

# Big O Notation of your app

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# tl;dr

- Big O Notation
- Why bother?
- Measure and manage

# Handouts

Slides and links to follow along:

[drobinin.com/nsspain20](https://drobinin.com/nsspain20)

# A mandatory disclaimer

# What's Big O Notation?

Big O notation is a mathematical notation that describes the limiting behavior of a function when the argument tends towards a particular value or infinity. It is a member of a family of notations invented by Paul Bachmann,[1] Edmund Landau,[2] and others, collectively called Bachmann–Landau notation or asymptotic notation.

In computer science, big O notation is used to classify algorithms according to how their running time or space requirements grow as the input size grows.[3] In analytic number theory, big O notation is often used to express a bound on the difference between an arithmetical function and a better understood approximation; a famous example of such a difference is the remainder term in the prime number theorem.

Big O notation characterizes functions according to their growth rates: different functions with the same growth rate may be represented using the same O notation.

The letter O is used because the growth rate of a function is also referred to as the order of the function. A description of a function in terms of big O notation usually only provides an upper bound on the growth rate of the function. Associated with big O notation are several related notations, using the symbols  $o$ ,  $\Omega$ ,  $\omega$ , and  $\Theta$ , to describe other kinds of bounds on asymptotic growth rates.

Big O notation is also used in many other fields to provide similar estimates.

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# - What's Big O Notation?




— A way of describing the efficiency.

# Big $\theta$ $\leq$ Big O

- Big O is an upper bound.
- Big  $\theta$  is a tight bound (upper *and* lower).

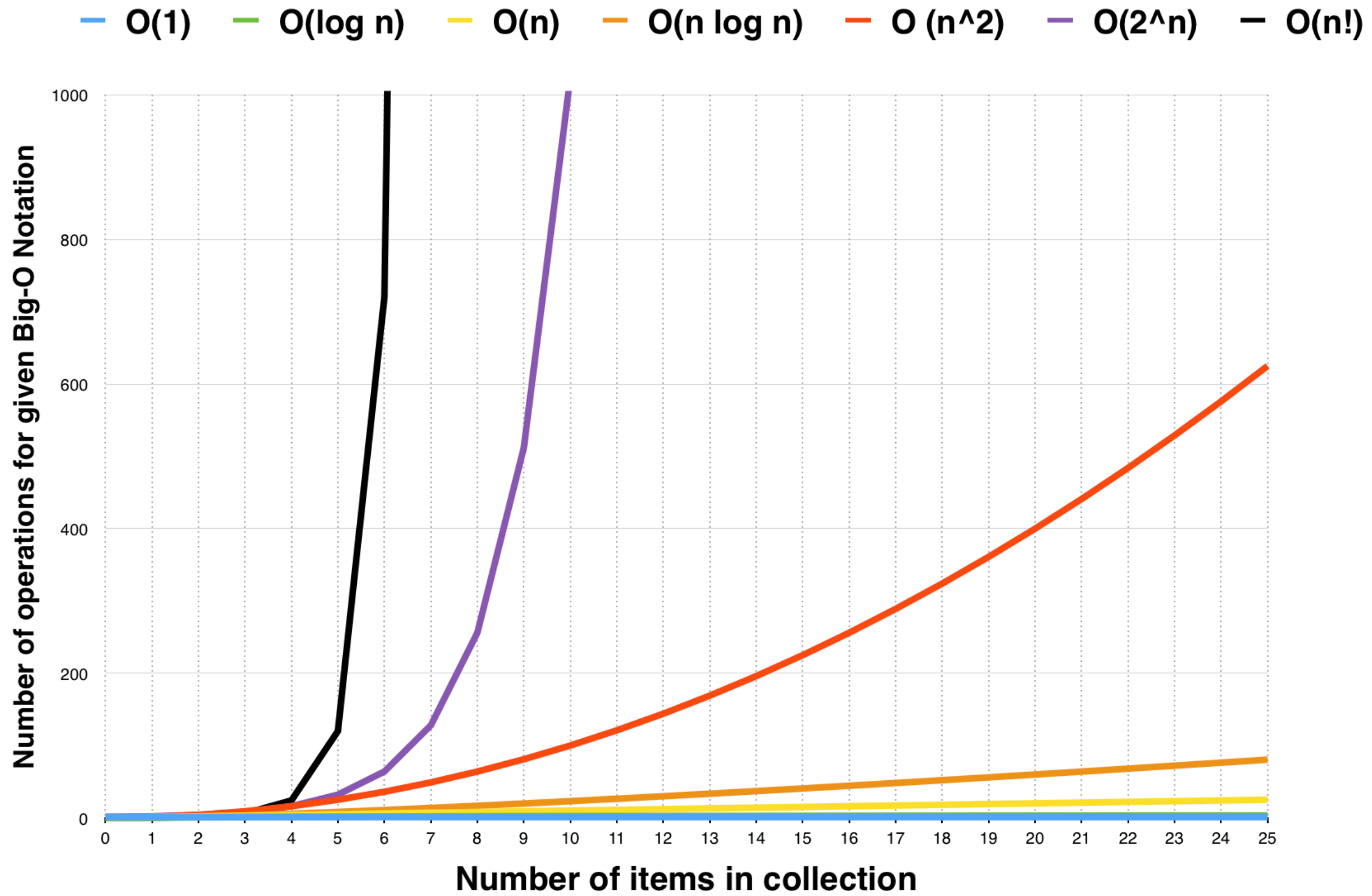
# The Sieve of Eratosthenes

An ancient algorithm for finding all prime numbers up to any given limit.

-   $\mathcal{O}(n \log n)$
-   $\Theta(n \log n)$
-   $\Theta(n \log \log n)$

	2	3	4	5	6	7	8	9	10	Prime numbers
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	
111	112	113	114	115	116	117	118	119	120	





# What's Big O Notation?

- $\mathcal{O}(1)$  → the best
- $\mathcal{O}(\log n)$  → pretty great
- $\mathcal{O}(n)$  → good performance
- $\mathcal{O}(n \log n)$  → decent performance
- $\mathcal{O}(n^2)$  → kinda slow
- $\mathcal{O}(n^3)$  → poor performance
- $\mathcal{O}(2^n)$  → very poor performance
- $\mathcal{O}(n!)$  → intolerably slow

Why

bother?

# Maybe...

Algorithms are essential  
to whiteboard interviews? \*

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\* they're not; and if you interview people, please don't ask them to code on a whiteboard

C:\WINDOWS\system32\cmd.exe

File Edit Search Run Compile Debug Tools Options Window Help

CRASHSIM.PAS

```
end;
end;
end;>

procedure addlink(a,b: integer);
var i : integer;
begin
  for i := 0 to numlinks-1 do
    if <(links[i div 1000]^[i mod 1000].u = a) and <(links[i div 1000]^[i mod 1
      <(links[i div 1000]^[i mod 1000].v = a) and <(links[i div 1000]^[i mod 1
links[numlinks div 1000]^[numlinks mod 1000].u := a;
links[numlinks div 1000]^[numlinks mod 1000].v := b;

links[numlinks div 1000]^[numlinks mod 1000].dist :=
  Dist(verts^[links[i div 1000]^[i mod 1000].v],
  verts^[links[i div 1000]^[i mod 1000].u]);
if <(numlinks < 9001) then numlinks := numlinks + 1;
end;

procedure addtri(a,b,c : integer);
begin
```

322:52

F1 Help F2 Save F3 Open Alt+F9 Compile F9 Make Alt+F10 Local menu

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All really useful algorithms are  
either on Github and  
StackOverflow, or already in  
system frameworks

— Some developers

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# Binary Search from StackOverflow

```
public func binarySearch<T: Comparable>(_ a: [T], key: T) -> Int? {
    var lowerBound = 0
    var upperBound = a.count
    while lowerBound < upperBound {
        let midIndex = (lowerBound + upperBound) / 2
        if a[midIndex] == key {
            return midIndex
        } else if a[midIndex] < key {
            lowerBound = midIndex + 1
        } else {
            upperBound = midIndex
        }
    }
    return nil
}
```

# Binary Search from StackOverflow

```
public func binarySearch<T: Comparable>(_ a: [T], key: T) -> Int? {
    var lowerBound = 0
    var upperBound = a.count
    while lowerBound < upperBound {
        let midIndex = lowerBound + (upperBound - lowerBound) / 2
        if a[midIndex] == key {
            return midIndex
        } else if a[midIndex] < key {
            lowerBound = midIndex + 1
        } else {
            upperBound = midIndex
        }
    }
    return nil
}
```



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Modern devices are way too powerful for users to notice a difference between *kinda slow* and *decent performance* algorithms

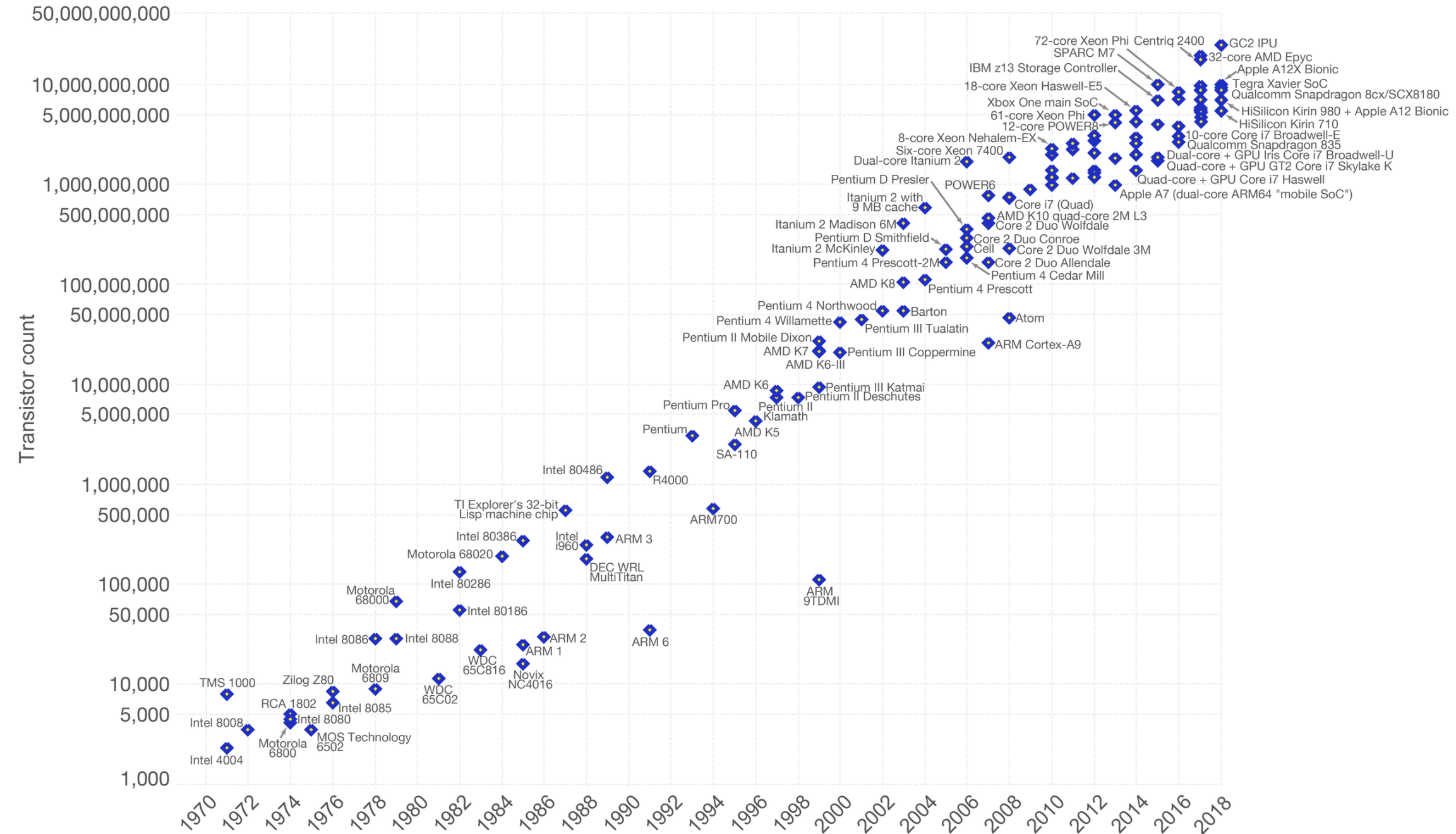
— Some developers

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# Moore's Law – The number of transistors on integrated circuit chips (1971-2018)



Moore's law describes the empirical regularity that the number of transistors on integrated circuits doubles approximately every two years. This advancement is important as other aspects of technological progress – such as processing speed or the price of electronic products – are linked to Moore's law.



Data source: Wikipedia ([https://en.wikipedia.org/wiki/Transistor\\_count](https://en.wikipedia.org/wiki/Transistor_count))  
The data visualization is available at [OurWorldInData.org](https://www.ourworldindata.org). There you find more visualizations and research on this topic.

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# ALGORITHMS BY COMPLEXITY

MORE COMPLEX →

LEFTPAD QUICKSORT

GIT  
MERGE

SELF-  
DRIVING  
CAR

GOOGLE  
SEARCH  
BACKEND

SPRAWLING EXCEL SPREADSHEET  
BUILT UP OVER 20 YEARS BY A  
CHURCH GROUP IN NEBRASKA TO  
COORDINATE THEIR SCHEDULING

# Real-world examples?

# Show only unique messages in a chat history

Remove duplicates from an array.

```
// Source: https://stackoverflow.com/a/35014912
```

```
func removeDuplicates() -> [Element] {  
    var result = [Element]() // 0(1)  
    for value in self { // 0(n)  
        if result.contains(value) == false { // 0(n) + 0(1)  
            result.append(value) // 0(1)  
        }  
    } // 0(n * [n + 1 + 1]) = 0(n^2)  
    return result  
}
```

# Show only unique messages in a chat history

Remove duplicates from an array.

// Source: <https://stackoverflow.com/a/46354989>

```
func removeDuplicates() -> [Element] {  
    let seen = Set<Element>() // O(1)  
    self.filter { // O(n)  
        seen.insert($0).inserted // O(1)  
    } // O(1 + n + 1) = O(n)  
}
```

## And many more

- Reduce storage in a navigation app
- Draw a route in a mobile game
- Snap video preview to a screen edge
- Hashing / Cryptography
- Low-level performance issues (i.e dropping frames)

# Measure & Manage



# Big O Notation of your app

1. "A way of describing the efficiency" → "Performance"
2. The amount of useful work accomplished estimated in terms of time needed, resources used, etc  
(Wictionary)
3. Reverse estimation: fix the work and optimise for time
4. Both software and user experience

# Big O Notation of your app

- Number of taps
- Seconds of loading
- Actual code execution metrics
- Both memory consumption and time efficiency

# Big O Notation of your app

— Kinda slow:

$$\mathcal{O}(n^2) + \mathcal{O}(n) = \mathcal{O}(n^2)$$

— Poor performance:

$$\mathcal{O}(n^2) * \mathcal{O}(n) = \mathcal{O}(n^3)$$

# To Sum up

- Remember the difference between Big O and Big  $\Theta$
- Be careful copying code from the Internet
- Optimizing algorithms is not the only way to care about your users
- Evaluate your app's efficiency using Big O Notation as an inspiration

# Further Reading

1. Green Development: Is it a thing <sup>1</sup>
2. Measure the performance of code in Swift <sup>2</sup>
3. Practical Approaches to Great App Performance <sup>3</sup>
4. Ukkonen's suffix tree algorithm in plain English <sup>4</sup>
5. [codeforces.com](https://codeforces.com)

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<sup>1</sup> <https://aleksandra.tech/talks/2019/pragmaconf-green-development-is-it-a-thing-v2/>

<sup>2</sup> <https://www.avanderlee.com/optimization/measure-performance-code/>

<sup>3</sup> <https://developer.apple.com/videos/play/wwdc2018/407/>

<sup>4</sup> <https://stackoverflow.com/a/9513423>

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Learn about algorithms because  
it is fun, not because of  
interviews

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# Let's stay in touch



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drobinin.com

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 Also we're actively hiring at [Epsy Health](#) 