DATA STRUCTURES & ALGORITHMS

Big O Notation

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Asymptotic Analysis

- Asymptotic analysis deals with analyzing the properties of the running time when the input size goes to infinity (this means a very large input size).
- The differences between orders of growths are more significant for larger input size. Analyzing the running times on small inputs does not allow us to distinguish between efficient and inefficient algorithms.
- The objective of asymptotic analysis is to describe the behavior of a function T(N) as it goes to infinity.
- Asymptotic notations are used to describe the asymptotic analysis.

Function Bounds

Lets understand with the help of example. Suppose we have a function 10N2

Can we say it is bounded by $11N^2$ and $9N^2$ for all $N \ge 1$?

- i.e 10N² cannot go above 11N2 and doesn't come down below 9N2 for all values of N. 10N2 is sandwiched between 9N2 and 11N2
- Now if f(n) is $10N^2$ and g(n) is N^2
- Then we say that f(n) is $\Theta(g(n))$

Big Oh Notation

Sometimes we are only interested in proving one bound.

We use O-notation, when we have only an asymptotic upper bound.

Big Oh Notation

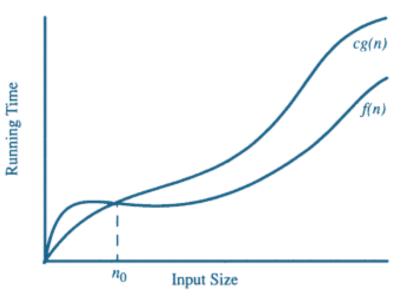
Simplified analysis of an algorithm's efficiency.

- The letter O is used because the rate of growth of a function is also called its order
- Used in complexity theory, computer science and mathematics to describe the behavior of functions.
- It determines how fast a function grows or declines.

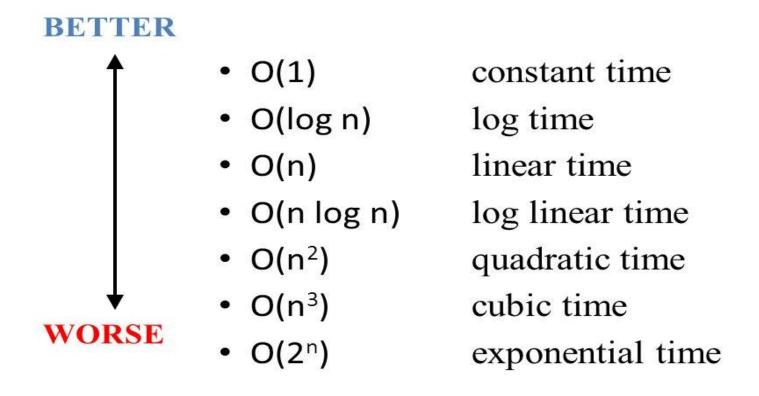


Big Oh Notation

- Let f (n) and g(n) be functions mapping non-negative numbers to non-negative numbers.
- Big-Oh. f (n) is O(g(n)) if there is a constant c > 0 and a constant $n_0 \ge 1$ such that f (n) $\le c \cdot g(n)$ for every number $n \ge n_0$.

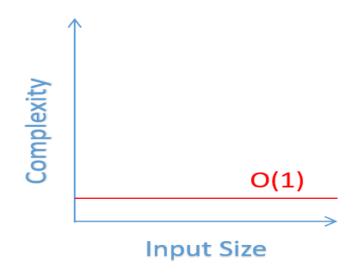


Big Oh



Constant Time: O(1)

Run in constant time if it requires the same amount of time regardless of the input size.





Example: accessing any element in array

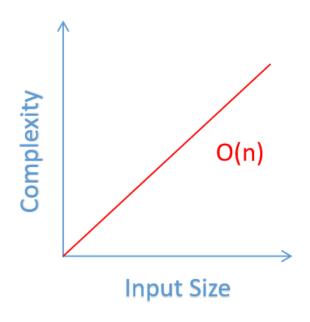
Linear Time: O(n)

n= number of items

What will be the worst case???

best





Worst case need 'n' steps for 'n' items

Example: traversing an array

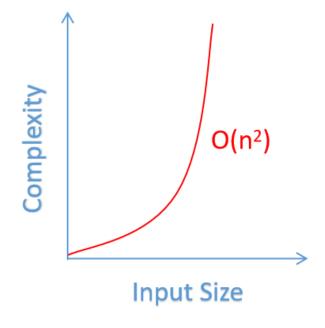
Quadratic Time: O(n²)

• n= number of items

What will be the worst case???

Worst case

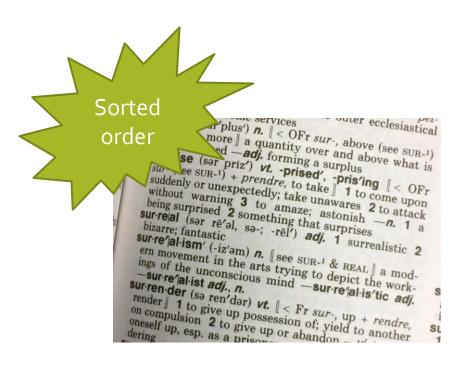
need 'n*n' steps for desired output





Example: bubble sort, selection sort, insertion sort

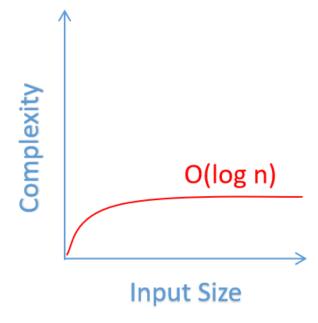
Logarithmic Time: O(log n)



log 10 = ?

Log 20 =?

Log 100 = ?



Example: binary search

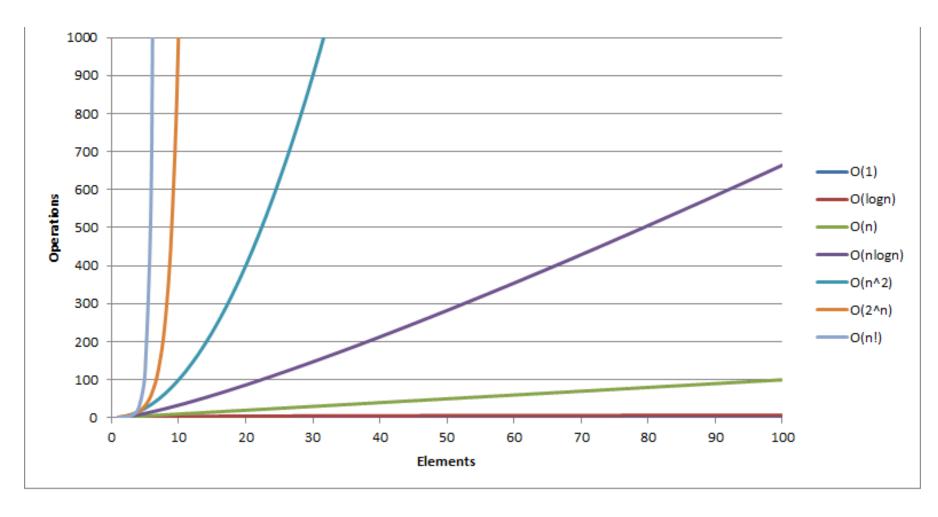
O(nlog n)

• Growth rate is faster as compared to linear and log functions



Example: merge sort

Complexity graph



Rules for analysis

Ignore multiplicative constants

Certain terms dominate others

$$O(1) < O(logn) < O(n) < O(nlogn) < O(n^2) < O(2^n) < O(n!)$$

Ignore lower order terms

Rules for analysis

Loops	Number of iterations
Nested loops	Complexity of inner loop * outer loop
Consecutive statements	Addition
lf/else	Block which take long time
Switch case	Block which take long time

Example

```
x= 5 + (15 * 30);
                       // O(1)
       (independent of input size)
x= 5 + (15 * 30);
                    // O(1)
y = 6-4;
                      // O(1)
print x+y;
                      // O(1)
Total Time = O(1) + O(1) + O(1) = > O(1)
       (drop constant)
```

Example

Practice

```
int sum( int n )
        int partialSum;
        partialSum = o;
        for(int i = 1; i <= n; ++i)
                partialSum += i * i * i;
        return partialSum;
```



Practice

```
Fiblist(n)

create an array F [o ... n]

F [o] \leftarrow o

F [1] \leftarrow 1

for i from 2 to n:

F [i] \leftarrow F [i-1] + F [i-2]

return F [n]
```

