

# 15-112

## Fundamentals of Programming

Week 3 - Lecture 2:  
Intro to efficiency + Big O

# Principles of good programming

## Correctness

Your program does what it is supposed to.

Handles all cases (e.g. invalid user input).

## Maintainability

Readability, clarity of the code.

Reusability for yourself and others


(proper use of functions/methods and *objects*)

→ programs that are easy to handle and debug.

## Efficiency

In terms of running time and memory space used.

# The Plan

- 
- > How to properly measure running time
  - > Searching a given list
    - Linear search
    - Binary search
  - > Big-Oh notation

# Motivating example: searching a list

Given a list of integers, and an integer, determine if the integer is in the list.

3	1	9	4	0	8	7	6	2	5
---	---	---	---	---	---	---	---	---	---

↑  
6

How many steps in the algorithm?

# Motivating example: searching a list

Given a list of integers, and an integer, determine if the integer is in the list.

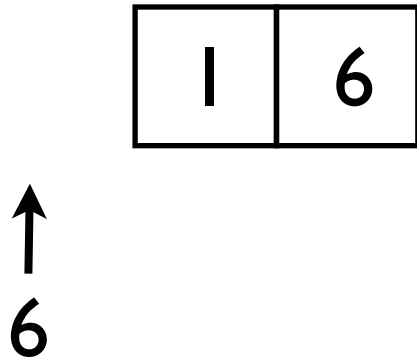
6	1	9	4	0	8	7	3	2	5
---	---	---	---	---	---	---	---	---	---

↑  
6

How many steps in the algorithm?

# Motivating example: searching a list

Given a list of integers, and an integer, determine if the integer is in the list.



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↑  
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How many steps in the algorithm?

running time of an algorithm depends on:

- size of input (e.g., size of the list)
- the values in the input

# Measuring running time

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- the values in the input



# Measuring running time

running time of an algorithm depends on:

- size of input (e.g., size of the list)
- the values in the input

size of the list:

Want to know running time with respect to any list size.

$N$  = list size

Measure running time as a function of  $N$ .

# Measuring running time

running time of an algorithm depends on:

- size of the list (size of input)
- the values in the input

the values in the input:

Measure running time with respect to *worst input*.

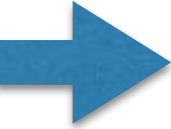
*worst input* = input that leads to most number of steps

# Measuring running time

## How to properly measure running time

- > Input length/size denoted by  $N$  (and sometimes by  $n$ )
  - for **lists**:  $N$  = number of elements
  - for **strings**:  $N$  = number of characters
  - for **ints**:  $N$  = number of digits
- > Running time is a function of  $N$ .
- > Look at worst-case scenario/input of length  $N$ .
- > Count algorithmic steps.
- > Ignore constant factors. (e.g.  $N^2 \approx 3N^2$ )  
(use **Big-Oh** notation)

# The Plan

- > How to properly measure running time
-  > Searching a given list
  - Linear search
  - Binary search
- > Big-Oh notation

# Searching for an element in a list

Given a list of integers, and an integer, determine if the integer is in the list.



How many steps does this take?

$N$  steps

Can't do better (in the worst case)

This algorithm is called **Linear Search**.

# Searching for an element in a sorted list

Given a **sorted** list of integers, and an integer, determine if the integer is in the list.

0	1	2	4	5	5	6	8	9	9	50	60	99
---	---	---	---	---	---	---	---	---	---	----	----	----

↑  
50

running time:  $N$  steps

Can we do better?

How would you search for a name in a phonebook?

# Searching for an element in a sorted list

## Binary Search

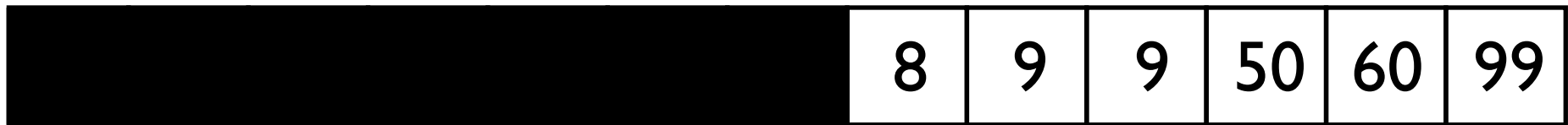
0	1	2	4	5	5	6	8	9	9	50	60	99
---	---	---	---	---	---	---	---	---	---	----	----	----

↑  
50

Start in the middle

# Searching for an element in a sorted list

## Binary Search



↑  
50

Start in the middle

If (element  $>$  middle),  
can ignore left half of the list.

If (element  $<$  middle),  
can ignore right half of the list.

Repeat process on the remaining half.



# Searching for an element in a sorted list

## Binary Search



Start in the middle

If (element  $>$  middle),  
can ignore left half of the list.

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Repeat process on the remaining half.

# Searching for an element in a sorted list

## Binary Search



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# Searching for an element in a sorted list

## Binary Search



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# Searching for an element in a sorted list

## Binary Search



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# Searching for an element in a sorted list

## Binary Search



How many steps does this take (in the worst case)?

$$\sim \log_2 N$$

At each step we halve the list.

$$N \rightarrow \frac{N}{2} \rightarrow \frac{N}{4} \rightarrow \frac{N}{8} \rightarrow \dots \rightarrow 1$$

After  $k$  steps:  $\frac{N}{2^k}$  elements left. When is this 1?

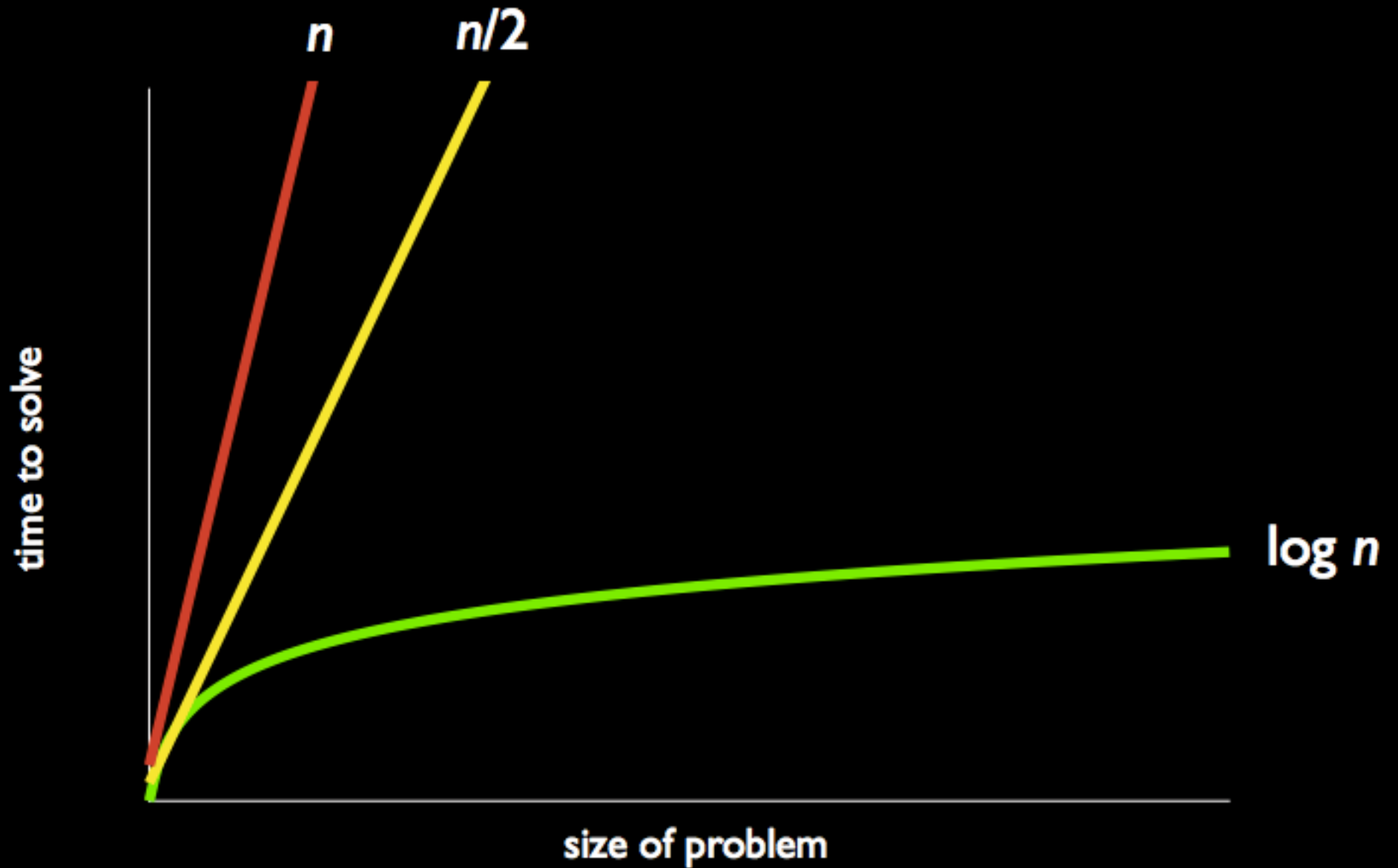
# N vs log N

How much better is log N compared to N ?

<b>N</b>	<b>log N</b>
2	1
8	3
128	7
1024	10
1,048,576	20
1,073,741,824	30
1,152,921,504,606,846,976	60

~ 1 quintillion

# $n$ vs $\log n$



# Linear search vs Binary search

## **Linear Search**

Takes  $\sim N$  steps.

Works for both sorted and unsorted lists.

## **Binary Search**

Takes  $\sim \log_2 N$  steps.

Works for only sorted lists.



# Linear search code

```
def linearSearch(L, target):  
    for index in range(len(L)):  
        if(L[index] == target):  
            return True  
    return False
```


How many steps in the worst case?

# Binary search code

```
def binarySearch(L, target):  
    start = 0  
    end = len(L) - 1  
    while(start <= end):  
        middle = (start + end)//2  
        if(L[middle] == target):  
            return True  
        elif(L[middle] > target):  
            end = middle-1  
        else:  
            start = middle+1  
    return False
```

How many steps in the worst case?

# The Plan

- > How to properly measure running time
- > Searching a given list
  - Linear search
  - Binary search
-  > Big-Oh notation

# The CS way to compare functions:

$O(\cdot)$

$\leq$

$$f(n) = O(g(n)) \quad \equiv \quad f(n) \text{ is } O(g(n))$$

means  $f(n) \leq g(n)$  , ignoring constant factors and small values of  $n$

# The CS way to compare functions:

$O(\cdot)$

$\leq$

$$10n + 25 = O(n) \quad \equiv \quad 10n + 25 \text{ is } O(n)$$

means  $10n + 25 \leq n$ , ignoring constant factors and small values of  $n$

# Big Oh Notation

A notation to ignore constant factors and small  $n$ .

$2n$  is  $O(n)$

$2 \log_2 n$  is  $O(\log n)$

$3n$  is  $O(n)$

$3 \log_2 n$  is  $O(\log n)$

$1000n$  is  $O(n)$

$1000 \log_2 n$  is  $O(\log n)$

$0.0000001n$  is  $O(n)$

$0.0000001 \log_2 n$  is  $O(\log n)$

$n$  is  $O(n^2)$

$\log_9 n$  is  $O(\log n)$

$0.0000001n^2$  is not  $O(n)$

$n \log_7 n + 100$  is not  $O(n)$

Running time of linear search is  $O(N)$

Running time of binary search is  $O(\log N)$

# Big Oh Notation

Why ignore constant factors and small  $n$ ?

- We want to capture the essence of an algorithm/problem.

- Difference in Big Oh 

a really fundamental difference.

# Big Oh Notation

Ignoring **constant factors** means  
ignoring **lower order additive terms**.

$$n^2 + 100n + 500 \text{ is } O(n^2)$$

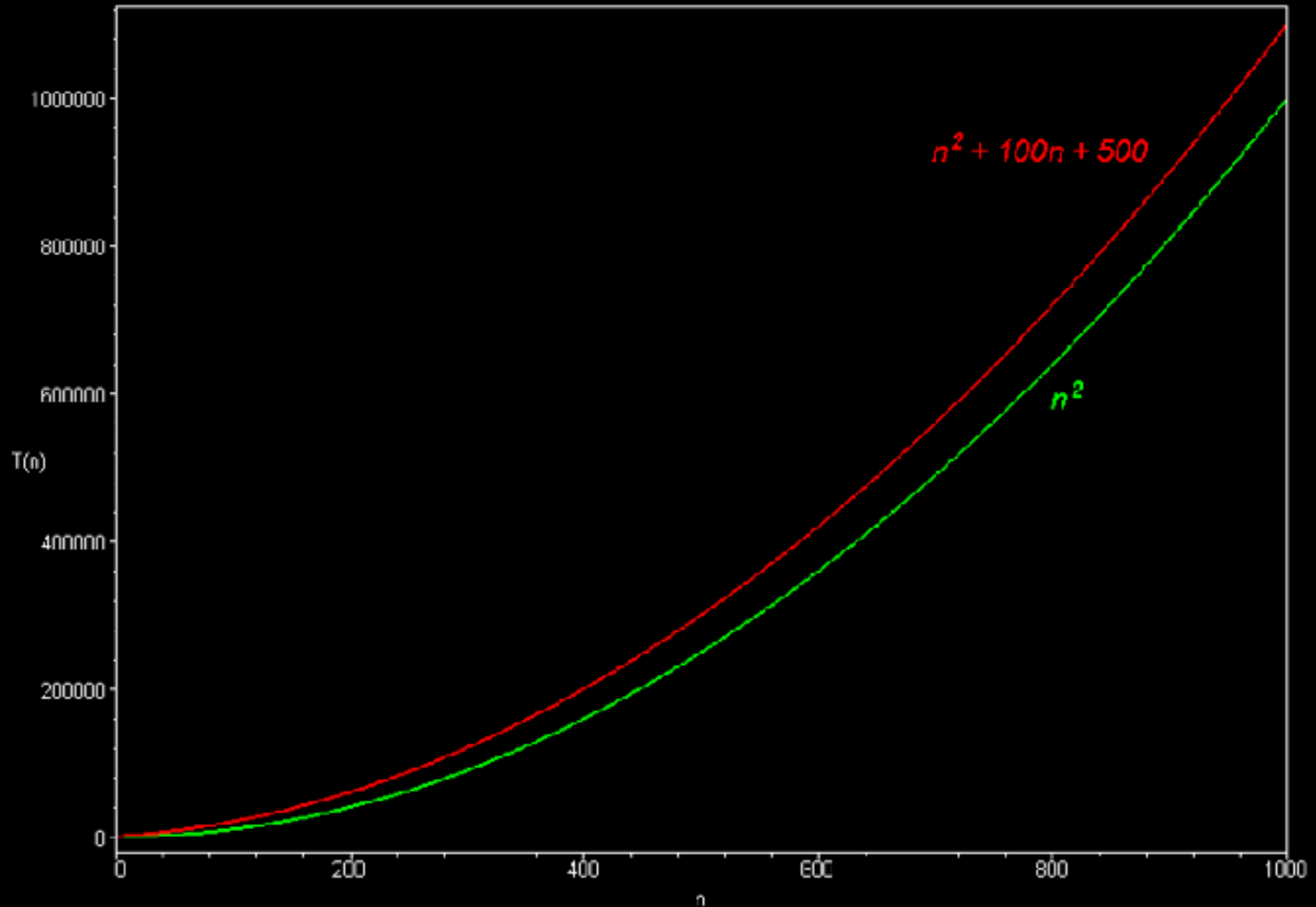
**Also:**

$$\frac{n^2 + 100n + 500}{n^2} = 1 + \frac{100n}{n^2} + \frac{500}{n^2} \longrightarrow 1$$

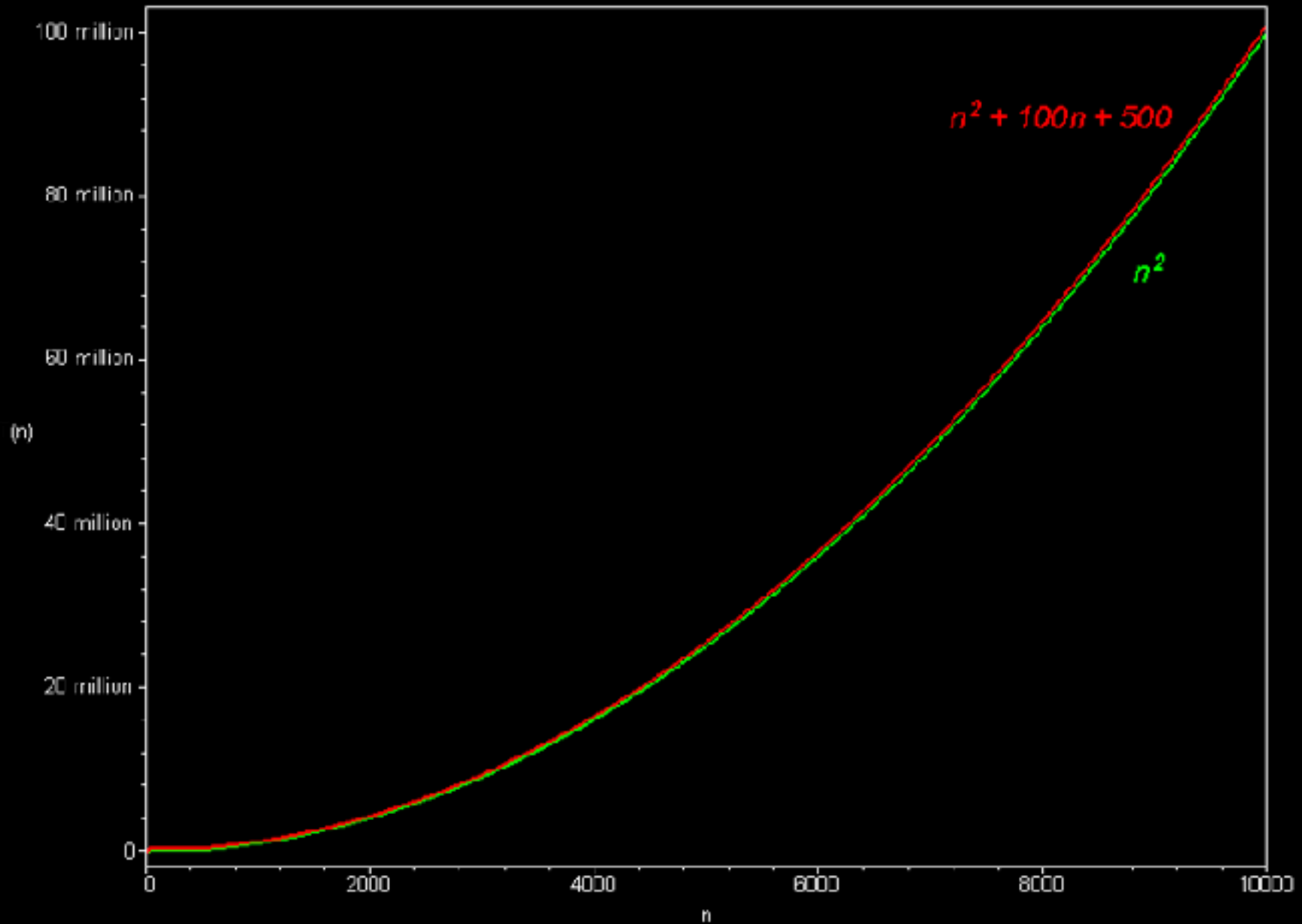
Lower order terms don't matter!



# Big Oh Notation



# Big Oh Notation



# Important Big Oh Classes

Again, not much interested in the difference between  $n$  and  $n/2$ .

We are **very** interested in the differences between

$$\log n \lll \sqrt{n} \ll n \ll n^2 \ll n^3 \lll 2^n$$

# Important Big Oh Classes

Common function families:

Constant:  $O(1)$

Logarithmic:  $O(\log n)$

Square-root:  $O(\sqrt{n}) = O(n^{0.5})$

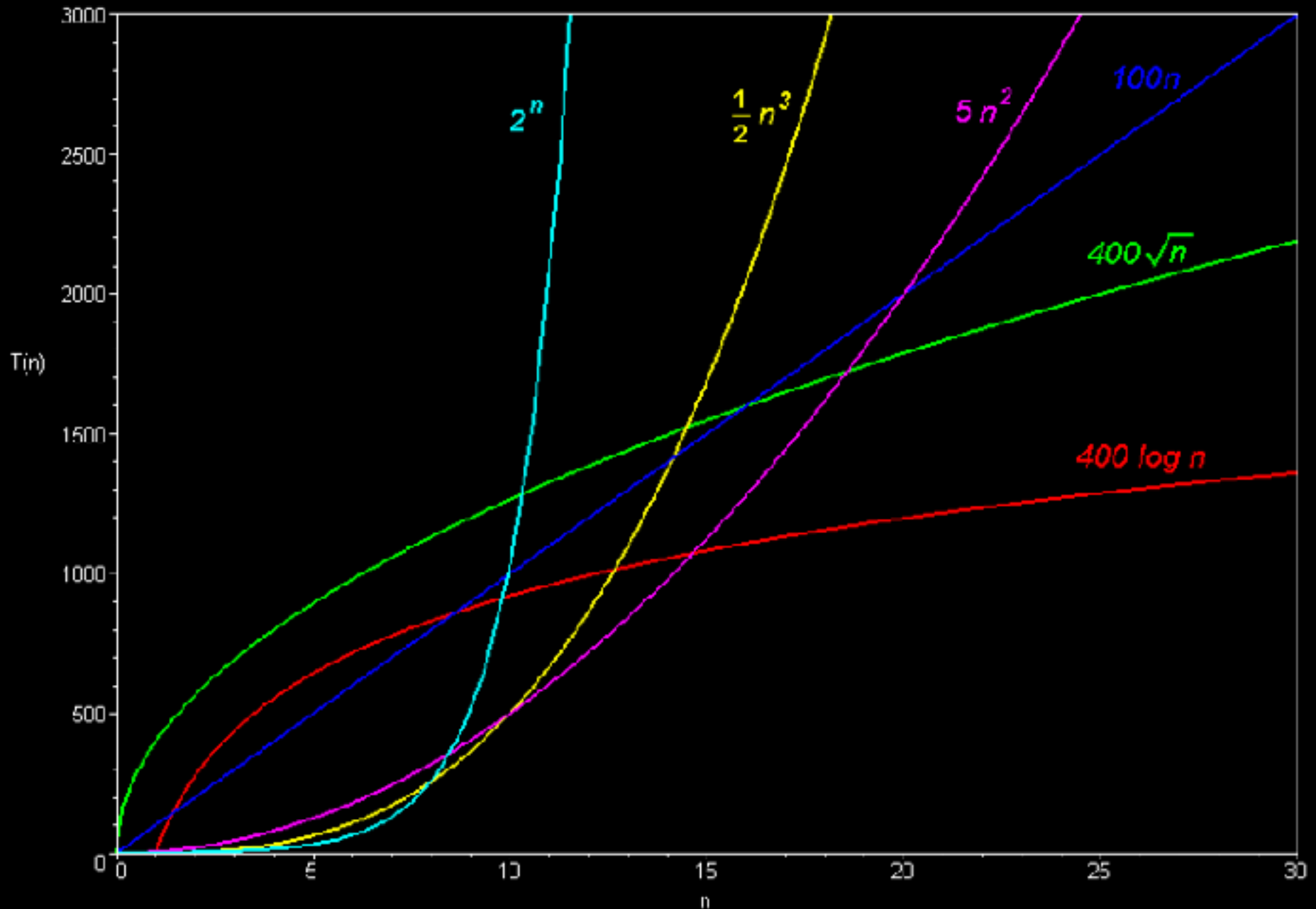
Linear:  $O(n)$

Loglinear:  $O(n \log n)$

Quadratic:  $O(n^2)$

Exponential:  $O(k^n)$

# Important Big Oh Classes



# Exponential running time

If your algorithm has exponential running time  
e.g.  $\sim 2^n$



No hope of being practical.

# n vs $2^n$

$2^n$	n
2	1
8	3
128	7
1024	10
1,048,576	20
1,073,741,824	30
1,152,921,504,606,846,976	60

# Exponential running time example

Given a list of integers, determine if there is a subset of the integers that sum to 0.

4	-3	-2	7	99	5	1
---	----	----	---	----	---	---



# Exponential running time example

Given a list of integers, determine if there is a subset of the integers that sum to 0.

4	-3	-2	7	99	5	1
---	----	----	---	----	---	---

## Exhaustive Search

Try every possible subset and see if it sums to 0.

Number of subsets is  $2^N$

So running time is at least  $2^N$



# Review: Measuring running time

## How to properly measure running time

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(use **big Oh** notation)

# Review

Give 2 definitions of  $\log_2 N$

Number of times you need to divide  $N$  by 2 to reach 1.

The number  $k$  that satisfies  $2^k = N$ .

What is the big Oh notation used for?

Describe the performance or complexity of an algorithm by ignoring:

- constant factors
- small  $N$ .



ignore small order additive terms.

# Review

Big-Oh is the right level of abstraction!

$$8N^2 - 3n + 84$$

is analogous to “too many significant figures”.

$$O(N^2)$$

“Sweet spot”

- coarse enough to suppress details like programming language, compiler, architecture,...
- sharp enough to make comparisons between different algorithmic approaches.

# Review

$10^{10}n^3$  is  $O(n^3)$ ? **Yes**

$n$  is  $O(n^2)$ ? **Yes**

$n^3$  is  $O(2^n)$ ? **Yes**

$n^{10000}$  is  $O(1.1^n)$ ? **Yes**

$100n \log_2 n$  is  $O(n)$ ? **No**

$1000 \log_2 n$  is  $O(\sqrt{n})$ ? **Yes**

$1000 \log_2 n$  is  $O(n^{0.000000001})$ ? **Yes**

Does the base of the log matter?

$$\log_b n = \frac{\log_c n}{\log_c b}$$

constant

When we ask  
“what is the running time...”  
you must give the tight bound!

# Review

Constant:	$O(1)$
Logarithmic:	$O(\log n)$
Square-root:	$O(\sqrt{n}) = O(n^{0.5})$
Linear:	$O(n)$
Loglinear:	$O(n \log n)$
Quadratic:	$O(n^2)$
Polynomial:	$O(n^k)$
Exponential:	$O(k^n)$

# Review

$$\log n \lll \sqrt{n} \ll n < n \log n \ll n^2 \ll n^3 \lll 2^n \lll 3^n$$

# Review

You have an algorithm with running time  $O(N)$ .

If we **double** the input size,  
by what factor does the running time increase?

If we **quadruple** the input size,  
by what factor does the running time increase?

---

You have an algorithm with running time  $O(N^2)$ .

If we **double** the input size,  
by what factor does the running time increase?

If we **quadruple** the input size,  
by what factor does the running time increase?