

Algorithms

- An <u>algorithm</u> is a clearly specified set of instructions a computer follows to solve a
- An algorithm should be
 - efficient: not use too much time or space
- <u>Algorithm analysis</u>: determining how much time and space a given algorithm will consume.2

Algorithms

- Note that two very different algorithms can solve the same problem
 - bubble sort vs. quicksort
 - List insert in an array-based implementation vs. a linked-list-based implementation.
- How do we know which is faster (more efficient in time)?
- Why not just run both on same data and compare?

Algorithms

- Could measure the time each one takes to execute, but that is subject to various external factors
 - multitasking operating system
 - speed of computer
 - language solution is written in (compiler)
- Need a way to quantify the efficiency of an algorithm independently of execution platform, language, or compiler

Estimating execution time

- We use the <u>number of statements executed</u> as an approximation of the execution time.
- The amount of time it takes an algorithm to execute is a function of the input size.
- Count up statements in a program or method or algorithm as a function of the amount of data
 - For a list of length N, it may take 3N²+2N+125 statements to sort it using a given algorithm.

Counting statements

- Each single statement (assignment, output) counts as 1 statement
- A boolean expression (in an if stmt or loop) is 1 statement
- A function call is equal to the number of statements executed by the function.
- A loop is basically the number of times the loop executes times the number of statements executed in the loop.
 - but usually counted in terms of N, the input size.

Counting statements example

```
int total(int[] values, int numValues)
{    int result = 0;
    for(int i = 0; i < numValues; i++)
        result += values[i];
    return result;
}</pre>
```

- What is N (input size) in this case?
 - the number of values in the array (numValues)
- Tally up the statement count:

(1)

(N)

- int result = 0; (1) - result += values[i]; (N)

- int i=0;

- return result; (1)

Total = 3N + 4

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- i < numValues (N+1)</p>

- j++

Comparing functions

- Is 3N+4 good? Is it better (less) than
 - 5N+5 ?
 - N+1,000 ?
 - N² + N + 2 ?
- Hard to say without graphing them.
- Even then, are the differences significant?

Comparing functions

- When comparing these functions in algorithm analysis
- We are concerned with very large values of N.
- We tend to ignore all but the "dominant" term.

At large values of N, 3N dominates the 4 in 3N+4

- We also tend to ignore the constant factor (3).
- We want to know which function is growing faster (getting bigger for bigger values of N).

Function classifications

 Constant 	f(x)=b	O(1)
 Logarithmic 	$f(x) = log_b(x)$	O(log n)
 Linear 	f(x)=ax+b	O(n)
 Linearithmic 	$f(x)=x \log_{b}(x)$	O(n log n)
 Quadratic 	f(x)=ax ² +bx+c	O(n ²)
 Exponential 	f(x)=b [×]	O(2 ^x)

Last column is "big Oh" notation

Comparing functions

- For a given function expressing the time it takes to execute a given algorithm in terms of N,
 - We ignore all but the dominant term and put it in one of the function classifications.

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- Which classifications are more efficient?.
 - The ones that grow more slowly.



8 16 32 64 1 Data size (N) 10

Comparing functions



Comparing functions

• Assume N is 100,000, processing speed is 1,000,000,000 operations per second

Function	Running Time
2 ^N	3.2 x 10 ³⁰⁰⁸⁶ years
N ⁴	3171 years
N ³	11.6 days
N ²	10 seconds
N log N	0.0017 seconds
N	0.0001 seconds
square root of N	3.2 x 10 ⁻⁷ seconds
log N	1.2 x 10 ⁻⁸ seconds

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Formal Definition of Big O

"Order F of N"

- T(N) is O(F(N)) if there are positive constants c and N₀ such that T(N) <= cF(N) when N >= N₀
 - N is the size of the data set the algorithm works on
 - T(N) is the function that characterizes the actual running time of the algorithm
 - F(N) is a function that characterizes an upper bounds on T(N). It is a limit on the running time of the algorithm. (The typical Big O functions)
 - c and N₀ are constants. We pick them to make the definition work.

Example using definition

- Given T(N) = 3N + 4, prove it is O(N).
 - F(N) in the definition is N
 - We need to choose constants c and N₀ to make T(N) <= cF(N) when N >= N₀ true.
 - Lets try c = 4 and N_0 = 5.
 - Graph on next slide shows: 3N+4 is less than 4N when N is bigger than 5

Demonstrating 3N+4 is O(N)



Best, Average Worst case analyses

- Best case: fewest possible statements executed
 - least interesting
- Average case: number of statements executed for most cases of input, or normal cases
 - pick an input set that is randomly distributed
- Worst case: maximum number of statements that could be executed
 - pick input set that would require the most statements to be executed.

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Example 1:

bool findNum(double[] values, int numValues, double num)
{
 for(int i = 1; i < numValues; i++)
 if(values[i] == num)
 return true;</pre>

```
return false;
```

- T(N) is O(F(N)) for what function F?
 - best case?
 - average case?
 - worst case?

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void List 3358::remove() {

currentSize--; if (isEmpty()) cursor = EOL;

assert(!atEOL() && !isEmpty());

values[i] = values[i+1];

for (int i=cursor; i < currentSize-1; i++)</pre>

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- // length of the array it is passed
- T(N) is O(F(N)) for what function F?

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