Analysis of Algorithm Complexity: Time and Space

Instructor: Shizhe Zhou

Course Code:00125401

Analysis of algorithms

The theoretical study of computer-program performance and resource usage.

What's more important than performance?

- modularity
- correctness
- maintainability
- functionality
- robustness
- user-friendliness
- programmer time
- simplicity
- extensibility
- reliability

Why study algorithms and performance?

- Algorithms help us to understand ***scalability***.
- Performance often draws the line between what is feasible and what is impossible.
- Algorithmic mathematics provides a ***language*** for talking about program behavior.
- The lessons of program performance generalize to other computing resources.
- Speed is fun!

The problem of sorting

Input: sequence $\langle a_1, a_2, \ldots, a_n \rangle$ of numbers.

Output: permutation $\langle a'_1, a'_2, \ldots, a'_n \rangle$ such that $a'_1 \le a'_2 \le \cdots \le a'_n$.

Example:

Input: 8 2 4 9 3 6

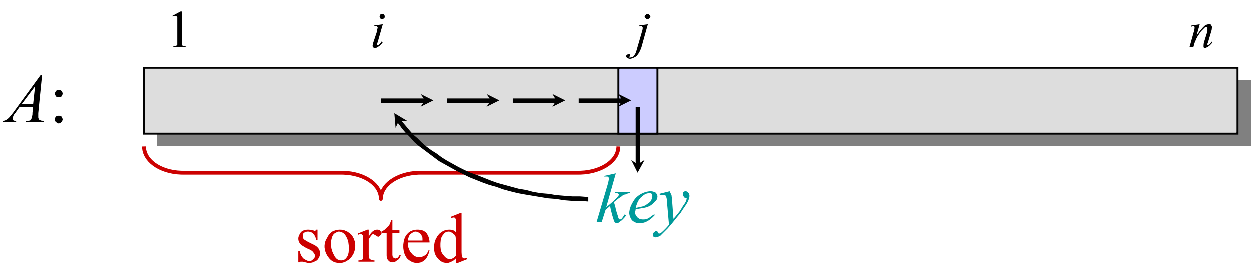
Output: 2 3 4 6 8 9

Insertion sort

"pseudocode"

```
INSERTION-SORT (A, n)        ▷ A[1 . . n]
    for j ← 2 to n
        do key ← A[ j]
           i ← j – 1
           while i > 0 and A[i] > key
               do A[i+1] ← A[i]
                  i ← i – 1
           A[i+1] = key
```

inner loop: 对每个A[j]从j-1向1(从后往前)扫描，凡大于A[j]者往后挪一位。直到碰到<=A[j]者停止。



Example of insertion sort

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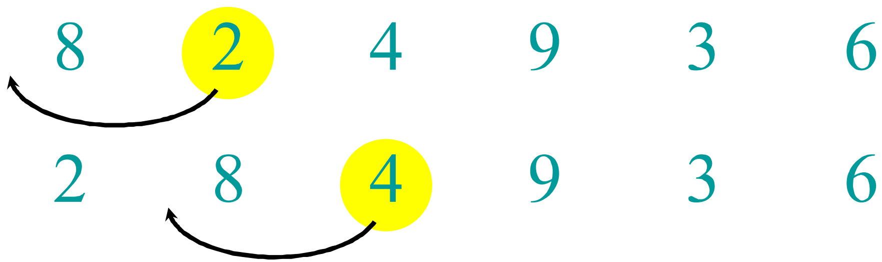

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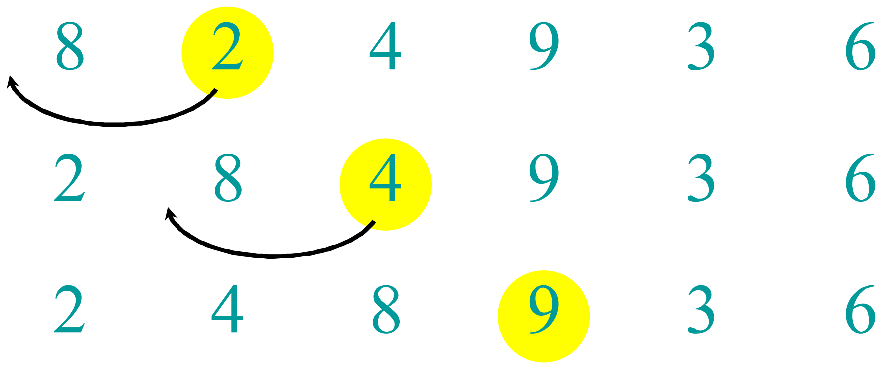

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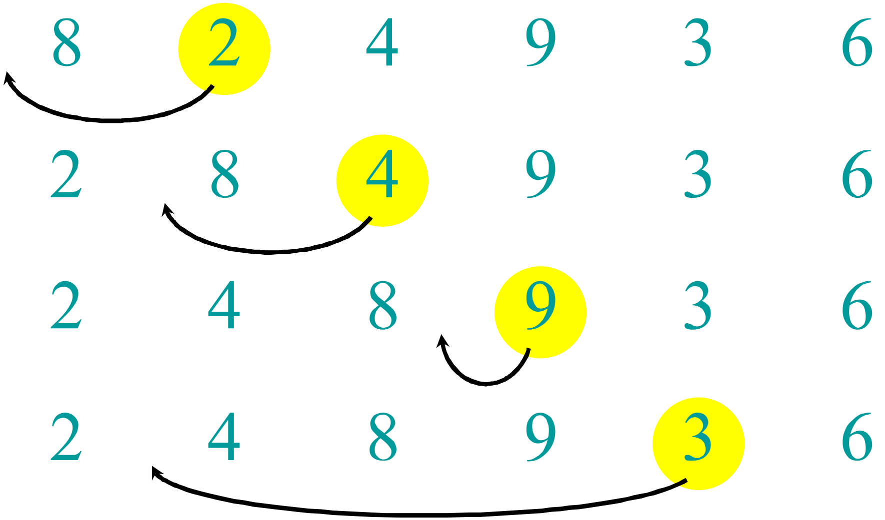

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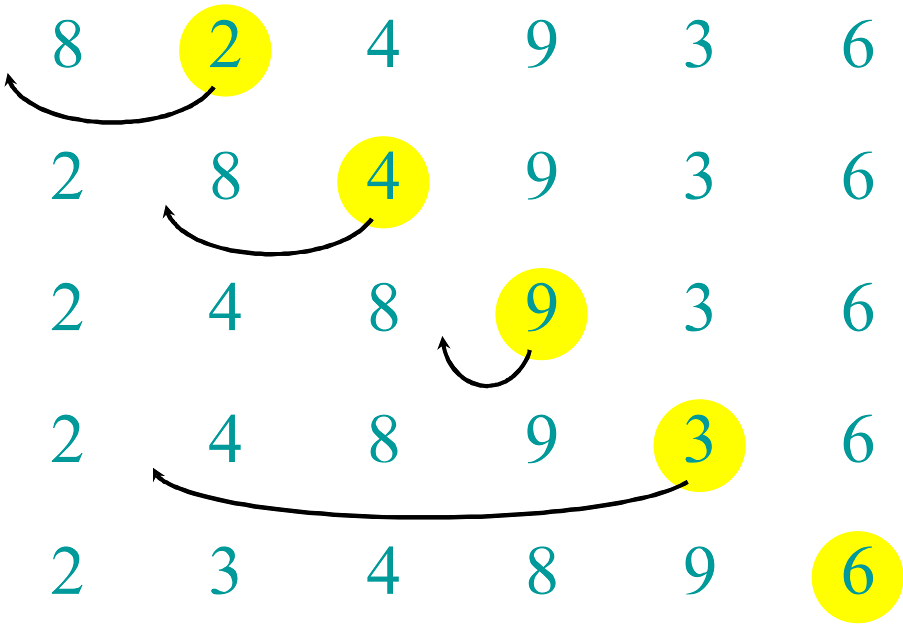

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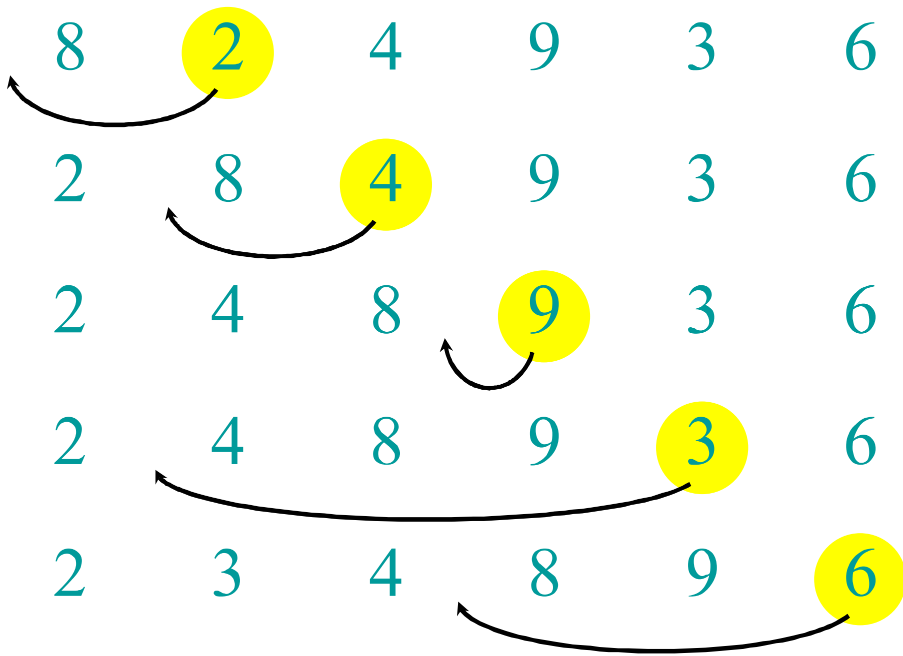

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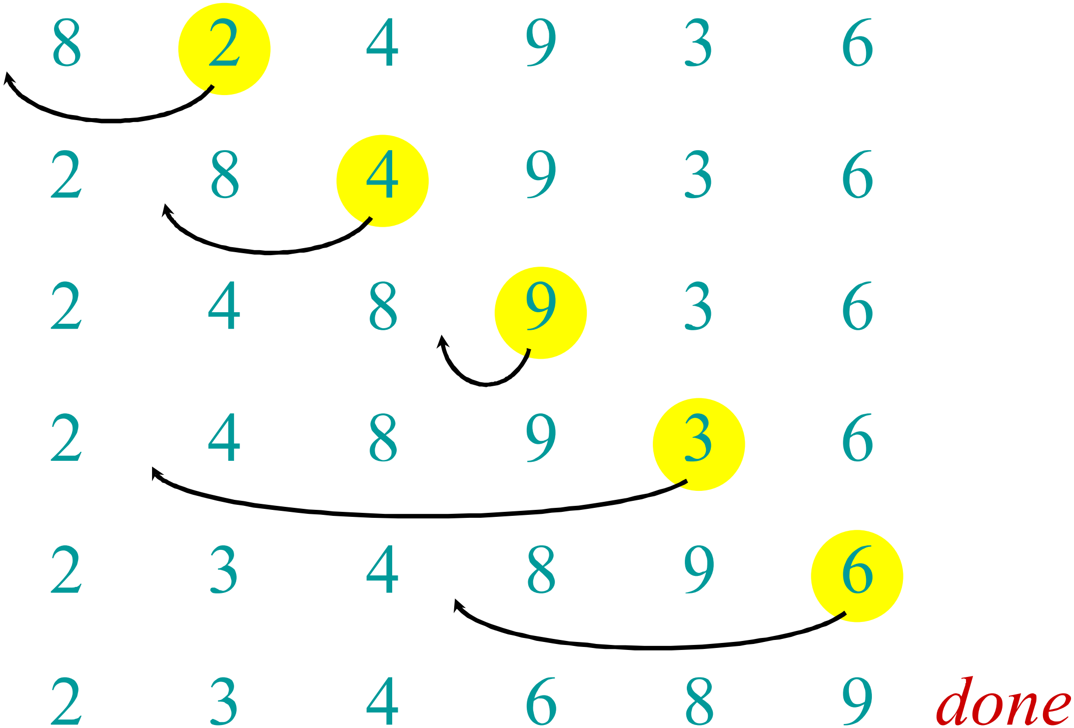


Running time

- The running time depends on the input: an already sorted sequence is easier to sort.
- Parameterize the running time by the size of the input, since short sequences are easier to sort than long ones.
- Generally, we seek upper bounds on the running time, because everybody likes a guarantee.

Kinds of analyses

Worst-case: (usually)

- $T(n)$ = maximum time of algorithm on any input of size n.

Average-case: (sometimes)

- $T(n)$ = expected time of algorithm over all inputs of size n.
- Need assumption of statistical distribution of inputs.

Best-case: (bogus)

but we do care about the
Best-case of the worst-case!

- Cheat with a slow algorithm that works fast on *some* input.

Machine-independent time

What is insertion sort's worst-case time?

- It depends on the speed of our computer:
  - relative speed (on the same machine),
  - absolute speed (on different machines).

Even in a same pc,
lots of parameters to
care about :(..
boosting the 60s' adv

BIG IDEA:

- Ignore machine-dependent constants.
- Look at ***growth*** of $T(n)$ as $n \to \infty$.

"Asymptotic Analysis"

Θ-notation

Math:

$\Theta(g(n)) = \{ f(n) :$ there exist positive constants c_1, c_2, and n_0 such that $0 \le c_1 g(n) \le f(n) \le c_2 g(n)$ for all $n \ge n_0 \}$

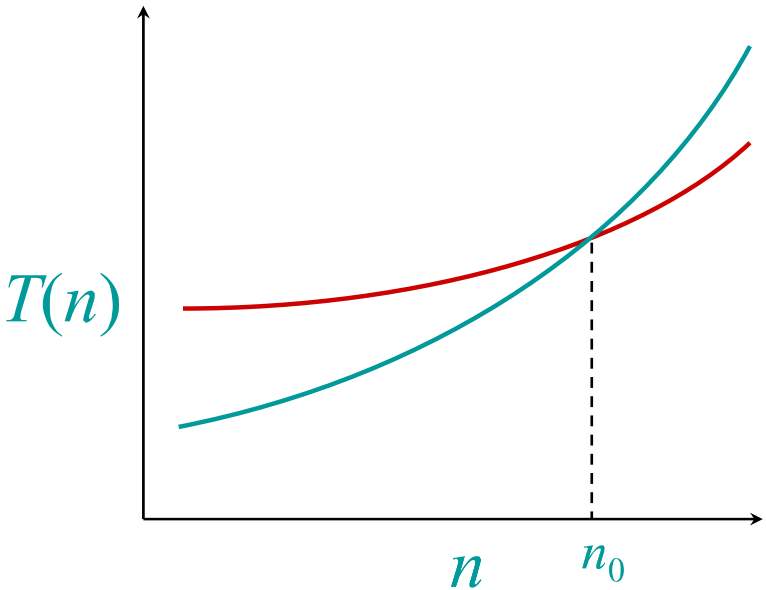
Engineering:

- Drop low-order terms; ignore leading constants.
- Example: $3n^3 + 90n^2 - 5n + 6046 = \Theta(n^3)$

why make sense: low order algo is eventually gonna beat the high order one

Asymptotic performance

When n gets large enough, a $\Theta(n^2)$ algorithm *always* beats a $\Theta(n^3)$ algorithm.



- We shouldn't ignore asymptotically slower algorithms, however.
- Real-world design situations often call for a careful balancing of engineering objectives.
- Asymptotic analysis is a useful tool to help to structure our thinking.

Insertion sort analysis

Worst case: Input reverse sorted.

$$T(n) = \sum_{j=2}^{n} \Theta(j) = \Theta(n^2) \qquad \text{[arithmetic series]}$$

Average case: All permutations equally likely.

$$T(n) = \sum_{j=2}^{n} \Theta(j/2) = \Theta(n^2)$$

Is insertion sort a fast sorting algorithm?

- Moderately so, for small n.
- Not at all, for large n.

Merge sort

MERGE-SORT $A[1 \,.\,.\, n]$

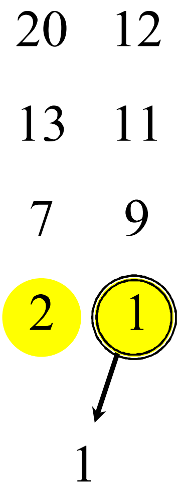
1. If $n = 1$, done.
2. Recursively sort $A[\,1 \,.\,.\, \lceil n/2 \rceil\,]$ and $A[\,\lceil n/2 \rceil + 1 \,.\,.\, n\,]$.
3. "***Merge***" the 2 sorted lists.

Key subroutine: **MERGE**

Merging two sorted arrays

20	12
13	11
7	9
2	1

Merging two sorted arrays



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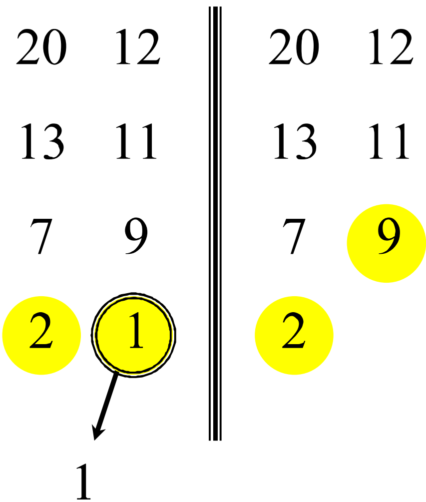

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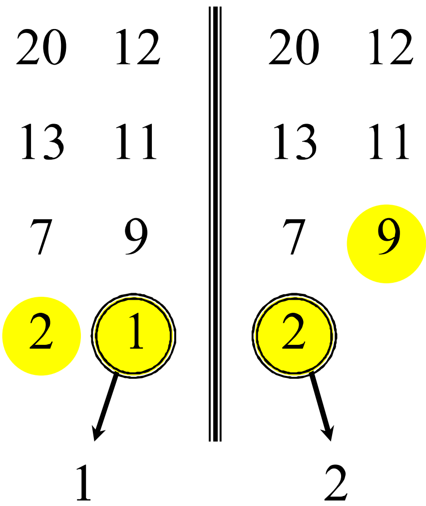

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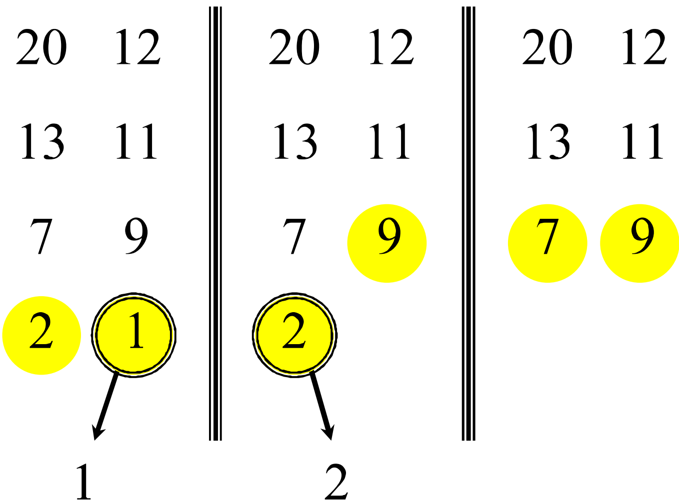

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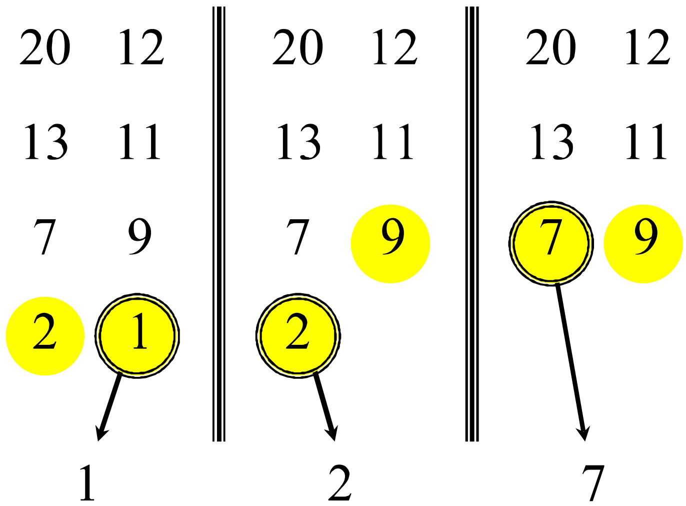

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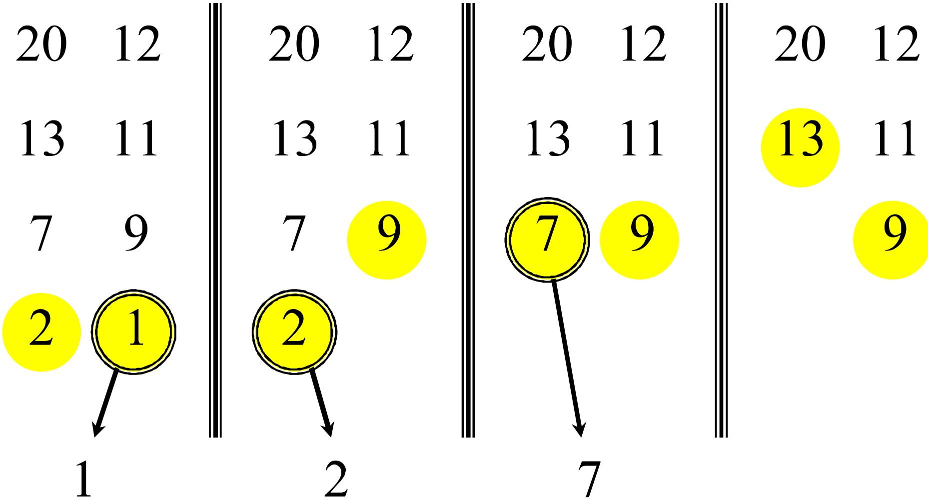

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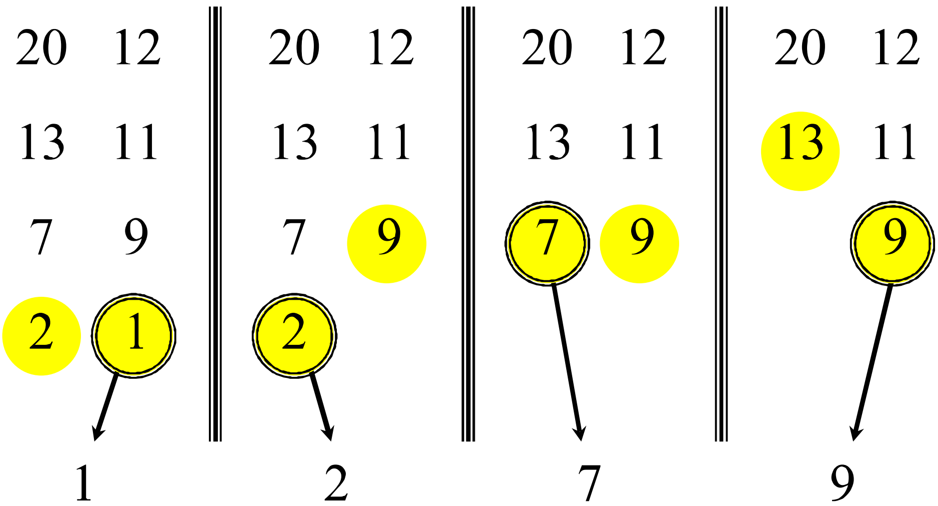

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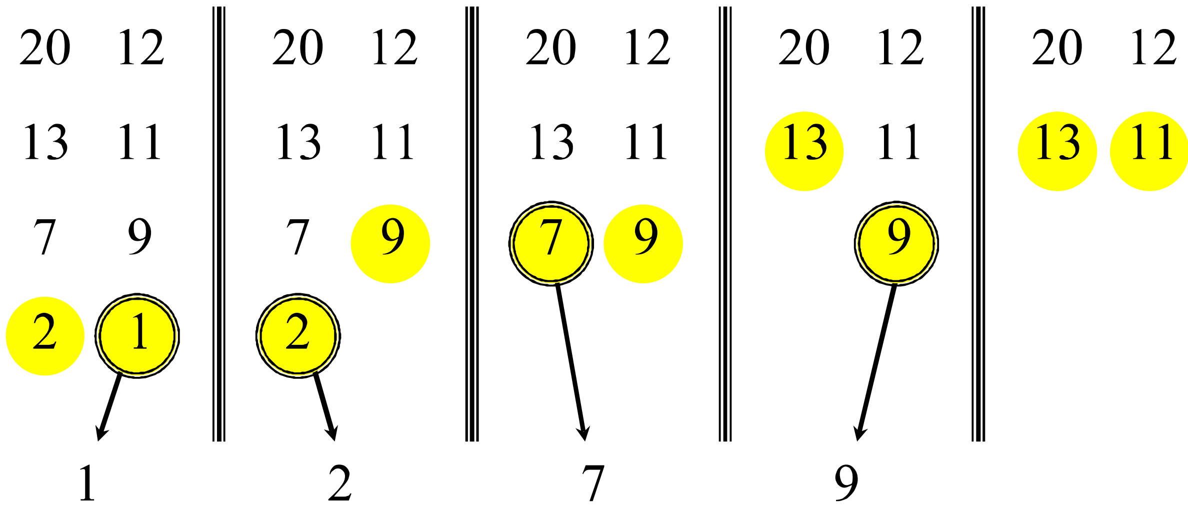

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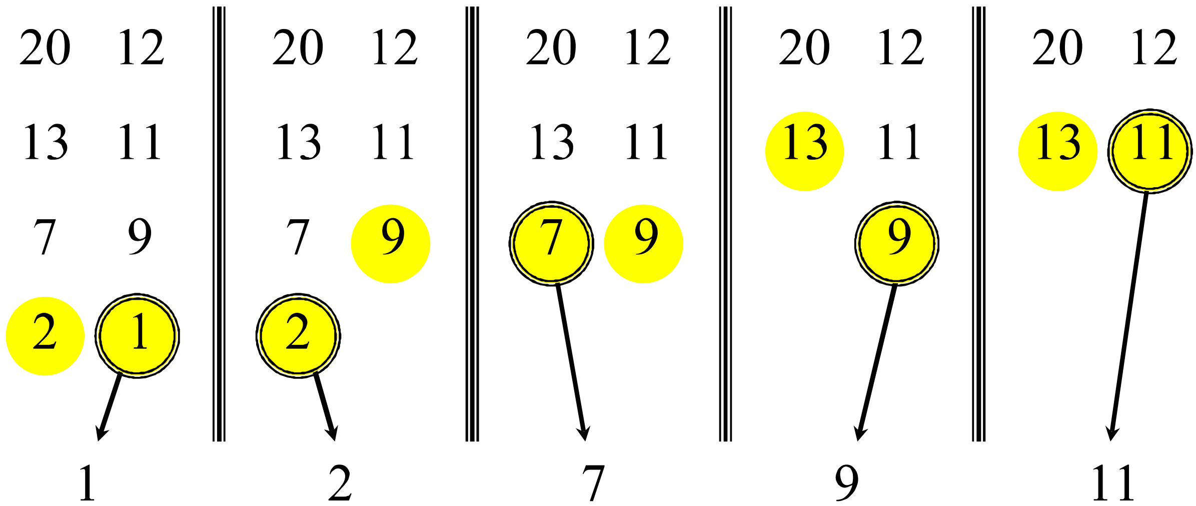

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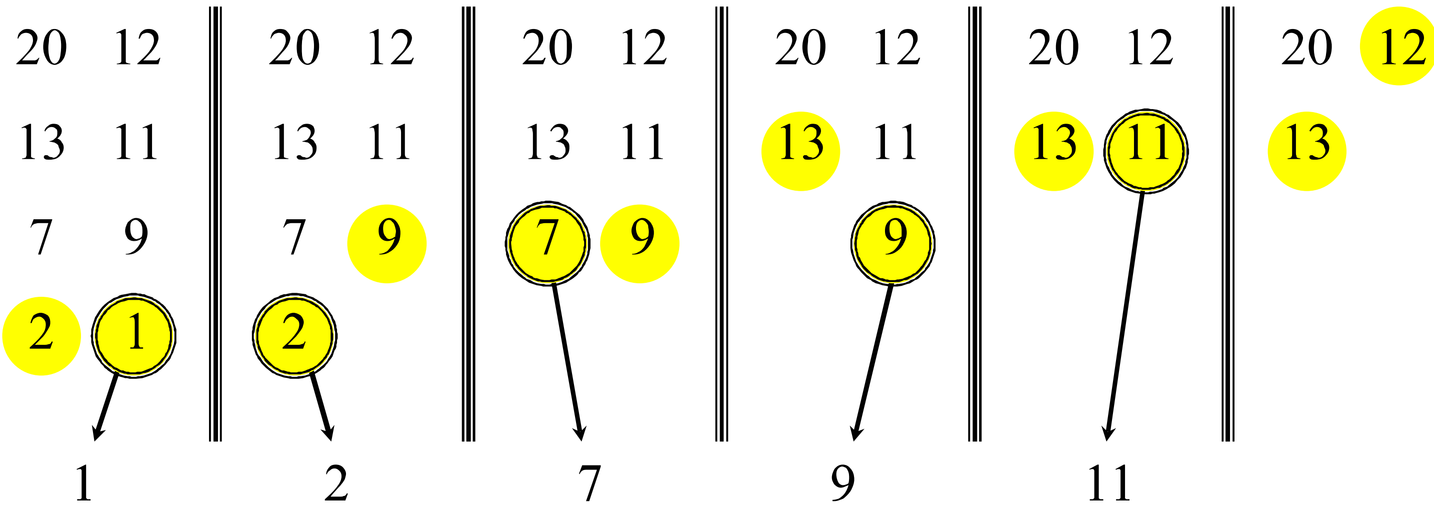

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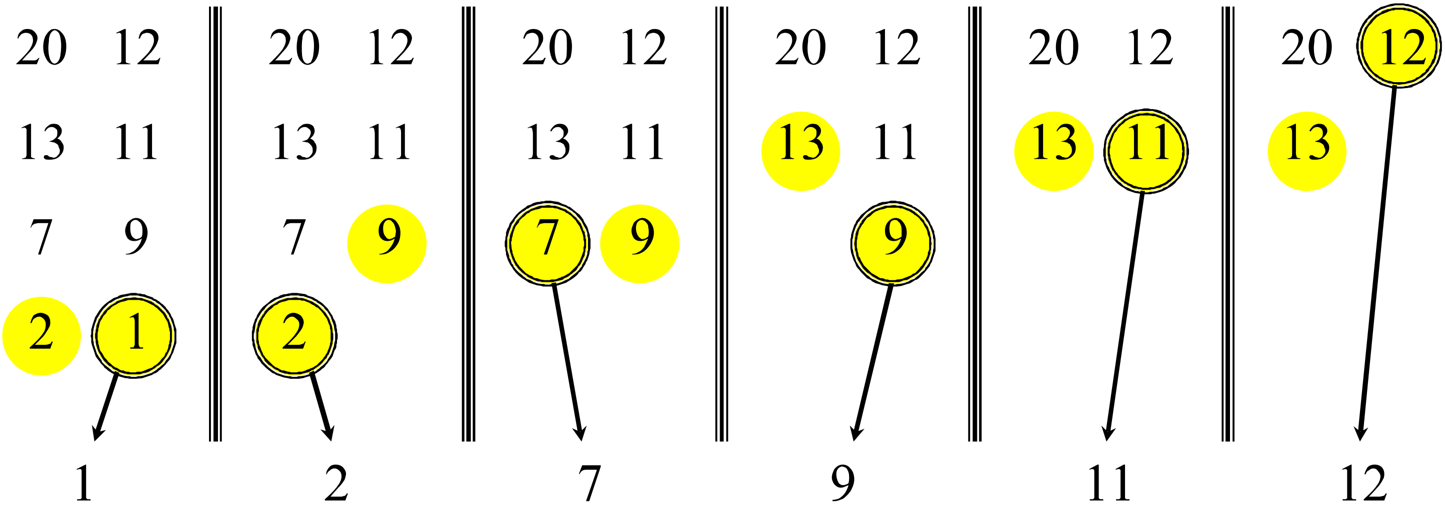

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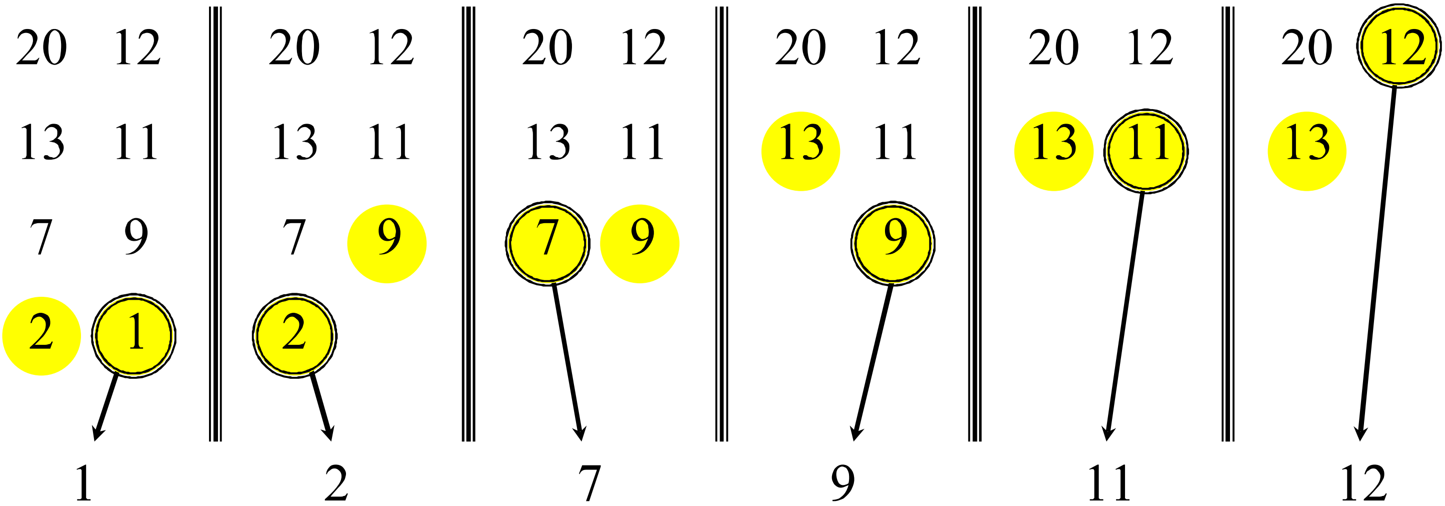

Time $= \Theta(n)$ to merge a total of n elements (linear time).

Analyzing merge sort

$T(n)$	**MERGE-SORT** $A[1 \,..\, n]$
$\Theta(1)$	1. If $n = 1$, done.
$2T(n/2)$	2. Recursively sort $A[\,1 \,..\, \lceil n/2 \rceil\,]$ and $A[\,\lceil n/2 \rceil + 1 \,..\, n\,]$.
$\Theta(n)$	***3. "Merge"*** the 2 sorted lists

Abuse

Sloppiness: Should be $T(\lceil n/2 \rceil) + T(\lfloor n/2 \rfloor)$, but it turns out not to matter asymptotically.

Recurrence for merge sort

$$T(n) = \begin{cases} \Theta(1) \text{ if } n = 1; \\ 2T(n/2) + \Theta(n) \text{ if } n > 1. \end{cases}$$

- We shall usually omit stating the base case when $T(n) = \Theta(1)$ for sufficiently small n, but only when it has no effect on the asymptotic solution to the recurrence.

Recursion tree

Solve $T(n) = 2T(n/2) + cn$, where $c > 0$ is constant.

Recursion tree

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$$T(n)$$

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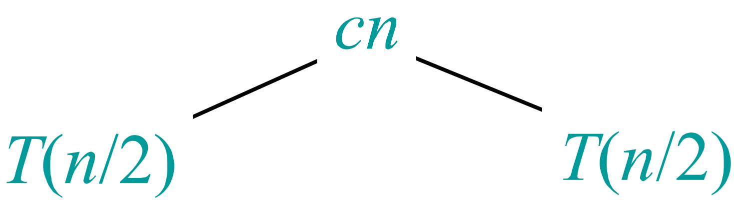

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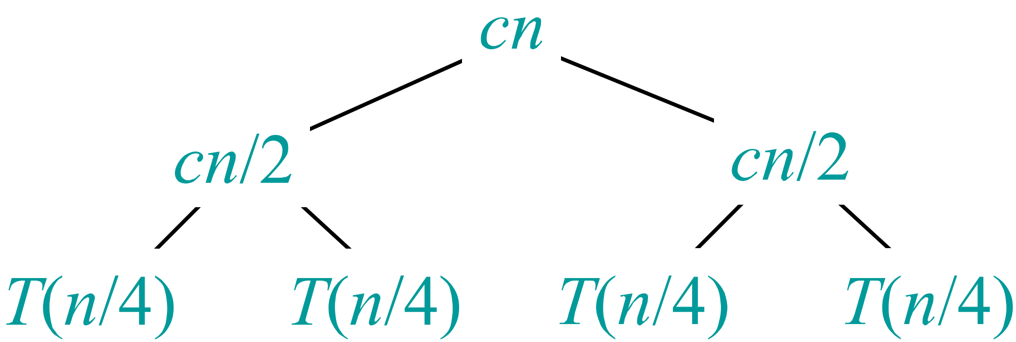

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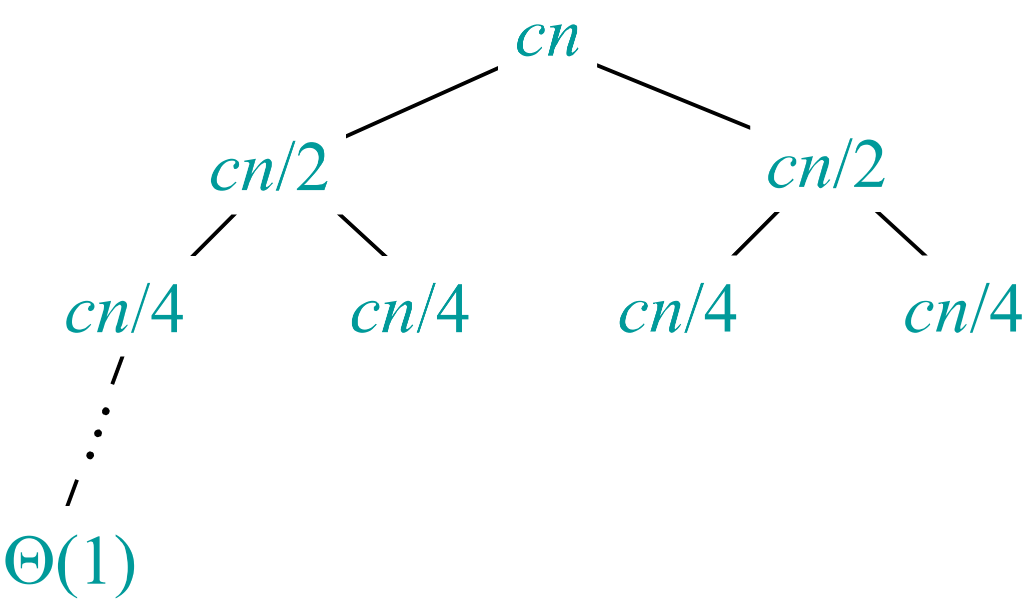

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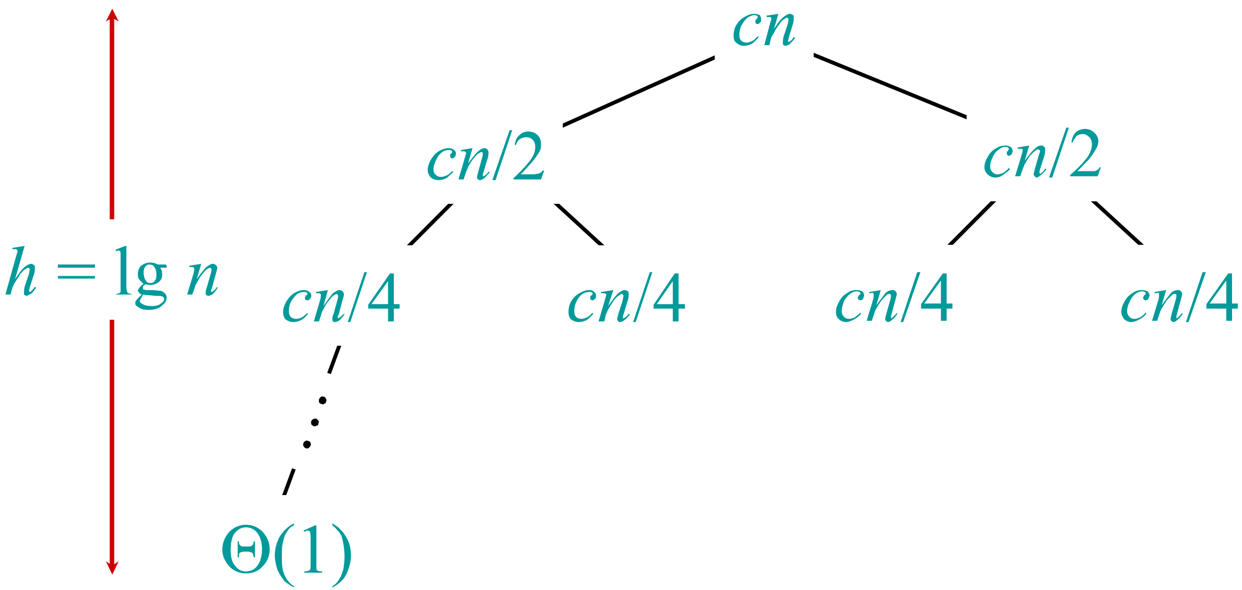

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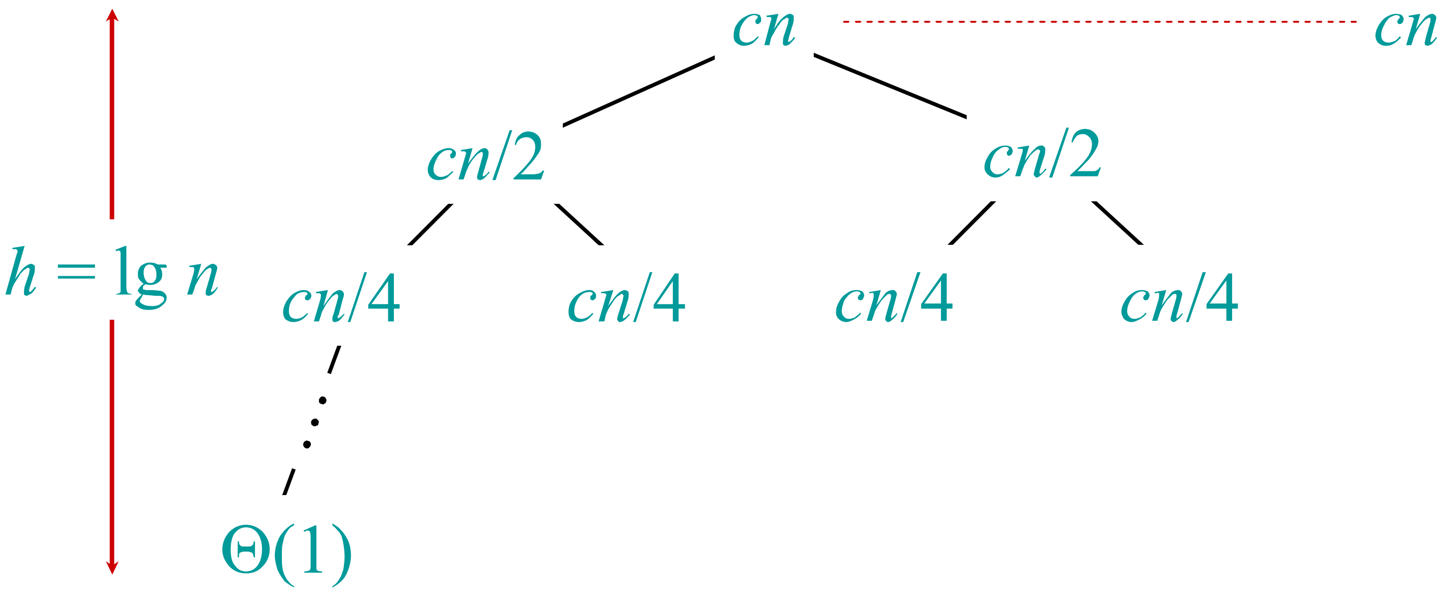

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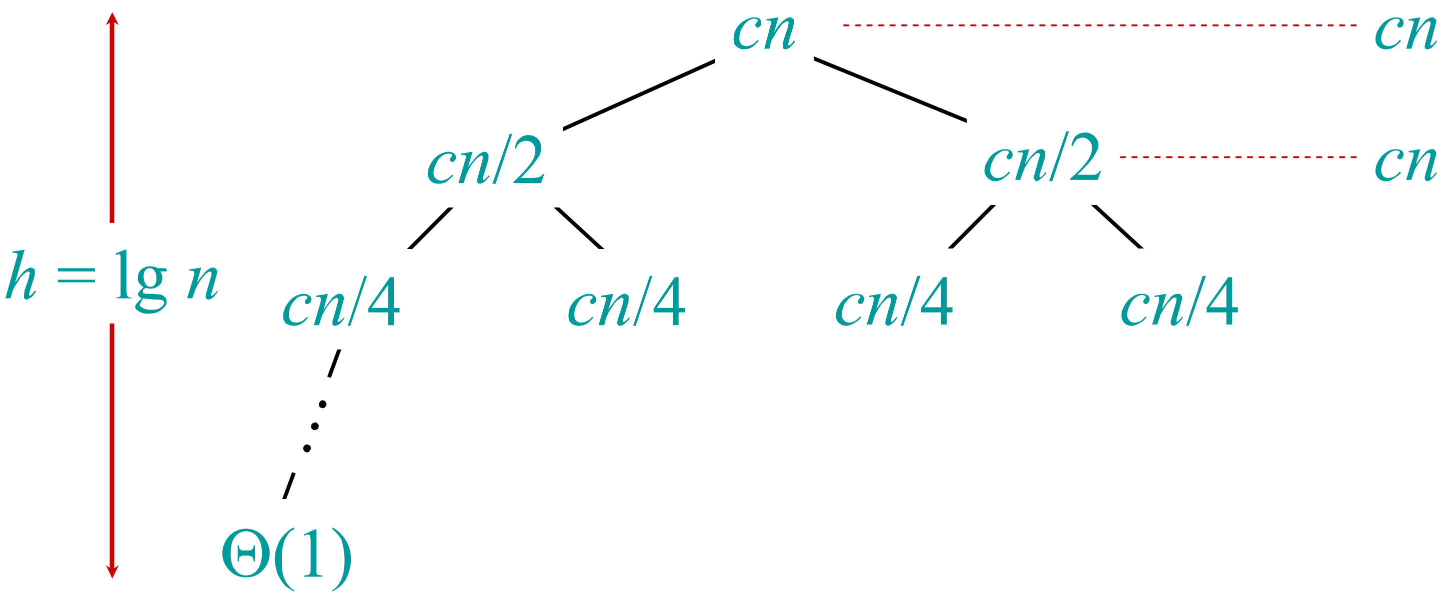

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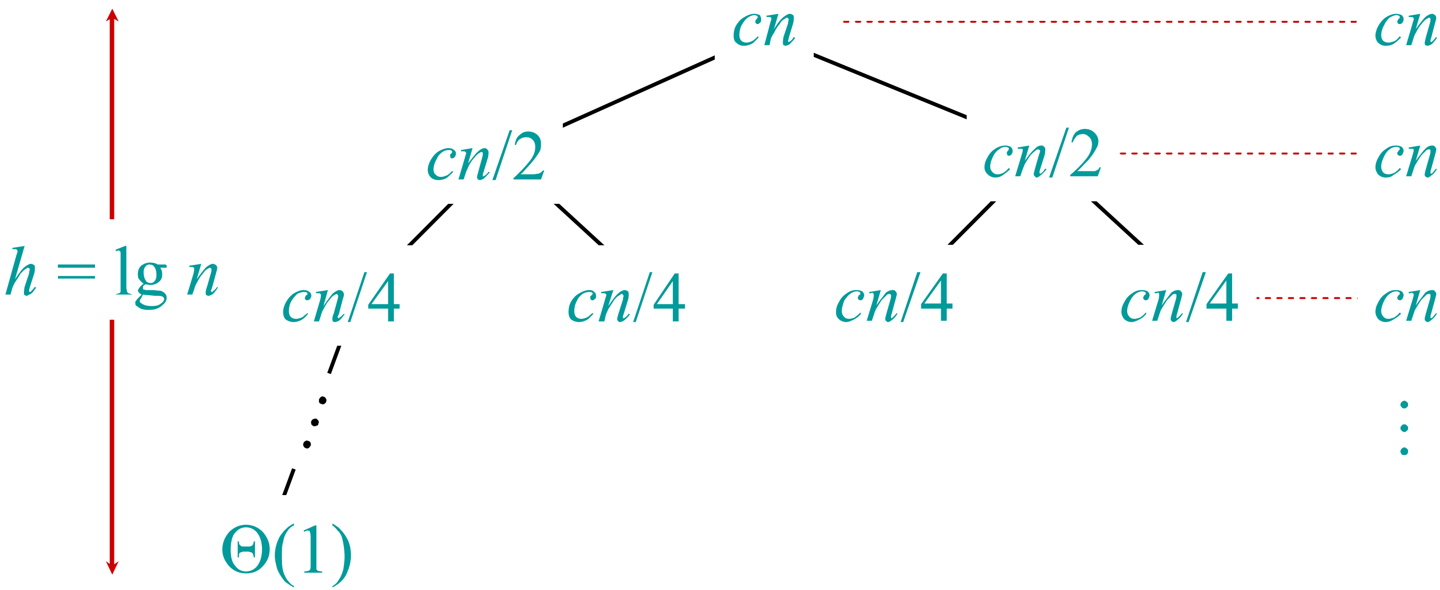

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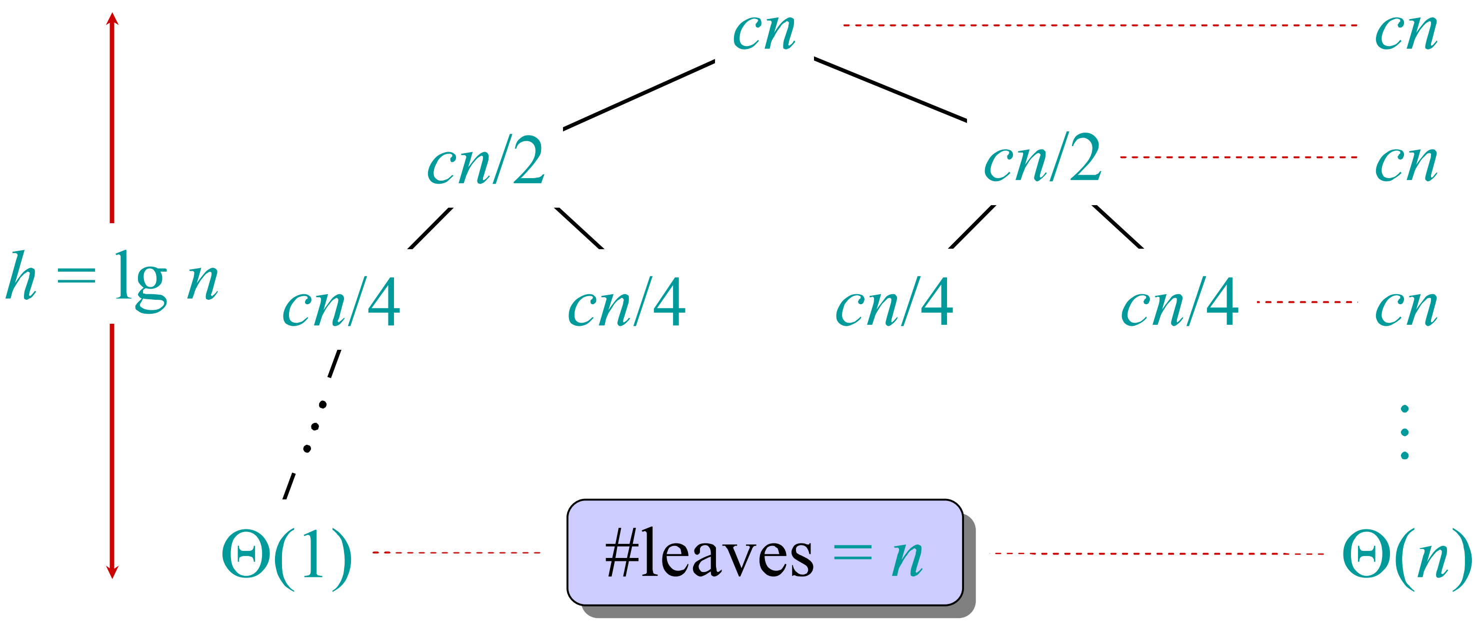

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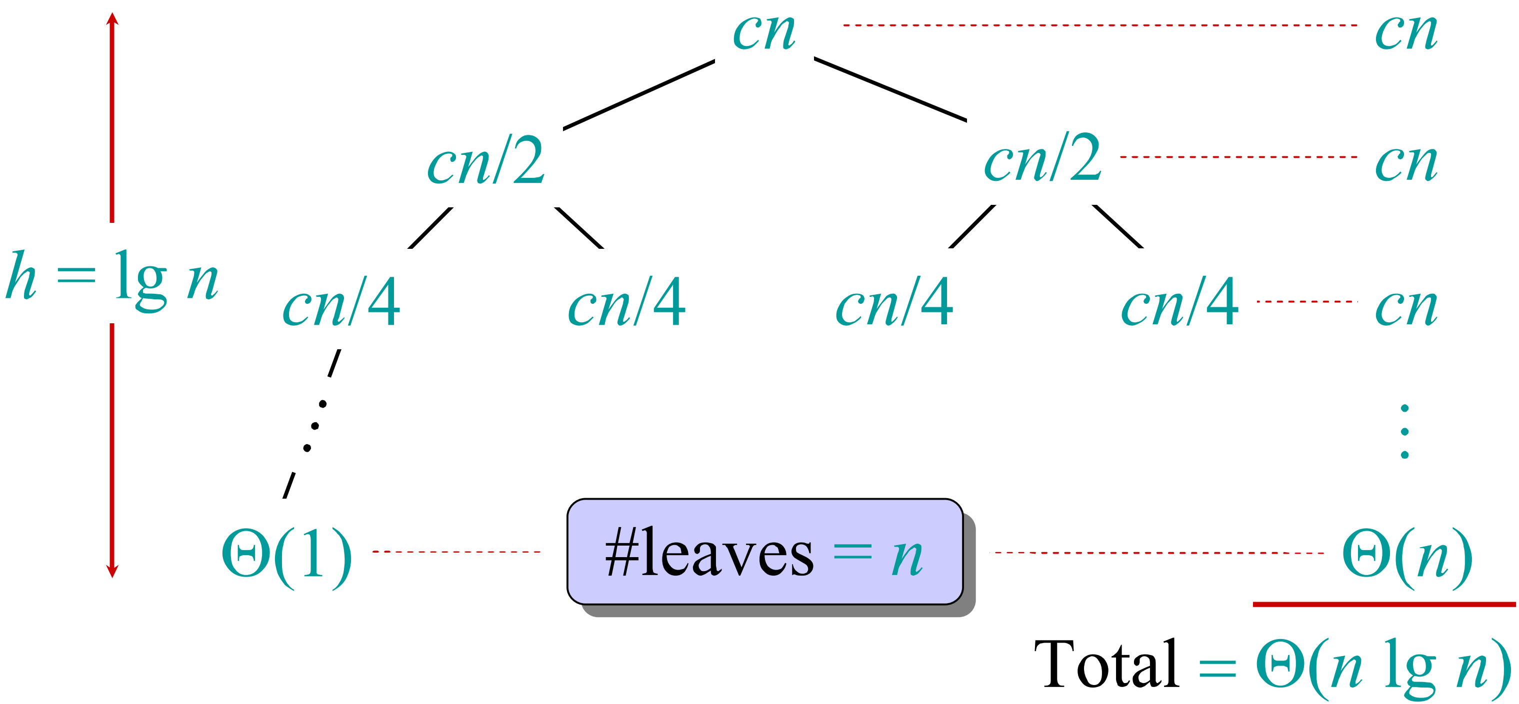

Conclusions

- $\Theta(n \lg n)$ grows more slowly than $\Theta(n^2)$.
- Therefore, merge sort asymptotically beats insertion sort in the worst case.
- In practice, merge sort beats insertion sort for $n > 30$ or so.
- Go test it out for yourself!