

# Big O notation

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# What is Rate of Growth?

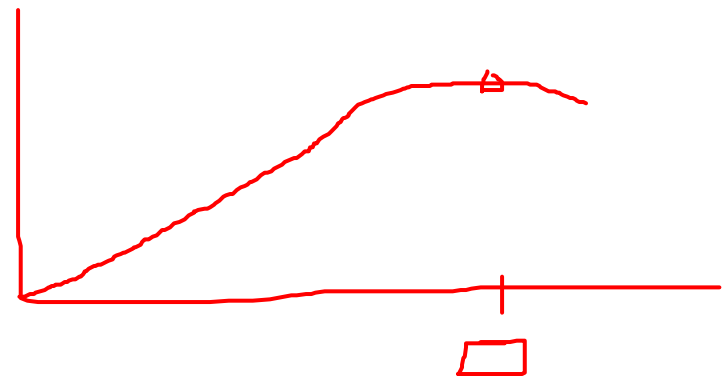
- The rate at which the running time increases as a function of input is called *rate of growth*.
- Let us assume that you go to a shop to buy a car and a bicycle.
- If your friend sees you there and asks what you are buying, then in general you say *buying a car*.
- This is because the cost of the car is high compared to the cost of the bicycle (approximating the cost of the bicycle to the cost of the car).
  - $Total\ Cost = cost\_of\_car + cost\_of\_bicycle$
  - $Total\ Cost = cost\_of\_car$  (approximation)
- For the above-mentioned example, we can represent the cost of the car and the cost of the bicycle in terms of function, and for a given function ignore the low order terms that are relatively insignificant (for large value of input size,  $n$ ). As an example, in the case below,  $n^4$ ,  $2n^2$ ,  $100n$  and  $500$  are the individual costs of some function and approximate to  $n^4$  since  $n^4$  is the highest rule of growth.
  - $n^4 + 2n^2 + 100n + 500 \approx n^4$

# Commonly Used Rates of Growth

Time Complexity	Name	Example
1	Constant	Adding an element to the front of a linked list
$\log n$	Logarithmic	Finding an element in a sorted array
$n$	Linear	Finding an element in an unsorted array
$n \log n$	Linear Logarithmic	Sorting $n$ items by 'divide-and-conquer' - Mergesort
$n^2$	Quadratic	Shortest path between two nodes in a graph
$n^3$	Cubic	Matrix Multiplication
$2^n$	Exponential	The Towers of Hanoi problem

# Types of Analysis

- To analyze the given algorithm, we need to know with which inputs the algorithm takes less time (performing well) and with which inputs the algorithm takes a long time.
- We have already seen that an algorithm can be represented in the form of an expression.
- That means we represent the algorithm with multiple expressions: one for the case where it takes less time and another for the case where it takes more time.
- In general, the first case is called the *best case* and the second case is called the *worst case* for the algorithm.
- To
- To analyze an algorithm, we need syntax, and that forms the base for asymptotic analysis/notation.
- There are three types of analysis:
- **Worst case:**
- Defines the input for which the algorithm takes a long time.
- Input is the one for which the algorithm runs the slowest.



# Types of Analysis

- **Best case:**
- Defines the input for which the algorithm takes the least time.
- Input is the one for which the algorithm runs the fastest.
- **Average case:**
- Provides a prediction about the running time of the algorithm.
- Assumes that the input is random.

$$\bullet \text{ lower Bound } \leq \text{ Average Time } \leq \text{ Upper Bound}$$

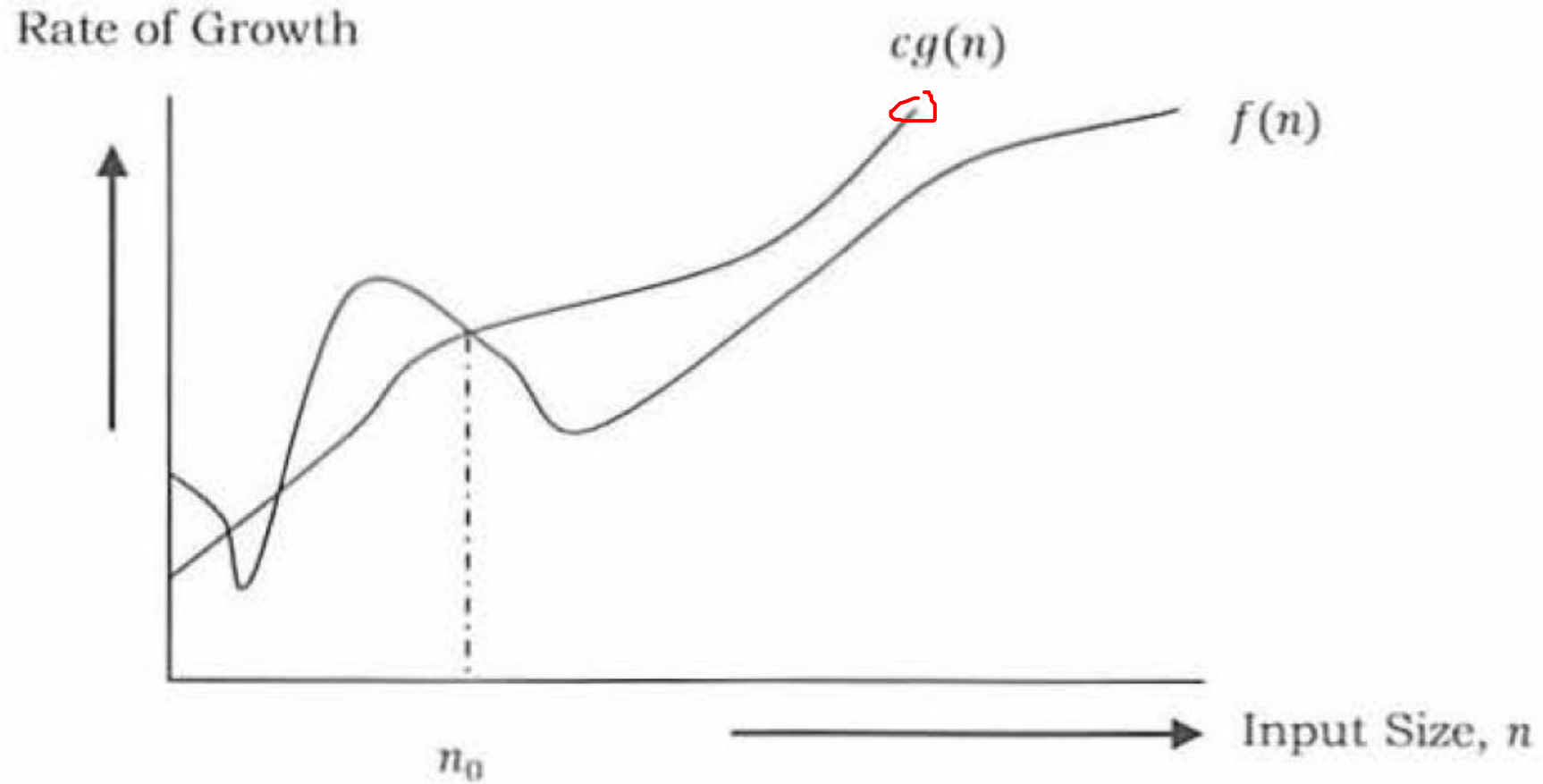
- For a given algorithm, we can represent the best, worst and average cases in the form of expressions.
- As an example, let  $f(n)$  be the function which represents the given algorithm.
  - $f(n) = n^2 + 500$ , for worst case
  - $f(n) = n + 100n + 500$ , for best case



# Types of Analysis

- Similarly for the average case. The expression defines the inputs with which the algorithm takes the average
- running time (or memory).
- **Big-0 Notation**
- This notation gives the *tight* upper bound of the given function.
- Generally, it is represented as  $f(n) = O(g(n))$ .
- That means, at larger values of  $n$ , the upper bound or  $f(n)$  is  $g(n)$  .
- For example, if  $f(n) = n^4 + 100n^2 + 10n + 50$  is the given algorithm, then  $n^4$  is  $g(n)$ .
- That means  $g(n)$  gives **the maximum rate of growth for  $f(n)$**  at larger values of  $n$ .

# Types of Analysis



# Types of Analysis

- Let us see the  $O$  - notation with a little more detail.
- $O$  - notation defined as  $O(g(n)) = \{f(n): \text{there exist positive constants } c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq cg(n) \text{ for all } n \geq n_0\}$  is an asymptotic tight upper bound for  $f(n)$ .
- $g(n)$  is an asymptotic tight upper bound for  $f(n)$ .
- Our objective is to give the smallest rate of growth  $g(n)$  which is greater than or equal to the given algorithms' rate or growth  $f(n)$ .
- Generally, we discard lower values of  $n$ . That means the rate of growth at lower values of  $n$  is not important.
- In the figure,  $n_0$  is the point from which we need to consider the rate of growth for a given algorithm.
- Below  $n_0$ , the rate of growth could be different.  $n_0$  is called threshold for the given function.



# Types of Analysis

- **Big-O Visualization**
- $O(g(n))$  is the set of functions with smaller or the same order of growth as  $g(n)$ . For example;  $O(n^2)$  includes  $O(1)$ ,  $O(n)$ ,  $O(n \log n)$ , etc.
- **Note:** Analyze the algorithms at larger values of  $n$  only. What this means is, below  $n_0$  we do not care about the rate of growth.

$O(1)$ : 100, 1000, 200, 1, 20, etc.

$O(n)$ :  $3n + 100$ ,  $100n$ ,  $2n - 1$ , 3, etc.

$O(n \log n)$ :  $5n \log n$ ,  $3n - 100$ ,  $2n - 1$ , 100,  $100n$ , etc.

$O(n^2)$ :  $n^2$ ,  $5n - 10$ , 100,  $n^2 - 2n + 1$ , 5, etc.