CMSC 341 Lecture 4 Asymptotic Analysis

Based on slides from previous iterations at UMBC, and from book publisher

Today's Topics

- Review
 - Mathematical properties
 - Proof by induction
- Program complexity
 Growth functions
- Big O notation

Mathematical Properties

Why Review Mathematical Properties?

- You will be solving complex problems
 That use division and power
- These mathematical properties will help you solve these problems more quickly
 - Exponents
 - Logarithms
 - Summations
 - Mathematical Series

Exponents

- Shorthand for multiplying a number by itself
 Several times
- Used in identifying sizes of memory
- Help to determine the most efficient way to write a program

Exponent Identities

- $\mathbf{x}^{a}\mathbf{x}^{b}$ =
- x^ay^a =
- $(x^{a})^{b} =$
 - $\mathbf{x}^{(a-b)} =$
 - $x^{(-a)} =$

 $\mathbf{x}^{(a/b)} =$

Exponent Identities

- $\mathbf{x}^{a}\mathbf{x}^{b} = \mathbf{x}^{(a+b)}$
- $x^a y^a = (xy)^a$
- $(\mathbf{x}^{a})^{b} = \mathbf{x}^{(ab)}$
- $x^{(a-b)} = (x^{a}) / (x^{b})$
- $x^{(-a)} = 1/(x^{a})$
- $\mathbf{x}^{(a/b)} = (\mathbf{x}^a)^{\frac{1}{b}} = \sqrt[b]{\mathbf{x}^a}$

Logarithms

ALWAYS base 2 in Computer Science

Unless stated otherwise

- Used for:
 - Conversion between numbering systems
 - Determining the mathematical power needed
- Definition:

 \square n = $\log_a x$ if and only if $a^n = x$

Logarithm Identities

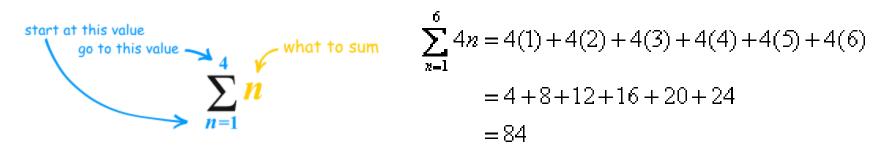
- $\log_{b}(1) =$
- $log_b(b) =$
- $log_b(x*y) =$
- $\log_b(x/y) =$
- $\log_{b}(\mathbf{x}^{n}) =$
- $\log_{b}(\mathbf{x}) =$

Logarithm Identities

- $\log_{b}(1) = 0$
- $log_b(b) = 1$
- $\log_{b}(x^{*}y) = \log_{b}(x) + \log_{b}(y)$
- $\log_{b}(x/y) = \log_{b}(x) \log_{b}(y)$
- $\log_{b}(\mathbf{x}^{n}) = n * \log_{b}(\mathbf{x})$
- $\log_{b}(x) = \log_{b}(c) * \log_{c}(x)$
 - = $\log_c(x) / \log_c(b)$

Summations

The addition of a sequence of numbers Result is their sum or total



Can break a function into several summations

$$\sum_{i=1}^{100} (4+3i) = \sum_{i=1}^{100} 4 + \sum_{i=1}^{100} 3i = \sum_{i=1}^{100} 4 + 3\left(\sum_{i=1}^{100} i\right)$$

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Proof by Induction

Proof by Induction

- A proof by induction is just like an ordinary proof
 - In which every step must be justified
- However, it employs a neat trick:
 - You can prove a statement about an arbitrary number n by first proving
 - It is true when n is 1 and then
 - Assuming it is true for n=k and
 - Showing it is true for n=k+1

Proof by Induction Example

- Let's say you want to show that you can climb to the nth floor of a fire escape
- With induction, need to show that:
 - They can climb the ladder up to the fire escape (n = 0)
 - They can climb the first flight of stairs (n = 1)
- Then we can show that you can climb the stairs from any level of the fire escape (n = k) to the next level (n = k + 1)

Program Complexity

What is Complexity?

- How many resources will it take to solve a problem of a given size?
 - □ Time (ms, seconds, minutes, years)
 - Space (kB, MB, GB, TB, PB)
- Expressed as a function of problem size (beyond some minimum size)

Increasing Complexity

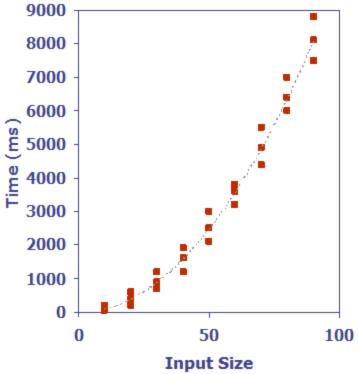
How do requirements grow as size grows?

Size of the problem

- Number of elements to be handled
- Size of thing to be operated on

Determining Complexity: Experimental

- Write a program implementing the algorithm
- Run the program with inputs of varying size and composition
- Use a method like clock() to get an accurate measure of the actual running time
- Plot the results



Limitations of Experimental Method

- What are some limitations of this approach?
- Must implement algorithm to be tested
 May be difficult
- Results may not apply to all possible inputs
 Only applies to inputs explicitly tested
- Comparing two algorithms is difficult
 Requires same hardware and software

Determining Complexity: Analysis

- Theoretical analysis solves these problems
- Use a high-level description of the algorithm
 Instead of an implementation
- Run time is a function of the input size, n
- Take into account all possible inputs
- Evaluation is independent of specific hardware or software
 - Including compiler optimization

Using Asymptotic Analysis

- For an algorithm:
 - With input size n
 - Define the run time as T(n)

- Purpose of asymptotic analysis is to examine:
 - □ The rate of growth of T(n)
 - □ As n grows larger and larger

Growth Functions

Seven Important Functions

- Constant ≈ 1
- Logarithmic $\approx \log n$
- Linear $\approx n$
- N-Log-N $\approx n \log n$
- Quadratic $\approx n^2$
- Cubic $\approx n^3$
- Exponential $\approx 2^n$

Constant and Linear

- Constant
 "c" is a constant value, like 1
 T(n) = c
 - Getting array element at known location
 - Any simple C++ statement (e.g. assignment)
- Linear
 - □ T(n) = cn [+ any lower order terms]
 - Finding particular element in array of size n
 - Sequential search
 - Trying on all of your n shirts

Quadratic and Polynomial

Quadratic

- \Box T(n) = cn² [+ any lower order terms]
- Sorting an array using bubble sort
- Trying all your n shirts with all your n pants

Polynomial

- \Box T(n) = cn^k [+ any lower order terms]
- Finding the largest element of a k-dimensional array
- Looking for maximum substrings in array

Exponential and Logarithmic

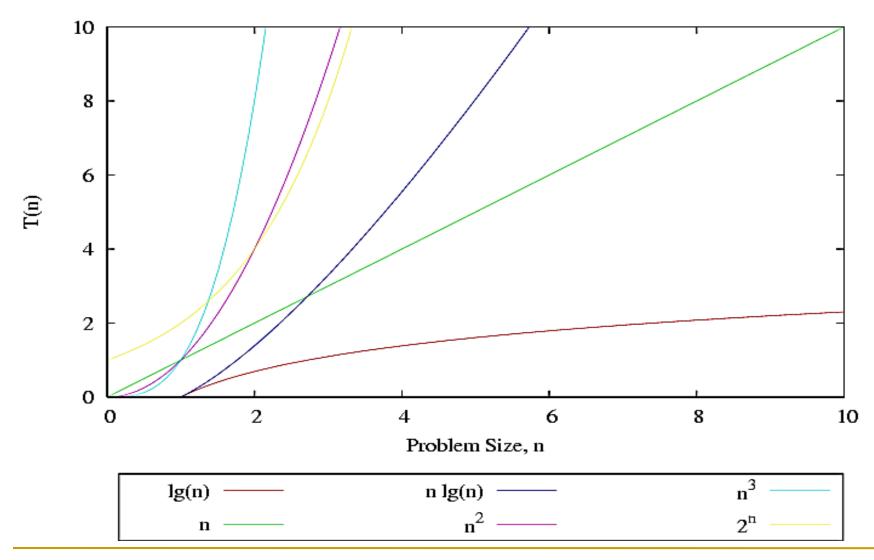
Exponential

- \Box T(n) = cⁿ [+ any lower order terms]
- Constructing all possible orders of array elements
- Towers of Hanoi (2ⁿ)
- Recursively calculating nth Fibonacci number (2ⁿ)

Logarithmic

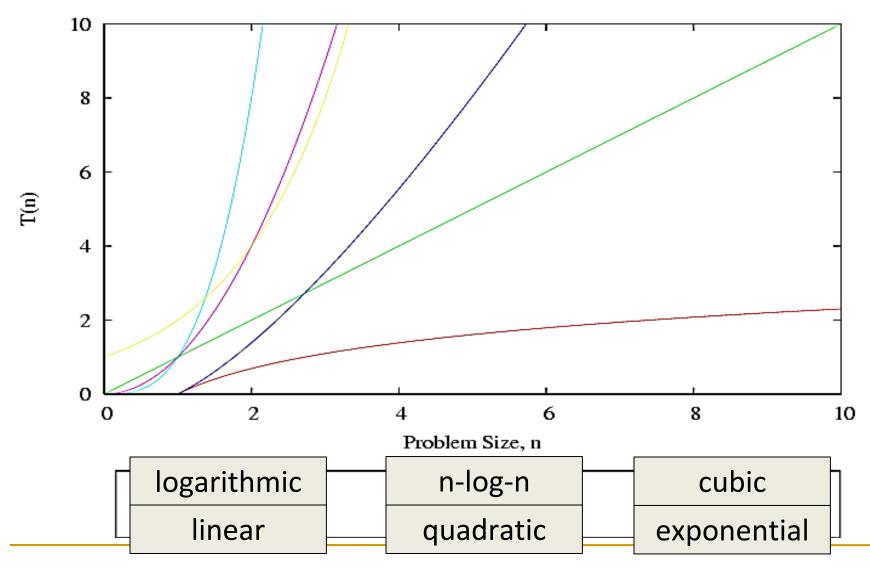
- □ T(n) = lg n [+ any lower order terms]
- Finding a particular array element (binary search)
- Algorithms that continually divide a problem in half

Graph of Growth Functions



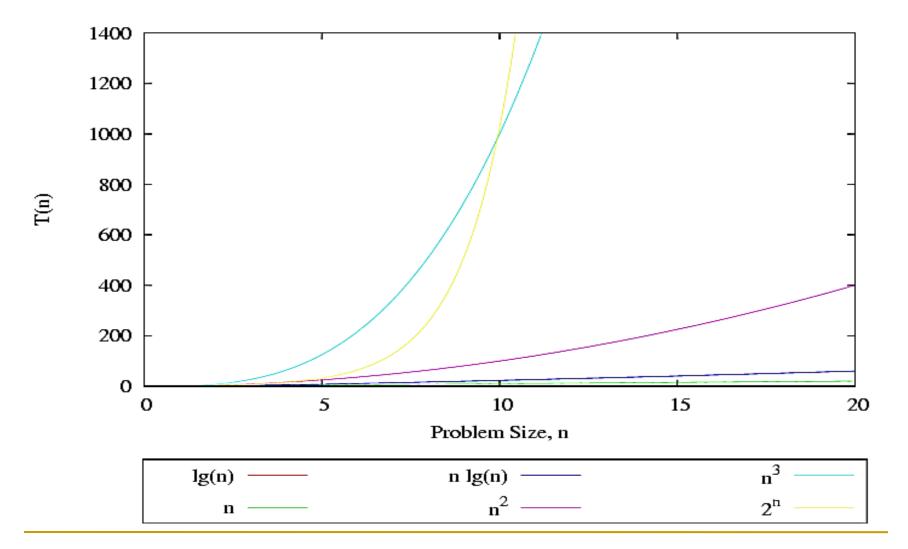
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Graph of Growth Functions



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Expanded Growth Functions Graph



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Asymptotic Analysis

Simplification

- We are only interested in the growth rate as an "order of magnitude"
 - □ As the problem grows really, really, really large
- We are not concerned with the fine details
 - Constant multipliers are dropped
 - If $T(n) = c \cdot 2^n$, we reduce it to $T(n) = 2^n$
 - Lower order terms are dropped
 - If $T(n) = n^4 + n^2$, we reduce it to $T(n) = n^4$

Three Cases of Analysis

Best case

- When input data minimizes the run time
 - An array that needs to be sorted is already in order
- Average case
 - □ The "run time efficiency" over all possible inputs

Worst case

- When input data maximizes the run time
 - Most adversarial data possible

Analysis Example: Mileage

- How much gas does it take to go 20 miles?
- Best case
 - Straight downhill, wind at your back
- Average case
 - "Average" terrain
- Worst case
 - Winding uphill gravel road, inclement weather

Analysis Example: Sequential Search

- Consider sequential search on an unsorted array of length n, what is the time complexity?
- Best case

Worst case

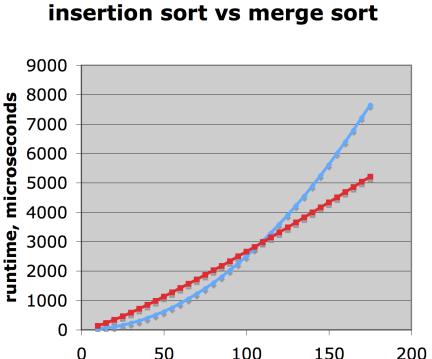
Average case

Comparison of Two Algorithms

- Insertion sort: $(n^2)/4$
- Merge sort: 2nlqn
- n = 1,000,000
- Million ops per second Merge takes 40 secs Insert takes 70 hours
- Source: Matt Stallmann, Goodrich and Tamassia slides

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0



number of elements

insertion sort — merge sort

Big O Notation

What is Big O Notation?

- Big O notation has a special meaning in Computer Science
 - Used to describe the complexity (or performance) of an algorithm
- Big O describes the worst-case scenario
 Big Omega (Ω) describes the best-case
 Big Theta (Θ) is used when the best and worst case scenarios are the same

Big O Definition

- We say that f(n) is O(g(n)) if
 - There is a real constant c > 0
 - □ And an integer constant $n_0 \ge 1$
- Such that

□
$$f(n) \le c^*g(n)$$
, for $n \ge n_0$

- Let's do an example
 - Taken from https://youtu.be/ei-A_wy5Yxw

- We have $f(n) = 4n^2 + 16n + 2$
- Let's test if f(n) is O(n⁴)

□ Remember, we want to see $f(n) \le c^*g(n)$, for $n \ge n_0$

• We'll start with c = 1

n _o	4n ² + 16n + 2	2	c*n ⁴
0			
1			
2			
3			_
4			

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- We have $f(n) = 4n^2 + 16n + 2$
- Let's test if f(n) is O(n⁴)

□ Remember, we want to see $f(n) \le c^*g(n)$, for $n \ge n_0$

• We'll start with c = 1

n _o	4n ² + 16n + 2	≤	c*n ⁴
0	2	>	0
1	22	>	1
2	50	>	16
3	86	>	81
4	130	<	256

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- So we can say that
 f(n) = 4n² + 16n + 2 is O(n⁴)
- Big O is an upper bound
 The worst the algorithm could perform
- Does n⁴ seem high to you?

- We have $f(n) = 4n^2 + 16n + 2$
- Let's test if f(n) is O(n²)

□ Remember, we want to see $f(n) \le c^*g(n)$, for $n \ge n_0$

• Let's start with c = 10

n _o	4n ² + 16n + 2	2	c*n²
0			
1			
2			
3			

- We have $f(n) = 4n^2 + 16n + 2$
- Let's test if f(n) is O(n²)

□ Remember, we want to see $f(n) \le c^*g(n)$, for $n \ge n_0$

• Let's start with c = 10

n _o	4n ² + 16n + 2	2	c*n²
0	2	>	0
1	22	>	10
2	50	>	40
3	86	<	90

- So we can more accurately say that • $f(n) = 4n^2 + 16n + 2$ is $O(n^2)$
- Could f(n) = 4n² + 16n + 2 is O(n) ever be true?
 Why not?

Big O: Practice Examples

- Big O: Example 1
- Code:
 - a = b;

++sum;

int y = Mystery(42);

Complexity:
 Constant – O(c)

Code: sum = 0; for (i = 1; i <= n; i++) { sum += n; }

Complexity:
 Linear – O(n)

Code:

```
sum1 = 0;
for (i = 1; i <= n; i++) {
  for (j = 1; j <= n; j++) {
    sum1++;
  }
}</pre>
```

Complexity:
 Quadratic – O(n²)

Code:

```
sum2 = 0;
for (i = 1; i <= n; i++) {
  for (j = 1; j <= i; j++) {
    sum2++;
  }
}</pre>
```

Complexity:
 Quadratic – O(n²)

- Code: sum3 = 0;for $(i = 1; i \le n; i++)$ { for (j = 1; j <= i; j++) {</pre> sum3++; } } for (k = 0; k < n; k++) { a[k] = k;}
- Complexity:
 - Quadratic O(n²)

Code:

```
sum4 = 0;
for (k = 1; k <= n; k *= 2)
for (j = 1; j <= n; j++) {
    sum4++;
}
```

Complexity:O(n log n)

Big O: More Examples

- Square each element of an N x N matrix
- Printing the first and last row of an N x N matrix
- Finding the smallest element in a sorted array of N integers
- Printing all permutations of N distinct elements

Announcements

- Homework 2 will be out 9/13/2017
 Due Thursday, September 21st at 8:59:59 PM
- Project 1 is out this week
 Due Tuesday, September 26th at 8:59:59 PM
- Next Time:
 - More Asymptotic Analysis
 & Project 1