

TIME & SPACE COMPLEXITY — FULL DETAILED NOTES.

1. What is Time Complexity?

Definition:

Time Complexity is the rate at which the time taken by an algorithm increases with the increase in input size.

 Not equal to actual time taken. Why?

Because **actual time depends on machine configuration**, example:

| Machine | Time taken |
|-------------|------------|
| Old Windows | 2 sec |
| New MacBook | 1 sec |

Same code → different machines → different execution time.

→ Therefore, we measure *how fast time grows*, not actual seconds.

2. Why do we need Time Complexity?

In interviews:

- They **never run your code on a machine**.
- They analyze:
 - ✓ Time Complexity
 - ✓ Space Complexity
 - ✓ Logic & Optimality

Time Complexity allows us to compare codes **independent of hardware**.



3. Big-O Notation

Big-O describes the upper **bound** (worst case) of growth.

Format:

$O(\text{expression})$

Example:

$O(n)$, $O(n^2)$, $O(\log n)$, $O(1)$...

We compute an **approximation** of growth — not exact steps.



4. Counting Steps: Basic Example

Code:

```
for(int i = 1; i <= 5; i++) {  
    cout << "Raj";  
}
```

Steps:

- Initialization
- Comparison
- Print
- Increment
 - ➡ repeated 5 times → approx 3×5 operations.

Time complexity:

$O(15)$

But we **never** write constants → final:

$O(1)$ X

$O(n)$ ✓ (because loop runs n times)

■ 5. THREE IMPORTANT RULES for Computing Time Complexity

✓ Rule 1: Always consider Worst Case

Why?

- Systems must be designed for **maximum load**.
- E.g., linear search worst case = element not found.

✓ Rule 2: Avoid Constants

Example:

$$4n^3 + 3n^2 + 8$$

For $n = 10^5$:

- $4n^3 = 4 \times 10^{15}$
- $3n^2 = 3 \times 10^{10}$ (irrelevant)
- 8 is negligible

Final:

$O(n^3)$

✓ Rule 3: Avoid Lower Order Terms

Example:

$$n^3 + n^2 + n \rightarrow O(n^3)$$

Reason: n^3 dominates heavily for large n .

■ 6. Types of Time Complexity

◆ Best Case:

Minimum operations

Example:

Marks = 10 → first if gets executed → 2 operations

◆ Worst Case:

Maximum operations

Marks = 70 → last else executed → ~4 operations

► Used in all complexity analysis

◆ Average Case:

$$(best + worst) / 2$$

Rarely used in coding interviews unless explicitly asked.

■ 7. Bigger Notations (Theory Only)

Notation Meaning

$O(\dots)$ Upper bound / Worst case

$\Omega(\dots)$ Lower bound / Best case

$\Theta(\dots)$ Tight bound / Average case

Interview Tip:

Striver says — *Only Big-O is asked in interviews.*



8. Time Complexity Examples

➤ Example 1 — Nested Loop

```
for(int i = 0; i < n; i++) {  
    for(int j = 0; j < n; j++) {  
        // constant time operation  
    }  
}
```

Explanation:

- Outer loop → n times
- Inner loop → n times for each i
Total:

$$n \times n = n^2$$

Time Complexity = $O(n^2)$

➤ Example 2 — Triangular Loop

```
for(int i = 0; i < n; i++) {  
    for(int j = 0; j <= i; j++) {  
        // constant  
    }  
}
```

Runs like:

$$1 + 2 + 3 + \dots + n = n(n+1)/2$$

Apply rules:

- Ignore constants $\rightarrow n^2/2$
- Ignore $1/2 \rightarrow n^2$

Final:

$$O(n^2)$$

9. Common Complexities (important list)

| Complexity | Meaning |
|---------------|-------------|
| $O(1)$ | Constant |
| $O(\log n)$ | Logarithmic |
| $O(n)$ | Linear |
| $O(n \log n)$ | $n \log n$ |
| $O(n^2)$ | Quadratic |
| $O(n^3)$ | Cubic |
| $O(2^n)$ | Exponential |
| $O(n!)$ | Factorial |

You will see these throughout DSA.

10. SPACE COMPLEXITY

✓ Definition:

Total memory consumed =

Auxiliary Space + Input Space

A. Auxiliary Space

Extra space used to solve a problem

Example:

```
int a, b;  
int c = a + b; // c is extra
```

Auxiliary space = 1 variable → O(1)

B. Input Space

Memory used to *store the input*

Example:

```
int a, b; // input variables
```

Input space = 2 variables → still **O(1)**
(Because a few variables don't depend on n)

If array input:

```
int arr[n] → O(n)
```

11. Very Important Interview Rule

Never modify input directly

Instead of:

```
b = a + b; // modifies original input
```

Do:

```
int c = a + b;
```

Why?

- In real software systems, input data may be used elsewhere.
- Modifying input is considered **bad practice**.

► Interviewer may reject you if you mutate input without permission.

12. Space Complexity Examples

Example 1

```
int a, b, c;
```

Space Complexity:

$O(1)$

Example 2

```
int arr[n];
```

Space Complexity:

$O(n)$

Example 3

Recursion:

- Each recursive call uses stack space
 - Example: factorial recursion $\rightarrow O(n)$
-



13. Competitive Programming Tip

Servers can run:

$1 \text{ second} \approx 10^8 \text{ operations}$

If time limit = 1 sec

Your code must run in:

$O(10^8)$

If time limit = 2 sec:

$2 \times 10^8 \text{ operations}$

NOTE:

Do NOT do:

$(10^8)^2 \rightarrow \text{WRONG}$



14. FINAL SUMMARY (Perfect for revision)

✓ Time Complexity

- Not actual time
- Rate of growth
- Use Big-O
- Worst case always considered
- Ignore constants & lower-order terms

✓ Space Complexity

- Auxiliary + Input
- Never modify input
- Arrays $\rightarrow O(n)$
- Recursion adds stack frames

✓ Important results

- Nested loops = multiply
- Triangular loops = $n(n+1)/2$
- Most servers = 10^8 operations/second