#### CSCI 241

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Runtime Analysis: Counting Operations - I

#### Goals

Know how to count constant time operations in simple algorithms.

Know how to find the asymptotic runtime class (big-O runtime) of an algorithm given a count of its constant-time operations.

# How can we compare algorithms?

- Which one finishes faster?
- Which one uses less memory?
- Which one has more lines of code?
- Which one executes more lines of code? constant-time
- How many operations does each perform as a function of the input data size?

How many constant-time operations are executed by the following algorithm?

/\*\* Return the sum of 0..N; Pre: N > 0 \*/
public static int alg1(int N) {

```
int i = 0;
int sum = 0;
while (i < N) {
    sum += i;
    i += 1;
}
return sum;
}
```

Strategy:

- Identify constant-time operations.
- 2. Determine how many times each happens.

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Total: **3N + 4** 

Properties of a good measurement system

Explicitly depends on input size

- Doesn't sweat the details:
  - Doesn't depend on hardware specifics
  - Assigns same number to algorithms that are 'close enough'

How many constant-time operations are executed by the following algorithm?

/\*\* Return the sum of 0..N; Pre: N > 0 \*/
public static int alg1(int N) {

int i = 0; 1
int sum = 0; 1
while (i < N) {N+1
 sum += i; N
 i += 1; N
}
return sum; 1
}
</pre>

Runtime class: O(N)

Strategy:

- 1. Identify constant-time operations.
- 2. Determine how many times each happens.
- 3. Drop constants and lower-order terms. **?!?!**

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#### A CS Definition of Close Enough

(aka "big-O" runtime) The asymptotic runtime class of an algorithm is the number of constant-time operations it performs, with all constants and lower-order terms dropped.

Examples:

Operations	<b>Big-O Runtime</b>
N + 2	O(N)
4N + 7	O(N)
3N <sup>2</sup> + 4N	O(N <sup>2</sup> )
2 <sup>N</sup> + 3N <sup>4</sup> - N	O(2 <sup>N</sup> )
7	O(1)

Strategy:

- Identify constant-time operations.
- 2. Determine how many times each happens.
- 3. Drop constants and lower-order terms.

# Properties of asymptotic runtime analysis

Explicitly depends on input size

• Doesn't sweat the details:

Doesn't depend on hardware specifics

Assigns same number to algorithms that are 'close enough'