

CSE 373  
Data Structures & Algorithms  
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Lecture 03  
Asymptotic Analysis

# Algorithm Analysis

- Correctness:
  - Does the algorithm do what is intended.
- Performance:
  - Speed                      time complexity
  - Memory                     space complexity
- Why analyze ?

# 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.

# Recursive algorithm for *sum*

- Write a *recursive* function to find the sum of the first **n** integers stored in array **v**.

```
sum(int array v, int n) returns int
  if n = 0 then
    sum = 0
  else
    sum = nth number + sum of first n-1 numbers
  return sum
```

# Program Correctness by Induction

- Base Case:
- Inductive Hypothesis ( $n=k$ ):
- Inductive Step ( $n=k+1$ ):

# How to measure performance?

- Empirical approach:
  - Run the program many times
  - Caveats
    - Must implement every alg you want to evaluate
    - Results may be particular to type of machine used
    - need to test on many data
- Analytical approach:
  - Count operations, come up with (upper/lower) bounds on running time

# Analyzing Performance

We will focus on analyzing time complexity. First, we have some “rules” to help measure how long it takes to do things:

|                               |                               |
|-------------------------------|-------------------------------|
| <b>Basic operations</b>       | Constant time                 |
| <b>Consecutive statements</b> | Sum of times                  |
| <b>Conditionals</b>           | Test, plus larger branch cost |
| <b>Loops</b>                  | Sum of iterations             |
| <b>Function calls</b>         | Cost of function body         |
| <b>Recursive functions</b>    | Solve recurrence relation...  |

Second, we will be interested in **best** and **worst** case performance.



# Complexity cases

We'll start by focusing on two cases.

Problem size **N**

- **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**

# Exercise - Searching

|   |   |   |    |    |    |    |    |
|---|---|---|----|----|----|----|----|
| 2 | 3 | 5 | 16 | 37 | 50 | 73 | 75 |
|---|---|---|----|----|----|----|----|

```
int ArrayContains(int array[], int n, int key){  
    // Insert your algorithm here
```

```
}
```

*What algorithm would you choose  
to implement this code snippet?*

# Linear Search Analysis

```
int LinearArrayContains(int array[], int n, int key ) {  
    for( int i = 0; i < n; i++ ) {  
        if( array[i] == key )  
            // Found it!  
            return i;  
    }  
    return -1;  
}
```

Best case:

Worst case:

# Binary Search Analysis

|   |   |   |    |    |    |    |    |
|---|---|---|----|----|----|----|----|
| 2 | 3 | 5 | 16 | 37 | 50 | 73 | 75 |
|---|---|---|----|----|----|----|----|

```
Int BinArrayContains( int array[], int low, int high, int key)
{
    // The subarray is empty
    if( low > high ) return -1;

    // Search this subarray recursively
    int mid = (high + low) / 2;
    if( key == array[mid] ) {
        return mid;
    } else if( key < array[mid] ) {
        return BinArrayContains( array, low, mid-1, key );
    } else {
        return BinArrayContains( array, mid+1, high, key );
    }
}
```

Best case:

Worst case:

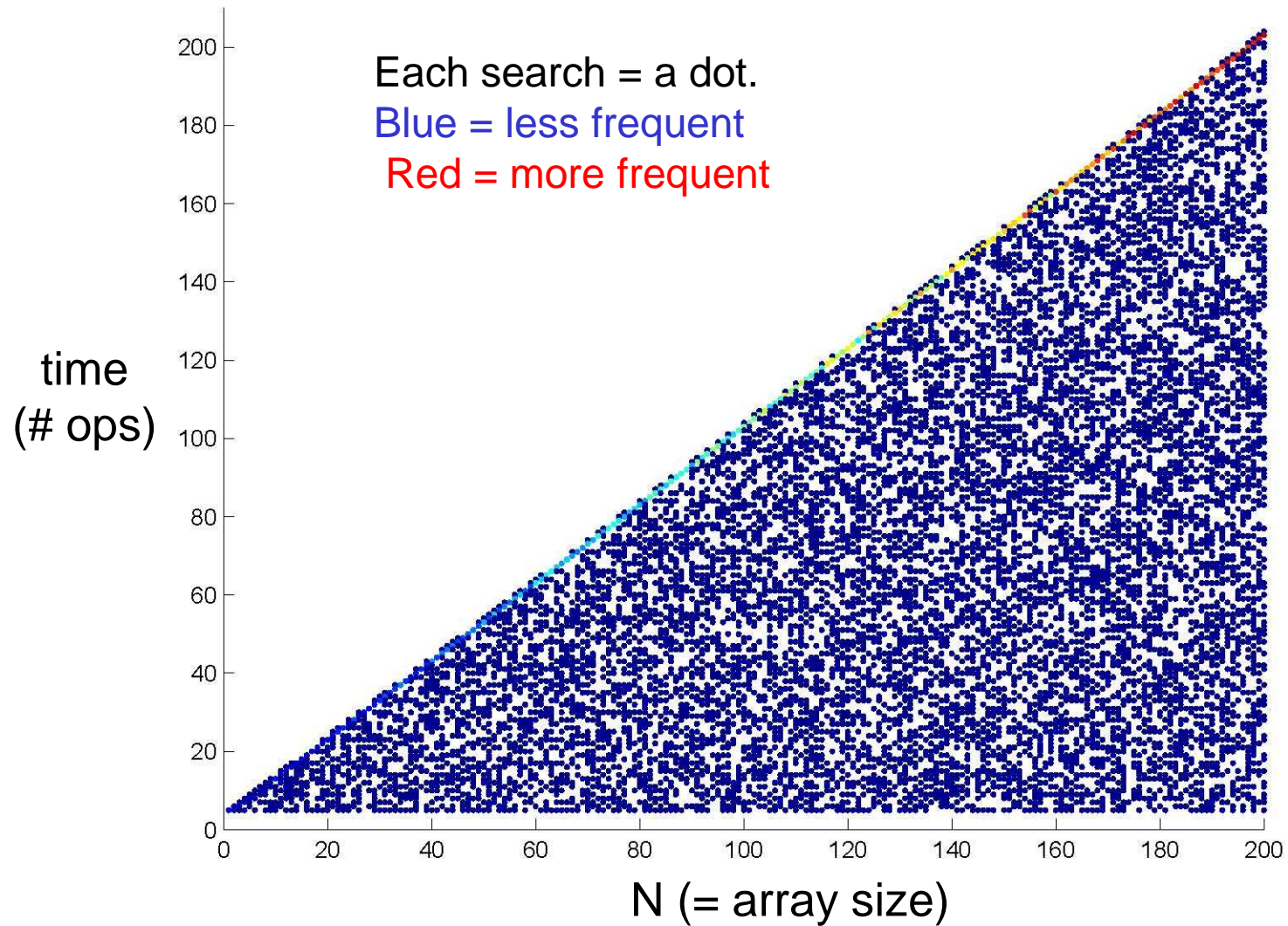
# Solving Recurrence Relations

- Determine the recurrence relation and base case(s).
- “Expand” the original relation to find an equivalent expression in terms of the number of expansions ( $k$ ).
- Find a closed-form expression by setting  $k$  to a value which reduces the problem to a base case

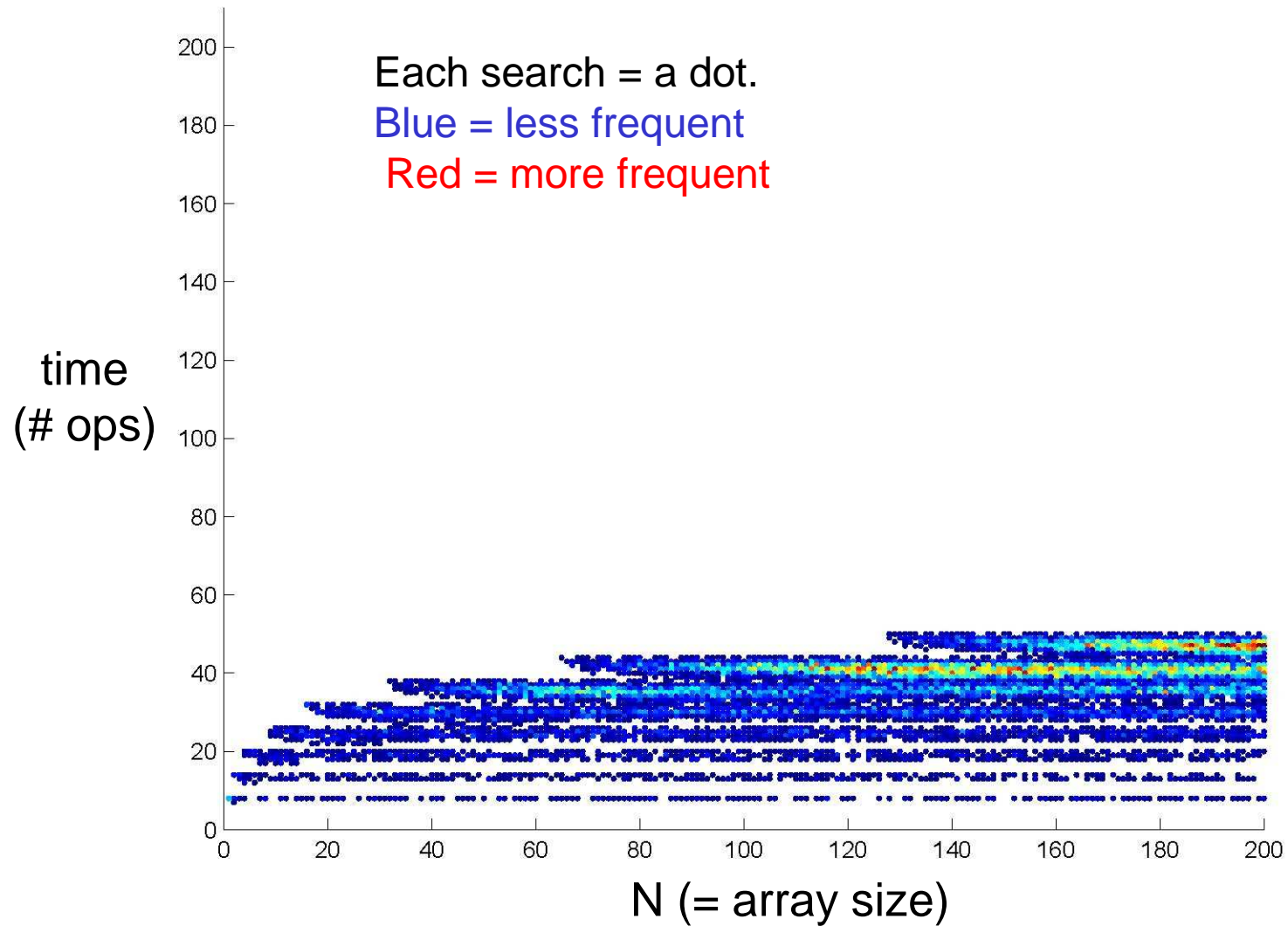
# Linear Search vs Binary Search

|            | Linear Search | Binary Search                  |
|------------|---------------|--------------------------------|
| Best Case  | 4             | 5 at [middle]                  |
| Worst Case | $3n+3$        | $4 \lfloor \log n \rfloor + 2$ |

# Linear search—empirical analysis

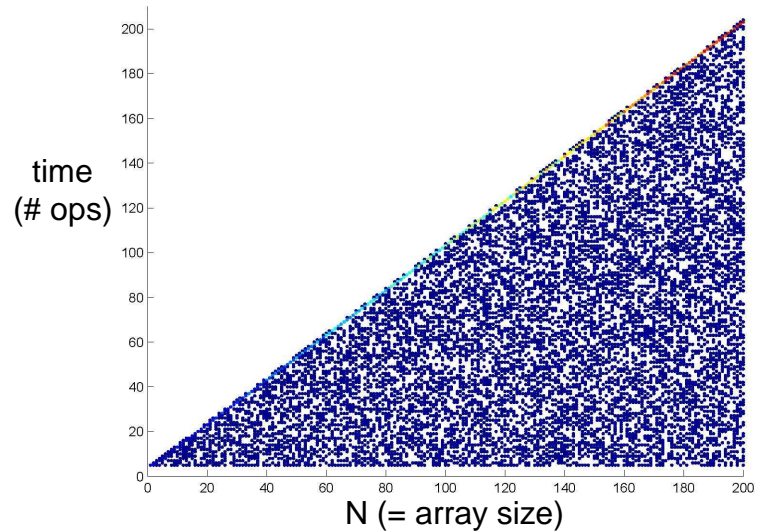


# Binary search—empirical analysis

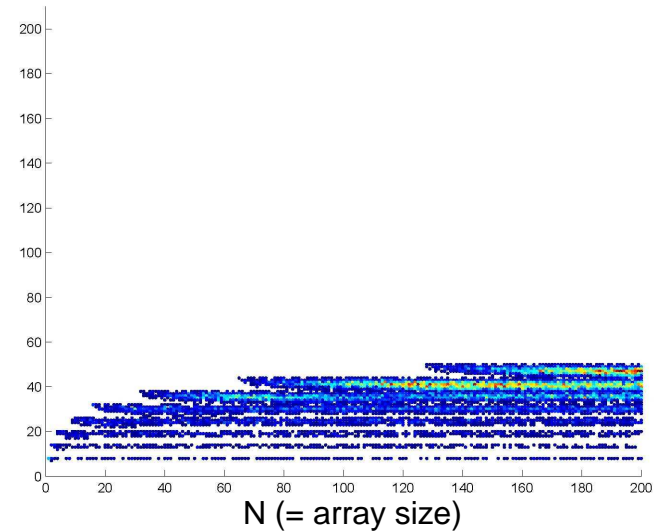




# Empirical comparison



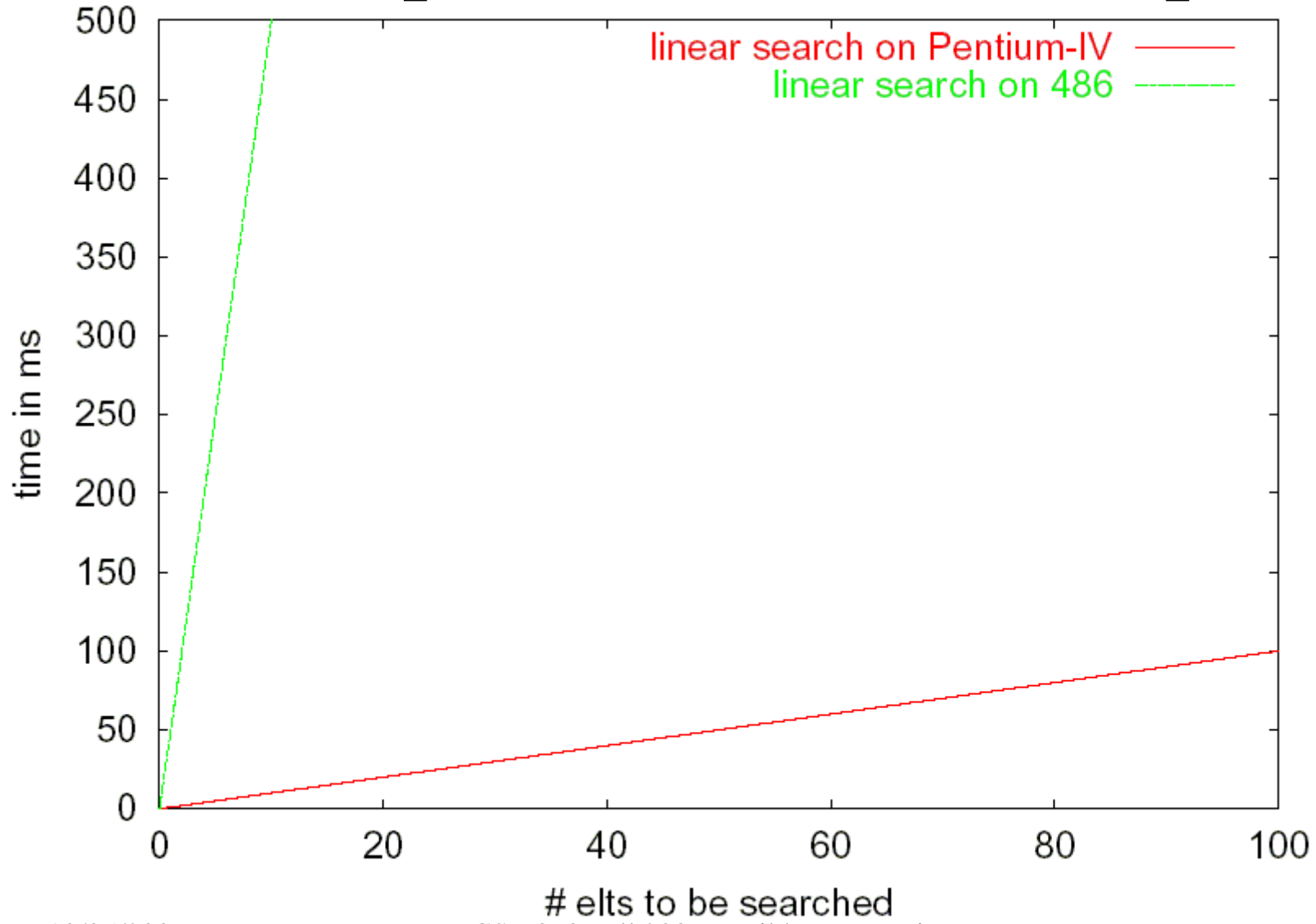
Linear search



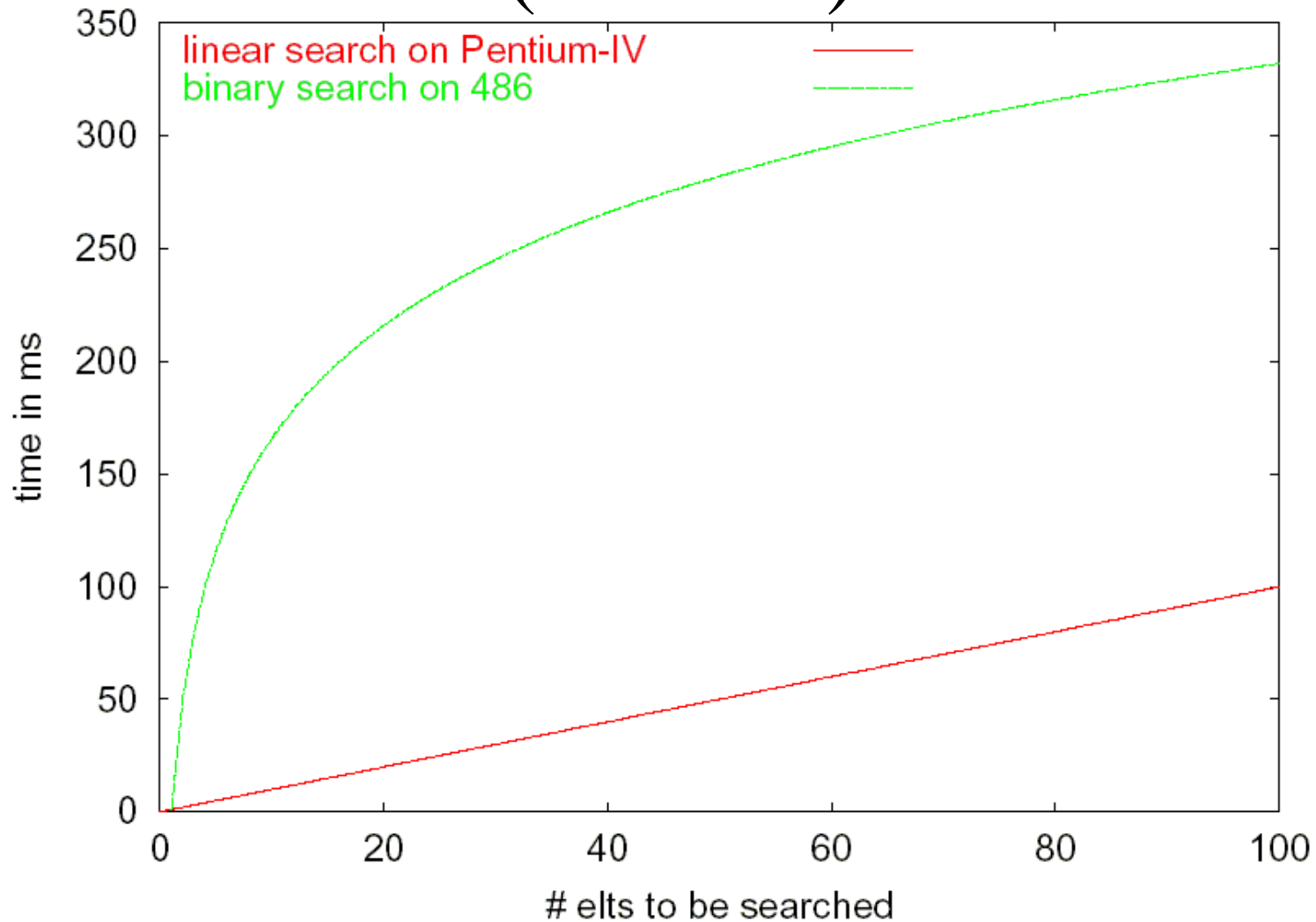
Binary search

Gives additional information

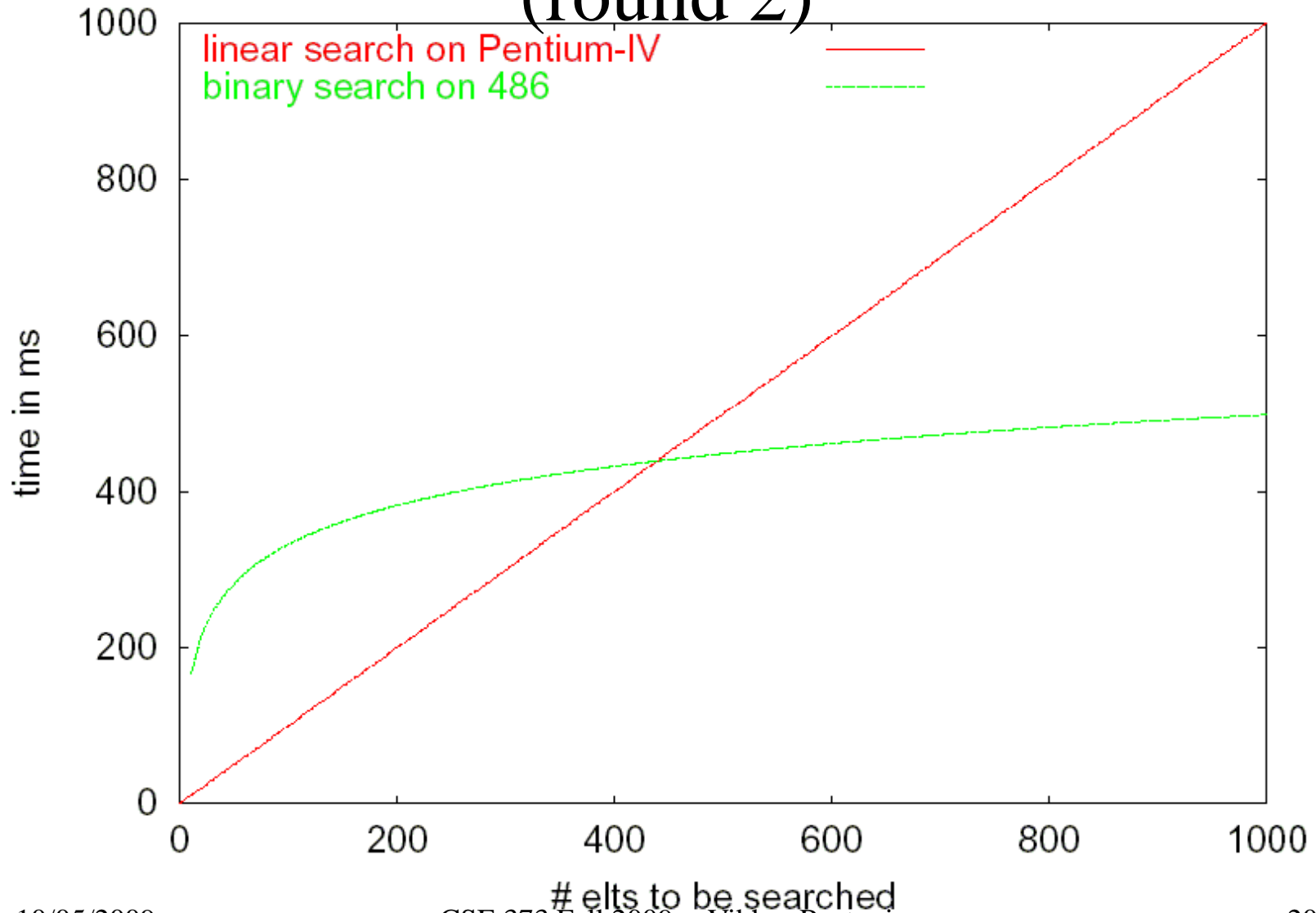
# Fast Computer vs. Slow Computer



# Fast Computer vs. Smart Programmer (round 1)



# Fast Computer vs. Smart Programmer (round 2)



# Review: Big O Notation

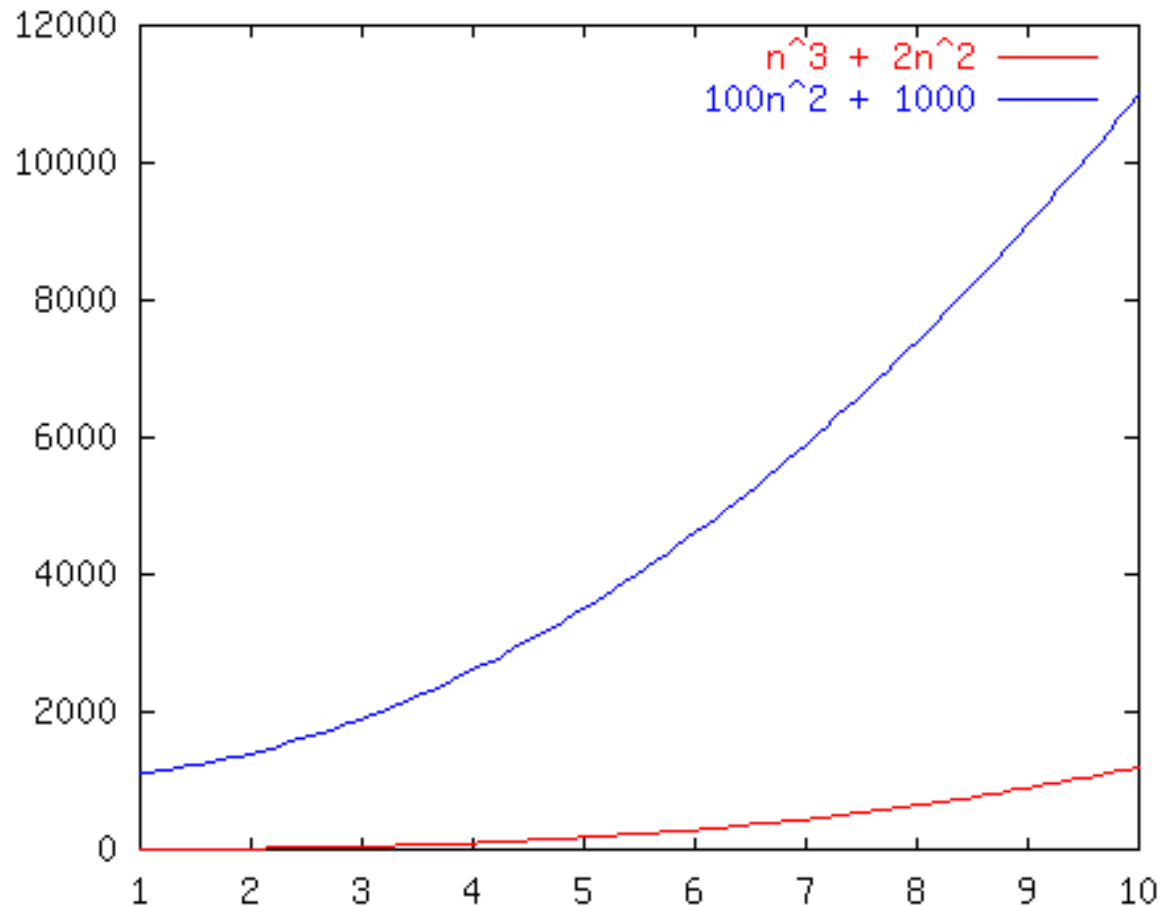
**DEFINITION:** The Big-O notation

$T(n) = O(f(n))$  if there exist constants  $c$  and  $n'$  such that:  $T(n) \leq c f(n)$  for all  $n \geq n'$

# Order Notation: Intuition

$$a(n) = n^3 + 2n^2$$

$$b(n) = 100n^2 + 1000$$



Although not yet apparent, as  $n$  gets “sufficiently large”,  $a(n)$  will be “greater than or equal to”  $b(n)$

## Example

$h(n) \in O(f(n))$  iff there exist positive constants  $c$  and  $n_0$  such that:

$$h(n) \leq c f(n) \text{ for all } n \geq n_0$$

Example:

$$100n^2 + 1000 \leq 1/2 (n^3 + 2n^2) \text{ for all } n \geq 198$$

So  $b(n) \in O(a(n))$

# Asymptotic Analysis

- Intuitively, to find the asymptotic runtime, throw away the constants and low-order terms
  - $a(n) = n^3 + 2n^2 = O(n^3)$
  - $b(n) = 100n^2 + 1000 = O(n^2)$

$$T_{\text{worst}}^{LS}(n) = 3n + 3 \in O(n) \quad T_{\text{worst}}^{BS}(n) = 4 \lfloor \log_2 n \rfloor + 2 \in O(\log n)$$

*Remember: the “fastest” algorithm has the slowest growing function for its runtime*



# Asymptotic Analysis

- Asymptotic analysis looks at the *order* of the running time of the algorithm
  - A valuable tool when the input gets “large”
  - Ignores the *effects of different machines* or *different implementations* of same algorithm
- Comparing worst case search examples:

$$T_{\text{worst}}^{LS}(n) = 3n + 3 \quad \text{vs.} \quad T_{\text{worst}}^{BS}(n) = 4 \lfloor \log_2 n \rfloor + 2$$

# Asymptotic Analysis

Eliminate low order terms

$$- 4n + 5 \Rightarrow$$

$$- 0.5 n \log n + 2n + 7 \Rightarrow$$

$$- n^3 + 3 \cdot 2^n + 8n \Rightarrow$$

Eliminate coefficients

$$- 4n \Rightarrow$$

$$- 0.5 n \log n \Rightarrow$$

$$- 3 \cdot 2^n \Rightarrow$$

# Properties of Logs

Basic:

- $A^{\log_A B} = B$
- $\log_A A =$

Independent of base:

- $\log(AB) =$
- $\log(A/B) =$
- $\log(A^B) =$
- $\log((A^B)^C) =$

# Properties of Logs

$$\log_A n = \left( \frac{1}{\log_B A} \right) \log_B n$$

# Another example

- Eliminate low-order terms

$$16n^3 \log_8(10n^2) + 100n^2$$

- Eliminate constant coefficients

# Definition of Order Notation

- Upper bound:  $h(n) \in O(f(n))$  Big-O  
“order”
  - Exist positive constants  $c$  and  $n_0$  such that
  - $h(n) \leq c f(n)$  for all  $n \geq n_0$
- Lower bound:  $h(n) \in \Omega(g(n))$  Omega
  - Exist positive constants  $c$  and  $n_0$  such that
  - $h(n) \geq c g(n)$  for all  $n \geq n_0$

# Definition of Order Notation

- Tight bound:  $h(n) \in \theta(f(n))$  Theta
  - When both hold:
    - $h(n) \in O(f(n))$
    - $h(n) \in \Omega(f(n))$
- $O(f(n))$  defines a class (set) of functions

# Thanks!

- Any questions:
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