

# BIG O

## Notation

Big-O



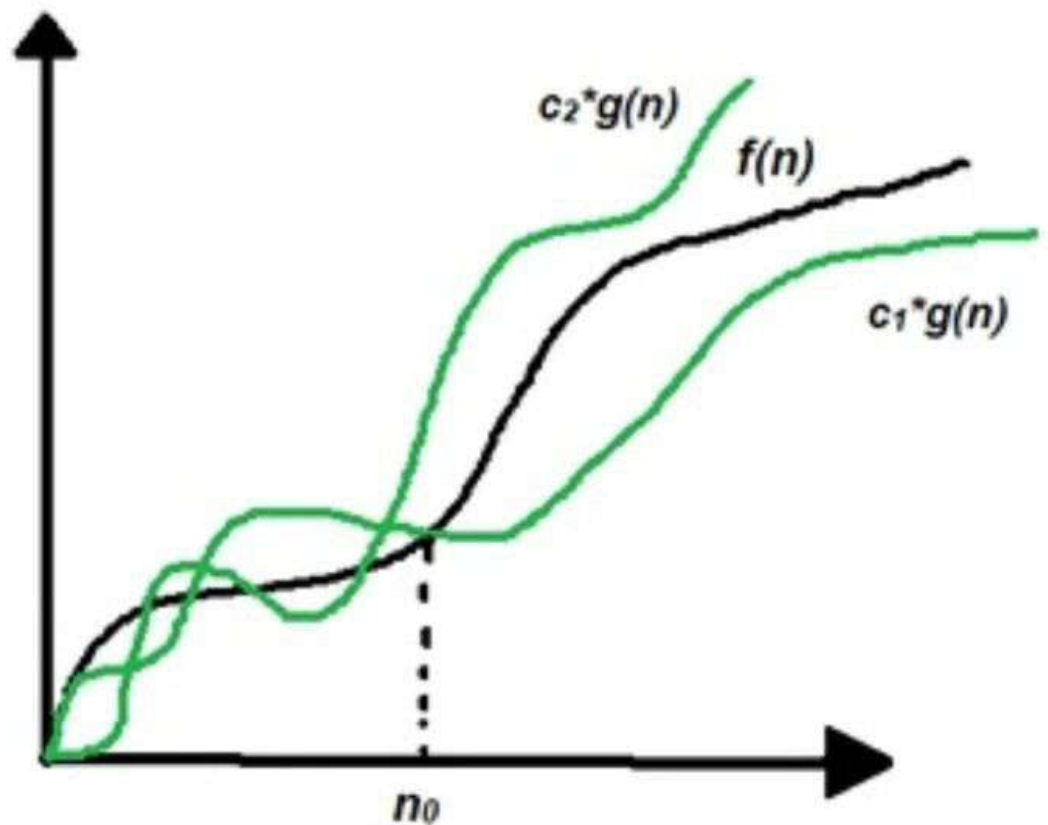
$O(n)$



Number of Operations

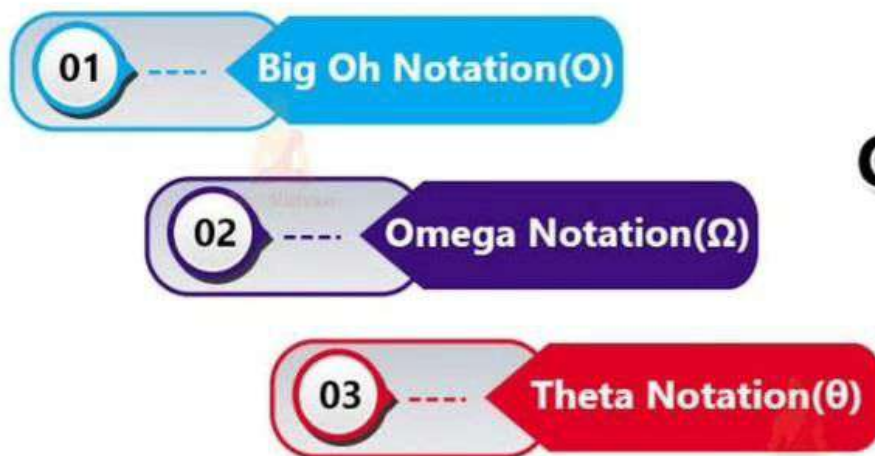
# What is Asymptotic Notations?

Asymptotic Notations are the mathematical Notations used when the input tends towards a particular or a limiting value while describing the running duration of an algorithm.



# Types of Asymptotic Notations?

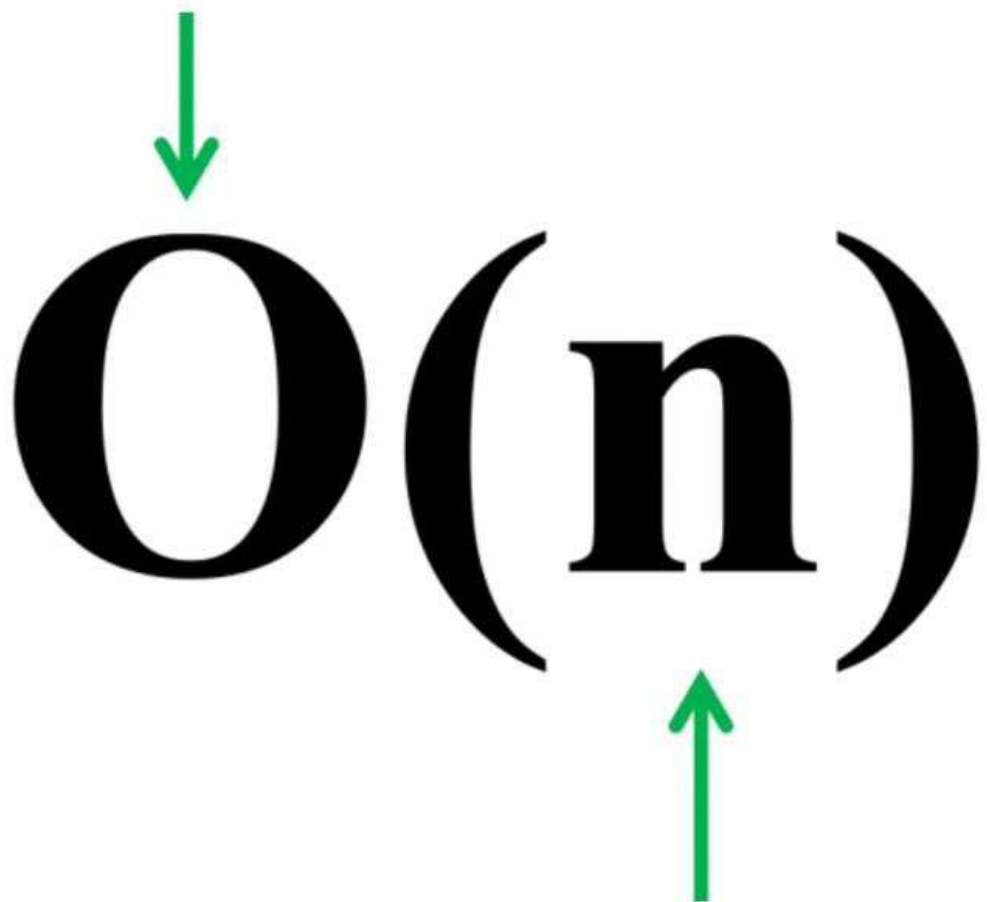
There are three Notations are commonly used. The three asymptotic Notations below are generally used to indicate algorithms' time complexity.



**Commonly used  
Asymptotic  
Notations**

# BIG - O Notation

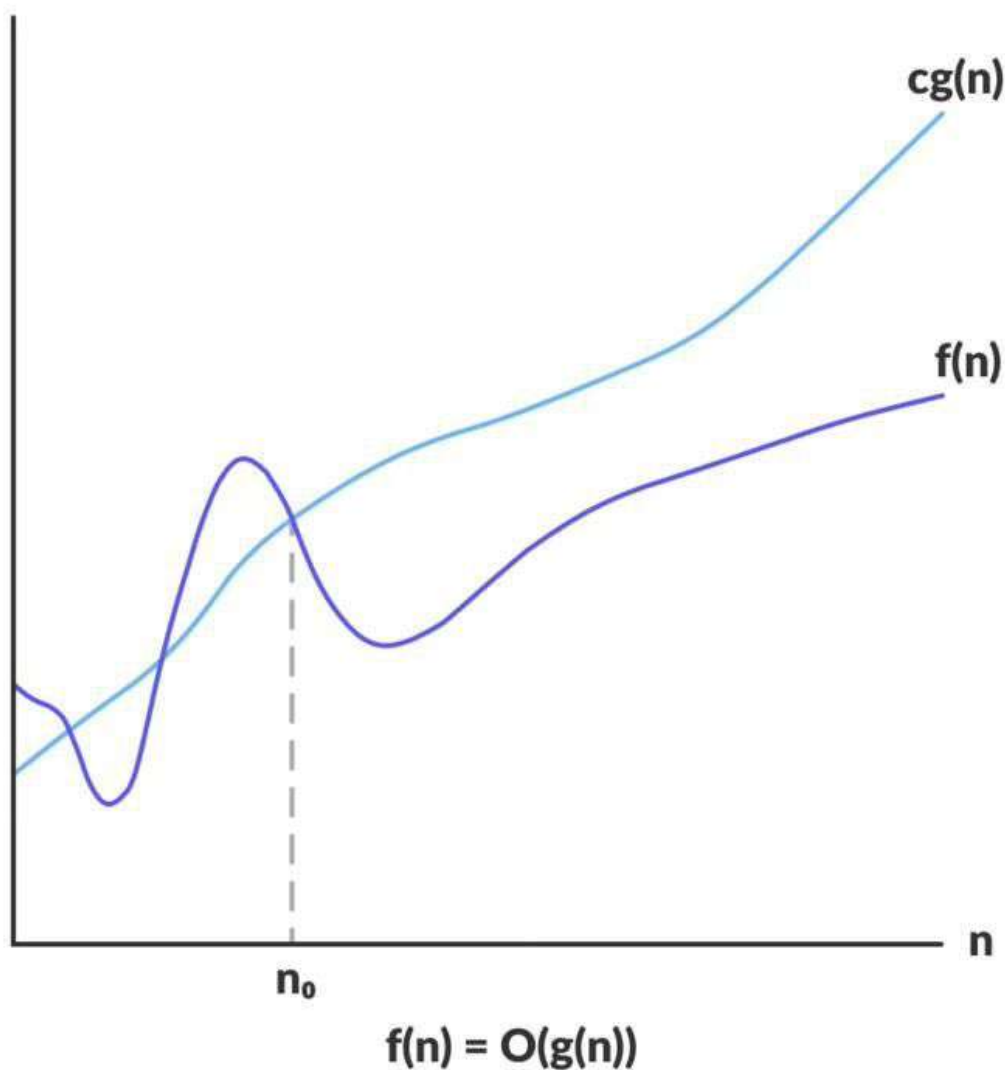
**BIG - O Notation** is used to calculate how scalable and efficient an algorithm is relative to its input considering the Time and Space Complexity



**O(n)**

The diagram shows the notation **O(n)** in a large, bold, black serif font. A green arrow points down to the capital letter **O**, and another green arrow points up to the lowercase letter **n** inside the parentheses.

- "Order 1" is a constant time/method: (1)
- "Order N" is a linear function/method:  $O(N)$
- The "order N squared" is a quadratic-time feature/method:  $E. (N^2)$





# **Time Complexity**

**How much time an algorithm takes to run completely ?**

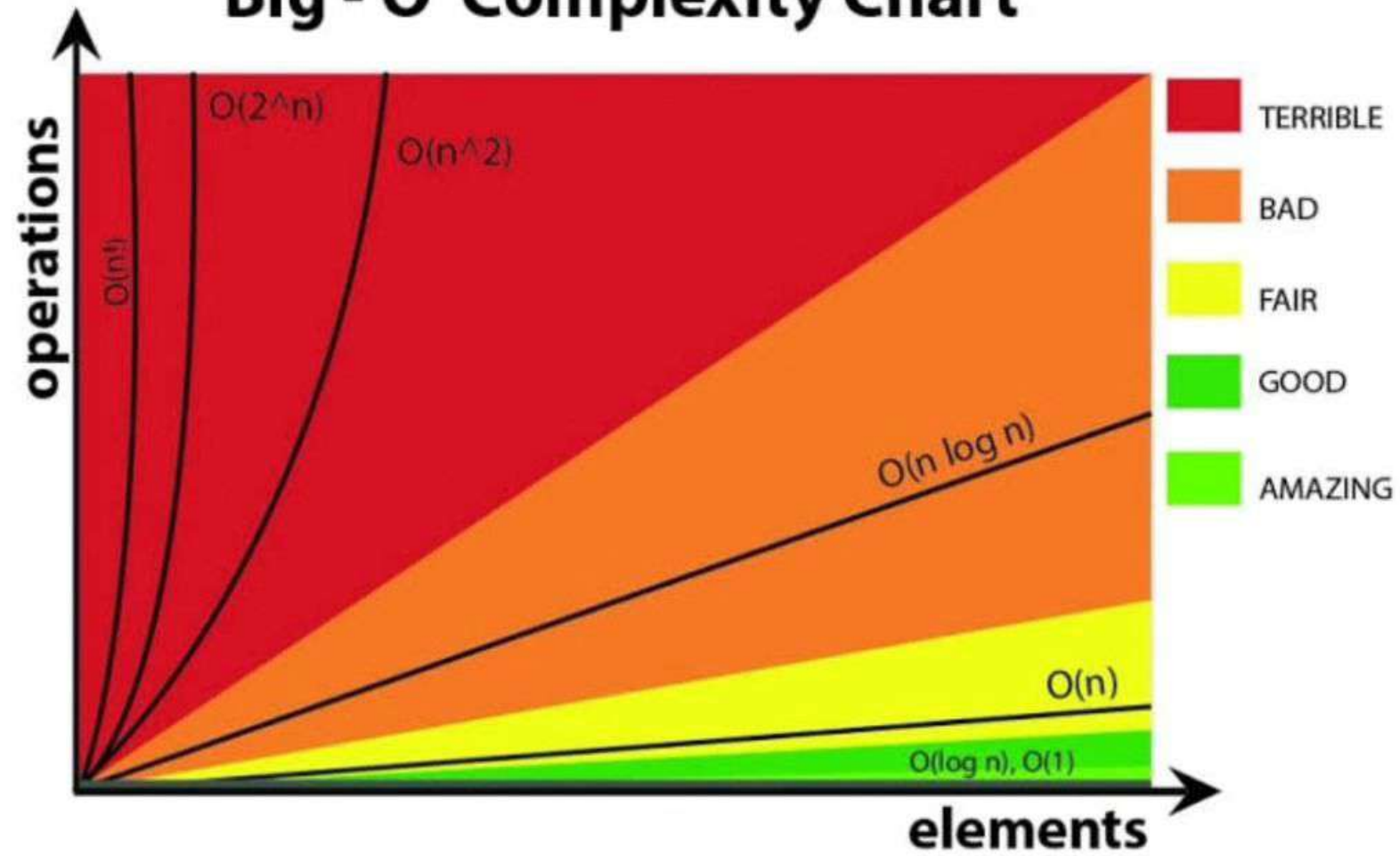
# **Space Complexity**

**How much extra space does an algorithm require in the process ?**

# Which are the Types of Big-O Notation?

Notation	Type	Examples	Description
$O(1)$	Constant	Hash table access	Remains constant regardless of the size of the data set
$O(\log n)$	Logarithmic	Binary search of a sorted table	Increases by a constant. If $n$ doubles, the time to perform increases by a constant, smaller than $n$ amount
$O(<n)$	Sublinear	Search using parallel processing	Performs at less than linear and more than logarithmic levels
$O(n)$	Linear	Finding an item in an unsorted list	Increases in proportion to $n$ . If $n$ doubles, the time to perform doubles
$O(n \log(n))$	$n \log(n)$	Quicksort, Merge Sort	Increases at a multiple of a constant
$O(n^2)$	Quadratic	Bubble sort	Increases in proportion to the product of $n*n$
$O(c^n)$	Exponential	Travelling salesman problem solved using dynamic programming	Increases based on the exponent $n$ of a constant $c$
$O(n!)$	Factorial	Travelling salesman problem solved using brute force	Increases in proportion to the product of all numbers included (e.g., $1*2*3*4...$ )

## Big - O Complexity Chart





# Example:

Let's say you are running a website that sells products and you want to optimize its search algorithm to make it more efficient. You have two different **algorithms** to choose from: **Algorithm A** and **Algorithm B**.

Algorithm A takes  **$O(n)$**  time to search for a product, where  **$n$**  is the number of products in your database. This means that as the number of products increases, the time it takes to search for a product increases linearly.

Algorithm B takes  **$O(\log n)$**  time to search for a product, which means that as the number of products increases, the time it takes to search for a product increases logarithmically. This algorithm is generally faster than Algorithm A for large datasets.

**In this case, you might choose Algorithm B because it scales better as your database grows, and it will be more efficient in the long run.**