

# EECS3101 notes :: A continuation on best/worst/average case complexity

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## Example 1 :: Average case runtime

*"motivation"-Larry YL Zhang 2023*

A and B are the values of two dice rolled independently. We want to measure how many times the print line is executed. What is the average case runtime?

We want to find  $E(X)$ , where  $X$  is the number of times print is executed 10 times or once. What are the possible values of  $X$ ?

$$X = 10, 1$$

Because the dice are uniform, and the events are independent, we can conclude that there are 36 possibilities. Out of those 36, there are exactly 6 that both dice rolls are equal. Therefore,

$$P(A = B) = \frac{1}{6}, P(A \neq B) = \frac{5}{6}$$

So,

$$E(X) = 10\left(\frac{1}{6}\right) + 1\left(\frac{5}{6}\right) = 2.5$$

## Example 2 :: Worst case runtime (slide 9)

We have an outer loop of  $O(n^2)$ , and two inner loops of  $O(n)$  and  $O(\log(n))$ . The worse of the inner loops is  $O(n)$ , so the worst case for this program would be  $O(n^3)$ .

We can actually get rid of the exponent and base in log, so we can write any expression in terms of  $a \log_k(n^m)$  as  $\log(n)$  when working with big O. In other words, it's not based!

### Example 3 :: Worst case runtime (slide 11)

*"Never say never" - Larry YL Zhang 2023*

In this question, we have an outer loop with  $O(n)$ , and an inner loop with  $O(n)$ , so we get  $O(n^2)$ , right? Well, this is the naive way of doing it. It's actually a tighter bound of  $O(n)$  because for every key in the stack, there are 2 possible operations; push and pull. To add to this, the inner loop is dependent on the size of the stack.

### Example 4 :: Average case runtime (slide 13)

- $A_0$  is picked from  $\{0,1\}$
- $A_1$  is picked from  $\{0,1,2\}$
- $A_2$  is picked from  $\{0,1,2,3\}$
- $A_n$  is picked from  $\{0,1,2,\dots,n+1\}$