

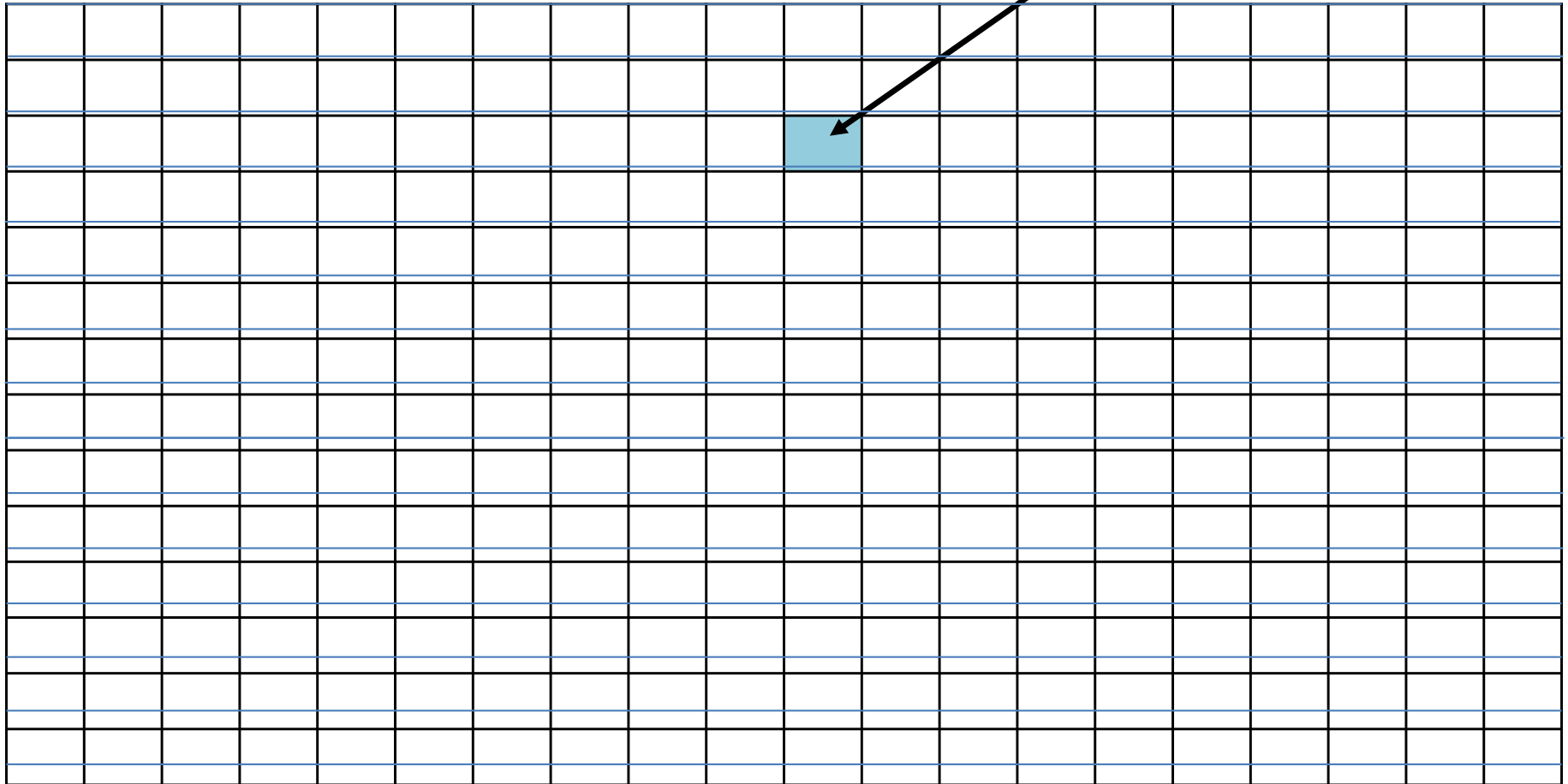
Execution of a Recursive Algorithm

We will illustrate how a computer executes a recursive algorithm using the recursive version of binary search as example.

Partitions of the Memory

Computer memory

Each cell has a unique address



Partitions of the Memory

Computer memory

Code

[illegible]

Partitions of the Memory

Computer memory

Code

Algorithm	BinarySearch (L,x, first, last)																		
if	first > last	then	return	-1															
else	mid \leftarrow (first +last)/2																		
if	x \neq L[mid]	then	return	mid															
else if	x < L[mid]	then	return	BinarySearch (L,x,first,mid -1)															
	else	return	BinarySearch (L,x,mid +1,last)																
Algorithm	main()																		
...																			
pos \leftarrow	BinarySearch (L,x,0,n-1)																		
L	5	7	13	26	33	45	52	55											

Data Structures

Partitions of the Memory

Computer memory

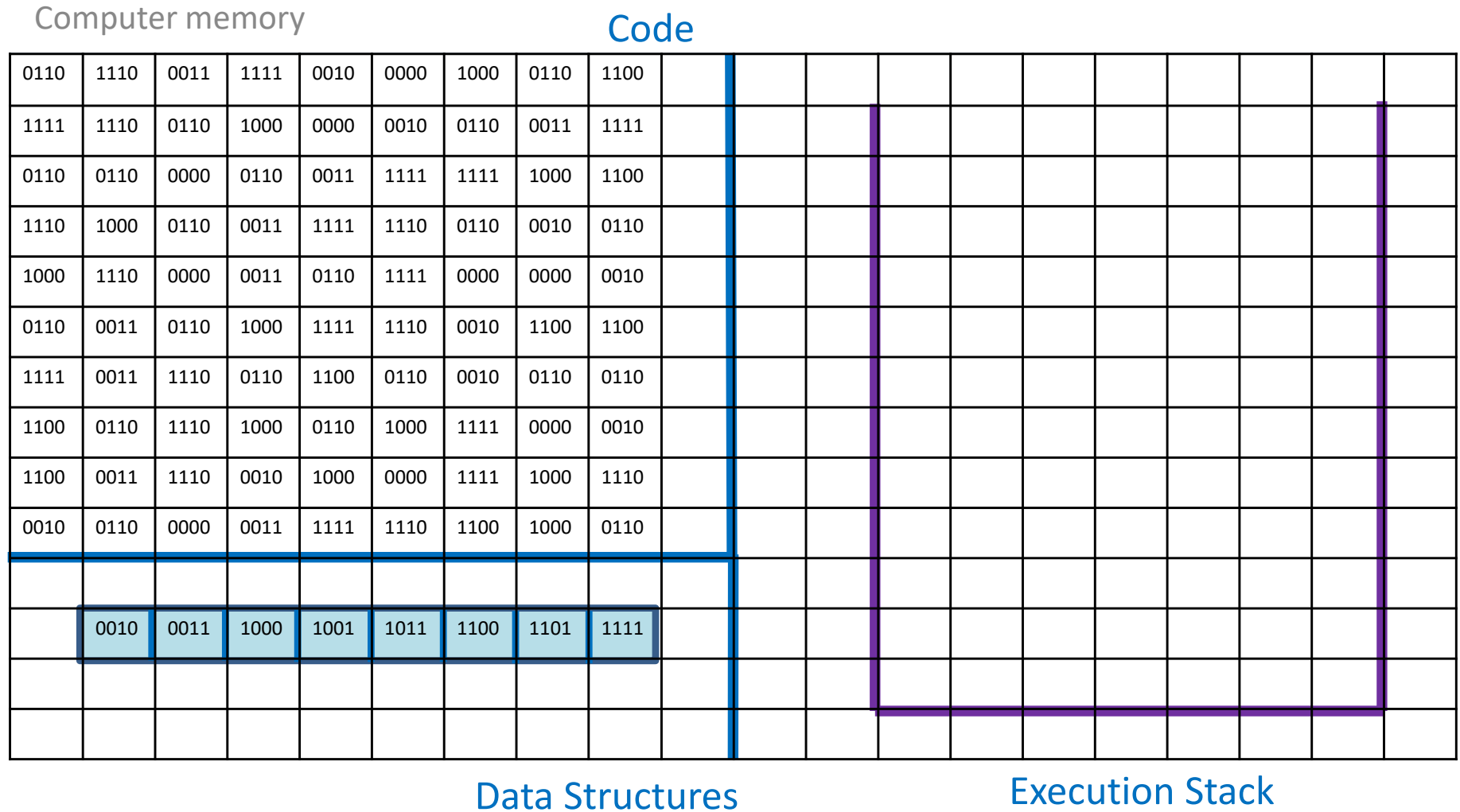
Code

Algorithm	BinarySearch (L,x, first, last)																		
if	first	>	last	then	return	-1													
else	mid	←	(first+last)/2																
if	x	≠	L[mid]	then	return	mid													
else if	x	<	L[mid]	then	return	BinarySearch (L,x,first,mid -1)													
else	return	BinarySearch (L,x,mid +1,last)																	
Algorithm	main()																		
...																			
pos	≠	BinarySearch	(L,x,0,n-1)																
L	5	7	13	26	33	45	52	55											

Data Structures

Execution Stack

Information is Stored in Binary



Execution of Binary Search

Computer memory

Code

```

Algorithm BinarySearch (L,x, first, last )
if first > last then return -1
else mid  $\leftarrow$  (first+last)/2
if x = L[mid ] then return mid
else if x < L[mid ] then return BinarySearch (L,x,first,mid -1)
else return BinarySearch (L,x,mid +1,last )

Algorithm main()
...
pos = BinarySearch (L,x,0,n-1)

```

Diagram illustrating the recursive BinarySearch algorithm. The code is shown in a grid-like structure. The first part is the BinarySearch function, which takes parameters L, x, first, and last. It returns -1 if first > last. Otherwise, it calculates mid = (first + last) / 2. If x equals L[mid], it returns mid. If x is less than L[mid], it recursively calls BinarySearch(L, x, first, mid - 1). Otherwise, it recursively calls BinarySearch(L, x, mid + 1, last). The second part is the main function, which calls BinarySearch(L, 0, n-1) and stores the result in pos. A memory layout diagram at the bottom shows an array L with 8 elements, with an arrow pointing to its start labeled 'Address A4'. A large purple L-shaped bracket on the right indicates the recursive call stack.

Data Structures

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last **then return** -1

else mid \leftarrow (first +last)/2

if x = L[mid] **then return** mid

else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1) A1

else return BinarySearch (L,x,mid +1,last) A2

Algorithm main()

...
pos = BinarySearch (L,x,0,n-1) A0
...

L

4	12	23	26	35	49	67	88
---	----	----	----	----	----	----	----

x = 23

Execution Stack

Activation Records

Every time that an algorithm (or method) is invoked an **activation record** is created at the top of the execution stack.

Activation Records

Every time that an algorithm (or method) is invoked an **activation record** is created at the top of the execution stack.

An activation record stores all the information that an algorithm needs to be executed:

- parameters
- local variables
- return address
- return value (if any)

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

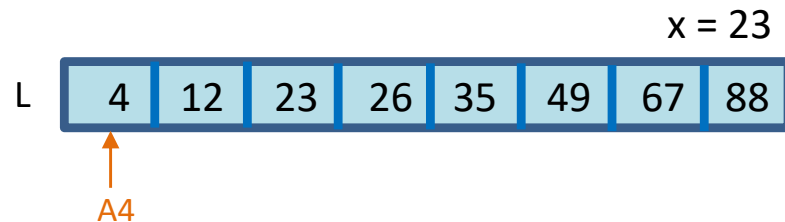
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) \leftarrow A1

else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) \leftarrow A3
...



TOP \rightarrow

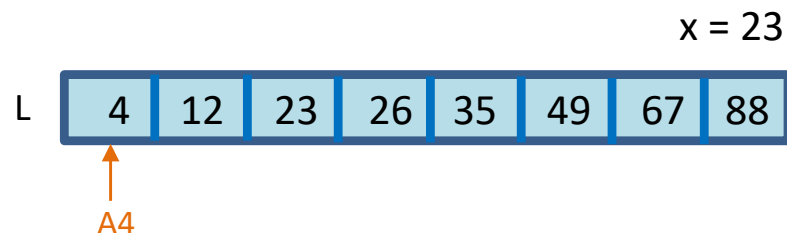
args = INPUT	n =
L =	pos =
x =	ret addr: A ₀₅

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)
if first > last then return -1
else mid \leftarrow (first + last)/2
if x = L[mid] then return mid
else if x < L[mid] then return BinarySearch (L,x,first,mid -1) \leftarrow A1
else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)
...
pos = BinarySearch (L,x,0,n-1) \leftarrow A3
...



As algorithm main executes,
the values of its local variables
are computed

TOP \rightarrow

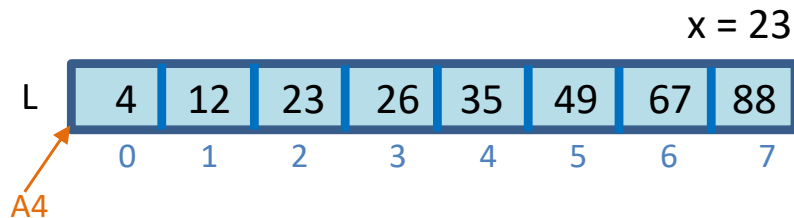
args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A ₀₅

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)
if first > last **then return** -1
else mid \leftarrow (first +last)/2
if x = L[mid] **then return** mid
else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1) \leftarrow A1
 else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)
 ...
 pos = BinarySearch (L,x,0,n-1) \leftarrow A3
 ...



TOP \rightarrow

L =	last =	ret addr:
x =	mid =	ret val:
first =	ret addr:	
args = INPUT	n = 8	
L = A4	pos =	
x = 26	ret addr: A ₀₅	

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

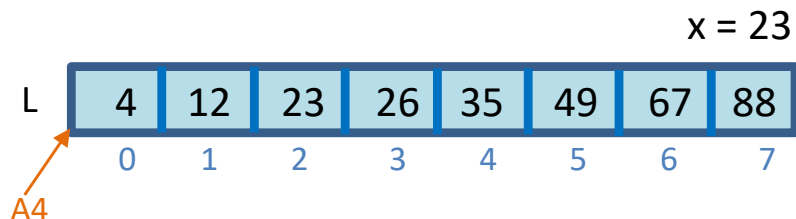
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



TOP →

L = A4	last = 7	ret addr: A3
x = 23	mid =	ret val:
first = 0	ret addr:	

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A ₀₅

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

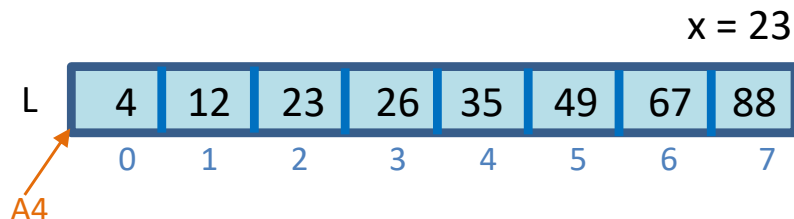
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



As algorithm BinarySearch executes, the values of its local variables are computed. When the recursive call is made a new activation record is created

TOP →

L =	last =	ret addr:
x =	mid =	ret val:
first =		
L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val:
first = 0		
args = INPUT	n = 8	
L = A4	pos =	
x = 26	ret addr: A _{0s}	

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first+last)/2

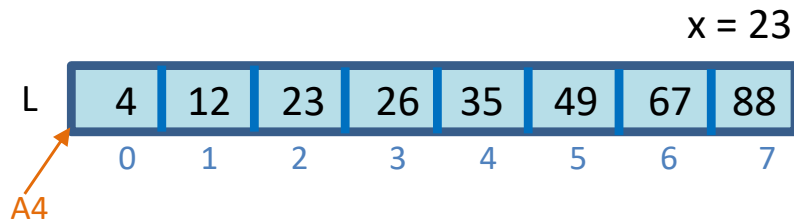
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



Since x = L[mid] the algorithm returns the value mid. The value of mid is stored in the activation record ...

TOP →

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val:
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val:
first = 0		

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{OS}

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first+last)/2

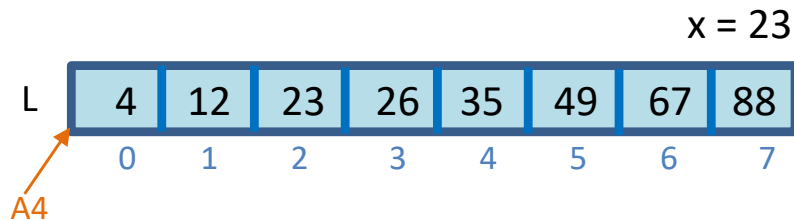
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



The then activation record is popped out of the execution stack.

Execution continues at statement at address A2 ...

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val:
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val:
first = 0		

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{0s}

TOP

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

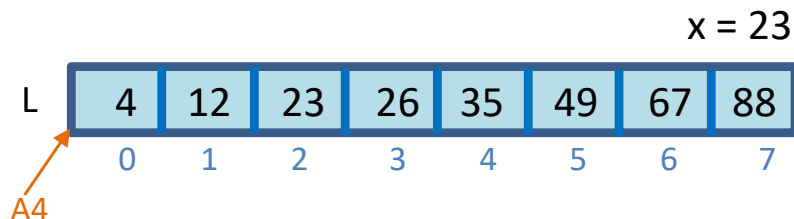
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



The statement at address A2 returns the value of mid. This value is stored in the activation record ...

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val:
first = 0		

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{0s}

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

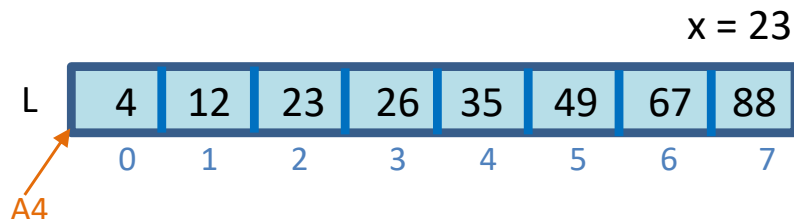
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



The activation record is popped out of the stack and execution continues at statement at address A1

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val:
first = 0		

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{0s}

TOP

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

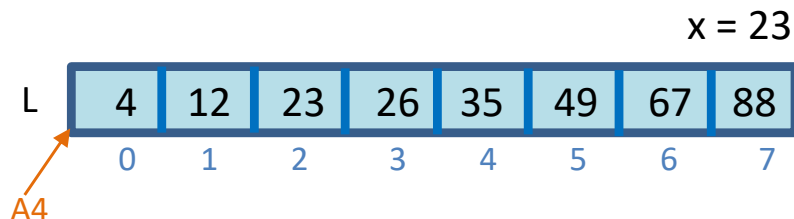
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) ← A1

else return BinarySearch (L,x,mid +1,last) ← A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) ← A3
...



The statement at address A1 returns the value of mid. The value of mid is stored in the activation record ...

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val: 2
first = 0		

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{0s}

TOP

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

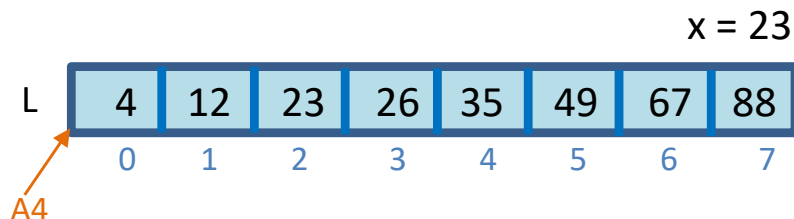
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) \leftarrow A1

else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) \leftarrow A3
...



The activation record is popped out of the stack and execution continues at statement at address A3

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val: 2
first = 0		

TOP \rightarrow

args = INPUT	n = 8
L = A4	pos =
x = 26	ret addr: A _{0s}

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

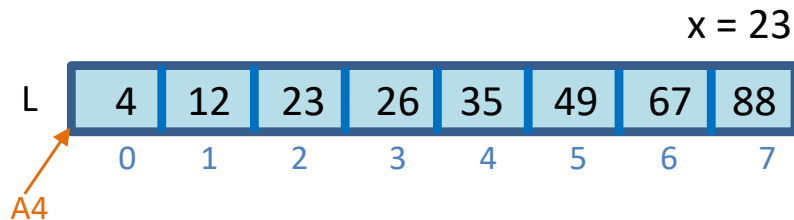
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) \leftarrow A1

else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) \leftarrow A3
...



Statement at address A3 stores the value returned by BinarySearch into variable pos

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val: 2
first = 0		

args = INPUT	n = 8
L = A4	pos = 2
x = 26	ret addr: A _{0s}

TOP \rightarrow

Execution Stack

Execution of Binary Search

Algorithm BinarySearch (L,x, first, last)

if first > last then return -1

else mid \leftarrow (first + last)/2

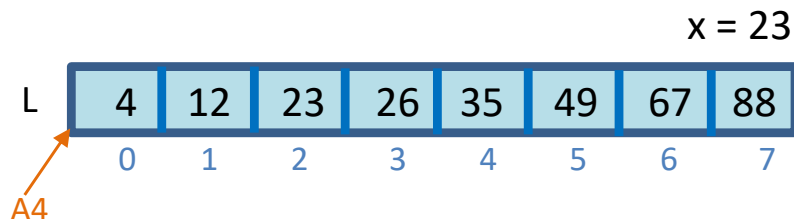
if x = L[mid] then return mid

else if x < L[mid] then return BinarySearch (L,x,first,mid -1) \leftarrow A1

else return BinarySearch (L,x,mid +1,last) \leftarrow A2

Algorithm main(args)

...
pos = BinarySearch (L,x,0,n-1) \leftarrow A3
...



The rest of algorithm main is executed. When the algorithm ends the activation record is popped out of the stack and control goes back to the operating system

L = A4	last = 2	ret addr: A2
x = 23	mid = 1	ret val: 2
first = 2		

L = A4	last = 2	ret addr: A1
x = 23	mid = 1	ret val: 2
first = 0		

L = A4	last = 7	ret addr: A3
x = 23	mid = 3	ret val: 2
first = 0		

args = INPUT	n = 8
L = A4	pos = 2
x = 26	ret addr: A _{OS}

TOP \rightarrow

Execution Stack

Time Complexity of Binary Search

We will now compute the time complexity of binary search by first writing a recurrence equation for the time complexity function and then solving this equation using repeated substitution.

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

if first > last **then return** -1

else mid $\leftarrow \lfloor (\text{first} + \text{last}) / 2 \rfloor$

if x = L[mid] **then return** mid

else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1)

else return BinarySearch (L,x,mid +1,last)

The worst case for binary search is when x is not in L. Let

$f(n)$ = number of primitive operations performed by binary search in the worst case when the size of the input is n

We will compute $f(n)$ for the base case and the recursive case.

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

if first > last **then return** -1
else mid $\leftarrow \lfloor (first + last) / 2 \rfloor$ } c_1

if x = L[mid] **then return** mid

else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1)

else return BinarySearch (L,x,mid +1,last)

In the base case the algorithm performs a constant number c_1 of primitive operations. Note that in the base case **first > last**, so the number of elements n is 0:

$$f(0) = c_1$$

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

```
if first > last then return -1
else mid  $\leftarrow \lfloor (first + last) / 2 \rfloor$ 
if x = L[mid] then return mid
else if x < L[mid] then return BinarySearch (L,x,first,mid -1)
else return BinarySearch (L,x,mid +1,last )
```

c_2

Ignoring the recursive calls, when $n > 0$ the algorithm performs a constant number c_2 of primitive operations ...

$$f(n) = c_2 + \dots \quad \text{for } n > 0$$

We need to add to this the number of operations performed by the recursive calls.

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

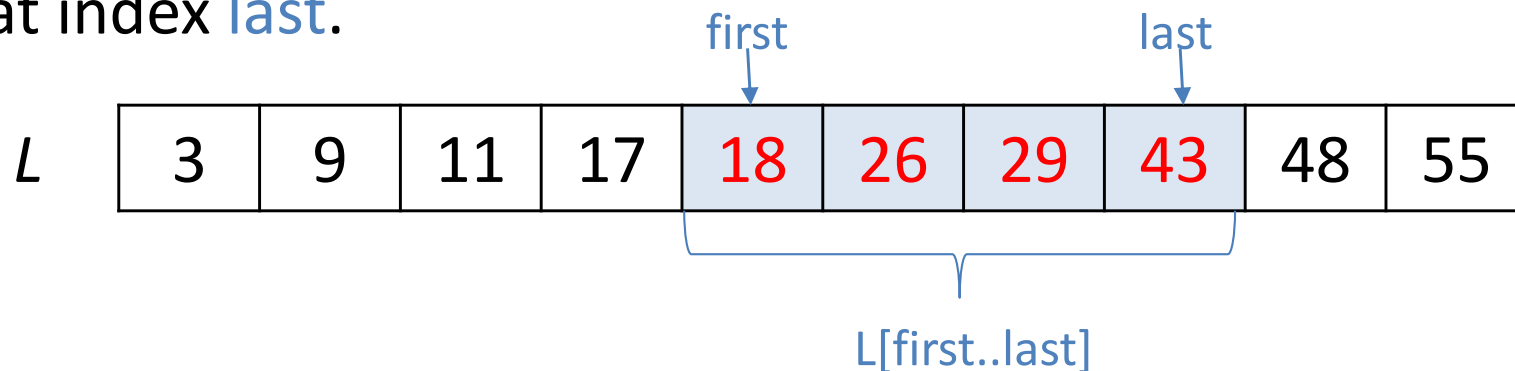
Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

```
if first > last then return -1
else mid  $\leftarrow \lfloor (first + last) / 2 \rfloor$ 
if x = L[mid] then return mid
else if x < L[mid] then return BinarySearch (L,x,first,mid -1)
else return BinarySearch (L,x,mid +1,last )
```

c_2

Let $L[\text{first}..\text{last}]$ denote the part of array L that starts at index **first** and ends at index **last**.



Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

if first > last **then return** -1

else mid $\leftarrow \lfloor (\text{first} + \text{last}) / 2 \rfloor$

if x = L[mid] **then return** mid

else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1)

else return BinarySearch (L,x,mid +1,last)

If the number of elements in L is n and the first recursive call is made, the number of elements in the first half of the array is $(n-1)/2$, so the number of primitive operations performed by the first recursive call is

$$f((n-1)/2)$$

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

if first > last **then return** -1

else mid $\leftarrow \lfloor (\text{first} + \text{last}) / 2 \rfloor$

if x = L[mid] **then return** mid

else if x < L[mid] **then return** BinarySearch (L,x,first,mid -1)

else return BinarySearch (L,x, mid +1, last)



Similarly, if the second recursive call is made, the number of elements in the **second half of the array** is $(n-1)/2$, so the number of primitive operations performed by the second recursive call is also

$$f((n-1)/2)$$

Time Complexity of Binary Search

Algorithm BinarySearch (L,x, first, last)

Input: Array L of size n and value x

Output: Index i, $0 \leq i < n$, such that $L[i] = x$ if x in L, or -1 if x not in L

```
if first > last then return -1
else mid  $\leftarrow \lfloor (first + last) / 2 \rfloor$ 
if x = L[mid] then return mid
else if x < L[mid] then return BinarySearch (L,x,first,mid -1)
else return BinarySearch (L,x,mid +1,last )
```

c_1 c_2 $f((n-1)/2)$

So, the number of primitive operations performed by the algorithm is

$$f(0) = c_1$$

$$f(n) = c_2 + f((n-1)/2) \text{ for } n > 0$$

This equation is called a **recurrence equation**.

Solving the Recurrence Equation using Repeated Substitution

$$f(0) = c_1 \quad (1)$$

$$f(n) = f\left(\frac{n-1}{2}\right) + c_2 \quad (2)$$

Start with equation (2):

$$f(n) = f\left(\frac{n-1}{2}\right) + c_2 \quad \text{Use (2) to compute } f\left(\frac{n-1}{2}\right)$$

$$f\left(\frac{n-1}{2}\right) = f\left(\frac{\frac{n-1}{2}-1}{2}\right) + c_2 = f\left(\frac{n-1-2}{2^2}\right) + c_2 = f\left(\frac{n-2^0-2^1}{2^2}\right) + c_2 \quad \text{Use (2) to compute } f\left(\frac{n-2^0-2^1}{2^2}\right)$$

$$f\left(\frac{n-2^0-2^1}{2^2}\right) = f\left(\frac{\frac{n-2^0-2^1}{2}-1}{2}\right) + c_2 = f\left(\frac{n-2^0-2^1-2^2}{2^3}\right) + c_2 \quad \text{And so on ...}$$

$$f\left(\frac{n-2^0-2^1-2^2}{2^3}\right) = f\left(\frac{n-2^0-2^1-2^2-2^3}{2^4}\right) + c_2$$

$$\vdots$$

$$f\left(\frac{n-2^0-2^1-2^2-\dots-2^j}{2^{j+1}}\right) = f\left(\frac{n-2^0-2^1-2^2-\dots-2^j}{2^{j+1}}\right) + c_2 = c_1 + c_2$$

$\underbrace{\hspace{10em}}_{=0}$
 $\underbrace{\hspace{1em}}_{f(0)=c_1}$

Now we substitute each equation into the equation above it

Solving the Recurrence Equation using Repeated Substitution

$$f(0) = c_1 \quad (1)$$

$$f(n) = f\left(\frac{n-1}{2}\right) + c_2 \quad (2)$$

Start with equation (2):

$$f(n) = f\left(\frac{n-1}{2}\right) + c_2$$

$$f\left(\frac{n-1}{2}\right) = f\left(\frac{\frac{n-1}{2}-1}{2}\right) + c_2 = f\left(\frac{n-1-2}{2^2}\right) + c_2 = f\left(\frac{n-2^0-2^1}{2^2}\right) + c_2 \quad \text{Use (2) to compute } f\left(\frac{n-2^0-2^1}{2^2}\right)$$

$$f\left(\frac{n-2^0-2^1}{2^2}\right) = f\left(\frac{\frac{n-2^0-2^1}{2^2}-1}{2}\right) + c_2 = f\left(\frac{n-2^0-2^1-2^2}{2^3}\right) + c_2 \quad \text{And so on ...}$$

$$f\left(\frac{n-2^0-2^1-2^2}{2^3}\right) = f\left(\frac{\frac{n-2^0-2^1-2^2}{2^3}-1}{2}\right) + c_2 = f\left(\frac{n-2^0-2^1-2^2-2^3}{2^4}\right) + c_2$$

$$\vdots$$

$$f\left(\frac{n-2^0-2^1-2^2-\dots-2^j}{2^{j+1}}\right) = f\left(\frac{n-2^0-2^1-2^2-\dots-2^{j+1}}{2^{j+2}}\right) + c_2 = c_1 + c_2$$

$j+2$

We get

$$f(n) = c_2 + c_2 + c_2 + \dots + c_2 + c_1 = (j+2) c_1$$

Since $n-2^0-2^1-2^2-\dots-2^{j+1} = 0$ then $n = 2^0+2^1+2^2+\dots+2^{j+1} = 2^{j+2}-1$. Taking logarithms on both sides we get $\log_2(n+1) = j+2$, therefore $f(n) = c_1 \log_2(n+1)$

Using the rules we learned for computing the order of functions we finally get that $f(n)$ is $O(\log n)$

Comparing Time Complexities

Linear search

$f(n)$ is $O(n) = \{t(n) \mid t(n) \leq c n \text{ for all } n \geq n_0, n_0, c \text{ constants}\}$

Binary search

$f(n)$ is $O(\log n) = \{t(n) \mid t(n) \leq c \log n \text{ for all } n \geq n_0, n_0, c \text{ const}\}$



running time of EVERY
implementation of binary
search

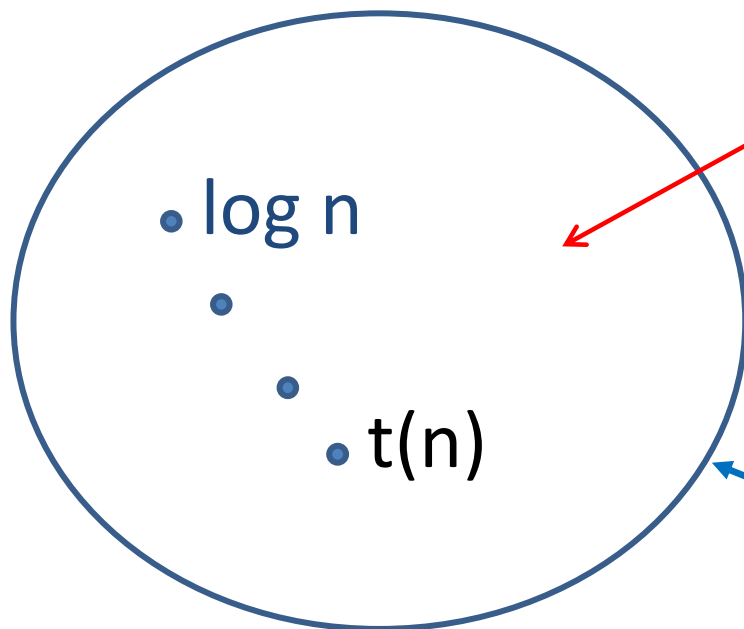
Comparing Time Complexities

Linear search

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Binary search

$f(n)$ is $O(\log n) = \{t(n) \mid t(n) \leq c \log n \text{ for all } n \geq n_0, n_0, c \text{ const}\}$



running time of EVERY
implementation of binary
search

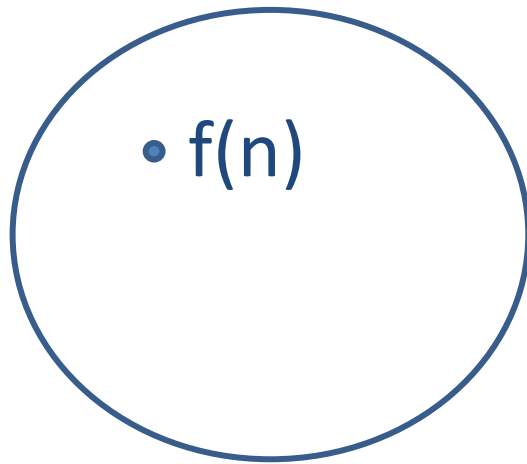
$O(\log n)$ = Running times of all
possible implementations of
binary search

Comparing Orders

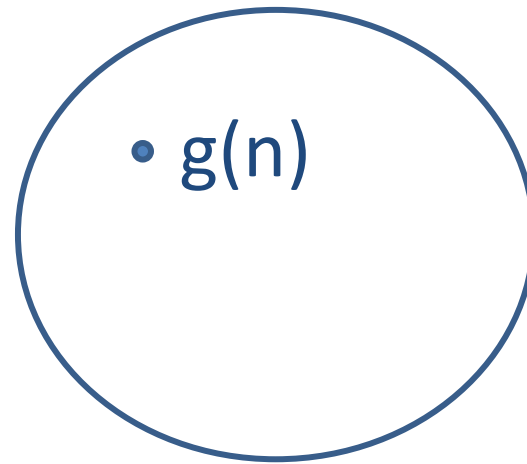
Algorithm A has complexity $O(f(n))$

Algorithm B has complexity $O(g(n))$

Which algorithm is faster?



$O(f(n))$



$O(g(n))$

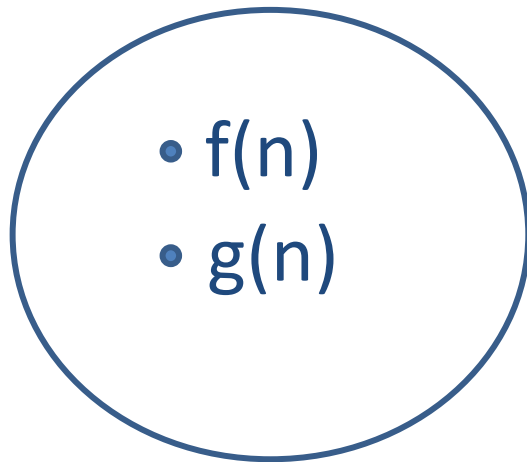
Comparing Orders

Algorithm A has complexity $O(f(n))$

Algorithm B has complexity $O(g(n))$

Two cases:

- $f(n)$ is $O(g(n))$ and $g(n)$ is $O(f(n))$



Both algorithms
have the same set
of possible
running times

$$O(f(n)) = O(g(n))$$

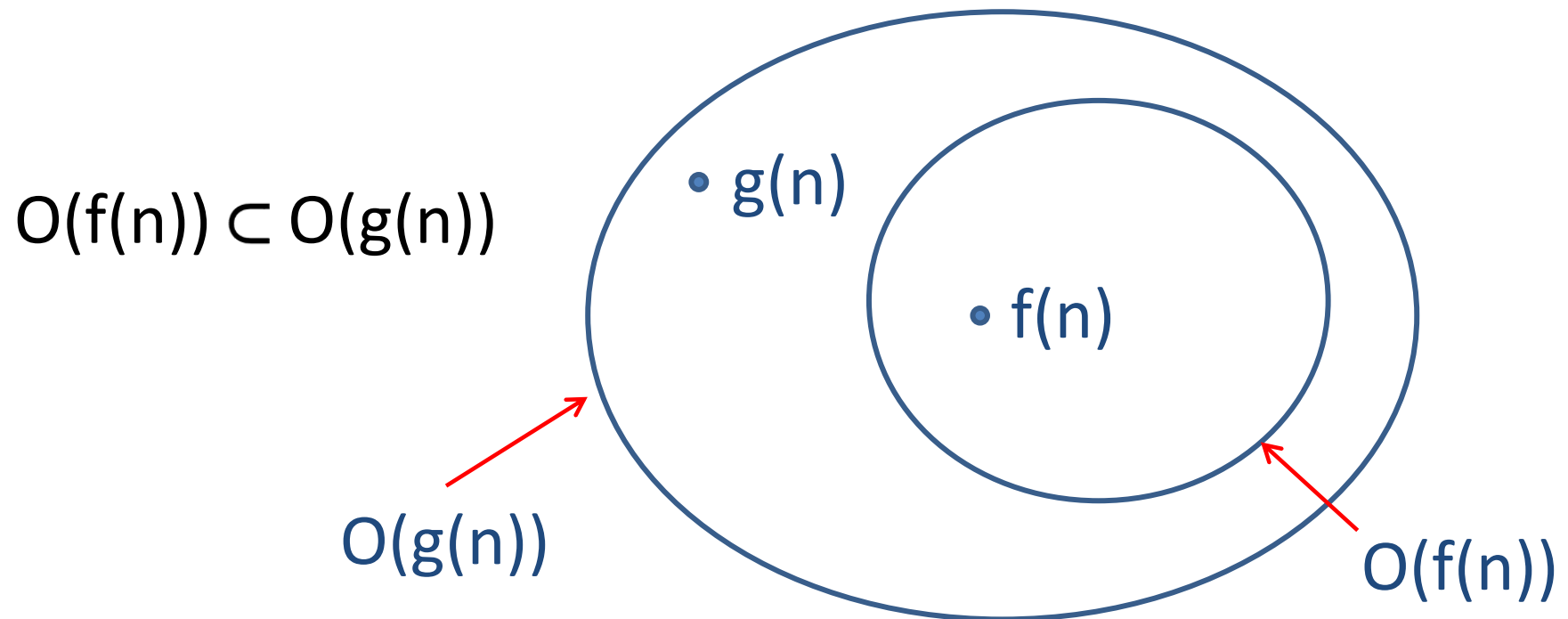
Comparing Orders

Algorithm A has complexity $O(f(n))$

Algorithm B has complexity $O(g(n))$

Two cases:

- $f(n)$ is $O(g(n))$ and $g(n)$ is **not** $O(f(n))$



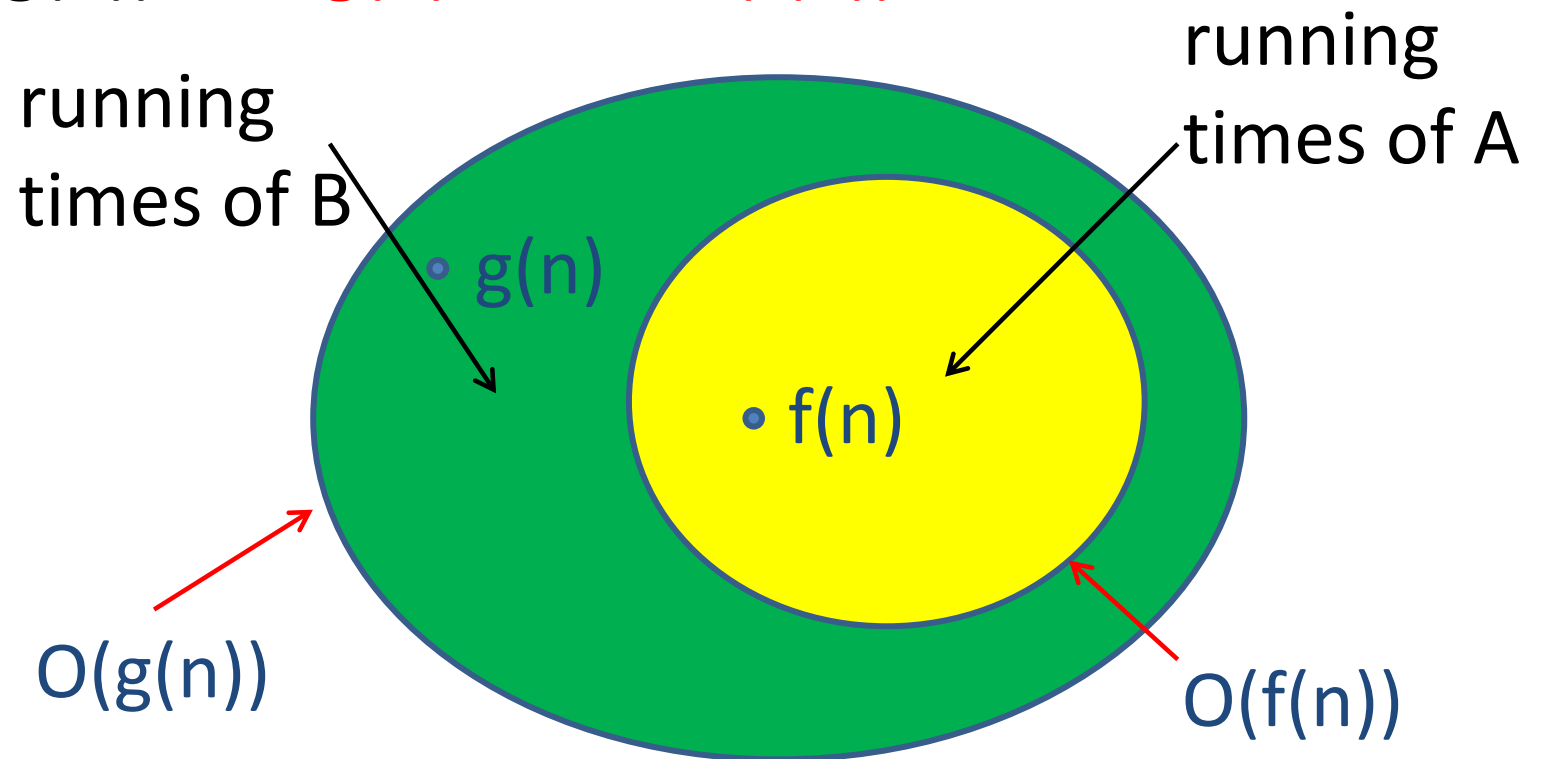
Comparing Orders

Algorithm A has complexity $O(f(n))$

Algorithm B has complexity $O(g(n))$

Two cases:

- $f(n)$ is $O(g(n))$ and $g(n)$ is **not** $O(f(n))$



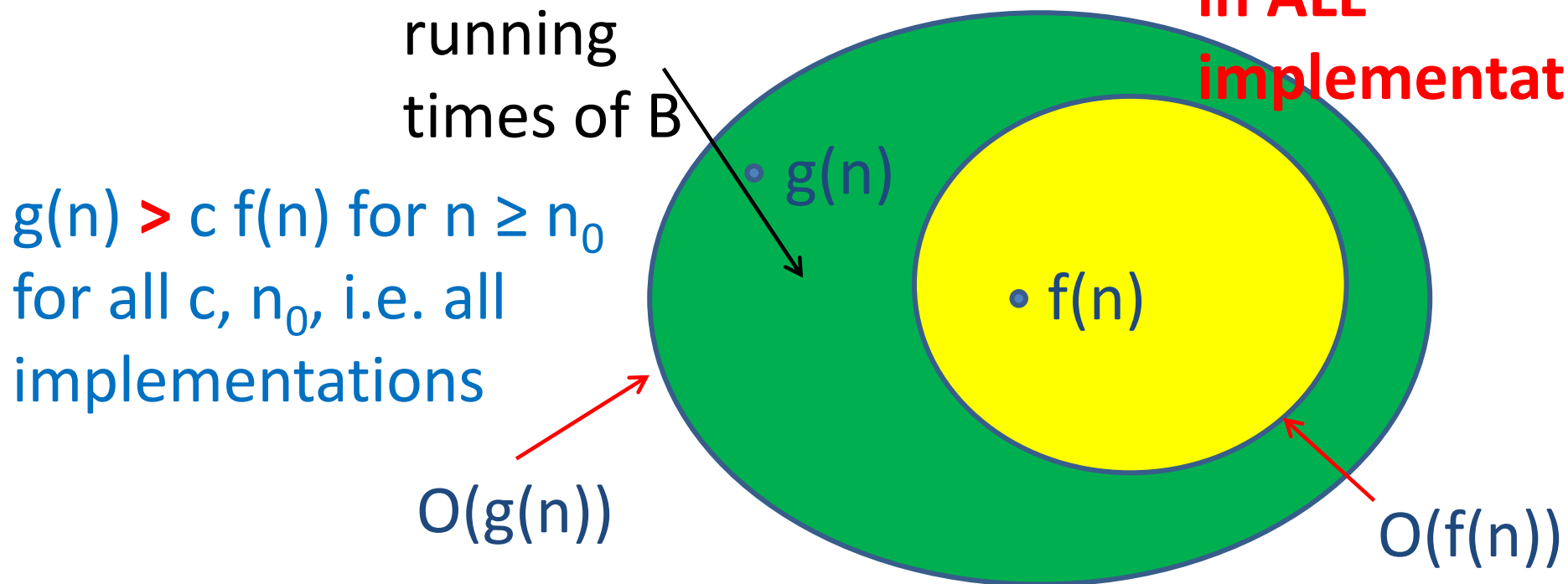
Comparing Orders

Algorithm A has complexity $O(f(n))$

Algorithm B has complexity $O(g(n))$

Two cases:

- $f(n)$ is $O(g(n))$ and $g(n)$ is **not** $O(f(n))$: **B is slower than A in ALL implementations**



Complexity Classes

$O(1)$ \subset $O(\log n)$ \subset $O(n)$ \subset $O(n \log n)$
constant logarithmic linear

\subset $O(n^2)$ \subset $O(n^a)$ \subset $O(b^n)$
quadratic polynomial exponential
(constant $a > 2$) (b constant)

\subset $O(n!)$ \subset $O(n^n)$...
factorial

Efficient algorithms