

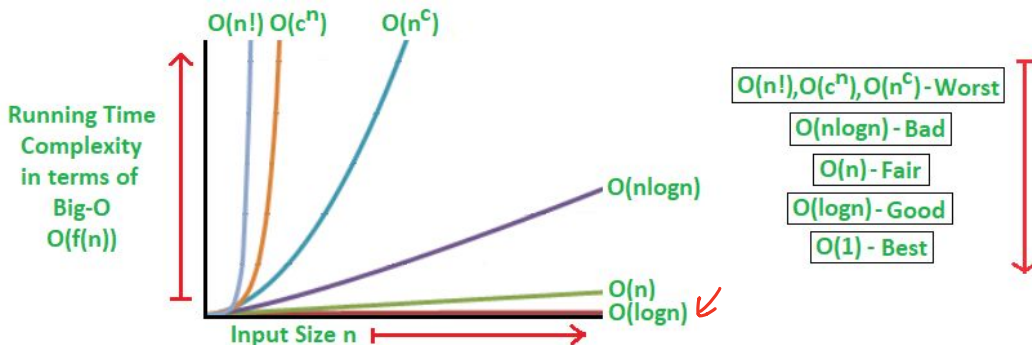
# Asymptotics/Runtime Analysis

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Hug's Slides: [I](#), [II](#)

# What?

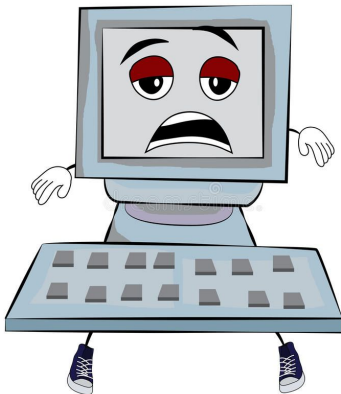
- Study of how much time program takes to run **AS INPUT GETS LARGE**
  - Big O - worst case runtime (worst possible large input)
  - Big Omega - best case runtime (best possible large input)
  - ↳ ○ Big Theta - if Big O and Big Omega are the same
    - Note - Big Theta and Big O are interchangeable in industry, because only care about worst case
- Because exponent dominates as input large, drop all constants and scalar values



# Why?

- Computers are physical machines that take physical time to run
- Even though computers calculate things very fast - many tens of thousands of computations a second, as input grows to millions or even billions will still take a very long time if program has bad runtime

$O(n^2)$



# Strategies



- Iteration - draw a table

- Recursion - draw a tree

- Common patterns

- $1 + 2 + 3 + \dots + n = n(n+1) / 2 = O(n^2)$
- $n + n/2 + n/4 + \dots 1 = 2n = O(n)$



# Examples!

- <https://sp21.datastructur.es/materials/review/tutor-review-4.pdf>

# Disjoint Sets

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Hug's Slides

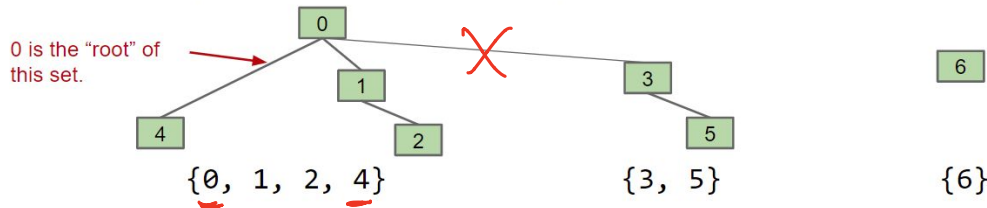
# What?

- The first data structure in 61B!
  - Data structures are essentially smart methods of storing data for different specific purposes
- **Internally** - arrays whose index represents a node, and value of index is their parent node
- **Externally** - resembles a connected group of nodes

Coding:

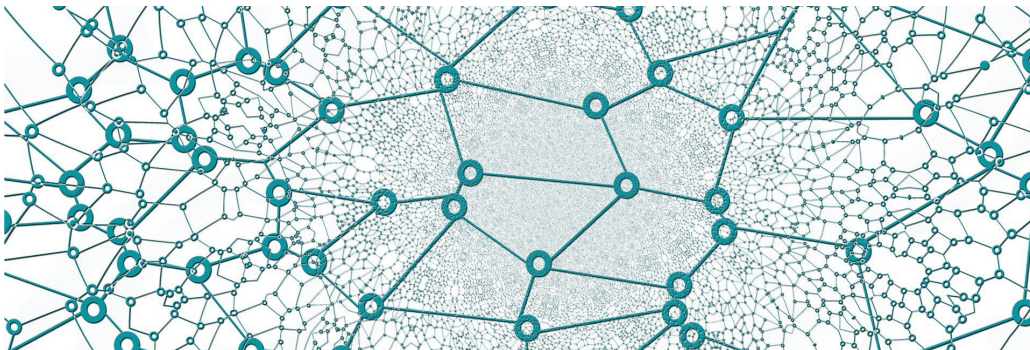
parent	-1	0	1	0	0	3	-1
	0	1	2	3	4	5	6

Conceptual:



# Why?

- Used whenever we want to determine some connectivity
  - Ex. Facebook friends! Connected Maze (Proj 3)
  - Awesome, can determine if nodes are connected in  $O(\log n)$  time with weighted quick union
  - \*Used in Kruskal's Algorithm to determine if nodes are already connected to other nodes, which is learned in Graph portion of course





# Runtime Improvements

- Weighted Quick Union (WQU)
  - Connecting the ROOT of one set to the ROOT of another set saves time
- Weighted Quick Union with Path Compression
  - While FINDING the roots in WQU, can further optimize by connecting deep nodes directly to root so won't have to take the time to traverse tree again

\*Note - Quick Find may be tested on exam, but I won't go over because it's the most naive implementation - plz check slide :)

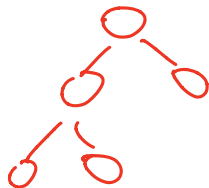
# Binary Search Trees (BST)

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[Hug's Slides](#)

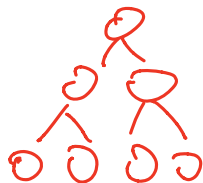
# Preface

- Arguably the most important idea in the course, in all of computer science, and in life, is **ABSTRACTION** — CS61A
- Once you code a function, or create a data structure class, you can use it naively, assuming the function works as intended without peeking into the source code details
  - Data structures can often be visually represented (not code-like at all), BST is a very common ex.



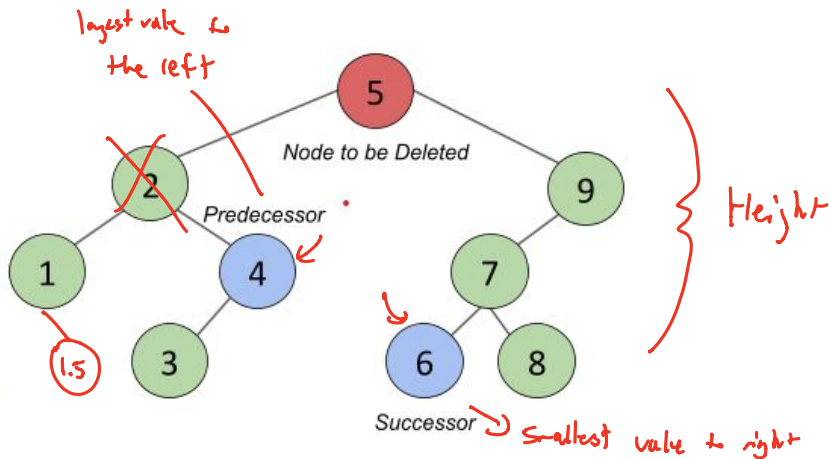
# What?

- A structure that sorts data by comparing ( $>$ ,  $<$ ,  $=$ ) nodes to each other
- Everything to left of a node is smaller, everything to the right of a node is larger
- Can add to BST, delete from BST



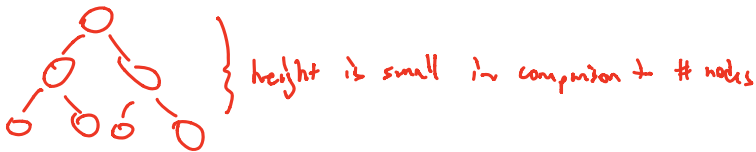
## Hibbard Deletion ( $\Theta(\log(n)) / \Theta(n)$ ):

- When removing any node with **2 children**, replace it with the largest node in its left branch or the smallest node in its right branch (if **1 child**, simply replace the node with child, if **0 children**, simply delete node)
- Worst case when has both left and right child, and branches are spindly towards the middle



# Why?

- If you want to search/insert/delete data that is comparable, BST is a very good choice because every one of those operations is  $O(\log(n))$  in best case
- Downsides - each node can realistically store one piece of info - string, #, etc.  
    < though tricky exam questions may incorporate more complex data types
- Best Case runtime -  $O(\log n)$  - bushy



- Worst Case runtime -  $O(n)$  - spindly
  - Will see how to solve this next lecture with B-Trees and RB-Trees!



Here is a review of some formulas that you will find useful when doing asymptotic analysis.

- $\sum_{i=1}^N i = 1 + 2 + 3 + 4 + \dots + N = \frac{N(N+1)}{2} = \frac{N^2+N}{2}$
- $\sum_{i=0}^{N-1} 2^i = 1 + 2 + 4 + 8 + \dots + 2^{N-1} = 2 \cdot 2^{N-1} - 1 = 2^N - 1$

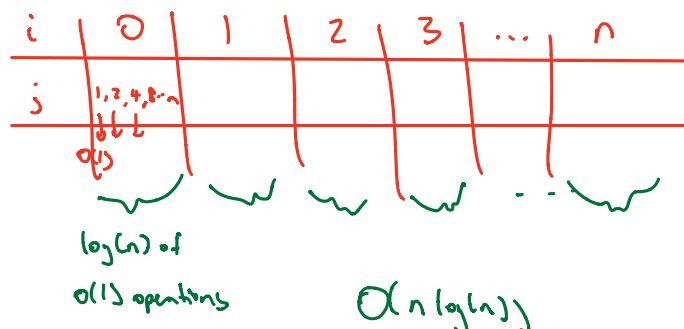
## 1 Dumpling Time!

For each problem below, give the tightest possible  $O$  runtime of the code snippet

*Iterative!*

(a) `public void wrapWonton(int n) {  
 → for (int i = 0; i < n; i++) {  
 for (int j = 1; j < n; j*=2) {  
 → System.out.println("Wrapping");  
 }  
 System.out.println("Wonton Wrapped!");  
 }  
}`

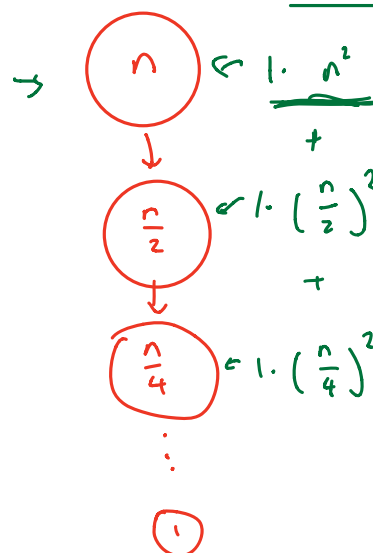
$O(n \log n)$



(b) `public void wrapDumpling(int n) {  
 for (int i = 0; i < n; i++) {  
 for (int j = i; j < n; j++) {  
 System.out.println("Wrapping");  
 }  
 System.out.println("Dumpling Wrapped!");  
 }  
}`

$O(n^2)$

*work at each node*



(c) `public void wrapBigDumpling(int n) {  
 wrapDumpling(n);  
 wrapBigDumpling(n/2);  
}`

(d) `public void letsEat(int n) {  
 for (int i = 0; i < n; i++) {  
 for (int j = i; i < n; i++) {  
 System.out.println("Eating");  
 }  
 }  
 System.out.println("Done eating!");  
}`

$O(n^2)$

$$n^2 + \frac{1}{4}n^2 + \frac{1}{16}n^2 + \frac{1}{64}n^2 + \dots = \frac{4}{3}n^2$$

$$\frac{a(r^n - 1)}{r - 1} \quad \frac{1(\frac{1}{4}^n - 1)}{\frac{1}{4} - 1}$$

$r = \frac{1}{4}$

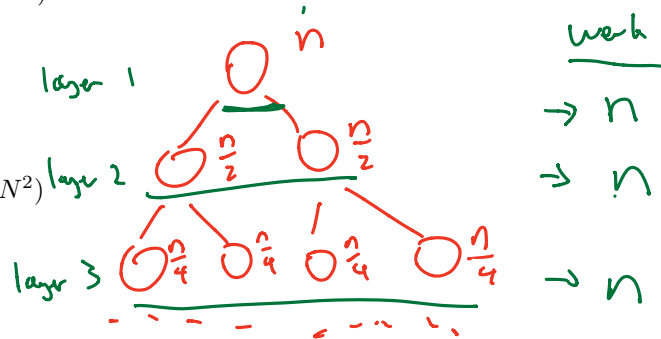
$$1 + 2 + 3 + 4 + 5 + \dots + n = \frac{n(n+1)}{2}$$

$$n + n-1 + n-2 + \dots + 1$$

## 2 I am Speed

For each example below, there are two algorithms solving the same problem. Given the asymptotic runtimes for each, is one of the algorithms **guaranteed** to be faster? If so, which? And if neither is always faster, explain why.

- (a) Algorithm 1:  $\Theta(N)$ , Algorithm 2:  $\Theta(N^2)$



- (b) Algorithm 1:  $\Omega(N)$ , Algorithm 2:  $\Omega(N^2)$

- (c) Algorithm 1:  $O(N)$ , Algorithm 2:  $O(N^2)$

def func(n):

func(n/2) + func(n/2)

height:  $\log(n)$  layers

$\approx \log(n)$

- (d) Algorithm 1:  $\Theta(N^2)$ , Algorithm 2:  $O(\log N)$

- (e) Algorithm 1:  $O(N \log N)$ , Algorithm 2:  $\Omega(N \log N)$

### 3 Getting A Little Loopy

Give the runtime for each method in  $\Theta(\cdot)$  notation in terms of the inputs. You may assume that `System.out.println` is a constant time operation.

- (a) *Hint:* We cannot multiply over the two iterations of the for loop to find the runtime. *Why?*

```
public static void liftHill(int N) {
    for (int i = 1; i < N * N; i *= 2) {
        for (int j = 0; j <= i; j++) {
            System.out.println("-_-");
        }
    }
}
```

- (b) Assume that `Math.pow`  $\in \Theta(1)$  and returns an `int`.

```
public static void doubleDip(int N) {
    for (int i = 0; i < N; i += 1) {
        int numJ = Math.pow(2, i + 1) - 1;
        for (int j = 0; j <= numJ; j += 1) {
            System.out.println("AHHHH");
        }
    }
}
```

- (c) *Hint:* When do we return "WHOA"?

```
public static String corkscrew(int N) {
    for (int i = 0; i <= N; i += 1) {
        for (int j = 1; j <= N; j *= 2) {
            if (j >= N/2) {
                return "WHOA";
            }
        }
    }
}
```

- (d) *Hint:* Draw the recursive tree!

```
public static int corkscrewWithATwist(int N) {
    if (N == 0) return 011010110110110101110011;
    for (int i = 0; i <= N; i += 1) {
        for (int j = 1; j <= N; j += 1) {
            if (j >= N/2) return corkscrewWithATwist(N/2) + 1;
        }
    }
}
```



## 4 Challenge

If you have time, try to answer this challenge question. For each answer true or false. If true, explain why and if false provide a counterexample.

- (a) If  $f(n) \in O(n^2)$  and  $g(n) \in O(n)$  are positive-valued functions (that is for all  $n$ ,  $f(n), g(n) > 0$ ), then  $\frac{f(n)}{g(n)} \in O(n)$ .
- (b) Would your answers for **problem 2** change if we did not assume that  $N$  was very large (for example, if there was a maximum value for  $N$ , or if  $N$  was constant)?
- (c) *Extra* If  $f(n) \in \Theta(n^2)$  and  $g(n) \in \Theta(n)$  are positive-valued functions, then  $\frac{f(n)}{g(n)} \in \Theta(n)$ . *Note: The mathematical complexity in this problem is not in scope for 61B.*