6331 - Algorithms, Spring 2014, CSE, OSU
Lecture 1: Introduction, complexity of algorithms, asymptotic growth of functions

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Why algorithms?

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- Game development

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  - Waiting / service time (e.g. in queuing systems).

Worst-case complexity

The *worst-case time complexity*, or *worst-case running time* of an algorithm is a function $f : \mathbb{N} \rightarrow \mathbb{N}$, where

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Then,

$$f(n) = \max_{x \in \{0,1\}^n} T(x)$$

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What is the worst-case time complexity of this algorithm?
What is the best possible time complexity?

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E.g., n^2 vs $1000000n$. Which one is "smaller"?

O-notation

$$O(g(n)) = \{f(n) : \text{ there exists positive constants } c \text{ and } n_0 \text{ such that } 0 \leq f(n) \leq c \cdot g(n) \text{ for all } n \geq n_0\}$$

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E.g.

$$10n^2 + 5n - 100 \in O(n^2)$$

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- n^{100} vs 2^n?

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- $n^{\log n}$ vs 2^n?
- 2^{2^n} vs 2^n?

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Theorem

$f(n) = O(g(n))$ if and only if $g(n) = \Omega(f(n))$.

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Question: Suppose that $f(n) = \Omega(n)$. Does this imply that $f(n)$ is increasing?

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- $n \cdot \log n$ vs $n^{1.0001}$?

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$$o(g(n)) = \{f(n) : \text{ for any positive constant } c > 0, \text{ there exists a constant } n_0 \text{ such that } 0 \leq f(n) < c \cdot g(n) \text{ for all } n \geq n_0\}$$

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- $n^2 \neq o(n^2)$

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- $\log(n)$ vs $\log(\log(n))$?