

# Lecture 3: Program Analysis

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## Problem of the Day

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Find two functions  $f(n)$  and  $g(n)$  that satisfy the following relationship. If no such  $f$  and  $g$  exist, write "None".

1.  $f(n) = o(g(n))$  and  $f(n) \neq \Theta(g(n))$
2.  $f(n) = \Theta(g(n))$  and  $f(n) = o(g(n))$
3.  $f(n) = \Theta(g(n))$  and  $f(n) \neq O(g(n))$
4.  $f(n) = \Omega(g(n))$  and  $f(n) \neq O(g(n))$

# Asymptotic Dominance in Action

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$n$	$f(n)$	$\lg n$	$n$	$n \lg n$	$n^2$	$2^n$	$n!$
10		0.003 $\mu s$	0.01 $\mu s$	0.033 $\mu s$	0.1 $\mu s$	1 $\mu s$	3.63 ms
20		0.004 $\mu s$	0.02 $\mu s$	0.086 $\mu s$	0.4 $\mu s$	1 ms	77.1 years
30		0.005 $\mu s$	0.03 $\mu s$	0.147 $\mu s$	0.9 $\mu s$	1 sec	$8.4 \times 10^{15}$ yrs
40		0.005 $\mu s$	0.04 $\mu s$	0.213 $\mu s$	1.6 $\mu s$	18.3 min	
50		0.006 $\mu s$	0.05 $\mu s$	0.282 $\mu s$	2.5 $\mu s$	13 days	
100		0.007 $\mu s$	0.1 $\mu s$	0.644 $\mu s$	10 $\mu s$	$4 \times 10^{13}$ yrs	
1,000		0.010 $\mu s$	1.00 $\mu s$	9.966 $\mu s$	1 ms		
10,000		0.013 $\mu s$	10 $\mu s$	130 $\mu s$	100 ms		
100,000		0.017 $\mu s$	0.10 ms	1.67 ms	10 sec		
1,000,000		0.020 $\mu s$	1 ms	19.93 ms	16.7 min		
10,000,000		0.023 $\mu s$	0.01 sec	0.23 sec	1.16 days		
100,000,000		0.027 $\mu s$	0.10 sec	2.66 sec	115.7 days		
1,000,000,000		0.030 $\mu s$	1 sec	29.90 sec	31.7 years		

# Implications of Dominance

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- Exponential algorithms get hopeless fast.
- Quadratic algorithms get hopeless at or before 1,000,000.
- $O(n \log n)$  is possible to about one billion.
- $O(\log n)$  never sweats.

## Testing Dominance

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$f(n)$  dominates  $g(n)$  if  $\lim_{n \rightarrow \infty} g(n)/f(n) = 0$ , which is the same as saying  $g(n) = o(f(n))$ .

Note the little-oh – it means “grows strictly slower than”.

# Implications of Dominance

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- $n^a$  dominates  $n^b$  if  $a > b$  since

$$\lim_{n \rightarrow \infty} n^b / n^a = n^{b-a} \rightarrow 0$$

- $n^a + o(n^a)$  doesn't dominate  $n^a$  since

$$\lim_{n \rightarrow \infty} n^a / (n^a + o(n^a)) \rightarrow 1$$

# Dominance Rankings

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You must come to accept the dominance ranking of the basic functions:

$$n! \gg 2^n \gg n^3 \gg n^2 \gg n \log n \gg n \gg \log n \gg 1$$

# Advanced Dominance Rankings

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Additional functions arise in more sophisticated analysis than we will do in this course:

$$n! \gg c^n \gg n^3 \gg n^2 \gg n^{1+\epsilon} \gg n \log n \gg n \gg \sqrt{n} \gg \log^2 n \gg \log n \gg \log n / \log \log n \gg \log \log n \gg \alpha(n) \gg 1$$



# Reasoning About Efficiency

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Grossly reasoning about the running time of an algorithm is usually easy given a precise-enough written description of the algorithm.

When you *really* understand an algorithm, this analysis can be done in your head. However, recognize there is always implicitly a written algorithm/program we are reasoning about.

# Selection Sort

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```
selection_sort(int s[], int n)
{
    int i,j;
    int min;

    for (i=0; i<n; i++) {
        min=i;
        for (j=i+1; j<n; j++)
            if (s[j] < s[min]) min=j;
        swap(&s[i],&s[min]);
    }
}
```

# Worst Case Analysis

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The outer loop goes around  $n$  times.

The inner loop goes around at most  $n$  times **for each** iteration of the outer loop

Thus selection sort takes at most  $n \times n \rightarrow O(n^2)$  time in the worst case.

## More Careful Analysis

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An exact count of the number of times the *if* statement is executed is given by:

$$S(n) = \sum_{i=0}^{n-1} \sum_{j=i+1}^{n-1} 1 = \sum_{i=0}^{n-1} n - i - 1$$

$$S(n) = (n-2) + (n-3) + \dots + 2 + 1 + 0 = (n-1)(n-2)/2$$

Thus the worst case running time is  $\Theta(n^2)$ .

# Logarithms

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It is important to understand deep in your bones what logarithms are and where they come from.

A logarithm is simply an inverse exponential function. Saying  $b^x = y$  is equivalent to saying that  $x = \log_b y$ .

Logarithms reflect how many times we can double something until we get to  $n$ , or halve something until we get to 1.

# Binary Search

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In binary search we throw away half the possible number of keys after each comparison. Thus twenty comparisons suffice to find any name in the million-name Manhattan phone book!

How many time can we halve  $n$  before getting to 1?

Answer:  $\lceil \lg n \rceil$ .

# Logarithms and Trees

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How tall a binary tree do we need until we have  $n$  leaves?

The number of potential leaves doubles with each level.

How many times can we double 1 until we get to  $n$ ?

Answer:  $\lceil \lg n \rceil$ .

# Logarithms and Bits

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How many bits do you need to represent the numbers from 0 to  $2^i - 1$ ?

Each bit you add doubles the possible number of bit patterns, so the number of bits equals  $\lg(2^i) = i$ .



# Logarithms and Multiplication

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Recall that

$$\log_a(xy) = \log_a(x) + \log_a(y)$$

This is how people used to multiply before calculators, and remains useful for analysis.

What if  $x = a$ ?

# The Base is not Asymptotically Important

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Recall the definition,  $c^{\log_c x} = x$  and that

$$\log_b a = \frac{\log_c a}{\log_c b}$$

Thus  $\log_2 n = (1/\log_{100} 2) \times \log_{100} n$ . Since  $1/\log_{100} 2 = 6.643$  is just a constant, it does not matter in the Big Oh.

# Federal Sentencing Guidelines

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2F1.1. Fraud and Deceit; Forgery; Offenses Involving Altered or Counterfeit Instruments other than Counterfeit Bearer Obligations of the United States.

(a) Base offense Level: 6

(b) Specific offense Characteristics

(1) If the loss exceeded \$2,000, increase the offense level as follows:

Loss(Apply the Greatest)	Increase in Level
(A) \$2,000 or less	no increase
(B) More than \$2,000	add 1
(C) More than \$5,000	add 2
(D) More than \$10,000	add 3
(E) More than \$20,000	add 4
(F) More than \$40,000	add 5
(G) More than \$70,000	add 6
(H) More than \$120,000	add 7
(I) More than \$200,000	add 8
(J) More than \$350,000	add 9
(K) More than \$500,000	add 10
(L) More than \$800,000	add 11
(M) More than \$1,500,000	add 12
(N) More than \$2,500,000	add 13
(O) More than \$5,000,000	add 14
(P) More than \$10,000,000	add 15
(Q) More than \$20,000,000	add 16
(R) More than \$40,000,000	add 17
(Q) More than \$80,000,000	add 18

## Make the Crime Worth the Time

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The increase in punishment level grows *logarithmically* in the amount of money stolen.

Thus it pays to commit one big crime rather than many small crimes totalling the same amount.