O-Notation & Algorithm Analysis

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1 Linear Search

Code by Garrick

```java

public class LinearSearch {
    static String[] names = {
        "Alice", "Bob", "Catherine", "David", "Eva", "Frank", "Grace", "Henry",
        ↪  "Irene", "Jack", "Karen", "Luke",
        "Mary", "Nathan", "Olivia", "Paul", "Quincy", "Rachel", "Samuel", "Tina",
        ↪  "Ulysses", "Victoria", "William",
        "Xander", "Yasmine", "Zachary",
        "Anna", "Benjamin", "Claire", "Daniel", "Emily", "Fiona", "George",
        ↪  "Hannah", "Isaac", "Julia", "Kevin", "Lily",
        "Michael", "Nora", "Oscar", "Penelope", "Quinn", "Ryan", "Sophia",
        ↪  "Thomas", "Uma", "Vincent", "Wendy", "Xavier",
        "Yara", "Zane", "name"
    };

    public static int caseInsensitiveSearch(String target) {
        for (int i = 0; i < names.length; i++) {
            if (names[i].equalsIgnoreCase(target)) {
                return i; // Return the index if the target name is found
                ↪  (case-insensitive)
            }
        }
        return -1; // Return -1 if the target name is not found
    }

    public static void main(String[] args) {
        Scanner scnr = new Scanner(System.in);

        System.out.print("Enter the target name: ");
        String target = scnr.nextLine();

        long startTime = System.nanoTime(); // Record the start time
```

```
28
29          int index = caseInsensitiveSearch(target);
30
31          long endTime = System.nanoTime(); // Record the end time
32          double durationSeconds = (endTime - startTime) / 1e9; // Calculate the
            ↪  time taken in seconds
33
34          if (index != -1) {
35              System.out.printf("Found '%s' at index %d.\n", names[index], index);
36          } else {
37              System.out.printf("'%s' not found in the list.\n", target);
38          }
39
40          System.out.printf("Time taken: %.6f seconds (O(n) complexity)\n",
            ↪  durationSeconds);
41          scnr.close();
42      }
43  }
```

1.1 O-Notation

In the above code, a linear search is performed through the `names` array to find the key `name`, since this search algorithm iterates through each element of the array, the time it takes to find the target name is directly proportional to the number of elements in the array. This is classically denoted as:

$$O(n)$$

Where n represents the size of the input which is the `names` array. In the worst-case scenario, all elements are iterated through s.t. the last element of the array matches the key, resulting in $O(n)$ time complexity. The algorithm above executes constant time operations $O(1)$, and then performs a linear search. The time-complexity is as follows, acknowledging constant time operations as c:

$$f(N) = 2N + c$$

$$O(f(N)) = O(N) + O(1)$$

$$O(f(N)) = O(N)$$

2 Recursive Binary Search

Code by Nicole

```java
public class RecursionBinarySearchLab {
        public static void main(String[] args) {

                String[] names = { "Alice", "Bob", "Catherine", "David", "Eva",
                ↪  "Frank", "Grace", "Henry", "Irene", "Jack",
                                "Karen", "Luke", "Mary", "Nathan", "Olivia",
                                ↪  "Paul", "Quincy", "Rachel", "Samuel", "Tina",
                                ↪  "Ulysses",
                                "Victoria", "William", "Xander", "Yasmine",
                                ↪  "Zachary", "Anna", "Benjamin", "Claire",
                                ↪  "Daniel", "Emily",
                                "Fiona", "George", "Hannah", "Isaac", "Julia",
                                ↪  "Kevin", "Lily", "Michael", "Nora", "Oscar",
                                ↪  "Penelope",
                                "Quinn", "Ryan", "Sophia", "Thomas", "Uma",
                                ↪  "Vincent", "Wendy", "Xavier", "Yara", "Zane",
                                ↪  "NAME" };

                Arrays.sort(names);

                System.out.println("----- RECURSIVE BINARY SEARCH -----");
                System.out.println();

                System.out.println("The names in the list: ");

                for (int i = 0; i < names.length; i++) {
                        System.out.println((names)[i] + " ");
                        names[i] = names[i].toLowerCase();
                }
                System.out.println();

                Scanner scnr = new Scanner(System.in);
                System.out.print("Enter an name to search for: ");
                String key = scnr.next().toLowerCase();

                int result = binarySearch(names, key);

                if (result == -1){
                        System.out.println("Element not present.");
                }
                else{
                        System.out.println("Element found at " + result + "
                        ↪  index.");
                }
```

```
35                  scnr.close();
36          }
37
38          public static int binarySearch(String[] arr, String word) {
39
40                  return binarySearch(arr, word, 0, arr.length - 1);
41          }
42
43          public static int binarySearch(String[] arr, String word, int left, int
            ↪  right) {
44
45
46                  if (left == right && !arr[left].equalsIgnoreCase(word)) {
47                          return -1;
48                  } else if (left == right && !arr[right].equalsIgnoreCase(word)) {
49                          return -1;
50                  }
51
52                  // Calculating middle point
53                  int middle = left + (right - left) / 2;
54
55                  int result = word.compareTo(arr[middle]);
56
57                  // Check if word is present at mid-point
58                  if (result == 0) {
59                          return middle;
60                  }
61
62                  // x on right side with subsearch from middle to right indexes.
63                  else if (result > 0) {
64                          return binarySearch(arr, word, middle + 1, right);
65                  }
66
67                  // x on left side with subsearch from left to middle indexes.
68                  else {
69                          return binarySearch(arr, word, left, middle - 1);
70                  }
71
72          }
73
74  }
```

2.1 O-Notation

The above code implements a binary search algorithm to search for a target name in a sorted array of names. The time complexity of binary search is:

$$O(log\ n)$$

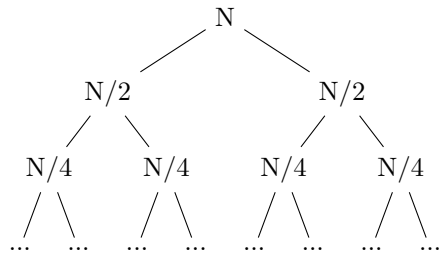
Initially, the data is modified to be lowercase, performing an $O(n)$ operation. The `binarySearch` method is called recursively, beginning on a sorted array, to search for the target name within a sub-array of the array. At each step, the algorithm divides the search range in half, which results in a logarithmic time complexity (an inverse function of exponentiation). Conventionally, this is more efficient than a linear search $O(n)$ for larger arrays, especially for sorted data. However, because a linear operation is performed on the data, the dominant term in consideration is $O(N)$, meaning the time complexity is linear. The time-complexity is as follows, acknowledging constant time operations as c:

$$T(N) = 3N + T(N/2) + c$$

$$O(T(N)) = O(N) + O(log\ N) + O(1)$$

$$O(T(N)) = O(N)$$

2.2 Recursive Tree



The binary search algorithm splits the data in half, and calls the recursive function on the remaining half, forming the above recursive tree.

3 Sierpinski Triangle

Code by Winston

```java

// Code has been shortened for readability
class SierpinskiTriangle {
    private static void drawSierpinski(int sideLength, int depth) {
        char[] triangle = sierpinskiGenerator(sideLength);
        int firstMidpoint = midpoint(sideLength, 0);

        // generate initial coordinate
        int initialCoord = arithmeticSumOdd(firstMidpoint) + 1;
        triangle = sierpinskiDivider(triangle, initialCoord, depth);

        // print
        int currentRowLength = 1;
        int currentIndex = 0;

        for (int row = 0; row < sideLength; row++) {
            for (int space = 0; space < sideLength - row - 1; space++) {
                System.out.print(" ");
            }
            for (int i = 0; i < currentRowLength; i++) {
                System.out.print(triangle[currentIndex]);

                if (currentIndex < triangle.length - 1) {
                    currentIndex++;
                }
            }
            System.out.println();
            currentRowLength += 2;
        }
    }
    private static char[] sierpinskiDivider(char[] inputTriangle, int coordinate,
    ↪  int depth) {
        if (depth == 0) {
            return inputTriangle;
        }

        //...
        sierpinskiDivider(subTriangle1, coord1, depth - 1);
        sierpinskiDivider(subTriangle2, coord2, depth - 1);
        sierpinskiDivider(subTriangle3, coord3, depth - 1);

        return inputTriangle;
    };

```

```
44      private static char[] sierpinskiGenerator(int length) {
45          int arrayLength = arithmeticSum(length);
46          char[] baseTriangle = new char[arrayLength];
47
48          for (int i = 0; i < arrayLength; i++) {
49                  baseTriangle[i] = '*';
50          }
51
52          return baseTriangle;
53      };
54
55      private static int arithmeticSum(int n) {
56          return n * (n + 1) / 2;
57      };
58
59      private static int arithmeticSumOdd(int n) {
60          return n * n;
61      }
62
63      private static int midpoint(int x1, int x2) {
64          return Math.abs(x1 + x2) / 2;
65      };
66
67      public static void main(String[] args) {
68          int sideLength = 16;
69          int depth = 2;
70          drawSierpinski(sideLength, depth);
71      }
72  }
73
74
```

3.1 O-Notation

Because the Sierpinski Triangle is a fractal pattern that relies on depth to generate complexity, we can consider our input to be depth `n`. For a depth, of 0, we generate a single triangle. For a depth of 1, we generate a single triangle as well as 3 sub-triangles. For a depth of 2, we generate a total of 9 triangles. This pattern generally follows 3^n. The progression follows a sequence s.t.:

$$A_n = \{1, 3, 9, ...\}$$

Furthermore, an operation is done to remove the inner triangle, creating one additional operation. Therefore, a recursive Sierpinski Triangle has the following complexity for some depth n:

$$O(T(n)) = O(3^n)$$

For the algorithm above, acknowledging constant time operations as c:

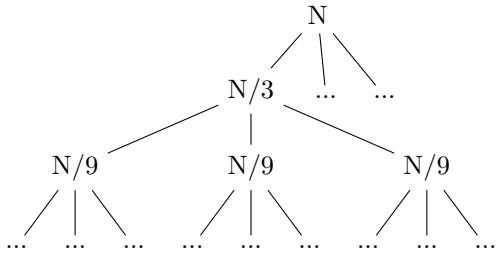
$$T(N) = N + 3^N + c$$

$$O(T(N)) = O(N) + O(3^N) + O(1)$$

$$O(T(N)) = O(3^N)$$

Because exponential time-complexity is the dominant term, our resulting time complexity is $O(3^N)$.

3.2 Recursive Tree



As the base triangle is subdivided into its smaller triangles, the division operation creates precisely 3 sub-triangles, recursively creating an exponential time-complexity with each depth.

3.3 Discussion

Noticeably, the Sierpinski Triangle takes the most time in completing, at exponential time-complexity, which makes generating large Sierpinski Triangles computationally expensive in terms of both time and memory. As for the other two algorithms, since sorting on the data-set is considered, both the linear and binary search algorithms have the same O-notation of $O(n)$.

When comparing the recursive trees of both the Sierpinski Triangle and the recursive binary search, we can note that the recursive calls are more numerous for the triangle, where depth creates exponential time-complexity that exceeds that of binary search.