

## 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  $x[0], \dots, x[n-1]$   
-----*/
```

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

$T(n) =$  \_\_\_\_\_

#### 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

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

Example: For the Mean-Calculation Algorithm:

$T(n)$  is \_\_\_\_\_

#### 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

Worst case: \_\_\_\_\_:

$T_L(n)$  is \_\_\_\_\_

b. BINARY SEARCH ALGORITHM on p. 355

Worst case: Item not in the list:

$T_B(n) =$  \_\_\_\_\_

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. 356 and graphs on p. 357 for a comparison of these.

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);
    }
}
```

$T(n) =$  \_\_\_\_\_