

Growth rate, Big-O notation

CS110C

Max Luttrell, CCSF

growth rate

- let's say we know the following, for two algorithms acting on a given list of n items on a given computer:
 - algorithm A requires $n^2 / 5$ seconds
 - algorithm B requires $5 * n$ seconds

growth rate

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n	A	B
5	5	25

growth rate

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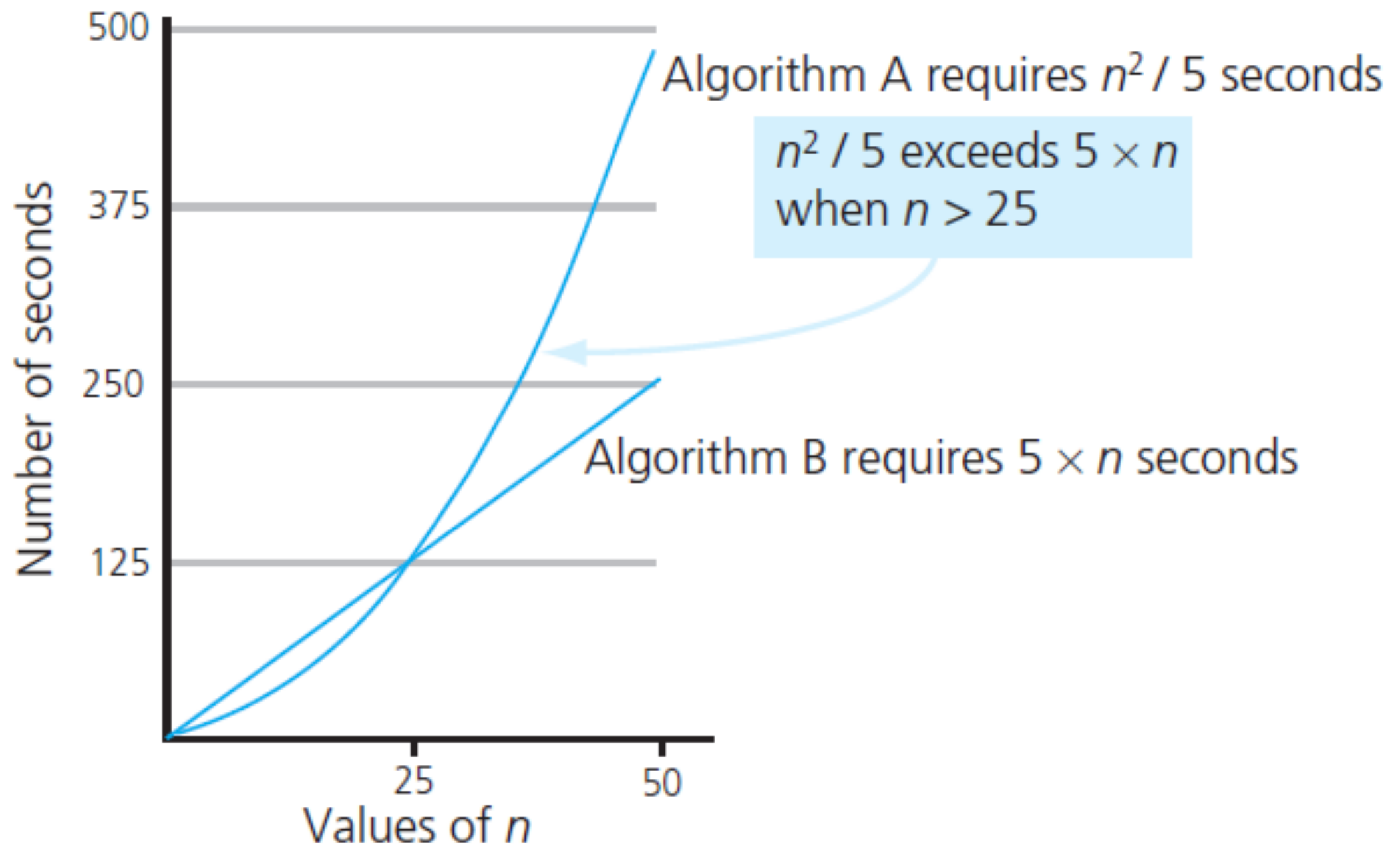
n	A	B
5	5	25
10	20	50

growth rate

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 - algorithm A requires $n^2 / 5$ seconds
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n	A	B
5	5	25
10	20	50
100	2000	500

growth rate



order

- let's say we know the following, for three algorithms acting on a list of n items:
 - algorithm A is proportional to n^2
 - algorithm B is proportional to n
 - algorithm C is proportional to $f(n)$
- $f(n)$ is the **growth rate function** of the algorithm, a.k.a. **order $f(n)$** , a.k.a. **$O(f(n))$ (big O notation)**

growth rates

- Some common orders in ascending order of growth rate

$$O(1) < O(\log_2 n) < O(n) < O(n \times \log_2 n) < \\ O(n^2) < O(n^3) < O(2^n)$$

determining order

1. You can ignore lower-order terms in an algorithm's growth rate function. An algorithm which is $O(n^2 + n)$ is also $O(n^2)$.
2. You can ignore constants. An algorithm which is $O(3n^2 + 2n)$ is also $O(n^2 + n)$, which from property 1 is also $O(n^2)$.
3. You can combine growth rate functions. An algorithm which is $O(n^2) + O(n)$ can be rewritten $O(n^2 + n)$. We know this is $O(n^2)$ by property 1.

$$O(1) < O(\log_2 n) < O(n) < O(n \times \log_2 n) < \\ O(n^2) < O(n^3) < O(2^n)$$

worst case vs. average case

- Maximum amount of time to solve a problem of size n : **worst case**
- Average amount of time to solve a problem of size n : **average case**

some perspective

- if we know n is always small, e.g. less than 25, the order of the solution is likely insignificant
- choosing between implementations: consider what type of operations frequently occur (e.g. for a list ADT, dictionary vs. a list of online friends)
- note, however, that efficiency might still be critical even if the operation is infrequently used, i.e. an air traffic control emergency operation.