

# [320] Complexity + Big O

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# Outline

## Performance and Complexity

What is a step?

Counting Executed Steps

Big O: for functions/curves

Big O: for algorithms

# 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

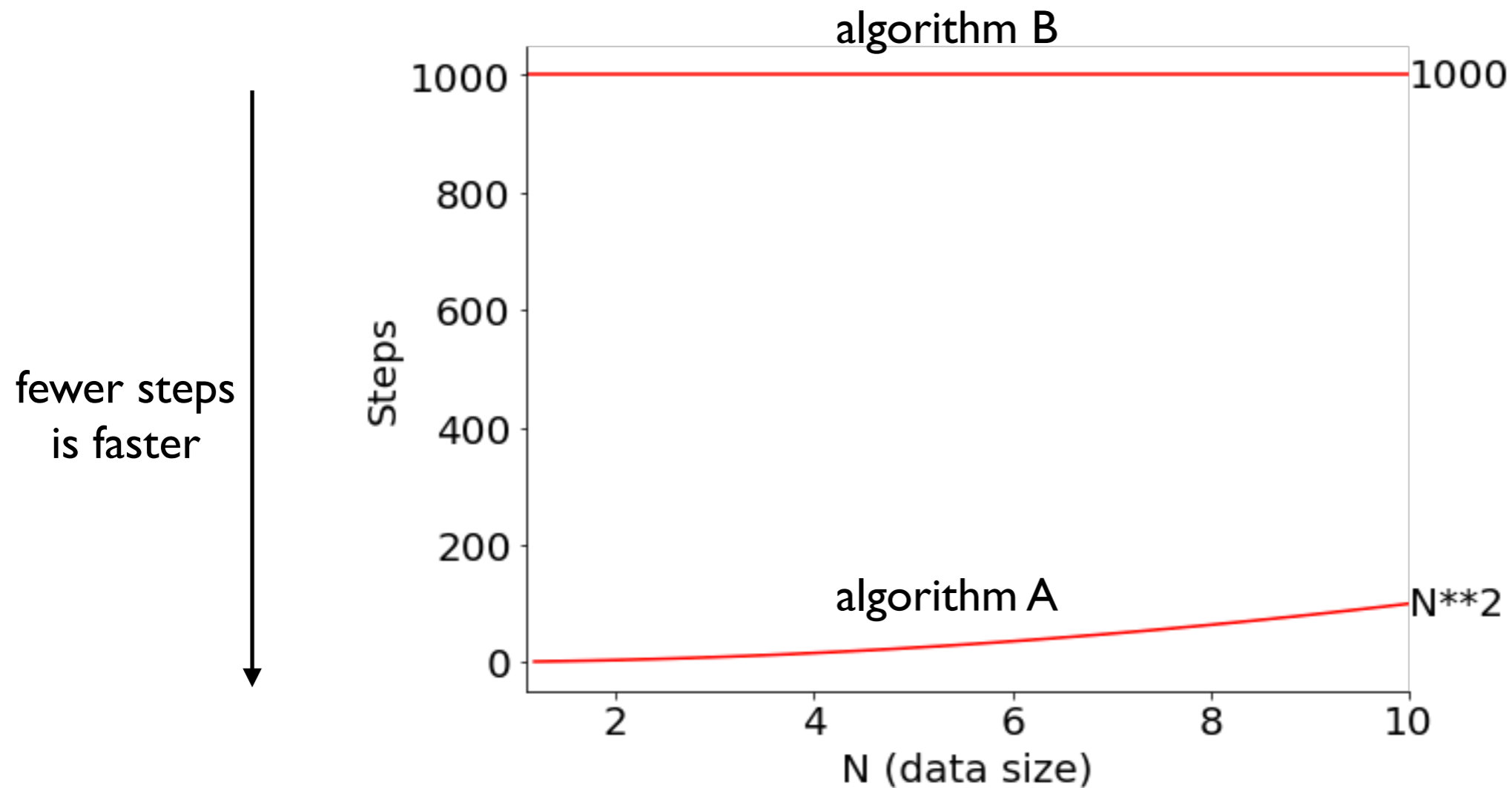
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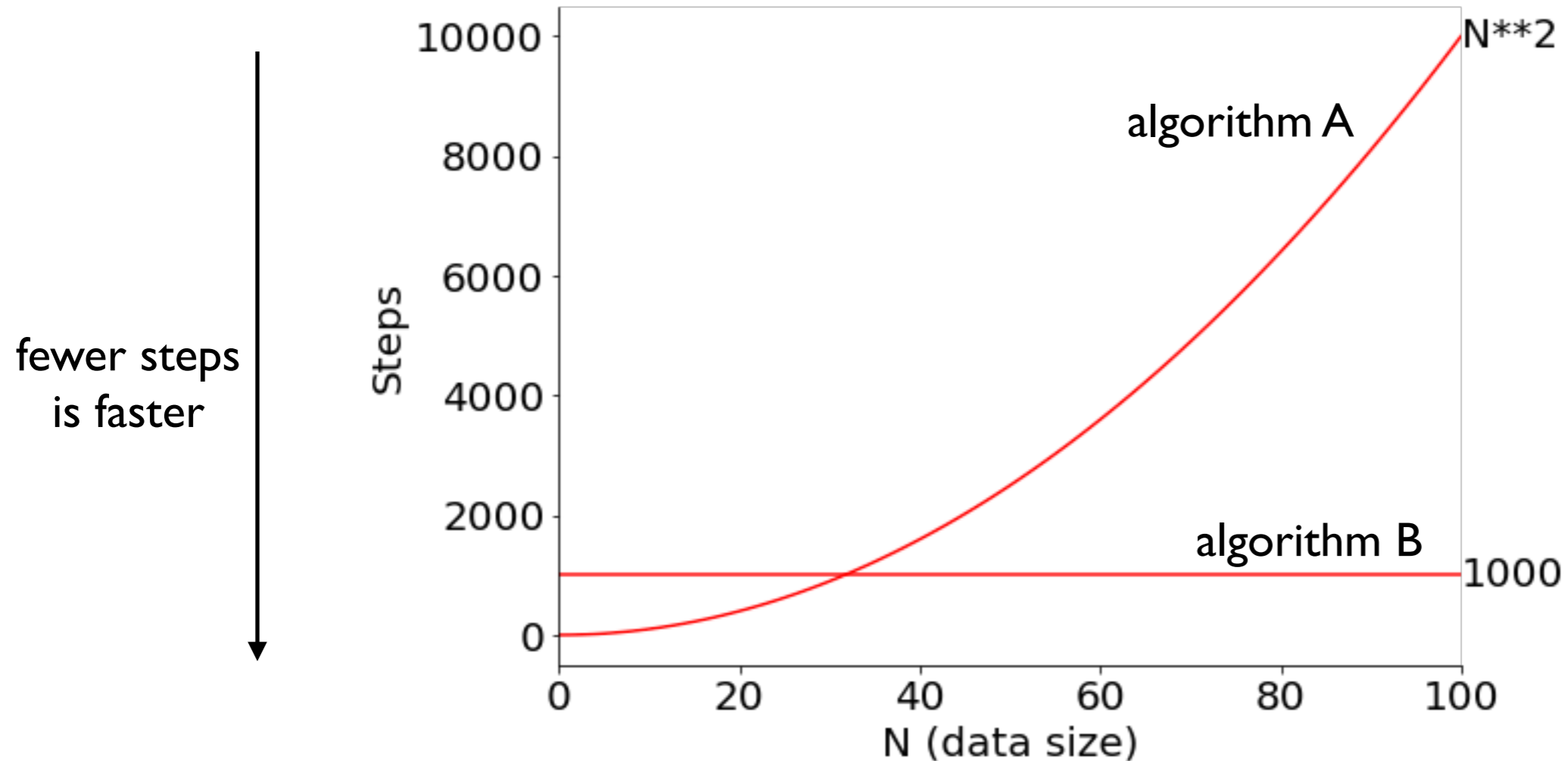
**complexity analysis**: how many steps must the algorithm perform, as a function of input size?

# Which algorithm is better?



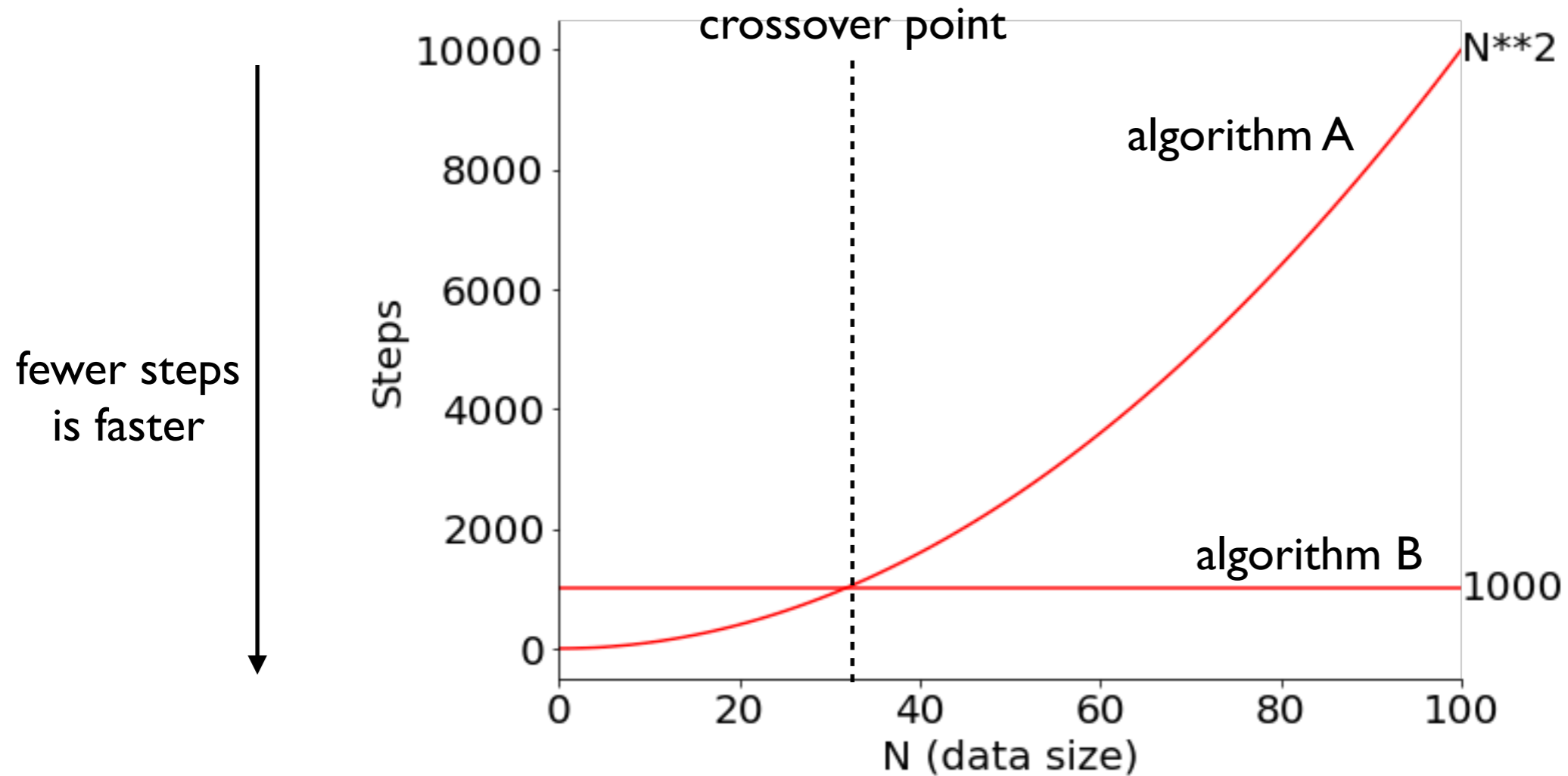
Do you prefer A or B?

# Which algorithm is better?



Do you prefer A or B?

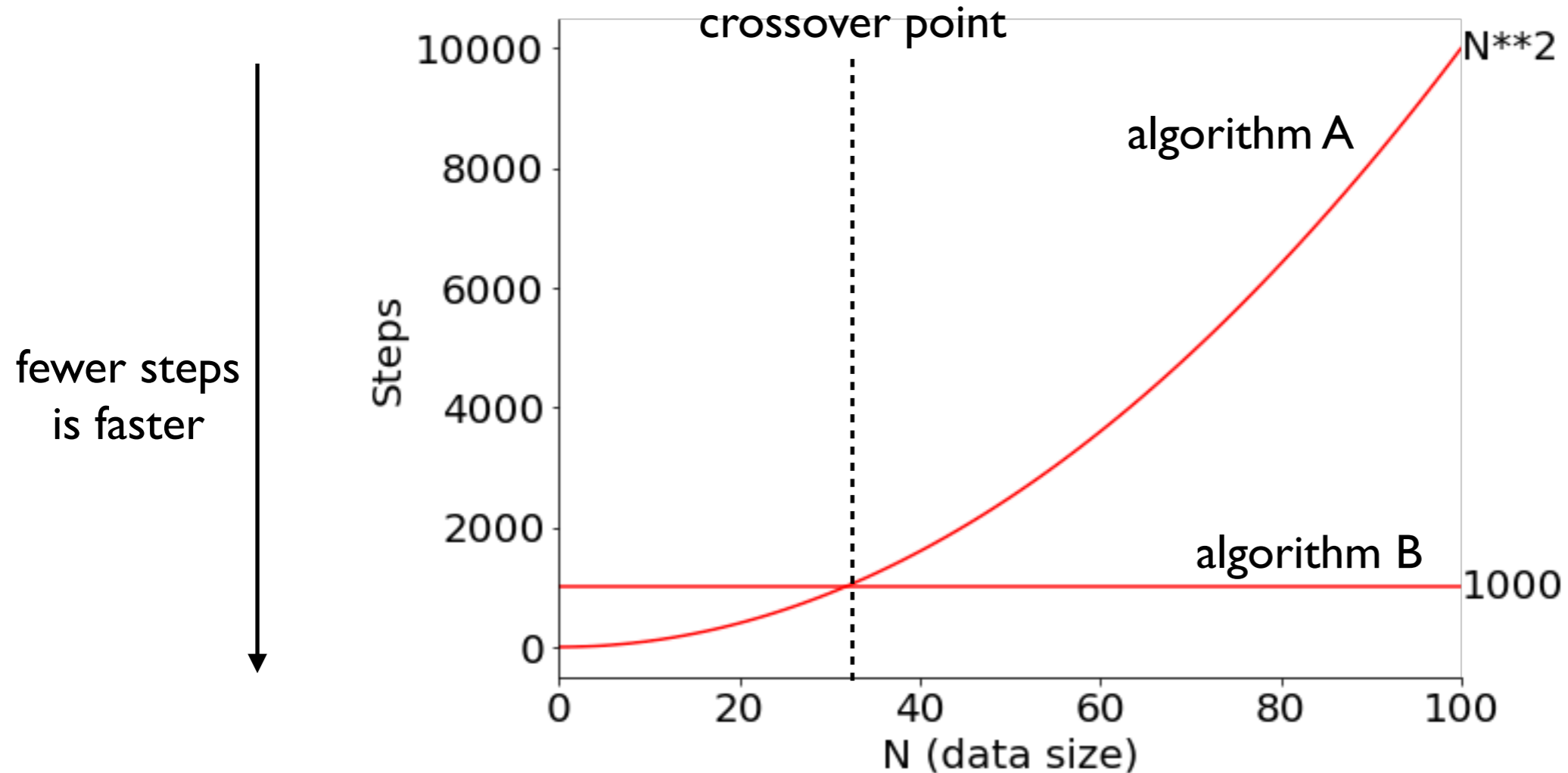
# Which algorithm is better?





# 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)
- 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?



# Outline

Performance and Complexity

What is a step?


Counting Executed Steps

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Big O: for algorithms

# 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?

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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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_avg /= odd_count
```



also a valid  
breakdown  
into steps

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for num in input_nums:
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```
    if num % 2 == 1:
```

STEP

```
        odd_count += 1  
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```

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)

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

```
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for num in input_nums:
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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  
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STEP

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for num in input_nums:
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STEP

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

STEP

```
odd_avg = odd_sum / odd_count
```

???



# What is a step?



"bounded" doesn't mean "fixed"

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)

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input_nums = [2, 3, ...]
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odd_count = 0  
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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)

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

STEP

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

```
odd_avg = odd_sum / odd_count
```

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



# 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)

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input_nums = [2, 3, ...]
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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



Note! A loop that iterates a bounded number of times (not proportional to input size) COULD be a single step.

# Outline

Performance and Complexity

What is a step?

Counting Executed Steps

Big O: for functions/curves

Big O: for algorithms

# 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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input_nums = [2, 3, ...]
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```
for num in input_nums:
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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

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

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```

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

usually we care about  
the worst case

# Counting Executed Steps

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

$$2*N+3$$

answer 1

**OR**

$$4*N+5$$

answer 2

# Counting Executed Steps

A **step** is any unit of work with bounded execution time  
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$$2*N+3$$

answer 1

**OR**

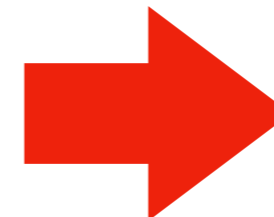
$$4*N+5$$

answer 2

Answer 2 is never bigger than 2 times answer 1.

Answer 1 is never bigger than answer 2.

**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?

# Counting Executed Steps

Worksheet Problem 1

# Outline

Performance and Complexity

What is a step?

Counting Executed Steps

Big O: for functions/curves

Big O: for algorithms

# How fast?

## Documentation

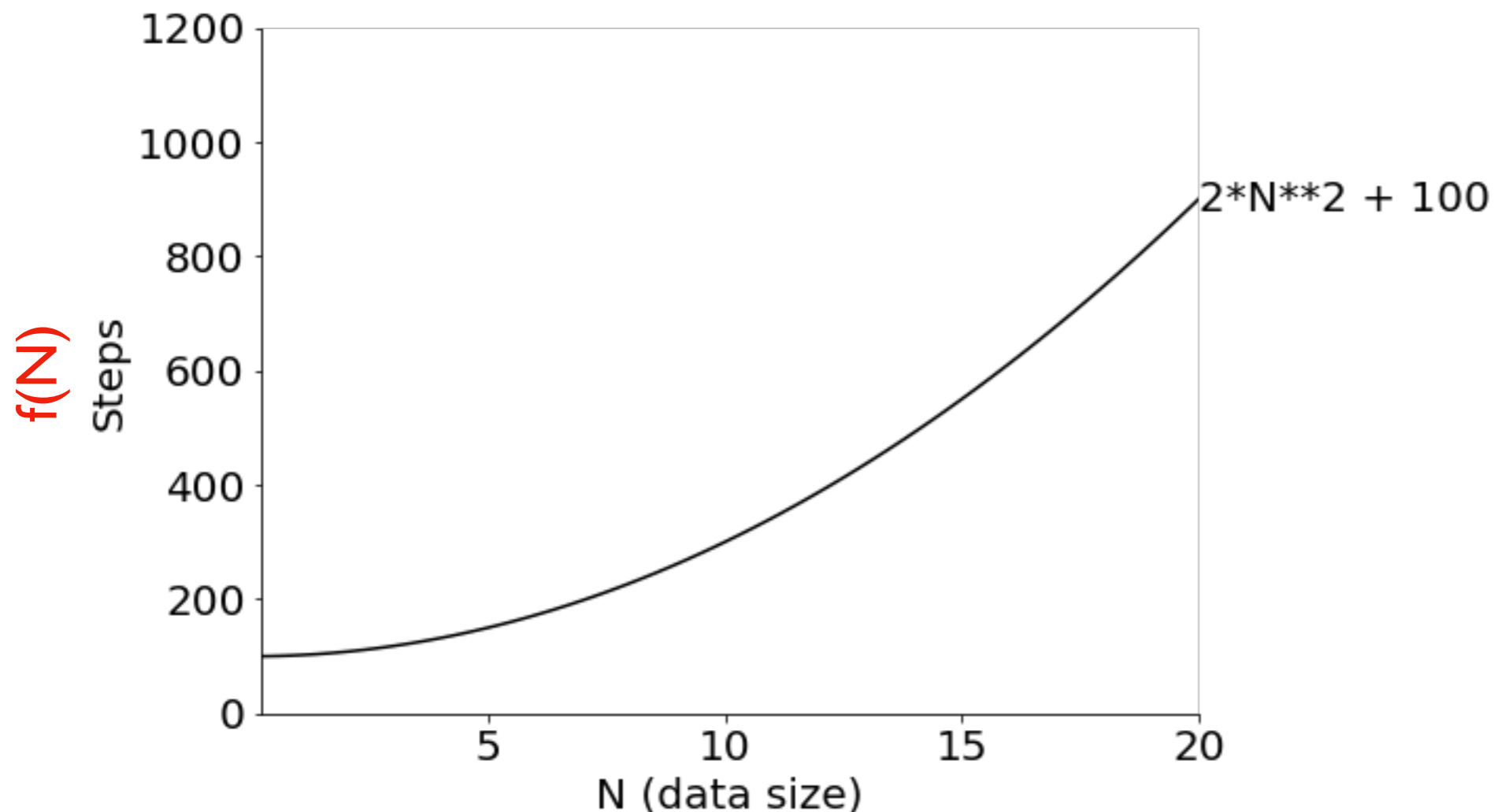
- [https://scikit-learn.org/stable/modules/linear\\_model.html#ordinary-least-squares-complexity](https://scikit-learn.org/stable/modules/linear_model.html#ordinary-least-squares-complexity)
- <https://scikit-learn.org/stable/modules/tree.html#complexity>



# 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 that is an upper bound

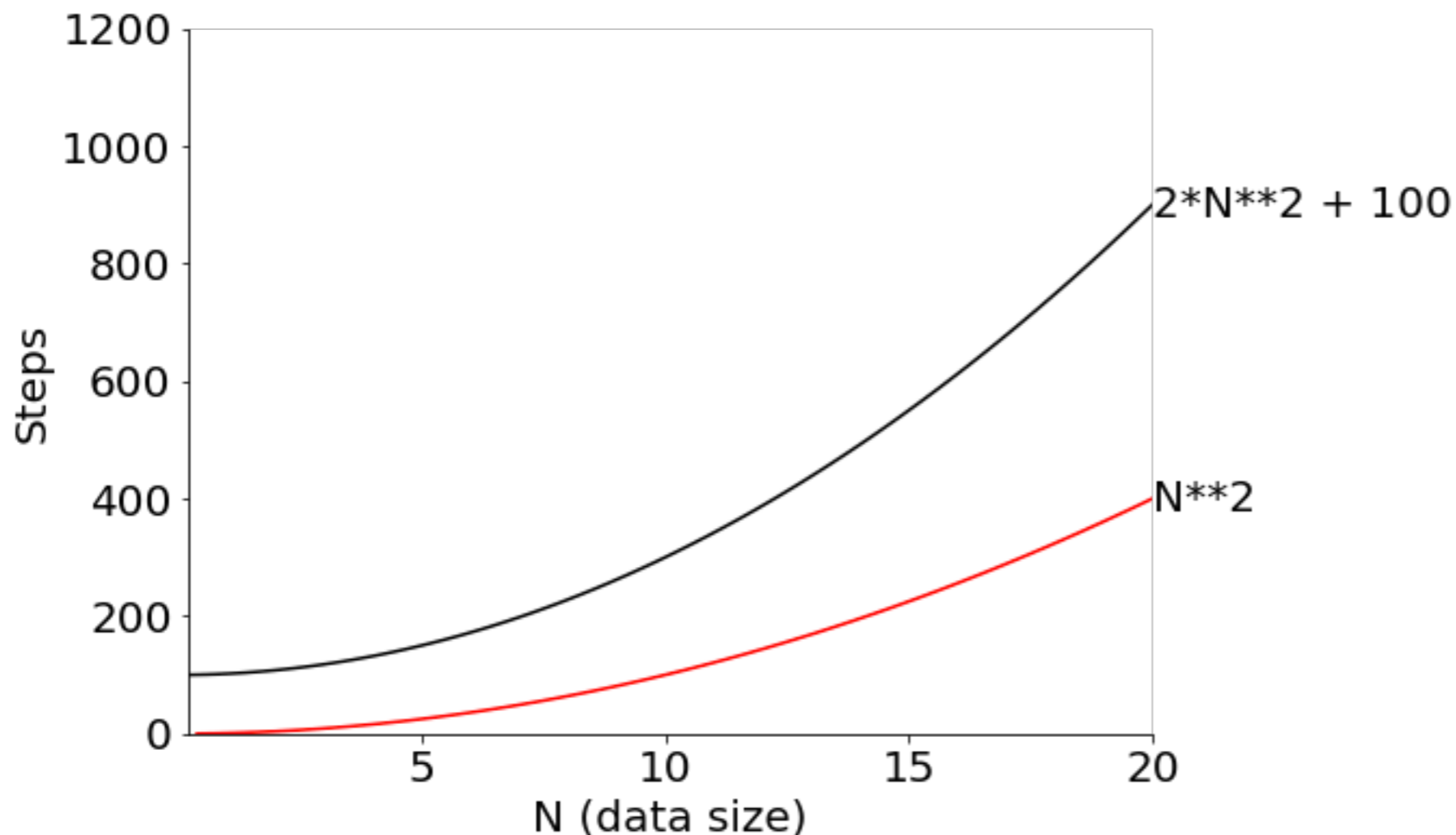


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is an  $O(N^2)$  function

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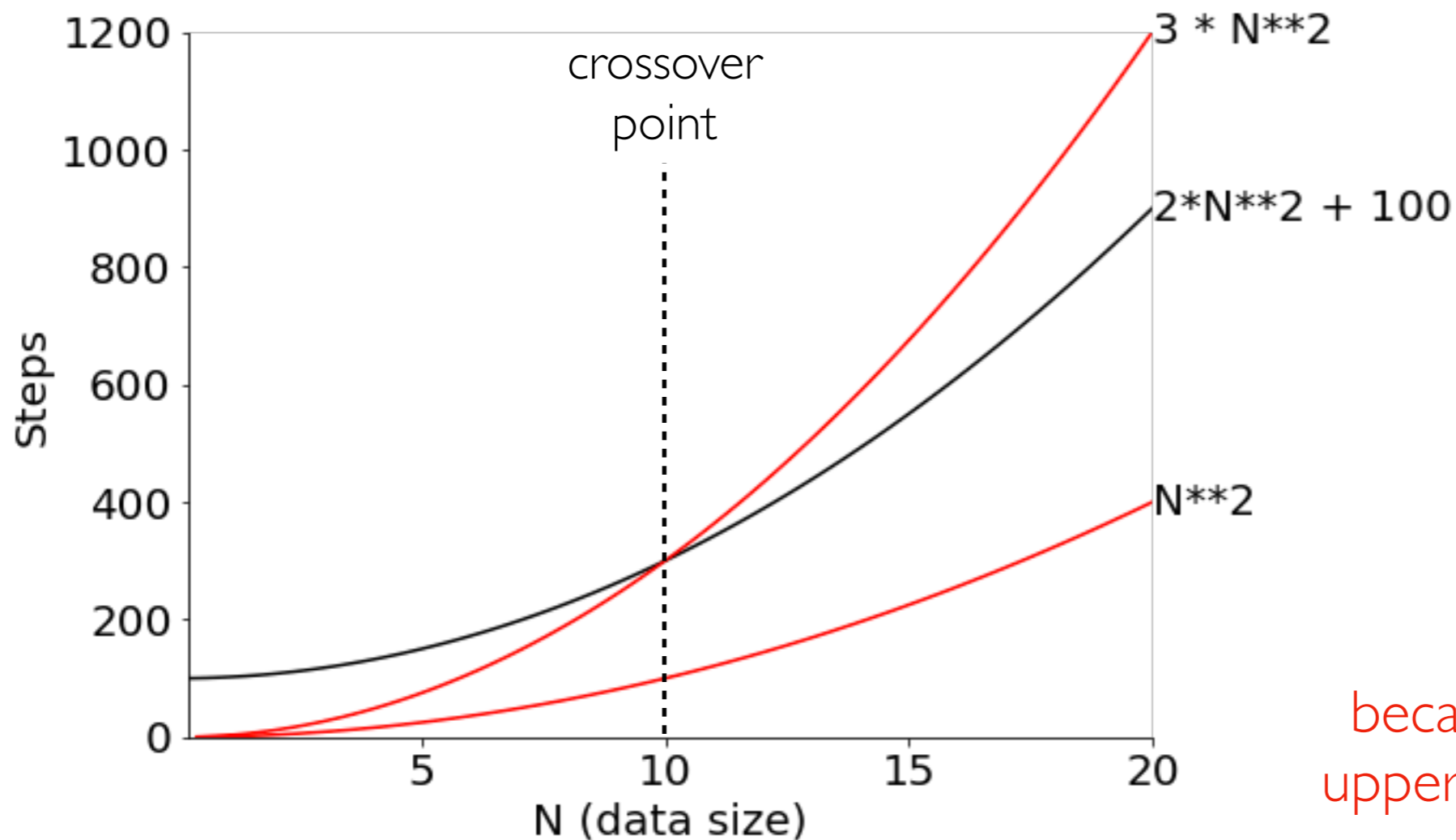
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$f(N) == 2N^2 + 100$   
is an  $O(N^2)$  function

not because  $N^2$   
is an upper bound

because some multiple is an  
upper bound after some point

# Defining Big O

**care** about shape of the curve

**do not care** about small inputs

**do not care** about scale

**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

**care** about shape of the curve

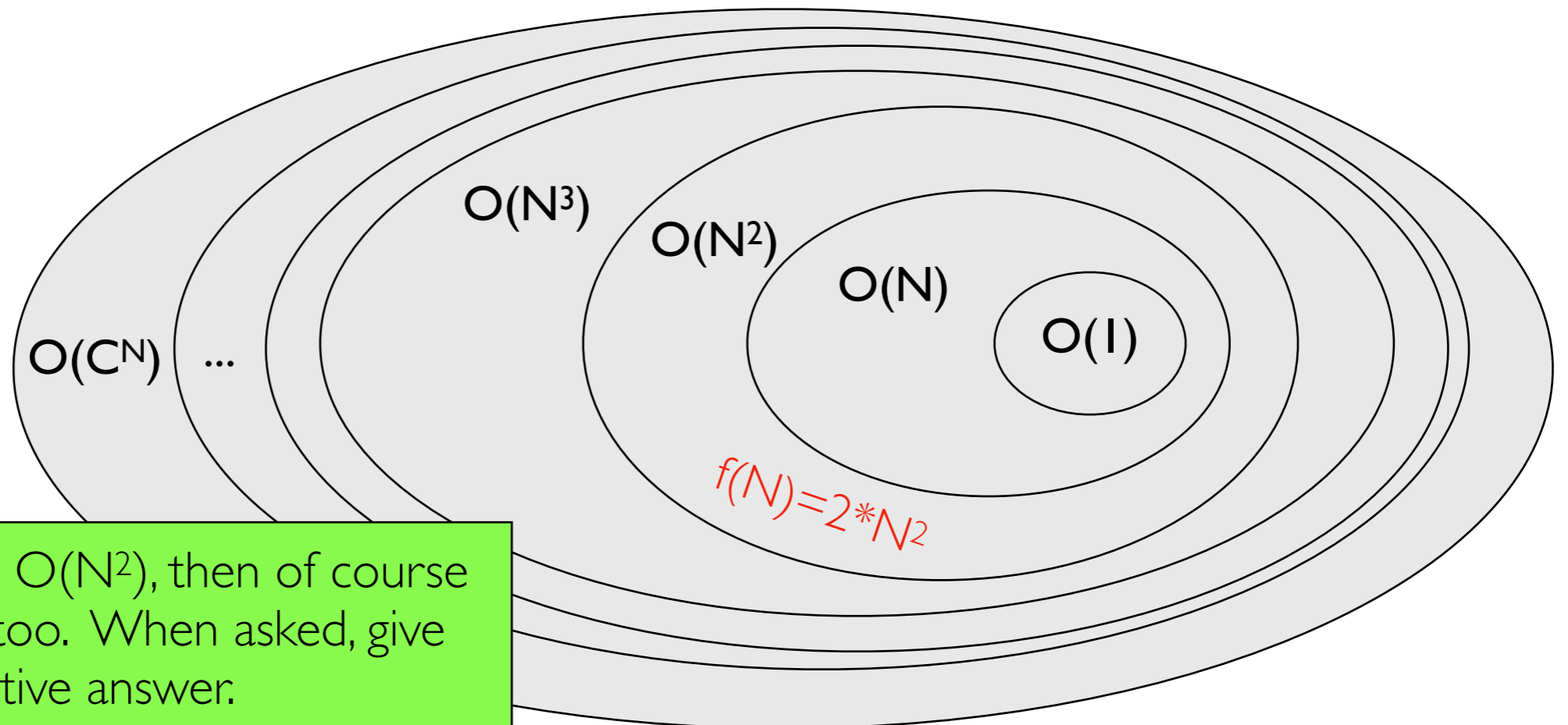
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**Sets**



**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?

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

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

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

# Defining Big O

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

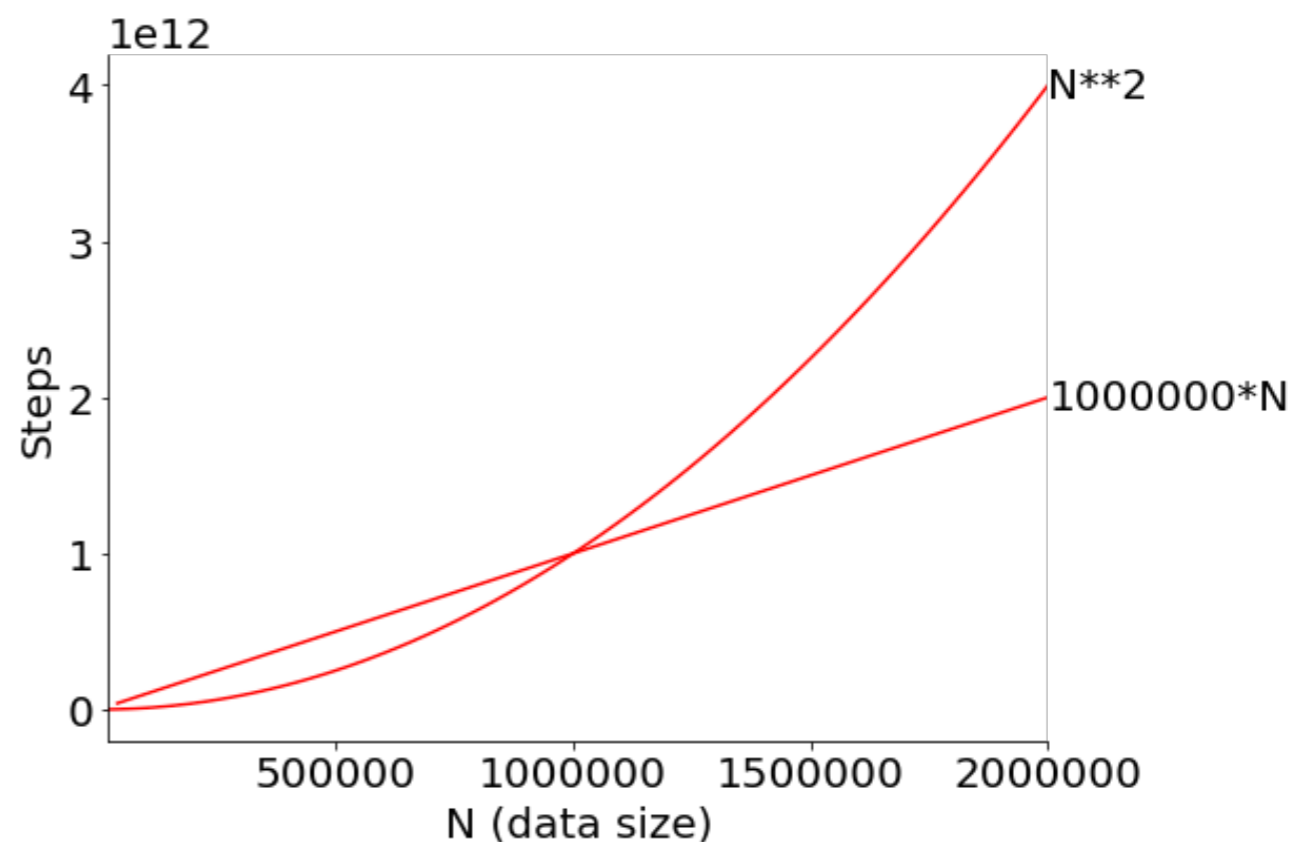
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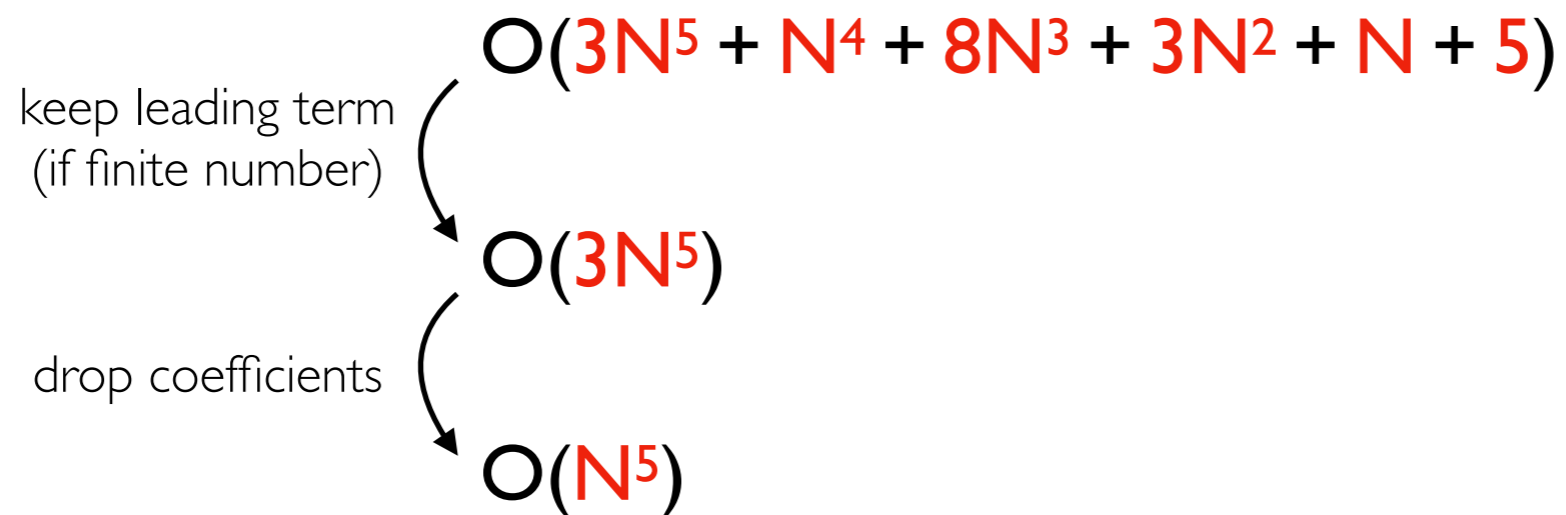
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---

shortcuts





# Defining Big O

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

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---

worksheet: problem 2

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# Defining Big O

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

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

---

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

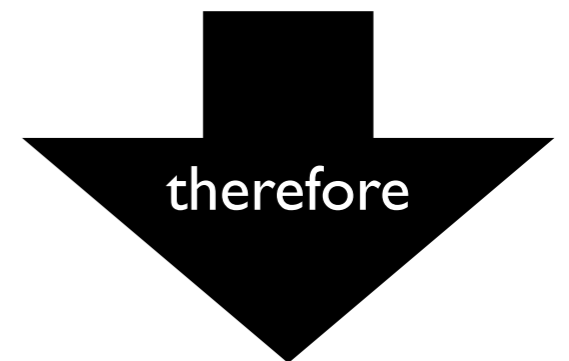
```
    if num % 2 == 1:  
        odd_count += 1  
        odd_sum += num
```

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

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

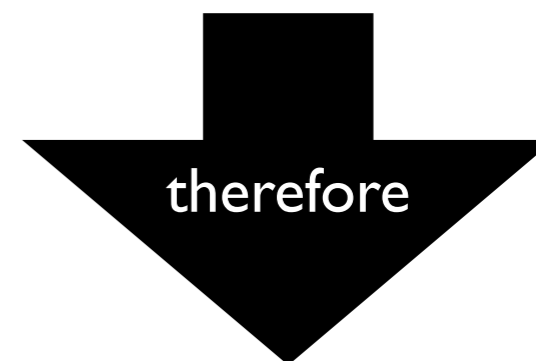
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STEP odd_avg = odd_sum
STEP odd_avg /= odd_count
```

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

[for big N values]



this code is  $O(N)$

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

# Worksheet Practice

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