CSE 332 Autumn 2023 Lecture 2: Algorithm Analysis and Priority Queues

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Warm Up

Give the worst case running time for the following code

```
doSomething(List myList){
    n = myList.size();
    x = 0;
    for (i=0; i < n; i++){</pre>
```

```
for (j=0; j < i; j++){
x++;
}
```

return x;

Questions to ask:

- What are the units of the input size?
- What are the operations we're counting?
- For each line:
 - How many times will it run?
 - How long does it take to run?
 - Does this change with the input size?

Goals for Algorithm Analysis

- Identify a *function* which maps the algorithm's input size to a measure of resources used
 - Domain of the function: **sizes** of the input
 - Number of characters in a string, number of items in a list, number of pixels in an image
 - Codomain of the function: **counts** of resources used
 - Number of times the algorithm adds two numbers together, number times the algorithm does a > or < comparison, maximum number of bytes of memory the algorithm uses at any time
- Important note: Make sure you know the "units" of your domain and codomain!
 - Domain = inputs to the function
 - Codomain = outputs to the function

Worst Case Running Time Analysis

- If an algorithm has a worst case running time of f(n)
 - Among all possible size-n inputs, the "worst" one will do f(n) "operations"
 - I.e. f(n) gives the maximum operation count from among all inputs of size n

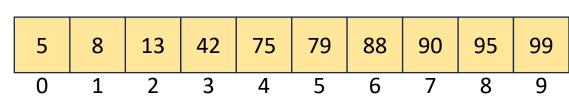
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Worst Case Running Time – General Guide

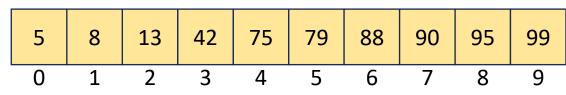
- Add together the time of consecutive statements
- Loops: Sum up the time required through each iteration of the loop
 - If each takes the same time, then [time per loop × number of iterations]
- Conditionals: Sum together the time to check the condition and time of the slowest branch
- Function Calls: Time of the function's body
- Recursion: Solve a recurrence relation

Searching in a Sorted List



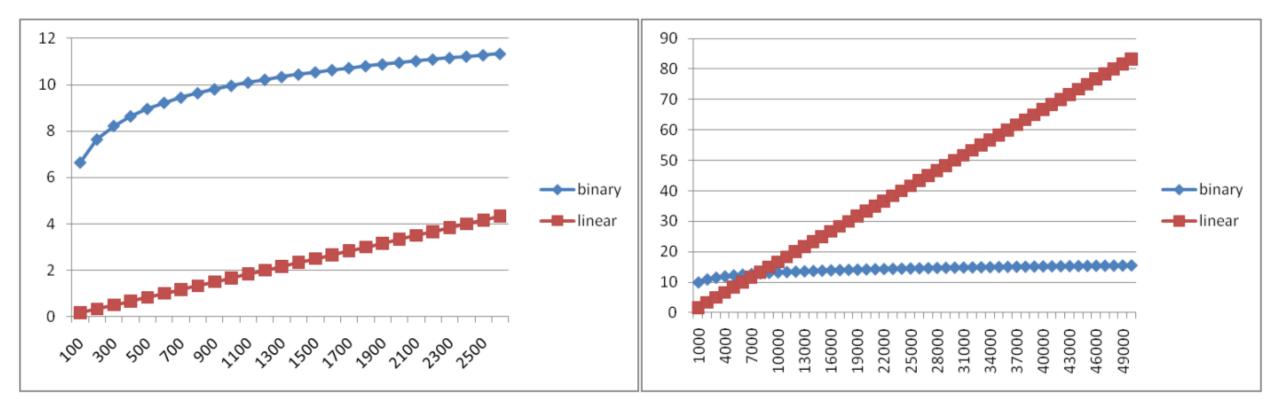
```
boolean linearSearch(array a, integer k){
       for(i=0; i< a.length; i++){</pre>
              if (a[i] == k){
                     return true;
       return false;
```

Faster way?



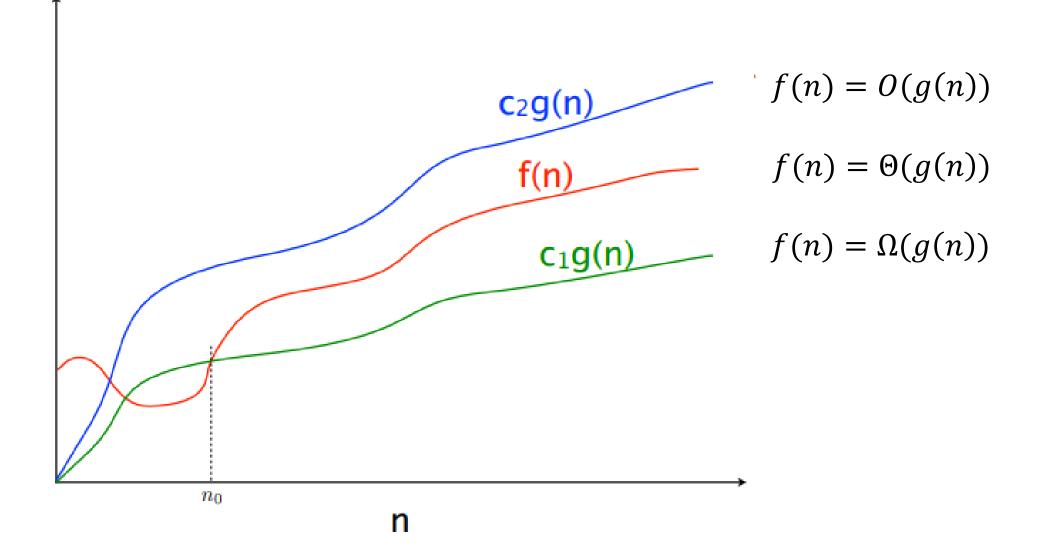
Can you think of a faster algorithm to solve this problem?

Comparing



Comparing Running Times

- Suppose I have these algorithms, all of which have the same input/output behavior:
 - Algorithm A's worst case running time is 10n + 900
 - Algorithm B's worst case running time is 100n 50
 - Algorithm C's worst case running time is $\frac{n^2}{100}$
- Which algorithm is best?



Asymptotic Notation

- O(g(n))
 - The set of functions with asymptotic behavior less than or equal to g(n)
 - Upper-bounded by a constant times g for large enough values n
 - $f \in O(g(n)) \equiv \exists c > 0, \exists n_0 > 0, \forall n \ge n_0, f(n) \le c \cdot g(n)$
- $\Omega(g(n))$
 - the set of functions with asymptotic behavior greater than or equal to g(n)
 - Lower-bounded by a constant times g for large enough values n
 - $f \in \Omega(g(n)) \equiv \exists c > 0, \exists n_0 > 0, \forall n \ge n_0, f(n) \ge c \cdot g(n)$
- $\Theta(g(n))$
 - "Tightly" within constant of g for large n
 - $\Omega(g(n)) \cap O(g(n))$

- Show: $10n + 100 \in O(n^2)$
 - Technique: find values c > 0 and $n_0 > 0$ such that $\forall n > n_0$. $10n + 100 \le c \cdot n^2$
 - Proof:

- Show: $10n + 100 \in O(n^2)$
 - Technique: find values c > 0 and $n_0 > 0$ such that $\forall n \ge n_0$. $10n + 100 \le c \cdot n^2$
 - **Proof:** Let c = 10 and $n_0 = 6$. Show $\forall n \ge 6.10n + 100 \le 10n^2$
 - $\begin{array}{l} 10n + 100 \leq 10n^2 \\ \equiv n + 10 \leq n^2 \\ \equiv 10 \leq n^2 n \\ \equiv 10 \leq n(n-1) \\ \end{array}$ This is True because n(n-1) is strictly increasing and 6(6-1) > 10

- Show: $13n^2 50n \in \Omega(n^2)$
 - Technique: find values c > 0 and $n_0 > 0$ such that $\forall n \ge n_0$. $13n^2 50n \ge c \cdot n^2$
 - Proof:

- Show: $13n^2 50n \in \Omega(n^2)$
 - Technique: find values c > 0 and $n_0 > 0$ such that $\forall n \ge n_0$. $13n^2 50n \ge c \cdot n^2$
 - **Proof:** let c = 12 and $n_0 = 50$. Show $\forall n \ge 50.13n^2 50n \ge 12n^2$ $13n^2 - 50n \ge 12n^2$ $\equiv n^2 - 50n \ge 0$ $\equiv n^2 \ge 50n$ $\equiv n \ge 50$ This is certainly true $\forall n \ge 50$.

• Show: $n^2 \notin O(n)$

- To Show: $n^2 \notin O(n)$
 - Technique: Contradiction
 - **Proof:** Assume $n^2 \in O(n)$. Then $\exists c, n_0 > 0$ s.t. $\forall n > n_0, n^2 \le cn$ Let us derive constant c. For all $n > n_0 > 0$, we know: $cn \ge n^2$, $c \ge n$.

Since *c* is lower bounded by *n*, *c* cannot be a constant and make this True. Contradiction. Therefore $n^2 \notin O(n)$.

Proof by Contradiction!

Gaining Intuition

- When doing asymptotic analysis of functions:
 - If multiple expressions are added together, ignore all but the "biggest"
 - If f(n) grows asymptotically faster than g(n), then $f(n) + g(n) \in \Theta(f(n))$
 - Ignore all multiplicative constants
 - $f(n) + c \in \Theta(f(n))$ for any constant $c \in \mathbb{R}$
 - Ignore bases of logarithms
 - Do NOT ignore:
 - Non-multiplicative and non-additive constants (e.g. in exponents, bases of exponents)
 - Logarithms themselves
- Examples:
 - 4n + 5
 - $0.5n\log n + 2n + 7$
 - $n^3 + 2^n + 3n$
 - $n\log(10n^2)$

More Examples

- Is each of the following True or False?
 - $4 + 3n \in O(n)$
 - $n + 2 \log n \in O(\log n)$
 - $\log n + 2 \in O(1)$
 - $n^{50} \in O(1.1^n)$
 - $3^n \in \Theta(2^n)$

Common Categories

- *O*(1) "constant"
- $O(\log n)$ "logarithmic"
- O(n) "linear"
- $O(n \log n)$ "log-linear"
- $O(n^2)$ "quadratic"
- $O(n^3)$ "cubic"
- $O(n^k)$ "polynomial"
- $O(k^n)$ "exponential"

Defining your running time function

- Worst-case complexity:
 - max number of steps algorithm takes on "most challenging" input
- Best-case complexity:
 - min number of steps algorithm takes on "easiest" input
- Average/expected complexity:
 - avg number of steps algorithm takes on random inputs (context-dependent)
- Amortized complexity:
 - max total number of steps algorithm takes on M "most challenging" consecutive inputs, divided by M (i.e., divide the max total sum by M).

ADT: Queue

- What is it?
 - A "First In First Out" (FIFO) collection of items
- What Operations do we need?
 - Enqueue
 - Add a new item to the queue
 - Dequeue
 - Remove the "oldest" item from the queue
 - ls_empty
 - Indicate whether or not there are items still on the queue

ADT: Priority Queue

- What is it?
 - A collection of items and their "priorities"
 - Allows quick access/removal to the "top priority" thing
- What Operations do we need?
 - insert(item, priority)
 - Add a new item to the PQ with indicated priority
 - Usually, smaller priority value means more important
 - deleteMin
 - Remove and return the "top priority" item from the queue
 - ls_empty
 - Indicate whether or not there are items still on the queue
- Note: the "priority" value can be any type/class so long as it's comparable (i.e. you can use "<" or "compareTo" with it)

Priority Queue, example

PriorityQueue PQ = new PriorityQueue(); PQ.insert(5,5) PQ.insert(6,6) PQ.insert(1,1)PQ.insert(3,3) PQ.insert(8,8) Print(PQ.deleteMin) Print(PQ.deleteMin) Print(PQ.deleteMin) Print(PQ.deleteMin) Print(PQ.deleteMin)

Priority Queue, example

PriorityQueue PQ = new PriorityQueue(); PQ.insert(5,5)PQ.insert(6,6) PQ.insert(1,1)Print(PQ.deleteMin) PQ.insert(3,3)Print(PQ.deleteMin) Print(PQ.deleteMin) PQ.insert(8,8) Print(PQ.deleteMin) Print(PQ.deleteMin)

Applications?

Thinking through implementations

Data Structure	Worst case time to insert	Worst case time to deleteMin
Unsorted Array		
Unsorted Linked List		
Sorted Circular Array		
Sorted Linked List		
Binary Search Tree		

Note: Assume we know the maximum size of the PQ in advance