Analyzing the worst case

```
boolean find( String[] theList, String toFind ) {
  for ( int i = 0; i < theList.length; i++ ) {
    if ( theList[i].equals(toFind) )
      return true;
  }
  return false;
}
boolean fastFind( String[] theList, String toFind ) {
  return false;
}</pre>
```

Which method is faster?

- A. find
- B. fastFind
- C. They are about the same

Running time: What version of the problem are you analyzing

- One part of figuring out how long a program takes to run is figuring out how "lucky" you got in your input.
 - You might get lucky (best case), and require the least amount of time possible
 - You might get unlucky (worst case) and require the most amount of time possible
 - Or you might want to know "on average" (average case) if you are neither lucky or unlucky, how long does an algorithm take.

Almost always, what we care about is the WORST CASE or the AVERAGE CASE.

Best case is usually not that interesting, unless we can prove it's slow!

In CSE 12 when we do analysis, we are doing **WORST CASE** analysis unless otherwise specified.

$$g(n) = n$$

$$f_{issorted}(n) = 1 + 1 + 3(n-1) ...$$
 $f_{issorted}(n) = 1 + 1 + 3(\frac{n(n-1)}{2}) ...$

$$g_{i}(n) = n^{2}$$

$$f_{issorted}(n) = 1 + 1 + 3 ...$$

$$f_{ind}(n) = 1 + 1 + 3 ...$$

We say a function f(n) is "big-O" of another function g(n), and write f(n) = O(g(n)), if there are positive constants c and n_0 such that:

• $f(n) \le c g(n)$ for all $n \ge n_0$.

In other words, for large n, can you multiply g(n) by a constant and have it always be bigger than or equal to f(n)

n is the "size of your problem"

Steps for calculating the Big O (Theta, Omega) bound on code or algorithms

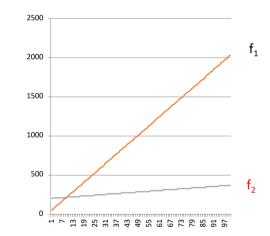
- 1. Identify the assumptions you're making about input and the case you're studying best, worst, average?
- 2. Count the number of instructions in your code (or algorithm) as precisely as possible as a function the size of your input (e.g. the length of the array). Call this f(n)
- 3. Summarize your findings by relating f(n) to a simpler g(n) such that f(n) = O(g(n))

$$f_2$$
 is* $O(f_1)$



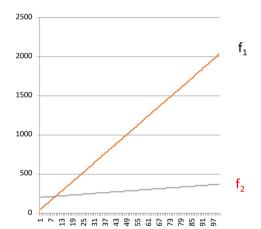
B. FALSE

Why or why not?



^{*} You can't actually tell if you don't know the function, because it could do something crazy just off the graph, but we'll assume it doesn't.

- Obviously $f_2 = O(f_1)$ because $f_1 > f_2$ (after about n=10, so we set $n_0 =$ 10)
 - f₁ is clearly an upper bound on f₂ and that's what big-O is all about



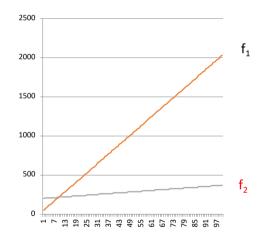
f_1 is $O(f_2)$

f(n) = O(g(n)), if there are positive constants c and n_0 such that $f(n) \le c * g(n)$ for all $n \ge n_0$.

- A. TRUE
- B. FALSE

Why or why not?

In other words, for large n, can you multiply f_2 by a constant and have it always be bigger than f_1 for large enough n?



2500

2000

1500

- Obviously $f_2 = O(f_1)$ because $f_1 > f_2$ (after about n=10, so we set $n_0 =$ 10)
- f₁ is clearly an upper bound on f₂ and that's what big-O is all about
- But $f_1 = O(f_2)$ as well!
- We just have to use the "c" to adjust so f₂ that it

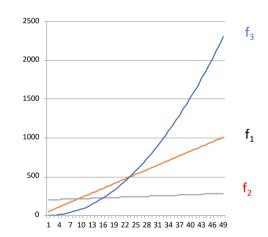
moves above f₁

 f_1 is $O(f_3)$

A. TRUE

B. FALSE

Why or why not?

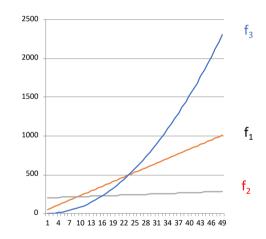


 f_3 is $O(f_1)$

A. TRUE

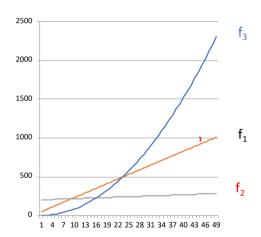
B. FALSE

Why or why not?



$$f_1 = O(f_3)$$
 but $f_3 \neq O(f_1)$

 There is no way to pick a c that would make an O(n) function (f₁) stay above an O(n²) function (f₃).



Common Big-O confusions when trying to argue that f_2 is $O(f_1)$:

- What if we multiply f₂ by a large constant, so that c*f₂ is larger than f₁? Doesn't that mean that f₂ is not O(f₁)?
 No, because we get to control the constants to our advantage, and only on f1.
- What about when n is less than 10? Isn't f2 larger than f1?
 Remember, we get to pick our n0, and only consider n larger than n0.

