# ADS:lab session #2

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#### Time estimating in machine

#### Machine measures time in 2 ways:

- For itself, by counting ticks
- For humans, by converting ticks to date/time with taking into account leap years, leap seconds, coordination shifts (Kazan +3hrs) and network protocol for auto correlation



#### What about Java

Each tick is  $\sim 10^{-9}$ s long (for usual CPU frequency  $\sim 1\text{-}3\text{GHz}$ ) In CPU it converts to elapsed nanoseconds from some moment (first CPU launching, last CPU launching...)

• In Java to get access to it *System.nanoTime()* method exists:

```
long startTime = System.nanoTime();
// ... the code being measured ...
long estimatedTime = System.nanoTime() - startTime;
```

#### Another method

Another way to calculate elapsed time is *System.currentTimeMillis()* method:

```
long startTime = System.currentTimeMillis();
// ... do something ...
long estimatedTime = System.currentTimeMillis() - startTime;
```

Why long?

#### Storage estimating

- **Storage** refers to the data storage consumed in performing a given task, whether primary (e.g., in RAM) or secondary (e.g., on a hard disk drive)
- In Java to estimate consumed memory there is a **Runtime.getRuntime().totalMemory()** method, that returns the total amount of memory currently occupied for current objects measured in bytes:

```
long start = Runtime.getRuntime().totalMemory();
System.out.println("start = " + start); // prints 64487424
int arr[] = new int[1000000000];
long finish = Runtime.getRuntime().totalMemory();
System.out.println("finish = " + finish); // prints 464519168
```

## The RAM model of computation

The RAM model of computation estimate algorithm according the following rules:

- Each simple operation (+, \*, -, =, if, call) takes exactly one time step.
- Loops and procedures are not considered as simple operations.
- Each memory access takes exactly one time step

#### Example:

```
for (int i = 0; i < n; i++) {
    x++;
}</pre>
```

Takes n steps

#### Big O notation

 In Big O notation we are interested in the determining the order of magnitude of time complexity of an algorithm

# Calculate n-th Fibonacci number (n = 0)

```
//print n-th fibonacci number
   public static void fibonacci(int n){
       if (n < 0)
           System.out.println("Error!");
       else if(n == 0)
           System.out.println(0);
       else if(n == 1)
           System.out.println(1);
       else{
           int fnm2 = 1;
           int fnm1 = 0;
           int fn = 0;
           for (int i = 0; i < n; i++) {
               fn = fnm1 + fnm2;
               fnm2 = fnm1;
               fnm1 = fn;
           System.out.println(fn);
```

Number of steps: 5

# Calculate n-th Fibonacci number (n = 1)

```
//print n-th fibonacci number
                                            step
    public static void fibonacci(int n){
       if (n < 0)
            System.out.println("Error!");
       else if(n == 0)
            System.out.println(∅);
        else if(n == 1)
            System.out.println(1);
       else{
            int fnm2 = 1:
            int fnm1 = 0;
            int fn = 0;
            for (int i = 0; i < n; i++) {
               fn = fnm1 + fnm2;
               fnm2 = fnm1;
               fnm1 = fn;
            System.out.println(fn);
```

Number of steps: 6

## Calculate n-th Fibonacci number (n > 1)

```
//print n-th fibonacci number
   public static void fibonacci(int n){
       if (n < 0)
           System.out.println("Error!");
       else if(n == 0)
           System.out.println(0);
       else if(n == 1)
           System.out.println(1);
       else{
           int fnm2 = 1:
           int fnm1 = 0;
           int fn = 0;
           for (int i = 0; i < n; i++) {
               fn = fnm1 + fnm2;
               fnm2 = fnm1;
               fnm1 = fn;
           System.out.println(fn);
```

Number of steps: 9 + n + 3(n-1) = 4n + 6

#### Fibonacci number

- For n = 0 Number of steps: 5
- For n = 1 Number of steps: 6
- For n > 1 Number of steps: 4n 6

In Big O notation we take the highest complexity in terms of order, remove constants and variables with order lower than the highest one.

Thus:

$$O(g(n)) = O(4n - 6) = n$$

#### Time complexities

```
O(1) Constant (computing time)
```

O(n) Linear (computing time)

 $O(n^2)$  Quadratic (computing time)

 $O(n^3)$  Cubic (computing time)

 $O(2^n)$  Exponential (computing time)

 $O(\log n)$  is faster than O(n) for sufficiently large n

 $O(n \log n)$  is faster than  $O(n^2)$  for sufficiently large n

#### More examples

- $O(2^{n+1}) = 2^n$
- $O(2n^2 + 4n + 10) = n^2$
- $O(n \log n + n) = n \log n$
- $O(10n^3 5n^2 + 3n 1) = ??$
- $O(n\sqrt{n} + n^2) = ??$
- $O(n\sqrt{n} + n^2) = ??$
- $O(n! + 2^n) = ??$

## Counting sort

For array A with size n, where upper possible element equals K algorithm is the following:

# SimpleCountingSort for i = 0 to k - 1 C[i] = 0; for i = 0 to n - 1 C[A[i]] = C[A[i]] + 1; b = 0; for j = 0 to k - 1 for i = 0 to C[j] - 1 A[b] = j; b = b + 1;

#### Sample output:

```
n = 20
```

$$k = 25$$

A = 12 2 22 24 22 14 6 18 10 6 3 13 17 5 8 13 24 12 22 19

C = 0011012010102210011100302

A = 2 3 5 6 6 8 10 12 12 13 13 14 17 18 19 22 22 22 24 24

#### Task #1

- Implement "counting sort" that sorts an array of integers
- •Use Math.Random() or r.nextInt(k) to fill array where K is data value upper limit. Let K = 10000
- Implement time measurement for the algorithm. Measure time using **System.nanoTime()** for array size of 100, 1000, 10000, 100000, 1000000 elements in array.
- Vary **K** from **10000** to **100000** find the dependency of how it affects time consumption
- \*Extra task. Implement counting part of counting sort in parallel. Compare results

# Optional homework

Make a report of done work in LaTex:

- Function graph of time/size(K) (memory)
- Your code (use package: listings)
- Your computer configuration: Processor, number of cores, frequency
- Comparison with parallel sorting vary number of threads.
- Discuss the performance, your ideas