Measuring and Predicting Running Time

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Outline





We have two implementations of PhoneDirectory: ArrayBasedPD and SortedPD.





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- Each has implementations of find, add, and remove.





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







ArrayBasedPD.find





- ArrayBasedPD.find
 - Jay, Bob, Zoe, Ian, Ann, Eve





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 - Jay, Bob, Zoe, Ian, Ann, EveLook for Vic?





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





- ArrayBasedPD.find
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 - ► Look for Vic?
 - ▶ Have to compare Vic with n entries, where n = size, which is 6.
- SortedPD.find
 - ▶ Only really helpful when *n* (size) is large.
 - ► Requires log₂ *n* comparisons







ArrayBasedPD.addOrChangeEntry





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 - ► find uses *n* comparisons





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 - Unless array is full, and then we need to allocate a bigger one, and copy everything over first.





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 - ▶ find uses log₂ n comparisons





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- Ann, Bob, Eve, Ian, Jay, Zoe
- Let's add Abe.
- ► Abe, Ann, Bob, Eve, Ian, Jay, Zoe
- ▶ add uses n array accesses. Actually n − 1 reads and n writes, where n is 7.
 So 2n − 1.





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- ► Abe, Ann, Bob, Eve, Ian, Jay, Zoe
- ▶ add uses n array accesses. Actually n-1 reads and n writes, where n is 7. So 2n-1.
- ▶ Total time is $log_2 n$ comparisons (find) plus 2n 1 array accesses (add).





removeEntry



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 - find takes 1 comparison to find Jay.





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 - What about Eve? (Last entry)



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 - What about Eve? (Last entry)
 - Call to find takes n comparisons.





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 - add still uses 2 array accesses to "remove" Eve (but it could be smarter).



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- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?





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- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?





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- ► Eve, Bob, Zoe, Ian, Ann
- remove takes 2 array accesses to remove Jay.
- ▶ Total time for 1 comparison and 2 array accesses.
- ► What about Eve? (Last entry)
- Call to find takes n comparisons.
- add still uses 2 array accesses to "remove" Eve (but it could be smarter).
- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- ▶ Did you figure out it was Ann?
- ▶ find takes log₂ n comparisons to locate Ann.





ArrayBasedPD.removeEntry

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- Who takes longest to remove? Jay?
- removeEntry calls find.
- find takes 1 comparison to find Jay.
- removeEntry calls remove.
- ► Eve, Bob, Zoe, Ian, Ann
- remove takes 2 array accesses to remove Jay.
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- ► What about Eve? (Last entry)
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- add still uses 2 array accesses to "remove" Eve (but it could be smarter).
- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ n comparisons to locate Ann.
- ▶ add takes *n* array reads and writes to move everyone else back.





ArrayBasedPD.removeEntry

- Jay, Bob, Zoe, Ian, Ann, Eve
- Who takes longest to remove? Jay?
- removeEntry calls find.
- find takes 1 comparison to find Jay.
- removeEntry calls remove.
- ► Eve, Bob, Zoe, Ian, Ann
- remove takes 2 array accesses to remove Jay.
- ▶ Total time for 1 comparison and 2 array accesses.
- ► What about Eve? (Last entry)
- Call to find takes n comparisons.
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- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ n comparisons to locate Ann.
- add takes n array reads and writes to move everyone else back.
- ▶ Bob, Eve, Ian, Jay, Zoe





ArrayBasedPD.removeEntry

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- Who takes longest to remove? Jay?
- removeEntry calls find.
- find takes 1 comparison to find Jay.
- removeEntry calls remove.
- Eve, Bob, Zoe, Ian, Ann
- remove takes 2 array accesses to remove Jay.
- ▶ Total time for 1 comparison and 2 array accesses.
- ► What about Eve? (Last entry)
- Call to find takes n comparisons.
- add still uses 2 array accesses to "remove" Eve (but it could be smarter).
- So Eve is worst case, requiring time for n comparisons (find) and 2 array accesses (remove).

- Ann, Bob, Eve, Ian, Jay, Zoe
- Who is the worst to remove?
- Did you figure out it was Ann?
- ▶ find takes log₂ *n* comparisons to locate Ann.
- ▶ add takes *n* array reads and writes to move everyone else back.
- ► Bob, Eve, Ian, Jay, Zoe
- ▶ Total is log₂ *n* comparisons (find) and 2*n* array accesses (remove).







ArrayBasedPD





- ArrayBasedPD
 - ▶ find: *n* comparisons





- ArrayBasedPD
 - ▶ find: *n* comparisons
 - add: 1 array access (usually)





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 - remove: 2 array accesses





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 - ▶ find: *n* comparisons
 - add: 1 array access (usually)
 - remove: 2 array accesses
 - addOrChangeEntry: n comparisons plus 1 array access (usually)





ArrayBasedPD

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





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





ArrayBasedPD

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

SortedPD

▶ find: log₂ *n* comparisons





ArrayBasedPD

- ▶ find: *n* comparisons
- add: 1 array access (usually)
- remove: 2 array accesses
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- ► removeEntry: *n* comparisons plus 2 array accesses

- ▶ find: log₂ n comparisons
- add: 2n array accesses





ArrayBasedPD

- find: n comparisons
- add: 1 array access (usually)
- remove: 2 array accesses
- addOrChangeEntry: n comparisons plus 1 array access (usually)
- ► removeEntry: *n* comparisons plus 2 array accesses

- ▶ find: log₂ n comparisons
- add: 2n array accesses
- remove: 2n array accesses





ArrayBasedPD

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

- find: log₂ n comparisons
- add: 2n array accesses
- remove: 2n array accesses
- ▶ addOrChangeEntry: log₂ *n* comparisons plus 2*n* array accesses.





ArrayBasedPD

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

- find: log₂ n comparisons
- add: 2n array accesses
- remove: 2*n* array accesses
- ▶ addOrChangeEntry: log₂ n comparisons plus 2n array accesses.
- ► removeEntry: log₂ *n* comparisons plus 2*n* array accesses.





Order Arithmetic



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- ightharpoonup O(1), $O(\log n)$, or O(n)
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- ▶ $\log_2 n = 3.3219 \log_{10} n$, so we just say $O(\log n)$





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- ▶ $\log_2 n = 3.3219 \log_{10} n$, so we just say $O(\log n)$
- Only the dominant term matters.





Order Arithmetic

- ightharpoonup 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.





ArrayBasedPD





- ArrayBasedPD
 - ▶ find: n comparisons O(n)



- ArrayBasedPD
 - find: n comparisons O(n)
 - ▶ add: 1 array access (usually) O(1)



- ArrayBasedPD
 - find: n comparisons O(n)
 - ► add: 1 array access (usually) O(1)
 - ► remove: 2 array accesses O(1)





ArrayBasedPD

- find: n comparisons O(n)
- ▶ add: 1 array access (usually) O(1)
- ▶ remove: 2 array accesses O(1)
- addOrChangeEntry: n comparisons plus 1 array access (usually) O(n) + O(1) = O(n)





ArrayBasedPD

- find: n comparisons O(n)
- ▶ add: 1 array access (usually) O(1)
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▶ find: $\log_2 n$ comparisons – $O(\log n)$





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 - Sorted find is (much) faster.





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- Which is good, because that's probably what you do most.





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 - ► *t* = 100
- So the answer is 100 microseconds.







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```
For n = 1000,

t = c \cdot \log_{10} n

t = 25 \cdot \log_{10} 1000

t = 25 \cdot 3
```





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```
► For n = 1000,

► t = c \cdot \log_{10} n

► t = 25 \cdot \log_{10} 1000

► t = 25 \cdot 3

► t = 75
```





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► t = 75
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▶ So 75 microseconds.





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- Even though the original analysis of binary search was for log₂ n, I can use any base I want to because all logs differ by a constant factor.
- ▶ But you must use the *same* base for *every* log in the calculation.
- ► For n = 1000, ► $t = c \cdot \log_{10} n$ ► $t = 25 \cdot \log_{10} 1000$ ► $t = 25 \cdot 3$ ► 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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 - ► $50 = c \cdot 4.605$

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- Different log. Same answer!





I'M JUST OUTSIDE TOWN, SO I SHOULD BE THERE IN FIFTEEN MINUTES.

> ACTUALLY, IT'S LOOKING MORE LIKE SIX DAYS.

NO, WAIT, THIRTY SECONDS.



THE AUTHOR OF THE WINDOWS FILE COPY DIALOG VISITS SOME FRIENDS.







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





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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.



