## Analysis of Algorithms

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July 18, 2020

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  - Easier to analyze and approximate.
  - Crucial to applications such as games, finance, and robotics.

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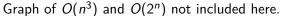
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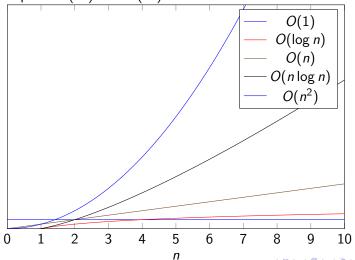
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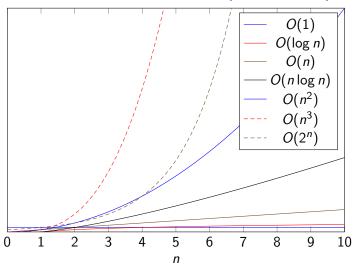
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- In a log-log chart, the slope of the line corresponds to the growth rate.
- The Big-O of a function is usually described using one of the above functions.

## **Functions Graphed**

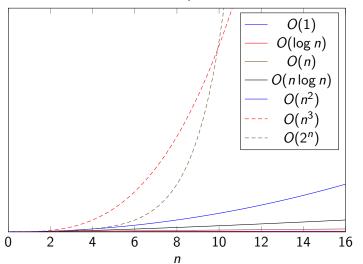




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## Functions Graphed (zoomed out even more)



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- These functions are considered to run in O(1) time.

## **Estimating Running Time**

#### Given the algorithm

```
public static double arrayMax(double[] data) {
   int n = data.length;
   double currentMax = data[0];
   for (int j = 1; j < n; j++) {
      if (data[j] > currentMax) {
            currentMax = data[j];
      }
   }
   return currentMax;
}
```

Lines 6 to 8 may be executed from 0 to n times, while all of the other lines will get executed exactly once. Therefore, the Big-O of this function is O(n).

## Why Big-O Matters

For example, given a processor that can do 100 operations per second, the time to do a certain number of operations (in seconds) with a function of a certain Big-O might be as follows (assume that only one operation is done for each input that is used):

Big-O	1000 inputs	1001 inputs	2000 inputs
O(1)	constant	constant	constant
$O(\log n)$	0.09966	0.09967	0.10967
O(n)	10	10.01	20
$O(n \log n)$	99.66	99.77	219
$O(n^2)$	10000	10020	40000
$O(n^3)$	10000000	100300300	80000000
$O(2^{n})$	$1.07 \times 10^{299}$	$2.14 \times 10^{299}$	$1.14 \times 10^{598}$

### Notes on Big-O

• The Big-O of a function only describes how the runtime of a function changes with respect to input size; it does **not** say anything about the absolute runtime (a function with a Big-O of  $O(n^2)$  may take less time than a function with a Big-O of O(n) for some given input size).

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- Given the Big-O of a function, you cannot simply calculate the time it will take for the function to run given an input of certain size; there are other factors involved.