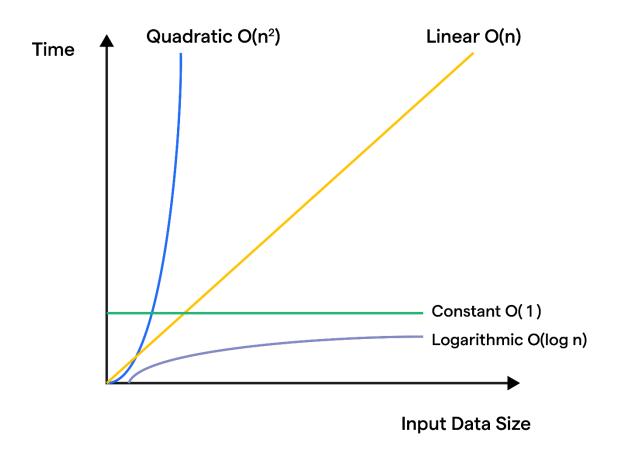
Time Complexity

Time Complexity



- When a single problem has multiple solutions, we need to analyze the algorithms
 - Algorithm analysis helps us to determine the
 efficiency of different solutions in terms of
 time and space required.

• The goal is to identify the most optimal solution for a given problem.

Types of Algorithm Analysis:

1. Aposteriori Analysis:

- This is the practical analysis of an algorithm.
- Dependent on factors like compiler
 optimization, processor speed, and data
 characteristics.

Example:

• Measuring runtime using tools like a stopwatch.

2. Apriori Analysis:

- This is the theoretical analysis of an algorithm. Focuses on mathematical estimations. Independent of system hardware and software.
- Performed before implementing the algorithm.
- Evaluates the algorithm based on input size and computational steps without executing it.

Example:

- Count how many times a loop runs.
- Count the number of comparisons or assignments.

Asymptotic Notations:

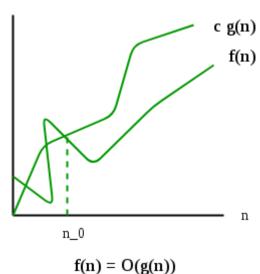
Asymptotic Notations are mathematical tools used to analyze the performance of algorithms by understanding how their efficiency changes as the input size grows.

1. Big-O Notation (O):

- Describes the upper bound of the time complexity.
- Represents the worst-case scenario.
- Example: O(n), O(n²), O (log n).

Represents the **maximum time** required for an algorithm.

Example: A loop that runs n times has time complexity O(n).



Mathematical Definition:

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

If there exist positive constants c and n_0 such that $0 \le f(n) \le cg(n)$ for all $n \ge n_0$

Example:

Let f(n) = 3n + 2 and g(n) = n.

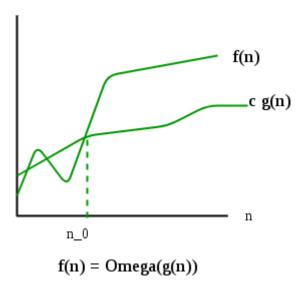
- $\bullet \quad f(n)=3n+2\leq 4n \text{ for } n\geq 2.$
- Here, c=4 and $n_0=2$.
- Thus, $f(n) \in O(n)$.



2. Omega (Ω) :

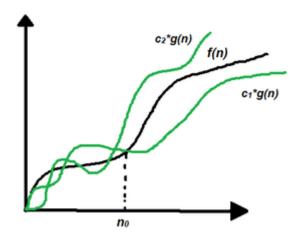
- Describes the lower bound of the time complexity.
- Represents the best-case scenario.
- \circ Example: $\Omega(n)$, $\Omega(\log n)$.

Represents the **minimum time** required for an algorithm.



3. **Theta** (Θ):

- Describes the tight bound of the time complexity.
- Represents the average-case scenario.
- Example: $\Theta(n)$, $\Theta(\log n)$.



Represents the average-case time of an algorithm.

Best, Worst, and Average Cases:

1. Best Case:

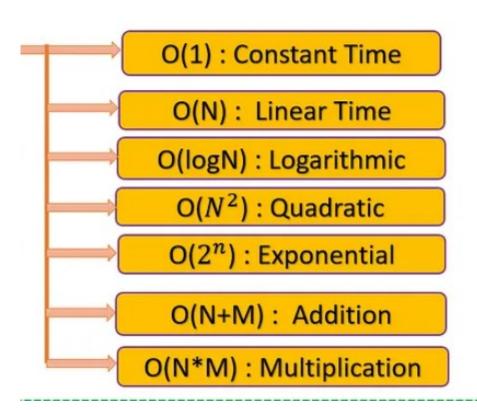
- The scenario where the algorithm performs the minimum number of operations.
- $_{\circ}$ Represented using Ω notation.

2. Worst Case:

- The scenario where the algorithm performs the maximum number of operations.
- Represented using O notation.

3. Average Case:

- Consider all possible inputs the algorithm can handle.
- Find the time it takes for the algorithm to complete for each input.
- Compute the average time across all inputs.
- Represented using O notation.



O (1) - Constant Time

- The runtime doesn't depend on the input size.
- Example: Accessing an element in an array.

O(log n) - Logarithmic Time

- o The runtime grows slowly as input size increases.
- o Example: Binary search.

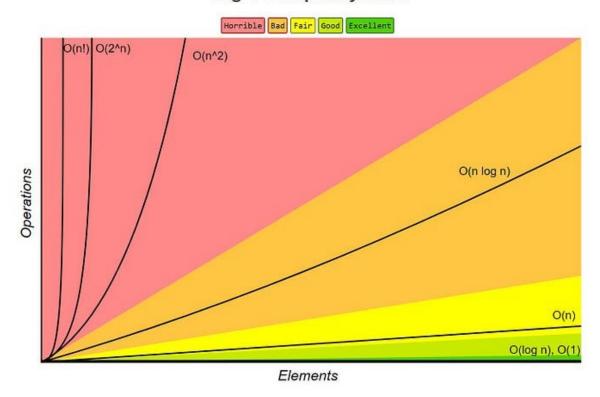
O(√n) - Square Root Time

- Grows faster than $O(\log n)$, but slower than O(n).
- · Example:

O(n) - Linear Time

- Runtime grows directly with input size.
- Example: Traversing an array.

Big-O Complexity Chart



O (n log n) - Linearithmic Time

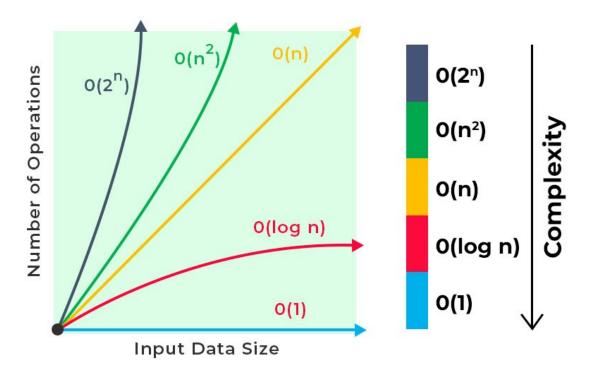
Common in divide-and-conquer algorithms like
 Merge Sort or Quick Sort.

O(n2) - Quadratic Time

- Runtime grows proportional to the square of the input size (nested loops).
- Example: Bubble sort or comparing all pairs in an array.

O(n3) - Cubic Time

- Runtime grows proportional to the cube of the input size (triple nested loops).
- · Example: Matrix multiplication.



O(2n) - Exponential Time

- · Runtime doubles with each additional input.
- Example: Solving the Traveling Salesman Problem using brute force.

O(n!) - Factorial Time

- Runtime grows extremely fast (all possible permutations).
- Example: Solving the N-Queens problem using brute force.

Growth Hierarchy (Smallest to Largest):

$$O(1) < O(\log n) < O(n) < O(n) < O(n\log n) < O(n2) < O(n3) < O(2n) < O(n!)$$