



# Complexity Analysis

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Lecture 02

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*Adapted partially from Data Structures and Algorithms in C++, Adam Drozdek, 4th Edition, Cengage Learning; and Algorithms and Data Structures, Douglas Wilhelm Harder, Mmath*

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## Algorithm vs. Data Structure

- Suppose we have two algorithms, how can we tell which one is better?
  - could implement both algorithms, run them both
    - expensive and error prone...
  - preferably, analyze them mathematically
    - **Algorithm analysis**
- **Algorithms**  $\leftrightarrow$  **Data Structures**
  - data structures are implemented using algorithms
  - some algorithms are more efficient than others
  - how to measure efficiency?

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# Computational and Asymptotic Complexity

- **Algorithm's complexity**
  - the efficiency of the algorithm in terms of the **amount of data** the algorithm must process
  - need metrics to compare
- Main complexity measures of efficiency:
  - **Time complexity**, the amount of **time** an algorithm takes in terms of the amount of input
  - **Space complexity**, the amount of **memory (space)** an algorithm takes in terms of the amount of input
- Algorithm's **asymptotic complexity**
  - when  **$n$  (number of input items)** goes to infinity, what happens to the algorithm's performance?

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# Computational and Asymptotic Complexity (cont.)

- e.g.,  $f(n) = n^2 + 100n + \log_{10}n + 1000$
- As the value of  $n$  increases, only the  **$n^2$  term** is significant

| n       | f(n)           | n <sup>2</sup> |      | 100n       |       | log <sub>10</sub> n |        | 1,000 |       |
|---------|----------------|----------------|------|------------|-------|---------------------|--------|-------|-------|
|         | Value          | Value          | %    | Value      | %     | Value               | %      | Value | %     |
| 1       | 1,101          | 1              | 0.1  | 100        | 9.1   | 0                   | 0.0    | 1,000 | 90.83 |
| 10      | 2,101          | 100            | 4.76 | 1,000      | 47.6  | 1                   | 0.05   | 1,000 | 47.60 |
| 100     | 21,002         | 10,000         | 47.6 | 10,000     | 47.6  | 2                   | 0.001  | 1,000 | 4.76  |
| 1,000   | 1,101,003      | 1,000,000      | 90.8 | 100,000    | 9.1   | 3                   | 0.0003 | 1,000 | 0.09  |
| 10,000  | 101,001,004    | 100,000,000    | 99.0 | 1,000,000  | 0.99  | 4                   | 0.0    | 1,000 | 0.001 |
| 100,000 | 10,010,001,005 | 10,000,000,000 | 99.9 | 10,000,000 | 0.099 | 5                   | 0.0    | 1,000 | 0.00  |

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## Asymptotic Analysis

- Given an algorithm:
  - need to be able to describe these values mathematically
  - need **a systematic means** of using the description of the algorithm together with the properties of an associated data structure
  - need to do this in a **machine-independent way**
    - Supercomputer vs. PC ?
- Need to run the algorithm to measure running time (execution time)? But...
  - want to estimate running time without running the algorithm
  - **asymptotic notation**



## Big-O Notation

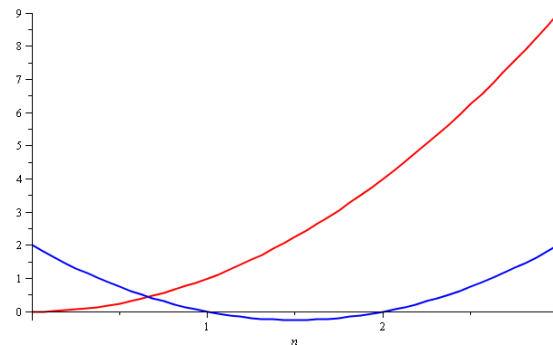
- The most commonly used notation for asymptotic complexity
  - estimate the rate of function growth
  - e.g.,  $n^2 + 100n + \log_{10}n + 1000 = O(n^2)$
- **Definition:** Let  $f(n)$  and  $g(n)$  be functions, where  $n$  is a positive integer. We write  $f(n) = O(g(n))$  if and only if there exists a real number  $c$  and positive integer  $N$  satisfying  $0 \leq f(n) \leq cg(n)$  for all  $n \geq N$ .
- Examples:
  - $f(n) = 3n + 2$
  - $f(n) = 6 \times 2^n + n^2$





## Quadratic Growth

- Consider the two functions
  - $f(n) = n^2$  and  $g(n) = n^2 - 3n + 2$
  - Around  $n = 0$ , they look very different



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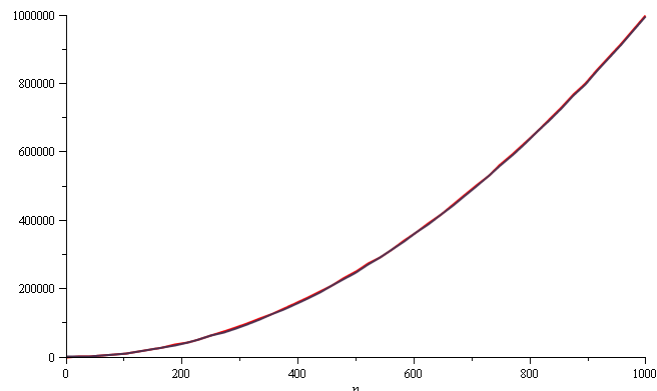


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## Quadratic Growth (cont.)

- Yet on the range  $n = [0, 1000]$ , they are (relatively) indistinguishable:



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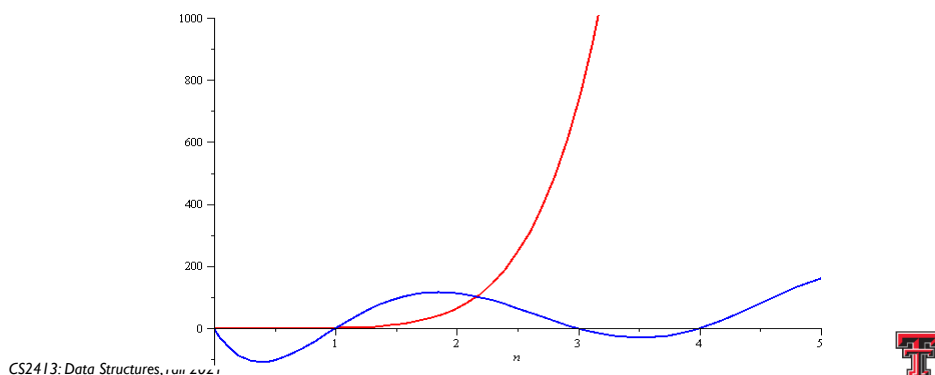


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## Polynomial Growth

- To demonstrate with another example,
  - $f(n) = n^6$  and  $g(n) = n^6 - 23n^5 + 193n^4 - 729n^3 + 1206n^2 - 648n$
  - Around  $n = 0$ , they are very different

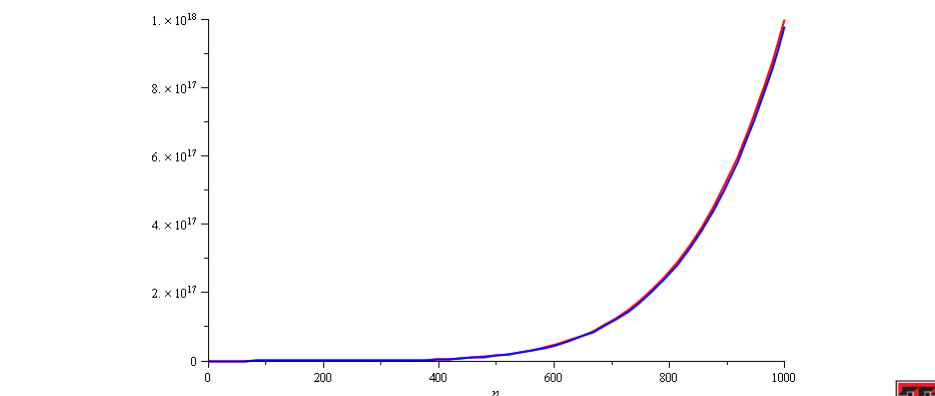


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## Polynomial Growth (cont.)

- Still, around  $n = 1000$ , the relative difference is less than 3%



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## Big-O Notation (cont.)

- While  $c$  and  $N$  exist,
  - how to calculate them? or what to do?, if multiple candidates exist
- e.g., the function  $f$ :

$$f(n) = 2n^2 + 3n + 1$$

and  $g$ :

$$g(n) = n^2$$

- Clearly  $f(n)$  is  $O(n^2)$ ; **possible candidates** for  $c$  and  $N$

|     |          |                     |                     |                       |                       |     |               |          |
|-----|----------|---------------------|---------------------|-----------------------|-----------------------|-----|---------------|----------|
| $c$ | $\geq 6$ | $\geq 3\frac{3}{4}$ | $\geq 3\frac{1}{9}$ | $\geq 2\frac{13}{16}$ | $\geq 2\frac{16}{25}$ | ... | $\rightarrow$ | 2        |
| $N$ | 1        | 2                   | 3                   | 4                     | 5                     | ... | $\rightarrow$ | $\infty$ |

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## Big-O Notation (cont.)

- Solving the inequality from the definition of big-O:
 
$$f(n) \leq cg(n)$$
- Substituting for  $f(n)$  and  $g(n)$ ,
 
$$2n^2 + 3n + 1 \leq cn^2 \text{ or } 2 + 3/n + 1/n^2 \leq c$$
- Since  $n \geq N$ , and  $N$  is a positive integer, start with  $N = 1$  and substitute in either expression to obtain  $c$

|     |          |                     |                     |                       |                       |     |               |          |
|-----|----------|---------------------|---------------------|-----------------------|-----------------------|-----|---------------|----------|
| $c$ | $\geq 6$ | $\geq 3\frac{3}{4}$ | $\geq 3\frac{1}{9}$ | $\geq 2\frac{13}{16}$ | $\geq 2\frac{16}{25}$ | ... | $\rightarrow$ | 2        |
| $N$ | 1        | 2                   | 3                   | 4                     | 5                     | ... | $\rightarrow$ | $\infty$ |

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## Big-O Notation (cont.)

$$f(n) = 2n^2 + 3n + 1$$

- Generally, choose an  $N$  that allows **one term of  $f$**  to **dominate** the expression
  - only two terms to consider:  $2n^2$  and  $3n$ , since the last term is a constant
  - as long as  $n$  is greater than 1.5,  $2n^2$  dominates the expression
  - $N$  must be 2 or more, and  $c$  is greater than 3.75
- The choice of  $c$  depends on the choice of  $N$  and vice-versa

|     |          |                     |                     |                       |                       |     |               |          |
|-----|----------|---------------------|---------------------|-----------------------|-----------------------|-----|---------------|----------|
| $c$ | $\geq 6$ | $\geq 3\frac{3}{4}$ | $\geq 3\frac{1}{9}$ | $\geq 2\frac{13}{16}$ | $\geq 2\frac{16}{25}$ | ... | $\rightarrow$ | 2        |
| $N$ | 1        | 2                   | 3                   | 4                     | 5                     | ... | $\rightarrow$ | $\infty$ |

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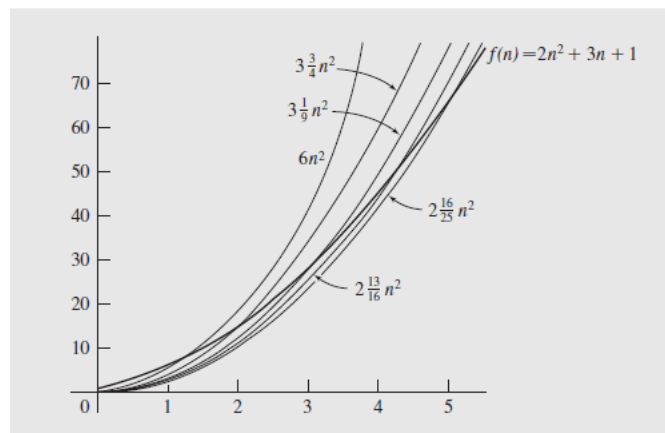


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## Big-O Notation (cont.)

- Different values of  $c$  and  $N$ :



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## Examples of Complexities

- Classes of algorithms and their execution times
  - Use a computer executing 1 million operations per second

| Class        |              | Complexity Number of Operations and Execution Time (1 instr/μsec) |          |                  |                             |                   |          |
|--------------|--------------|---|----------|------------------|-----------------------------|-------------------|----------|
| n            |              | 10  |          | 10 <sup>2</sup>  |                             | 10 <sup>3</sup>   |          |
| constant     | $O(1)$       | 1   | 1 μsec   | 1                | 1 μsec                      | 1                 | 1 μsec   |
| logarithmic  | $O(\lg n)$   | 3.32  | 3 μsec   | 6.64             | 7 μsec                      | 9.97              | 10 μsec  |
| linear       | $O(n)$       | 10  | 10 μsec  | 10 <sup>2</sup>  | 100 μsec                    | 10 <sup>3</sup>   | 1 msec   |
| $O(n \lg n)$ | $O(n \lg n)$ | 33.2  | 33 μsec  | 664              | 664 μsec                    | 9970              | 10 msec  |
| quadratic    | $O(n^2)$     | 10 <sup>2</sup>   | 100 μsec | 10 <sup>4</sup>  | 10 msec                     | 10 <sup>6</sup>   | 1 sec    |
| cubic        | $O(n^3)$     | 10 <sup>3</sup>   | 1 msec   | 10 <sup>6</sup>  | 1 sec                       | 10 <sup>9</sup>   | 16.7 min |
| exponential  | $O(2^n)$     | 1024  | 10 msec  | 10 <sup>30</sup> | 3.17 × 10 <sup>17</sup> yrs | 10 <sup>301</sup> |          |

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## Examples of Complexities (cont.)

- The **class** of an algorithm based on big-O notation
  - a convenient way to describe its behavior
- e.g., a **linear function** is  $O(n)$ ;
  - its time increases in direct proportion to the amount of data processed

| n            |              | 10 <sup>4</sup>       |           | 10 <sup>5</sup>       |          | 10 <sup>6</sup>         |           |
|--------------|--------------|-----------------------|-----------|-----------------------|----------|-------------------------|-----------|
| constant     | $O(1)$       | 1                     | 1 μsec    | 1                     | 1 μsec   | 1                       | 1 μsec    |
| logarithmic  | $O(\lg n)$   | 13.3                  | 13 μsec   | 16.6                  | 7 μsec   | 19.93                   | 20 μsec   |
| linear       | $O(n)$       | 10 <sup>4</sup>       | 10 msec   | 10 <sup>5</sup>       | 0.1 sec  | 10 <sup>6</sup>         | 1 sec     |
| $O(n \lg n)$ | $O(n \lg n)$ | 133 × 10 <sup>3</sup> | 133 msec  | 166 × 10 <sup>4</sup> | 1.6 sec  | 199.3 × 10 <sup>5</sup> | 20 sec    |
| quadratic    | $O(n^2)$     | 10 <sup>8</sup>       | 1.7 min   | 10 <sup>10</sup>      | 16.7 min | 10 <sup>12</sup>        | 11.6 days |
| cubic        | $O(n^3)$     | 10 <sup>12</sup>      | 11.6 days | 10 <sup>15</sup>      | 31.7 yr  | 10 <sup>18</sup>        | 31,709 yr |
| exponential  | $O(2^n)$     | 10 <sup>3010</sup>    |           | 10 <sup>30103</sup>   |          | 10 <sup>301030</sup>    |           |

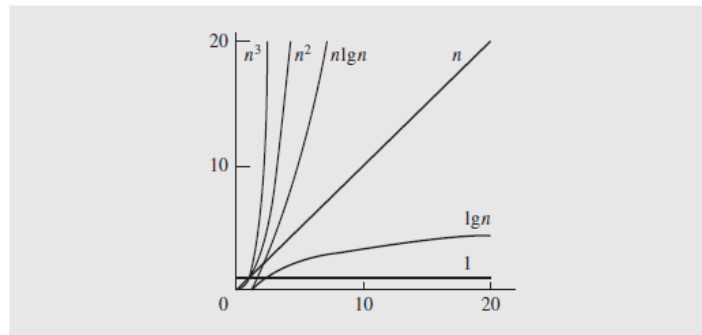
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## Examples of Complexities (cont.)

- Relationships expressed graphically:



- With today's supercomputers..
  - cubic order algorithms or higher are impractical for large numbers of elements

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## Finding Asymptotic Complexity

- Asymptotic bounds
  - used to determine the time and space efficiency of algorithms
  - generally, we are interested in **time complexity**!!
- Consider a simple loop:

```
for (i = sum = 0; i < n; i++)
    sum = sum + a[i]
```

  - In initialization, execute two assignments once
    - sum = 0 and i = sum
  - In the loop, n times
    - update sum (sum = sum + a[i]) and increment i (e.g., i++)
  - 2 + 2n assignments  $\rightarrow O(n)$  /\* asymptotic complexity \*/

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## Finding Asymptotic Complexity (cont.)

- A nested loop case,
  - the complexity grows by a factor of  $n$ , although this isn't always the case
- Consider,

```
for (i = 0; i < n; i++) {
    for (j = 1, sum = a[0]; j <= i; j++)
        sum += a[j];
    cout << "sum for subarray 0 through " << i
          << " is " << sum << endl;
}
```

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## Finding Asymptotic Complexity (cont.)

```
for (i = 0; i < n; i++) {
    for (j = 1, sum = a[0]; j <= i; j++)
        sum += a[j];
    cout << "sum for subarray 0 through " << i
          << " is " << sum << endl;
}
```

- In the outer loop, initialize  $i$  and execute  $n$  times
  - Increment  $i$ , and execute the inner loop and cout statement
- In the inner loop, initialize  $j$  and sum each time,
  - the number of assignments so far,  $1 + 3n$
  - execute  $i$  times, where  $i$  ranges from  $1$  to  $n - 1$
  - each time the inner loop executes, increment  $j$  and update sum
  - the inner loop executes  $\sum_{i=1}^{n-1} 2i = 2(1 + 2 + \dots + n - 1) = n(n - 1)$  assignments
- The total number of assignments,  $1 + 3n + n(n - 1) \rightarrow O(n^2)$

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