MODULE PRACTICE

Big-O Notation

The Big-O notation describes the worst-case running time of a program. We compute the Big-O of an algorithm by counting how many iterations an algorithm will take in the worst-case scenario with an input of N. We typically consult the Big-O because we must always plan for the worst case. For example, O(log n) describes the Big-O of a binary search algorithm.

Asymptotic Notation

Asymptotic Notation is used to describe the running time of an algorithm – how much time an algorithm takes with a given input, n. There are three different notations: big O, big Theta (Θ) , and big Omega (Ω) . big- Θ is used when the running time is the same for all cases, big-O for the worst case running time, and big- Ω for the best case running time.



Adding Runtimes

An algorithm with three parts has running times of $\Theta(2N)$ + $\Theta(\log N)$ + $\Theta(1)$. We only care about the slowest part, so we would quantify the runtime to be $\Theta(N)$. We would also drop the coefficient of 2 since when N gets really large, the multiplier 2 will have a small effect.

When an algorithm consists of many parts, we describe its runtime based on the slowest part of the program.

Big-Θ Notation

We compute the big- Θ of an algorithm by counting the number of iterations the algorithm *always* takes with an input of n. For instance, the loop in the pseudo code below will always iterate N times for a list size of N. The runtime can be described as $\Theta(N)$.

for each item in list:
print item

Big- Ω Notation

Big- Ω (Omega) describes the best running time of a program. We compute the big- Ω by counting how many iterations an algorithm will take in the best-case scenario based on an input of N. For example, a Bubble Sort algorithm has a running time of $\Omega(N)$ because in the best case scenario the list is already sorted, and the bubble sort will terminate after the first iteration.