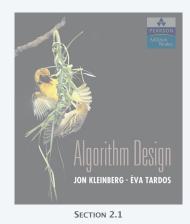


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## 2. ALGORITHM ANALYSIS

- ➤ computational tractability
- ▶ asymptotic order of growth
- implementing Gale-Shapley
- survey of common running times

Last updated on 12/16/21 6:55 PM



## 2. ALGORITHM ANALYSIS

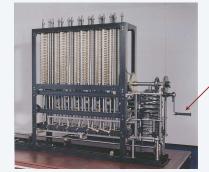
## computational tractability

- ▶ asymptotic order of growth
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- ▶ survey of common running times

## A strikingly modern thought

"As soon as an Analytic Engine exists, it will necessarily guide the future course of the science. Whenever any result is sought by its aid, the question will arise—By what course of calculation can these results be arrived at by the machine in the shortest time?" — Charles Babbage (1864)

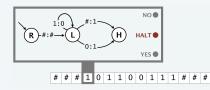




how many times do you have to turn the crank?

## Models of computation: Turing machines

Deterministic Turing machine. Simple and idealistic model.



Running time. Number of steps. Memory. Number of tape cells utilized.

Caveat. No random access of memory.

- Single-tape TM requires  $\ge n^2$  steps to detect *n*-bit palindromes.
- Easy to detect palindromes in  $\leq cn$  steps on a real computer.

Analytic Engine

## Models of computation: word RAM

#### Word RAM.

assume  $w \ge \log_2 n$ 

- Each memory location and input/output cell stores a *w*-bit integer.
- Primitive operations: arithmetic/logic operations, read/write memory, array indexing, following a pointer, conditional branch, ...

			constant-time C-style operation: (w = 64)
input		memory	
	program	a[i] i	
output			

Running time. Number of primitive operations. Memory. Number of memory cells utilized.

Caveat. At times, need more refined model (e.g., multiplying *n*-bit integers).

## Polynomial running time

Desirable scaling property. When the input size doubles, the algorithm should slow down by at most some multiplicative constant factor C.

Def. An algorithm is poly-time if the above scaling property holds.

There exist constants a > 0 and b > 0 such that, for every input of size n, the algorithm performs  $\leq$  a n<sup>b</sup> primitive computational steps.





Nash

(1955)

von Neumann

(1953)



Gödel

(1956)



(1964)



Edmonds (1965)

(1966)

## Brute force

Brute force. For many nontrivial problems, there is a natural brute-force search algorithm that checks every possible solution.

- Typically takes 2<sup>*n*</sup> steps (or worse) for inputs of size *n*.
- · Unacceptable in practice.



Ex. Stable matching problem: test all *n*! perfect matchings for stability.

### Polynomial running time

We say that an algorithm is efficient if it has a polynomial running time.

Theory. Definition is (relatively) insensitive to model of computation.

Practice. It really works!

- The poly-time algorithms that people develop have both small constants and small exponents.
- Breaking through the exponential barrier of brute force typically exposes some crucial structure of the problem.

Exceptions. Some poly-time algorithms in the wild have galactic constants and/or huge exponents.

Man granhs in nolynomial tim

Q. Which would you prefer:  $20 n^{120}$  or  $n^{1+0.02 \ln n}$ ?

## Worst-case analysis

Worst case. Running time guarantee for any input of size *n*.

- Generally captures efficiency in practice.
- Draconian view, but hard to find effective alternative.

Exceptions. Some exponential-time algorithms are used widely in practice because the worst-case instances don't arise.



simplex algorithm





Linux grep

k-means algorithm

## Other types of analyses

Probabilistic. Expected running time of a randomized algorithm.

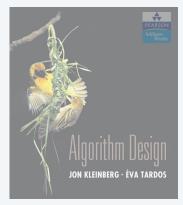
Ex. The expected number of compares to quicksort *n* elements is ~  $2n \ln n$ .



Amortized. Worst-case running time for any sequence of n operations. Ex. Starting from an empty stack, any sequence of n push and pop operations takes O(n) primitive computational steps using a resizing array.



Also. Average-case analysis, smoothed analysis, competitive analysis, ...



SECTION 2.2

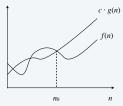
## 2. ALGORITHM ANALYSIS

- ▶ computational tractability
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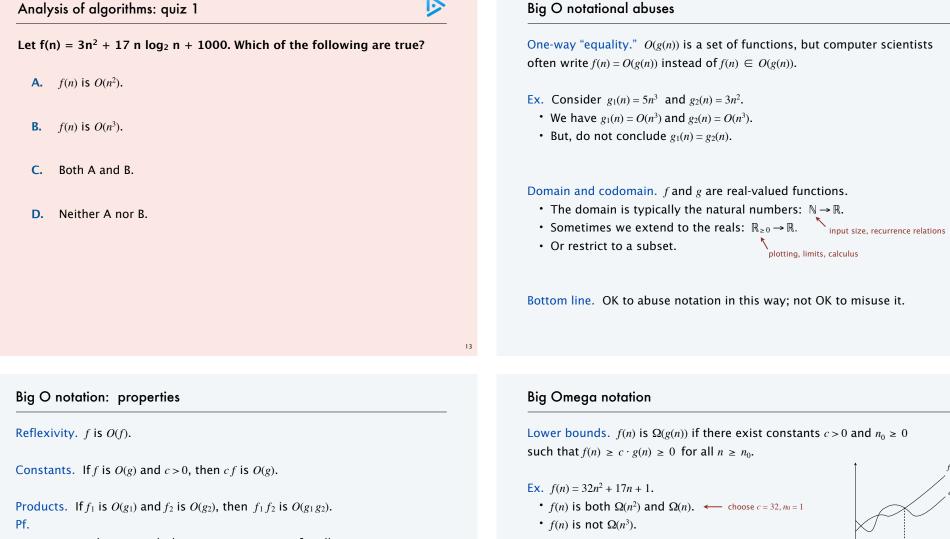
### **Big O notation**

Upper bounds. f(n) is O(g(n)) if there exist constants c > 0 and  $n_0 \ge 0$  such that  $0 \le f(n) \le c \cdot g(n)$  for all  $n \ge n_0$ .

- **Ex.**  $f(n) = 32n^2 + 17n + 1$ .
  - f(n) is  $O(n^2)$ .  $\leftarrow$  choose  $c = 50, n_0 = 1$
  - f(n) is neither O(n) nor  $O(n \log n)$ .



Typical usage. Insertion sort makes  $O(n^2)$  compares to sort *n* elements.



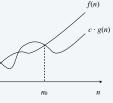
- $\exists c_1 > 0 \text{ and } n_1 \ge 0 \text{ such that } 0 \le f_1(n) \le c_1 \cdot g_1(n) \text{ for all } n \ge n_1.$
- $\exists c_2 > 0$  and  $n_2 \ge 0$  such that  $0 \le f_2(n) \le c_2 \cdot g_2(n)$  for all  $n \ge n_2$ .
- Then,  $0 \le f_1(n) \cdot f_2(n) \le c_1 \cdot c_2 \cdot g_1(n) \cdot g_2(n)$  for all  $n \ge \max\{n_1, n_2\}$ .

Sums. If  $f_1$  is  $O(g_1)$  and  $f_2$  is  $O(g_2)$ , then  $f_1 + f_2$  is  $O(\max\{g_1, g_2\})$ .

ignore lower-order terms

**Transitivity.** If *f* is O(g) and *g* is O(h), then *f* is O(h).

**Ex.**  $f(n) = 5n^3 + 3n^2 + n + 1234$  is  $O(n^3)$ .



Typical usage. Any compare-based sorting algorithm requires  $\Omega(n \log n)$ compares in the worst case.

Vacuous statement. Any compare-based sorting algorithm requires at least  $O(n \log n)$  compares in the worst case.

## Analysis of algorithms: quiz 2

#### Which is an equivalent definition of big Omega notation?

- **A.** f(n) is  $\Omega(g(n))$  iff g(n) is O(f(n)).
- **B.** f(n) is  $\Omega(g(n))$  iff there exists a constant c > 0 such that  $f(n) \ge c \cdot g(n) \ge 0$  for infinitely many n.
- C. Both A and B.
- **D.** Neither A nor B.

## Analysis of algorithms: quiz 2

Which is an equivalent definition of big Omega notation?

**A.** f(n) is  $\Omega(g(n))$  iff g(n) is O(f(n)).

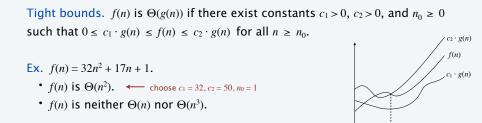
- **B.** f(n) is  $\Omega(g(n))$  iff there exist constants c > 0 such that  $f(n) \ge c \cdot g(n) \ge 0$ for infinitely many n. why not use this definition instead?
- C. Both A and B.
- **D.** Neither A nor B.
- f(n) is  $\Omega(g(n))$  if there exist constants  $c_1 > 0$  and  $n_0 \ge 0$ such that  $f(n) \ge c_1 \cdot g(n) \ge 0$  for all  $n \ge n_0$

g(n) is O(f(n)) if there exist constants  $c_2 > 0$  and  $n_0 \ge 0$ such that  $0 \le g(n) \le c_2 \cdot f(n)$  for all  $n \ge n_0$ 

 $c_1 = 1 / c_2$ 

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#### **Big Theta notation**



Typical usage. Mergesort makes  $\Theta(n \log n)$  compares to sort *n* elements.



## Analysis of algorithms: quiz 3

#### Which is an equivalent definition of big Theta notation?

- **A.** f(n) is  $\Theta(g(n))$  iff f(n) is both O(g(n)) and  $\Omega(g(n))$ .
- **B.** f(n) is  $\Theta(g(n))$  iff  $\lim_{n \to \infty} \frac{f(n)}{g(n)} = c$  for some constant  $0 < c < \infty$ .
- C. Both A and B.
- D. Neither A nor B.

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D

## Asymptotic bounds and limits

**Proposition.** If  $\lim_{n \to \infty} \frac{f(n)}{q(n)} = c$  for some constant  $0 < c < \infty$  then f(n) is  $\Theta(g(n))$ .

Pf.

• By definition of the limit, for any  $\varepsilon > 0$ , there exists  $n_0$  such that

$$c-\epsilon \leq rac{f(n)}{g(n)} \leq c+$$

for all  $n \ge n_0$ .

- Choose  $\varepsilon = \frac{1}{2}c > 0$ .
- Multiplying by g(n) yields  $1/2 c \cdot g(n) \le f(n) \le 3/2 c \cdot g(n)$  for all  $n \ge n_0$ .
- Thus, f(n) is  $\Theta(g(n))$  by definition, with  $c_1 = 1/2 c$  and  $c_2 = 3/2 c$ .

**Proposition.** If 
$$\lim_{n\to\infty} \frac{f(n)}{g(n)} = 0$$
, then  $f(n)$  is  $O(g(n))$  but not  $\Omega(g(n))$ .  
**Proposition.** If  $\lim_{n\to\infty} \frac{f(n)}{g(n)} = \infty$ , then  $f(n)$  is  $\Omega(g(n))$  but not  $O(g(n))$ .

## Asymptotic bounds for some common functions

Polynomials. Let  $f(n) = a_0 + a_1 n + ... + a_d n^d$  with  $a_d > 0$ . Then, f(n) is  $\Theta(n^d)$ .

$$\frac{a_0 + a_1 n + \dots}{a_0 + a_1 n + \dots}$$

 $\frac{a_d + \ldots + a_d n^d}{n^d} = a_d > 0$  $\lim_{n \to \infty}$ 

Logarithms.  $\log_a n$  is  $\Theta(\log_b n)$  for every a > 1 and every b > 1.

**Pf.**  $\log_a n$ 1 no need to specify base (assuming it is a constant)  $\overline{\log_h n} = \overline{\log_h a}$ 

Logarithms and polynomials.  $\log_a n$  is  $O(n^d)$  for every a > 1 and every d > 0. Df

$$\lim_{n \to \infty} \frac{\log_a n}{n^d} = 0$$

Pf.

Exponentials and polynomials.  $n^d$  is  $O(r^n)$  for every r > 1 and every d > 0. Pf.

$$\lim_{n \to \infty} \frac{n^a}{r^n} = 0$$

Factorials. n! is  $2^{\Theta(n \log n)}$ . Pf. Stirling's formula:  $n! \sim \sqrt{2\pi n} \left(\frac{n}{e}\right)^n$ 

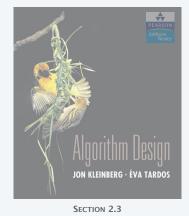
## Big O notation with multiple variables

Upper bounds. f(m, n) is O(g(m, n)) if there exist constants c > 0,  $m_0 \ge 0$ , and  $n_0 \ge 0$  such that  $0 \le f(m, n) \le c \cdot g(m, n)$  for all  $n \ge n_0$  or  $m \ge m_0$ .

**Ex.**  $f(m, n) = 32mn^2 + 17mn + 32n^3$ .

- f(m, n) is both  $O(mn^2 + n^3)$  and  $O(mn^3)$ .
- f(m, n) is  $O(n^3)$  if a precondition to the problem implies  $m \le n$ .
- f(m, n) is neither  $O(n^3)$  nor  $O(mn^2)$ .

Typical usage. In the worst case, breadth-first search takes O(m + n) time to find a shortest path from *s* to *t* in a digraph with *n* nodes and *m* edges.



# 2. ALGORITHM ANALYSIS

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## Efficient implementation

Goal. Implement Gale–Shapley to run in  $O(n^2)$  time.

GALE–SHAPLEY (preference lists for n hospitals and n students)

INITIALIZE M to empty matching.

```
WHILE (some hospital h is unmatched)
```

- $s \leftarrow$  first student on h's list to whom h has not yet proposed.
- IF (s is unmatched)
  - Add h-s to matching M.

```
ELSE IF (s \text{ prefers } h \text{ to current partner } h')
```

```
Replace h'-s with h-s in matching M.
```

Else

```
s rejects h.
```

**RETURN** stable matching *M*.

### Efficient implementation

Goal. Implement Gale–Shapley to run in  $O(n^2)$  time.

Representing hospitals and students. Index hospitals and students 1, ..., n.

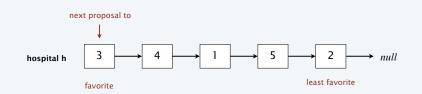
#### Representing the matching.

- Maintain two arrays *student*[*h*] and *hospital*[*s*].
  - if *h* matched to *s*, then student[h] = s and hospital[s] = h
  - use value 0 to designate that hospital or student is unmatched
- Can add/remove a pair from matching in *O*(1) time.
- Maintain set of unmatched hospitals in a queue (or stack).
- Can find an unmatched hospital in O(1) time.

### Data representation: making a proposal

#### Hospital makes a proposal.

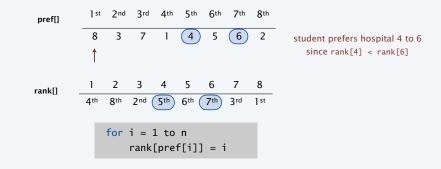
- Key operation: find hospital's next favorite student.
- For each hospital: maintain a list of students, ordered by preference.
- For each hospital: maintain a pointer to student for next proposal.



## Data representation: accepting/rejecting a proposal

#### Student accepts/rejects a proposal.

- Does student *s* prefer hospital *h* to hospital *h'*?
- For each student, create inverse of preference list of hospitals.



Bottom line. Making a proposal takes *O*(1) time.

Bottom line. After  $\Theta(n^2)$  preprocessing time (to create the *n* ranking arrays), it takes O(1) time to accept/reject a proposal.

## Stable matching: summary

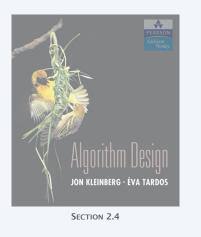
Theorem. Can implement Gale–Shapley to run in  $O(n^2)$  time. Pf.

- $\Theta(n^2)$  preprocessing time to create the *n* ranking arrays.
- There are  $O(n^2)$  proposals; processing each proposal takes O(1) time.

Theorem. In the worst case, any algorithm to find a stable matching must query the hospital's preference list  $\Omega(n^2)$  times.

bounded by a constant,

which does not depend on input size n



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#### Constant time

Constant time. Running time is O(1).

Examples.

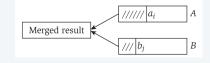
- Conditional branch.
- Arithmetic/logic operation.
- Declare/initialize a variable.
- Follow a link in a linked list.
- Access element *i* in an array.
- Compare/exchange two elements in an array.
- ...

#### Linear time

Linear time. Running time is *O*(*n*).

Merge two sorted lists. Combine two sorted linked lists  $A = a_1, a_2, ..., a_n$  and  $B = b_1, b_2, ..., b_n$  into a sorted whole.

O(n) algorithm. Merge in mergesort.



 $i \leftarrow 1; \, j \leftarrow 1.$ 

WHILE (both lists are nonempty)

IF  $(a_i \leq b_j)$  append  $a_i$  to output list and increment *i*.

ELSE append  $b_j$  to output list and increment j.

Append remaining elements from nonempty list to output list.

# TARGET SUM

TARGET-SUM. Given a sorted array of n distinct integers and an integer T, find two that sum to exactly T?



Š<del>x</del>ŕ

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TARGET-SUM. Given a sorted array of n distinct integers and an integer T, find two that sum to exactly T?

 $O(n^2)$  algorithm. Try all pairs.

O(n) algorithm. Exploit sorted order.

input (sorted)	-20	10	20	30	35	40	60	70	T = 60
	↑ i							$\uparrow_{j}$	

Invariant. No element to the left of *i* or right of *j* in pair that sums to *T*.

Logarithmic time

Logarithmic time. Running time is  $O(\log n)$ .

Search in a sorted array. Given a sorted array *A* of *n* distinct integers and an integer *x*, find index of *x* in array.

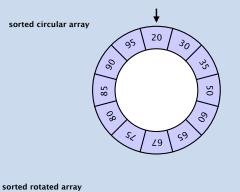
 $O(\log n)$  algorithm. Binary search.

- remaining elements
- Invariant: If *x* is in the array, then *x* is in *A*[*lo* .. *hi*].
- After k iterations of WHILE loop,  $(hi lo + 1) \le n/2^k \Rightarrow k \le 1 + \log_2 n$ .

```
lo \leftarrow 1; hi \leftarrow n.
WHILE (lo \le hi)
mid \leftarrow \lfloor (lo + hi) / 2 \rfloor.
IF (x < A[mid]) hi \leftarrow mid - 1.
ELSE IF (x > A[mid]) lo \leftarrow mid + 1.
ELSE RETURN mid.
RETURN -1.
```



SEARCH-IN-SORTED-ROTATED-ARRAY. Given a rotated sorted array of n distinct integers and an element x, determine if x is in the array.



80	85	90	95	20	30	35	50	60	65	67	75
1	2	3	4	5	6	7	8	9	10	11	12

### Linearithmic time

Linearithmic time. Running time is  $O(n \log n)$ .

Sorting. Given an array of *n* elements, rearrange them in ascending order.

 $O(n \log n)$  algorithm. Mergesort.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Μ	Е	R	G	Е	S	0	R	Т	Е	Х	Α	М	Р	L	Е
Е	М	R	G	Е	S	0	R	Т	Е	Х	А	M	Р	L	Е
Е	[M]	G	R	Ε	S	0	R	Т	Е	Х	Α	M	Ρ	L	Е
Е	G	Μ	R	Е	S	0	R	Т	Е	Х	Α	M	Р	L	Е
Е	G	M	R	Е	S	0	R	Т	Е	Х	Α	M	Ρ	L	Е
Е	G	M	R	Е	S	0	R	Т	Е	Х	Α	M	Ρ	L	Е
Е	G	M	R	Е	0	R	S	Т	Ε	Х	Α	M	Ρ	L	Е
Е	Е	G	М	0	R	R	S	Т	Е	Х	Α	M	Ρ	L	Е
Е	Е	G	M	0	R	R	S	Е	Т	Х	Α	M	Ρ	L	Е
E	E	G	M	0	R	R	S	E	Т	Α	Х	M	Р	L	E
Е	Е	G	M	0	R	R	S	А	Е	Т	Х	M	Ρ	L	Е
E	E	G	M	0	R	R	S	А	Е	Τ	Х	М	Р	L	E
Е	Е	G	M	0	R	R	S	А	Е	Τ	Х	M	Ρ	Е	L
Е	Е	G	M	0	R	R	S	А	Е	Τ	Х	Е	L	Μ	Р
Ε	Е	G	M	0	R	R	S	А	Е	Е	L	Μ	Р	Т	Х
А	Е	Е	Е	Е	G	L	М	М	0	Ρ	R	R	S	Т	Х

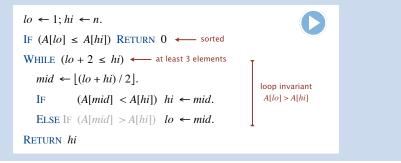
## SEARCH IN A SORTED ROTATED ARRAY

SEARCH-IN-SORTED-ROTATED-ARRAY. Given a rotated sorted array of n distinct integers and an element x, determine if x is in the array.

#### *O*(log *n*) algorithm.

- Find index k of smallest element.
- Binary search for *x* in either *A*[1 .. *k*–1] or *A*[*k* .. *n*].

#### find index of smallest element



# LARGEST EMPTY INTERVAL

LARGEST-EMPTY-INTERVAL. Given *n* timestamps  $x_1, ..., x_n$  on which copies of a file arrive at a server, what is largest interval when no copies of file arrive?

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# LARGEST EMPTY INTERVAL

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LARGEST-EMPTY-INTERVAL. Given *n* timestamps  $x_1, ..., x_n$  on which copies of a file arrive at a server, what is largest interval when no copies of file arrive?

 $O(n \log n)$  algorithm.

- Sort the array *a*.
- Scan the sorted list in order, identifying the maximum gap between successive timestamps.

Quadratic time

Quadratic time. Running time is  $O(n^2)$ .

Closest pair of points. Given a list of *n* points in the plane  $(x_1, y_1), ..., (x_n, y_n)$ , find the pair that is closest to each other.

 $O(n^2)$  algorithm. Enumerate all pairs of points (with i < j).

 $\begin{array}{l} \min \leftarrow \infty. \\ \text{For } i = 1 \text{ TO } n \\ \text{For } j = i + 1 \text{ TO } n \\ d \leftarrow (x_i - x_j)^2 + (y_i - y_j)^2. \\ \text{IF } (d < \min) \\ \min \leftarrow d. \end{array}$ 

**Remark.**  $\Omega(n^2)$  seems inevitable, but this is just an illusion. [see §5.4]

## Cubic time

Cubic time. Running time is  $O(n^3)$ .

**3-SUM.** Given an array of *n* distinct integers, find three that sum to 0.

 $O(n^3)$  algorithm. Enumerate all triples (with i < j < k).

For i = 1 to nFor j = i + 1 to nFor k = j + 1 to nIF  $(a_i + a_j + a_k = 0)$ RETURN  $(a_i, a_j, a_k)$ .

**Remark.**  $\Omega(n^3)$  seems inevitable, but  $O(n^2)$  is not hard. [see next slide]

# 3-Sum

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**3-SUM.** Given an array of *n* distinct integers, find three that sum to 0.

 $O(n^3)$  algorithm. Try all triples.

 $O(n^2)$  algorithm.

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# 3-Sum

# X-

**3-SUM.** Given an array of *n* distinct integers, find three that sum to 0.

 $O(n^3)$  algorithm. Try all triples.

#### $O(n^2)$ algorithm.

- Sort the array *a*.
- For each integer  $a_i$ : solve TARGET-SUM on the array containing all elements except  $a_i$  with the target sum  $T = -a_i$ .

## Best-known algorithm. $O(n^2 / (\log n / \log \log n))$ . Conjecture. No $O(n^{2-\varepsilon})$ algorithm for any $\varepsilon > 0$ .

### **Exponential time**

Exponential time.	Running time is	$O(2^{n^k})$ for some	constant $k > 0$ .
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Independent set. Given a graph, find independent set of max size.

 $O(n^2 2^n)$  algorithm. Enumerate all subsets of *n* elements.

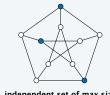
```
S^* \leftarrow \emptyset.
FOREACH subset S of n nodes:
```

Check whether S is an independent set.

IF (S is an independent set and  $|S| > |S^*|$ )

 $S^* \leftarrow S.$ 

RETURN S\*.



independent set of max size

## Polynomial time

Polynomial time. Running time is  $O(n^k)$  for some constant k > 0.

Independent set of size *k*. Given a graph, find *k* nodes such that no two are joined by an edge.

 $O(n^k)$  algorithm. Enumerate all subsets of k nodes.

FOREACH subset S of k nodes: Check whether S is an independent set. IF (S is an independent set) RETURN S.



- independent set of size 3
- Check whether S is an independent set of size k takes  $O(k^2)$  time.
- Number of k-element subsets =  $\binom{n}{k} = \frac{n(n-1)(n-2) \times \cdots \times (n-k+1)}{k(k-1)(k-2) \times \cdots \times 1} \le \frac{n^k}{k!}$

poly-time for k = 17, but not practical

#### **Exponential time**

**Exponential time.** Running time is  $O(2^{n^k})$  for some constant k > 0.

Euclidean TSP. Given *n* points in the plane, find a tour of minimum length.

 $O(n \times n!)$  algorithm. Enumerate all permutations of length *n*.

π\* ←Ø.

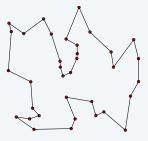
FOREACH permutation  $\pi$  of *n* points:

Compute length of tour corresponding to  $\pi$ .

IF  $(length(\pi) < length(\pi^*))$ 

π\* ← π.

RETURN  $\pi^*$ . for simplicity, we'll assume Euclidean distances are rounded to nearest integer (to avoid issues with infinite precision)



## Analysis of algorithms: quiz 4



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Which is an equivalent definition of exponential time?

**A.** *O*(2<sup>*n*</sup>)

- **B.**  $O(2^{cn})$  for some constant c > 0.
- C. Both A and B.
- **D.** Neither A nor B.