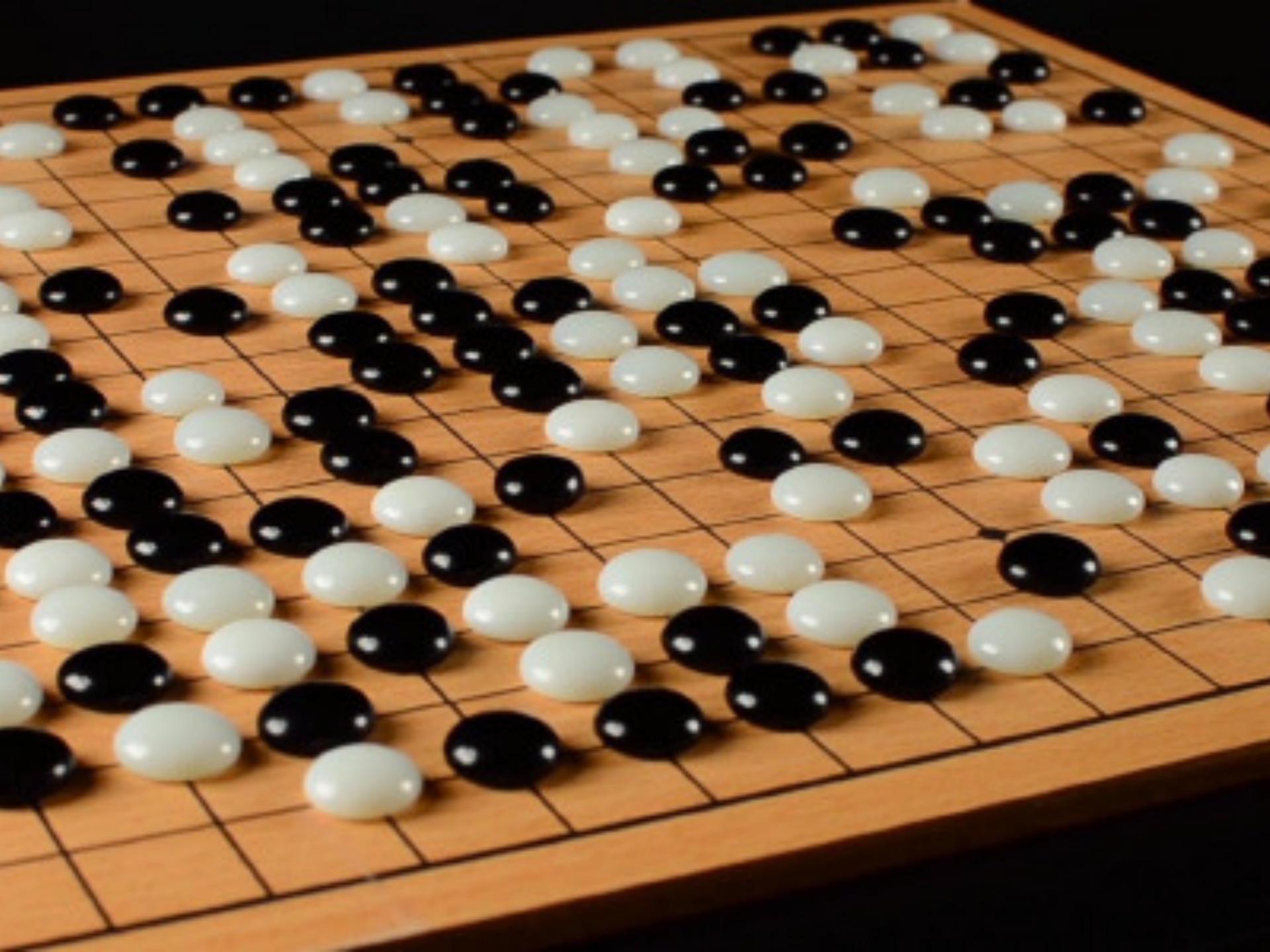
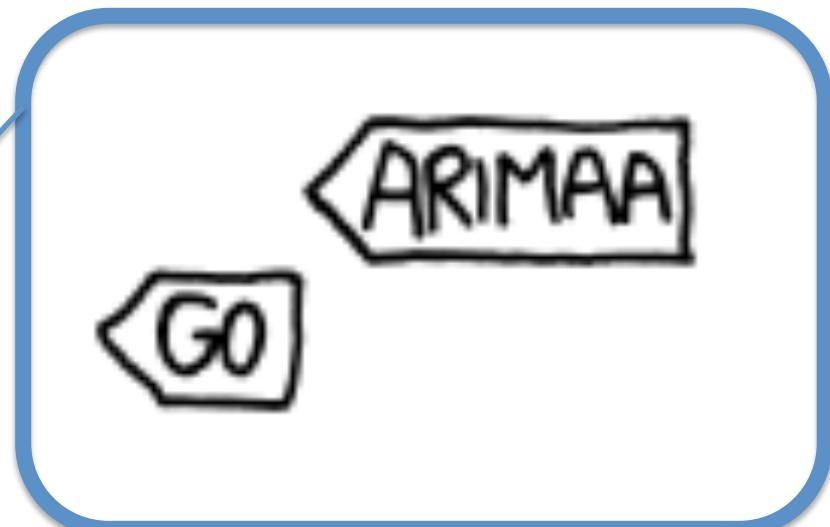
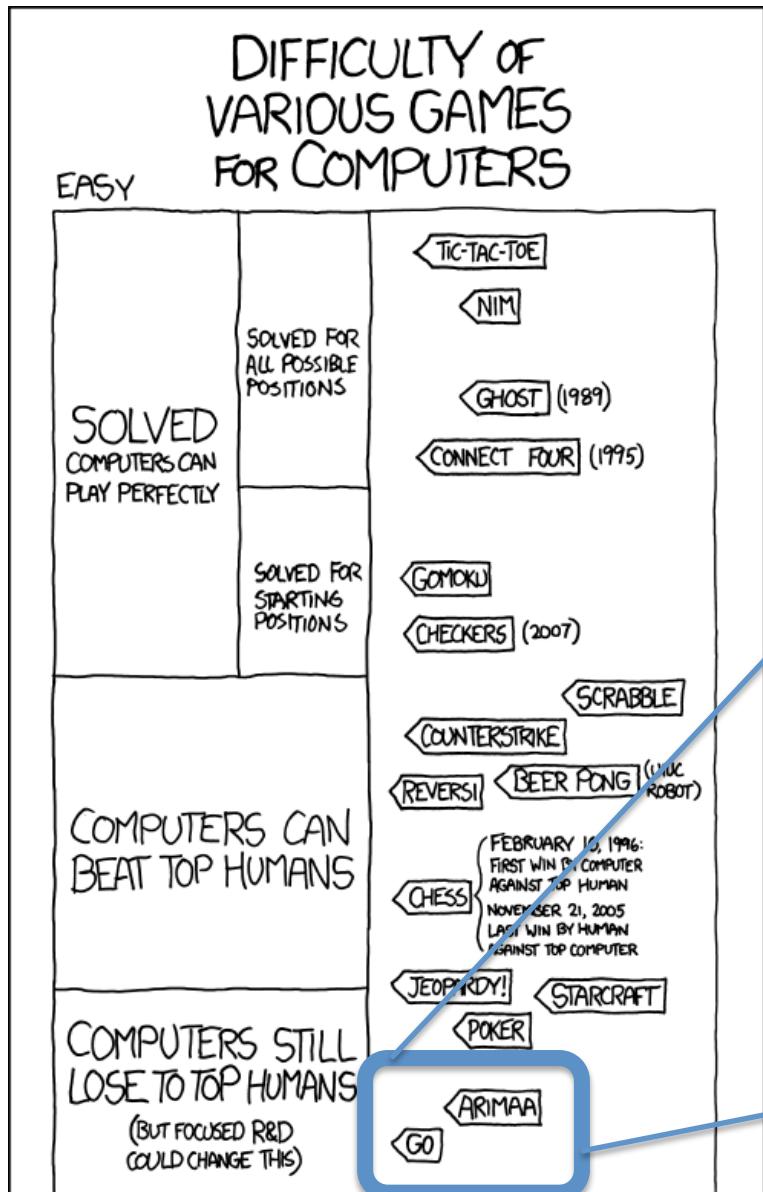


Computer Science has Changed

Hit a huge milestone...



The Hardest Game Left



How they beat humans is meaningful

Big O and Games

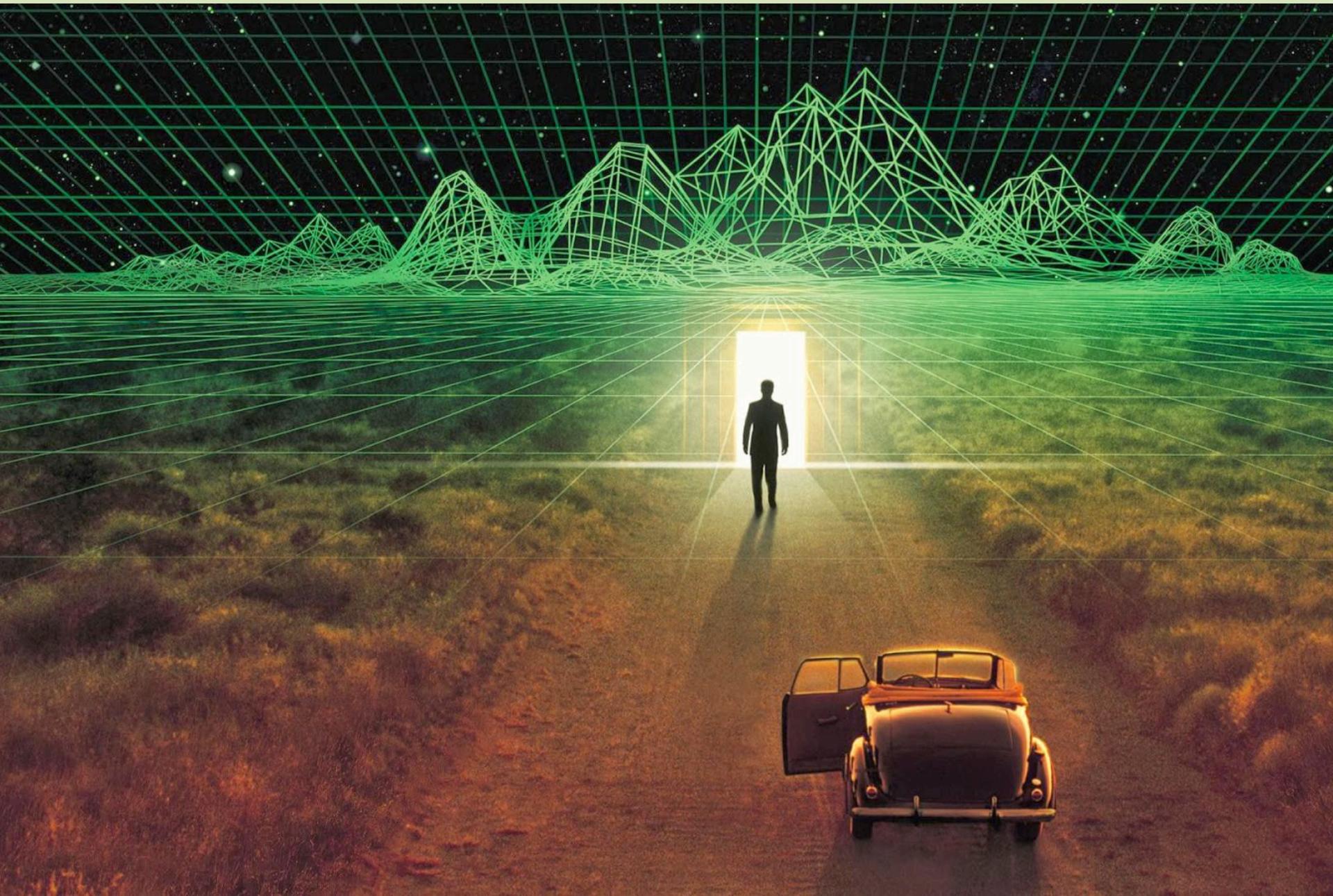
Chris Piech

CS 106B
Lecture 10
Jan 29, 2015

Partners After Class



Contest Due Today

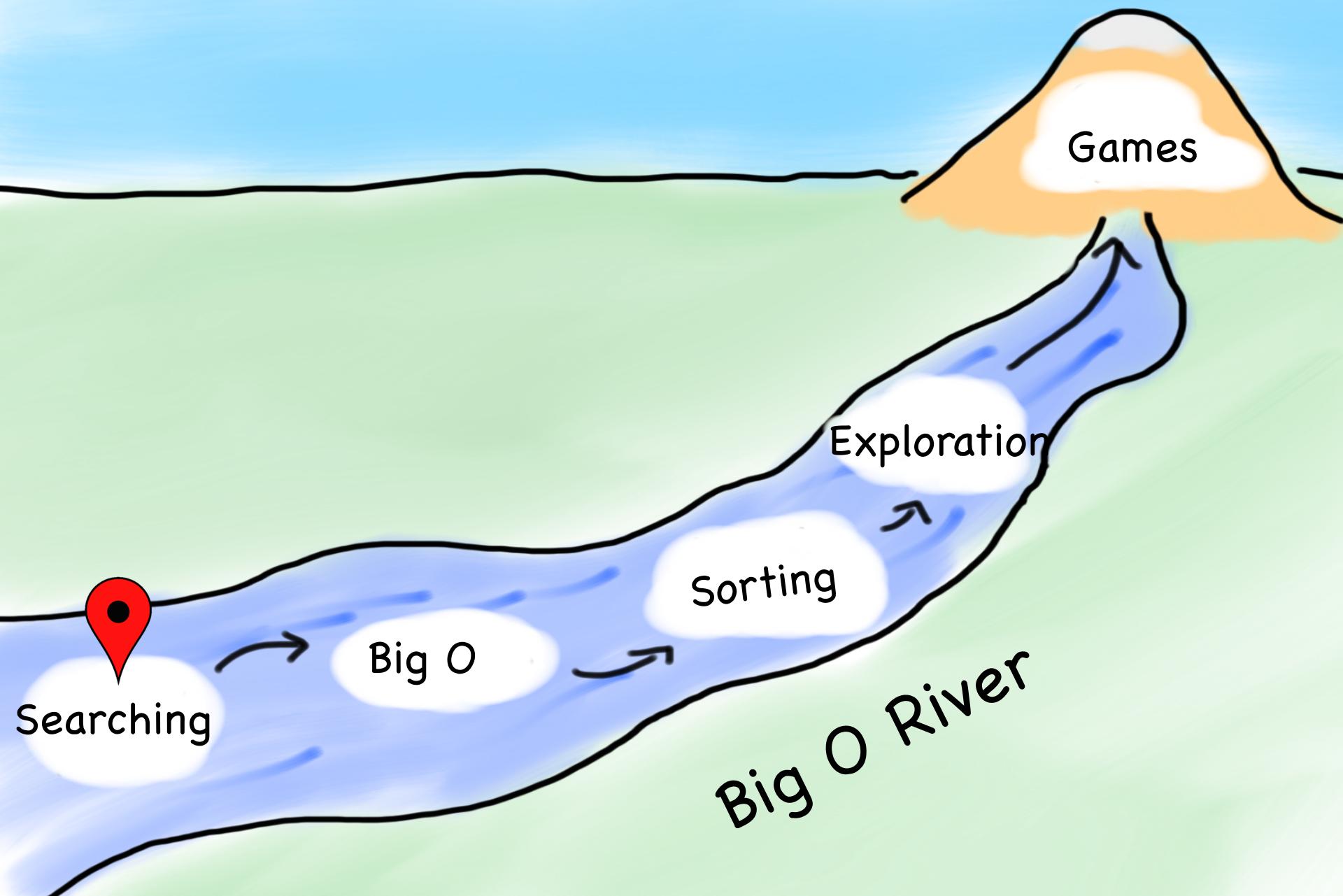


Today's Goals

1. Understand Big O
2. Get a feel for exponential growth



Today's Goals



Searching



Linear Search

201	202	203	205	206	207	208	209	210	212	213	214	215	216	217	218	219	224	225	228	229	231
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
234	239	240	248	251	252	253	254	256	260	262	267	269	270	276	281	283	301	302	303	304	305
22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
307	308	309	310	312	313	314	315	316	317	318	319	320	321	323	325	330	331	334	336	337	339
44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
347	351	352	360	361	364	385	386	401	402	404	405	406	407	408	409	410	412	413	414	415	416
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87
417	419	423	424	425	430	432	434	435	440	443	445	469	470	475	478	479	480	484	501	502	503
88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109
504	505	507	508	509	510	512	513	515	516	517	518	520	530	540	541	551	559	561	562	563	564
110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131
567	570	571	573	574	575	580	585	586	601	602	603	605	606	607	608	609	610	612	614	615	616
132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153
617	618	619	620	623	626	630	631	636	641	646	650	651	660	661	662	678	682	701	702	703	704
154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
706	707	708	712	713	714	715	716	717	718	719	720	724	727	731	732	734	740	754	757	760	762
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197
763	765	769	770	772	773	774	775	779	781	785	786	801	802	803	804	805	806	808	810	812	813
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864	865	870	878	901	903	904	906	907	908	909	910	912	913	914	915	916	917	918	919	920	925
242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263
928	931	936	937	940	941	947	949	951	952	954	956	959	970	971	972	973	978	979	980	985	989
264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285



Mordor

One does not simply walk into it...

Binary Search

Binary search needs to look at only eight elements to find 650.

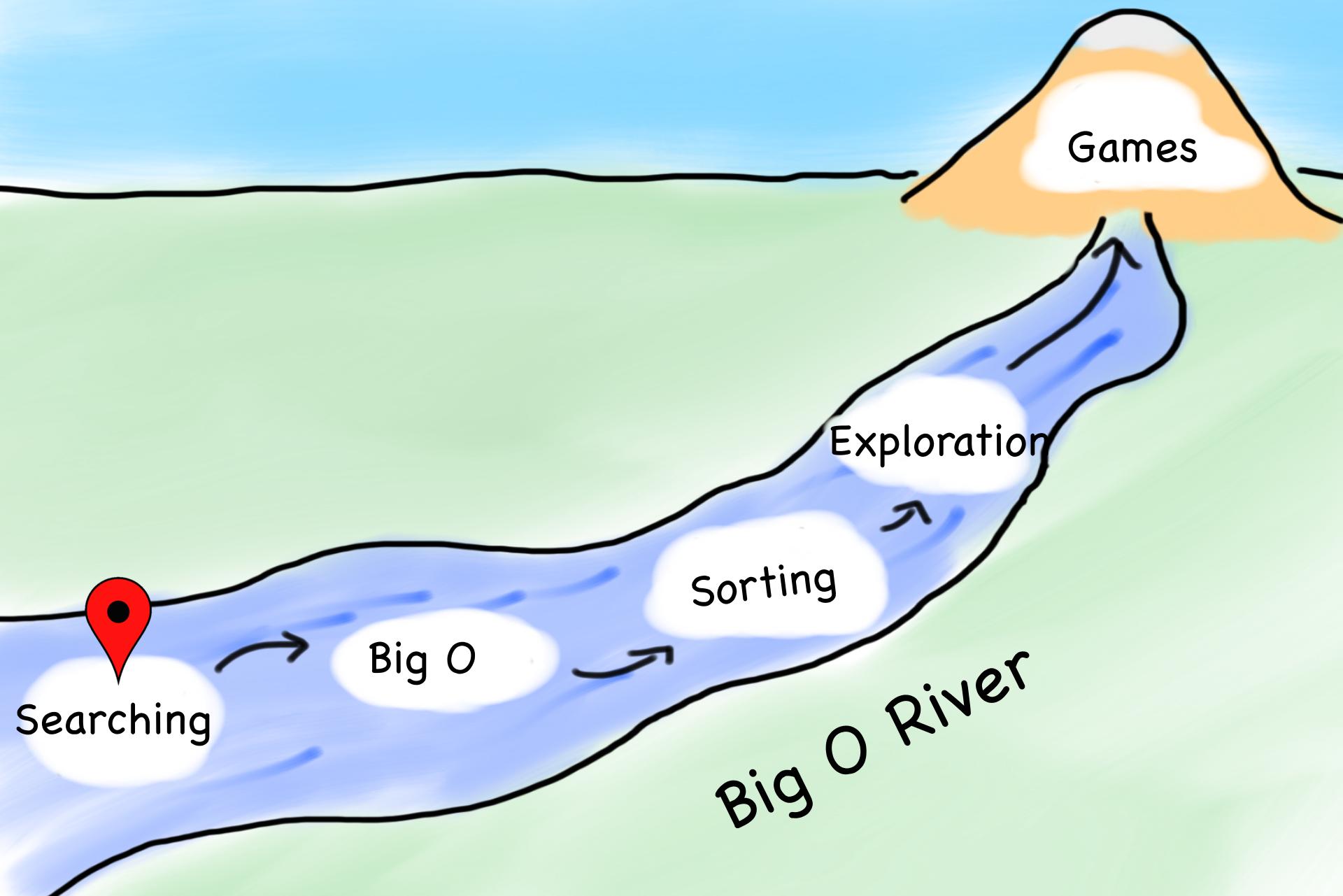
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How Can We Compare



Today's Goals



Today's Goals



Timing?

In C++, you can measure elapsed time by calling the `time` function

1. The `time` function is often too rough.
2. Some measurements are likely to be wildly off.
3. Different computers.
4. Different translation of code.

What can we do?

suspense

Count number of executions.

Count Number of Executions

Think about the *worst* case.

```
int find(Vector<int> & vec, int goal) {  
    for(int i = 0; i < vec.size(); i++) {      2n + 1  
        if(vec[i] == goal) return i;            2n  
    }  
    return -1;                                1  
}
```

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

Do we really care
about the 3?

Do we really care
about the +2?

Big O

We say a function $f(n)$ is “**big-O**” of another function $g(n)$, and write “ $f(n)$ is $O(g(n))$ ” if there exist positive constants c and n_0 such that:

$$f(n) \leq c \cdot g(n)$$

For all

$$n > n_0$$

Count Number of Executions

$$T(n) = 3n + 2 \quad \text{Where } n_0 = 1$$

$$T(n) \leq 3n + 2n$$

$$T(n) \leq 5n$$

$$T(n) \text{ is } O(n) \quad \text{Where } c = 5$$

We say that $f(n)$
Is big $O(g(n))$ if:

$$f(n) \leq c \cdot g(n)$$

For all
 $n > n_0$

Big O of Binary Search?



Comparing Big O

Number of steps required for linear vs. binary search:

linear N	binary $\log N$
10	3
100	7
1000	10
1,000,000	20
1,000,000,000,000,000	60

Today's Goals



Today's Goals



Sorting



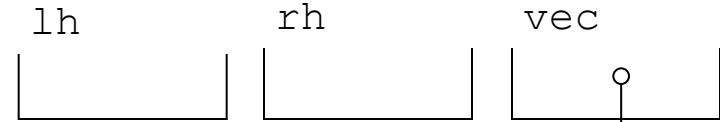
Even Presidents Have to Know



http://www.youtube.com/watch?v=k4RRi_ntQc8

Selection Sort

```
int main() {  
  
    void Sort(Vector<int> & vec) {  
        for ( int lh = 0 ; lh < vec.size() ; lh++ ) {  
            int rh = FindSmallest(vec, lh, vec.size() - 1);  
            Swap(vec[lh], vec[rh]);  
        }  
    }  
}
```



809	503	946	367	987	838	259	236	659	361
0	1	2	3	4	5	6	7	8	9

skip simulation

Gauss Summation



Gauss Summation





Selection Sort Complexity

$O(n^2)$

But wait! Check this out...

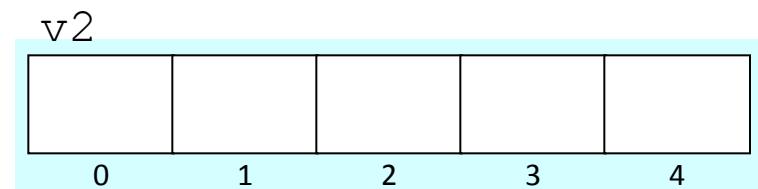
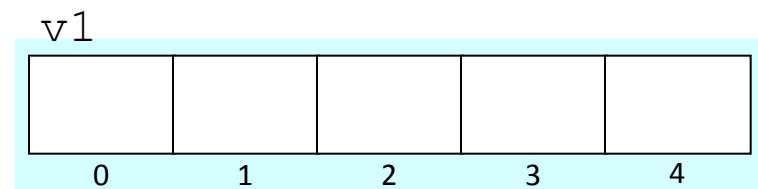


Merge Sort

1. Divide the vector into two halves: v_1 and v_2 .
2. Sort each of v_1 and v_2 recursively.
3. Clear the original vector.
4. Merge elements into the original vector by choosing the smallest element from v_1 or v_2 on each cycle.

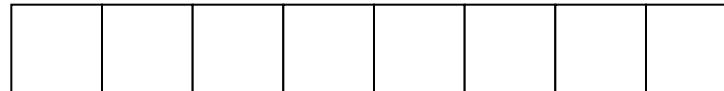
vec

236	259	361	367	503	659	809	838	946	987
0	1	2	3	4	5	6	7	8	9



Merge Sort Complexity

Sorting 8 items



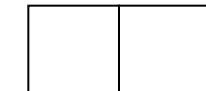
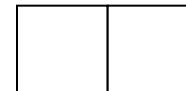
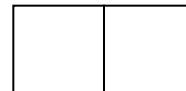
requires

Two sorts of 4 items



which requires

Four sorts of 2 items



which requires

Eight sorts of 1 item



The work done at each level (*i.e.*, the sum of the work done by all the calls at that level) is proportional to the size of the level. Each of which are N . The running time is therefore proportional to N times the number of levels.

Merge Sort Complexity

$\mathcal{O}(n \log n)$

Comparing Sort

The difference between $O(N^2)$ and $O(N \log N)$ is enormous for large values of N , as shown in this table:

N	N^2	$N \log_2 N$
10	100	30
100	10,000	700
1,000	1,000,000	10,000
10,000	100,000,000	100,000
100,000	10,000,000,000	2,000,000
1,000,000	1,000,000,000,000	20,000,000

Socrative

- a) $O(1)$
- b) $O(\log N)$
- c) $O(N)$
- d) $O(N^2)$

```
for (int k = n; k >= 0; k--) {  
    cout << k << endl;  
}
```

$O(N)$

This loop executes n times.

```
for (int i = 0; i < n; i++) {  
    for (int j = 0; j < i; j++) {  
        cout << j << endl;  
    }  
}
```

$O(N^2)$

This loop follows the pattern from selection sort.

```
for (int i = 0; i < 100; i++) {  
    cout << i << endl;  
}
```

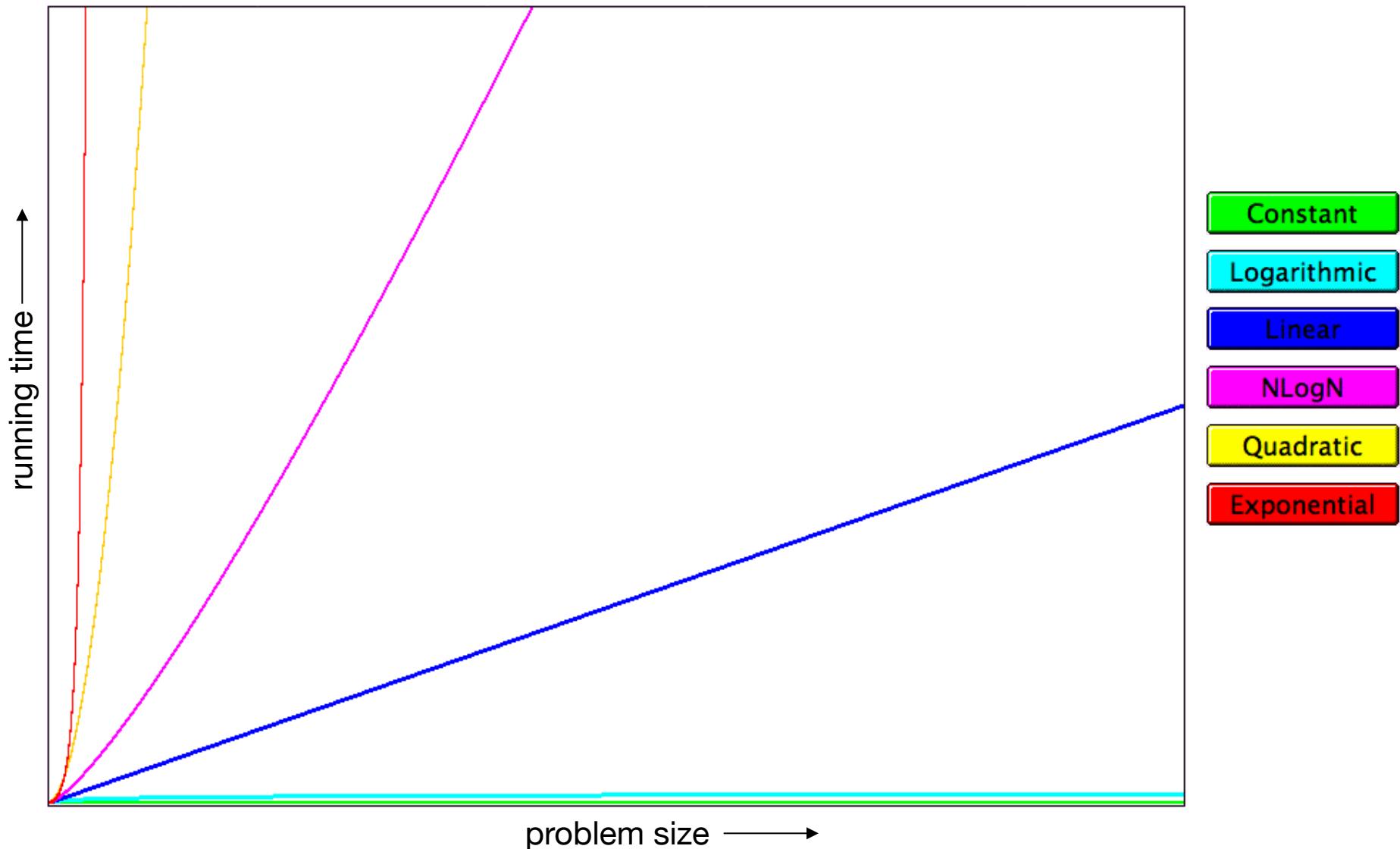
$O(1)$

This loop does not depend on the value of n at all.



STUDENT

Complexity Classes



Today's Goals



Today's Goals

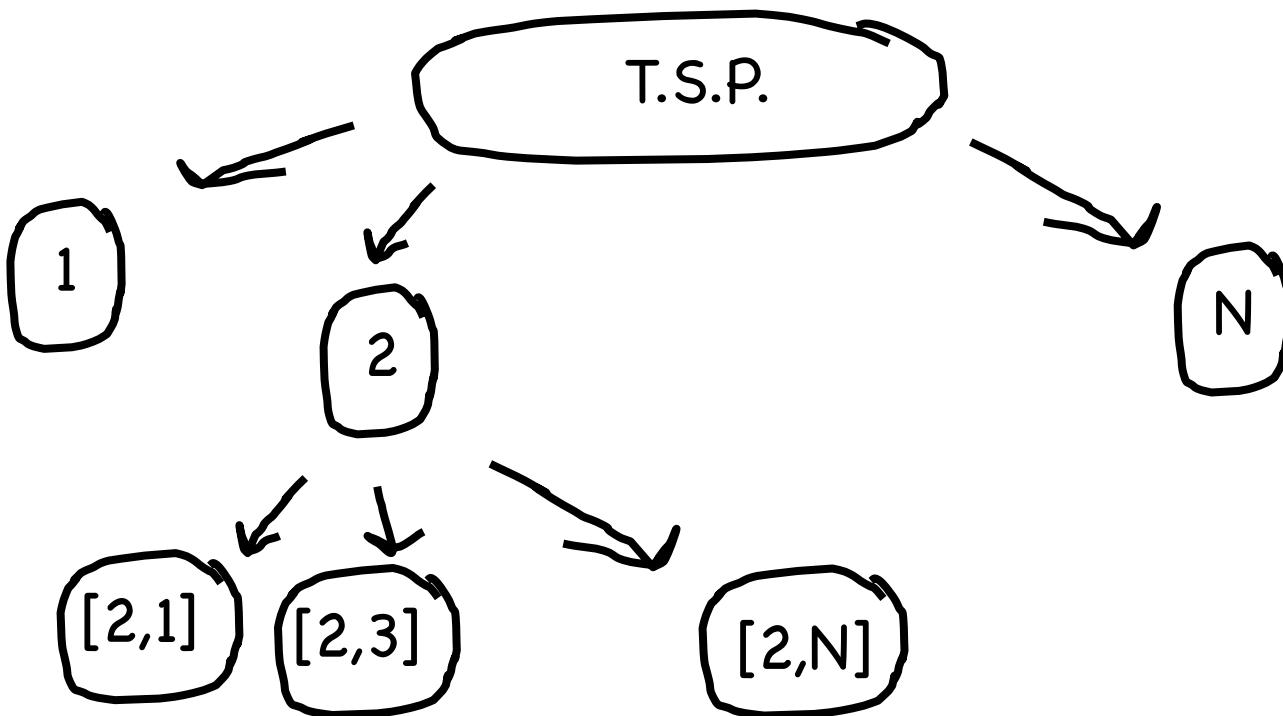


Traveling Salesperson Problem:

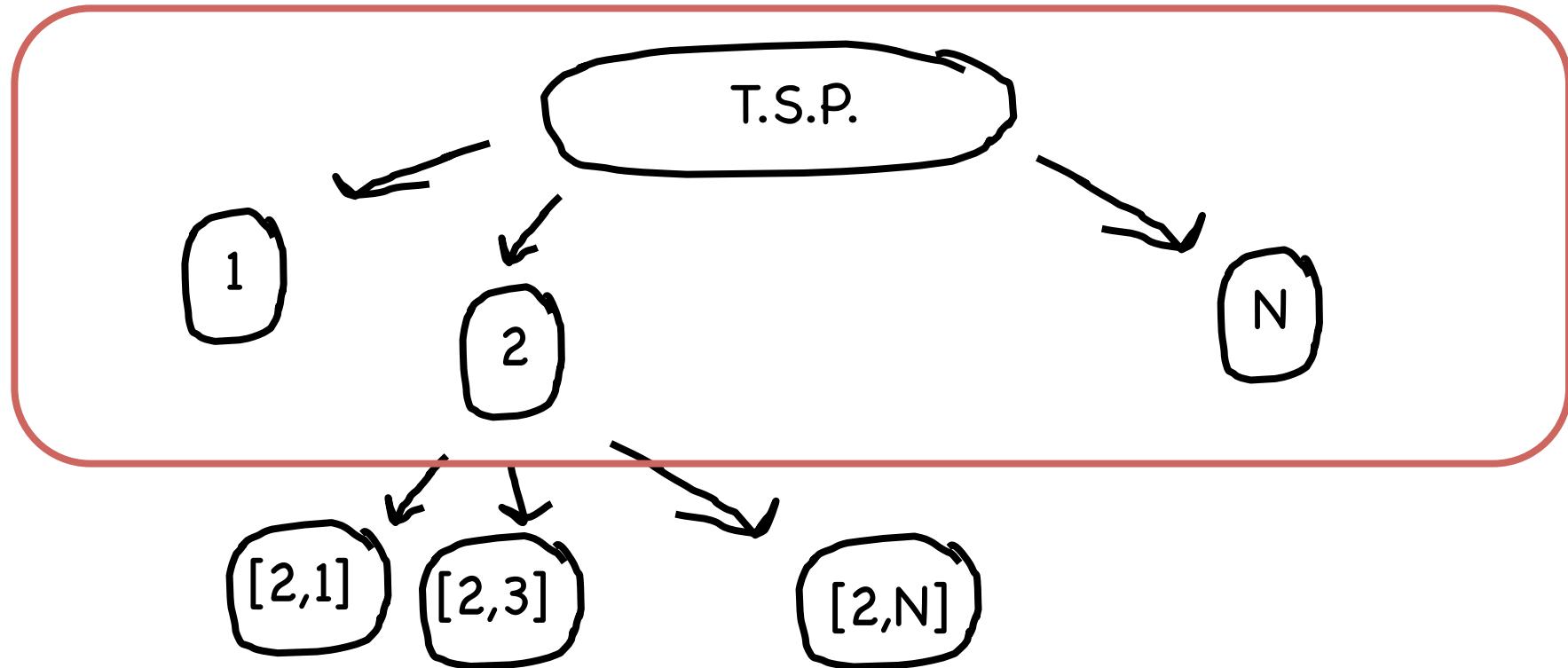
We have a bunch of cities to visit. In what order should we visit them to minimize total travel distance?



Travelling Sales Person Tree

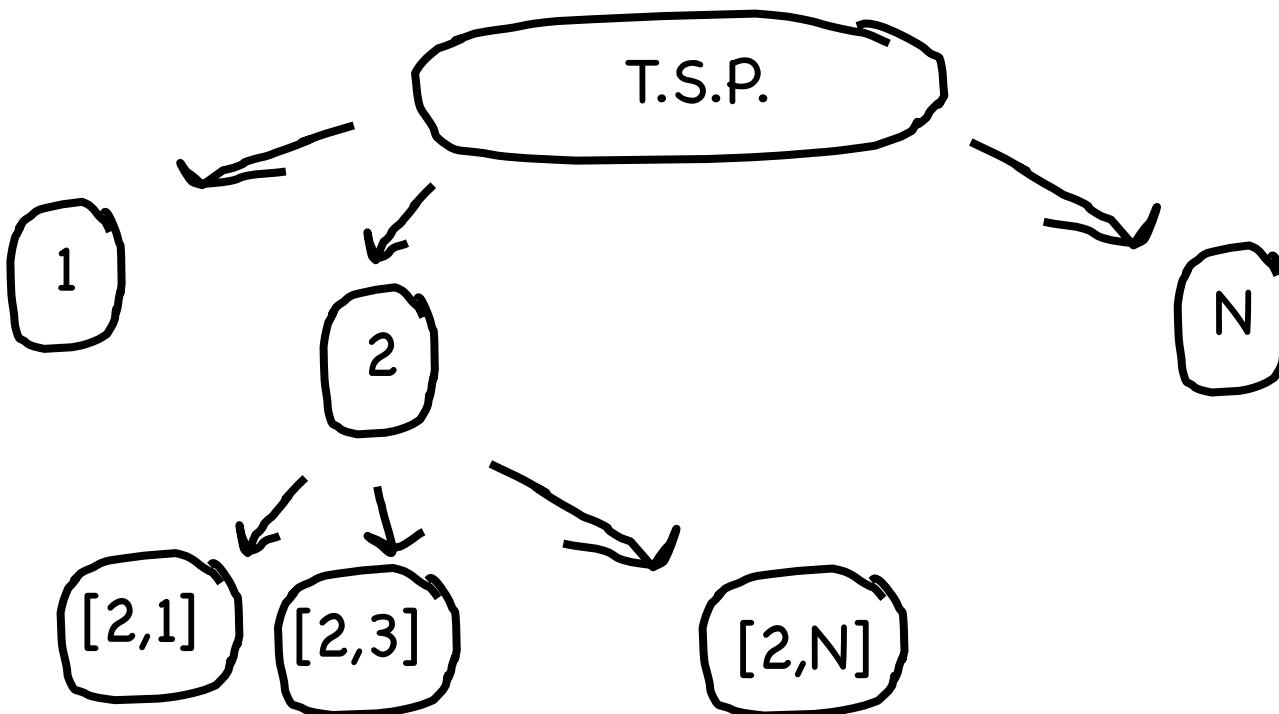


Travelling Sales Person Tree



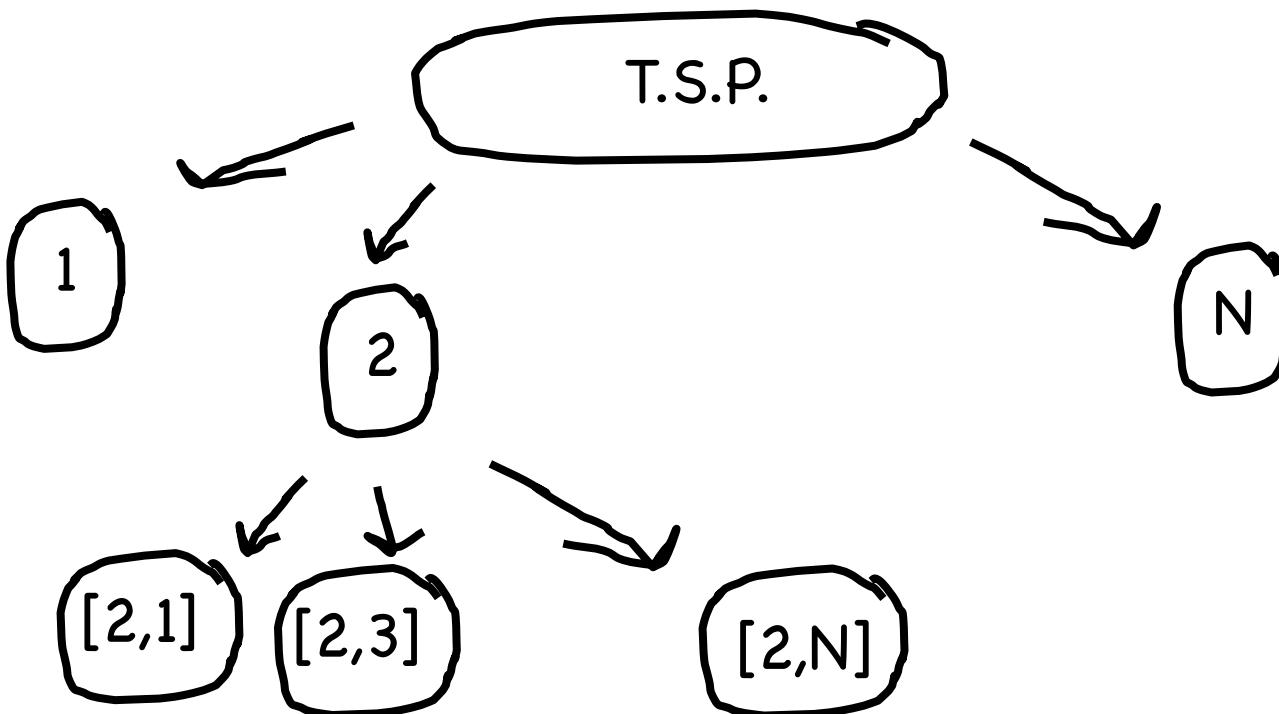
$\# States = (N)$

Travelling Sales Person Tree



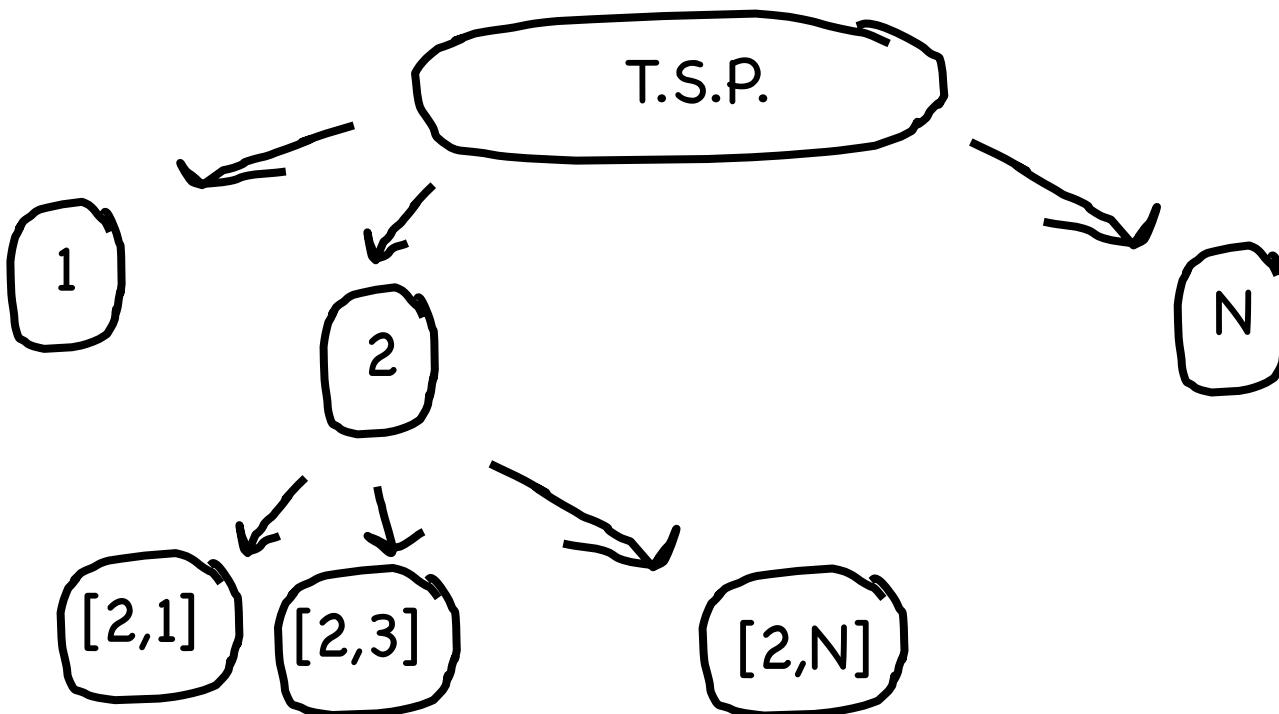
$$\# States = (N) (N - 1)$$

Travelling Sales Person Tree



$$\# States = (N) (N - 1) \times \dots \times 1$$

Travelling Sales Person Tree



$\# States = N!$



Traveling Salesperson Problem:
We have a bunch of cities to visit. In what order should we visit them to minimize total travel distance?





Exhaustively try all orderings: $O(n!)$
Potential best algorithm: $O(2^n)$





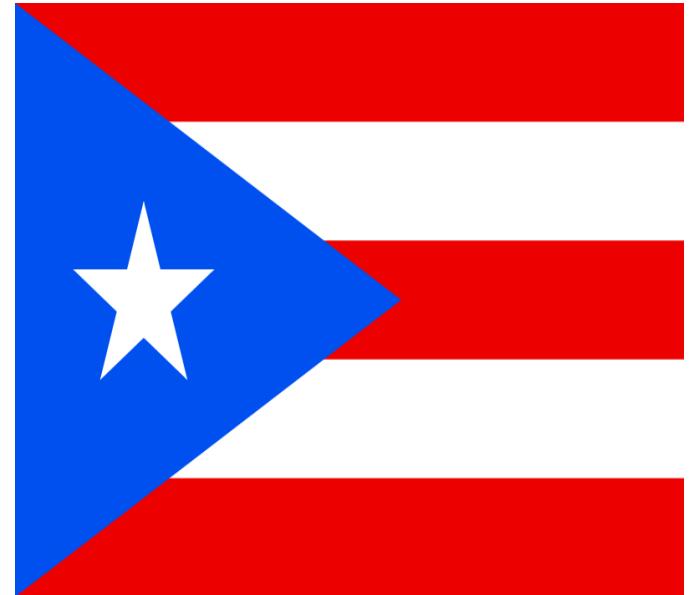
So let's say we come up with a way to solve
Traveling Salesperson Problem in $O(2^n)$.

It would take ~4 days to solve Traveling
Salesperson Problem on 50 state capitals (with
3GHz computer)



Two Tiny Updates

- Add San Juan, the capital city of Puerto Rico
- Also add Washington, DC
- **Now 52 capital cities instead of 50**





For 50 state capitals: ~4 days

With the O(2^n) algorithm we invented, it would take ~ ____ days to solve Traveling Salesperson problem on 50 state capitals + 2 (DC and San Juan)

- A. 6 days
- B. 8 days
- C. 10 days
- D. > 10 days





With the $O(2^n)$ algorithm we invented, it would take ~17 days to solve Traveling Salesperson problem on 50 state capitals + 2 (DC and San Juan)





Sacramento is not exactly the most interesting or important city in California (sorry, Sacramento). What if we add the 12 biggest non-capital cities in the United States to our map?



**With the O(2^n) algorithm we invented,
It would take 194 YEARS to solve Traveling
Salesman problem on 64 cities (state capitals +
DC + San Juan + 12 biggest non-capital cities)**



$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128			
8	256			
9	512			
10	1,024			
30	1,300,000,000			

of Facebook accounts



$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128			194 YEARS
8	256			
9	512			
10	1,024			
30	1,300,000,000			

of Facebook accounts

$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128	896	16,384	3.40×10^{38}
8	256		$3,590,000,000,000,000,000,000$ YEARS	
9	512			
10	1,024			
30	1,300,000,000			

of Facebook accounts

$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
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6	64	384	4,096	1.84×10^{19}
7	128	896	16,384	3.40×10^{38}
8	256	2,048	65,536	1.16×10^{77}
9	512			
10	1,024			
30	1,600,000,000			

of Facebook accounts

For comparison: there are about 10^{80} atoms in the universe. No big deal.

$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128	896	16,384	3.40×10^{38}
8	256	2,048	65,536	1.16×10^{77}
9	512	4,608	262,144	1.34×10^{154}
10	1,024			
30	1,300,000,000			

of Facebook accounts

1.42E+137 YEARS (another way of thinking about the size: including commas, this number of years cannot be written in a single tweet)

$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128	896	16,384	3.40×10^{38}
8	256	2,048	65,536	1.16×10^{77}
9	512	4,608	262,144	1.34×10^{154}
10	1,024	10,240 (.000003s)	1,048,576 (.0003s)	1.80×10^{308}
30	1,300,000,000	390000000000 (13s)	16900000000000000000 (18 years)	LOL

of Facebook accounts

$\log_2 n$	n	$n \log_2 n$	n^2	2^n
2	4	8	16	16
3	8	24	64	256
4	16	64	256	65,536
5	32	160	1,024	4,294,967,296
6	64	384	4,096	1.84×10^{19}
7	128	896	16,384	3.40×10^{38}
8	256	2,048	65,536	1.16×10^{77}
9	512	2^n is way into crazy LOL territory, but look at $n \log_2 n$ —only 13 seconds!!		
10	1,024	(.000003s)		1.80×10^{308}
30	1,300,000,000	39000000000 (13s)	16900000000000000000 (18 years)	LOL

of Facebook accounts



THIS IS ME NOT CARING

**ABOUT PERFORMANCE TUNING UNLESS IT CHANGES
BIG-O**

Today's Goals

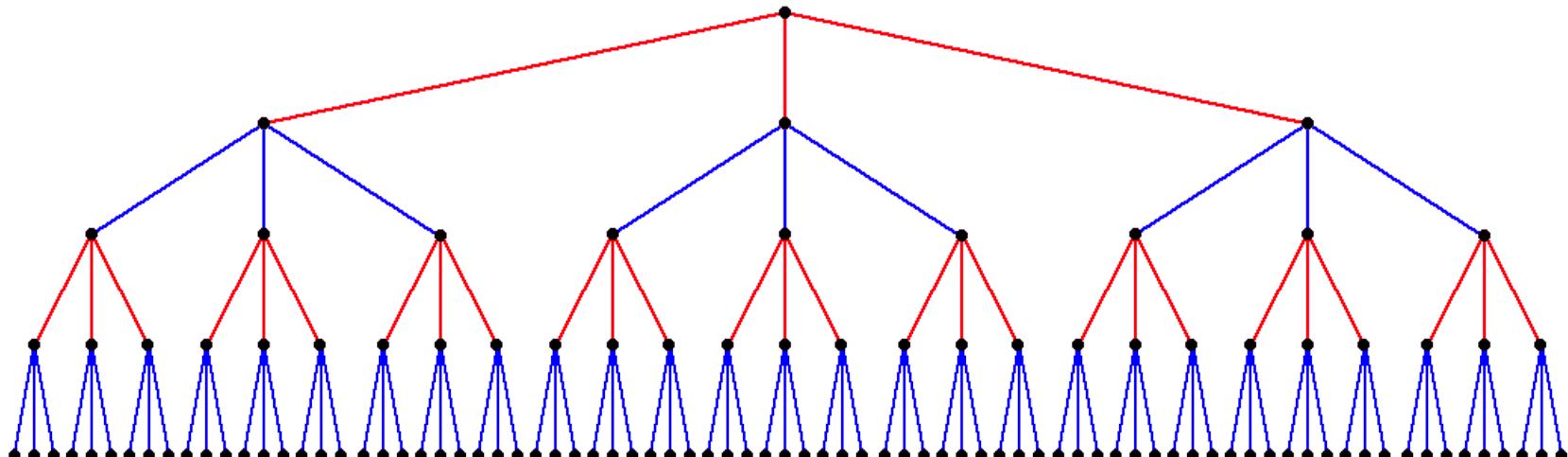


Today's Goals



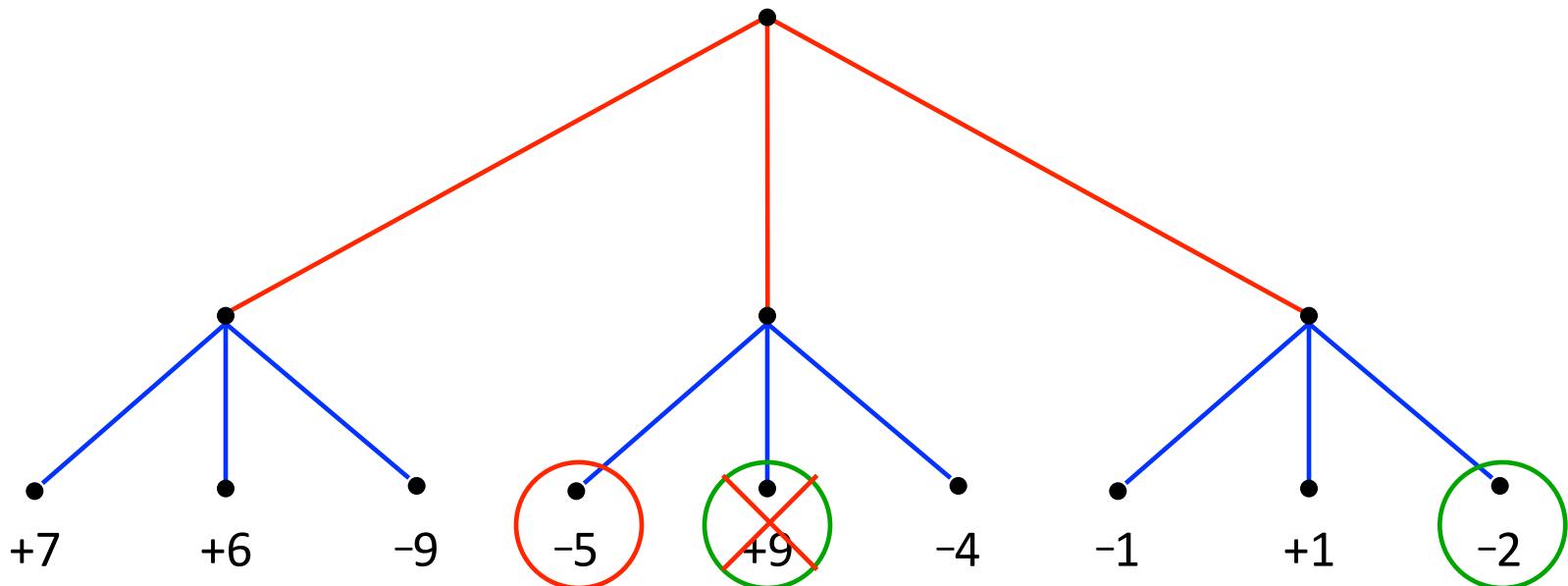
Game Trees

- As Shannon observed in 1950, most two-player games have the same basic form:
 - The first player (red) must choose between a set of moves
 - For each move, the second player (blue) has several responses.
 - For each of these responses, red has further choices.
 - For each of these new responses, blue makes another decision.
 - And so on . . .



Minimax Illustration

- Suppose that the ratings two turns from now are as shown.
- From your perspective, the +9 initially looks attractive.
- Unfortunately, your can't get there, since the -5 is better for your opponent.
- The best you can do is choose the move that leads to the -2.

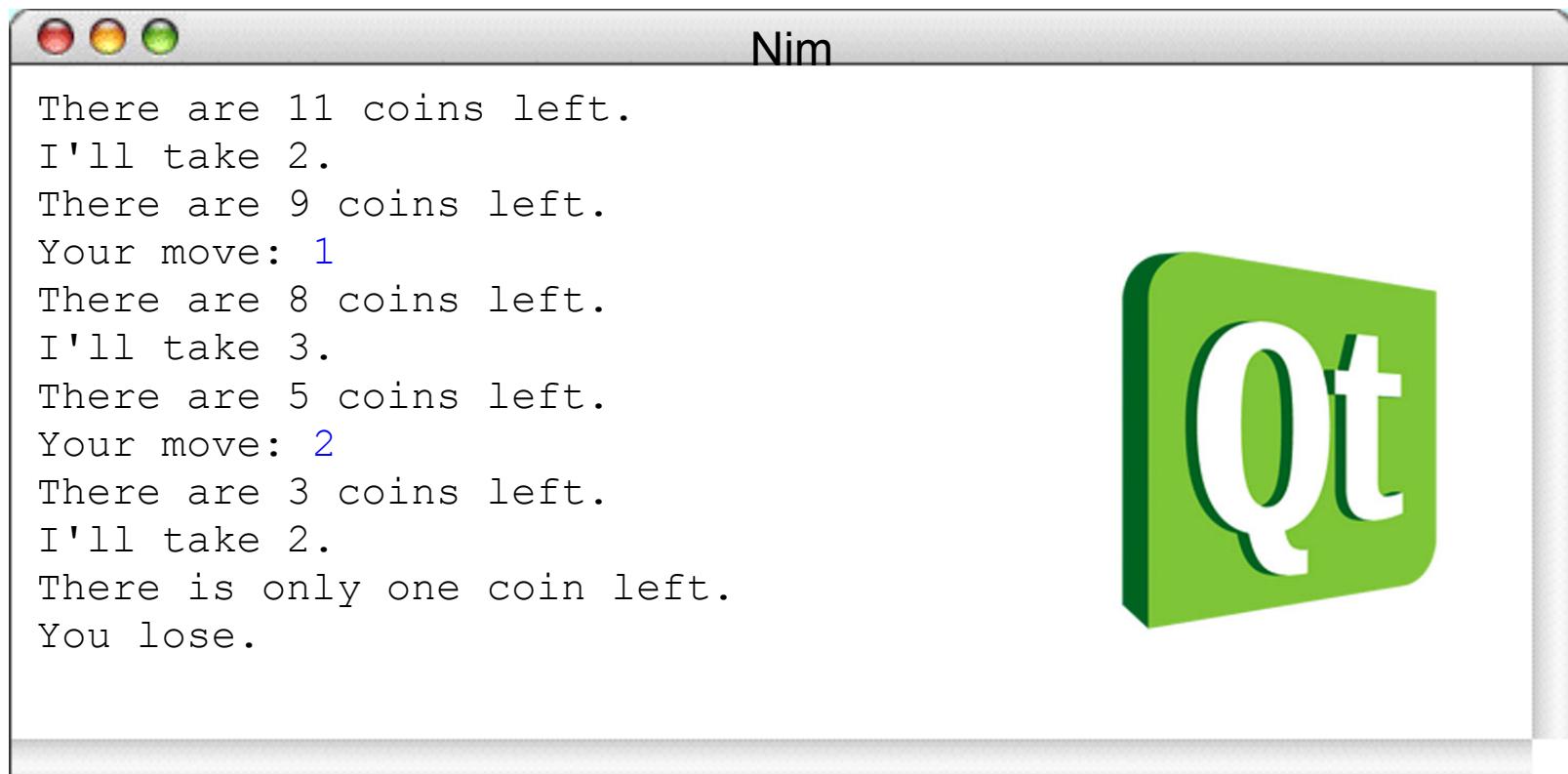


The Game of Nim

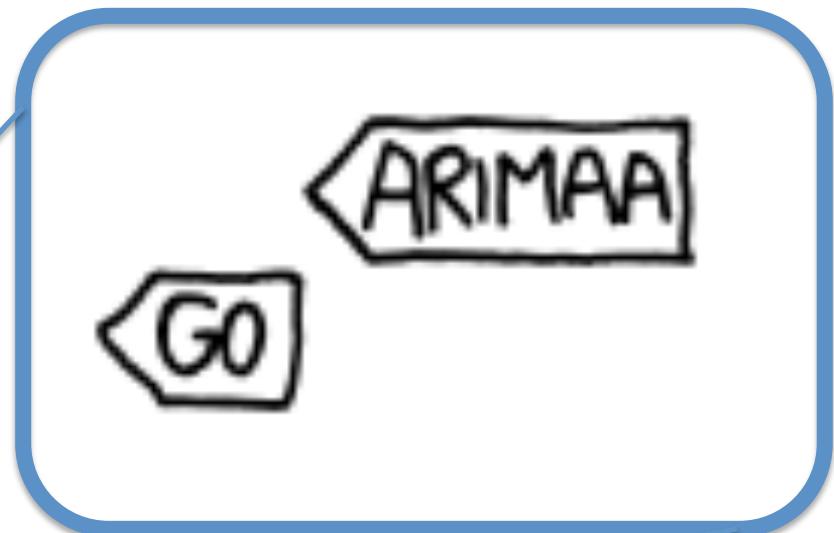
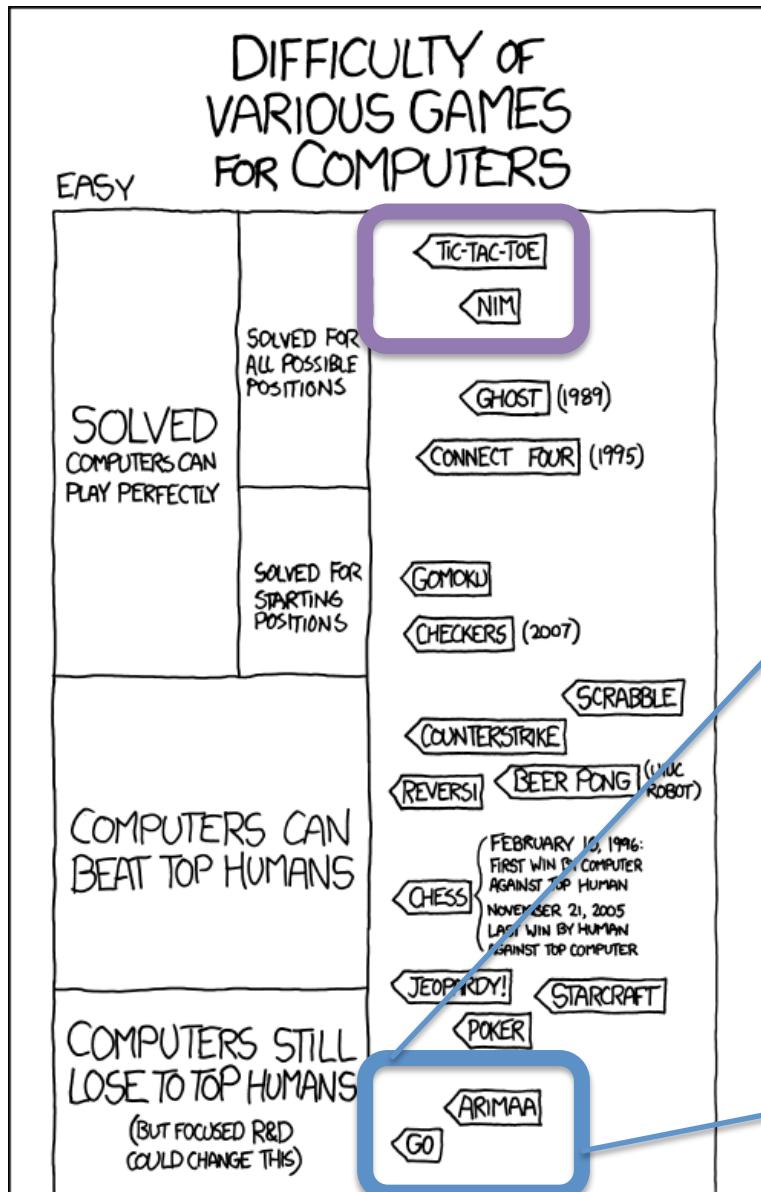
- In Nim, the game begins with a pile of coins between two players. The starting number of coins can vary and should therefore be easy to change in the program.
- In alternating turns, each player takes one, two, or three coins from the pile in the center.
- The player who takes the last coin loses.

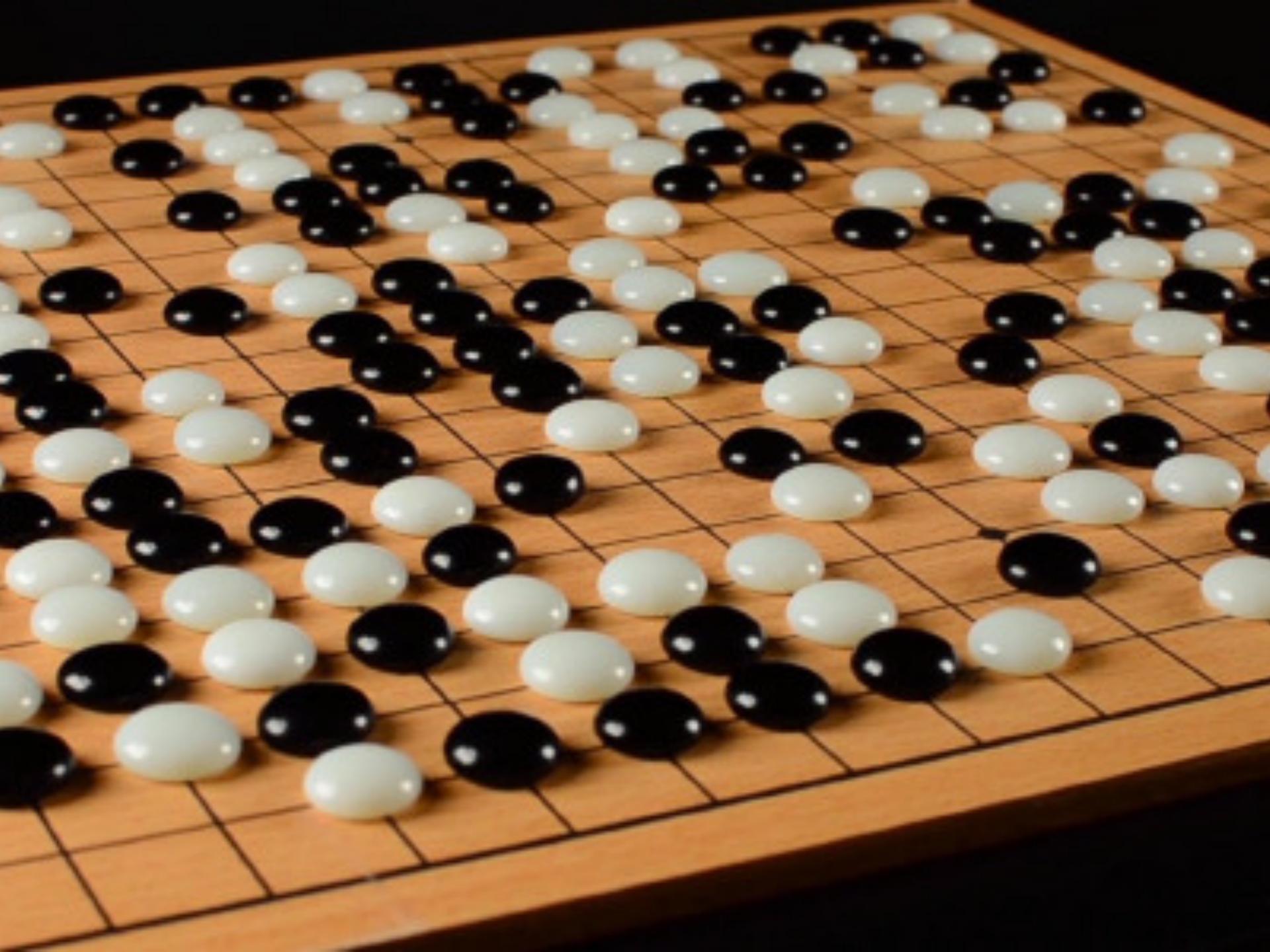


The Game of Nim



The Hardest Game Left





Go Complexity

Complexity

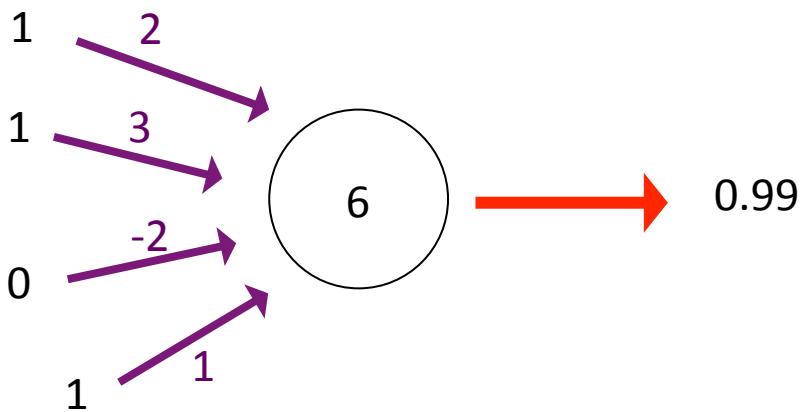
$$\mathcal{O}(n^2!)$$

When n=19

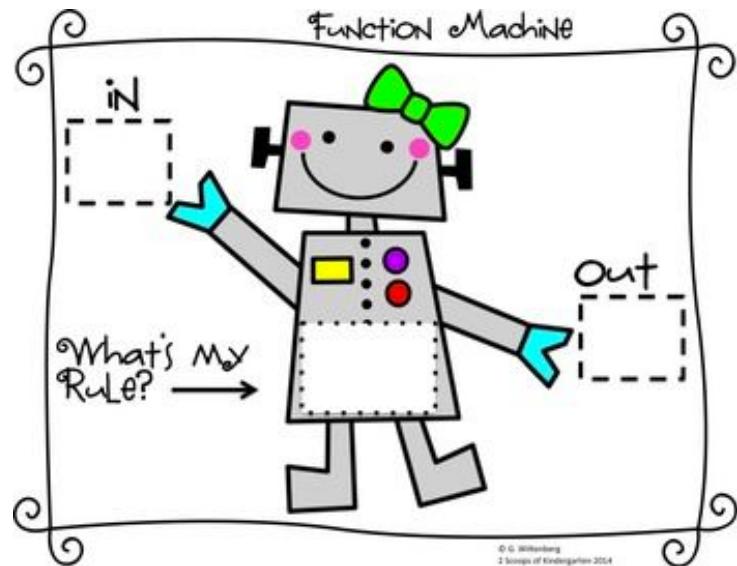
$$10^{768}$$



Remember This?



```
InputSum = input1 * weight1 +  
          input2 * weight2 +  
          input3 * weight3 +  
          input4 * weight4;  
Output    = sigmoid(InputSum);
```

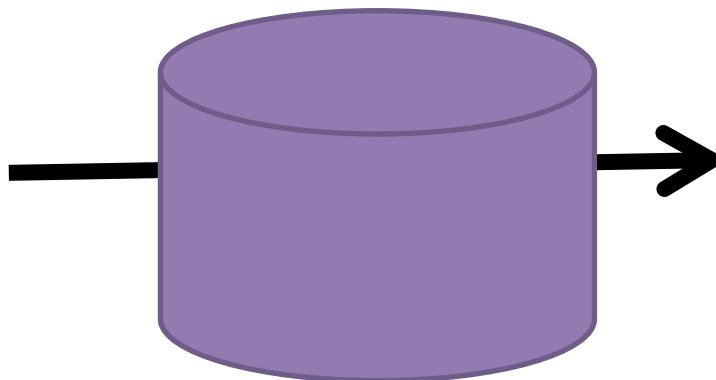


```
double neuron(double x1, double x2);
```

Two Neural Networks



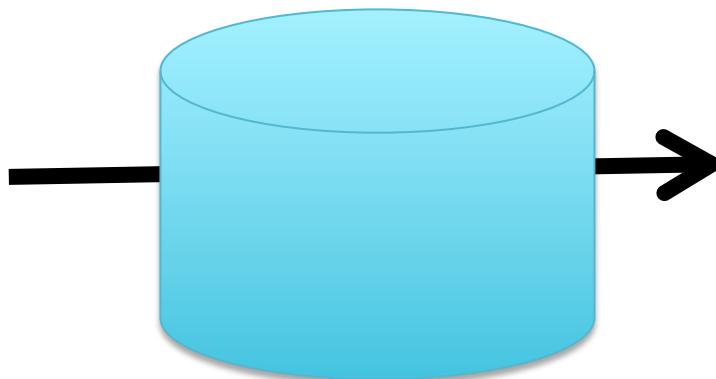
Policy Network



{Small set of moves}

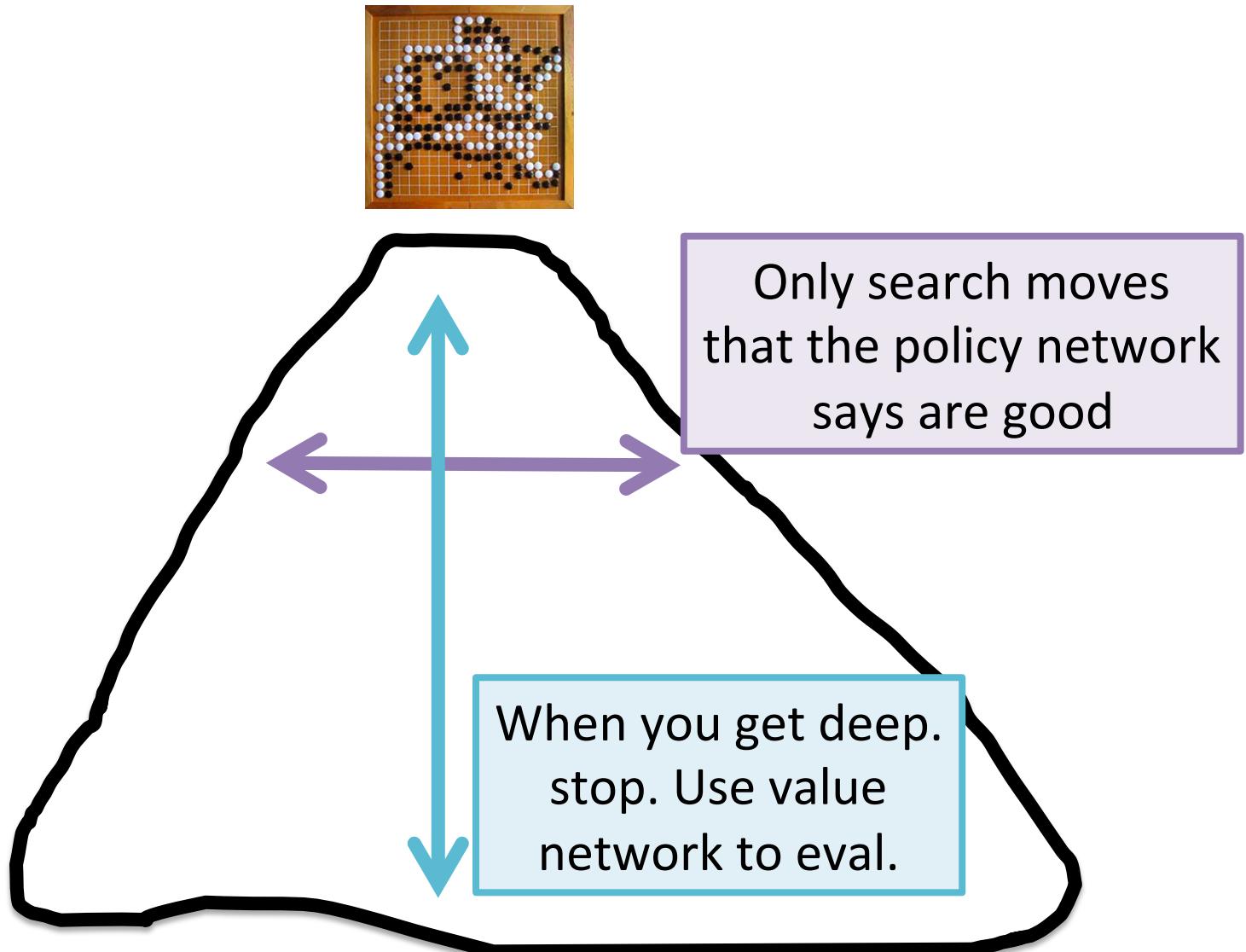


Value Network



Score of board

Two Neural Networks

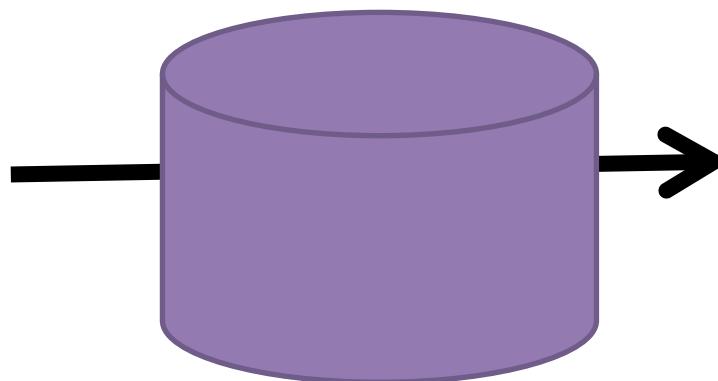


AlphaGo Big O

$$\mathcal{O}(n^2)^*$$



Policy Network



{Small set of moves}

* But the constant factor is large

Today's Goals

1. Understand Big O
2. Get a feel for exponential growth

