

[TAP:PCOQD] Vector vs Array

- Which of the following are correct?

- A. Vectors can “grow” = ~~extend~~ = get bigger = increase capacity
- B. Arrays can “grow”
- C. They both can’t “grow”
- D. They both can “grow”
- E. Whatever

Administrative Details

- ~~Lab 2~~

- Only 8 more to go!

- Lab 3

- This is a partner lab; you get to work in groups of 2.
- Please complete PRE-LAB before lab

download jar
CLASSPATH=.
→ .\build\c

Agenda

- ⊙ Measuring Growth (Big-O)
 - Recursion

Measuring Computational Cost

efficiency $\left\{ \begin{array}{l} \text{time} \\ \text{space} \end{array} \right.$

- How can we measure ~~the amount of time~~ needed to run a program?

- X
- compute # of seconds
 - difference in hardware ✓
 - input ✓
 - Count # of operations
 - express in terms of input size
- (\Rightarrow "n" in the expression)

Measuring Computational Cost

Consider these two code fragments...

1. Finding an element

```
for (int i=0; i < arr.length; i++)  
    if (arr[i] == x) return true;  
return false;
```

$\approx n$

$= O(n)$

2. Finding a pair of duplicate items

```
for (int i=0; i < arr.length; i++)  
    for (int j=0; j < arr.length; j++)  
        if( i !=j && arr[i] == arr[j]) return true;  
return false;
```

$\approx n^2$

$= O(n^2)$

Asymptotic Analysis (Big-O Analysis)

- A function $f(n)$ is $O(g(n))$ if and only if there exist positive constants c and n_0 such that

$$|f(n)| \leq \underline{c} \cdot g(n) \text{ for all } n \geq \underline{n_0}$$

- g is “grows at least as fast as” f **for large n**
 - Up to a multiplicative constant c

↑
input
size

Determining “Best” Upper Bounds

- We typically want the *smallest* upper bound when we estimate running time
- Example: Let $f(n) = 3n^2$
 - $f(n)$ is $O(n^2)$ ✓ $3n^2 \leq c \cdot n^2$
 - $f(n)$ is $O(n^3)$ ✓ $3n^2 \leq n^3$
 - $f(n)$ is $O(2^n)$ ✓
 - $f(n)$ is NOT $O(n)$ (!!)
 - $f(n)$ is NOT $O(n)$ (??) $3n^2 \leq c \cdot n$
 - “Best” upper bound is $O(n^2)$

$$\Theta(n^2)$$

Function Growth & Big-O

- Rule of thumb: find the most *significant* or *dominant* term & ignore multiplicative constant

$$f(n) = \cancel{a_0 n^k + a_1 n^{k-1} + a_2 n^{k-2} + \dots + a_k} \text{ is roughly } n^k$$

||
 $O(n^k)$

Asymptotic Analysis (Big-O Analysis)

- “How scalable is the algorithm?” *as input size* ↑
- Commonly split into the following *classes*:

• $O(1)$: “constant” = “no loop through the input”

• $O(\log n)$: “logarithmic” or “log n”

• $O(n)$: “linear” = “1 loop”
eg: index of()

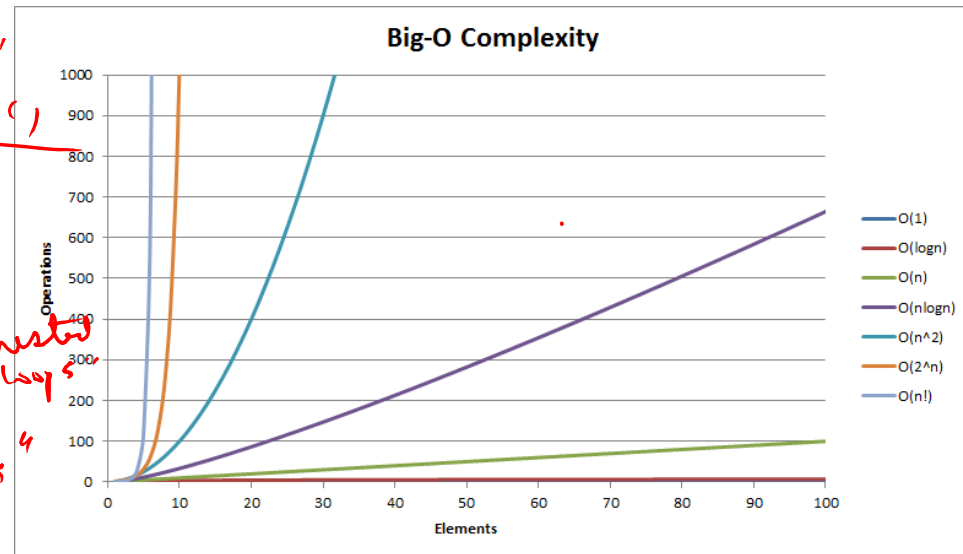
• $O(n \log n)$: “n log n”

• $O(n^c)$: “polynomial”

• $O(n^2)$: “quadratic” *~ 2 nested loops*

• $O(n^3)$: “cubic” *“ 3 nested loops”*

• $O(c^n)$: “exponential”



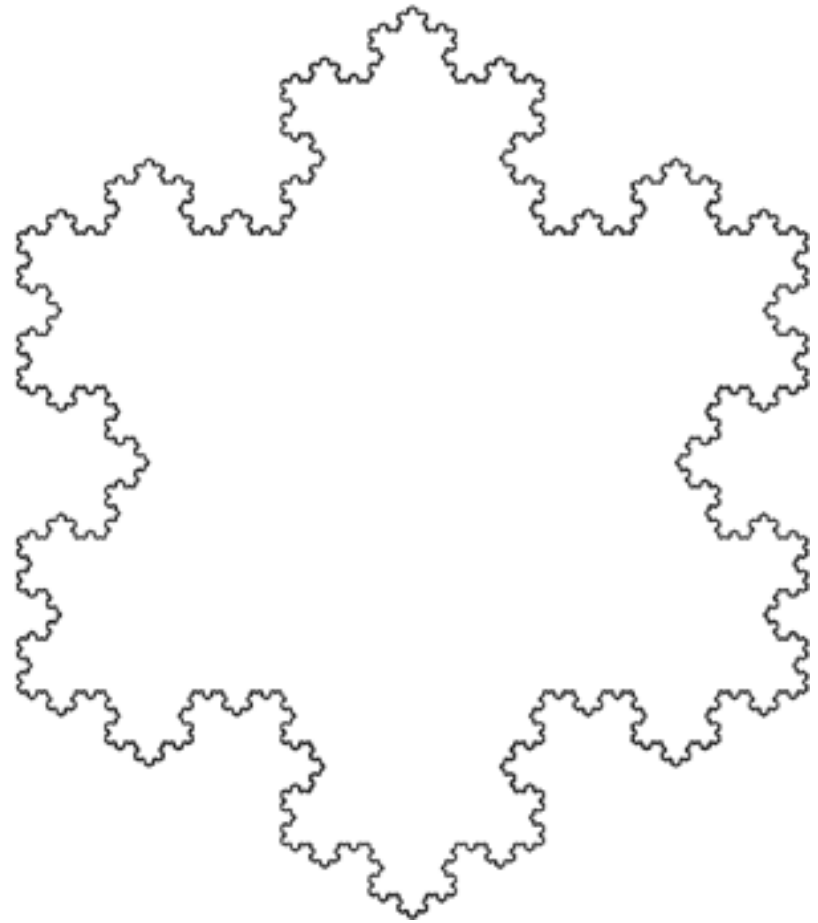
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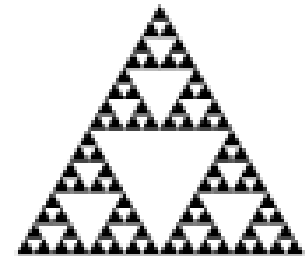
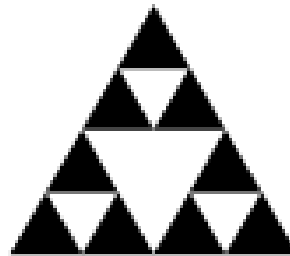
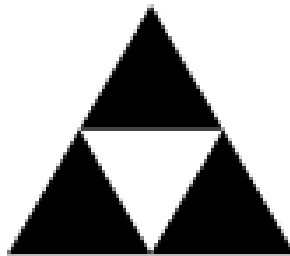
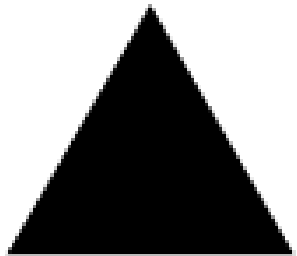
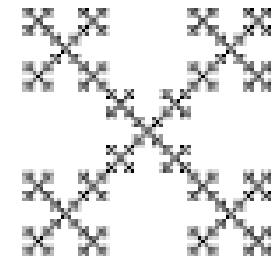
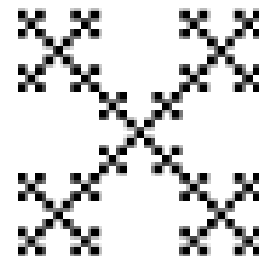
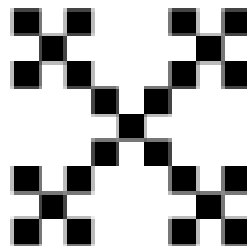
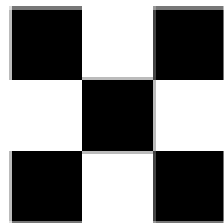
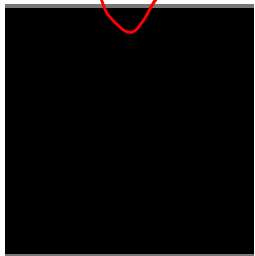
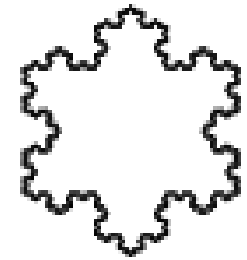
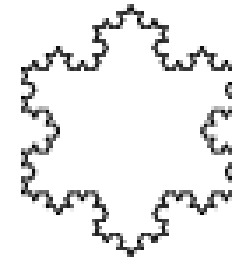
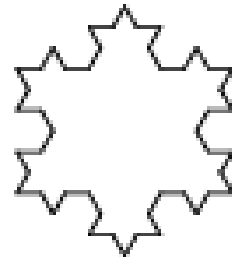
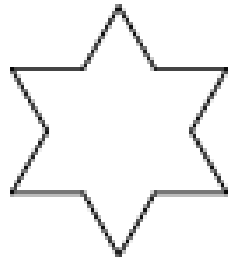
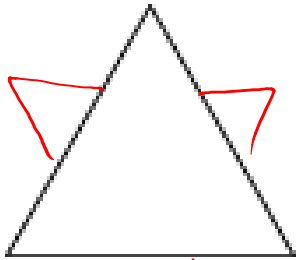
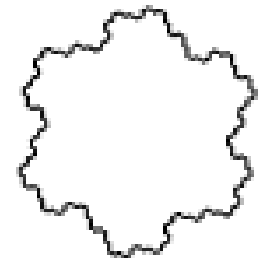
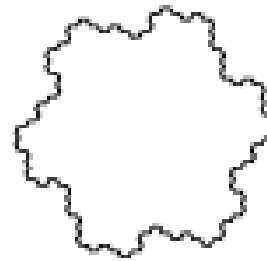
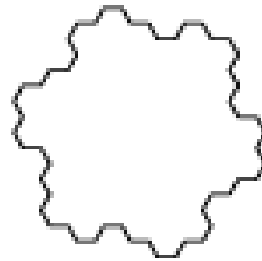
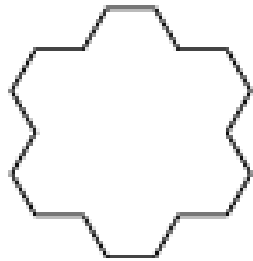
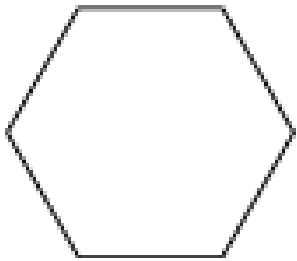
- Measuring Growth (Big-O)
- ⦿ Recursion

Recursion

- General problem solving strategy
 - Break problem into smaller pieces
 - Sub-problems may look a lot like original - may in fact be smaller versions of same problem
- Examples

fractal





Recursion

- Many algorithms are recursive
 - Can be easier to understand (and prove correctness & state efficiency of) than iterative versions

loops

Factorial

iterative

$$n! = n \cdot n-1 \cdot n-2 \cdot \dots \cdot 1$$

recursive

$$n! = n \cdot (n-1)!$$

$$0! = 1$$