

INTRODUCTION TO ALGORITHMS: COMPUTATIONAL COMPLEXITY

BY VASYL NAKVASIUK, 2013



**WHAT IS AN
ALGORITHM?**

WHAT IS AN ALGORITHM?

An algorithm is a procedure that takes any of the possible input instances and transforms it to the desired output.

Important issues: correctness, elegance and **efficiency**.

EFFICIENCY

Is this really necessary?

CRITERIA OF EFFICIENCY:

- Time complexity
- Space complexity

Time complexity \neq Space complexity \neq Complexity of
algorithm

**HOW CAN WE MEASURE
COMPLEXITY?**

HOW CAN WE MEASURE COMPLEXITY?

EMPIRICAL ANALYSIS (BENCHMARKS)

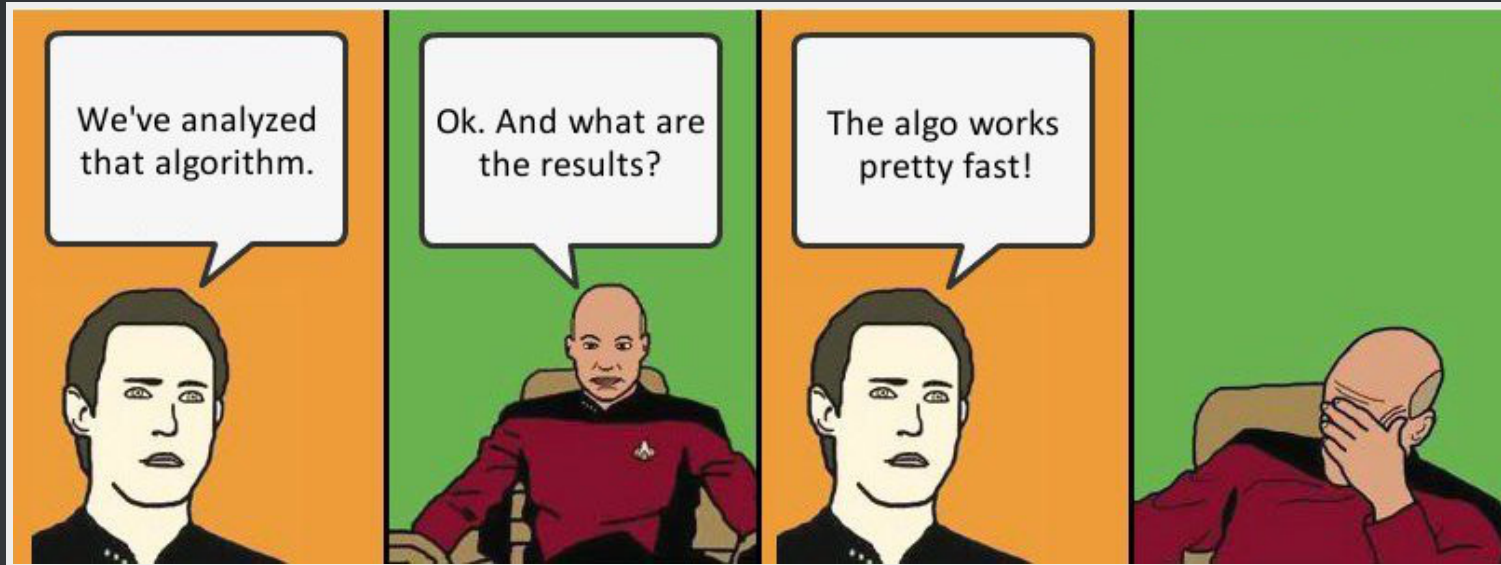
THEORETICAL ANALYSIS (ASYMPTOTIC ANALYSIS)

BENCHMARKS

EMPIRICAL ANALYSIS

BENCHMARKS

VERSION #1



WHAT MEANS **“FAST”**?

BENCHMARKS

VERSION #2

```
import time

start = time.time() # Return the time in seconds since the epoch.
my_algo(some_input)
end = time.time()

print(end - start)
```

```
0.048032498359680176
```

BENCHMARKS

VERSION #3

```
import timeit  
  
timeit.timeit('my_algo(some_input)', number=1000)
```

```
1000 loops, best of 3: 50.3 ms per loop
```

BENCHMARKS

VERSION #4

```
import timeit

inputs = [1000, 10000, 500000, 1000000]

for input in inputs:
    timeit.timeit('my_algo(input)', number=1000)
```

```
list of 1000 items:
1000 loops, best of 3: 50.3 ms per loop

list of 10000 items:
1000 loops, best of 3: 104.7 ms per loop

list of 500000 items:
1000 loops, best of 3: 459.1 ms per loop

list of 1000000 items:
1000 loops, best of 3: 3.12 s per loop
```

BENCHMARKS

VERSION #5

```
# Intel Core i7-3970X @ 3.50GHz, RAM 8 Gb, Ubuntu 12.10 x64, Python 3.3.0

import timeit

inputs = [1000, 10000, 500000, 1000000]

for input in inputs:
    timeit.timeit('my_algo(input)', number=1000)
```

```
list of 1000 items:
1000 loops, best of 3: 50.3 ms per loop
```

```
list of 10000 items:
1000 loops, best of 3: 104.7 ms per loop
```

```
list of 500000 items:
1000 loops, best of 3: 459.1 ms per loop
```

```
list of 1000000 items:
1000 loops, best of 3: 3.12 s per loop
```

EXPERIMENTAL STUDIES HAVE SEVERAL LIMITATIONS:

- It is necessary to **implement** and test the algorithm in order to determine its running time.
- Experiments can be done only on a **limited set of inputs**, and may not be indicative of the running time on other inputs not included in the experiment.
- In order to compare two algorithms, **the same hardware and software environments** should be used.

ASYMPTOTIC ANALYSIS

THEORETICAL ANALYSIS

ASYMPTOTIC ANALYSIS

EFFICIENCY AS A FUNCTION OF INPUT SIZE

$T(n)$ – running time as a function of n , where n – size of input.

$n \rightarrow \infty$

Random-Access Machine (RAM)

BEST, WORST, AND AVERAGE-CASE COMPLEXITY

LINEAR SEARCH

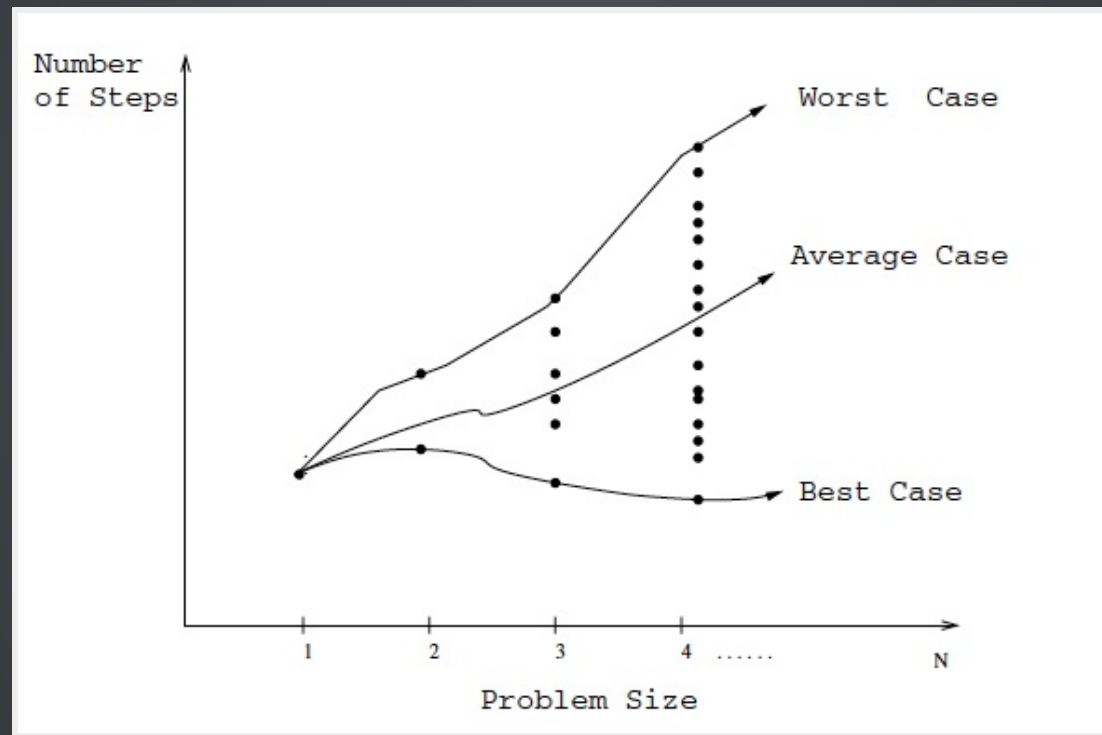
```
def linear_search(my_item, items):  
    for position, item in enumerate(items):  
        if my_item == item:  
            return position
```

$$T(n) = n?$$

$$T(n) = 1/2 \cdot n?$$

$$T(n) = 1?$$

BEST, WORST, AND AVERAGE-CASE COMPLEXITY



BEST, WORST, AND AVERAGE-CASE COMPLEXITY

LINEAR SEARCH

```
def linear_search(my_item, items):  
    for position, item in enumerate(items):  
        if my_item == item:  
            return position
```

Worst case: $T(n) = n$

Average case: $T(n) = 1/2 \cdot n$

Best case: $T(n) = 1$

$T(n) = O(n)$

**HOW CAN WE COMPARE
TWO FUNCTIONS?**

**WE CAN USE
ASYMPTOTIC NOTATION**

ASYMPTOTIC NOTATION

THE BIG OH NOTATION

ASYMPTOTIC UPPER BOUND

$O(g(n)) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that}$
 $0 \leq f(n) \leq c \cdot g(n) \text{ for all } n \geq n_0\}$

$$T(n) \in O(g(n))$$

or

$$T(n) = O(g(n))$$

Ω -NOTATION

ASYMPTOTIC LOWER BOUND

$\Omega(g(n)) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that}$
 $0 \leq c \cdot g(n) \leq f(n) \text{ for all } n \geq n_0\}$

$$T(n) \in \Omega(g(n))$$

or

$$T(n) = \Omega(g(n))$$

Θ -NOTATION

ASYMPTOTIC TIGHT BOUND

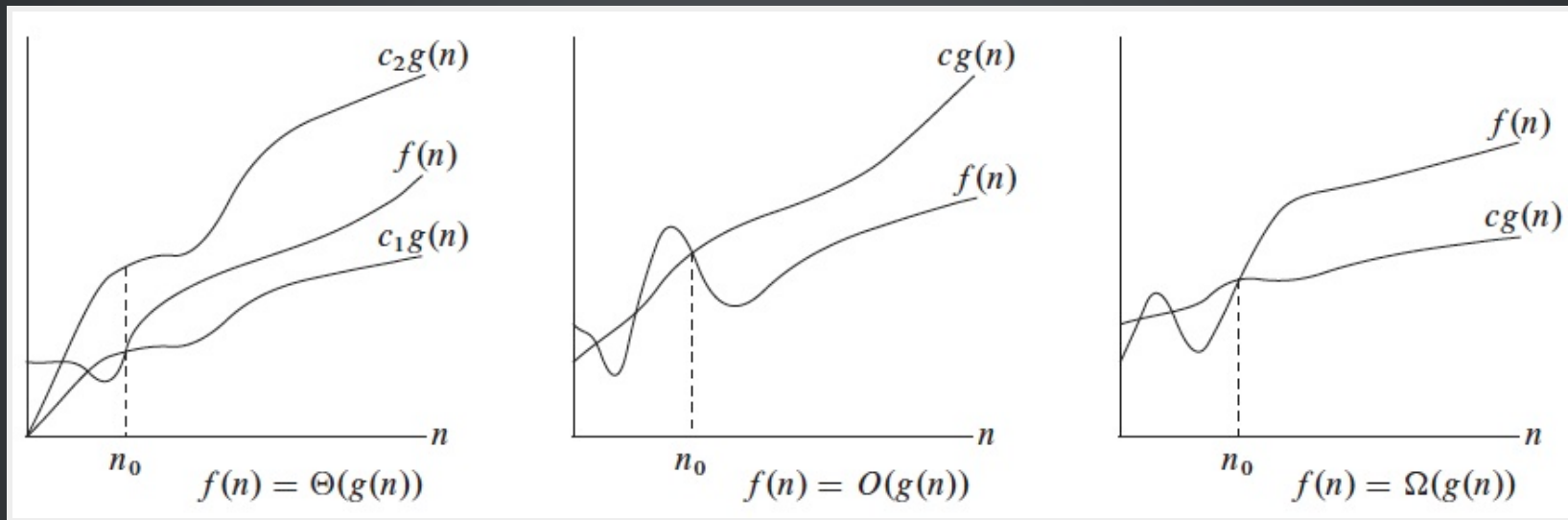
$\Theta(g(n)) = \{f(n): \text{there exist positive constants } c_1, c_2 \text{ and } n_0 \text{ such that } 0 \leq c_1 \cdot g(n) \leq f(n) \leq c_2 \cdot g(n) \text{ for all } n \geq n_0\}$

$$T(n) \in \Theta(g(n))$$

or

$$T(n) = \Theta(g(n))$$

GRAPHIC EXAMPLES OF THE Θ , O AND Ω NOTATIONS



EXAMPLES

$3 \cdot n^2 - 100 \cdot n + 6 = O(n^2)$,
because we can choose $c = 3$ and
 $3 \cdot n^2 > 3 \cdot n^2 - 100 \cdot n + 6$

$100 \cdot n^2 - 70 \cdot n - 1 = O(n^2)$,
because we can choose $c = 100$ and
 $100 \cdot n^2 > 100 \cdot n^2 - 70 \cdot n - 1$

$$3 \cdot n^2 - 100 \cdot n + 6 \approx 100 \cdot n^2 - 70 \cdot n - 1$$

LINEAR SEARCH

LINEAR SEARCH (VILLARRIBA VERSION):

$$T(n) = O(n)$$

LINEAR SEARCH (VILLABAJO VERSION)

```
def linear_search(my_item, items):
    for position, item in enumerate(items):
        print('position - {0}, item - {0}'.format(position, item))
        print('Compare two items.')
        if my_item == item:
            print('Yeah!!!')
            print('The end!')
            return position
```

$$T(n) = O(3 \cdot n + 2) = O(n)$$

Speed of "Villarriba version" \approx Speed of "Villabajo version"

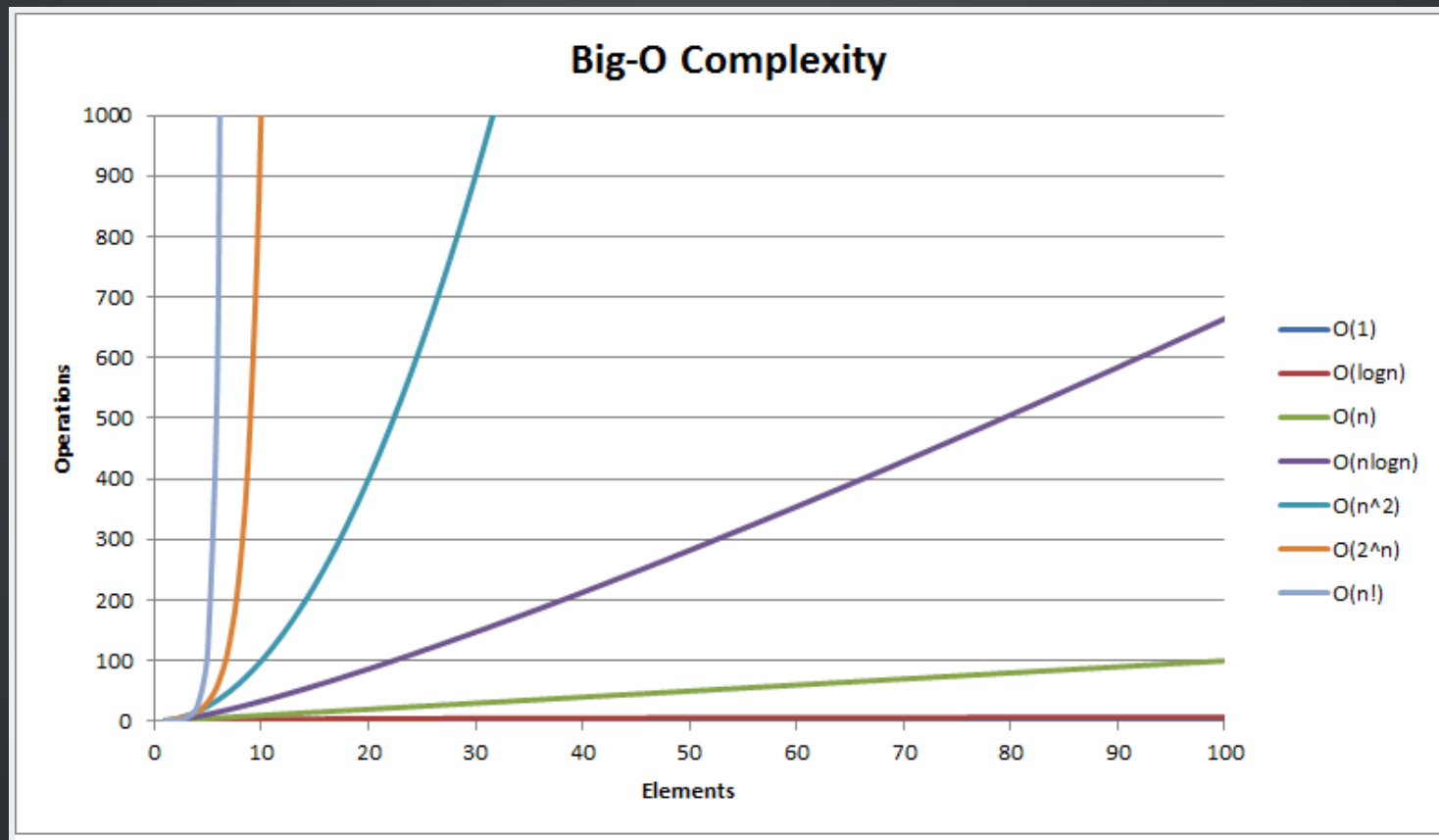
TYPES OF ORDER

Notation	Name
$O(1)$	Constant
$O(\log(n))$	Logarithmic
$O(\log(\log(n)))$	Double logarithmic (iterative logarithmic)
$o(n)$	Sublinear
$O(n)$	Linear
$O(n \log(n))$	Loglinear, Linearithmic, Quasilinear or Supralinear
$O(n^2)$	Quadratic
$O(n^3)$	Cubic
$O(n^c)$	Polynomial (different class for each $c > 1$)
$O(c^n)$	Exponential (different class for each $c > 1$)
$O(n!)$	Factorial
$O(n^n)$	- (Yuck!)

However, all you really need to understand is that:

$$n! \gg 2^n \gg n^3 \gg n^2 \gg n \cdot \log(n) \gg n \gg \log(n) \gg 1$$

THE BIG OH COMPLEXITY FOR DIFFERENT FUNCTIONS



GROWTH RATES OF COMMON FUNCTIONS MEASURED IN NANoseconds

Each operation takes one nanosecond (10^{-9} seconds).

CPU \approx 1 GHz

n	$f(n)$	$\lg n$	n	$n \lg n$	n^2	2^n	$n!$
10		0.003 μ s	0.01 μ s	0.033 μ s	0.1 μ s	1 μ s	3.63 ms
20		0.004 μ s	0.02 μ s	0.086 μ s	0.4 μ s	1 ms	77.1 years
30		0.005 μ s	0.03 μ s	0.147 μ s	0.9 μ s	1 sec	8.4×10^{15} yrs
40		0.005 μ s	0.04 μ s	0.213 μ s	1.6 μ s	18.3 min	
50		0.006 μ s	0.05 μ s	0.282 μ s	2.5 μ s	13 days	
100		0.007 μ s	0.1 μ s	0.644 μ s	10 μ s	4×10^{13} yrs	
1,000		0.010 μ s	1.00 μ s	9.966 μ s	1 ms		
10,000		0.013 μ s	10 μ s	130 μ s	100 ms		
100,000		0.017 μ s	0.10 ms	1.67 ms	10 sec		
1,000,000		0.020 μ s	1 ms	19.93 ms	16.7 min		
10,000,000		0.023 μ s	0.01 sec	0.23 sec	1.16 days		
100,000,000		0.027 μ s	0.10 sec	2.66 sec	115.7 days		
1,000,000,000		0.030 μ s	1 sec	29.90 sec	31.7 years		

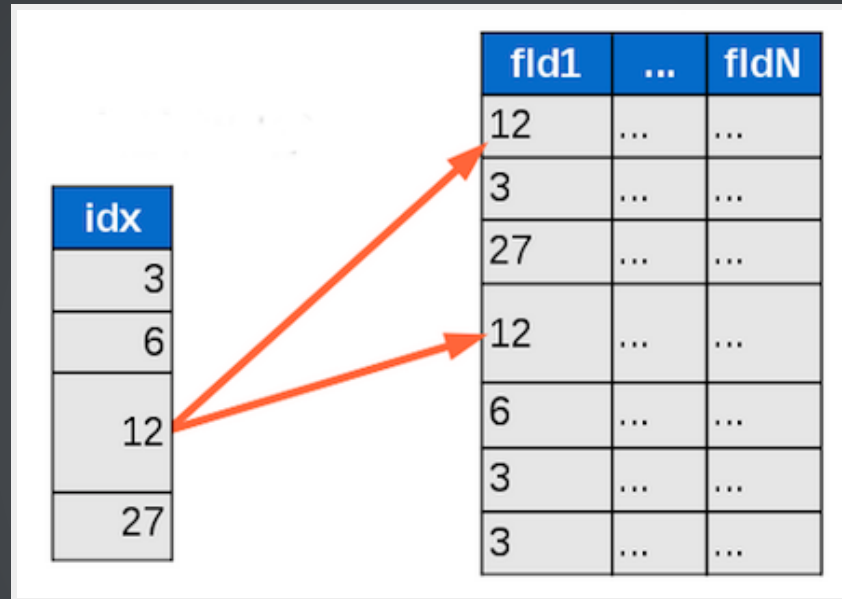
BINARY SEARCH

```
def binary_search(seq, t):  
    min = 0; max = len(seq) - 1  
    while 1:  
        if max < min:  
            return -1  
        m = (min + max) / 2  
        if seq[m] < t:  
            min = m + 1  
        elif seq[m] > t:  
            max = m - 1  
        else:  
            return m
```

$$T(n) = O(\log(n))$$

PRACTICAL USAGE

ADD DB "INDEX"



Search with index vs Search without index

Binary search vs Linear search

$O(\log(n))$ vs $O(n)$

**HOW CAN YOU QUICKLY FIND OUT
COMPLEXITY?**

$O(?)$



On the basis of the issues discussed here, I propose that members of SIGACT, and editors of computer science and mathematics journals, adopt the O , Ω and Θ notations as defined above, unless a better alternative can be found reasonably soon.

D. E. Knuth, "Big Omicron and Big Omega and Big Theta", SIGACT News, 1976.

**BENCHMARKS
OR
ASYMPTOTIC ANALYSIS?**

USE BOTH APPROACHES!

SUMMARY

1. We want to predict running time of an algorithm.
2. Summarize all possible inputs with a single “size” parameter n .
3. Many problems with “empirical” approach (measure lots of test cases with various n and then extrapolate).
4. Prefer “analytical” approach.
5. To select best algorithm, compare their $T(n)$ functions.
6. To simplify this comparison “round” the function using asymptotic (“big-O”) notation
7. Amazing fact: Even though asymptotic complexity analysis makes many simplifying assumptions, it is remarkably useful in practice: if A is $O(n^3)$ and B is $O(n^2)$ then B really will be **faster** than A, no matter how they’re implemented.

LINKS

BOOKS:

- “Introduction To Algorithms, Third Edition”, 2009, by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest and Clifford Stein
- “The Algorithm Design Manual, Second Edition”, 2008, by Steven S. Skiena

OTHER:

- “Algorithms: Design and Analysis” by Tim Roughgarden
<https://www.coursera.org/course/algo>
- Big-O Algorithm Complexity Cheat Sheet
<http://bigocheatsheet.com/>

THE END

THANK YOU FOR ATTENTION!

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