

# CS157 Lecture #4

→ connect 2 actors, where actors are linked if they've been in the same movie

Q: How do you solve "6 Degrees of Kevin Bacon" given the data of all movies ever?

- graph that connects all the actors

↳ let's do a breadth first search! except this isn't a tree...

↳ let's do Dijkstra's! (so we can mark nodes we've visited)

↳ =  $O(|V| + |E|)$  time

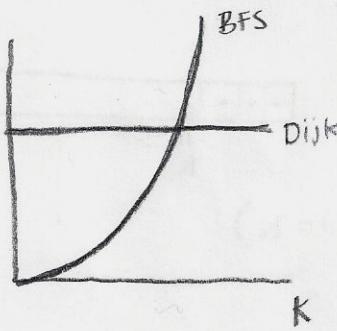
$O(V)$  memory

↳ BFS =  $O(n^k)$  time,  $n = \text{avg # movies an actor's in}$ ,  $k$  is the max length path you want

=  $O(k)$  memory

\* BFS returns short paths quickly, but takes a long time for longer time

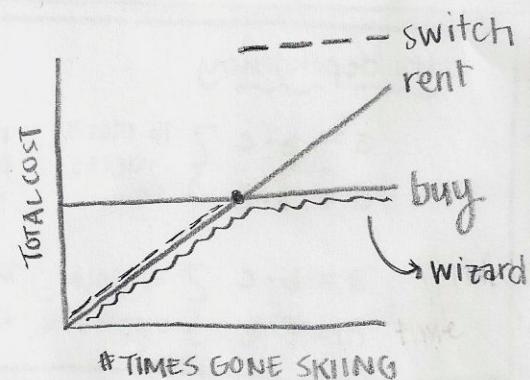
\* Dijkstra's takes longer than BFS for short paths, but is better over time



WHICH IS BETTER?

## \* A RELATED PROBLEM

You go Skiing. It costs \$50 to rent skis each time you go, and \$500 to buy them. What do you do?



↳ ideas: ① hedge your bets: just buy them

② rent until you've spent a certain amount, and then buy them

↳ where to switch? intersection.

## \* COMPETITIVE ANALYSIS



: you're competing with the optimal solution (controlled by a wizard who knows the future). You can't match it (because you don't know the future), but can you be competitive with it?

In the ski-rental problem, you're never worse than 2-times the cost of the wizard solution, which makes the switching solution 2-competitive.

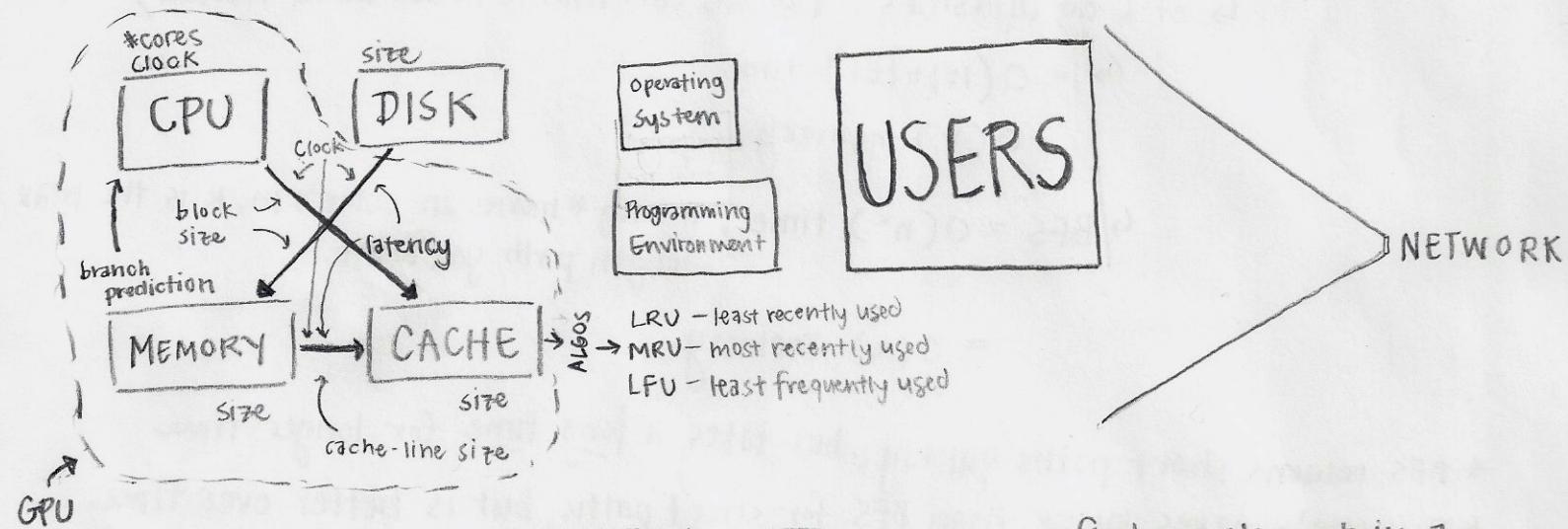
## EDIT DISTANCE

- ↳ 3 GHz computer, 2 strings of length 10,000 (filling in  $10,000 \times 10,000$  table)
- How many clock cycles does it take to fill in 1 entry of the table?  

$$= \frac{3 \cdot 10^9 \cdot 2}{10^8} = 60 \text{ clock cycles}$$

$\approx 10^8$

## MAP OF THE COMPUTER



### \*data dependency

$$\begin{aligned} a &= b \cdot c \\ d &= a \cdot e \end{aligned} \quad \left\{ \begin{array}{l} 16 \text{ clock cycles} \\ \text{need to wait for first to finish} \end{array} \right.$$

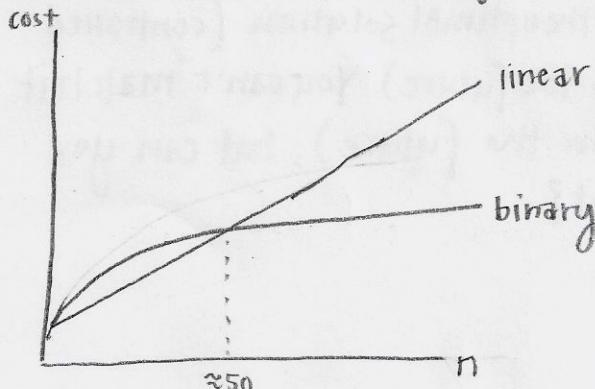
$$\begin{aligned} a &= b \cdot c \\ d &= f \cdot e \end{aligned} \quad \left\{ \begin{array}{l} 9 \text{ clock cycles} \\ \text{2nd starts after first} \end{array} \right.$$

### [A2] : Binary Search

\* takes  $\log_2 n$  iterations to find elem.

\* each iteration costs  $\frac{b}{2} + 1$ , since we'll be wrong about  $\frac{1}{2}$  the time

$$\Rightarrow \text{total cost} = \left( \frac{b}{2} + 1 \right) \log_2 n$$



[Q] : How do you find an element in a sorted list?

[A1] : Linear search



while (array[i] != k)  
    i++

↓  
each iteration will take  $\approx 4$  cycles if branch prediction works. If it doesn't, it will take  $\approx 25$  cycles

\* if searching long away, you're going to bet you have to keep looking  $\rightarrow$  you're going to guess wrong once

$$\Rightarrow \text{total cost} : K + b \rightarrow \frac{n}{2} + b, b = \text{depth of pipeline}$$