

Big-O

- How code slows as data grows
- Not the same as running time
- Big trend over time
- $10\times$ data \rightarrow $??\times$ time
- Mathy, but doesn't have to be

Terminology

- $O(\textit{blah blah N blah})$
- N: how much data
- “Order of”
- Not a function!

Counting beans

```
for x in  
my_list:
```



~u~

$O(N)$



```
len(my_list)
```

$O(1)$



Finding words

Novel

THE CAVES OF MARS

muscular pounds had wasted to one-forty-eight those months in the space hospital; that, taken together with enforced abstinence, and the alcohol should have hit him like a ton of bricks. But it didn't. State of mind, he decided, grimly. Never had his mind cut so sharp a swath at life; never had his senses taken such a hungry bite at conscious existence. Why way up here? That was easy. Space had been his life. This was as close to it as he'd ever get again.

The dope they'd kept him on, against unbearable physical and psychological pain, was all worn off. Back in the hospital time had mushed together in a mindless lump, a vehicle for continuous torment. So they'd kept him under drugs practically all of the time.

Now, suddenly, this rush of intense feeling.

He didn't want it. He couldn't bear to think ahead, either. He couldn't bear to look down at the plastic arm they had

[illegible][illegible]

O(N)

O(log N)

Other terms

- $O(1)$: constant time
- $O(N)$: linear
- $O(N^2)$: quadratic
- Big-O:
 - complexity
 - time complexity
 - algorithmic complexity
 - asymptotic complexity

Determining Big-O

- Identify your code
- Identify N
- Count the steps in a *typical* run
- Keep the most significant part

An Example

```
moms = [  
    ("Ned", "Eleanor"),  
    ("Max", "Susan"),  
    ("Susan", "Shelly"), ...  
]  
def find_mom(moms, child):  
    """Find the mom of `child`."""  
    for child_name, mom_name in moms:      # 3 * N/2  
        if child == child_name:           # 1 * N/2  
            return mom_name                # 1  
    return None
```

$$3N/2 + N/2 + 1 \quad \rightarrow \quad 2N + 1 \quad \rightarrow \quad O(N)$$

find_mom is $O(N)$

Another example

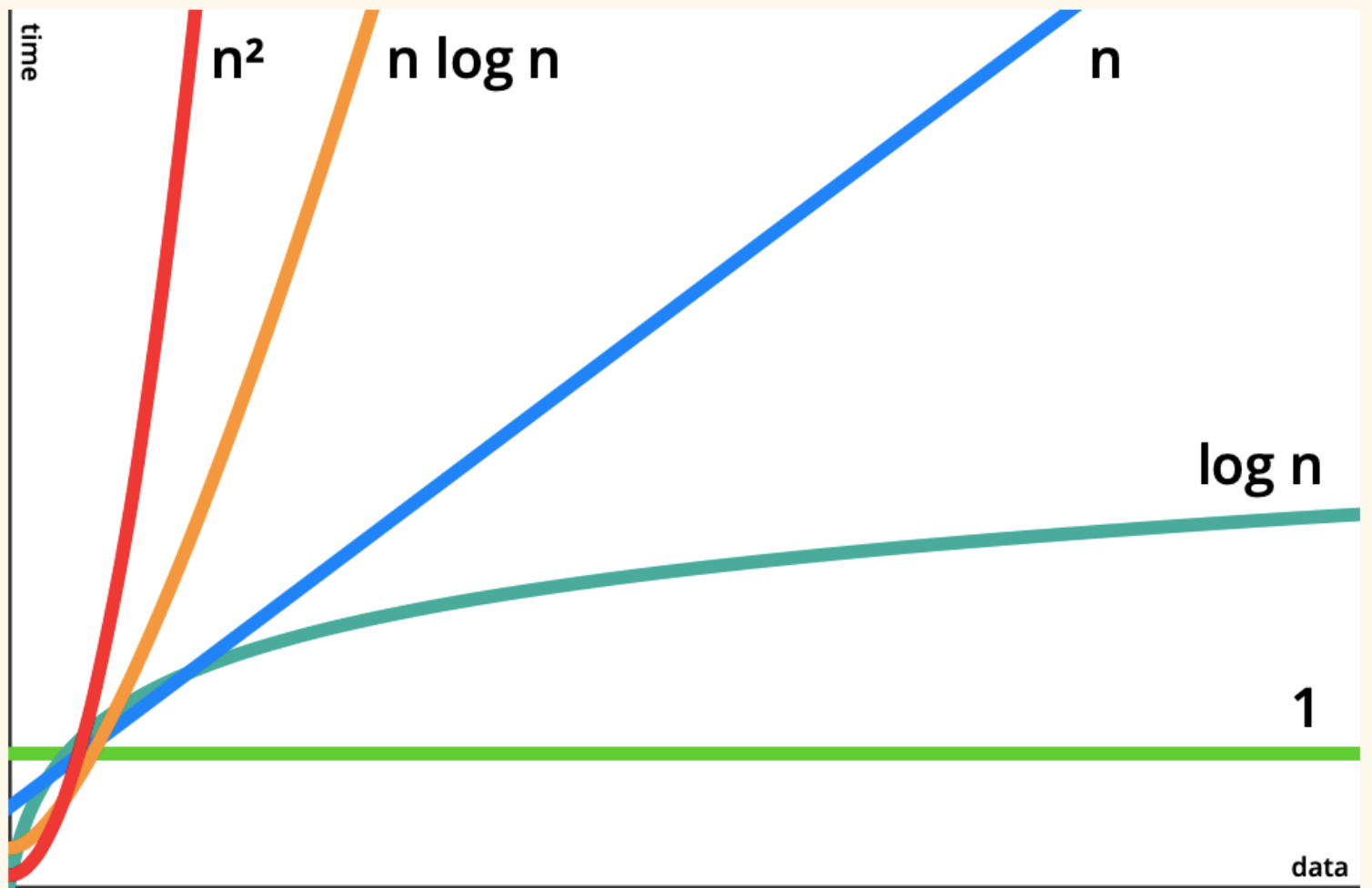
```
def how_many_grandmothers(moms):  
    """How many moms are grand-moms?"""  
    grandmothers = 0  
    for child, mom in moms:                # N  
        grandma = find_mom(moms, mom)      # N * N  
        if grandma:                        # N  
            grandmothers += 1              # kN  
    return grandmothers                     # 1
```

$$N^2 + kN + 1 \rightarrow O(N^2)$$

Ideal: $O(1)$

- Seems impossible!?
- `len(mylist)`
- `mydict[some_key]`

The Graph



Python complexities

Lists [a, b, c, ...]		Dicts {k:v, ...}	
<code>mylist.append(val)</code>	<code>O(1)</code>	<code>mydict[key] = val</code>	<code>O(1)</code>
<code>mylist[i]</code>	<code>O(1)</code>	<code>mydict[key]</code>	<code>O(1)</code>
<code>val in mylist</code>	<code>O(N)</code>	<code>key in mydict</code>	<code>O(1)</code>
<code>for val in mylist:</code>	<code>O(N)</code>	<code>for key in mydict:</code>	<code>O(N)</code>
<code>mylist.sort()</code>	<code>O(N log N)</code>		
		Sets {a, b, c, ...}	
		<code>myset.add(val)</code>	<code>O(1)</code>
		<code>val in myset</code>	<code>O(1)</code>
		<code>for val in myset:</code>	<code>O(N)</code>



Pro-tip: replace lists with sets

Trade-offs

“Replace list lookup with set lookup”

```
#.. make a list ..  
if thing in my_list:      #  $O(N)$ 
```

```
#.. make a set ..  
if thing in my_set:      #  $O(1)$ 
```

Good

```
#.. make a list ..  
my_set = set(my_list)    #  $O(N)$   
if thing in my_set:      #  $O(1)$ 
```

Bad

```
#.. make a list ..  
my_set = set(my_list)    #  $O(N)$   
for many_times:  
    if thing in my_set:  #  $O(1)$ 
```

Good

Slow

```
def __init__(self):
    self.items = []

def __getitem__(self, pt):
    for key, value in self.items:
        if key == pt:
            return value

    value = []
    self.items.append((pt, value))
    return value
```

Fast

```
def __init__(self):
    self.items = {}          # pt -> value
    self.rounds = {}        # pt -> pt

def __getitem__(self, pt):
    val = self.items.get(pt)
    if val is not None:
        return val

    for jitter in [0, 0.5]:
        pt_rnd = rounded(pt, jitter)
        pt0 = self.rounds.get(pt_rnd)
        if pt0 is not None:
            return self.items[pt0]

    self.items[pt] = val = []
    for jitter in [0, 0.5]:
        pt_rnd = rounded(pt, jitter)
        self.rounds[pt_rnd] = pt

    return val
```

Slow

```
def __init__(self):
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def __getitem__(self, pt):
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    value = []
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Fast

O(N)

O(1)

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Slow

```
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def __getitem__(self, pt):
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    value = []
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    return value
```

20s ☹

2000 pts

Fast

O(N)

O(1)

```
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    self.rounds = {}

def __getitem__(self, pt):
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        pt_rnd = rounded(pt, jitter)
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        if pt0 is not None:
            return self.items[pt0]

    self.items[pt] = val = []
    for jitter in [0, 0.5]:
        pt_rnd = rounded(pt, jitter)
        self.rounds[pt_rnd] = pt

    return val
```

0.4s! ☺

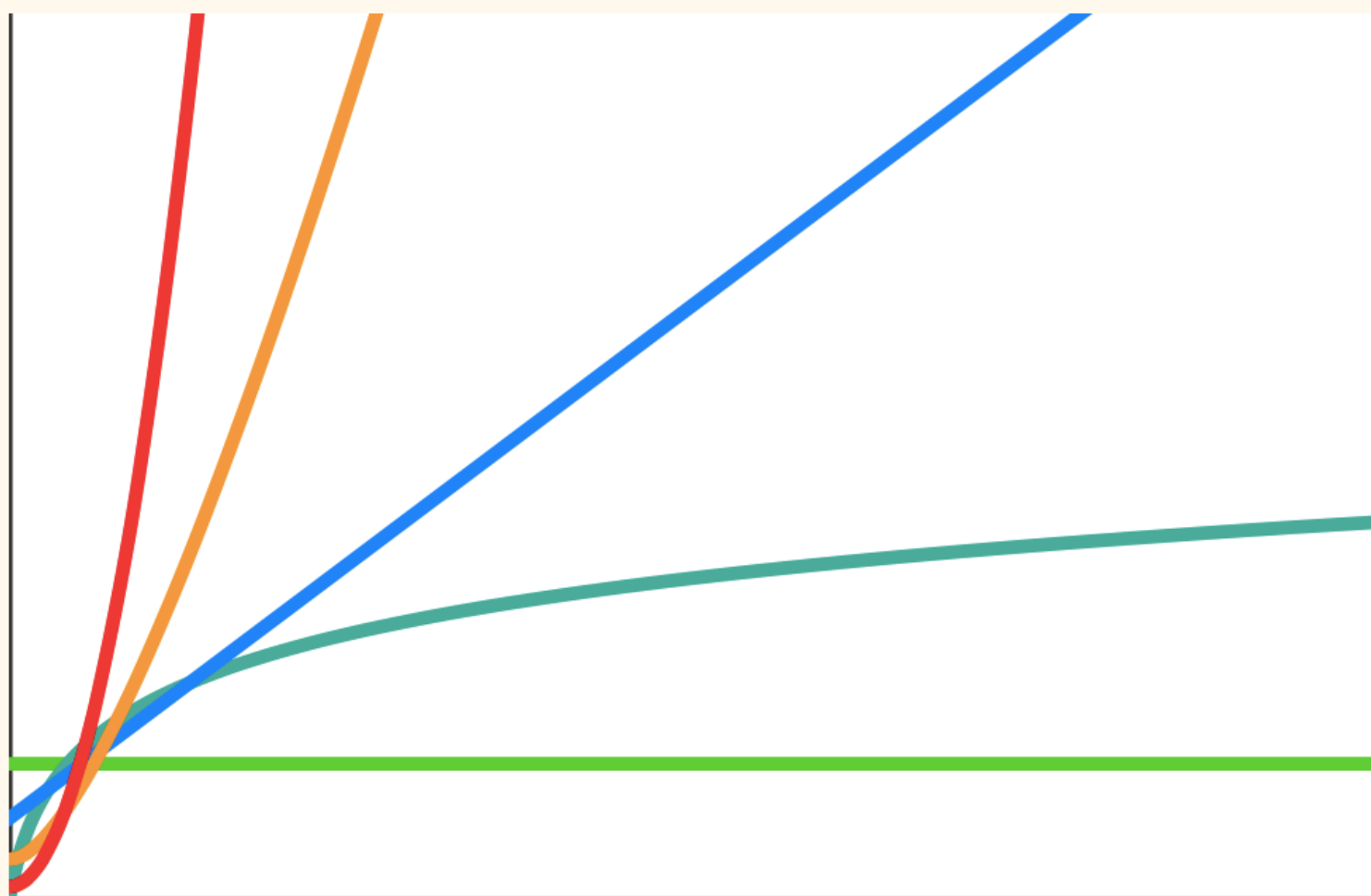
value

pt -> pt_rnd

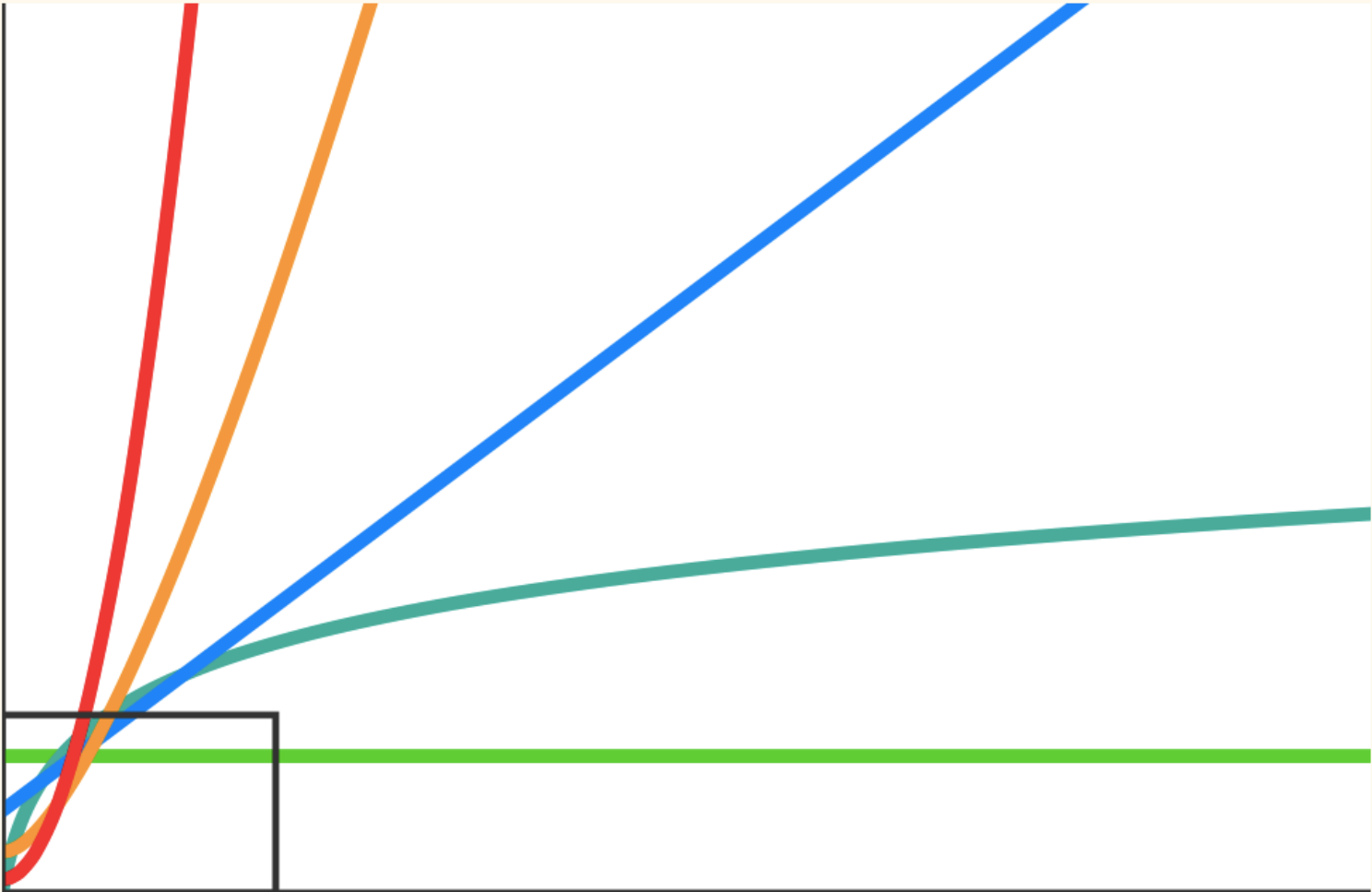
More possibilities

- Complexities
 - $O(N^3)$, $O(N^4)$, ...
 - $O(2^N)$, $O(N^N)$
 - $O(N!)$
- Dimensions
 - N , M , k , etc
 - $O((n+k) \log n)$

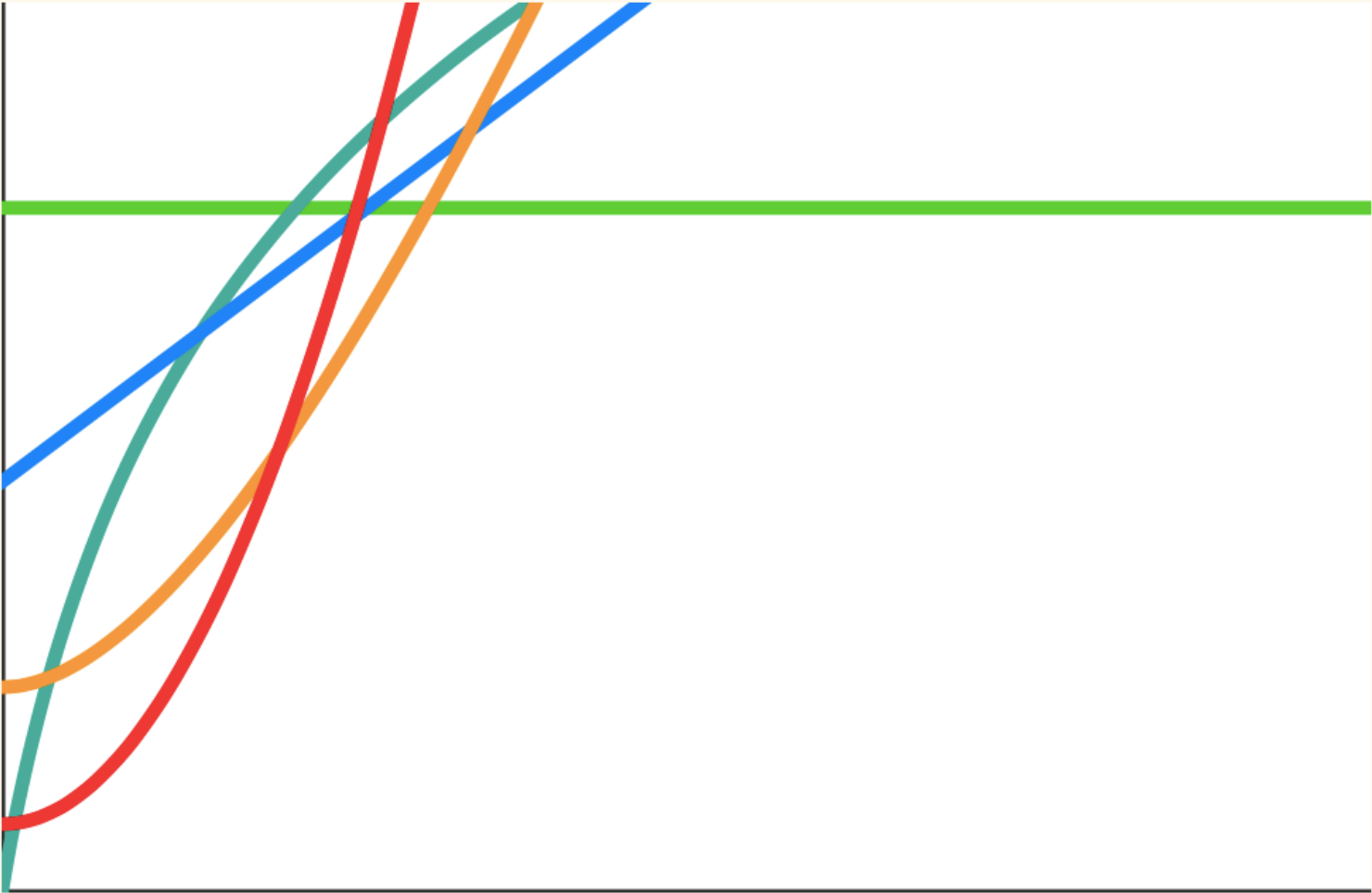
Small numbers



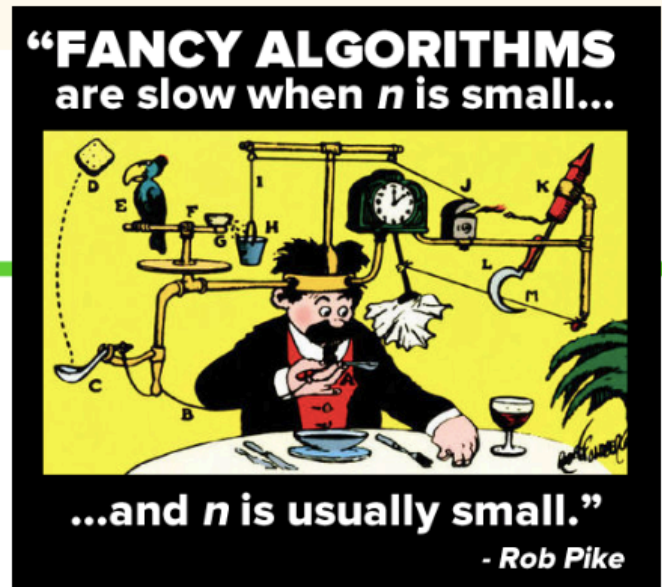
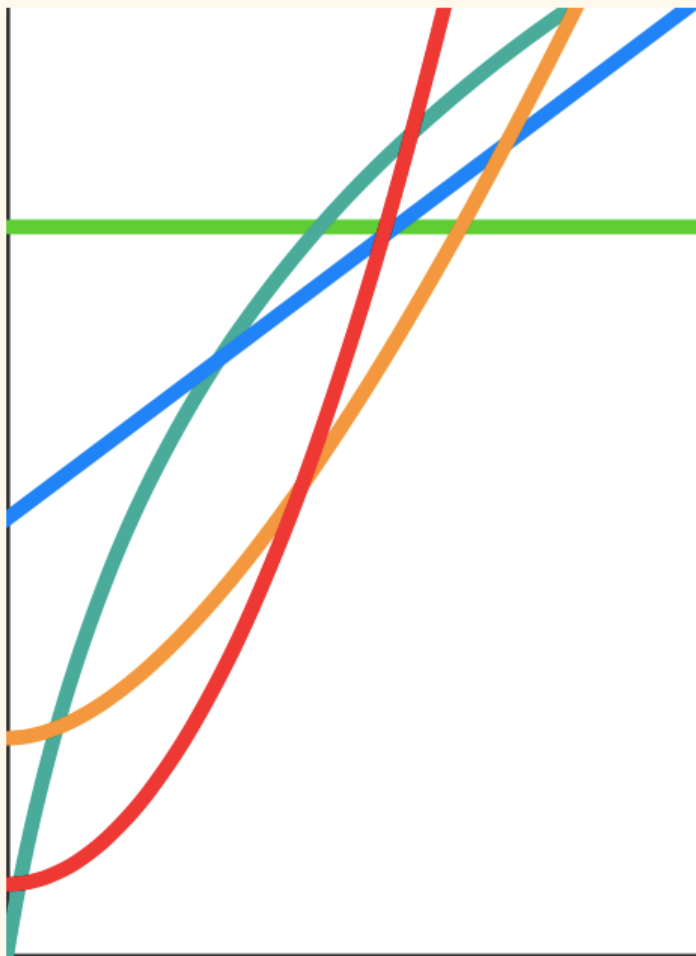
Small numbers



Small numbers



Small numbers



<http://www.globalnerdy.com/2014/12/02/programming-poster-of-the-day-and-rob-pikes-5-rules-of-programming/>

Advanced: Worst case

- Typical case vs worst case

```
# Typical
s = set()
for i in range(50000):
    s.add(i * 47)                # O(1)
# O(N), wall time: 10.3 ms
```

```
# Worst
s = set()
for i in range(50000):
    s.add(i * (2**61-1))        # O(N)
# O(N2), wall time: 34.2 s    (3300x slower!)
```

- Dicts also
- Hash randomization prevents DDOS

Advanced: more math

- Lots more: O , o , Ω , ω , Θ
- You don't need it