

# Lecture #20: Complexity, Continued

# Reprise from Last Time

```
def near(L, x, delta):
    """True iff X differs from some member of sequence L by no
    more than DELTA."""
    for y in L:
        if abs(x-y) <= delta:
            return True
    return False
```

- Would really like  $C_{\text{near}}(L, x, \text{delta})$ , the cost of computing `near(L, x, delta)`.
- But this is very complicated, with so many messy details that result is not all that useful.
- So settle for  $C_{\text{wc}}(N)$ , the cost of computing `near(L, x, delta)` for  $L$  of size  $N$  *in the worst case*.

# Best of the Worst

- From last time,  $C_{\text{wc}}(N) \in O(N)$ .
- But in addition, it's also clear that  $C_{\text{wc}}(N) \in \Omega(N)$ .
- So we can say, most precisely,  $C_{\text{wc}}(N) \in \Theta(N)$ .
- Generally, when a worst-case time is not  $\Theta(\cdot)$ , it indicates either that
  - We don't know (haven't proved) what the worst case really is, just put limits on it,
    - \* Most often happens when we talk about the worst-case for a *problem*: "what's the worst case for the best possible algorithm?"
  - Or we know what the worst-case time is, but it's messy, so we settle for approximations that are easier to deal with.

## Example: A Nested Loop

- Consider:

```
def are_duplicates(L):  
    for i in range(len(L)-1):  
        for j in range(i+1, len(L)):  
            if L[i] == L[j]:  
                return True  
    return False
```

- What can we say about  $C(L)$ , the cost of computing `are_duplicates` on `L`?
- How about  $C_{wc}(N)$ , the worst-case cost of running `are_duplicates` over all sequences of length  $N$ ?

## Example: A Nested Loop (II)

- **Ans:** Worst case is no duplicates. Outer loop runs  $\text{len}(L)-1$  times. Each time, the inner loop runs  $\text{len}(L)-i-1$  times. So total time is proportional to  $(N-2) + (N-3) + \dots + 1 = (N-1)(N-2)/2 \in \Theta(N^2)$ , where  $N = N(L)$  is the length of  $L$ .
- Best case is first two elements are duplicates. Running time is  $\Theta(1)$  (i.e., bounded by constant).
- So,  $C(L) \in O(N(L)^2)$ ,  $C(L) \in \Omega(1)$ ,
- And  $C_{\text{wc}}(N) \in \Theta(N^2)$ .

# Example from Homework Question

- Why is this slow (in the `Link` class)?

```
k = 1
p = self
# Find last element of
while k < len(self):
    p = p.rest
```

- How slow is it?

## Example: A Tricky Nested Loop

- What can we say about this one (assume `pred` counts as one constant-time operation.)

```
def is_unduplicated(L, pred):
    """True iff the first x in L such that pred(x) is not
    a duplicate. Also true if there is no x with pred(x)."""
    i = 0
    while i < len(L):
        x = L[i]
        i += 1
        if pred(x):
            while i < len(L):
                if x == L[i]:
                    return False
                i += 1
    return True
```

## Example: A Tricky Nested Loop (II)

- In this case, despite the nested loop, we read each element of  $L$  at most once.
- Best case is that  $\text{pred}(L[0])$  and  $L[0]=L[1]$ .
- So  $C(L) \in O(N(L))$ ,  $C(L) \in \Omega(1)$ .
- And  $C_{\text{wc}}(N) \in \Theta(N)$ .



# Fast Growth

- Consider `Hackenmax` (a function from a test some semesters ago):

```
def Hackenmax(board, X, Y, N):  
    if N <= 0:  
        return 0  
    else:  
        return board(X, Y) \  
            + max(Hackenmax(board, X+1, Y, N-1),  
                 Hackenmax(board, X, Y+1, N-1))
```

- Time clearly depends on  $N$ . Counting calls to `board`,  $C(N)$ , the cost of calling `Hackenmax(board, X, Y, N)`, is

$$C(N) = \begin{cases} 0, & \text{for } N \leq 0 \\ 1 + 2C(N - 1), & \text{otherwise.} \end{cases}$$

- Using simple-minded expansion,

$$C(N) = 1 + 2C(N-1) = 1 + 2 + 4C(N-2) = \dots = 1 + 2 + 4 + 8 + \dots + 2^{N-1} \in \Theta(2^N).$$

# Slow Growth

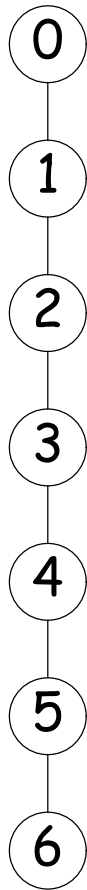
Consider a problem with this structure:

```
def tree_find(T, disc):
    p = disc(T.label)
    if p == -1:
        return T.label
    elif T.is_leaf():
        return None
    else:
        return tree_find(T.children[p], disc)
```

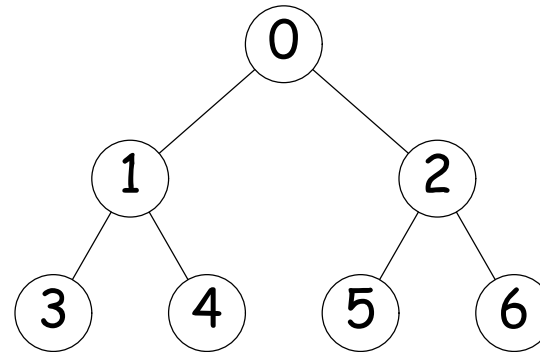
Assume that function `disc` takes (no more than) a constant amount of time.

# Kinds of Tree

- Assume we are dealing with binary trees (number of children  $\leq 2$ ).
- Trees could have various shapes, which we can classify as "shallow" (or "bushy") and "stringy."



Maximally Deep ("Stringy") Tree



Maximally Shallow ("Bushy") Tree

# Questions

- How long does the `tree_find` program (search a tree) take in the worst case on a binary tree (number of children  $\leq 2$ )?
  - 1. As a function of  $D$ , the depth of the tree?
  - 2. As a function of  $N$ , the number of keys in the tree?
  - 3. As a function of  $D$  if the tree is as shallow as possible for the amount of data?
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## Some Useful Properties

- We've already seen that  $\Theta(K_0N + K_1) = \Theta(N)$  ( $K, k, K_i$  here and elsewhere are constants).
- $\Theta(N^k + N^{k-1}) = \Theta(N^k)$ . Why?
- $\Theta(|f(N)| + |g(N)|) = \Theta(\max(|f(N)|, |g(N)|))$ . Why?
- $\Theta(\log_a N) = \Theta(\log_b N)$ . Why? (As a result, we usually use  $\log_2 N = \lg N$  for all logarithms.)
- Tricky: why *isn't*  $\Theta(f(N) + g(N)) = \Theta(\max(f(N), g(N)))$ ?
- $\Theta(N^{k_1}) \subset \Theta(k_2^N)$ , if  $k_2 > 1$ . Why?