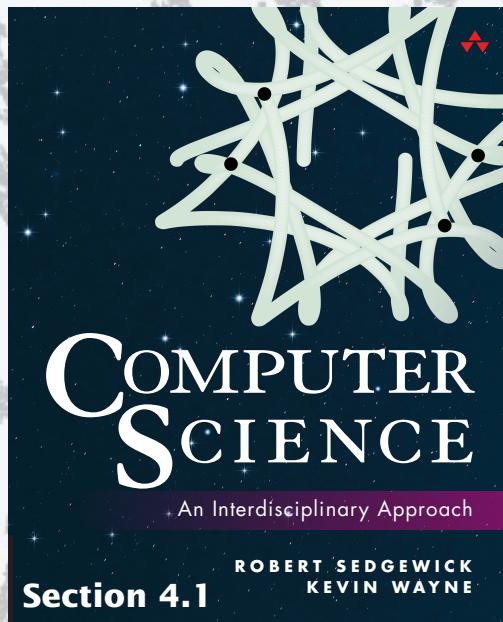




COMPUTER SCIENCE
SEGEWICK / WAYNE
PART I: PROGRAMMING IN JAVA



<http://introcs.cs.princeton.edu>

7. Performance

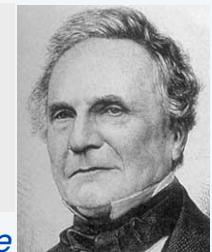
7. Performance

- The challenge
- Empirical analysis
- Mathematical models
- Doubling method
- Familiar examples

The challenge (since the earliest days of computing machines)

*“As soon as an Analytic Engine exists, it will necessarily guide the future course of the science. Whenever any result is sought by its aid, the question will arise—**By what course of calculation can these results be arrived at by the machine in the shortest time?**”*

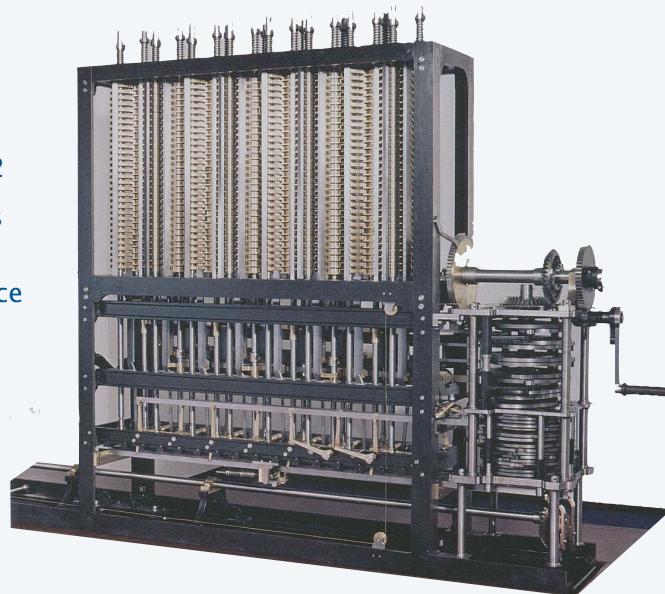
– Charles Babbage



Difference Engine #2

Designed by Charles
Babbage, c. 1848

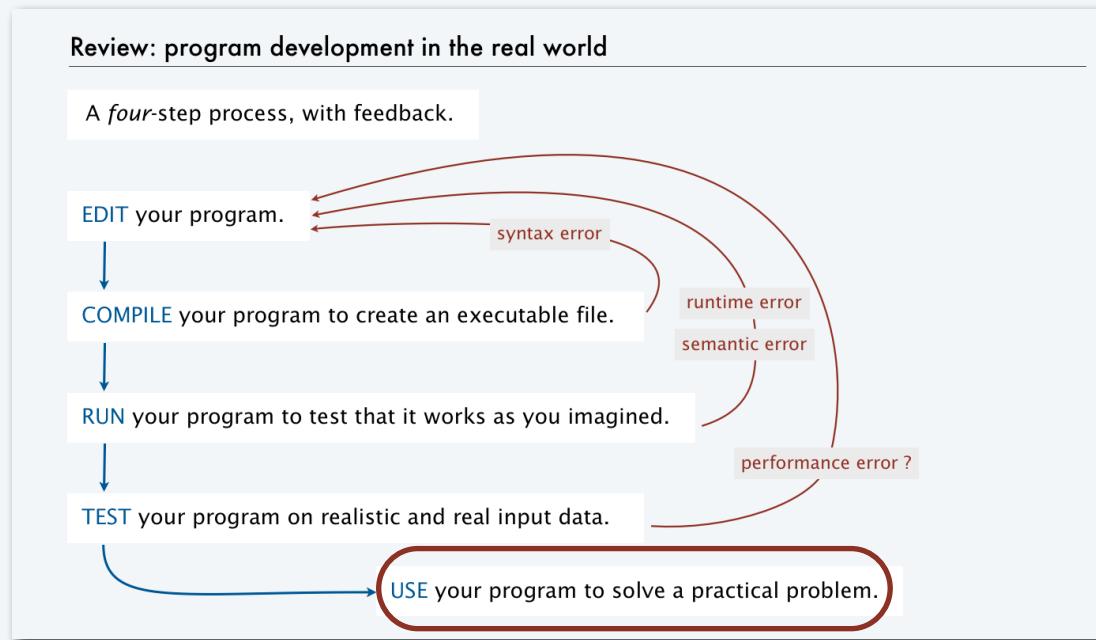
Built by London Science
Museum, 1991



Q. How many times do you have to turn the crank?

The challenge (modern version)

Q. Will I be able to use my program to solve a large practical problem?



Q. If not, how might I understand its performance characteristics so as to improve it?

Key insight (Knuth 1970s). Use the *scientific method* to understand performance.

Three reasons to study program performance

1. To predict program behavior

- Will my program finish?
- *When* will my program finish?

2. To compare algorithms and implementations.

- Will this change make my program faster?
- How can I make my program faster?

3. To develop a basis for understanding the problem and for designing new algorithms

- Enables new technology.
- Enables new research.

```
public class Gambler
{
    public static void main(String[] args)
    {
        int stake = Integer.parseInt(args[0]);
        int goal = Integer.parseInt(args[1]);
        int trials = Integer.parseInt(args[2]);
        int wins = 0;
        for (int t = 0; t < trials; t++)
        {
            int cash = stake;
            while (cash > 0 && cash < goal)
                if (Math.random() < 0.5) cash++;
                else cash--;
            if (cash == goal) wins++;
        }
        StdOut.print(wins + " wins of " + trials);
    }
}
```

An *algorithm* is a method for solving a problem that is suitable for implementation as a computer program.



We study several algorithms later in this course.
Taking more CS courses? You'll learn dozens of algorithms. 5

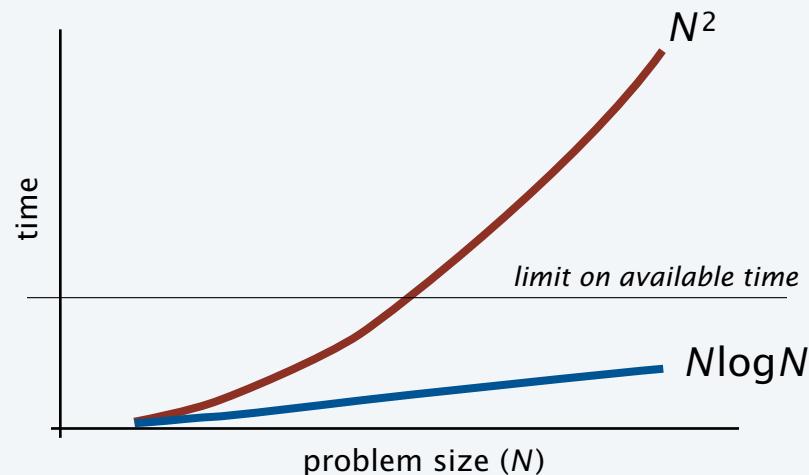
An algorithm design success story

N-body simulation

- Goal: Simulate gravitational interactions among N bodies.
- Brute-force algorithm uses N^2 steps per time unit.
- Issue (1970s): Too slow to address scientific problems of interest.
- Success story: *Barnes-Hut* algorithm uses $N \log N$ steps and *enables new research*.



Andrew Appel
PU '81
senior thesis



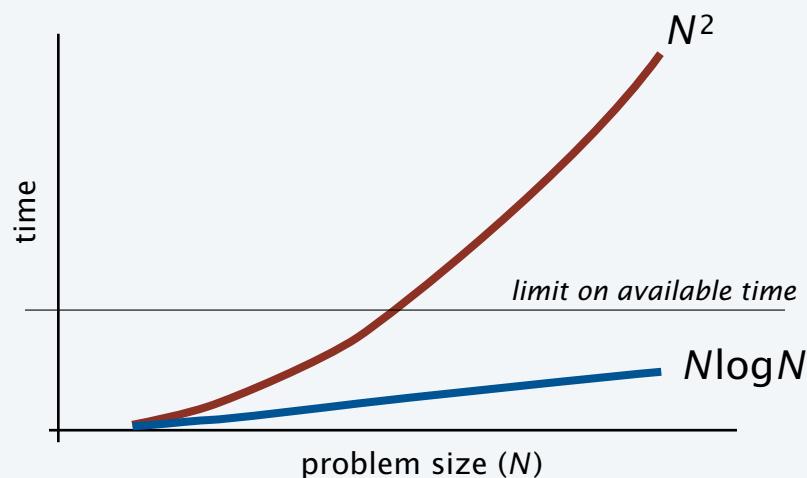
Another algorithm design success story

Discrete Fourier transform

- Goal: Break down waveform of N samples into periodic components.
- Applications: digital signal processing, spectroscopy, ...
- Brute-force algorithm uses N^2 steps.
- Issue (1950s): Too slow to address commercial applications of interest.
- Success story: FFT algorithm uses $N \log N$ steps and *enables new technology*.



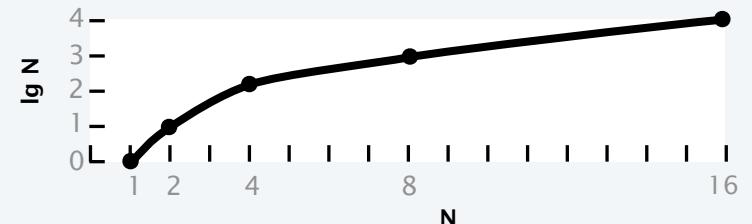
John Tukey
1915–2000



Quick aside: binary logarithms

Def. The *binary logarithm* of a number N (written $\lg N$) is the number x satisfying $2^x = N$.

↑
or $\log_2 N$



Frequently encountered values

N	approximate value	$\lg N$	$\log_{10} N$
2^{10}	1 thousand	10	3.01
2^{20}	1 million	20	6.02
2^{30}	1 billion	30	9.03

Q. How many recursive calls for convert(N)?

```
public static String convert(int N)
{
    if (N == 1) return "1";
    return convert(N/2) + (N % 2);
}
```

A. Largest integer less than or equal to $\lg N$ (written $\lfloor \lg N \rfloor$).

← Prove by induction.
Details in "sorting and searching" lecture.

Fact. The number of bits in the binary representation of N is $1 + \lfloor \lg N \rfloor$.

Fact. Binary logarithms arise in the study of algorithms based on recursively solving problems half the size (*divide-and-conquer algorithms*), like convert, FFT and Barnes-Hut.

An algorithmic challenge: 3-sum problem

Three-sum. Given N integers, enumerate the triples that sum to 0.

For simplicity, just count them.

```
public class ThreeSum
{
    public static int count(int[] a)
    { /* See next slide. */ }

    public static void main(String[] args)
    {
        int[] a = StdIn.readAllInts();
        StdOut.println(count(a));
    }
}
```

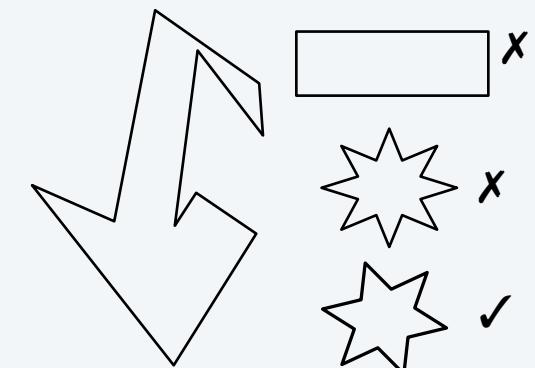
```
% more 6ints.txt
30 -30 -20 -10 40 0
```

```
% java ThreeSum < 6ints.txt
3
```

30	-30	0
30	-20	-10
-30	-10	40

Applications in computational geometry

- Find collinear points.
- Does one polygon fit inside another?
- Robot motion planning.
- [a surprisingly long list]



Q. Can we solve this problem for $N = 1$ million?

Three-sum implementation

"Brute force" algorithm

- Process all possible triples.
- Increment counter when sum is 0.

```
public static int count(int[] a)
{
    int N = a.length;
    int cnt = 0;
    for (int i = 0; i < N; i++)
        for (int j = i+1; j < N; j++)
            for (int k = j+1; k < N; k++)
                if (a[i] + a[j] + a[k] == 0)
                    cnt++;
    return cnt;
}
```

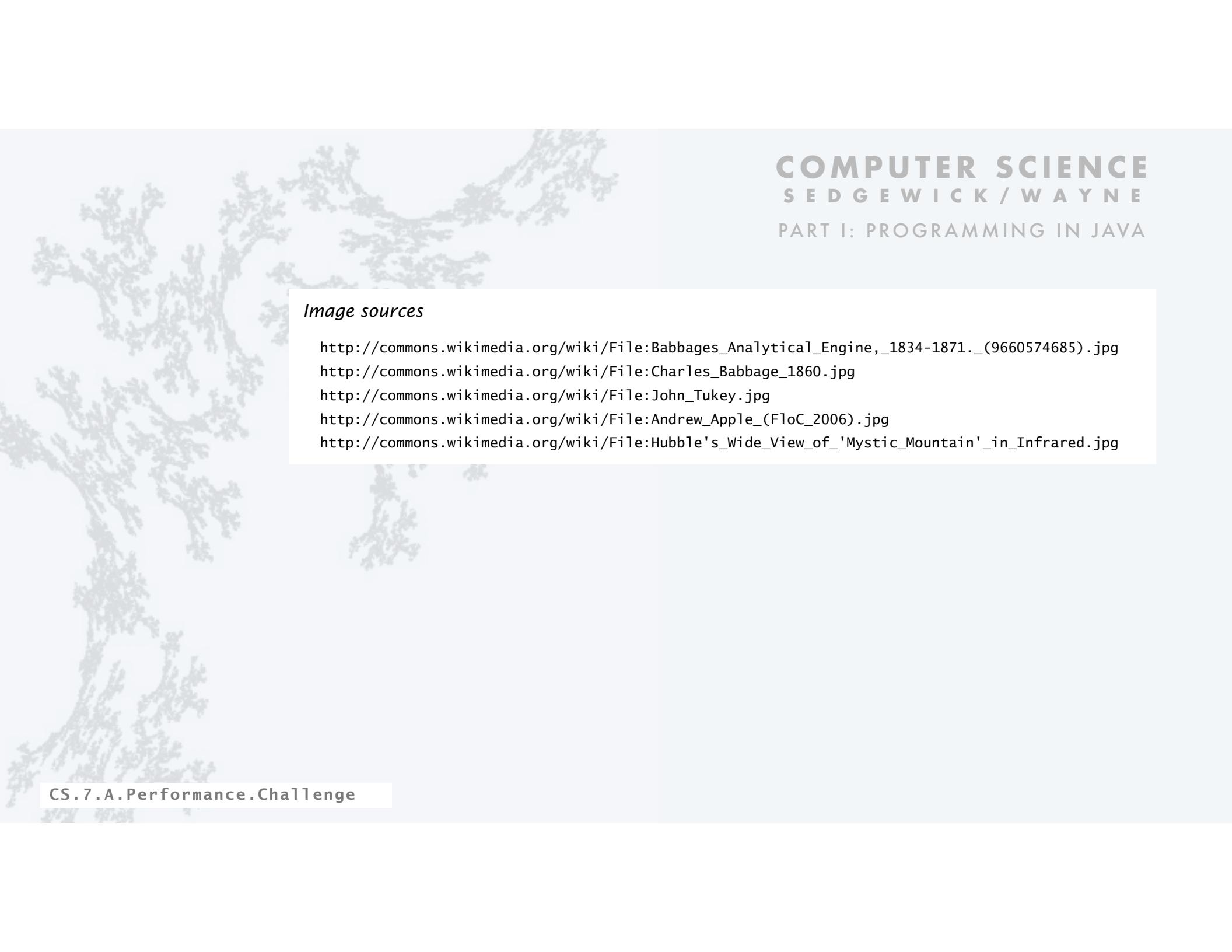
i	0	1	2	3	4	5
a[i]	30	-30	-20	-10	40	0

Keep $i < j < k$ to
avoid processing
each triple 6 times

$\binom{N}{3}$ triples
with $i < j < k$

i	j	k	a[i]	a[j]	a[k]
0	1	2	30	-30	-20
0	1	3	30	-30	-10
0	1	4	30	-30	40
0	1	5	30	-30	0
0	2	3	30	-20	-10
0	2	4	30	-20	40
0	2	5	30	-20	0
0	3	4	30	-10	40
0	3	5	30	-10	0
0	4	5	30	40	0
1	2	3	-30	-20	-10
1	2	4	-30	-20	40
1	2	5	-30	-20	0
1	3	4	-30	-10	40
1	3	5	-30	-10	0
1	4	5	-30	40	0
2	3	4	-20	-10	40
2	3	5	-20	-10	0
2	4	5	-20	40	0
3	4	5	-10	40	0

Q. How much time will this program take for $N = 1$ million?



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Image sources

[http://commons.wikimedia.org/wiki/File:Babbages_Analytical_Engine,_1834-1871._\(9660574685\).jpg](http://commons.wikimedia.org/wiki/File:Babbages_Analytical_Engine,_1834-1871._(9660574685).jpg)
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http://commons.wikimedia.org/wiki/File:Hubble's_Wide_View_of_'Mystic_Mountain'_in_Infrared.jpg

7. Performance

- The challenge
- **Empirical analysis**
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A first step in analyzing running time

Find representative inputs

- Option 1: Collect actual input data.
- Option 2: Write a program to generate representative inputs.

Input generator for ThreeSum

```
public class Generator
{ // Generate N integers in [-M, M)
  public static void main(String[] args)
  {
    int M = Integer.parseInt(args[0]);
    int N = Integer.parseInt(args[1]);
    for (int i = 0; i < N; i++)
      StdOut.println(StdRandom.uniform(-M, M));
  }
}
```

```
% java Generator 1000000 10
28773
-807569
-425582
594752
600579
-483784
-861312
-690436
-732636
360294
```

↑
not much chance
of a 3-sum

```
% java Generator 10 10
-2
1
-4
1
-2
-10
-4
1
0
-7
```

↑
good chance
of a 3-sum

Empirical analysis

Run experiments

- Start with a moderate input size N .
- Measure and record running time.
- Double input size N .
- Repeat.
- Tabulate and plot results.

Run experiments

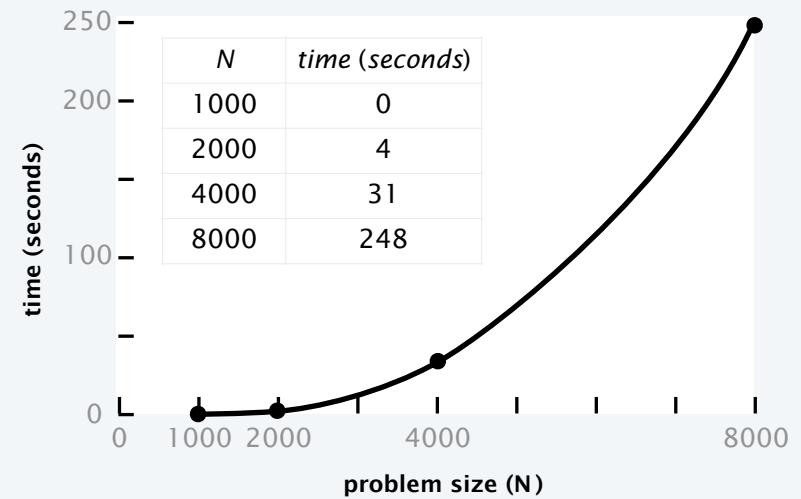
```
% java Generator 1000000 1000 | java ThreeSum  
59 (0 seconds)  
  
% java Generator 1000000 2000 | java ThreeSum  
522 (4 seconds)  
  
% java Generator 1000000 4000 | java ThreeSum  
3992 (31 seconds)  
  
% java Generator 1000000 8000 | java ThreeSum  
31903 (248 seconds)
```

Measure running time

Replace `println()` in `ThreeSum` with this code.

```
double start = System.currentTimeMillis() / 1000.0;  
int cnt = count(a);  
double now = System.currentTimeMillis() / 1000.0;  
StdOut.printf("%d (%.0f seconds)\n", cnt, now - start);
```

Tabulate and plot results



Aside: experimentation in CS

is *virtually free*, particularly by comparison with other sciences.



Chemistry



Biology

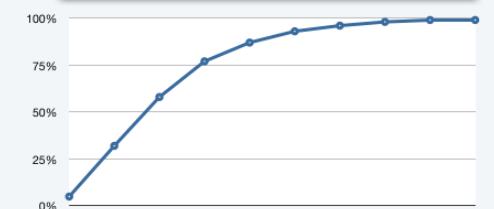
one million experiments →

← one experiment



Physics

```
% java SelfAvoidingWalker 10 100000  
5% dead ends  
% java SelfAvoidingWalker 20 100000  
32% dead ends  
% java SelfAvoidingWalker 30 100000  
58% dead ends  
% java SelfAvoidingWalker 40 100000  
77% dead ends  
% java SelfAvoidingWalker 50 100000  
87% dead ends  
% java SelfAvoidingWalker 60 100000  
93% dead ends  
% java SelfAvoidingWalker 70 100000  
96% dead ends  
% java SelfAvoidingWalker 80 100000  
98% dead ends  
% java SelfAvoidingWalker 90 100000  
99% dead ends  
% java SelfAvoidingWalker 100 100000  
99% dead ends
```



Computer Science

Bottom line. *No excuse* for not running experiments to understand costs.

Data analysis

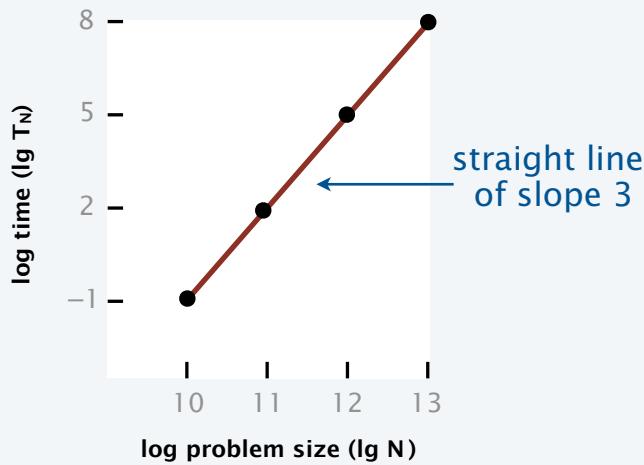
Curve fitting

- Plot on *log-log scale*.
- If points are on a straight line (often the case), a *power law* holds—a curve of the form aN^b fits.
- The exponent b is the slope of the line.
- Solve for a with the data.

N	T_N	$\lg N$	$\lg T_N$	$4.84 \times 10^{-10} \times N^3$
1000	0.5	10	-1	0.5
2000	4	11	2	4
4000	31	12	5	31
8000	248	13	8	248



log-log plot



Do the math

$$\lg T_N = \lg a + 3\lg N$$

$$T_N = aN^3$$

$$248 = a \times 8000^3$$

$$a = 4.84 \times 10^{-10}$$

$$T_N = 4.84 \times 10^{-10} \times N^3$$

x-intercept (use \lg in anticipation of next step)

equation for straight line of slope 3

raise 2 to a power of both sides

substitute values from experiment

solve for a

substitute

a curve that fits the data ?

Prediction and verification

Hypothesis. Running time of ThreeSum is $4.84 \times 10^{-10} \times N^3$.

Prediction. Running time for $N = 16,000$ will be 1982 seconds.

↑
about half an hour

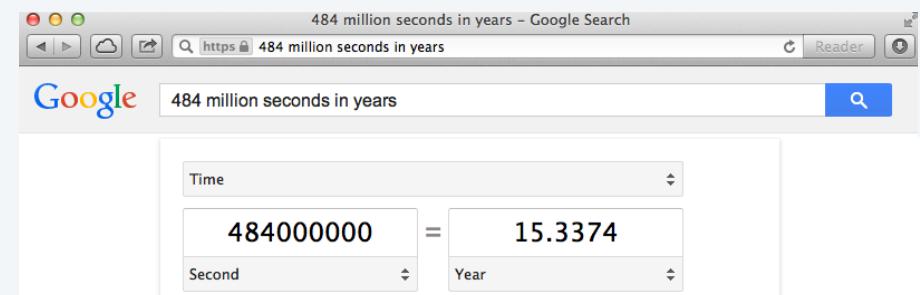


```
% java Generator 1000000 16000 | java ThreeSum  
31903 (1985 seconds)
```



Q. How much time will this program take for $N = 1$ million?

A. 484 million seconds (more than 15 years).



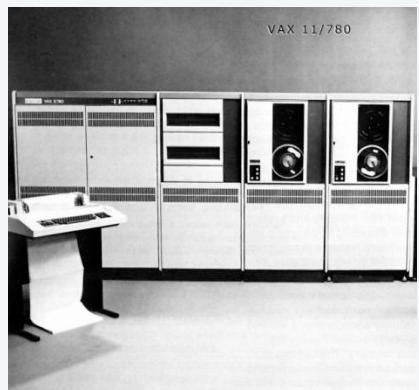
484 million seconds in years – Google Search

Google 484 million seconds in years

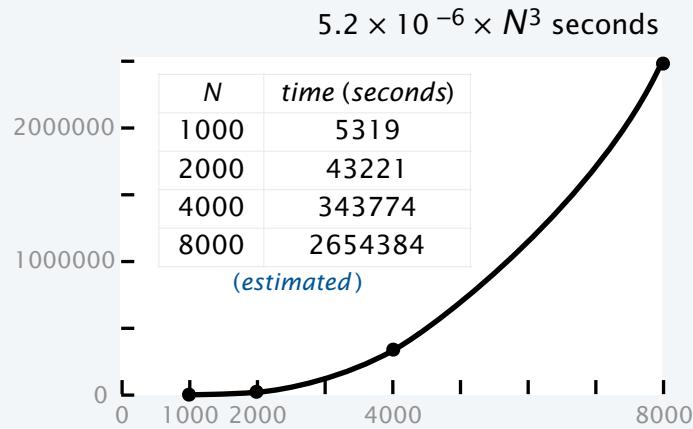
Time	484000000	=	15.3374
Second	Year		

Another hypothesis

1970s



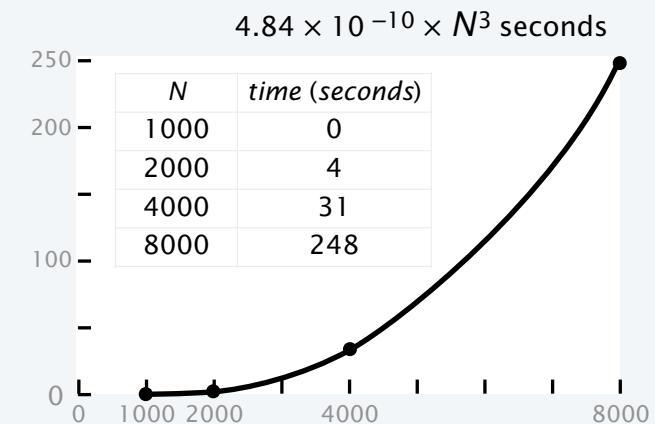
VAX 11/780



2010s: 10,000+ times faster



Macbook Air



Hypothesis. Running times on different computers differ by only a constant factor.



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PART I: PROGRAMMING IN JAVA

Image sources

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7. Performance

- The challenge
- Empirical analysis
- **Mathematical models**
- Doubling method
- Familiar examples

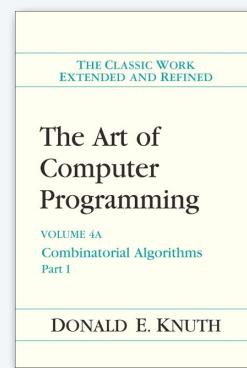
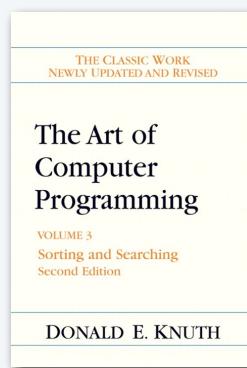
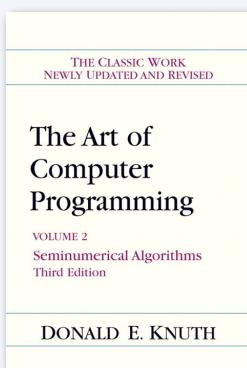
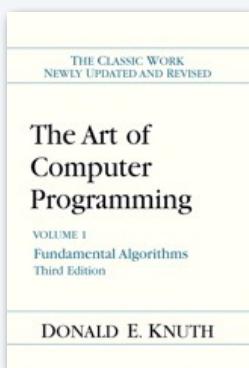
Mathematical models for running time

Q. Can we write down an accurate formula for the running time of a computer program?

A. (Prevailing wisdom, 1960s) No, too complicated.

A. (D. E. Knuth, 1968–present) Yes!

- Determine the set of operations.
- Find the *cost* of each operation (depends on computer and system software).
- Find the *frequency of execution* of each operation (depends on algorithm and inputs).
- Total running time: sum of cost × frequency for all operations.



Don Knuth
1974 Turing Award

Warmup: 1-sum

```
public static int count(int[] a)
{
    int N = a.length;
    int cnt = 0;
    for (int i = 0; i < N; i++)
        if (a[i] == 0)
            cnt++;
    return cnt;
}
```

Note that frequency
of increments
depends on input.

<i>operation</i>	<i>cost</i>	<i>frequency</i>
function call/return	20 ns	1
variable declaration	2 ns	2
assignment	1 ns	2
less than compare	1/2 ns	$N + 1$
equal to compare	1/2 ns	N
array access	1/2 ns	N
increment	1/2 ns	between N and $2N$

representative estimates (with some poetic license);
knowing exact values may require study and
experimentation.

Q. Formula for total running time ?

A. $cN + 26.5$ nanoseconds, where c is between 2 and 2.5, depending on input.

Warmup: 2-sum

```
public static int count(int[] a)
{
    int N = a.length;
    int cnt = 0;
    for (int i = 0; i < N; i++)
        for (int j = i+1; j < N; j++)
            if (a[i] + a[j] == 0)
                cnt++;
    return cnt;
}
```

<i>operation</i>	<i>cost</i>	<i>frequency</i>
function call/return	20 ns	1
variable declaration	2 ns	$N + 2$
assignment	1 ns	$N + 2$
less than compare	1/2 ns	$(N + 1)(N + 2)/2$
equal to compare	1/2 ns	$N(N - 1)/2$
array access	1/2 ns	$N(N - 1)$
increment	1/2 ns	between $N(N + 1)/2$ and N^2

exact counts tedious to derive

$$\# i < j = \binom{N}{2} = \frac{N(N - 1)}{2}$$

Q. Formula for total running time ?

A. $c_1 N^2 + c_2 N + c_3$ nanoseconds, where... [complicated definitions].

Simplifying the calculations

Tilde notation

- Use only the fastest-growing term.
- Ignore the slower-growing terms.

Rationale

- When N is large, ignored terms are negligible.
- When N is small, *everything* is negligible.

Def. $f(N) \sim g(N)$ means $f(N)/g(N) \rightarrow 1$ as $N \rightarrow \infty$

$$\text{Ex. } 5/4 N^2 + 13/4 N + 53/2 \sim 5/4 N^2$$

↑
1,253,276.5
for $N = 1,000$

1,250,000
for $N = 1,000$,
within .3%

Q. Formula for 2-sum running time when count is not large (typical case)?

A. $\sim 5/4 N^2$ nanoseconds.

eliminate dependence on input

Mathematical model for 3-sum

```
public static int count(int[] a)
{
    int N = a.length;
    int cnt = 0;
    for (int i = 0; i < N; i++)
        for (int j = i+1; j < N; j++)
            for (int k = j+1; k < N; k++)
                if (a[i] + a[j] + a[k] == 0)
                    cnt++;
    return cnt;
}
```

<i>operation</i>	<i>cost</i>	<i>frequency</i>
function call/return	20 ns	1
variable declaration	2 ns	$\sim N$
assignment	1 ns	$\sim N$
less than compare	$1/2 \text{ ns}$	$\sim N^3/6$
equal to compare	$1/2 \text{ ns}$	$\sim N^3/6$
array access	$1/2 \text{ ns}$	$\sim N^3/2$
increment	$1/2 \text{ ns}$	$\sim N^3/6$

$$\# i < j < k = \binom{N}{3} = \frac{N(N-1)(N-2)}{6} \sim \frac{N^3}{6}$$

← assumes count
is not large

Q. Formula for total running time when return value is not large (typical case)?

A. $\sim N^3/2$ nanoseconds. ✓ ← matches $4.84 \times 10^{-10} \times N^3$ empirical hypothesis

Context

Scientific method

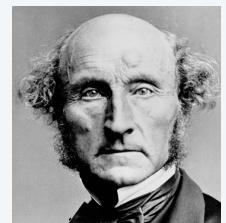
- *Observe* some feature of the natural world.
- *Hypothesize* a model consistent with observations.
- *Predict* events using the hypothesis.
- *Verify* the predictions by making further observations.
- *Validate* by refining until hypothesis and observations agree.



Francis Bacon
1561–1626



René Descartes
1596–1650



John Stuart Mill
1806–1873

Empirical analysis of programs

- "Feature of natural world" is time taken by a program on a computer.
- Fit a curve to experimental data to get a formula for running time as a function of N .
- Useful for predicting, but not *explaining*.

Mathematical analysis of algorithms

- Analyze *algorithm* to develop a formula for running time as a function of N .
- Useful for predicting *and* explaining.
- Might involve advanced mathematics.
- Applies to any computer.

Good news. Mathematical models are easier to formulate in CS than in other sciences.



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Image sources

<http://commons.wikimedia.org/wiki/File:KnuthAtOpenContentAlliance.jpg>

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7. Performance

- The challenge
- Empirical analysis
- Mathematical models
- **Doubling method**
- Familiar examples

Key questions and answers

Q. Is the running time of my program $\sim a N^b$ seconds?

A. Yes, there's good chance of that. Might also have a $(\lg N)^c$ factor.

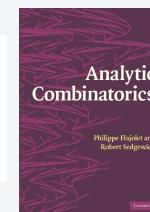
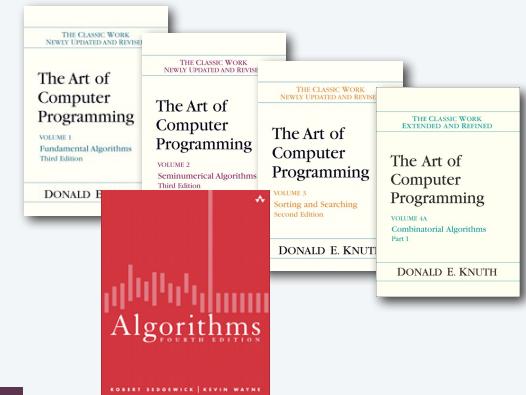
Q. How do you know?

A. Computer scientists have applied such models for decades to many, many specific algorithms and applications.

A. Programs are built from simple constructs (examples to follow).

A. Real-world data is also often simply structured.

A. Deep connections exist between such models and a wide variety of discrete structures (including some programs).



Doubling method

Hypothesis. The running time of my program is $T_N \sim a N^b$.

Consequence. As N increases, T_{2N}/T_N approaches 2^b .

Doubling method

- Start with a moderate size.
- Measure and record running time.
- Double size.
- Repeat while you can afford it.
- Verify that *ratios* of running times approach 2^b .
- Predict by *extrapolation*:

multiply by 2^b to estimate T_{2N} and repeat.

Bottom line. It is often *easy* to meet the challenge of predicting performance.

no need to calculate a (!)

$$\text{Proof: } \frac{a(2N)^b}{aN^b} = 2^b$$

3-sum example

N	T_N	$T_N/T_{N/2}$
1000	0.5	
2000	4	8
4000	31	7.75
8000	248	8
16000	$248 \times 8 = 1984$	8
32000	$248 \times 8^2 = 15872$	8
...		
1024000	$248 \times 8^7 = 520093696$	8



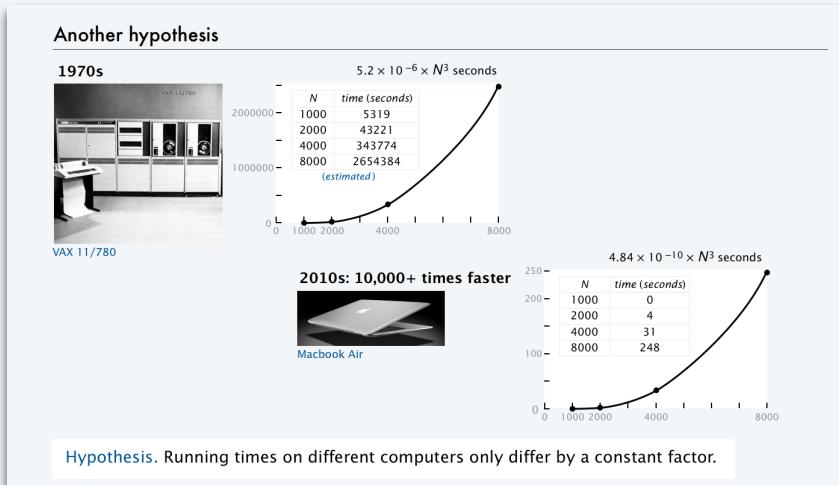
math model says
running time
should be aN^3
 $2^3 = 8$

Order of growth

Def. If a function $f(N) \sim ag(N)$ we say that $g(N)$ is the *order of growth* of the function.

Hypothesis. Order of growth is a property of the *algorithm*, not the computer or the system.

Experimental validation



When we execute a program on a computer that is X times faster, we expect the program to be X times faster.

Explanation with mathematical model

Mathematical model for 3-sum

```
public static int count(int[] a)
{
    int N = a.length;
    int cnt = 0;
    for (int i = 0; i < N; i++)
        for (int j = i+1; j < N; j++)
            for (int k = j+1; k < N; k++)
                if (a[i] + a[j] + a[k] == 0)
                    cnt++;
    return cnt;
}
```

operation	cost	frequency
function call/return	20 ns	1
variable declaration	2 ns	~N
assignment	1 ns	~N
less than compare	1/2 ns	~N ² /6
equal to compare	1/2 ns	~N ² /6
array access	1/2 ns	~N ² /2
increment	1/2 ns	~N ² /6

$$\# i < j < k = \binom{N}{3} = \frac{N(N-1)(N-2)}{6} \sim \frac{N^3}{6}$$

Q. Formula for total running time when return value is not large (typical case)?

A. $\sim N^3/2$ nanoseconds. ✓ ← matches $4.84 \times 10^{-10} \times N^3$ empirical hypothesis

Machine- and system-dependent features of the model are all constants.

Order of growth

Hypothesis. The order of growth of the running time of my program is $N^b (\log N)^c$.

log instead of lg
since constant base
not relevant

Evidence. Known to be true for many, many programs with simple and similar structure.

Linear (N)

```
for (int i = 0; i < N; i++)  
    ...
```

Quadratic (N^2)

```
for (int i = 0; i < N; i++)  
    for (int j = i+1; j < N; j++)  
        ...
```

Cubic (N^3)

```
for (int i = 0; i < N; i++)  
    for (int j = i+1; j < N; j++)  
        for (int k = j+1; k < N; k++)  
            ...
```

Logarithmic ($\log N$)

```
public static void f(int N)  
{  
    if (N == 0) return;  
    ... f(N/2)...  
}
```

Linearithmic ($N \log N$)

```
public static void f(int N)  
{  
    if (N == 0) return;  
    ... f(N/2)...  
    ... f(N/2)...  
    for (int i = 0; i < N; i++)  
        ...  
}
```

Exponential (2^N)

```
public static void f(int N)  
{  
    if (N == 0) return;  
    ... f(N-1)...  
    ... f(N-1)...  
}
```

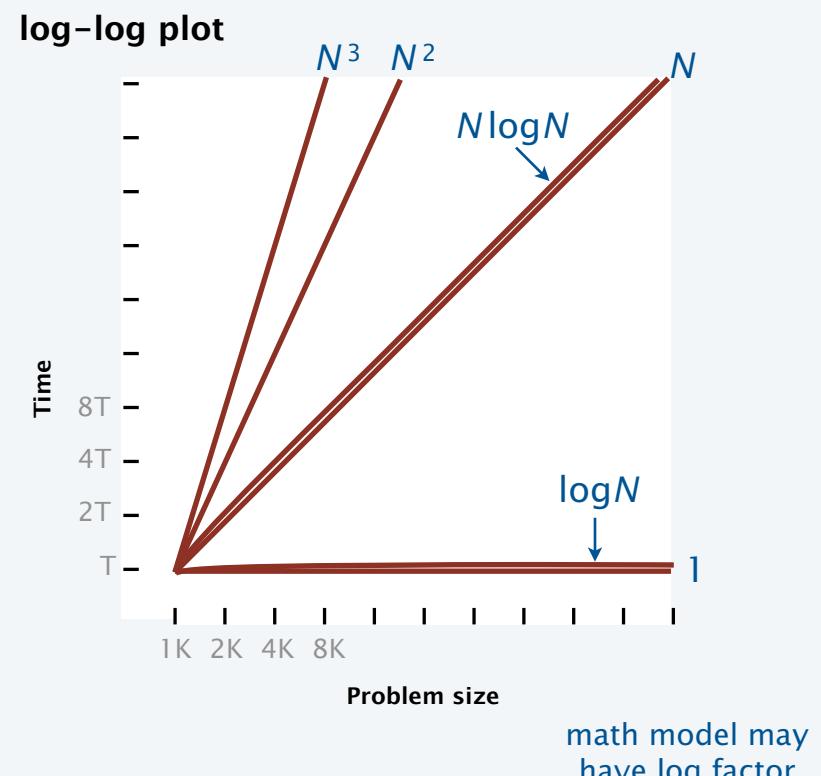
ignore for practical purposes
(infeasible for large N)

Stay tuned for examples.

Order of growth classifications

order of growth		slope of line in log-log plot (b)	factor for doubling method (2^b)
description	function		
constant	1	0	1
logarithmic	$\log N$	0	1
linear	N	1	2
linearithmic	$N \log N$	1	2
quadratic	N^2	2	4
cubic	N^3	3	8

if input size doubles
running time increases
by this factor



If math model gives order of growth, use doubling method to validate 2^b ratio.

If not, use doubling method and solve for $b = \lg(T_N/T_{N/2})$ to estimate order of growth to be N^b .

An important implication

Moore's Law. Computer power increases by a roughly a factor of 2 every 2 years.

Q. My *problem size* also doubles every 2 years. How much do I need to spend to get my job done?

a very common situation: weather prediction, transaction processing, cryptography...

Do the math

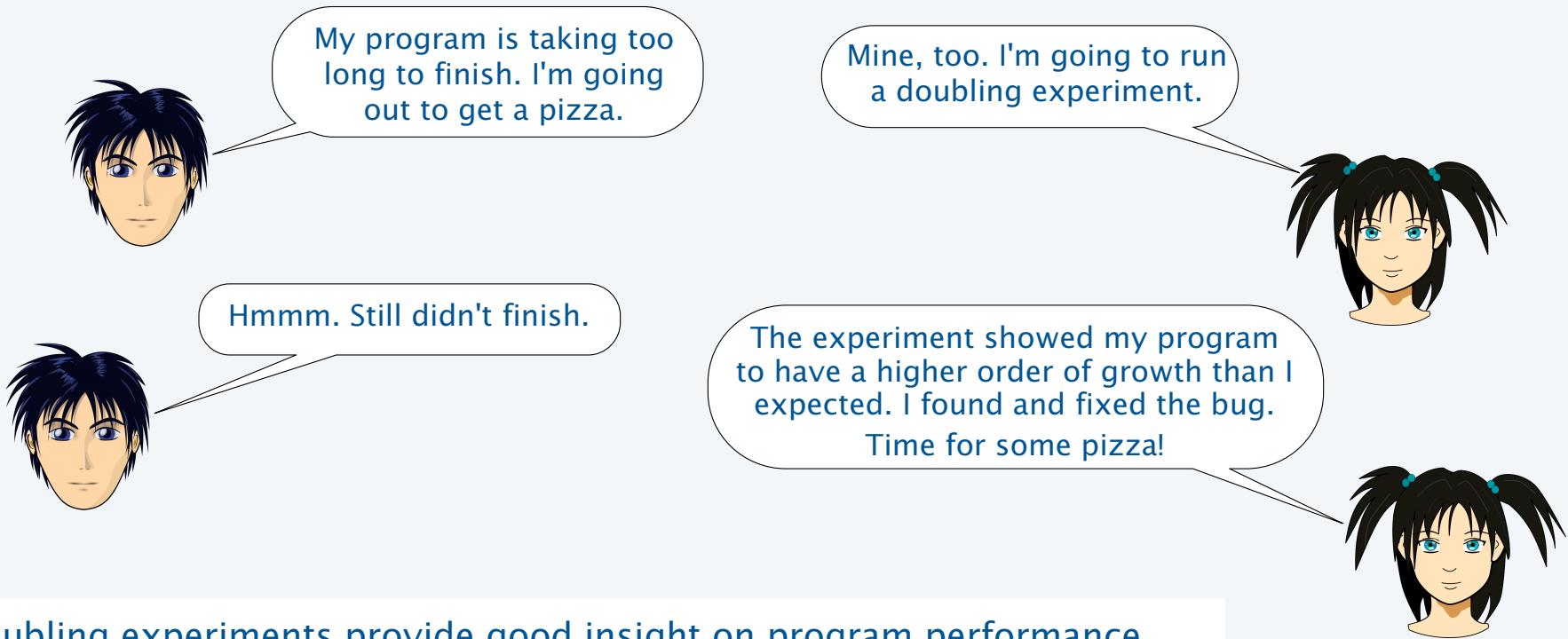
$$T_N = aN^3 \quad \text{running time today}$$

$$\begin{aligned} T_{2N} &= (a/2)(2N)^3 \\ &= 4aN^3 \\ &= 4T_N \end{aligned}$$

	now	2 years from now	4 years from now		2M years from now
N	\$X	\$X	\$X	...	\$X
$N \log N$	\$X	\$X	\$X	...	\$X
N^2	\$X	\$2X	\$4X	...	\$2^M X
N^3	\$X	\$4X	\$16X	...	\$4^M X

A. You can't afford to use a quadratic algorithm (or worse) to address increasing problem sizes.

Meeting the challenge

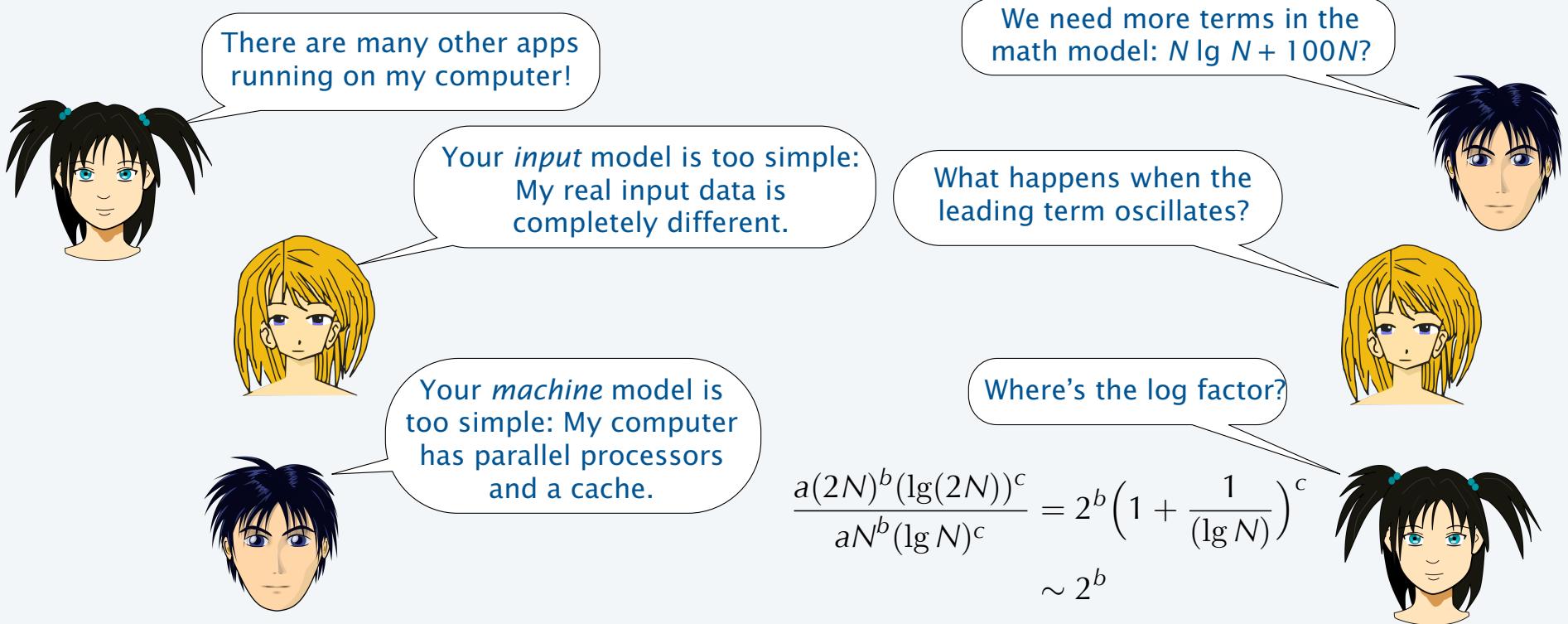


Doubling experiments provide good insight on program performance

- Best practice to plan realistic experiments for debugging, anyway.
- Having *some* idea about performance is better than having *no* idea.
- *Performance matters* in many, many situations.

Caveats

It is *sometimes* not so easy to meet the challenge of predicting performance.



Good news. Doubling method is *robust* in the face of many of these challenges.



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PART I: PROGRAMMING IN JAVA

Image sources

<https://openclipart.org/detail/25617/astrid-graeber-adult-by-anonymous-25617>

<https://openclipart.org/detail/169320/girl-head-by-jza>

<https://openclipart.org/detail/191873/manga-girl---true-svg--by-j4p4n-191873>

7. Performance

- The challenge
- Empirical analysis
- Mathematical models
- Doubling hypothesis
- Familiar examples

Example: Gambler's ruin simulation

Q. How long to compute chance of doubling 1 million dollars?

```
public class Gambler
{
    public static void main(String[] args)
    {
        int stake = Integer.parseInt(args[0]);
        int goal = Integer.parseInt(args[1]);
        int trials = Integer.parseInt(args[2]);
        double start = System.currentTimeMillis()/1000.0;
        int wins = 0;
        for (int i = 0; i < trials; i++)
        {
            int t = stake;
            while (t > 0 && t < goal)
            {
                if (Math.random() < 0.5) t++;
                else t--;
            }
            if (t == goal) wins++;
        }
        double now = System.currentTimeMillis()/1000.0;
        StdOut.print(wins + " wins of " + trials);
        StdOut.printf(" (%.0f seconds)\n", now - start);
    }
}
```

A. 4.8 million seconds (about 2 months).

N	T_N	$T_N/T_{N/2}$
1000	4	
2000	17	4.25
4000	56	3.29
8000	286	5.10
16000	1172	4.09
32000	$1172 \times 4 = 4688$	4
...		
1024000	$1172 \times 4^6 = 4800512$	4



math model says
order of growth
should be N^2

```
% java Gambler 1000 2000 100
53 wins of 100 (4 seconds)
% java Gambler 2000 4000 100
52 wins of 100 (17 seconds)
% java Gambler 4000 8000 100
55 wins of 100 (56 seconds)
% java Gambler 8000 16000 100
53 wins of 100 (286 seconds)
```

```
% java Gambler 16000 32000 100
48 wins of 100 (1172 seconds)
```

Pop quiz on performance

Q. Let T_N be the running time of program Mystery and consider these experiments:

```
public class Mystery
{
    public static void main(String[] args)
    {
        ...
        int N = Integer.parseInt(args[0]);
        ...
    }
}
```

N	T_N (in seconds)	$T_N/T_{N/2}$
1000	5	
2000	20	4
4000	80	4
8000	320	4

Q. Predict the running time for $N = 64,000$.

Q. Estimate the order of growth.

Pop quiz on performance

Q. Let T_N be the running time of program Mystery and consider these experiments.

```
public class Mystery
{
    public static void main(String[] args)
    {
        ...
        int N = Integer.parseInt(args[0]);
        ...
    }
}
```

N	T_N (in seconds)	$T_N/T_{N/2}$
1000	5	
2000	20	4
4000	80	4
8000	320	4
16000	$320 \times 4 = 1280$	4
32000	$1280 \times 4 = 5120$	4
64000	$5120 \times 4 = 20480$	4

Q. Predict the running time for $N = 64,000$.

A. 20480 seconds.

Q. Estimate the order of growth.

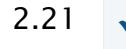
A. N^2 , since $\lg 4 = 2$.

Another example: Coupon collector

Q. How long to simulate collecting 1 million coupons?

```
public class Collector
{
    public static void main(String[] args)
    {
        int N = Integer.parseInt(args[0]);
        int trials = Integer.parseInt(args[1]);
        int cardcnt = 0;
        double start = System.currentTimeMillis()/1000.0;
        for (int i = 0; i < trials; i++)
        {
            int valcnt = 0;
            boolean[] found = new boolean[N];
            while (valcnt < N)
            {
                int val = (int) (StdRandom() * N);
                cardcnt++;
                if (!found[val])
                    { valcnt++; found[val] = true; }
            }
            double now = System.currentTimeMillis()/1000.0;
            StdOut.printf("%d %.0f ", N, N*Math.log(N) + .57721*N);
            StdOut.print(cardcnt/trials);
            StdOut.printf(" (%.0f seconds)\n", now - start);
        }
    }
}
```

N	T_N	$T_N/T_{N/2}$
125000	7	
250000	14	2
500000	31	2.21
1000000	$31 \times 2 = 63$	2



math model says
order of growth
should be $N \log N$

```
% java Collector 125000 100
125000 1539160 1518646 (7 seconds)
% java Collector 250000 100
250000 3251607 3173727 (14 seconds)
% java Collector 500000 100
500000 6849787 6772679 (31 seconds)
```

A. About 1 minute. ← might run out of memory
trying for 1 billion

```
% java Collector 1000000 100
1000000 14392721 14368813 (66 seconds)
```



Analyzing typical memory requirements

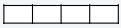
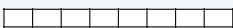
A *bit* is 0 or 1 and the basic unit of memory.

1 *megabyte* (MB) is about 1 million bytes.

1 *gigabyte* (GB) is about 1 billion bytes.

A *byte* is eight bits — the smallest addressable unit.

Primitive-type values

<i>type</i>	<i>bytes</i>	
boolean	1	 Note: <i>not</i> 1 bit
char	2	
int	4	
float	4	
long	8	
double	8	

System-supported data structures (typical)

<i>type</i>	<i>bytes</i>
int[N]	$4N + 16$
double[N]	$8N + 16$
int[N][N]	$4N^2 + 20N + 16 \sim 4N^2$
double[N][N]	$8N^2 + 20N + 16 \sim 8N^2$
String	$2N + 40$

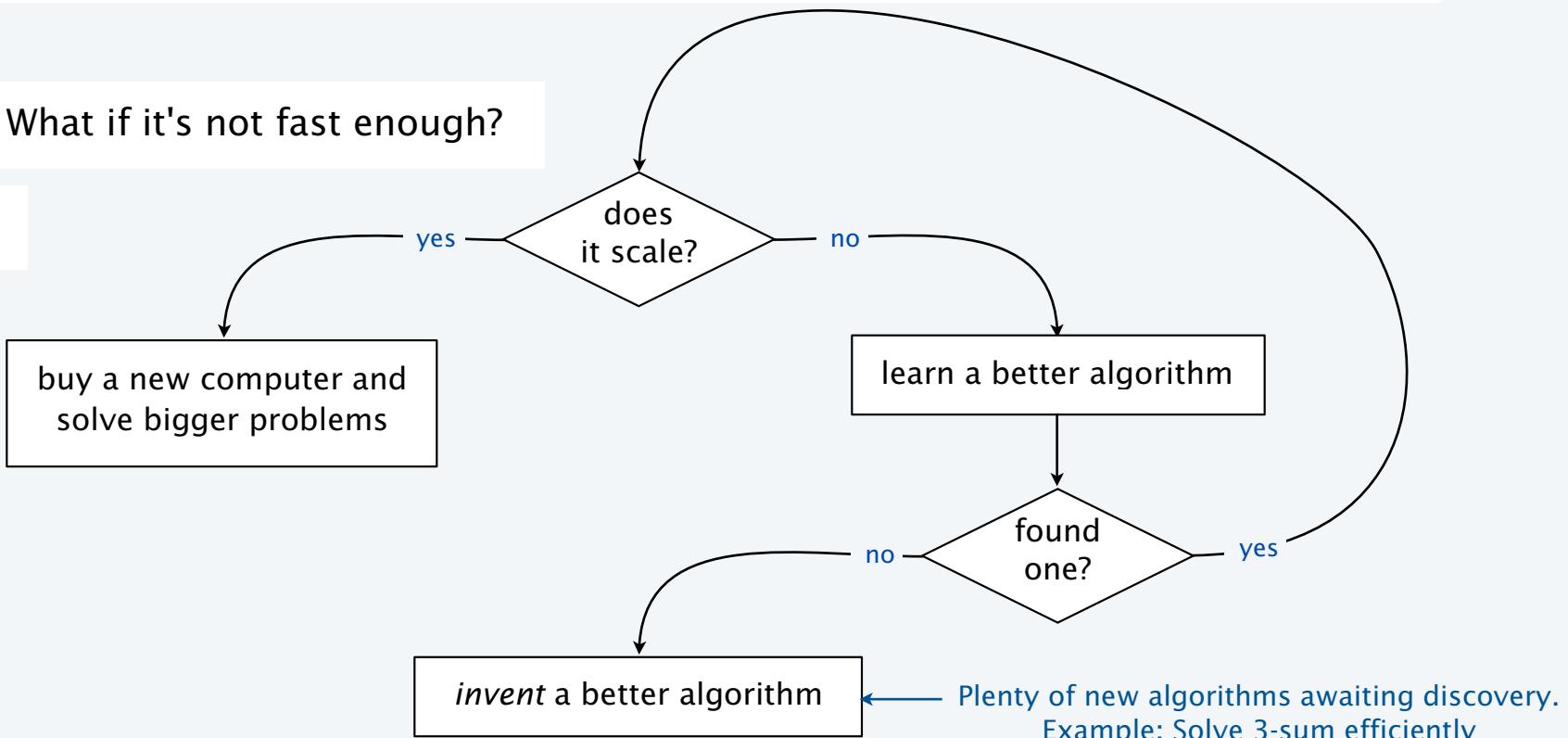
Example. 2000-by-2000 double array uses ~32MB.

Summary

Use computational experiments, mathematical analysis, and the *scientific method* to learn whether your program might be useful to solve a large problem.

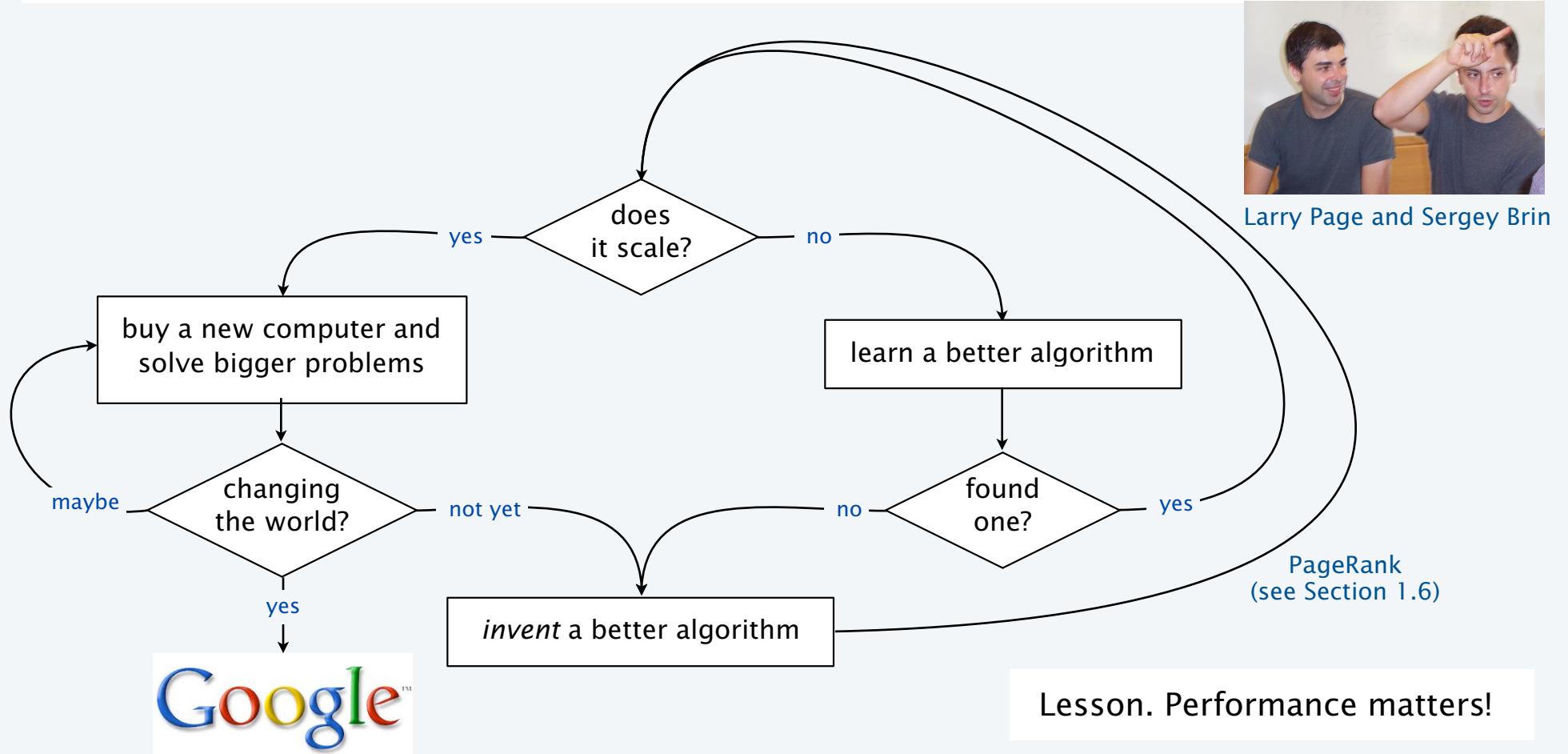
Q. What if it's not fast enough?

A.



Case in point

Not so long ago, 2 CS grad students had a program to index and rank the web (to enable search).





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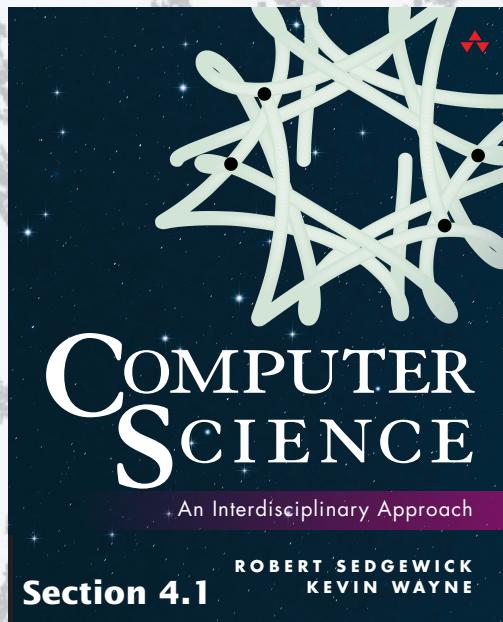
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Image source

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<http://introcs.cs.princeton.edu>

7. Performance