What is efficiency in programming?

Why efficiency is important?

Types of efficiency

Space and Time Efficiency

Our focus - Time

Techniques to measure time efficiency

Techniques

- 1. Measuring time to execute
- 2. Counting operations involved
- 3. Abstract notion of order of growth

1. Measuring Time

Problems with this approach

* * * *
*
*
>

2. Counting Operations

COUNTING OPERATIONS

assume these steps take constant time:

return c*9.0/5 +

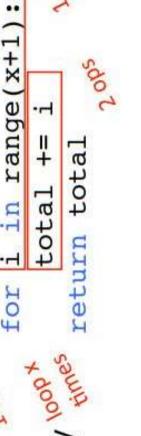
def c to f(c):

- mathematical operations
- comparisons

total = 0

def mysum(x):

- assignments
- accessing objects in memory voop times



 then count the number of operations executed as function of size of input

mysum → 1+3x ops

Problems with this approach

Different time for different algorithm	>
Time varies if implementation changes	*
Different machines different time	>
No clear definition of which operation to count	*
Time varies for different inputs, but can't establish a relationship	>

What do we want

- 1. We want to evaluate the algorithm
- 2. We want to evaluate scalability
- We want to evaluate in terms of input size

DIFFERENT INPUTS CHANGE HOW THE PROGRAM RUNS

 a function that searches for an element in a list def search_for_elmt(L, e):

```
for i in L:

if i == e:

return True
return False
```

■ when e is first element in the list → BEST CASE

■ when e is not in list → WORST CASE

when look through about half of the elements in list → AVERAGE CASE

3. Orders of Growth

ORDERS OF GROWTH

Goals:

- want to evaluate program's efficiency when input is very big
- want to express the growth of program's run time as input size grows
- want to put an upper bound on growth as tight as possible
- do not need to be precise: "order of" not "exact" growth
- we will look at largest factors in run time (which section of the program will take the longest to run?)
- thus, generally we want tight upper bound on growth, as function of size of input, in worst case

EXACT STEPS vs O()

```
answer = answer * n
                                  temp= n-1
       n an int >= 0"""
fact_iter(n):
                                                 return answer
                         while n > 1:
                                         n -= 1
                 answer = 1
                                  answer
       ""assumes
def
```

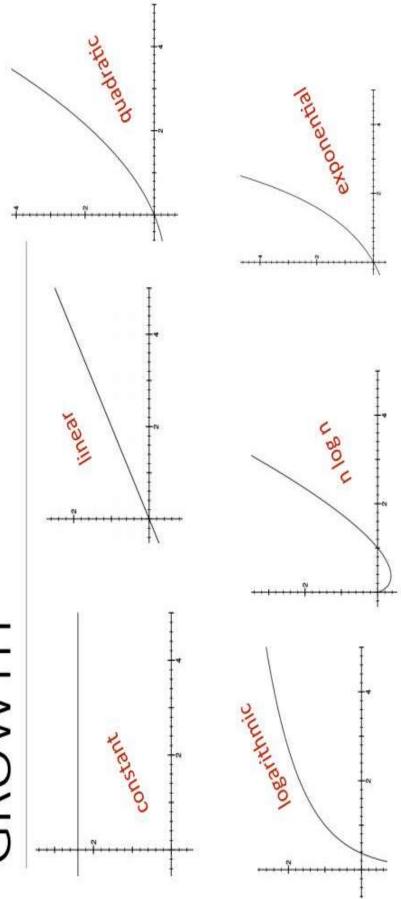
- computes factorial
- number of steps:
- 1+20+1
- worst case asymptotic complexity: okn
 - ignore additive constants
- ignore multiplicative constants

So the idea is simple

$$n^2 + 2n + 2$$

 $n^2 + 100000n + 3^{1000}$
 $\log(n) + n + 4$
 $0.0001^*n^*log(n) + 300n$
 $2n^{30} + 3^n$

TYPES OF ORDERS OF GROWTH



Law of addition

Law of Addition for O():

- used with sequential statements
- O(f(n)) + O(g(n)) is O(f(n) + g(n))
- for example,

```
for j in range(n*n):
for i in range(n):
                 print('a')
                                                      print('b')
```

is $O(n) + O(n^*n) = O(n+n^2) = O(n^2)$ because of dominant term

Law of multiplication

Law of Multiplication for O():

- used with nested statements/loops
- O(f(n)) * O(g(n)) is O(f(n) * g(n))
- for example,

```
Klnlons, each Olm 7
                     (m)0*(m)0
                         for j in range(n): | own
                                   print('a')
               for i in range(n):
```

times and the inner loop goes n times for every outer loop iter. is O(n)*O(n) = O(n*n) = O(n²) because the outer loop goes n

Complexity Growth

= 1000000	-	9	1000000	0000009	10000000000000	Good luck!!
= 1000		e	1000	3000	1000000	1071508607186267320948425049060 0018105614048117055336074437503 8837035105112493612249319837881 5695858127594672917553146825187 1452856923140435984577574698574 8039345677748242309854210746050 6237114187795418215304647498358 1941267398767559165543946077062 9145711964776865421676604298316
= 100	1	2	100	200	10000	12676506 00228229 40149670 3205376
n=10	Ħ	-	10	10	100	1024
CLASS	0(1)	O(log n)	(u)O	O(n log n)	O(n^2)	O(2^n)