

RUNNING TIME ANALYSIS

Problem Solving with Computers-II

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook\n";
    return 0;
}
```



Problem: Fibonacci Numbers

Definition:

The Fibonacci numbers are the sequence

1, 1, 2, 3, 5, 8, 13, 21, 34, 55,...

Defined by

$$F_0 = F_1 = 1$$

$$F_n = F_{n-1} + F_{n-2} \text{ for } n \geq 2$$

Problem: Given n , compute F_n .

Which implementation is significantly faster ?

A.

```
F(int n){  
    if(n <= 1) return 1  
    return F(n-1) + F(n-2)  
}
```

B.

```
F(int n){  
    Initialize A[0 . . . n]  
    A[0] = A[1] = 1  
  
    for i = 2 : n  
        A[i] = A[i-1] + A[i-2]  
  
    return A[n]  
}
```

C. *Both are almost equally fast*

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}
```

C. *Both are almost equally fast*

The “right” question is: How does the running time grow?

E.g. How long does it take to compute $F(200)$ recursively?

....let's say on....a supercomputer that can compute 40 trillion operations per sec

How long does it take to compute $\text{Fib}(200)$ recursively?

....let's say on.... a supercomputer that runs 40 trillion operations per second

It will take approximately 2^{92} seconds to compute F_{200} .

Time in seconds

Interpretation

2^{10}

17 minutes

2^{20}

12 days

2^{30}

32 years

2^{40}

35000 years
(cave paintings)

2^{50}

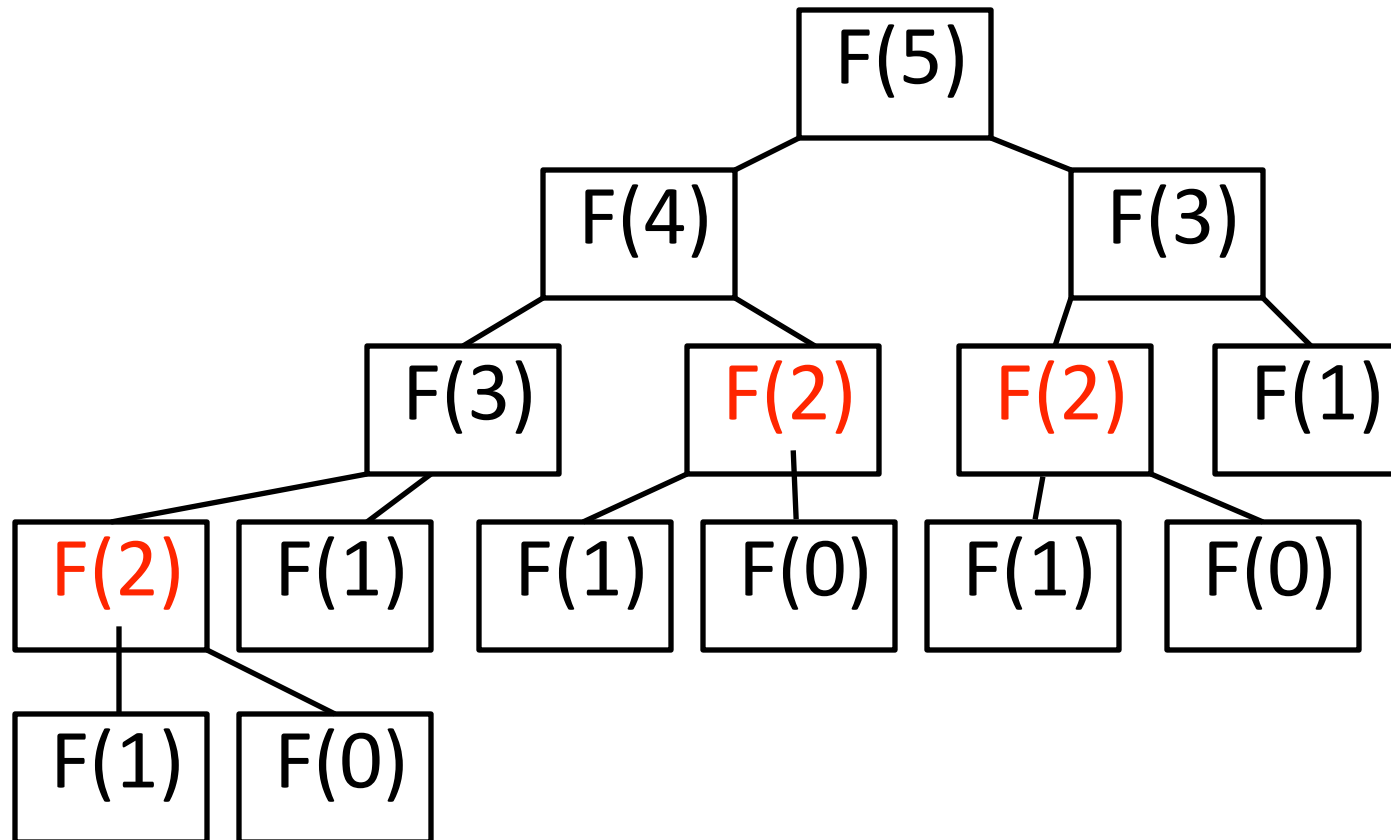
35 million years ago

2^{70}

Big Bang

Why So Slow?

Too many recursive calls.



Bottom Line

We want to analyze the **impact of the algorithm on running time**, separate from other hardware dependent artifacts that affect time:

- CPU speed
- Memory architecture
- Compiler optimizations
- Background processes

Too much to consider for every analysis **if we analyzed absolute time**

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Count operations instead of absolute time!

Machine model used for analysis

Goal: Count primitive operations instead of absolute time!

- Every computer can do some **primitive operations** in constant time:
 - Data movement (assignment)
 - Data load/store (accessing an element of an array)
 - Control statements (branch, function call, return)
 - Arithmetic and logical operations
- By inspecting the pseudo-code, we can count the number of primitive operations executed by an algorithm
- The important assumption is that each primitive operation takes a **constant amount of time**

Iterative Fibonacci Algorithm

Lets compute $T(n)$ = **number of primitive operations** to execute $F(n)$

```
F(int n){  
    Initialize A[0 . . . n]  
    A[0] = A[1] = 1  
    for (int i = 2; i <= n ; n++)  
        A[i] = A[i-1] + A[i-2]  
    return A[n]  
}
```

1 op 1 op 2 ops
2 ops 2 ops
1 op

3 ops

$$T(n) = 9n - 7$$

Iterative Fibonacci Algorithm

Lets compute $T(n)$ = **number of lines of code** $F(n)$ needs to execute.

```
F(int n){  
    Initialize A[0 . . . n]  
    A[0] = A[1] = 1
```

2 lines

```
    for i = 2 : n  
        A[i] = A[i-1] + A[i-2]
```

2(n-1) lines

```
    return A[n]
```

1 line

```
}
```

$$T(n) = 2n + 1$$

Effect of constant factors

For the iterative fib, we derived two expressions for the running time

$$T(n) = 9n - 7$$

$$T(n) = 2n + 1$$

Discuss: how much do the constant factors matter as n gets large?

- Think about $9n - 7$ vs $9n$ and $2n + 1$ vs. $2n$
- What about $9n$ vs $2n$?

Analogy: Types of roads and orders of growth

Think of algorithms as **cars traveling a distance**.

- **Running time $T(n)$:** Effort (or fuel) needed to complete the trip
- **Input size n :** The distance the car needs to go
- **Order of growth:** Effort needed to drive a car on different types of road: **smooth highway, winding mountain, or congested city street**

$9n$ vs. $2n$

SUV on a highway

Sedan on a highway

Both cars take a similar level of effort (linear order of growth) when traveling on a highway

Orders of growth

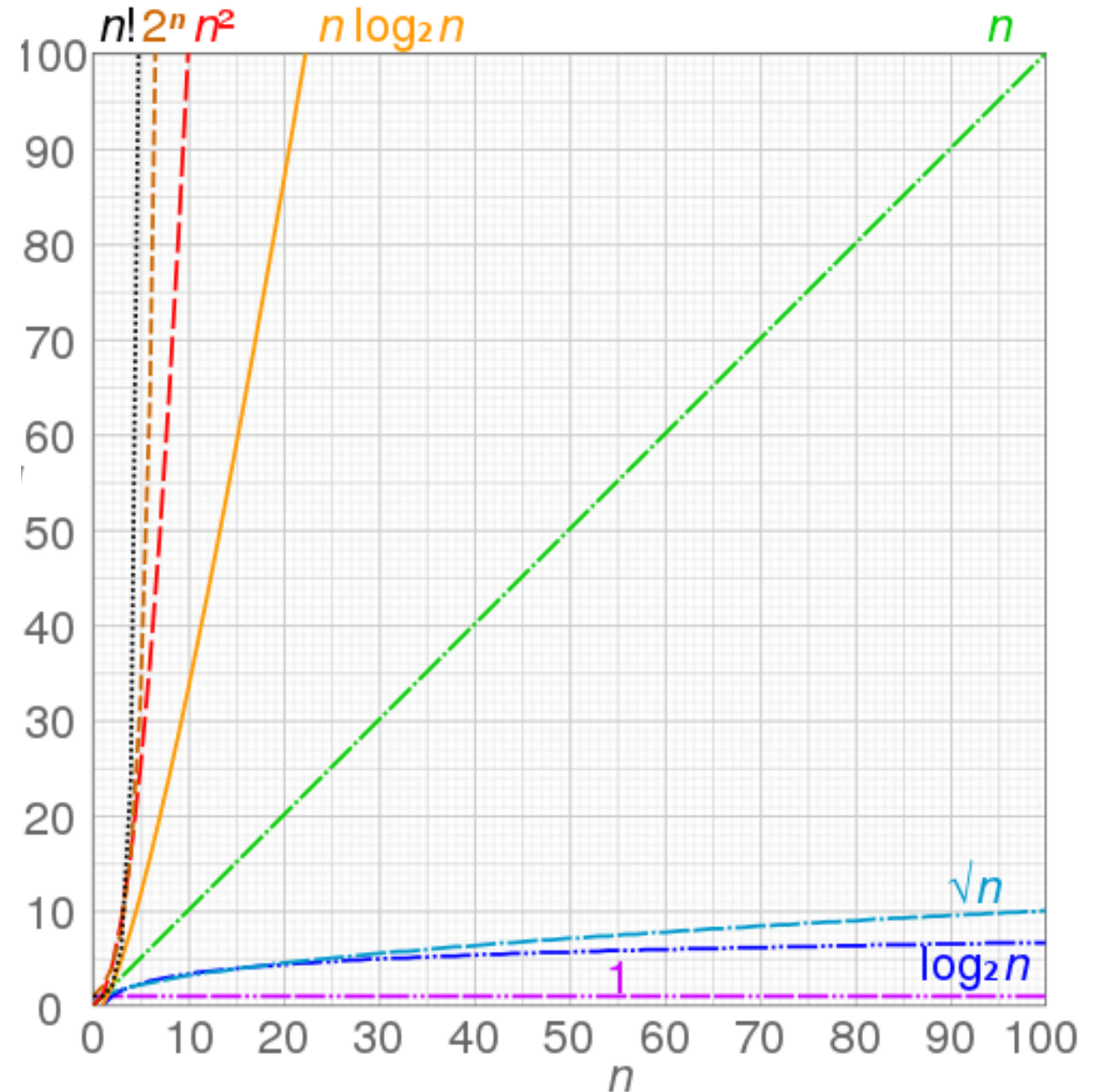
Order of growth analogy: Effort to drive on different types of road

An **order of growth** is a set of functions whose asymptotic growth behavior is considered equivalent. For example, $2n$, $100n$ and $n+1$ belong to the same order of growth

Which of the following functions has a higher order of growth?

A. $50n$

B. $2n^2$



Big-O notation

- Big-O notation provides an upper bound on the order of growth of a function

Definition of Big-O

$f(n)$ and $g(n)$ map positive integer inputs to positive reals.

We say $f = O(g)$ if there is a constant $c > 0$ and $k > 0$ such that $f(n) \leq c \cdot g(n)$ for all $n \geq k$.

$f = O(g)$

means that “ f grows no faster than g ”

Express in Big-O notation

1. 100000000
2. $3n$
3. $6n-2$
4. $15n + 44$
5. $50n\log(n)$
6. n^2
7. n^2-6n+9
8. $3n^2+4*\log(n)+1000$
9. $3^n + n^3 + \log(3*n)$

Common sense rules

1. Multiplicative constants can be omitted:
 $14n^2$ becomes n^2 .
2. n^a dominates n^b if $a > b$: for instance, n^2 dominates n .
3. Any exponential dominates any polynomial:
 3^n dominates n^5 (it even dominates 2^n).

For polynomials, use only leading term, ignore coefficients: linear, quadratic

What is the Big O running time of sum()?

```
/* n is the length of the array*/  
int sum(int arr[], int n)  
{  
    int result = 0;  
    for(int i = 0; i < n; i+=2)  
        result+=arr[i];  
    return result;  
}
```

- A. $O(n^2)$
- B. $O(n)$
- C. $O(n/2)$
- D. $O(\log n)$
- E. None of the above

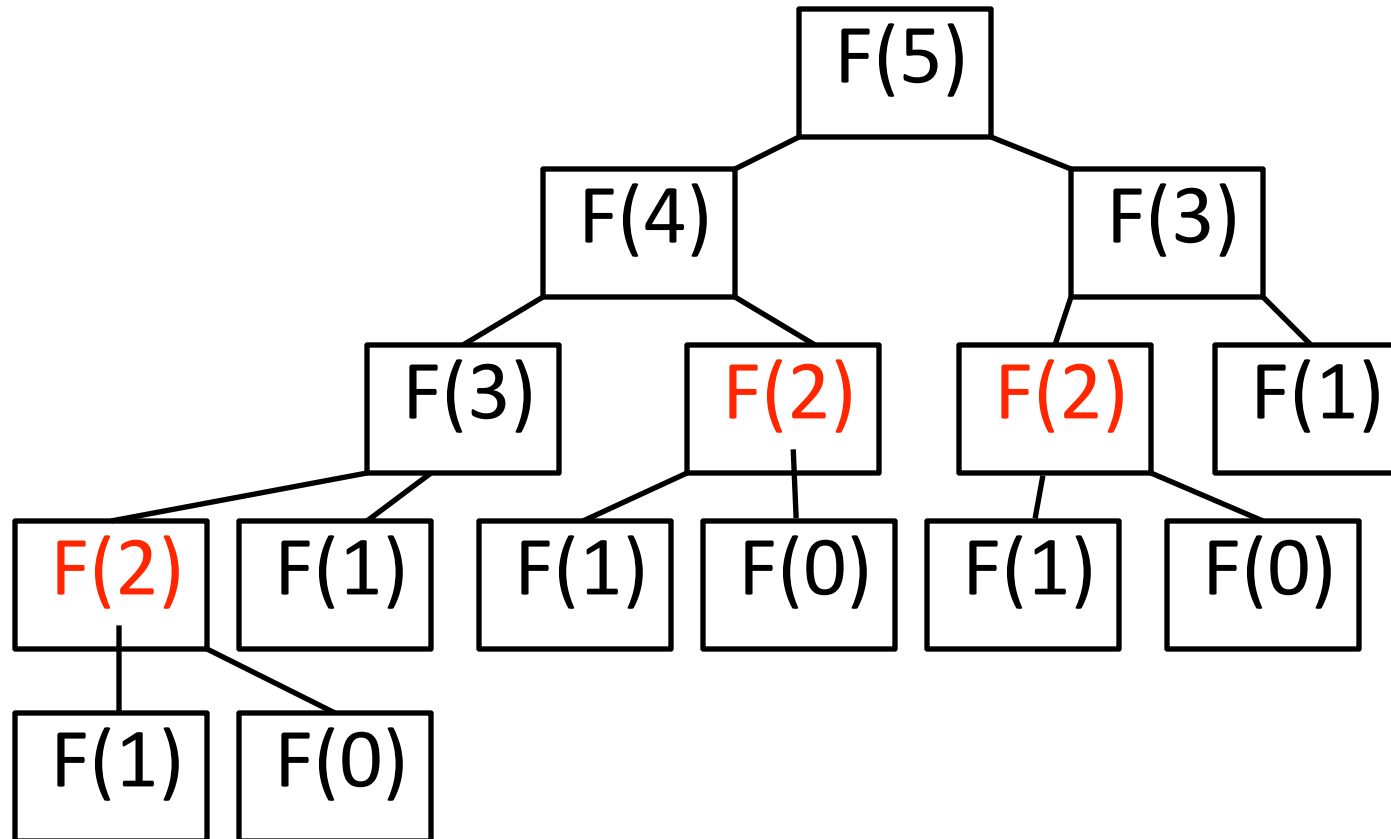
What is the Big O running time of sum()?

```
/* n is the length of the array*/  
int sum(int arr[], int n)  
{  
    int result = 0;  
    for(int i = 1; i < n; i*=2)  
        result+=2*arr[i];  
    return result;  
}
```

- A. $O(n^2)$
- B. $O(n)$
- C. $O(n^3)$
- D. $O(\log n)$
- E. None of the above

Why Big-O is useful in analysis of recursive fib?

Derive $T(n) = O(2^n)$



Empirical Analysis: Recursive Fibonacci Running Time

For recursive fibonacci algorithm, we derived that $T(n) = O(2^n)$

How well does this represent practice?

Observation: Time grows fast — roughly 1.6x per n .

Hypothesis: Exponential growth, like $T(n) = a * b^n$?

n	Time (ms)
40	788.09
41	1270.18
42	2070.68
43	3391.74
44	6411.54
45	9589.44
50	100329.11

Ratios between consecutive n :

- $n = 41$ to 42 : $2070.68/1270.18 \approx 1.63$
- $n = 42$ to 43 : $3391.74/2070.68 \approx 1.64$
- $n = 43$ to 44 : $6411.54/3391.74 \approx 1.89$
- $n = 44$ to 45 : $9589.44/6411.54 \approx 1.50$
- **Average:** ~ 1.66

Tested on my machine

Confirming Exponential Growth

$$T(n) = a * b^n \rightarrow \log_2(T(n)) =$$

Confirming Exponential Growth

$$T(n) = a * b^n \rightarrow \log_2(T(n)) = \log_2(a) + n \log_2(b)$$

Calculate:

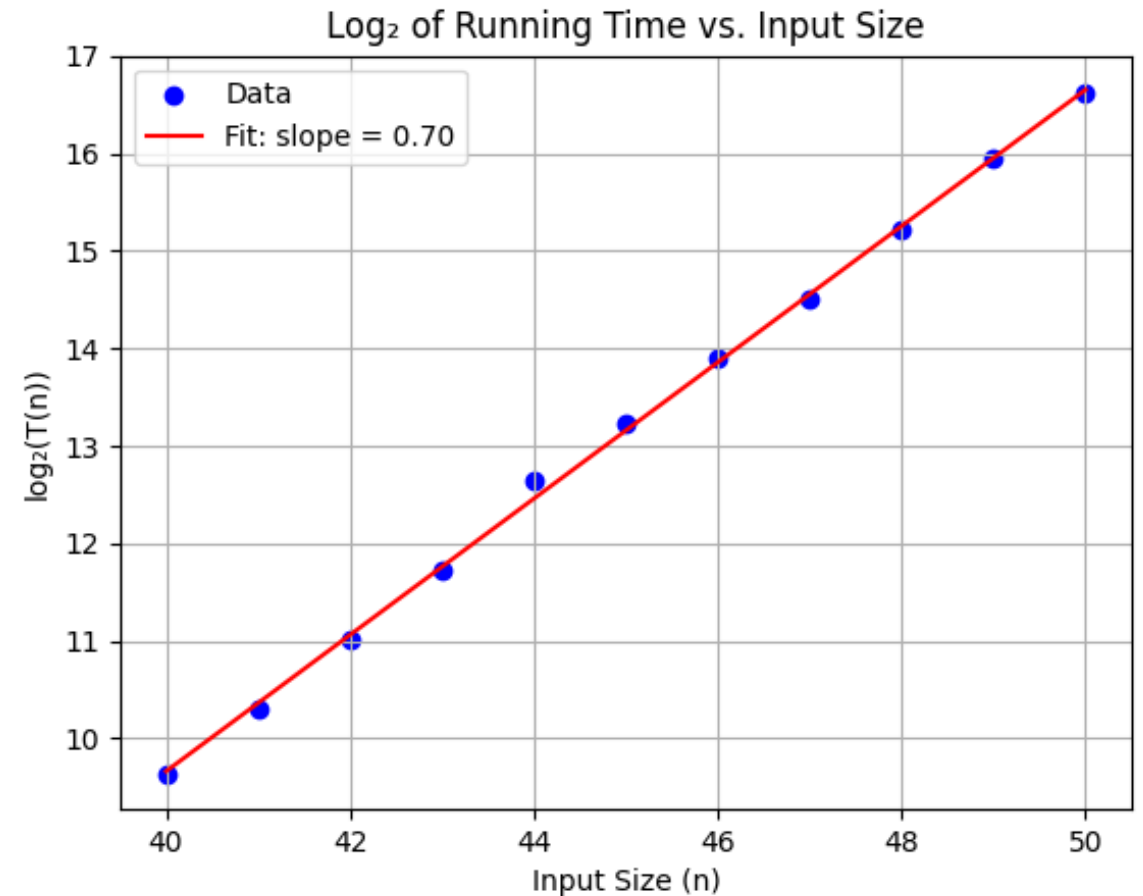
$$\log_2(788.09) \approx 9.62 \text{ (n=40)}$$

$$\log_2(100329.11) \approx 16.61 \text{ (n=50)}$$

$$\text{Slope} = (16.61 - 9.62) / (50 - 40) \approx 0.70$$

$$b \approx 2^{0.7} \approx 1.62 \approx \varphi \text{ (1.618)}$$

$$a \approx 2^{-18.39}$$



Lab01: Do a similar empirical analysis for the 3-sum problem!!

Comparing predictions for T(200)

How does our prediction for T(200) compare with Prof. Dasgupta's (2^{92} s)?

- Our empirical result: $T(n) \approx 2^{(-18.39+0.7n)} \text{ ms} \approx 2^{(-18.39+0.7n)} * 2^{-10} \text{ s} = 2^{(-28.39+0.7n)} \text{ s}$
- Our prediction for T(200) $\approx 2^{111} \text{ s}$
- Dasgupta's prediction $= 2^{92} \text{ s}$
- Our predicted running time is larger by a factor of $2^{19} = 5 * 10^5$
- What can account for the difference in the results?

Lab01: Do a similar empirical analysis for the 3-sum problem!!

Next time

- Abstract Data Types (OOP implementation of LinkedList)

Credits and references:

Slides based on presentations by Professors Sanjoy Das Gupta and Daniel Kane at UCSD
<http://algorithmics.lsi.upc.edu/docs/Dasgupta-Papadimitriou-Vazirani.pdf>