## Algorithmic Analysis and Sorting Part One

## Announcements

- Solutions to warm-up recursion problems have been posted.
- Midterm is next Tuesday, May 7 from 7PM - 10PM.
- Location TBA.
- More details next time.
- Please email Dawson ASAP if you have a conflict with the exam time.


## Fundamental Question:

How can we compare solutions to problems?

## One Idea: Runtime

## Why Runtime Isn't a Good Metric

- Fluctuates between computer to computer and from run to run.
- Fluctuates based on inputs.
- Doesn't predict behavior for larger inputs.
bool linearSearch(string\& str, char ch) \{ for (int i = 0; i < str.length(); i++) \{ if (str[i] == ch) \{ return true; \}
\}
return false;
\}
Work Done: At most $k_{0} n+k_{1}$


## Big Observations

- Don't need to explicitly compute these constants.
- Whether runtime is $4 n+10$ or $100 n+137$, runtime is still proportional to input size.
- Can just plot the runtime to obtain actual values.
- Only the dominant term matters.
- For both $4 n+1000$ and $n+137$, for very large $n$ most of the runtime is explained by $n$.
- Is there a concise way of describing this?


## Big-O

## Big-O Notation

- Ignore everything except the dominant growth term, including constant factors.
- Examples:
- $4 n+4=\mathbf{O}(n)$
- $137 n+271=\mathbf{O}(n)$
- $n^{2}+3 n+4=\mathbf{O}\left(\boldsymbol{n}^{2}\right)$
- $2^{n}+n^{3}=\mathbf{O}\left(2^{n}\right)$


## Algorithmic Analysis with Big-O

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double average(Vector<int>\& vec) \{
double total = 0.0;
for (int $i=0 ; i<v e c . s i z e() ; i++)\{$ total += vec[i];
\}
return total / vec.size(); \}

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$$
\mathrm{O}(\mathrm{n})
$$

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How do we analyze this?

## Types of Analysis

- Worst-Case Analysis
- What's the worst possible runtime for the algorithm?
- Useful for "sleeping well at night."
- Best-Case Analysis
- What's the best possible runtime for the algorithm?
- Useful to see if the algorithm performs well in some cases.
- Average-Case Analysis
- What's the average runtime for the algorithm?
- Far beyond the scope of this class; take CS109, CS161, CS365, or CS369N for more information!


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O(n)

## Determining if a Character is a Letter

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bool isAlpha(char ch) \{
return (ch >= 'A' \&\& ch <= 'Z') ||
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O(1)

## What Can Big-O Tell Us?

- Long-term behavior of a function.
- If algorithm A has runtime $O(n)$ and algorithm B has runtime $O\left(n^{2}\right)$, for very large inputs algorithm A will always be faster.
- If algorithm A has runtime $\mathrm{O}(n)$, for large inputs, doubling the size of the input doubles the runtime.


## What Can't Big-O Tell Us?

- The actual runtime of a function.
- $10^{100} n=O(n)$
- $10^{-100} n=\mathrm{O}(n)$
- How a function behaves on small inputs.
- $n^{3}=\mathrm{O}\left(n^{3}\right)$
- $10^{6}=O(1)$


## Growth Rates, Part One



## Growth Rates, Part Two


—O(n)

- $\mathrm{O}(\mathrm{n} \log \mathrm{n})$
- O( $\left.n^{\wedge} 2\right)$


## Growth Rates, Part Three



To Give You A Better Sense...


## Once More with Logarithms



## Comparison of Runtimes

(1 operation $=1$ microsecond)

| Size | 1 | $\operatorname{lgn}$ | $n$ | $n \log \mathrm{n}$ | $\mathrm{n}^{2}$ | $\mathrm{n}^{3}$ |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- |
| 100 | $1 \mu \mathrm{~s}$ | $7 \mu \mathrm{~s}$ | $100 \mu \mathrm{~s}$ | 0.7 ms | 10 ms | $<1 \mathrm{~min}$ |
| 200 | $1 \mu \mathrm{~s}$ | $8 \mu \mathrm{~s}$ | $200 \mu \mathrm{~s}$ | 1.5 ms | 40 ms | $<1 \mathrm{~min}$ |
| 300 | $1 \mu \mathrm{~s}$ | $8 \mu \mathrm{~s}$ | $300 \mu \mathrm{~s}$ | 2.5 ms | 90 ms | 1 min |
| 400 | $1 \mu \mathrm{~s}$ | $9 \mu \mathrm{~s}$ | $400 \mu \mathrm{~s}$ | 3.5 ms | 160 ms | 2 min |
| 500 | $1 \mu \mathrm{~s}$ | $9 \mu \mathrm{~s}$ | $500 \mu \mathrm{~s}$ | 4.5 ms | 250 ms | 4 min |
| 600 | $1 \mu \mathrm{~s}$ | $9 \mu \mathrm{~s}$ | $600 \mu \mathrm{~s}$ | 5.5 ms | 360 ms | 6 min |
| 700 | $1 \mu \mathrm{~s}$ | $9 \mu \mathrm{~s}$ | $700 \mu \mathrm{~s}$ | 6.6 ms | 490 ms | 9 min |
| 800 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $800 \mu \mathrm{~s}$ | 7.7 ms | 640 ms | 12 min |
| 900 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $900 \mu \mathrm{~s}$ | 8.8 ms | 810 ms | 17 min |
| 1000 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $1000 \mu \mathrm{~s}$ | 10 ms | 1000 ms | 22 min |
| 1100 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $1100 \mu \mathrm{~s}$ | 11 ms | 1200 ms | 29 min |
| 1200 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $1200 \mu \mathrm{~s}$ | 12 ms | 1400 ms | 37 min |
| 1300 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $1300 \mu \mathrm{~s}$ | 13 ms | 1700 ms | 45 min |
| 1400 | $1 \mu \mathrm{~s}$ | $10 \mu \mathrm{~s}$ | $1400 \mu \mathrm{~s}$ | 15 ms | 2000 ms | 56 min |

## Summary of Big-O

- A means of describing the growth rate of a function.
- Ignores all but the leading term.
- Ignores constants.
- Allows for quantitative ranking of algorithms.
- Allows for quantiative reasoning about algorithms.


## Sorting Algorithms

## The Sorting Problem

- Given a list of elements, sort those elements in ascending order.
- There are many ways to solve this problem.
- What is the best way to solve this problem?
- We'll use big-O to find out!


## An Initial Idea: Selection Sort

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## Selection Sort

- Find the smallest element and move it to the first position.
- Find the second-smallest element and move it to the second position.
- (etc.)


## Code for Selection Sort

```
void selectionSort(Vector<int>& elems) {
    for (int index = 0; index < elems.size(); index++) {
        int smallestIndex = indexOfSmallest(elems, index);
        swap(elems[index], elems[smallestIndex]);
    }
}
```

int indexOfSmallest(Vector<int>\& elems, int startPoint) \{
int smallestIndex $=$ startPoint;
for (int $i=s t a r t P o i n t+1 ; i<e l e m s . s i z e() ; i++)\{$
if (elems[i] < elems[smallestIndex])
smallestIndex $=$ i;
\}
return smallestIndex;
\}

## Analyzing Selection Sort

- How much work do we do for selection sort?
- To find the smallest value, we need to look at all $n$ array elements.
- To find the second-smallest value, we need to look at $n-1$ array elements.
- To find the third-smallest value, we need to look at $n-2$ array elements.
- Work is $n+(n-1)+(n-2)+\ldots+1$.

$$
n+(n-1)+\ldots+2+1=n(n+1) / 2
$$


$n+1$

## The Complexity of Selection Sort

$$
\begin{aligned}
& \mathrm{O}(n(n+1) / 2) \\
= & \mathrm{O}(n(n+1)) \\
= & \mathrm{O}\left(n^{2}+n\right) \\
= & \mathrm{O}\left(n^{2}\right)
\end{aligned}
$$

So selection sort runs in time $\mathbf{O}\left(\boldsymbol{n}^{2}\right)$.

## Notes on Selection Sort

- Selection sort has runtime $O\left(n^{2}\right)$ in the worst case.
- How about the best case?



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- Selection sort has runtime $O\left(n^{2}\right)$ in the worst case.
- How about the best case?
- Also O( $n^{2}$ )
- Selection sort always takes $\mathrm{O}\left(n^{2}\right)$ time.
- Notation: Selection sort is $\Theta\left(n^{2}\right)$.


## Thinking About $\mathrm{O}\left(n^{2}\right)$

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## $\begin{array}{llllllll}14 & 6 & 3 & 9 & 7 & 16 & 2 & 15\end{array}$

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$\mathrm{T}(n)$

## Thinking About $\mathrm{O}\left(n^{2}\right)$

| 14 | 6 | 3 | 9 | 7 | 16 | 2 | 15 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

$\mathrm{T}(n)$

| 14 | 6 | 3 | 9 | 7 | 16 | 2 | 15 | 5 | 10 | 8 | 11 | 1 | 13 | 12 | 4 |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |

## Thinking About $\mathrm{O}\left(n^{2}\right)$

$$
\begin{aligned}
& \begin{array}{llllllll}
14 & 6 & 3 & 9 & 7 & 16 & 2 & 15
\end{array} \\
& T(n) \\
& \begin{array}{lllllllll|l|l|l|l|l|l|l|l|l|}
14 & 6 & 3 & 9 & 7 & 16 & 2 & 15 & 5 & 10 & 8 & 11 & 1 & 13 & 12 & 4
\end{array} \\
& \mathrm{~T}(2 n) \approx 4 \mathrm{~T}(n)
\end{aligned}
$$

## Selection Sort Times

| Size | Selection Sort |
| ---: | ---: |
| 10000 | 0.304 |
| 20000 | 1.218 |
| 30000 | 2.790 |
| 40000 | 4.646 |
| 50000 | 7.395 |
| 60000 | 10.584 |
| 70000 | 14.149 |
| 80000 | 18.674 |
| 90000 | 23.165 |

## Next Time

- Faster Sorting Algorithms
- Can you beat $\mathrm{O}\left(n^{2}\right)$ time?
- Hybrid Sorting Algorithms
- When might selection sort be useful?

