 6. N^a and Nⁿ
- 7. a^{N} and b^{N} (a < b)
- 8. $\log_a N$ and $\log_b N$ (a < b)
- 9. N! and N^N

Big-Oh Style

Give tightest bound you can

Saying that 3N+2 is O(N³) is true, but not as useful as saying it's O(N) [What about O(N³)?]

Simplify:

- You *could* say:
- 3n+2 is O(5n-3log(n) + 17)
- and it would be technically correct...
- It would also be poor taste ... and put me in a bad mood.

But... if I ask "true or false: 3n+2 is O(n³)", what's the answer?

- True!
- There may be "trick" questions like this on assignments and exams.
- But they aren't really tricks, just following the big-Oh
- definition!

Examples / practice

- Sorting and searching
 - Why we study these
- See project: SortingAndSearching
 - Counting: Loops