Computer Science



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4.1 PERFORMANCE

empirical analysis

mathematical analysis

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Goal. Estimate running time (or memory) as a function of input size *n*.

Q. Aren't computers fast enough that it doesn't matter. A. No. Program could take 1 second or 50 years. You need to know which.



Empirical analysis.

- Execute program to perform experiments.
- Formulate a hypotheses for running time.
- Model enables us to make predictions.

Mathematical analysis.

- Analyze code to count core operations. 1 + 2 + 2
- Simplify by discarding lower-order terms.
- Model enables us to explain behavior.



$$+ \ldots + n = \frac{1}{2}n(n+1)$$
$$\sim \frac{1}{2}n^2$$

COMPUTER SCIENCE

An Interdisciplinary Approach

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http://introcs.cs.princeton.edu

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Empirical analysis

Run the program for various input sizes and measure running time.



Measurements. Run the program for various input sizes and measure running time.

n	time (sec
250	C
500	C
1,000	0.
2,000	0.
4,000	6.
8,000	51
16,000	?

† on a 2.8GHz Intel PU-126 with 64GB DDR E3 memory and 32MB L3 cache; running OpenJDK 1.8.0_71-b15 on Springdale Linux v. 7.2

Tip. To get cleaner data, use -Xint option: java-introcs -Xint MyProgram.





Data analysis

Approach 1. Plot running time T(n) vs. input size n. time 512T -256T – 128T -64T size \rightarrow 4K 1K 2K 8K Standard plot





Data analysis

Approach 1. If running time obeys power law $T(n) = a n^{b}$, use log-log plot.





Approach 2. Run program, doubling the size of the input.

n	time (seconds) †	ratio	log ₂ (
250	0.003		_
500	0.015	5.0	2.
1,000	0.10	6.7	2.
2,000	0.77	7.7	2.
4,000	6.14	8.0	3.
8,000	49.1	8.0	3.
	49.1 / 6.14 = 8.0		

Hypothesis. Running time is approximately $T(n) = a n^b$ with $b = \log_2$ (ratio).







Doubling hypothesis

- **Q.** Why does \log_2 (ratio) give the exponent *b*?
- A. Assuming, $T(n) = an^b$

$$\frac{T(2n)}{T(n)} = \frac{a(2n)^b}{an^b}$$
$$= \frac{2^b an^b}{an^b}$$

$$= 2^{b}$$

$$\implies \log_2 \frac{T(2n)}{T(n)} = b$$



Approach 2. Run program, doubling the size of the input.

- **Q.** How to estimate *a* (assuming we know *b*)?
- A. Run the program (for a sufficient large value of *n*) and solve for *a*.

n	time (seconds) †
8,000	49.1
8,000	49
8,000	49.1

Hypothesis. Running time is about $0.96 \times 10^{-10} \times n^3$ seconds.

8,0003

 96×10^{-10}



Estimate the running time to solve a problem of size n = 96,000.

Α.	39 seconds	n	time (seconds) †	ratio
B.	52 seconds	1,000	0.02	_
С.	117 seconds	2,000	0.05	2.5
D.	350 seconds	4,000	0.20	4.0
		8,000	0.81	4.1
		16,000	3.25	4.0
		32,000	13.01	4.0

T(32,000) = 13 seconds	T(3n) = a
	= 9

QuizSocket.com

4XFNCV

 $T(n) = a n^2$ seconds

 $a(3n)^2$

 $\partial a n^2$

= 9 T(n) seconds





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4.1 PERFORMANCE

mathematical analysis

empirical analysis



Tilde notation. Simplify functions by ignoring lower-order terms.

Order-of-growth notation. Simplify functions by ignoring both lower-order terms and coefficient of leading term.



tilde notation	order of growth
~ 10 <i>n</i> ³	<i>n</i> ³
~ $\frac{1}{2} n^2$	n^2
~ $\frac{1}{2} n^2$	n^2
~ 12 <i>n</i> ⁴	n^4



Performance quiz 2

Which is the order of growth of the function 1 + 2 + 3 + ... + n?

- A. 1
 B. *n*C. *n* log *n*
- **D.** n^2



Number of machine instruction (e.g., TOY instructions) is a constant.

int sum = a + b;

int	product	=	а	*	b;
int	quotient	=	a	/	b;
int	xor	=	a	٨	b;

double root = Math.sqrt(x); double power = Math.pow(x, 0.5); double sine = Math.sin(x); double log = Math.log(x);

Bottom line. Most primitive operations in Java take constant time.

variable declaration; integer addition; and assignment

constant number of constant-time operations is constant time

constants for some operations are much larger than for others (and machine dependent)



Number of machine instruction is proportional to *n*.

```
double sum = 0.0;
for (int i = 0; i < n; i++)
    sum += x[i] * y[i];
```

int[] a = new int[n];

int n = s.length();
String t = s.substring(0, n-1);
String u = s + "\n";

Caveat. Non-primitive operations can take more than constant time.

— prototypical linear-time loop

— implicit linear-time loop

substring extraction and string concatenation take time linear in the length of resulting string



Quadratic order of growth

Number of machine instruction is proportional n^2 .

```
int count = 0;
for (int i = 0; i < n; i++)
  for (int j = 0; j < n; j++)
      if (a[i] == b[j])
      count++;
```

prototypical quadratic-time loop

performance gotcha: abusive string concatenation



Logarithmic order of growth

Number of machine instruction is proportional to $\log_2 n$.

```
for (int i = 1; i <= n; i = i*2) {
    count++;
}</pre>
```

Note. We use the notation log *n* with order of growth (because the base is irrelevant).

- Binary logarithm: $\lg n = \log_2 n$.
- Natural logarithm: $\ln n = \log_e n$.





Logarithmic order of growth

Number of machine instruction is proportional to $\log_2 n$.



http://www.20q.net

Note. Generalizes TwentyQuestions.java from book.



Which is the order of growth of the following code fragment?



 $n \times n \times \log n$



Performance quiz 4

Which is the order of growth of the following code fragment?



int count = 0;

for (int i = 0; i < n; i++) for (int j = 0; j < n; j++) count++;

for (int i = 0; i < n; i++) for (int j = 0; j < n; j++)</pre> count++;