

# Algorithms: Survey of Common Running Times

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# Why It Matters


**Table 2.1** The running times (rounded up) of different algorithms on inputs of increasing size, for a processor performing a million high-level instructions per second. In cases where the running time exceeds  $10^{25}$  years, we simply record the algorithm as taking a very long time.

	$n$	$n \log_2 n$	$n^2$	$n^3$	$1.5^n$	$2^n$	$n!$
$n = 10$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	4 sec
$n = 30$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	18 min	$10^{25}$ years
$n = 50$	< 1 sec	< 1 sec	< 1 sec	< 1 sec	11 min	36 years	very long
$n = 100$	< 1 sec	< 1 sec	< 1 sec	1 sec	12,892 years	$10^{17}$ years	very long
$n = 1,000$	< 1 sec	< 1 sec	1 sec	18 min	very long	very long	very long
$n = 10,000$	< 1 sec	< 1 sec	2 min	12 days	very long	very long	very long
$n = 100,000$	< 1 sec	2 sec	3 hours	32 years	very long	very long	very long
$n = 1,000,000$	1 sec	20 sec	12 days	31,710 years	very long	very long	very long

## Constant time

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Constant time. Running time is  $O(1)$ .

 bounded by a constant,  
which does not depend on input size  $n$

### Examples.

- Conditional branch.
- Arithmetic/logic operation.
- Declare/initialize a variable.
- Follow a link in a linked list.
- Access element  $i$  in an array.
- Compare/exchange two elements in an array.
- ...

## Linear Time: $O(n)$

Linear time. Running time is proportional to input size.

Computing the maximum. Compute maximum of  $n$  numbers  $a_1, \dots, a_n$ .

```
max ← a1
for i = 2 to n {
  if (ai > max)
    max ← ai
}
```

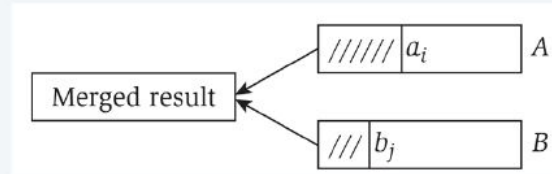
## Linear time

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**Linear time.** Running time is  $O(n)$ .

**Merge two sorted lists.** Combine two sorted linked lists  $A = a_1, a_2, \dots, a_n$  and  $B = b_1, b_2, \dots, b_n$  into a sorted whole.

$O(n)$  algorithm. Merge in mergesort.



$i \leftarrow 1; j \leftarrow 1.$

**WHILE** (both lists are nonempty)

**IF** ( $a_i \leq b_j$ ) append  $a_i$  to output list and increment  $i$ .

**ELSE**           append  $b_j$  to output list and increment  $j$ .

Append remaining elements from nonempty list to output list.

## Logarithmic time

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**Logarithmic time.** Running time is  $O(\log n)$ .

**Search in a sorted array.** Given a sorted array  $A$  of  $n$  distinct integers and an integer  $x$ , find index of  $x$  in array.

**$O(\log n)$  algorithm.** Binary search.

- Invariant: If  $x$  is in the array, then  $x$  is in  $A[lo .. hi]$ .
- After  $k$  iterations of WHILE loop,  $(hi - lo + 1) \leq n / 2^k \Rightarrow k \leq 1 + \log_2 n$ .

remaining elements



```
lo ← 1; hi ← n.
```

```
WHILE (lo ≤ hi)
```

```
    mid ← ⌊(lo + hi) / 2⌋.
```

```
    IF (x < A[mid]) hi ← mid - 1.
```

```
    ELSE IF (x > A[mid]) lo ← mid + 1.
```

```
    ELSE RETURN mid.
```

```
RETURN -1.
```



## Linearithmic time

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**Linearithmic time.** Running time is  $O(n \log n)$ .

**Sorting.** Given an array of  $n$  elements, rearrange them in ascending order.

$O(n \log n)$  **algorithm.** Mergesort.

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
M	E	R	G	E	S	O	R	T	E	X	A	M	P	L	E
E	M	R	G	E	S	O	R	T	E	X	A	M	P	L	E
E	M	G	R	E	S	O	R	T	E	X	A	M	P	L	E
E	G	M	R	E	S	O	R	T	E	X	A	M	P	L	E
E	G	M	R	E	S	O	R	T	E	X	A	M	P	L	E
E	G	M	R	E	S	O	R	T	E	X	A	M	P	L	E
E	G	M	R	E	O	R	S	T	E	X	A	M	P	L	E
E	E	G	M	O	R	R	S	T	E	X	A	M	P	L	E
E	E	G	M	O	R	R	S	E	T	X	A	M	P	L	E
E	E	G	M	O	R	R	S	E	T	A	X	M	P	L	E
E	E	G	M	O	R	R	S	A	E	T	X	M	P	L	E
E	E	G	M	O	R	R	S	A	E	T	X	M	P	E	L
E	E	G	M	O	R	R	S	A	E	T	X	E	L	M	P
E	E	G	M	O	R	R	S	A	E	E	L	M	P	T	X
A	E	E	E	E	G	L	M	M	O	P	R	R	S	T	X

## $O(n \log n)$ Time

$O(n \log n)$  time. Arises in divide-and-conquer algorithms.

↙  
also referred to as linearithmic time

**Sorting.** Mergesort and heapsort are sorting algorithms that perform  $O(n \log n)$  comparisons.

**Largest empty interval.** Given  $n$  time-stamps  $x_1, \dots, x_n$  on which copies of a file arrive at a server, what is largest interval of time when no copies of the file arrive?

**$O(n \log n)$  solution.** Sort the time-stamps. Scan the sorted list in order, identifying the maximum gap between successive time-stamps.



## Quadratic time

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**Quadratic time.** Running time is  $O(n^2)$ .

**Closest pair of points.** Given a list of  $n$  points in the plane  $(x_1, y_1), \dots, (x_n, y_n)$ , find the pair that is closest to each other.

**$O(n^2)$  algorithm.** Enumerate all pairs of points (with  $i < j$ ).

```
min ← ∞.  
FOR i = 1 TO n  
  FOR j = i + 1 TO n  
    d ←  $(x_i - x_j)^2 + (y_i - y_j)^2$ .  
    IF (d < min)  
      min ← d.
```

**Remark.**  $\Omega(n^2)$  seems inevitable, but this is just an illusion. [see §5.4]

## Cubic Time: $O(n^3)$

Cubic time. Enumerate all triples of elements.

*Set disjointness.* Given  $n$  sets  $S_1, \dots, S_n$  each of which is a subset of  $1, 2, \dots, n$ , is there some pair of these which are disjoint?

$O(n^3)$  solution. For each pairs of sets, determine if they are disjoint.

```
foreach set  $S_i$  {
  foreach other set  $S_j$  {
    foreach element  $p$  of  $S_i$  {
      determine whether  $p$  also belongs to  $S_j$ 
    }
    if (no element of  $S_i$  belongs to  $S_j$ )
      report that  $S_i$  and  $S_j$  are disjoint
  }
}
```

## Cubic time

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**Cubic time.** Running time is  $O(n^3)$ .

**3-SUM.** Given an array of  $n$  distinct integers, find three that sum to 0.

**$O(n^3)$  algorithm.** Enumerate all triples (with  $i < j < k$ ).

```
FOR  $i = 1$  TO  $n$ 
  FOR  $j = i + 1$  TO  $n$ 
    FOR  $k = j + 1$  TO  $n$ 
      IF  $(a_i + a_j + a_k = 0)$ 
        RETURN  $(a_i, a_j, a_k)$ .
```

**Remark.**  $\Omega(n^3)$  seems inevitable, but  $O(n^2)$  is not hard. [see next slide]

## Polynomial time

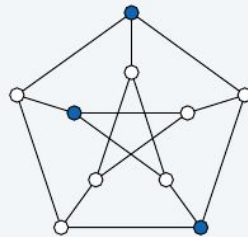
**Polynomial time.** Running time is  $O(n^k)$  for some constant  $k > 0$ .

**Independent set of size  $k$ .** Given a graph, find  $k$  nodes such that no two are joined by an edge.

$k$  is a constant

$O(n^k)$  algorithm. Enumerate all subsets of  $k$  nodes.

```
FOREACH subset  $S$  of  $k$  nodes:  
    Check whether  $S$  is an independent set.  
    IF ( $S$  is an independent set)  
        RETURN  $S$ .
```



independent set of size 3

- Check whether  $S$  is an independent set of size  $k$  takes  $O(k^2)$  time.
- Number of  $k$ -element subsets =  $\binom{n}{k} = \frac{n(n-1)(n-2) \times \dots \times (n-k+1)}{k(k-1)(k-2) \times \dots \times 1} \leq \frac{n^k}{k!}$
- $O(k^2 n^k / k!) = O(n^k)$ .

poly-time for  $k = 17$ , but not practical

## Exponential time

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**Exponential time.** Running time is  $O(2^{n^k})$  for some constant  $k > 0$ .

**Independent set.** Given a graph, find independent set of max cardinality.

**$O(n^2 2^n)$  algorithm.** Enumerate all subsets of  $n$  elements.

$S^* \leftarrow \emptyset$ .

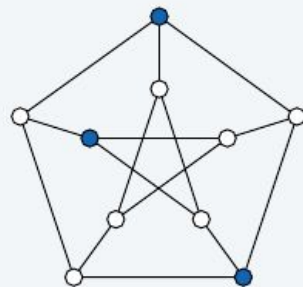
**FOREACH** subset  $S$  of  $n$  nodes:

    Check whether  $S$  is an independent set.

**IF** ( $S$  is an independent set and  $|S| > |S^*|$ )

$S^* \leftarrow S$ .

**RETURN**  $S^*$ .



**independent set of max cardinality**

# Exponential time

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**Exponential time.** Running time is  $O(2^{n^k})$  for some constant  $k > 0$ .

**Euclidean TSP.** Given  $n$  points in the plane, find a tour of minimum length.

**$O(n \times n!)$  algorithm.** Enumerate all permutations of length  $n$ .

$\pi^* \leftarrow \emptyset$ .

**FOREACH** permutation  $\pi$  of  $n$  points:

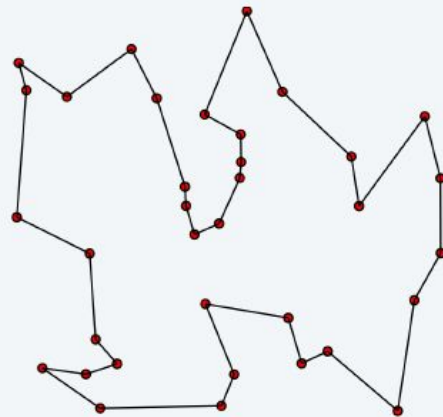
    Compute length of tour corresponding to  $\pi$ .

**IF** ( $\text{length}(\pi) < \text{length}(\pi^*)$ )

$\pi^* \leftarrow \pi$ .

**RETURN**  $\pi^*$ .

for simplicity, we'll assume Euclidean distances are rounded to nearest integer (to avoid issues with infinite precision)



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# Suggested Reading

- Algorithm Design by Jon Kleinberg, Eva Tardos
  - ◆ Chapter 2
    - Section: 2.4



