

with consider that game is of L3 kb. If the game is of N kb then how much time will you need? The sentence is: Run time of it, there are some things that we will recite. There are polynomial algorithms and there are exponential algorithms and there are logarithmic algorithms and there are exponential functions and there are logarithmic functions. There are also algorithms that are not linear in time.

Lecture 3 .

Asymptotic Notations: Big O, Big Omega and Big Theta Explained (With Notes)

CodeWithHarry

We 'll talk a little bit about asymptotic notation. We talked about order. We talked about ordering. We have primarily 3 types of asymptotic notation big O, big Theta ( $\Theta$ ) and big Omega ( $\Omega$ ) big O is represented by capital (O), which is in our English. Big O is set to be  $O(g(n))$  if and only if there exist a constant (c) and a constant n -node such that  $0 \leq f(n) \leq cg(n)$  is  $O(g(N))$  If you watch this video completely then I guarantee that you will understand these three notations. Mathematically, mathematically this function can be anything. When we do analysis of algorithms comparing any 2 algorithms then  $f(n)$  will be time and what is n, it 's input ok, size of input.  $G(n)$  is your function which will come inside the big O.  $O(n^2)$  is Anything Can Be Algorithm it is  $g(n)$  that will be here and which is your algorithm. If you guys can find any such constant (C) and (n) -node, then  $f(n)$  is  $O(g(n))$ , this is the mathematical definition of big O. If you can't find it then its is not  $f(n)$  is  $O$ . This question is its own truth, it has validity, it will remain valid.

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