

# RUNNING TIME ANALYSIS - PART 2

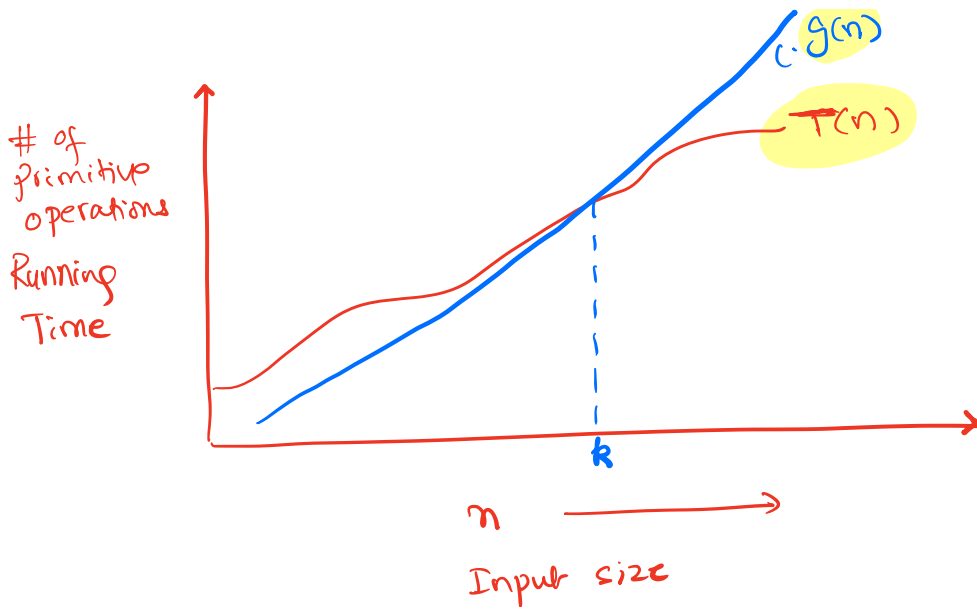
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Problem Solving with Computers-II

C++

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

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



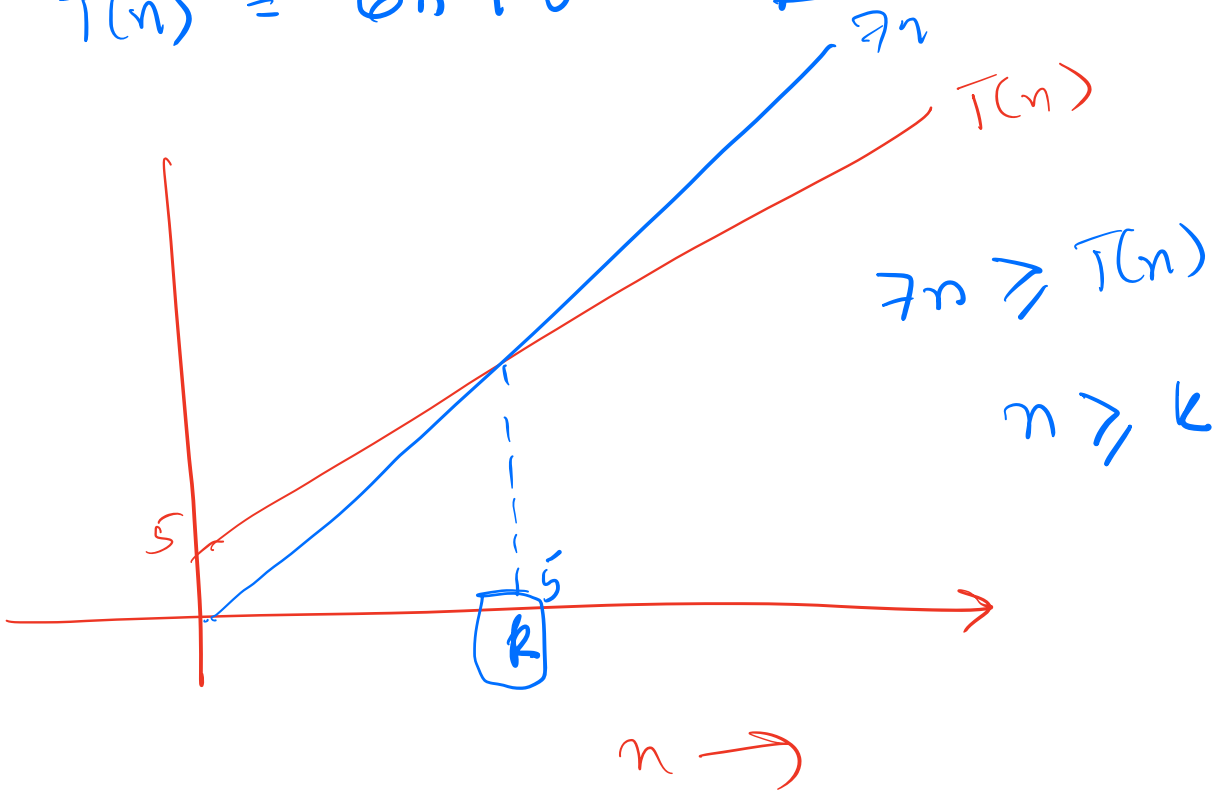
$$T(n) = O(g(n))$$

$$c \cdot g(n) \geq T(n)$$

for all  $n \geq k$

$$T(n) = O(n)$$

$$T(n) = 6n + 5$$



# Definition of Big-O

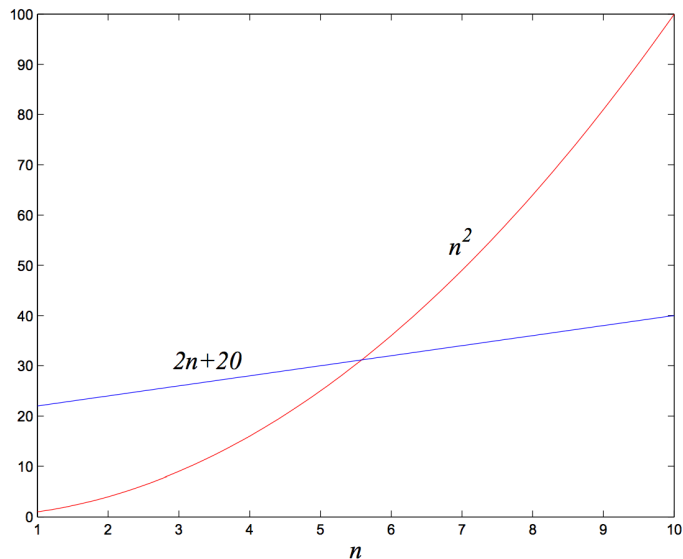
$f(n)$  and  $g(n)$  map positive integer inputs to positive reals.

We say  $f = O(g)$  if there is a constant  $c > 0$  and  $k > 0$  such that  $f(n) \leq c \cdot g(n)$  for all  $n \geq k$ .

$f = O(g)$

means that “ $f$  grows no faster than  $g$ ”

$$T(n) = O(g(n))$$



## What is the Big O running time of sumArray2

- A.  $O(n^2)$
- B.  $O(n)$
- C.  $O(n/2)$
- D.  $O(\log n)$
- E. None of the array

```
/* n is the length of the array*/  
int sumArray2(int arr[], int n)  
{  
    int result = 0;  
    for(int i=0; i < n; i=i+2)  
        result+=arr[i];  
    return result;  
}
```

$$T(n) = 1 + 1 + \frac{\# \text{ of time the loop runs}}{3} = \frac{n}{2} * 6 + 1 = O(n)$$

## What is the Big O of sumArray3

- A.  $O(n^2)$
- B.  $O(n)$
- C.  $O(n/2)$
- D.  $O(\log n)$**
- E. None of the array

```
/* N is the length of the array*/  
int sumArray3(int arr[], int n)  
{  
    int result = 0;  
    for(int i = 1; i < n; i = i * 2)  
        result += arr[i];  
    return result;  
}
```

$T(n) = O(1) + \# \text{ time the loop runs} \cdot O(1)$   
 $= O(1) + \log n \cdot O(1)$   
 $= O(\log n)$

Iteration #	i
1	1
2	2
3	4
⋮	⋮
$k$	$2^{k-1}$

Loop exits:

$$2^{k-1} \geq n$$

$$k-1 \geq \log_2 n$$

$$k \geq \log_2 n + 1$$

$$\begin{aligned}
 T(n) &= C_1 + (\log_2 n + 1) C_2 \\
 &= C_1 + C_2 + C_2 \cdot \log_2 n \\
 &= O(\log n)
 \end{aligned}$$

Given the step counts for different algorithms, express the running time complexity using Big-O

1. 10,000,000  $O(1)$
2.  $3*n$   $O(n)$
3.  $6*n-2$   $O(n)$
4.  $15*n + 44$   $O(n)$
5.  $50*n*\log(n)$   $O(n \log n)$
6.  $n^2$   $O(n^2)$
7.  $n^2-6n+9$   $O(n^2)$
8.  $3n^2+4*\log(n)+1000$  =  $O(n^2)$

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

# Common sense rules of Big-O

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  $2^n$ ).

$$\begin{aligned} & 3^n > n^5 \\ T(n) &= 3^n + n^5 \\ &= O(3^n) \end{aligned}$$



# Best case and worst case running times

## Operations on sorted arrays of size n

- Min :
- Max :
- Median :
- Successor :
- Predecessor :
- Search (key)
- Insert :
- Delete :

Best case

$O(1)$

$O(1)$

$O(1)$

$O(1)$

$O(1)$

$O(1)$

naïve search :  $O(1)$

binary search :  $O(1)$

$O(1)$

Insert

$O(1)$

Delete

Worst case

$O(1)$

$O(1)$

$O(1)$

$O(1)$

$O(1)$

$O(1)$

$O(n)$

$O(\log n)$

$O(n)$

$O(n)$

6	13	14	25	33	43	51	53	64	72	84	93	95	96	97
---	----	----	----	----	----	----	----	----	----	----	----	----	----	----

0

1

2

3

4

5

6

7

8

9

10

11

12

13

14

begin

/

/

/

/

/

/

↑

mid

↑

begin

end

# Worst case analysis of binary search

```
bool binarySearch(int arr[], int element, int n){
//Precondition: input array arr is sorted in ascending order
```

```
int begin = 0;
int end = n-1;
int mid;
```

$O(1)$

```
while (begin <= end){
```

```
mid = (end + begin)/2;
if(arr[mid]==element){
return true;
}else if (arr[mid]< element){
begin = mid + 1;
}else{
end = mid - 1;
```

$O(1)$

```
}
return false;
```

```
}
```

Iteration

1

2

3

...

k

end - begin

n-1

$\frac{n-1}{2}$

2

$\frac{n-1}{4}$

...

$\frac{n-1}{2^{k-1}}$

2

Stop

$$(end - begin) < 1$$

$$\frac{n-1}{2^{k-1}} < 1$$

$$n-1 < 2^{k-1}$$

$$\log_2(n-1) < k-1$$

$$k > \log_2(n-1) + 1$$

$$\begin{aligned} T(n) &= O(1) + (\log_2(n-1) + 1) * O(1) \\ &= O(\log_2 n) \end{aligned}$$

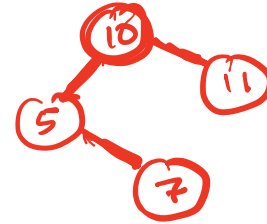


- Path – a sequence of nodes and edges connecting a node with another node.
- A path starts from a node and ends at another node or a leaf
- Height of node – The height of a node is the number of edges on the longest downward path between that node and a leaf.

Case 1.



5  
Height = 0

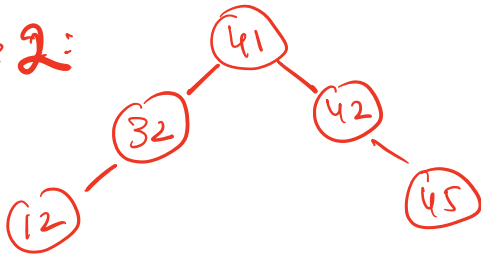


Height = 2

Height = 4  
Height of the root = height of tree

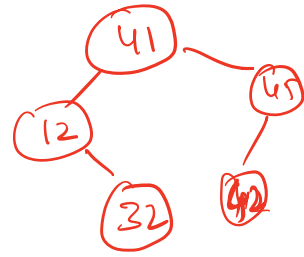
BSTs of different heights are possible with the same set of keys  
Examples for keys: 12, 32, 41, 42, 45

Case 2:



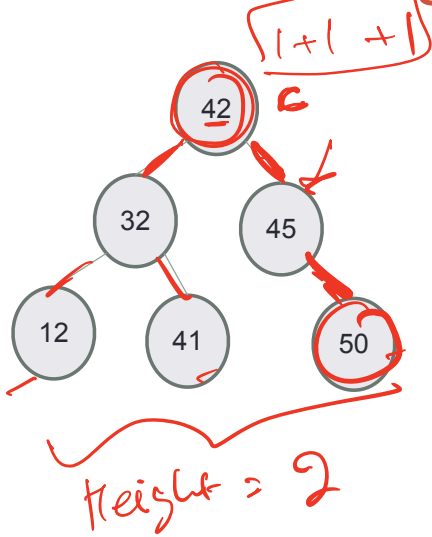
Height = ~~3~~ 2

Case 3:



Height = 2

# Worst case Big-O of search, insert, min, max

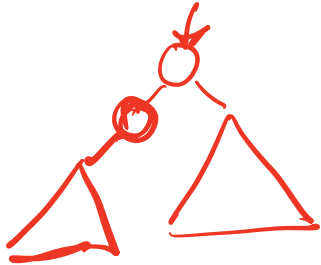
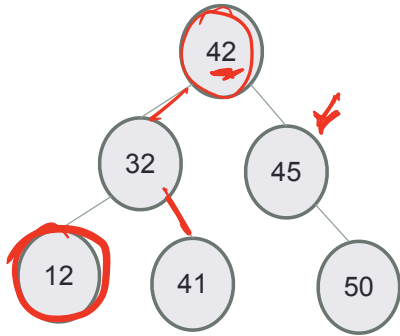


Given a BST of height H with N nodes, what is the worst case complexity of searching for a key?

- A.  $O(1)$
- B.  $O(\log H)$
- C.  $O(H)$
- D.  $O(H \cdot \log H)$
- E.  $O(N)$

Best case:  $O(1)$   
Worst case:  $O(H)$

# Worst case Big-O of predecessor / successor

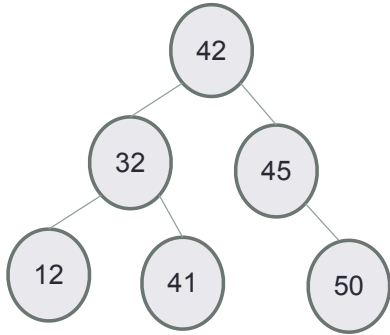


Given a BST of height  $H$  and  $N$  nodes, what is the worst case complexity of finding the predecessor or successor key?

- A.  $O(1)$
- B.  $O(\log H)$
- C.  $O(H)$**
- D.  $O(H \cdot \log H)$
- E.  $O(N)$

Best case:  $O(1)$   
predecessor(45)  
Worst case:  $O(H)$   
predecessor(42)  
predecessor(12)

# Worst case Big-O of delete

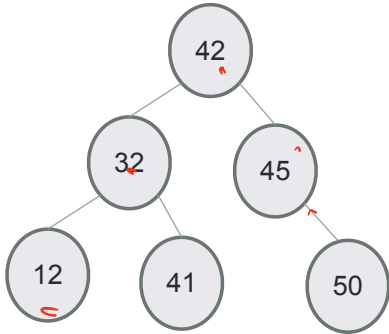


Given a BST of height  $H$  and  $N$  nodes, what is the worst case complexity of deleting a node?

- A.  $O(1)$
- B.  $O(\log H)$
- C.  $O(H)$
- D.  $O(H \cdot \log H)$
- E.  $O(N)$



# Big O of traversals

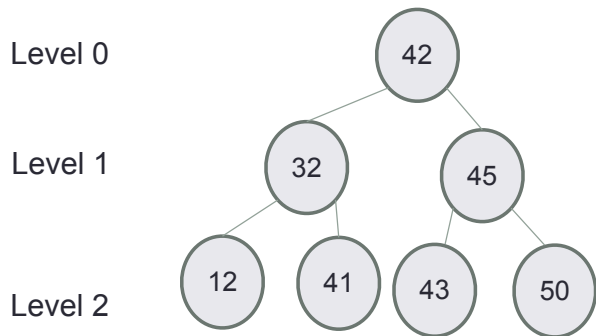


In Order:  $O(n)$

Pre Order:  $O(n)$

Post Order:  $O(n)$

# Types of BSTs

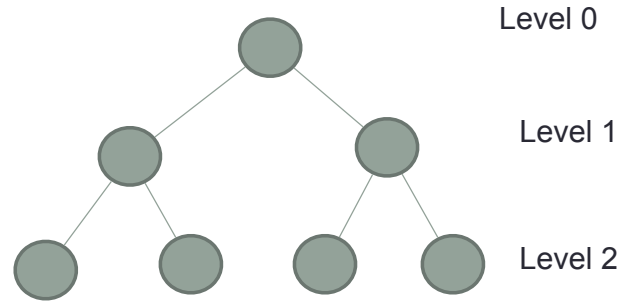


**Balanced BST:**

**Full Binary Tree:** Every node other than the leaves has two children.

**Complete Binary Tree:** Every level, except possibly the last, is completely filled, and all nodes are as far left as possible

## Relating H (height) and N (#nodes)



What is the height (exactly) of a full binary tree in terms of  $N$ ?

# Balanced trees

- Balanced trees by definition have a height of  $O(\log N)$
- A completely filled tree is one example of a balanced tree
- Other Balanced BSTs include AVL trees, red black trees and so on
- Visualize operations on an AVL tree: <https://visualgo.net/bn/bst>