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Guiding Principles

Design and Analysis of Algorithms I



GUIDING PRINCIPLE #1

"worst – case analysis" : our running time bound holds for every input of length n. -Particularly appropriate for "general-purpose" routines

As Opposed to —"average case" analysis —benchmarks

REQUIRES DOMAIN - KNOWLEDGE

BONUS : worst case usually easier to analyze.



Guiding Principle #2

Won't pay much attention to constant factors, lower order terms

justification

- 1. Way easier
- 2. Constants depend on architecture / compiler / programmer anyways
- 3. Lose very little predictive power (as we'll see)



GUIDING PRINCIPLE #3

<u>Asymptomatic Analysis</u> : focus on running time for large input sizes n

Eg: $6n \log_2 + 6n$ "better than" $\frac{1}{2}n^2$

justification: Only big problems are interesting!







What Is a "Fast" Algorithm?

<u>This Course</u> : adopt these three biases as guiding principles

fast \approx worst-case running timealgorithmgrows slowly with input size

<u>Usually</u> : want as close to linear (O(n)) as possible