



## What is time complexity ?

Ans : Time complexity gives the "idea" of the amount of time taken by an algorithm as a function of the input size.

It does not necessarily depict the exact execution-time taken by an algorithm, because run-time of a program depends on the following factors :

- ① Computer Hardware / Architecture
- ② Background Processes and load on the system during execution.
- ③ The exact location in memory where the program is stored.

, etc.

Thus, it's impossible to determine the execution time of a program that is applicable in all possible cases.

To compare different algorithms, we can easily calculate the time (and space) complexity of a program and judge which is faster and in general, more optimized.

## How to Calculate ?

Big Oh is used to denote the worst-case time complexity (upper-bound) of an algorithm.

Eg: I take at most 15 minutes to finish my lunch.

Constant Time :  $O(1)$

Linear Time :  $O(n)$ .

Eg: `for(int i=0; i<10; i++){`

```

    cout << "Hello" << endl;
}

```

This will always run the loop 10 times irrespective of any input given. Thus, constant time complexity -  $O(1)$ .

```

Eg: for(int i=0; i<n; i++){
    cout << "Hello" << endl;
}

```

This will always run the loop  $n$  times which depends on  $n$  'linearly'. Thus, linear time complexity -  $O(n)$ .

## Order of Time Complexity :

$O(1) < O(\log n) < O(\sqrt{n}) < O(n) < O(n \log n) < O(n^2) < O(n^3) < O(2^n) < O(n!)$

← Faster / Efficient



## Finding Upper Bound :

Q1:  $f(n) = 4n^4 + 3n^2 + 2$

① Remove all terms of lower power/precedence (refer to the order above).

② Remove constants multiplied/divided with / from the highest precedence term.

①  $O(f(n)) = 4n^4 + 3n^2 + 2 \approx 4n^4$

②  $O(f(n)) = 4 \cdot n^4 = \boxed{n^4}$

⇒  $f(n) = O(n^4)$  which means that  $f(n)$  will always be upper-bounded/smaller than  $n^4$  after some value of  $n = n_0$ .

Q2  $f(n) = 4 \log n + 5\sqrt{n} + 17$

$$O(f(n)) = 4 \log n + 5\sqrt{n} + 17 = \boxed{\sqrt{n}}$$

$$f(n) = O(\sqrt{n})$$

Q3 Reverse an array.

→ We swap  $arr[i]$  with  $arr[j]$  starting with  $i=0$  &  $j=n-1$  and increment & decrement  $i$  &  $j$  respectively until  $i < j$ .

Thus, we make approx.  $\frac{n}{2}$  swaps for an array of length  $n$ .

$$f(n) = \frac{n}{2} \Rightarrow O(f(n)) = n$$

$$f(n) = O(n)$$

Q4 Linear Search.

We traverse the whole array, so :

$$f(n) = n \Rightarrow O(f(n)) = n$$

$$f(n) = O(n)$$

Q5.

```
int a = 0, b = 0;
for (i = 0; i < N; i++) {
    for (j = 0; j < N; j++) {
        a = a + j;
    }
    for (k = 0; k < N; k++) {
        b = b + k;
    }
}
```

} Runs  $N$  times for each iteration  
 $i: 0$  to  $N-1$

} Runs  $N$  times.

$$\text{Time Complexity} = O(f(N)) = O(N^2 + N) = O(N^2)$$

Q6.

```
int a = 0;
for (i = 0; i < N; i++) {
```

→ Careful!

Q6. 

```
int a = 0;
for (i = 0; i < N; i++) {
    for (j = N; j > i; j--) {
        a = a + i + j;
    }
}
```

*Careful!*

} Runs from N to i+1 times  
for i: 0 to N-1.

Detailed Soln:

For  $i=0$ : Inner for loop runs N times ( $j=N; j>0; j--$ )

For  $i=1$ : Inner for loop runs N-1 times ( $j=N; j>1; j--$ )

For  $i=2$ : Inner for loop runs N-2 times ( $j=N; j>2; j--$ )

⋮

For  $i=N-1$ : Inner for loop runs 1 time.

$$\begin{aligned} \text{Total: } & N + (N-1) + (N-2) + \dots + 1 \\ &= 1 + 2 + 3 + \dots + N \\ &= \frac{N(N+1)}{2} \end{aligned}$$

$$= \frac{N^2}{2} + \frac{N}{2}$$

$$f(n) = \frac{N^2}{2} + \frac{N}{2} = \boxed{O(N^2)}$$

$10^8$  Operation Rule:

Most modern machines can perform  $10^8$  operations/second.

We use the constraints given in a question to determine the maximum T.C. I can have in my solution.

input size	required time complexity
$n \leq 10$	$O(n!)$
$n \leq 20$	$O(2^n)$
$n \leq 500$	$O(n^3)$
$n \leq 5000$	$O(n^2)$
$n \leq 10^6$	$O(n \log n)$ or $O(n)$
$n$ is large	$O(1)$ or $O(\log n)$

Source : CodeForces.

**Space Complexity :** Gives the 'idea' of the amount of space required by a program "with respect to" the input.

$O(1)$  Space Complexity -

- ① `int a;`
- ② `int a, b, c, d, z;`
- ③ `int arr[1000];`

$O(n)$  Space Complexity :

- ① `int arr[n];` // Bad practice
- ② `vector<int> v(n);`