

# Why Constants Matter Less

## COMS10018 - Algorithms

Dr Christian Konrad

## Runtime of an Algorithm

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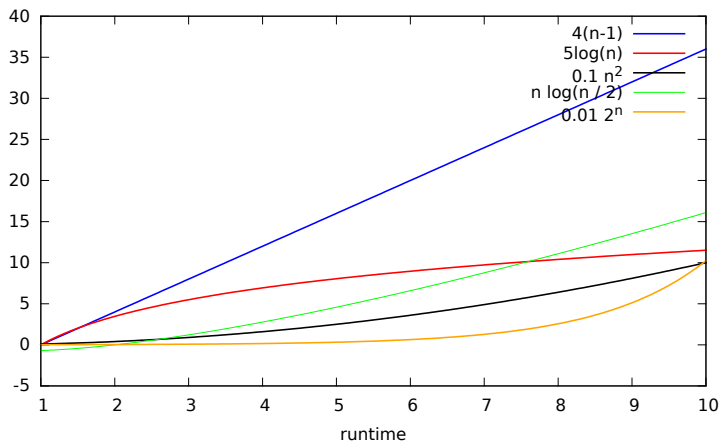
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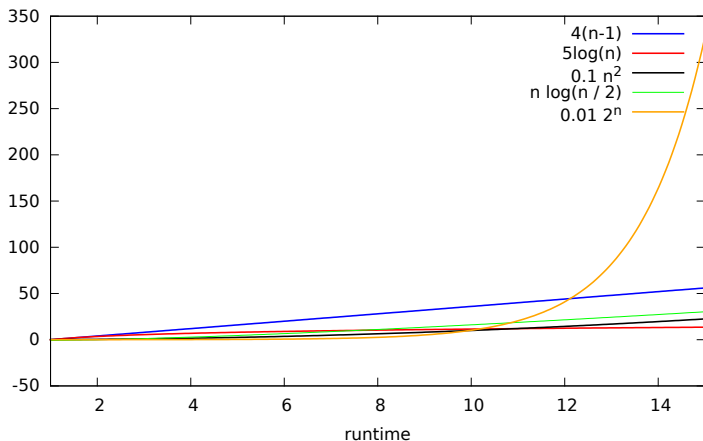
# Runtime Comparisons



$$0.1n^2 \leq 0.01 \cdot 2^n \leq 5 \log n \leq n \log(n/2) \leq 4(n-1)$$

$(n = 10)$

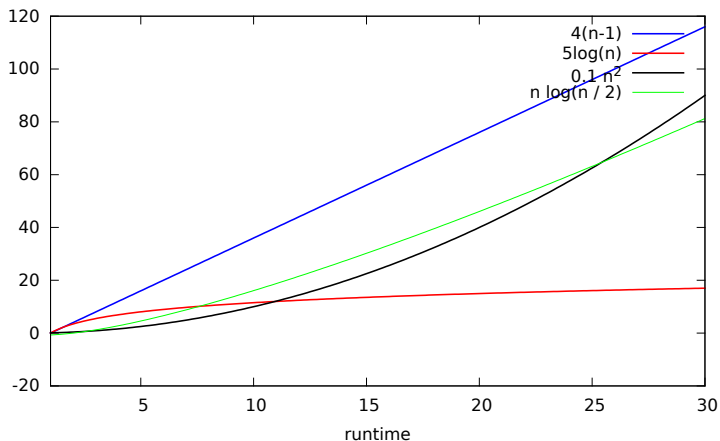
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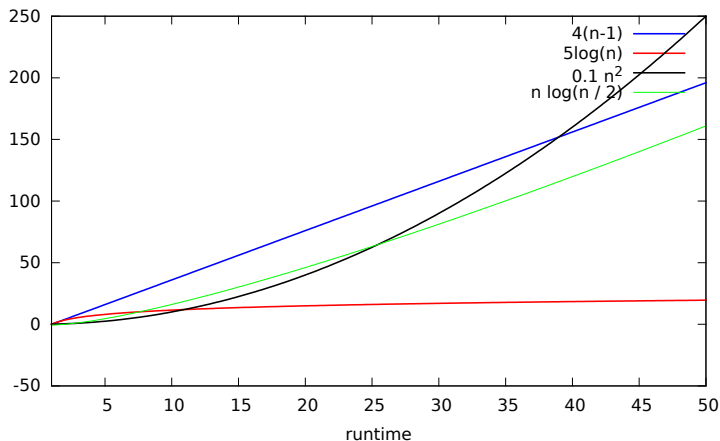
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$$5 \log n \leq n \log(n/2) \leq 0.1n^2 \leq 4(n-1)$$

$(n = 30)$

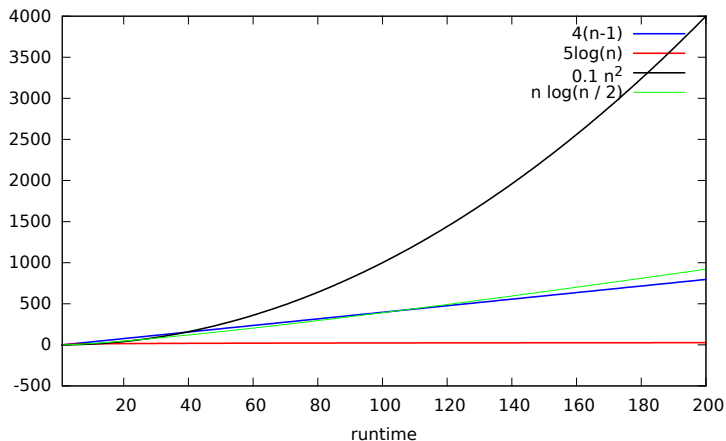
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$$5 \log n \leq n \log(n/2) \leq 4(n-1) \leq 0.1n^2$$

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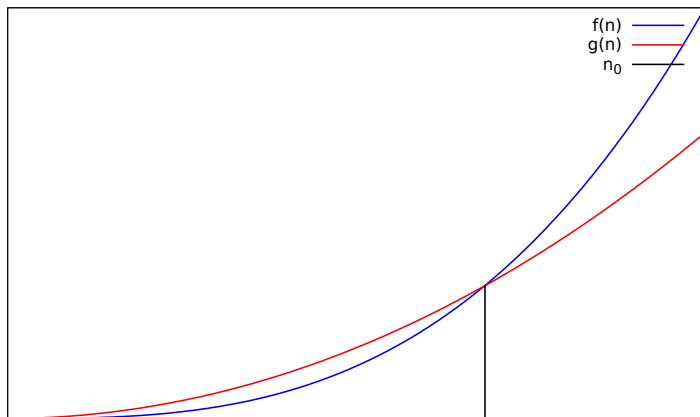
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**Solution:** Consider asymptotic behavior of functions

A function  $f(n)$  grows *asymptotically at least as fast as* a function  $g(n)$  if there exists an  $n_0 \in \mathbb{N}$  such that for every  $n \geq n_0$  it holds:

$$f(n) \geq g(n) .$$

# Example: $f$ grows at least as fast as $g$



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Thus, we can chose any  $n_0 \geq 6$ .



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This holds for every  $n \geq 16$  (which follows from the *racetrack principle*). Thus, we chose any  $n_0 \geq 16$ . □

# The Racetrack Principle

**Racetrack Principle:** Let  $f, g$  be functions,  $k$  an integer and suppose that the following holds:

- 1  $f(k) \geq g(k)$  and
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Then for every  $n \geq k$ , it holds that  $f(n) \geq g(n)$ .

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- $n \geq 3 \log n + 2$  holds for  $n = 16$
- We have:  $(n)' = 1$  and  $(3 \log n + 2)' = \frac{3}{n \ln 2} < \frac{1}{2}$  for every  $n \geq 16$ . The result follows.

# Order Functions by Asymptotic Growth

If  $\leq$  means *grows asymptotically at least as fast as* then we get:

$$5 \log n \leq 4(n-1) \leq n \log(n/2) \leq 0.1n^2 \leq 0.01 \cdot 2^n$$