A collection of objects is arranged on a light-colored, textured surface. In the top left, a portion of a chessboard with a checkered pattern and several chess pieces is visible. Below the chessboard, there are two medals: one with a red ribbon and a star-shaped emblem, and another with a blue ribbon and a star-shaped emblem. A pair of round-rimmed glasses with thin frames lies diagonally across the middle. In the bottom left corner, a small, round, silver-colored compass is visible. The background is a plain, light-colored surface.

Complexity Calculations and Examples

**Notes from Dr. Charlie Obimbo
Revised by Yan Yan.**



Contents

1. Example on input size and complexity
2. Sorting algorithms and their complexities
 1. Big-O, Big Omega, & Theta

Question

Computer solves problem of complexity $T(n) \in \Theta(n^3)$ & size $n = 1000$ in 1 minute. What size would be solved in 1 hour?

$$\frac{c * (1000)^3}{c * (x)^3} = \frac{1}{60}$$

$$(x)^3 = 60 * (1000)^3$$

$$x = 3914$$

Note that $x \in \mathbb{N}$



Sorting

- ◆ **Sorting**: Rearranging the values in an array or collection into a specific order (usually into their "natural ordering").
 - one of the fundamental problems in computer science
- ◆ Input: A sequence of n objects
 - ◆ $s = \langle a_1, a_2, \dots, a_n \rangle$
- ◆ Output: A permutation (reordering) $\langle d_1, d_2, \dots, d_n \rangle$ such that $a'_1 \leq a'_2 \leq \dots \leq a'_n$.



Sorting

- ◆ can be solved in many ways:
 - some are faster/slower than others
 - some use more/less memory than others
 - some work better with specific kinds of data
- ◆ **comparison-based sorting**: determining order by comparing pairs of elements:
 - `<`, `>`, `compareTo`, ...



Sorting Algorithms

- ◆ **bubble sort:** swap adjacent pairs that are out of order
- ◆ **selection sort:** look for the smallest element, move to front
- ◆ **insertion sort:** build an increasingly large sorted front portion
- ◆ **merge sort:** recursively divide the array in half and sort it
- ◆ **quick sort:** recursively partition array based on a middle value



Selection Sorting

- ◆ Orders a list of values by repeatedly putting the smallest or largest unplaced value into its final position.
 - Look through the list to find the smallest value.
 - Swap it so that it is at index 0.
 - Look through the list to find the second-smallest value.
 - Swap it so that it is at index 1.
 - ...
 - Repeat until all values are in their proper places.

Selection sort example

◆ Initial array:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	22	18	12	-4	27	30	36	50	7	68	91	56	2	85	42	98	25

◆ After 1st, 2nd, and 3rd passes:

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	18	12	22	27	30	36	50	7	68	91	56	2	85	42	98	25

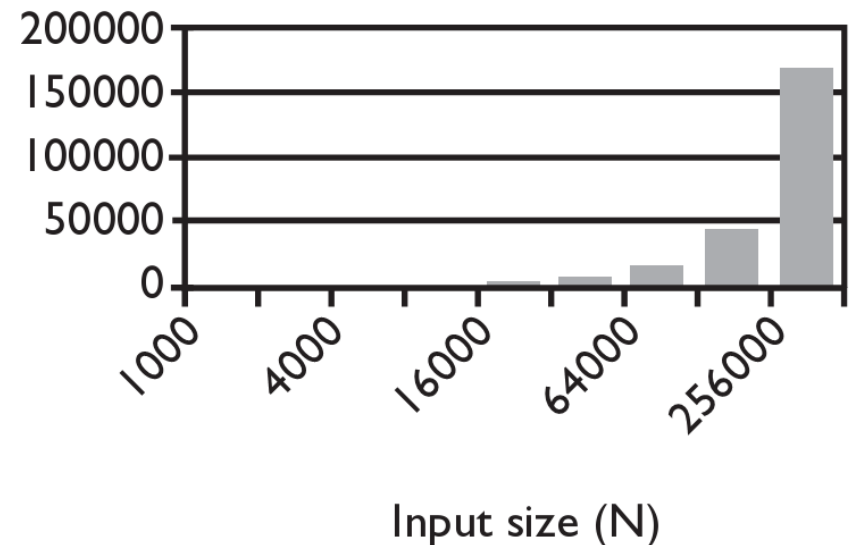
index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	12	22	27	30	36	50	7	68	91	56	18	85	42	98	25

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	2	7	22	27	30	36	50	12	68	91	56	18	85	42	98	25

Selection sort runtime

- ◆ What is the complexity class (Big-O) of selection sort?

N	Runtime (ms)
1000	0
2000	16
4000	47
8000	234
16000	657
32000	2562
64000	10265
128000	41141
256000	164985



Similar algorithms

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	22	18	12	-4	27	30	36	50	7	68	91	56	2	85	42	98	25

- **bubble sort:** Make repeated passes, swapping adjacent values

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	18	12	-4	22	27	30	36	7	50	68	56	2	85	42	91	25	98

22 →

50 →

91 →

98 →

- **insertion sort:** Shift each element into a sorted sub-array

index	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
value	-4	12	18	22	27	30	36	50	7	68	91	56	2	85	42	98	25

sorted sub-array (indexes 0-7)

← 7

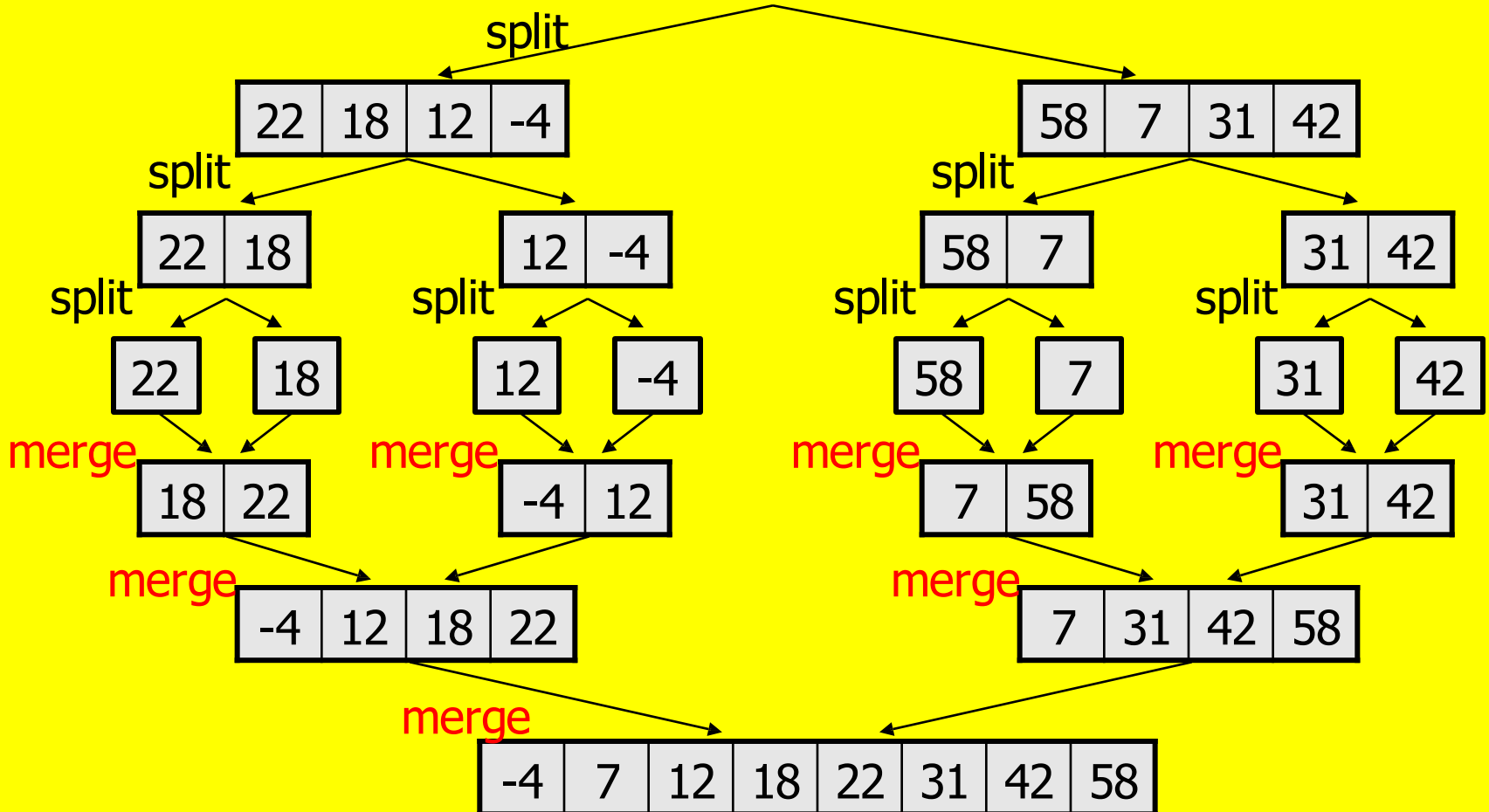


Merge sort

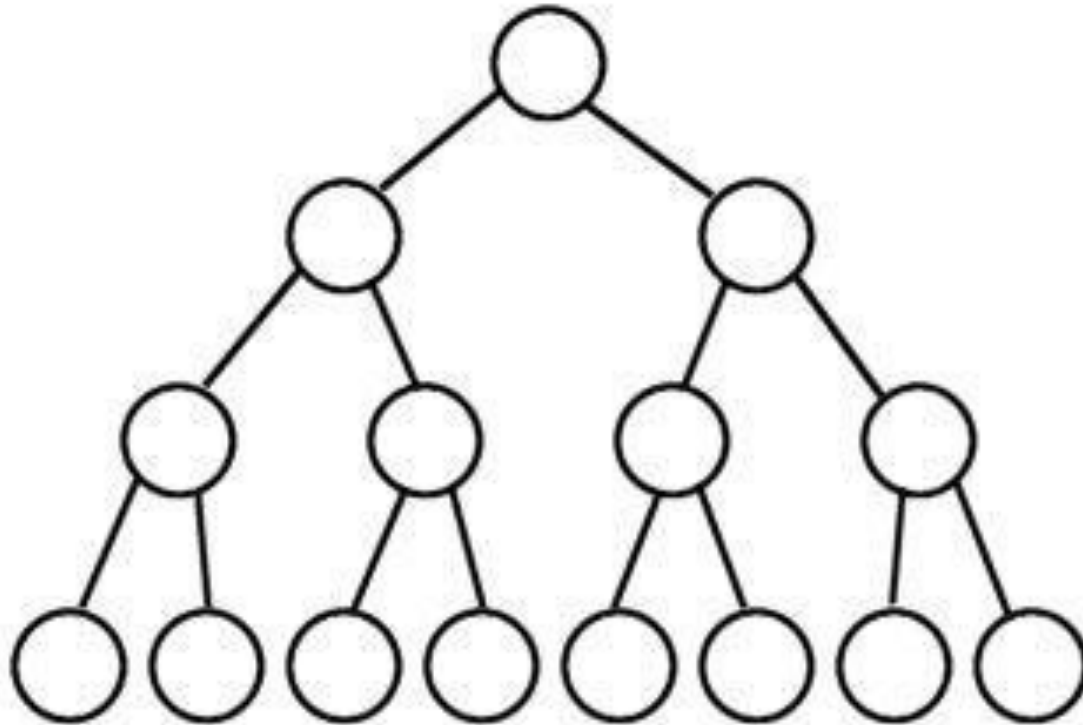
- ◆ Repeatedly divides the data in half, sorts each half, and combines the sorted halves into a sorted whole.
 - Divide the list into two roughly equal halves.
 - Sort the left half.
 - Sort the right half.
 - Merge the two sorted halves into one sorted list.
 - Often implemented recursively.
 - An example of a "divide and conquer" algorithm.
 - Invented by John von Neumann in 1945

Merge sort example

index	0	1	2	3	4	5	6	7
value	22	18	12	-4	58	7	31	42



Full Binary Tree



Height	# of Nodes	Tot # of Nodes
0	1	1
1	2	3
2	4	7
3	8	15



Sorting Algorithms Complexity Summary

Algorithm	Time Complexity		Space Complexity
	Best	Worst	Worst
Bubble Sort	$\Omega(n)$	$O(n^2)$	$O(1)$
Selection Sort	$\Omega(n^2)$	$O(n^2)$	$O(1)$
Insertion Sort	$\Omega(n)$	$O(n^2)$	$O(1)$
Merge Sort	$\Omega(n \log(n))$	$O(n \log(n))$	$O(n)$
Quick Sort	$\Omega(n \log(n))$	$O(n^2)$	$O(n)$



References and Useful Resources

◆ Merge Sort

- <https://www.geeksforgeeks.org/time-and-space-complexity-analysis-of-merge-sort/>

◆ Time complexity of sorting algorithms

- <https://www.geeksforgeeks.org/time-complexities-of-all-sorting-algorithms/>
- <https://www.boardinfinity.com/blog/time-complexity-of-sorting-algorithms/>

That's
about this
lecture!

