

Module I

- **System Life Cycle**
 - **Algorithms**
 - **Performance Analysis**
 - **Space Complexity**
 - **Time Complexity,**
 - **Asymptotic Notation**
 - **Complexity Calculation of Simple Algorithms**
-
- **Algorithm:**
 - An algorithm is a finite set of instructions that accomplishes a particular task.
 - It is a step by step procedure to solve the problem.
 - It is the simplest representation of the program in our own language.
 - An algorithm can be abstract or quite detailed.
 - It is not dependent on any programming language, so it is easy to understand for anyone even without programming knowledge.
 - Every step in an algorithm has its own logical sequence so it is easy to debug.
 - Algorithm does not follow any rules.
 - **Properties of an Algorithm**
 - **Input:** Zero or more inputs are externally supplied.
 - **Output:** At least one output is produced.
 - **Definiteness:** Each instruction is clear and unambiguous.
 - “add 6 or 7 to x”, “compute 5/0” etc. are not permitted.
 - **Finiteness:** The algorithm terminates after a finite number of steps.
 - **Effectiveness:** Every instruction must be very basic so that it can be carried out by a person using only pencil and paper in a finite amount of time. It also must be feasible.
 - **Computational Procedures**
 - Algorithms those are definite and effective.
 - Example: Operating system of a digital computer. (When no jobs are available, it does not terminate but continues in a waiting state until a new job is entered.)
 - **Pseudo code:**
 - Pseudo code is an implementation of an algorithm
 - It is a more formal representation than an algorithm
 - Each step is very closer to the actual programming language
 - Acts as a bridge between the program and the algorithm.
 - Don't make the pseudo code abstract.
 - Don't be too generalized
 - The main goal of a pseudo code is to explain what exactly each line of a program should do, hence making the code construction phase easier for the programmer.
 - Also works as a rough documentation, so the program of one developer can be understood easily when a pseudo code is written out. In industries, the approach of documentation is essential. And that's where a pseudo-code proves vital.
 - **Rules:**
 - An identifier begins with a letter
 - Blocks are indicated with matching braces: { and }
 - Assignment operator: =
 - Mathematical Operators: +, -, *, /, ^, %
 - Boolean values: true, false.

- Three logical operators: and, or, not
 - Relational operators: <, ≤, >, ≥, ==, ≠
 - Array indices start at zero.
 - **if** statement has the following forms:
 - if** <condition> **then** <statement-1>
 - if** <condition> **then** <statement-1> **else** <statement-2>
 - The **while loop** takes the following form


```
while < condition > do
{
    <statements>
}
```
 - A **repeat-until** statement is constructed as follows


```
repeat
    <statement 1>
    .
    <statement n>
until <condition>
```
 - The general form of a **for loop** is


```
for variable=value1 to value2 step s do
{
    <statement 1>
    .
    <statement n>
}
```
 - **break** statement is used to exit from innermost loop.
 - **return** statement is used to exit from loops and functions
 - **case** statement has the following form:


```
case
{
    :<condition 1>: <statements>
    .
    :<condition n>: <statements>
    :else: <statements>
}
```
 - An algorithm consists of a heading and a body.


```
Algorithm Name (<parameterlist>)
{
    Body of the algorithm
}
```
- **Program:** It is the expression of an algorithm in a programming language
 - **Recursive Algorithms**
 - A recursive function is a function that is defined in terms of itself.
 - An algorithm is said to be recursive if the same algorithm is invoked in the body.
 - Two types of recursive algorithms
 - **Direct Recursion:** An algorithm that calls itself is direct recursive.
 - **Indirect Recursion:** Algorithm A is said to be indirect recursive if it calls another algorithm which in turn calls A.

• **Performance Analysis**

- When we have more than one algorithm to solve a problem, we need to select the best one. Performance analysis helps us to select the best algorithm from multiple algorithms to solve a problem.
- Performance analysis depends on **Space Complexity** and **Time Complexity**
- **Space Complexity**
 - The space complexity of an algorithm is the amount of memory it needs to run to completion
 - Space Complexity = Fixed Part + Variable Part
 - $S(P) = c + S_p$, Where P is any algorithm
 - A fixed part:
 - It is independent of the characteristics of the inputs and outputs.
 - Eg:
 - Instruction space(i.e., space for the code)
 - space for simple variables and fixed-size component variables
 - space for constants
 - A variable part:
 - It is dependent on the characteristics of the inputs and outputs.
 - Eg:
 - Space needed by component variables whose size is dependent on the particular problem instance being solved
 - Space needed by referenced variables
 - Recursion stack space.
- **Time Complexity**
 - The time complexity of an algorithm is the amount of computer time it needs to run to completion. Compilation time is excluded.
 - Time Complexity = Frequency Count * Time for Executing one Statement
 - Frequency Count → Number of times a particular statement will execute
- Eg1: Find the time and space complexity of matrix addition algorithm

	Step/Execution	Frequency Count	Total Frequency Count
Algorithm Sum(A,n)	0	0	0
{	0	0	0
s=0	1	1	1
for i=0 to n-1 do	1	n+1	n+1
S=s+A[i]	1	n	n
return s	1	1	1
}	0	0	0
			2n +3

Time Complexity = 2n + 3

Space Complexity = Space for parameters and Space for local variables

A[] → n n → 1 s → 1 i → 1

Space complexity = n + 3

- Eg2: Find the time and space complexity of matrix addition algorithm

	Step/Execution	Frequency Count	Total Frequency Count
Algorithm mAdd(A,B,C,m,n)	0	0	0
{	0	0	0
for i=0 to m-1 do	1	m+1	m+1
for j=0 to n-1 do	1	m(n+1)	mn+m
C[i,j] := A[i,j] + B[i,j];	1	mn	mn
}	0	0	0
			2mn + 2m + 1

Time Complexity = $2mn + 2m + 1$

Space Complexity = Space for parameters and Space for local variables

$m \rightarrow 1$ $n \rightarrow 1$ $a[] \rightarrow mn$ $b[] \rightarrow mn$ $c[] \rightarrow mn$ $i \rightarrow 1$ $j \rightarrow 1$

Space complexity = $3mn + 4$

- Eg3: Find the time and space complexity of recursive sum algorithm

	Step/Execution	Frequency Count		Total Frequency Count	
		$n \leq 0$	$n > 0$	$n \leq 0$	$n > 0$
Algorithm RSum(A,n)	0	0	0	0	0
{	0	0	0	0	0
if $n \leq 0$ then	1	1	1	1	1
return 0	1	1	0	1	0
Else	0	0	0	0	0
return $A[n] + RSum(A,n-1)$	$1 + T(n-1)$	0	1	0	$1 + T(n-1)$
}	0	0	0	0	0
				2	$2 + T(n-1)$

Time Complexity = $T(n) = \begin{cases} 2 & \text{if } n \leq 0 \\ 2 + T(n-1) & \text{Otherwise} \end{cases}$

$$\begin{aligned}
 T(n) &= 2 + T(n-1) \\
 &= 2 + 2 + T(n-2) \\
 &= 2 + 2 + 2 + T(n-3) \\
 &= 2 \times 3 + T(n-3) \\
 &\dots \\
 &= 2 \times n + T(n-n) \\
 &= \mathbf{2n + 2}
 \end{aligned}$$

Space Complexity = Space for Stack

= Space for parameters + Space for local variables + Space for return address

For each recursive call the amount of stack required is 3

Space for parameters: $A \rightarrow 1$ $n \rightarrow 1$

Space for local variables: No local variables

Space for return address: 1

Total number of recursive call = $n+1$

Space complexity = $3(n+1)$

- Best Case, Worst Case and Average Case Complexity**

- In certain case we cannot find the exact value of frequency count. In this case we have 3 types of frequency counts
 - Best Case : It is the minimum number of steps that can be executed for a given parameter
 - Worst Case: It is the maximum number of steps that can be executed for a given parameter
 - Average Case: It is the average number of steps that can be executed for a given parameter
- Eg: Linear Search
 - Best Case: Search data will be in the first location of the array.
 - Worst Case: Search data does not exist in the array
 - Average Case: Search data is in the middle of the array.

	Best Case			Worst Case			Average Case		
	S/E	FC	TFC	S/E	FC	TFC	S/E	FC	TFC
Algorithm Search(a,n,x)	0	0	0	0	0	0	0	0	0
{	0	0	0	0	0	0	0	0	0
for i:=1 to n do	1	1	1	1	n+1	n+1	1	n/2	n/2
if a[i] ==x then	1	1	1	1	n	n	1	n/2	n/2
return i;	1	1	1	1	0	0	1	1	1
return -1;	1	0	0	1	1	1	1	0	0
}	0	0	0	0	0	0	0	0	0
			3			2n + 2			n+1

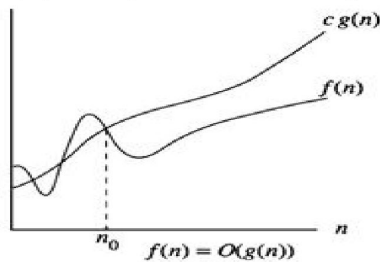
Best Case Complexity = **3**
Worst Case Complexity = **2n + 2**
Average Case Complexity = **n+1**

Asymptotic Notations

It is the mathematical notations to represent frequency count. 5 types of asymptotic notations

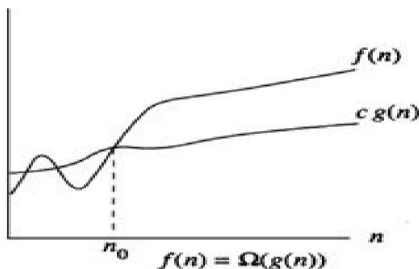
Big Oh (O)

- The function $f(n) = O(g(n))$ iff there exists 2 positive constants c and n_0 such that $0 \leq f(n) \leq c g(n)$ for all $n \geq n_0$
 - It is the measure of longest amount of time taken by an algorithm(Worst case).
 - It is asymptotically tight upper bound
 - $O(1)$: Computational time is constant
 - $O(n)$: Computational time is linear
 - $O(n^2)$: Computational time is quadratic
 - $O(n^3)$: Computational time is cubic
 - $O(2^n)$: Computational time is exponential



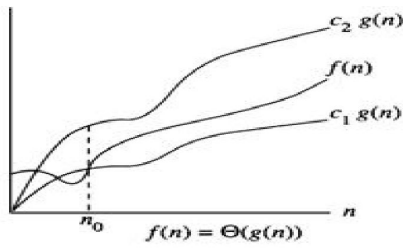
Omega (Ω)

- The function $f(n) = \Omega(g(n))$ iff there exists 2 positive constant c and n_0 such that $f(n) \geq c g(n) \geq 0$ for all $n \geq n_0$
- It is the measure of smallest amount of time taken by an algorithm(Best case).
- It is asymptotically tight lower bound



Theta (Θ)

- The function $f(n) = \Theta(g(n))$ iff there exists 3 positive constants c_1, c_2 and n_0 such that $0 \leq c_1 g(n) \leq f(n) \leq c_2 g(n)$ for all $n \geq n_0$
- It is the measure of average amount of time taken by an algorithm(Average case).



○ **Little Oh (o)**

- The function $f(n) = o(g(n))$ iff for any positive constant $c > 0$, there exists a constant $n_0 > 0$ such that $0 \leq f(n) < c g(n)$ for all $n \geq n_0$
- It is asymptotically loose upper bound

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0$$

$g(n)$ becomes arbitrarily large relative to $f(n)$ as n approaches infinity

○ **Little Omega (ω)**

- The function $f(n) = \omega(g(n))$ iff for any positive constant $c > 0$, there exists a constant $n_0 > 0$ such that $f(n) > c g(n) \geq 0$ for all $n \geq n_0$
- It is asymptotically loose lower bound

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \infty$$

$f(n)$ becomes arbitrarily large relative to $g(n)$ as n approaches infinity

• **Examples:**

1. Find the O notation of the following functions

a) $f(n) = 3n + 2$

$$3n + 2 \leq 4n \quad \text{for all } n \geq 2$$

Here $f(n) = 3n + 2$ $g(n) = n$ $c = 4$ $n_0 = 2$

Therefore $3n + 2 = O(n)$

b) $f(n) = 4n^3 + 2n + 3$

$$4n^3 + 2n + 3 \leq 5n^3 \quad \text{for all } n \geq 2$$

Here $f(n) = 4n^3 + 2n + 3$ $g(n) = n^3$ $c = 5$ $n_0 = 2$

Therefore $4n^3 + 2n + 3 = O(n^3)$

c) $f(n) = 2^{n+1}$

$$2^{n+1} \leq 2 \cdot 2^n \quad \text{for all } n \geq 1$$

Here $f(n) = 2^{n+1}$ $g(n) = 2^n$ $c = 2$ $n_0 = 1$

Therefore $2^{n+1} = O(2^n)$

d) $f(n) = 2^n + 6n^2 + 3n$

$$2^n + 6n^2 + 3n \leq 7 \cdot 2^n \quad \text{for all } n \geq 5$$

Here $f(n) = 2^n + 6n^2 + 3n$ $g(n) = 2^n$ $c = 7$ $n_0 = 5$

Therefore $2^n + 6n^2 + 3n = O(2^n)$

e) $f(n) = 10n^2 + 7$

f) $f(n) = 5n^3 + n^2 + 6n + 2$

g) $f(n) = 6n^2 + 3n + 2$

h) $f(n) = 100n + 6$

2. Is $2^{2n} = O(2^n)$?

$$2^{2n} \leq c \cdot 2^n$$

$$2^n \leq c$$

There is no value for c and n_0 that can make this true.

Therefore $2^{2n} \neq O(2^n)$

3. Is $2^{n+1} = O(2^n)$?
- $$2^{n+1} \leq c 2^n$$
- $$2 \times 2^n \leq c 2^n$$
- $$2 \leq c$$
- $2^{n+1} \leq c 2^n$ is True if $c=2$ and $n \geq 1$.
Therefore $2^{n+1} = O(2^n)$
4. Find the Ω notation of the following functions
- a) $f(n) = 27n^2 + 16n + 25$
 $27n^2 + 16n + 25 \geq 27n^2$ for all $n \geq 1$
 Here $c=27$ $n_0=1$ $g(n)=n^2$
 $27n^2 + 16n + 25 = \Omega(n^2)$
- b) $f(n) = 5n^3 + n^2 + 3n + 2$
 $5n^3 + n^2 + 3n + 2 \geq 5n^3$ for all $n \geq 1$
 Here $c=5$ $n_0=1$ $g(n)=n^3$
 $5n^3 + n^2 + 3n + 2 = \Omega(n^3)$
- c) $f(n) = 3^n + 6n^2 + 3n$
 $3^n + 6n^2 + 3n \geq 5 \cdot 3^n$ for all $n \geq 1$
 Here $c=5$ $n_0=1$ $g(n)=3^n$
 $3^n + 6n^2 + 3n = \Omega(3^n)$
- d) $f(n) = 4 \cdot 2^n + 3n$
- e) $f(n) = 3n + 30$
- f) $f(n) = 10n^2 + 4n + 2$
5. Find the Θ notation of the following functions
- a) $f(n) = 3n + 2$
 $3n + 2 \leq 4n$ for all $n \geq 2$
 $3n + 2 = O(n)$

 $3n + 2 \geq 3n$ for all $n \geq 1$
 $3n + 2 = \Omega(n)$

 $3n \leq 3n + 2 \leq 4n$ for all $n \geq 2$
 $3n + 2 = \Theta(n)$
- b) $f(n) = 3 \cdot 2^n + 4n^2 + 5n + 2$
 $3 \cdot 2^n + 4n^2 + 5n + 2 \leq 10 \cdot 2^n$ for all $n \geq 1$
 $3 \cdot 2^n + 4n^2 + 5n + 2 = O(2^n)$

 $3 \cdot 2^n + 4n^2 + 5n + 2 \geq 3 \cdot 2^n$ for all $n \geq 1$
 $3 \cdot 2^n + 4n^2 + 5n + 2 = \Omega(2^n)$

 $3 \cdot 2^n \leq 3 \cdot 2^n + 4n^2 + 5n + 2 \leq 10 \cdot 2^n$ for all $n \geq 1$
 $3 \cdot 2^n + 4n^2 + 5n + 2 = \Theta(2^n)$
- c) $f(n) = 2n^2 + 16$
- d) $f(n) = 27n^2 + 16$

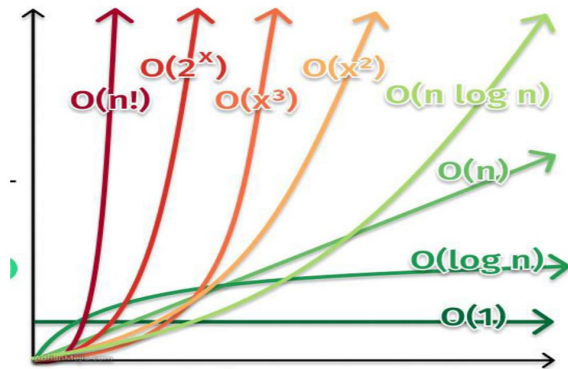
- **Common Complexity Functions**

- Constant Time
 - An algorithm is said to be constant time if the value of $f(n)$ is bounded by a value that does not depend on the size of input.
 - Computational time is constant
 - Eg: $O(1)$

- Logarithmic Time
 - An algorithm is said to be logarithmic time if $f(n) = O(\log n)$
 - Linear Time
 - If $f(n) = O(n)$, then the algorithm is said to be linear time .
 - Quadratic Time
 - If $f(n) = O(n^2)$, then the algorithm is said to be quadratic time .
 - Polynomial Time
 - If $f(n) = O(n^k)$, then the algorithm is said to be polynomial time .
 - Exponential Time
 - If $f(n) = O(2^n)$, then the algorithm is said to be exponential time .
 - Factorial Time
 - If $f(n) = O(n!)$, then the algorithm is said to be factorial time
- **Running Time Comparison (Order of Growth)**
 - Logarithmic functions are very slow
 - Exponential functions and factorial functions are very fast growing

n	log n	n	n log n	n ²	n ³	2 ⁿ	n!
10	3.3	10	3.3 x 10	10 ²	10 ³	10 ³	3.6 x 10 ⁶⁰
10 ²	6.6	10 ²	6.6 x 10 ²	10 ⁴	10 ⁶	1.3 x 10 ³⁰	9.3 x 10 ¹⁵⁷
10 ³	10	10 ³	10 x 10 ³	10 ⁶	10 ⁹	·	·
10 ⁴	13	10 ⁴	13 x 10 ⁴	10 ⁸	10 ¹²	·	·
10 ⁵	17	10 ⁵	17 x 10 ⁵	10 ¹⁰	10 ¹⁵	·	·
10 ⁶	20	10 ⁶	20 x 10 ⁶	10 ¹²	10 ¹⁸	·	·

$O(1) < O(\log n) < O(n) < O(n^k) < O(2^n) < O(n!)$



- **Time Complexity Calculation: Examples**

1. Find the time complexity of Binary Search

```

Algorithm BinarySearch(A, low, high, search_data)
{
    flag=0
    while low<=high do
    {
        mid = (low + high)/2
        if A[mid]= search_data then
        {
            flag = 1
            break
        }
        else if A[mid] > search_data then
            high=mid-1
        else
            low=mid+1
    }
    if flag=0 then
        Print "Search data not found"
    else
        Print "Search_data found at index " mid
    }

```

- **Best Case Time Complexity of Binary Search**

- The search data is at the middle index.
- So total number of iterations required is 1
- Therefore, Time complexity = **O(1)**

- **Worst Case Time Complexity of Binary Search**

- Assume that length of the array is n
- At each iteration, the array is divided by half.
- At Iteration 1, Length of array = n
- At Iteration 2, Length of array = n/2
- At Iteration 3, Length of array = (n/2)/2 = n/2²
- At Iteration k, Length of array = n/2^{k-1}
- After k divisions, the length of array becomes 1

$$\frac{n}{2^{k-1}} = 1$$

$$n = 2^{k-1}$$
- Applying log function on both sides:

$$\log_2(n) = \log_2(2^{k-1})$$

$$\log_2(n) = (k-1) \log_2(2)$$

$$k = \log_2(n) + 1$$
- Hence, the time complexity = **O(log₂(n))**

- **Average case Time Complexity of Binary Search**

- Total number of iterations required = k/2 = (log₂(n)+1)/2
- Hence, the time complexity = **O(log₂(n))**

2. What is the time complexity of the following code

```

for(i=0; i<n; i++)
    s=s+i;

```

Answer:

- The for loop will execute $n+1$ times. It is the most frequently executing statement.
- So the time complexity = $n+1 = O(n)$

3. What is the time complexity of the following code

```
for(i=0; i<n*n; i++)
    s=s+i;
```

Answer:

- The for loop will execute n^2+1 times. It is the most frequently executing statement.
- So the time complexity = $n^2+1 = O(n^2)$

4. What is the time complexity of the following code

```
i=1
while(i<=n)
{
    s=s+i;
    i=i*2;
}
```

Answer:

- The while loop will execute $\log n$ times.
- So the time complexity = $\log n = O(\log n)$

5. What is the time complexity of the following code

```
s=0
for(i=0; i<m; i++)
    for(j=0; j<n; j++)
        s=s+i*j;
```

Answer:

- The outer for loop will successfully execute m times
- For each successful case of outer for loop, the inner loop will successfully execute n times
- So the time complexity = $m n = O(mn)$

6. Calculate the frequency count of the statement $x=x+1$

```
for(i=1; i<=n; i++)
    for(j=1; j<=n; j=j*2)
        x=x+1;
```

Answer:

- The outer for loop will successfully execute n times
- For each successful case of outer for loop, the inner loop will successfully execute $\log n$ times
- So the frequency count of $x=x+1$ statement is $n \log n$

7. Calculate the frequency count of the statement $j=j*2$

```
i=1;
while(i<=n)
{
    j=1
    while(j<=n)
    {
        j=j*2;
    }
    i=i+1;
}
```

Answer:

- The outer while loop will successfully execute n times
- For each successful case of outer while loop, the inner loop will successfully execute $\log n$ times
- So the frequency count of $j=j*2$ statement is **$n \log n = O(n \log n)$**

8. What is the time complexity of the following code

```
s=0
for(i=1; i<=n; i++)
    for(j=1; j<=i; j++)
        s=s+i*j;
```

Answer:

- When $i=1$, the inner loop will execute 1 time
- When $i=2$, the inner loop will execute 2 time
- When $i=n$, the inner loop will execute n time
- So the innermost statement will execute $1+2+3+\dots+n = n(n+1)/2$ times
- So the time complexity = **$n(n+1)/2 = O(n^2)$**

9. What is the time complexity of the following code

```
s=0
for(i=1; i<=n; i++)
    for(j=i; j<0; j++)
        s=s+i*j;
```

Answer:

- The inner for loop will not execute at all. The frequency count of inner for loop is 0.
- The outer for loop will execute n times.
- So the time complexity = **$n = O(n)$**

10. Calculate the frequency count of the statement 1

```
for(i=k; i<n; i=i*m)
    Statement1;
```

Answer:

- The for loop will successfully execute $\lceil \log_m (n/k) \rceil$ times
- So the frequency count of statement1 is **$\lceil \log_m (n/k) \rceil = O(\lceil \log_m (n/k) \rceil)$**

11. Calculate the frequency count of the statement 1

```
for(i=k; i<=n; i=i*m)
    Statement1;
```

Answer:

- The for loop will successfully execute $\lfloor \log_m (n/k) + 1 \rfloor$ times
- So the frequency count of statement1 is **$\lfloor \log_m (n/k) + 1 \rfloor = O(\lfloor \log_m (n/k) \rfloor)$**

12. What is the time complexity of the following code

```
switch(key)
{
    case 1: for(i=0; i<n; i++)
            s=s+A[i]
            break;
    case 2: for(i=0; i<n; i++)
            for(j=0; j<n; j++)
                s=s+B[i][j]
            break;
}
```

Answer:

- Case 1 complexity= $O(n)$
- Case 2 complexity= $O(n^2)$
- The overall complexity = $O(n^2)$