

# Big Oh, et cetera

## Definitions

### *Big Oh*

A function  $f(n)$  is  $O(g(n))$  if there exists  $c > 0$  and  $n_0$  such that

$f(n) \leq c g(n)$  for all  $n \geq n_0$ .

A common way to express  $f(n)$  is  $O(g(n))$  is to say  $f(n) = O(g(n))$ .

STOP: Draw a picture of what this means.

STOP: What is the domain of  $c$ ? What is the domain of  $n_0$ ?

STOP: Suppose there are two functions  $g_1(n)$  and  $g_2(n)$  that both satisfy the definition of Big Oh for  $f(n)$ . (I.e.,  $f(n)$  is  $O(g_1(n))$  and  $f(n)$  is  $O(g_2(n))$ ). Draw a picture. What does that mean? Is there a way to choose a best  $g(n)$ ?

### *Big Omega*

A function  $f(n)$  is  $\Omega(g(n))$  if there exists  $c > 0$  and  $n_0$  such that

$f(n) \geq c g(n)$  for all  $n \geq n_0$ .

### *Big Theta*

A function  $f(n)$  is  $\Theta(g(n))$  if and only if  $f(n) = O(g(n))$  and  $f(n) = \Omega(g(n))$ .

STOP: Think about the intent of the definition of  $\Omega()$ . Do the  $c$  and the  $n_0$  have to be the same for the Big Oh definition and for the  $\Omega$  definition? If you have two different  $c$ 's and/or two different  $n_0$ 's, how can you resolve them?

## Common $g(n)$ functions in sequential algorithms and their names:

$g(n)$	name
1	constant
$\log n$	logarithmic
$\log^2 n$	log-squared
$n$	linear
$n \log n$	log-linear
$n^2$	quadratic
$n^3$	cubic
$n^k$	polynomial
$2^n$	exponential
$2!$	factorial

STOP: What does it mean when one says a function is  $O(mn)$ ?

### Rules for “combining” growth rates

\*If  $T_1(n) = O(g_1(n))$  and  $T_2(n) = O(g_2(n))$  then

a.  $T_1(n) + T_2(n) = O(g_1(n) + g_2(n))$   
also,  $T_1(n) + T_2(n) = \max(O(g_1(n)), O(g_2(n)))$

b.  $T_1(n) * T_2(n) = O(g_1(n) * g_2(n))$

\* If  $T(n)$  is a polynomial of degree  $k$ , then  $T(n)$  is  $O(n^k)$ .

Also, if  $T(n)$  is a polynomial of degree  $k$ , then  $T(n)$  is  $\Omega(n^k)$ .

STOP: Do the rules make sense?

STOP: Draw a picture of the last “rule” stated above.

→ go to the white paper on Big Oh and work out computing  $c$  and  $n_0$ .

Solve the same problem to compute  $\Omega()$

→ go to the white paper on recursion, make sure everyone is ok with recursion.

→ go to the white paper on recurrence, work out  
Merge sort.  
Binary search

### Review tree and terms:

Height( $n$ ): length of longest path node  $n$  to leaf

Depth( $n$ ): length of path from root to node  $n$

Internal (inner) node: any node that is not a leaf.

External (outer) node: any node that is a leaf.

Perfect tree: a full tree (all levels are at the same depth)

Complete tree: every level, EXCEPT POSSIBLY THE LAST, is completely filled

AND all nodes are as far to the left as possible. A heap is a complete binary tree.

### Properties of binary trees (copied from wikipedia)

\* The number of nodes  $n$  in a perfect binary tree can be found using this formula:  $n = 2^{h+1} - 1$  where  $h$  is the height of the tree.

\* The number of nodes  $n$  in a complete binary tree is minimum:  $n = 2^h$  and maximum:  $n = 2^{h+1} - 1$  where  $h$  is the height of the tree.

\* The number of leaf nodes  $L$  in a perfect binary tree can be found using this formula:  $L = 2^h$  where  $h$  is the height of the tree.

\* The number of nodes  $n$  in a perfect binary tree can also be found using this formula:  $n = 2L - 1$  where  $L$  is the number of leaf nodes in the tree.

\* The number of NULL links in a Complete Binary Tree of  $n$ -node is  $(n+1)$ .

\* The number of internal nodes in a Complete Binary Tree of  $n$ -node is  $\lceil (n/2) \rceil$ .

\* For any non-empty binary tree with  $n_0$  leaf nodes and  $n_2$  nodes of degree 2,  $n_0 = n_2 + 1$ .

**STOP: What does the depth of a complete binary search tree say about insertion time?**

*Review rotations*

*Review AVL tree*

**STOP: HOMEWORK FOR THE WEEKEND (not to be turned in)**

(1) What is a threaded binary search tree?

(2) Show the threaded BST after inserting the following in order: 15, 20, 10, 5, 19, 11, 19, 13, 18.

(3) What is the insertion algorithm for a threaded BST and what is its running time?

New tree: kd tree

New tree: splay tree

New tree: Fibonacci tree