

Lecture 17: Analyzing Algorithms

CS 51P

November 6, 2019

Three Possible Sorting Algorithms

- For each position in the list:
 - Find the object that should be there; put it in the right place

- For each object in the list:
 - If that object should be earlier in the list, put it in the right place

- Recursively:
 - Sort the first half of the list
 - Sort the second half of the list
 - Merge the two halves together

Sorting Algorithms

Selection Sort

```
def selection_sort(lst):  
  
    # for each pos in list  
    for pos in range(len(lst)):  
  
        # find obj that should be there  
        min_pos = pos  
        for i in range(pos+1, len(lst)):  
            if lst[i] < lst[min_pos]:  
                min_pos = i  
  
        # swap that obj with the one at pos  
        swap(lst, pos, min_pos)
```

Insertion Sort

```
def insertion_sort(lst):  
  
    # for each obj in list  
    for pos in range(len(lst)):  
  
        # move obj to correct position  
        curr_obj = lst[pos]  
        curr_pos = pos  
        while curr_pos > 0 and  
              lst[curr_pos-1] > curr_obj:  
            lst[curr_pos] = lst[curr_pos-1]  
            curr_pos = curr_pos - 1  
        lst[curr_pos] = curr_obj
```

Merge Sort

```
def merge_sort(lst, start, end):  
    # Base Case  
    if end - start < 2:  
        return  
  
    # Recursive Case  
    middle = start + int((end - start) / 2)  
    merge_sort(lst, start, middle)
```

Which algorithm is better?

What Makes a Good Algorithm?

Suppose you have two possible algorithms that do the same thing; which is *better*?

What do we mean by *better*?

- Correct(er)?
- Faster?
- Less space?
- Less power consumption?
- Easier to code?
- Easier to maintain?
- Required for homework?

Basic Step: one “constant time” operation

Constant time operation: its time doesn't depend on the size or length of anything. Always roughly the same. Time is bounded above by some number

Example Basic steps:

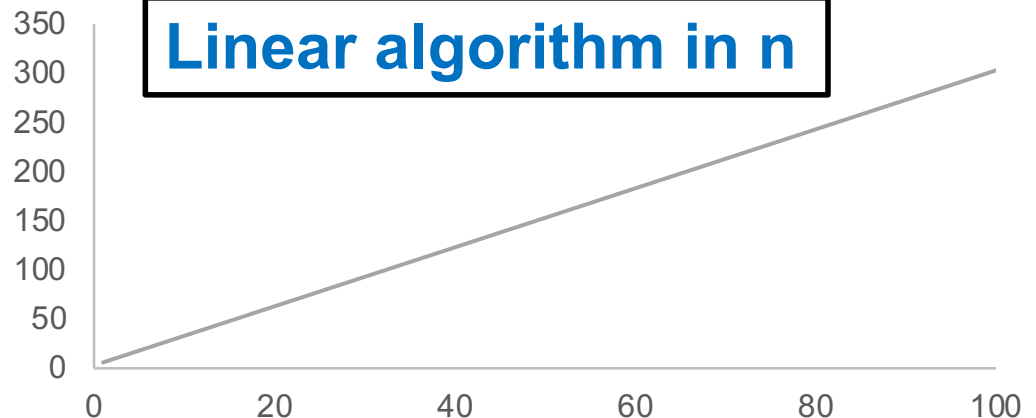
- Access value of a variable, list element, or object attr
- Assign to a variable, list element, or object attr
- Do one arithmetic or logical operation
- Call a function

Counting Steps

```
# Store sum of 0..n-1 in sum
sum = 0
for i in range(n):
    sum = sum + i
```

<u>Statement:</u>	<u># times done</u>
sum = 0	1
i = v	n
sum = sum + i	n
Total steps:	2n + 1

All basic steps take time 1.
There are n loop iterations.
Therefore, takes time
proportional to n.



Not all operations are basic steps

```
# Store n copies of 'c' in s
s = ""
for i in range(n):
    s = s + 'c'
```

<u>Statement:</u>	<u># times done</u>
<code>s = ""</code>	1
<code>i = v</code>	n
<code>s = s + 'c'</code>	n
Total steps:	$2n + 1$

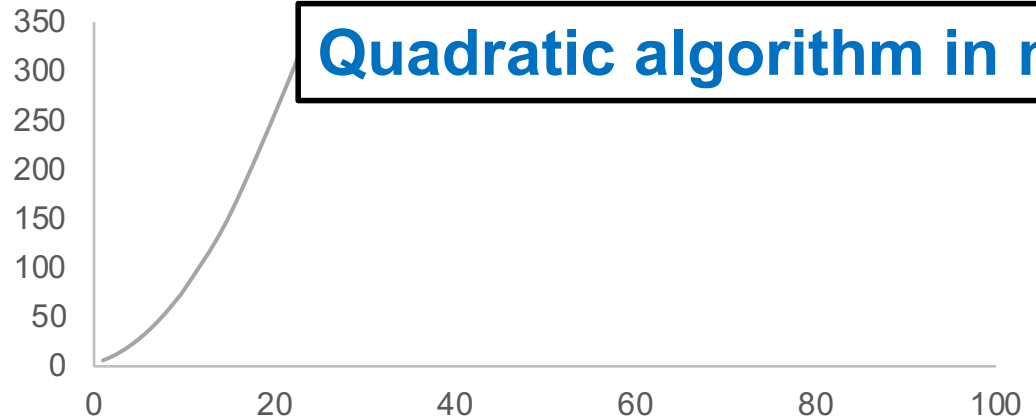
Concatenation is not a basic step. For each i , concatenation creates and fills i sequence elements.

Not all operations are basic steps

```
# Store n copies of 'c' in s
s = ""
for i in range(n):
    s = s + 'c'
```

<u>Statement:</u>	<u># times</u>	<u># steps</u>
<code>s = ""</code>	1	1
<code>i = v</code>	n	1
<code>s = s + 'c';</code>	n	i
Total steps:		$(n-1)*n/2 + n + 1$

Concatenation is not a basic step. For each i , concatenation creates and fills i sequence elements.



Linear versus quadratic

```
# Store sum of 1..n in sum
sum = 0
for i in range(1, n+1):
    sum = sum + k;
```

Linear algorithm

```
# Store n copies of 'c' in s
s = ""
for i in range(n):
    s = s + 'c'
```

Quadratic algorithm

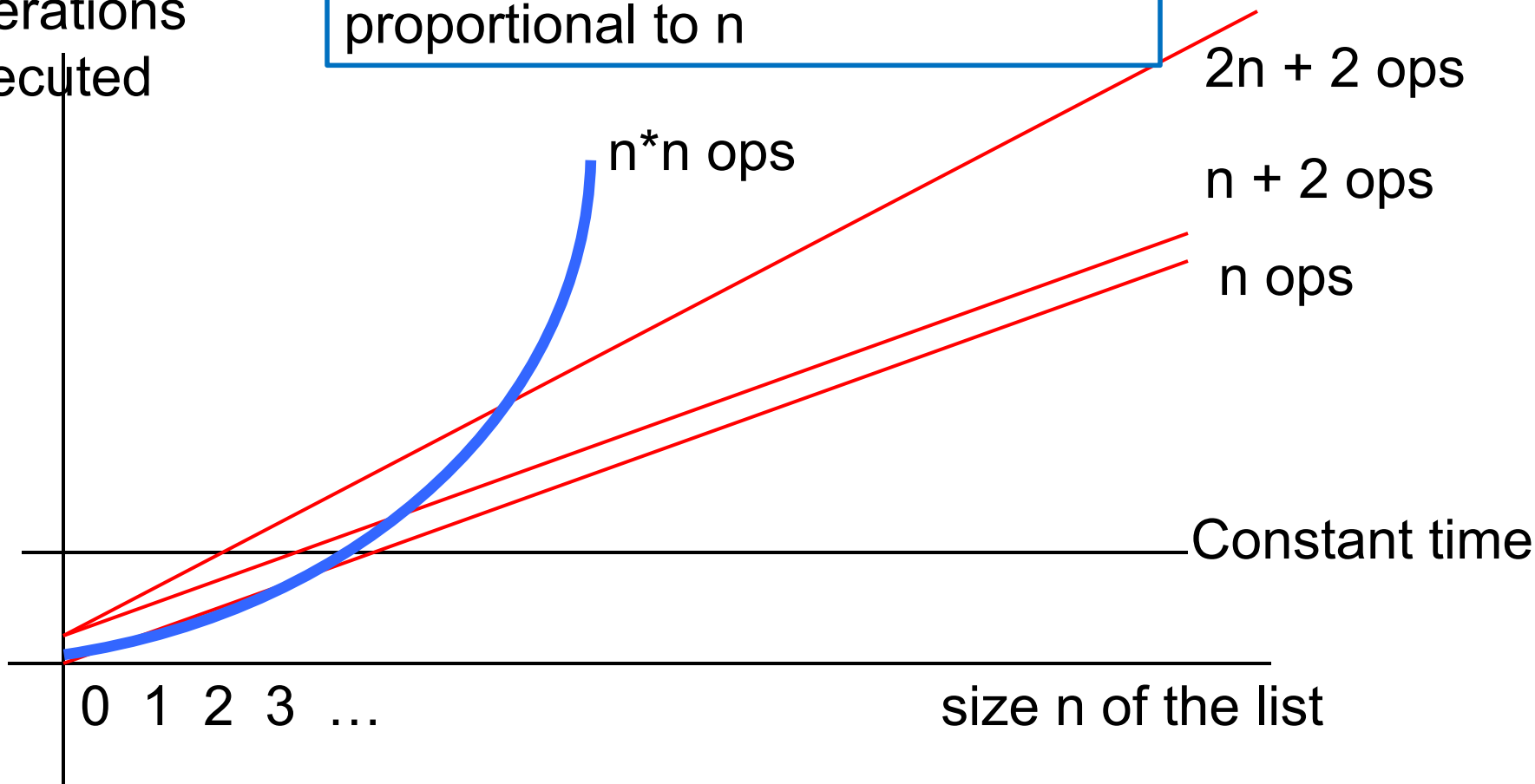
In comparing the runtimes of these algorithms, the exact number of basic steps is not important. What's important is that

One is linear in n —takes time proportional to n
One is quadratic in n —takes time proportional to n^2

Looking at execution speed

Number of operations executed

$2n+2$, $n+2$, n are all linear in n , proportional to n



"Big O" Notation

- $n^2 + 2n + 5$ $O(n^2)$
- $1000n + 25000$ $O(n)$
- $\frac{2^n}{15} + n^{100}$ $O(2^n)$
- $n \log n + 25n$ $O(n \log n)$

How Fast is Fast enough?

$O(1)$	constant	excellent
$O(\log n)$	logarithmic	excellent
$O(n)$	linear	good
$O(n \log n)$	$n \log n$	pretty good
$O(n^2)$	quadratic	maybe OK
$O(n^3)$	cubic	not good
$O(2^n)$	exponential	too slow

Evaluating Speed of Selection Sort

```
def selection_sort(lst):
    for pos in range(len(lst)):
        # find obj that should be there
        min_pos = pos
        for i in range(pos+1, len(lst)):
            if lst[i] < lst[min_pos]:
                min_pos = i

        # swap that obj to position pos
        swap(lst, pos, min_pos)
```

# Times	# Steps
n	O(1)
n	O(1)
n*O(n)	O(1)
n*O(n)	O(1)
<= n*O(n)	O(1)
n	O(1)

Selection Sort runs in time $O(n^2)$

Comparison

	selection sort
worst case	$O(n^2)$
best case	$O(n^2)$
avg case	$O(n^2)$
space	$O(1)$

Evaluating Speed of Insertion Sort

```
def insertion_sort(lst):  
    for pos in range(len(lst)):  
        # swap that obj to right place  
        curr_pos = pos  
        while curr_pos > 0 and  
            lst[curr_pos] < lst[curr_pos-1]:  
            swap(lst, curr_pos-1, curr_pos)  
            curr_pos = curr_pos - 1
```

# Times	# Steps
n	O(1)
n	O(1)
$\leq n \cdot O(n)$	O(1)
$\leq n \cdot O(n)$	O(1)
$\leq n \cdot O(n)$	O(1)

Insertion Sort runs in time $O(n^2)$

Comparison

	selection sort	insertion sort
worst case	$O(n^2)$	$O(n^2)$
best case	$O(n^2)$	$O(n)$
avg case	$O(n^2)$	$O(n^2)$
space	$O(1)$	$O(1)$

Evaluating Speed of Merge Sort

```
def merge_sort_helper(lst, start, end):  
    # Base Case  
    if (end-start) < 2:  
        return  
  
    # Recursive Case  
    middle = start + int((end-start)/2)  
    merge_sort_helper(lst, start, middle)  
    merge_sort_helper(lst, middle, end)  
    merge(lst, start, end)
```

# Times	# Steps
1	O(1)
<=1	O(1)
1	O(1)
	?
	?
	?

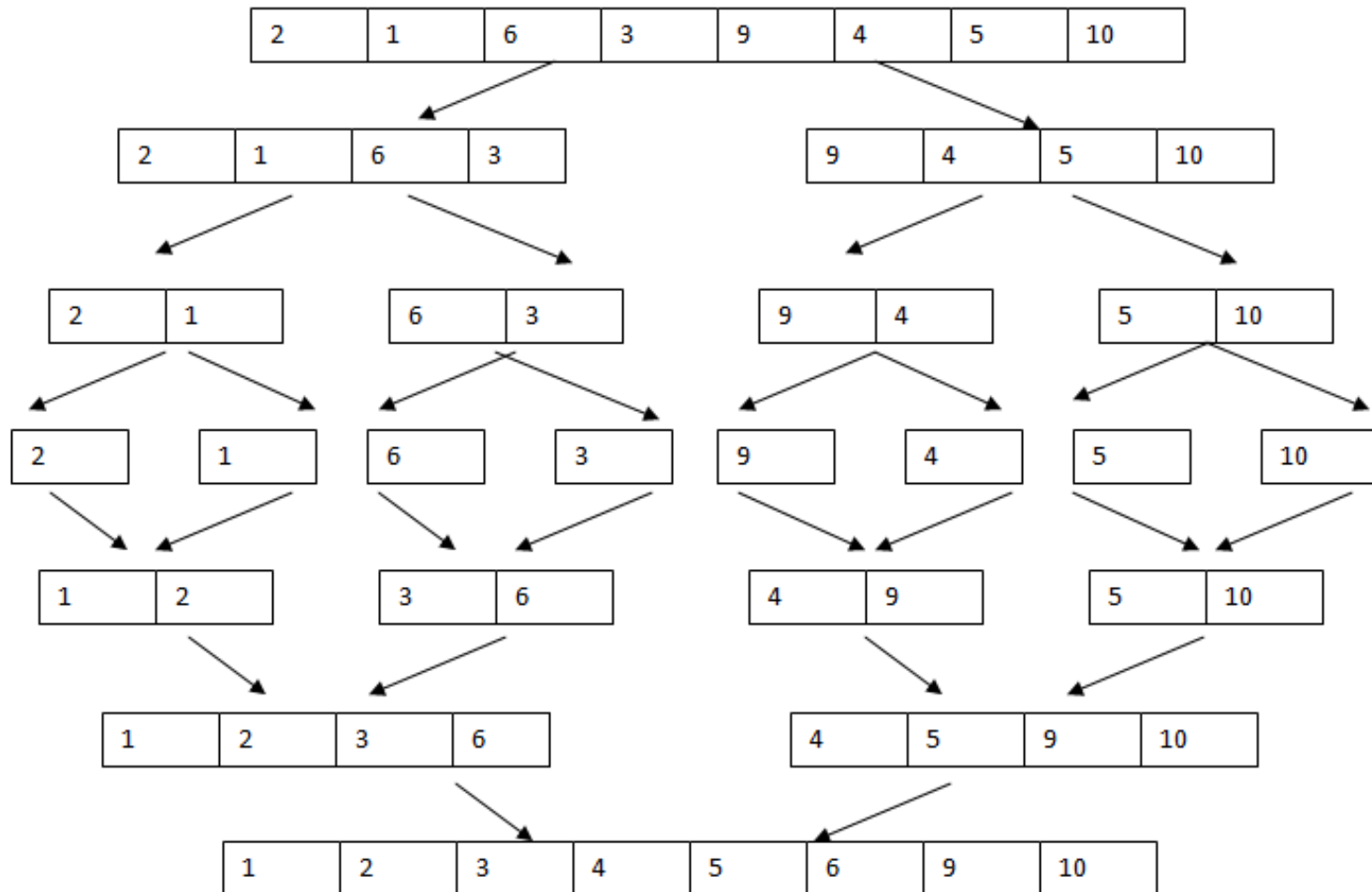
```
def merge_sort(lst):  
    merge_sort_helper(lst, 0, len(lst))
```

Evaluating Speed of Merge Sort

```
def merge(lst, start, end):
    middle = (end-start)//2
    olist = lst[start:middle].copy()
    pos = start
    i = start
    j = middle
    length = len(lst)
    while i < middle :
        if j == length or olist[i] < lst[j]:
            lst[pos] = olist[i]
            i += 1
        else:
            lst[pos] = lst[j]
            j += 1
        pos += 1
```

# Times	# Steps
1	2
1	$O(\text{end-start})$
1	1
1	1
1	1
1	$O(1)$
$(\text{end-start})/2$	1
$(\text{end-start})/2$	5
$\leq (\text{end-start})/2$	2
$\leq (\text{end-start})/2$	3
$\leq (\text{end-start})/2$	2
$\leq (\text{end-start})/2$	3
$(\text{end-start})/2$	3

Evaluating Speed of Merge Sort



Comparison

	selection sort	insertion sort	merge sort
worst case	$O(n^2)$	$O(n^2)$	$O(n \log n)$
best case	$O(n^2)$	$O(n)$	$O(n \log n)$
avg case	$O(n^2)$	$O(n^2)$	$O(n \log n)$
space	$O(1)$	$O(1)$	$O(n)$

Sorting in Python

- `List.sort()`
 - Sorts list in place
 - Optional argument `reverse=True` to reverse order (greatest->least)
 - Optional argument `key` defines expression to sort
- `sorted(lst)`
 - Creates sorted copy of list
 - Optional arguments `reverse` and `key`