Intro: Computing Runtimes

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Data Structures and Algorithms Algorithmic Toolbox

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
$$F[0...n]$$

 $F[0] \leftarrow 0$

$$F[1] \leftarrow 1$$
for i from 2 to n :

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return F[n]

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

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

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```

Depends on memory management system.

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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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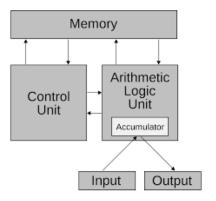
Computing Runtime

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:

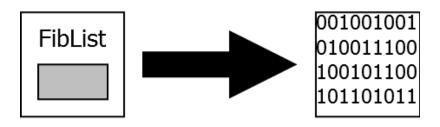
Speed of the Computer



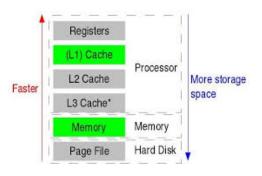
The System Architecture



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.