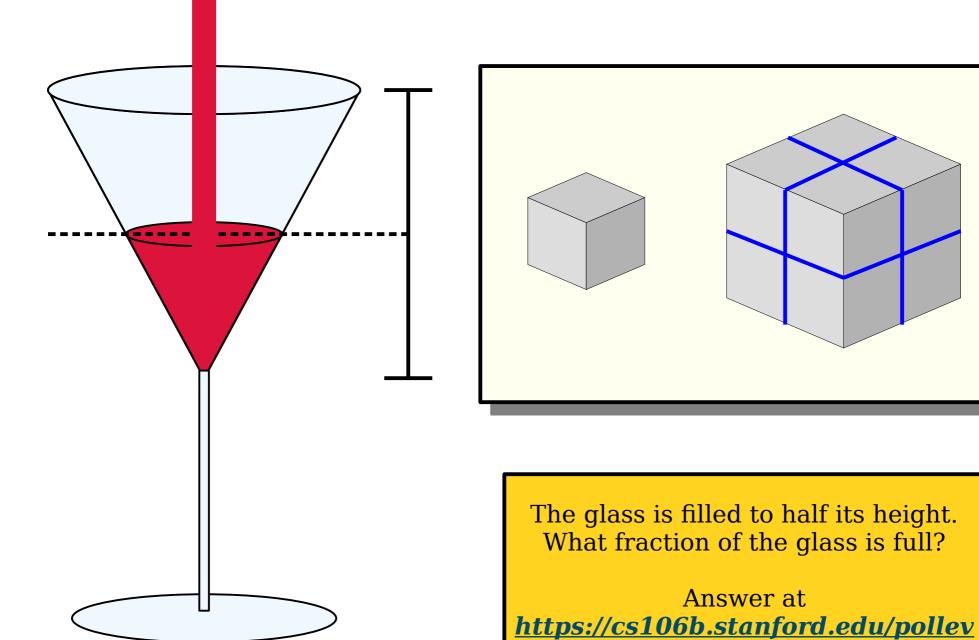
#### A Motivating Question

```
void printTrigrams_v1(const string& str) {
    for (int i = 0; i + 3 <= str.length(); i++) {
        string trigram = str.substr(i, 3);
        cout << trigram << endl;
    }
}</pre>
```

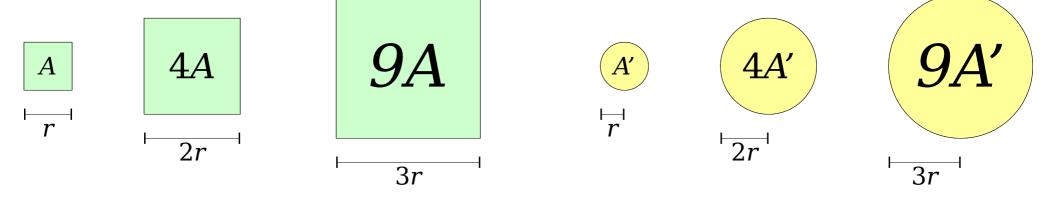
```
void printTrigrams_v2(const string& str) {
    string s = str;
    while (s.length() >= 3) {
        cout << s[0] << s[1] << s[2] << endl;
        s = s.substr(1);
    }
}</pre>
```

**Estimating Quantities** 



Knowing the rate at which some quantity scales allows you to predict its value in the future, even if you don't have an exact formula.

- **Big-O notation** is a way of quantifying the rate at which some quantity grows.
- For example:
  - A square of side length r has area  $O(r^2)$ .
  - A circle of radius r has area  $O(r^2)$ .



Doubling r increases area  $4\times$ . Tripling r increases area  $9\times$ .

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This just says that these quantities grow at the same relative rates. It does not say that they're equal!

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- **Big-O notation** is a way of quantifying the rate at which some quantity grows.
- For example:
  - A square of side length r has area  $O(r^2)$ .
  - A circle of radius r has area  $O(r^2)$ .
  - A cube of side length r has volume  $O(r^3)$ .
  - A sphere of radius r has volume  $O(r^3)$ .
  - A sphere of radius r has surface area  $O(r^2)$ .
  - A cube of side length r has surface area  $O(r^2)$ .

• **Metcalfe's Law** says that

The value of a communications network with n users is  $O(n^2)$ .

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• Imagine a social network has 10,000,000 users and is worth \$10,000,000. Estimate how many users it needs to have to be worth \$1,000,000,000.

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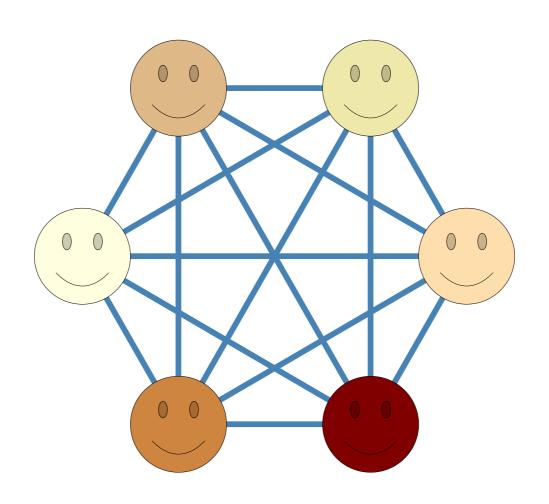
• Imagine a social network has 10,000,000 users and is worth \$10,000,000. Estimate how many users it needs to have to be worth \$1,000,000,000.

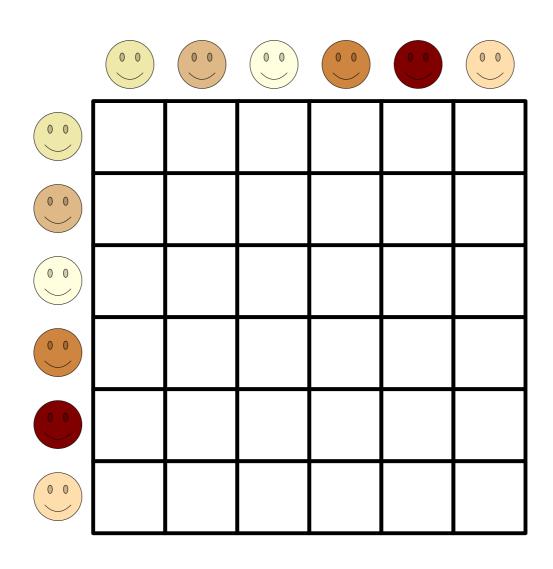
Answer at <a href="https://cs106b.stanford.edu/pollev">https://cs106b.stanford.edu/pollev</a>

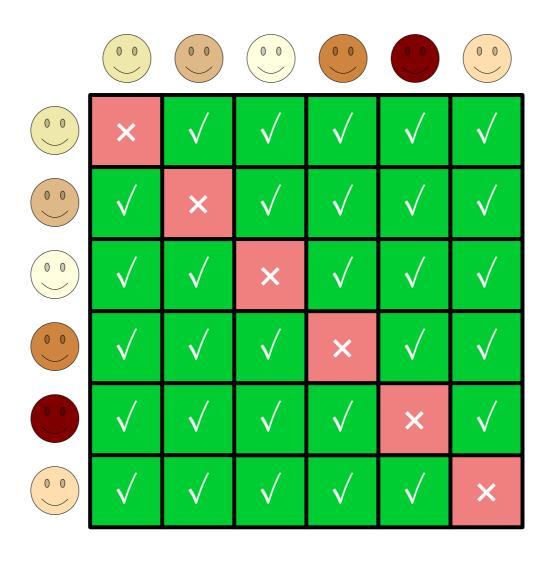
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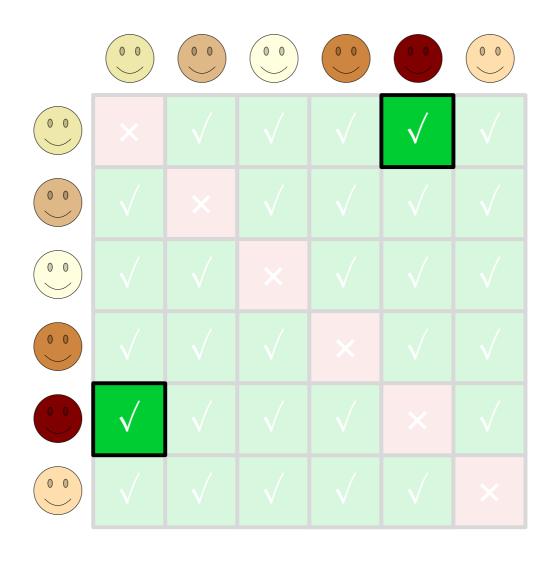
- Imagine a social network has 10,000,000 users and is worth \$10,000,000. Estimate how many users it needs to have to be worth \$1,000,000,000.
- **Reasonable guess:** The network needs to grow its value  $100\times$ . Since value grows quadratically with size, it needs to grow its user base  $10\times$ , requiring 100,000,000 users.



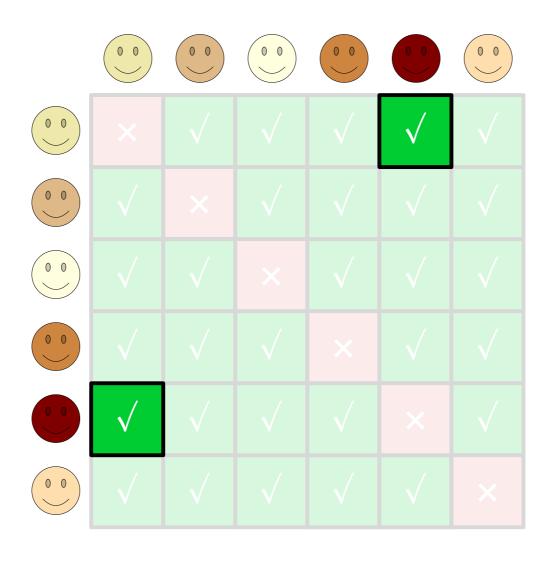




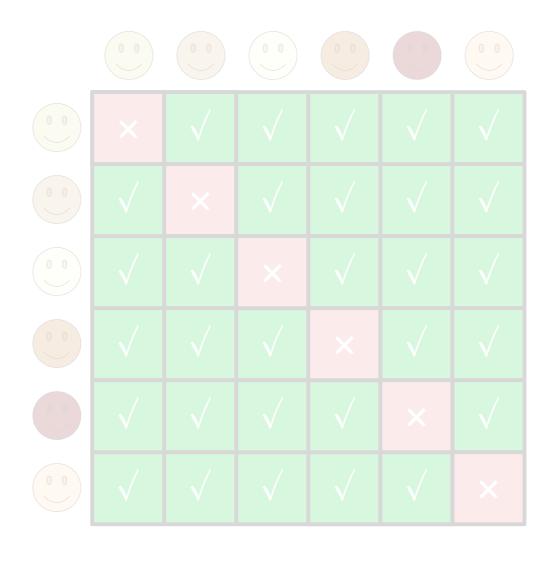
 $n^2 - n$ 



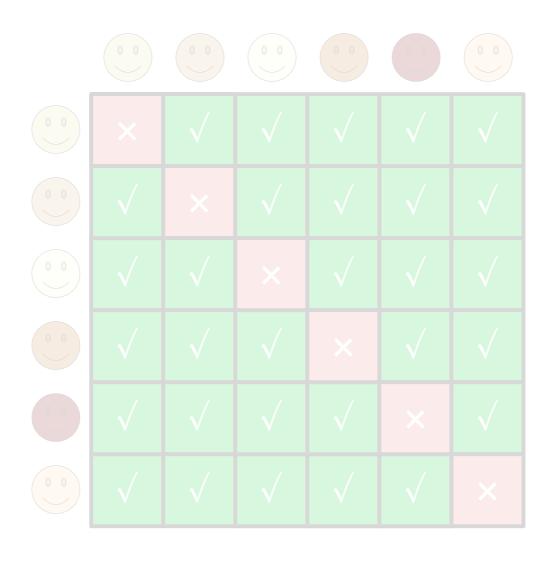
 $n^2 - n$ 



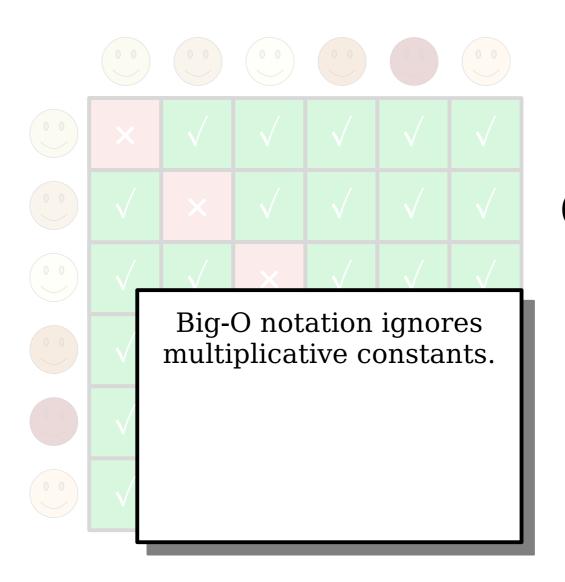
$$\frac{n^2-n}{2}$$



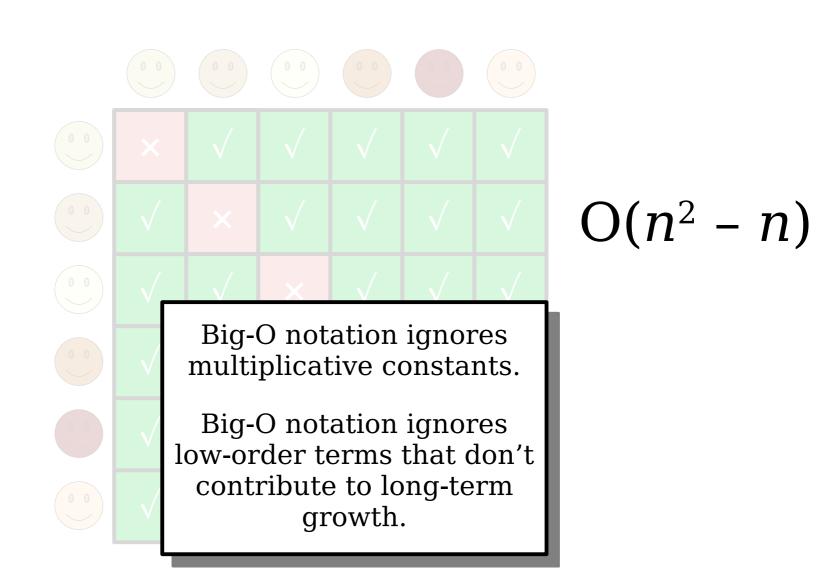
$$\frac{n^2-n}{2}$$

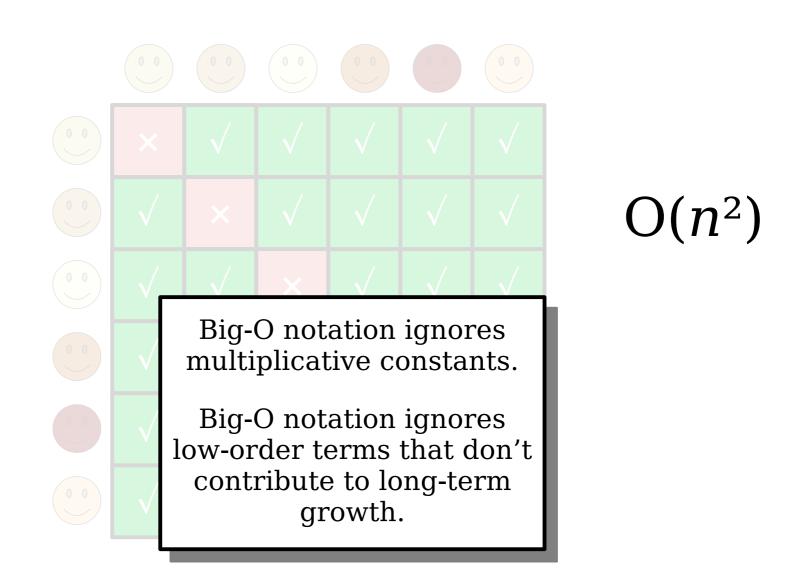


$$\frac{n^2}{2} - \frac{n}{2}$$

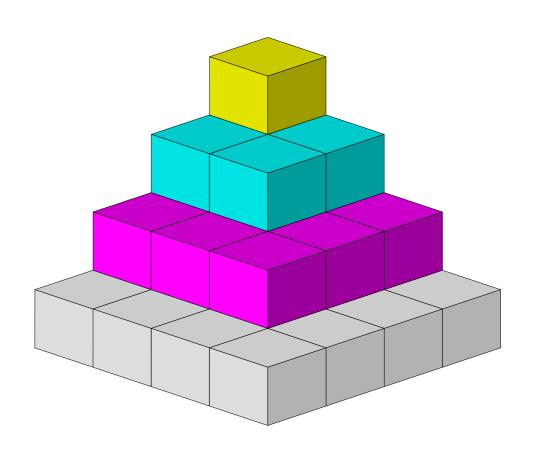


$$O(\frac{n^2}{2}-\frac{n}{2})$$





- Suppose we make a pyramid of cubes like the one shown to the right.
- The top layer is a 1×1 square of cubes, the next is a 2×2 square of cubes, then a 3×3 square of cubes, etc.
- How many cubes are there if the pyramid is n layers deep?



Here's some numbers:

10 layers: 385 cubes

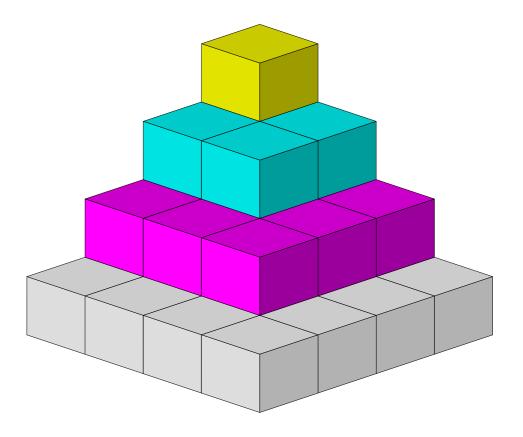
20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

 Question: Can we roughly estimate how many cubes will be in a 60-layer stack, even if we don't have an exact formula?



Suppose we form a tower of cubes like this that is *n* layers deep. How many cubes are there in total?

A. O(n)

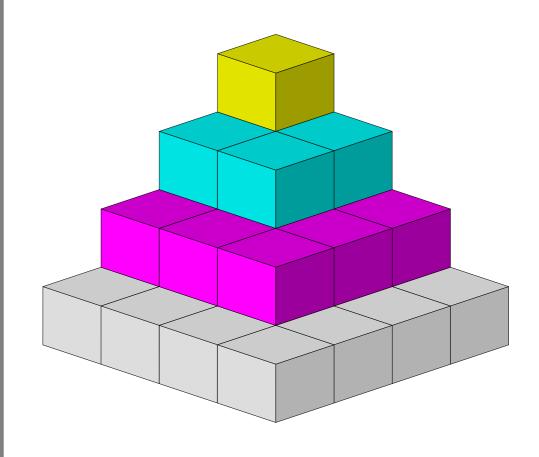
B.  $O(n^2)$ 

C.  $O(n^3)$ 

D.  $O(n^4)$ 

Answer at

https://cs106b.stanford.edu/pollev



Here's some numbers:

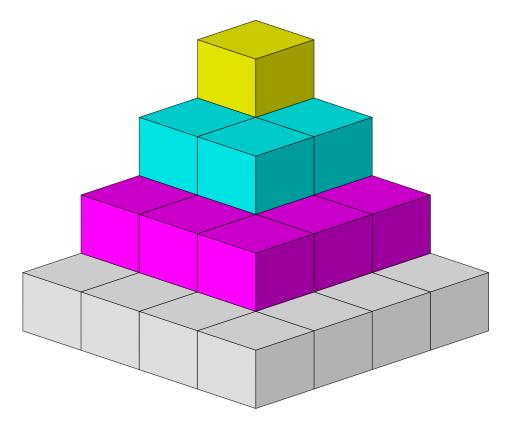
10 layers: 385 cubes

20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes



#### Here's some numbers:

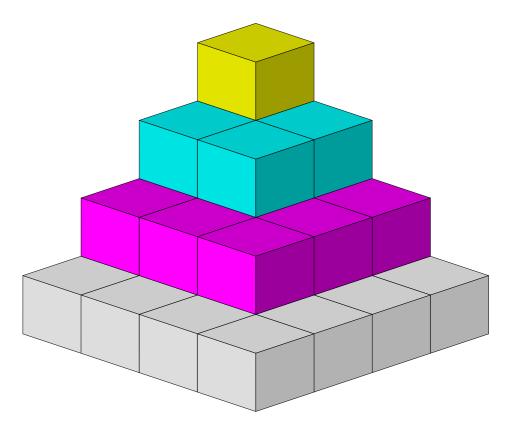
10 layers: 385 cubes

20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes



#### Here's some numbers:

10 layers: 385 cubes

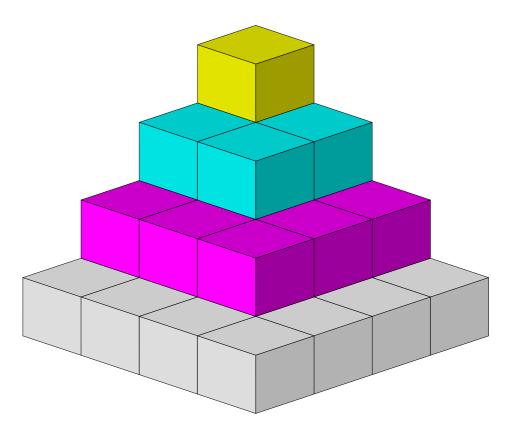
20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

60 layers: ≈ 8× as many



#### Here's some numbers:

10 layers: 385 cubes

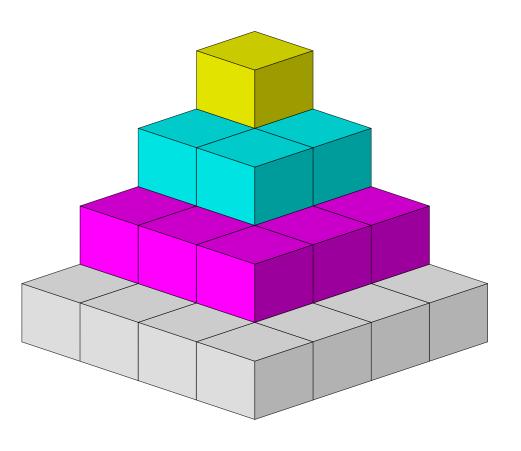
20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

60 layers: ≈75,640 cubes



Here's some numbers:

10 layers: 385 cubes

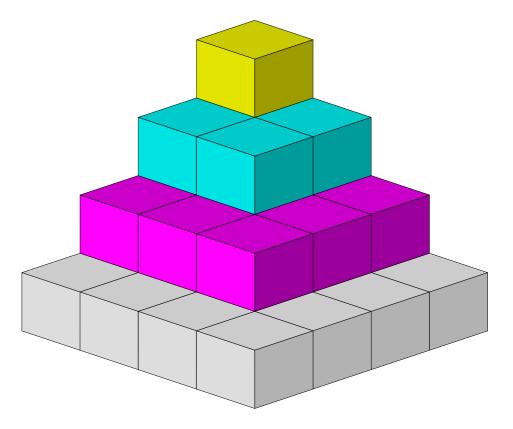
20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

60 layers: ≈75,640 cubes



Here's some numbers:

10 layers: 385 cubes

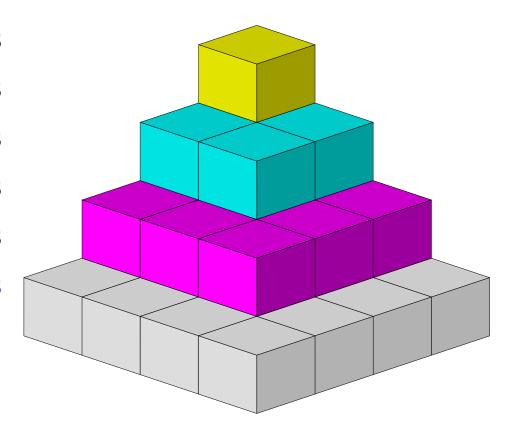
20 layers: 2,870 cubes

30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

60 layers: 73,810 cubes



Here's some numbers:

10 layers: 385 cubes

20 layers: 2,870 cubes

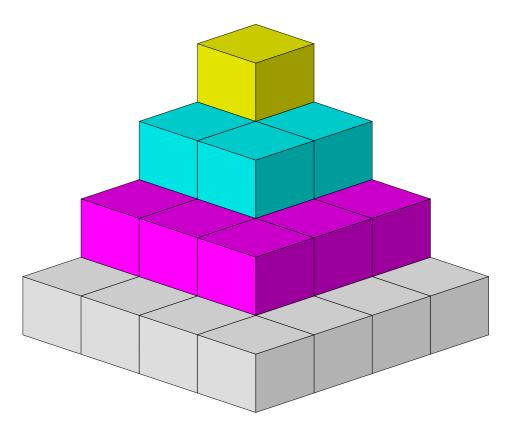
30 layers: 9,455 cubes

40 layers: 22,140 cubes

50 layers: 42,925 cubes

60 layers: 73,810 cubes

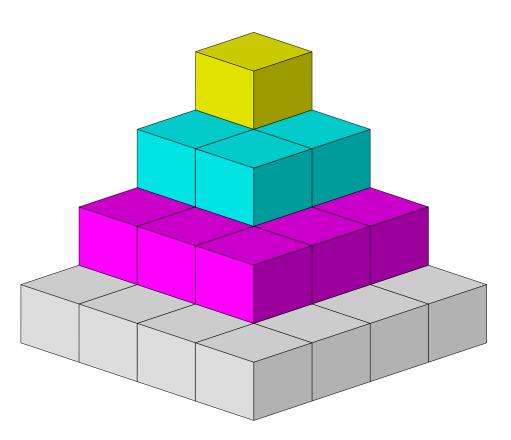
 Even without an exact formula, we've made a remarkably good prediction!



 In case you're curious, the exact formula is

$$\frac{n^3}{3} + \frac{n^2}{2} + \frac{n}{6}$$
.

- This quantity is  $O(n^3)$  because
  - big-O notation ignores constant factors, and
  - big-O notation ignores lower-order terms.
- We still worked out the big-O growth rate without the exact formula!



#### Nuances of Big-O Notation

- Big-O notation is designed to capture the rate at which a quantity grows.
- It does not capture information about
  - leading coefficients: the area of a square of side length r and a circle of radius r are each  $O(r^2)$ .
  - lower-order terms: the functions n, 5n, and 137n + 42 are all O(n).
- However, it's still a powerful tool for predicting behavior.

Time-Out for Announcements!

## Assignment 4

- Assignment 3 was due today at 1:00PM.
  - Need more time? You have four free "late days" to use over the quarter. You can use up to two of them here.
- Assignment 4 (*Recursion to the Rescue!*) goes out today. It's due next Friday at 1:00PM and must be completed individually.
  - Play around with recursive problem-solving in realistic situations.
  - Explore the power and potential pitfalls of recursive optimization.
- YEAH Hours run today from 4:30PM 5:30PM just around the corner in Hewlett 101.
- As always, feel free to ask for help when you need it! Ping us on EdStem, stop by the LaIR, or visit our office hours in the Shiny New CoDa Building.

## Lecture Participation Opt-Out

- The deadline to opt out of lecture participation and shift the weight to your final exam is *tonight at 11:59PM*.
- Link is available
  - on the course website in the announcements section,
  - on EdStem on the pinned post, and
  - right here!
- Make sure to get this in by tonight!

#### Midterm Exam Reminder

- Our midterm exam will be on *Monday, February 10<sup>th</sup>* from 7:00PM 10:00PM.
- We will go over more exam logistics this upcoming Monday. Briefly:
  - The exam covers L00 L09 (basic C++ up through but not including recursive backtracking) and A0 A3 (debugging through recursion).
  - It's a traditional sit-down, pencil-and-paper exam.
  - It's closed-book, closed-computer, and limited-note. You can bring an  $8.5" \times 11"$  sheet of notes with you to the exam.
- We've posted a huge searchable bank of practice problems to the course website, along with three practice exams made from questions selected from that bank.
- Students with OAE accommodations: You should already have heard from us with details of your alternate exam arrangements. Contact us *immediately* if you haven't.

# fg

(The Unix command to resume a program that was paused)

```
void printTrigrams_v1(const string& str) {
    for (int i = 0; i + 3 <= str.length(); i++) {
        string trigram = str.substr(i, 3);
        cout << trigram << endl;
    }
}</pre>
```

```
void printTrigrams_v2(const string& str) {
    string s = str;
    while (s.length() >= 3) {
        cout << s[0] << s[1] << s[2] << endl;
        s = s.substr(1);
    }
}</pre>
```

Applying Big-O Notation to Code

```
double averageOf(const Vector<int>& vec) {
   double total = 0.0;

   for (int i = 0; i < vec.size(); i++) {
      total += vec[i];
   }

   return total / vec.size();
}</pre>
```

Assume any individual statement takes one unit of time to execute. If the input Vector has *n* elements, how many time units will this code take to run?

```
double averageOf(const Vector<int>& vec) {
1 double total = 0.0;
                       n+1
  for (int i = 0; i < vec.size(); i++) {</pre>
      total += vec[i];
  return total / vec.size(); 1
```

Assume any individual statement takes one unit of time to execute. If the input Vector has *n* elements, how many time units will this code take to run?

```
double averageOf(const Vector<int>& vec) {
1 double total = 0.0;
                         n+1
  for (int i = 0; i < vec.size(); i++) {</pre>
      total += vec[i];
  return total / vec.size(); 1
                                       Is this useful?
                                       What does that
                                          tell us?
```

One possible answer: 3n + 4.

```
double averageOf(const Vector<int>& vec) {
1 double total = 0.0;
                            n+1
  for (int i = 0; i < vec.size(); i++) {</pre>
       total += vec[i];
  return total / vec.size();
                                      Doubling the size of the
                                     input roughly doubles the
                                            runtime.
                                    If we get some data points,
                                        we can extrapolate
                                    runtimes to good precision.
```

One possible answer: 3n + 4. More useful answer: O(n).

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            cout << '*' << endl;
        }
    }
}</pre>
```

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            cout << '*' << endl;
        }
    }
}</pre>
```

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            do a fixed amount of work;
        }
    }
}</pre>
```

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            do a fixed amount of work;
        }
    }
}</pre>
```

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        do O(n) units of work;
    }
}</pre>
```

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        do O(n) units of work;
    }
}</pre>
```

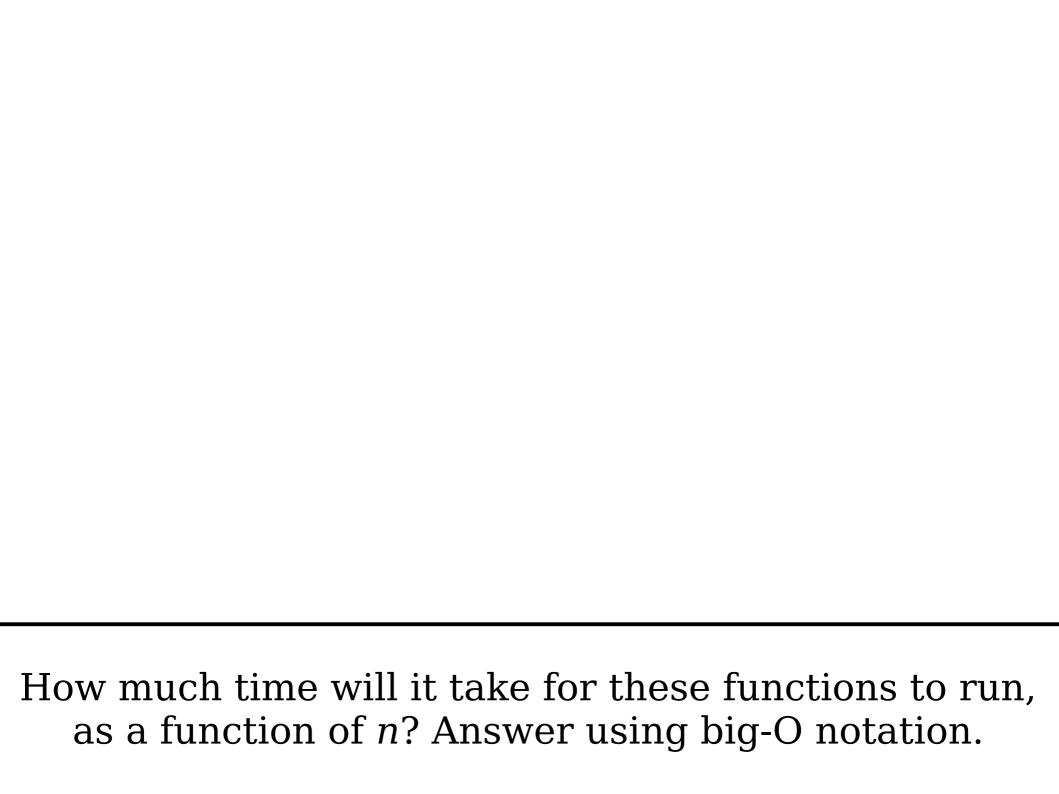
```
void printStars(int n) {
    do O(n²) units of work;
}
```

```
void printStars(int n) {
    do O(n²) units of work;
}
```

Answer:  $O(n^2)$ .

```
void printStars(int n) {
    for (int i = 0; i < n; i++) {
        for (int j = 0; j < n; j++) {
            cout << '*' << endl;
        }
    }
}</pre>
```

### Answer: $O(n^2)$ .



```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
         for (int j = 0; j < 5 * n; j++) {
             cout << '*' << endl:</pre>
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
         cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {</pre>
         cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
         for (int j = 0; j < 5 * n; j++) {</pre>
             cout << '*' << endl;
                                      Answer at
                           https://cs106b.stanford.edu/pollev
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
         cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {
         cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        for (int j = 0; j < 5 * n; j++) {</pre>
            cout << '*' << endl:
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        for (int j = 0; j < 5 * n; j++) {</pre>
            cout << '*' << endl;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        for (int j = 0; j < 5 * n; j++) {
            do one unit of work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        for (int j = 0; j < 5 * n; j++) {</pre>
            do one unit of work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        do 5n units of work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        do O(n) work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
        do O(n) work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    do 2n * O(n) work;
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    do 2n * O(n) work;
                              As before, big-O
                             ignores any leading
                                coefficients.
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    do O(n²) work;
                              As before, big-O
                             ignores any leading
                                coefficients.
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
        cout << "*" << endl:
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
         for (int j = 0; j < 5 * n; j++) {
   cout << '*' << endl;</pre>
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {
         cout << "*" << endl;
    for (int i = 0; i < 8; i++) {
         cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
             cout << '*' << endl:
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {</pre>
        cout << "*" << endl:
```

```
void beni(int n) {
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             cout << '*' << endl:
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {</pre>
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        do one unit of work;
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        do one unit of work;
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    do 3n units of work;
    for (int i = 0; i < 8; i++) {</pre>
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    do O(n) units of work;
    for (int i = 0; i < 8; i++) {</pre>
        cout << "*" << endl:
```

```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {
        for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    do O(n) units of work;
    for (int i = 0; i < 8; i++) {</pre>
        cout << "*" << endl:</pre>
```

```
void beni(int n) {
   for (int i = 0; i < 2 * n; i++) {
       for (int j = 0; j < 5 * n; j++) { O(n^2)
            cout << '*' << endl:
void pando(int n) {
    do O(n) units of work;
    for (int i = 0; i < 8; i++) {
        do one unit of work;
```

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void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
        cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {
        cout << "*" << endl:
```

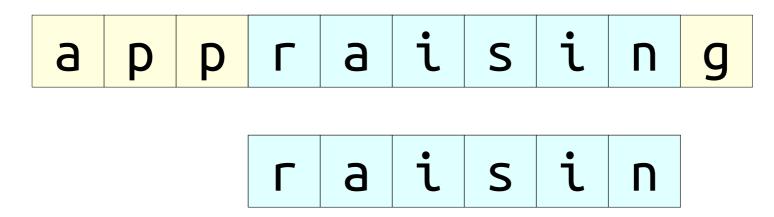
```
void beni(int n) {
    for (int i = 0; i < 2 * n; i++) {</pre>
         for (int j = 0; j < 5 * n; j++) {
   cout << '*' << endl;</pre>
void pando(int n) {
    for (int i = 0; i < 3 * n; i++) {</pre>
          cout << "*" << endl;</pre>
    for (int i = 0; i < 8; i++) {
         cout << "*" << endl:
```

```
void printTrigrams_v1(const string& str) {
    for (int i = 0; i + 3 <= str.length(); i++) {
        string trigram = str.substr(i, 3);
        cout << trigram << endl;
    }
}</pre>
```

```
void printTrigrams_v2(const string& str) {
    string s = str;
    while (s.length() >= 3) {
        cout << s[0] << s[1] << s[2] << endl;
        s = s.substr(1);
    }
}</pre>
```

## Computing Substrings

- Constructing a substring of length k takes time O(k).
- Why?



• We need to copy each of the *k* characters that make up the substring.

```
void printTrigrams_v1(const string& str) {
    for (int i = 0; i + 3 <= str.length(); i++) {
        string trigram = str.substr(i, 3);
        cout << trigram << endl;
    }
}
O(n)</pre>
```

```
void printTrigrams_v2(const string& str) {
    string s = str;
    while (s.length() >= 3) {
        cout << s[0] << s[1] << s[2] << endl;
        s = s.substr(1);
    }
}</pre>
O(n²)
```

## Recap from Today

- Big-O notation captures the rate at which a quantity grows or scales as the input size increases.
- Big-O notation ignores low-order terms and constant factors.
- "When in doubt, work inside out!" When you see loops, work from the inside out to determine the big-O complexity.

## Your Action Items

- Read Chapter 10.1 10.2.
  - It's all about big-O and efficiency, and it's a great complement to what we covered today.
- Read the Guide to Big-O Notation.
  - It includes a bunch of useful tips that expand upon what we did in lecture today.
- Start Assignment 4.
  - If you want to follow our suggested timetable, aim to complete Win Sum, Lose Sum and Shift Scheduling by this Monday.

## Next Time

- Sorting Algorithms
  - How do we get things in order?
- Designing Better Algorithms
  - Using predictions from big-O notation.