BIG O NOTATION

Time-complexity

IMPORTANCE

precise vocabulary to talk about code performance
useful for discussing tradeoffs between different approaches
can identify which part is inefficient
more important than you think

EXAMPLE

Variation 1

```
function addUpTo(int n)
{
  int total = 0, count;
  for(count=1;count<=n;count++) {
    total+=1;
  }
  return total;
}</pre>
```

Variation 2

```
function addUpTo(int n)
{
   return n*(n+1)/2;
}
```

BIG O NOTATION

- formal general estimate
- formally talks about run time of an algorithm's growth as its input grows

O(f(n))

$$f(n) = n$$
 $O(n) = linear$
 $f(n) = n^2$ $O(n^2) = quadratic$
 $f(n) = 1$ $O(1) = constant$
 $f(n) = log n$ $O(log n) = more complex$

1. Constants don't matter

instead of	simply
O(2n)	O(n)
0(500)	O(1)
O(3n + 5)	O(n)

2. Smaller terms don't matter

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$$O(2n + 5)$$

$$O(n + 500)$$

$$O(n^2 + 3n + 1)$$

$$O(n^2)$$

3. Arithmetic is constant time

```
function addUpTo(int n)
{
   return n*(n+1)/2;
}
```

4. Variable assignment is constant

```
function returnZero(int n)
{
  int total = 0;
  char data = 'C';
  float deci = 1.234;

  return total;
}
```

5. Array or Object element access is constant

```
function arrayAccess(int *array)
{
  int = catch;
  catch = array[3];
  return catch;
}
```

6. Length of loop is multiplied by complexity of whatever happens in the loop

```
function addUpTo(int n)
{
  int total = 0, count;
  for(count=1; count<=n; count++) {
    total+=1;
  }
  return total;
}</pre>
```

6. Length of loop is multiplied by complexity of whatever happens in the loop.

```
/*code snippet */
int total=0,count,flag;
for(count=1;count<=5;count++) {
    for(flag=1;flag<=3;flag++) {
        total+=1;
    }
}</pre>
```

6. Length of loop is multiplied by complexity of whatever happens in the loop.

Thank You

For your attention