

## Time Complexity & Big O notation

This morning I wanted to eat some pizzas; so I asked my brother to get me some from Dominos (3 km far)

He got me the pizza and I was happy only to realize it was too less for 29 friends who came to my house for a surprise visit!

My brother can get 2 pizzas for me on his bike but pizza for 29 friends is too huge of an input for him which he cannot handle.

2 pizzas → 😊 okay! not a big deal!

68 pizzas → 😥 Not possible in short time

What is Time Complexity?

Time Complexity is the study of efficiency of algorithms.

③ Time Complexity = How time taken to execute an algorithm grows with the size of the input!

Consider two developers who created an algorithm to sort  $n$  numbers. Shubham and Rohan did this independently.

When ran for input size  $n$ , following results were recorded:

| no. of elements ( $n$ ) | Shubham's Algo | Rohan's Algo |
|-------------------------|----------------|--------------|
| 10 elements             | 90 ms          | 122 ms       |
| 70 elements             | 110 ms         | 124 ms       |
| 110 elements            | 180 ms         | 131 ms       |
| 1000 elements           | 250 ms         | 800 ms       |

We can see that initially Shubham's algorithm was shining for smaller input but as the number of elements increases Rohan's algorithm looks good.

Quick Quiz : Who's Algorithm is better ?

Time Complexity : Sending GTA V to a friend  
Let us say you have a friend living 5 kms away from your place. You want to send him a game.

Final exams are over and you want him to get this 60 GB file from you. How will you send it to him?

Note that both of you are using JIO 4G with 1 Gb/day data limit.

The best way to send him the game is by delivering it to his house.  
 Copy the game to a Hard disk and send it!

Will you do the same thing for sending a game like minesweeper which is in KBs of size?  
 No because you can send it via internet.

As the file size grows, time taken by online sending increases linearly  $\rightarrow O(n^1)$

As the file size grows, time taken by physical sending remains constant.  $O(n^0)$  or  $O(1)$

Calculating Order in terms of Input size

In order to calculate the order, most impactful term containing  $n$  is taken into account.  
 $\hookrightarrow$  Size of input

Let us assume that formula of an algorithm in terms of input size  $n$  looks like this:

$$\text{Algo 1} \rightarrow k_1 n^2 + k_2 n + 36 \Rightarrow O(n^2)$$

Highest order term      can ignore lower order terms

$$\text{Algo 2} \rightarrow k_1 k_2 n^2 + k_3 k_2 + 8$$

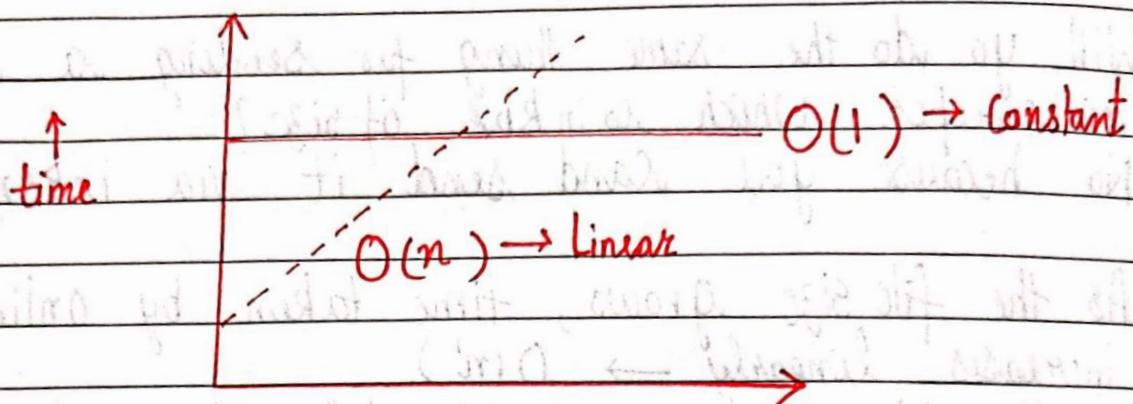
$\Downarrow$

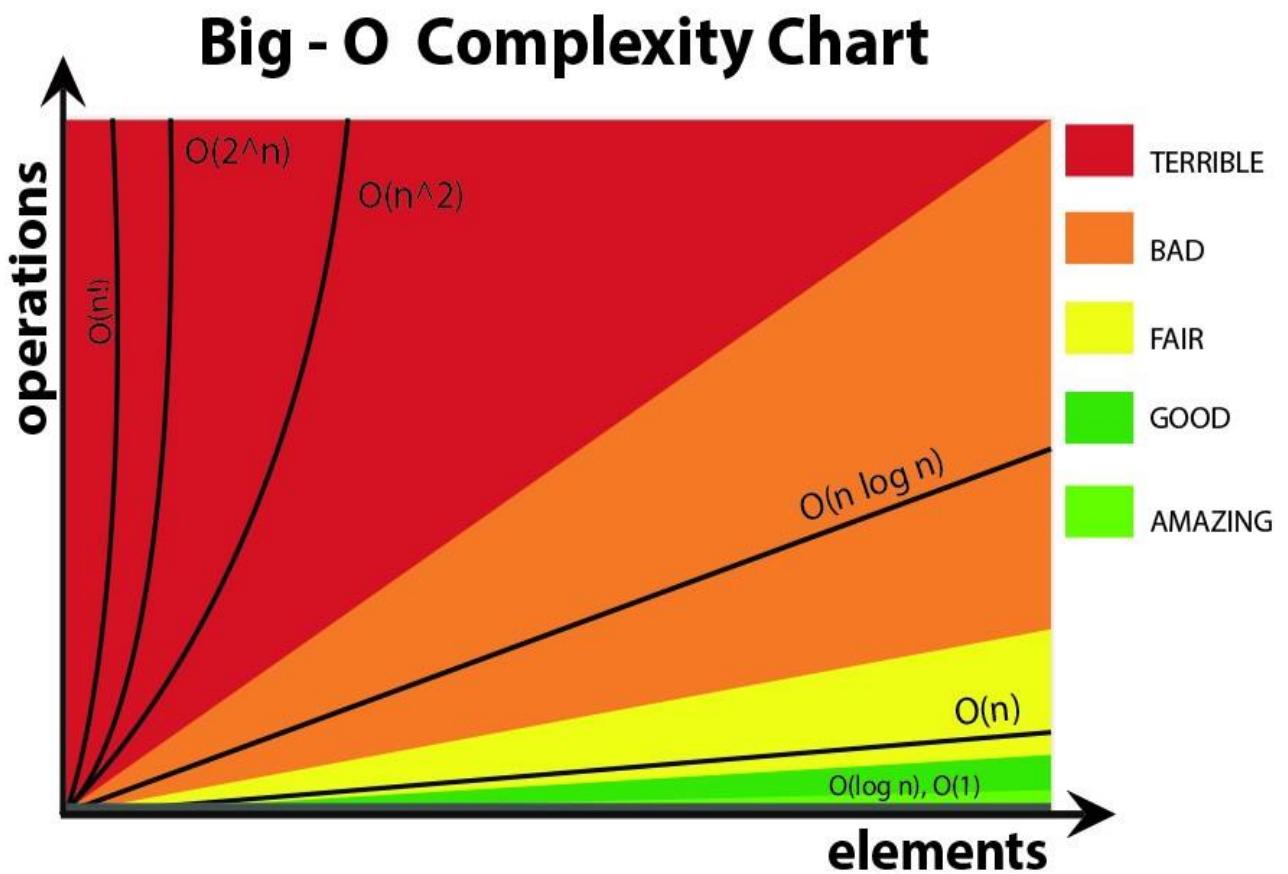
$$k_1 k_2 n^0 + k_3 k_2 + 8 \Rightarrow O(n^0) \text{ or } O(1)$$

Note that these are the formulas for time taken by them.

## Visualising Big O

If we were to plot  $O(1)$  and  $O(n)$  on a graph, they will look something like this:





Source: <https://stackoverflow.com/questions/3255/big-o-how-do-you-calculate-approximate-it>

# Data Structures & Algorithms by CodeWithHarry

This course will get you prepared for placements and will teach you how to create efficient and fast algorithms.

Data structures and algorithms are two different things.

Data Structures : Arrangement of data so that they can be used efficiently in memory (data items)

Algorithms : Sequence of steps on data using efficient data structures to solve a given problem.

Other Terminology

Database - Collection of information in permanent storage for faster retrieval and updation.

Data warehousing - Management of huge amount of legacy data for better analysis.

Big data - Analysis of too large or complex data which cannot be dealt with traditional data processing application.

Data Structures and Algorithms are nothing new. If you have done programming in any language like C you must have used Arrays → A data structure and some sequence of processing steps to solve a problem → Algorithm 😊

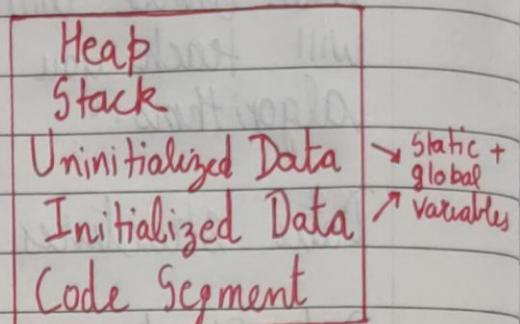
## Memory layout of C programs

When the program starts, its code is copied to the main memory.

Stack holds the memory occupied by the functions.

Heap contains the data which is requested by the program as dynamic memory.

Initialized and uninitialized data segments hold initialized and uninitialized global variables respectively.



## Best, Worst and Expected Case

Sometimes we get lucky in life. Exams cancelled when you were not prepared, surprise test when you were prepared etc.  $\Rightarrow$  Best case

Some times we get unlucky. Questions you never prepared asked in exams, rain during Sports period etc.  $\Rightarrow$  Worst case

But overall the life remains balance with the mixture of lucky and unlucky times.  $\Rightarrow$  Expected case.

Analysis of (a) search algorithm

Consider an array which is sorted in increasing order

|   |   |    |    |    |     |
|---|---|----|----|----|-----|
| 1 | 7 | 18 | 28 | 50 | 180 |
|---|---|----|----|----|-----|

We have to search a given number in this array and report whether its present in the array or not.

Algo 1  $\rightarrow$  Start from first element until an element greater than or equal to the number to be searched is found.

Algo 2  $\rightarrow$  Check whether the first or the last element is equal to the number. If not find the number between these two elements (center of the array). If the center element is greater than the number to be searched, repeat the process for first half else repeat for second half until the number is found.

Analyzing Algo 1

If we really get lucky, the first element of the array might turn out to be the element we are searching for. Hence we made just one comparison.

Best case complexity =  $O(1)$

If we are really unlucky, the element we are searching for might be the last one.

Worst case complexity =  $O(n)$

For calculating Average case time, we sum the list of all the possible case's runtime and divide it with the total number of cases.



Sometimes calculation of average case time gets very complicated

Analyzing Algo 2

If we get really lucky, the first element will be the only one which gets compared

Best case complexity =  $O(1)$

If we get unlucky, we will have to keep dividing the array into halves until we get a single element (the array gets finished.)

Worst case Complexity =  $O(\log n)$

What  $\log(n)$ ? What is that

$\log(n) \rightarrow$  Number of times you need to half the array of size  $n$  before it gets exhausted

$$\log 8 = 3 \Rightarrow \frac{8}{2} \rightarrow \frac{4}{2} \rightarrow \frac{2}{2} \rightarrow \text{Can't break anymore}$$

$\swarrow$        $1 + 1 + 1$

$$\log 4 = 2 \Rightarrow \frac{4}{2} \rightarrow \frac{2}{2} \rightarrow \text{Can't break anymore}$$

$\swarrow$        $1 + 1$

$\log n$  simply means how many times I need to divide  $n$  units such that we cannot divide them (into halves) anymore.

Space Complexity

Time is not the only thing we worry about while analyzing algorithms. Space is equally important.

Creating an array of size  $n \rightarrow O(n)$  Space

$\downarrow$  Size of input

If a function calls itself recursively  $n$  times its space complexity is  $O(n)$



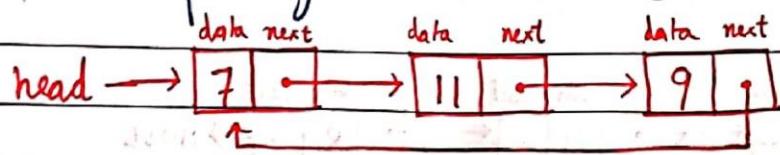
Quick Quiz → Calculate Space Complexity of a function which calculates factorial of a given number  $n$ .

Why cant we calculate Complexity in seconds?

- Not everyone's Computer is equally powerful
- Asymptotic Analysis is the measure of how time (runtime) grows with input

## Circular Linked List

A circular linked list is a linked list where the last element points to the first element (head) hence forming a circular chain.



Operations on a circular linked list

Operations on a circular linked lists can be performed exactly like a singly linked list.

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