

# CS 310: Order Notation (aka Big-O and friends)

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Week 1-2

# Logistics

## At Home

- ▶ Read Weiss Ch 1-4: Java Review
- ▶ Read Weiss Ch 5: Big-O
- ▶ Get your java environment set up
- ▶ Compile/Run code for Max Subarray problem from first lecture

## Goals

- ▶ Finish up Course Mechanics
- ▶ Basic understanding of Big O and friends

# How Fast/Big?

Algorithmic time/space complexity depend on **problem size**

- ▶ Often have some input parameter like  $n$  or  $N$  or  $(M, N)$  which indicates problem size
- ▶ Talk about time and space complexity as *functions* of those parameters
- ▶ **Example:** Two algorithms to find the maximum element for an input array of size  $N$ ,
  - ▶ One algorithm finds the maximum element using  $5 * N + 3$  operations
  - ▶ Another finds the max element in  $N^2 + 2N + 7$  operations.
- ▶ **Example:** Two algorithms solve the Max Sub Array problem for an input array of size  $N$ ,
  - ▶ Using 7 units of memory in addition to the input array
  - ▶ Using an additional  $9 + (N \times (N + 1))/2$  units of memory
- ▶ Big-O notation: bounding how fast functions grow based on input

# It's Show Time!

## Not *The* Big O



## Just Big O

$T(n)$  is  $O(F(n))$  if there are positive constants  $c$  and  $n_0$  such that

- ▶ When  $n \geq n_0$
- ▶  $T(n) \leq cF(n)$

Bottom line:

- ▶ If  $T(n)$  is  $O(F(n))$
- ▶ Then  $F(n)$  grows as fast or faster than  $T(n)$

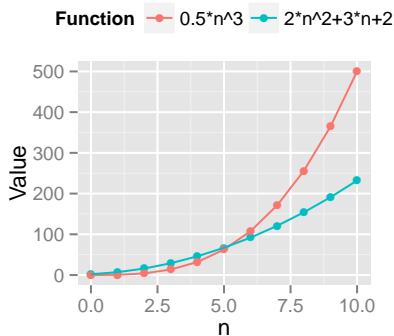
## Show It

Show

$$f(n) = 2n^2 + 3n + 2 \text{ is } O(n^3)$$

► Pick  $c = 0.5$  and  $n_0 = 6$

$n$	$f(n)$	$0.5n^3$
0	2	0
1	7	0
2	16	4
3	29	13
4	46	32
5	67	62
6	92	108
7	121	171



How about the opposite? Show

$$g(n) = n^3 \text{ is } O(2n^2 + 3n + 2)$$

# Basic Rules

- ▶ Constant additions disappear
  - ▶  $N + 5$  is  $O(N)$
- ▶ Constant multiples disappear
  - ▶  $0.5N + 2N + 7$  is  $O(N)$
- ▶ Non-constant multiples multiply:
  - ▶ Doing a constant operation  $2N$  times is  $O(N)$
  - ▶ Doing a  $O(N)$  operation  $N/2$  times is  $O(N^2)$
  - ▶ Need space for half an array with  $N$  elements is  $O(N)$  space overhead
- ▶ Function calls **are not free** (including library calls)
  - ▶ Call a function which performs 10 operations is  $O(1)$
  - ▶ Call a function which performs  $N/3$  operations is  $O(N)$
  - ▶ Call a function which copies object of size  $N$  takes  $O(N)$  time and uses  $O(N)$  space

# Bounding Functions

- ▶ Big O: **Upper** bounded by ...
  - ▶  $2n^2 + 3n + 2$  is  $O(n^3)$  and  $O(2^n)$  and  $O(n^2)$
- ▶ Big Omega: **Lower** bounded by ...
  - ▶  $2n^2 + 3n + 2$  is  $\Omega(n)$  and  $\Omega(\log(n))$  and  $\Omega(n^2)$
- ▶ Big Theta: **Upper and Lower** bounded by
  - ▶  $2n^2 + 3n + 2$  is  $\Theta(n^2)$
- ▶ Little O: **Upper** bounded by **but not lower** bounded by ...
  - ▶  $2n^2 + 3n + 2$  is  $o(n^3)$

## Growth Ordering of Some Functions

Name	Lead Term	Big-Oh	Example
Constant	1, 5, c	$O(1)$	2.5, 85, 2c
Log-Log	$\log(\log(n))$	$O(\log \log n)$	$10 + (\log \log n + 5)$
Log	$\log(n)$	$O(\log(n))$	$5 \log n + 2$ $\log(n^2)$
Linear	$n$	$O(n)$	$2.4n + 10$ $10n + \log(n)$
N-log-N	$n \log n$	$O(n \log n)$	$3.5n \log n + 10n + 8$
Super-linear	$n^{1.x}$	$O(n^{1.x})$	$2n^{1.2} + 3n \log n - n + 2$
Quadratic	$n^2$	$O(n^2)$	$0.5n^2 + 7n + 4$ $n^2 + n \log n$
Cubic	$n^3$	$O(n^3)$	$0.1n^3 + 8n^{1.5} + \log(n)$
Exponential	$a^n$	$O(2^n)$ $O(10^n)$	$8(2^n) - n + 2$ $100n^{500} + 2 + 10^n$
Factorial	$n!$	$O(n!)$	$0.25n! + 10n^{100} + 2n^2$



# Constant Time Operations

The following take  $O(1)$  Time (Constant Time)

- ▶ Arithmetic operations (add, subtract, divide, modulo)
  - ▶ Integer ops usually practically faster than floating point
- ▶ Accessing a stack variable
- ▶ Accessing a field of an object
- ▶ Accessing a single element of an array
- ▶ Doing a **primitive** comparison (equals, less than, greater than)
- ▶ *Calling* a function/method but **NOT waiting for it to finish**

The following take more than  $O(1)$  time (how much more)?

- ▶ Raising an arbitrary number to arbitrary power
- ▶ Allocating an array
- ▶ Checking if two Strings are equal
- ▶ Determining if an array or ArrayList contains() an object

## Common Patterns

- ▶ Adjacent Loops Additive:  $2 \times n$  is  $O(n)$

```
for(int i=0; i<N; i++){  
    blah blah blah;  
}  
for(int j=0; j<N; j++){  
    yakkety yack;  
}
```

- ▶ Nested Loops Multiplicative usually polynomial
  - ▶ 1 loop,  $O(n)$
  - ▶ 2 loops,  $O(n^2)$
  - ▶ 3 loops,  $O(n^3)$
- ▶ Repeated halving usually involves a logarithm
  - ▶ Binary search is  $O(\log n)$
  - ▶ Fastest sorting algorithms are  $O(n \log n)$
  - ▶ Proofs are harder, require solving recurrence relations

Lots of special cases so be careful

## Practice

Two functions to reverse an array. Discuss

- ▶ Big-O estimates of **runtime** of both
- ▶ Big-O estimates of **memory overhead** of both
  - ▶ Memory overhead is the amount of memory in addition to the input required to complete the method
- ▶ Which is practically better?
- ▶ What are the **exact** operation counts for each method?

### reverseE

```
public static
void reverseE(Integer a[]){
    int n = a.length;
    Integer b[] = new Integer[n];
    for(int i=0; i<n; i++){
        b[i] = a[n-1-i];
    }
    for(int i=0; i<n; i++){
        a[i] = b[i];
    }
}
```

### reverseI

```
public static void
reverseI(Integer a[]){
    int n = a.length;
    for(int i=0; i<n/2; i++){
        int tmp = a[i];
        a[i] = a[n-1-i];
        a[n-1-i] = tmp;
    }
    return;
}
```

## Much Trickier Exercise

```
public static String toString( String [ ] arr ) {  
    String result = "";  
    for( String s : arr ){  
        result = result + s + " ";  
    }  
    return result;  
}
```

- ▶ Give a Big-O estimate for the runtime
- ▶ Give a Big-O estimate for the memory overhead

# Multiple Input Size

What if "size" has two parameters?

- ▶  $m \times n$  matrix
- ▶ Graph with  $m$  vertices and  $n$  edges
- ▶ Network with  $m$  computers and  $n$  cables between them

## Exercise: Sum of a 2D Array

Give the runtime complexity of the following method.

```
public int sum2D(int [][] A){
    int M = A.length;
    int N = A[0].length;
    int sum = 0;
    for(int i=0; i<M; i++){
        for(int j=0; j<N; j++){
            sum += A[i][j];
        }
    }
    return sum;
}
```

# What if I have no idea?

Analyzing a complex algorithm is hard. More in CS 483.

- ▶ Most analyses in here will be straight-forward
- ▶ Mostly use the common patterns

If you haven't got a clue looking at the code, *run it and check*

- ▶ This will give you a much better sense

# Observed Runtimes of Maximum Subarray

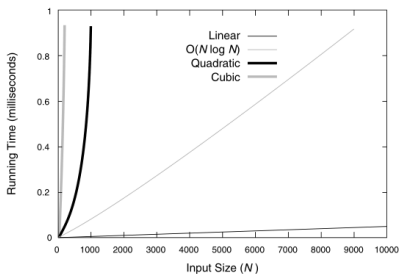
	Figure 5.4 ⏱	Figure 5.5	Figure 7.20	Figure 5.8
$N$	$O(N^3)$	$O(N^2)$	$O(N \log N)$	$O(N)$
10	0.000001	0.000000	0.000001	0.000000
100	0.000288	0.000019	0.000014	0.000005
1,000	0.223111	0.001630	0.000154	0.000053
10,000	218	0.133064	0.001630	0.000533
100,000	NA	13.17	0.017467	0.005571
1,000,000	NA	NA	0.185363	0.056338

**figure 5.10**

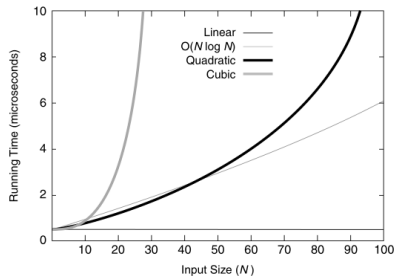
Observed running times (in seconds) for various maximum contiguous subsequence sum algorithms

# Idealized Functions

## Smallish Inputs

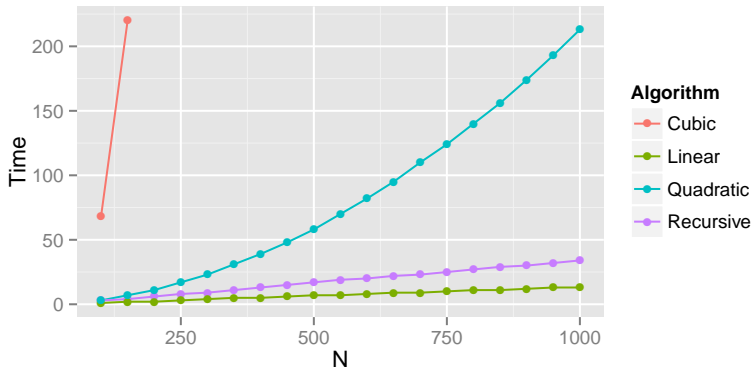


## Larger Inputs





# Actual Data for Max-Subarray



- ▶ Where did this data come from?
- ▶ Does this plot confirm our analysis?
- ▶ How would we check?

## Playing with MaxSumTestBetter.java

Let's generate part of the data, demo in  
w01-1-code/MaxSumTestBetter.java

- ▶ **Edit:** Running a main,  $n=100$  to 100,000, **multiply by 10**
- ▶ Try in DrJava
- ▶ Demo interactive loop

# Analysis

## Linear

```
> summary(linmod)
```

Coefficients:

	Estim	Pr(> t )	
(Intercept)	7.26	<2e-16	***
poly(N, 1)	16.25	<2e-16	***
poly(N, 2)	-0.34	0.287	
poly(N, 3)	-0.01	0.962	

Why these coefficients?

## Quadratic

```
> summary(quadmod)
```

Coefficients:

	Estim	Pr(> t )	
(Intercept)	83.89	<2e-16	***
poly(N, 1)	278.16	<2e-16	***
poly(N, 2)	54.75	<2e-16	***
poly(N, 3)	-0.24	0.562	

# Take-Home

## Today

Order Analysis gives big picture of runtime and memory complexity of algorithms

- ▶ Different functions grow at different rates
- ▶ Big O upper bounds
- ▶ Big Theta tightly bounds
- ▶ Standard tricks to roughly figure out complexity of functions

## Next Time

- ▶ What are the limitations of Big-O?
- ▶ Reading: finish Ch 5, Ch 15 on ArrayList
- ▶ Suggested practice:  
**Exercises 5.39 and 5.44**  
which explore string concatenation, why obvious approach is slow for lots of strings, alternatives