



CSE332: Data Abstractions

Lecture 2: Algorithm Analysis

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Announcements

- Project 1 phase A due Monday
- Homework 1 (out soon) due next Friday (normally due on Wed)
- Office Hours posted
- Calendar & Midterm date coming soon

Today – Algorithm Analysis

- What do we care about?
- How to compare two algorithms
- Analyzing Code
- Recurrence relations
- Asymptotic Analysis

Algorithm Analysis

- Correctness:
 - Does the algorithm do what is intended.
- Performance:
 - Speed time complexity
 - Memory space complexity
- Why analyze?
 - To make good design decisions
 - Enable you to look at an algorithm (or code) and identify the bottlenecks, etc.

Correctness

Correctness of an algorithm is established by proof. Common approaches:

- (Dis)proof by counterexample
- Proof by contradiction
- Proof by induction
 - Especially useful in recursive algorithms

Proof by Induction

- Base Case: The algorithm is correct for a base case or two by inspection.
- Inductive Hypothesis (n=k): Assume that the algorithm works correctly for the first k cases.
- Inductive Step (n=k+1): Given the hypothesis above, show that the k+1 case will be calculated correctly.

Mathematical induction

Suppose P(n) is some predicate (involving integer n)

- Example: $n \ge n/2 + 1$ (for all $n \ge 2$)

To prove P(n) for all integers $n \ge c$, it suffices to prove

- 1. P(c) called the "basis" or "base case"
- 2. If P(k) then P(k+1) called the "induction step" or "inductive case"

We will use induction:

To show an algorithm is correct or has a certain running time no matter how big a data structure or input value is (Our "n" will be the data structure or input size.)

P(n) = "the sum of the first n powers of 2 (starting at 2^{0}) is $2^{n}-1$ "

Inductive Proof Example

Theorem: P(n) holds for all $n \ge 1$

Proof: By induction on *n*

- Base case, n=1: Sum of first power of 2 is 2⁰, which equals 1.
 And for n=1, 2ⁿ-1 equals 1.
- Inductive case:
 - Inductive hypothesis: Assume the sum of the first k powers of 2 is 2^k-1
 - Show, given the hypothesis, that the sum of the first (k+1) powers of 2 is 2^{k+1} -1

From our inductive hypothesis we know:

$$1 + 2 + 4 + \dots + 2^{k-1} = 2^k - 1$$

Add the next power of 2 to both sides...

$$1 + 2 + 4 + \dots + 2^{k-1} + 2^k = 2^k - 1 + 2^k$$

We have what we want on the left; massage the right a bit

$$1 + 2 + 4 + \dots + 2^{k-1} + 2^k = 2(2^k) - 1 = 2^{k+1} - 1$$

Note for homework

Proofs by induction will come up a fair amount on the homework

When doing them, be sure to state each part clearly:

- What you're trying to prove
- The base case
- The inductive case
- The inductive hypothesis
 - In many inductive proofs, you'll prove the inductive case by just starting with your inductive hypothesis, and playing with it a bit, as shown above

How should we compare two algorithms?

Gauging performance

- Uh, why not just run the program and time it
 - Too much variability, not reliable or portable:
 - Hardware: processor(s), memory, etc.
 - OS, Java version, libraries, drivers
 - Other programs running
 - Implementation dependent
 - Choice of input
 - Testing (inexhaustive) may *miss* worst-case input
 - Timing does not explain relative timing among inputs (what happens when n doubles in size)
- Often want to evaluate an algorithm, not an implementation
 - Even before creating the implementation ("coding it up")

Comparing algorithms

When is one algorithm (not implementation) better than another?

- Various possible answers (clarity, security, ...)
- But a big one is *performance*: for sufficiently large inputs,
 runs in less time (our focus) or less space

Large inputs (n) because probably any algorithm is "plenty good" for small inputs (if *n* is 10, probably anything is fast enough)

Answer will be *independent* of CPU speed, programming language, coding tricks, etc.

Answer is general and rigorous, complementary to "coding it up and timing it on some test cases"

Can do analysis before coding!

Today – Algorithm Analysis

- What do we care about?
- How to compare two algorithms
- Analyzing Code
- Recurrence relations
- Asymptotic Analysis

Analyzing code ("worst case")

Basic operations take "some amount of" constant time

- Arithmetic (fixed-width)
- Assignment
- Access one Java field or array index
- Etc.

(This is an approximation of reality: a very useful "lie".)

Consecutive statements Sum of time of each statement

Conditionals Time of condition plus time of

slower branch

Loops Num iterations * time for loop body

Function Calls Time of function's body

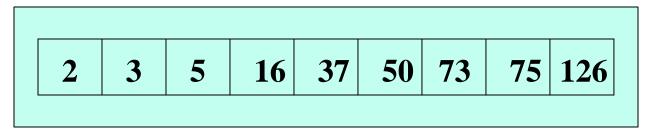
Recursion Solve recurrence equation

Complexity cases

We'll start by focusing on two cases:

- Worst-case complexity: max # steps algorithm takes on "most challenging" input of size N
- Best-case complexity: min # steps algorithm takes on "easiest" input of size N

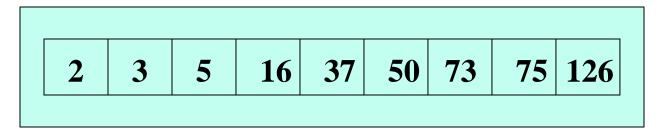
Example



Find an integer in a sorted array

```
// requires array is sorted
// returns whether k is in array
boolean find(int[]arr, int k) {
    ???
}
```

Linear search



Find an integer in a sorted array

```
// requires array is sorted
// returns whether k is in array
boolean find(int[]arr, int k) {
   for(int i=0; i < arr.length; ++i)
      if(arr[i] == k)
      return true;
   return false;
}</pre>
Best case:

Worst case:
```

Linear search

```
2 3 5 16 37 50 73 75 126
```

Find an integer in a sorted array

Analyzing Recursive Code

- Computing run-times gets interesting with recursion
- Say we want to perform some computation recursively on a list of size n
 - Conceptually, in each recursive call we:
 - Perform some amount of work, call it w(n)
 - Call the function recursively with a smaller portion of the list
- So, if we do w(n) work per step, and reduce the problem size in the next recursive call by 1, we do total work:

$$T(n)=w(n)+T(n-1)$$

With some base case, like T(1)=5=O(1)

Example Recursive code: sum array

Recursive:

Recurrence is some constant amount of work
 O(1) done n times

```
int sum(int[] arr){
  return help(arr,0);
}
int help(int[]arr,int i) {
  if(i==arr.length)
    return 0;
  return arr[i] + help(arr,i+1);
}
```

Each time **help** is called, it does that O(1) amount of work, and then calls **help** again on a problem one less than previous problem size.

```
Recurrence Relation: T(n) = O(1) + T(n-1)
1/07/2015
```

Solving Recurrence Relations

Say we have the following recurrence relation:

$$T(n)=6$$
 "ish" + $T(n-1)$
 $T(1)=9$ "ish" \leftarrow base case

- Now we just need to solve it; that is, reduce it to a closed form.
- Start by writing it out:

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```
T(n)=6+T(n-1)
=6+6+T(n-2)
=6+6+6+T(n-3)
=6+6+6+...+6+T(1) = 6+6+6+...+6+9
=6k+T(n-k)
=6k+9, where k is the # of times we expanded T()
```

• We expanded it out n-1 times, so

$$T(n)=6k+T(n-k)$$

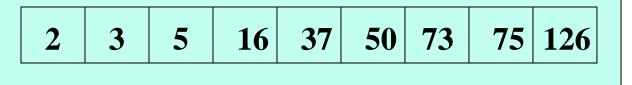
=6(n-1)+T(1) = 6(n-1)+9
=6n+3 = O(n)

Or When does n-k=1?
Answer: when k=n-1

Best case:

Binary search

Worst case:



Find an integer in a sorted array

Can also be done non-recursively but "doesn't matter" here

Binary search

```
Best case: 9 "ish" steps = O(1)
Worst case: T(n) = 10 "ish" + T(n/2) where n is hi-lo
```

- $O(\log n)$ where n is array.length
- Solve recurrence equation to know that...

Solving Recurrence Relations

Determine the recurrence relation. What is the base case?

$$T(n) = 10 + T(n/2)$$
 $T(1) = 15$

2. "Expand" the original relation to find an equivalent general expression *in terms of the number of expansions*.

3. Find a closed-form expression by setting *the number of expansions* to a value which reduces the problem to a base case

Solving Recurrence Relations

1. Determine the recurrence relation. What is the base case?

$$T(n) = 10 + T(n/2)$$
 $T(1) = 15$

2. "Expand" the original relation to find an equivalent general expression in terms of the number of expansions.

```
 T(n) = 10 + 10 + T(n/4) 
 = 10 + 10 + 10 + T(n/8) 
 = ... 
 = 10k + T(n/(2^k))  (where k is the number of expansions)
```

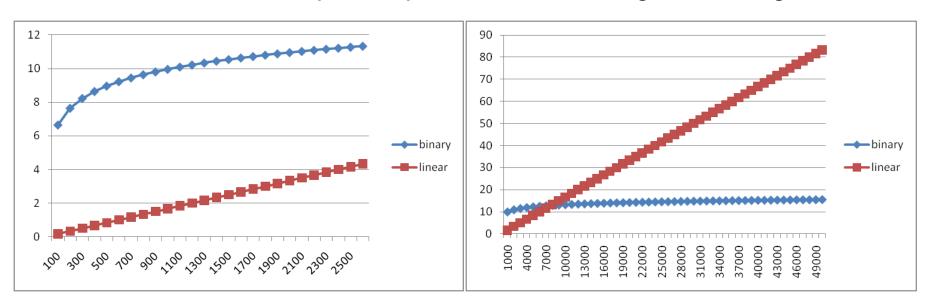
- 3. Find a closed-form expression by setting *the number of expansions* to a value which reduces the problem to a base case
 - $n/(2^k) = 1$ means $n = 2^k$ means $k = \log_2 n$
 - So $T(n) = 10 \log_2 n + 15$ (get to base case and do it)
 - So T(n) is $O(\log n)$

Ignoring constant factors

- So binary search is O(log n) and linear is O(n)
 - But which will actually be <u>faster</u>?
 - Depending on constant factors and size of n, in a particular situation, linear search could be faster....
- Could depend on constant factors
 - How many assignments, additions, etc. for each n
 - And could depend on size of n
- **But** there exists some n_0 such that for all $n > n_0$ binary search wins
- Let's play with a couple plots to get some intuition...

Example

- Let's try to "help" linear search
 - Run it on a computer 100x as fast (say 2010 model vs. 1990)
 - Use a new compiler/language that is 3x as fast
 - Be a clever programmer to eliminate half the work
 - So doing each iteration is 600x as fast as in binary search
- Note: 600x still helpful for problems without logarithmic algorithms!



Another example: sum array

Two "obviously" linear algorithms: T(n) = O(1) + T(n-1)

Iterative:

```
int sum(int[] arr){
  int ans = 0;
  for(int i=0; i<arr.length; ++i)
    ans += arr[i];
  return ans;
}</pre>
```

Recursive:

- Recurrence is c + c + ... + c for n times

```
int sum(int[] arr){
  return help(arr,0);
}
int help(int[]arr,int i) {
  if(i==arr.length)
    return 0;
  return arr[i] + help(arr,i+1);
}
```

What about a binary version of sum?

```
int sum(int[] arr) {
    return help(arr,0,arr.length);
}
int help(int[] arr, int lo, int hi) {
    if(lo==hi)         return 0;
    if(lo==hi-1)         return arr[lo];
    int mid = (hi+lo)/2;
    return help(arr,lo,mid) + help(arr,mid,hi);
}
```

Recurrence is T(n) = O(1) + 2T(n/2)

- -1+2+4+8+... for log *n* times
- $-2^{(\log n)}-1$ which is proportional to n (by definition of logarithm)

Easier explanation: it adds each number once while doing little else

"Obvious": You can't do better than O(n) – have to read whole array

Parallelism teaser

- But suppose we could do two recursive calls at the same time
 - Like having a friend do half the work for you!

```
int sum(int[]arr) {
    return help(arr,0,arr.length);
}
int help(int[]arr, int lo, int hi) {
    if(lo==hi)         return 0;
    if(lo==hi-1)         return arr[lo];
    int mid = (hi+lo)/2;
    return(help(arr,lo,mid))+(help(arr,mid,hi);
}
```

- If you have as many "friends of friends" as needed, the recurrence is now T(n) = O(1) + 1T(n/2)
 - O(log n): same recurrence as for find

Really common recurrences

Should know how to solve recurrences but also recognize some really common ones:

$$T(n) = O(1) + T(n-1)$$
 linear
 $T(n) = O(1) + 2T(n/2)$ linear
 $T(n) = O(1) + T(n/2)$ logarithmic
 $T(n) = O(1) + 2T(n-1)$ exponential
 $T(n) = O(n) + T(n-1)$ quadratic
 $T(n) = O(n) + T(n/2)$ linear
 $T(n) = O(n) + 2T(n/2)$ O(n log n)

Note big-Oh can also use more than one variable

Example: can sum all elements of an n-by-m matrix in O(nm)