

# Runtime Complexity



CS 331: Data Structures and Algorithms



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So far, our runtime analysis has been based on *empirical evidence*

- i.e., runtimes obtained from actually running our algorithms



But measured runtime is very sensitive to:

- platform (OS/compiler/interpreter)
- concurrent tasks
- implementation details (vs. high-level algorithm)



And measured runtime doesn't always  
help us see *long-term / big picture trends*



Reframing the problem:

Given an algorithm that takes *input size*  $\mathbf{n}$ ,  
we want a function  $\mathbf{T}(\mathbf{n})$  that describes the  
*running time* of the algorithm



*input size* might be the *number of items* in the input (e.g., as in a list), or the *magnitude of the input value* (e.g., for numeric input).

an algorithm may also be dependent on the size of *more than one input*.



```
def sort(vals):  
    # input size = len(vals)  
  
def factorial(n):  
    # input size = n  
  
def gcd(m, n):  
    # input size = (m, n)
```



*running time* is based on # of *primitive operations* (e.g., statements, computations) carried out by the algorithm.

ideally, machine independent!





	<i>cost</i>	<i>times</i>
<code>def factorial(n):</code>		
<code>prod = 1</code> .....	$c_1$	1
<code>for k in range(2, n+1):</code> .....	$c_2$	$n - 1$
<code>prod *= k</code> .....	$c_3$	$n - 1$
<code>return prod</code> .....	$c_4$	1

$$T(n) = c_1 + (n - 1)(c_2 + c_3) + c_4$$

Messy! Per-instruction costs obscure the “big picture” runtime function.



```

def factorial(n):                                times
    prod = 1 ..... 1
    for k in range(2, n+1): .....  $n - 1$ 
        prod *= k .....  $n - 1$ 
    return prod ..... 1

```

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

Simplification #1: ignore actual cost of each line of code.

Runtime is *linear* w.r.t. input size.



Next: a sort algorithm — *insertion* sort

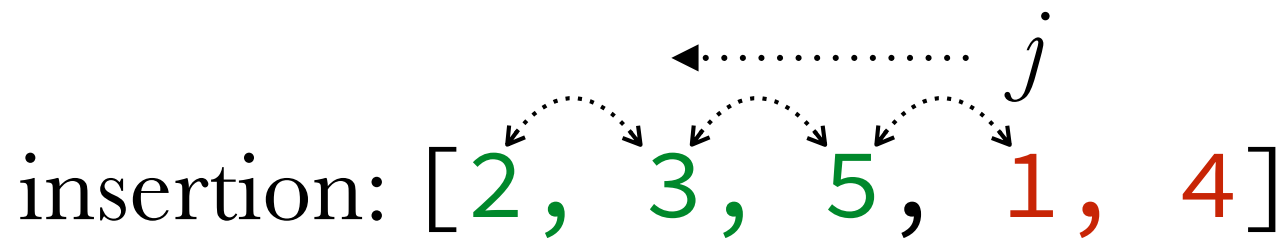
Inspiration: sorting a hand of cards



$i$  .....▶

init: [5, 2, 3, 1, 4]

insertion: [2, 3, 5, 1, 4]



```
def insertion_sort(lst):  
    for i in range(1, len(lst)):  
        for j in range(i, 0, -1):  
            if lst[j] < lst[j-1]:  
                lst[j], lst[j-1] = lst[j-1], lst[j]  
            else:  
                break
```



```

def insertion_sort(lst):                                     times
    for i in range(1, len(lst)): .....  $n - 1$ 
        for j in range(i, 0, -1): ..... ?
            if lst[j] < lst[j-1]: ..... ?
                lst[j], lst[j-1] = lst[j-1], lst[j] .. ?
            else: ..... ?
                break ..... ?

```

?’s will vary based on initial “sortedness”  
 ... useful to contemplate *worst case scenario*



```

def insertion_sort(lst):                                     times
    for i in range(1, len(lst)): .....  $n - 1$ 
        for j in range(i, 0, -1): ..... ?
            if lst[j] < lst[j-1]: ..... ?
                lst[j], lst[j-1] = lst[j-1], lst[j] .. ?
            else: ..... ?
                break ..... ?

```

worst case arises when list values start out  
in *reverse order*!



<code>def insertion_sort(lst):</code>	<i>times</i>
<code>for i in range(1, len(lst)):</code>	$n - 1$
<code>for j in range(i, 0, -1):</code>	$1, 2, \dots, (n - 1)$
<code>if lst[j] &lt; lst[j-1]:</code>	$1, 2, \dots, (n - 1)$
<code>lst[j], lst[j-1] = lst[j-1], lst[j]</code>	$1, 2, \dots, (n - 1)$
<code>else:</code>	0
<code>break</code>	0

*worst case* analysis — this is our default analysis hereafter unless otherwise noted



Review (or crash course) on *arithmetic series*

e.g.,  $1+2+3+4+5 (=15)$

Sum can also be found by:

- adding first and last term ( $1+5=6$ )
- dividing by two (find average) ( $6/2=3$ )
- multiplying by num of values ( $3\times 5=15$ )





$$\text{i.e., } 1 + 2 + \cdots + n = \sum_{t=1}^n t = \frac{n(n+1)}{2}$$

$$\text{and } 1 + 2 + \cdots + (n-1) = \sum_{t=1}^{n-1} t = \frac{(n-1)n}{2}$$



<b>def</b> insertion_sort(lst):	<i>times</i>
<b>for</b> i <b>in</b> range(1, len(lst)):	$n - 1$
<b>for</b> j <b>in</b> range(i, 0, -1):	$1, 2, \dots, (n - 1)$
<b>if</b> lst[j] < lst[j-1]:	$1, 2, \dots, (n - 1)$
lst[j], lst[j-1] = lst[j-1], lst[j]	$1, 2, \dots, (n - 1)$
<b>else</b> :	0
<b>break</b>	0



<b>def</b> insertion_sort(lst):	<i>times</i>
<b>for</b> i <b>in</b> range(1, len(lst)):	$n - 1$
<b>for</b> j <b>in</b> range(i, 0, -1):	$\sum_{t=1}^{n-1} t$
<b>if</b> lst[j] < lst[j-1]:	$\sum_{t=1}^{n-1} t$
lst[j], lst[j-1] = lst[j-1], lst[j]	$\sum_{t=1}^{n-1} t$
<b>else</b> :	0
<b>break</b>	0



<code>def insertion_sort(lst):</code>	<i>times</i>
<code>for i in range(1, len(lst)):</code>	$n - 1$
<code>for j in range(i, 0, -1):</code>	$(n - 1)n/2$
<code>if lst[j] &lt; lst[j-1]:</code>	$(n - 1)n/2$
<code>lst[j], lst[j-1] = lst[j-1], lst[j]</code>	$(n - 1)n/2$
<code>else:</code>	0
<code>break</code>	0

$$T(n) = (n - 1) + \frac{3(n - 1)n}{2}$$

$$= \frac{2n - 2 + 3n^2 - 3n}{2} = \frac{3}{2}n^2 - \frac{n}{2} - 1$$



$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

i.e., runtime of insertion sort is a *quadratic function* of its input size.

Simplification #2: only consider *leading term*; i.e., with the *highest order of growth*

Simplification #3: *ignore constant coefficients*



$$T(n) = \frac{3}{2}n^2 - \frac{n}{2} - 1$$

... we conclude that insertion sort has a *worst-case runtime complexity* of  $n^2$

we write:  $T(n) = O(n^2)$

read: “is big-O of”



formally,  $f(n) = O(g(n))$

means that there exists constants  $c, n_0$

such that  $0 \leq f(n) \leq c \cdot g(n)$

for all  $n \geq n_0$

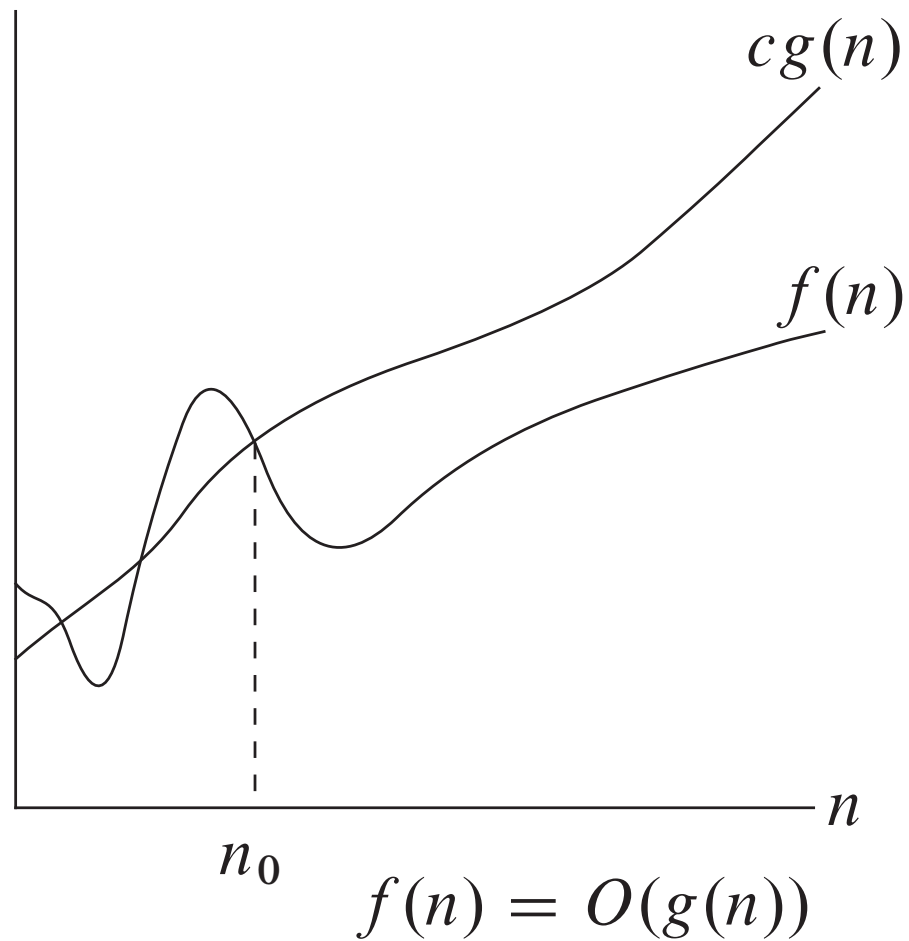


i.e.,  $f(n) = O(g(n))$

intuitively means that  $g$  (multiplied by a constant factor) sets an *upper bound* on  $f$  as  $n$  gets large — i.e., an *asymptotic bound*

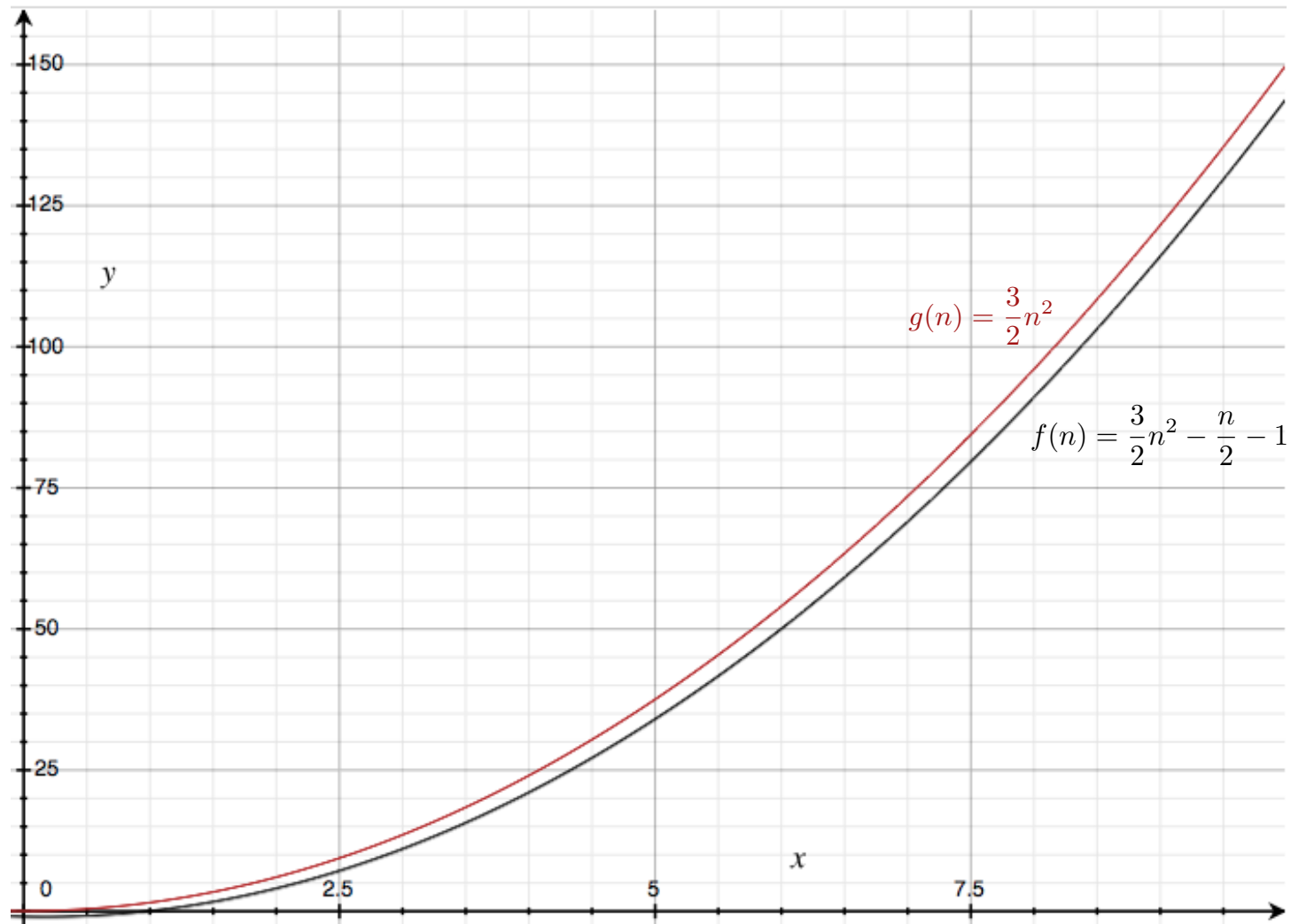






*(from Cormen, Leiserson, Riest, and Stein, Introduction to Algorithms)*





technically,  $f = O(g)$  does not imply a  
asymptotically *tight bound*

e.g.,  $n = O(n^2)$  is true, but there is no  
constant  $c$  such that  $cn^2$  will approximate  
the growth of  $n$ , as  $n$  gets large



but in this class we *will* use big-O notation to signify asymptotically tight bounds

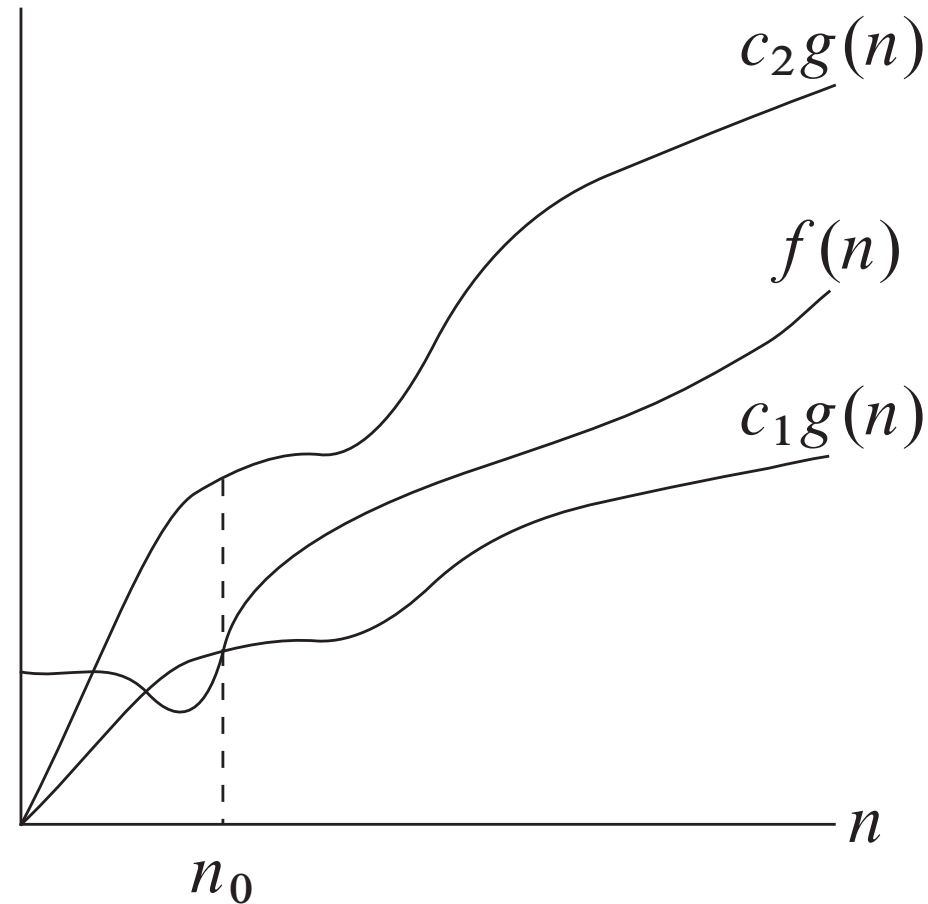
i.e., there are constants  $c_1, c_2$  such that:

$$c_1 g(n) \leq f(n) \leq c_2 g(n), \text{ for } n \geq n_0$$

(there's another notation:  $\Theta$  — big-theta — but we're avoiding the formalism)



*asymptotically tight bound:  $g$  “sandwiches”  $f$*



*(from Cormen, Leiserson, Riest, and Stein, Introduction to Algorithms)*



So far, we've seen:

- binary search =  $O(\log n)$
- factorial, linear search =  $O(n)$
- insertion sort =  $O(n^2)$



```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
    if discr < 0:  
        return None  
    discr = math.sqrt(discr)  
    return (-b+discr)/(2*a), (-b-discr)/(2*a)
```

$$= O(?)$$



```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
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Always a *fixed (constant) number* of LOC  
executed, regardless of input.

$$= O(?)$$





```
def quadratic_roots(a, b, c):  
    discr = b**2 - 4*a*c  
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        return None  
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    return (-b+discr)/(2*a), (-b-discr)/(2*a)
```

Always a *fixed (constant) number* of LOC executed, regardless of input.

$$T(n) = C = O(1)$$



```
def foo(m, n):  
    for _ in range(m):  
        for _ in range(n):  
            pass
```

$= O(?)$



```
def foo(m, n):  
    for _ in range(m):  
        for _ in range(n):  
            pass
```

$$= O(m \times n)$$



```
def foo(n):  
    for _ in range(n):  
        for _ in range(n):  
            for _ in range(n):  
                pass
```

$= O(?)$



```
def foo(n):  
    for _ in range(n):  
        for _ in range(n):  
            for _ in range(n):  
                pass
```

$$= O(n^3)$$



$$\begin{bmatrix} a_{00} & a_{01} & a_{02} \\ a_{10} & a_{11} & a_{12} \\ a_{20} & a_{21} & a_{22} \end{bmatrix} \times \begin{bmatrix} b_{00} & b_{01} & b_{02} \\ b_{10} & b_{11} & b_{12} \\ b_{20} & b_{21} & b_{22} \end{bmatrix} = \begin{bmatrix} c_{00} & c_{01} & c_{02} \\ c_{10} & c_{11} & c_{12} \\ c_{20} & c_{21} & c_{22} \end{bmatrix}$$

$$c_{ij} = a_{i0}b_{0j} + a_{i1}b_{1j} + \cdots + a_{in}b_{nj}$$

i.e., for  $n \times n$  input matrices, each result cell requires  $n$  multiplications



```
def square_matrix_multiply(a, b):  
    dim = len(a)  
    c = [[0] * dim for _ in range(dim)]  
    for row in range(dim):  
        for col in range(dim):  
            for i in range(dim):  
                c[row][col] += a[row][i] * b[i][col]  
    return c
```

$$= O(dim^3)$$



using “brute force” to  
crack an  $n$ -bit password  $= O(?)$





$$\left. \begin{array}{l} \text{1 character (8 bits)} \\ (2^8 \text{ possible values}) \end{array} \right\} \begin{array}{l} 00000000 \\ 00000001 \\ 00000010 \\ 00000011 \\ 00000100 \\ 00000101 \\ 00000110 \\ 00000111 \\ 00001000 \\ 00001001 \\ 00001010 \\ 00001011 \\ 00001100 \\ 00001101 \\ 00001110 \\ \dots \\ 11110010 \\ 11110011 \\ 11110100 \\ 11110101 \\ 11110110 \\ 11110111 \\ 11111000 \\ 11111001 \\ 11111010 \\ 11111011 \\ 11111100 \\ 11111101 \\ 11111110 \\ 11111111 \end{array} = O(?)$$



using “brute force” to  
crack an  $n$ -bit password  $= O(2^n)$



Name	Class	Example
Constant	$O(1)$	Compute discriminant
Logarithmic	$O(\log n)$	Binary search
Linear	$O(n)$	Linear search
Linearithmic	$O(n \log n)$	Heap sort (coming!)
Quadratic	$O(n^2)$	Insertion sort
Cubic	$O(n^3)$	Matrix multiplication
Polynomial	$O(n^c)$	Generally, $c$ nested loops over $n$ items
Exponential	$O(c^n)$	Brute forcing an $n$ -bit password
Factorial	$O(n!)$	“Traveling salesman” problem

## Common order of growth classes

