

# COMPLEXITY ANALYSIS REVISITED

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# Analyze the running time of mystery

```
void mystery(int n) {  
    for (int i = 0; i < n; i++){  
        ① cout << i; // statement A  
        for (int j = i; j < n; j++){  
            ② cout << j; // statement B  
        }  
    }  
}
```

i	time ② is run
0	n
1	(n-1)
2	(n-2)
⋮	⋮
(n-1)	1

$$T(n) = 1 + 2 + 3 + \dots + n = \frac{n(n+1)}{2} = O(n^2)$$

Which statement dominates the running time of mystery?

cout << j will dominate  
it's just sure more often  
than cout << i;

# General Insight

```
void mystery(int n) {
    for (int i = 0; i < n; i++){
        cout << i; // A: Outer loop operation
        for (int j = i; j < n; j++){
            cout << j; // B: Inner loop operation
        }
    }
}
```

When two operations have the same complexity, the one that runs more times dominates.

So total cost = count total executions of the dominant operation.

# BFS: Running Time Complexity

$G = (V, E)$  undirected  
( $n$  vertices,  $m$  edges)

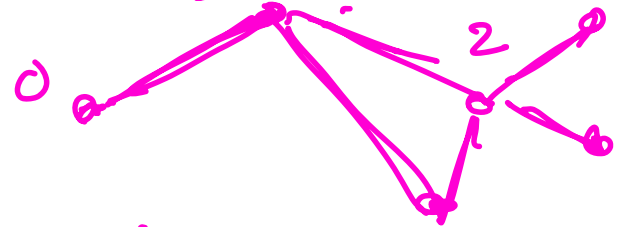
Algo exploreBFS (Graph  $G$ , vertex  $s$ ):

- Mark all the vertices as "not visited"  $O(n)$  } init
- Mark  $s$  as visited  $O(1)$
- push  $s$  into a queue  $O(1)$
- while the queue is not empty:
  - A [ pop the vertex  $u$  from the front of the queue  $O(1)$  ]
  - for each of  $u$ 's neighbor ( $v$ )  $O(n)$  }
    - B [ If  $v$  has not yet been visited: ]
    - C [ Mark  $v$  as visited  $O(1)$  ]
    - [ Push  $v$  in the queue  $O(1)$  ]

Parameter

$(n, m)$

Which statement dominates the running time of exploreBFS?



Insight:  
Every vertex is pushed into the queue exactly once (only if it is not visited)  
→ every vertex is popped once.

while loop will run  $n$  times. because  
one pop per iteration of the while loop

$$T(A) = T(C) < T(B)$$

→ B dominates running time

$$T(\text{while loop}) \stackrel{=}{=} \text{Number of executions of code B}$$
$$= T(B)$$

Total cost of while loop = Total executions of neighbor check

$$= \sum_{u \in V} \deg(u) = 2 \cdot m$$

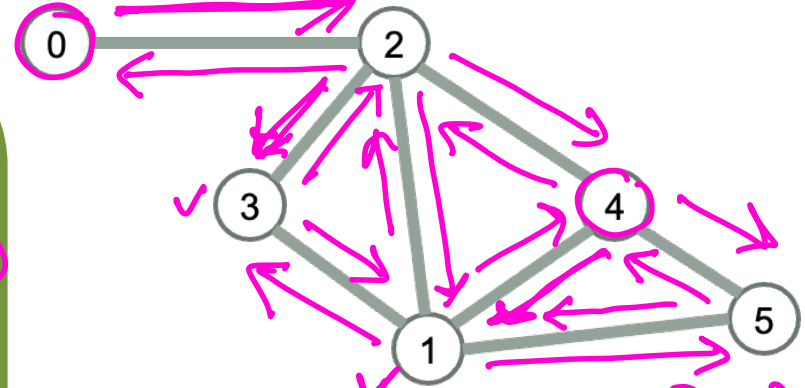
$T(B)$   
 $\deg(u) =$  no. of its neighbors

### Algo exploreBFS (Graph G, vertex s):

- Mark all the vertices as "not visited"
- Mark **s** as visited
- push **s** into a queue
- while the queue is not empty:
  - pop the vertex **u** from the front of the queue
  - for each of **u**'s neighbor (**v**)
    - If **v** has not yet been visited:
      - Mark **v** as visited
      - Push **v** in the queue

$T(\text{init})$

**B**



$$= 1 + 4 + 2 + 4 + 3 + 2$$
$$= 2 \cdot 8 = 16$$

Insight (2): Every edge  $(u,v)$  is counted twice

- once when **u** is popped out of the queue and we visit **v**
- once when **v** is popped out of the queue

$$T(B) = 2m = O(m)$$

$$T(\text{init}) = O(n)$$

$$\begin{aligned} T(\text{overall}) &= T(\text{init}) + T(B) \\ &= O(m+n) \end{aligned}$$

# BFS: Space Complexity

What is the Big -O auxiliary space complexity of exploreBFS?

- A.  $O(n)$
- B.  $O(m)$
- C.  $O(n + m)$
- D.  $O(n^2)$
- E. None of the above

n: number of vertices  
m: number of edges

Additional space was used  
(1) vector of visited nodes  $+ O(n)$   
(2) Queue  $\leq n$   $+ O(n)$   
 $\Delta(n) = O(n)$

- Auxiliary Space complexity: Additional space usage (not including input and output)

# exploreDFS(G, s): Time Complexity

↓  
exploreDFS(v, visited)

A  $\boxed{\text{visited}[v] = \text{true}}$

For each edge (v,w):

↳ B If not w.visited

C  $\boxed{\text{exploreDFS}(w, \text{visited})}$   
O(n) source

exploreDFS(Graph G, vertex s):

Mark all vertices as "not visited"

exploreDFS(s, visited)

Insight: Only call explore DFS if a vertex has not been visited  
→ Visit every vertex exactly once  
→ explore DFS is called once per vertex  
Total no. of time explore DFS is called for = n

B dominates

$$T(B) = O(m)$$

$$T(n) = T(\text{init}) + T(B) = O(m+n)$$

# exploreDFS: Space Complexity

`exploreDFS(v, visited)`

`[visited[v] = true]`

For each edge (v,w):

`[If not w.visited]`

`exploreDFS(w)`

`exploreDFS(Graph G, vertex s):`

Mark all vertices as "not visited"

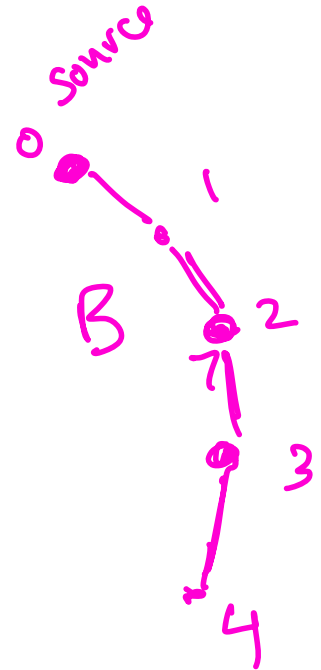
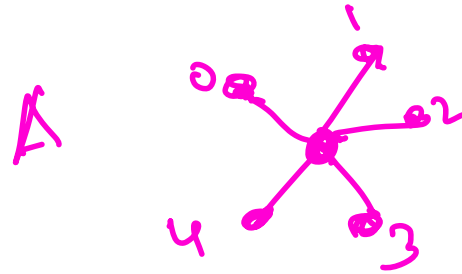
`exploreDFS(s, visited)`

$$S(n) = O(n)$$

visited vector

Worst case  
=  $O(\text{max depth of recursion})$   
=  $O(n-1)$

$$= O(n)$$



$$S(n) = O(n)$$

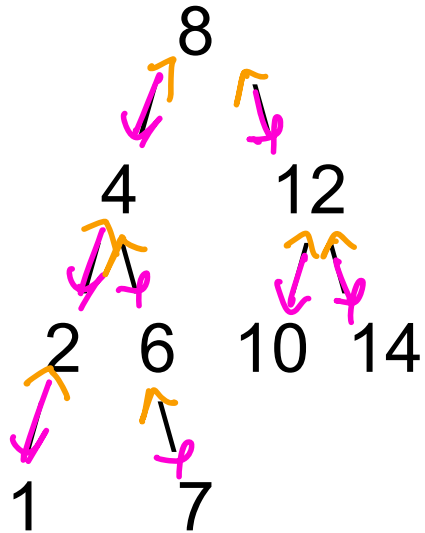
What is the output of this code for the given BST?

```
void printSetValues(const std::set<int>& s){  
    for (int value : s) {  
        std::cout << value << " ";  
    }  
}
```

Worst case  $O(\log n)$   
Call successor

```
for (auto it = s.begin(); it != s.end(); it++) {  
    cout << *it << " ";  
}
```

$O(H) = O(\log n)$   
 $O(1)$



1, 2, 4, 6, 7, 8, 10, 12, 14

**What is the running time complexity for a set with n keys?**

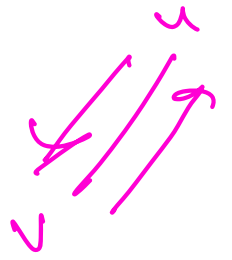
```
void printSetValues(const std::set<int>& s){  
    for (int value : s) {  
        std::cout << value << " ";  
    }  
}
```

A.  $O(1)$    B.  $O(\log n)$    C.  $O(n)$    D.  $O(n \log n)$

Every key is printed exactly once  
(node)

Every edge is traversed twice,  
(u, v)

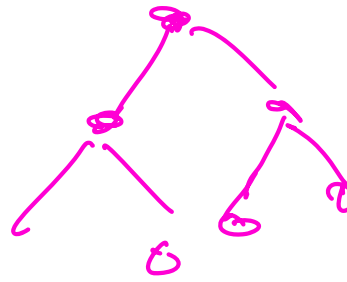
① once to traversing into the key  $v$  from  $u$ .  
once when leaving  $v$



② With  $n$  keys, we have at most  $(n-1)$  edges

Here is why:

Every node except the root has an edge to its parent.



There are  $n$  nodes, so  $n-1$  edges total.

Every edge is traversed twice

$$T(n) = O(2(n-1))$$

$$\approx O(n)$$