

CSE 250

Data Structures

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208 Capen Hall

Intro to Runtime Analysis

Announcements

- PA0 has been released...start early
 - PA1 will be released this week
- Office hours and recitations start this week

From Lecture 01...

Option 1

- Very fast Prepend, Get First
- Very slow Get Nth

Option 2

- Very fast Get Nth, Get First
- Very slow Prepend

Option 3

- Very fast Get Nth, Get First
- Occasionally slow Prepend

From Lecture 01...

Option 1

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What is fast? slow?

Attempt #1: Wall-clock time?

- What is fast?
 - 10s? 100ms? 10ns?
 - ...it depends on the task
- Algorithm vs Implementation
 - Compare Grace Hopper's implementation to yours
- What machine are you running on?
 - Your old laptop? A lab machine? The newest, shiniest processor?
- What bottlenecks exist? CPU vs IO vs Memory vs Network...

Attempt #1: Wall-clock time?

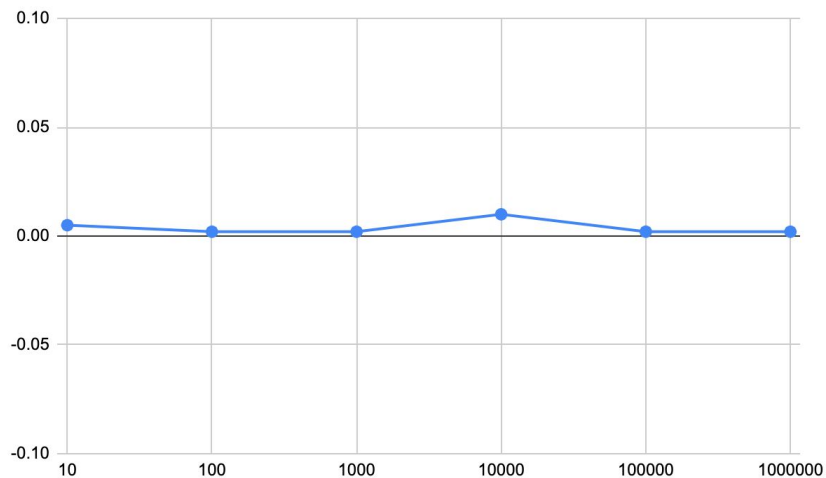
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Wall-clock time is not terribly useful... 6

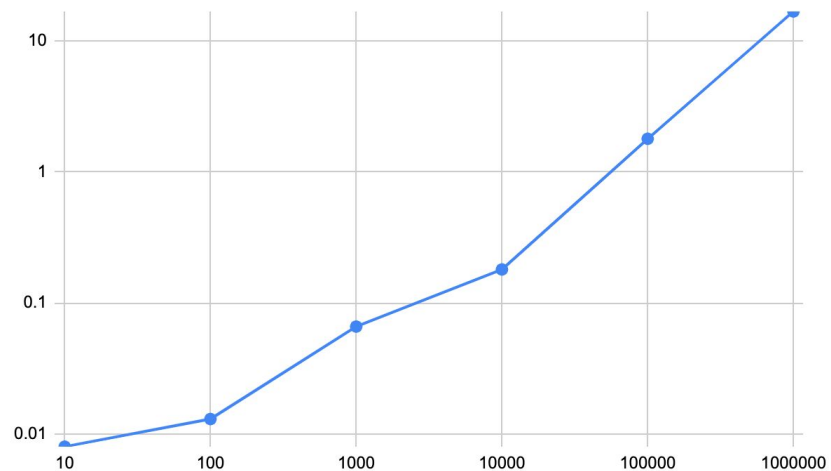
Let's do a quick demo...

Comparing Random Access for Array vs List

Array

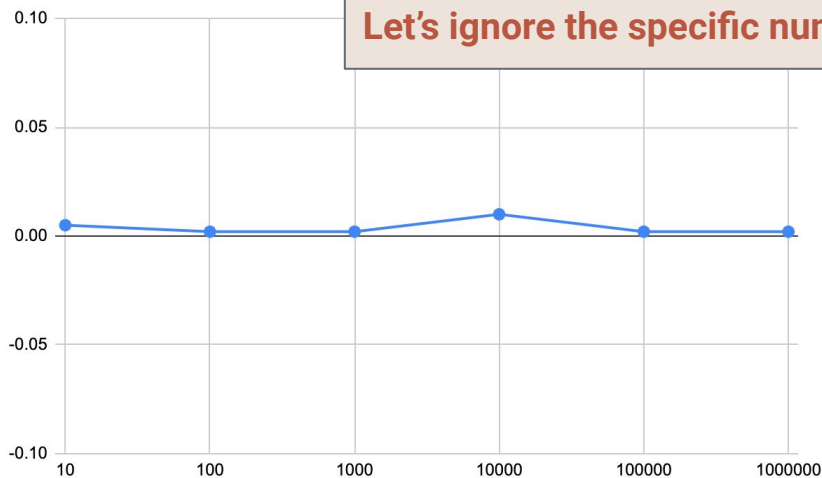


List



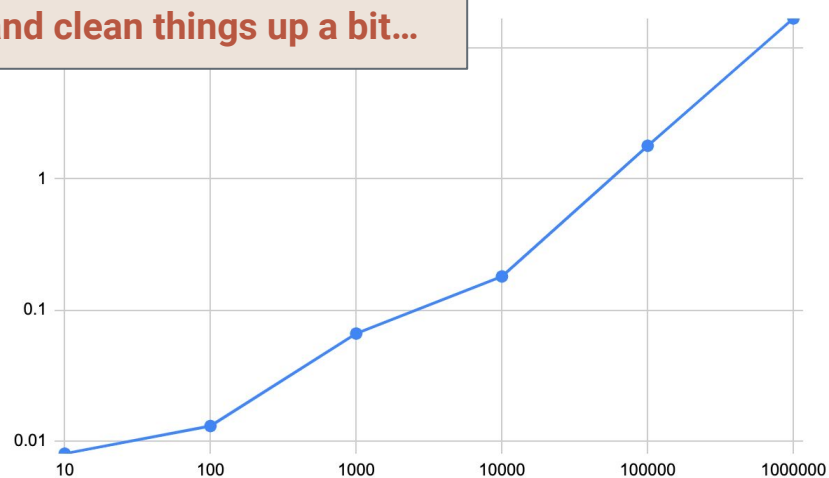
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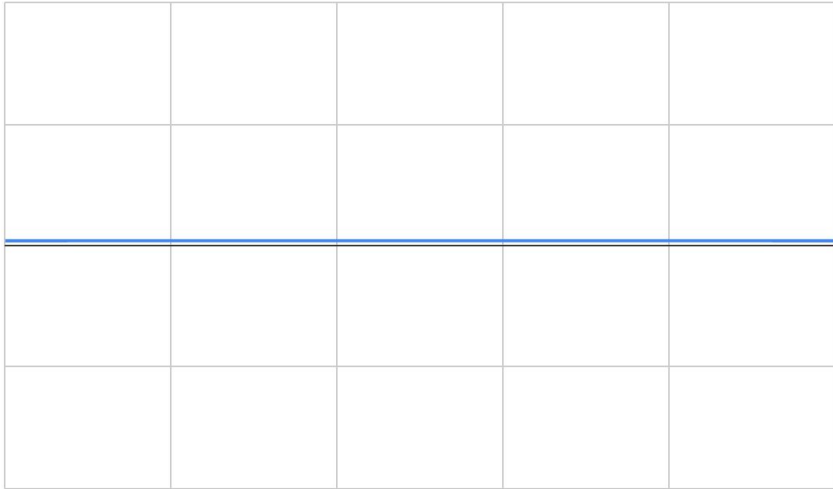
Let's ignore the specific numbers and clean things up a bit...

List

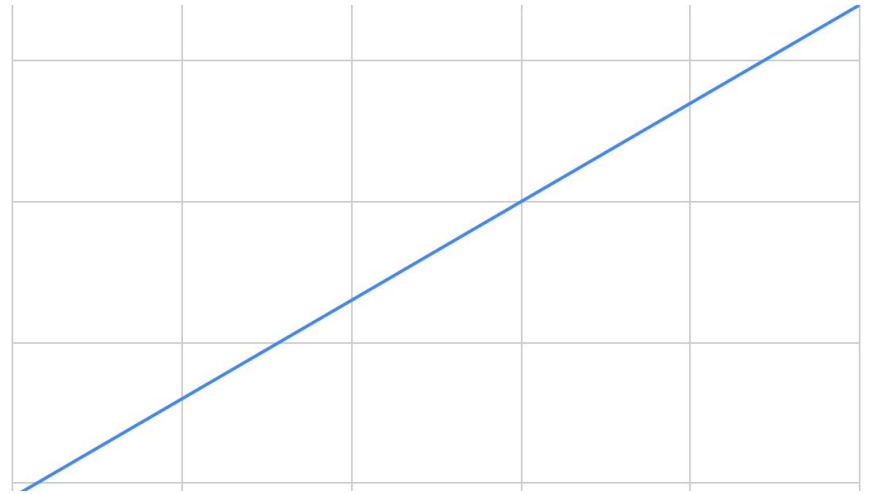


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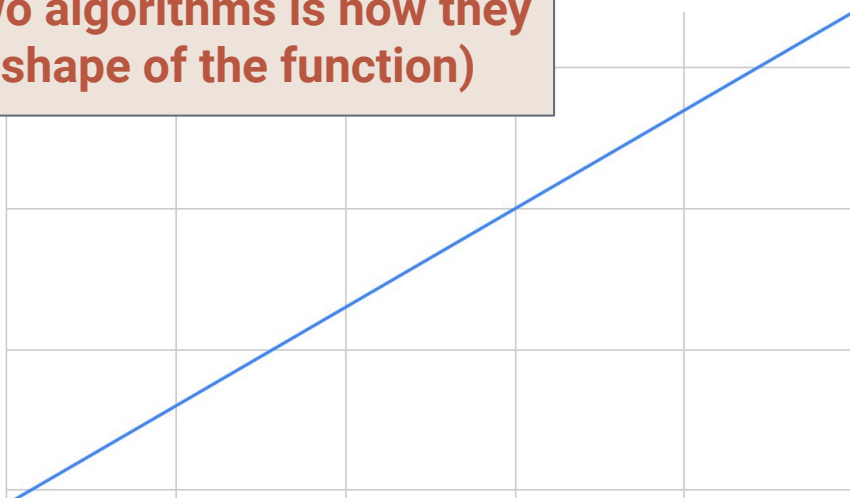
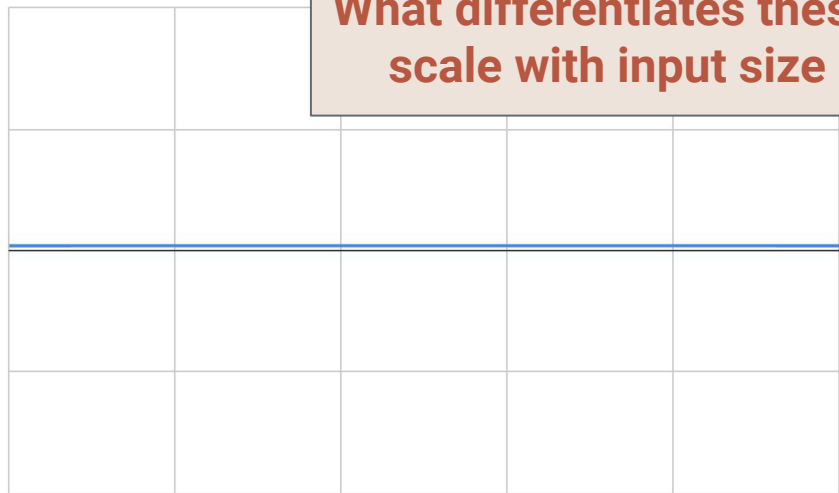


Comparing Random Access for Array vs List

Array

List

What differentiates these two algorithms is how they scale with input size (the shape of the function)



When is an algorithm “fast”?

- To give a useful solution, we should take “scale” into account
 - How does the runtime change as we change the size of the input (number of users, records, pixels, elements, etc)
- Don’t think in terms of wall-time, think in terms of “number of steps”

Scaling Examples

- “Five steps plus Ten steps per user”
- “Ten steps per network connection. Each node has connections to 1% of the other nodes in the system”
- “Seven steps for every possible pair of elements
- “For each user, Ten steps, plus Three steps per post”

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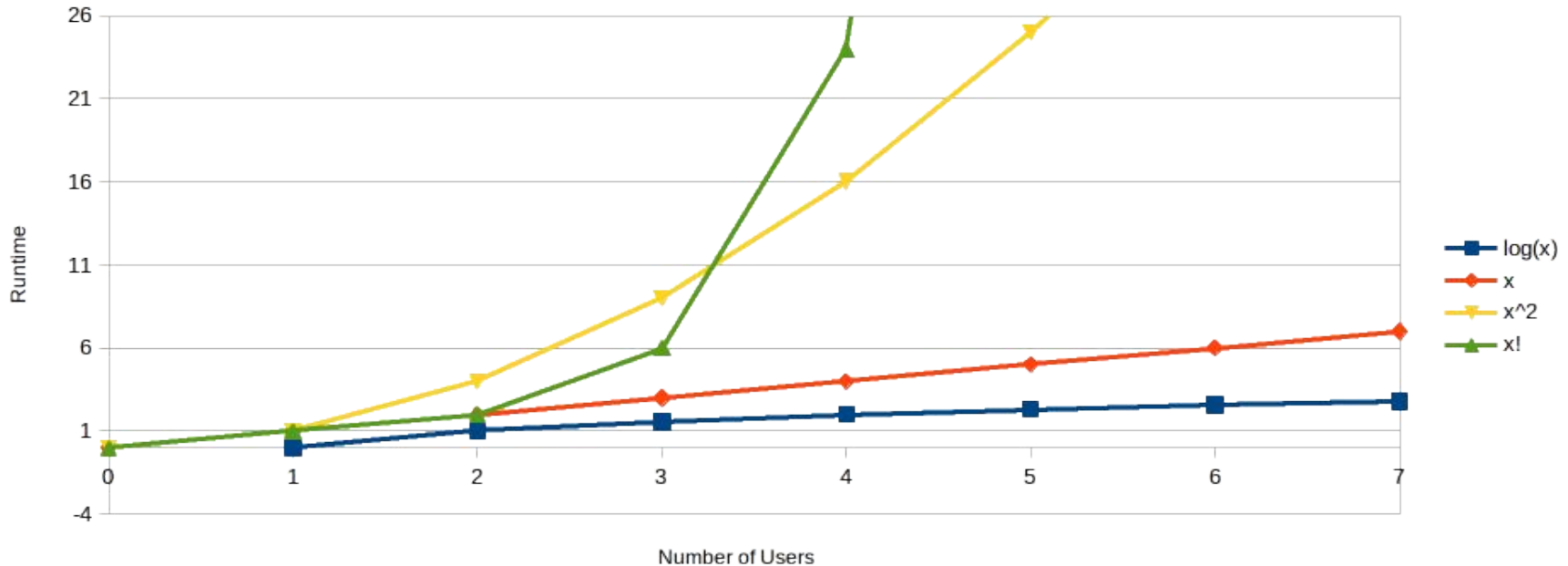
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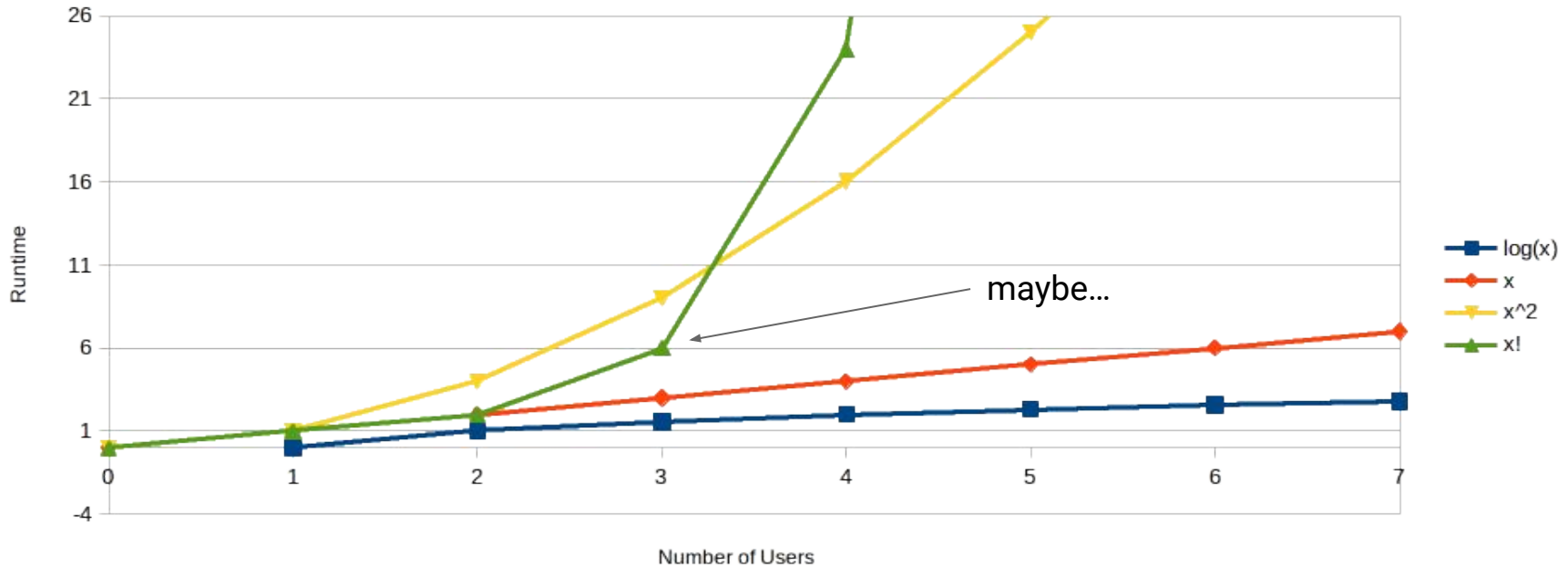
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 - $|\text{Users}| \times (10 + 3 \times |\text{Posts}|)$

Runtime as a Function



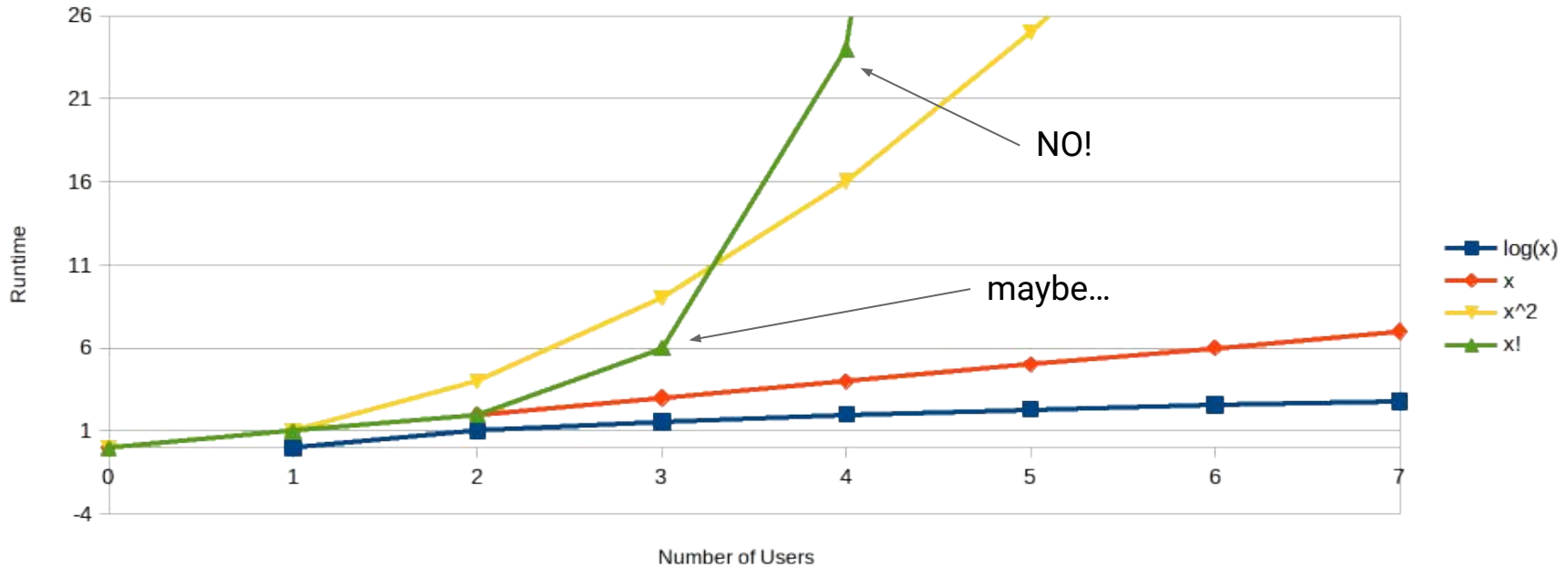
Would you consider an algorithm that takes $|\text{Users}|!$ number of steps?

Runtime as a Function



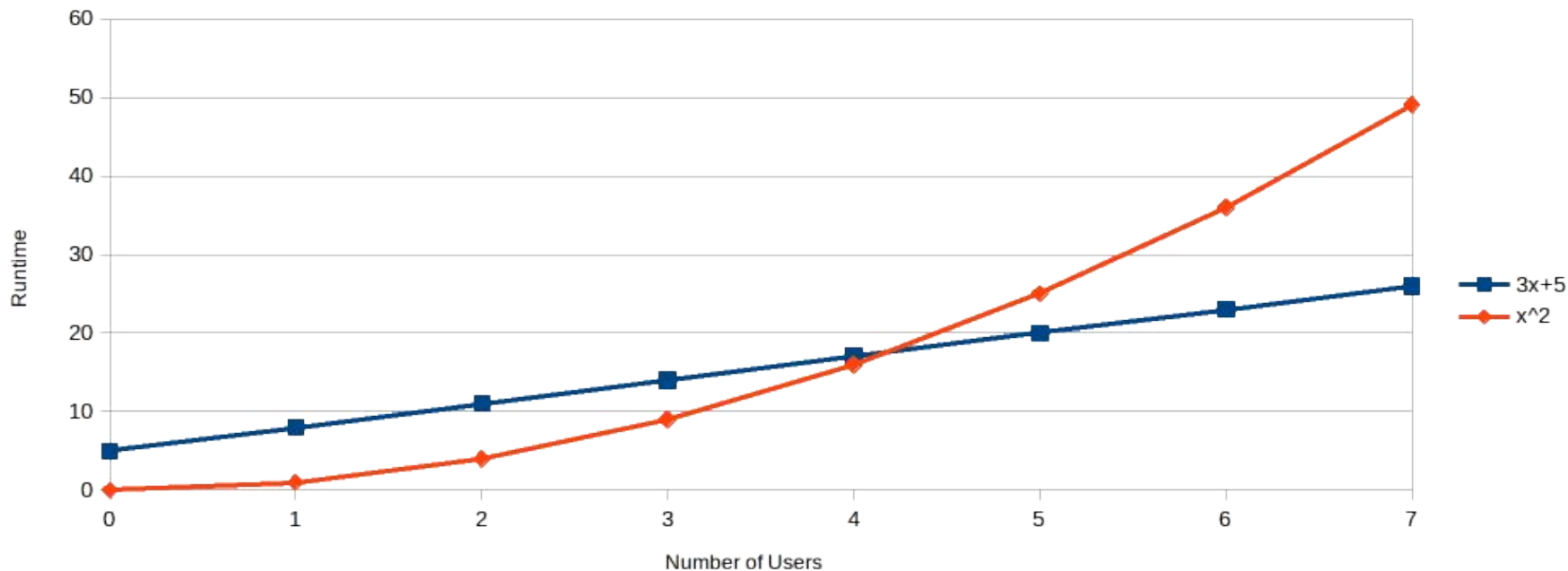
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Runtime as a Function



Which is better? $3x|\text{Users}|+5$ or $|\text{Users}|^2$

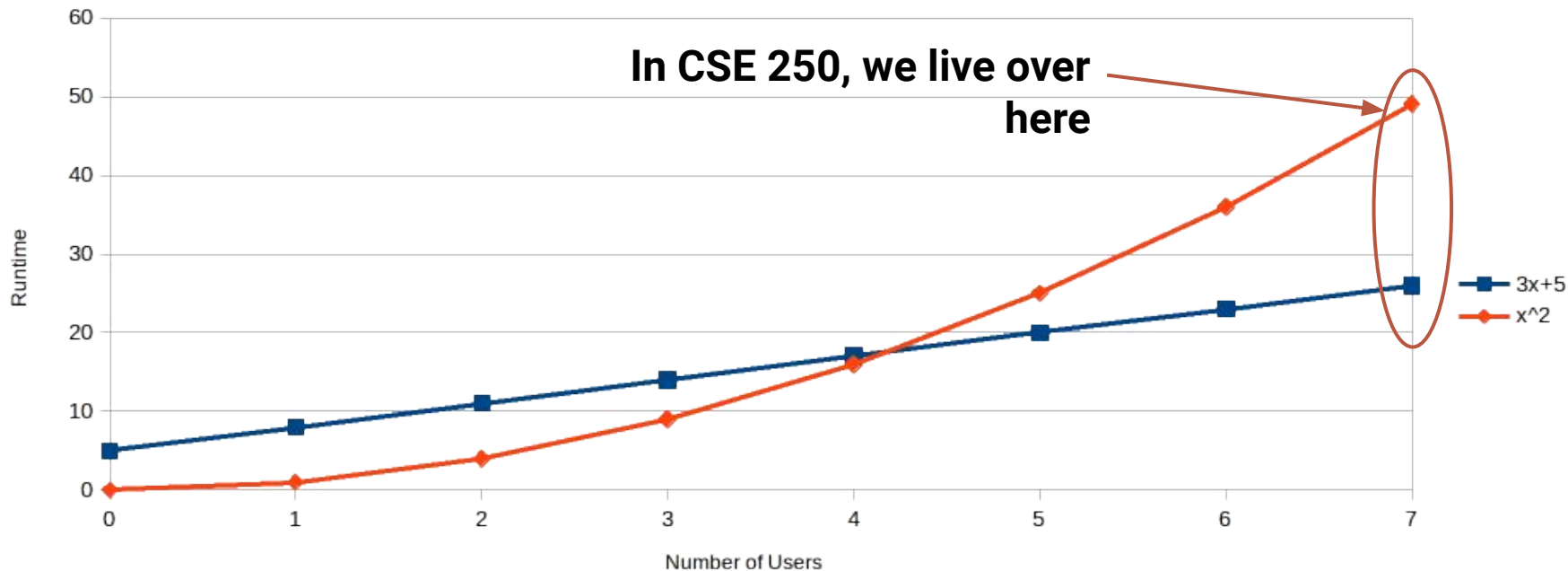
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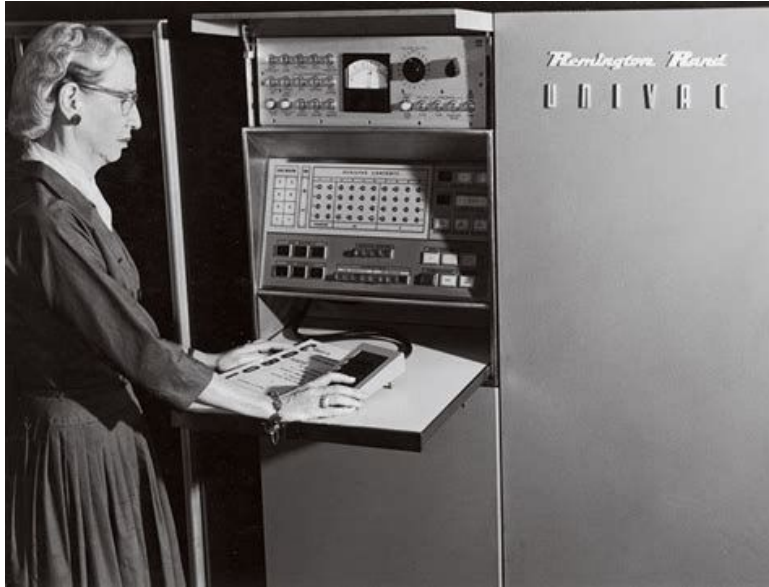
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- **Focus on “large” inputs**
 - **Rank functions based on how they behave at large scales**

Runtime as a Function



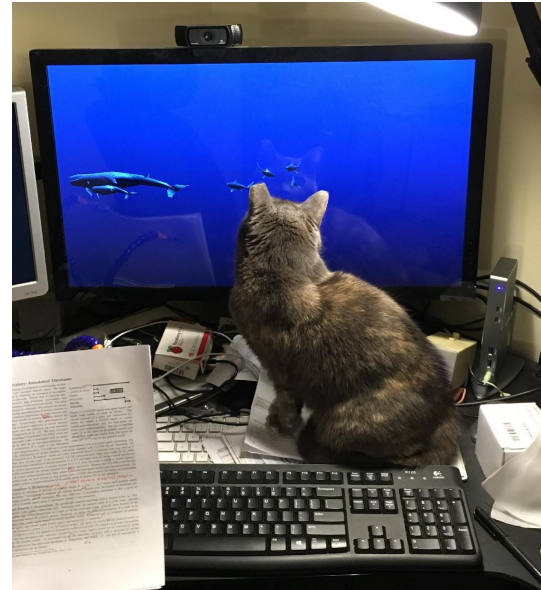
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Goal: Ignore implementation details



Seasoned Pro Implementation

VS



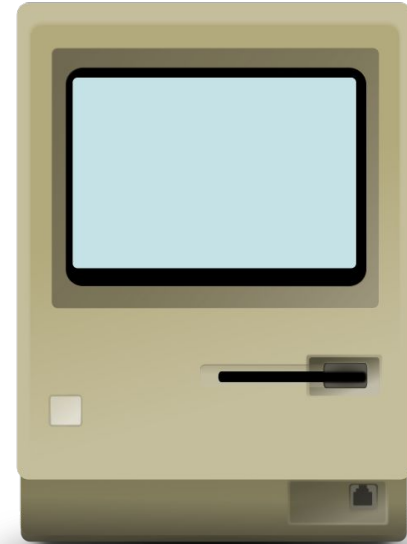
Error 23: Cat on Keyboard

Goal: Ignore execution environment



Intel i9

VS



Motorola 68000

Goal: Judge the Algorithm Itself

- How fast is a step? Don't care
 - Only count number of steps
- Can this be done in two steps instead of one?
 - “3 steps per user” vs “some number of steps per user”
 - Sometimes we don't care...sometimes we do

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- Focus on “large” inputs
 - Rank functions based on how they behave at large scales
- **Decouple algorithm from infrastructure/implementation**
 - **Asymptotic notation...?**

And now a brief interlude...

Logarithms (refresher)

Let $a, b, c, n > 0$

Exponent Rule: $\log(n^a) = a \log(n)$

Product Rule: $\log(an) = \log(a) + \log(n)$

Division Rule: $\log(n/a) = \log(n) - \log(a)$

Change of Base: $\log_b(n) = \log_c(n) / \log_b(c)$

Log/Exponent are Inverses: $b^{\log_b(n)} = \log_b(b^n) = n$

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In this class, always assume log base 2 unless specified otherwise

Now back to “fast”..

Attempt #2: Growth Functions

Not a function in code...but a mathematical function:

$$f(n)$$

n: The “size” of the input

ie: number of users, rows, pixels, etc

f(n): The number of “steps” taken for input of size n

ie: 20 steps per user, where $n = |\text{Users}|$, is $20 \times n$

Some Basic Assumptions:

Problem sizes are non-negative integers

$$n \in \mathbb{Z}^+ \cup \{0\} = \{0, 1, 2, 3, \dots\}$$

We can't reverse time...(obviously)

$$f(n) > 0$$

Smaller problems aren't harder than bigger problems

$$\forall n_1 < n_2, f(n_1) \leq f(n_2)$$

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$$f(n) > 0$$

$$f : \mathbb{Z}^+ \cup \{0\} \rightarrow \mathbb{R}^+$$

Smaller problems aren't harder than bigger problems

$$\forall n_1 < n_2, f(n_1) \leq f(n_2)$$

First Problem...

We are still implementation dependent

$$f_1(n) = 20n$$

$$f_2(n) = 19n$$

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Does 1 extra step per
element really matter...?

First Problem...

We are still implementation dependent

$$f_1(n) = 20n$$

$$f_2(n) = 19n$$

$$f_3(n) = \frac{n^2}{2}$$

f_1 and f_2 are much more “similar” to each other than they are to f_3

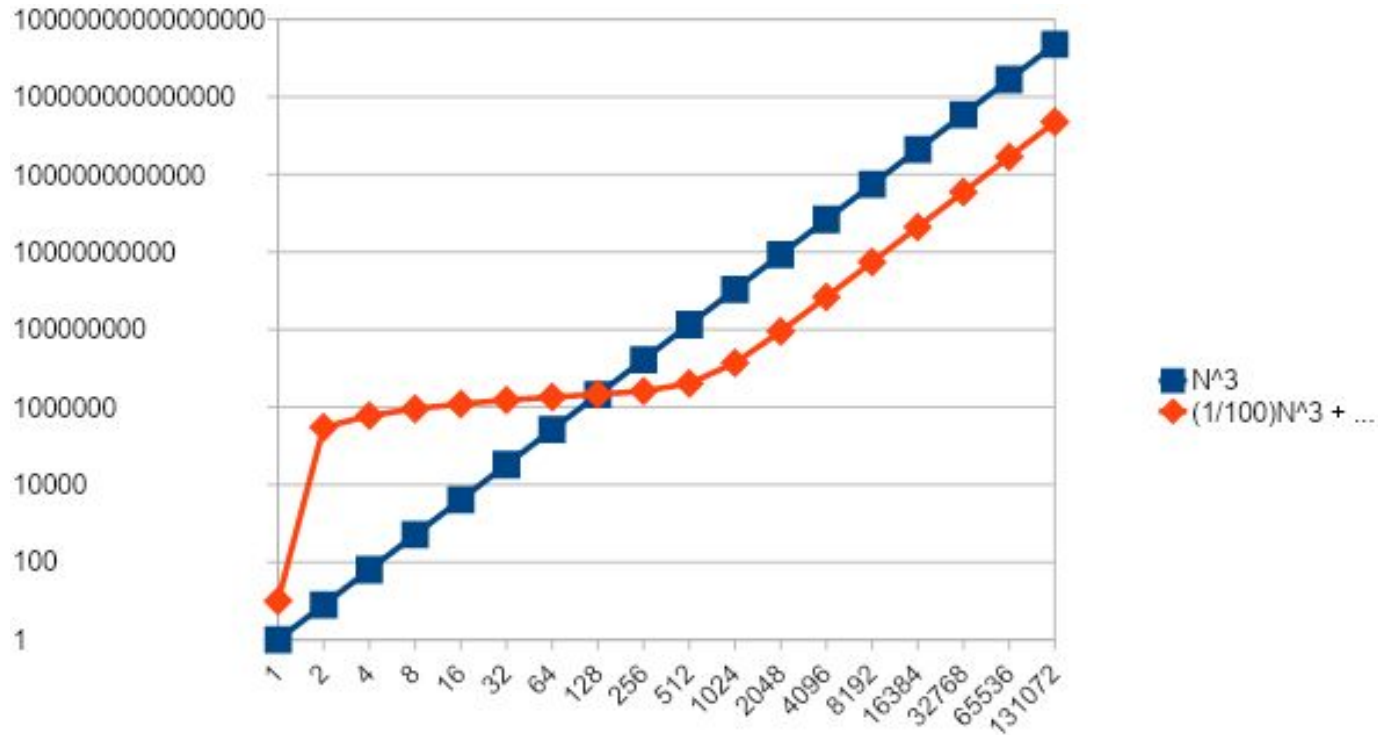
How Do We Capture Behavior at Scale?

Consider the following two functions:

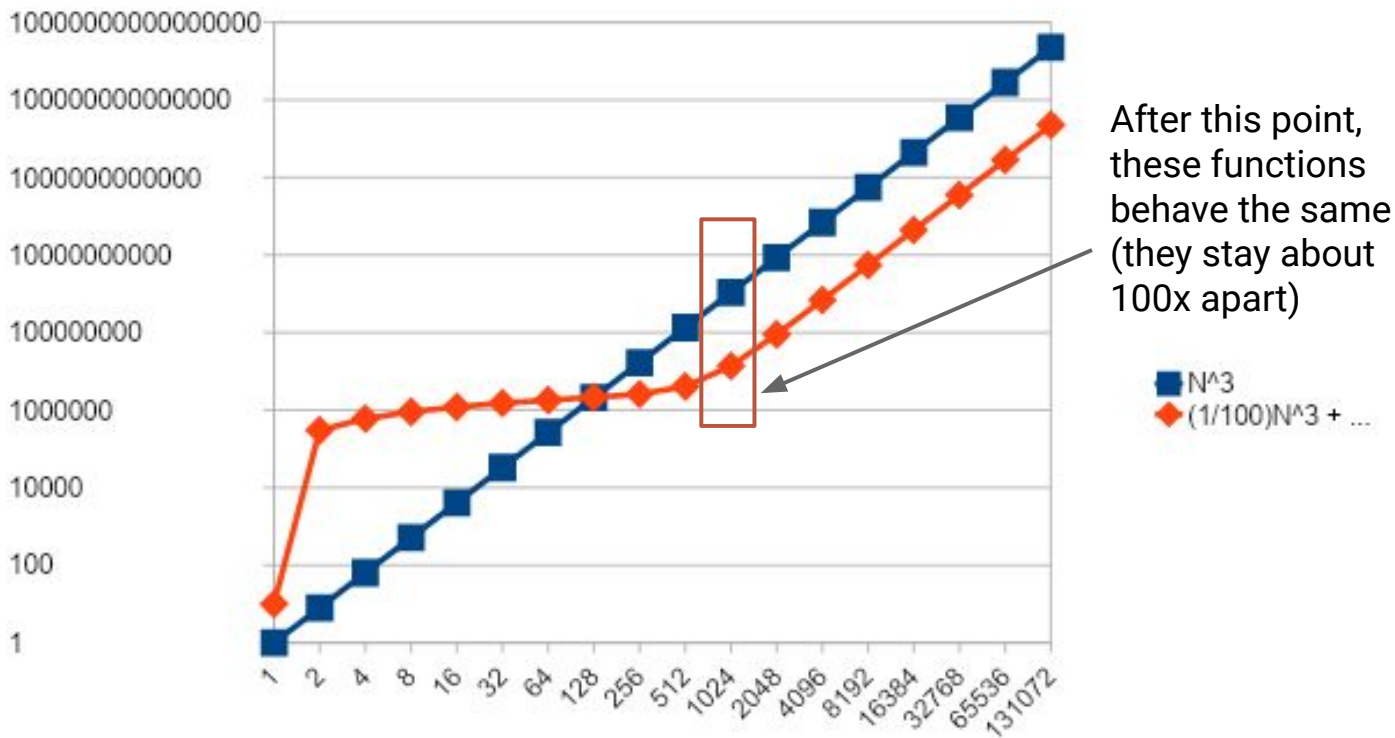
$$\frac{1}{100}n^3 + 10n + 10000000 \log(n)$$

$$n^3$$

How Do We Capture Behavior at Scale?



How Do We Capture Behavior at Scale?



How Do We Capture Behavior at Scale?

$$\lim_{n \rightarrow \infty} \frac{\frac{1}{100}n^3 + 10n + 1000000 \log(n)}{n^3}$$

How Do We Capture Behavior at Scale?

$$\begin{aligned} & \lim_{n \rightarrow \infty} \frac{\frac{1}{100}n^3 + 10n + 1000000 \log(n)}{n^3} \\ &= \lim_{n \rightarrow \infty} \frac{\frac{1}{100}n^3}{n^3} + \frac{10n}{n^3} + \frac{1000000 \log(n)}{n^3} \end{aligned}$$

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These terms go to 0

How Do We Capture Behavior at Scale?

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Attempt #3: Asymptotic Analysis

Consider two functions, $f(n)$ and $g(n)$

$$\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \infty$$

In this particular case, f grows w.r.t. n faster than g

So...if $f(n)$ and $g(n)$ are the number of steps two different algorithms take on a problem of size n , which is better?

Attempt #3: Asymptotic Analysis

Case 1: $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \infty$ *(f grows faster; g is better)*

Case 2: $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = 0$ *(g grows faster; f is better)*

Case 3: $\lim_{n \rightarrow \infty} \frac{f(n)}{g(n)} = \textit{some constant}$ *(f and g "behave" the same)*

Goal of “Asymptotic Analysis”

We want to organize runtimes (growth functions) into different ***Complexity Classes***

Within the same complexity class, runtimes “behave the same”

Goal of “Asymptotic Analysis”

“Strategic Optimization” focuses on improving the complexity class of your code!

Back to Our Previous Example...

$$\frac{1}{100}n^3 + 10n + 1000000 \log(n)$$

The $10n$ and $1000000 \log(n)$ “don’t matter”

The $1/100$ “does not matter”

Back to Our Previous Example...

$$\frac{1}{100}n^3 + 10n + 1000000 \log(n)$$

The $10n$ and $1000000 \log(n)$ “don’t matter”

The $1/100$ “does not matter”

n^3 is the dominant term, and that determines the “behavior”

Why Focus on Dominating Terms?

$f(n)$	10	20	50	100	1000
$\log(\log(n))$	0.43 ns	0.52 ns	0.62 ns	0.68 ns	0.82 ns
$\log(n)$	0.83 ns	1.01 ns	1.41 ns	1.66 ns	2.49 ns
n	2.5 ns	5 ns	12.5 ns	25 ns	0.25 μ s
$n\log(n)$	8.3 ns	22 ns	71 ns	0.17 μ s	2.49 μ s
n^2	25 ns	0.1 μ s	0.63 μ s	2.5 μ s	0.25 ms
n^5	25 μ s	0.8 ms	78 ms	2.5 s	2.9 days
2^n	0.25 μ s	0.26 ms	3.26 days	10^{13} years	10^{284} years
$n!$	0.91 ms	19 years	10^{47} years	10^{141} years	 53

Why Focus on Dominating Terms?

$$2^n \gg n^c \gg n \gg \log(n) \gg c$$