

# Algorithms and Data Structures

A9. Runtime Analysis: Application

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# Algorithms and Data Structures

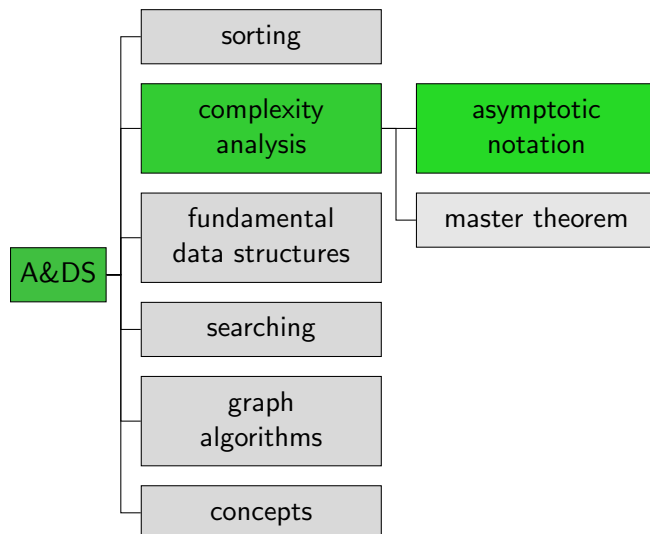
March 5, 2025 — A9. Runtime Analysis: Application

A9.1 Recap

A9.2 Application

A9.3 Summary

## Content of the Course



A9. Runtime Analysis: Application

Recap

A9.1 Recap

## Symbols

- ▶ “ $f$  grows asymptotically as fast as  $g$ ”

$$\Theta(g) = \{f \mid \exists c > 0 \exists c' > 0 \exists n_0 > 0 \forall n \geq n_0 : \\ c \cdot g(n) \leq f(n) \leq c' \cdot g(n)\}$$

- ▶ “ $f$  grows no faster than  $g$ ”

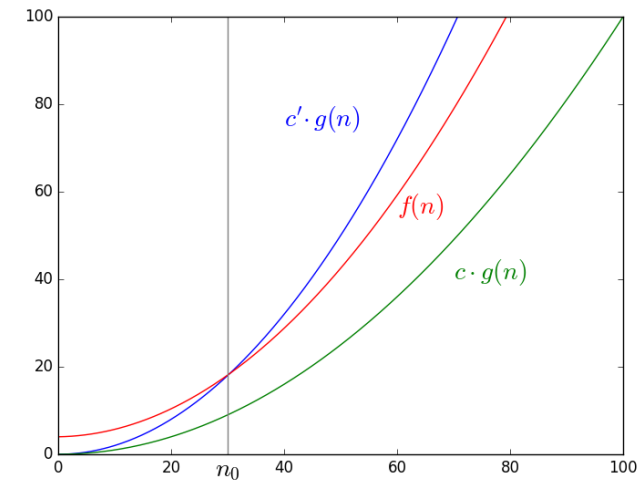
$$O(g) = \{f \mid \exists c > 0 \exists n_0 > 0 \forall n \geq n_0 : f(n) \leq c \cdot g(n)\}$$

- ▶ “ $f$  grows no slower than  $g$ ”

$$\Omega(g) = \{f \mid \exists c > 0 \exists n_0 > 0 \forall n \geq n_0 : c \cdot g(n) \leq f(n)\}$$

## Symbol Theta: Illustration

$$f \in \Theta(g)$$



## Some Relevant Classes of Functions

In increasing order (except for the general  $n^k$ ):

$g$	growth
1	constant
$\log n$	logarithmic
$n$	linear
$n \log n$	linearithmic
$n^2$	quadratic
$n^3$	cubic
$n^k$	polynomial (constant $k$ )
$2^n$	exponential

## Connections

It holds that:

- ▶  $O(1) \subset O(\log n) \subset O(n) \subset O(n \log n) \subset O(n^k) \subset O(2^n)$   
(for  $k \geq 2$ )
- ▶  $O(n^{k_1}) \subset O(n^{k_2})$  for  $k_1 < k_2$   
e.g.  $O(n^2) \subset O(n^3)$

## Calculation Rules

▶ Product

$$f_1 \in O(g_1) \text{ and } f_2 \in O(g_2) \Rightarrow f_1 f_2 \in O(g_1 g_2)$$

▶ Sum

$$f_1 \in O(g_1) \text{ and } f_2 \in O(g_2) \Rightarrow f_1 + f_2 \in O(g_1 + g_2)$$

▶ Multiplication with a constant

$$k > 0 \text{ and } f \in O(g) \Rightarrow kf \in O(g)$$

$$k > 0 \Rightarrow O(kg) = O(g)$$

## A9.2 Application

## Quick $O$ -Analysis for Common Code Patterns I

▶ Constant-time operation:

var = 4	$O(1)$
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▶ Sequence of constant-time operations:

var1 = 4	$O(1)$	$O(123 \cdot 1) = O(1)$
var2 = 4	$O(1)$	
...	...	
var123 = 4	$O(1)$	

## Quick $O$ -Analysis for Common Code Patterns II

▶ Loop:

for i in range(n):	$O(n)$	$O(n \cdot 1) = O(n)$
res += i * m	$O(1)$	

for i in range(n):	$O(n)$	$O(n)$	$O(n^2)$
for j in range(i):	$O(n)$	$O(n)$	
res += i * (m - j)	$O(1)$		

*i depends on n.*

## Quick $O$ -Analysis for Common Code Patterns III

### ► if-then-else

if var < bound:	$O(1)$	$O(1)$	$O(1 + \max\{1, n\})$ $= O(n)$
res += var	$O(1)$	$O(1)$	
else:			
for i in range(n):	$O(n)$	$O(n \cdot 1)$	
res += i * n	$O(1)$	$= O(n)$	

**Attention:** Can lead to unnecessarily loose bound if the expensive case only occurs with small  $n$  (bound by a constant).

## Example: Worst Case for Insertion Sort

```

1 def insertion_sort(array):
2     n = len(array)
3     for i in range(1, n): # i = 1, ..., n - 1
4         # move array[i] to the left until it is
5         # at the correct position.
6         for j in range(i, 0, -1): # j = i, ..., 1
7             if array[j] < array[j-1]:
8                 array[j], array[j-1] = array[j-1], array[j]
9             else:
10                break

```

- Worst case: break never happens.
- $O(1 + n \cdot n \cdot 1) = O(n^2)$
- Over-estimated?  
No, each of the two loops has  $\Omega(n)$  iterations.

## Example: Best Case for Insertion Sort

```

1 def insertion_sort(array):
2     n = len(array)
3     for i in range(1, n): # i = 1, ..., n - 1
4         # move array[i] to the left until it is
5         # at the correct position.
6         for j in range(i, 0, -1): # j = i, ..., 1
7             if array[j] < array[j-1]:
8                 array[j], array[j-1] = array[j-1], array[j]
9             else:
10                break

```

- Best case: break always immediately with  $j = i$
- $O(1 + n \cdot 1 \cdot 1) = O(n)$
- Over-estimated?  
No, the outer loop has  $\Omega(n)$  iterations.

## Exam Question from 2019

Consider the following code fragment.  
Specify the asymptotic running time (depending on  $n \in \mathbb{N}$ ) in  $\Theta$  notation and justify your answer (1-2 sentences).

```

1 int result = 0;
2 if (n > 23) {
3     return result;
4 }
5 for (int i = 0; i < n; i++) {
6     for (int j = 0; j < n; j++) {
7         result += j;
8     }
9 }
10 return result;

```

## Why are we Interested in All This?

- ▶ Because algorithms/data structures with bad runtime complexity strike back!
- ▶ Example: for several years, GTA online took several minutes to load.
  - ▶ Several minutes for parsing 10 megabyte of JSON data!
  - ▶ Probably bad library for parsing
  - ▶ Unsuitable data structure for duplication check
  - ▶ After fix: 70% less loading time
  - ▶ <https://nee.lv/2021/02/28/How-I-cut-GTA-Online-loading-times-by-70/index.html>

## A9.3 Summary

## Summary

- ▶ In practice, we quite quickly can get an impression of the running time of an algorithm with simple “cookbook recipes”.
- ▶ **Insertion sort** has
  - ▶ in the **best case** running time  $\Theta(n)$ .
  - ▶ in the **worst case** running time  $\Theta(n^2)$ .