

RUNNING TIME ANALYSIS

Problem Solving with Computers-II

Quiz 2 Today 6PM-9PM
Lab02 Due Wed
PA01 Released 5/12 (Wed)
Friday Zybook Activities chap 4.

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook!";
    return 0;
}
```



Performance questions

- How efficient is a particular algorithm?
 - **CPU time usage (Running time complexity)**
 - Memory usage
 - Disk usage
 - Network usage
- Why does this matter?
 - **Computers are getting faster**, so is this really important?
 - Data sets are getting larger – does this impact running times?

How can we measure time efficiency of algorithms?

- One way is to measure the absolute running time

- Pros? Cons?

- One data point, specific input
- Long time to run for inefficient algo.
- Depends on hardware

Difference
in time
(number of
ticks)

```
#include <time>
```

```
clock_t t;
```

```
t = clock();
```

```
//Code under test
```

```
t = clock() - t;
```

```
S = t / CLOCKS_PER_SEC;
```

Which implementation is significantly faster ?

A.

```
function F(n) {
    if(n == 1) return 1
    if(n == 2) return 1
    return F(n-1) + F(n-2)
}
```

$T(n) \approx 2^{0.69n}$
 $\approx O(2^n)$

B.

```
function F(n) {
    Create an array fib[1..n]
    fib[1] = 1
    fib[2] = 1
    for i = 3 to n:
        fib[i] = fib[i-1] + fib[i-2]
    return fib[n]
}
```

$O(n)$ ✓

$n-3$ [

$T(n) = 3 + (n-3) * 4$
 $= 4n - 9$
 $\approx O(n)$

C. Both are almost equally fast

F(n)	1	1	2	3	5	8	
n	1	2	3	4	5	6	7

A better question: How does the running time grow as a function of input size

```
function F(n){  
    if (n == 1) return 1  
    if (n == 2) return 1  
    return F(n-1) + F(n-2)  
}
```

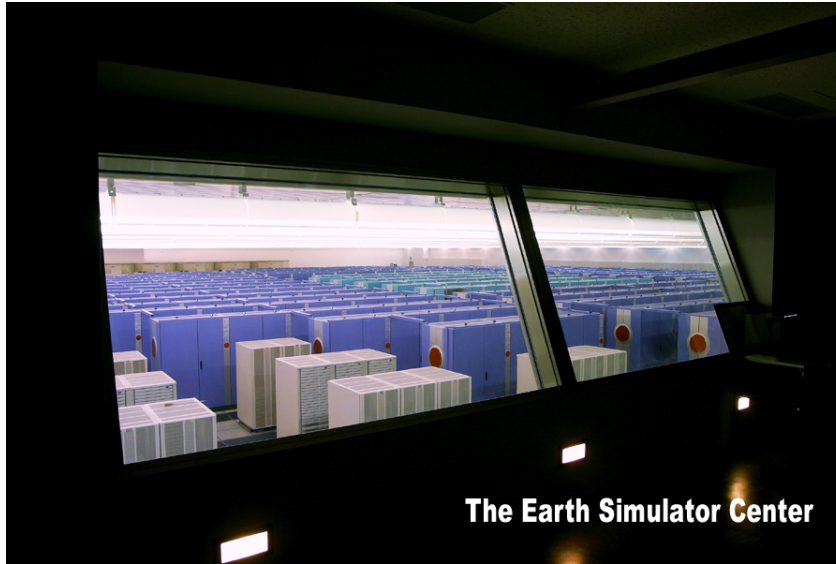
```
function F(n){  
    Create an array fib[1..n]  
    fib[1] = 1  
    fib[2] = 1  
    for i = 3 to n:  
        fib[i] = fib[i-1] + fib[i-2]  
    return fib[n]  
}
```

The “right” question is: How does the running time grow?

E.g. How long does it take to compute $F(200)$?

....let's say on....

NEC Earth Simulator



Can perform up to 40 trillion operations per second.

The running time of the recursive implementation

The Earth simulator needs 2^{92} seconds for F_{200} .

Time in seconds

2^{10}

2^{20}

2^{30}

2^{40}

2^{70}

Interpretation

17 minutes

12 days

32 years

cave paintings

The big bang!

```
function F(n) {  
    if (n == 1) return 1  
    if (n == 2) return 1  
    return F(n-1) + F(n-2)  
}
```

Let's try calculating F_{200}
using the iterative
algorithm on my laptop.....

Goals for measuring time efficiency

- **Focus on the impact of the algorithm:**

Simplify the analysis of running time by ignoring “details” which may be an artifact of the underlying implementation:

- E.g., $1000001 \approx 1000000$
- Similarly, $3n^2 \approx n^2$

- **Focus on trends as input size increases (asymptotic behavior):**

How does the running time of an algorithm increase with the size of the input in the limit (for large input sizes)

Counting steps (instead of absolute time)

- Every computer can do some primitive operations in constant time:
 - Data movement (assignment) $x = 5;$
 - Control statements (branch, function call, return) $f();$
 - Arithmetic and logical operations $x > y$ $x + y$
- By inspecting the pseudo-code, we can count the number of primitive operations executed by an algorithm
count of primitive operations. as a function of input size N .

Running Time Complexity

Step 1: Count the primitive operations

Start by counting the primitive operations

```
/* N is the length of the array*/
int sumArray(int arr[], int N)
{
    - int result=0;
      for(int i=0; i < N; i++)
          result+=arr[i];
      return result;
}
```

Count

1

$\rightarrow 2N$

1

$2N+2$

$$T(N) = 2N+2$$

Big-O notation

$$2N + 2$$

N	Steps = $5*N + 3$
1	8
10	53
1000	5003
100000	500003
10,000,000	50,000,003

$$T(N) = \cancel{2N} + \underline{\underline{200000}}$$

Drop some terms that grow slowly compared to other terms

$$T(n) = a n \quad (\text{Linear})$$

$$T(n) = \cancel{a(n^2)} + \cancel{b} \quad (\text{Quadratic})$$

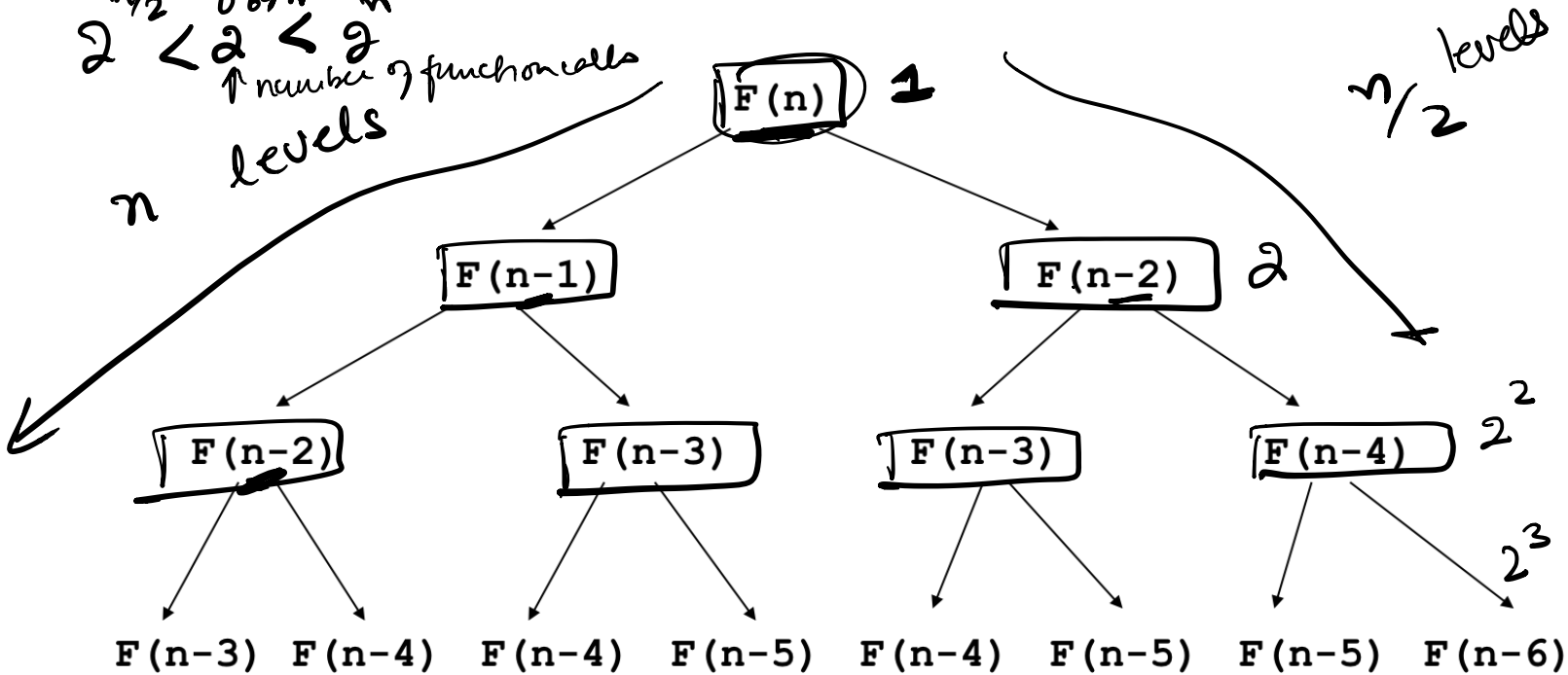
- Simplification 1: Count steps instead of absolute time
- Simplification 2: Ignore lower order terms
 - Does the constant 3 matter as N gets large?
- Simplification 3: Ignore constant coefficients in the leading term ($5*N$) simplified to N

After the simplifications,

The number of steps grows linearly in N
Running Time = $O(N)$ pronounced "Big-Oh of N"

What takes so long? Let's unravel the recursion...

$2^{n/2} < 2^{0.69n} < 2^n$
↑ number of function calls
levels



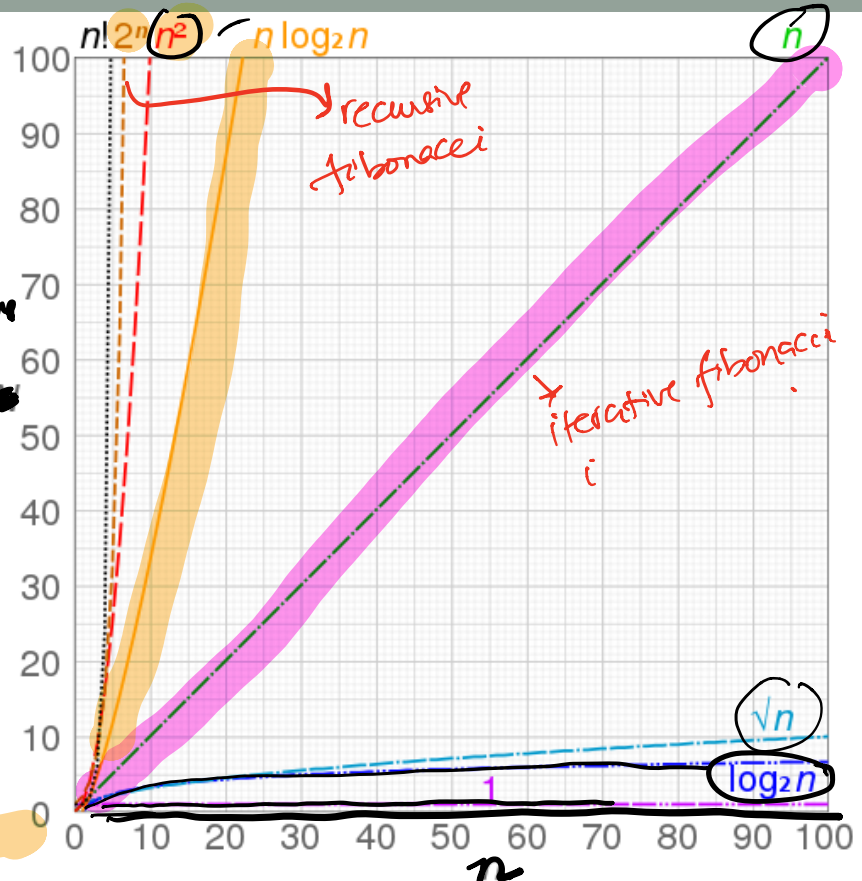
The same subproblems get solved over and over again!

Orders of growth

Big-Oh Analysis

- We are interested in how algorithm running time scales with input size
- Big-Oh notation allows us to express that by ignoring the details
- 20n hours v. n^2 microseconds:
 - which has a higher order of growth?
 - Which one is better?

Running time



$$T(n) = 2^n + 50,000n + 100 + 5n^2$$

$O(2^n)$ → function

Big-O notation lets us focus on the big picture

Recall our goals:

- Focus on the impact of the algorithm
- Focus on asymptotic behavior (running time as N gets large)

Count the number of steps in your algorithm: $3 + 5 * N$

Drop the constant additive term : $5 * N$

Drop the constant multiplicative term : N

Running time grows linearly with the input size

Express the count using **O-notation**

Time complexity = $O(N)$

Given the step counts for different algorithms, express the running time complexity using Big-O

1. 10,000,000 $O(1)$ Constant time
2. $3*N$ $O(N)$
3. $6*N-2$ $O(N)$
4. $15*N + 44$ $O(N)$
5. $50*N*\log N$ $O(N \log N)$
6. N^2 $O(N^2)$
7. N^2-6N+9 $O(N^2)$
8. $3N^2+4*\log(N)+1000$ $O(N^2)$

For polynomials, use only leading term, ignore coefficients: linear, quadratic

Common sense rules of Big-O

1. Multiplicative constants can be omitted: $14n^2$ becomes n^2 .
2. n^a dominates n^b if $a > b$: for instance, n^2 dominates n .
3. Any exponential dominates any polynomial: 3^n dominates n^5 (it even dominates 2^n).

What is the Big O of sumArray2

- A. $O(N^2)$
- B. $O(N)$**
- C. $O(N/2)$
- D. $O(\log N)$
- E. None of the array

```
/* N is the length of the array*/  
int sumArray2(int arr[], int N)  
{  
    1   int result=0;  
    2   for(int i=0; i < N; i=i+2)  
        3   result+=arr[i];  
    1   return result;  
}
```

$$T(N) = 1 + \left(\frac{3N}{2}\right) + 1$$

$= O(N)$ drop constants and coefficients

What is the Big O of sumArray2

```
/* N is the length of the array*/  
int sumArray2(int arr[], int N)  
{  
    int result=0;  
    for(int i=1; i < N; i=i*2)  
        result+=arr[i];  
    return result;  
}
```

- A. $O(N^2)$
- B. $O(N)$
- C. $O(N/2)$
- D. $O(\log N)$
- E. None of the array

This affects
the no. of times the
loop executes

<u>Iteration #</u>	<u>i</u>	
1	1	$2^0 = 1$
2	2	$2^{2-1} = 2$
3	4	$2^{3-1} = 4$
4	8	
5	16	
⋮	⋮	
k	2^{k-1}	

$$2^{k-1} \geq N$$

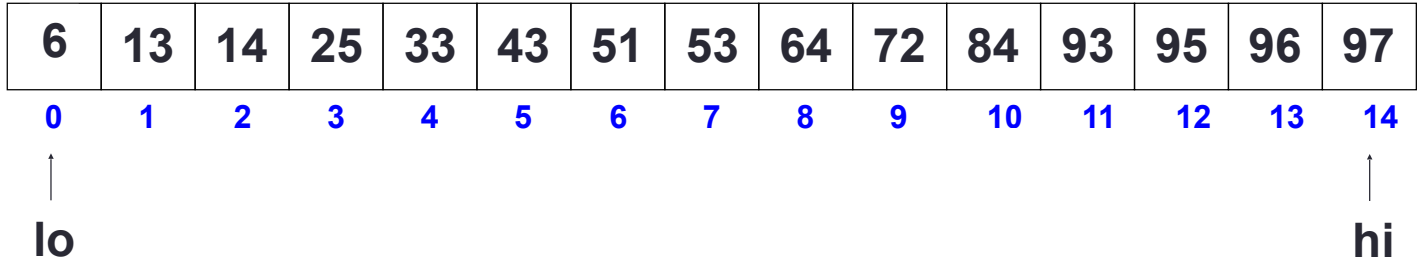
$$(k-1) \geq \log_2 N$$

$$k \geq \boxed{\log_2 N + 1}$$

$$O(\log_2 N)$$

Operations on sorted arrays

- Min :
- Max:
- Median:
- Successor:
- Predecessor:
- Search:
- Insert :
- Delete:



Next time

- Running time analysis of Binary Search Trees

References:

<https://cseweb.ucsd.edu/classes/wi10/cse91/resources/algorithms.ppt>

<http://algorithmics.lsi.upc.edu/docs/Dasgupta-Papadimitriou-Vazirani.pdf>