**Introduction to Data Structures & Algorithms**

**Data Structures and Algorithms:**

Let's clear up our basics with these terms before deep diving into DSA.  Data Structures and Algorithms are two different things.

**Data Structures** –  These are like the ingredients you need to build efficient algorithms. These are the ways to arrange data so that they (data items) can be used efficiently in the main memory. Examples: Array, Stack, Linked List, and many more. You don't need to worry about these names. These topics will be covered in detail in the upcoming tutorials.

**Algorithms** – Sequence of steps performed on the data using efficient data structures to solve a given problem, be it a basic or real-life-based one.  Examples include: sorting an array.

**Some other Important terminologies:**

1. **Database** – Collection of information in permanent storage for faster retrieval and updation. Examples are MySql, MongoDB, etc.
2. **Data warehouse** – Management of huge data of legacy data( the data we keep at a different place from our fresh data in the database to make the process of retrieval and updation fast) for better analysis.
3. **Big data** – Analysis of too large or complex data, which cannot be dealt with the traditional data processing applications.

**Memory Layout of C Programs:**

* When the program starts, its code gets copied to the main memory.
* **The stack** holds the memory occupied by functions. It stores the activation records of the functions used in the program. And erases them as they get executed.
* **The heap** contains the data which is requested by the program as dynamic memory using pointers.
* **Initialized and uninitialized data** segments hold initialized and uninitialized global variables, respectively.

Take a look at the below diagram for a better understanding:

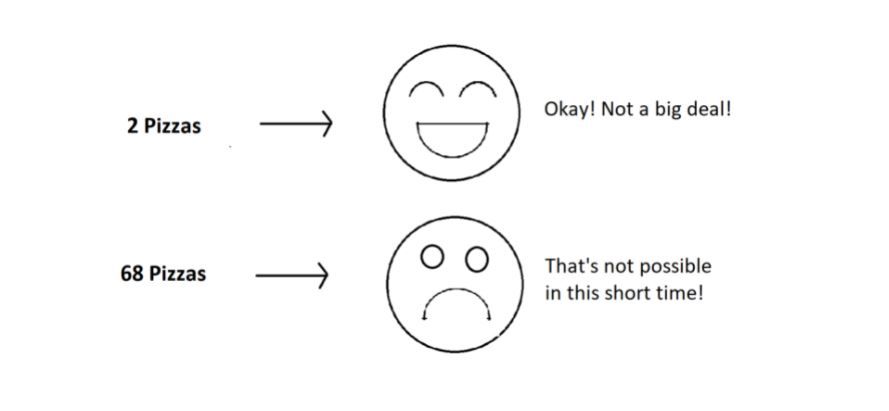


So, this was all for the beginning. Data Structures and Algorithms are not new concepts. If you have done programming in any language like C, you must have come across  Arrays – A data structure. And algorithms are just sequences of processing steps to solve a problem. :)

# Time Complexity and Big O Notation

**An analogy to a real-life issue:**

* This morning I wanted to eat some pizza; So, I asked my brother to get me some from Dominos, which is 3 km away.
* He got me the pizza, and I was happy only to realize it was too little for 29 friends who came to my house for a surprise visit!
* My brother can get 2 pizzas for me on his bike, but pizza for 29 friends is too huge of an input for him, which he cannot handle.



**What is Time Complexity?**

Time Complexity is the study of the efficiency of algorithms. It tells us how much time is taken by an algorithm to process a given input. Let's understand this concept with the help of an example:

Consider two developers Shubham and Rohan, who created an algorithm to sort ‘n’ numbers independently. When I made the program run for some input size n, the following results were recorded:

|  |  |  |
| --- | --- | --- |
| **No. of elements (n)** | **Time Taken By Shubham’s Algo** | **Time Taken By Rohan’s Algo** |
| 10 elements | 90 ms | 122 ms |
| 70 elements | 110 ms | 124 ms |
| 110 elements | 180 ms | 131 ms |
| 1000 elements | 2s | 800 ms |

We can see that at first, Shubham's algorithm worked well with smaller inputs; however, as we increase the number of elements, Rohan's algorithm performs much better.

**Quick Quiz:**Who’s algorithm is better?

**Time Complexity: Sending GTA 5 to a friend:**

* Imagine you have a friend who lives 5 km away from you. You want to send him a game. Since the final exams are over and you want him to get this 60 GB file worth of game from you. How will you send it to him in the shortest time possible?
* Note that both of you are using JIO 4G with a 1 Gb/day data limit.
* The best way would be to send him the game by delivering it to his house. Copy the game to a hard disk and make it reach him physically.
* Would you do the same for sending some small-sized game like MineSweeper which is in KBS of size? Of Course no, because you can now easily send it via the Internet.
* As the file size grows, the time taken to send the game online increases linearly – O(n) while the time taken by sending it physically remains constant. O(n0) or O(1).

Calculating Order in terms of Input Size:

In order to calculate the order(time complexity), the most impactful term containing n is taken into account (Here n refers to Size of input). And the rest of the smaller terms are ignored.

Let us assume the following formula for the algorithms in terms of input size n:



Here, we ignored the smaller terms in algo 1 and carried the most impactful term, which was the square of the input size. Hence the time complexity became n^2. The second algorithm followed just a constant time complexity.

Note that these are the formulas for the time taken by their program.

What is a Big O?

Putting it simply, big O stands for ‘order of’ in our industry, but this is pretty different from the mathematical definition of the big O. Big O in mathematics stands for all those complexities our program runs in. But in industry, we are asked the minimum of them. So this was a subtle difference.

**Visualizing Big O:**

If we were to plot O(1) and O(n) on a graph, they would look something like this:



So, this was the basics of time complexities.

**Asymptotic Notations: Big O, Big Omega and Big Theta Explained (With Notes)**

Asymptotic notation gives us an idea about how good a given algorithm is compared to some other algorithm.

Now let's look at the mathematical definition of 'order of.' Primarily there are three types of widely used asymptotic notations.

1. Big oh notation ( O )
2. Big omega notation ( Ω )
3. Big theta notation ( θ ) – Widely used one

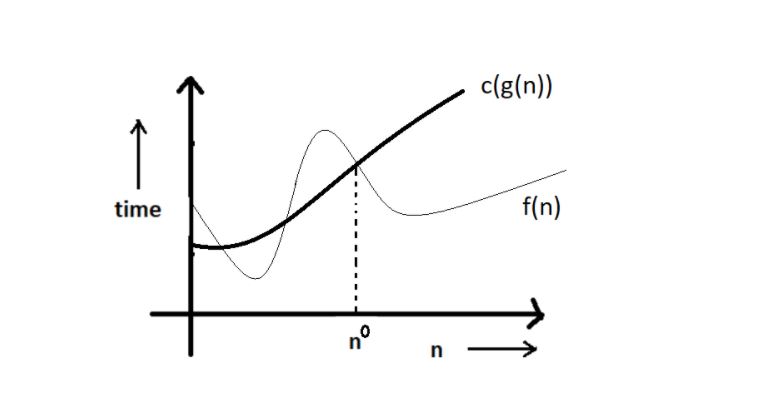
**Big oh notation ( O ):**

* Big oh notation is used to describe an asymptotic upper bound.
* Mathematically, if f(n) describes the running time of an algorithm; f(n) is O(g(n)) if and only if there exist positive constants c and n° such that:

0 ≤ f(n) ≤ c g(n) for all n ≥ n°.

* Here, n is the input size, and g(n) is any complexity function, for, e.g. n, n2, etc. (It is used to give upper bound on a function)
* If a function is O(n), it is automatically O(n2) as well! Because it satisfies the equation given above.

**Graphic example for Big oh ( O ):**



**Big Omega Notation ( Ω ):**

* Just like O notation provides an asymptotic upper bound, Ω notation provides an asymptotic lower bound.
* Let f(n) define the running time of an algorithm; f(n) is said to be Ω (g(n)) if and only if there exist positive constants  c and n° such that:

0 ≤ c g(n) ≤ f(n) for all n ≥ n°.

* It is used to give the lower bound on a function.
* If a function is Ω (n2) it is automatically Ω (n) as well since it satisfies the above equation.

**Graphic example for Big Omega (Ω):**



**Big theta notation ( θ ):**

* Let f(n) define the running time of an algorithm.
* F(n) is said to be θ (g(n)) if f(n) is O (g(n)) and f(x) is Ω (g(n)) both.

Mathematically,



Merging both the equations, we get:

0 ≤ c2 g(n) ≤ f(n) ≤ c1 g(n) ∀ n ≥ no.

The equation simply means that there exist positive constants c1 and c2 such that f(n) is sandwiched between c2 g(n) and c1 g(n).

**Graphic example of Big theta ( θ ):**



**Which one of these to use?**

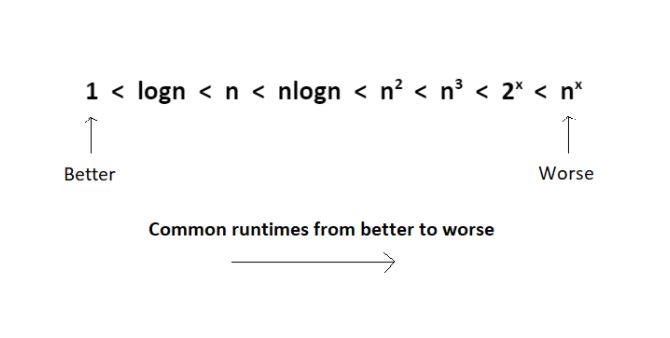
Big theta provides a better picture of a given algorithm's run time, which is why most interviewers expect you to answer in terms of Big theta when they ask "order of" questions. And what you provide as the answer in Big theta, is already a Big oh and a Big omega. It is recommended for this reason.

**Quick Quiz:** Prove that n2+n+1 is O(n3), Ω(n2), and θ(n2) using respective definitions.

**Hint:**You can approach this both graphically, making some rough graphs and mathematically, finding valid constants c1 and c2.

**Increasing order of common runtimes:**

Below mentioned are some common runtimes which you will come across in your coding career.



So, this was all about the asymptotic notations.