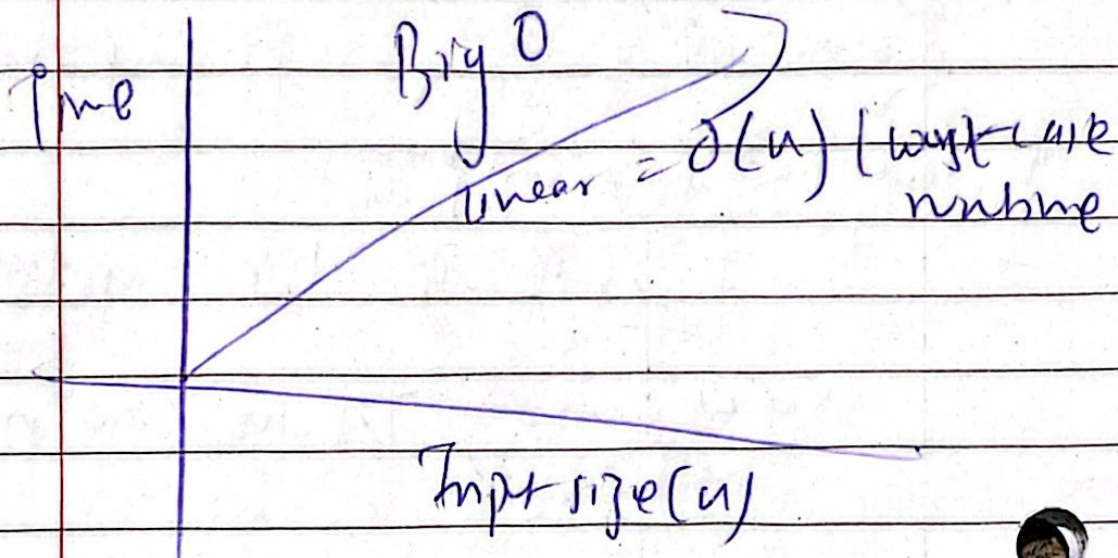
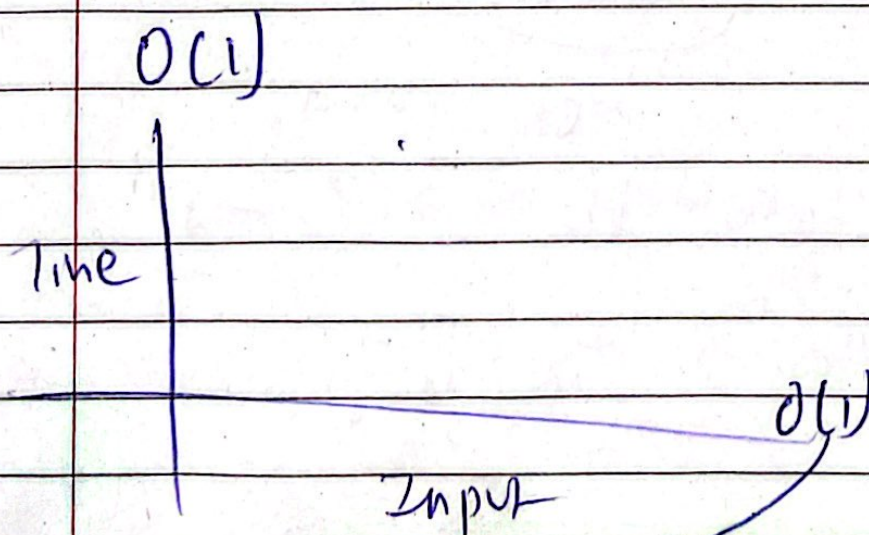


Big O time complexity

Amount of time taken for
an algorithm to execute



We don't care constant
like $n/4$ or $n/2$

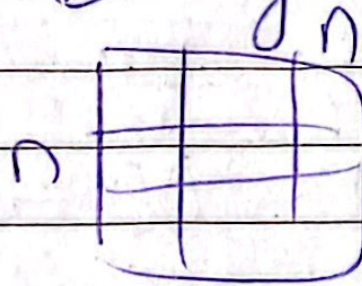


constant we care about
no matter size of input, time is same

$O(n^2)$

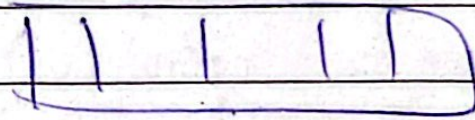
→ Usually nested loop

→ 2 d. array



[[...]]

① $= \underline{\underline{n^2}}$



→ n, go through frame

$$2 \times n = n$$

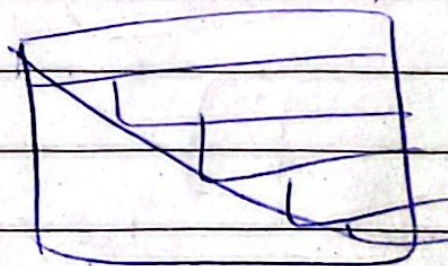
but if you go through it
n times

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

or

$$n \times (n-1) \times (n-2)$$

1st index, 2nd index



→ $\frac{n^2}{2} ?$

we don't care about
2 (constant, so $O(n^2)$)

product : 200

(2, 3, -2, 4)

product =

for

2 product = 2 x 3

localo ← 0

Dynamic programming:

-) optimization over recursion

→ ~~for~~ Any recursive solution can be optimized with dynamic programming

→ Idea is to store result of subproblems so that we do not have to recompute them when we need it again

→ Remember your part.

- If a given problem can be broken down into smaller problems & again for those smaller problems.

& in process we see some overlapping problems.

→ Try list many soln pick the best one.

- Solved using iteration

- Optimization

Principle of optimality

prob problem can be solved By taking best & right decision

Fibonacci

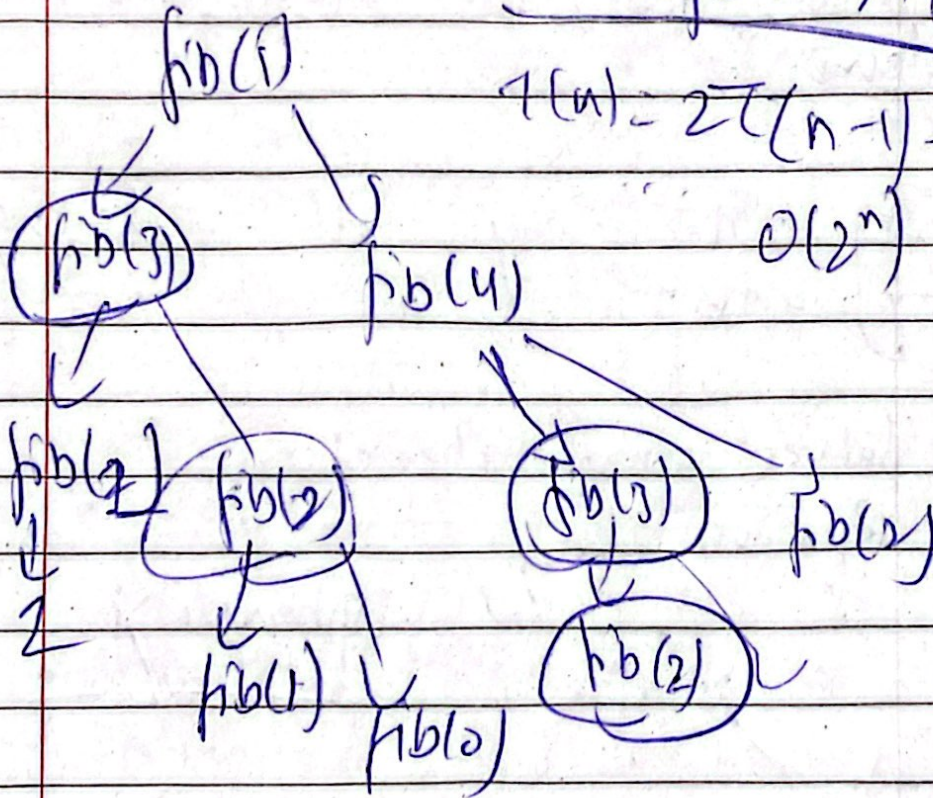
0	1	1	2	3	5	8	13
0	1	2	3	4	5	6	7

normal: int fib(int n)

& if ($n \leq 1$)
return n;

return (fib(n-2) + fib(n-1))

$$T(n) = 2T(n-1) + 2$$
$$O(2^n)$$



Tracing here q) that problem
15 calls

optimization

f

-1	-1	-1	-1	-1
0	1	2	3	4

$f(5) = -2$ we don't know

$f(3)$ $f(4)$

$f(2)$

$f(0) = 0$

$f(1)$

$f(0) = 1$

$f(1)$ already known,
so just append in
array

$f[0][1][2][3][4]$

$f(n) = n + 1$ calls $O(n)$

Memorization = storing results of
functions, not calling again

Top Down Approach

Tabulation

fib(r)
int fib(int n)

if $n \leq 1$
return n;

$f[0] = 0$; $f[1] = 1$;

for (int i = 2; i <= n; i++)

$f[i] = f[i-2] + f[i-1]$;

return f(n) Adding previous terms

f 0 1 1 2 3 5
↑
f(n)

Table is generated

(bottom up approach)

because we start from 0

Principles

- ① Characterise recursive soln,
- ② build a mathematical model for soln
- ③ Recursively define value of optimal soln
- ④ Using bottom up approach, compute value of optimal soln for each possible subproblem
- ⑤ Construct optimal soln for original problem using info ~~from~~ computed in previous step

① Problem

Any that require maximizing or minimizing certain quantities or counting

• Overlapping (certain problems)