Tutorial-1

How to calculate Running time of an algorithm?

We can calculate the running time of an algorithm reliably by running the implementation of the algorithm on a computer.

Alternatively we can calculate the running time by using a technique called algorithm analysis. We can estimate an algorithm's performance by counting the number of basic operations required by the algorithm to process an input of a certain size.

Basic Operation: The time to complete a basic operation does not depend on the particular values of its operands. So it takes a constant amount of time.

Examples: Arithmetic operation (addition, subtraction, multiplication, division), Boolean operation (AND, OR, NOT), Comparison operation, Module operation, Branch operation etc.

Input Size: It is the number of input processed by the algorithm. Example: For sorting algorithm the input size is measured by the number of records to be sorted.

Growth Rate: The growth rate of an algorithm is the rate at which the running time (cost) of the algorithm grows as the size of the input grows. The growth rate has a tremendous effect on the resources consumed by the algorithm.

Consider the following simple algorithm to solve the problem of finding the 1^{st} element in an array of n integers.

```
public int findFirstElement(int[] a){
    int firstElement = a[0];
    return firstElement;
}
```

It is clear that no matter how large the array is, the time to copy the value from the first position of the array is always constant (say k). So the time T to run the algorithm as a function of n, T(n) = k. Here T(n) does not depend on the array size n. We always assume T(n) is a non-negative value.

Consider another following algorithm to solve the problem of finding the smallest element in an array of n integers.

```
public int findSmallElement(int[] a){
    int smElement = a[0];
    for(int i=0; i<n; i++)
    if(a[i] < smElement)
        smElement=a[i];
    return smElement;
}</pre>
```

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Here the basic operation is to compare between two integers and each comparison operation takes a fixed amount of time (say k) regardless of the value of the two integers or their position in the array. In this algorithm the comparison operation is repeated n times due to for loop. So the running time of the above algorithm, T(n) = kn. The above algorithm is said to have linear growth rate.

Since for calculation of running time we want a reasonable approximation we have ignored the time required to increment the variable i, the time for actual assignment when a smaller value is found or time taken to initialize the variable smElement.

Consider another algorithm to solve the problem of finding the smallest element from a two dimensional array n rows and n columns.

```
public int findSmallElement(int[][] a){
    int smElement = a[0][0];
    for(int i=0; i<n; i++)
        for(int j=0; j<n; j++)
            if(a[i][j] < smElement)
            smElement=a[i][j];
    return smElement;
}</pre>
```

The total number of comparison operation occurs $n*n=n^2$ times. So the running time of the algorithm, $T(n) = kn^2$. The above algorithm is said to have quadratic growth rate.

Contiguous Subsequence Sums Example:

int[] a= {3, 4, 1, 3, 2, 7, 4, 4, 2, 6, 1, 4} We shall compute all contiguous subsequence of length 5 for the array. Array size n=12, subsequence length m=5. Total number of subsequence = n - m + 1 = 12-5 + 1=8.

Using Brute force algorithm: S0 = a[0] + a[1] + a[2] + a[3] + a[4] = 3+4+1+3+2=13S1 = a[1] + a[2] + a[3] + a[4] + a[5] = 4 + 1 + 3 + 2 + 7 = 17S2 = a[2] + a[3] + a[4] + a[5] + a[6] = 1 + 3 + 2 + 7 + 4 = 17S3 = a[3] + a[4] + a[5] + a[6] + a[7] = 3 + 2 + 7 + 4 + 4 = 20S4 = a[4] + a[5] + a[6] + a[7] + a[8] = 2 + 7 + 4 + 4 + 2 = 19S5 = a[5] + a[6] + a[7] + a[8] + a[9] = 7 + 4 + 4 + 2 + 6 = 23S6 = a[6] + a[7] + a[8] + a[9] + a[10] = 4 + 4 + 2 + 6 + 1 = 17S7 = a[7] + a[8] + a[9] + a[10] + a[11] = 4 + 2 + 6 + 1 + 4 = 17Using Brute force algorithm total number of additions =8*4=32. # Using previous subsequence($S_{k+1}=S_k + a[k+m] - a[k]$) $S_0 = a[0] + a[1] + a[2] + a[3] + a[4] = 3+4+1+3+2=13$ $S_1 = S_0 + a[5] - a[0] = 13 + 7 - 3 = 17$ $S_2 = S_1 + a[6] - a[1] = 17 + 4 - 4 = 17$ $S_3 = S_2 + a[7] - a[2] = 17 + 4 - 1 = 20$ $S_4 = S_3 + a[8] - a[3] = 20 + 2 - 3 = 19$ $S_5 = S_4 + a[9] - a[4] = 19 + 6 - 2 = 23$ $S_6 = S_5 + a[10] - a[5] = 23 + 1 - 7 = 17$

 $S_7 = S_6 + a[11] - a[6] = 17 + 4 - 4 = 17$

Total number of additions =18

Running Time Calculation Examples:

a) for(int i=0; i<n; i++) System.out.println("Algorithm analysis"); for(int j=n; j>0; j--) System.out.println("Algorithm analysis");

The println() method takes a constant amount of time say c. The println() method will be called n times due to 1^{st} for loop and n times due to 2^{nd} for loop. So total running time of the above algorithm $T(n) = (n+n)^*c = 2nc$

b) for(int i=n; i>0; i--)
for(int j=n; j>i; j--)
System.out.println("Algorithm analysis");

The loop variable for the outer loop is assigned to the values n, n -1, n-2,, 1 resulting a total of n iterations. The inner loop is executed (n-i) times. The total number of calls to the println() method is $(n \cdot n) + (n - (n - 1)) + (n - (n - 2)) + \dots + (n - 1) = 0 + 1 + 2 + \dots + n - 1 = (n - 1)*n/2.$ T(n) = c* (n - 1)*n/2.

c) for(int i=1; i< n; i=i*2) System.out.println("Algorithm analysis");

The loop variable i is assigned to the values 1, 2, 4,....n. For simplicity of our calculation let as assume that n is a power of 2. Suppose the loop will be terminated after k number of iterations. So, $n = 2^k$ ie. $\log_2 n = k$. Running time of the above algorithm, $T(n) = c^*k = c^*\log_2 n$.

d) for (int i=0; i<=n; i++)
 if(i % 10 == 0)
 for (int j=0; j<i; j++)
 System.out.println("Algorithm analysis");</pre>

The inner loop will be executed only when i is a multiple on 10 ie. i=0, 10, 20, ..., (n/10)*10. The total number of calls to the println() method

is $0 + 10 + 20 + 30 + \dots + (n/10)*10 =$ $10*(0+1+2+3+\dots+n/10)=10*(n/10)*(n/10+1)/2.$ Running time of the above algorithm, T(n) = c*10*(n/10)*(n/10+1)/2.