

COMPLEXITY ANALYSIS OF ALGORITHMS

Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```



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Problem: Fibonacci Numbers

Definition:

The Fibonacci numbers are the sequence

1, 1, 2, 3, 5, 8, 13, 21, 34, 55,...

Defined by

$$F_0 = F_1 = 1 \quad (\text{Base case})$$


$$F_n = F_{n-1} + F_{n-2} \text{ for } n \geq 2 \quad (\text{Recursive case})$$

Problem: Given n , compute F_n .

Which implementation is significantly faster ?




A.

```
F(int n){
    if(n <= 1) return 1
    return F(n-1) + F(n-2)
}
```



B.

```
F(int n){
    Initialize A[0 . . . n]
    A[0] = A[1] = 1
    for i = 2 : n
        A[i] = A[i-1] + A[i-2]
    return A[n]
}
```

C. Both are almost equally fast

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    return A[n]  
}
```

C. *Both are almost equally fast*

The “right” question is: How does the running time grow?

E.g. How long does it take to compute $F(200)$ recursively?

....let's say on....a supercomputer that can compute 40 trillion operations per sec

How long does it take to compute $\text{Fib}(200)$ recursively?

....let's say on.... a supercomputer that runs 40 trillion operations per second

It will take approximately 2^{92} seconds to compute F_{200} .

Time in seconds

Interpretation

2^{10}

17 minutes

2^{20}

12 days

2^{30}

32 years

2^{40}

35000 years
(cave paintings)

2^{50}

35 million years ago

2^{70}

Big Bang

What is the main takeaway so far?

How long does it take to compute $\text{Fib}(200)$ recursively?

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Theory - Big-O analysis

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2^{10}

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Big Bang

Insight
Questions of interest:

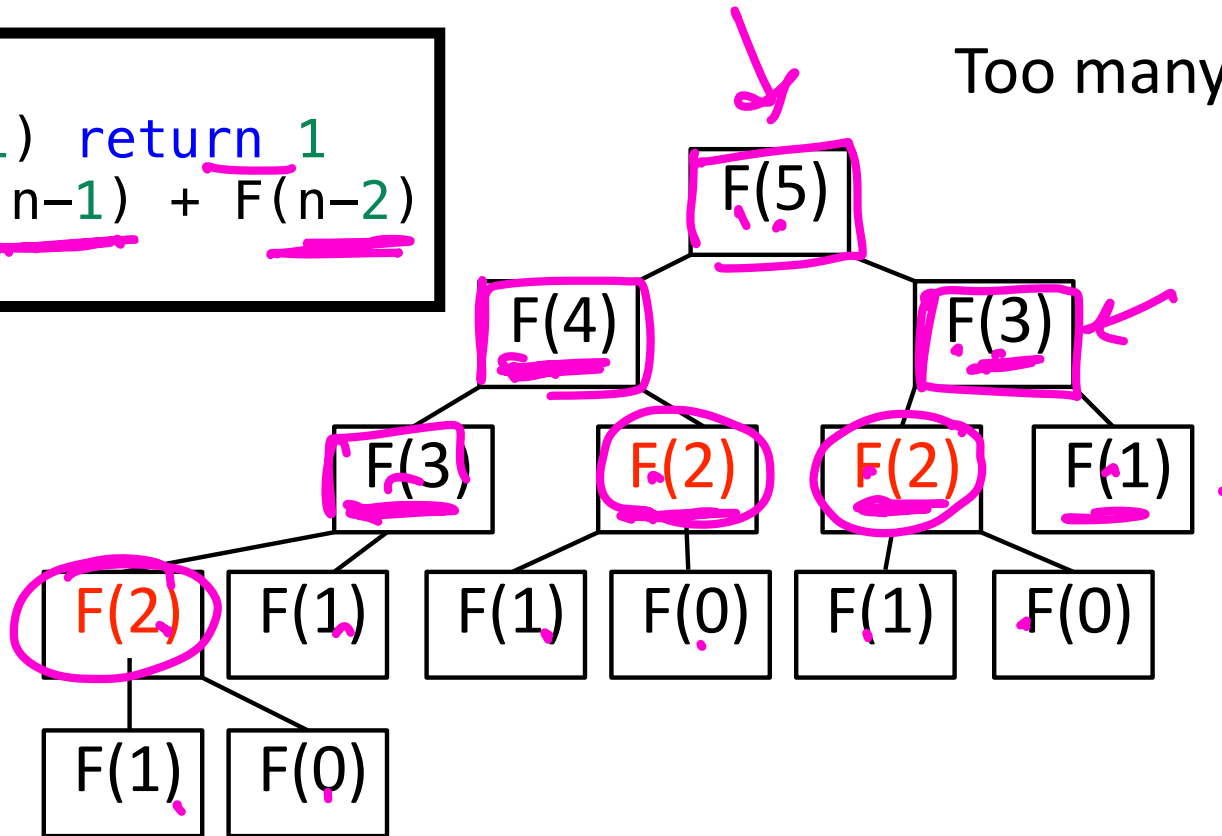
- Why is Algo A so slow?
- How do we quantify efficiency?
- Is Algo A better than Algo B?
- When will my code finish running?

Practical - modeling - empirical analysis

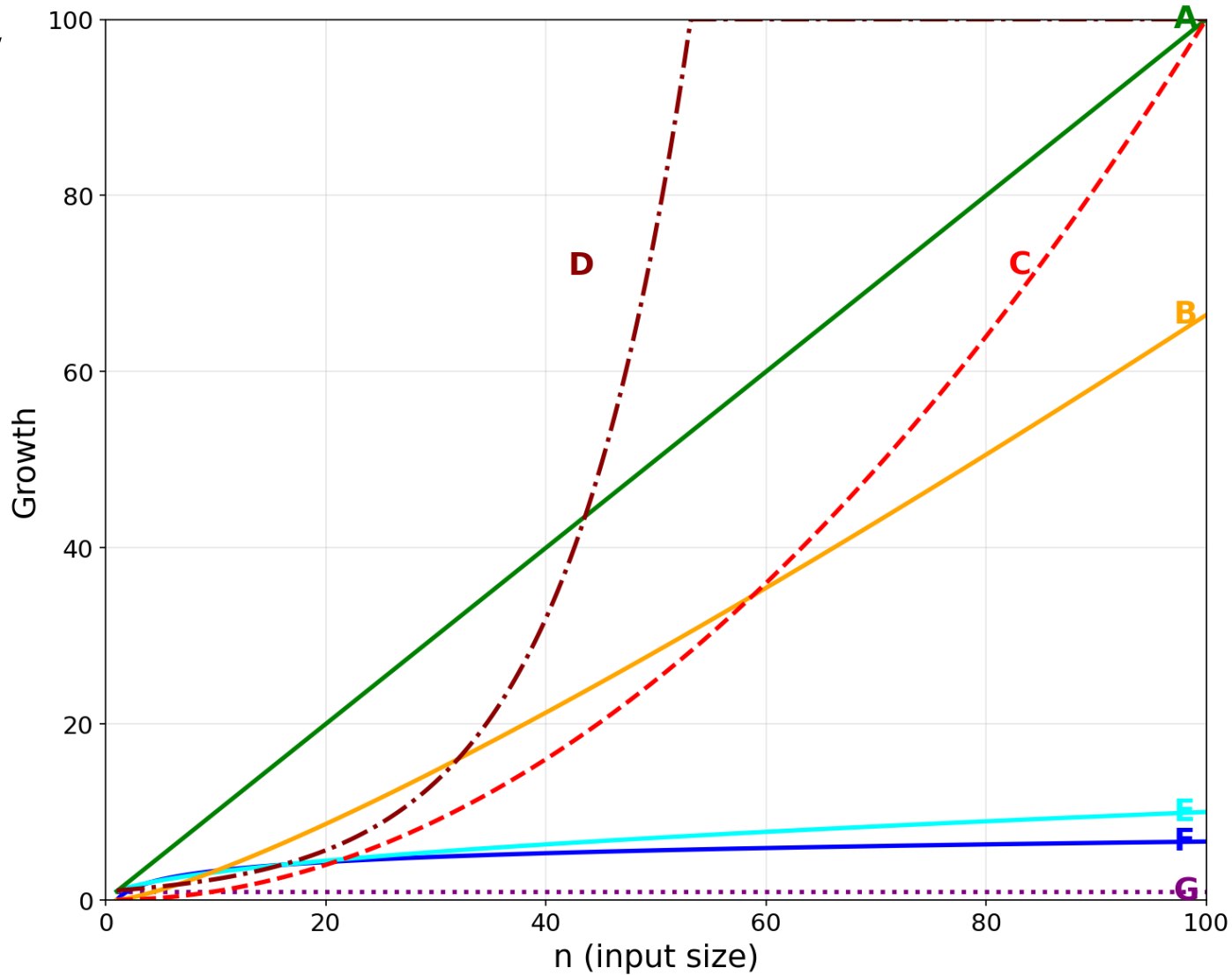
Why So Slow?

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```

Too many recursive calls.



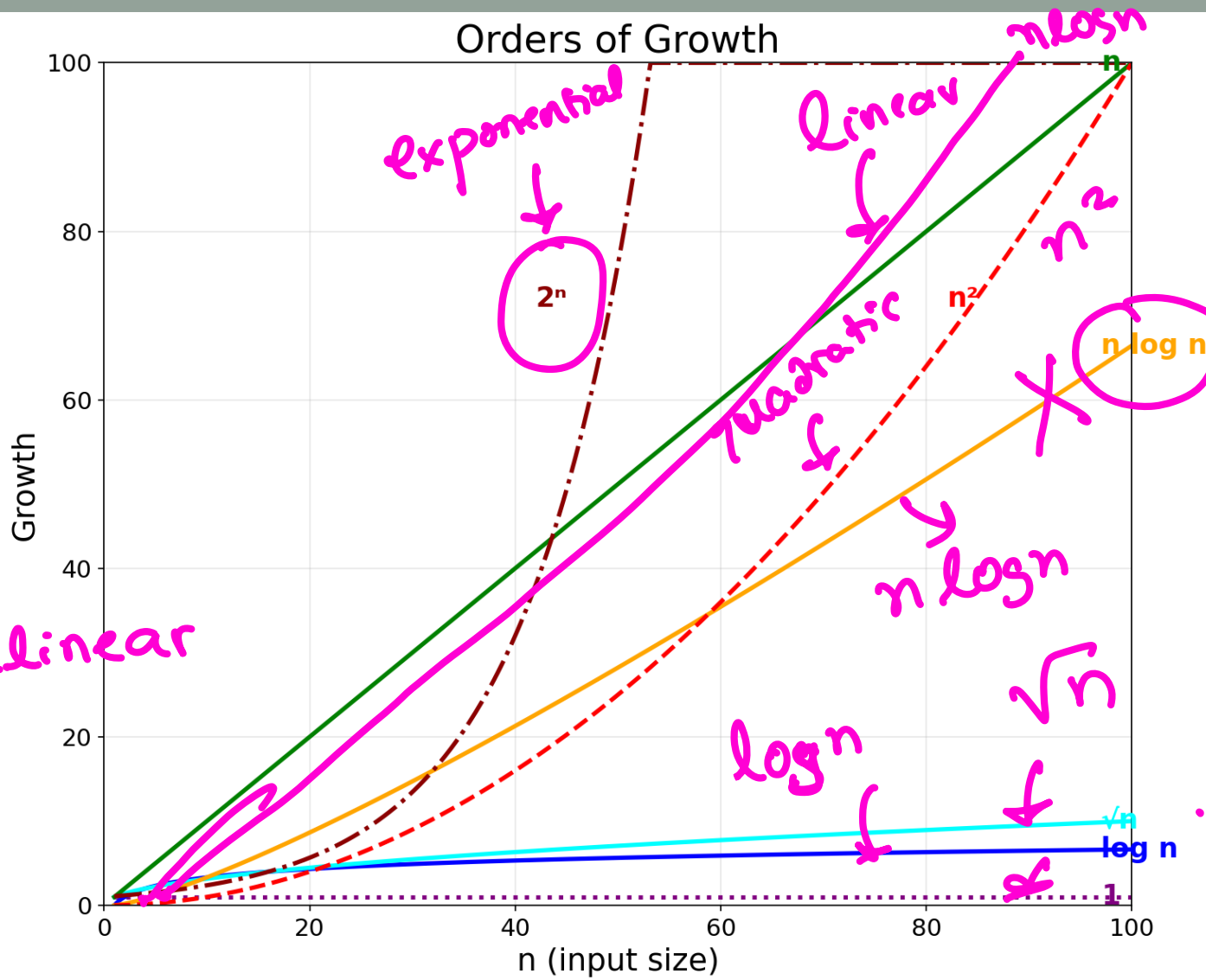
Which curve represents how the recursive fibonacci function grows?



- An **order of growth** is a set of functions whose growth behavior is considered equivalent.
- Functions that grown similarly belong to the same order of growth

$f(n) = n$
 $g(n) = 3n + 100$
 $5n$
 $200n$

→ linear



ORDERS OF GROWTH ACTIVITY

1. Rank these functions from SMALLEST to LARGEST growth order

$$\overline{100} < \overline{n} = \overline{50n} < \overline{n \log n} < \overline{2n^2} < \overline{2^n}$$

2. Which functions belong to the SAME order of growth?

$$\underline{n \text{ \& } 50n} \quad \leftarrow \text{linear}$$

3. The recursive Fibonacci has $O(2^n)$ order of growth.

4. The iterative Fibonacci has $O(n)$ order of growth.

Big-O: Notation to name the order of growth

Order of Growth	Big-O Notation
Constant	$O(1)$
Logarithmic	$O(\log_2 n)$
Linear	$O(n)$
Linearithmic	$O(n \log n)$
Quadratic	$O(n^2)$
Exponential	$O(2^n)$

$$f(n) = O(n^2)$$

—
↑

- $50n$ and n are both $O(n)$ — same order of growth.
- Big-O captures the growth rate, ignoring constants.

Express in Big-O notation

1. 10000000 = $O(1)$
 2. $3n$ = $O(n)$
 3. $6n-2$ = $O(n)$
 4. $15n + 44$ = $O(n)$
 5. $50n\log(n)$ = $O(n\log n)$
 6. n^2 = $O(n^2)$
 7. n^2-6n+9 = $O(n^2)$
 8. $3n^2+4*\log(n)+1000$ = $O(n^2)$
 9. $3^n + n^3 + \log(3*n)$ = $O(3^n)$
- \uparrow exponential \rightarrow polynomial

Common sense rules

1. Multiplicative constants can be omitted:
 $14n^2$ becomes n^2 .
2. n^a dominates n^b if $a > b$: for instance, n^2 dominates n .
3. Any exponential dominates any polynomial:
 3^n dominates n^5 (it even dominates 2^n).

For polynomials, use only leading term, ignore coefficients: linear, quadratic

Big O running time analysis: clicker

```

/* n is the length of the array*/
int sum(int arr[], int n)
{
    int result = 0;
    for(int i = 0; i < n; i+=2)
        result+=arr[i];
    return result;
}

```

$$T(n) = c_1 + c_2 \cdot \frac{n}{2} + c_3 = O(n)$$

Loop runs $\frac{n}{2}$ times

c_1, c_2, c_3 are const. values

A. $O(n^2)$

☒ B. $O(n)$

C. $O(n/2)$

D. $O(\log n)$

E. None of the above

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Iterative Fibonacci Algorithm

$T(n)$: running time of $F(n)$

: number of primitive operations to execute $F(n)$

```
F(int n){  
    Initialize A[0 . . . n]  $O(1)$   
    A[0] = A[1] = 1  $O(1)$   
    for i = 2 : n  $\left. \begin{matrix} \phantom{A[i] = A[i-1] + A[i-2]} \\ \phantom{A[i] = A[i-1] + A[i-2]} \end{matrix} \right\} (n-1) \cdot O(1)$   
        A[i] = A[i-1] + A[i-2]  $O(1)$   
    return A[n]  
}
```

Total no. of times
loop runs

$O(1)$ work done in
every iteration

$$T(n) = O(1) + O(1) + \underline{(n-1)O(1)} + O(1) \\ = O(n)$$

Derive $T(n) = O(2^n)$

$T(n) = C \cdot (\text{number of function calls}),$

Big O allows
upper bound

for some C is a constant

$C \cdot (1 + 2 + \dots + 2^{n-1})$

upper bound

$$\begin{aligned} &= C \cdot (2^n - 1) \\ &= C \cdot 2 \cdot 2^{n-1} - C \end{aligned}$$

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```

2^n

$$1 + 2 = 2^2 - 1$$

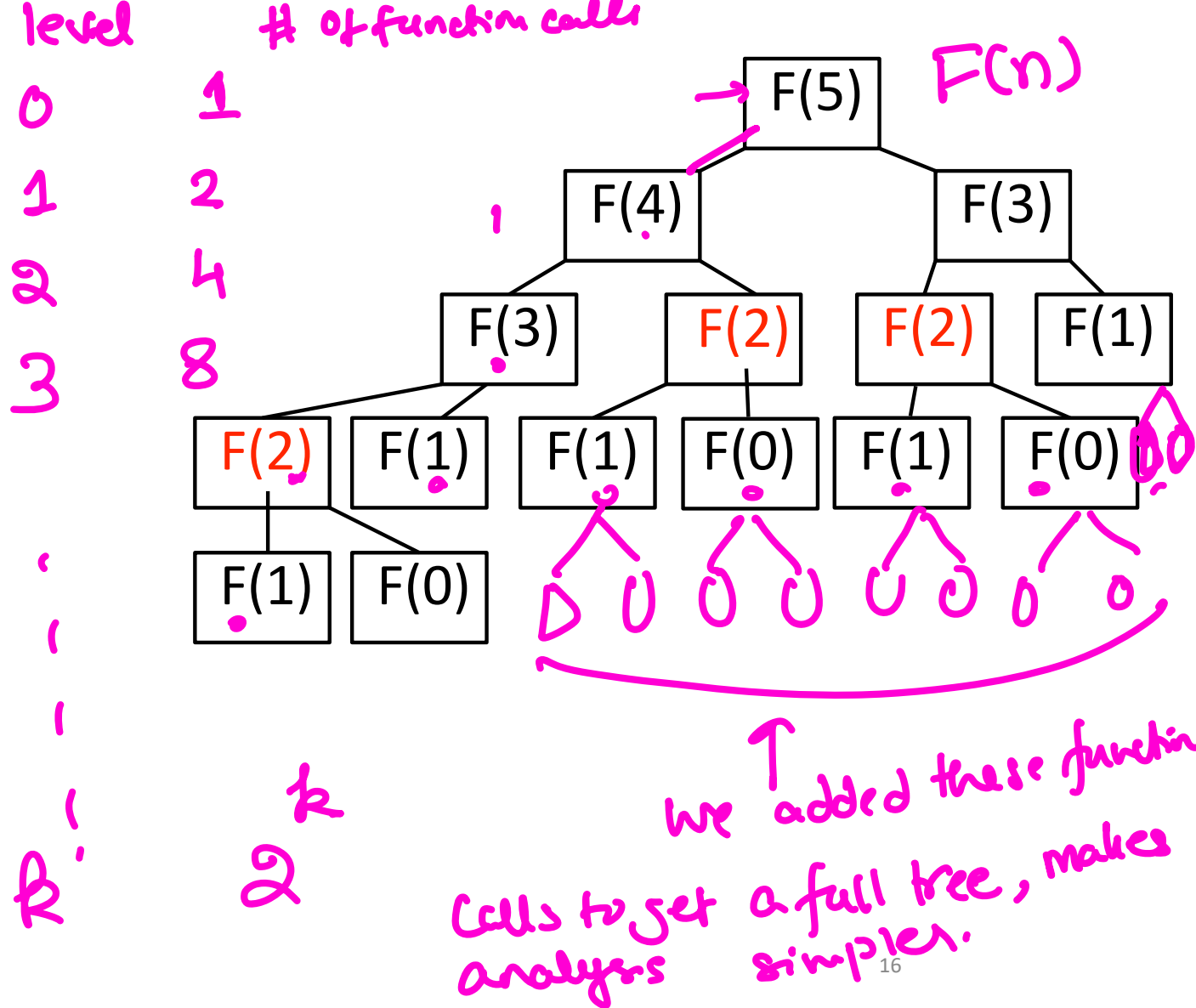
$$1 + 2 + 4 = 2^3 - 1$$

$$1 + 2 + 4 + 8 = 2^4 - 1$$

$$= \underline{\underline{O(2^n)}}$$

Derive $T(n) = O(2^n)$


Total number
of function calls.
 $\leq 1 + 2 + 4 + \dots + 2^n$



Space Complexity

S(n) = auxiliary memory needed to compute F(n)

In general space complexity includes space to store inputs + auxiliary space. But for this class assume auxiliary space only



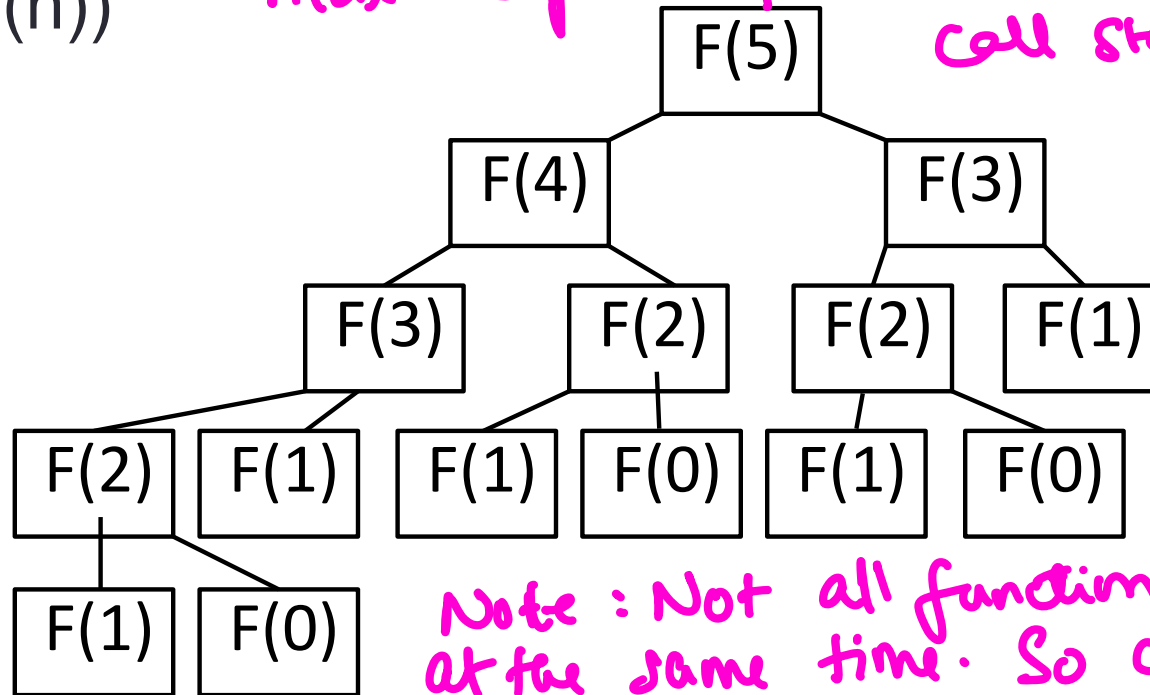
```
F(int n){  
    if(n <= 1) return 1  
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}
```

What is S(n)? Express your answer in Big-O notation

What is $S(n)$? Express your answer in Big-O notation

- A. $O(1)$
- B. $O(\log(n))$
- ☒ C. $O(n)$
- D. $O(n^2)$
- E. $O(2^n)$

The space usage is dominated by the max. depth of recursion on the function call stack



Note: Not all function calls are made at the same time. So complexity is not $O(2^n)$

Tree of recursive calls needed to compute $F(5)$

$S(n)$ relates to maximum depth of the recursion

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```

F(5)

$S(n)$ relates to maximum depth of the recursion

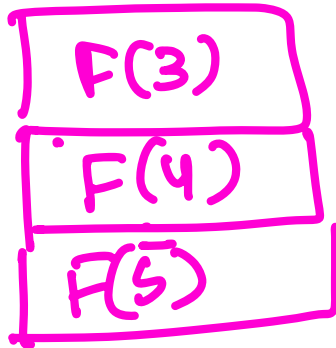
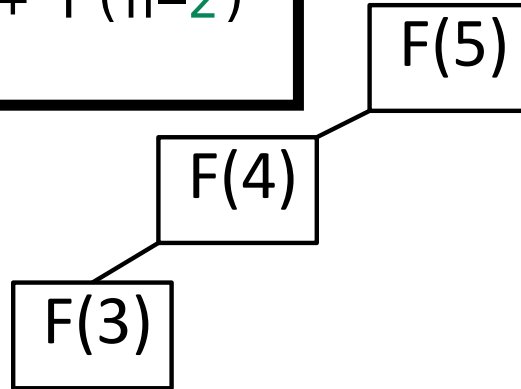
```
F(int n){  
    ↪ if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}    ↪ F(4) + F(3)
```

F(5)

F(4)

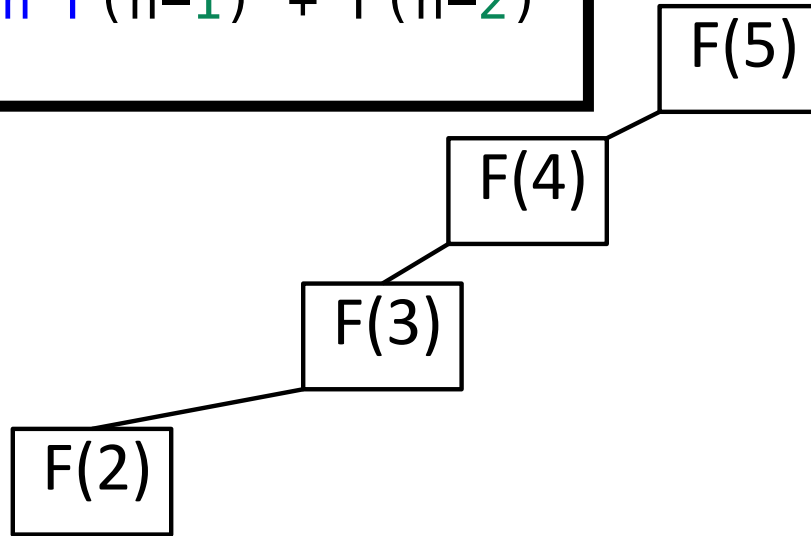
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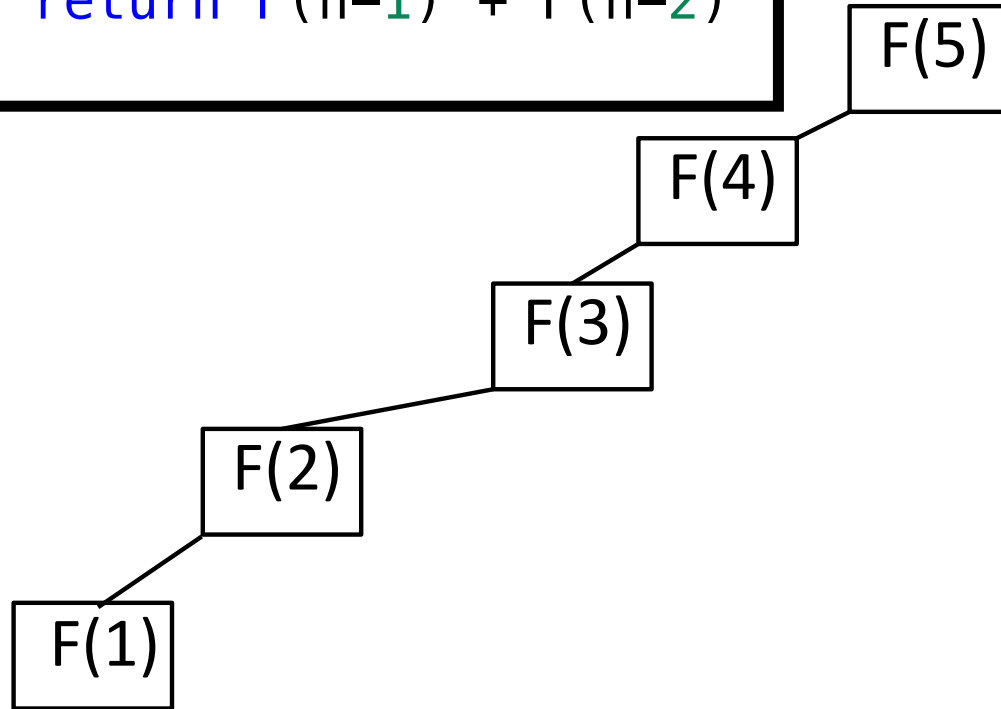
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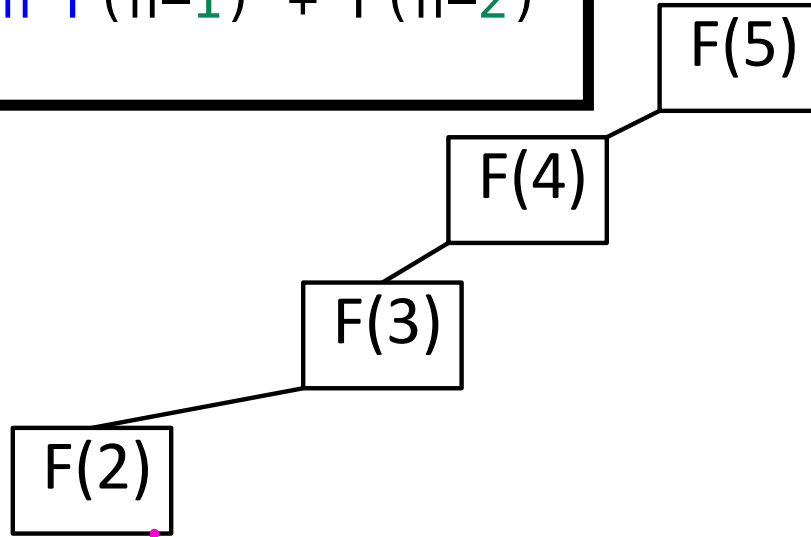


F(1)
F(2)
F(3)
F(4)
F(5)

Maximum depth of the recursion = 5

$S(n)$ relates to maximum depth of the recursion

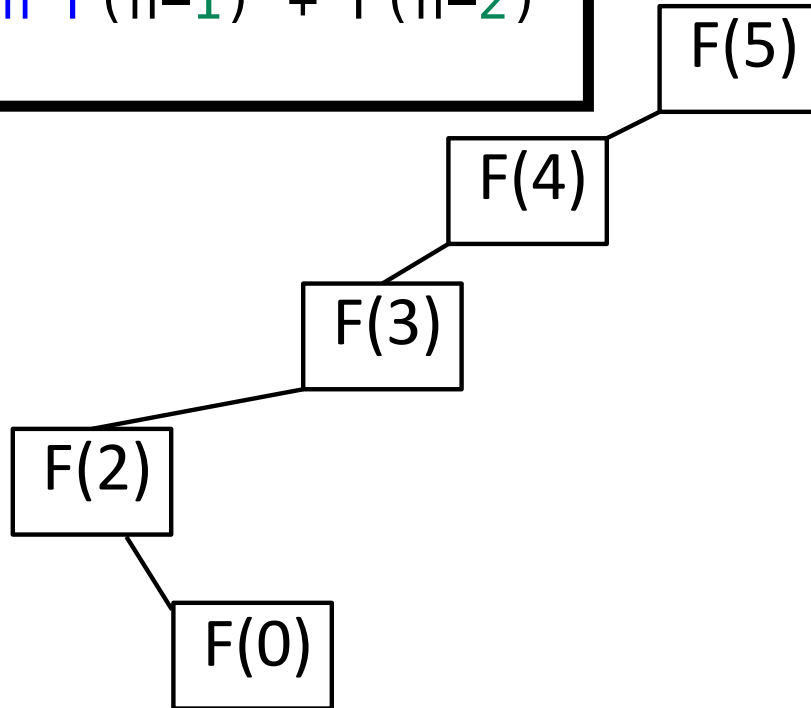
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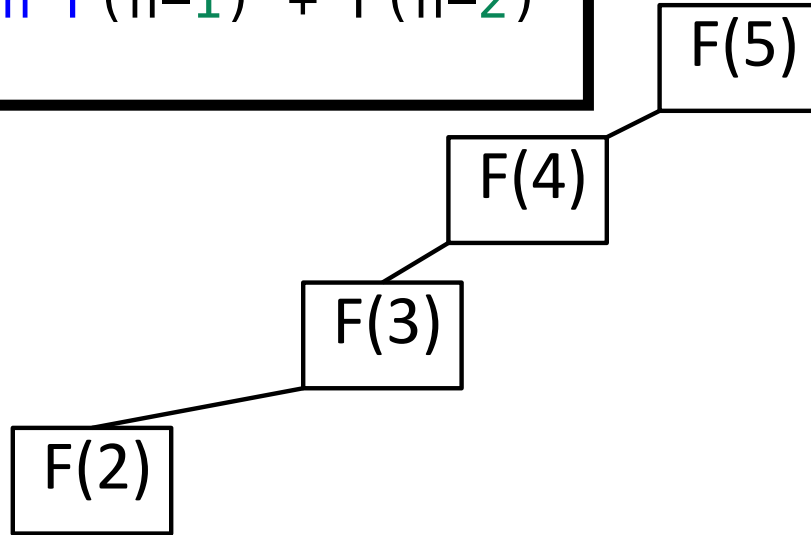
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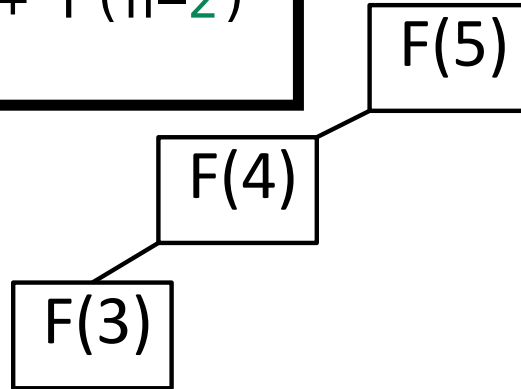
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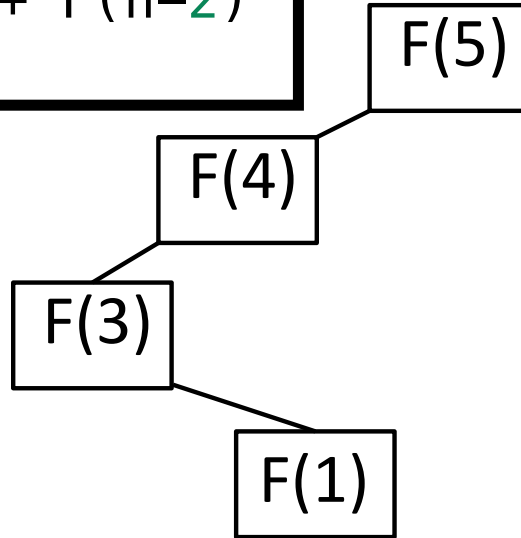
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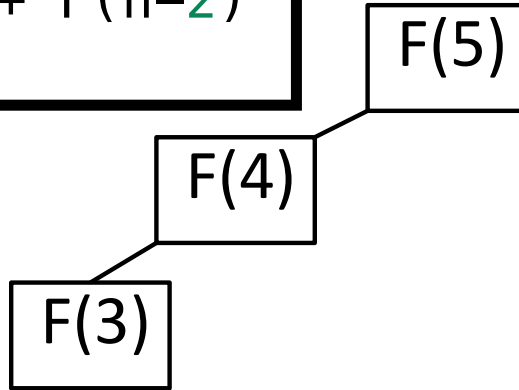
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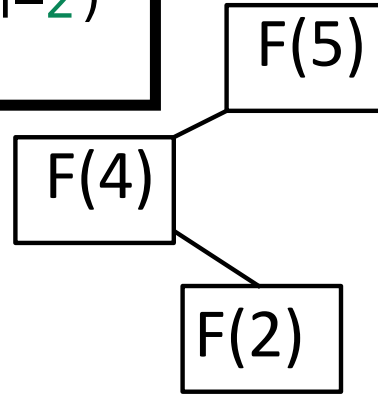
F(5)

F(4)

Maximum depth of the recursion = 5

$S(n)$ relates to maximum depth of the recursion

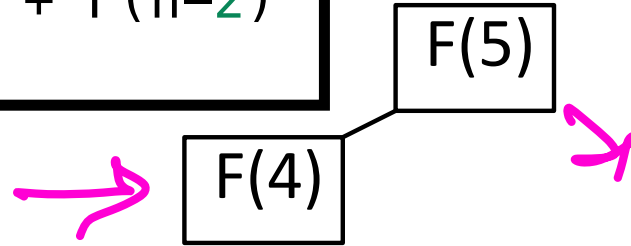
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```



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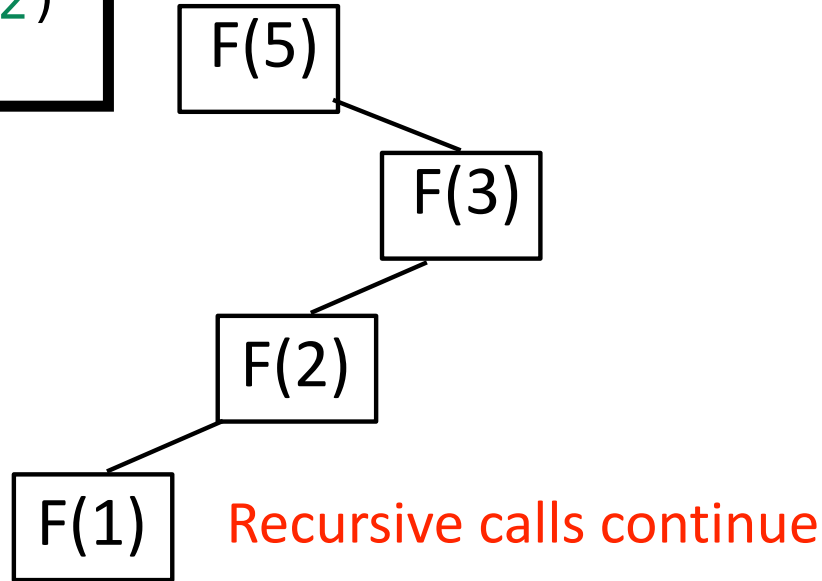
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F(int n){  
    if(n <= 1) return 1  
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}
```



Maximum depth of the recursion = 5

$S(n)$ relates to maximum depth of the recursion

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```



Maximum depth of the recursion for $F(n) = n$

Therefore, $S(n) = O(n)$

Which algorithm is more space efficient?

A.

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```

B.

```
F(int n){  
    Initialize A[0 . . . n]  
    A[0] = A[1] = 1  
  
    for i = 2 : n  
        A[i] = A[i-1] + A[i-2]  
  
    return A[n]  
}
```

C. Both are the same: $O(n)$

Next time

- Quiz 1: Includes Lecture 1 to 3.
- 30 minutes during lecture
- Bring dark pencil or pen
- Binary Search Trees

Credits and references:

Slides based on presentations by Professors Sanjoy Das Gupta and Daniel Kane at UCSD
<https://cseweb.ucsd.edu/~dasgupta/book/toc.pdf>