# Analysis of Algorithms 

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- Measure resource requirements: how does the amount of time and space an algorithm uses scale with increasing input size?
- How do we put this notion on a concrete footing?
- What does it mean for one function to grow faster or slower than another?


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- How do we put this notion on a concrete footing?
- What does it mean for one function to grow faster or slower than another?
- Goal: Develop algorithms that provably run quickly and use low amounts of space.


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- Why worst-case? Why not average-case or on random inputs?
- Input size $=$ number of elements in the input. Values in the input do not matter.
- Assume all elementary operations take unit time: assignment, arithmetic on a fixed-size number, comparisons, array lookup, following a pointer, etc.


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## Definition

An algorithm is efficient if it has a polynomial running time.

## Upper and Lower Bounds

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Asymptotic upper bound: A function $f(n)$ is $O(g(n))$ if there exist constants $c>0$ and $n_{0} \geq 0$ such that for all $n \geq n_{0}$, we have $f(n) \leq c g(n)$.
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- In these definitions, $c$ is a constant independent of $n$.
- Abuse of notation: say $g(n)=O(f(n)), g(n)=\Omega(f(n)), g(n)=\Theta(f(n))$.


## Properties of Asymptotic Growth Rates

Transitivity

- If $f=O(g)$ and $g=O(h)$, then $f=O(h)$.
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- For every $x>0, \log n=O\left(n^{x}\right)$.
- For every $r>1$ and every $d>0, n^{d}=O\left(r^{n}\right)$.


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- Finding the minimum, merging two sorted lists.
- Sub-linear time. Binary search in a sorted array of $n$ numbers takes $O(\log n)$ time.


## $O(n \log n)$ Time

- Any algorithm where the costliest step is sorting.


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- Running time is $O\left(k^{2}\binom{n}{k}\right)=O\left(n^{k}\right)$.


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-What is the running time?


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- Algorithm: For each $1 \leq i \leq n$, check if the graph has an independent size of size $i$. Output largest independent set found.
- What is the running time? $O\left(n^{2} 2^{n}\right)$.

