

CSC 427: Data Structures and Algorithm Analysis

Fall 2008

Algorithm analysis, searching and sorting

- best vs. average vs. worst case analysis
- big-Oh analysis (intuitively)
- analyzing searches & sorts
- general rules for analyzing algorithms
- recurrence relations
- big-Oh analysis (formally)
- specialized sorts

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Algorithm efficiency

when we want to classify the efficiency of an algorithm, we must first identify the costs to be measured

- memory used? sometimes relevant, but not usually driving force
- execution time? dependent on various factors, including computer specs
- # of steps somewhat generic definition, but most useful

to classify an algorithm's efficiency, first identify the steps that are to be measured

e.g., for searching: # of inspections, ...
for sorting: # of inspections, # of swaps, # of inspections + swaps, ...

must focus on key steps (that capture the behavior of the algorithm)

- e.g., for searching: there is overhead, but the work done by the algorithm is dominated by the number of inspections

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Best vs. average vs. worst case

when measuring efficiency, you need to decide what case you care about

- best case: usually not of much practical use
the best case scenario may be rare, certainly not guaranteed
- average case: can be useful to know
on average, how would you expect the algorithm to perform
can be difficult to analyze – must consider all possible inputs and calculate the average performance across all inputs
- worst case: most commonly used measure of performance
provides upper-bound on performance, guaranteed to do no worse

sequential search: best? average? worst?

binary search: best? average? worst?

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Big-Oh (intuitively)

intuitively: an algorithm is $O(f(N))$ if the # of *steps* involved in solving a problem of size N has $f(N)$ as the dominant term

$O(N)$:	$5N$	$3N + 2$	$N/2 - 20$
$O(N^2)$:	N^2	$N^2 + 100$	$10N^2 - 5N + 100$
...			

why aren't the smaller terms important?

- big-Oh is a "long-term" measure
- when N is sufficiently large, the largest term dominates

consider $f_1(N) = 300 \cdot N$ (a very steep line) & $f_2(N) = \frac{1}{2} \cdot N^2$ (a very gradual quadratic)

in the short run (i.e., for small values of N), $f_1(N) > f_2(N)$

e.g., $f_1(10) = 300 \cdot 10 = 3,000 > 50 = \frac{1}{2} \cdot 10^2 = f_2(10)$

in the long run (i.e., for large values of N), $f_1(N) < f_2(N)$

e.g., $f_1(1,000) = 300 \cdot 1,000 = 300,000 < 500,000 = \frac{1}{2} \cdot 1,000^2 = f_2(1,000)$

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Big-Oh and rate-of-growth

big-Oh classifications capture rate of growth

- for an $O(N)$ algorithm, doubling the problem size doubles the amount of work
e.g., suppose $\text{Cost}(N) = 5N - 3$
 - $\text{Cost}(S) = 5S - 3$
 - $\text{Cost}(2S) = 5(2S) - 3 = 10S - 3$
- for an $O(N \log N)$ algorithm, doubling the problem size more than doubles the amount of work
e.g., suppose $\text{Cost}(N) = 5N \log N + N$
 - $\text{Cost}(S) = 5S \log S + S$
 - $\text{Cost}(2S) = 5(2S) \log(2S) + 2S = 10S(\log(S)+1) + 2S = 10S \log S + 12S$
- for an $O(N^2)$ algorithm, doubling the problem size quadruples the amount of work
e.g., suppose $\text{Cost}(N) = 5N^2 - 3N + 10$
 - $\text{Cost}(S) = 5S^2 - 3S + 10$
 - $\text{Cost}(2S) = 5(2S)^2 - 3(2S) + 10 = 5(4S^2) - 6S + 10 = 20S^2 - 6S + 10$

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Big-Oh of searching/sorting

sequential search: worst case cost of finding an item in a list of size N

- may have to inspect every item in the list

$$\begin{aligned}\text{Cost}(N) &= N \text{ inspections} + \text{overhead} \\ &\rightarrow O(N)\end{aligned}$$

selection sort: cost of sorting a list of N items

- make $N-1$ passes through the list, comparing all elements and performing one swap

$$\begin{aligned}\text{Cost}(N) &= (1 + 2 + 3 + \dots + N-1) \text{ comparisons} + N-1 \text{ swaps} + \text{overhead} \\ &= N(N-1)/2 \text{ comparisons} + N-1 \text{ swaps} + \text{overhead} \\ &= \frac{1}{2} N^2 - \frac{1}{2} N \text{ comparisons} + N-1 \text{ swaps} + \text{overhead} \\ &\rightarrow O(N^2)\end{aligned}$$

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General rules for analyzing algorithms

1. **for loops:** the running time of a for loop is at most
running time of statements in loop \times number of loop iterations

```
for (int i = 0; i < N; i++) {  
    sum += nums[i];  
}
```

2. **nested loops:** the running time of a statement in nested loops is
running time of statement in loop \times product of sizes of the loops

```
for (int i = 0; i < N; i++) {  
    for (int j = 0; j < M; j++) {  
        nums1[i] += nums2[j] + i;  
    }  
}
```

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General rules for analyzing algorithms

3. **consecutive statements:** the running time of consecutive statements is
sum of their individual running times

```
int sum = 0;  
for (int i = 0; i < N; i++) {  
    sum += nums[i];  
}  
double avg = (double)sum/N;
```

4. **if-else:** the running time of an if-else statement is at most
running time of the test + maximum running time of the if and else cases

```
if (isSorted(nums)) {  
    index = binarySearch(nums, desired);  
}  
else {  
    index = sequentialSearch(nums, desired);  
}
```

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EXAMPLE: finding all anagrams of a word (approach 1)

- for each possible permutation of the word
- generate the next permutation
 - test to see if contained in the dictionary
 - if so, add to the list of anagrams

efficiency of this approach, where L is word length & D is dictionary size?

- for each possible permutation of the word
- generate the next permutation
→ O(L), assuming a smart encoding
 - test to see if contained in the dictionary
→ O(D), assuming sequential search
 - if so, add to the list of anagrams
→ O(1)

since L! different permutations, will loop L! times

→ O(L! × (L + D + 1)) → O(L! × D) note: 6! = 720 9! = 362,880
7! = 5,040 10! = 3,628,800
8! = 40,320 11! = 39,916,800

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EXAMPLE: finding all anagrams of a word (approach 2)

- sort letters of given word
- traverse the entire dictionary, word by word
- sort the next dictionary word
 - test to see if identical to sorted given word
 - if so, add to the list of anagrams

efficiency of this approach, where L is word length & D is dictionary size?

- sort letters of given word
→ O(L log L), assuming an efficient sort
- traverse the entire dictionary, word by word
- sort the next dictionary word
→ O(L log L), assuming an efficient sort
 - test to see if identical to sorted given word
→ O(L)
 - if so, add to the list of anagrams
→ O(1)

since dictionary is size D, will loop D times

→ O(L log L + (D × (L log L + L + 1))) → O(L log L × D)

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Approach 1 vs. approach 2

clearly, approach 2 will be faster

$O(L \log L \times D)$ vs. $O(L! \times D)$

- for a 5-letter word:
 $5 \log 5 \times 117,000 \approx 12 \times 117,000 = 1,404,000$
 $5! \times 117,000 = 120 \times 117,000 = 14,040,000$
- for a 10-letter word:
 $10 \log 10 \times 117,000 \approx 33 \times 117,000 = 3,861,000$
 $10! \times 117,000 = 3,628,800 \times 117,000 = 424,569,600,000$

would it make a difference if the dictionary were sorted?

- could use binary search to check for a word in approach 1 $\rightarrow O(L! \times \log D)$
5-letter word: $5! \times \log 117,000 = 120 \times 17 = 2,040$
10-letter word: $10! \times \log 117,000 = 3,628,800 \times 17 = 61,689,600$

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Analyzing recursive algorithms

recursive algorithms can be analyzed by defining a recurrence relation:

cost of searching N items using binary search =
cost of comparing middle element + cost of searching correct half ($N/2$ items)

more succinctly: $\text{Cost}(N) = \text{Cost}(N/2) + C$

$$\begin{aligned} \text{Cost}(N) &= \text{Cost}(N/2) + C && \text{can unwind } \text{Cost}(N/2) \\ &= (\text{Cost}(N/4) + C) + C && \\ &= \text{Cost}(N/4) + 2C && \text{can unwind } \text{Cost}(N/4) \\ &= (\text{Cost}(N/8) + C) + 2C && \\ &= \text{Cost}(N/8) + 3C && \text{can continue unwinding} \\ &= \dots && \\ &= \text{Cost}(1) + (\log_2 N) \cdot C && \\ &= C \log_2 N + C' && \text{where } C' = \text{Cost}(1) \\ &\rightarrow O(\log N) && \end{aligned}$$

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Analyzing merge sort

cost of sorting N items using merge sort =
 cost of sorting left half (N/2 items) + cost of sorting right half (N/2 items) +
 cost of merging (N items)

more succinctly: $\text{Cost}(N) = 2\text{Cost}(N/2) + C_1N + C_2$

$$\begin{aligned} \text{Cost}(N) &= 2\text{Cost}(N/2) + C_1N + C_2 && \text{can unwind Cost}(N/2) \\ &= 2(2\text{Cost}(N/4) + C_1N/2 + C_2) + C_1N + C_2 \\ &= 4\text{Cost}(N/4) + 2C_1N + 3C_2 && \text{can unwind Cost}(N/4) \\ &= 4(2\text{Cost}(N/8) + C_1N/4 + C_2) + 2C_1N + 3C_2 \\ &= 8\text{Cost}(N/8) + 3C_1N + 7C_2 && \text{can continue unwinding} \\ &= \dots \\ &= N\text{Cost}(1) + (\log_2 N)C_1N + (N-1)C_2 \\ &= C_1N \log_2 N + (C_1 + C_2)N - C_2 && \text{where } C' = \text{Cost}(1) \\ &\rightarrow O(N \log N) \end{aligned}$$

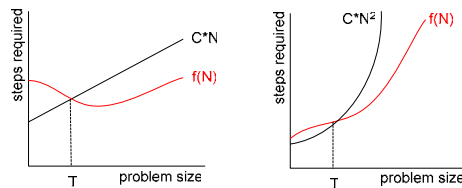
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Big-Oh (slightly more formally)

more formally: an algorithm is $O(f(N))$ if, *after some point*, the # of steps can be bounded from above by a scaled $f(N)$ function

$O(N)$: if number of steps can eventually be bounded by a line
 $O(N^2)$: if number of steps can eventually be bounded by a quadratic

...



"after some point" captures the fact that we only care about the long run

- for small values of N , the constants can make an $O(N)$ algorithm do more work than an $O(N^2)$ algorithm
- but beyond some threshold size, the $O(N^2)$ will always do more work

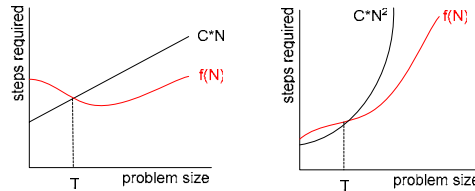
e.g., $f_1(N) = 300N$ & $f_2(N) = \frac{1}{2}N^2$

what threshold forces $f_1(N) \leq f_2(N)$?

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Big-Oh (formally)

an algorithm is $O(f(N))$ if there exists a positive constant C & non-negative integer T such that for all $N \geq T$, # of steps required $\leq C \cdot f(N)$



for example, selection sort:

$N(N-1)/2$ inspections + $N-1$ swaps + overhead = $(N^2/2 + N/2 - 1 + X)$ steps

if we consider $C = 2$ and $T = \max(X, 1)$, then

$$\begin{aligned}
 N^2/2 + N/2 - 1 + X &\leq N^2/2 + N/2 + X && \text{since added 1 to rhs} \\
 &\leq N^2/2 + N^2/2 + X && \text{since } 1 \leq N \text{ at } T \text{ and beyond} \\
 &\leq N^2/2 + N^2/2 + N^2 && \text{since } X \leq N \text{ at } T \text{ and beyond} \\
 &= 2N^2 \\
 &\rightarrow O(N^2)
 \end{aligned}$$

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Exercises

consider an algorithm whose cost function is

$$\text{Cost}(N) = 12N^3 - 5N^2 + N - 300$$

intuitively, we know this is $O(N^3)$

formally, what are values of C and T that meet the definition?

- an algorithm is $O(N^3)$ if there exists a positive constant C & non-negative integer T such that for all $N \geq T$, # of steps required $\leq C \cdot N^3$

consider "merge3-sort"

- If the range to be sorted is size 0 or 1, then DONE.
- Otherwise, calculate the indices $1/3$ and $2/3$ of the way through the list.
- Recursively sort each third of the list.
- Merge the three sorted sublists together.

what is the recurrence relation that defines the cost of this algorithm?

what is its big-Oh classification?

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Specialized sorts

for general-purpose, comparable data, $O(N \log N)$ is optimal

- for special cases, you can actually do better

e.g., suppose there is a fixed, reasonably-sized range of values

- such as years in the range 1900-2006

1975	2002	2006	2002	2005	1999	1950	1903	2006	2001	2006	1975	2003	1900	1980	1900
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

- construct a frequency array with $|\text{range}|$ counters, initialized to 0

2	0	0	1	...	1	2	1	0	1	3
1900	1901	1902	1903	...	2001	2002	2003	2004	2005	2006

- then traverse and copy the appropriate values back to the list

1900	1900	1903	1950	1975	1975	1980	1999	2001	2002	2002	2003	2005	2006	2006	2006
------	------	------	------	------	------	------	------	------	------	------	------	------	------	------	------

big-Oh analysis?

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Radix sort

suppose the values can be compared lexicographically (either character-by-character or digit-by-digit)

radix sort:

- take the least significant char/digit of each value
- sort the list based on that char/digit, but keep the order of values with the same char/digit
- repeat the sort with each more significant char/digit

"ace"	"baa"	"cad"	"bee"	"bad"	"ebb"
-------	-------	-------	-------	-------	-------

most often implemented using a "bucket list"

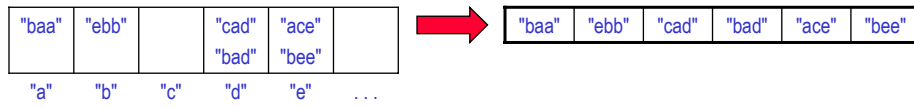
- here, need one bucket for each possible letter
- copy all of the words ending in "a" in the 1st bucket, "b" in the 2nd bucket, ...

"baa"	"ebb"		"cad"	"ace"	
			"bad"	"bee"	
"a"	"b"	"c"	"d"	"e"	...

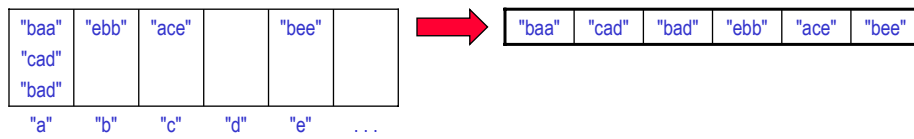
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Radix sort (cont.)

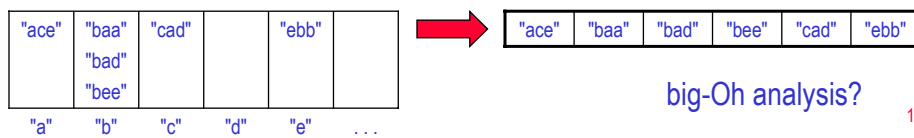
- copy the words from the bucket list back to the list, preserving order
- results in a list with words sorted by last letter



- repeat, but now place words into buckets based on next-to-last letter
- results in a list with words sorted by last two letters



- repeat, but now place words into buckets based on first letter
- results in a sorted list



big-Oh analysis?

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