Measuring and Predicting Running Time

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CSC220 Programming II - Spring 2024





Outline





We have two implementations of PhoneDirectory: ArrayBasedPD and SortedPD.





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- Each has implementations of find, add, and remove.





- We have two implementations of PhoneDirectory: ArrayBasedPD and SortedPD.
- Each has implementations of find, add, and remove.
- Can we compare their speeds?







ArrayBasedPD.lookupEntry





- ArrayBasedPD.lookupEntry
 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve





- ArrayBasedPD.lookupEntry
 - Jay, Bob, Zoe, Ian, Ann, EveLook for Vic?





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 - Calls find.





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- SortedPD.lookupEntry





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- SortedPD.lookupEntry
 - Calls (SortedPD) find.





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 - Calls (SortedPD) find.
 - Ann, Bob, Eve, Ian, Jay, Zoe
 - Who does it compare Vic to?
 - Better but more helpful when n (size) is large.
 - Requires log₂ n comparisons







add Or Change Entry

ArrayBasedPD.addOrChangeEntry



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 - ▶ find uses log₂ n comparisons





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- ▶ add uses n array accesses. Actually n-1 reads and n writes, where n is 7. So 2n-1.





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- ▶ add uses n array accesses. Actually n-1 reads and n writes, where n is 7. So 2n-1.
- ▶ Total time is $log_2 n$ comparisons (find) plus 2n 1 array accesses (add).





ArrayBasedPD.removeEntry



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 - Who takes longest to remove? Jay?





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 - Who takes longest to remove? Jay?
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 - find takes 1 comparison to find Jay.





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 - What about Eve? (Last entry)





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 - What about Eve? (Last entry)
 - Call to find takes n comparisons.





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 - add still uses 2 array accesses to "remove" Eve (but it could be smarter).



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- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?





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- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?





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- Total time for 1 comparison and 2 array accesses.
- What about Eve? (Last entry)
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- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- find takes log₂ n comparisons to locate Ann.





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- ► Total time for 1 comparison and 2 array accesses.
- What about Eve? (Last entry)
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- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ *n* comparisons to locate Ann.
- add takes *n* array reads and writes to move everyone else back.





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- Who takes longest to remove? Jay?
- removeEntry calls find.
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- removeEntry calls remove.
- Eve, Bob, Zoe, Ian, Ann
- remove takes 2 array accesses to remove Jay.
- ► Total time for 1 comparison and 2 array accesses.
- What about Eve? (Last entry)
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- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ *n* comparisons to locate Ann.
- add takes *n* array reads and writes to move everyone else back.
- ► Bob, Eve, Ian, Jay, Zoe





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- What about Eve? (Last entry)
- Call to find takes n comparisons.
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- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ *n* comparisons to locate Ann.
- add takes *n* array reads and writes to move everyone else back.
- ► Bob, Eve, Ian, Jay, Zoe
- ▶ Total is log_2 *n* comparisons (find) and 2*n* array accesses (remove).











- ArrayBasedPD
 - ▶ find: *n* comparisons





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 - ▶ find: *n* comparisons
 - add: 1 array access (usually)





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 - ▶ find: *n* comparisons
 - add: 1 array access (usually)
 - remove: 2 array accesses





- ▶ find: *n* comparisons
- add: 1 array access (usually)
- remove: 2 array accesses
- lookupEntry: *n* comparisons





- ▶ find: n comparisons
- add: 1 array access (usually)
- remove: 2 array accesses
- lookupEntry: *n* comparisons
- addOrChangeEntry: n comparisons plus 1 array access (usually)





- ▶ find: *n* comparisons
- add: 1 array access (usually)
- remove: 2 array accesses
- lookupEntry: *n* comparisons
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- removeEntry: *n* comparisons plus 2 array accesses





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 - ▶ find: *n* comparisons
 - add: 1 array access (usually)
 - remove: 2 array accesses
 - lookupEntry: *n* comparisons
 - addOrChangeEntry: n comparisons plus 1 array access (usually)
 - removeEntry: *n* comparisons plus 2 array accesses
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 - lookupEntry: *n* comparisons
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 - removeEntry: *n* comparisons plus 2 array accesses
- SortedPD
 - ▶ find: log₂ *n* comparisons





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- add: 1 array access (usually)
- remove: 2 array accesses
- lookupEntry: *n* comparisons
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- removeEntry: *n* comparisons plus 2 array accesses

SortedPD

- find: log₂ n comparisons
- add: 2*n* array accesses





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- add: 1 array access (usually)
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- lookupEntry: *n* comparisons
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- removeEntry: *n* comparisons plus 2 array accesses

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- find: log₂ n comparisons
- add: 2n array accesses
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- add: 1 array access (usually)
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- lookupEntry: *n* comparisons
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- ▶ find: log₂ n comparisons
- add: 2*n* array accesses
- remove: 2n array accesses
- ▶ lookupEntry: log₂ n comparisons





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- add: 1 array access (usually)
- remove: 2 array accesses
- lookupEntry: *n* comparisons
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- removeEntry: *n* comparisons plus 2 array accesses

- find: log₂ n comparisons
- add: 2n array accesses
- remove: 2*n* array accesses
- ► lookupEntry: log₂ n comparisons
- ▶ addOrChangeEntry: log₂ *n* comparisons plus 2*n* array accesses.





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- add: 1 array access (usually)
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- lookupEntry: *n* comparisons
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- Accurate, up to a constant factor, for large *n*.







ArrayBasedPD



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 - Sorted find is (much) faster.





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- So the answer is 100 microseconds.







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- Even though the original analysis of binary search was for log₂ n, I can use any base I want to because all logs differ by a constant factor.
- ▶ But you must use the *same* base for *every* log in the calculation.

```
For n = 1000,

t = c \cdot \log_{10} n

t = 25 \cdot \log_{10} 1000
```





- Now suppose SortedPD.find takes 50 microseconds for n = 100.
- More complicated methods often take longer for small n.
- This is the same reason that you don't drive your car to go next door.
- By the time you have opened the garage door, got in, started it up, etc., you will spend more time than just walking there.
- ► Since the running time is O(log *n*), we have

```
► t = c \cdot \log_{10} n

► 50 = c \cdot \log_{10} 100

► 50 = c \cdot 2

► c = 25
```

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```
For n = 1000,

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t = 25 \cdot \log_{10} 1000

t = 25 \cdot 3
```





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```
For n = 1000,

t = c \cdot \log_{10} n

t = 25 \cdot \log_{10} 1000

t = 25 \cdot 3

t = 75
```





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- ▶ But you must use the *same* base for *every* log in the calculation.
- For n = 1000, $t = c \cdot \log_{10} n$ $t = 25 \cdot \log_{10} 1000$ $t = 25 \cdot 3$ t = 75
- ► So 75 microseconds.





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```

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- ► So 75 microseconds.
- ▶ Notice that I used the same log base 10. You can't switch log bases in the middle, or you will get a different (and wrong) answer.







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 - $t = c \cdot \ln n$
 - $ightharpoonup 50 = c \cdot \ln 100$
 - $ightharpoonup 50 = c \cdot 4.605$
 - ► *c* = 10.857



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 - $t = 10.857 \cdot 6.9077$
 - ► *t* = 74.997
- Different log. Same answer!





I'M JUST OUTSIDE TOWN, SO I SHOULD BE THERE IN FIFTEEN MINUTES. ACTUALLY, IT'S LOOKING MORE LIKE SIX DAYS. NO, WAIT, THIRTY SECONDS.

THE AUTHOR OF THE WINDOWS FILE COPY DIALOG VISITS SOME FRIENDS.

The author of the Windows file copy dialog responds!







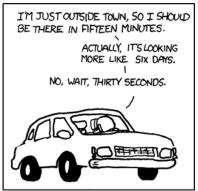
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- Let's say you do an experiment and it generates a number. It could be a time or a mass or anything. Just something you can measure.

 Unfortunately, the result is not very accurate. How can we increase the accuracy?
- Answer: repeat the experiment many times and take the average.





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- Run it for that many times and take the average.
- Let's say it takes 1,010,203 microseconds seconds to run it 20,000 times.
- ► The average time 1010203 / 20000 = 50.51015 microseconds.
- Much more accurate. We can trust 5 digits (maybe).







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- Accurate predictions can make or break a business and save millions of dollars.
- To improve the accuracy of a measurement, repeat it many times and take an average.
- ► For example, run it once to get an approximate time. Figure out how many times you can run it in one second. Run it that many times and take the average running time.



