

Lecture 6: More Code Analysis, Testing

CSE 373: Data Structures and Algorithms

Warm Up - Code Modeling Take 3 Minutes

```
public static boolean isPrime(int n) {
  for (int i = 2; i < n; i++){
     if (n % i == 0) { +2
        return false; +1
     }
  }
  }
</pre>
```

```
return true;+1
```

Approach

-> start with basic operations, work inside out for control structures

- Each basic operation = +1
- Conditionals = worst case test operations + branch
- Loop = iterations (loop body)

Extra Credit:

Go to <u>PollEv.com/champk</u> Text CHAMPK to 22333 to join session, text "1" or "2" to select your answer

Answer:

code model: 3n - 5 or $C_1n + C_2$ simplified tight-O bound: O(n)

Administrivia

Homework 2 is out!

- You should have a repo
- If you have issues submitting post on piazza

Modeling Complex Loops

Write a mathematical model of the following code



Keep an eye on loop bounds!

Modeling Complex Loops

for (int i = 0; i < n; i++) {
for (int j = 0; j < i; j++) {
System.out.print("Hello! "); +1
$$0+1+2+3+...+1$$
 n
}
Sysem.out.println();
}
T(n) = $\begin{pmatrix} 0+1+2+3+...+i-1 \end{pmatrix}$
How do we Summations!
model this part? $1+2+3+4+...+n = \sum_{i=1}^{n} i$
T(n) = $\sum_{i=0}^{n-1} \sum_{j=0}^{i-1} 1$ What is the Big O?
T(n) = $\sum_{i=0}^{n-1} \sum_{j=0}^{i-1} 1$ What is the Big O?
 0 ""
1 "Hello! "

2

"Hello! Hello! "



Practice – Worksheet #2 Take 3 Minutes

public static void primesUpToN(int n) {
 System.out.print("1 2 "); +1
 for (int i = 3; i <= n; i++) {
 for (int j = 2; j < i; j++) {
 if (j != i && j % i == 0) {
 System.out.print(i + " ")', +1
$$\sum_{j=2}^{i-1} 5 \sum_{i=3}^{n} \sum_{j=2}^{i-1} 5$$
 }
 }
 System.out.println();+1
}
T(n) = 1 + $\sum_{i=3}^{n} \sum_{j=2}^{i-1} 5 = 1 + \sum_{i=0}^{n-3} \sum_{j=0}^{i-3} 5 = 1 + \sum_{i=0}^{n-3} 5(i-2) = 1 + 5(\sum_{i=0}^{n-3} i - \sum_{i=0}^{n-3} 2) - = 1 + 5(\frac{(n-2)(n-3)}{2} - (n-2)(2))$



Definition: Big-O

We wanted to find an upper bound on our algorithm's running time, but

- We don't want to care about constant factors.
- We only care about what happens as n gets large.

Big-O

f(n) is O(g(n)) if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \le c \cdot g(n)$

We also say that g(n) "dominates" f(n)

O(g(n)) is the "family" or "set" of all functions that are dominated by g(n)



Practice – Worksheet #3

Prove the function $f(n) = \frac{n^2}{2} - \frac{3n}{2} \in O(n^2)$ by finding a c and n_0 . Show your work

$$\frac{n^2}{2} \le c \cdot n^2 \text{ when } c = \frac{1}{2} \text{ and } n_0 = 1$$

$$-\frac{3n}{2} \le c \cdot n^2 \text{ when } c = 1 \text{ and } n_0 = 1$$

$$\text{combing it all together ...}$$

$$\frac{n^2}{2} - \frac{3n}{2} \le \frac{1}{2}n^2 + n^2 \le \frac{3}{2}n^2 \text{ when } n_0 = 1$$

$$c = \frac{3}{2} \text{ and } n_0 = 1 \text{ show that } f(n) \le g(n)$$

O, Omega, Theta [oh my?]

Big-O is an **upper bound**

- My code takes at most this long to run

Big-Omega is a **lower bound**

Big-Omega

f(n) is $\Omega(g(n))$ if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \ge c \cdot g(n)$

Big Theta is "equal to"

Big-Theta

f(n) is $\Theta(g(n))$ if f(n) is O(g(n)) and f(n) is $\Omega(g(n))$.





isPrime runtime



What is the big-O bound?

Doesn't exist :/

Take 2 Minutes



Viewing O as a class

Big-O can also be defined as a family or set of functions.

Big-O (alternative definition)

O(g(n)) is the set of all functions f(n) such that there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \le c \cdot g(n)$

You can write $f(n) \in O(g(n))$ Equivalent to "f(n) is O(g(n))" or "f(n) = O(g(n))"

The set of all functions that run in linear time (i.e. O(n)) is a "complexity class."

- We never write O(5n) instead of O(n) they're the same thing!
- It's like writing $\frac{6}{2}$ instead of 3. It just looks weird.



Practice

- $5n + 3 \in O(n)$ True
- $n \in O(5n + 3)$ True
- 5n + 3 = O(n) True
- O(5n + 3) = O(n) True
- $O(n^2) = O(n)$ False
- $n^2 \in O(1)$ False
- $n^2 \in O(n)$ False
- $n^2 \in O(n^2)$ True
- $n^2 \in O(n^3)$ True

 $n^2 \in O(n^{100})$ True

Big-O

 $f(n) \in O(g(n))$ if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \le c \cdot g(n)$

Big-Omega

 $f(n) \in \Omega(g(n))$ if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \ge c \cdot g(n)$

Big-Theta

 $f(n) \in \Theta(g(n))$ if f(n) is O(g(n)) and f(n) is $\Omega(g(n))$.

Examples	
4n² ∈ Ω(1)	4n² ∈ O(1)
true	false
4n² ∈ Ω(n)	4n² ∈ O(n)
true	false
$4n^2 \in \Omega(n^2)$	4n² ∈ O(n²)
true	true
4n² ∈ Ω(n³)	4n ² ∈ O(n ³)
false	true
4n² ∈ Ω(n ⁴)	4n² ∈ O(n⁴)
false	true

Big-O

 $f(n) \in O(g(n))$ if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \le c \cdot g(n)$

Big-Omega

 $f(n) \in \Omega(g(n))$ if there exist positive constants c, n_0 such that for all $n \ge n_0$, $f(n) \ge c \cdot g(n)$

Big-Theta

 $f(n) \in \Theta(g(n))$ if f(n) is O(g(n)) and f(n) is $\Omega(g(n))$.



Testing Your Code

Testing

Computers don't make mistakes- people do!

"I'm almost done, I just need to make sure it works" – *Naive 14Xers*

Software Test: a separate piece of code that exercises the code you are assessing by providing input to your code and finishes with an assertion of what the result should be.

- 1. Isolate break your code into small modules
- 2. Build in increments Make a plan from simplest to most complex cases
- 3. Test as you go As your code grows, so should your tests

Types of Tests

Black Box

- Behavior only ADT requirements
- From an outside point of view
- Does your code uphold its contracts with its users?
- Performance/efficiency

White Box

- Includes an understanding of the implementation
- Written by the author as they develop their code
- Break apart requirements into smaller steps
- "unit tests" break implementation into single assertions

What to test?

Expected behavior

- The main use case scenario
- Does your code do what it should given friendly conditions?

Forbidden Input

- What are all the ways the user can mess up?

Empty/Null

- Protect yourself!
- How do things get started?
- 0, -1, null, empty collections

Boundary/Edge Cases

- First items
- Last item
- Full collections

Scale

- Is there a difference between 10, 100, 1000, 10000 items?

Testing Strategies

You can't test everything

- Break inputs into categories
- What are the most important pieces of code?

Test behavior in combination

- Call multiple methods one after the other
- Call the same method multiple times

Trust no one!

- How can the user mess up?

If you messed up, someone else might

- Test the complex logic

Thought Experiment

Discuss with your neighbors: Imagine you are writing an implementation of the List interface that stores integers in an Array. What are some ways you can assess your program's correctness in the following cases:

Expected Behavior

- Create a new list
- Add some amount of items to it
- Remove a couple of them

Forbidden Input

- Add a negative number
- Add duplicates
- Add extra large numbers

Empty/Null

- Call remove on an empty list
- Add to a null list
- Call size on an null list

Boundary/Edge Cases

- Add 1 item to an empty list
- Set an item at the front of the list
- Set an item at the back of the list

<u>Scale</u>

- Add 1000 items to the list
- Remove 100 items in a row
- Set the value of the same item 50 times

JUnit

JUnit: a testing framework that works with IDEs to give you a special GUI experience when testing your code

@Test

```
public void myTest() {
    Map<String, Integer> basicMap = new LinkedListDict<String, Integer>();
    basicMap.put("Kasey", 42);
    assertEquals(42, basicMap.get("Kasey"));
}
```

Assertions:

- -assertEquals(item1, item2)
- -assertTrue(Boolean expression)
- -assertFalse(bollean expression)
- -assertNotNull(item)