

## 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:  $found = true$  and  $loc =$  position of  $item$  if the search is successful; otherwise,  $found$  is false.

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1. Set  $found = false$ .
2. Set  $loc = 0$ .
3. While  $loc < n$  and not  $found$  do the following:
4.     If  $item = a[loc]$  then     //  $item$  found
5.         Set  $found = true$ .
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:  $found = true$  and  $loc =$  position of  $item$  if the search is successful; otherwise,  $found$  is false.

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1. Set  $found = false$ .
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  $found = true$ .     //  $item$  found

Worst case: Item not in the list:

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

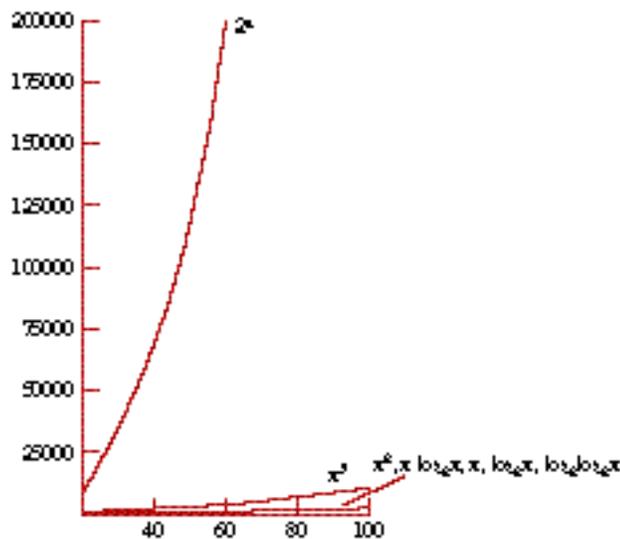
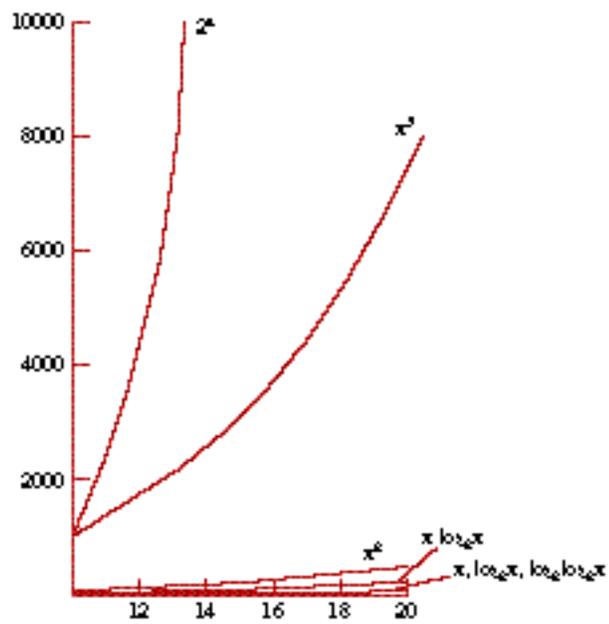
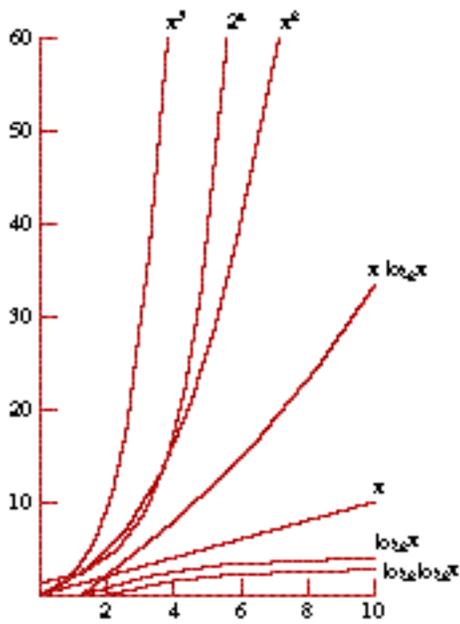
6. Commonly-used computing times:

$O(\log_2 \log_2 n)$ ,  $O(\log_2 n)$ ,  $O(n)$ ,  $O(n \log_2 n)$ ,  $O(n^2)$ ,  $O(n^3)$ , 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	$2.6 \times 10^5$	$1.85 \times 10^{19}$
3	8	256	$2.05 \times 10^3$	$6.55 \times 10^4$	$1.68 \times 10^7$	$1.16 \times 10^{77}$
3.32	10	1024	$1.02 \times 10^4$	$1.05 \times 10^6$	$1.07 \times 10^9$	$1.8 \times 10^{308}$
4.32	20	1048576	$2.1 \times 10^7$	$1.1 \times 10^{12}$	$1.15 \times 10^{18}$	$6.7 \times 10^{15652}$



## 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);
    }
}
```

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