

# Algorithms Lab

## Analysis of Algorithms

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# Introduction

- A problem may be solved by various algorithms.
- We compare these algorithms by measuring their **efficiency**.
- Adopting a theoretical approach, we identify the **growth rate** of running time in function of **input size  $n$** .
- This introduces the notion of **time complexity**.<sup>1</sup>
- Let's start with the following two examples.

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<sup>1</sup>See [https://en.wikipedia.org/wiki/Time\\_complexity](https://en.wikipedia.org/wiki/Time_complexity). Similar to time complexity, we later turn to the notion of **space complexity**.

## Example 1: SUM

```
1 ...  
2     int sum = 0, i = 1; // Assign          -> 2.  
3     while (i <= n) {    // Compare         -> n + 1.  
4         sum = sum + i;  // Add and assign  -> 2n.  
5         ++i;           // Increase by 1   -> n.  
6     }  
7 ...
```

- Let  $n$  be any nonnegative number.
- Then count the number of all runtime operations.
- Note that we ignore declarations in the calculation. (Why?)
- In this case, the total number of operations is  $4n + 3$ .

## Example 2: TRIANGLE

```
*  
* *  
* * *  
* * * *  
* * * * *
```

```
1 ...  
2     for (int i = 1; i <= n; i++) {  
3         for (int j = 1; j <= i; j++)  
4             System.out.printf("*");  
5         System.out.println();  
6     }  
7 ...
```

- Before counting, I assume that it will be  $cn^2 + \dots$  for some constant  $c$ . (Why?)

## Big O Notation<sup>2</sup>

- Let  $f(n)$  be the time cost of your algorithm, and  $g(n)$  be some simple function.
- We define

$$f(n) = O(g(n)) \text{ as } n \rightarrow \infty$$

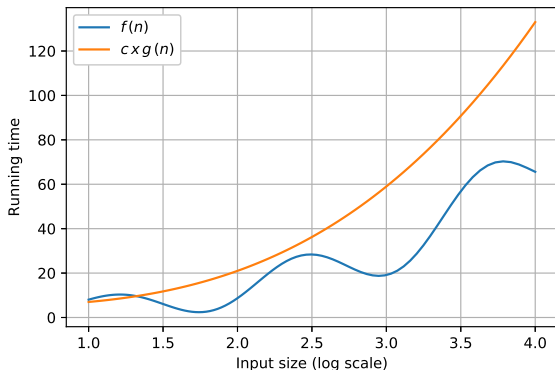
provided that there is a constant  $c > 0$  and some  $n_0$  such that

$$f(n) \leq c \times g(n), \quad \forall n \geq n_0.$$

- Too abstract? See the illustration shown in the next page.

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<sup>2</sup>See [https://en.wikipedia.org/wiki/Big\\_O\\_notation](https://en.wikipedia.org/wiki/Big_O_notation). You can also check the other 4 symbols:  $o$ ,  $\Theta$ ,  $\Omega$ , and  $\omega$ .



- Clearly,  $g(n)$  is the **asymptotic upper bound** of  $f(n)$ .<sup>3</sup>
- In other words, big  $O$  implies the **worst** case of the algorithm.
- We then classify the algorithms in Big  $O$  sense.

<sup>3</sup>See [https://en.wikipedia.org/wiki/Big\\_O\\_notation#Infinite\\_asymptotics](https://en.wikipedia.org/wiki/Big_O_notation#Infinite_asymptotics).

## Discussions (1/4)

- Assume that the algorithm takes  $8n^2 - 3n + 4$  steps.
- When  $n$  becomes large enough, the leading term dominates the whole behavior of the polynomial.
- So we simply focus on the leading term.
- It is easy to find a constant, say  $c = 9$ , so that  $9n^2 \geq 8n^2$  holds.
- We then conclude that

$$8n^2 - 3n + 4 = O(n^2).$$

- It could say that the algorithm runs in  $O(n^2)$  time.

## Discussions (2/4)

- It is clear that SUM runs in  $O(n)$  time and TRIANGLE runs in  $O(n^2)$  time. (Why?)
- As a thumb rule,  $k$ -level loops run in  $O(n^k)$  time.
- Determine the time complexity for the loop shown below.

```
1 ...  
2     for (int i = 1; i <= n; i++) {  
3         for (int j = 1; j <= i; j++) {  
4             for (int k = 1; k <= 5; k++) {  
5                 // Loop body.  
6             }  
7         }  
8     }  
9     // This algorithm runs in O( ? ) time.  
10 ...
```



## Discussions (3/4): Which Will You Choose?

Benchmark

Size	$O(n)$	$O(n^2)$	$O(n^3)$
1	$c_1$	$c_2$	$c_3$
10	$10c_1$	$100c_2$	$1000c_3$
100	$100c_1$	$10000c_2$	$1000000c_3$

- In theory, the smaller the order, the faster the algorithm.

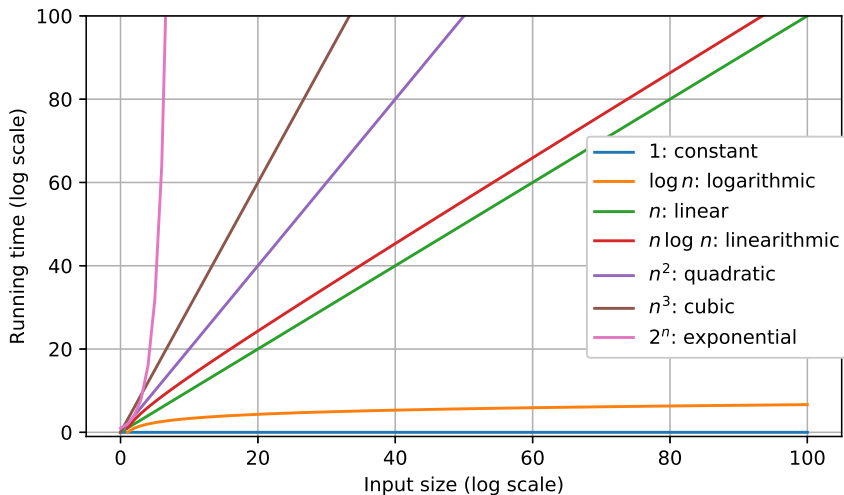
## Discussions (4/4)

- It is worth to note that

$$8n^2 - 3n + 4 \neq O(n), \text{ and } 8n^2 - 3n + 4 = O(n^3). \text{ (Why?)}$$

- We would say that  $8n^2 - 3n + 4 = O(n^2)$  for complexity analysis. (Why?)

# Orders of Growth Rates



# Big O Table

Growth order	Description	Example
$O(1)$	independent of $n$	$x = y + z$
$O(\log n)$	divide in half	binary search
$O(n)$	one loop	find maximum
$O(n \log n)$	divide and conquer	merge sort
$O(n^2)$	double loop	check all pairs
$O(n^3)$	triple loop	check all triples
$O(2^n)$	exhaustive search	check all subsets

# Constant-Time Algorithms

- Basic instructions (e.g.  $+$ ) run in  $O(1)$  time. (Why?)
- Some algorithms indeed run in  $O(1)$  time, for example, the arithmetic formulas. (Why?)
- However, there is no free lunch. (Why?)
- We should strike a balance by making a trade-off between **generality** and **efficiency**.
  - To reuse the program, it must be a general solution whose assumption should be little and weak.
  - To speed up the program, it could be optimized for the desire cases (so making assumptions).

- In addition, a program without writing explicit loops may not run in  $O(1)$  time.
- For example, calling `Arrays.sort()` still takes more than  $O(1)$  time to finish the sorting task.
- All in all, the time complexity is about the effort spent on the task but not how many time you sacrifice.

# Exponential-Time Algorithms & Computability

- We, in fact, are overwhelmed by lots of **intractable** problems.
  - For example, the travelling salesman problem (TSP).<sup>4</sup>
  - Playing game well is hard.<sup>5</sup>
- Even worse, Turing (1936) proved the first undecidable (unsolvable) problem, called the **halting problem**.<sup>6</sup>
- You can find any textbook for **theory of computation** or **computational complexity** for further details.

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<sup>4</sup>See [https://en.wikipedia.org/wiki/Travelling\\_salesman\\_problem](https://en.wikipedia.org/wiki/Travelling_salesman_problem).

<sup>5</sup>See [https://en.wikipedia.org/wiki/Game\\_complexity](https://en.wikipedia.org/wiki/Game_complexity). Check out [AlphaGo](#).

<sup>6</sup>See [https://en.wikipedia.org/wiki/Halting\\_problem](https://en.wikipedia.org/wiki/Halting_problem)





# Logarithmic-Time Algorithms

- We have met one of logarithmic-time algorithms. (Which?)
- In conclusion, the log-time algorithms run much faster than the linear-time algorithms.
- However, the log-time algorithms require one assumption: **ordered sequence**.
- You will learn this kind of algorithms in any course about algorithms and data structures.

## Outstanding Theoretical Problem<sup>8</sup>

$$\mathbb{P} \stackrel{?}{=} \text{NP}$$

- In layman's term,  $\mathbb{P}$  is the problem set of “being solved and verified in polynomial time.”
- $\text{NP}$  is the problem set of “being verified in polynomial time but **perhaps being solved in exponential time.**”
  - For example, id verification is easier than hacking an account.
- One could say that  $\mathbb{P}$  is easier than  $\text{NP}$ .
- $\mathbb{P} \stackrel{?}{=} \text{NP}$  asks if  $\text{NP}$  is solved by  $\mathbb{P}$ .
- It is still an open issue and also one of the Millennium Prize Problems.<sup>7</sup>

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<sup>7</sup>See [https://en.wikipedia.org/wiki/Millennium\\_Prize\\_Problems](https://en.wikipedia.org/wiki/Millennium_Prize_Problems).

<sup>8</sup>See [https://en.wikipedia.org/wiki/P\\_versus\\_NP\\_problem](https://en.wikipedia.org/wiki/P_versus_NP_problem).