## Analysis of Algorithms

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### What is Algorithm Analysis?

- Measure resource requirements: how does the amount of time and space an algorithm uses scale with increasing input size?
- How do we put this notion on a concrete footing?
- What does it mean for one function to grow faster or slower than another?

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#### Goal

Develop algorithms that provably run quickly and use low amounts of space.

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- Bound the largest possible running time the algorithm over all inputs of size n as a function of n.
- Input size = number of elements in the input. Values in the input do not matter, except for specific algorithms.
- Assume all elementary operations take unit time: assignment, arithmetic on a fixed-size number, comparisons, array lookup, following a pointer, etc.

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#### Definition

An algorithm is efficient if it has a polynomial running time.

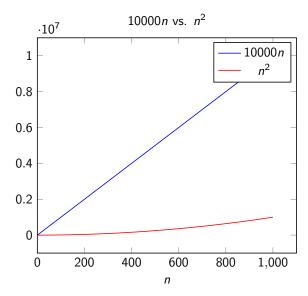
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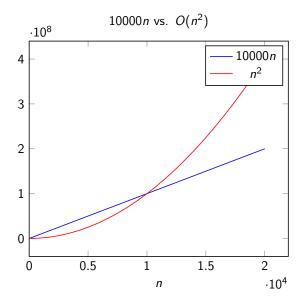
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- Bubble sort and insertion sort take roughly  $n^2$  comparisons while quick sort (only on average) and merge sort take roughly  $n \log_2 n$  comparisons.
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- How can make statements such as the following, in order to compare the running times of different algorithms?
  - ▶  $100n\log_2 n \le n^2$
  - ▶  $10000n \le n^2$
  - $> 5n^2 4n \ge 1000n \log n$



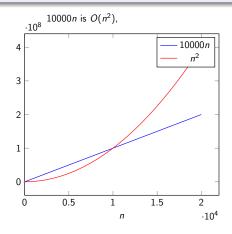


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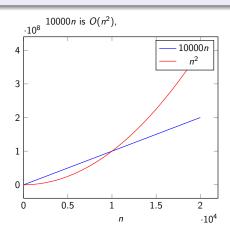
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Asymptotic upper bound: A function f(n) is O(g(n)) if for all n,  $f(n) \le g(n)$ .



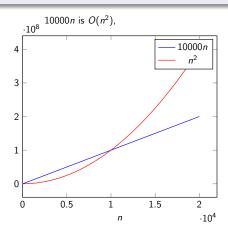
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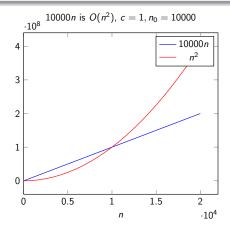
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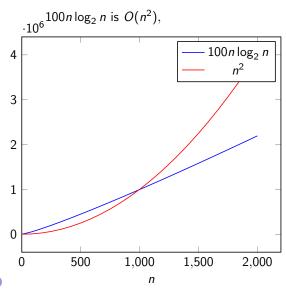


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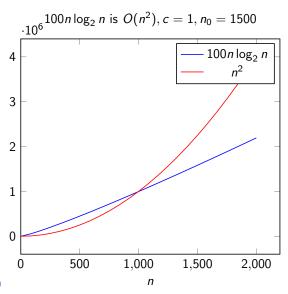
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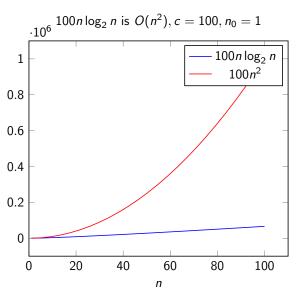


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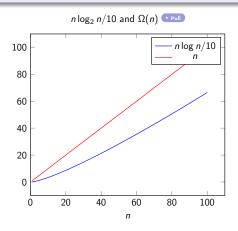
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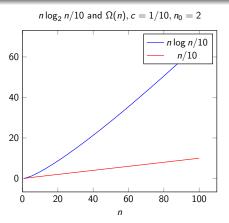
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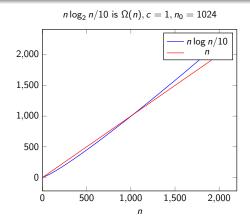
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- The problem of sorting n numbers has a lower bound of  $\Omega(n \log n)$ . For any comparison-based sorting algorithm, there is at least one input for which that algorithm will take  $\Omega(n \log n)$  steps.
- The stable matching problem has a lower bound of  $\Omega(n^2)$ . For any algorithm, there is at least one input for which the algorithm will take  $\Omega(n^2)$  steps, even if all the preference matrices are already stored in memory (Ng and Hirschberg, SIAM J. Comput., 1990).

## **Tight Bound**

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Asymptotic tight bound: A function f(n) is  $\Theta(g(n))$  if f(n) is O(g(n)) and f(n) is  $\Omega(g(n))$ .

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- In all these definitions, c and  $n_0$  are constants independent of n.
- Abuse of notation: say  $g(n) = O(f(n)), g(n) = \Omega(f(n)), g(n) = \Theta(f(n)).$

Dropping argument n on this slide for visual clarity.

Transitivity

- If f = O(g) and g = O(h), then f = O(h).
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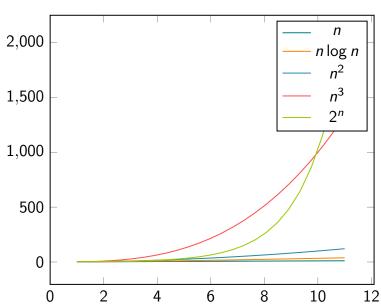
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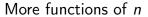
- $O(n^d)$  is the definition of polynomial time.
- For every constant x > 0,  $\log n = O(n^x)$ , e.g.,  $\log n = n^{0.00001}$ .

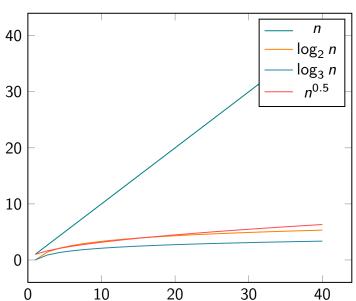
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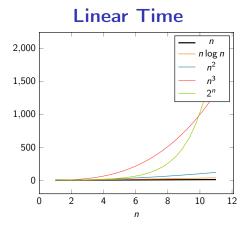
- $O(n^d)$  is the definition of polynomial time.
- For every constant x > 0,  $\log n = O(n^x)$ , e.g.,  $\log n = n^{0.00001}$ .
- For every constant r > 1 and every constant d > 0,  $n^d = O(r^n)$ , e.g.,  $n^3 = O(1.1^n)$ .

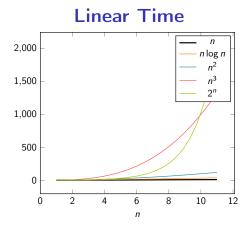




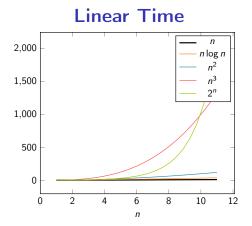




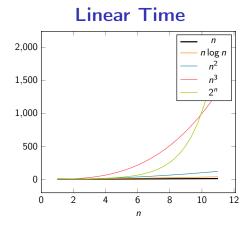




• Finding the minimum, merging two sorted lists.

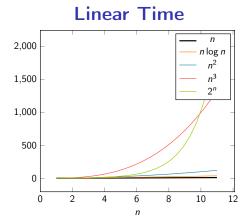


- Finding the minimum, merging two sorted lists.
- Computing the median (or kth smallest) element in an unsorted list.





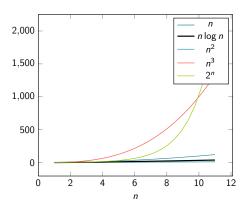
- Finding the minimum, merging two sorted lists.
- Computing the median (or kth smallest) element in an unsorted list. "Median-of-medians" algorithm.
- Sub-linear time.





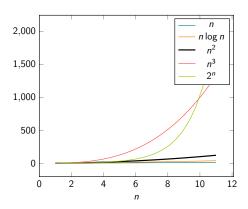
- Finding the minimum, merging two sorted lists.
- Computing the median (or kth smallest) element in an unsorted list. "Median-of-medians" algorithm.
- Sub-linear time. Binary search in a sorted array of n numbers takes  $O(\log n)$ time.

# $O(n \log n)$ Time



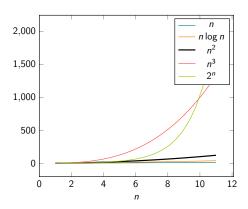
• Any algorithm where the costliest step is sorting.

### **Quadratic Time**



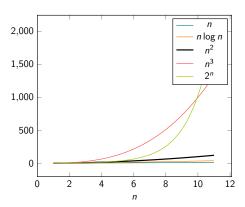
• Enumerate all pairs of elements.

### **Quadratic Time**

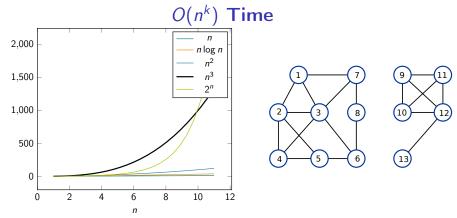


- Enumerate all pairs of elements.
- Given a set of *n* points in the plane, find the pair that are the closest.

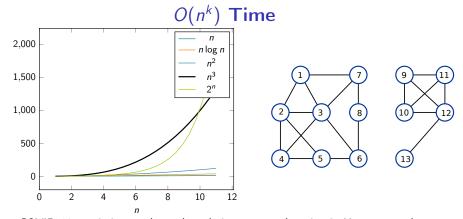
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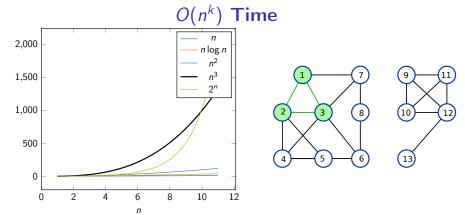
- Enumerate all pairs of elements.
- Given a set of n points in the plane, find the pair that are the closest. Surprising fact: will solve this problem in  $O(n \log n)$  time later in the semester.



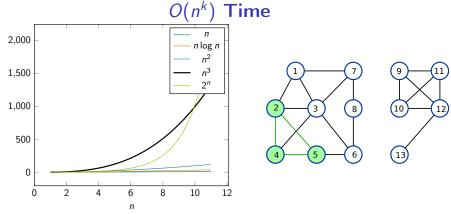
- COVID-19 proximity graph: each node is a person shopping in Kroger, an edge connects two people who came within six feet of each other.
- Some subgraphs can have high potential for virus transmission.



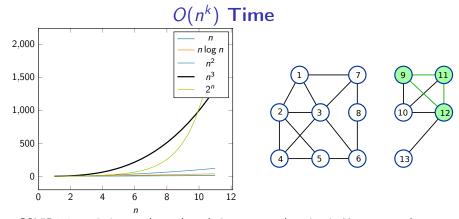
- COVID-19 proximity graph: each node is a person shopping in Kroger, an edge connects two people who came within six feet of each other.
- Some subgraphs can have high potential for virus transmission.
- Does a graph have a *clique* of size k, where k is a constant, i.e. there are k nodes such that every pair is connected by an edge?



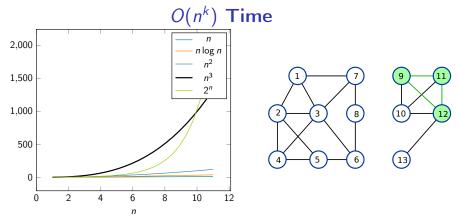
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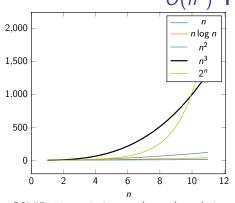


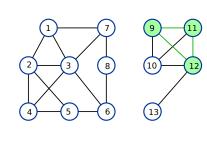
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- Algorithm: For each subset S of k nodes, check if S is a clique. If the answer is yes, report it.

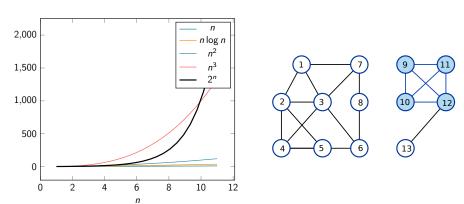




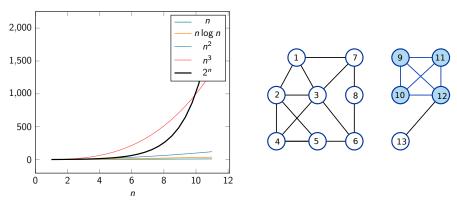


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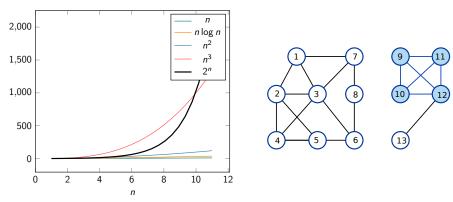
• Running time is  $O(k^2 \binom{n}{k}) = O(n^k)$ .



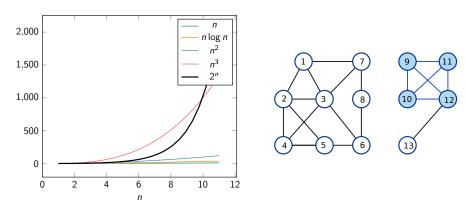
• What is the largest size of a clique in a graph with *n* nodes?



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- Algorithm: For each  $1 \le i \le n$ , check if the graph has a clique of size i. Output largest clique found.
- What is the running time?



- What is the largest size of a clique in a graph with *n* nodes?
- Algorithm: For each  $1 \le i \le n$ , check if the graph has a clique of size i. Output largest clique found.
- What is the running time?  $O(n^22^n)$ .