Data Structures & Algorithms

Lecture: Big O Notation



what is it?

simplified analysis of an algorithm's efficiency

- 1. complexity in terms of input size, N
- 2. machine-independent
- 3. basic computer steps



types of measurement

worst-case

best-case

average-case



general rules

1. ignore constants

$$5n \rightarrow O(n)$$

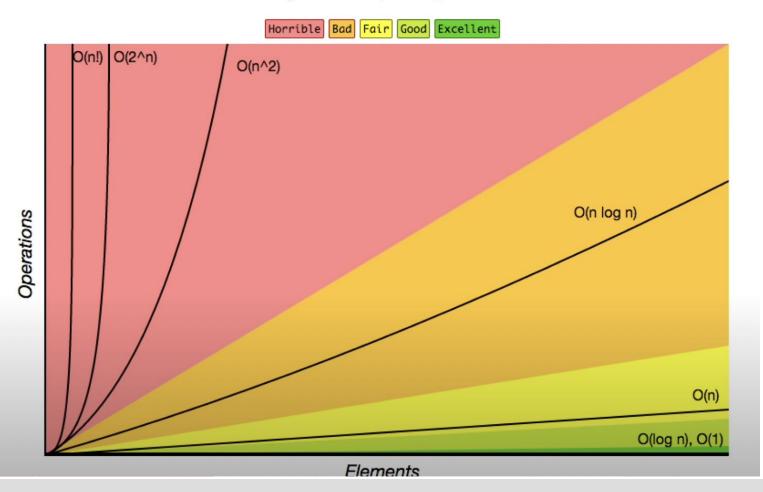
2. certain terms "dominate" others

$$O(1) < O(\log n) < O(n) < O(n\log n) < O(n^2) < O(2^n) < O(n!)$$

i.e., ignore low-order terms



Big-O Complexity Chart





constant time

$$x = 5 + (15 * 20);$$

independent of input size, N



constant time

O(1) "big oh of one"

$$x = 5 + (15 * 20);$$

independent of input size, N



$$x = 5 + (15 * 20);$$

 $y = 15 - 2;$
print $x + y;$

total time =
$$O(1) + O(1) + O(1) = O(1)$$

3 * $O(1)$



linear time

$$N * O(1) = O(N)$$



total time =
$$O(1) + O(N) = O(N)$$



quadratic time

 $O(N^2)$

for x in range (0, n):
 for y in range (0, n):
 print x * y; // O(1)



0(?)

```
x = 5 + (15 * 20);
for x in range (0, n):
    print x;
for x in range (0, n):
    for y in range (0, n):
        print x * y;
```



0(?)



$O(N^2)$

```
x = 5 + (15 * 20);
for x in range (0, n):
    print x;
for x in range (0, n):
    for y in range (0, n):
        print x * y;
        O(1)
        O(N)
        O(N)
```



0(?)

```
if x > 0:
    // O(1)
else if x < 0:
    // O(logn)
else:
    // O(n²)</pre>
```



$O(N^2)$

```
if x > 0:
    // O(1)
else if x < 0:
    // O(logn)
else:
    // O(n²)</pre>
```



in practice

- 1. constants matter
- 2. be cognizant of best-case and average-case



- O(n/2)
- O(n*m)
- O(n^3)
- O(3ⁿ)

