

[320] Complexity + Big O

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Video Survey Results

78 people filled the survey

87% said they would use it to review
(5 said they would skip lecture -- please don't!)

68% said *"if I don't understand something during in-person lecture, I would prefer to review the video later than ask a question in person"*

Plan: usually record videos for review for now
(no guarantees if there are technical difficulties)

But! If people aren't asking many questions during lecture, I'll stop recording videos.

Review

The situation where git cannot auto-merge is called a _____

What is the missing step?

1. nano file.txt
2. ????
3. git commit -m "I changed file.txt"
4. git push

What type does `check_output` return?

How can you use `time.time()` to measure an operation that is much faster than calling `time.time()`?

Complexity and Big O: Reading

Required: Think Python, Appendix B

<http://www.greenteapress.com/thinkpython/html/thinkpython022.html> (skip B.4)

Optional [math heavy]:

http://web.mit.edu/16.070/www/lecture/big_o.pdf

Complexity

Performance vs. Complexity

Things that affect **performance** (total time to run):

- ????

Performance vs. Complexity

Things that affect **performance** (total time to run):

- speed of the computer (CPU, etc)
- speed of Python (quality+efficiency of interpretation)
- **algorithm**: strategy for solving the problem
- **input size**: how much data do we have?

Performance vs. Complexity

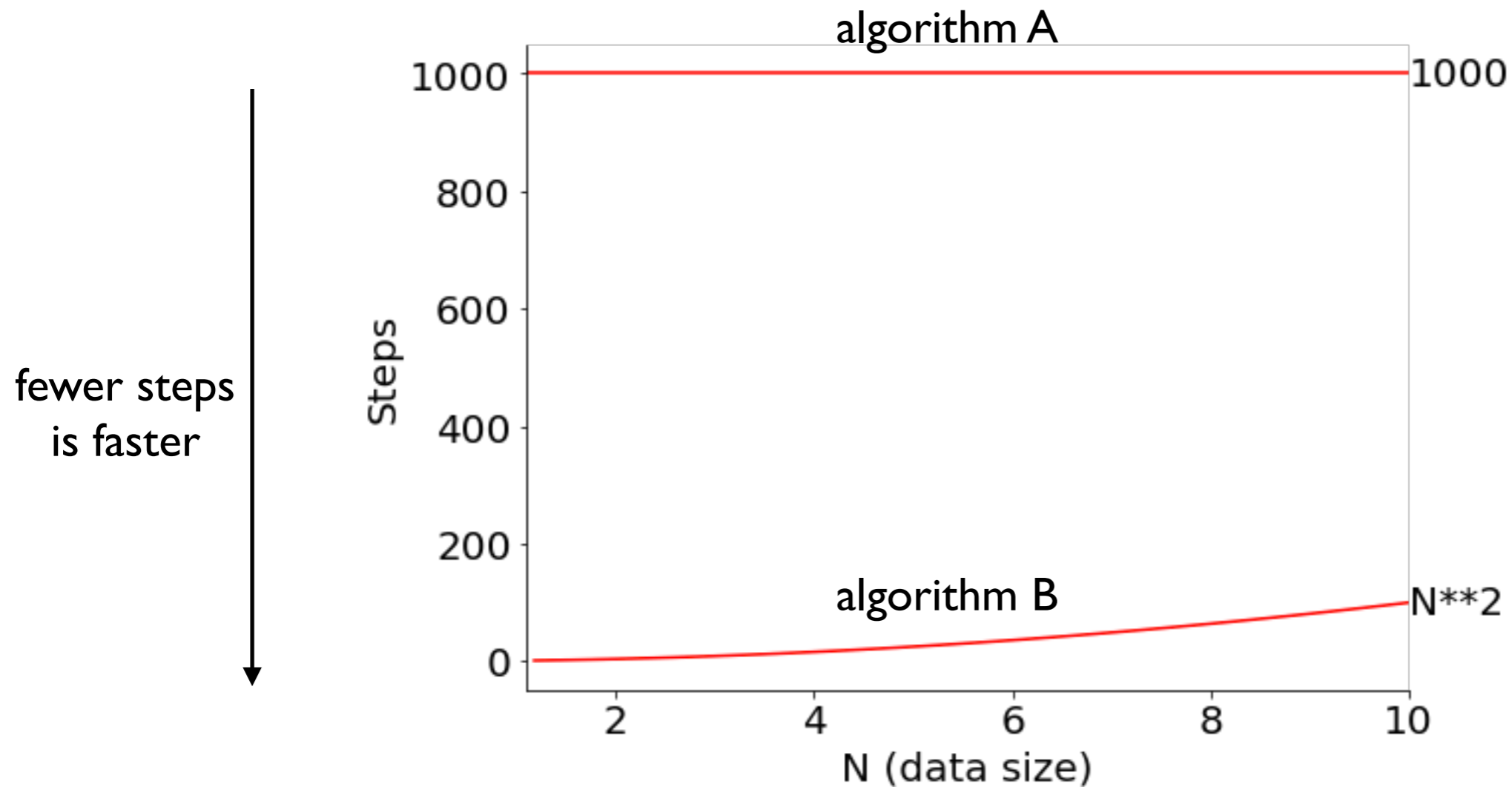
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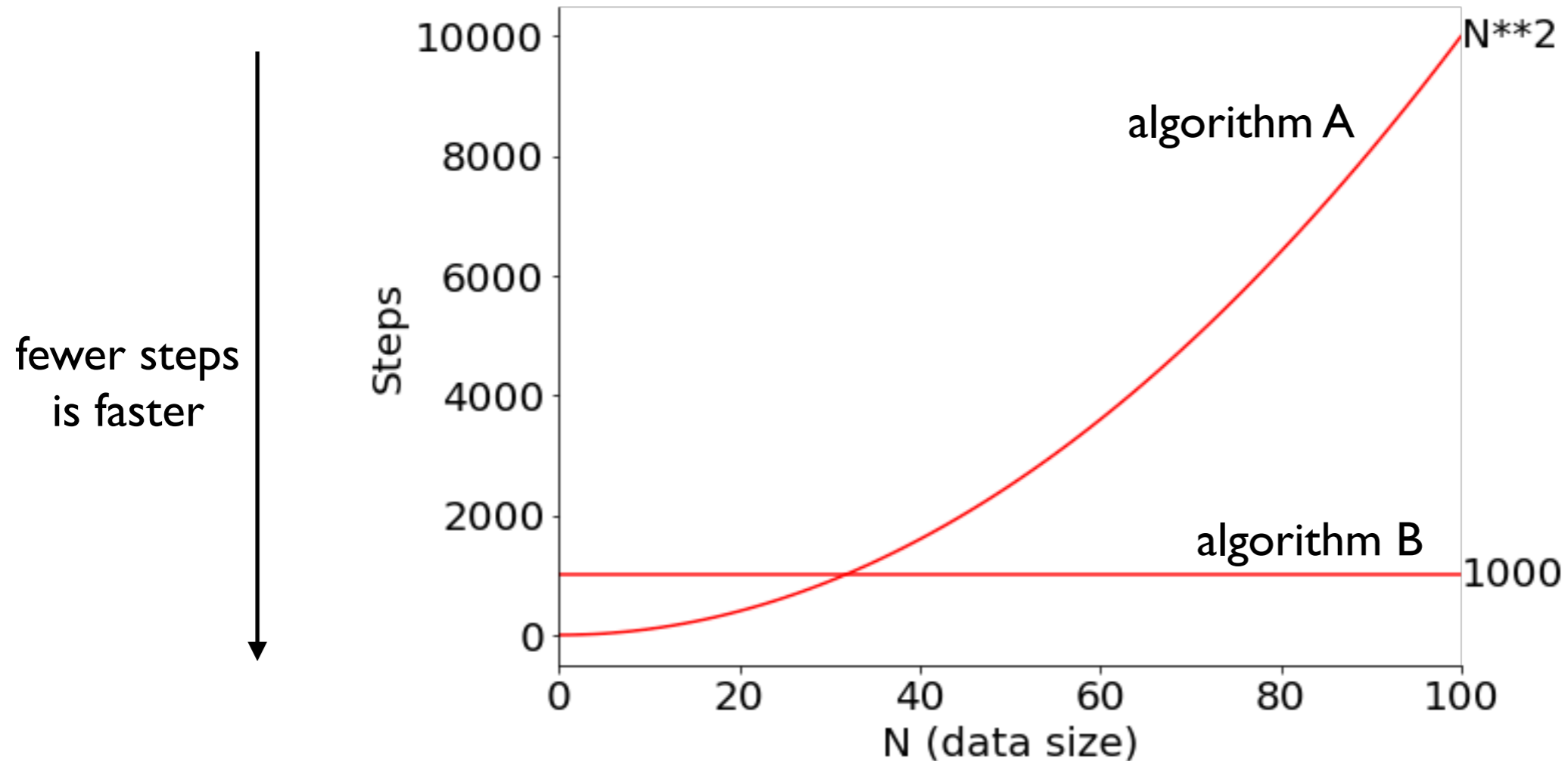
complexity analysis: how many steps must the algorithm perform, as a function of input size?

Which algorithm is better?



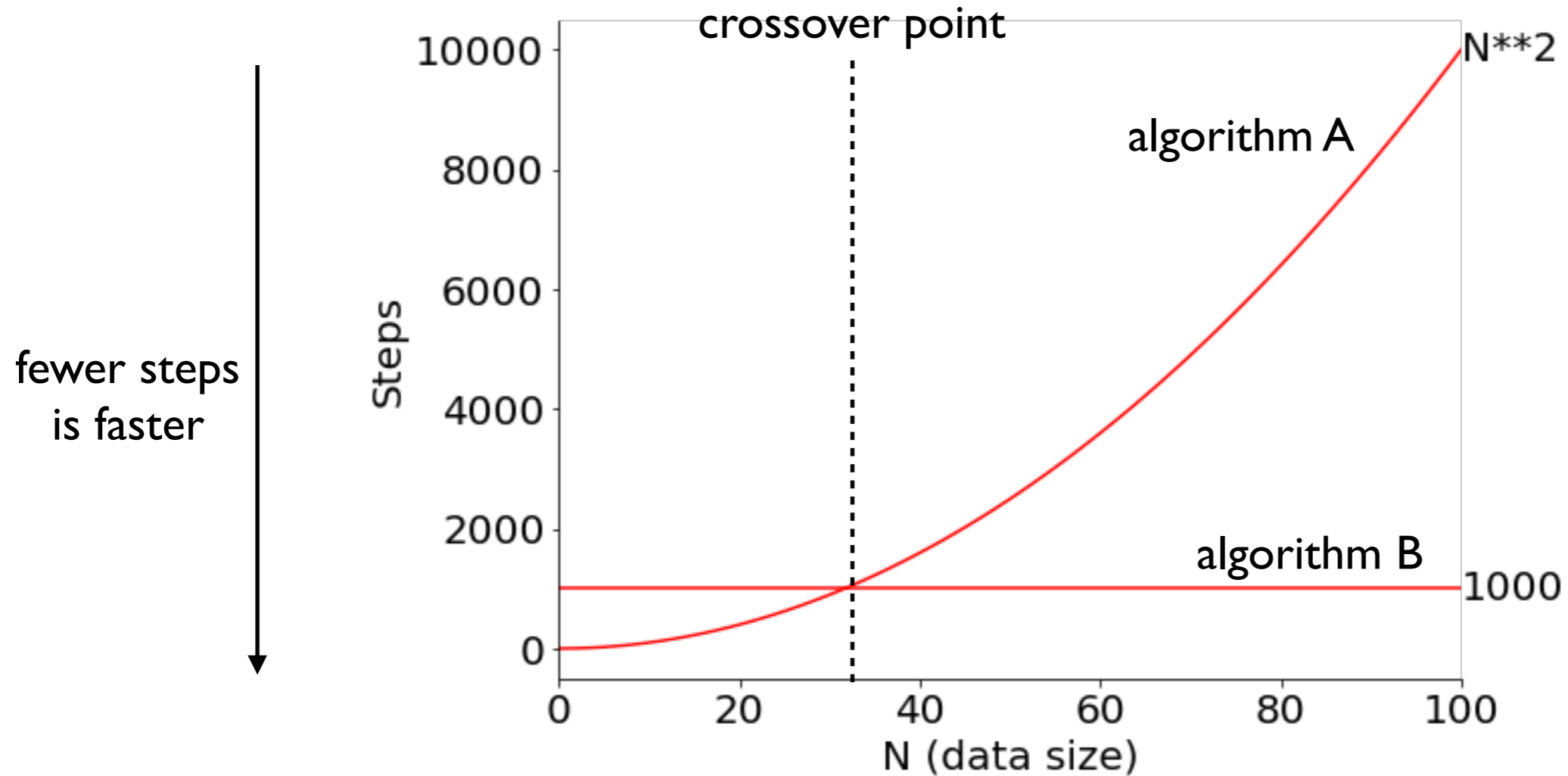
Do you prefer A or B?

Which algorithm is better?



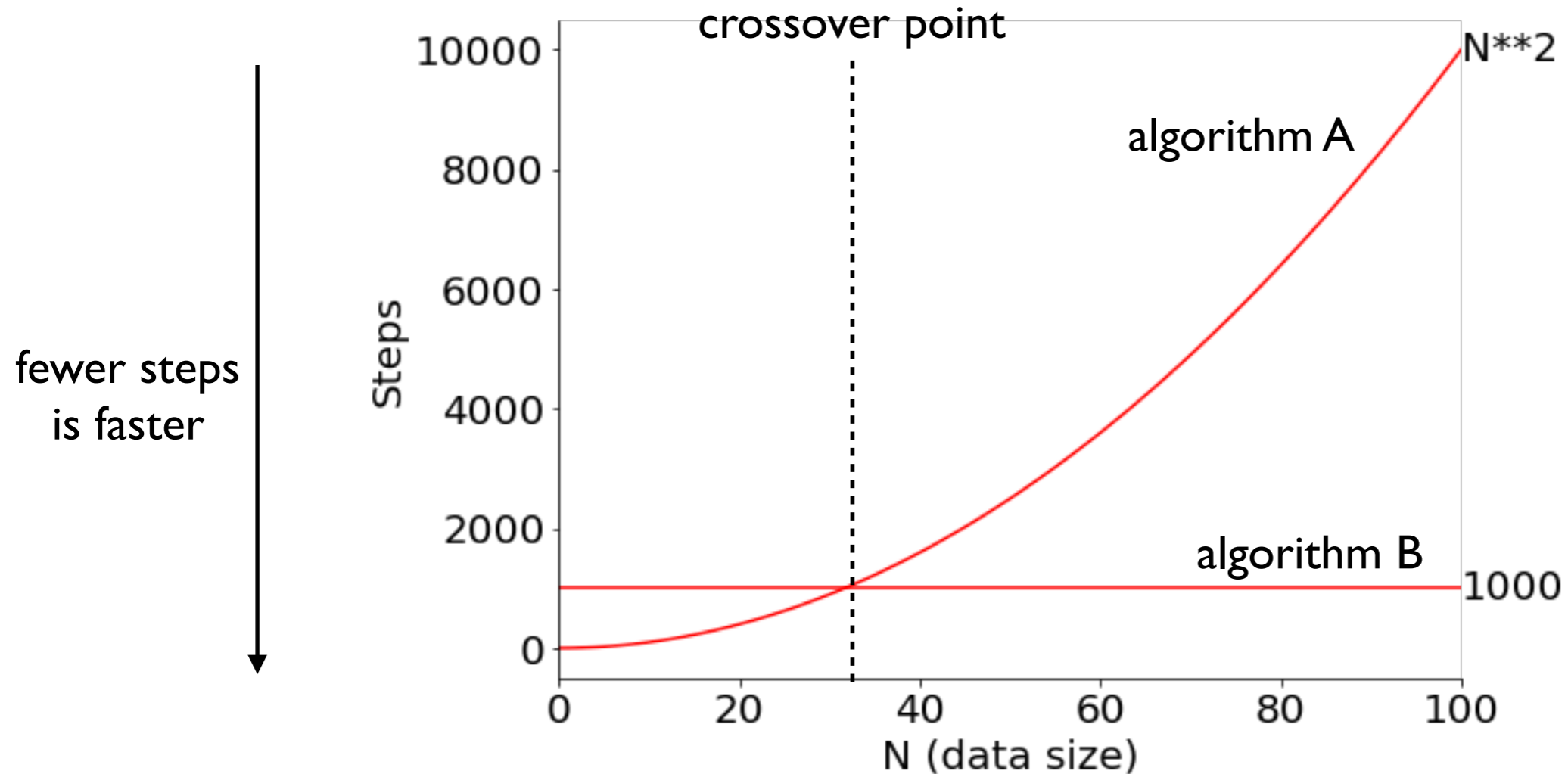
Do you prefer A or B?

Which algorithm is better?



Which algorithm is better?

you might still reasonably care about this portion!



complexity analysis only cares about "big" inputs

What is the asymptotic behavior of the function?

Performance vs. Complexity

Things that affect **performance** (total time to run):

- speed of the computer (CPU, etc)
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- **algorithm**: strategy for solving the problem
- **input size**: how much data do we have?

complexity analysis: how many steps must the algorithm perform, as a function of input size?

Performance vs. Complexity


Things that affect **performance** (total time to run):

- speed of the computer (CPU, etc)
- speed of Python (quality+efficiency of interpretation)

- **algorithm**: strategy for solving the problem
- **input size**: how much data do we have?

complexity analysis: how many **steps** must the algorithm perform, as a function of input size?


what is this?



What is a "step"?

What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

 input size is length of this list

```
input_nums = [2, 3, ...]
```

```
STEP odd_count = 0
STEP odd_sum = 0
STEP for num in input_nums:
STEP     if num % 2 == 1:
STEP         odd_count += 1
STEP         odd_sum += num
STEP odd_avg = odd_sum
STEP odd_avg /= odd_count
```


What is a step?

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```



also a valid
breakdown
into steps

What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:
```

STEP

```
    if num % 2 == 1:
```

STEP

```
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```



One line can do a lot, so no reason to have lines and steps be equivalent

What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:
```

STEP

```
    if num % 2 == 1:
```

STEP

```
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```



Sometimes a single line is not a single step:

```
found = X in L
```

What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:
```

STEP

```
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

???

What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP `odd_count = 0`
`odd_sum = 0`

STEP `for num in input_nums:`

STEP `if num % 2 == 1:`
 `odd_count += 1`
 `odd_sum += num`

STEP `odd_avg = odd_sum / odd_count`



What is a step?

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:  
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

???

is this a valid way to identify steps?

What is a step?

A **step** is any unit of work with bounded execution time
(it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:  
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

not a "step", because
exec time depends
on input size



Counting Executed Steps

Counting Executed Steps

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

```
input_nums = [2, 3, ...]
```

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:
```

STEP

```
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

How many total steps will **execute** if
`len(input_nums) == 10`?

Counting Executed Steps

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

		<pre>input_nums = [2, 3, ...]</pre>
	STEP	<pre>odd_count = 0 odd_sum = 0</pre>
+ 11	STEP	<pre>for num in input_nums:</pre>
+ 10	STEP	<pre> if num % 2 == 1: odd_count += 1 odd_sum += num</pre>
+ 1	STEP	<pre>odd_avg = odd_sum / odd_count</pre>
<hr/>		
= 23 steps		

For **N** elements, there will be **2*N+3** steps

Counting Executed Steps

A **step** is any unit of work with bounded execution time (it doesn't keep getting slower with growing input size)

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How many total steps will **execute** if
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Counting Executed Steps

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```
input_nums = [2, 3, ...]
```

```
    |   STEP odd_count = 0
  + |   STEP odd_sum = 0
  + ||  STEP for num in input_nums:
  + |0   STEP     if num % 2 == 1:
+ 0 to 10 STEP         odd_count += 1
+ 0 to 10 STEP         odd_sum += num
  + |   STEP odd_avg = odd_sum
  + |   STEP odd_avg /= odd_count
```

For **N** elements, there will be between
2*N+5 and **4*N+5** steps

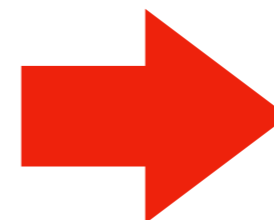
Counting Executed Steps

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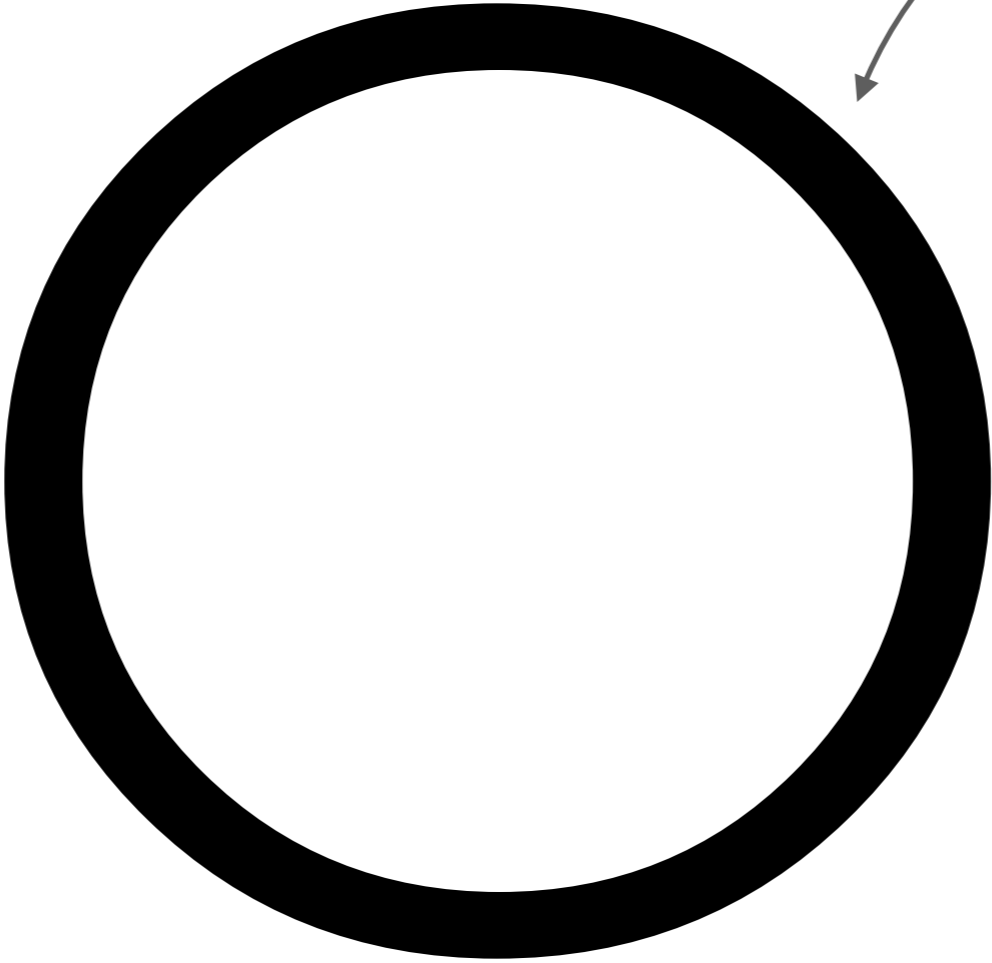
```
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odd_count = 0
odd_sum = 0
for num in input_nums:
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```

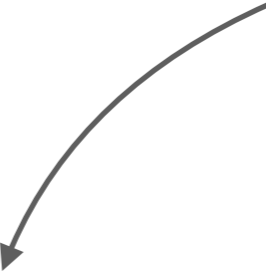
Important: we might not identify steps the same, but our execution counts can at most differ by a constant factor!



can we broadly
(but rigorously)
categorize based on this?



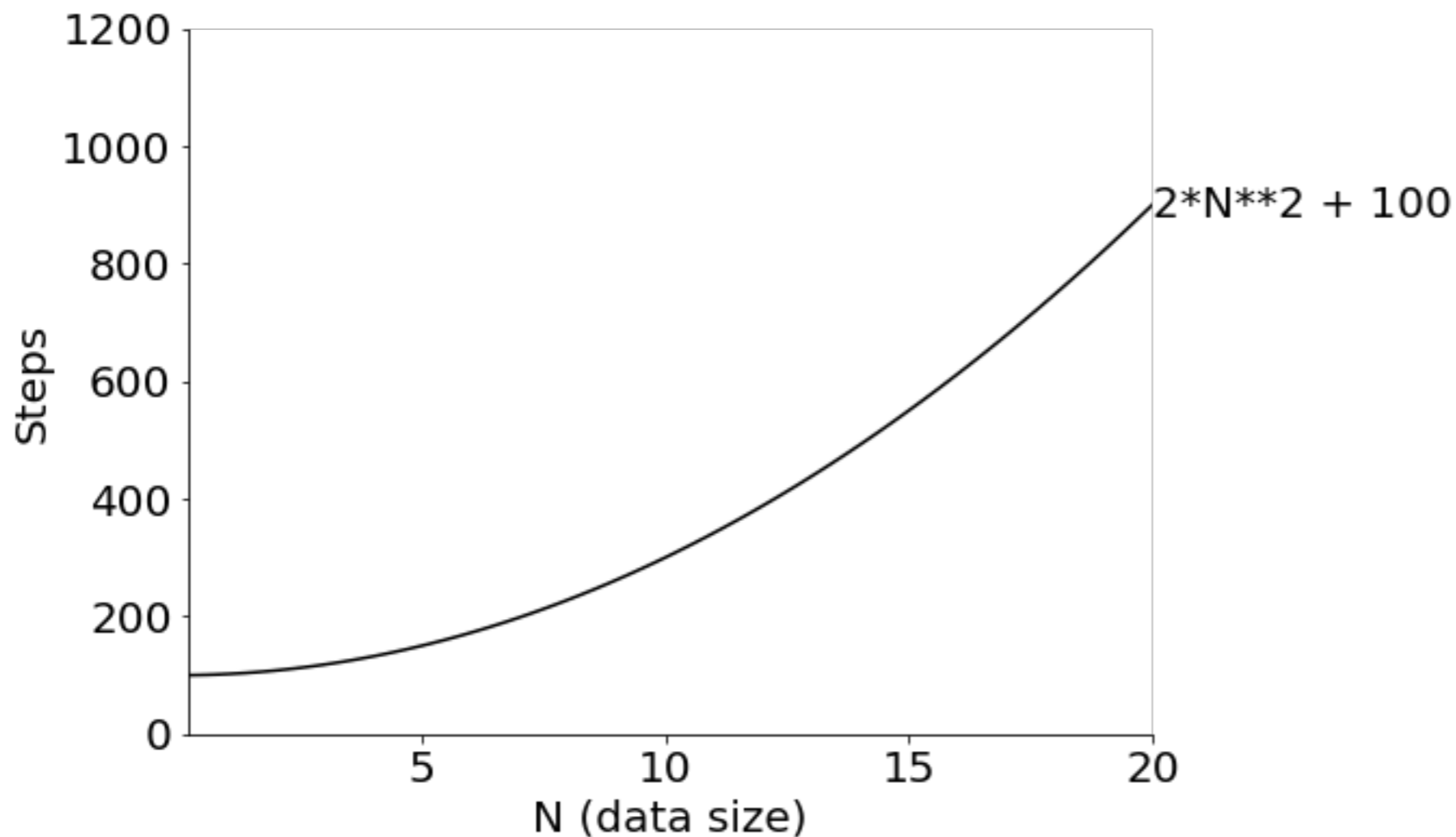
a really big "O"



Big O Notation ("O" is for "order of growth")

Goal: categorize functions (and algorithms) by how fast they **grow**

- **do not care** about scale
- **do not care** about small inputs
- **care** about **shape** of the curve
- **strategy:** find some multiple of a general function is an upper bound

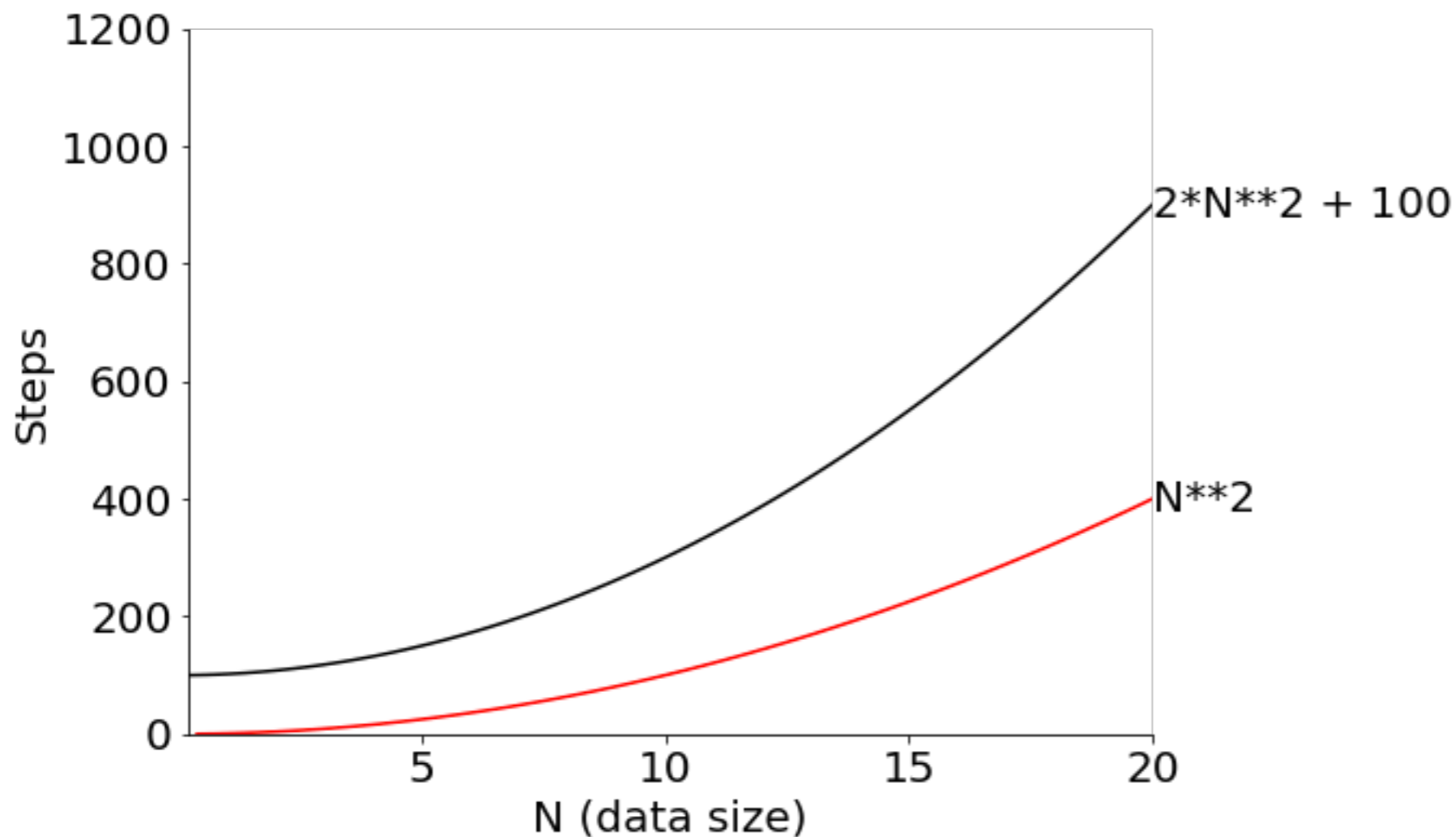


$f(N) == 2N^2 + 100$
is an $O(N^2)$ function

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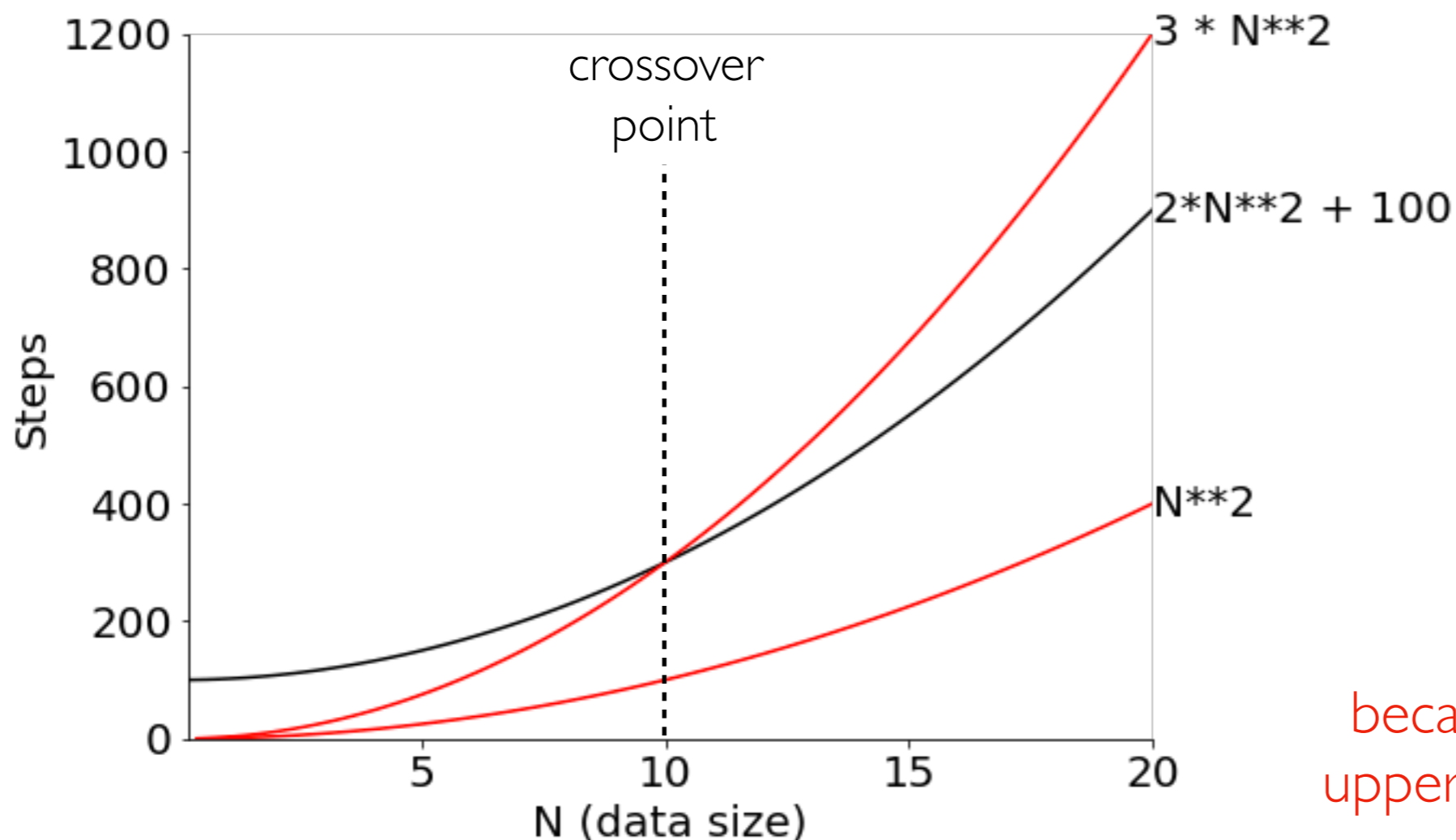
$f(N) == 2N^2 + 100$
is an $O(N^2)$ function

not because N^2
is an upper bound

Big O Notation ("O" is for "order of growth")

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- **do not care** about scale
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$f(N) == 2N^2 + 100$
is an $O(N^2)$ function

not because N^2
is an upper bound

because some multiple is an
upper bound after some point

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

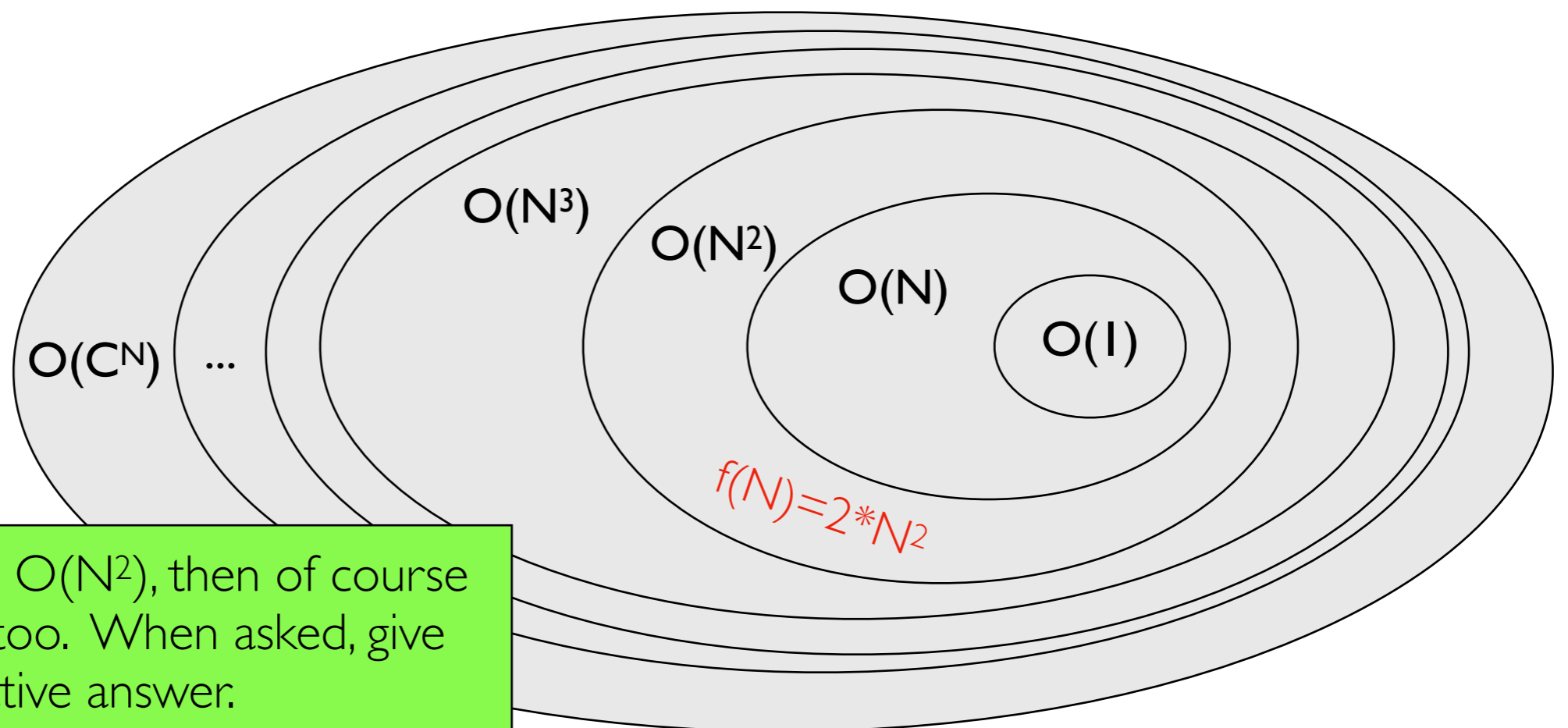
Then $f(N) \in O(g(N))$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$

Sets



Note: if $f(N)$ is in $O(N^2)$, then of course $f(N)$ is in $O(N^3)$ too. When asked, give the most informative answer.

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$

which ones
are true?

$$2N \in O(N)$$

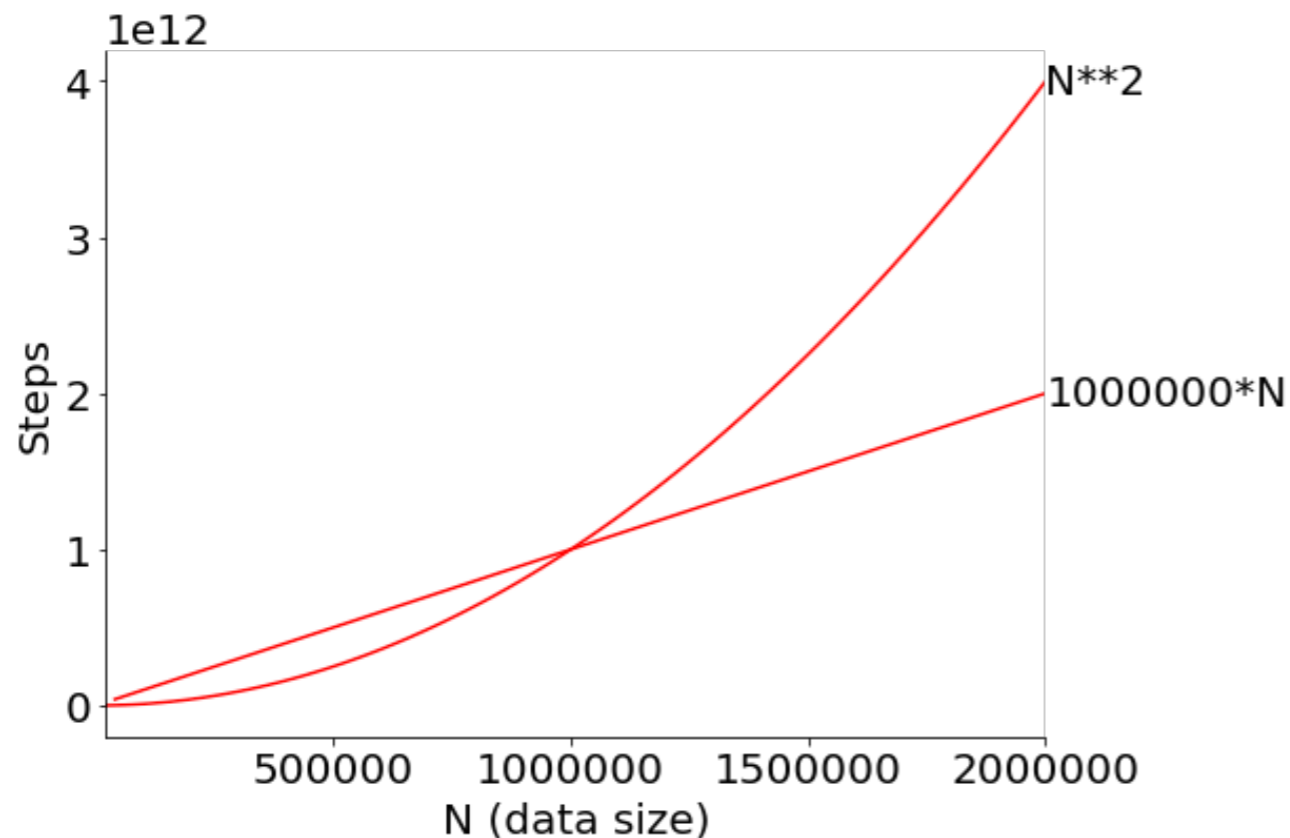
$$100N \in O(N^2)$$

$$N^2 \in O(1000000N)$$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$



$$2N \in O(N)$$

$$100N \in O(N^2)$$

$$N^2 \in O(10000000N)$$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

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which ones
are true?

$$N^2 \in O(N^2 + N + 1)$$

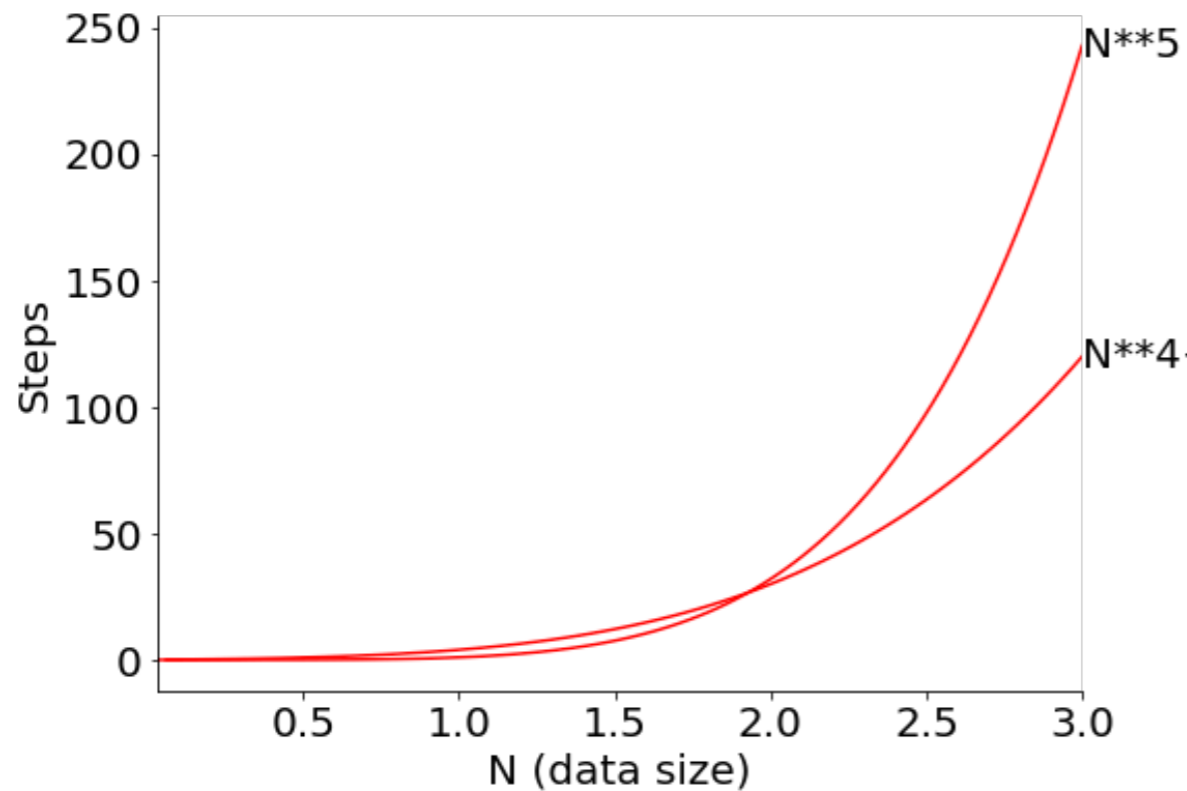
$$N^2 + N + 1 \in O(N^2)$$

$$N^5 \in O(N^4 + N^3 + N^2 + N)$$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$



$$N^2 \in O(N^2+N+1)$$

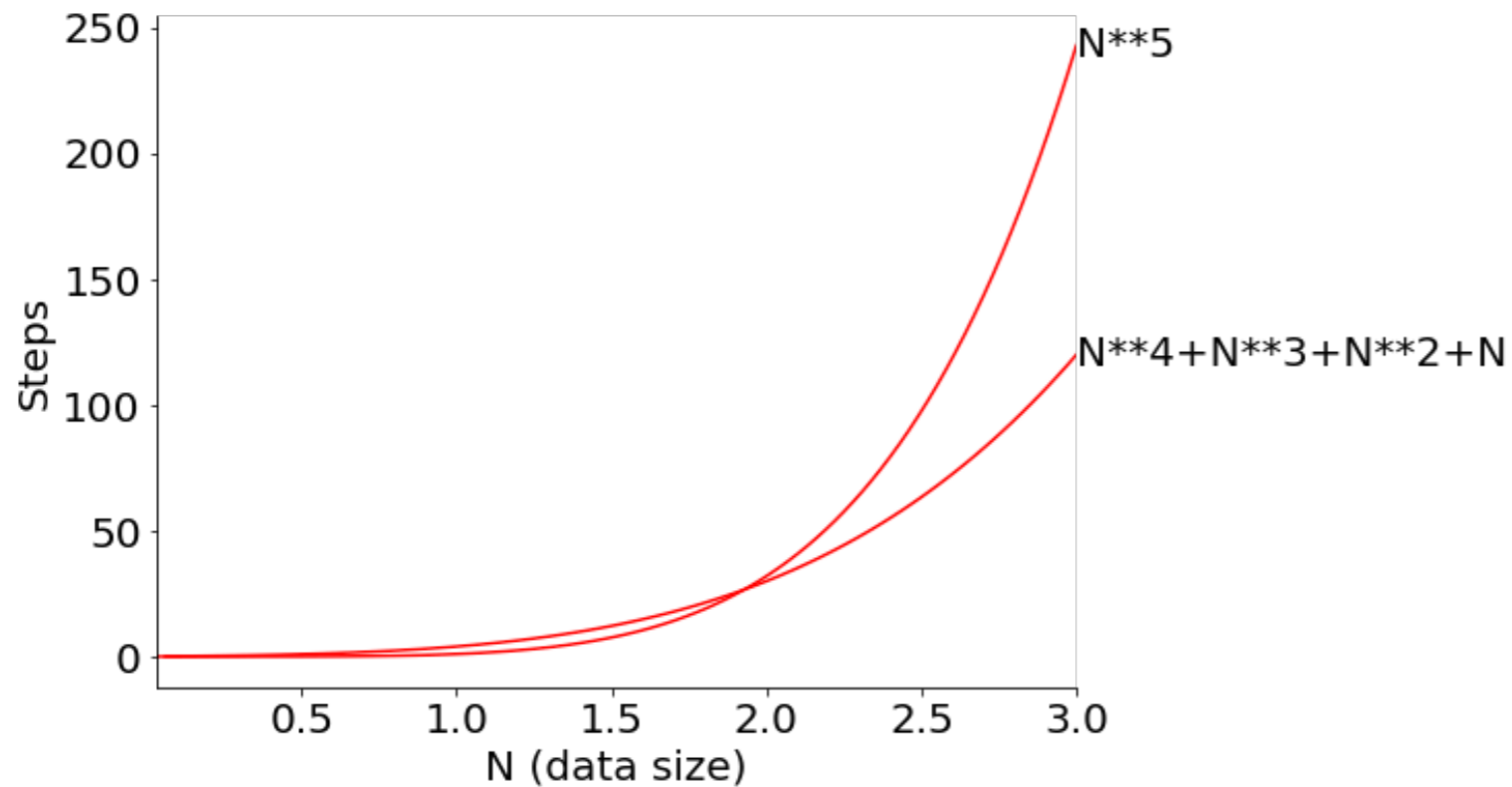
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Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$



simplify when possible

$$N^2 \in O(N^2 + N + 1)$$

$$N^2 + N + 1 \in O(N^2)$$

$$N^5 \in O(N^4 + N^3 + N^2 + N)$$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$

We'll let $f(N)$ be the number of steps that some **Algorithm A** needs to perform for input size N .

When we say **Algorithm A** $\in O(g(N))$,
we mean that $f(N) \in O(g(N))$

Defining Big O

If $f(N) \leq C * g(N)$ for large N values and some fixed constant C

Then $f(N) \in O(g(N))$

STEP

```
odd_count = 0  
odd_sum = 0
```

STEP

```
for num in input_nums:
```

STEP

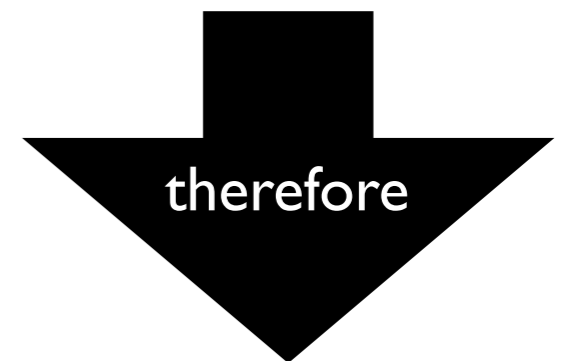
```
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

STEP

```
odd_avg = odd_sum / odd_count
```

$$2*N+3 \leq 3 * N$$

[for big N values]



this code is $O(N)$

For N elements, there will be $2*N+3$ steps

Defining Big O

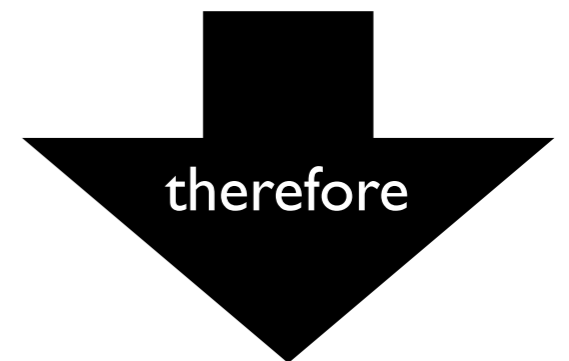
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STEP         odd_sum += num
STEP odd_avg = odd_sum
STEP odd_avg /= odd_count
```

$$4*N+5 \leq 5 * N$$

[for big N values]



this code is $O(N)$

For N elements, there will be between $2*N+5$ and $4*N+5$ steps

Examples

Coding/Plotting Example

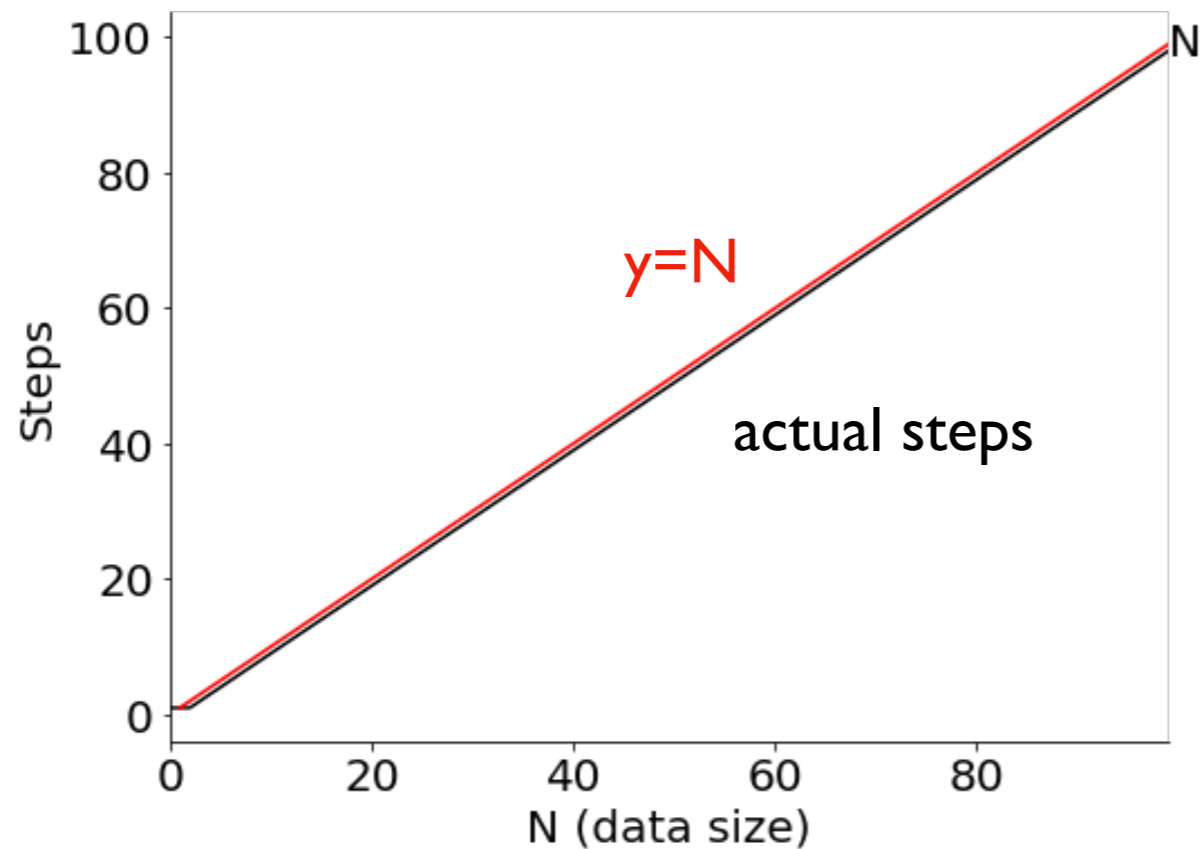
```
def is_prime(N):  
    prime = True  
    for factor in range(2, N):  
        steps += 1  
        if N % factor == 0:  
            prime = False  
    return prime
```

what is the complexity of each function

```
def find_primes(cap):  
    primes = []  
    for i in range(cap+1):  
        if is_prime(i):  
            primes.append(i)  
    return primes
```

Coding/Plotting Example

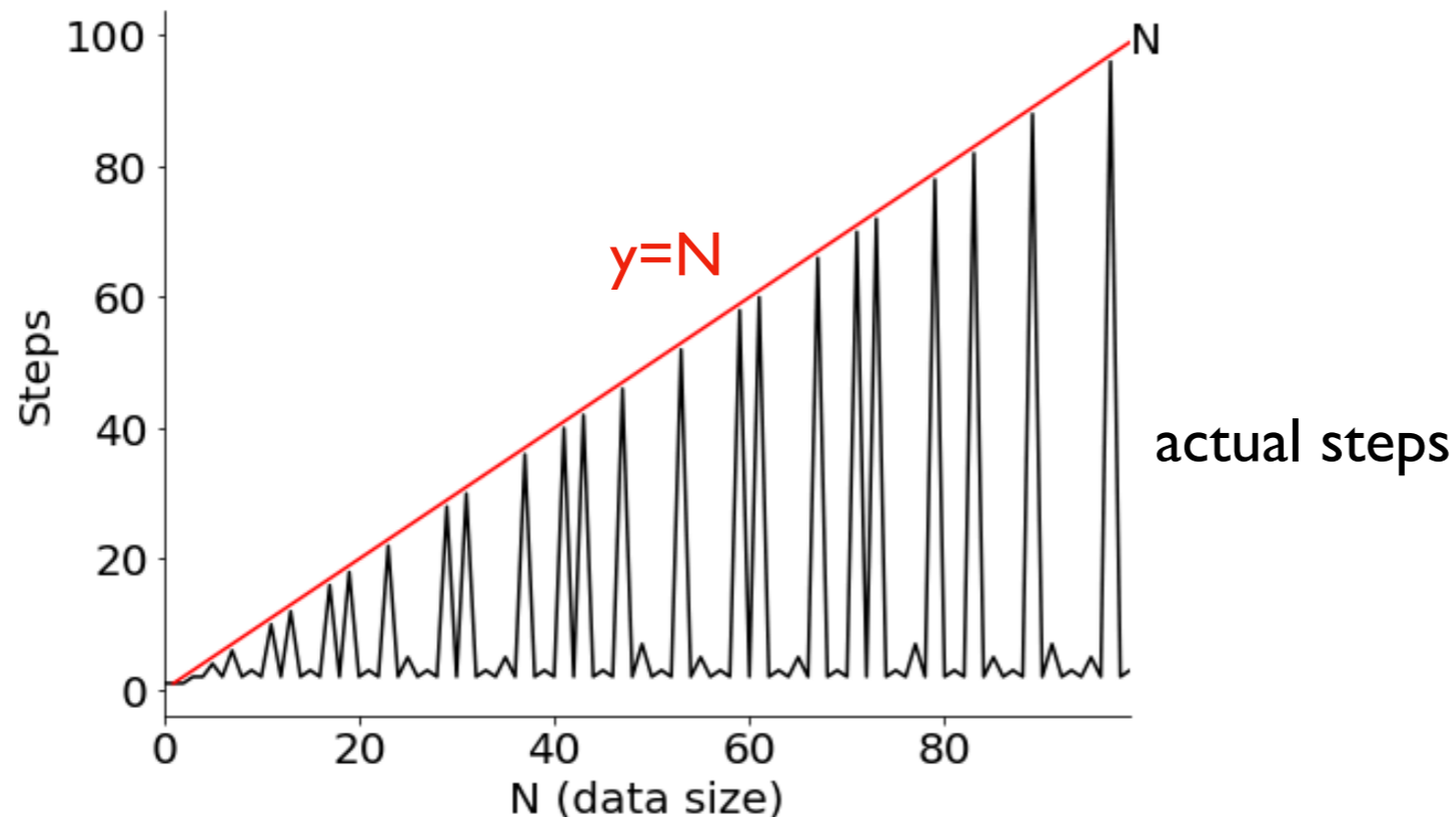
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Coding/Plotting Example

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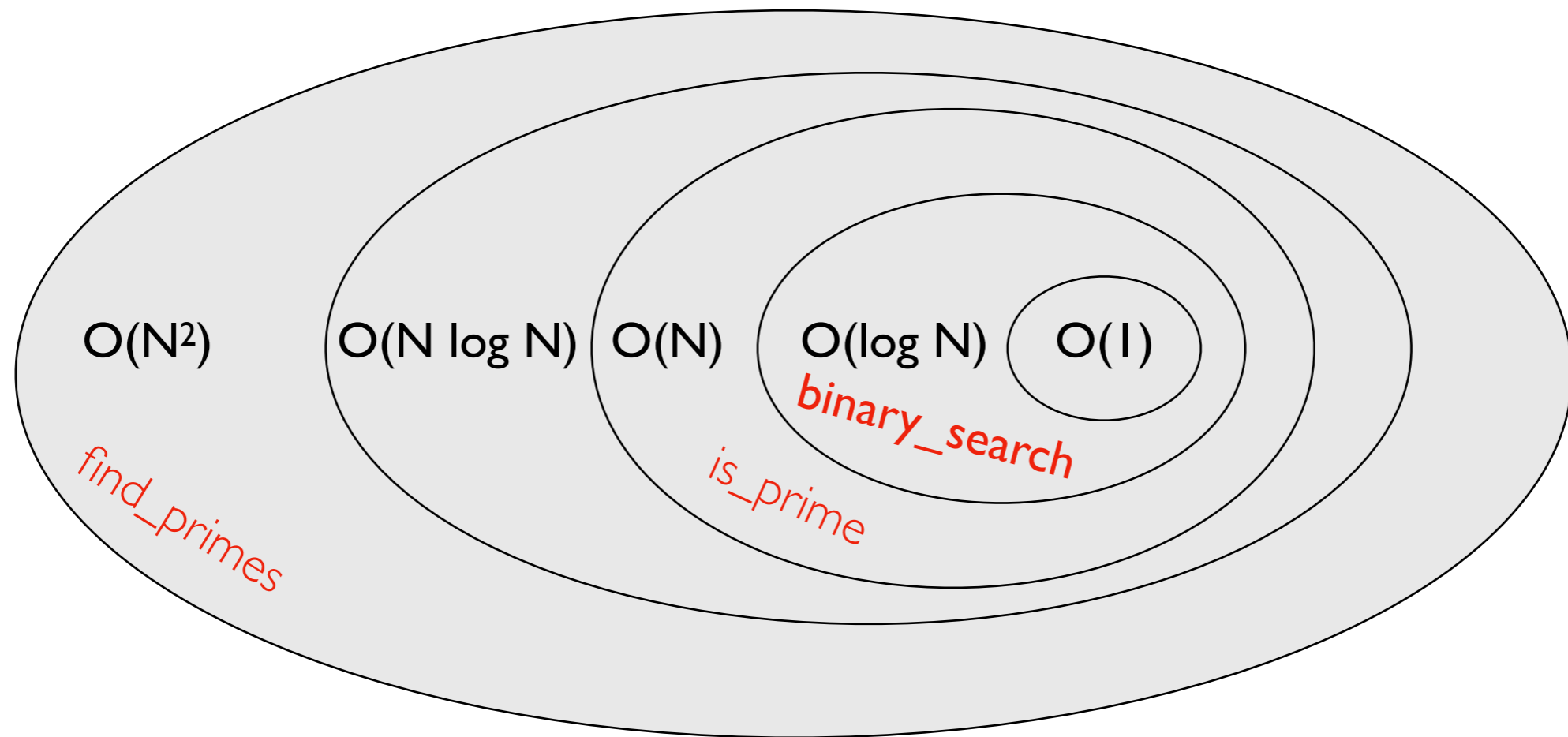
what if we add a break here?



for simplicity, we'll usually do a worst-case analysis, under which this would still be $O(N)$

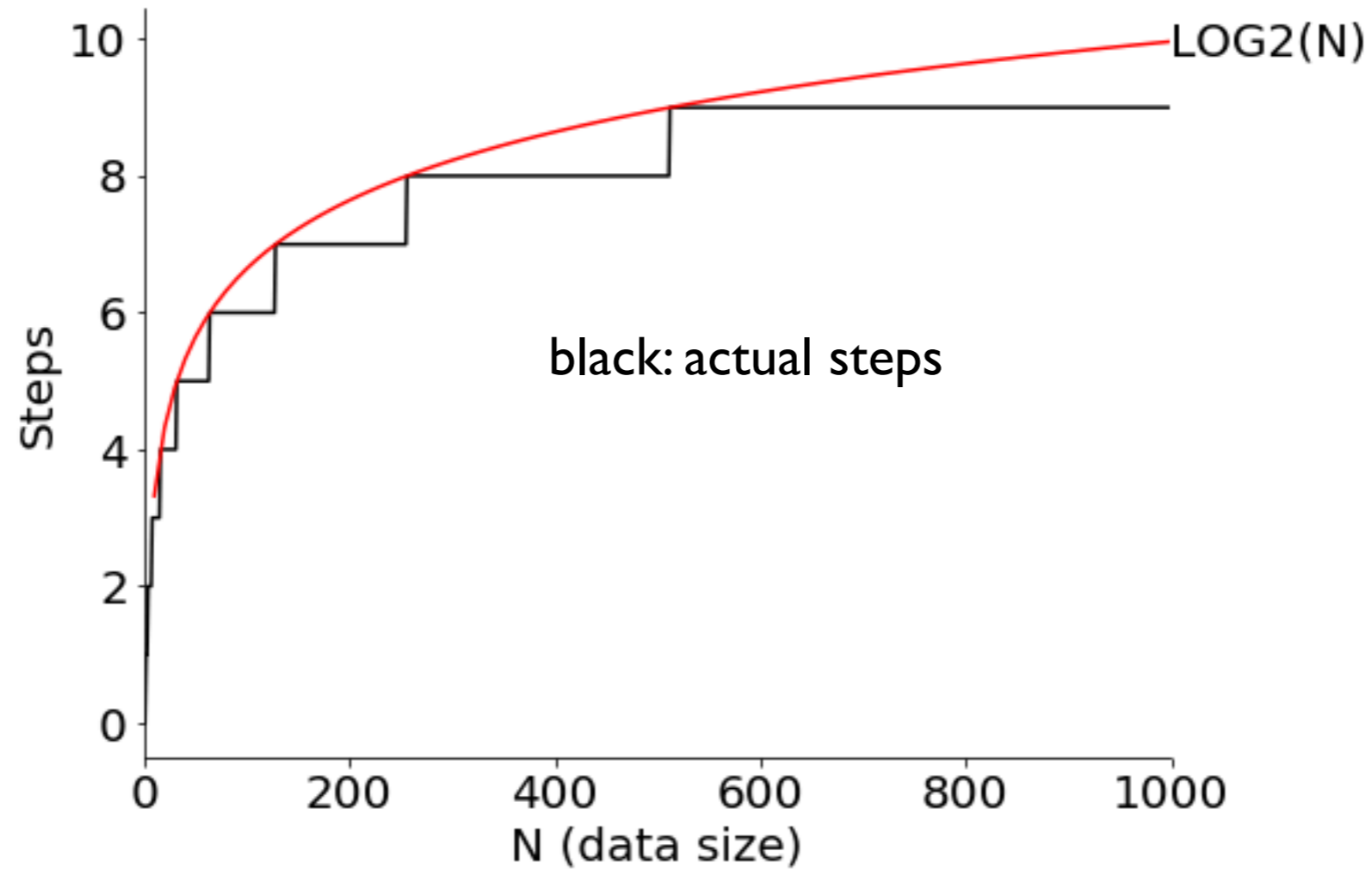
implications for X in L ?

Binary Search: Coding Example

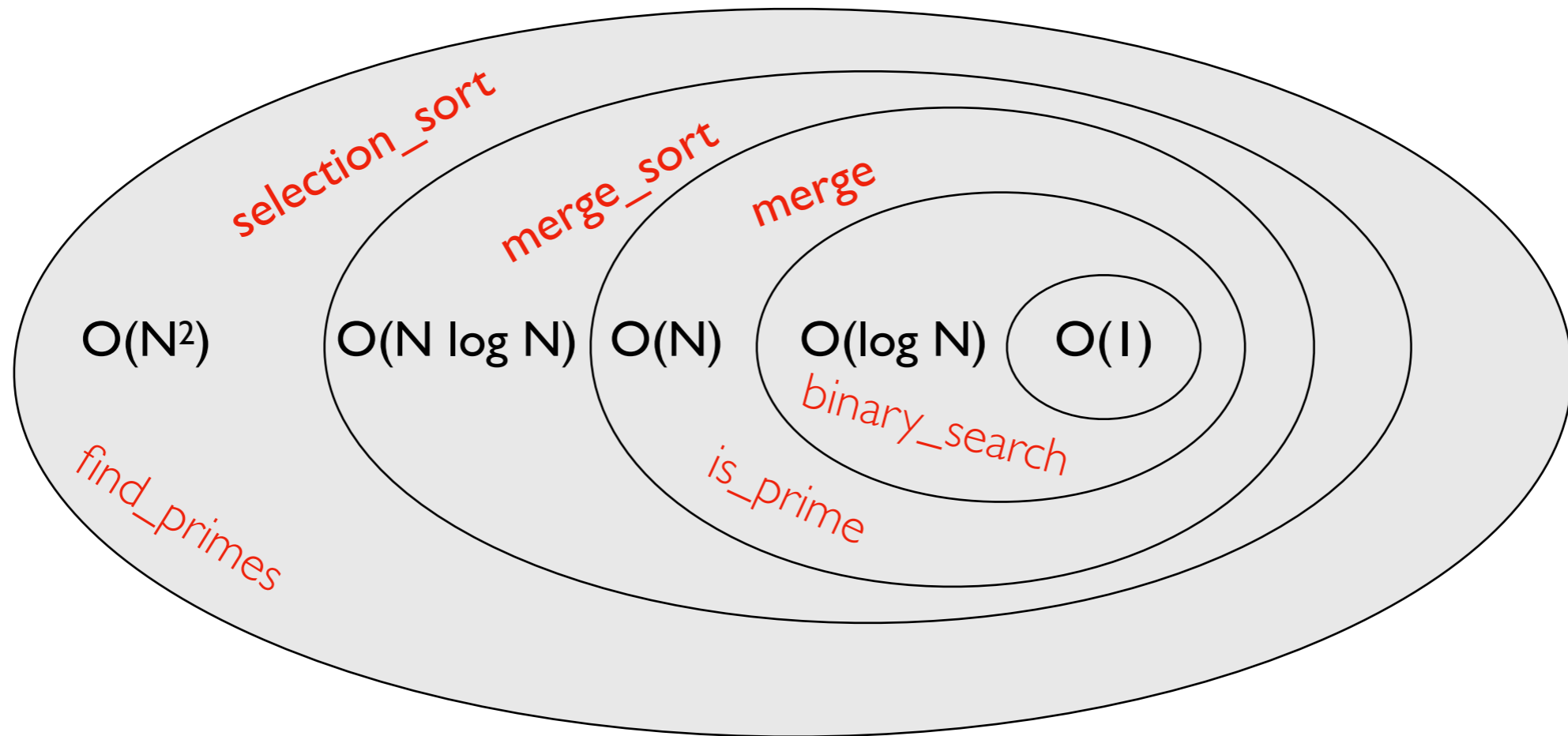


Binary Search

Binary Search: Coding Example



Sorting: Coding Examples



Analysis of Algorithms: Key Ideas

complexity: relationship between input size and steps executed

step: an operation of bounded cost (doesn't scale with input size)

asymptotic analysis: we only care about very large N values for complexity (for example, assume a big list)

worst-case: we'll usually assume the worst arrangement of data because it's harder to do an average case analysis (for example, assume search target at the end of a list)

big O: if $f(N) \leq C * g(N)$ for large N values and some fixed constant C ,
then $f(N) \in O(g(N))$