

# Performance Analysis

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# Review

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- Data type determines the set of values that a data item can take and the operations that can be performed on the item

Data Type	Size in Bytes	Range	Use
char	1	-128 to 127	To store characters
int	2	-32768 to 32767	To store integer numbers
float	4	3.4E-38 to 3.4E+38	To store floating point numbers
double	8	1.7E-308 to 1.7E+308	To store big floating point numbers

- Algorithm and Program
  - Algorithms + Data Structures = Programs
- Recursive Functions
  - Direct
  - Indirect
  - Tail
  - Compared with non-recursive functions

# Space and Time Complexity

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- Analyzing an algorithm means determining the amount of resources (such as time and memory) needed to execute it
  - The **time complexity** of an algorithm is basically the running time of a program as a function of a given input
  - The **space complexity** of an algorithm is the amount of computer memory that is required during the program execution as a function of a given input

# Space Complexity

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- The space analysis can be classified into two parts
  - Fixed part
    - The instruction space, space for simple variables, space for constants, etc
  - Variable part
    - Space needed by referenced variables
    - The recursion stack space
- Accordingly, the space requirement  $S(P)$  of a program  $P$  can be defined

$$S(P) = \underbrace{c}_{\substack{\text{fixed part} \\ \text{usually a constant}}} + \underbrace{S_p}_{\substack{\text{variable part} \\ \text{depend on the task}}}$$

- We usually concentrate on  $S_p$

# Recursion Stack Space.

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- Given an Ackerman's function  $A(m, n)$ , please calculate  $A(1,2)$

$$A(m, n) = \begin{cases} n + 1, & \text{if } m = 0 \\ A(m - 1, 1), & \text{if } n = 0 \\ A(m - 1, A(m, n - 1)), & \text{otherwise} \end{cases}$$

$$A(1,2) = A(0, A(1,1))$$

$$A(1,1) = A(0, A(1,0))$$

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$$A(0,1) = 2$$



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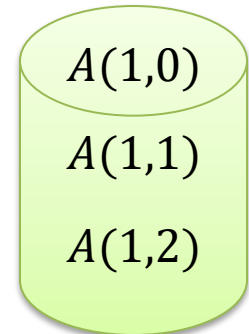
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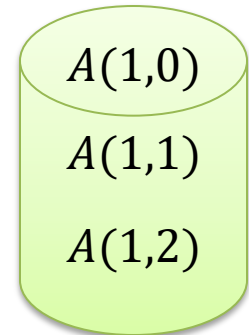
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# Time Complexity

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- The time,  $T(P)$ , taken by a program  $P$  is the sum of the **compile time** and the **run (execution) time**
  - We mainly concentrate on the run time of a program

$$T(P) = \underbrace{c}_{\text{compile time}} + \underbrace{T_p}_{\text{run time}}$$

- There are two ways to determine the run time
  - Measurement
    - Execute the program
    - Record the CPU time
  - Analysis
    - Count only the number of program steps
    - Count the number of instructions

# Example

- How many times does the function *call\_fun()* execute?

```
1 ▼ for( a = 1 ; a <= n ; a++ )
2 ▼     for( b = 1 ; b <= a ; b++ )
3 ▼         for( c = 1 ; c <= a ; c++ )
4 ▼             if( b != c )
5                 call_fun() ;
```

$$\sum_{a=1}^n (a^2 - a) = \sum_{a=1}^n a^2 - \sum_{a=1}^n a = \frac{n(n+1)(2n+1)}{6} - \frac{n(n+1)}{2} = \frac{n(n+1)(n-1)}{3}$$

$$\sum_{a=1}^n a^2 = 1^2 + 2^2 + \dots + n^2 = \frac{n(n+1)(2n+1)}{6}$$

# Expressing Time and Space Complexity

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- The time and space complexities of a given function  $f(n)$ , where  $n$  is a given input for the algorithm, can be expressed by some notations
  - We introduce some terminologies that will enable us to make **meaningful but inexact** statements about the time and space complexities of a program

**Definition [Big “oh”]:**  $f(n) = O(g(n))$  (read as “ $f$  of  $n$  is big oh of  $g$  of  $n$ ”) iff (if and only if) there exist positive constants  $c$  and  $n_0$  such that  $f(n) \leq cg(n)$  for all  $n, n \geq n_0$ .  $\square$

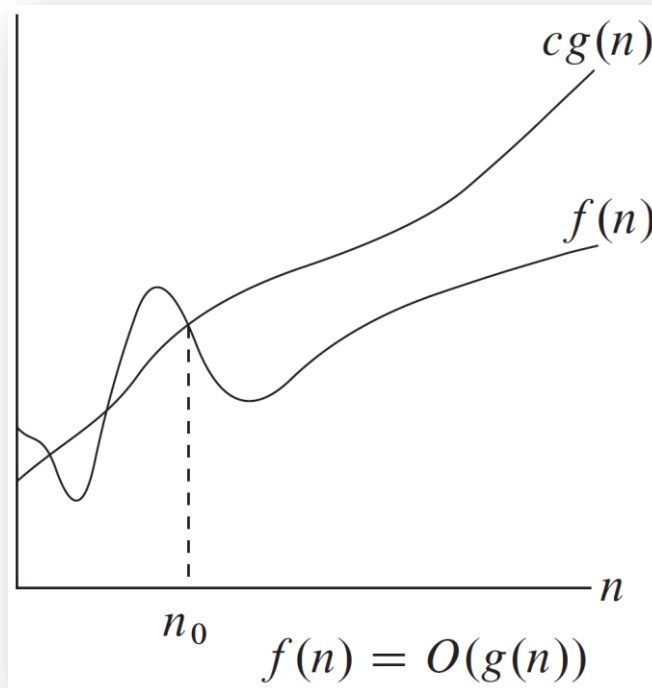
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**Definition:** [Theta]  $f(n) = \Theta(g(n))$  (read as “ $f$  of  $n$  is theta of  $g$  of  $n$ ”) iff there exist positive constants  $c_1, c_2$ , and  $n_0$  such that  $c_1g(n) \leq f(n) \leq c_2g(n)$  for all  $n, n \geq n_0$ .  $\square$

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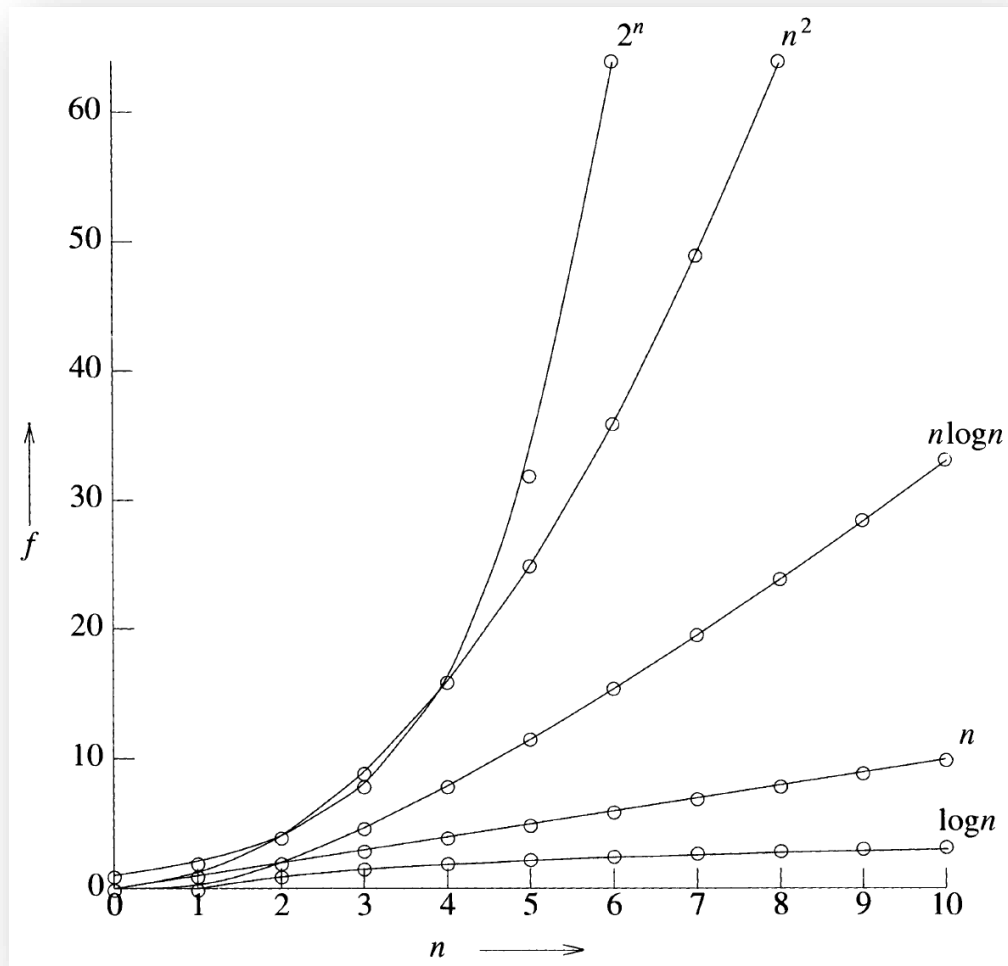
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- For the statement  $f(n) = O(g(n))$  to be **informative**,  $g(n)$  should be as small a function of  $n$  as one can come up with
  - $3n + 3 = O(n)$  vs.  $3n + 3 = O(n^2)$
- Fantastic names
  - $O(1)$  mean a computing time that is a constant
  - $O(n)$  is called linear
  - $O(n^2)$  is called quadratic
  - $O(n^3)$  is called cubic
  - $O(2^n)$  is called exponential
- Ordering
  - $O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2) < O(n^3) < O(2^n)$

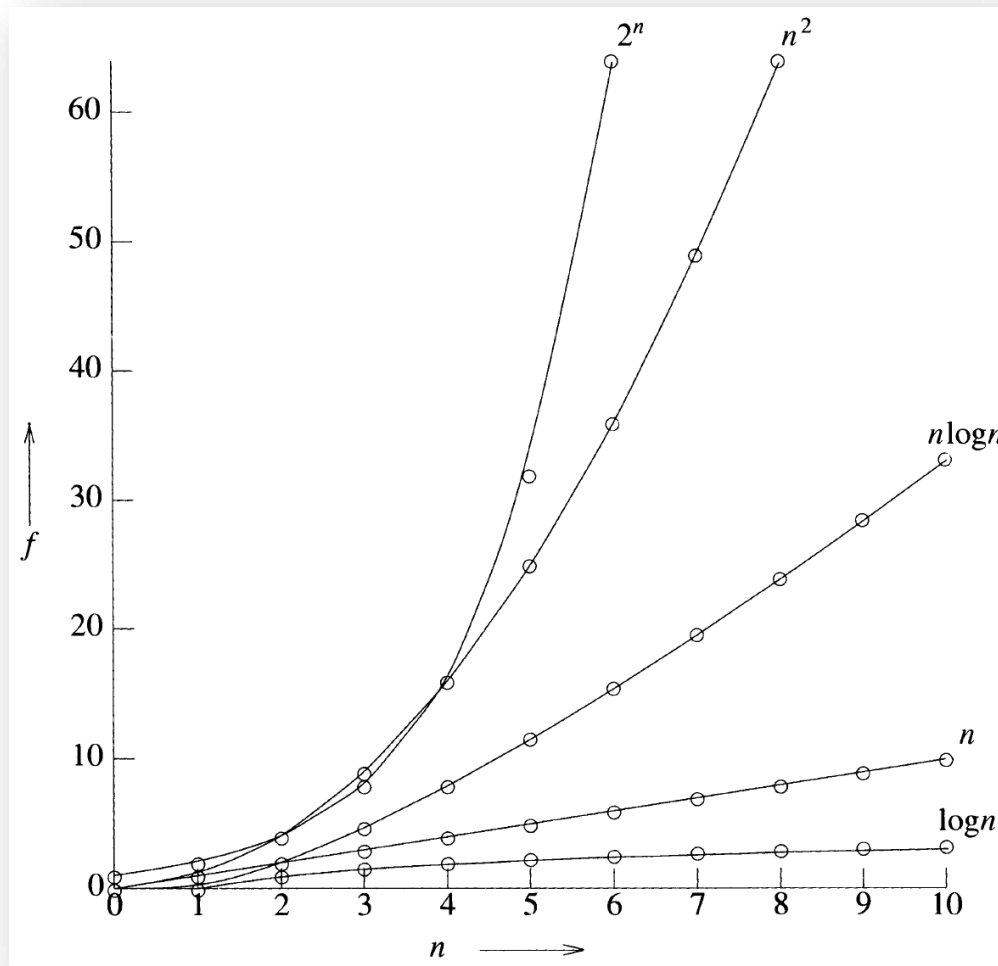
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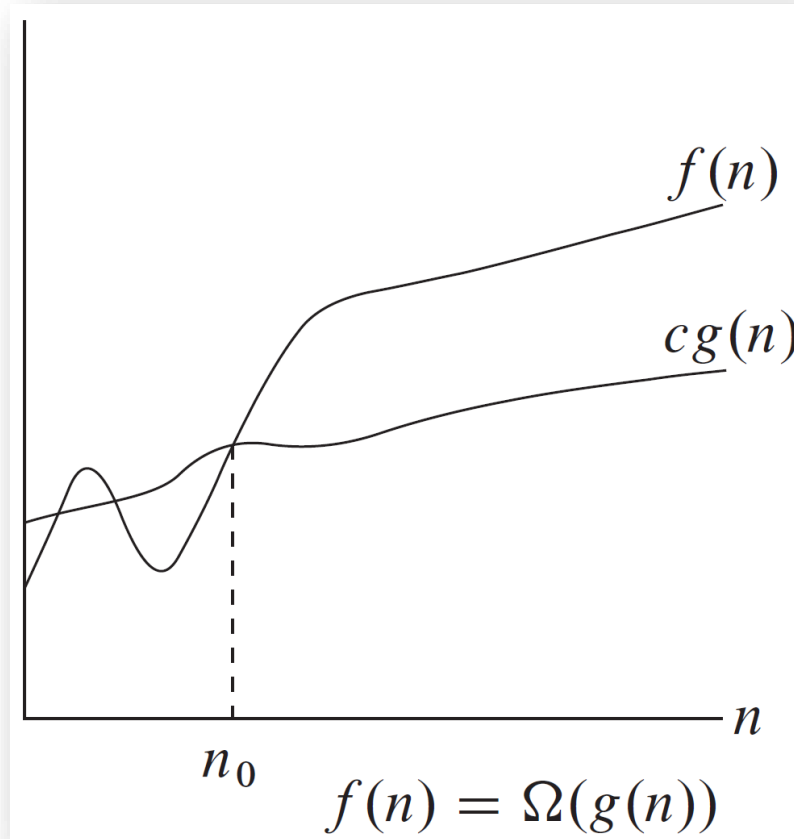
- $O(1) < O(\log n) < O(n) < O(n \log n) < O(n^2) < O(n^3) < O(n^c) < O(2^n) < O(3^n) < O(c^n) < O(n!) < O(n^n) < O(n^{c^n})$



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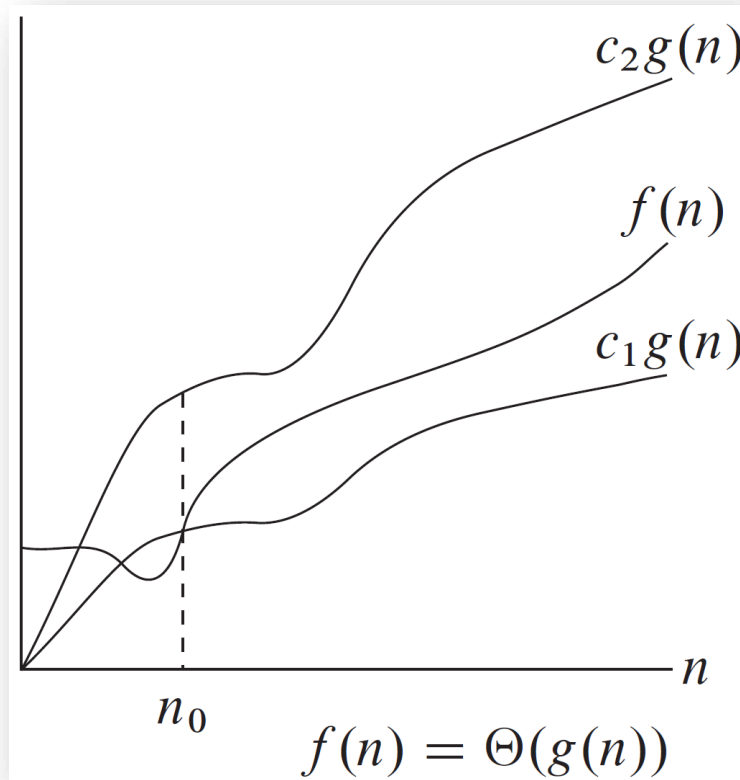
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- For the statement  $f(n) = \Omega(g(n))$  to be informative,  $g(n)$  should be as **large** a function of  $n$  as possible
  - $3n + 3 = \Omega(n)$  vs.  $3n + 3 = \Omega(1)$
  - $6 \times 2^n + n^2 = \Omega(2^n)$  vs.  $6 \times 2^n + n^2 = \Omega(1)$

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- The theta is more **precise** than both big-oh and omega
  - $g(n)$  is both an upper and lower bound on  $f(n)$





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  - $g(n)$  is both an upper and lower bound on  $f(n)$

**Example 1.16:**  $3n + 2 = \Theta(n)$  as  $3n + 2 \geq 3n$  for all  $n \geq 2$ , and  $3n + 2 \leq 4n$  for all  $n \geq 2$ , so  $c_1 = 3, c_2 = 4$ , and  $n_0 = 2$ .  $3n + 3 = \Theta(n)$ ;  $10n^2 + 4n + 2 = \Theta(n^2)$ ;  $6 \cdot 2^n + n^2 = \Theta(2^n)$ ; and  $10 \cdot \log n + 4 = \Theta(\log n)$ .  $3n + 2 \neq \Theta(1)$ ;  $3n + 3 \neq \Theta(n^2)$ ;  $10n^2 + 4n + 2 \neq \Theta(n)$ ;  $10n^2 + 4n + 2 \neq \Theta(1)$ ;  $6 \cdot 2^n + n^2 \neq \Theta(n^2)$ ;  $6 \cdot 2^n + n^2 \neq \Theta(n^{100})$ ; and  $6 \cdot 2^n + n^2 \neq \Theta(1)$ .  $\square$

# Example

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- Given a recursive function  $T(n) = 2T\left(\frac{n}{2}\right) + n$ , where  $T(1) = 0$ , please write down the time complexity in big-oh for the function
  - We assume  $n$  is a power of 2 for simplification
    - That is  $2^x = n$

$$\begin{aligned}T(n) &= 2 \times T\left(\frac{n}{2}\right) + n \\&= 2 \times \left[2 \times T\left(\frac{n}{4}\right) + \frac{n}{2}\right] + n = 4 \times T\left(\frac{n}{4}\right) + 2 \times n \\&= 4 \times \left[2 \times T\left(\frac{n}{8}\right) + \frac{n}{4}\right] + 2 \times n = 8 \times T\left(\frac{n}{8}\right) + 3 \times n \\&= \dots \\&= n \times T\left(\frac{n}{n}\right) + (\log_2 n) \times n = n \log_2 n \\ \therefore T(n) &= O(n \log_2 n)\end{aligned}$$

# Questions?

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