



# *eeecs*281 Data Structures and Algorithms

## Discussion 2



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# Gprof



# Gprof: Motivation

- Program is running slow.. where is the bottleneck?
- What functions are called more or less than others?

What have you used in the past to find bottlenecks?



# Gprof: Introduction

- Runtime profiling tool

Goal is to improve code (and coding) efficiency by devoting time optimizing only the *most important* parts of code



# Gprof: Introduction

- How do we decide which parts of our code are the most worthwhile to optimize?
  - Function that runs the most times?
  - Function that runs the slowest?
  - Function that consumes the most total time?



# Gprof: General Usage

1. Specify the `-pg` option when compiling code
2. Run the executable as normal to generate profile data
  - a. Creates a file called 'gmon.out' in local directory
  - b. Keeps track of function calls and monitors runtime performance
3. Run: `gprof [options] [exe name] > output.txt`



# Gprof: Example





# Gprof: Output

- Creates 2 structures:
  - Flat profile (-p option)
  - Call graph (-q option)



# Gprof: Output (Flat Profile)

## ■ Flat Profile

%	cumulative	self		self	total	
time	seconds	seconds	calls	us/call	us/call	name
100.00	0.10	0.10	10000	10.11	10.11	slow_code(int)
0.00	0.10	0.00	10000	0.00	0.00	fast_code(int)



# Gprof: Output (Call Graph)

- Call Graph

index	% time	self	children	called	name
					<spontaneous>
[1]	100.0	0.00	0.10		main [1]
		0.10	0.00	10000/10000	slow_code(int) [2]
		0.00	0.00	10000/10000	fast_code(int) [7]
-----					
		0.10	0.00	10000/10000	main [1]
[2]	100.0	0.10	0.00	10000	slow_code(int) [2]
-----					
		0.00	0.00	10000/10000	main [1]
[7]	0.0	0.00	0.00	10000	fast_code(int) [7]
-----					



# Gprof: Caveats

- Statistical accuracy
  - Do not interpret run times as absolute truth.
  - Run time will vary slightly from run to run
- Times are summed across all calls to that function.
  - Could be that the function is highly optimized for all but one set of inputs.
- Mutual Recursion  $A \rightarrow B \rightarrow A \rightarrow B$ 
  - Makes the call graph more difficult to read by separating into cycles



# Revision Control



# Revision Control: Motivation

- You submit code to the autograder and receive an 80%
- You make a few changes to your code, and now when you submit, you receive a 60%
- You want to revert back to your old code, but you forgot the changes you made...
- Crap.



# Revision Control: Motivation

- You work on a program that has over 1000 files associated with it on a North Campus computer
- Since you plan on working on the program later on Central Campus, you decide to zip your files and send them to yourself via email
- ...Except your files are too big to send via one email, so you have to send 10...
- Crap.



# Revision Control: Types

- Git

- Central repo with many client repos (each with user)
- Allows offline development
- Commonly utilized via github
- <https://education.github.com/pack>
- <https://www.atlassian.com/git/tutorials/>

- SVN (Apache Subversion)

- One repo with lots of clients





# Important

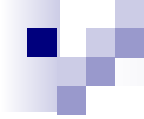
Do not make a public repository!! If other students find your code, it will be considered an honor code violation!

How to get a free private repo:

- <https://education.github.com/pack>
- <https://www.atlassian.com/git/tutorials/>



# Complexity Analysis



Big-*Oh*:  $O(n)$   
Big-*Omega*:  $\Omega(n)$   
Big-*Theta*:  $\Theta(n)$



# Big-Oh Definitions

$$f(n) = O(g(n)) \text{ if } \exists c > 0, n_0 \geq 0 \text{ s.t.} \\ f(n) \leq c * g(n) \forall n \geq n_0$$

or

- $c * g(n)$  “upper bounds”  $f(n)$  at  $n \geq n_0$
- Example:  $f(n) = n$ ,  $g(n) = n^2$ 
  - Is  $f(n) = O(g(n))$ ? What are  $c$  and  $n_0$ ?

# Big-Omega Definitions

$$f(n) = \Omega(g(n)) \text{ if } \exists c > 0, n_0 \geq 0 \text{ s.t.} \\ f(n) \geq c * g(n) \forall n \geq n_0$$

or

- $c * g(n)$  “lower bounds”  $f(n)$  after  $n \geq n_0$
- Example:  $f(n) = 4 * n$ ,  $g(n) = 0.5 * n^2$ 
  - Is  $f(n) = \Omega(g(n))$ ? What are  $c$  and  $n_0$ ?



# Big-Oh and Big-Omega Bounds

- Only meaningful to state tightest bounds
  - If  $n + 5 = O(n)$  ← tightest upper bound  
then  $n = O(n^3)$ ,  $n = O(n^{100})$ ,  $n = O(2^n)$ , etc.  
→ true upper bounds, but not useful
  - If  $n + 5 = \Omega(n)$  ← tightest lower bound  
then  $n = \Omega(\lg n)$ ,  $n = \Omega(1)$ , etc.  
→ true lower bounds, but not useful



# Big-*Theta* Definitions

$$f(n) = \Theta(g(n)) \text{ if } f(n) = O(g(n)) \text{ and } f(n) = \Omega(g(n))$$

or

- $g(n)$  “tightly bounds”  $f(n)$
- Example:  $f(n) = 2 * n^2$ ,  $g(n) = 0.5 * n^2$ 
  - Is  $f(n) = \Theta(g(n))$ ?



# Complexity Analysis

- What for?
  - Determine how well an algorithm scales for larger inputs
  - Compare performance of two algorithms
- How?
  - Create a function  $f(n)$  to express rate of growth
  - Big-Oh ( $O$ ) notation
  - Let's do an example





# Complexity Analysis Example

```
7 // what is the complexity?
8 int main() {
9     int size = 10;
10    int count = 0;
11    vector<vector<vector<int> > > cube;
12    for(int i = 0; i < size; ++i) {
13        cout << "\n next level \n";
14        vector<vector<int> > section;
15        for(int j = 0; j < size; ++j) {
16            vector<int> row;
17            for(int k = 0; k < size; ++k) {
18                row.push_back(count);
19                cout << count++ << ' ';
20            }
21            section.push_back(row);
22            cout << '\n';
23        }
24        cube.push_back(section);
25    }
26
27    cout << "\n\n ----- FINISHED ----- \n\n";
28 }
```



# Complexity Analysis Example

```
void array2Dsearch(vector<vector<int> > & array2D,
                  int item) {

    for(int i = 0; i < array2D.size(); ++i) { // n steps
        if(binary_search(array2D[i].begin(),
                        array2D[i].end(), item)) { // log(n)

            cout << "found " << item << '\n'; // 1 step
            return; // 1 step
        }
    }
    cout << "did not find " << item << '\n'; // 1 step
}

// Total:  $n * (\log(m) + 1) + 1 = O(n \log(m))$ 
```



# Recurrence Relations



# Recurrence Relations

- Recurrence Relation: an equation that recursively defines a sequence
  - Usually used to analyze algorithm runtimes
- Many algorithms loop on a problem set, do something, and create smaller sub-problems
- To solve them: how is the problem set changing each time?



# Steps to Solve RR

- Find  $T(n-1)$ ,  $T(n-2)$ , ...,  $T(2)$ ,  $T(1)$ ,  $T(0)$ 
  - Sometimes,  $n = 2^k$
- Apply base case (initial terms)
- Plug in previous term into current equation
  - EX: plug in  $T(n-2)$  equation into  $T(n-1)$  equation
- Find summation formula
- Solve summation formula ( $T(n)$ )
- Find big-oh of  $T(n)$



# Iteration Method

- Try substituting backwards until a pattern is found
- Ex:  $T(n) = 3T(n/4) + n$ ,  $T(1) = 1$

- $$\begin{aligned} T(n) &= n + 3(n/4 + 3T(n/16)) \\ &= n + 3n/4 + 9(n/16 + 3T(n/64)) \\ &= n + 3n/4 + 9n/16 + 27T(n/64) \\ &= \dots = n + 3n/4 + 9n/16 + \dots + 3^K T(1) \end{aligned}$$
- Obvious  $(3/4)^K n$  term.  $K = \log_4 n$  terms to  $T(1)$ .

- $$T(n) \leq n \sum_{i=0}^{\log_4 n} \left(\frac{3}{4}\right)^i + 3^{\log_4 n}$$



# Master Theorem Basis

Let  $T(n)$  be a monotonically increasing function that satisfies:

$$T(n) = aT\left(\frac{n}{b}\right) + f(n)$$

$$T(1) = 1$$

Where  $a \geq 1$ ,  $b \geq 2$ . If  $f(n) \in \Theta(n^c)$ , then:

$$T(n) = \begin{cases} \Theta(n^{\log_b a}) & \text{if } a > b^c \\ \Theta(n^c \log_2 n) & \text{if } a = b^c \\ \Theta(n^c) & \text{if } a < b^c \end{cases}$$

# Exercises

- $T(n) = 2 * T(n-1) + 1, T(1) = 1$
- $T(n) = 2 * T(n/2) + n, T(1) = 0$

\*Important Formula:

$$\sum_{i=m}^n a * r^i = \frac{a(r^m - r^{n+1})}{1 - r}$$

$$\sum_{i=m}^n i = \frac{(n+m)(n-m+1)}{2}$$



# Debugging: Final Comments



# Final Comments

- Don't debug with print statements!
  - Is perhaps easier at first, but being comfortable with debugging tools is important in the long run
- Part of the class is learning how to debug.
  - In OH, we will expect you to have made a reasonable effort to debug the problem yourself before coming to us.
- Turn off all the debugging flags for your final submission
  - Debugging tools are great, but they can severely degrade your code's performance. Why?
  - Making separate Makefile commands can prevent you from forgetting



# Project 1: Advice

- Write modular code
- Provide useful data structures
- Think hard about data structures
- Utilize good comments and a standard coding style
  - Readable code => better help in OH's
- See Piazza posts often
- Submit ASAP
  - Students often take 10+ submits to get a desired score



# Project 1: Questions?



# Recursion Tree Method

- Draw a picture of the back substitution process
- Ex:  $T(n) = 2T(n/2) + n^2$ ,  $T(1) = 1$

