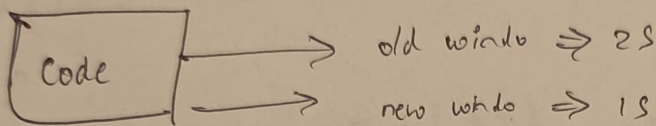


12- Time and Space Complexity

What's time complexity?

T.C != time taken

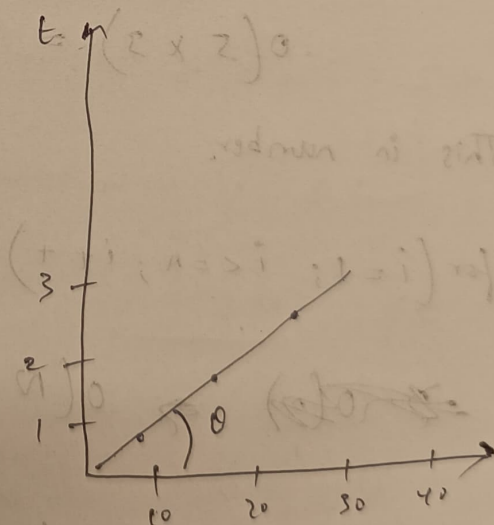
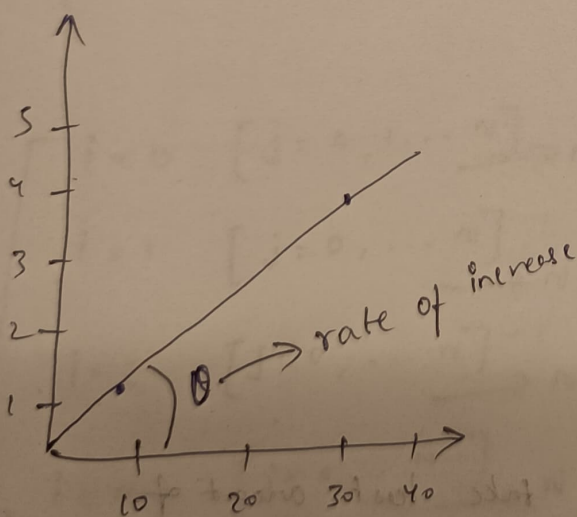


So,

→ The rate at which time taken increases w.r.t input.

old windows

new windows



→ Depending on the input

→ Big-Oh Notation: $O()$

↳ time taken

```
for (int i = 1; i <= 5; i++)
```

```
{
```

```
    cout << "Razor";
```

```
}
```

⇒ 5 times

1
2
3
4
5

total no of steps ⇒ prime big Oh - notation

total time = 1

Rules for computing T.C

2.5 ← value 10

2.1 ← value 10

→ Worst Case Scenario

→ Avoid constants

→ Avoid lower value

So for the above e.g.

3 Things are happening for the 5-thing

$$O(5 \times 3) = O(15)$$

This is number.

```
for (i = 1; i <= n; i++)
```

~~$$O(15)$$~~ ⇒ $O(N \times 3)$

Best Case → When the programme take least amount of

Average Case } 3- cases

Worst Case }

time.

Always compute with worst case

Big-Oh (O)

↓
Worst Case

[Upper-Bond]

Theta (Θ)

↓
[Average Complexity]

Omega (Ω)

↓
Best Case
[Lower-Bond]

① for ($i = 0; i < N; i++$) \rightarrow N -times

{ for ($j = 0; j < N; j++$) \rightarrow N -times

{ // Block of code

}

}

$$\left. \begin{array}{l} i=0 \quad [j=0, \dots, N] \rightarrow N \\ i=1 \quad [j=0, \dots, N] \rightarrow N \\ i=2 \quad [j=0, \dots, N] \rightarrow N \\ \vdots \\ i=N-1 \quad [j=0, \dots, N-1] \rightarrow N \end{array} \right\} \rightarrow N \times N \Rightarrow O(N^2)$$

Q2

for (i=0; i < n; i++) \rightarrow n times
 { for (j=0; j <= i; j++)

{

// Block of code

}

}

i=0

{ j=0 }

1

i=1

{ j=0, 1 }

2

i=2

{ j=0, 1, 2 }

3

i=n-1

{ j=0, 1, ..., n-1 }

4

(1 + 2 + 3 + 4 + ... n-1)

\rightarrow sum of n natural number

$$\Rightarrow \frac{n(n+1)}{2}$$

$$= \frac{n^2}{2} +$$

$$\left[\frac{n}{2} \right]$$

avoid

$$O\left(\frac{n^2}{2}\right) \approx O(n^2)$$

Space Complexity

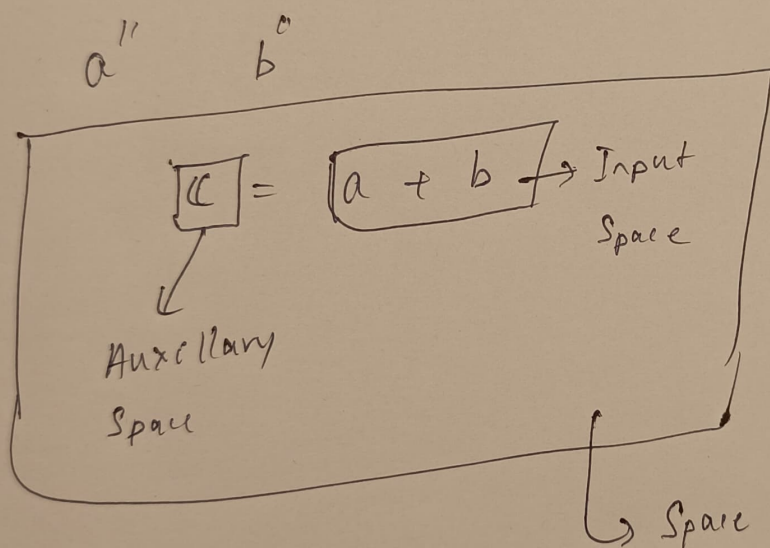
→ Memory Space

→ Big-O Notation

Auxiliary Space + Input Space

↳ Space to take for solving the problem

↳ The space you take to store the input.



`int a[n];` $O(n)$ // Space

✗ Never do anything to input, always take extra variable.

for e.g. to add two nos

`a b`
`b = a + b` ✗ (Don't do this)

instead do this
`c = a + b.`