

Runtime Complexity



CS 331: Data Structures and Algorithms
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So far, our runtime analysis has been based on *empirical data*

- i.e., runtimes obtained from actually running our algorithms

This data is very sensitive to:

- platform (OS/compiler/interpreter)
- concurrent tasks
- implementation details (vs. high-level algorithm)

Also, doesn't always help us see *long-term / big picture trends*

Reframing the problem:

Given an algorithm that takes *input size* \mathbf{n} , find a function $\mathbf{T(n)}$ that describes the *runtime* of the algorithm

input size might be:

- the *magnitude of the input value* (e.g., for numeric input)
- the *number of items* in the input (e.g., as in a list)

An algorithm may also be dependent on *more than one input*.

```
def sort(vals):  
    # input size = len(vals)
```

```
def factorial(n):  
    # input size = n
```

```
def gcd(m, n):  
    # input size = (m, n)
```

fundamentally, runtime is determined by the *primitive operations* carried out during execution of the algorithm (in compiled code, by the interpreter, etc.)

E.g., factorial

	<i>cost</i>	<i>times</i>
def factorial(n):		
prod = 1	c_1	1
for k in range(2, n+1):	c_2	$n - 1$
prod *= k	c_3	$n - 1$
return prod	c_4	1

$$T(n) = c_1 + (n - 1)(c_2 + c_3) + c_4$$

Messy! Per-instruction costs are machine specific, and obscure big picture runtime trends.

	<i>times</i>
def factorial(n):	
prod = 1	1
for k in range(2, n+1):	$n - 1$
prod *= k	$n - 1$
return prod	1

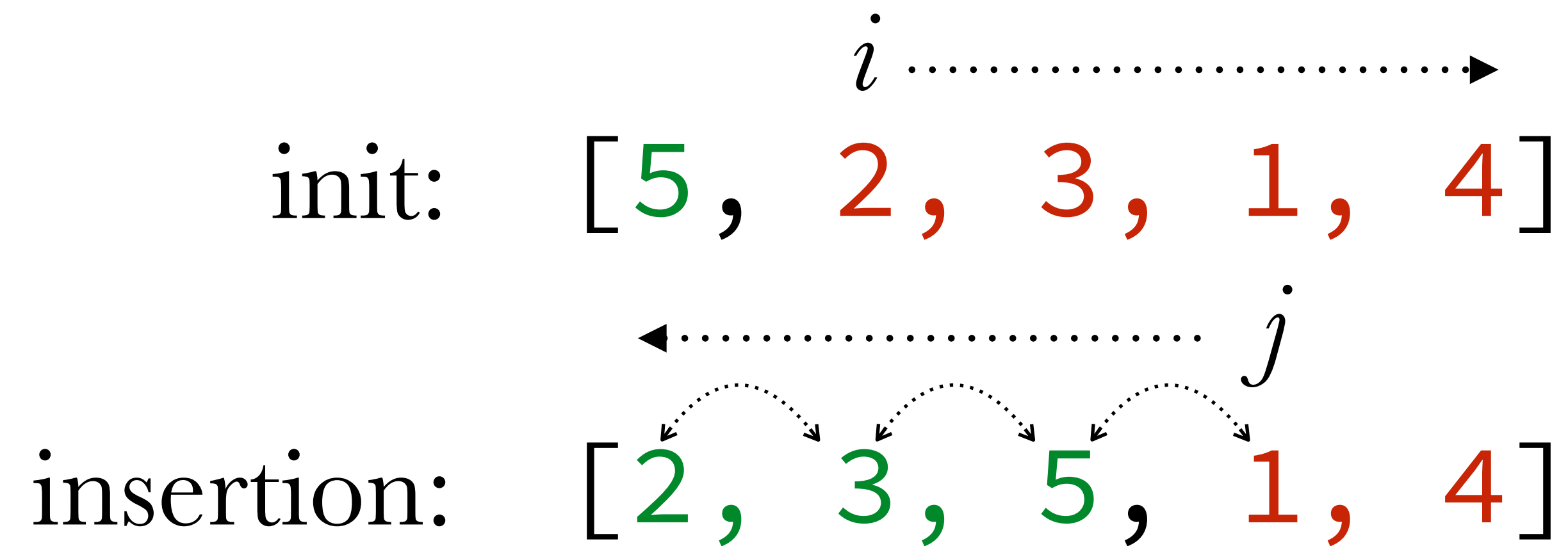
$$T(n) = 2(n - 1) + 2 = 2n$$

Simplification #1: ignore actual cost of each line of code.

Easy to see that runtime is *linear* w.r.t. input size.

E.g., insertion sort

```
def insertion_sort(lst):  
    for i in range(1, len(lst)):  
        for j in range(i, 0, -1):  
            if lst[j] < lst[j-1]:  
                lst[j], lst[j-1] = lst[j-1], lst[j]  
            else:  
                break
```



def insertion_sort(lst):	<i>times</i>
for i in range(1, len(lst)):	$n - 1$
for j in range(i, 0, -1):	?
if lst[j] < lst[j-1]:	?
lst[j], lst[j-1] = lst[j-1], lst[j]	..	?
else :	?
break	?

?’s will vary based on initial “sortedness”
... useful to contemplate *worst case scenario*

def insertion_sort(lst):	<i>times</i>
for i in range(1 , len(lst)):	$n - 1$
for j in range(i, 0 , -1):	?
if lst[j] < lst[j- 1]:	?
lst[j], lst[j- 1] = lst[j- 1], lst[j]	..	?
else :	?
break	?

worst case arises when list values start out in *reverse order*!

	<i>times</i>
def insertion_sort(lst):	
for i in range(1, len(lst)):	$n - 1$
for j in range(i, 0, -1):	1, 2, ..., (n - 1)
if lst[j] < lst[j-1]:	1, 2, ..., (n - 1)
lst[j], lst[j-1] = lst[j-1], lst[j]	1, 2, ..., (n - 1)
else :	0
break	0

worst case analysis is our default mode of
analysis hereafter unless otherwise noted

Recall: *arithmetic series*

$$\text{e.g., } 1+2+3+4+5 = 15$$

Sum can also be found by:

- adding first and last term ($1+5=6$)
- dividing by two (to find average) ($6/2=3$)
- multiplying by num of values ($3\times 5=15$)

$$\text{i.e., } 1 + 2 + \cdots + n = \sum_{t=1}^n t = \frac{n(n+1)}{2}$$

$$\text{and } 1 + 2 + \cdots + (n-1) = \sum_{t=1}^{n-1} t = \frac{(n-1)n}{2}$$

	<i>times</i>
def insertion_sort(lst):	
for i in range(1, len(lst)): $n - 1$
for j in range(i, 0, -1): $1, 2, \dots, (n - 1)$
if lst[j] < lst[j-1]: $1, 2, \dots, (n - 1)$
lst[j], lst[j-1] = lst[j-1], lst[j]	.. $1, 2, \dots, (n - 1)$
else :	0
break	0

def insertion_sort(lst):		<i>times</i>
for i in range(1, len(lst)):	$n - 1$
for j in range(i, 0, -1):	$\sum_{t=1}^{n-1} t$
if lst[j] < lst[j-1]:	$\sum_{t=1}^{n-1} t$
lst[j], lst[j-1] = lst[j-1], lst[j]	..	$\sum_{t=1}^{n-1} t$
else :	0
break	0

	<i>times</i>
def insertion_sort(lst):	
for i in range(1, len(lst)): $n - 1$
for j in range(i, 0, -1): $(n - 1)n/2$
if lst[j] < lst[j-1]: $(n - 1)n/2$
lst[j], lst[j-1] = lst[j-1], lst[j]	.. $(n - 1)n/2$
else :	0
break	0

$$T(n) = (n - 1) + \frac{3(n - 1)n}{2}$$

$$= \frac{2n - 2 + 3n^2 - 3n}{2} = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

i.e., runtime of insertion sort is a *quadratic function* of its input size.

$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

Simplification #2: only consider *leading term*; i.e., with the *highest order of growth*

$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

Simplification #3: *ignore constant coefficients*

$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

we use the notation $T(n) = O(n^2)$ [read: $T(n)$ is big-oh of n^2]

to indicate that n^2 describes the *asymptotic worst-case runtime* behavior of the insertion sort algorithm, when run on input size n

formally, $f(n) = O(g(n))$

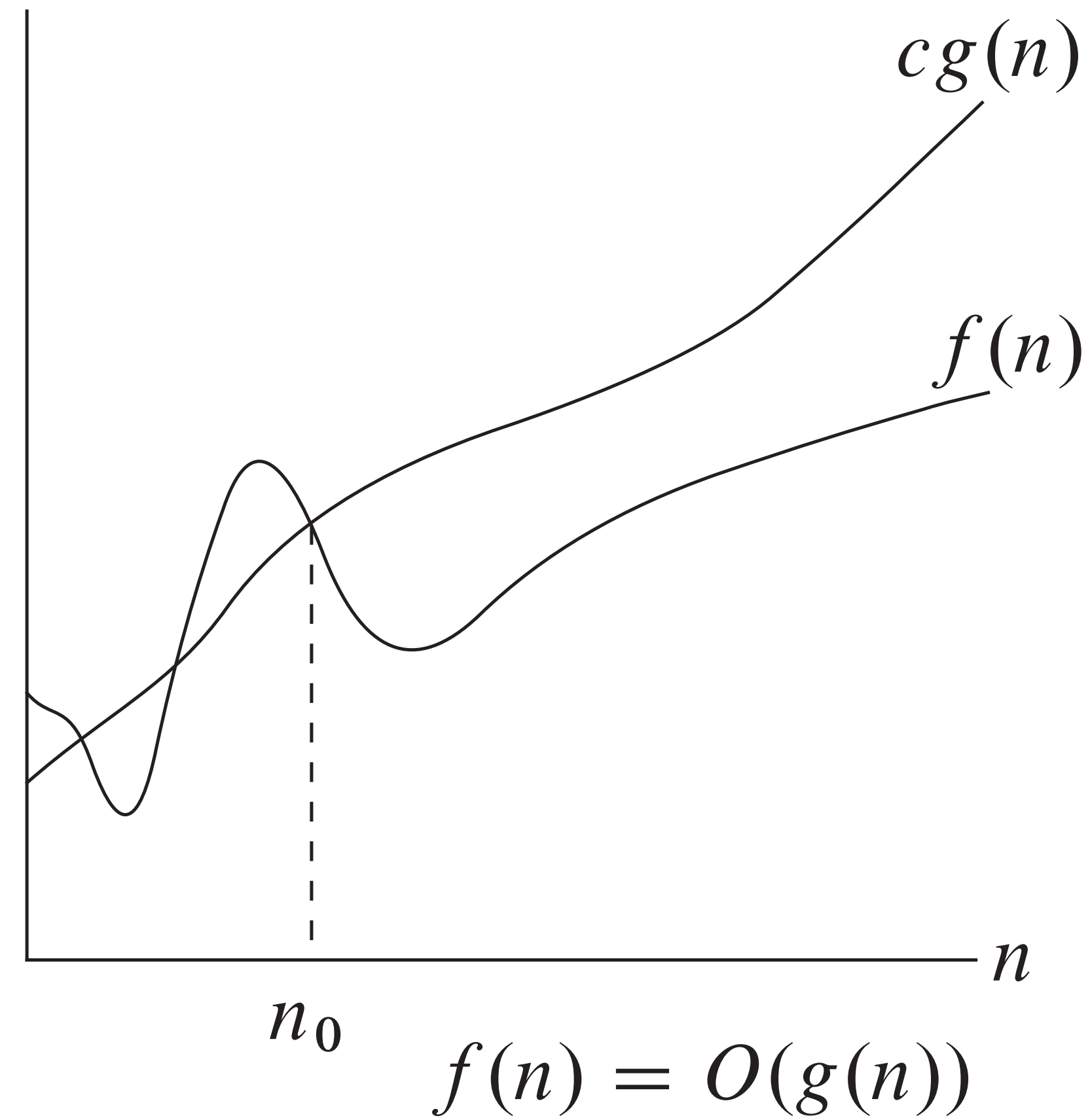
means that there exists constants c, n_0

such that $0 \leq f(n) \leq c \cdot g(n)$

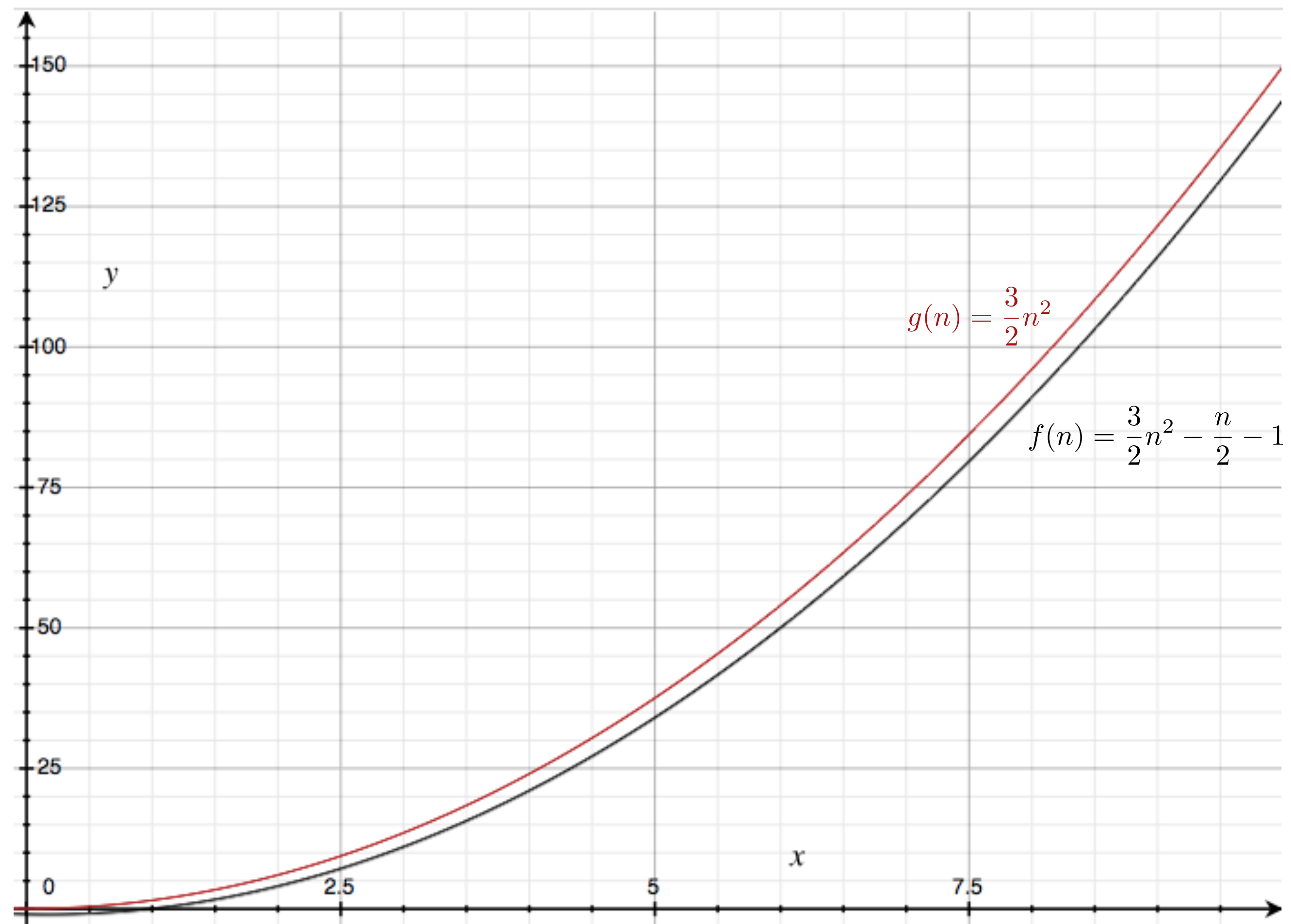
for all $n \geq n_0$

i.e., $f(n) = O(g(n))$

intuitively means that g (multiplied by a constant factor) sets an *upper bound* on f as n gets large — i.e., an *asymptotic bound*



(from Cormen, Leiserson, Riest, and Stein, Introduction to Algorithms)



technically, $f = O(g)$ does not imply a *tight bound*

e.g., $n = O(n^2)$ is true, but there is no constant c such that $c \cdot n^2$ will approximate the growth of n , as n gets large

but we will generally try to find the tightest bounding function g

E.g., binary search

```
def contains(lst, x):  
    lo = 0  
    hi = len(lst) - 1  
    while lo <= hi:  ← # iterations =  $O(?)$   
        mid = (lo+hi) // 2  
        if x < lst[mid]:  
            hi = mid - 1  
        elif x > lst[mid]:  
            lo = mid + 1  
        else:  
            return True  
    else:  
        return False
```

length $\Rightarrow N$

} constant time

E.g., binary search

```
def contains(lst, x):  
    lo = 0  
    hi = len(lst) - 1  
    while lo <= hi:  
        mid = (lo+hi) // 2  
        if x < lst[mid]:  
            hi = mid - 1  
        elif x > lst[mid]:  
            lo = mid + 1  
        else:  
            return True  
    else:  
        return False
```

length $\Rightarrow N$

iterations = $O(?)$

reduces search-space by $1/2$

worst-case: $x < \min(\text{lst})$

E.g., binary search

```
def contains(lst, x):  
    lo = 0  
    hi = len(lst) - 1  
    while lo <= hi:  # iterations  $\approx$  # times we can divide  
        mid = (lo+hi) // 2  # length until = 1  
        if x < lst[mid]:  
            hi = mid - 1  
        elif x > lst[mid]:  
            lo = mid + 1  
        else:  
            return True  
    else:  
        return False
```

length $\Rightarrow N$

E.g., binary search

```
def contains(lst, x):  
    lo = 0  
    hi = len(lst) - 1  
    while lo <= hi:  # iterations ≈ # times we can divide  
        mid = (lo+hi) // 2  # length until = 1  
        if x < lst[mid]:  
            hi = mid - 1  
        elif x > lst[mid]:  
            lo = mid + 1
```

length = 1024

Iteration	0	1	2	3	4	5	6	7	8	9	10
Elements remaining	1024	512	256	128	64	32	16	8	4	2	1

$$\text{length} = N$$

iterations \approx # times we can divide
length until = 1

$$\approx \log_2 N$$

$$= O(\log_2 N)$$

$$[\text{recall: } \log_a x = \log_b x / \log_b a]$$

$$= O(\log N)$$

$$1 = N / 2^x$$

$$2^x = N$$

$$\log_2 2^x = \log_2 N$$

$$x = \log_2 N$$

E.g., binary search

```
def contains(lst, x):  
    lo = 0  
    hi = len(lst) - 1  
    while lo <= hi:  
        mid = (lo+hi) // 2  
        if x < lst[mid]:  
            hi = mid - 1  
        elif x > lst[mid]:  
            lo = mid + 1  
        else:  
            return True  
    else:  
        return False
```

length $\Rightarrow N$

iterations = $O(\log N)$

constant time

binary-search(N) = $O(\log N)$

So far:

- linear search = $O(n)$
- insertion sort = $O(n^2)$
- binary search = $O(\log n)$

```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
    if discr < 0:  
        return None  
    discr = math.sqrt(discr)  
    return (-b+discr)/(2*a), (-b-discr)/(2*a)
```

$$= O(?)$$

```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
    if discr < 0:  
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```

Always a *fixed (constant) number* of LOC
executed, regardless of input.

$$= O(?)$$

```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
    if discr < 0:  
        return None  
    discr = math.sqrt(discr)  
    return (-b+discr)/(2*a), (-b-discr)/(2*a)
```

Always a *fixed (constant) number* of LOC executed, regardless of input.

$$T(n) = C = O(1)$$

```
def foo(m, n):  
    for _ in range(m):  
        for _ in range(n):  
            pass
```

$= O(?)$

```
def foo(m, n):  
    for _ in range(m):  
        for _ in range(n):  
            pass
```

$$= O(m \times n)$$


```
def foo(n):  
    for _ in range(n):  
        for _ in range(n):  
            for _ in range(n):  
                pass
```

$$= O(?)$$

```
def foo(n):  
    for _ in range(n):  
        for _ in range(n):  
            for _ in range(n):  
                pass
```

$$= O(n^3)$$

$$\begin{bmatrix} a_{00} & a_{01} & a_{02} \\ a_{10} & a_{11} & a_{12} \\ a_{20} & a_{21} & a_{22} \end{bmatrix} \times \begin{bmatrix} b_{00} & b_{01} & b_{02} \\ b_{10} & b_{11} & b_{12} \\ b_{20} & b_{21} & b_{22} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} & c_{02} \\ c_{10} & c_{11} & c_{12} \\ c_{20} & c_{21} & c_{22} \end{bmatrix}$$

$$c_{ij} = a_{i0}b_{0j} + a_{i1}b_{1j} + \cdots + a_{in}b_{nj}$$

i.e., for $n \times n$ input matrices, each result cell requires n multiplications

```
def square_matrix_multiply(a, b):  
    dim = len(a)  
    c = [[0] * dim for _ in range(dim)]  
    for row in range(dim):  
        for col in range(dim):  
            for i in range(dim):  
                c[row][col] += a[row][i] * b[i][col]  
    return c
```

$$= O(dim^3)$$

using “brute force” to
crack an n -bit password $= O(?)$

1 character (8 bits)
(2^8 possible values)

00000000
00000001
00000010
00000011
00000100
00000101
00000110
00000111
00001000
00001001
00001010
00001011
00001100
00001101
00001110
...
11110010
11110011
11110100
11110101
11110110
11110111
11111000
11111001
11111010
11111011
11111100
11111101
11111110
11111111

$= O(?)$

using “brute force” to
crack an n -bit password $= O(2^n)$

Name	Class	Example
Constant	$O(1)$	Compute discriminant
Logarithmic	$O(\log n)$	Binary search
Linear	$O(n)$	Linear search
Linearithmic	$O(n \log n)$	Heap sort
Quadratic	$O(n^2)$	Insertion sort
Cubic	$O(n^3)$	Matrix multiplication
Polynomial	$O(n^c)$	Generally, c nested loops over n items
Exponential	$O(c^n)$	Brute forcing an n -bit password
Factorial	$O(n!)$	“Traveling salesman” problem

Common order of growth classes

Input size	Orders of growth								
N	1	log N	N	N log N	N ²	N ¹⁰	2 ^N	N!	N ^N
2	1	1	2	2	4	1,024	4	2	4
3	1	2	3	5	9	59,049	8	6	27
4	1	2	4	8	16	1,048,576	16	24	256
5	1	2	5	12	25	9,765,625	32	120	3,125
10	1	3	10	33	100	1.00E+10	1,024	3,628,800	1.00E+10
25	1	5	25	116	625	9.54E+13	33,554,432	1.55E+25	8.88E+34
50	1	6	50	282	2,500	9.77E+16	1.13E+15	3.04E+64	8.88E+84
75	1	6	75	467	5,625	5.63E+18	3.78E+22	2.48E+109	4.26E+140
100	1	7	100	664	10,000	1.00E+20	1.27E+30	9.33E+157	1.00E+200
200	1	8	200	1,529	40,000	1.02E+23	1.61E+60	7.88E+374	1.60E+460
500	1	9	500	4,483	250,000	9.77E+26	3.27E+150	1.22E+1134	3.05E+1349
1,000	1	10	1,000	9,966	1,000,000	1.00E+30	1.07E+301	4.02E+2567	1.00E+3000
10,000	1	13	10,000	132,877	100,000,000	1.00E+40	-	-	-
100,000	1	17	100,000	1,660,964	1E+10	1.00E+50	-	-	-
1,000,000	1	20	1,000,000	19,931,569	1E+12	1.00E+60	-	-	-