Introduction to Big-Oh

In O(1) time

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Overview

- Data Structures & Algorithms
- Comparison
- Categories
 - \circ O(1), O(log n), O(n), O(n²), O(n³), O(mⁿ)
- Analysis
- Your own implementation review

- Scary Stuff™
- Voodoo
- Advanced
- Intense

All Myths

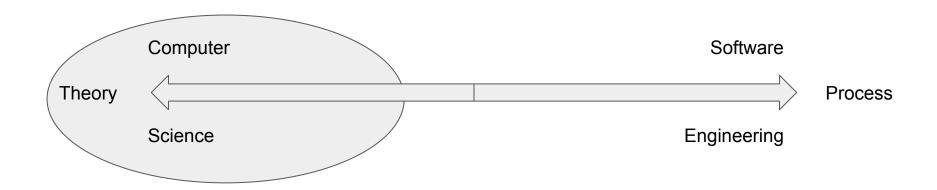
- Dream Job
- Prestige
- Seniority

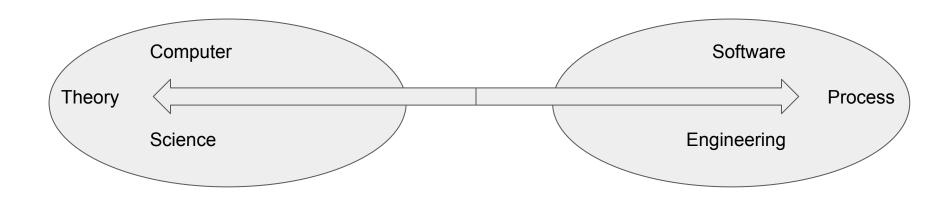
- Data Structures describe how to structure data and organize it in memory
 - Mainly concerned with storage
 - Data Structures don't `function` (or execute)
- Just a few basic `families` of Data Structures
 - Arrays / Vectors / Lists
 - Stacks / Queues
 - Trees / Graphs
 - Sets / Hash Tables

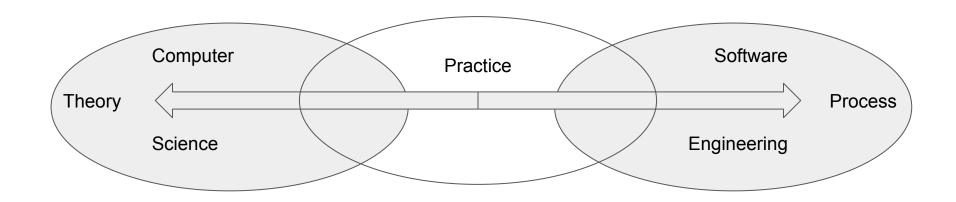
A good data structure can store any kind of data

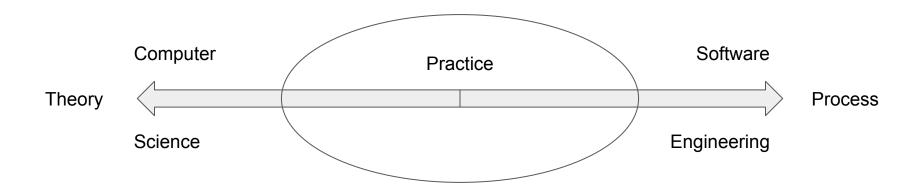
- Primarily concerned with `what` to do with the data stored in a structure
 - And `how` it's done
 - Algorithms do compute (or execute)
- Step-by-Step instructions
- Infinite number of possible algorithms, but a few universal ones.
 - The behavioral operations of the data structure
 - Searching / Sorting
 - Insert / Retrieve
 - Add / Remove
 - Compare / Compute











- Many ways to perform the same operation
 - Bubble Sort, Insertion Sort, Quick Sort, Radix Sort, Etc.
 - Linear Search, Binary Search, etc.
- How can we know which algorithm is `better` than the other?
 - Analysis
 - Big-Oh

- A universal statement of fact: the code we ourselves write is BETTER than the code others write
 - Prove me wrong?
- Big-Oh gives us an objective way to compare the performance between algorithms
 - And are often accompanied by a mathematical proof to prove its advertised performance

- It is possible to make an accurate decision about its runtime performance just by looking at a few basic constructs of the code
 - No mathematical proof needed
 - Incredible skill to have during an interview
 - A few weeks more to become very comfy with edge cases
 - Using the traditional method, years, usually (I don't have proof for that statement)

- The process of studying an algorithm to determine the Big-Oh category is called: Analysis
 - More specifically: Asymptotic Analysis (google it for more information)
- The result of the analysis indicates which Big-Oh function an algorithm belongs to
 - Though in written and spoken language, is rarely referred to as such
 - We'll just say: O(n), or O(1), etc. or in English: Linear, Constant, etc.

- What we measure:
 - Number of computations as the input size increases
 - How much memory consumption grows as the input size increases (sometimes)

Performance

Worst case analysis: Big-Oh O(1), O(n), etc. Average or exact case analysis: Big-Theta O(1), O(n), etc. Best case analysis: Big-Omega O(1), O(n), etc.

- Big-Oh very useful for comparing which algorithms perform the best
- Big-Theta very useful for actually comparing the average expected performance
- Big-Omega useful for comparing the best performance, not useful otherwise

Categories / Analysis

 Algorithms can belong to any performance category, but there are a few extremely common ones

O(1): Constant Best

• O(log n): Logarithmic

O(n): Linear

• O(n log n): Linear-Logarithmic

 \circ O(n²): Quadratic

 \circ O(n³): Cubic

o **O(mⁿ)**: Exponential Worst

Categories / Analysis

```
INSERTION-SORT(A)
                                                   times
                                           cost
 1: for j = 2 to A.length
                                          c_1
                                                   n
 2: key = A[j]
                                                   n-1
                                          c_2
 3: // Insert A[j] to the sorted
                                                   n-1
        sequence A[1..j-1]
 4: i = j - 1
                                                   n-1
                                          C_4
                                                   \sum_{j=2}^{n} t_j
 5: while i > 0 and A[i] > key
                                          c_5
                                                   \sum_{j=2}^{n} (t_j - 1)
   A[i+1] = A[i]
 6:
                                          c_6
                                             \sum_{i=2}^{n} (t_i - 1)
 7: i = i - 1
                                          c_7
 8: A[i+1] = key
                                                   n-1
                                          c_8
                                                    = O(n^2)
```

- O(1): Constant ; fixed no. of operations
 - The amount of time does not change as the input size grows
 - The number of operations do not increase as the input size grows

- O(n): Linear ; loop, iteration, incremental recursion
 - The amount of time grows proportionately as the input size grows
 - The number of operations increase proportionately as the input size grows

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 - The number of operations increase as a product of the input size

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- O(log n): Logarithmic ; Cuts the problem size by a fraction (usually ½)
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 - The number of operations increase as a fraction of the input size

- O(n³): Cubic ; triple nested loops, inner incremental recursion
 - The amount of time grows cubic in relation to the input size
 - The number of operations grow cubic in relation to the input size

```
function compute(list) {
 var count = 0;
                                                              // 1
                                                              // n
  for (var i = 0; i < list.length; i++) {
                                                             // . n
    for (var j = i+1; j < list.length; j++) {
                                                             // . . n
      for (var k = j+1; k < list.length; k++) {
        if(list[i] + list[j] + list[k] === 0) {
                                                              // 1
                                                              // 1
          Count++;
  return count;
                                                              // 1
```

- O(mⁿ): Exponential ; Too many nested computations
 - The amount of time grows exponentially as the input size increases
 - The number of operations grow exponentially as the input size increases

```
// = O(n^5)
function compute(n) {
                                                                   // 1
  var sum = 0;
                                                                   // n
  for (var i=0; i < n; i++) {
                                                                   // . n*n
    for (var j=i; <u>j<i*i</u>; <u>j++</u>) {
      if (<u>j % i</u> === 0) {
                                                                   // . . n
                                                                   // . . n
        for (var k=0; k < j; k++) {
           sum += 1;
                                                                   // 1
  return sum;
```

- if-then-else statements
 - Whichever of the if-then-else parts is the biggest

```
function compute(a) {
  var sum = 0;
  if(a.length === 0) {
    return 0;
  else {
    for (var n=0; n<a.length; n++) {</pre>
      if (a[n] % 2 == 0) {
        sum += 1;
    return sum;
```

- if-then-else statements
 - Whichever of the if-then-else parts is the biggest

```
function compute(a) {
  var sum = 0;
                                                                           // 1
  if(a.length === 0) {
                                                                           // 1
    return 0;
                                                                           // 1
  else {
    for (var n=0; \underline{n} < \underline{a.length}; \underline{n++}) {
                                                                           // n
       if (a[n] % 2 == 0) {
                                                                           // 1
         sum += 1;
                                                                           // 1
                                                                           // 1
    return sum;
```

- Multiples / Repeats
 - \circ Drop the constants, thus O(3n) becomes O(n); O($\frac{1}{2}$ n) becomes O(n); O(7) becomes O(1)

```
function compute(n) {
  var sum = 0;
  for (var i=0; i<n; i++) {
    sum += 2;
  }
  for (var i=0; i<n; i++) {
    sum += 1;
  }
  return sum;
}</pre>
```

- Multiples / Repeats
 - \circ Drop the constants, thus O(3n) becomes O(n); O($\frac{1}{2}$ n) becomes O(n); O(7) becomes O(1)

```
function compute(n) {
                                                                // 1
  var sum = 0;
                                                                // n
  for (var i=0; i < n; i++) {
                                                                // 1
    sum += 2;
                                                                // n
  for (var i=0; i < n; i++) {
                                                                // 1
    sum += 1;
                                                                // 1
  return sum;
                                     // Looks like O(2n)
                                     // Drop the `2`, is O(n)
```

Bonus

• What is the Big-Oh of the following example?

```
function compute(n) {
  var sum = 0;
  for (var i=0; i<n; i++) {
    for (var k=n-i; k<i; k++) {
      sum += 1;
    }
  }
  return sum;
}</pre>
```

Bonus

• What is the Big-Oh of the following example?

Study Tools

(bigocheatsheet.com)

Data Structure	Time Complexity								Space Complexity
	Average				Worst				Worst
	Access	Search	Insertion	Deletion	Access	Search	Insertion	Deletion	
Array	θ(1)	Θ(n)	Θ(n)	Θ(n)	0(1)	0(n)	0(n)	0(n)	0(n)
Stack	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Queue	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Singly-Linked List	Θ(n)	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Doubly-Linked Lis	<u>θ(n)</u>	Θ(n)	0(1)	0(1)	0(n)	0(n)	0(1)	0(1)	0(n)
Skip List	θ(log(n))	θ(log(n))	$\theta(\log(n))$	θ(log(n))	0(n)	0(n)	0(n)	0(n)	0(n log(n))
Hash Table	N/A	0(1)	0(1)	0(1)	N/A	0(n)	0(n)	0(n)	0(n)
Binary Search Tree	$\theta(\log(n))$	θ(log(n))	$\theta(\log(n))$	θ(log(n))	0(n)	0(n)	0(n)	0(n)	0(n)
Cartesian Tree	N/A	θ(log(n))	θ(log(n))	θ(log(n))	N/A	0(n)	0(n)	0(n)	0(n)
B-Tree	$\theta(\log(n))$	θ(log(n))	$\theta(\log(n))$	θ(log(n))	0(log(n))	O(log(n))	0(log(n))	0(log(n))	0(n)
Red-Black Tree	θ(log(n))	θ(log(n))	θ(log(n))	θ(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)
Splay Tree	N/A	Θ(log(n))	θ(log(n))	Θ(log(n))	N/A	0(log(n))	0(log(n))	0(log(n))	0(n)
AVL Tree	θ(log(n))	θ(log(n))	$\theta(\log(n))$	θ(log(n))	0(log(n))	0(log(n))	0(log(n))	0(log(n))	0(n)
KD Tree	θ(log(n))	θ(log(n))	θ(log(n))	θ(log(n))	0(n)	0(n)	0(n)	0(n)	0(n)

Array

Write code to calculate the average of the following array:

```
var array = [4, 8, 12, 4, 2, 9, 1, 0, 12, 17, 8, 10];
```

Array

Write code to calculate the average of the following array:

```
var array = [4, 8, 12, 4, 2, 9, 1, 0, 12, 17, 8, 10];
function average(a) {
  var average = 0;
  for (var i=0; i<a.length; i++) {
     average += a[i];
  }
  return average / a.length;
}</pre>
```

LinkedList get(index)

```
// this._length;
// this._head
//
function get(index) {
   if (index > -1 && index < this._length) {
      var current = this._head,
      i = 0;
      while(i++ < index) {
        current = current.next;
      }
      return current.data;
   } else {
      return null;
   }
}</pre>
```

Array get(index)

```
function getValue(index, data) {
  return data[index];
}
```

LinkedList remove(index)

```
function remove(index) {
 var i = 0;
 var current = first, previous;
 if(index === 0) {
    first = current.next;
 else {
   while(i++ < index) {</pre>
     previous = current;
     current = current.next
   previous.next = current.next;
 return current.value;
```

LinkedList append(value)

```
function append(data) {
  const node = {
    data: data,
    next: null
  };

  if(this.count === 0) {
    this.head = node;
  } else {
    this.tail.next = node;
  }

  this.tail = node;
  this.count++;
}
```

Stack pop()

```
Stack.prototype.pop = function() {
  var size = this._size,
    deletedData;

if (size) {
    deletedData = this._storage[size];

    delete this._storage[size];
    this._size--;

    return deletedData;
    }
}
```

BinarySearchTree insert(...)

```
BinarySearchTree.prototype.insert = function (value) {
  var node = BinarySearchTree(value);
  function recurse(bst) {
    if (bst.value > value && bst.left === undefined) {
     bst.left = node;
    } else if (bst.value > value) {
      recurse (bst.left);
    } else if (bst.value < value && bst.right === undefined) {</pre>
     bst.right = node;
    } else if (bst.value < value) {</pre>
      recurse(bst.right);
  recurse (this);
```

Questions?

US

http://algoacad.me

linkedIn: /company/AlgorithmAcademy

Me

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