# Introduction: Computing Runtimes

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# Algorithmic Design and Techniques Algorithms and Data Structures

#### Learning Objectives

- Describe some of the issues involved with computing the runtime of an actual program.
- Understand why finding exact runtimes is a problem.

#### Outline

1 Revisit Fibonacci

2 Other Things to Consider

# Runtime Analysis

Function FibList(n)

create an array 
$$F[0...n]$$
 $F[0] \leftarrow 0$ 

 $F[0] \leftarrow 0$  $F[1] \leftarrow 1$ 

for i from 2 to n:

 $F[i] \leftarrow F[i-1] + F[i-2]$ 

return F[n]

#### Runtime Analysis

# Function FibList(n)

create an array F[0...n] $F[0] \leftarrow 0$  $F[1] \leftarrow 1$ for i from 2 to n:  $F[i] \leftarrow F[i-1] + F[i-2]$ return F[n]

2n + 2 lines of code. Does this really describe the runtime of the algorithm?

```
Function FibList(n)
create an array F[0...n]
F[0] \leftarrow 0
F[1] \leftarrow 1
for i from 2 to n:
  F[i] \leftarrow F[i-1] + F[i-2]
return F[n]
```

Depends on memory management system.

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Assignment.

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Increment, comparison, branch.

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```

Lookup, assignment, addition of big integers.

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Lookup, return.

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1 Revisit Fibonacci

Other Things to Consider

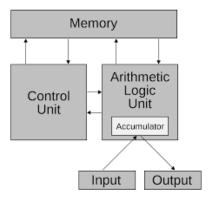
#### Computing Runtime

To figure out how long this simple program would actually take to run on a real computer, we would also need to know things like:

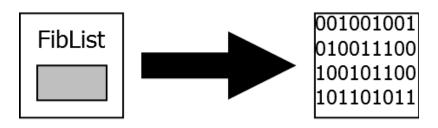
# Speed of the Computer



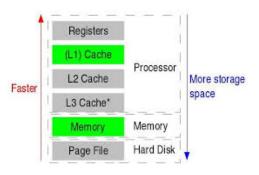
### The System Architecture



#### The Compiler Being Used



#### Details of the Memory Hierarchy



#### **Problem**

 Figuring out accurate runtime is a huge mess

#### Problem

- Figuring out accurate runtime is a huge mess
- In practice, you might not even know some of these details

#### Goal

#### Want to:

- Measure runtime without knowing these details.
- Get results that work for large inputs.