

CMPT 225 D100 LAB03

TA

TOPICS FOR TODAY

Empirically measuring performance

- Using the chrono library
- Simple counting

Performance of Functions

- Given any function, we want them to have good performance, which can be measured in two main ways:
 - How much <u>time</u> it needs to produce the output (time performance)
 - How much <u>memory space</u> it needs to produce the output (space performance)
- Here we examine the time performance, which can be measured by:
 - Actual time for a function to finish
 - Simple counting of number of steps involved

Demo: Using the chrono Library

- See the example: fibonacci.cpp
- What does each line of code do?

```
std::chrono::time_point<std::chrono::system_clock> start, end;

start = std::chrono::system_clock::now();

std::cout << "f(42) = " << fibonacci(42) << '\n';
end = std::chrono::system_clock::now();

std::chrono::duration<double> elapsed_seconds = end - start;
std::cout << "elapsed time: " << elapsed_seconds.count() << "s\n";</pre>
```

Overhead

- In lecture, we said recursion is often *slightly* slower than using a loop.
- But since this delay is a constant factor, it is insignificant
- Example:
 - Let f(n) be the time taken for computing the sum of an array of size n using an <u>iterative function</u>
 - Let g(n) be the time taken for computing the sum of an array of size n using a <u>recursive function</u>
 - Then the relationship is g(n) = c f(n) where c is a constant number

Overhead

- Similarly, we said using the standard library array is *slightly* slower than using a static array
- Example:
 - Let f(n) be the time taken for computing the sum of a <u>static array</u> of size n
 - Let g(n) be the time taken for computing the sum of an <u>array object</u> of size n
 - Then the relationship is g(n) = c f(n) where c is a constant number

Exercise

- The meausingTime.cpp file has three functions:
 - linearSumLoop computes the sum of <u>a static array</u> of size n using <u>iteration</u>
 - linearSumRec computes the sum of <u>a static array</u> of size n using <u>recursion</u>
 - linearSumLoop computes the sum of <u>array object</u> of size n using <u>iteration</u>
- Using the chrono library, complete the function testRec. This function should time how long it takes to run the linearSumLoop and time how long it takes to run linearSumRec for the given value of n.
- Using the chrono library, complete the function testClass. This function should time how long it takes to run the linearSumLoop with the static array and time how long it takes to run linearSumLoop with the array object for the given value of n.

Exercise

- We never stop at only one sample. We always look at many samples to watch the change as n grows. The main function runs tests for n = 64, 128, 256, ...
- When *n* is sufficiently large, we start to notice the pattern:
 - $\cdot \quad \mathbf{c} = f(n) / g(n)$
- For each test, we want to print: f(n), g(n) and f(n)/g(n)

Results for Iterative vs. Recursive test

n itera	n iterative		differenc		e
64 1.95	e-05	6.15e-05	3.153846	2	
128	0.000145	083	0.000243	041	1.6751859
256	0.000254	875	0.000402	625	1.5796959
512	0.000256	875	0.002280	833	8.8791552
1024	0.003010	667	0.014083	042	4.6777149
2048	0.007035	375	0.035506	458	5.0468465
4096	0.017129	084	0.111346	71	6.5004474
8192	0.062752	2708	0.458475	71	7.3060705
16384 0.25031242			1.856212	4	7.4155827
32768 1	.0004606	7.602595	3	7.599095	2

Given this data, what is **c**?

Results for Static Array vs. Array Object test

n stat	n static		differenc			
64 4.70)9e-06	9.792e-0	6	2.079422	24	
128	1.6834e-	05	3.8625e-	05	2.2944636	
256	6.625e-0	5	0.000150	0666	2.2742038	
512	0.000253	3292	0.000575	084	2.2704389	
1024	0.000993	1958	0.002288	333	2.306885	
2048	0.003924	1125	0.009104	542	2.3201458	
4096	0.015663	L917	0.036697	,	2.3430721	
8192	0.062872	L875	0.145675	558	2.3170231	
16384 0.25176996			0.582146	663	2.3122164	
32768 1.0048156 2.3344936 2.3233055						

Given this data, what is **c**?

Simple Counting

- Another way to measure time performance is to count how many calculations a function does (e.g., adding things, assigning things, comparing things, ...etc.) as each will take up some CPU time
- In CS we have a generalized way to count & report this measurement Big-O notation, which you will learn in class