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  - ▶ Very reliable results if done correctly.
  - ▶ Results only hold for a specific machine and for a specific set of inputs.
  
- ▶ Theoretical analysis in a specific **model of computation**.
  - ▶ Gives **asymptotic bounds** like “this algorithm always runs in time  $\mathcal{O}(n^2)$ ”.
  - ▶ Typically focuses on the **worst case**.
  - ▶ Can give lower bounds like “any comparison-based sorting algorithm needs at least  $\Omega(n \log n)$  comparisons in the worst case”.

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### Example 1

Suppose  $n$  numbers from the interval  $\{1, \dots, N\}$  have to be sorted. In this case we usually say that the input length is  $n$  instead of e.g.  $n \log N$ , which would be the number of bits required to encode the input.



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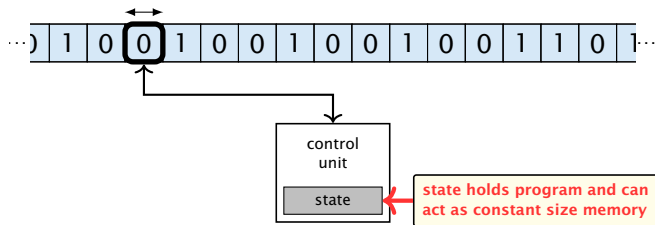
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Version 2. is often easier, but focusing on one type of operation makes it more difficult to obtain meaningful results.

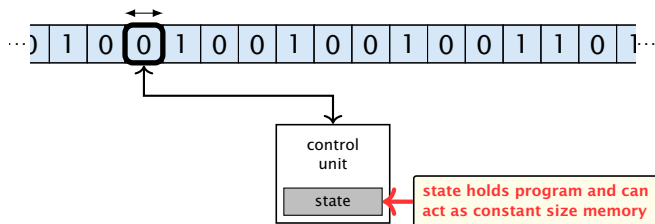
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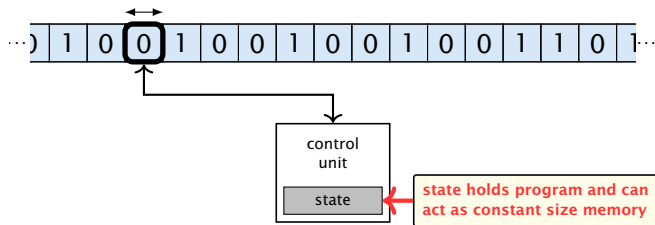
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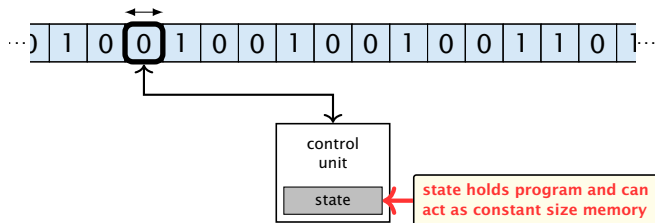
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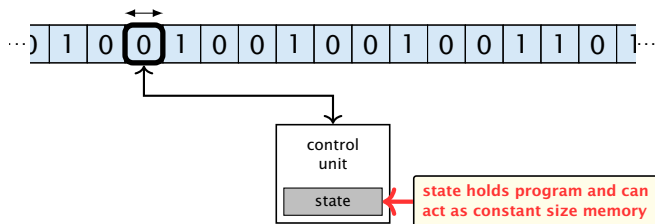




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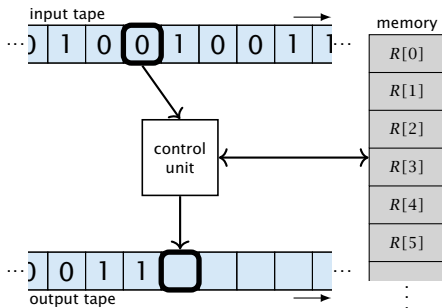
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⇒ **Not a good model for developing efficient algorithms.**



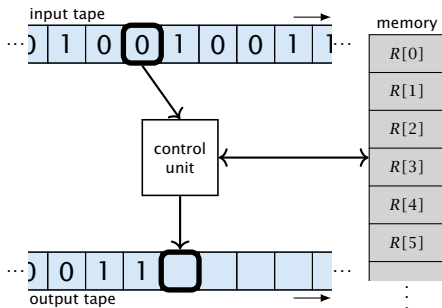
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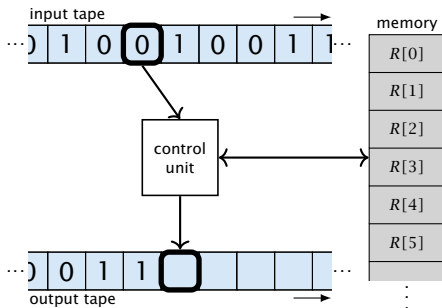
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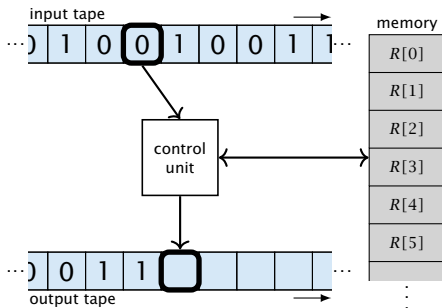
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**Bounded word RAM model:** cost is uniform but the largest value stored in a register may not exceed  $2^w$ , where usually  $w = \log_2 n$ .

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### Algorithm 1 RepeatedSquaring( $n$ )

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more general: probability measure  $\mu$

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▶ **randomized** complexity:

The algorithm may use random bits. Expected running time (over all possible choices of random bits) for a fixed input  $x$ . Then take the worst-case over all  $x$  with  $|x| = n$ .