

Measuring and Predicting Running Time

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CSC220 Programming II – Spring 2018



Outline

Running times of different implementations

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- ▶ We have two implementations of PhoneDirectory: ArrayBasedPD and SortedPD.



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- ▶ We have two implementations of PhoneDirectory: ArrayBasedPD and SortedPD.
- ▶ Each has implementations of find, addOrChangeEntry, and removeEntry.



Running times of different implementations

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



find



find

- ▶ ArrayBasedPD.find



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 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve



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 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve
 - ▶ Look for Vic?



- ▶ `ArrayBasedPD.find`
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 - ▶ Have to compare Vic with n entries, where $n = \text{size}$, which is 6.

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- ▶ `SortedPD.find`
 - ▶ Only really helpful when n (size) is large.



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 - ▶ Look for Vic?
 - ▶ Have to compare Vic with n entries, where $n = \text{size}$, which is 6.
- ▶ `SortedPD.find`
 - ▶ Only really helpful when n (size) is large.
 - ▶ Requires $\log_2 n$ comparisons



addOrChangeEntry

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- ▶ `ArrayBasedPD.addOrChangeEntry`



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addOrChangeEntry

- ▶ ArrayBasedPD.addOrChangeEntry
 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve
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 - ▶ n array accesses. Actually $n - 1$ reads and n writes, where n is 7. So $2n - 1$.



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removeEntry

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- ▶ `ArrayBasedPD.removeEntry`



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 - ▶ Who takes longest to remove? Jay?



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 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve
 - ▶ Who takes longest to remove? Jay?
 - ▶ removeEntry calls find.



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 - ▶ Who takes longest to remove? Jay?
 - ▶ `removeEntry` calls `find`.
 - ▶ `find` takes 1 comparison to find Jay.
 - ▶ Eve, Bob, Zoe, Ian, Ann
 - ▶ Time for 1 comparison and 2 array accesses.



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 - ▶ What about Eve? (Last entry)



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 - ▶ Call to `find` takes n comparisons.



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 - ▶ What about Eve? (Last entry)
 - ▶ Call to `find` takes n comparisons.
 - ▶ The program still uses 2 array accesses to “remove” Eve (but it could be smarter).



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 - ▶ So Eve is worst case, requiring time for n comparisons and 2 array accesses.



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 - ▶ So Eve is worst case, requiring time for n comparisons and 2 array accesses.
- ▶ `SortedPD.removeEntry`
 - ▶ Ann, Bob, Eve, Ian, Jay, Zoe
 - ▶ Who is the worst to remove?
 - ▶ Did you figure out it was Ann?



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 - ▶ `removeEntry` calls `find`.
 - ▶ `find` takes 1 comparison to find Jay.
 - ▶ Eve, Bob, Zoe, Ian, Ann
 - ▶ 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 and 2 array accesses.
- ▶ `SortedPD.removeEntry`
 - ▶ Ann, Bob, Eve, Ian, Jay, Zoe
 - ▶ Who is the worst to remove?
 - ▶ Did you figure out it was Ann?
 - ▶ `find` takes $\log_2 n$ comparisons to locate Ann.



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 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve
 - ▶ Who takes longest to remove? Jay?
 - ▶ `removeEntry` calls `find`.
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- ▶ `SortedPD.removeEntry`
 - ▶ Ann, Bob, Eve, Ian, Jay, Zoe
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 - ▶ Did you figure out it was Ann?
 - ▶ `find` takes $\log_2 n$ comparisons to locate Ann.
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 - ▶ So Eve is worst case, requiring time for n comparisons and 2 array accesses.
- ▶ `SortedPD.removeEntry`
 - ▶ Ann, Bob, Eve, Ian, Jay, Zoe
 - ▶ Who is the worst to remove?
 - ▶ Did you figure out it was Ann?
 - ▶ `find` takes $\log_2 n$ comparisons to locate Ann.
 - ▶ Bob, Eve, Ian, Jay, Zoe
 - ▶ n array reads and writes to move everyone else back.



removeEntry

- ▶ `ArrayBasedPD.removeEntry`
 - ▶ Jay, Bob, Zoe, Ian, Ann, Eve
 - ▶ Who takes longest to remove? Jay?
 - ▶ `removeEntry` calls `find`.
 - ▶ `find` takes 1 comparison to find Jay.
 - ▶ Eve, Bob, Zoe, Ian, Ann
 - ▶ Time for 1 comparison and 2 array accesses.
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 - ▶ So Eve is worst case, requiring time for n comparisons and 2 array accesses.
- ▶ `SortedPD.removeEntry`
 - ▶ Ann, Bob, Eve, Ian, Jay, Zoe
 - ▶ Who is the worst to remove?
 - ▶ Did you figure out it was Ann?
 - ▶ `find` takes $\log_2 n$ comparisons to locate Ann.
 - ▶ Bob, Eve, Ian, Jay, Zoe
 - ▶ n array reads and writes to move everyone else back.
 - ▶ Total is $\log_2 n$ comparisons and $2n$ array accesses. Actually the first n should be $n - 1$.



Summary



Summary

- ▶ ArrayBasedPD



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- ▶ ArrayBasedPD
 - ▶ find: n comparisons



Summary

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 - ▶ find: n comparisons
 - ▶ addOrChangeEntry: n comparisons plus 1 array access (usually)



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 - ▶ find: n comparisons
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 - ▶ removeEntry: n comparisons plus 2 array accesses



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 - ▶ find: n comparisons
 - ▶ addOrChangeEntry: n comparisons plus 1 array access (usually)
 - ▶ removeEntry: n comparisons plus 2 array accesses
- ▶ SortedPD



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- ▶ **ArrayBasedPD**
 - ▶ find: n comparisons
 - ▶ addOrChangeEntry: n comparisons plus 1 array access (usually)
 - ▶ removeEntry: n comparisons plus 2 array accesses
- ▶ **SortedPD**
 - ▶ find: $\log_2 n$ comparisons



Summary

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 - ▶ find: n comparisons
 - ▶ addOrChangeEntry: n comparisons plus 1 array access (usually)
 - ▶ removeEntry: n comparisons plus 2 array accesses
- ▶ SortedPD
 - ▶ find: $\log_2 n$ comparisons
 - ▶ addOrChangeEntry: $\log_2 n$ comparisons plus $2n$ array accesses.



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- ▶ ArrayBasedPD
 - ▶ find: n comparisons
 - ▶ addOrChangeEntry: n comparisons plus 1 array access (usually)
 - ▶ removeEntry: n comparisons plus 2 array accesses
- ▶ SortedPD
 - ▶ find: $\log_2 n$ comparisons
 - ▶ addOrChangeEntry: $\log_2 n$ comparisons plus $2n$ array accesses.
 - ▶ removeEntry: $\log_2 n$ comparisons plus $2n$ array accesses.



Order Arithmetic

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- ▶ $O(1)$, $O(\log n)$, or $O(n)$



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Order Arithmetic

- ▶ $O(1)$, $O(\log n)$, or $O(n)$
- ▶ Constants don't matter.
- ▶ $\log_2 n = 3.3219 \log_{10} n$, so we just say $O(\log n)$



Order Arithmetic

- ▶ $O(1)$, $O(\log n)$, or $O(n)$
- ▶ Constants don't matter.
- ▶ $\log_2 n = 3.3219 \log_{10} n$, so we just say $O(\log n)$
- ▶ Only the dominant term matters.



Order Arithmetic

- ▶ $O(1)$, $O(\log n)$, or $O(n)$
- ▶ Constants don't matter.
- ▶ $\log_2 n = 3.3219 \log_{10} n$, so we just say $O(\log n)$
- ▶ Only the dominant term matters.
- ▶ Accurate, up to a constant factor, for large n .



Summary



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- ▶ ArrayBasedPD



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 - ▶ find: n comparisons – $O(n)$



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 - ▶ $t = 25 \cdot 3$
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 - ▶ $t = c \cdot \log_{10} n$
 - ▶ $t = 25 \cdot \log_{10} 1000$
 - ▶ $t = 25 \cdot 3$
 - ▶ $t = 75$
- ▶ So 75 microseconds.



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 - ▶ $t = c \cdot \log_{10} n$
 - ▶ $t = 25 \cdot \log_{10} 1000$
 - ▶ $t = 25 \cdot 3$
 - ▶ $t = 75$
- ▶ 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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 - ▶ $t = c \cdot \ln n$
 - ▶ $t = 10.857 \cdot \ln 1000$
 - ▶ $t = 10.857 \cdot 6.9077$
 - ▶ $t = 74.997$



- ▶ Here is the log base e version.
- ▶ Calculate c from first n and t :
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 - ▶ $50 = c \cdot \ln 100$
 - ▶ $50 = c \cdot 4.605$
 - ▶ $c = 10.857$
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- ▶ Different log. Same answer!



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BE THERE IN FIFTEEN MINUTES.

ACTUALLY, IT'S LOOKING
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NO, WAIT, THIRTY SECONDS.



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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?



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- ▶ Answer: repeat the experiment many times and take the average.



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- ▶ Suppose I am willing to spend one second timing my program.



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- ▶ Run it for that many times and take the average.



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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.

