- -> comparing 2 Algos
  - i) using execution time
  - ii) wing iterations and graphs
  - -> why Bigo needed
    - i) why lower order terms are neglected
    - ii) why constant coefficients are neglected
    - iii) gssues with big o
    - iv) worst rave scenario
  - -> Space complexity
  - -> TLE (Time Limit exceeded)

### Comparison using exerction time

- both ago's are running on some input size

Conclusion: comparing two algo's on the basis of
execution time is not rotrect, because
execution time depends on a lot of
external factors ( processor, language, temp etc.)

# Comparing using iterations

r fi n

$$N > = 3550$$
  $1001092 \sim < \frac{N}{10}$ 

Assymptotic analysis of algo's

analyse performance of algorithms for

larger input.

Big 0.

How to find Big o of a rode?

- a) radiculate total no. of iterations.
- b) neglect all lower order terms (keep highest order term)
- a remove constant coefficient.

why neglect lower order terms:

N	total it x	·1. of lower order
		term contribution in total its
10	100 7 100	$\frac{100}{200}$ $\times 100 = 50.1.$
100	104 + 103	$\frac{10^{3}}{10^{4}+10^{3}} \times 100 \approx 10^{1}.$
1000	106 + 104	104 × 100 ≈ 1.1.

Conclusion: you larger value of N, contribution of lower order terms in total it is very less.

That's why we can ignore lower order terms while rakulating Big o.

why to senove constant roefficient:

		Algon	Algo 2	(better)
i)	(- 8Fi	10 log 2 N	<u>N</u>	Algon
11)	i4x -,	3 N <sup>2</sup>	150	Algo 2

los larges values of Ns const. roeff. don't play a very big role in its.

## Issues with big o

Algo 1 Algo 2

it : ION  $N^2$ O(N)  $O(N^2)$ 

Claim: Algor is always better than Algor X

10 its in Algo! its in Algo? bother

5 50 25 Algo?

8 80 64 Algo?

10 100 5ame

N710 Algol is always bother

Algol is not always better, it is better than Algoz after a specific value (threshold value). 2) Algo 1 Algo 2

its:  $2N^2 + 7N$   $5N^2$ Bigo:  $O(N^2)$   $O(N^2)$ 

when Algo's how same Big 0, then we should do the comparison based on its.

boolean search (int [) A, int K)?

Jor (int i=0; i < A-length; i+1)?

ij [A[i] == K)?

return true;

3

return Jalse;

5

best worst

1 N

(A-length)

al ways consider its.

its: N

TC: 0(N)

Space complexity

int or 4 bytes long or 8 bytes

void dun (int N) 3

in+ x=10;

long y = 304;

int z= 94;

total space = 3 " 4 + 8

= 20 bytes

5

ځ

void dun (int N) 3

in+ x= 10;

int [] A = new int [N];

(CN] [3] 4pi war = 8 (1) (14pi

total space

= 8+4N+4"SN

= 8+24N

How to calculate space complexity

input -> { Algo 3 -> roturn ans

Note: when we calculate space complexity of Algo use don't consider in put space, consider space taken by Algo.

int max (int [DA)  $\frac{3}{2}$ int max = A[0];

Time Space

Time Space

Space: 8 Polis

(max; i)

Time Space

Time Space

Time Space

Time Space

Time Space

To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To not (int i = 0; i < A - length; i+t)  $\frac{3}{2}$ To

int solve (int [) A, int K) ?

int n= A-length;

int () B = new int [n];

Sc: O(N)

dos(.....) i

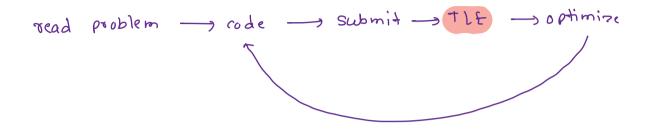
sturn B[K];

3

3

#### Time limit fxceeded

Amazon contest - 20, I hour



how to check that approach will give TLE without coviting rade.

Loithin a second.

your code should have at max:

Tough rode

(nested loop) 
$$\longrightarrow$$
 it = N<sup>2</sup>, it = 10

i) (N=10<sup>5</sup>)

don't write rode

I

Improvised idea

#### count dactors

n its

$$i$$
  $(N = = 10^{6})$ 

$$i\int_{0}^{1} (N = = 10^{12})$$
  
 $\rightarrow i + x : 10^{12}$ 

TLE

int $\alpha = 0$ , $i = N$ ;	ite	i value after			
while (i s 0) }	1	<u>N</u> 2			
a+= i;	2	<u>N</u>			
i 1= 2 ;	3	2 2 4 8			
loop breaks at i=0		1			
11 assume the loop k times					
$i = \frac{N}{2^{16}}$	Λο.	of its time is 1			
		$\frac{N}{2^{16}} = 1$			
		1 = 10g2N			
total it= log_N+1					
Bigo - O (log2N)					

dor (int i=1; i<=n; i=i=2) {	ì	ċ	itr
1 or (int j=1) j<=n; j++) }	1	[1 1]	Ŋ
SOP();	2	[1 17	0 +
2	4	כר וז	<del>)</del> U
	8	[1 n]	Ŋ
$0 \rightarrow 0(n \times \log_2 n)$	n	[1 1]	: + N