



# COMP110: Principles of Computing

## 5: Computational Complexity

# Learning outcomes

- ▶ **Explain** the notion of computability
- ▶ **Use** “big  $O$ ” notation to express computational complexity
- ▶ **Apply** appropriate algorithms to achieve efficiency

# More on complexity



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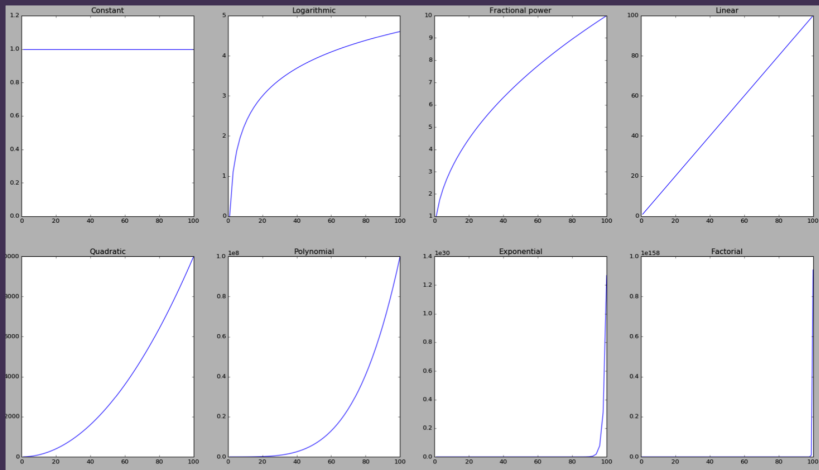
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Factorial	$O(n!)$

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# Complexity in games

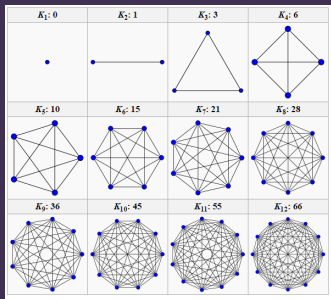
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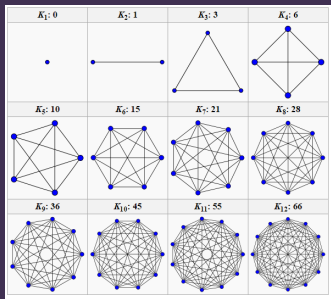
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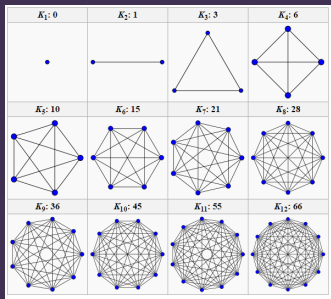
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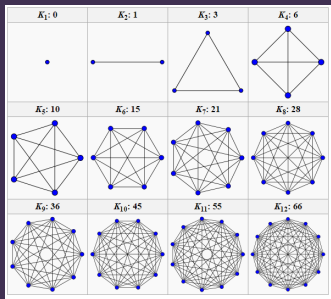
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  - ▶ Further reading: spatial hashing, quadtrees, octrees, Verlet lists



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- ▶ Are there any problems in  $NP$  but not in  $P$ ?



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  - ▶ Quantum computers are "infinitely parallel" in a sense so *can* solve some large  $NP$ -hard problems

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  - ▶ Otherwise, choose simplicity

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- ▶ Choice of data structures and algorithms can have a large impact on the efficiency of your software
- ▶ ... but only if scalability is actually a factor