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# **CS 261 – Data Structures**

Big-Oh and Execution Time: A Review

# Big-Oh: Purpose

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- A machine-independent way to describe execution time
- Change in execution time relative to change in input size, independent of:
  - hardware used (e.g., PC, Mac, etc.)
  - the clock speed of your processor
  - what compiler you use
  - what language you use

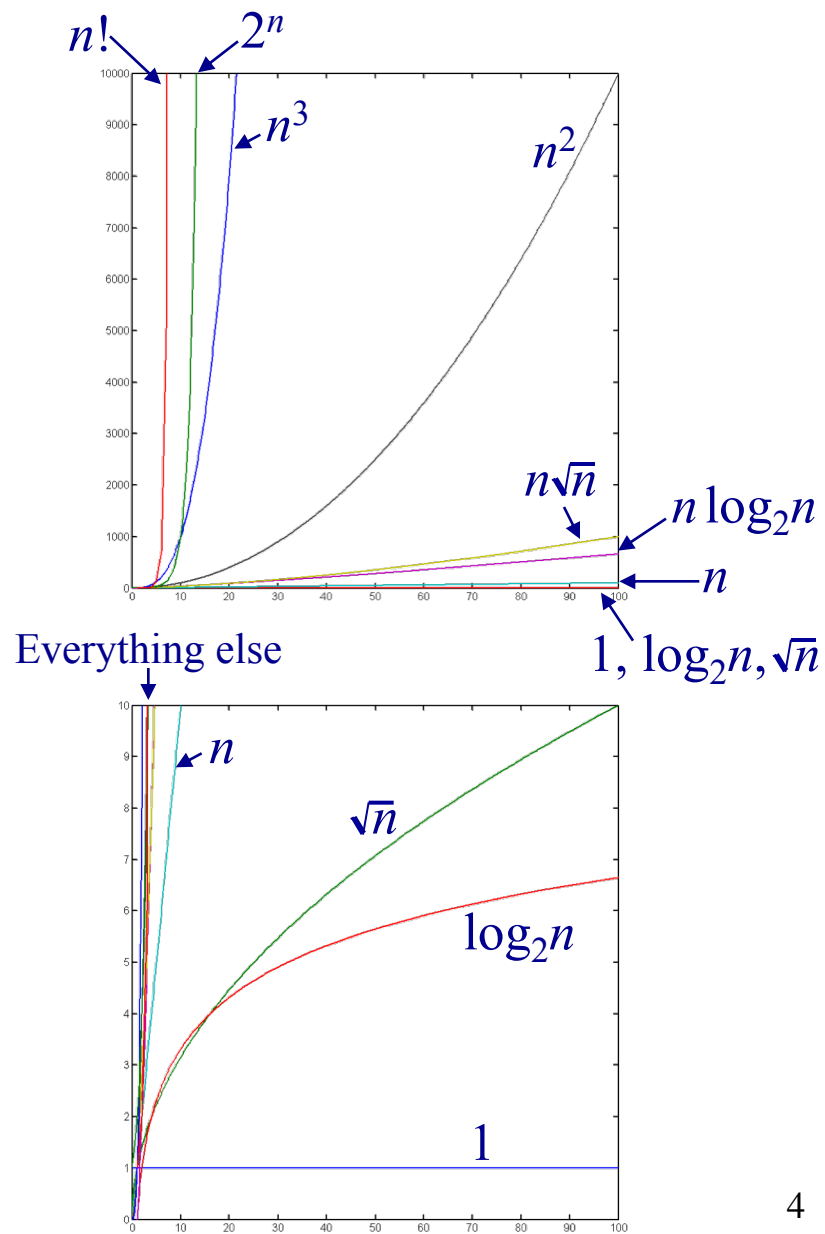
# Algorithmic Analysis

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- Suppose that algorithm  $A$  processes  $n$  data elements in time  $t$ .
- Algorithmic analysis attempts to estimate how  $t$  is affected by changes in  $n$ , when we use  $A$ .

# Complexity: $O(f(n))$

Function	Common Name
$n!$	Factorial
$2^n$ (or $c^n$ )	Exponential
$n^d, d > 3$	Polynomial
$n^3$	Cubic
$n^2$	Quadratic
$n\sqrt{n}$	
$n \log n$	
$n$	Linear
$\sqrt{n}$	Root- $n$
$\log n$	Logarithmic
1	Constant



# Determining Big Oh: Simple Loops

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- Simple loop: constant-time operations within the loop
- Ask yourself how many times the loop executes as a function of input size.

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Example:

```
double minimum(double data[], int n) {  
    /* Input: data array has at least one element. */  
    /* Output: returns the smallest value in input array */
```

```
    int    i;
```

```
    double min = data[0];
```

```
    for(i = 1; i < n; i++)
```

```
        if(data[i] < min) min = data[i];
```

```
    return min;
```

```
}
```

$O(n)$



# Determining Big Oh: Simple Loops

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Not always simple iteration and termination criteria

- Iterations dependent on a **function** of  $n$
- Possibility of early exit

Example:

```
int isPrime(int n) {  
    int i;  
  
    for(i = 2; i * i < n; i++) {  
        if (n % i == 0) return 0;  
    }  
    return 1;  
}
```

/\*If i is a factor\*/  
/\*then n is not a prime\*/  
/\*If loop exits without finding\*/  
/\*a factor then n is a prime\*/

# Determining Big Oh: Simple Loops

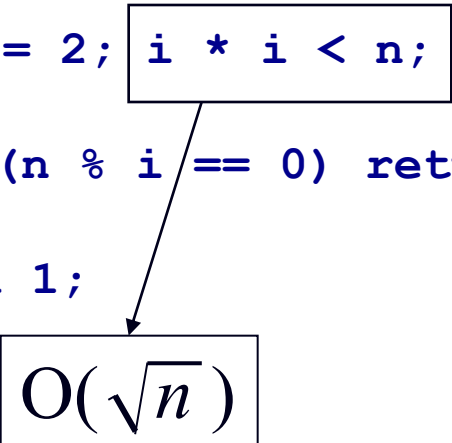
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/\*then  $n$  is not a prime\*/

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$O(\sqrt{n})$

But what happens if it exits early?

Best case? Average case? **Worst case?**

# Determining Big Oh: Nested Loops

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Nested loops (dependent or independent) multiply:

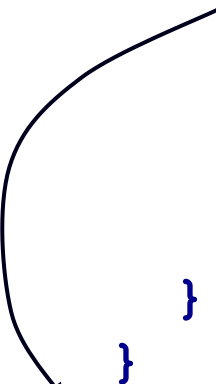
```
void insertionSort(double arr[], unsigned int n) {
    unsigned i, j;
    double    elem;

    for(i = 1; i < n; i++) { /*loop for  $n - 1$  times*/
        elem = arr[i]; /* Memorize arr[i] */
        for (j = i - 1; j >= 0 && elem < arr[j]; j--) {
            arr[j+1] = arr[j]; /*Slide old values up*/
        }
        arr[j+1] = elem; /*put arr[i] in place*/
    }
}
```

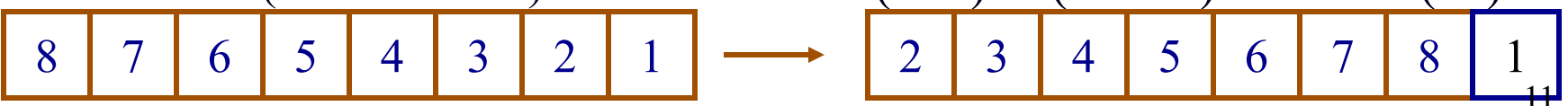
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        }  
        arr[j+1] = elem; /*put arr[i] in place*/  
    }  
}
```



Worst case (reverse order):  $1 + 2 + \dots + (n-1) = (n^2 - n) / 2 \rightarrow O(n^2)$



8	7	6	5	4	3	2	1
---	---	---	---	---	---	---	---

→

2	3	4	5	6	7	8	1
---	---	---	---	---	---	---	---

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# Determining Big Oh: Recursion

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For recursion, ask yourself:

- How many times will the function be executed?
- How much time does it spend on each call?
- Multiply these together

Example:

```
double exp(double a, int n) {  
    if (n = 0) return 1; /*Stop*/  
    /* Cases of recursive calls */  
    if (n < 0) return 1 / exp(a, -n);  
    return a * exp(a, n - 1);  
}
```

# Determining Big Oh: Recursion

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}
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complexity:

$O(n)$

# Determining Big Oh: Calling Functions

---

Big-Oh of a calling function includes the big-Oh of the called function

```
void removeElement(double elem,
                   struct Vector *v) {
    int i = vectorSize(v);

    while (i-- > 0)
        if (elem == *(v+i)) {
            vectorRemove(v, i);
            return;
        }
}
```

# Determining Big Oh: Calling Functions

Big-Oh of a calling function also considers the big-Oh of the called function

```
void removeElement(double elem,  
                  struct Vector *v) {  
    int i = vectorSize(v);  
    while (i-- > 0) →  $O(n)$   
        if (elem == *(v+i)) { →  $O(1)$   
            vectorRemove(v, i);  
            return;  
        }  
}
```

$O(n)$  if we need to slide up all elements after  $e$

# Determining Big Oh: Calling Functions

Big-Oh of a calling function also considers the big-Oh of the called function

```
void removeElement(double elem,  
                  struct Vector *v) {
```

```
    int i = vectorSize(v);
```

```
    while (i-- > 0) →  $O(n)$ 
```

```
        if (elem == *(v+i)) {
```

```
            vectorRemove(v, i);
```

```
            return;
```

```
        }
```

```
    }
```

$O(n^2)$

$O(n)$  if we need to  
slide up all elements  
after  $e$



# Determining Big Oh: Logarithmic

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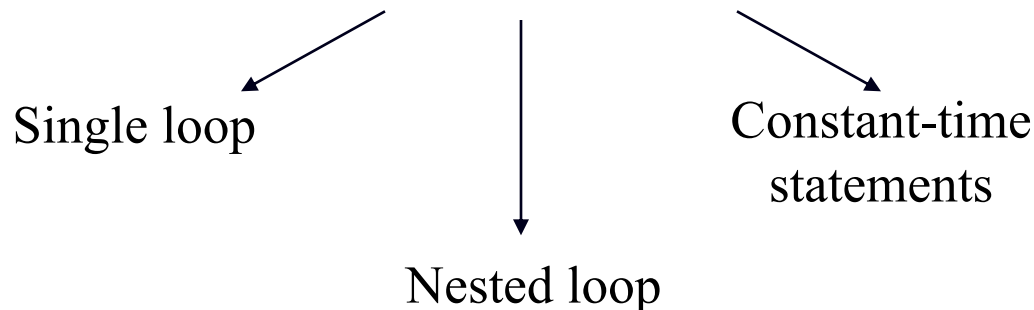
- Example problem: how many guesses to find a particular number in a **sorted** array of numbers
  - To find a number between 0 and 1024, it takes approximately  $\log 1024 = \log 2^{10} = 10$  guesses
- In algorithmic analysis, the log of  $n$  is the number of times you can split  $n$  in half (binary search, etc)

# Summation and the Dominant Component

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- Runtime of a sequence of statements
- The largest component dominates
- Constant multipliers are ignored

Example:  $O(8n + 3n^2 + 1) = O(n^2)$



# Let's Practice: What is the $O(??)$

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```
int countReps(double data[],int n, double v) {  
    int count = 0;  
    for (int i = 0; i < n; i++) {  
        if (data[i] == v)  
            count++;  
    }  
    return count;  
}
```

# What is the $O( \text{??} )$

---

```
/* Matrix multiplication */
```

```
void matMult (int a[][], int b[][], int c[][], int n) {  
    /* assume all matrices have the same size n x n */  
    for (int i = 0; i < n; i++)  
        for (int j = 0; j < n; j++) {  
            c[i][j] = 0;  
            for (k = 0; k < n; k++)  
                c[i][j] += a[i][k] * b[k][j];  
        }  
}
```

# What is the $O( \text{??} )$

---

```
void selectionSort (double storage [ ], int n) {  
    for (int p = n - 1; p > 0; p--) {  
        /*backward index*/  
        int indexLargest = 0; /*index of largest elem.*/  
        for (int i = 1; i <= p; i++) {  
            /*forward index*/  
            if (storage[i] > storage[indexLargest])  
                indexLargest = i; /*found largest elem.*/  
        }  
        if (indexLargest != p)  
            swap(storage, indexLargest, p);  
    }  
}
```

# Reading & Worksheets

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- <http://bigocheatsheet.com>
- Worksheet 9: Summing Execution Times
- Worksheet 10: Wall Clock Time Estimation