

How can we measure the running time of algorithms?

- Idea: Use a stopwatch.
 - What if we run the algorithm on a different computer?
 - What if we code the algorithm in a different programming language?
 - Timing the algorithm doesn't (directly) tell us how it will perform in other cases besides the ones we test it on.

How can we measure the running time of algorithms?

- Idea: Count the number of “basic operations” in an algorithm.
 - “Basic operations” are things the computer can do “in a single step,” like
 - Printing a single value (number or string)
 - Comparing two values
 - (simple) math, like adding, multiplying, powers
 - Assigning a variable a value

- How many basic operations are done in this algorithm?
 - Only count printing as a basic operation.

```
# assume L is a list of three numbers
for pos in range(0, 3):
    print(L[pos])
```

```
# assume L2 is a list of six numbers
for pos in range(0, 6):
    print(L2[pos])
```

- How many basic operations are done in this algorithm?
 - Only count printing as a basic operation.

```
# assume L is a list of numbers
for pos in range(0, len(L)):
    print(L[pos])
```

If $n = \text{len}(L)$, what is a general formula for how long this algorithm takes, in terms of n ?

- How many basic operations are done in this algorithm, *in the worst possible case*?
 - Only count printing and comparing as a basic operations.

```
# assume L is a list of numbers
for pos in range(0, len(L)):
    if L[pos] > 10:
        print(L[pos])
```

If $n = \text{len}(L)$, what is a general formula for how long this algorithm takes, in terms of n , in the worst case?

- Computer scientists often consider the running time for an algorithm in the worst case, since we know the algorithm will never be slower than that.
- We express the running time of an algorithm as a function in terms of “ n ,” which represents the size of the input to the algorithm.
- For an algorithm that processes a list, n is the length of the list.

```
# Assume for both algorithms, var and n are  
already defined as positive integers.
```

```
# algorithm A  
var = var + n  
print(var)
```

```
# algorithm B  
for x in range(0, n):  
    var = var + 1  
print(var)
```


- We group running times together based on how they grow as n gets really big.
- If the running time stays exactly the same as n gets big, we say the running time is **constant**.
- If the running time grows proportionally to n , we say the running time is **linear in n** .
 - If the input size doubles, the running time roughly doubles.
 - If the input size triples, the running time roughly triples.

```
# algorithm A  
var = var + n  
print(var)
```

What class does algorithm A fall into?

```
# algorithm B  
for x in range(0, n):  
    var = var + 1  
print(var)
```

What class does algorithm B fall into?

```
# algorithm C:  
# assume L is a list of numbers  
for pos in range(0, len(L)):  
    print(L[pos])
```

```
# algorithm D:  
# assume L is a list of numbers  
for pos in range(0, len(L)):  
    if L[pos] > 10:  
        print(L[pos])
```

Classes have special names, which use big-O notation.

Constant time algorithm: $O(1)$

Read as “big-oh of 1” or “oh of 1”

Linear time algorithm: $O(n)$

Read as “big oh of n” or “oh of n”

These classes give us a rough estimate of how fast an algorithm runs, without worrying about details.

- How many basic operations are done in this algorithm?
 - Only count printing as a basic operation.

```
# assume M is a n by n matrix of numbers
for row in range(0, n):
    for col in range(0, n):
        print(M[row][col])
```

What is a general formula for how long this algorithm takes, in terms of n ?

Common running times

- Algorithm which doesn't get slower as input size increases is $O(1)$.
- Algorithm which grows proportionally to input size is $O(n)$ [linear].
- Algorithm which grows proportionally to the square of the input size is $O(n^2)$ [quadratic].

Watch Phil Tear A Phone Book in Half

One million “basic” operations per second.

| | $O(\log n)$ | $O(n)$ | $O(n^2)$ | $O(2^n)$ |
|--------------|-------------|--------|----------|----------|
| $n = 10$ | 0.003 ms | | | |
| $N = 20$ | 0.004 ms | | | |
| $N = 40$ | 0.005 ms | | | |
| $N = 80$ | 0.007 ms | | | |
| $N = 1,000$ | 0.009 ms | | | |
| $N = 10,000$ | 0.013 ms | | | |

One million “basic” operations per second.

| | $O(\log n)$ | $O(n)$ | $O(n^2)$ | $O(2^n)$ |
|--------------|-------------|---------|----------|----------|
| $n = 10$ | 0.003 ms | 0.01 ms | | |
| $N = 20$ | 0.004 ms | 0.02 ms | | |
| $N = 40$ | 0.005 ms | 0.04 ms | | |
| $N = 80$ | 0.007 ms | 0.08 ms | | |
| $N = 1,000$ | 0.009 ms | 1 ms | | |
| $N = 10,000$ | 0.013 ms | 10 ms | | |

One million “basic” operations per second.

| | $O(\log n)$ | $O(n)$ | $O(n^2)$ | $O(2^n)$ |
|--------------|-------------|---------|----------------|----------|
| $n = 10$ | 0.003 ms | 0.01 ms | 0.1 ms | |
| $N = 20$ | 0.004 ms | 0.02 ms | 0.4 ms | |
| $N = 40$ | 0.005 ms | 0.04 ms | 1.6 ms | |
| $N = 80$ | 0.007 ms | 0.08 ms | 6.4 ms | |
| $N = 1,000$ | 0.009 ms | 1 ms | 1 second | |
| $N = 10,000$ | 0.013 ms | 10 ms | 100 seconds | |

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|--------------|-------------|---------|----------------|------------------------------|
| $n = 10$ | 0.003 ms | 0.01 ms | 0.1 ms | 1 ms |
| $N = 20$ | 0.004 ms | 0.02 ms | 0.4 ms | 1 sec |
| $N = 40$ | 0.005 ms | 0.04 ms | 1.6 ms | 305 hours |
| $N = 80$ | 0.007 ms | 0.08 ms | 6.4 ms | 3.81 x 10^{10} years |
| $N = 1,000$ | 0.009 ms | 1 ms | 1 second | ---- |
| $N = 10,000$ | 0.013 ms | 10 ms | 100 seconds | ---- |