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School of Computer Science

# COMP SCI 1103/2103 Algorithm Design & Data Structure Complexity

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*seek* LIGHT

# Overview

- Today we will have
  - Review on the topic of last session
  - Formal definition of Big O

# Review

- We've talked about complexity in general terms.
- Assumptions:
  - The complexity analysis focuses on algorithms
  - The input size is taken as argument.
  - The machine model is used to eliminate the influence of hardware
- The running time complexity of an algorithm matters in
  - the worst case
  - the average case

# Review

- Is it always easy to find the complexity of an algorithm?
- We provide a range for the complexity that we are after
  - Upper bound
  - Lower bound
- Usually used for the worst case or the average case.
- When you introduce an instance of the problem as the worst case, is it always possible to prove that it is the worst case?
  - No. (but for the simple search example it was obvious!)
  - Formally, it is usually called a hard instance.
  - It gives a lower bound on the worst case complexity, but for proving an upper bound we need to go generally for the proof

# Example: A simple search function

```
// pseudo code
search(list, item)
{
    for(i=1 to n)
        if list[i]==item
            return i
}
```

Required time:

- Set up time
- For loop

# Example

- The for loop will take approximately  $n$  times the effort to make decision on one item.
- Set-up for this algorithm is constant.
- Mathematically, the execution time is equal to  $cn + s$ .
  - Where  $c$  and  $s$  are constants and represents the overhead per iteration, and the set-up costs, respectively.
- $f(n) = cn + s$  represents the actual execution time of this searching process.



# Big O [ $O(g(n))$ ] – formal definition

- If  $f(n)$  represents the *actual* execution time of an algorithm, then, as we don't always know the details of  $f(n)$ , we approximate it.
- $f(n) = O(g(n))$  if there exist positive constants  $c$  and  $n_0$  such that  $f(n) \leq c g(n)$  when  $n \geq n_0$ .
- We refer to this as Big-Oh( $g(n)$ ),  $O(g(n))$  or “order  $g(n)$ ”

# General Rules

- Some mathematical background is required for analyzing computational complexity

**Rule 1.** If  $f_1(n) = O(g_1(n))$  and  $f_2(n) = O(g_2(n))$ , then

1.  $f_1(n) + f_2(n) = O(g_1(n) + g_2(n)) = O(\max(g_1(n), g_2(n)))$
2.  $f_1(n) * f_2(n) = O(g_1(n) * g_2(n))$

**Rule 2.** If  $f(n)$  is a polynomial of degree  $k$ , then

$$f(n) = O(n^k)$$

**Rule 3.** if  $f(n) = \log(n^k)$  then  $f(n) = O(\log n)$  for any constant  $k$

- Let's see some examples



# Example

- $n+1 = O(n)$ ?
- $n+2 = O(n)$ ?
- $2n+2 = O(n)$ ?
- $n^2 = O(n)$ ?
- $\sqrt{n} = O(n)$ ?
- $1 = O(n)$ ?
- $\log n = O(n)$ ?
- $n \log n = O(n)$ ?

# Example

- $n = O(n^2)$ ?
- $n^2 = O(n^2)$ ?
- $n^3 = O(n^2)$ ?

✱ We want our Big Oh bounds to be:

- Tight: We want  $g(n)$  to be as close to  $f(n)$  as it can be.
- Simple: we can drop low order terms and constants. (why?)

- Growth rates are important

# How do you find the complexities?

- We have simple rules
  - Simple statements (Math operators: +, -, &&, \*, etc ..., Assignment, Array indexing, Comparisons) are all  $O(1)$
  - The running time of a loop is at most the running time of the statements inside the loop (including tests) multiplied by the number of iterations
    - Nested loops?
  - The running time of an if/else statement is at most the running time of the test plus the larger of the running times of the statements in the if and else block.

# Simple Statement

- Simple statements:
  - Math operators: +, -, &&, \*, etc ...
  - Assignment , array indexing, ...
  - Comparison
- The simple statements are all  $O(1)$
- What about blocks of simple statements?

# Simple Statement

- Consider the code block below

```
int next, n1, n2;  
  
next = n1 + n2;  
n2 = n1;  
n1 = next;
```

- These statements are all  $O(1)$ .
- They take a constant amount of time to execute, ***independent of the input size!***
- The complexity of the entire code segment is  $O(1)$ .
  - These statements altogether still take a constant amount of time to execute.

# Loops

- For-loops: (n is the input)

```
int counter = 0;
for(int i = 0; i < n ; i++){
    counter += i;
}
```

- The running time of a for loop is at most the running time of the statements inside the for loop (including tests) multiplies the number of iterations.
- $O(n \times [\text{complexity of statements inside the loop}])$ 
  - $O(n)$

# Loops

```
int counter = 0;
for(int i = 0; i < 100; i++){
    counter += i;
}
```

- The statements are performed 100 times.
- The complexity of the entire code segment is  $100 * [\text{the complexity of the statements inside the loop}]$ 
  - $100 * c = O(1)$



# Loops

- Nested loops:

```
int counter = 0;

for(int i = 0; i < n ; i++){
    for(int j = 0; j < n ; j++){
        counter ++;
    }
}
```

- The total running time of the statements that form a group of nested loops is the running time of the inner statements multiplied by the product of the sizes of all the loops.
- $O(n^2)$

# Loops

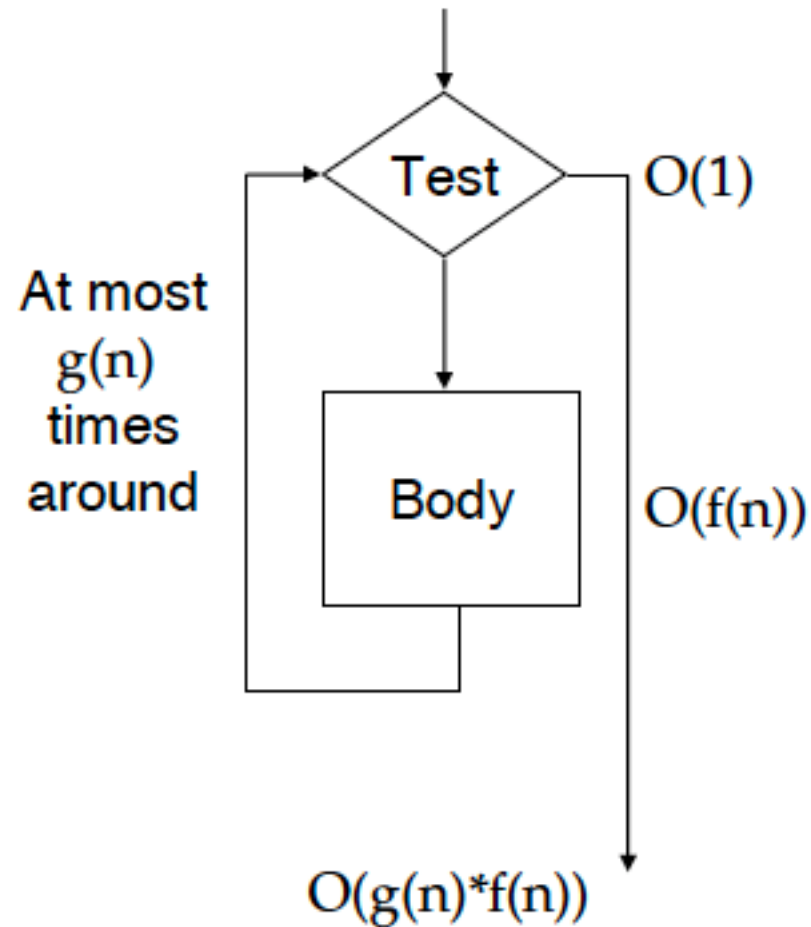
- Nested loops

```
for(int i = 0; i < n; i++){  
    for(int j = 0; j < m; j++){  
        counter ++;  
    }  
}
```

```
for(int i = 0; i < n; i++){  
    for(int j = 0; j < 100; j++){  
        counter ++;  
    }  
}
```

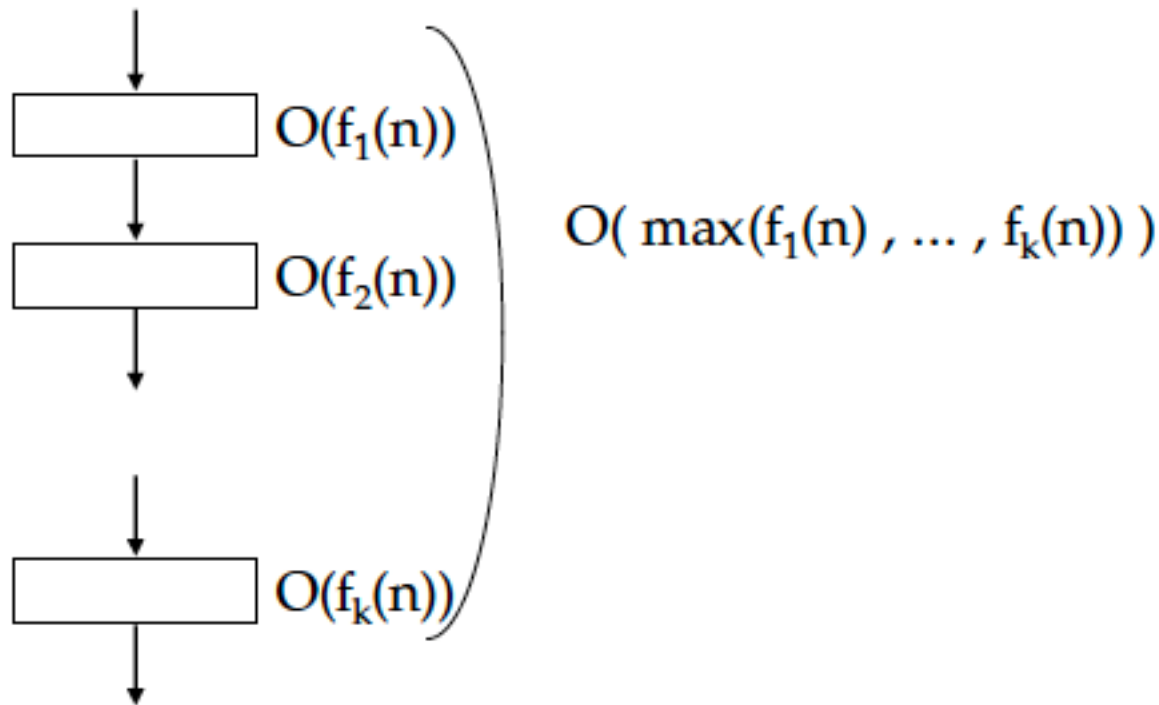
# Loops

- While-loops:

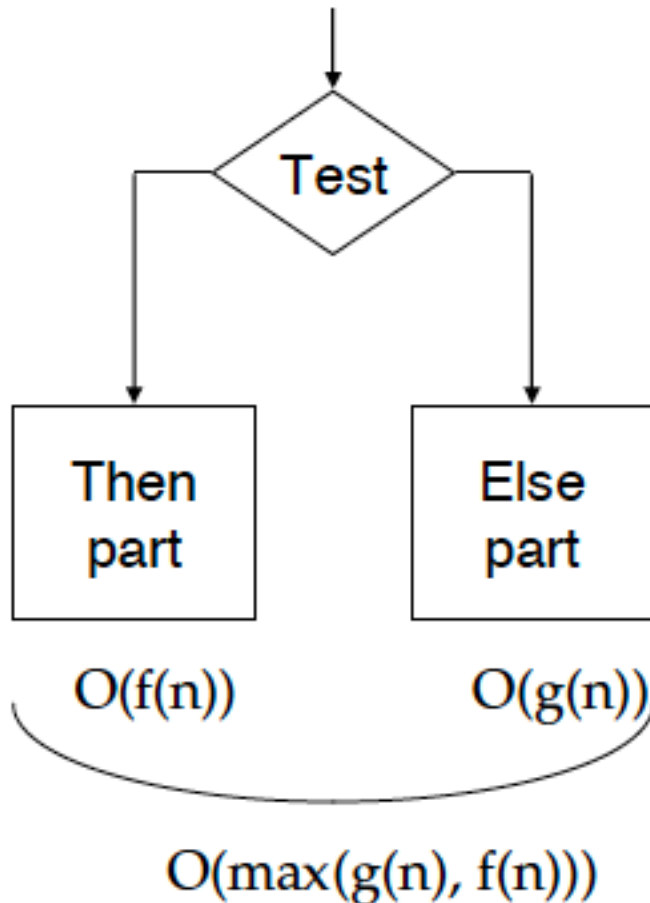


# Consecutive Statements

- Block of statements without function calls is just summation.



# If/else Statement



- The running time of an if/else statement is never more than the running time of the test plus the larger of the running times of the statements in the if and else block.

# If/else Statement

```
if(a>b){  
    for(int i=0; i<n; i++){  
        counter ++;  
    }  
}else{  
    counter = 0;  
}
```

# Example

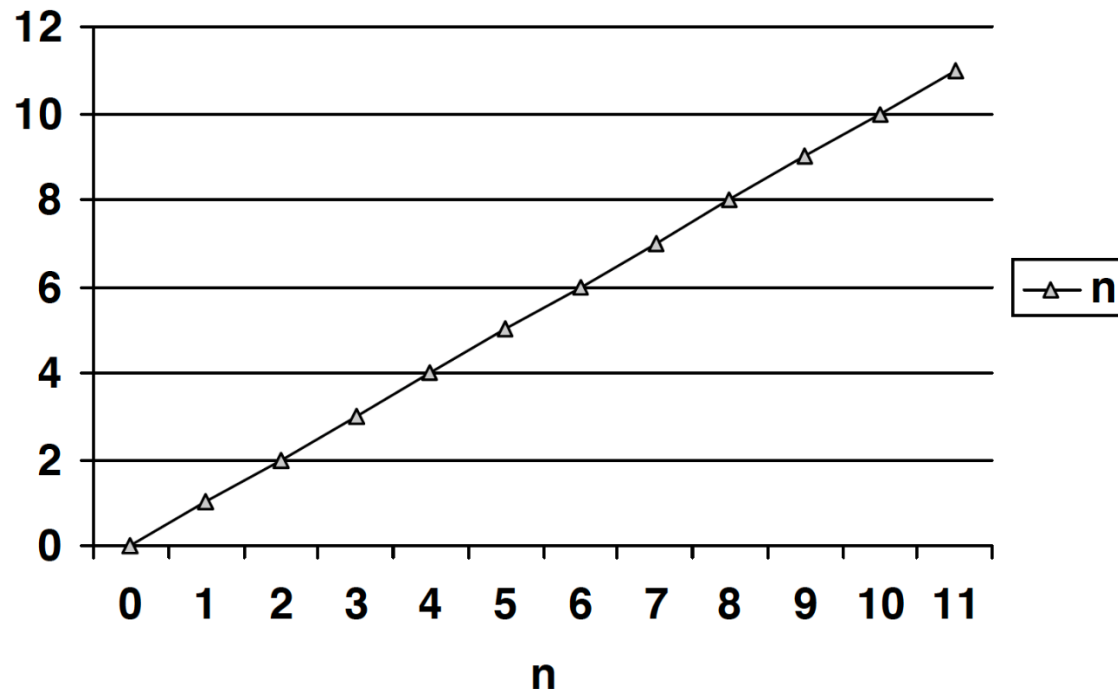
- Iterative version of Fibonacci number calculation
- The program structure tree
- $O(n)$

```
4 ▼ int Fib(int n) {  
5  
6     if (n==0 || n==1) {  
7         return n;  
8     }  
9  
10    int n1=0;  
11    int n2=1;  
12    int next;  
13  
14 ▼    for(int i = 2; i <= n; i++) {  
15        next = n1 + n2;  
16        n1 = n2;  
17        n2 = next;  
18    }  
19    return next;  
20 }
```



# Example

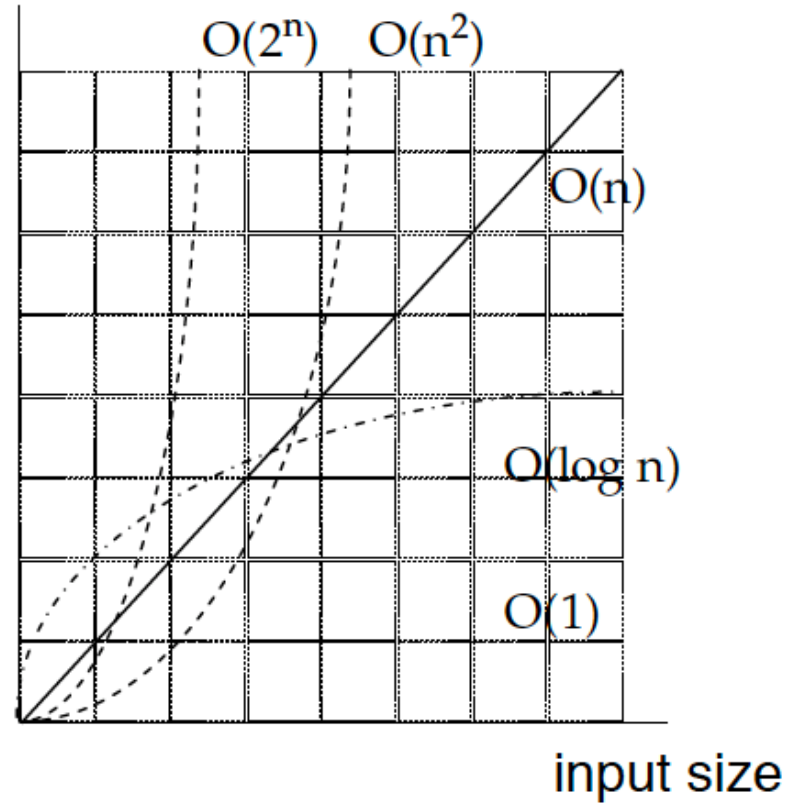
- The iterative version of Fibonacci has a linear growth rate.
- The run time grows in proportion to the magnitude of the Fibonacci number we are computing.



# Typical Big-Oh Running Times

Big-Oh	Informal name
$O(1)$	constant
$O(\log n)$	logarithmic
$O(n)$	linear
$O(n \log n)$	$n \log n$
$O(n^2)$	quadratic
$O(n^3)$	cubic
$O(2^n)$	exponential

running  
time



# Summary

- Notations:
  - Big O: for presenting an upper bound
- Simple Rules
  - Summation and multiplication
  - Polynomials with degree  $k$ :  $O(n^k)$
  - Analysis of Simple algorithms:
    - Simple statement, If/else statements, Loops, Consecutive statement



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