



# C02 Computational Complexity

Time and Space Complexity  
Algorithm vs Problem Complexity  
Big O Notation  
Examples



# Computational Complexity

Key computational resources:

- **Time**
- **Space**
- Energy, communications, I/O, samples...

Computational complexity is the study of how problem size affects resource consumption (how it *scales*). Distinguish:

- **Algorithm Complexity:** for a given algorithm / implementation
- **Problem Complexity:** for *any* algorithm that solves the problem
  - Inherit difficulty of the problem (Computational Complexity Theory)

# Algorithm Complexity

- Identify  $n$ , the number that characterizes the problem size.
  - Number of pixels on screen
  - Number of elements to be sorted
  - etc.
- Study the algorithm to determine how resource consumption changes as a function of  $n$ .
- The *content* of the input, not just its size, can be important. Can study:
  - **Worst** case (the worst input of size  $n$ )
  - **Best** case (the best input of size  $n$ )
  - **Average** case (average of distribution of inputs of size  $n$ )
  - **Amortized** analysis (amortized cost over a sequence of  $n$  typical operations)
    - Useful for an operation with state that occasionally has an expensive step

# Big O Notation

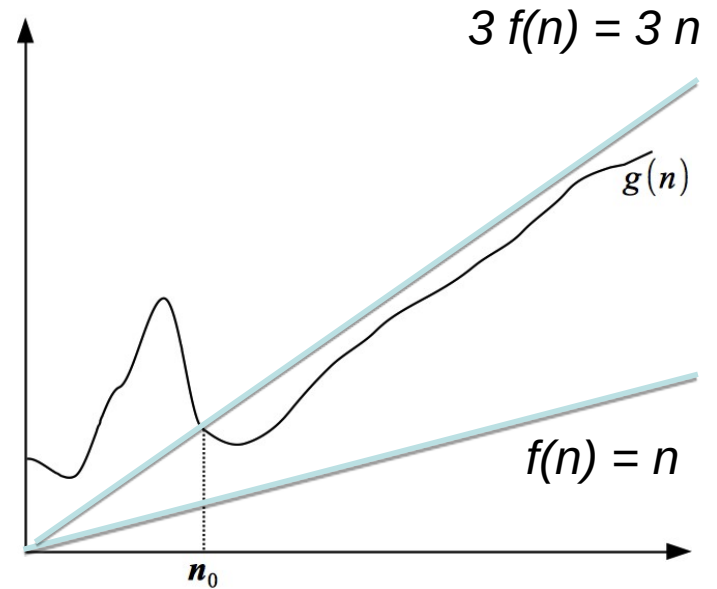
Suppose we have a problem of size  $n$  that takes  $g(n)$  time to execute in the average case.

We say:

$$g(n) \in O(f(n))$$

iff there exists constants  $c > 0$  and  $n_0 > 0$  such that for all  $n > n_0$ :

$$g(n) \leq c \times f(n)$$



# Time complexity

In analysis of algorithm time complexity, we are interested in the number of “**elementary operations/statements**” (not  $\mu\text{s}$ ).

- Simple statements are constant time.
- Remember the factor  $c$  in  $O(f(n))$ .
- Beware: Library/subroutine calls can have arbitrary complexity.

# Summing a List

Consider summing a list of size  $n$ ...

```
public int sum(ArrayList<Integer> list) {  
    int rtn = 0;  
    for (var i: list) {  
        rtn += i;  
    }  
    return rtn;  
}
```

Linear time,  $O(n)$

# Minimum Difference

Note:  $n - 1 + n - 2 + \dots + 2 + 1 = n(n - 1)/2$

```
public int minDiff(ArrayList<Integer> values) {  
    int min = Integer.MAX_VALUE; 1  
    for (int i = 0; i < values.size(); i++) { n  
        for (int j = i + 1; j < values.size(); j++) { n(n - 1)/2  
            int diff = values.get(i) - values.get(j); n(n - 1)/2  
            if (Math.abs(diff) < min) n(n - 1)/2  
                min = Math.abs(diff); n(n - 1)/2  
        }  
    }  
}
```

$$\begin{aligned} S(n) &= 1 + n + 4 \frac{n(n - 1)}{2} \\ &= 1 + n + 2n^2 - 2n \\ &= 2n^2 - n + 1 \in O(n^2) \end{aligned}$$

# More Examples

- Constant  $O(1)$ 
  - Time to perform an addition
- Logarithmic  $O(\log(n))$ 
  - Time to find an element in a B-Tree (self-balancing tree)
- Linear  $O(n)$ 
  - Time to find an element within a list
- $O(n \log(n))$ 
  - Average time to sort using mergesort
- Quadratic  $O(n^2)$ 
  - Time to compare  $n$  elements with each other pair-wise



# Example: Greatest Up To

Find the greatest element  $\leq x$  in an unsorted sequence of  $n$  elements (or else return `null`).

Two approaches:

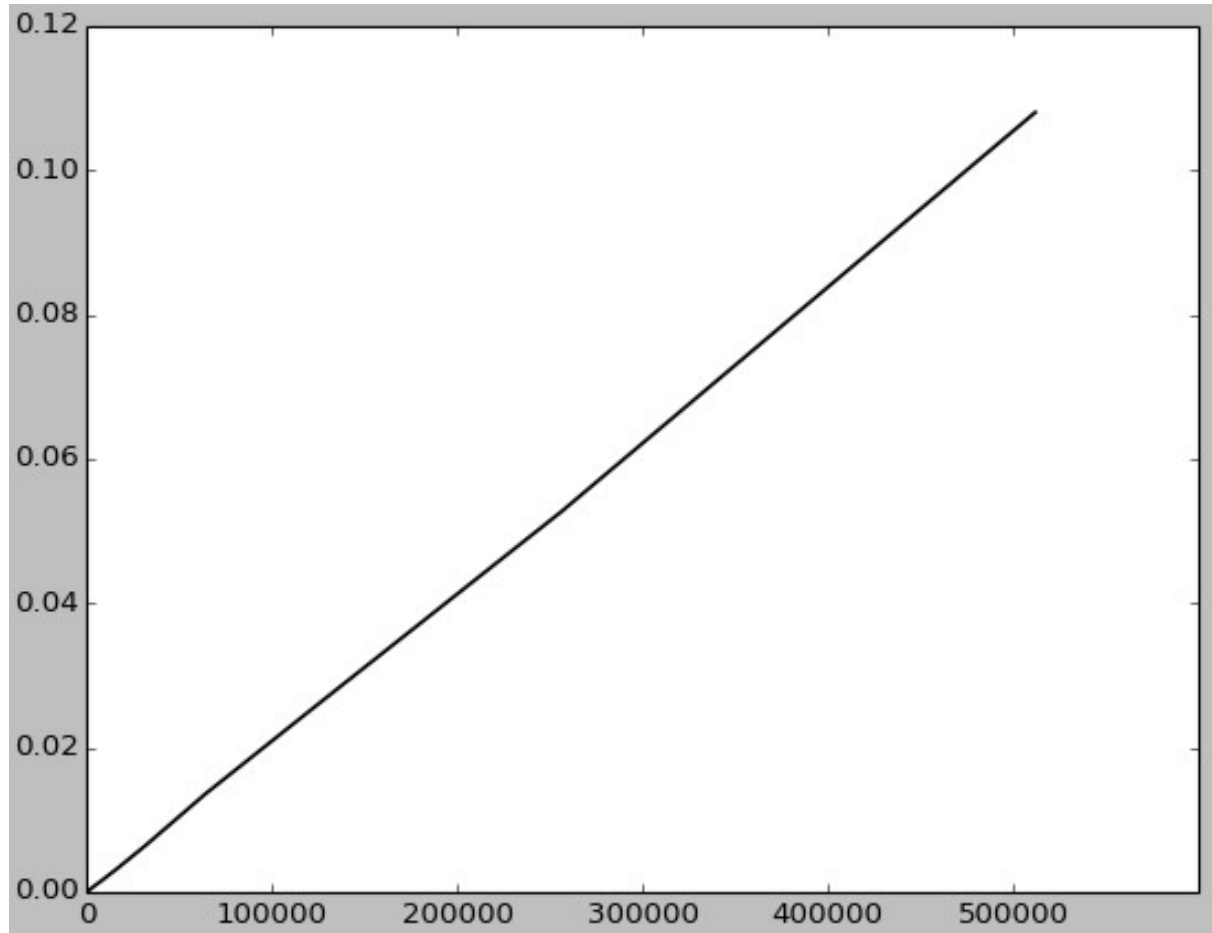
- a) search the unsorted sequence; or
- b) first sort the sequence, then search the sorted sequence.

# Unsorted Greatest Up To

```
static Integer unsortedFind(int x, List<Integer> uList) {  
    Integer best = null;  
    for (var e : uList) {  
        if (e == x)  
            return e;  
        if (e <= x && (best == null || e > best))  
            best = e;  
    }  
    return best;  
}
```

## Analysis

- If we're lucky, `uList[0] == x`.
- Worst case?
  - `uList = {x - n, ..., x - 2, x - 1}`
  - $f(n) = 6n$ , so  $O(n)$

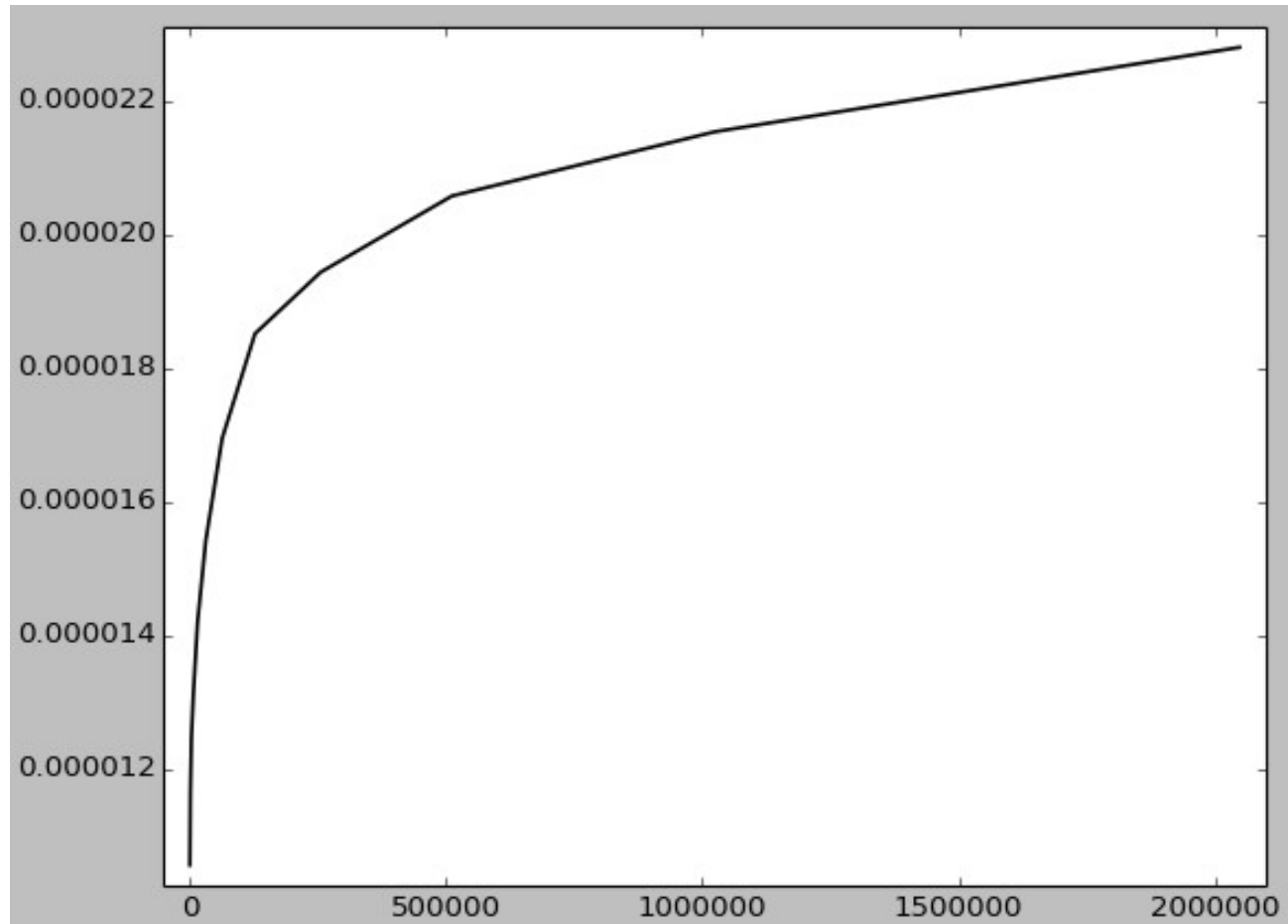


# Sorted Greatest Up To

```
static Integer sortedFind(int x, ArrayList<Integer> sList) {
    if (sList.isEmpty() || sList.get(0) > x)
        return null;
    int lower = 0;
    int upper = sList.size(); // one past the end
    while (upper - lower > 1) {
        int mid = (lower + upper) / 2;
        if (sList.get(mid) <= x)
            lower = mid;
        else
            upper = mid;
    }
    return sList.get(lower);
}
```

## Analysis

- How many iterations of the loop?
- Initially,  $upper - lower = n$ .
- The difference is halved in every iteration.
- Can halve it at most  $\log_2(n)$  times before it becomes 1.
- $f(n) = a \log_2(n) + b$ , so  $O(\log(n))$ .



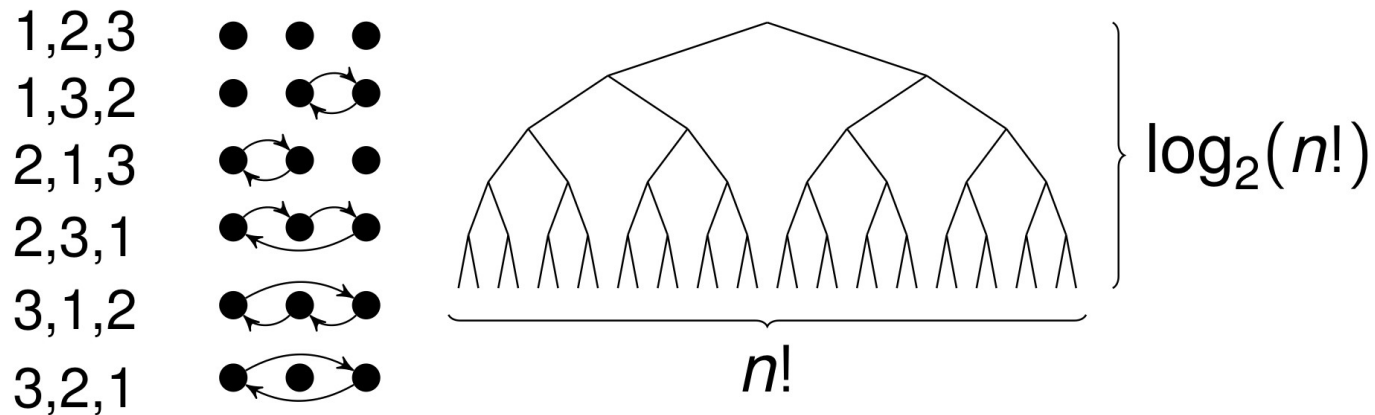


# Problem complexity

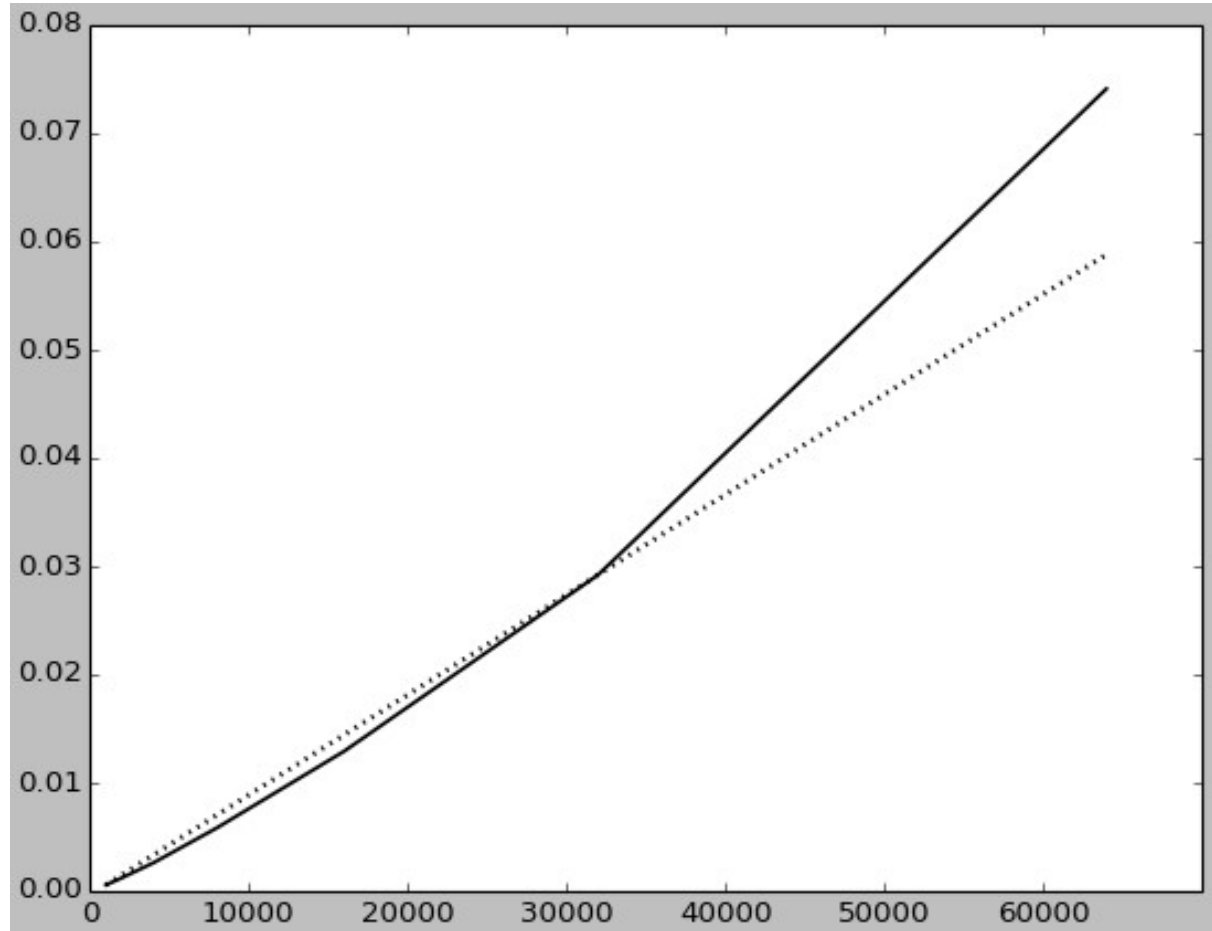
The complexity of a **problem** is the resources (time, memory, etc) that any algorithm *must* use, in the worst case, to solve the problem, as a function of instance size.

# How fast can you sort?

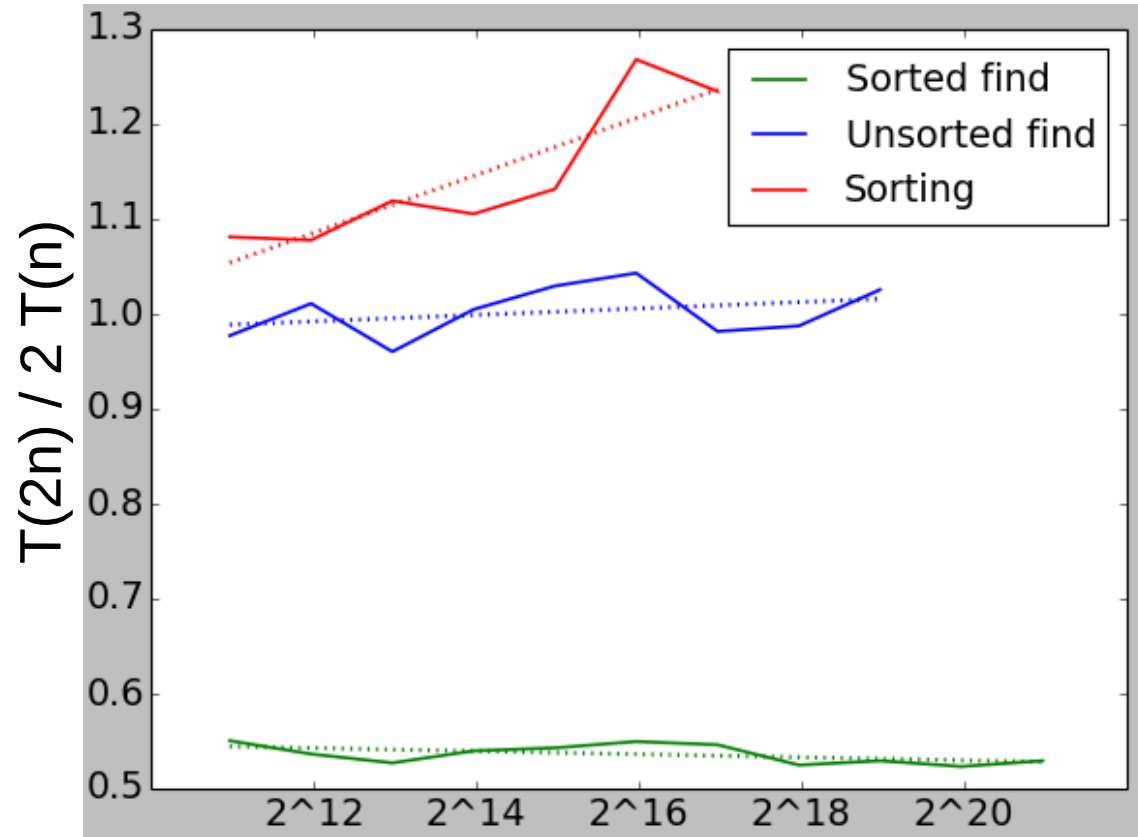
Any sorting algorithm that uses only pair-wise comparisons needs  $O(n \log(n))$  comparisons in the worst case.



$$\log(n!) = \log(1) + \log(2) + \dots + \log(n) \leq n \log(n) \text{ for large enough } n.$$



# Rate of Growth



# Caution

“Premature optimization is the root of all evil in programming.”

(C.A.R. Hoare)

Scaling behaviour becomes important when problems become large, or when they need to be solved very frequently.