

CS61B Lecture #16

Announcements:

- Homework #4 was extended to tonight.
- Auto-grader for project will run early Tuesday morning, and then not until after deadline.
- Please use `bug-submit` for code problems (now works!).

Readings for Today: *Data Structures (Into Java)*, Chapter 1;

Readings for next Topics: *Data Structures*, Chapter 2-4, *Head First Java*, Chapter 16.

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 1

What Are the Questions?

- Cost is a principal concern throughout engineering:
 - “An engineer is someone who can do for a dime what any fool can do for a dollar.”
- Cost can mean
 - Operational cost (for programs, time to run, space requirements).
 - Development costs: How much engineering time? When delivered?
 - Costs of failure: How robust? How safe?
- Is this program fast enough? Depends on:
 - *For what purpose;*
 - *What input data.*
- How much space (memory, disk space)?
 - Again depends on what input data.
- How will it scale, as input gets big?

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 2

Enlightening Example

Problem: Scan a text corpus (say 10^7 bytes or so), and find and print the 20 most frequently used words, together with counts of how often they occur.

- Solution 1 (Knuth): Heavy-Duty data structures
 - Hash Trie implementation, randomized placement, pointers galore, several pages long.
- Solution 2 (Doug McIlroy): UNIX shell script:

```
tr -c -s '[:alpha:]' '\n*' < FILE | \  
sort | \  
uniq -c | \  
sort -n -r -k 1,1 | \  
sed 20q
```
- Which is better?
 - #1 is much faster,
 - but #2 took 5 minutes to write and processes 20MB in 1 minute.
 - I pick #2.
- In most cases, anything will do: Keep It Simple.

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 3

Cost Measures (Time)

- Wall-clock or execution time
 - You can do this at home:

```
time java FindPrimes 1000
```
 - Advantages: easy to measure, meaning is obvious.
 - Appropriate where time is critical (real-time systems, e.g.).
 - Disadvantages: applies only to specific data set, compiler, machine, etc.
- Number of times certain statements are executed:
 - Advantages: more general (not sensitive to speed of machine).
 - Disadvantages: doesn't tell you actual time, still applies only to specific data sets.
- Symbolic execution times:
 - That is, *formulas* for execution times or statement counts in terms of input size.
 - Advantages: applies to all inputs, makes scaling clear.
 - Disadvantage: practical formula must be approximate, may tell very little about actual time.

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 4

Asymptotic Cost

- Symbolic execution time lets us see *shape* of the cost function.
- Since we are approximating anyway, pointless to be precise about certain things:
 - Behavior on small inputs:
 - * Can always pre-calculate results some results.
 - * Times for small inputs not usually important.
 - Constant factors (as in "off by factor of 2"):
 - * Just changing machines causes constant-factor change.
- How to abstract away from (i.e., ignore) these things?

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 5

Handy Tool: Order Notation

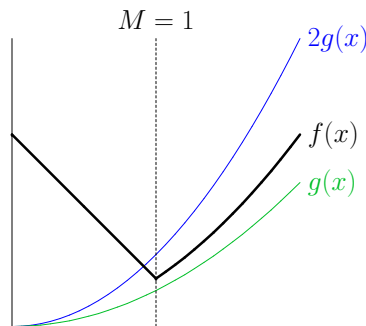
- Idea: Don't try to produce *specific* functions that specify size, but rather *families* of *similar* functions.
- Say something like "*f* is bounded by *g* if it is in *g*'s family."
- For any function $g(x)$, the functions $2g(x)$, $1000g(x)$, or for any $K > 0$, $K \cdot g(x)$, all have the same "shape". So put all of them into *g*'s family.
- Any function $h(x)$ such that $h(x) = K \cdot g(x)$ for $x > M$ (for some constant M) has *g*'s shape "except for small values." So put all of these in *g*'s family.
- If we want upper limits, throw in all functions that are everywhere \leq some other member of *g*'s family. Call this family $O(g)$ or $O(g(n))$.
- Or, if we want lower limits, throw in all functions that are everywhere \geq some other member of *g*'s family. Call this family $\Omega(g)$.
- Finally, define $\Theta(g) = O(g) \cap \Omega(g)$ —the set of functions *bracketed* by members of *g*'s family.

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 6

Big Oh

- Goal: Specify bounding from above.



- Here, $f(x) \leq 2g(x)$ as long as $x > 1$,
- So $f(x)$ is in *g*'s upper-bound family, written

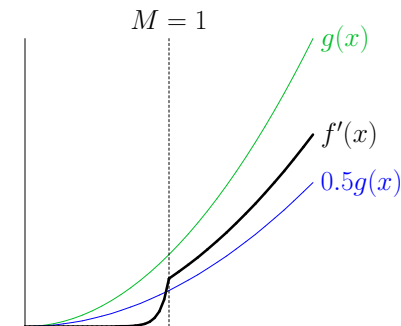
$$f(x) \in O(g(x)),$$
- ... even though $f(x) > g(x)$ everywhere.

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 7

Big Omega

- Goal: Specify bounding from below:



- Here, $f'(x) \geq \frac{1}{2}g(x)$ as long as $x > 1$,
- So $f'(x)$ is in *g*'s lower-bound family, written

$$f'(x) \in \Omega(g(x)),$$
- ... even though $f(x) < g(x)$ everywhere.
- In fact, we also have $f'(x) \in O(g(x))$ and $f(x) \in \Omega(g(x))$ and so we can also write

$$f(x), f'(x) \in \Theta(g(x)).$$

Last modified: Fri Feb 24 13:09:38 2006

CS61B: Lecture #16 8

Using the Notation

- Can use this order notation for any kind of real-valued function.
- We will use them to describe cost functions. Example:

```
/** Find position of X in list L. Return -1 if not found */
int find (List L, Object X) {
    int c;
    for (c = 0; L != null; L = L.next, c += 1)
        if (X.equals (L.head)) return c;
    return -1;
}
```

- Choose representative operation: number of `.equals` tests.
- If N is length of L , then loop does *at most* N tests: *worst-case time* is N tests.
- In fact, total # of instructions executed is roughly proportional to N in the worst case, so can also say worst-case time is $O(N)$, regardless of units used to measure.
- Use $N > M$ provision (in defn. of $O(\cdot)$) to handle empty list.

Why It Matters

- Computer scientists often talk as if constant factors didn't matter at all, only the difference of $\Theta(N)$ vs. $\Theta(N^2)$.
- In reality they do, but we still have a point: at some point, constants get swamped.

n	$16 \lg n$	\sqrt{n}	n	$n \lg n$	n^2	n^3	2^n
2	16	1.4	2	2	4	8	4
4	32	2	4	8	16	64	16
8	48	2.8	8	24	64	512	256
16	64	4	16	64	256	4,096	65,636
32	80	5.7	32	160	1024	32,768	4.2×10^9
64	96	8	64	384	4,096	262,144	1.8×10^{19}
128	112	11	128	896	16,384	2.1×10^9	3.4×10^{38}
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
1,024	160	32	1,024	10,240	1.0×10^6	1.1×10^9	1.8×10^{308}
⋮	⋮	⋮	⋮	⋮	⋮	⋮	⋮
2^{20}	320	1024	1.0×10^6	2.1×10^7	1.1×10^{12}	1.2×10^{18}	$6.7 \times 10^{315,652}$

Careful!

- It's also true that the worst-case time is $O(N^2)$, since $N \in O(N^2)$ also: Big-Oh bounds are loose.
- The worst-case time is $\Omega(N)$, since $N \in \Omega(N)$, but that does *not* mean that the loop *always* takes time N , or even $K \cdot N$ for some K .
- Instead, we are just saying something about the *function* that maps N into the *largest possible* time required to process an array of length N .
- To say as much as possible about our worst-case time, we should try to give a Θ bound: in this case, we can: $\Theta(N)$.
- But again, that still tells us nothing about *best-case* time, which happens when we find X at the beginning of the loop. Best-case time is $\Theta(1)$.

Effect of Nested Loops

- Nested loops often lead to polynomial bounds:


```
for (int i = 0; i < A.length; i += 1)
    for (int j = 0; j < A.length; j += 1)
        if (i != j && A[i] == A[j])
            return true;
return false;
```
- Clearly, time is $O(N^2)$, where $N = A.length$. *Worst-case time* is $\Theta(N^2)$.
- Loop is inefficient though:

```
for (int i = 0; i < A.length; i += 1)
    for (int j = i+1; j < A.length; j += 1)
        if (A[i] == A[j]) return true;
return false;
```

- Now worst-case time is proportional to

$$N - 1 + N - 2 + \dots + 1 = N(N - 1)/2 \in \Theta(N^2)$$

(so asymptotic time unchanged by the constant factor).

Recursion and Recurrences: Fast Growth

- Silly example of recursion:

```

/** True iff X is a substring of S */
boolean occurs (String S, String X) {
    if (S.equals (X)) return true;
    if (S.length () <= X.length () return false;
    return
        occurs (S.substring (1), X) ||
        occurs (S.substring (0, S.length ()-1), X);
}

```

- In the worst case, both recursive calls happen.
- Consider a fixed size for X, say N_0 .
- Define $C(N)$ to be the worst-case cost of `occurs(S,X)` for S of length N, measured in # of calls to `occurs`. Then

$$C(N) = \begin{cases} 1, & \text{if } N \leq N_0, \\ 2C(N-1) & \text{if } N > N_0 \end{cases}$$

- So $C(N)$ grows exponentially:

$$C(N) = 2C(N-1) = 2 \cdot 2C(N-2) = \dots = \underbrace{2 \cdot 2 \cdot \dots \cdot 2}_{N-N_0} \cdot 1 = 2^{N-N_0} \in \Theta(2^N)$$

Binary Search: Slow Growth

```

/** True X iff is an element of S[L .. U]. Assumes
 * S in ascending order, 0 <= L <= U-1 < S.length. */
boolean isIn (String X, String[] S, int L, int U) {
    if (L > U) return false;
    int M = (L+U)/2;
    int direct = X.compareTo (S[M]);
    if (direct < 0) return isIn (X, S, L, M-1);
    else if (direct > 0) return isIn (X, S, M+1, U);
    else return true;
}

```

- Here, worst-case time, $C(D)$, (as measured by # of string comparisons), depends on size $D = U - L + 1$.
- We eliminate $S[M]$ from consideration each time and look at half the rest. Assume $D = 2^k - 1$ for simplicity, so:

$$\begin{aligned}
 C(D) &= \begin{cases} 0, & \text{if } D \leq 0, \\ 1 + C((D-1)/2), & \text{if } D > 0. \end{cases} \\
 &= \underbrace{1 + 1 + \dots + 1}_{k} + 0 \\
 &= k = \lceil \lg D \rceil \in \Theta(\lg D)
 \end{aligned}$$

Another Typical Pattern: Merge Sort

```

List sort (List L) {
    if (L.length () < 2) return L;
    Split L into L0 and L1 of about equal size;
    L0 = sort (L0); L1 = sort (L1);
    return Merge of L0 and L1
}

```

Merge ("combine into a single, ordered list") takes time proportional to size of its result.

- Assuming that size of L is $N = 2^k$, worst-case cost function, $C(N)$, counting just merge time (\propto # items merged):

$$\begin{aligned}
 C(N) &= \begin{cases} 1, & \text{if } N < 2; \\ 2C(N/2) + N, & \text{if } N \geq 2. \end{cases} \\
 &= 2(2C(N/4) + N/2) + N \\
 &= 4C(N/4) + N + N \\
 &= 8C(N/8) + N + N + N \\
 &= N \cdot 1 + \underbrace{N + N + \dots + N}_{k=\lg N} \\
 &= N + N \lg N \in \Theta(N \lg N)
 \end{aligned}$$

- In general, $\Theta(N \lg N)$ for arbitrary N (not just 2^k).

Amortization: Expanding Vectors

- When using array for expanding sequence, best to double size of array to grow it. Here's why.
- If array is size s , doubling its size and moving s elements to the new array takes time $\propto 2s$.
- Cost of inserting N items into array, doubling size as needed, starting with array size 1:

To Insert Item #	Resizing Cost	Cumulative Cost	Resizing Cost per Item	Array Size After Insertions
1	0	0	0	1
2	2	2	1	2
3 to 4	4	6	1.5	4
5 to 8	8	14	1.75	8
⋮	⋮	⋮	⋮	⋮
$2^m + 1$ to 2^{m+1}	2^{m+1}	$2^{m+2} - 2$	≈ 2	2^{m+1}

- If we spread out (amortize) the cost of resizing, we average about 2 time units on each item: "amortized insertion time is 2 units."
- So even though worst-case time for adding one element to array of N elements is $2N$, time to add N elements is $\Theta(N)$, not $\Theta(N^2)$.