

bash today, C tomorrow

- Quick reprise: debugging, performance
- What's homework 2B? (yes, it's posted)
- Some looks at solutions to 2A

David Notkin • Autumn 2009 • CSE303 Lecture 7

Debugging

- "Debugging is important, especially since the shell is so sensitive to details. I recommend two things: (a) trying your commands individually in the command-line as you're trying to build your shell scripts; and (b) assigning and echoing 'unnecessary' variables in your scripts that can be used to help see what's happening step-by-step."
- When things don't work, what do you do?

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Performance

- I'm not worried about performance (within a little bit of reason) on 2A. Bill Wulf, who served as president of the National Academy of Engineering for over a decade, once said something like: "More mistakes are made by premature optimization than for any other reason including sheer ignorance."
 - OK, maybe it doesn't work right, but at least it's really fast.
 - Well, if it doesn't have to work right, I can make it even faster!

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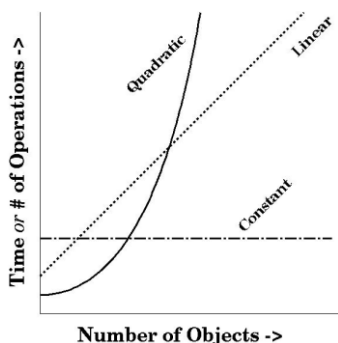
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Algorithmic complexity

- When dealing with a lot of data, what is usually most important about performance is the underlying algorithmic complexity
 - *Very roughly*, how many times do you need to touch each data item
- Examples
 - Finding a number in an unsorted list: linear search
 - Finding a number in a sorted list: linear or binary search
 - Sorting a list: $O(N^2)$ vs. $O(N \log N)$
- HW2: if you touch every entry in the dictionary many times for each input string, that might be a problem – there are 479,829 entries

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http://www.cs.bath.ac.uk/~jib/here/CM10135/CM10135_Lecture3_2004.html

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Performance: one more thing

- Once you get the algorithmic complexity "right", there can still be many ways to improve performance
- A classic example is that some arithmetic operations are faster to execute than others but are equivalent
 - $x*2$ vs. $x+x$
 - vs. **left-shift x**
 - $001101010 \Rightarrow 011010100$ [$106*2 = 212$]
- Another classic example is that some operations are faster than others to execute – for example, creating ("forking") a new process in Unix is generally more expensive than computing in the same process
- These, however, require some actual knowledge about the costs factors you face – without that (or at least significant experience), you're likely to guess wrong about what is costly

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Questions?
