

VII. Algorithm Complexity (Chap. 7)

Measuring the Efficiency of Algorithms: (§ 7.4)

1. What to measure?

Space utilization: amount of memory required

Time efficiency: amount of time required to process the data.

— Depends on many factors: size of input, speed of machine, quality of source code, quality of compiler.

Since most of these factors vary from one machine/compiler to another, we count the number of times instructions are executed. Thus, we measure computing time as:

$T(n)$ = the computing time of an algorithm for input of size n
= the number of times the instructions are executed.

2. Example: See ALGORITHM TO CALCULATE MEAN on page 350

/* Algorithm to find the mean of n real numbers.

Receive: An integer $n \geq 1$ and an array $x[0], \dots, x[n-1]$ of real numbers

Return: The mean of $x[0], \dots, x[n-1]$

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1. Initialize sum to 0.
2. Initialize index variable i to 0.
3. While $i < n$ do the following:
 4. a. Add $x[i]$ to sum .
 5. b. Increment i by 1.
6. Calculate and return $mean = sum / n$.

$$T(n) = 3n + 4$$

3. Definition of "big-O notation: The computing time of an algorithm is said to have **order of magnitude $f(n)$** , written **$T(n)$ is $O(f(n))$**

if there is some constant C such that

$$T(n) \leq C \cdot f(n) \text{ for all sufficiently large values of } n.$$

We also say, the **complexity** of the algorithm is $O(f(n))$.

Example: For the Mean-Calculation Algorithm:

$$T(n) \text{ is } O(n)$$

4. The arrangement of the input items may affect the computing time. For example, it may take more time to sort a list of element that are nearly in order than for one that are completely out of order. We might measure it in the *best case* or in the *worst case* or try for the *average*. Usually best-case isn't very informative, average-case is too difficult to calculate; so we usually measure worst-case performance.

5. Example:

a. LINEAR SEARCH ALGORITHM on p. 354

/* Algorithm to perform a linear search of the list $a[0], \dots, a[n-1]$.

Receive: An integer n and a list of n elements stored in array elements $a[0], \dots, a[n-1]$, and $item$ of the same type as the array elements.

Return: $found = \text{true}$ and $loc = \text{position of } item$ if the search is successful; otherwise, $found$ is false.

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1. Set $found = \text{false}$.
2. Set $loc = 0$.
3. While $loc < n$ and not $found$ do the following:
4. If $item = a[loc]$ then // $item$ found
5. Set $found = \text{true}$.
6. Else // keep searching *)
 Increment loc by 1.

Worst case: Item not in the list:

$T_L(n)$ is $O(n)$

b. BINARY SEARCH ALGORITHM on p. 355

/* Algorithm to perform a binary search of the list $a[0], \dots, a[n-1]$ in which the items are in ascending order.

Receive: An integer n and a list of n elements in ascending order stored in array elements $a[0], \dots, a[n-1]$, and $item$ of the same type as the array elements.

Return: $found = \text{true}$ and $loc = \text{position of } item$ if the search is successful; otherwise, $found$ is false.

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1. Set $found = \text{false}$.
2. Set $first = 0$.
3. Set $last = n - 1$.
4. While $first < last$ and not $found$ do the following:
5. Calculate $loc = (first + last) / 2$.
6. If $item < a[loc]$ then
7. Set $last = loc - 1$. // search first half
8. Else if $item > a[loc]$ then
9. Set $first = loc + 1$. // search last half
10. Else
 Set $found = \text{true}$. // $item$ found

Worst case: Item not in the list:

$T_B(n) = O(\log_2 n)$

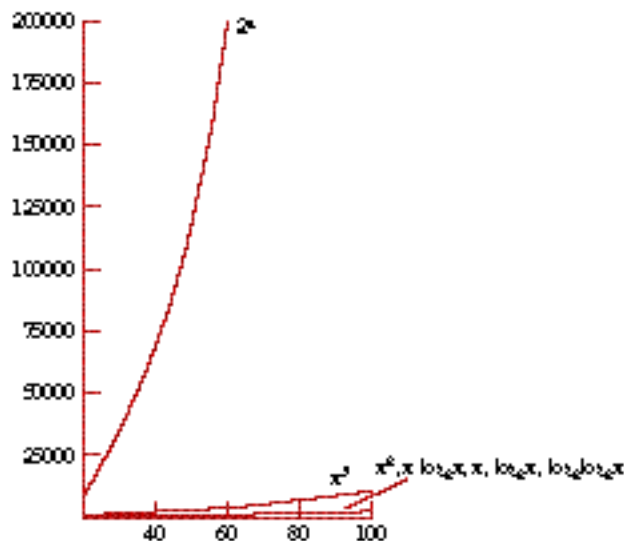
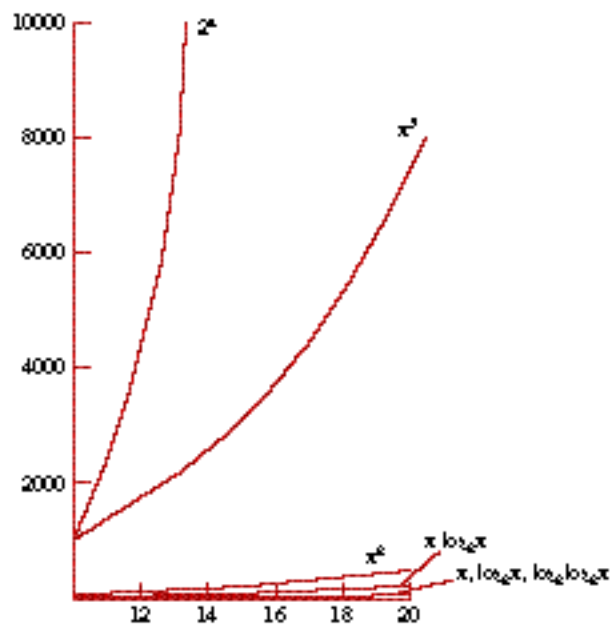
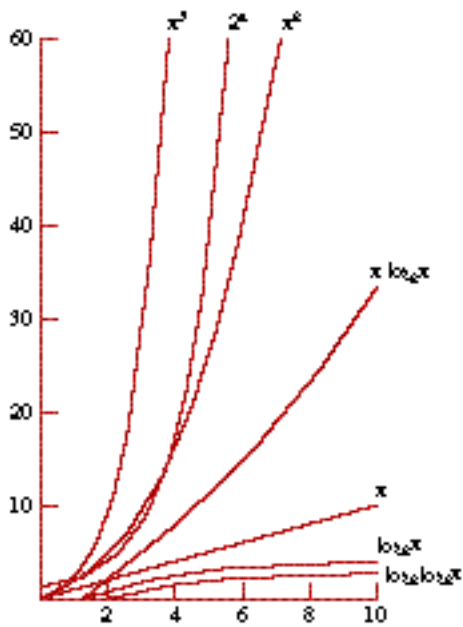
6. Commonly-used computing times:

$O(\log_2 \log_2 n)$, $O(\log_2 n)$, $O(n)$, $O(n \log_2 n)$, $O(n^2)$, $O(n^3)$, and $O(2^n)$

See the table on p. 7-43 and graphs on p. 7-44 for a comparison of these.

Table 7.1 Common Computing Time Functions

$\log_2 \log_2 n$	$\log_2 n$	n	$n \log_2 n$	n^2	n^3	2^n
—	0	1	0	1	1	2
0	1	2	2	4	8	4
1	2	4	8	16	64	16
1.58	3	8	24	64	512	256
2	4	16	64	256	4096	65536
2.32	5	32	160	1024	32768	4294967296
2.6	6	64	384	4096	2.6×10^5	1.85×10^{19}
3	8	256	2.05×10^3	6.55×10^4	1.68×10^7	1.16×10^{77}
3.32	10	1024	1.02×10^4	1.05×10^6	1.07×10^9	1.8×10^{308}
4.32	20	1048576	2.1×10^7	1.1×10^{12}	1.15×10^{18}	6.7×10^{15652}



7. Computing times of Recursive Algorithms

Have to solve a recurrence relation.

Example: Towers of Hanoi

```
void Move(int n,
          char source, char destination, char spare)
{
    if (n <= 1) // anchor
        cout << "Move the top disk from " << source
              << " to " << destination << endl;
    else
    { // inductive case
        Move(n-1, source, spare, destination);
        Move(1, source, destination, spare);
        Move(n-1, spare, destination, source);
    }
}
```

$$T(n) = O(2^n)$$