

Analyzing Real Timings



Using timings to evaluate performance



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by Christine Alvarado, Mia Minnes, and Leo Porter, 2015.

By the end of this video you will be able to...

- Use runtimes from a real system to reason about performance

Idea for Analyzing our Sorts

For increasing sizes of n

Print n

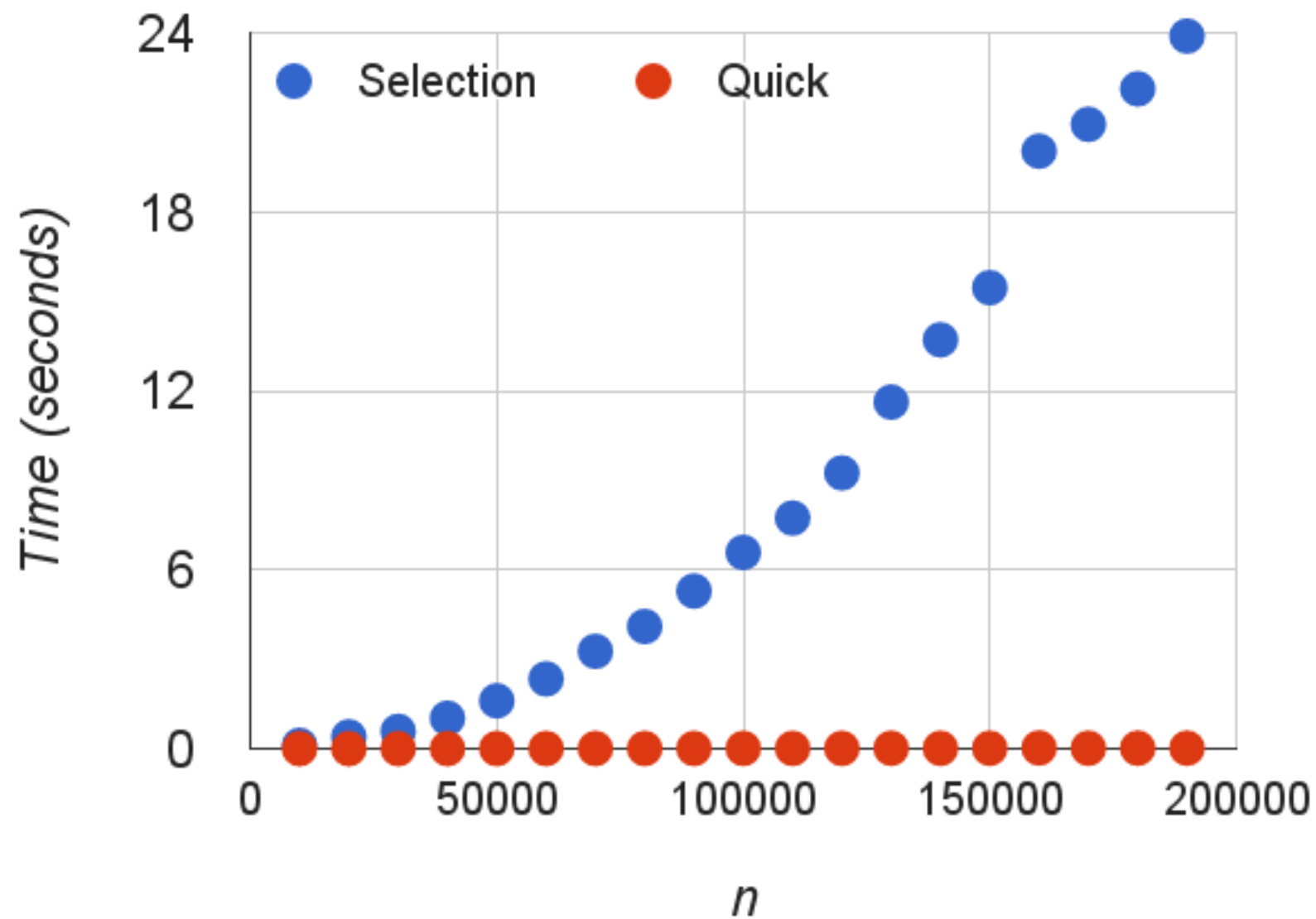
Create a randomized array of size n
Time selection sort, print outcome

Create a randomized array of size n
Time quick sort, print outcome

Results

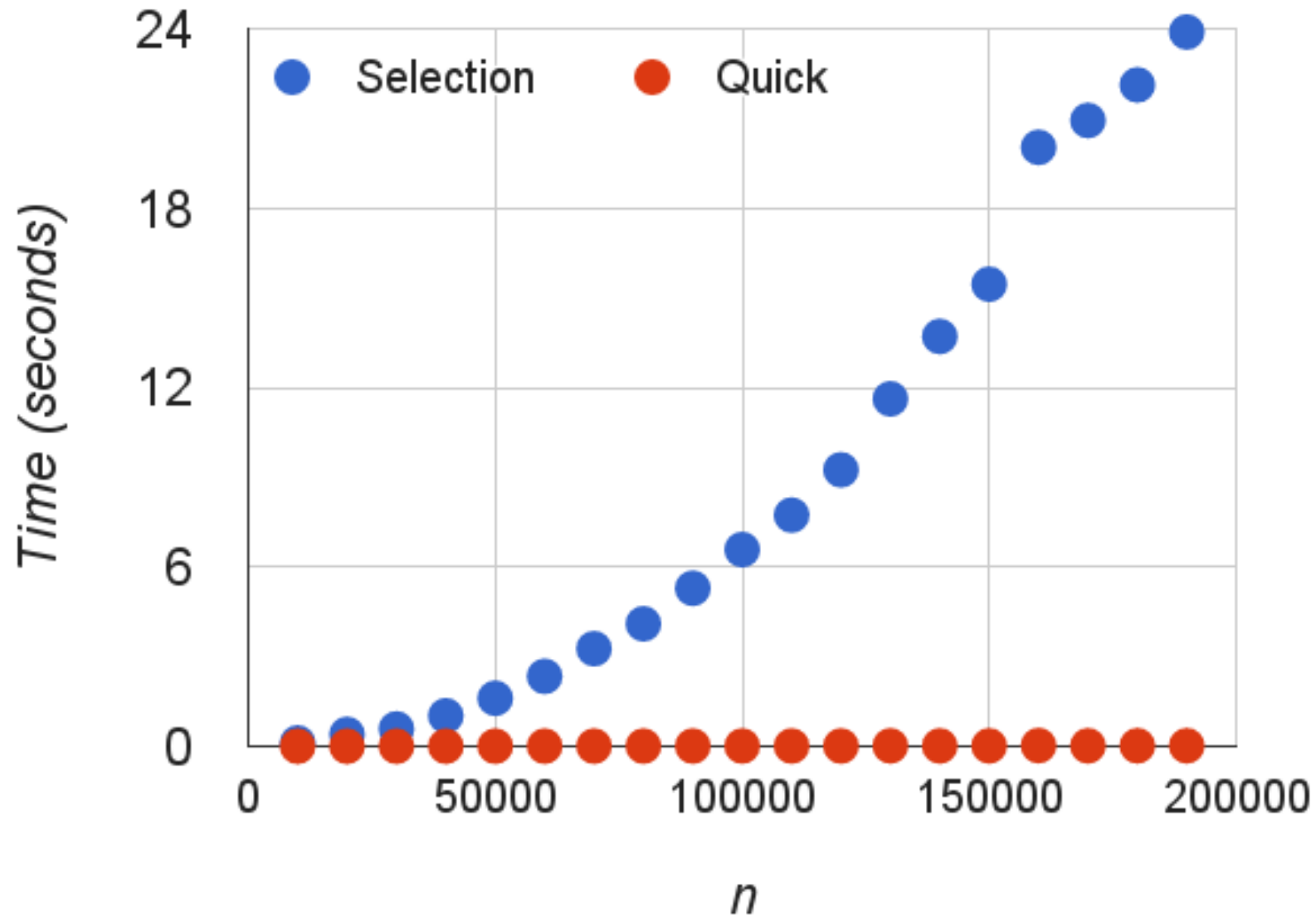
n	Selection (s)	Quick (s)
10000	0.112887621	0.001323534
20000	0.397227565	0.001568662
30000	0.580318935	0.002420492
40000	1.020979179	0.003304295
50000	1.605557659	0.004232703
60000	2.340087449	0.004983088
70000	3.264979954	0.006035047
80000	4.097073897	0.006989112
90000	5.285101776	0.007900941
100000	6.57904119	0.008538038

Quick vs. Selection

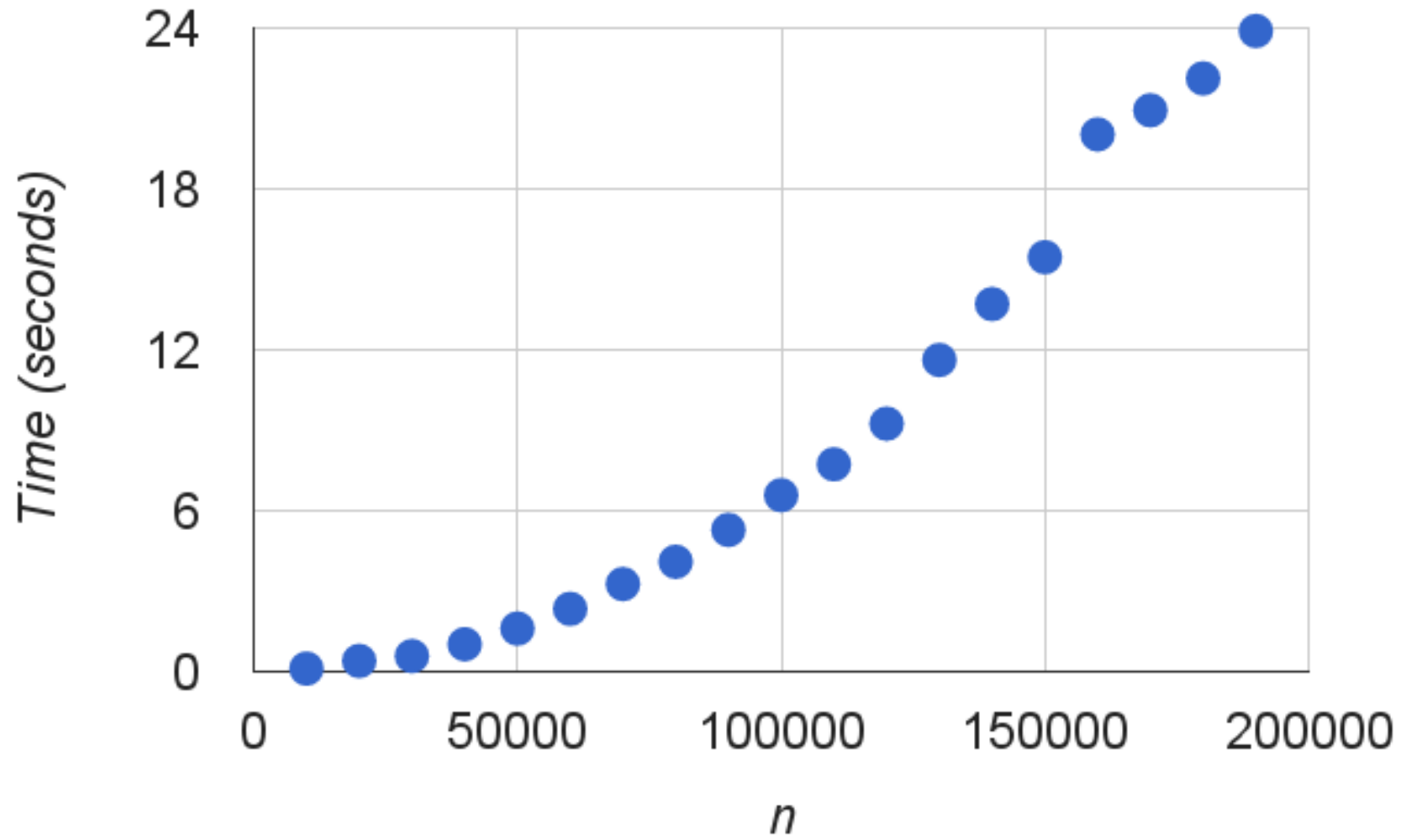


Quick vs. Selection

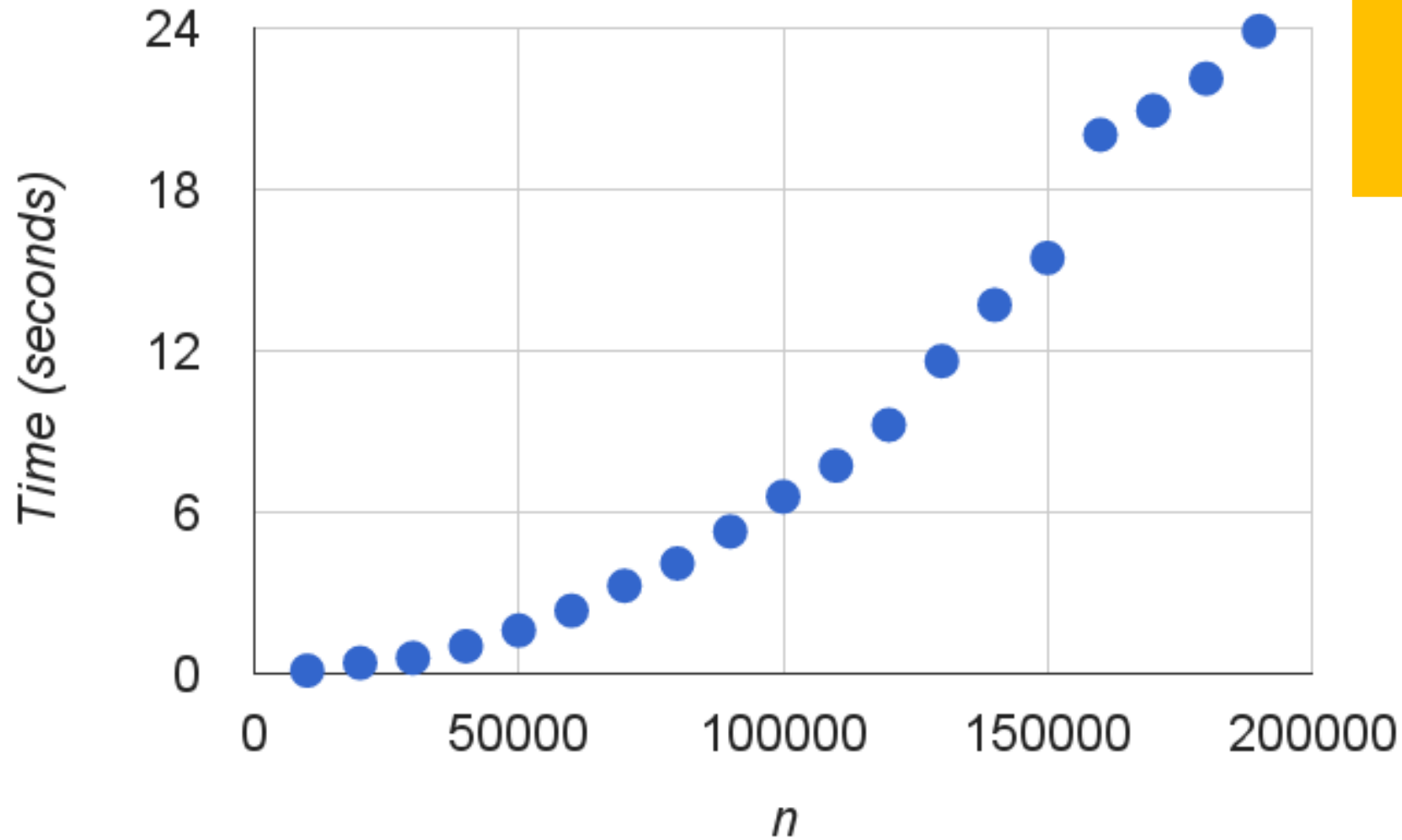
Let's look at
each in
detail



Selection Sort Runtime

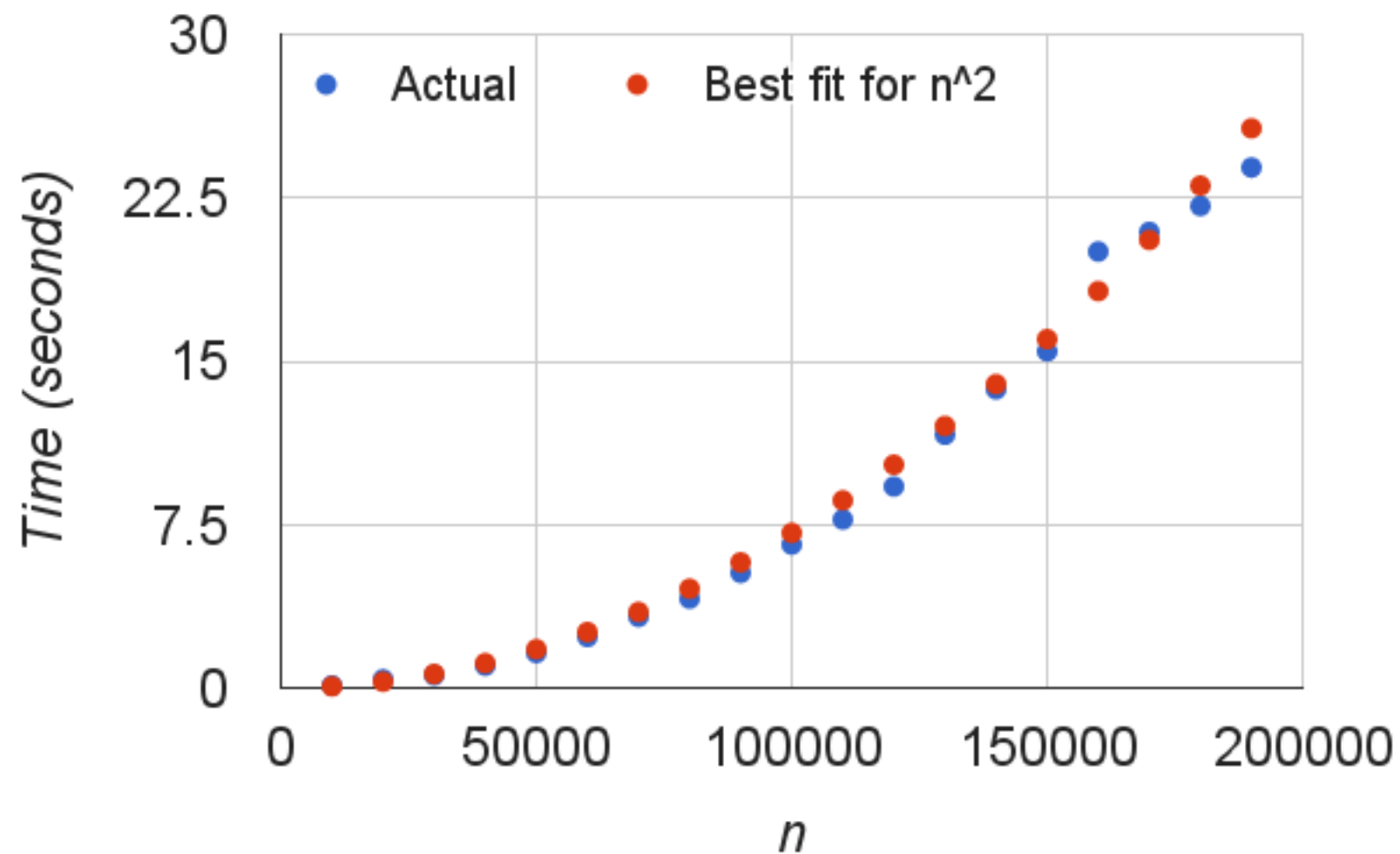


Selection Sort Runtime

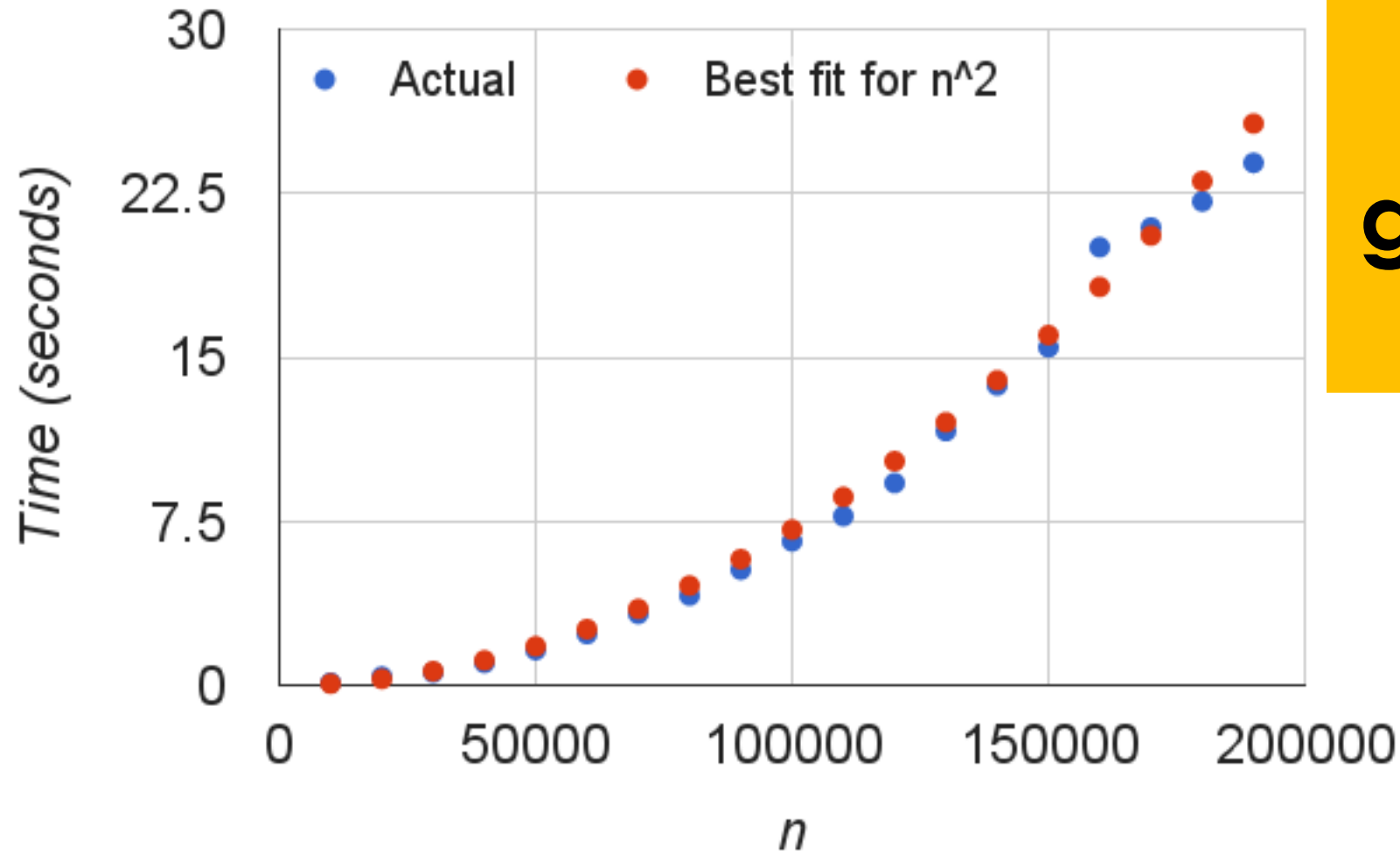


**Looks like
 n^2 growth**

Actual vs. $k \cdot (n^2)$

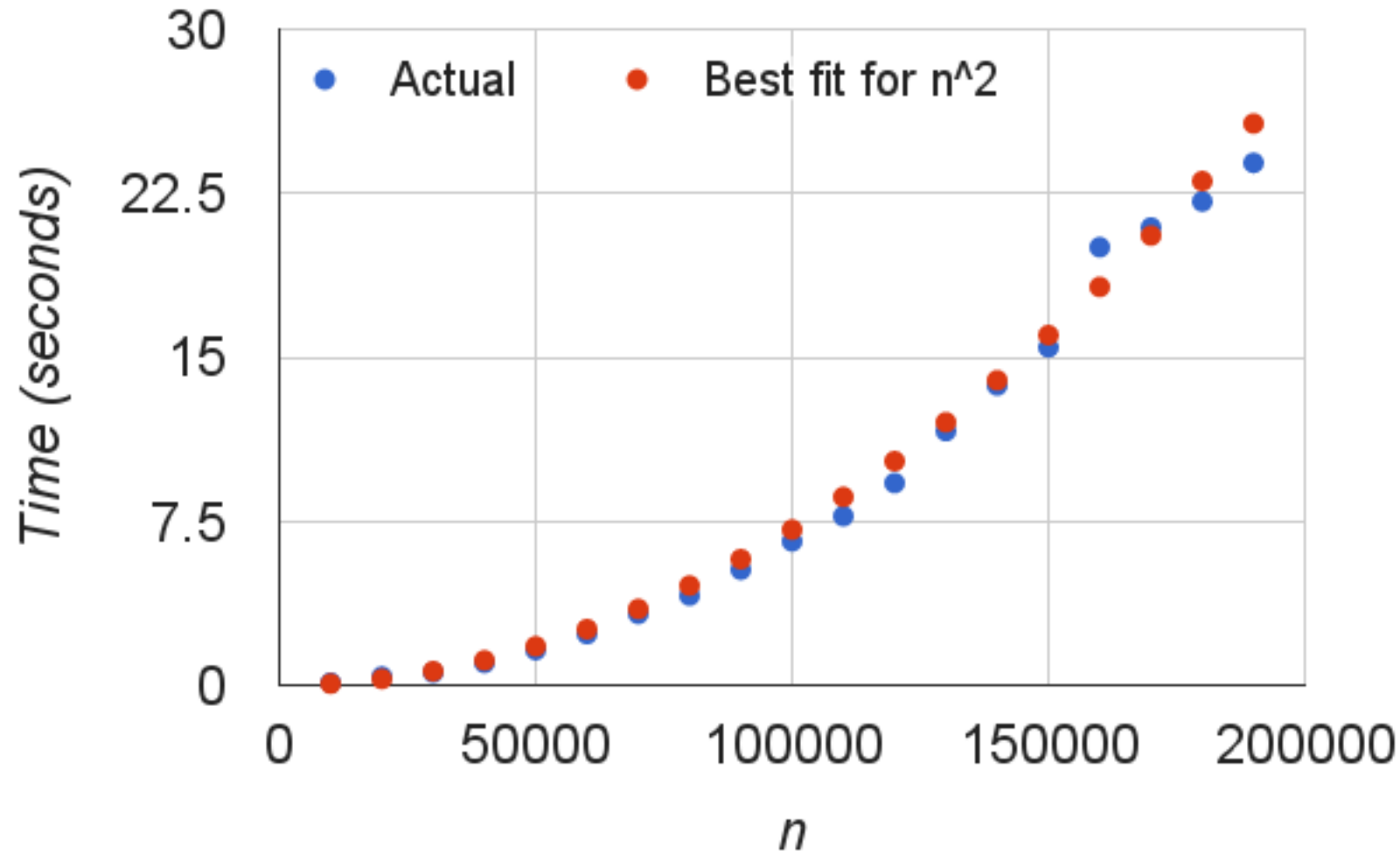


Actual vs. $k \cdot (n^2)$



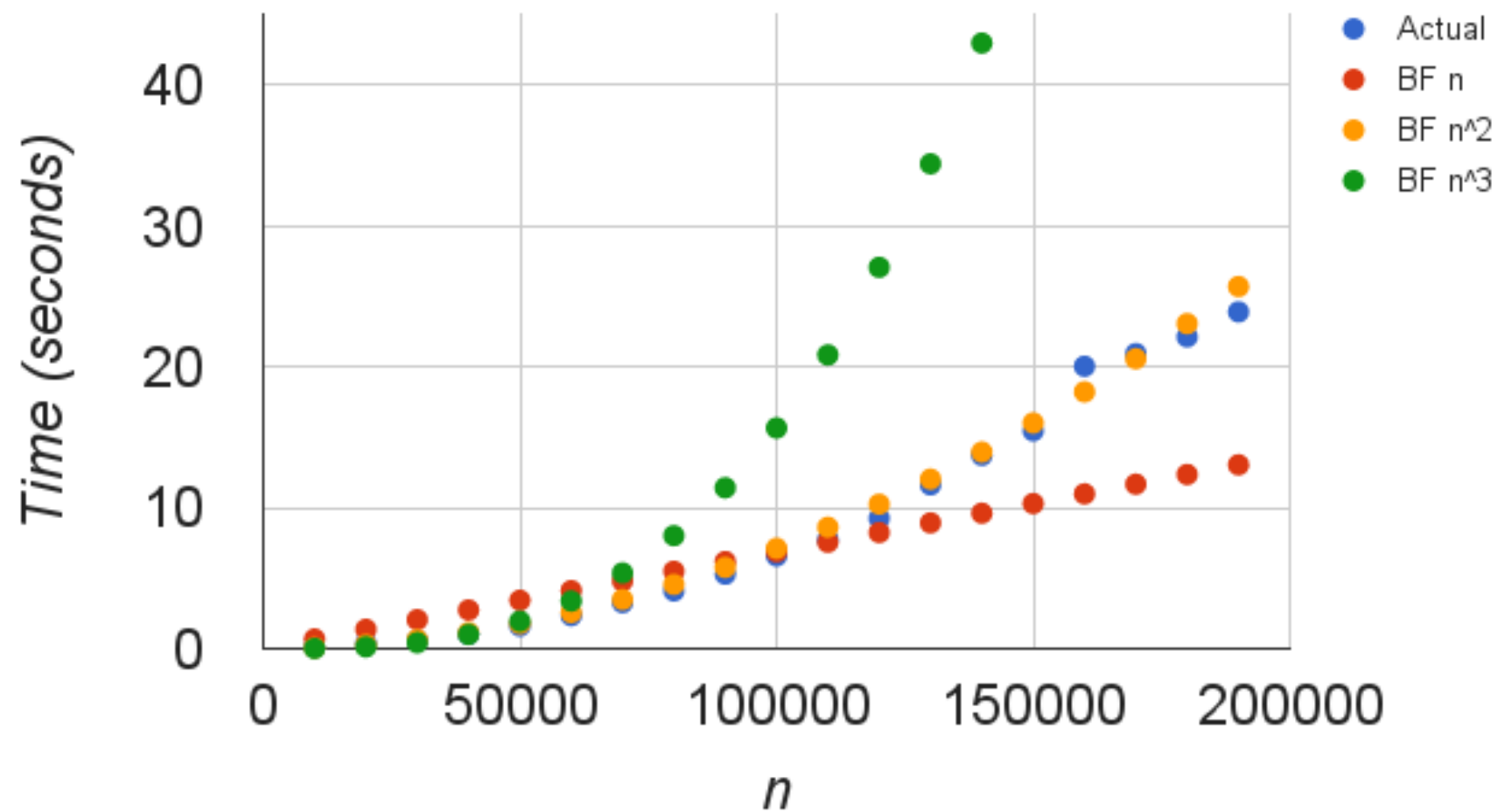
By “best fit” I just found a good value for constant “ k ”

Actual vs. $k \cdot n^2$



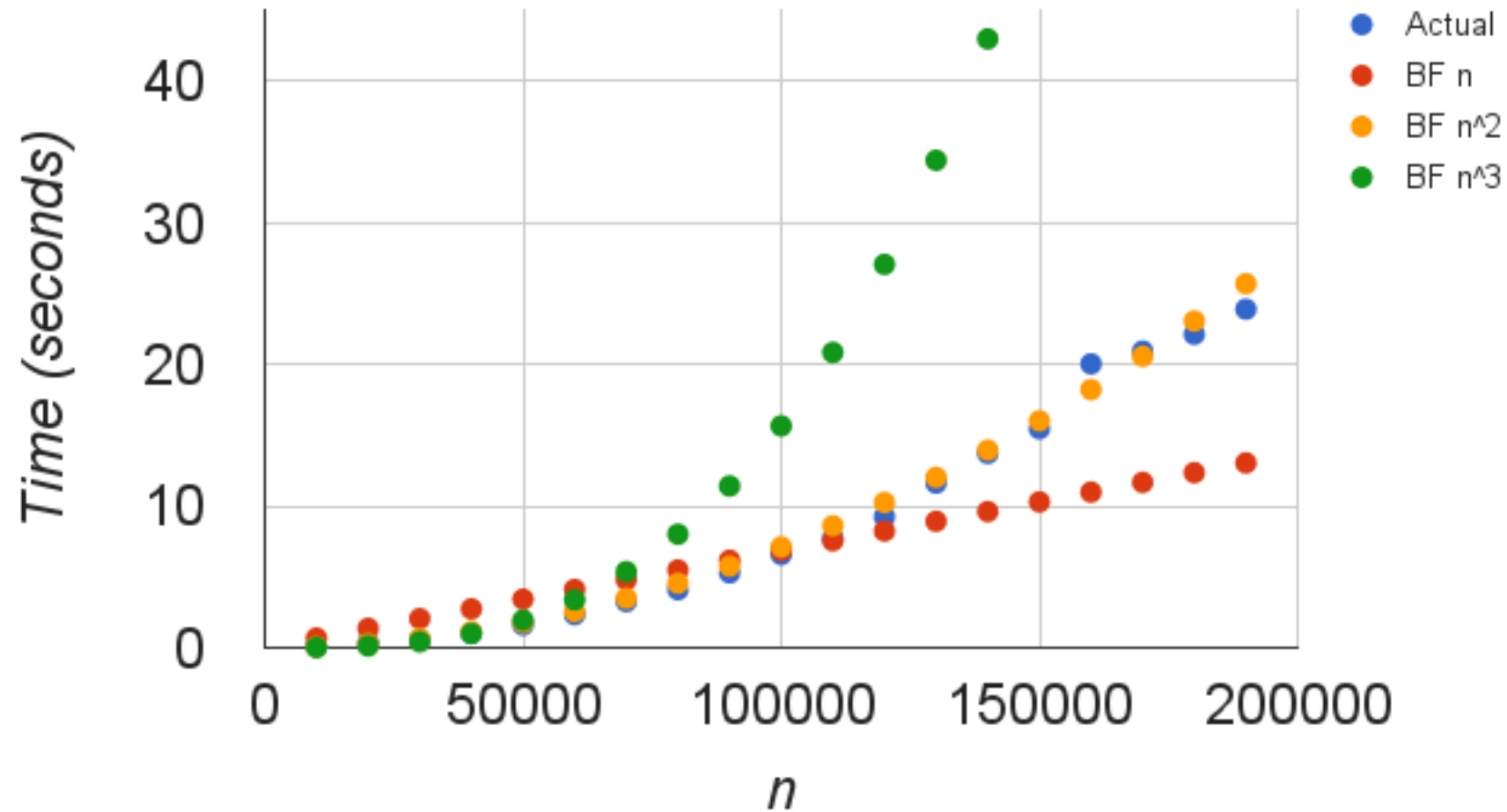
Won't all
“best fits”
look really
good?

Actual vs. Best Fits



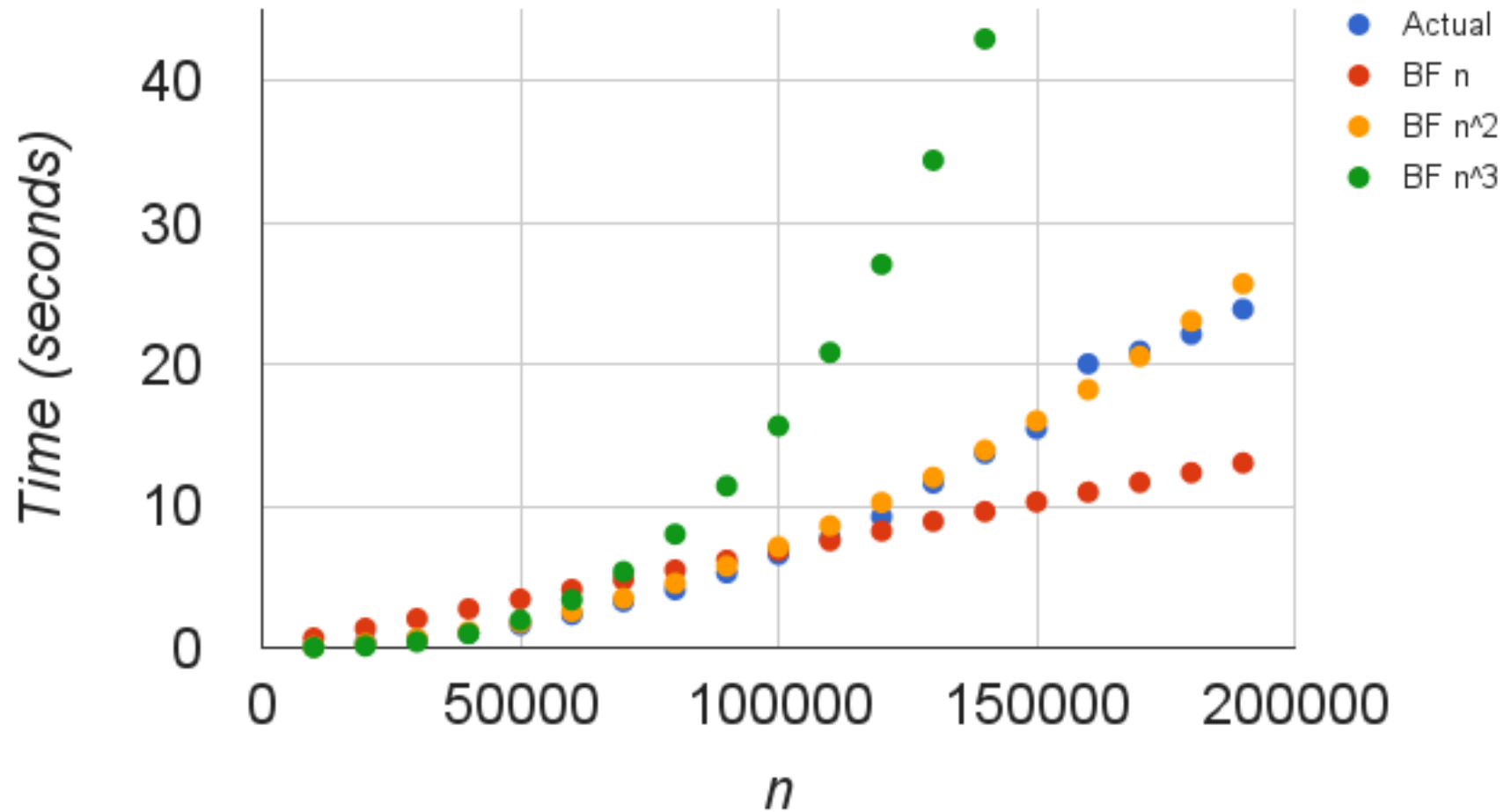
Actual vs. Best Fits

**n^2 is
best**



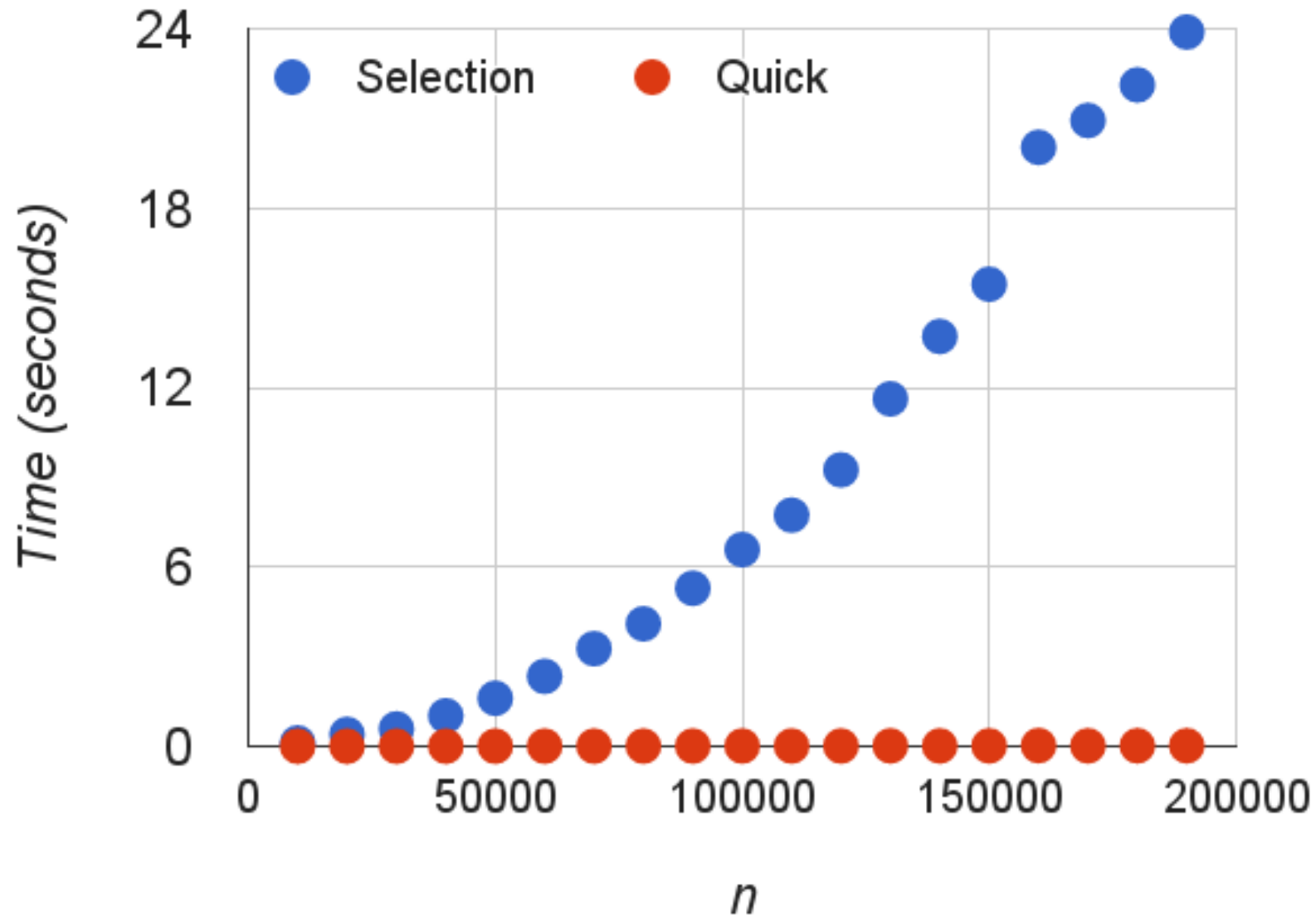
Actual vs. Best Fits

**n^2 is
best**

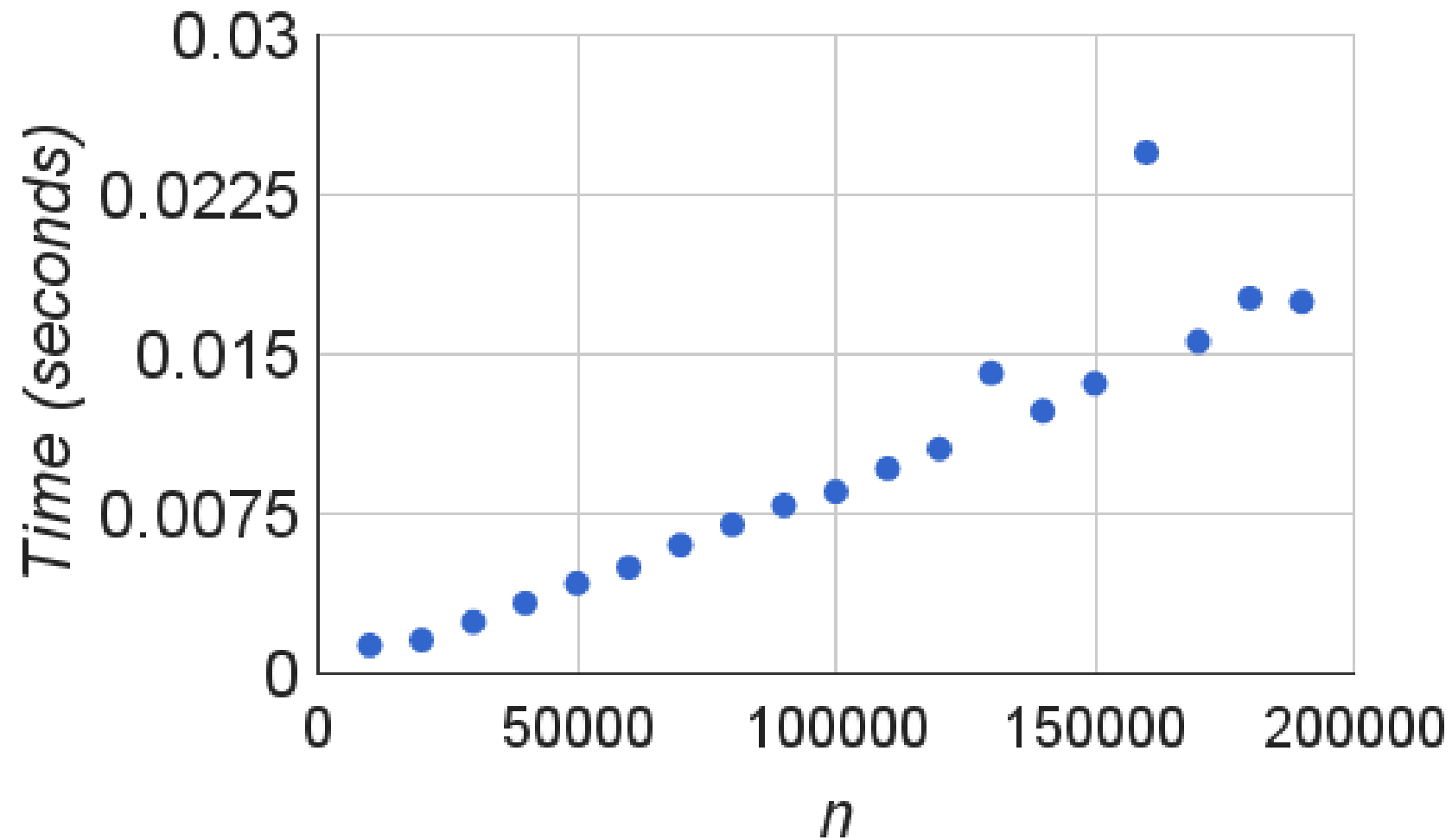


Quick vs. Selection

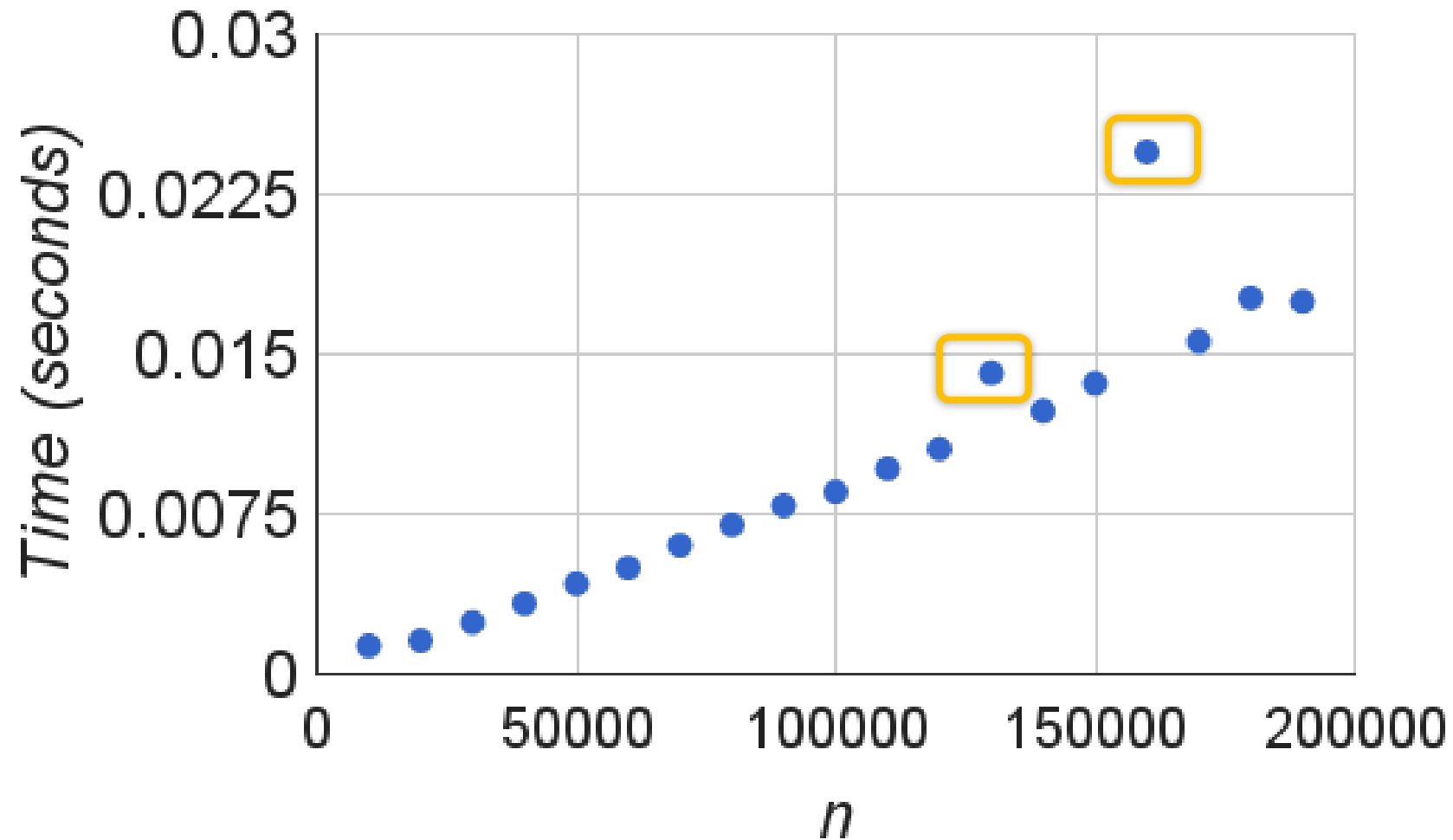
**Zoom in on
quick sort:**



Quick Sort Actual

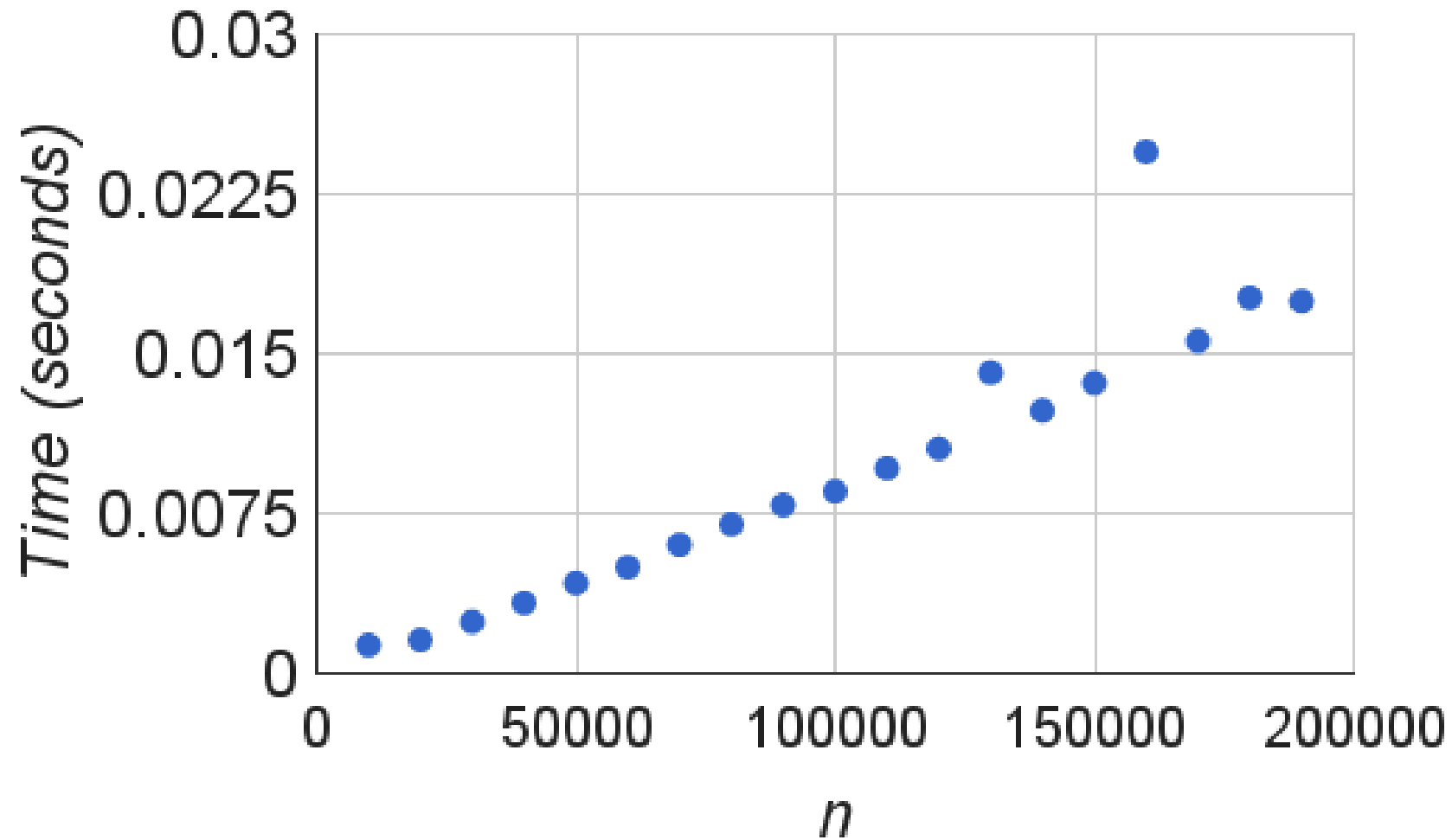


Quick Sort Actual



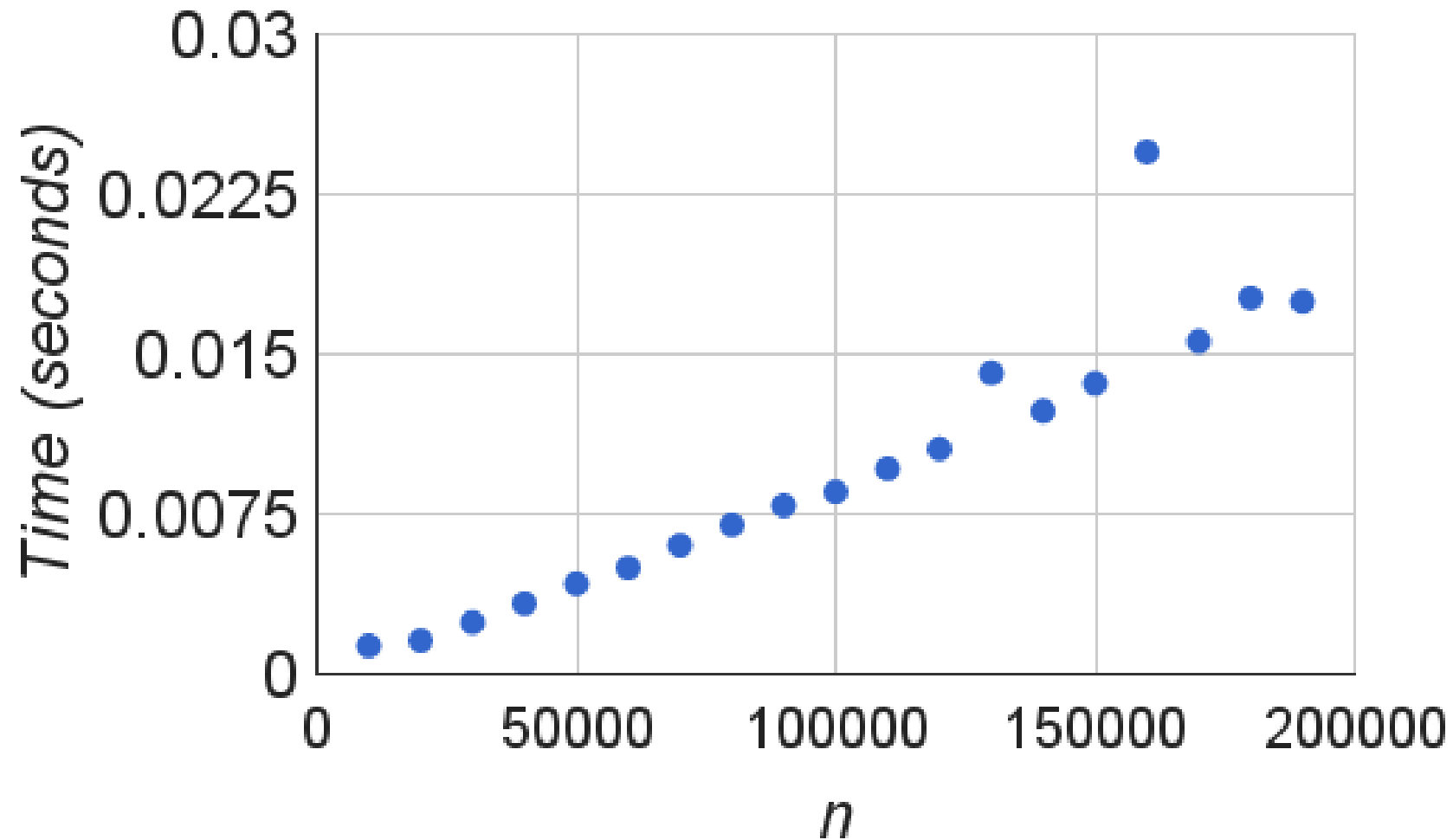
Real data...

Quick Sort Actual



**Looks
linear?**

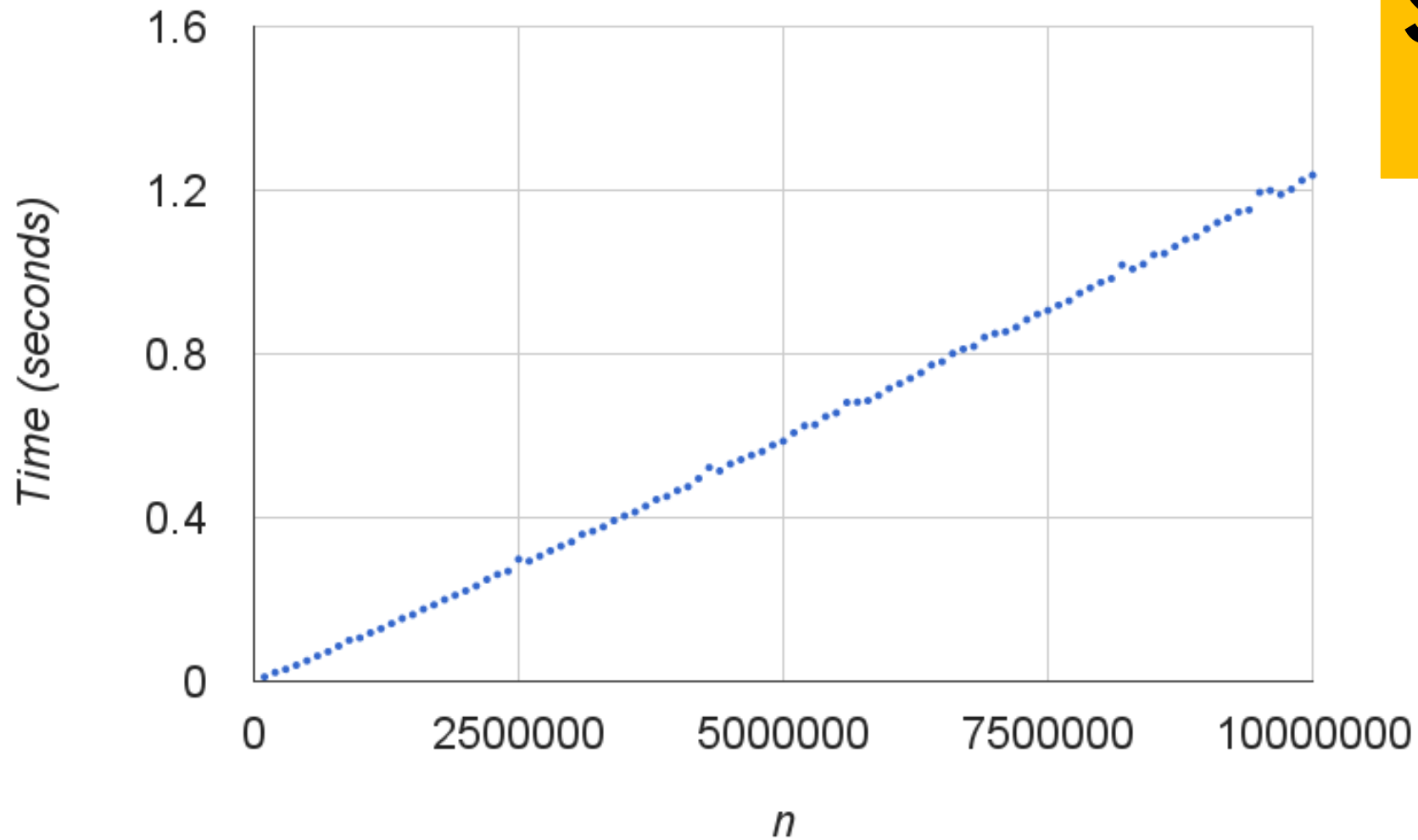
Quick Sort Actual



**Looks
linear?**

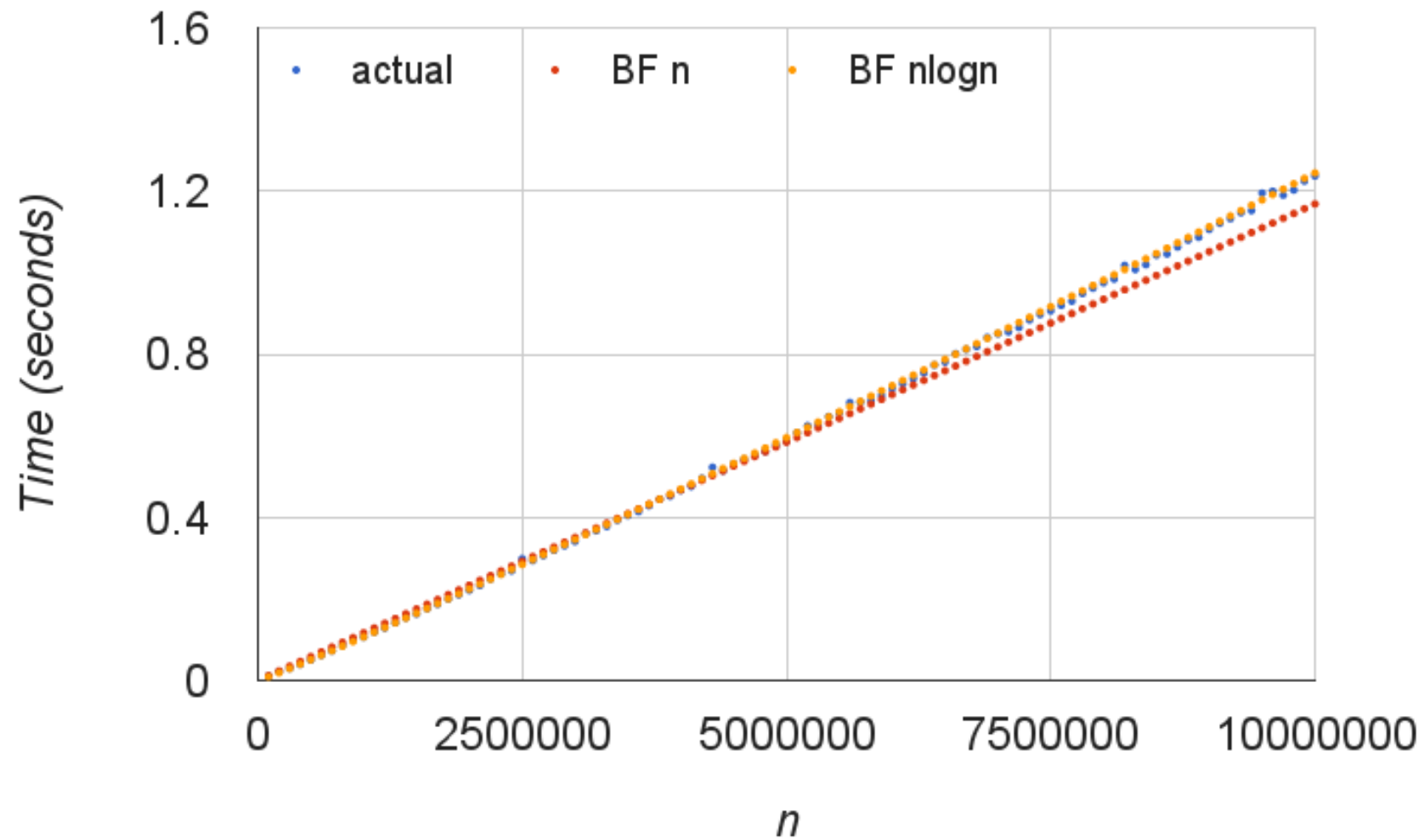
**Get more
data...**

Quick Sort Actual (More Data)



**Still appears
linear**

Actual vs. Best Fits



How big is $\log(n)$?

n	$\text{Log}_2 n$
10,000,000	?

How big is $\log(n)$?

n	$\text{Log}_2 n$
10,000,000	~23

How big is $\log(n)$?

n	$\text{Log}_2 n$
10,000,000	~ 23

**$\log n$ is just
really small
relative to n**

Summary

- We can use real runtimes to reason about performance
- Be prepared for real system data to be noisy
- Can be really useful when we want to understand actual performance on a real system