

CS 180 - Big-O, Intro to Stacks

Note Title

9/19/2011

Announcements

- HW due Monday

- Look for makefile on ~~announcement~~ ^{Schedule} page → 'make

or:
g++ SLinkedList.h
g++ testLL.cpp

- Lab on Thursday

Algorithm Analysis

How do we compare two programs?

SPEED

→ time to run

Speed

How fast an algorithm runs can be very dependent on variables in the system.

Examples:

- architecture
- language
- low level (assembly)
- inputs vary

Primitive Operations

As a way to compare algorithms in a generic way, we instead count primitive operations.

Ex: add, load, shift, sub, comparison
multiplication + division

In addition, we (generally) only analyze the worst possible running time.

Why?

avoid misleading inputs

Comparing

OK, so we have the worst case #
of operations - usually a function
of n .
↳ length of list, etc.

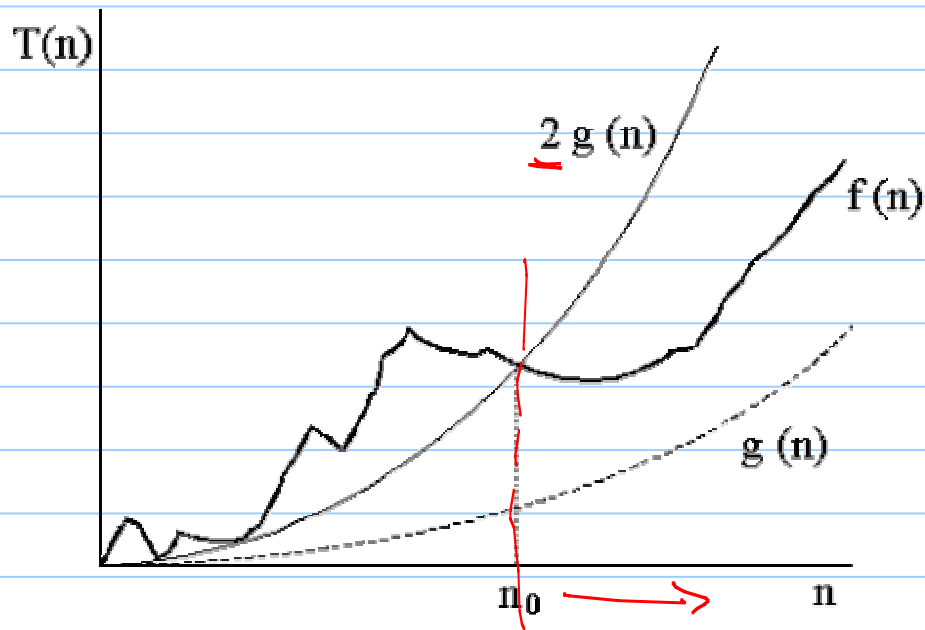
How to compare?

Big-O

Big-O

We say $f(n)$ is $O(g(n))$ if $\forall n > n_0$,

$\exists c > 0$ such that $f(n) \leq c \cdot g(n)$.



Ex: $5n$ is $O(n^2)$

if $n > 5$, then $5n < n^2 = n \cdot n$

Ex: $5 \cdot n$ is $O(n)$

Let $c = 6$. Then $5n \leq c \cdot n$

Ex: $16n^2 + 52$ is $O(n^2)$

$16n^2 + 52 \leq 16n^2 + 52n^2 \leq c \cdot n^2$

let $c = 68$

Functions we will use

① $O(1)$ - constant time

② $O(\log n)$ - logarithmic time

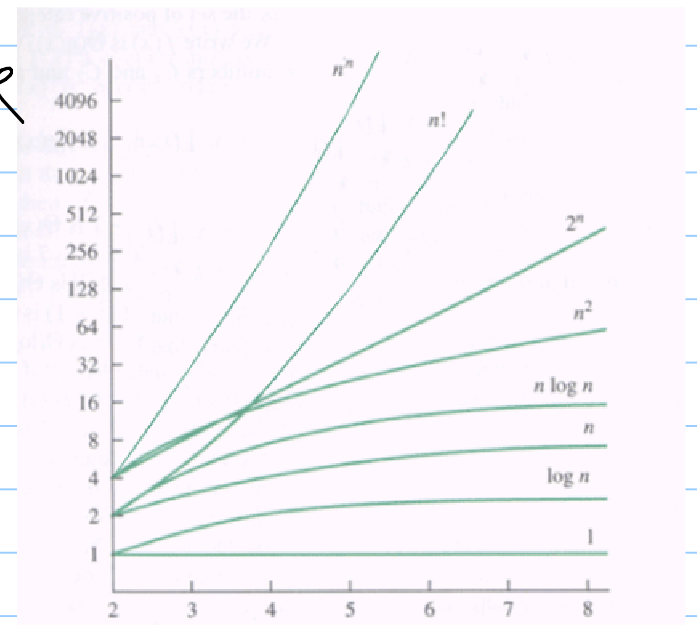
③ $O(n)$ - linear time

④ $O(n \log n)$

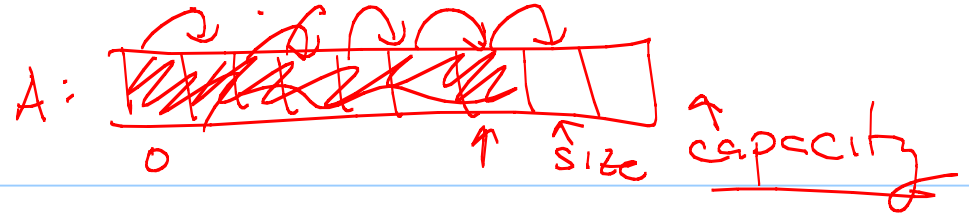
⑤ $O(n^2)$ - quadratic time

⑥ $O(n^3)$ - cubic time

⑦ $O(2^n)$ - exponential time



Algorithms

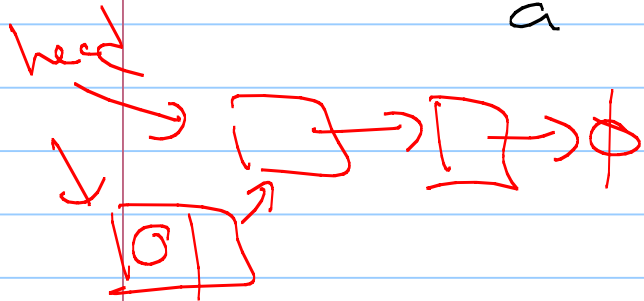


Claim: Inserting an element into the first spot in an array is $O(n)$ time.

$3 \cdot \text{size} + 4$
 $= O(n)$

for (int i = size - 1; i >= 0; i--)
 $A[i+1] = A[i];$
 $A[0] = \text{value};$

Claim: Inserting at the beginning of a list is $O(1)$ time.



allocate node
put value in it
2 pointer updates

4 operations
 $= O(1)$

Common running times

- A for loop which goes from $i=0$ to $n-1$ and reads into an array

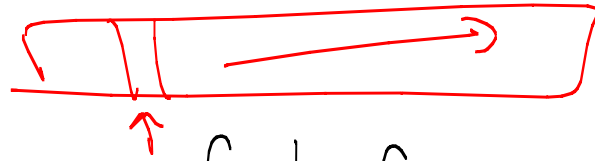
```
for (int i=0; i < n; i++)  
    cin << array[i];
```

Annotations:
- $i < n$: 1 comparison
- $i++$: one addition
- $array[i]$: access to array
- $cin <<$: output

Analyze: $O(n)$ operations

$$4 \cdot n + 2$$

$$\sum_{i=0}^n 4 = \underbrace{(4+4+\dots+4)}_{n \text{ times}} = 4n$$



Nested For loops : find if any 2 elements are identical

```
for (int i = 0; i < n; i++)
  for (int j = i + 1; j < n; j++)
    if (A[i] == A[j])
      cout << "Two items are the same" << endl;
```

3 operations

Analyze:

$$\sum_{i=0}^{n-1} \left[\sum_{j=i+1}^{n-1} 3 \right] = \sum_{i=0}^{n-1} [3(n-i)]$$

$$= 3n + 3(n-1) + 3(n-2) + \dots + 3 = 3 \left[\sum_{i=1}^n i \right]$$

$$= 3 \frac{n(n+1)}{2} = O(n^2)$$

Stack: a way to store a list of data

Ex: Web browser: Store history for
"back" button

Ex: Text editors: store previously
used commands

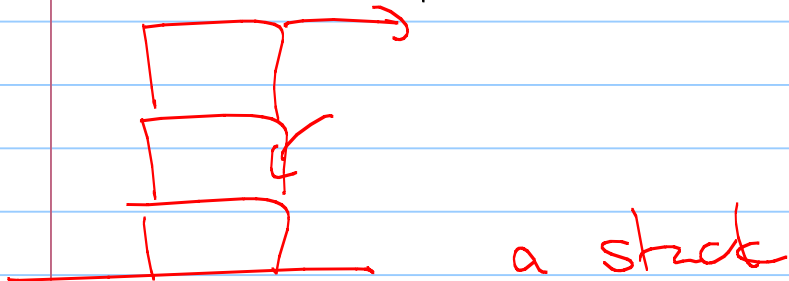
"Last in, first out"
LIFO

The stack ADT:

Supports 2 main functions:

- push(e): add e to "top" of the stack

- pop(): remove e from the stack



Others

- top(): returns top element of the stack without removing it

- empty(): returns true if stack is empty

- size(): returns # of objects in the stack

The Standard template library

- Has `iostream`, `string`, etc.

- Also has basic data structures!

(We'll be coding our own anyway.)

- See cplusplus.com for documentation...

Array-based versus linked :



private :

```
Object * _data;
int      _size;
```



private :

```
SLinked list _data;
int size;
```


Plus other functions to code!