

# Algorithm Analysis & Asymptotic Notation

## Data Structures and Algorithms

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# Why Analyze Algorithms?

Two programs can solve the same problem, but one may be **much faster** or use **much less memory**.

**Algorithm Analysis** answers:

- How does the running time grow as input size increases?
- How much memory does the algorithm need?
- Which algorithm is better for a given problem?

We need a way to compare algorithms **independently** of hardware, programming language, or compiler.

## Example

Searching in an array of  $n$  elements:

- Linear Search: checks up to  $n$  elements
- Binary Search: checks up to  $\log_2 n$  elements

For  $n = 1,000,000$ :

Linear: 1,000,000 steps

Binary:  $\approx 20$  steps

# Measuring Efficiency

## Bad Approach: Wall Clock Time

- Depends on computer speed
- Depends on programming language
- Depends on other running programs
- Not reproducible

## Good Approach: Count Operations

- Count basic operations (comparisons, assignments, arithmetic)
- Express as a function of input size  $n$
- Focus on growth rate as  $n \rightarrow \infty$
- Independent of hardware

## Key Idea

We care about **how fast** the running time **grows** with input size, not the exact number of operations.

## Counting Operations — Example

```
int sum(int arr[], int n) {
    int total = 0;           // 1 operation
    for (int i = 0; i < n; i++) {
        // loop runs n times
        total += arr[i];    // 1 op * n
                            // times
    }
    return total;          // 1 operation
}
```

Total operations:  $1 + n + 1 = n + 2$

As  $n$  grows large, the “+2” becomes insignificant.

We say this is  $O(n)$ .

```
void printPairs(int arr[], int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            printf("%d,%d\n",
                arr[i], arr[j]);
        }
    }
}
```

Inner loop runs  $n$  times for each of  $n$  outer iterations.

Total:  $n \times n = n^2$  operations.

We say this is  $O(n^2)$ .

# Asymptotic Notation — Overview

Asymptotic notation describes how a function grows as  $n \rightarrow \infty$ .

Notation	Name	Meaning
$O(g(n))$	Big-O	Upper bound (at most)
$\Omega(g(n))$	Big-Omega	Lower bound (at least)
$\Theta(g(n))$	Big-Theta	Tight bound (exactly)
$o(g(n))$	Little-o	Strictly less than
$\omega(g(n))$	Little-omega	Strictly more than

## Analogy

Think of comparing two numbers  $a$  and  $b$ :

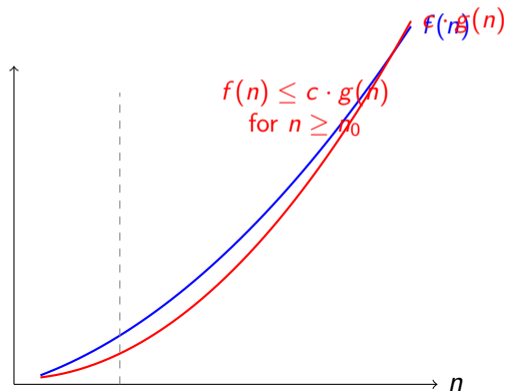
$O$  is like  $\leq$ ,  $\Omega$  is like  $\geq$ ,  $\Theta$  is like  $=$ ,  $o$  is like  $<$ ,  $\omega$  is like  $>$

# Big-O Notation ( $O$ ) — Upper Bound

## Formal Definition

$f(n) = O(g(n))$  if there exist positive constants  $c$  and  $n_0$  such that:

$$0 \leq f(n) \leq c \cdot g(n) \quad \text{for all } n \geq n_0$$



## Big-O — Examples

Example 1:  $f(n) = 3n + 5$  is  $O(n)$

Choose  $c = 4$ ,  $n_0 = 5$ :

$$3n + 5 \leq 4n \text{ for all } n \geq 5 \quad \checkmark$$

Example 2:  $f(n) = 2n^2 + 3n + 1$  is  $O(n^2)$

Choose  $c = 3$ ,  $n_0 = 4$ :

$$2n^2 + 3n + 1 \leq 3n^2 \text{ for all } n \geq 4 \quad \checkmark$$

(since  $3n + 1 \leq n^2$  for  $n \geq 4$ )

Example 3:  $f(n) = n^2$  is **NOT**  $O(n)$

No matter what  $c$  we choose,  $n^2 > cn$  for large enough  $n$ .

(divide both sides by  $n$ :  $n > c$ , which is true for  $n > c$ )

### Rule of Thumb

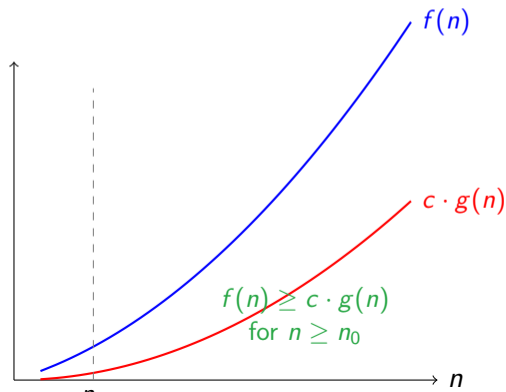
Drop lower-order terms and constant coefficients:

# Big-Omega Notation ( $\Omega$ ) — Lower Bound

## Formal Definition

$f(n) = \Omega(g(n))$  if there exist positive constants  $c$  and  $n_0$  such that:

$$0 \leq c \cdot g(n) \leq f(n) \quad \text{for all } n \geq n_0$$

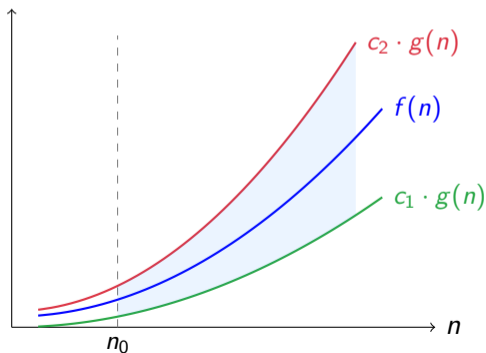


# Big-Theta Notation ( $\Theta$ ) — Tight Bound

## Formal Definition

$f(n) = \Theta(g(n))$  if there exist positive constants  $c_1$ ,  $c_2$ , and  $n_0$  such that:

$$0 \leq c_1 \cdot g(n) \leq f(n) \leq c_2 \cdot g(n) \quad \text{for all } n \geq n_0$$



## Big-Theta — Examples

Example:  $f(n) = 2n^2 + 3n + 1$  is  $\Theta(n^2)$

**Upper bound ( $O$ ):**  $2n^2 + 3n + 1 \leq 3n^2$  for  $n \geq 4$  ( $c_2 = 3$ )

**Lower bound ( $\Omega$ ):**  $2n^2 + 3n + 1 \geq 2n^2$  for  $n \geq 1$  ( $c_1 = 2$ )

Therefore:  $2n^2 \leq 2n^2 + 3n + 1 \leq 3n^2$  for  $n \geq 4$

So  $f(n) = \Theta(n^2)$  ✓

Function	$O(\cdot)$	$\Omega(\cdot)$	$\Theta(\cdot)$
$5n + 3$	$O(n)$	$\Omega(n)$	$\Theta(n)$
$2n^2 + n$	$O(n^2)$	$\Omega(n^2)$	$\Theta(n^2)$
$n^2$	$O(n^2), O(n^3)$	$\Omega(n), \Omega(n^2)$	$\Theta(n^2)$
$3 \cdot 2^n + n^3$	$O(2^n)$	$\Omega(2^n)$	$\Theta(2^n)$

**Note:**  $\Theta$  gives the **tightest** characterization.  $O$  can be loose (e.g.,  $n = O(n^{100})$  is true but useless).

# Little-o and Little- $\omega$ Notation

## Little-o: Strictly Less Than

$f(n) = o(g(n))$  means: for **every** constant  $c > 0$ , there exists  $n_0$  such that:

$$0 \leq f(n) < c \cdot g(n) \quad \text{for all } n \geq n_0$$

Equivalently:  $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0$

## Little- $\omega$ : Strictly Greater Than

$f(n) = \omega(g(n))$  means: for **every** constant  $c > 0$ , there exists  $n_0$  such that:

$$0 \leq c \cdot g(n) < f(n) \quad \text{for all } n \geq n_0$$

Equivalently:  $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \infty$

# Summary of All Asymptotic Notations

Notation	Analogy	Limit	Informal Meaning
$f = O(g)$	$a \leq b$	$\limsup \frac{f}{g} < \infty$	$f$ grows at most as fast as $g$
$f = \Omega(g)$	$a \geq b$	$\liminf \frac{f}{g} > 0$	$f$ grows at least as fast as $g$
$f = \Theta(g)$	$a = b$	$0 < \lim \frac{f}{g} < \infty$	$f$ grows at same rate as $g$
$f = o(g)$	$a < b$	$\lim \frac{f}{g} = 0$	$f$ grows strictly slower than $g$
$f = \omega(g)$	$a > b$	$\lim \frac{f}{g} = \infty$	$f$ grows strictly faster than $g$

## Key Relationships

- $f(n) = \Theta(g(n)) \iff f(n) = O(g(n))$  **and**  $f(n) = \Omega(g(n))$
- $f(n) = o(g(n)) \implies f(n) = O(g(n))$ , but not vice versa
- $f(n) = \omega(g(n)) \implies f(n) = \Omega(g(n))$ , but not vice versa

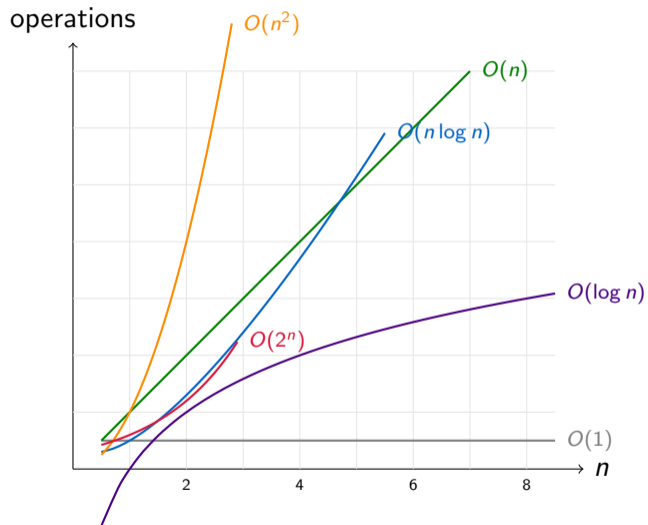
# Common Complexity Classes

Notation	Name	Example	$n = 10^6$
$O(1)$	Constant	Array access	1
$O(\log n)$	Logarithmic	Binary search	20
$O(n)$	Linear	Linear search	$10^6$
$O(n \log n)$	Log-linear	Merge sort	$2 \times 10^7$
$O(n^2)$	Quadratic	Bubble sort	$10^{12}$
$O(n^3)$	Cubic	Matrix multiply	$10^{18}$
$O(2^n)$	Exponential	Subsets	$\approx 10^{301029}$
$O(n!)$	Factorial	Permutations	$\approx 10^{5565709}$

## Ordering:

$$O(1) \subset O(\log n) \subset O(n) \subset O(n \log n) \subset O(n^2) \subset O(n^3) \subset O(2^n) \subset O(n!)$$

# Growth Rates — Visual Comparison



## Asymptotic Operations — Addition

### Rule: Sum of Functions

If  $f_1(n) = O(g_1(n))$  and  $f_2(n) = O(g_2(n))$ , then:

$$f_1(n) + f_2(n) = O(\max(g_1(n), g_2(n)))$$

**The dominant term wins!**

### Examples

- $O(n) + O(n^2) = O(n^2)$
- $O(n \log n) + O(n) = O(n \log n)$
- $O(n^3) + O(2^n) = O(2^n)$

**Application:** Sequential code blocks — total time is the **maximum** of individual blocks.

$$\text{Block 1: } O(n) + \text{Block 2: } O(n^2) + \text{Block 3: } O(n) = O(n^2)$$

# Asymptotic Operations — Multiplication

## Rule: Product of Functions

If  $f_1(n) = O(g_1(n))$  and  $f_2(n) = O(g_2(n))$ , then:

$$f_1(n) \cdot f_2(n) = O(g_1(n) \cdot g_2(n))$$

## Examples

- $O(n) \cdot O(n) = O(n^2)$  (nested loops)
- $O(\log n) \cdot O(n) = O(n \log n)$  (e.g., merge sort)
- $O(n) \cdot O(1) = O(n)$  (constant work inside loop)

## Constants Can Be Dropped

$c \cdot O(f(n)) = O(f(n))$  for any constant  $c > 0$

Examples:  $5 \cdot O(n) = O(n)$ ,  $100 \cdot O(n^2) = O(n^2)$

# Properties of Asymptotic Notation

## 1. Transitivity

If  $f = O(g)$  and  $g = O(h)$ ,  
then  $f = O(h)$ .

*Same for  $\Omega$ ,  $\Theta$ ,  $o$ ,  $\omega$ .*

## 2. Reflexivity

$$f(n) = O(f(n))$$

$$f(n) = \Omega(f(n))$$

$$f(n) = \Theta(f(n))$$

## 3. Symmetry

$$f = \Theta(g) \iff g = \Theta(f)$$

*Only  $\Theta$  is symmetric!*

## 4. Transpose Symmetry

$$f = O(g) \iff g = \Omega(f)$$

$$f = o(g) \iff g = \omega(f)$$

## 5. Polynomial Dominance

For  $a > b > 0$ :

$$n^b = o(n^a)$$

Example:  $n^2 = o(n^3)$

## 6. Exponential Dominance

For any  $k > 0$  and  $a > 1$ :

$$n^k = o(a^n)$$

Example:  $n^{100} = o(2^n)$

# Useful Limit Rules for Asymptotic Analysis

## Using Limits to Determine Relationship

$$\text{Given } L = \lim_{n \rightarrow \infty} \frac{f(n)}{g(n)}:$$

$$\text{If } L = 0 \quad \Rightarrow \quad f(n) = o(g(n)) \text{ and } f(n) = O(g(n))$$

$$\text{If } 0 < L < \infty \quad \Rightarrow \quad f(n) = \Theta(g(n))$$

$$\text{If } L = \infty \quad \Rightarrow \quad f(n) = \omega(g(n)) \text{ and } f(n) = \Omega(g(n))$$

## Examples

$$\lim_{n \rightarrow \infty} \frac{n}{\log n} = \infty \quad \Rightarrow \quad n = \omega(\log n), \text{ so } \log n = o(n)$$

$$\lim_{n \rightarrow \infty} \frac{3n^2 + 5n}{n^2} = 3 \quad \Rightarrow \quad 3n^2 + 5n = \Theta(n^2)$$

$$\lim_{n \rightarrow \infty} \frac{n^2}{2^n} = 0 \quad \Rightarrow \quad n^2 = o(2^n)$$

## Rule 1: Sequential Statements

```
int a = 5;           // O(1)
int b = a + 10;     // O(1)
printf("%d\n", b);  // O(1)
```

Total:  $O(1) + O(1) + O(1) = O(1)$

```
// Block 1: O(n)
for (int i = 0; i < n; i++)
    printf("%d ", arr[i]);

// Block 2: O(n^2)
for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)
        printf("%d,%d ", arr[i], arr[j]);
```

Total:  $O(n) + O(n^2) = O(n^2)$

### Rule

For sequential blocks, take the **maximum**:  $O(\max(f_1, f_2, \dots))$

## Rule 2: Simple Loops

```
// Runs n times -> O(n)
for (int i = 0; i < n; i++) {
    // O(1) work
}

// Runs n/2 times -> O(n)
for (int i = 0; i < n; i += 2) {
    // O(1) work
}

// Runs n-5 times -> O(n)
for (int i = 5; i < n; i++) {
    // O(1) work
}
```

```
// Logarithmic: O(log n)
for (int i = 1; i < n; i *= 2) {
    // O(1) work
}
// i = 1, 2, 4, 8, ..., n
// Steps: log2(n)

// Logarithmic: O(log n)
for (int i = n; i > 0; i /= 2) {
    // O(1) work
}
// i = n, n/2, n/4, ..., 1
// Steps: log2(n)
```

### Rule

- Loop variable incremented by constant  $\rightarrow O(n)$
- Loop variable multiplied/divided by constant  $\rightarrow O(\log n)$

## Rule 3: Nested Loops

```
//  $O(n) * O(n) = O(n^2)$ 
for (int i = 0; i < n; i++) {
    for (int j = 0; j < n; j++) {
        //  $O(1)$  work
    }
}
```

```
//  $O(n) * O(n) * O(n) = O(n^3)$ 
for (int i = 0; i < n; i++)
    for (int j = 0; j < n; j++)
        for (int k = 0; k < n; k++)
            //  $O(1)$  work
```

```
// Dependent loops:  $O(n^2)$ 
for (int i = 0; i < n; i++) {
    for (int j = 0; j < i; j++) {
        //  $O(1)$  work
    }
}
// Total:  $0+1+2+\dots+(n-1)$ 
//          =  $n(n-1)/2 = O(n^2)$ 
```

```
//  $O(n) * O(\log n) = O(n \log n)$ 
for (int i = 0; i < n; i++) {
    for (int j = 1; j < n; j *= 2){
        //  $O(1)$  work
    }
}
```

### Rule

Multiply the complexities of each loop level.

## Rule 4: If-Else Statements

```
if (condition) {  
    // Block A: O(n)  
    for (int i = 0; i < n; i++)  
        process(arr[i]);  
} else {  
    // Block B: O(n^2)  
    for (int i = 0; i < n; i++)  
        for (int j = 0; j < n; j++)  
            compare(arr[i], arr[j]);  
}
```

### Rule

For if-else, take the **worst case** (maximum):

$$O(\max(n, n^2)) = O(n^2)$$

*We analyze the worst case — the branch that takes the most time.*

## Rule 5: Recursive Functions

```
// Linear recursion: O(n)
int factorial(int n) {
    if (n <= 1) return 1;
    return n * factorial(n - 1);
}
// T(n) = T(n-1) + O(1)
// T(n) = O(n)
```

```
// Binary recursion: O(2^n)
int fib(int n) {
    if (n <= 1) return n;
    return fib(n-1) + fib(n-2);
}
// T(n) = T(n-1) + T(n-2) + O(1)
// T(n) = O(2^n)
```

```
// Divide and conquer: O(n log n)
void mergeSort(int arr[],
               int l, int r) {
    if (l >= r) return;
    int m = (l + r) / 2;
    mergeSort(arr, l, m);
    mergeSort(arr, m+1, r);
    merge(arr, l, m, r); // O(n)
}
// T(n) = 2T(n/2) + O(n)
// T(n) = O(n log n)
```

```
// Binary search: O(log n)
// T(n) = T(n/2) + O(1)
// T(n) = O(log n)
```

# Recurrence Relations

## What is a Recurrence?

A recurrence relation expresses the running time of a recursive algorithm in terms of smaller inputs.

Algorithm	Recurrence	Solution
Linear Search	$T(n) = T(n - 1) + O(1)$	$O(n)$
Binary Search	$T(n) = T(n/2) + O(1)$	$O(\log n)$
Merge Sort	$T(n) = 2T(n/2) + O(n)$	$O(n \log n)$
Quick Sort (avg)	$T(n) = 2T(n/2) + O(n)$	$O(n \log n)$
Quick Sort (worst)	$T(n) = T(n - 1) + O(n)$	$O(n^2)$
Fibonacci (naive)	$T(n) = T(n - 1) + T(n - 2) + O(1)$	$O(2^n)$

## Methods to Solve:

- 1 Substitution (expand and find pattern)
- 2 Recursion Tree

## Solving by Expansion (Substitution)

**Example:**  $T(n) = T(n/2) + 1$ ,  $T(1) = 1$

$$\begin{aligned}T(n) &= T(n/2) + 1 \\&= [T(n/4) + 1] + 1 = T(n/4) + 2 \\&= [T(n/8) + 1] + 2 = T(n/8) + 3 \\&\vdots \\&= T(n/2^k) + k\end{aligned}$$

Base case when  $n/2^k = 1 \Rightarrow k = \log_2 n$ :

$$T(n) = T(1) + \log_2 n = 1 + \log_2 n = O(\log n)$$

### Verification

Binary search:  $T(n) = T(n/2) + O(1) = O(\log n) \checkmark$

# Master Theorem

## For Recurrences of the Form

$$T(n) = aT(n/b) + O(n^d)$$

where  $a \geq 1$ ,  $b > 1$ ,  $d \geq 0$

Case	Solution
Case 1: $d < \log_b a$	$T(n) = O(n^{\log_b a})$
Case 2: $d = \log_b a$	$T(n) = O(n^d \log n)$
Case 3: $d > \log_b a$	$T(n) = O(n^d)$

## Examples

- Merge Sort:  $T(n) = 2T(n/2) + O(n) \rightarrow a = 2, b = 2, d = 1 \rightarrow d = \log_2 2 = 1 \rightarrow$  Case 2:  $O(n \log n)$

# Best, Average, and Worst Case

An algorithm's performance can vary depending on the **input**:

## Three Cases

- **Best Case:** Minimum operations (most favorable input)
- **Average Case:** Expected operations (typical input)
- **Worst Case:** Maximum operations (most unfavorable input)

We usually analyze the **worst case** because it gives a **guarantee**.

## Insertion Sort

Best:	$O(n)$ (sorted input)
Average:	$O(n^2)$
Worst:	$O(n^2)$ (reverse sorted)

## Quick Sort

Best:	$O(n \log n)$
Average:	$O(n \log n)$
Worst:	$O(n^2)$ (sorted + bad pivot)

# Space Complexity

## Definition

Space complexity measures the **total memory** used by an algorithm as a function of input size, including:

- **Input space:** memory for input data
- **Auxiliary space:** extra memory used during execution

```
// O(1) auxiliary space
void swap(int *a, int *b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}
```

```
// O(n) auxiliary space
int *copy = malloc(n * sizeof(int));
for (int i = 0; i < n; i++)
    copy[i] = arr[i];
```

Algorithm	Space
Bubble Sort	$O(1)$
Selection Sort	$O(1)$
Insertion Sort	$O(1)$
Merge Sort	$O(n)$
Quick Sort	$O(\log n)$
Binary Search	$O(1)$ iter
Binary Search	$O(\log n)$ rec

## Key Takeaways

- 1 **Algorithm analysis** measures efficiency independent of hardware
- 2 **Big-O ( $O$ )**: upper bound — “at most this fast”
- 3 **Big-Omega ( $\Omega$ )**: lower bound — “at least this fast”
- 4 **Big-Theta ( $\Theta$ )**: tight bound — “exactly this fast”
- 5 **Little-o/omega**: strict (non-tight) bounds
- 6 **Drop constants and lower-order terms** in asymptotic analysis
- 7 **Sequential code**: take the maximum
- 8 **Nested loops**: multiply the complexities
- 9 **Recursion**: write and solve recurrence relations
- 10 **Master Theorem**:  $T(n) = aT(n/b) + O(n^d)$

# Practice Problems

## Determine the Big-O complexity:

- 1  $f(n) = 5n^3 + 2n^2 + 100$
- 2  $f(n) = n \log n + n$
- 3  $f(n) = 3^n + n^{10}$
- 4 A loop from 1 to  $n$  with a nested loop from 1 to  $\sqrt{n}$
- 5  $T(n) = 3T(n/3) + O(n)$  (use Master Theorem)
- 6  $T(n) = 4T(n/2) + O(n)$  (use Master Theorem)

## Prove or disprove:

- 7  $2n + 10 = O(n)$
- 8  $n^2 = O(n)$
- 9  $n \log n = \Omega(n)$
- 10  $n^2 + n = \Theta(n^2)$

Questions?