

ENG 346

Data Structures and Algorithms for Artificial Intelligence

Runtime Complexity of the Algorithms

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<https://github.com/mehmetpekmezci/GTU-ENG-346>

ENG-346-FALL-2025 Teams code is **0uv7jlm**

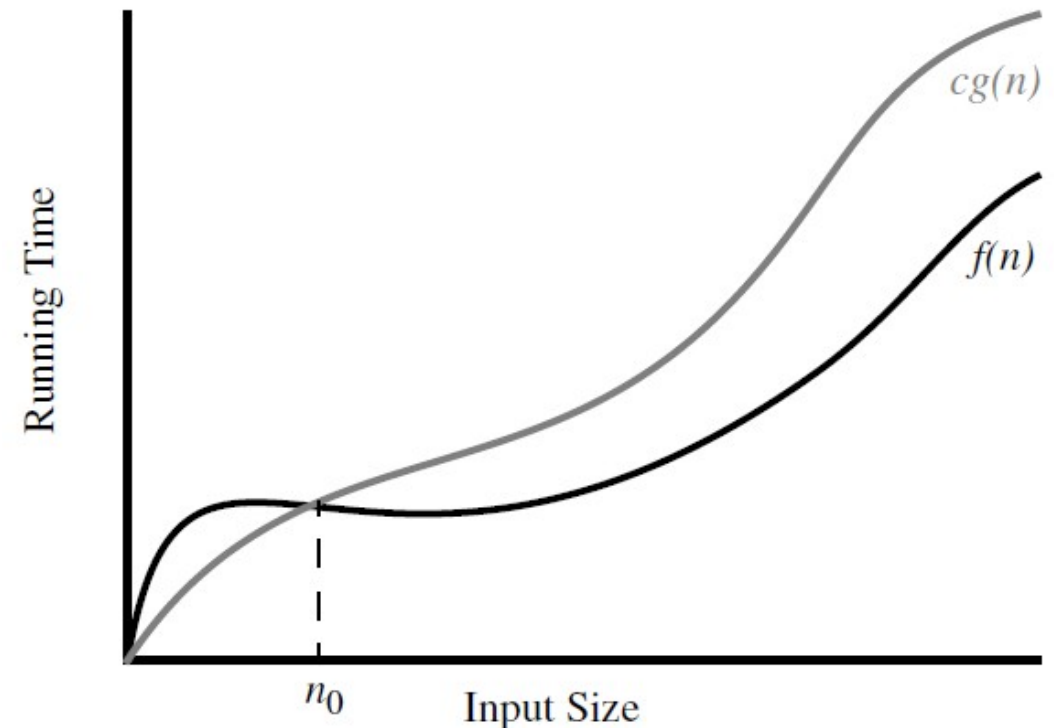
Complexity

- **Time complexity** measures the amount of time (CPU Cycles) an algorithm takes to complete as a function of the input size. It's a way to estimate the running time of an algorithm.
 - Big O Notation (O-notation): This is used to describe the upper bound of an algorithm's running time. It tells you how the runtime scales with the size of the input.
- **Space complexity** measures the amount of memory (RAM) an algorithm uses as a function of the input size.
 - Big O Notation (O-notation): Just like time complexity, space complexity can be expressed in Big O notation.

Definitions: Big O

- Worst Case Scenario
- Upper-bound of a function $f(n)$
- Let $f(n)$ and $g(n)$ be functions mapping positive integers to positive real numbers. We say that $f(n)$ is $O(g(n))$ if
 - there is a real constant $c > 0$ and
 - an integer constant $n_0 \geq 1$ such that

$$f(n) \leq c g(n), \text{ for } n \geq n_0.$$
- $f(n)$ is $O(g(n))$



Big O Rules

- Simplifications:
- If $f(n)$ is a polynomial of degree d , then $f(n)$ is $O(n^d)$, i.e.,
 - Drop lower-order terms
 - Drop constant factors
- Use the smallest possible class of functions
 - Say “ $2n$ is $O(n)$ ” instead of “ $2n$ is $O(n^2)$ ”
- Use the simplest expression of the class
 - Say “ $3n + 5$ is $O(n)$ ” instead of “ $3n + 5$ is $O(3n)$ ”

Time Complexity Calculation n^2

```
1 N = 100
2 sum = 0
3 for outer_loop_index in range(N):
4     for inner_loop_index in range(N):
5         sum += 1
6 print(sum)
```

$$O(N^2) = (100)^2 = 10000$$

Time Complexity Calculation n

```
1 sorted_array=[1,3,5,8,12,14,18,20,22,25,26,27,30,35,36,38,39,40]
2 N=len(sorted_array)
3 print(f"N={N}")
4 searched_value=25
5 index_of_value=-1
6 for loop_index in range(N):
7     if sorted_array[loop_index]==searched_value:
8         index_of_value=loop_index
9         break
10 print(index_of_value)
```

$$O(N) = (100) = 100$$

Time Complexity Calculation $\log(n)$

```
1 sorted_array=[1,3,5,8,12,14,18,20,22,25,26,27,30,35,36,38,39,40]
2 N=len(sorted_array)
3 searched_value=25
4
5 def binarySearch(arr, targetVal):
6     left = 0
7     right = len(arr) - 1
8
9     while left <= right:
10         mid = (left + right) // 2
11
12         if arr[mid] == targetVal:
13             return mid
14
15         if arr[mid] < targetVal:
16             left = mid + 1
17         else:
18             right = mid - 1
19
20     return -1
21
22 print(binarySearch(sorted_array,searched_value))
```

Binary Search Algorithm

$$O(\log_2(N)) = \log_2(100)$$

MASTER THEOREM :
(Complexity for Recursive Algos.)

$$T(N) = aT(N/b) + f(N)$$

a = recursive call

b = divided sub problems

f(N)= complexity of one loop/call step

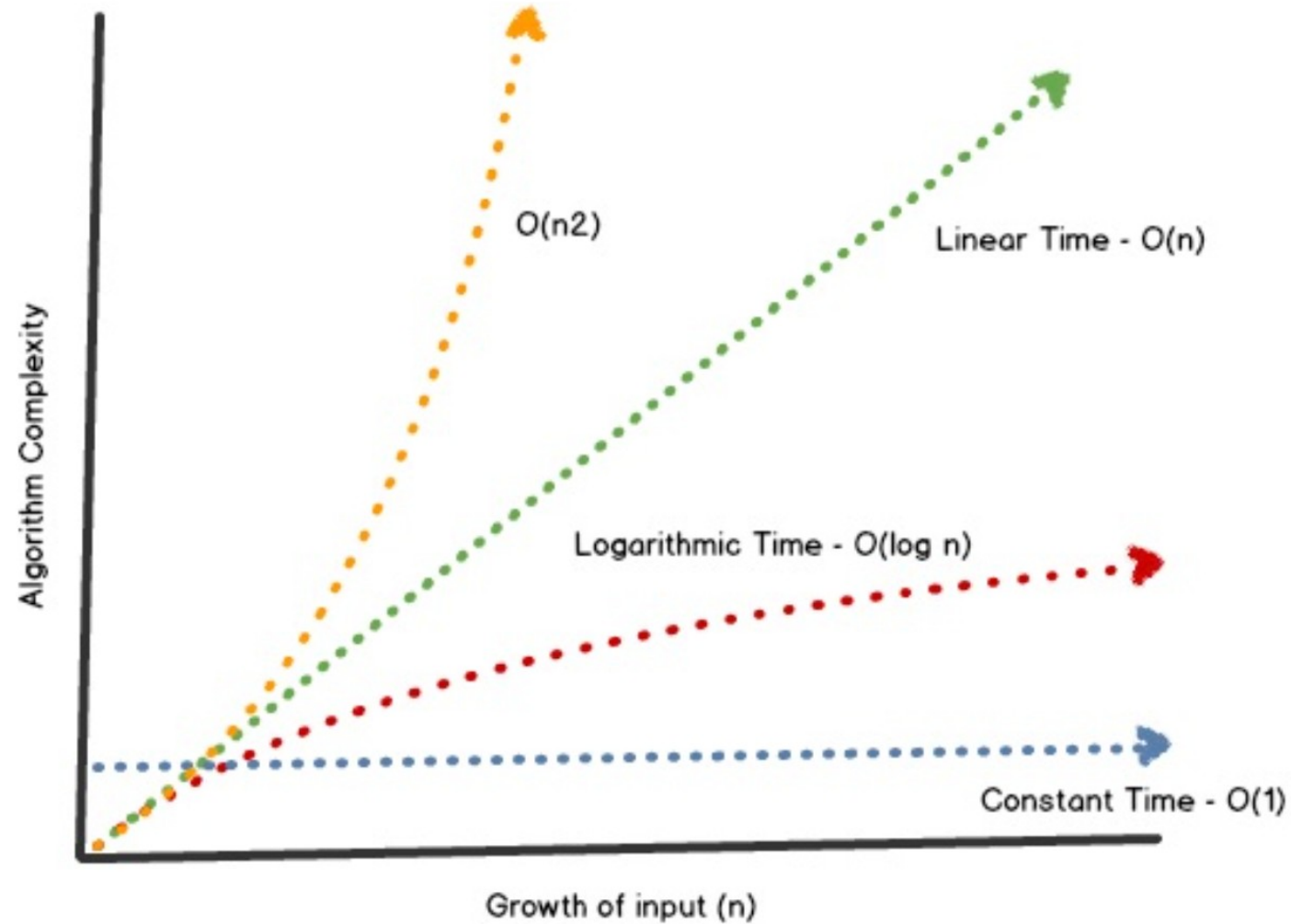
$$T(N) = T(N/2) + O(1)$$

→ Apply the rule in theorem.

Basics

Name	Function	Relation	Example
Constant Time	$f(n) = c$	Does not depend on input size.	Accessing array elements.
Logarithmic Time	$f(n) = \log n$	Running time increases logarithmically with the input size.	Binary search.
Linear Time	$f(n) = n$	Running time increases linearly with the input size.	Iterating through an array or list.
Linearithmic Time	$f(n) = n \log n$	The running time grows slower than $O(n^2)$ but faster than $O(n)$.	Efficient sorting algorithms like quicksort and mergesort.
Quadratic Time	$f(n) = n^2$	Running time grows proportionally to the square of the input size.	Algorithms with nested loops, such as selection sort or bubble sort.
Polynomial Time	$f(n) = n^k$	Running time is a polynomial function of the input size.	Algorithms with “k” nested loops.
Exponential Time	$f(n) = 2^n$	Running times that grow very rapidly with the input size.	N-P complete problems, such as traveling salesman.

Growth Rates



Examples:

- $7n-2$ is $O(n)$
- $3n^3 + 20n^2 + 5$ is $O(n^3)$
- $3 \log n + 5$ is $O(\log n)$

Example : Complexity of Search Algorithms

Sorting Algorithms	Time Complexity			Space Complexity
	Best Case	Average Case	Worst Case	Worst Case
Bubble Sort	$\Omega(N)$	$\Theta(N^2)$	$O(N^2)$	$O(1)$
Selection Sort	$\Omega(N^2)$	$\Theta(N^2)$	$O(N^2)$	$O(1)$
Insertion Sort	$\Omega(N)$	$\Theta(N^2)$	$O(N^2)$	$O(1)$
Quick Sort	$\Omega(N \log N)$	$\Theta(N \log N)$	$O(N^2)$	$O(N)$
Merge Sort	$\Omega(N \log N)$	$\Theta(N \log N)$	$O(N \log N)$	$O(N)$
Heap Sort	$\Omega(N \log N)$	$\Theta(N \log N)$	$O(N \log N)$	$O(1)$

Bubble Sort – algorithm

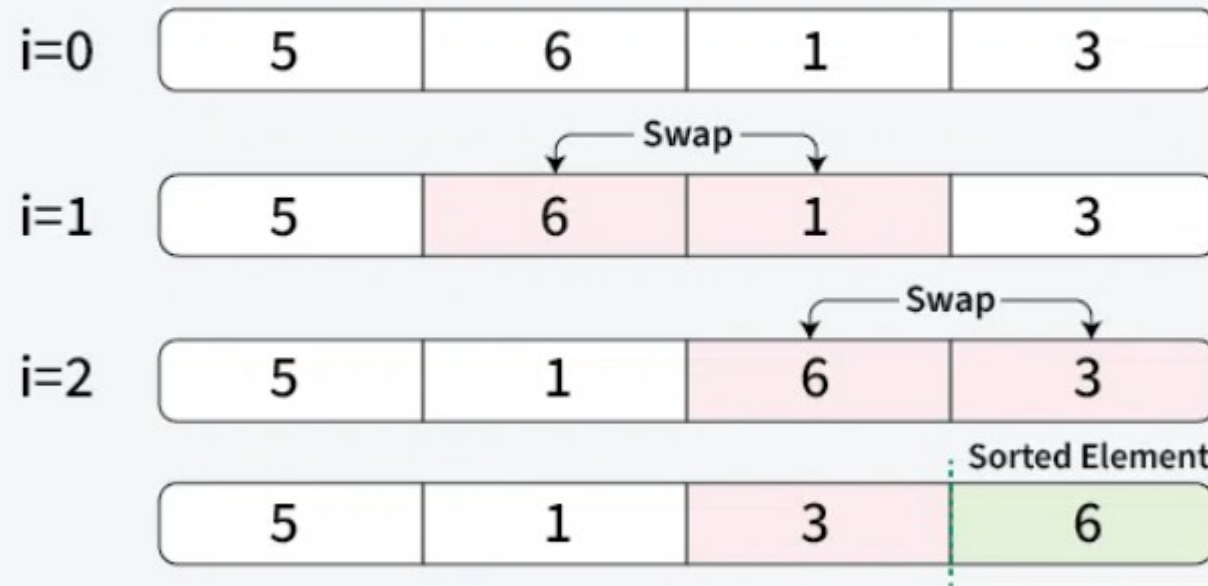
```
def bubbleSort(arr):  
    n = len(arr)  
    # Traverse through all array elements  
    for i in range(n):  
        swapped = False  
        # Last i elements are already in place  
        for j in range(0, n-i-1):  
            # Traverse the array from 0 to n-i-1  
            # Swap if the element is greater than the next  
            element  
            if arr[j] > arr[j+1]:  
                arr[j], arr[j+1] = arr[j+1], arr[j]  
                swapped = True  
        if (swapped == False):  
            break
```

Time Complexity: $O(n^2)$
Auxiliary Space: $O(1)$

Bubble Sort

01
Step

Placing the 1st largest element at its correct position



Bubble sort

Merge Sort

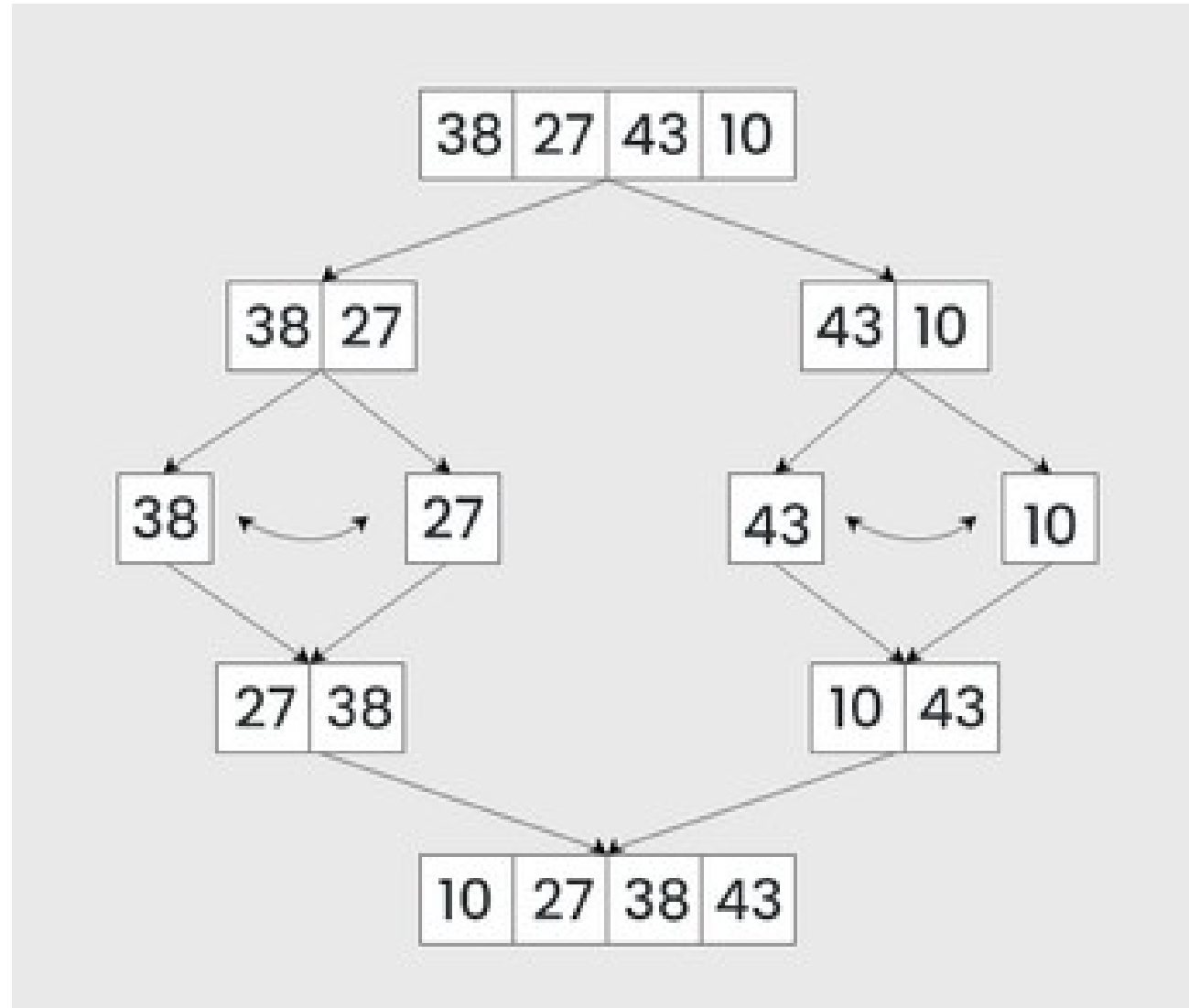
```
def merge(left, right):  
    result = []  
    i = j = 0  
  
    while i < len(left) and j < len(right):  
        if left[i] < right[j]: result.append(left[i]); i += 1  
        else: result.append(right[j]); j += 1  
  
    result.extend(left[i:])  
    result.extend(right[j:])  
  
    return result
```

```
def mergeSort(arr):  
    step = 1 # Starting with sub-arrays of length 1  
    length = len(arr)  
  
    while step < length:  
        for i in range(0, length, 2 * step):  
            left = arr[i:i + step]  
            right = arr[i + step:i + 2 * step]  
            merged = merge(left, right)  
            # Place the merged array back into the original array  
            for j, val in enumerate(merged): arr[i + j] = val  
  
        step *= 2 # Double the sub-array length for the next iteration  
  
    return arr
```

```
unsortedArr = [3, 7, 6, -10, 15, 23.5, 55, -13]  
sortedArr = mergeSort(unsortedArr)  
print("Sorted array:", sortedArr)
```

Time Complexity: $O(n \log n)$
Auxiliary Space: $O(n)$

Merge Sort



Real Life Complexity Reduction Strategies

- Use a mathematical formula, if there exists :)
- Choose Efficient Algorithms :
 - Depends on problem type : Try to find the name of your problem in literature, then search for the efficient algorithms for that specific problem.
 - Breath First Search vs Depth First Search
 - Don't trust what ChatGPT says, these are just suggestions.
- Use appropriate data structures (E.g. Lists, Double Linked Lists, Trees, Hash Maps, ...)
- Implement Caching Mechanisms

Real Life Complexity Reduction Strategies

- Try to apply **Divide And Conquer** method to your problem (E.g. Merge Sort)
- Try to apply **Dynamic Programming** algorithms to your problem (E.g. Traveling Salesman problem / Dijkstra Algorithm)
- Try to use **Memoization** (store intermediate results)
 - One of the reasons for GPU RAM PROBLEM :)
- Try to use **Big Data Algorithms** like MapReduce

Example : Fibonacci Numbers

- Example : Fibonacci Numbers : $a_n = a_{n-1} + a_{n-2}$
- $a_{100000} = ?$
- **Math** : Binet's Formula (Generating Functions) $O(\log(n))$

$$F(n) = \frac{\phi^n - (1-\phi)^n}{\sqrt{5}}$$

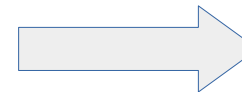
$$\phi = \frac{1 + \sqrt{5}}{2}$$

- **Algorithm** : Find an algorithm that calculates faster with less resource :

```
def nth_fibonacci(n):
    if n <= 1: return n
    return nth_fibonacci(n - 1) + nth_fibonacci(n - 2)

print(nth_fibonacci(5))
```

$O(2^n)$



```
F_n=0 ; F_n_1=2; F_n_2=1
n=5
for in range(n):
    F_n = F_n_1 + F_n_2
    F_n_2=F_n_1
    F_n_1=F_n
print(F_n)
```

$O(n)$

Time-Space Complexity Trade-off

Time Complexity : Recalculate the values in each step of computation.

Space Complexity: Cache the calculated values and use pre-calculated values if possible.

- Compressed or Uncompressed data
- Re Rendering or Stored images
- Smaller code or loop unrolling
- Lookup tables or Recalculation

Access Times

- CPU Speed = 1 cycle (1 cycle = 0.3 ns for a 3GHz CPU)
- CPU Register = 1 cycle
- L1 Cache = 3 cycles
- L2 Cache = 10 cycles
- L3 Cache = 40 cycles
- RAM = 100 cycles
- SSD = 10K cycles
- HDD = 10M cycles

Exercises

- Book: R-3.1