

# Lecture 1

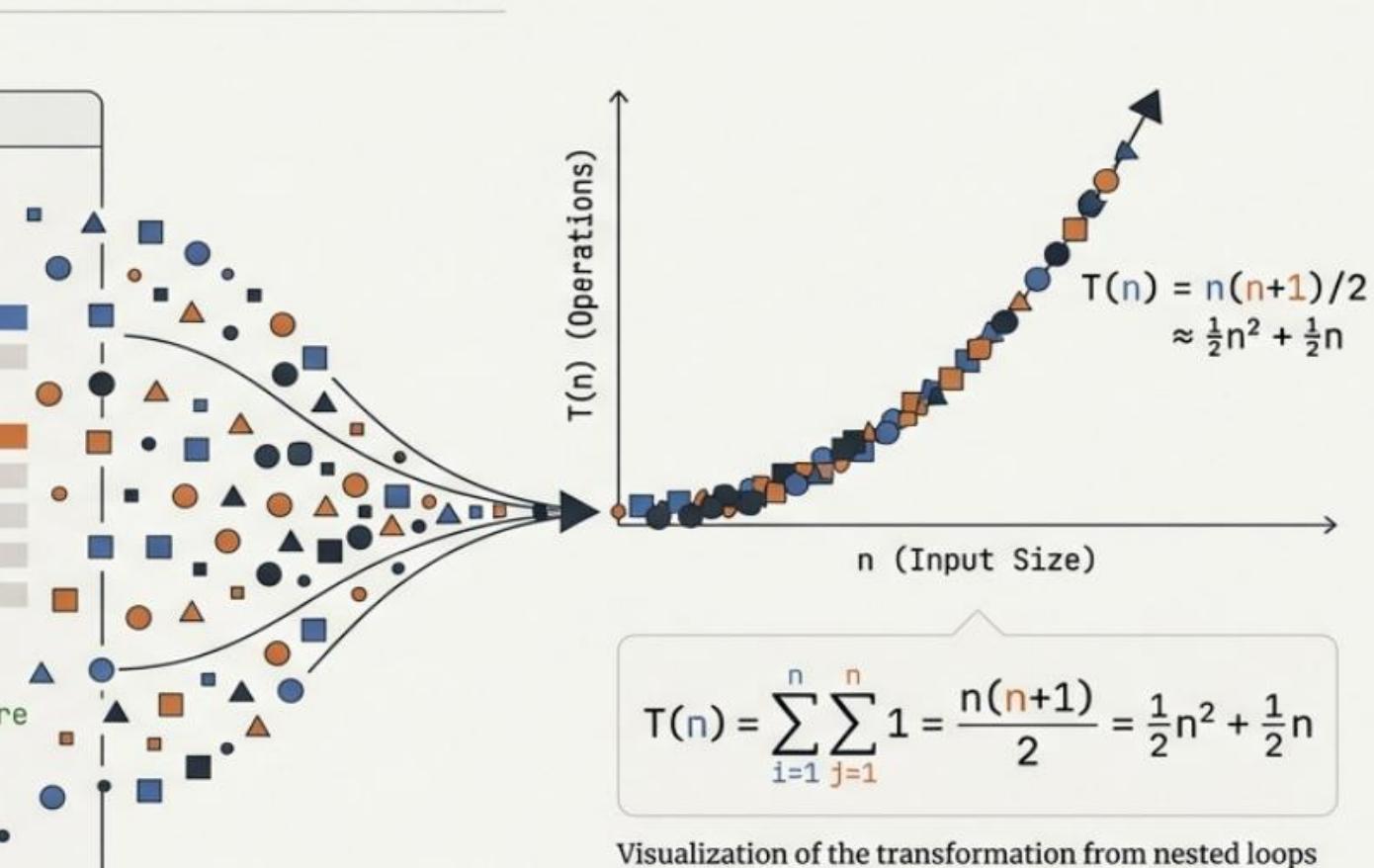
## ALGORITHM ANALYSIS: FROM CONCEPT TO CALCULATION

A comprehensive guide to  $T(n)$ , Time Complexity, and Summation Equations.

Code Implementation

```
// Outer loop (Slate Blue)
for (i = 1; i <= n; i++) { // #4B6EAF
    // Inner loop (Burnt Orange)
    for (j = 1; j <= i; j++) { // #D97D3E
        // Core operation
        executeOperation();
    }
}

/* #4B8B3B
 * Comment: This represents the nested structure
 * contributing to the total time complexity.
 */
}
```



Visualization of the transformation from nested loops to summation equations and the resulting polynomial time complexity function.

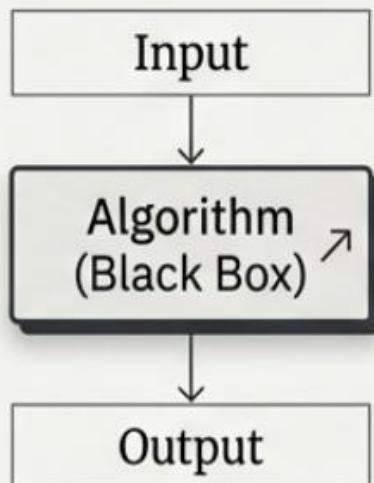
# The Core Conflict: Algorithm vs. Program

## The Workflow

**The Problem (Task):** Defined strictly by Inputs and Outputs.

**The Algorithm (The “Thought”):** The logical steps to transform Input to Output. This is hidden from the client.

**The Program (The Product):** An instance of the algorithm written in a specific language (C++, Java) running on specific hardware.



## The Scenario

A Client requests a solution (e.g., “Sum two numbers”).

A Programmer can devise multiple Algorithms (Algo 1, Algo 2, Algo 3) to solve the same problem.

**The Dilemma:** The client wants the “Best” version.

**Selection Criteria:** High Efficiency (Speed) and Low Resource Usage (Space).

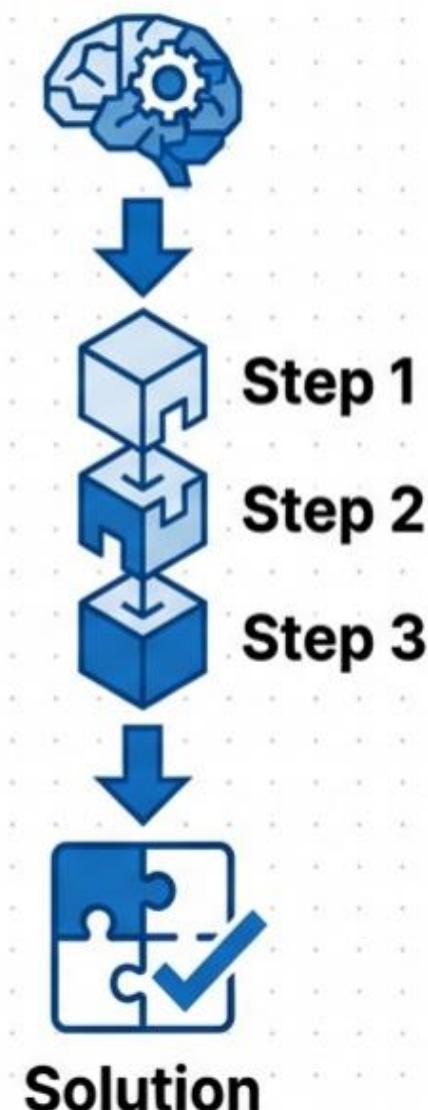
**Key Takeaway:** We analyze the Algorithm to predict the performance of the Program.

# An Algorithm is a Method of Thinking

## Core Definition:

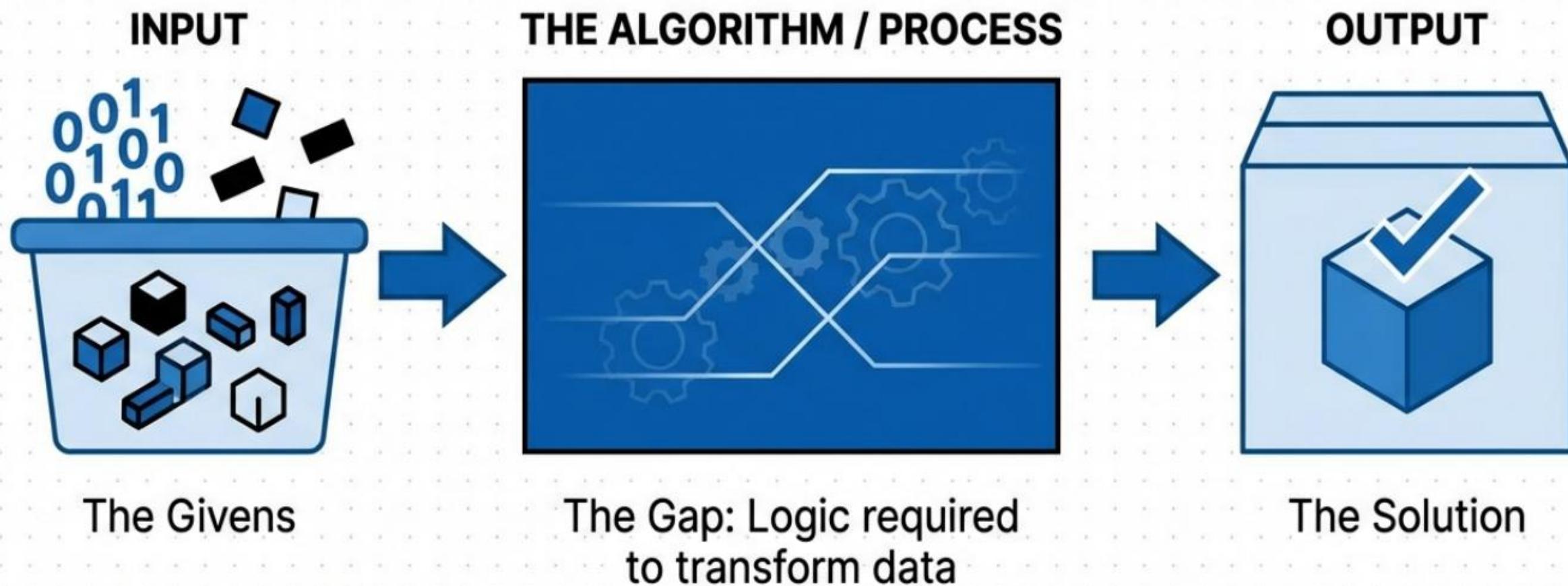
An algorithm is not code; it is the process, operation, or logical path used to solve a problem.

- A set of logical, ordered steps.
- A universal recipe independent of programming language.
- The mental blueprint created before coding.



# Defining the Problem in Computer Science

In CS, a 'problem' is a Task to be executed.

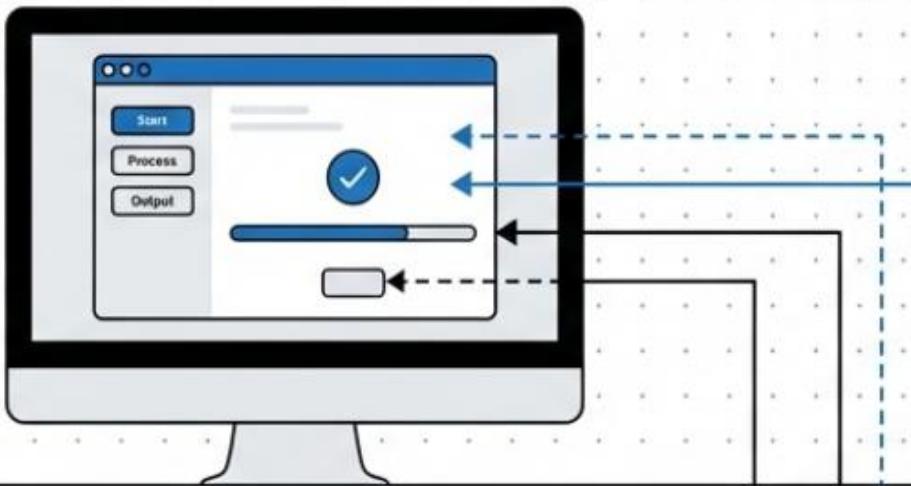


# Concept vs. Implementation

Understanding the difference between the abstract logic and the final product.

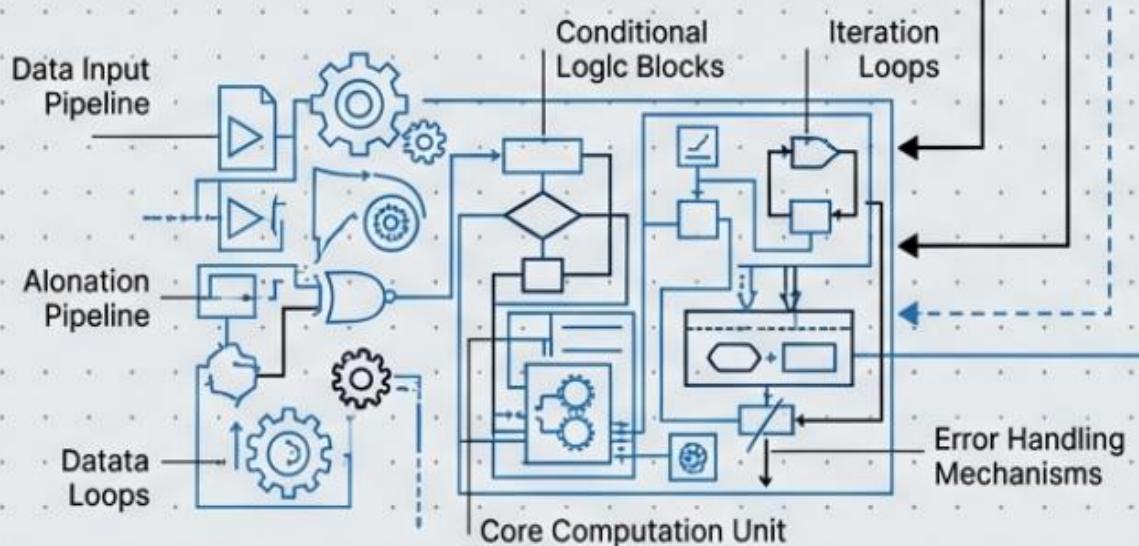
The Client Sees:  
**THE PROGRAM**

An instance of the algorithm written in a specific language (C++, Java, Python).

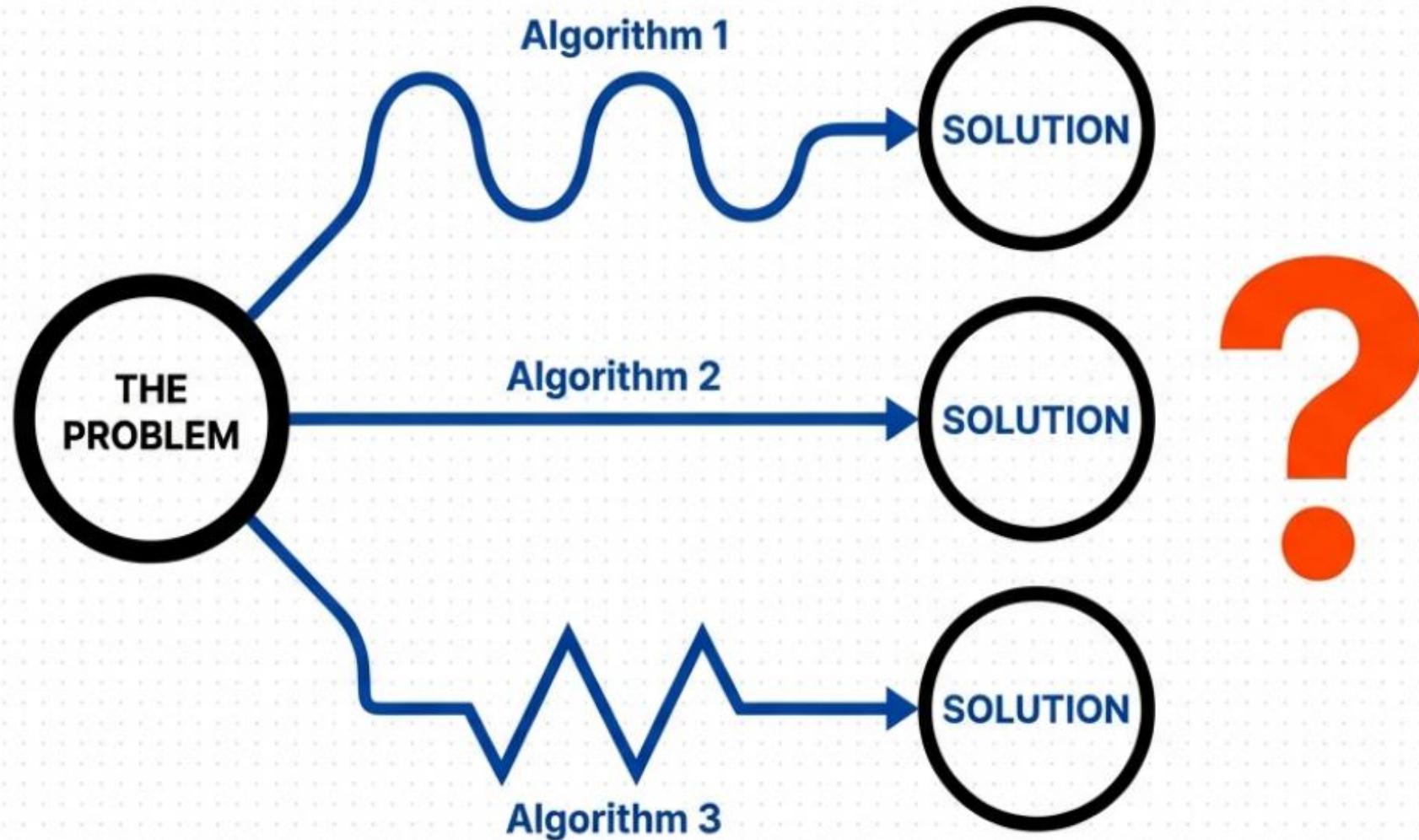


The Programmer Sees:  
**THE ALGORITHM**

The hidden logic and thought process.  
Universal and hardware-independent.



# The Reality of Multiple Solutions



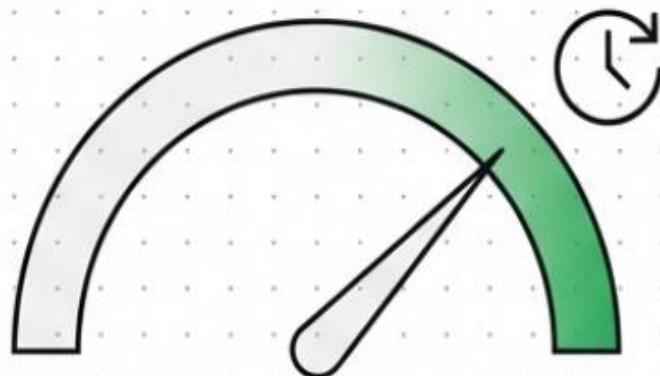
## The Conflict:

Since logic is subjective, multiple valid algorithms exist for any problem. If Alg 1, Alg 2, and Alg 3 all produce the correct output, how do we choose?

# Criteria for Selection: Efficiency

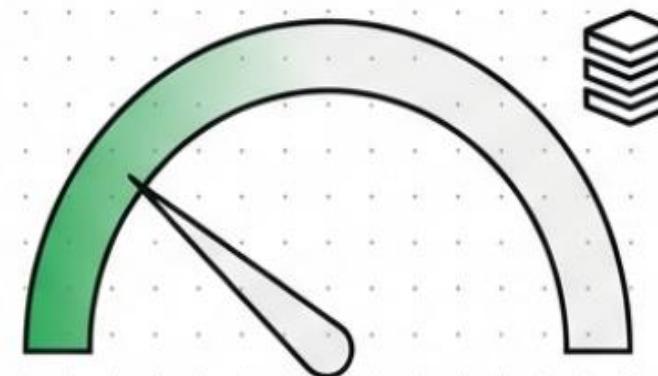
We seek the candidate that delivers the fastest speed with the lowest memory usage.

## TIME (Speed)



How fast does it  
reach the solution?

## SPACE (Storage)

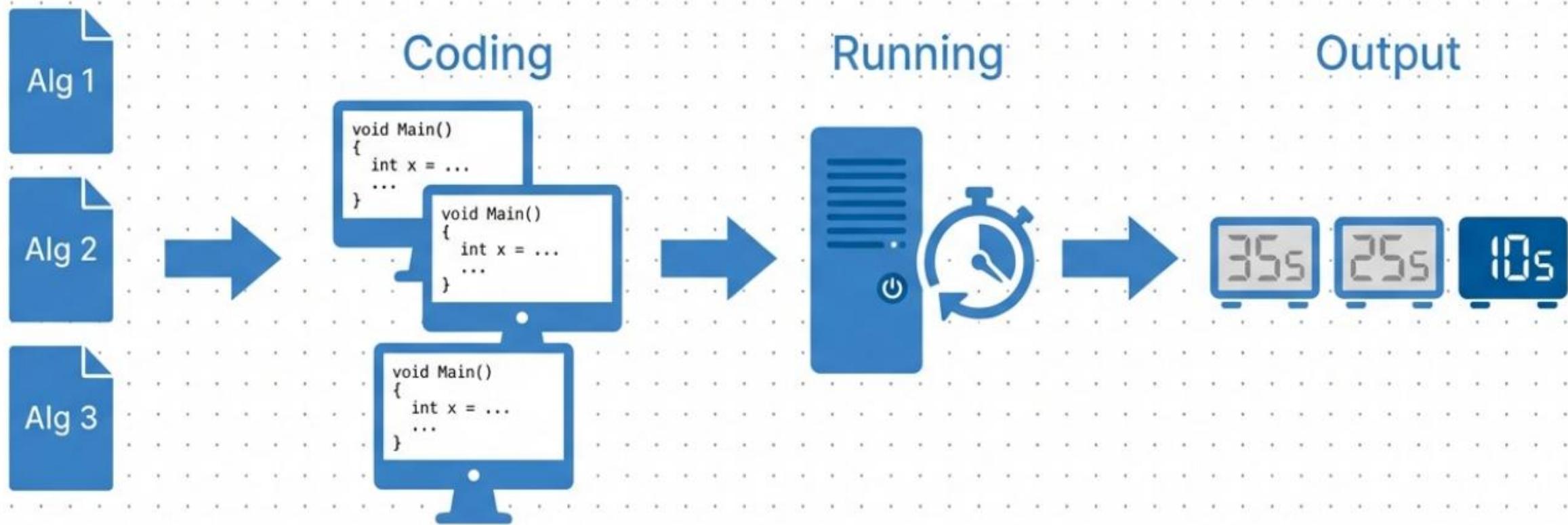


How much memory  
does it consume?

**Highest Efficiency  
= Best Algorithm**

# The Old Method: Empirical Testing

“Try them all and see who wins.”



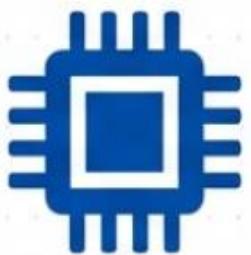
# The Constraints of Empirical Testing

To compare fairly, variables must be rigorously controlled.



## Same Programming Language

Cannot compare C++ to Python. Syntax affects speed.



## Same Hardware

Cannot compare a supercomputer to a laptop.  
Hardware specs affect speed.



## Exact Measurements

Results are specific to that exact moment and machine  
(e.g., Alg 1 = 35s).

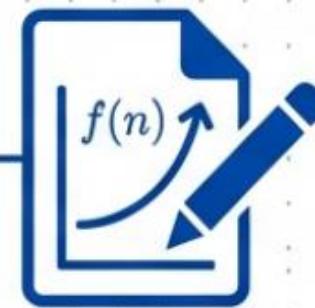
# The Solution: Algorithm Analysis

A theoretical method to evaluate the Time and Space complexity of an algorithm.

Physical Measurement



Theoretical Estimation



Physical Measurement

Results are tied to specific machines.  
An algorithm might perform differently  
on different architectures.

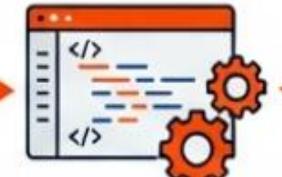
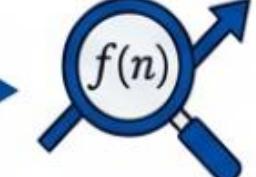
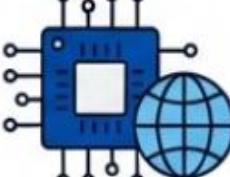
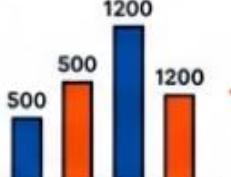
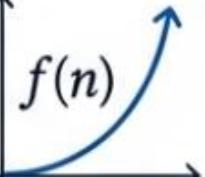


Theoretical Estimation

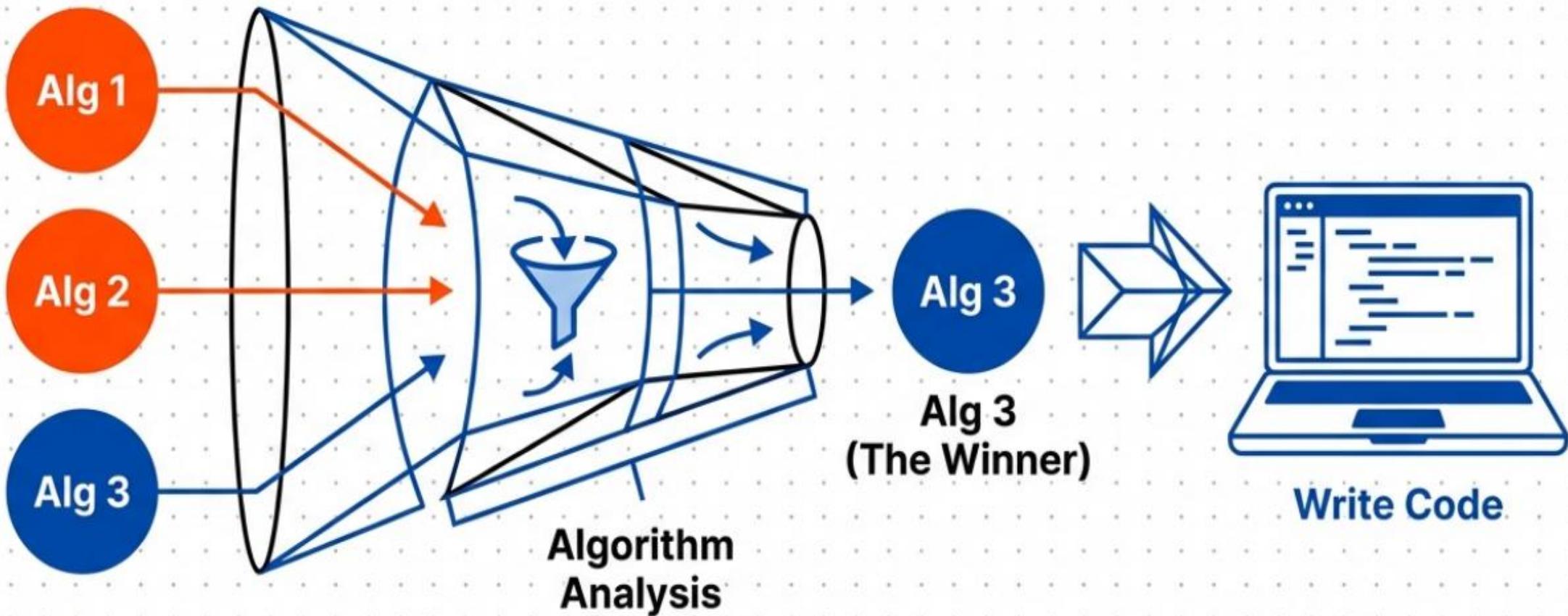
A way to judge algorithms  
BEFORE writing code.

No Coding Required. No Hardware Required.

# Empirical Testing vs. Algorithm Analysis

Empirical (Old Way)	Algorithm Analysis (New Way)
 Requires full coding of all solutions.	 No coding required.
 Hardware Dependent results.	 Hardware Independent.
 Wastes Development Time.	 Saves Development Time.
 Results are isolated/exact numbers.	 Results are predictive functions.

# “Optimizing the Development Lifecycle”



Result: We only code the best solution.

# The Next Step

We know we need to measure “**Time**” theoretically. But how do we count Time without a stopwatch?

**Coming Up:**  
Mathematical Techniques  
for Time Complexity

# The Detailed Method: Counting Units of Time

Since hardware speed varies, we count Operations, not seconds.

## The Unit of Time Rule

A single statement executed once = 1 Unit.

- Assignment ( $x=1$ )
- Arithmetic ( $i+j$ )
- Print (`print x`)

```
int i = 1;      → 1 Unit  
int j = 2;      → 1 Unit  
x = i + j;     → 1 Unit  
print x;        → 1 Unit
```

$$\text{Total} = 1 + 1 + 1 + 1 = 5 \text{ Units}$$

$T(n)$  is an equation representing total runtime relative to input size ( $n$ ).

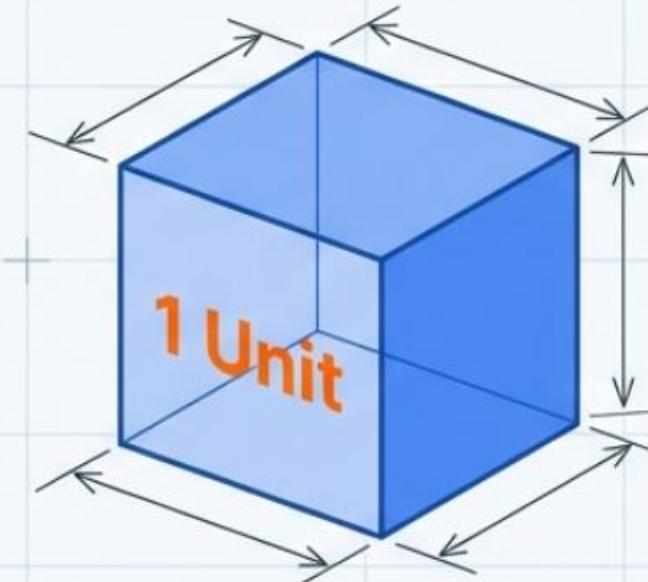
# Physical time is an unreliable metric.

## The Problem: Hardware Dependency



- Supercomputer: **0.0001** seconds
- Laptop: **0.05** seconds
- Result: **Inconsistent Data**

## The Solution: Theoretical Units



- Independent of hardware speed
- Measures steps, not seconds
- Definition: **1 Unit = 1 Executed Statement**

# The Fundamental Rule: One Statement = One Unit

If executed once, the cost is **constant**.



```
int i = 1;  
  
x = y + z;  
  
print(x);
```



Assumption: An algorithm must have at least one step. 0 steps = No Algorithm.

# Case Study A: Calculating Linear Execution

```
1. int i = 1; → Line 1 → 1 Unit  
2. int j = 2; → Line 2 → 1 Unit  
3. int x = i + j; → Line 3 → 1 Unit  
4. print(x); → Line 4 → 1 Unit
```

---

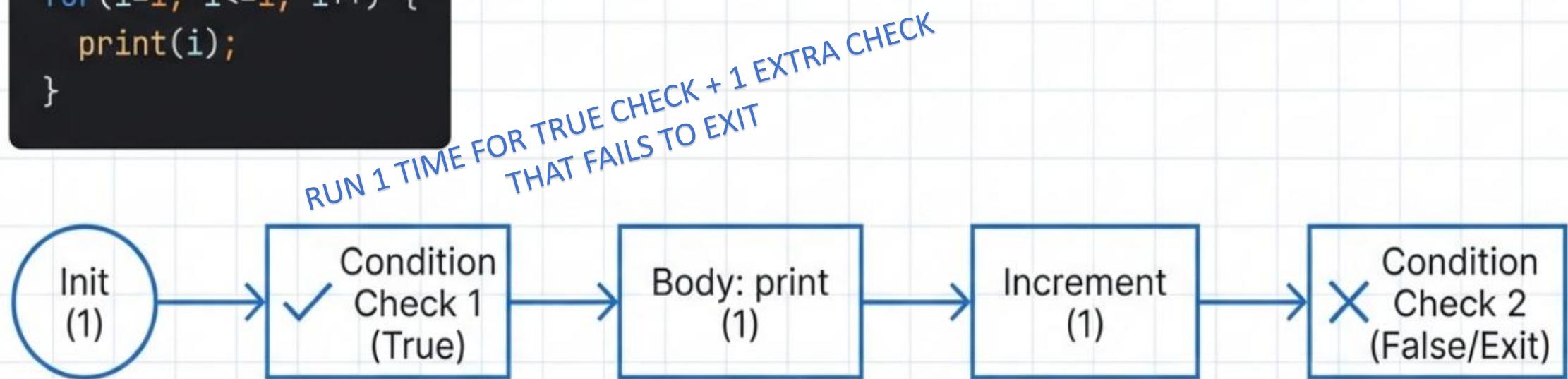
**Total Time = 4 Units**

Sequential code implies  
Constant Time.

# Case Study B: The Fixed Loop

Tracing a loop that runs exactly 1 time.

```
for(i=1; i<=1; i++) {  
    print(i);  
}
```



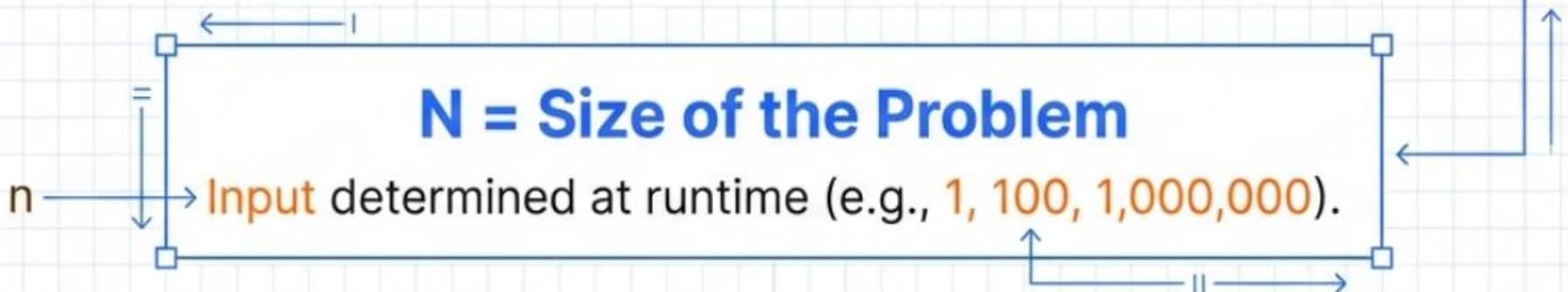
$$1 + 1 + 1 + 1 = 5 \text{ Units}$$

(Note: Condition accounts for 2 of these units).

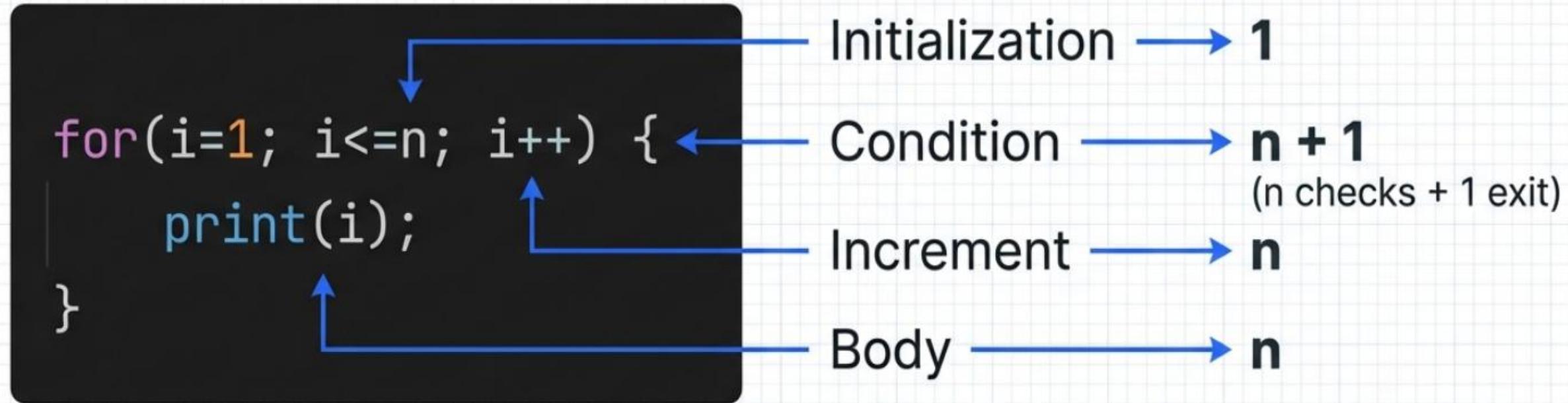
# Enter the Unknown: The Variable N

```
for(i=1; i<=1; ...)
```

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



# Deriving the Linear Equation



$$\text{Sum} = 1 + (n + 1) + n + n$$

$$\text{Total} = 3n + 2$$

# Defining the Function $T(n)$

$$T(n) = 3n + 2$$

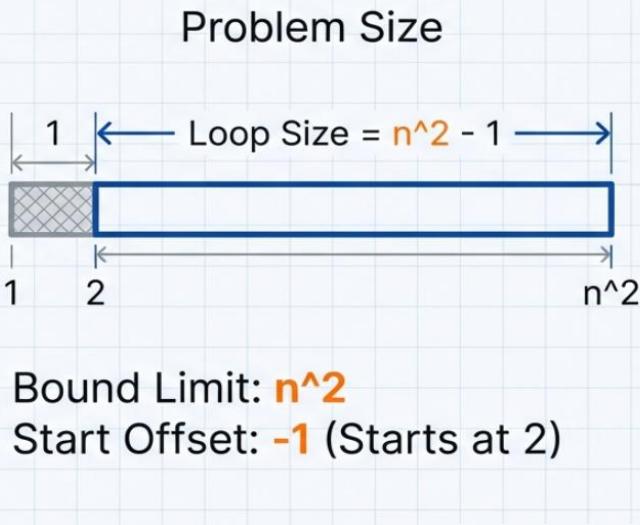
Diagram illustrating the components of the function  $T(n) = 3n + 2$ :

- A blue bracket on the left side of the equation groups the term  $3n$ , with the label "Time complexity" below it.
- A blue bracket on the right side of the equation groups the term  $2$ , with the label "Growth Function" below it.
- A blue bracket at the top of the equation groups the entire expression  $3n + 2$ , with the label "Problem Size" to its right.

We can now predict performance for **ANY** input size without running the code.

# Case Study C: Complex Bounds

```
for(i=2; i <= n^2; i++) {  
    print(i);  
    print(i);  
}
```



## Solving the Quadratic Equation

Init: 1

Condition:  $(n^2 - 1) + 1 = n^2$

Increment:  $n^2 - 1$

Body (2 lines):  $2 * (n^2 - 1)$

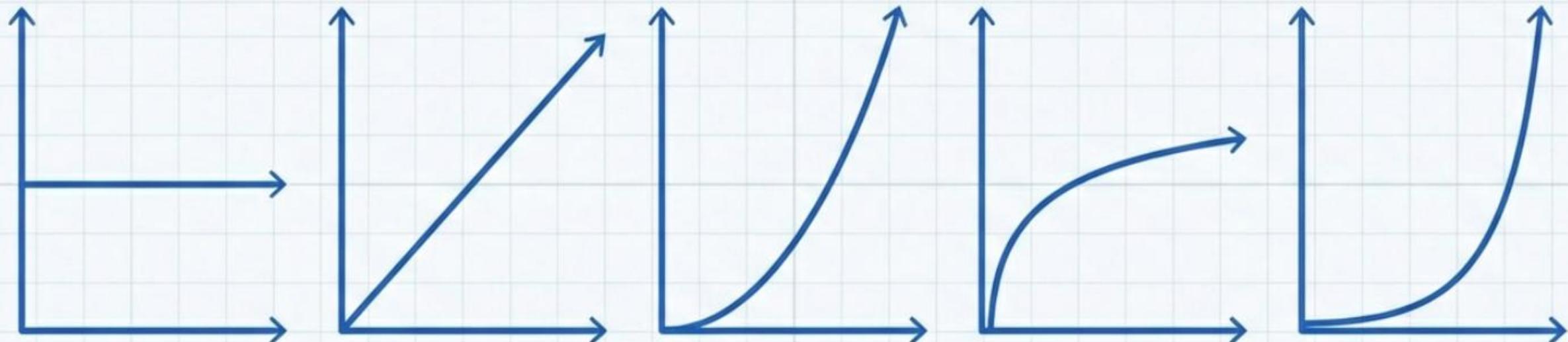
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Sum:  $1 + n^2 + (n^2 - 1) + (2n^2 - 2)$

Simplify:  $1 + n^2 + n^2 - 1 + 2n^2 - 2$

Final Result:  $T(n) = 4n^2 - 2$

# The Spectrum of Complexity



Constant  
 $T(n) = 1$

Linear  
 $T(n) = a\textcolor{brown}{n} + b$

Quadratic  
 $T(n) = \textcolor{brown}{a}n^2 + bn + c$

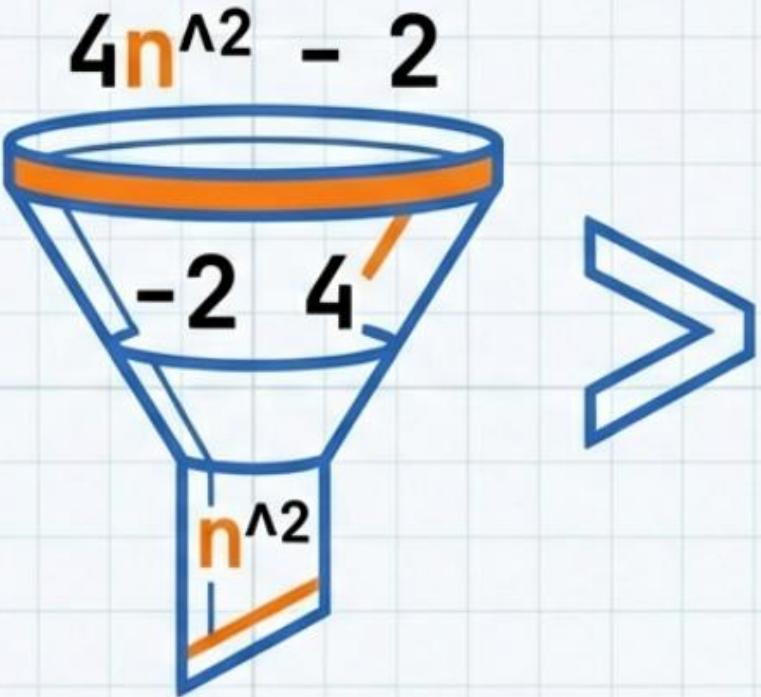
Logarithmic  
 $T(n) = a \log n + b$

Exponential  
 $T(n) = 2^n$

# Precision vs. Significance

$$4n^2 - 2$$

Precise Answer



$$n^2$$

Dominant Term

As N approaches infinity, constants (-2) and multipliers (4) become irrelevant to the growth curve. We calculate precisely to learn mechanics. We analyze generally to understand scale.

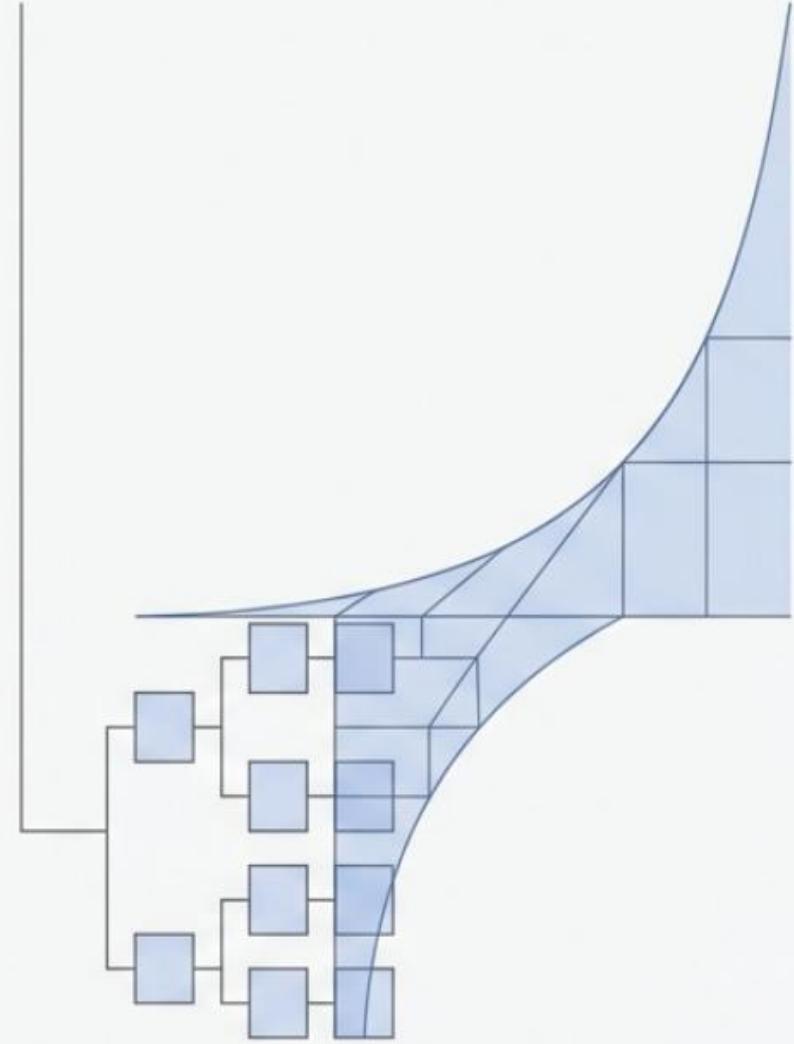
# The Algorithm Analysis Cheatsheet

Component	Logic	Cost (Units)
Simple Statement	Executed once	1
Loop Initialization	Runs once at start	1
Loop Condition	Runs for <b>size</b> + exit	<b>Size</b> + 1
Loop Increment	Runs for <b>size</b>	<b>Size</b>
Loop Body	Runs for <b>size</b> * lines	<b>Size</b> * ( <b>statements</b> )

**T(n) = Sum of all steps**

# **Algorithm Analysis: Calculating $T(n)$ Using the Simple Method**

From Precise Counting to  
Asymptotic Estimation



# The Shift in Perspective

## The Precise Method

```
1 for (int i = 0; i < n; i++) {  
2     sum += i;  
3     printf("Value: %d\n", sum);  
4 }
```

$$T(n) = 3n + 2$$

Counting every statement.  
Exact but tedious.

## The Simple Method

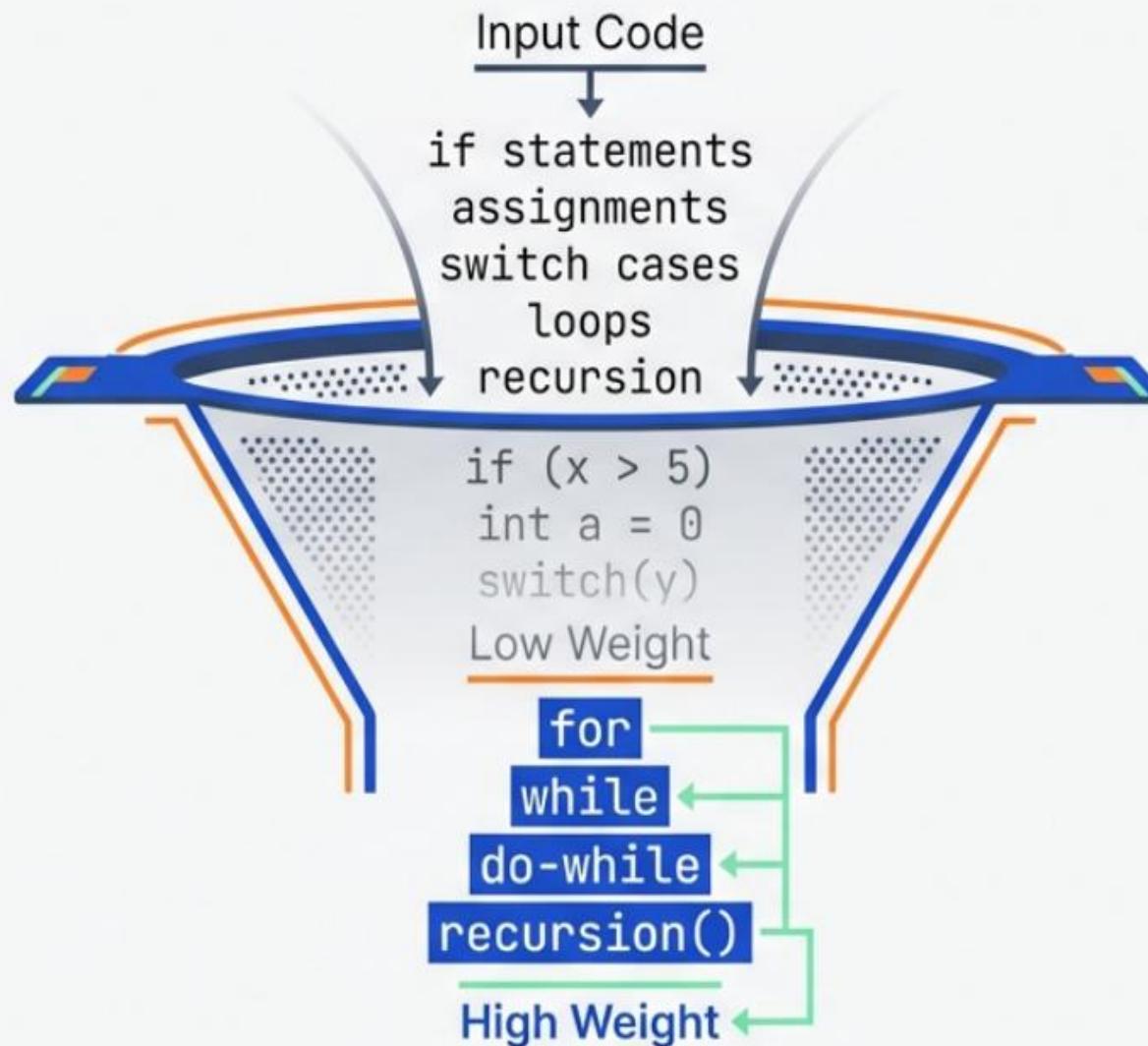
```
for (int i = 0; i < n; i++) {  
    sum += i;  
    printf("Value: %d\n", sum);  
}
```

$$T(n) = O(n)$$

Identifying growth patterns.  
Approximate and fast.

**Goal:** Determine the Order of Growth, not the exact constants.

# The Filter: Identifying High-Weight Structures



Ignore basic operations. Isolate repetition. We only measure what repeats.

# The Block Visualization Technique

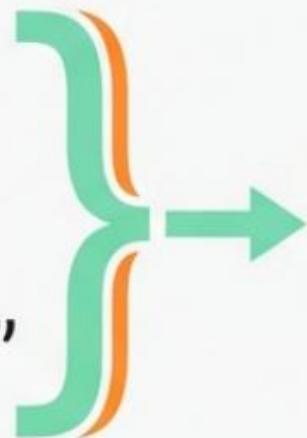
```
for (int i = 1; i <= n; i++) {  
    // statement  
}
```

The Scope

1. Start: “1”

2. End: “N”

3. Step: “+1”



→ **Executes  $N$  Times**

# Pattern A: Linear Growth O(n)

## The Code

```
for (int i = 1; i <= n; i++) {  
    ...  
}  
  
for (int i = n; i >= 1; i--) {  
    ...  
}
```

## The Rule

### Addition (+) or Subtraction (-)

If the iterator increments or decrements by a constant amount, the complexity is Linear.

$$T(n) \propto n$$

Constants are ignored.  $i += 2$  is still considered Linear (n).

# Pattern B: Logarithmic Growth $O(\log n)$

## The Code

```
for (int i = 1; i<=n; i *= 2) {  
    ...  
}  
  
for (int i = n; i >= 1; i /= 3) {  
    ...  
}
```

## The Rule

**Multiplication (\*) or Division (/)**

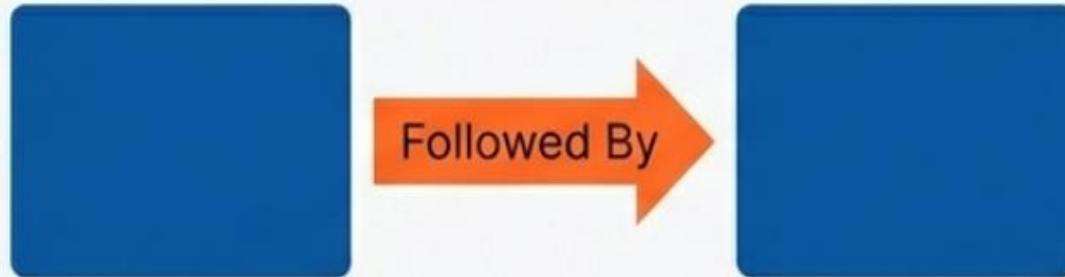
If the iterator multiplies or divides by a constant factor, the complexity is Logarithmic.

$$T(n) \propto \log n$$

The base of the log (2, 3, 10) is a constant factor and is generalized as  $\log n$ .

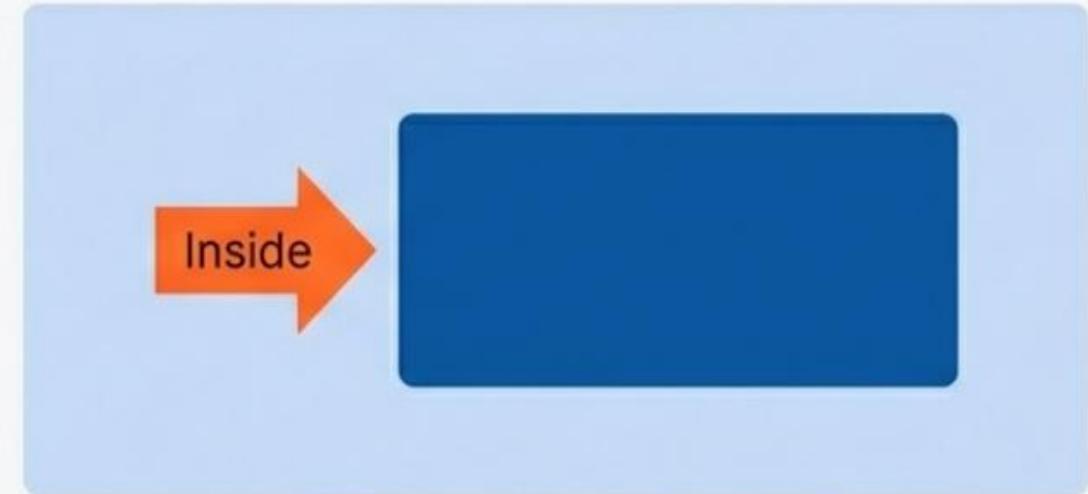
# Composition Rules: Sequential vs. Nested

## Sequential



Add the complexities.

## Nested



Multiply the complexities.

# Applied Analysis: The Quadratic Case

```
for (i = 1; i <= n; i++) {  
    for (j = 1; j <= n; j++) {  
        // statement  
    }  
}
```

Outer: n

Inner: n

Relationship: Nested

Math: Outer  $\times$  Inner

Calculation:  $n \times n = n^2$

**Complexity:  
Quadratic  $O(n^2)$**

# Handling Mixed Structures

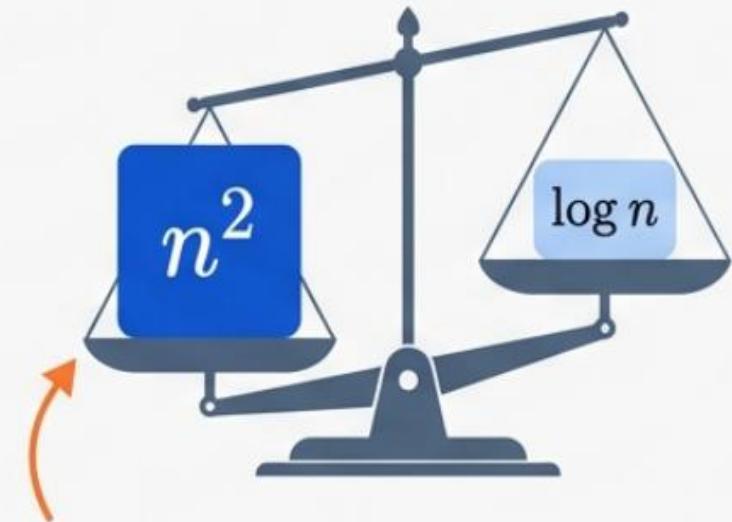
```
for (i...n) {  
    for (j...n) { ... }  
}
```

→ Block 1  
Cost =  $n^2$

```
for (k=1; k<=n; k*=3) {  
    ...  
}
```

→ Block 2  
Cost =  $\log n$

$$\text{Total } T(n) = n^2 + \log n$$



Dominance Rule: The largest term defines the complexity.

**O( $n^2$ )**

# Nested Logarithmic Loops

```
for (i = 1; i <= n; i *= 3) {  
    for (j = 1; j <= n; j *= 3) {  
        // statement  
    }  
}
```



Calculation:  $\log n \times \log n$

Result:  $(\log n)^2$

**Note:** This is  $\log^2 n$ . It is NOT  $\log(n^2)$ .

# The Simple Method Cheat Sheet

	Increment/Decrement	$n$ (Linear)
	Multiply/Divide	$\log n$ (Logarithmic)
	Sequential	Add (+)
	Nested	Multiply ( $\times$ )

Use these rules for standard loops with fixed boundaries (1 to N).

# The Challenge: Dependent Loops

```
for (i = 1; i <= n; i++) {  
    for (j = 1; j <= i; j++) {  
        // statement  
    }  
}
```

Wait. The limit  
isn't N. It's i.

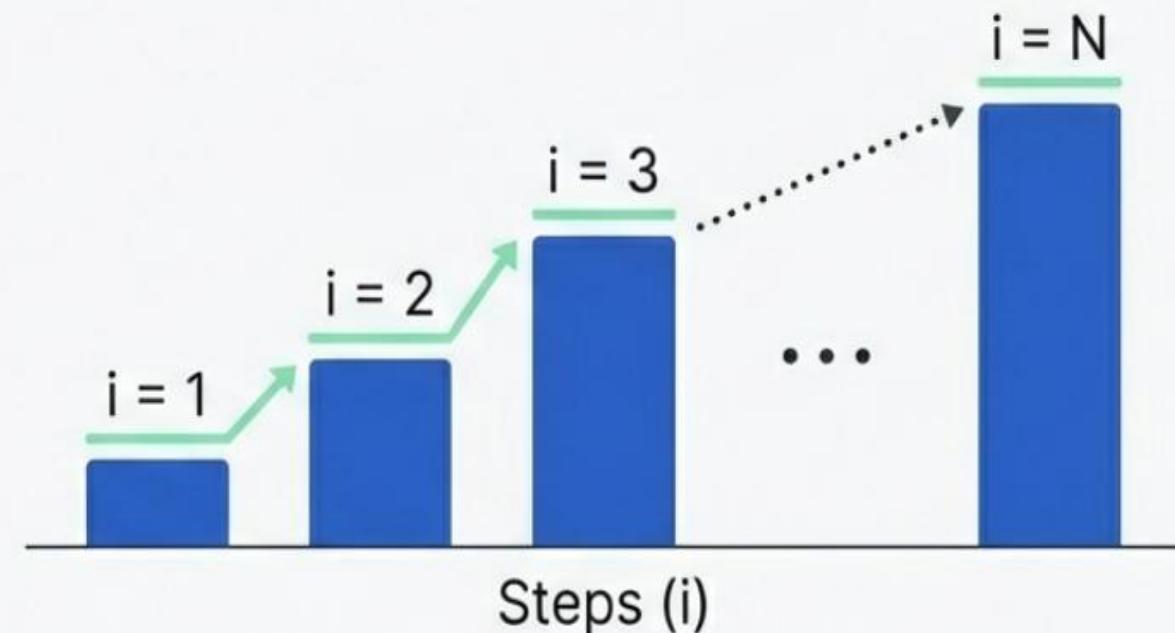
Is the complexity  $n \times i$   REJECTED

# Why the Simple Method Fails Here

$T(n)$  must be a function of  $N$  (Input Size).

'i' is a variable iterator, not a constant. It changes value every step.

Variable Iterator Simulation



The inner loop grows. It is not fixed width.

**Simple multiplication assumes a fixed width box. This box is a triangle.**

# The Verdict on the Simple Method

## Valid Use Cases

- ✓ Standard loops.
- ✓ Fixed boundaries (1 to N).
- ✓ Quick estimation/comparison.
- ✓ Identifying Linear vs. Quadratic.

## Invalid Use Cases

- ✗ Dependent loops (Inner loop depends on Outer).
- ✗ Variable boundaries (1 to i).
- ✗ Precise instruction counting.

The Simple Method is an estimation heuristic, not a universal law.

# Beyond Estimation

## Summary

We have mastered the structural estimation of:

- ✓ Linear  $O(n)$
- ✓ Logarithmic  $O(\log n)$
- ✓ Quadratic  $O(n^2)$

Coming Soon / Next Step



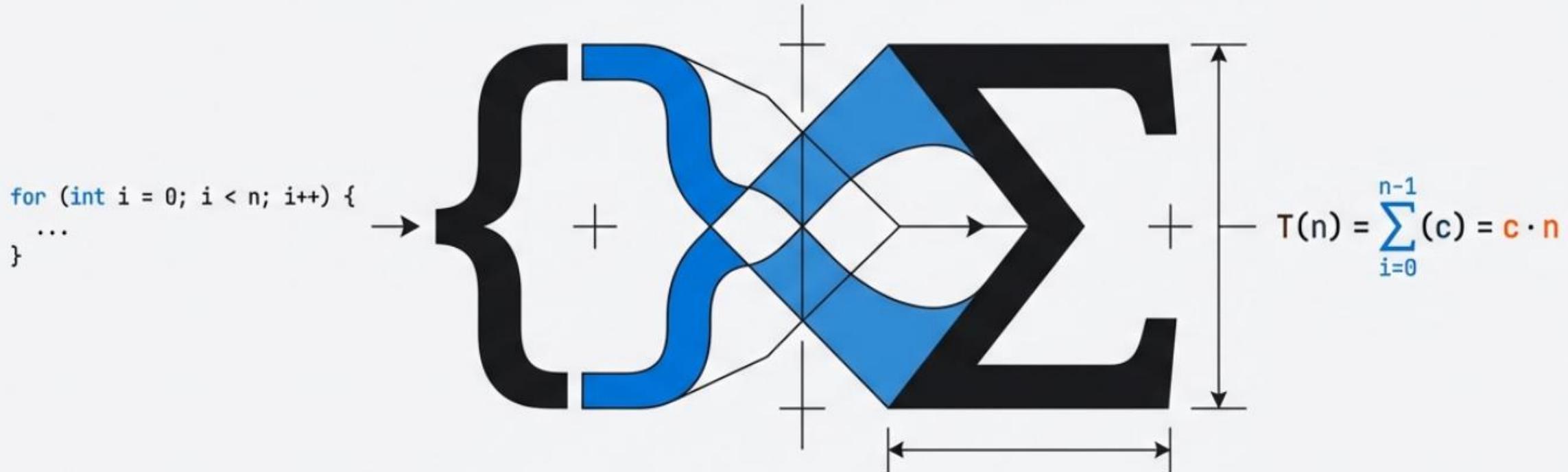
For dependent loops (1 to  $i$ ), we require Mathematical **Summation**.

$$\sum_{i=1}^n i = \frac{n(n+1)}{2}$$

Algorithm Analysis Part 1 Complete.

# Algorithm Analysis: Calculating T(n) Using Summation

A Definitive Guide to Converting Code Loops into Mathematical Equations



Stop guessing. Start deriving. Every loop structure in programming has a direct equivalent in algebraic summation. This guide bridges the gap between code logic and mathematical proof.

# Mapping the Initialization

Start → Lower Bound

CODE VIEW

```
for (i = 1; i <= n; i++) {  
    body_statements;  
}
```

Start

Condition becomes Upper Bound

Payload

End

MATH VIEW

$$T(n) = \sum_{i=1}^n (\text{body\_cost})$$

Initialization becomes Lower Bound

The loop's starting variable assignment defines the Lower Bound of the summation. It tells the math where to begin counting.

# Mapping the Condition

Condition → Upper Bound

CODE VIEW

```
Start  
for (i = 1; i <= n; i++) {  
    body_statements;  
}  
End  
Payload
```

Condition becomes Upper Bound

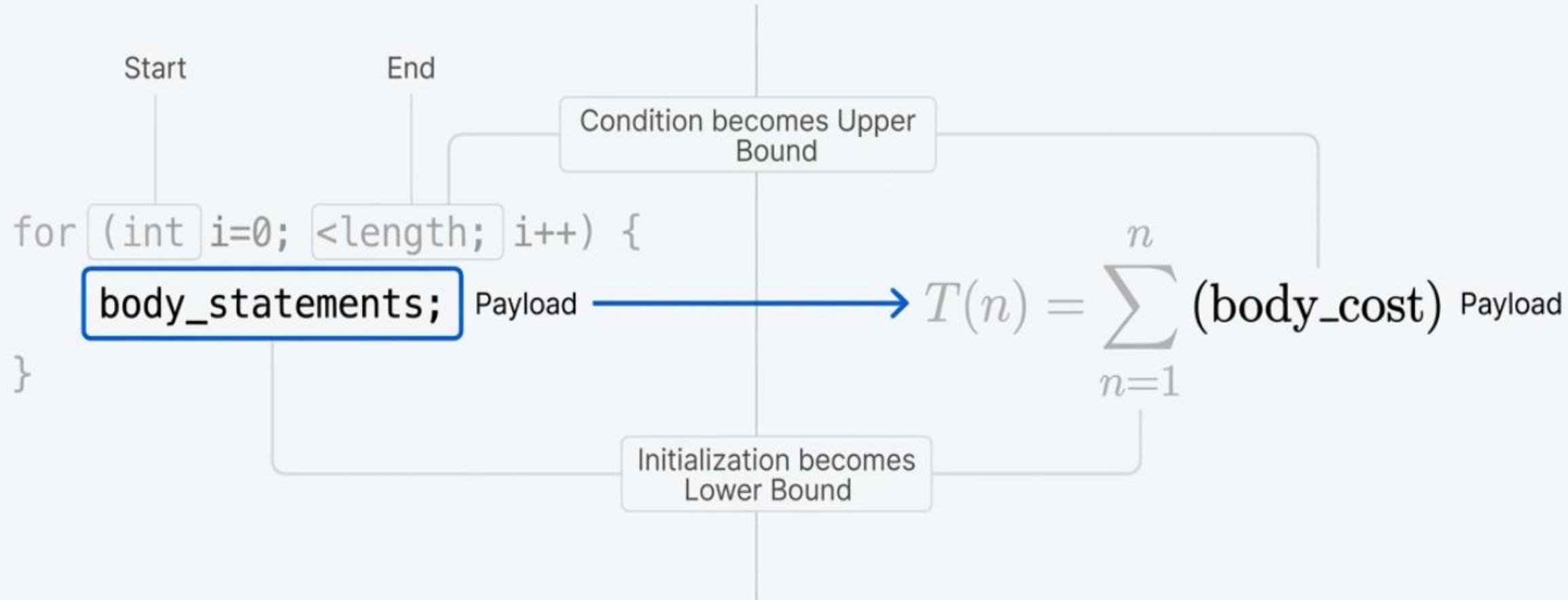
MATH VIEW

$$T(n) = \sum_{i=1}^n (\text{body\_cost})$$

The loop's exit condition defines the Upper Bound of the summation. It tells the math the maximum value 'i' will reach.

# Mapping the Payload

Body → Summation Term



The statements executed inside the curly braces represent the work done in each iteration. This becomes the term inside the parenthesis—the cost we are adding up repeatedly.

# The Complete Translation Map

CODE VIEW

```
for (i = 1; i <= n; i++) {  
    body_statements;  
}
```

Start

Condition becomes Upper Bound

1

2

3

Payload

End

MATH VIEW

$$T(n) = \sum_{i=1}^n (\text{body\_cost})$$

Initialization becomes Lower Bound

1. Initialization → Lower Limit
2. Condition → Upper Limit
3. Body → Cost
4. Step → Growth Rate

STEP LOGIC RULE:

If **(++ or --)** → Bound is **n** (Linear). If **(\* or /)** → Bound is **log n** (Logarithmic).

4

# The Mathematical Toolkit

Fundamental laws required for algebraic derivation.

## The Constant Rule

$$\sum_{i=1}^n c = c \cdot n$$

Summing a constant 'c', 'n' times.

## The Arithmetic Series

$$\sum_{i=1}^n i = \frac{n(n+1)}{2}$$

Used when the inner loop depends on the outer variable 'i'.

## The Logarithmic Rule

$$\sum_{i=1}^{\log n} c = c \cdot \log n$$

Applies when loop variables multiply or divide (e.g.,  $i=i*2$ ).

## The Dependent Variable Rule

$$\sum_{j=\text{lower}}^{\text{upper}} 1 = (\text{upper} - \text{lower} + 1)$$

Calculates iteration count when bounds are variables.

# Basic Linear Loops: Forward and Reverse

## Forward Loop

```
for(i=1; i<=n; i++) {  
    stmt;  
}
```

Maps to

$$\sum_{i=1}^n 1$$

Apply  
Constant Rule:  
 $1 \cdot n$

$$T(n) = n$$

## Reverse Loop

```
for(i=n; i>=1; i--) {  
    stmt;  
}
```

Normalize  
Bounds

$$\sum_{i=1}^n 1$$

Apply  
Constant Rule:  
 $1 \cdot n$

$$T(n) = n$$

Counting down  $n \rightarrow 1$   
is equivalent to  
counting up  $1 \rightarrow n$ .

# The Logarithmic Loop (Multiplication)

```
for (i=1; i<=n; i=i*2) {  
    stmt;  
}
```

Step is multiplication (\*2).

The loop does not run 'n' times.  
It runs based on powers of 2.



Upper Bound =  $\log_2 n$

$$\sum_{k=1}^{\log_2 n} 1$$

↓ Apply Constant Rule to limit

$$1 \cdot (\log_2 n)$$

$$T(n) = \log_2 n$$

If step was \*3, result would  
be  $\log_3 n$ .

# Independent Nested Loops

```
Outer {  
    for (i=1; i<=n; i++) { // Outer  
        for (j=1; j<=n; j++) { // Inner  
            stmt;  
        }  
    }  
}
```

$$\sum_{i=1}^n \left[ \sum_{j=1}^n 1 \right]$$

(Translation)

Solve Inner First  
(Constant Rule)

$$\sum_{i=1}^n [n]$$

(Substitution)

Solve Outer  
(Constant  
relative to i)

$$n \cdot n$$

(Calculation)

$$T(n) = n^2$$

(Result)

# Dependent Nested Loops (The Triangle)

```
for (i=1; i<=n; i++) {  
    for (j=1; j<=i; j++) { // Limit depends on i  
        stmt;  
    }  
}
```

$$\sum_{i=1}^n \left[ \sum_{j=1}^i 1 \right]$$

↓      Inner loop runs “i” times.

$$\sum_{i=1}^n i$$

↓      Apply Arithmetic Series Law.

$$T(n) = \frac{n(n+1)}{2} \approx \frac{1}{2} n^2 \rightarrow O(n^2)$$

# Logarithmic Nested Loops

```
{  
    for (i=1; i<=n; i=i*3) {  
        for (j=1; j<=n; j=j*3) {  
            stmt;  
        }  
    }  
}
```

## Step 1: Map Bounds

Outer Limit:  $\log_3 n$

Inner Limit:  $\log_3 n$

## Step 3: Solve Inner

$$\sum_{i=1}^{\log_3 n} \left[ \sum_{j=1}^{\log_3 n} \log_3 n \right]$$

## Step 2: Write Equation

$$\sum_{i=1}^{\log_3 n} \left[ \sum_{j=1}^{\log_3 n} 1 \right]$$

## Step 4: Solve Outer

$$(\log_3 n) \cdot (\log_3 n)$$

## Final Result

$$T(n) = (\log_3 n)^2$$

# Advanced Derivation: Complex Dependencies (Part 1)

Setup for nested loop with offsets.

## The Problem

```
for (i=0; i < n-2; i++) {  
    /\ JetBrains Mono font \\\n    for (j=i+1; j < n; j++) {  
        stmt; ↑  
    }  
}  
}                                ↑  
                                Outer Bound  
                                Inner Start  
                                Inner End
```

## The Translation

$$\sum_{i=0}^{n-3} \left[ \sum_{j=i+1}^{n-1} 1 \right]$$

Requires "Upper - Lower + 1" Rule

Note: Bounds are adjusted to be inclusive  
(n-2 becomes n-3, n becomes n-1).

## Advanced Derivation: The Solution (Part 2)

Step 1: Inner Loop Count

$$\text{Count} = (\text{Upper} - \text{Lower} + 1)$$

$$\text{Count} = (n - 1) - (i + 1) + 1$$

$$\text{Count} = n - 1 - i$$

Step 2: Update Outer Summation

$$\sum_{i=0}^{n-3} (n - 1 - i)$$

Step 3: Distribute

$$\sum_{i=0}^{n-3} n - \sum_{i=0}^{n-3} 1 - \sum_{i=0}^{n-3} i$$

Step 4: Solve

$$n(n-2) - (n-2) - (\text{Arithmetic Series})$$

Dominant term is  $n \times n$ .

Complexity:  $O(n^2)$

# Special Case Laws & Formulas

$x^i$

$$\sum_{i=1}^n x^i = \frac{x^{n+1} - x}{x-1}$$

Powers

$i^2$

$$\sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$$

Squares

$1/i$

$$\sum_{i=1}^n \frac{1}{i} \approx \ln n$$

Reciprocals

# Advanced Summation Rules

Rule 5: Geometric Series

$$\sum_{i=0}^n x^i = \frac{x^{n+1} - 1}{x - 1}$$

Rule 6: Harmonic Series

$$\sum_{i=1}^n \frac{1}{i} \approx \ln n$$

Rule 7: The ‘Magic’ Log Rule

Summation bounds go to  $\log_2 n$  and body is  $2^i$

$$\sum_{i=1}^{\log_2 n} 2^i = 2(n - 1)$$

Appears when doubling iterator ( $i*2$ ) inside a loop.

# The Analysis Workflow

## 1. Define Bounds:

Map **init/condition** to  
**Lower/Upper Sigma limits.**

## 2. Identify Step:

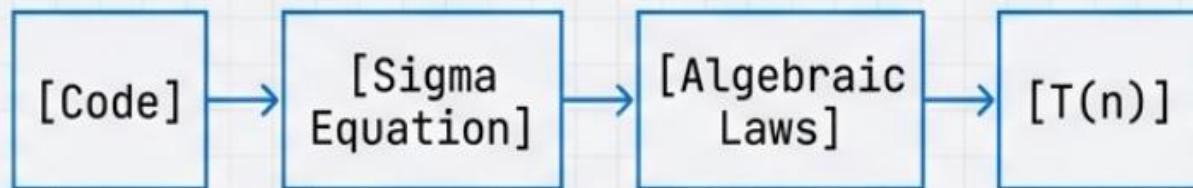
+ is **Linear**. \* is **Logarithmic**.

## 3. Check Dependency:

Does inner loop use outer  
variable? (e.g.  $j < i$ )

## 4. Simplify:

Solve algebra to find highest  
order term.



# Algorithmic Translation

From Loops to Summations: A Guide to  
Modeling Iteration Complexity

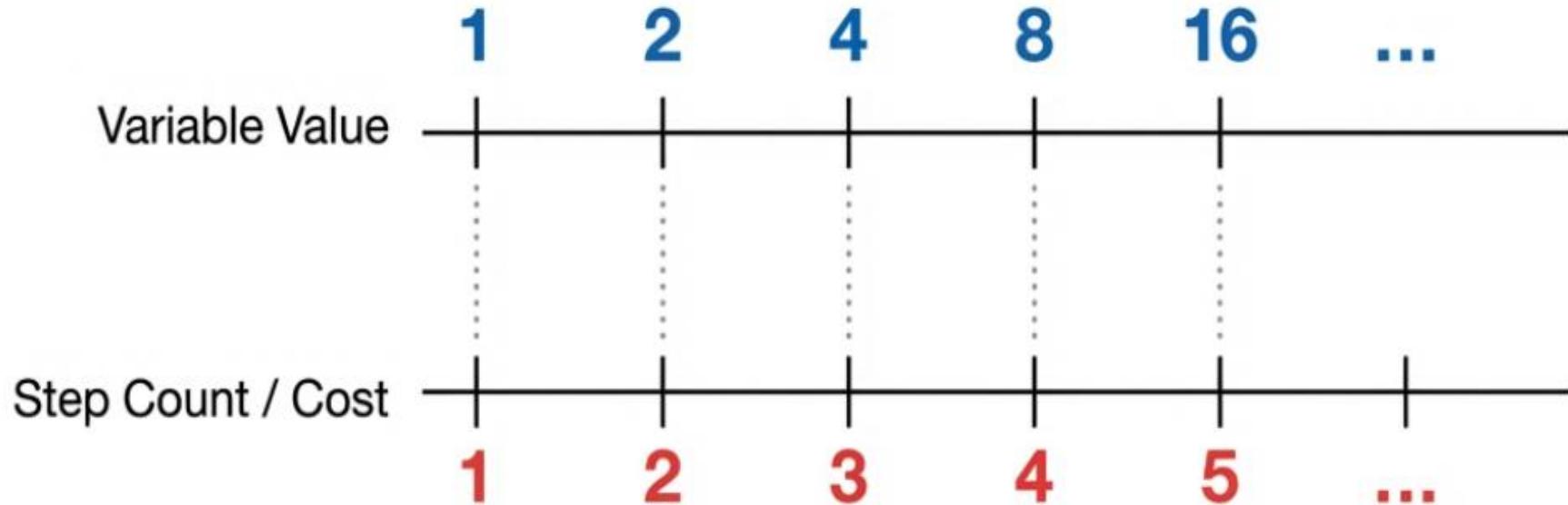
```
for (int i = 1; i <= n; i *= 2)
```



$$\log_2 n \sum_{k=0}^{\infty}$$

To understand efficiency, we must stop reading code line-by-line  
and start modeling it mathematically.

# Don't Simulate the Execution. Count the Steps.



## The Insight:

- The Sigma symbol ( $\sum$ ) counts the *iterations*.
- The body of the Sigma counts the *work* (1 unit) done per iteration.

# The Baseline: Lininear Translation

## CODE SNIPPET

```
for (int i = 1; i <= n; i++)  
    ↑  
    Linear  
    Increment (+1)
```

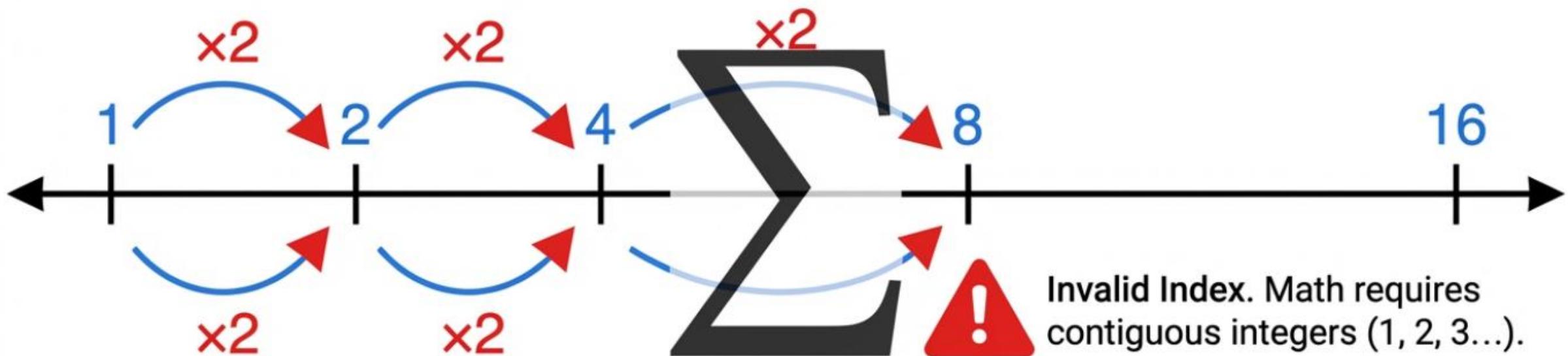
## MATHEMATICAL MODEL

$$\sum_{i=1}^n 1 = n$$

← Index matches Variable

- When the loop step is linear (+1), the code variable and the summation index are identical.

# The Friction: When 'i' Skips Values



We cannot write  $\sum_{i=1}^n$ , step=doubling. We need a bridge between the geometric code and the linear math.

# The Substitution Rule: Introducing $k$

$k$  represents the Step Number.

Step Count ( $k$ )	0	1	2	3	...
Variable Value ( $i$ )	1	2	4	8	...

$$i = 2^k$$

We substitute the code variable  $i$  with the exponential expression  $2^k$ . This allows us to sum over  $k$ , which grows linearly (0, 1, 2, 3...), satisfying the rules of mathematics.

# Transforming the Bounds

**Original Condition**

$$i \leq n$$



**Substitution ( $i = 2^k$ )**

$$2^k \leq n$$



**Solve for  $k$**

$$k \leq \log_2 n$$

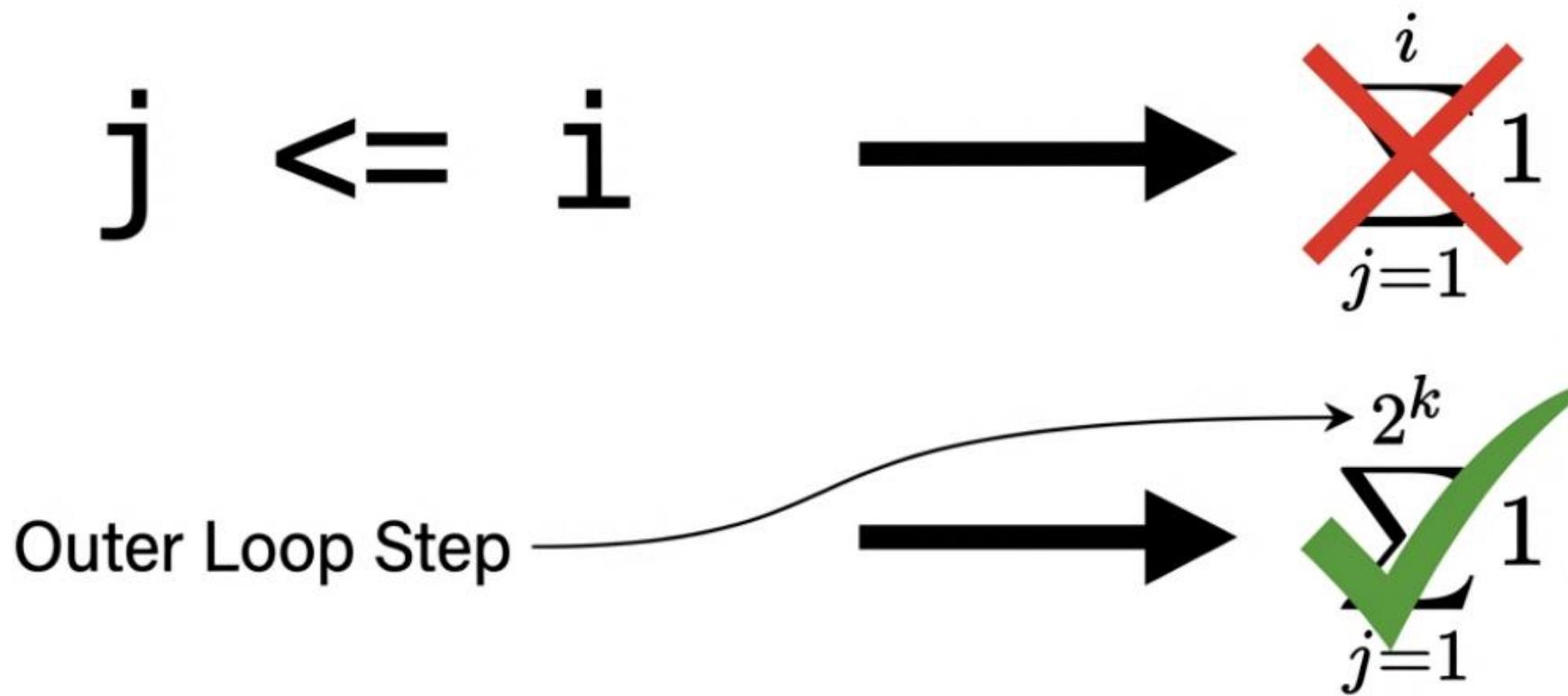
$$\log_2 n$$

$$\sum_{k=0}^{\dots}$$

The loop doesn't run  $n$  times. It runs  $\log n$  times.  
We no longer sum over  $i$ ; we sum over  $k$ .

# Handling Inner Loop Dependencies

When the inner loop depends on the outer loop (e.g.,  $j \leq i$ ), we must not use  $i$  in the summation bound. Substitute it immediately.



# Case Study I: Linear / Independent

## Code Snippet

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

## Analysis

Outer: Linear (1 ... n)  
Inner: Linear (1 ... n)  
Dependency: None

## Time Complexity

## Derivation

$$\begin{aligned} & \sum_{i=1}^n \sum_{j=1}^n 1 \\ &= \sum_{i=1}^n n \\ &= n \cdot n \end{aligned}$$

**O(n<sup>2</sup>)**

# Case Study II: Linear / Dependent

## Code Snippet

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

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

## Analysis

Outer: Linear (1 ... n)  
Inner: Dependent (1 ... i)  
Type: Triangular Series

## Time Complexity

## Derivation

$$\begin{aligned} & \sum_{i=1}^n \sum_{j=1}^i 1 \\ &= \sum_{i=1}^n i \\ &= \frac{n(n + 1)}{2} \end{aligned}$$

**O(n<sup>2</sup>)**

# Case Study III: Logarithmic / Logarithmic

Code Snippet	Analysis	Derivation
<pre>for(int i = 1; i &lt;= n; i *= 2) for(int j = 1; j &lt;= i; j *= 2) print "hello";</pre>	<ul style="list-style-type: none"><li>Outer: Geometric (<math>i = 2^k</math>)</li><li>Inner: Geometric (<math>j = 2^m</math>)</li><li>Bounds: <math>k \leq \log n, m \leq k</math></li></ul>	$\begin{aligned} & \sum_{k=0}^{\log n} \sum_{m=0}^k 1 \\ &= \sum_{k=0}^{\log n} (k+1) \\ &\approx \frac{1}{2}(\log n)^2 \end{aligned}$

**O(log<sup>2</sup> n)**

# Case Study IV: Logarithmic / Linear (The Trap)

Code Snippet	Analysis	Derivation
<pre>for(int i = 1; i &lt;= n; i *= 2) for(int j = 1; j &lt;= i; j++) print "hello";</pre>	<ul style="list-style-type: none"><li>Outer: Geometric (<math>i=2^k</math>)</li><li>Inner: Linear dependent (<math>j \leq i</math>)</li><li>Note: Inner runs <math>2^k</math> times.</li></ul>	$\begin{aligned} & \sum_{k=0}^{\log n} \sum_{j=1}^{2^k} 1 \\ &= \sum_{k=0}^{\log n} 2^k \\ &= 2^{\log n + 1} - 1 = 2n - 1 \end{aligned}$

**O(n)**

**Questions**  
**Find Time Equation  $T(n)$**

```
int x = 1 + 3;  
for(int i = 1; i ≤ n; i++)  
    print i;  
int y = x * 120;  
print y;
```

```
for(int i = n; i ≥ 1; i --)  
    print i;
```

```
for(int i = 1; i ≤ n; i *= 2)  
    print i;
```

---

```
for(int i = n; i ≥ 1; i /= 2)  
    print i;
```

```
for(int i = 1; i ≤ n; i++)
    for(int j = 1; j ≤ n; j++)
        print "hello";
```

```
for(int i = 1; i ≤ n; i *= 3)
    for(int j = 1; j ≤ n; j++)
        print "hello";
```

---

```
for(int i = 1; i ≤ n; i++)
    for(int j = 1; j ≤ n; j++)
        print "hello";
for(int i = 1; i ≤ n; i *= 3)
    print "hello";
```

```
for(int i = 1; i ≤ n; i *= 3)
    for(int j = 1; j ≤ n; j *= 3)
        print "hello";
```

```
for(int i = 1; i ≤ n; i++)
    for(int j = 1; j ≤ i; j++)
        print "hello";
```

```
for(int i = 1; i ≤ n; i++)
    print i;
```

```
for(int i = n - 1; i ≥ 1; i--)
    print i;
```

```
for(int i = 1; i ≤ n; i *= 2)
    print i;
```

```
for(int i = n; i ≥ 1; i/= 2)
    print i;
```

---

```
int F(A,n)
S=0;
for i = 0 to n-2
    for j = i+1 to n-1
        if (Ai > Aj) S++
return S
```

*for*(*int* *i* = 1; *i* ≤ *n*; *i* + +)

*for*(*int* *j* = 1; *j* ≤ *n*; *j* + +)

*print* "hello";

*for*(*int* *i* = 1; *i* ≤ *n*; *i* \*= 2)

*for*(*int* *j* = 1; *j* ≤ *i*; *j* \*= 2)

*print* "hello";

*for*(*int* *i* = 1; *i* ≤ *n*; *i* + +)

*for*(*int* *j* = 1; *j* ≤ *i*; *j* + +)

*print* "hello";

*for*(*int* *i* = 1; *i* ≤ *n*; *i* \*= 2)

*for*(*int* *j* = 1; *j* ≤ *i*; *j* + +)

*print* "hello";

```
function mystery(n)
  r := 0
  for i := 1 to n - 1 do
    for j := i + 1 to n do
      for k := 1 to j do
        r := r + 1
  return(r)
```

```
function prestiferous(n)
  r := 0
  for i := 1 to n do
    for j := 1 to i do
      for k := j to i + j do
        for l := 1 to i + j - k do
          r := r + 1
  return(r)
```

```
function pesky(n)
  r := 0
  for i := 1 to n do
    for j := 1 to i do
      for k := j to i + j do
        r := r + 1
  return(r)
```

```
function conundrum(n)
  r := 0
  for i := 1 to n do
    for j := i + 1 to n do
      for k := i + j - 1 to n do
        r := r + 1
  return(r)
```