



COMP110: Principles of Computing

5: Benchmarking









# Opening files

- ► Files can be opened with the open function
- Takes a file name and a mode string
  - ► See https://docs.python.org/3/library/functions.html#open for details
  - E.g. open ("file.txt", "wt") opens file.txt for writing as text
- Returns a file object, with methods including read and write

# Writing to a file — example

```
f = open("hello.txt", "wt")
f.write("Hello, world!\n")
f.close()
```

Note that write does not write a line break automatically, hence the "\n"

### Cleaning up

- It is important to close the file once we are done writing to it
- ▶ We can do this using the close method
- Or we can use Python's with statement to do it automatically

```
with open("hello.txt", "wt") as f:
    f.write("Hello, world!\n")
```

f.close() is automatically called when we leave the with statement



### **CSV** files

- Comma Separated Values
- A simple text-based file format for storing tables of data
- Rows = lines of text, cell values separated by commas
- Can easily be imported into spreadsheets (e.g. Excel) and data analysis tools (e.g. R)





**Computation time** 



#### Resources

- All programs use resources
  - ▶ Time
  - Memory
  - Network bandwidth
  - Power
  - ٠.,
- Often time is the resource we care about the most
  - Particularly in games: want to maintain a good frame rate free of lag or stuttering
  - To run at 60 frames per second, we only have
     16.666 milliseconds to do everything that needs to be done on every frame

# Basic time measurement in Python

```
import time

start_time = time.perf_counter()

# ... do something here ...

end_time = time.perf_counter()
print("Time:", end_time - start_time, "seconds")
```

- time.perf\_counter() gives the "current time" in seconds
- On Windows, this is the time since you first called time.perf\_counter()
- Means little by itself, but comparing two values tells us how much time has elapsed

## Repeating for better accuracy

```
import time
start_time = time.perf_counter()
repetition_count = 1000
for repetition in range (repetition_count):
end_time = time.perf_counter()
total_time = end_time - start_time
```

► There is some overhead from the for loop, but in practice it is negligible

```
import time
import random
rep count = 10
with open ("results.csv", "wt") as f:
    for n in range(10, 10000, 10):
        print(n)
        start time = time.perf counter()
        for repetition in range(rep_count):
            for i in range(n):
                my list.append(random.randrange(1000))
        end time = time.perf counter()
        total time = end time - start time
        f.write("{0}, {1}\n".format(n, total_time))
```

```
import time
import random
rep count = 1000
with open ("results.csv", "wt") as f:
    for n in range (100, 100000, 100):
        print (n)
        for i in range(n):
        start time = time.perf counter()
        for repetition in range(rep_count):
        end_time = time.perf_counter()
        total_time = end_time - start_time
        f.write("{0}, {1}\n".format(n, total time))
```



# Workshop exercise

- Investigate various operations on Python lists, and how their running time varies with the size of the list
- For each of the operations listed on the next slide:
  - Find out how to do the operation
  - Write code similar to the previous slides, to generate a list of size n (for various values of n) and then time the operation on that list
  - Plot graphs of the operations using Excel
  - (Advanced mode: instead of using Excel, plot graphs directly from Python using the Matplotlib library)



### Operations to time

- Append an element
- Insert an element at the beginning
- Insert an element at a random position
- ▶ Delete the first element
- ▶ Delete the last element
- Delete a random element
- Get the first element
- Get the last element
- Get a random element
- Find if the list contains a specific element

- ► Get the smallest element
- ► Get the largest element
- Get the sum of all elements
- ► Get the length of the list
- Copy the list
- Reverse the list
- Sort the list
- Randomly shuffle the list
- Convert the list to string