[320] Complexity

Tyler Caraza-Harter

Video Survey Results

78 people filled the survey

87% said they would use it to review
(5 said they would skip lecture -- please don't!)

68% said "*if I don't understand something during in-person lecture, I would prefer to review the video later than ask a question in person*"

Plan: usually record videos for review for now
(no guarantees if there are technical difficulties)

But! If people aren't asking many questions during lecture, I'll stop recording videos.

Review

The situation where git cannot auto-merge is called a _____

What is the missing step?

1. nano file.txt
2. ????
3. git commit -m "I changed file.txt"
4. git push

What type does check_output return?

How can you use time.time() to measure an operation that is much faster than calling time.time()?

Today's Reading

Required: Think Python, Appendix B

http://www.greenteapress.com/thinkpython/html/thinkpython022.html (skip B.4)

Optional [math heavy]:

http://web.mit.edu/16.070/www/lecture/big_o.pdf

Complexity

Performance vs. Complexity

Things that affect performance (total time to run):

- speed of the computer (CPU, etc)

- speed of Python (quality+efficiency of interpretation)

- **algorithm:** strategy for solving the problem

- **input size:** how much data do we have?

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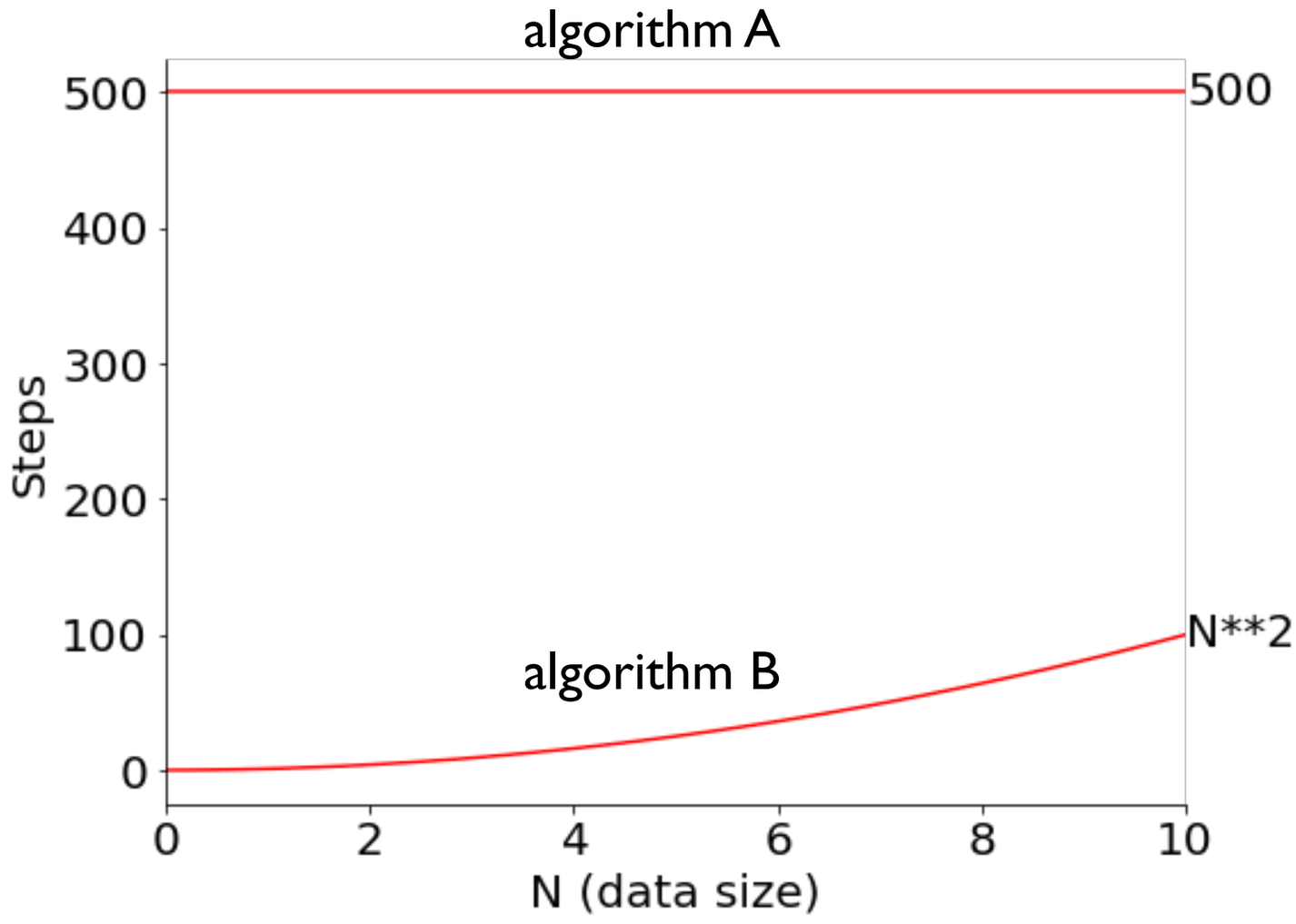
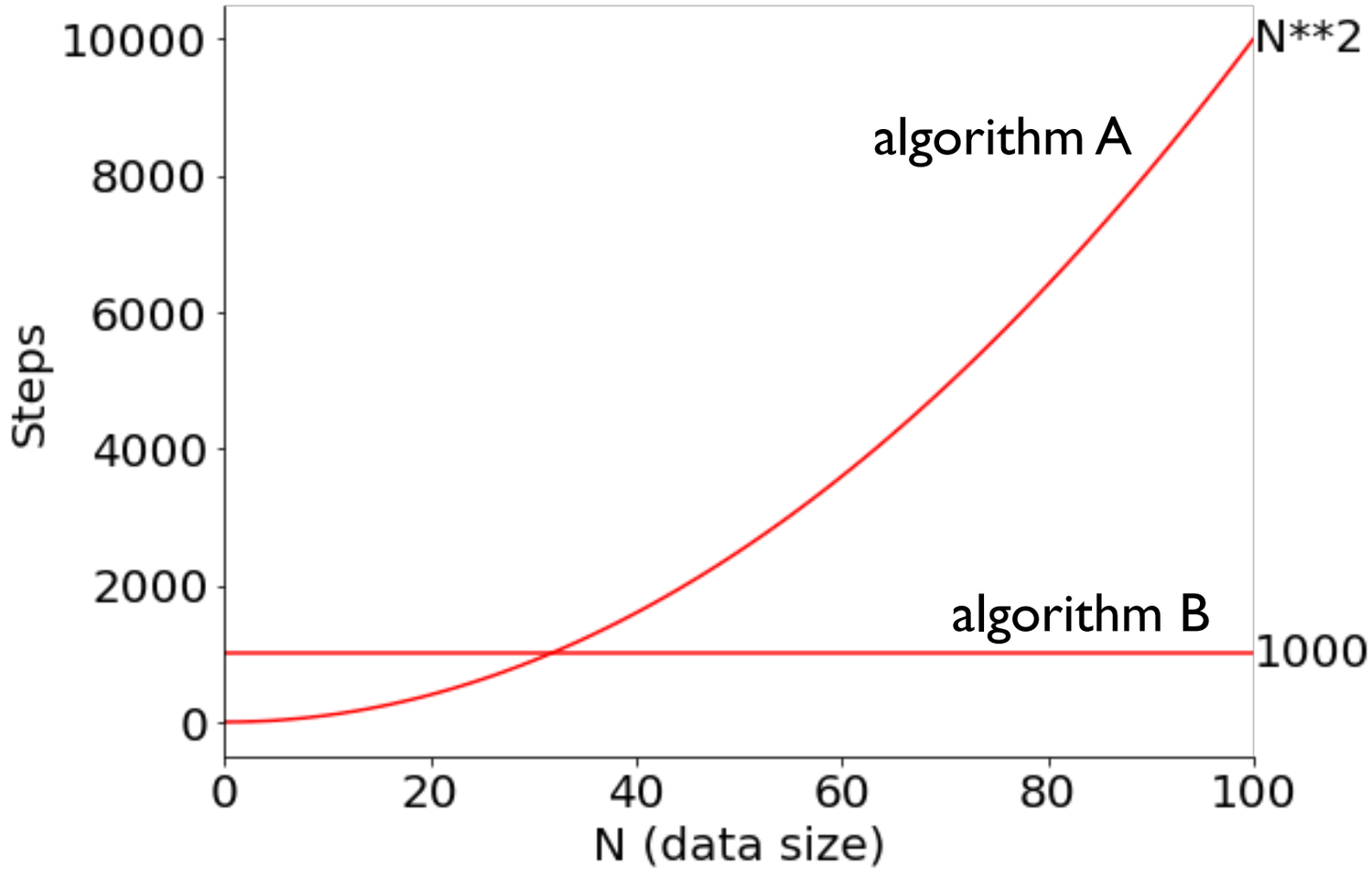
complexity analysis: how many steps must the algorithm perform, as a function of input size?

Which algorithm is better?



Do you prefer A or B?

Which algorithm is better?



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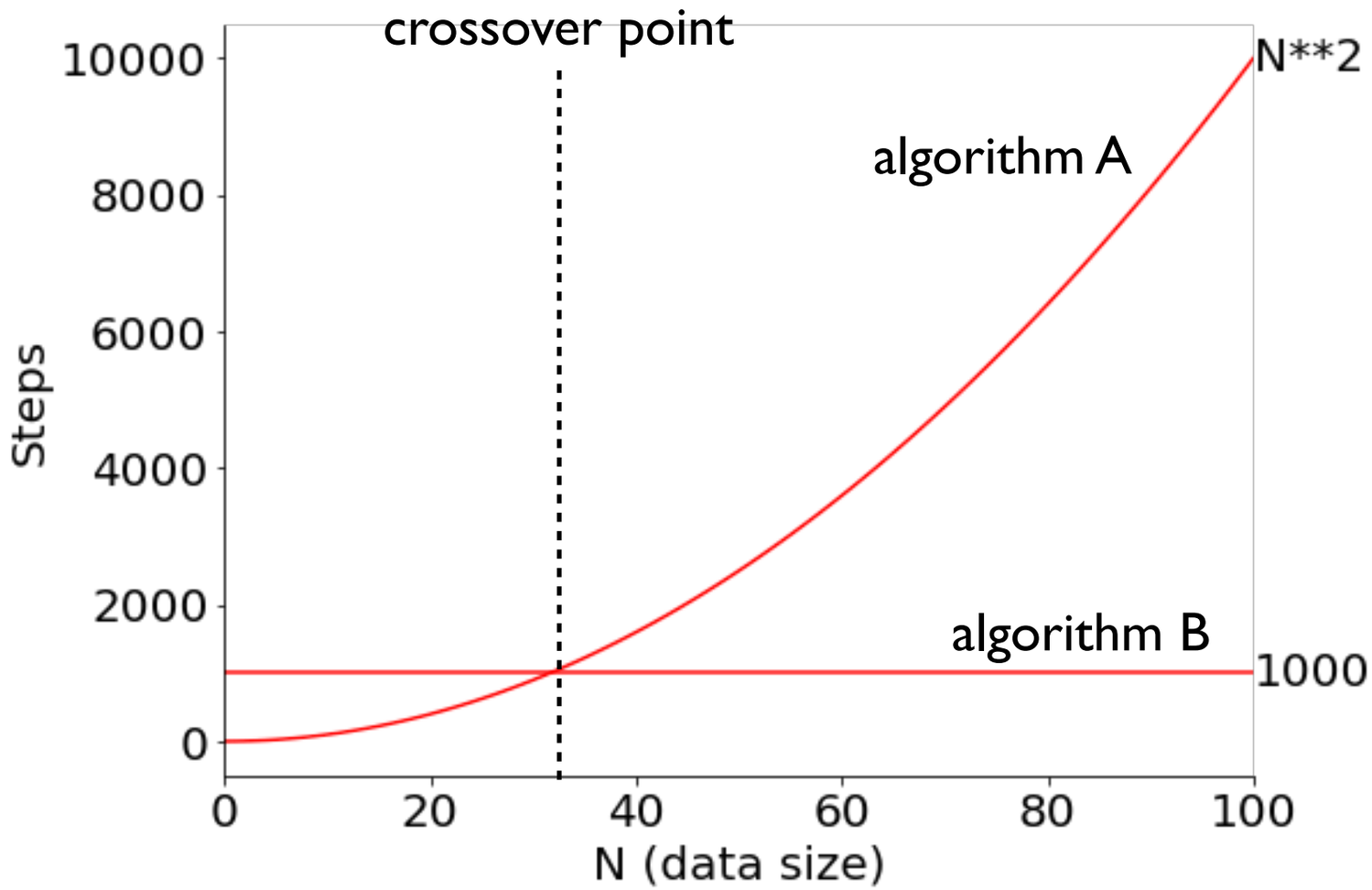
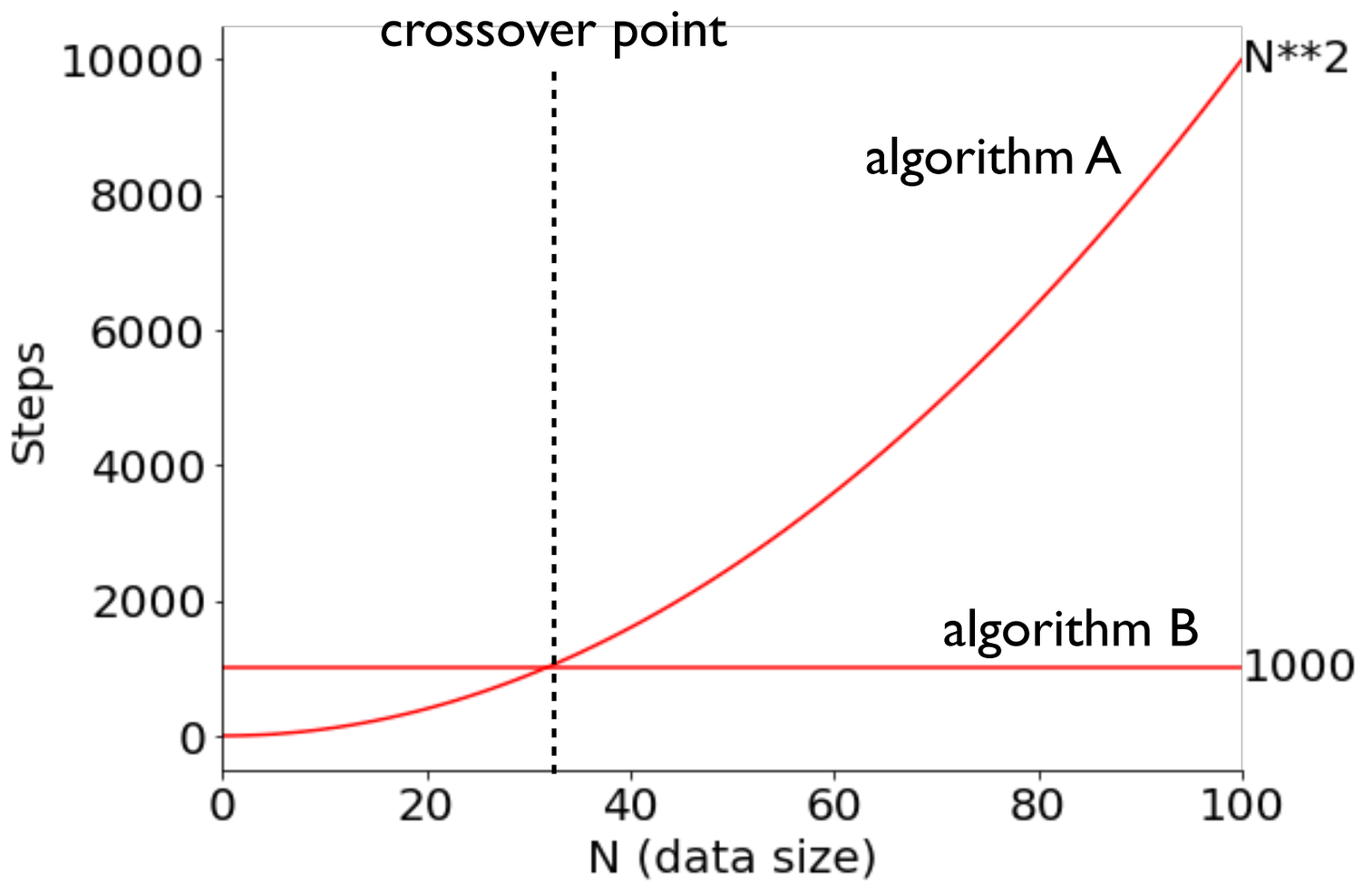


Which algorithm is better?

you might still reasonably
care about this portion!



complexity analysis only
cares about "big" inputs

What is the asymptotic behavior of the function?

Performance vs. Complexity

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Performance vs. Complexity

Things that affect performance (total time to run):

- speed of the computer (CPU, etc)

- speed of Python (quality+efficiency of interpretation)

- **algorithm:** strategy for solving the problem

- **input size:** how much data do we have?

what is this?

complexity analysis: how many **steps** must the algorithm perform, as a function of input size?

What is a "step"?

What is a step?

A **step** is any unit of work that has a time to execute that **does not** depend on the input size (it's bounded)

input size is length of this list

```
input_nums = [2, 3, ...]
```

```
STEP  odd_count = 0
STEP  odd_sum = 0
STEP  for num in input_nums:
STEP      if num % 2 == 1:
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odd_count = 0
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for num in input_nums:
```

STEP
```
    if num % 2 == 1:
```

STEP
```
        odd_count += 1
        odd_sum += num
```

STEP
```
odd_avg = odd_sum
odd_avg /= odd_count
```

also a valid breakdown into steps

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```
STEP
```
odd_avg = odd_sum / odd_count
```

One line can do a lot, so no reason to have lines and steps be equivalent

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for num in input_nums:
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    if num % 2 == 1:
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```
        odd_count += 1
        odd_sum += num
```
STEP
```
odd_avg = odd_sum / odd_count
```

Sometimes a single line is not a single step:

`found = X in L`

What is a step?

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```
input_nums = [2, 3, ...]
```

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```
for num in input_nums:
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```
    if num % 2 == 1:
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```

STEP
```
odd_avg = odd_sum / odd_count
```

???

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for num in input_nums:
    if num % 2 == 1:
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        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

???

is this a valid way to identify steps?

What is a step?

A **step** is any unit of work that has a time to execute that **does not** depend on the input size (it's bounded)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0
odd_sum = 0
```

not a "step", because exec time depends on input size

STEP

```
for num in input_nums:
    if num % 2 == 1:
        odd_count += 1
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```

STEP

```
odd_avg = odd_sum / odd_count
```

Counting Executed Steps

A **step** is any unit of work that has a time to execute that **does not** depend on the input size (it's bounded)

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```

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```

STEP
```
for num in input_nums:
```

STEP
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    if num % 2 == 1:
        odd_count += 1
        odd_sum += num
```

STEP
```
odd_avg = odd_sum / odd_count
```

How many total steps will **execute** if `len(input_nums) == 10`?

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odd_count = 0
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for num in input_nums:
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```

1 STEP

+ 11 STEP

+ 10 STEP

+ 1 STEP

= 23 steps

For **N** elements, there will be **2*N+3** steps

Counting Executed Steps

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Counting Executed Steps

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```
input_nums = [2, 3, ...]
```

1	STEP	`odd_count = 0`
+ 1	STEP	`odd_sum = 0`
+ 11	STEP	`for num in input_nums:`
+ 10	STEP	`    if num % 2 == 1:`
+ 0 to 10	STEP	`        odd_count += 1`
+ 0 to 10	STEP	`        odd_sum += num`
+ 1	STEP	`odd_avg = odd_sum`
+ 1	STEP	`odd_avg /= odd_count`

For **N** elements, there will be between
2*N+5 and **4*N+5** steps

Counting Executed Steps

A **step** is any unit of work that has a time to execute that **does not** depend on the input size (it's bounded)

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input_nums = [2, 3, ...]
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for num in input_nums:
    if num % 2 == 1:
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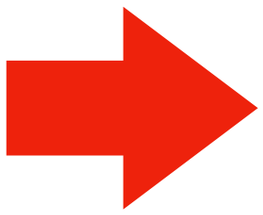
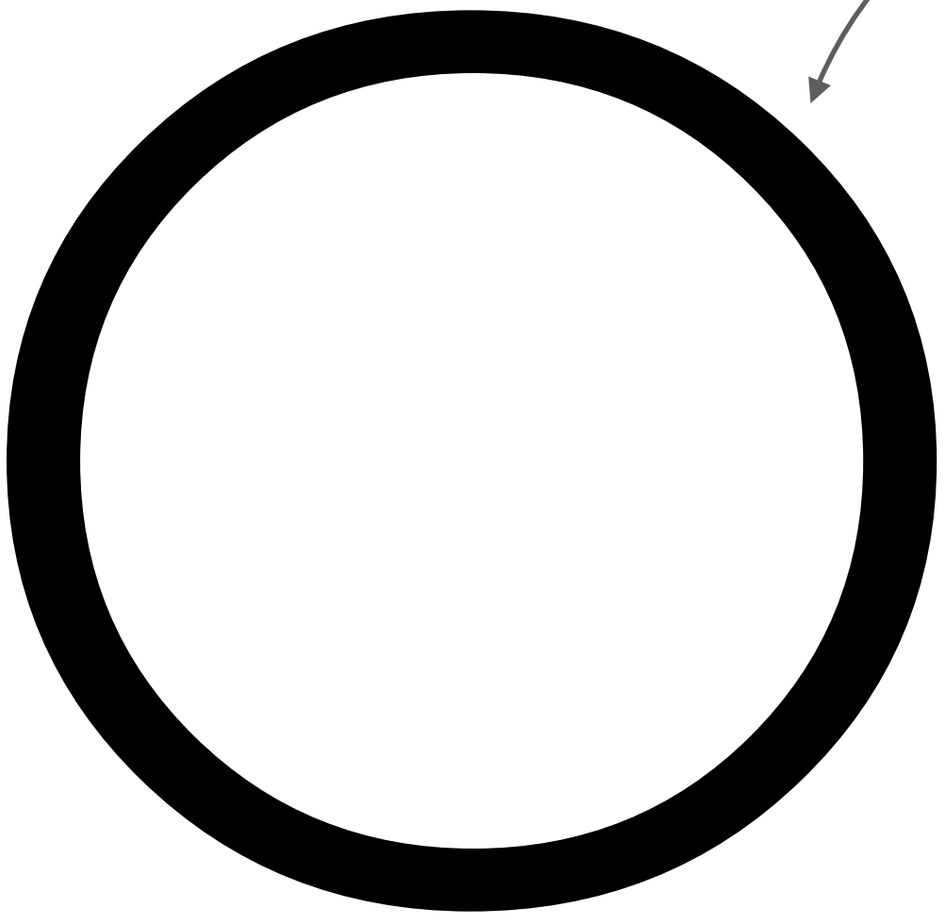
        odd_sum += num
odd_avg = odd_sum / odd_count
```

Important: we might not identify steps the same, but our execution counts can at most differ by a constant factor!



can we broadly (but rigorously) categorize based on this?

a really big "O"



Big O Notation ("O" is for "order of growth")

If $f(N) < C * g(N)$ *for large x values and some fixed constant C*

Then $f(N) \in O(g(N))$

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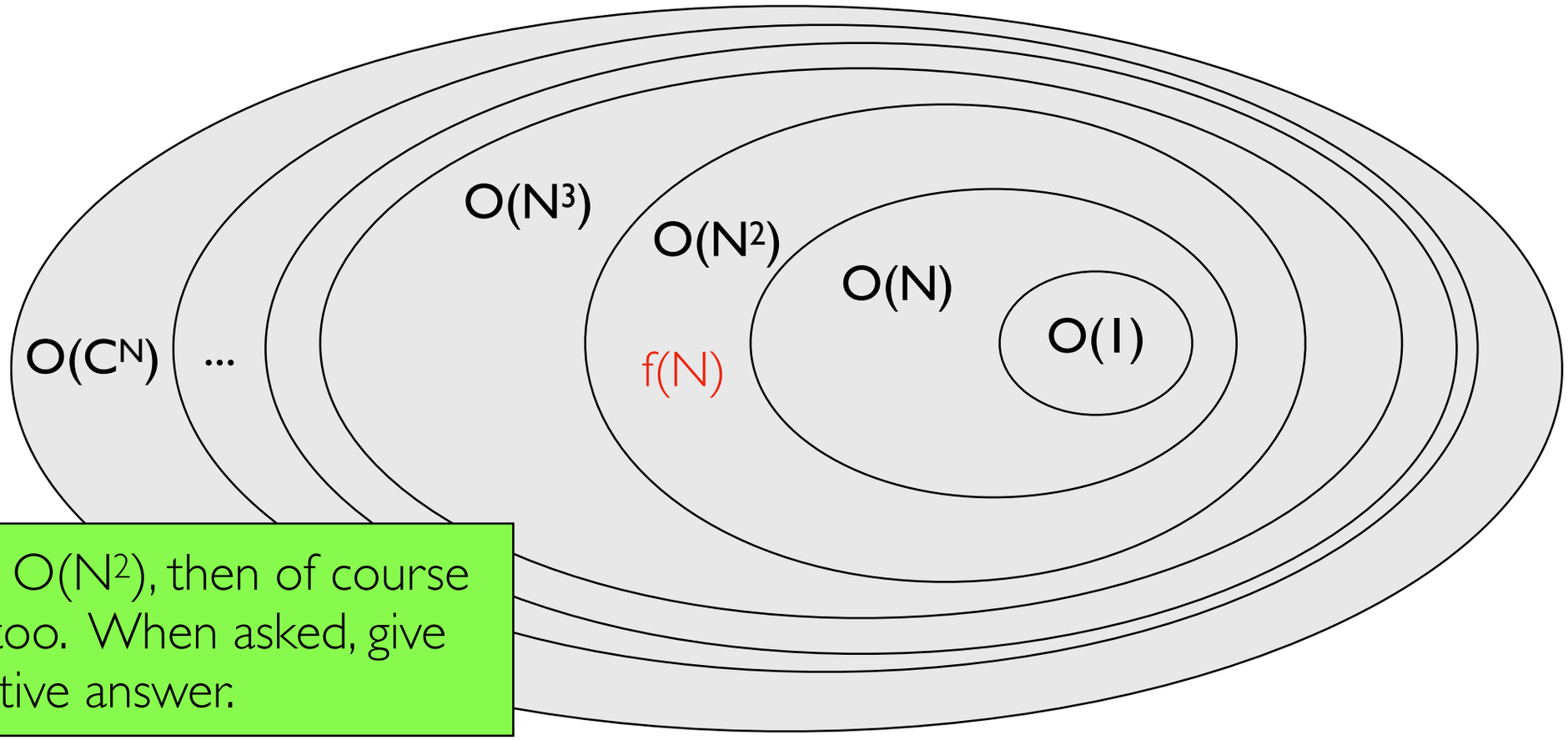

Note: if f(N) is in $O(N^2)$, then of course f(N) is in $O(N^3)$ too. When asked, give the most informative answer.

Big O Notation ("O" is for "order of growth")

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---

which ones
are true?

$2N \in O(N)$

$100N \in O(N^2)$

$N^2 \in O(1000000N)$

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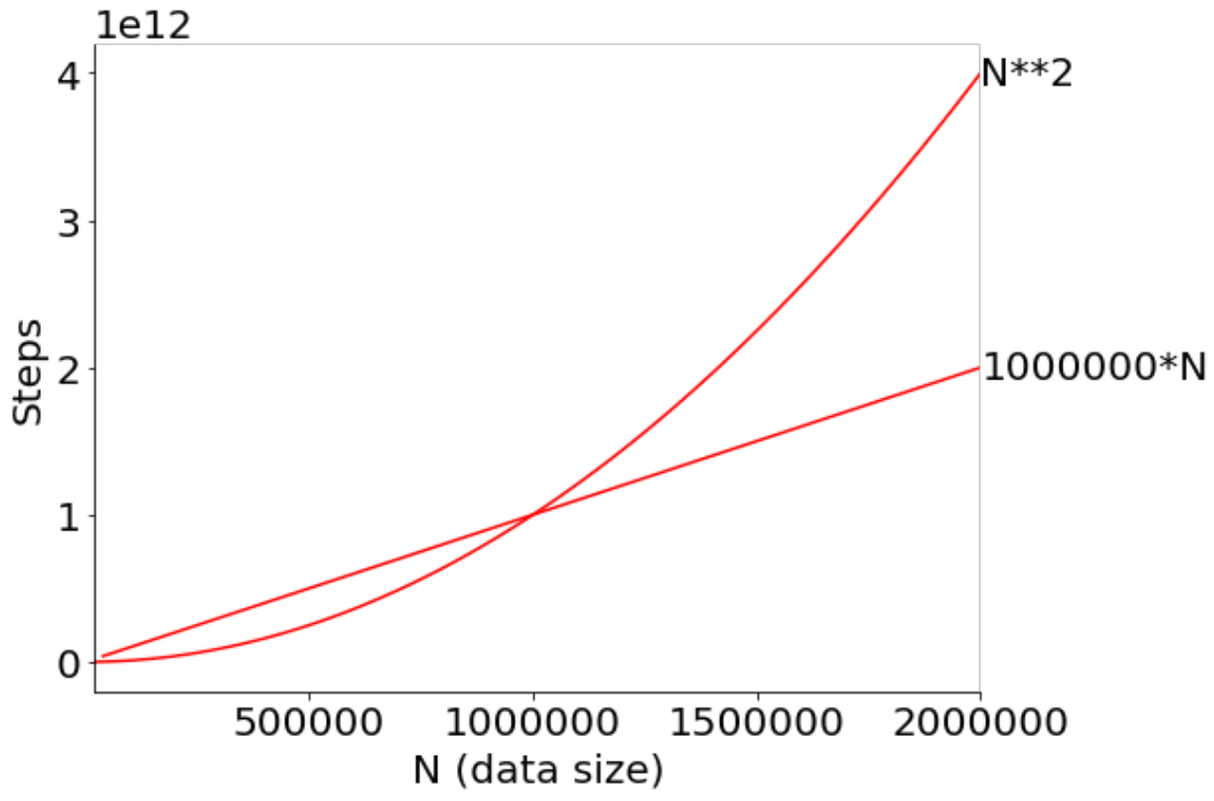

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---

which ones are true?

$N^2 \in O(N^2+N+1)$

$N^2+N+1 \in O(N^2)$

$N^5 \in O(N^4 + N^3 + N^2 + N)$

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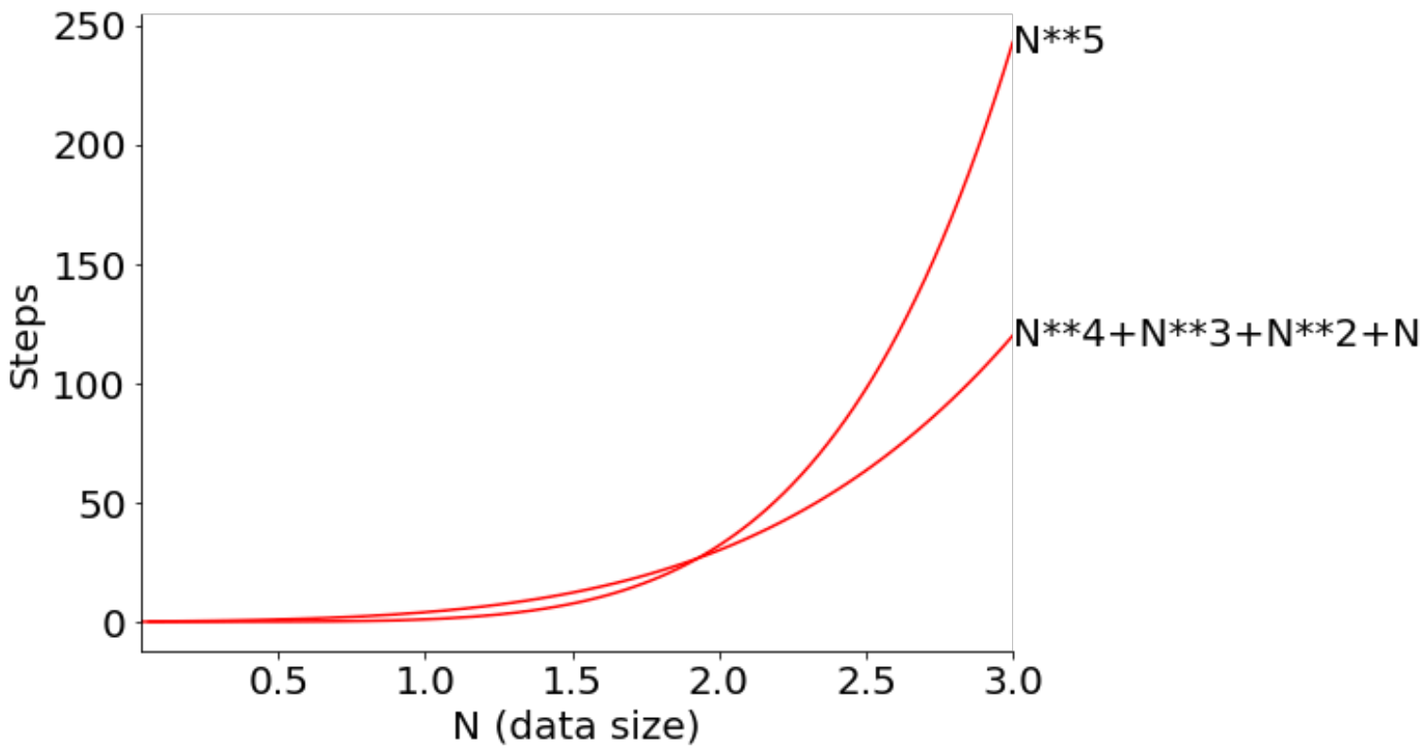

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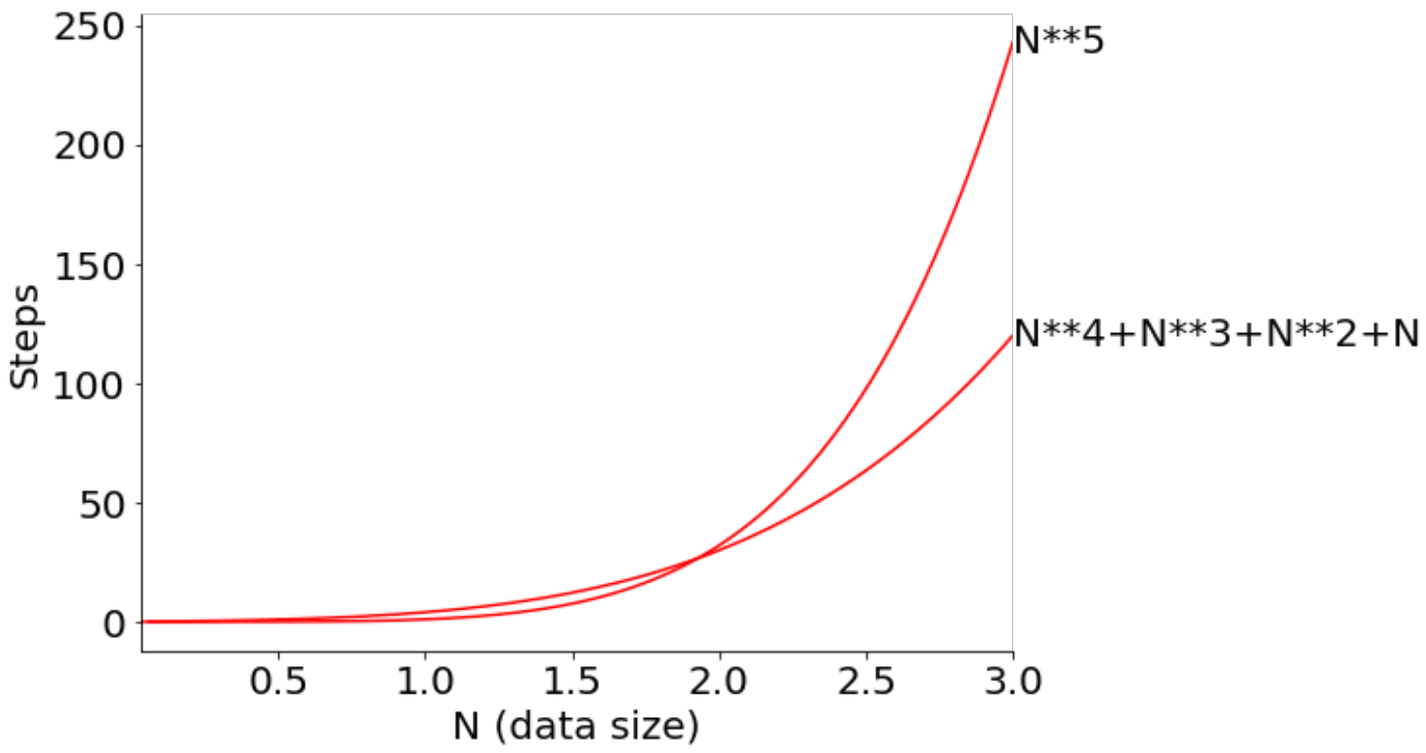

simplify when possible

$N^2 \in O(N^2+N+1)$

$N^2+N+1 \in O(N^2)$

$N^5 \in O(N^4 + N^3 + N^2 + N)$

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If $f(N) < C * g(N)$ *for large x values and some fixed constant C*

Then $f(N) \in O(g(N))$

We'll let **f(N)** be the number of steps that some **Algorithm A** needs to perform for input size **N**.

When we say **Algorithm A** $\in O(g(N))$,
we mean that **f(N)** $\in O(g(N))$

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for num in input_nums:
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STEP
```
odd_avg = odd_sum / odd_count
```

For N elements, there will be 2*N+3 steps

$2*N+3 < 3 * N$

[for big N values]

therefore

this code is O(N)

Big O Notation ("O" is for "order of growth")

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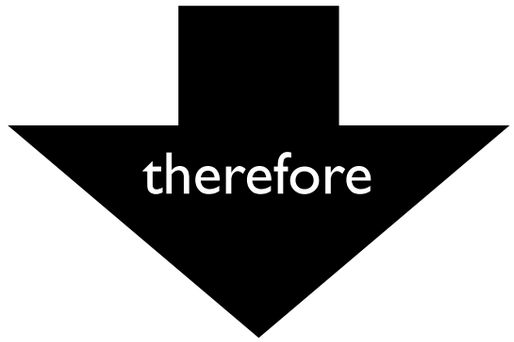
For N elements, there will be between 2*N+5 and 4*N+5 steps

$4*N+5 < 3 * N$

[for big N values]



this code is O(N)

Coding/Plotting Example

```
def is_prime(N):
    prime = True
    for factor in range(2, N):
        steps += 1
        if N % factor == 0:
            prime = False
    return prime
```

what is the complexity of each function

```
def find_primes(cap):
    primes = []
    for i in range(cap+1):
        if is_prime(i):
            primes.append(i)
    return primes
```

Coding/Plotting Example

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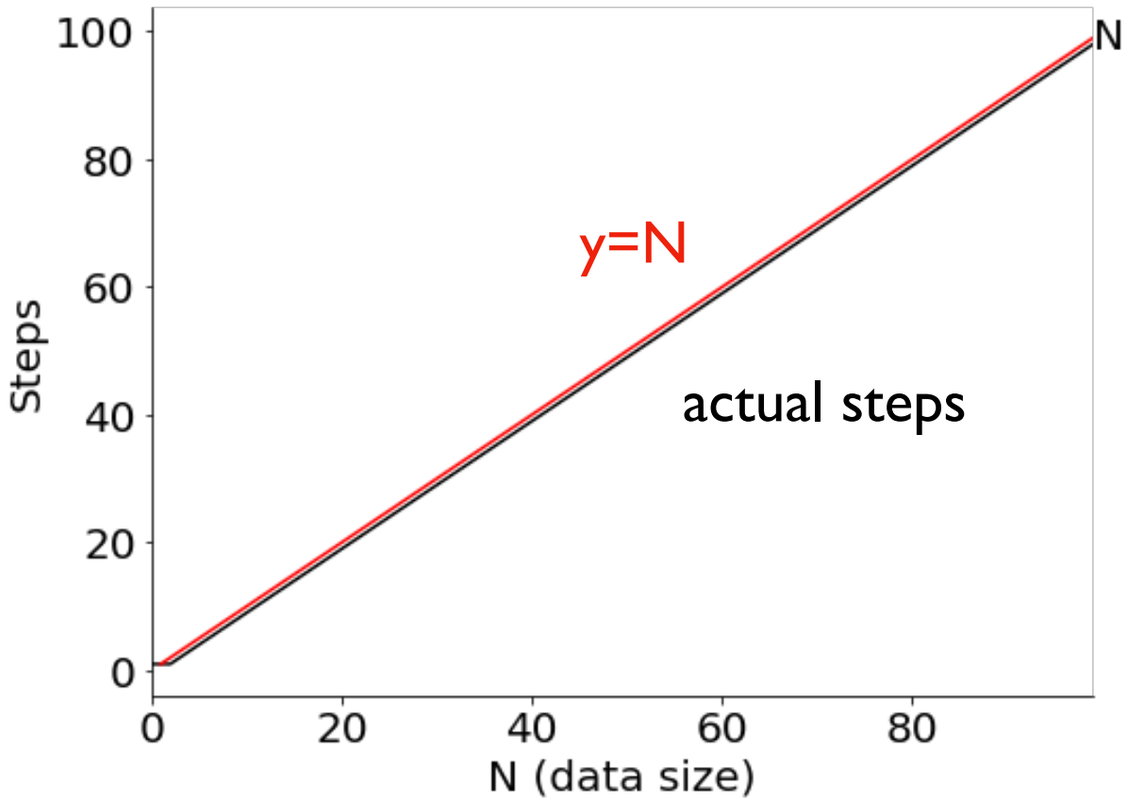

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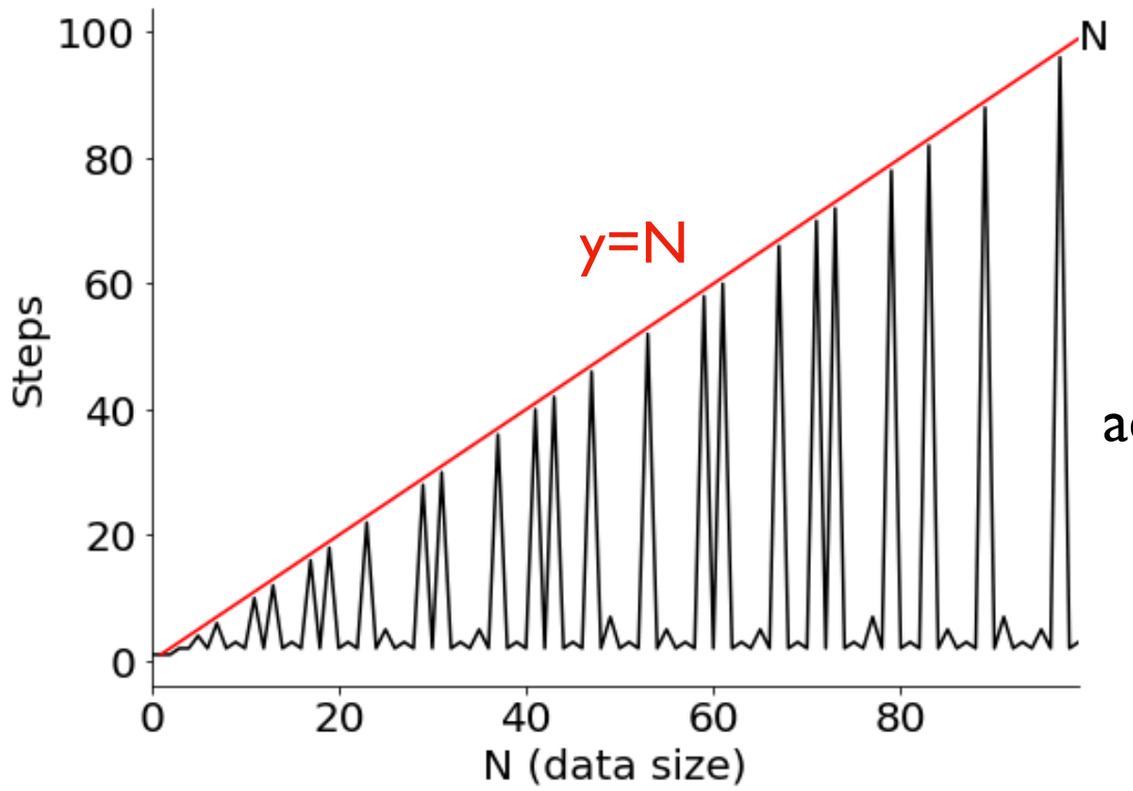
```

what if we add a break here?

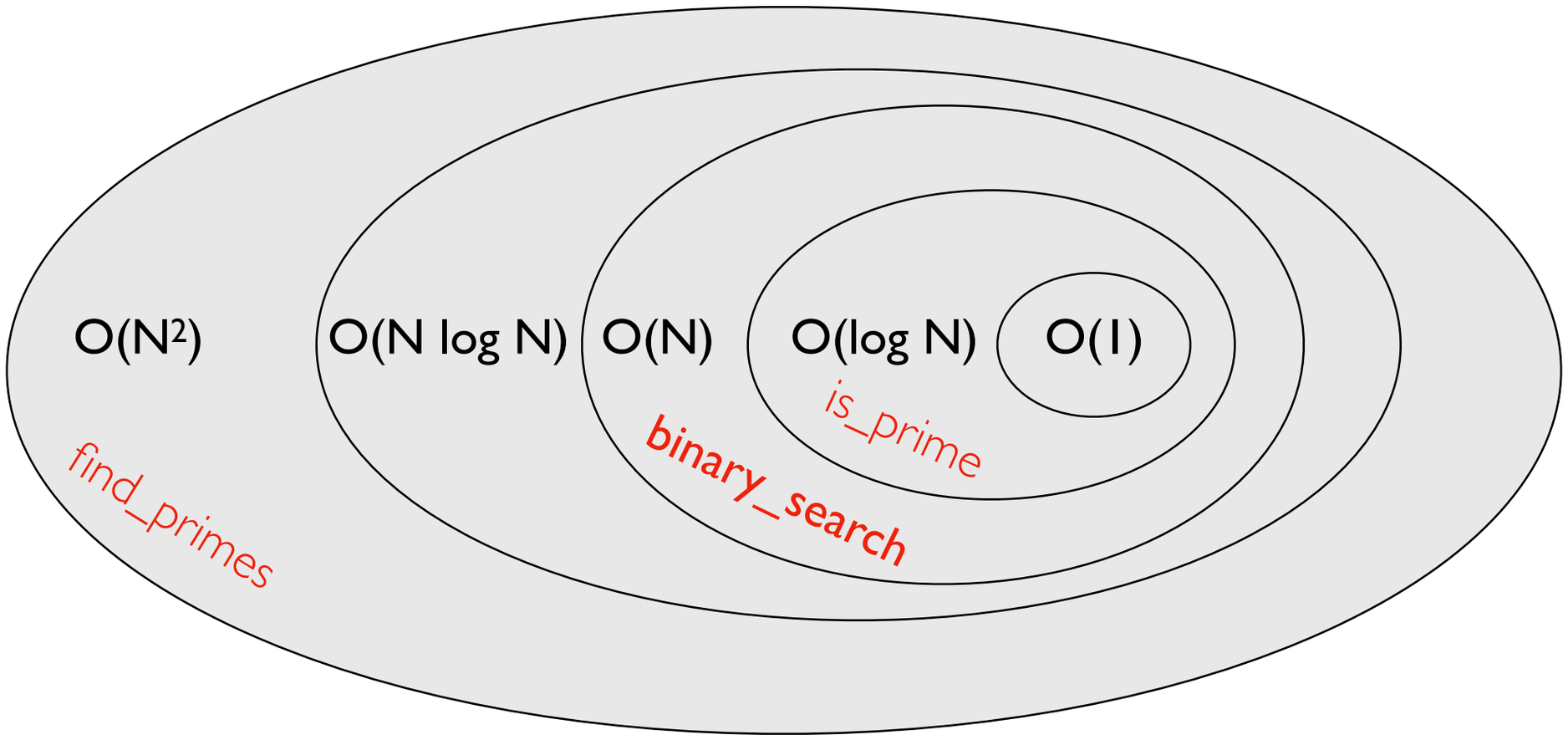


actual steps

for simplicity, we'll usually do a worst-case analysis, under which this would still be O(N)

implications for
`X in L`?

Binary Search: Coding Example



Binary Search

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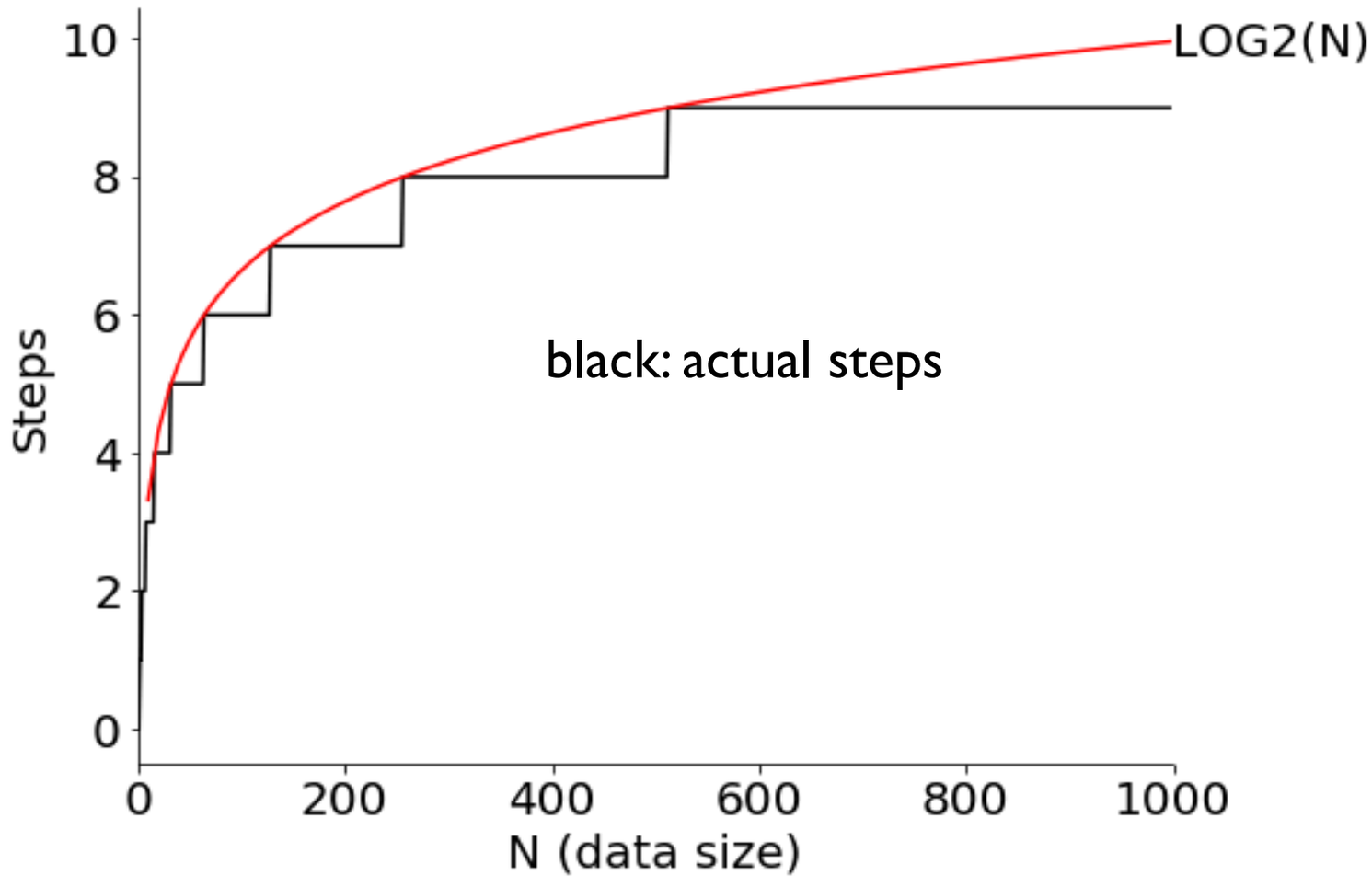
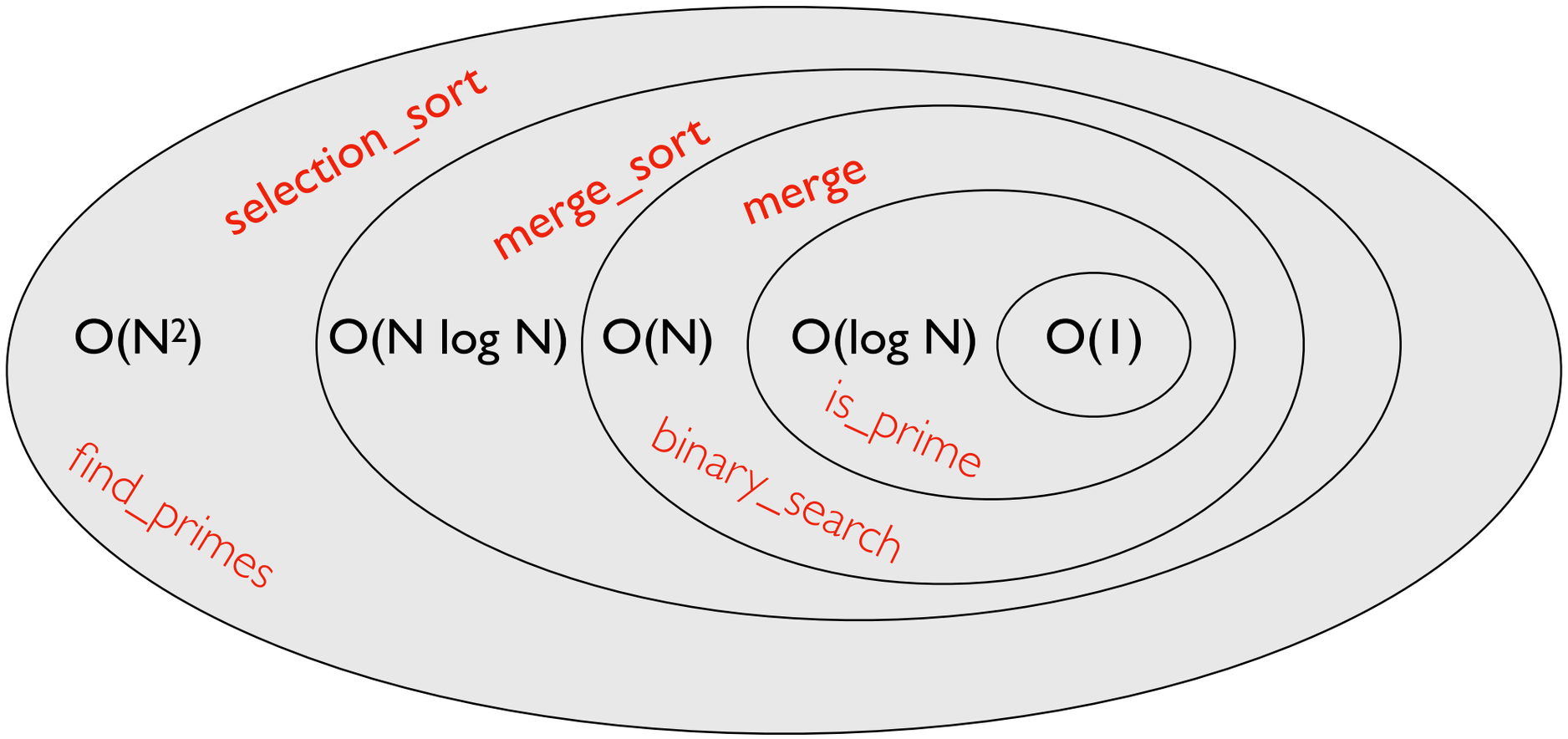


Sorting: Coding Examples



Analysis of Algorithms: Key Ideas

complexity: relationship between input size and steps executed

step: an operation of bounded cost (doesn't scale with input size)

asymptotic analysis: we only care about very large N values for complexity (for example, assume a big list)

worst-case: we'll usually assume the worst arrangement of data because it's harder to do an average case analysis (for example, assume search target at the end of a list)

big O: if $f(N) < C * g(N)$ for large x values and some fixed constant C, then $f(N) \in O(g(N))$