

# Designing Scalable and Creative Algorithms

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# Algorithms

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- Procedures for solving problems
- Common (Classical) Problems
  - Sorting
  - Merging
  - Queries
- Every Day Problems
  - ex. Combine several XML files

# Analysis Toolbox

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- Categorizing Algorithms
  - Theoretical
    - Big-O Notation
    - Disk Accesses
  - Practical
    - “Work” Done
    - Hot Spots

# Big-O

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- Mathematical Notation
- Standard for Algorithm Analysis
  - $O(1)$  Constant Time
  - $O(n)$  Linear Time
  - $O(n^2)$  Polynomial Time (Quadratic)

Code Sample:

```
function sum100(array) {  
    var value = 0;  
    for(var i=1; i lte 100; ++i)  
        value += array[i];  
    return value;  
}
```

```
function employeeHierarchyList(employee) {  
    for( var list = [employee];  
        employee.hasParent();  
        employee = employee.getParent() )  
        arrayAppend(list,employee.getParent());  
    return list;  
}
```

# Disk Accesses

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- Disk is **extremely** slow
- Measure algorithm by disk accesses element
  - Difficult, your OS has lots of optimization

Code Sample:

```
function writeNumbers(fileName,n) {
    var handle = fileOpen(fileName,"write");

    // How many disk writes is this?
    try {
        for(var i=1; i lte n; ++i)
            fileWrite(handle,i);
    } finally {
        fileClose(handle);
    }
}
```

# Lets be Practical

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- **Theoretical Measurements**
  - Difficult to use in real world situations
  - $O(2n)$  is the same as  $O(500n)$
  - $O(n^2)$  is faster than  $O(500n)$  for small  $n$

# “Work” Done

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- Extremely Rough Estimate
- Count steps per unit
  - Minimize the number of steps
- Problem: Not all steps are equal

# Hot Spots

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- Steps that take longer
- Find hot spots
  - Remove or Reduce

Code Sample:

```
var values = {};  
for( var i =1; i <= n; ++i ) {  
    var value = randRange(0,100);  
    if( structKeyExists(values,value) ) {  
        values[createUUID()] = true;  
    } else {  
        values[value] = true;  
    }  
}  
return structKeyArray(values);
```



# Design Toolbox

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- Structs
- Arrays
- Queries
- Function Pointers
- Components

# Sorting

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- Classical Problem
  - Often handled by SQL in every day applications
  - Trust the API, it's faster
- Conventional Algorithm Choices
  - Not very relevant in most applications
  - QuickSort
  - MergeSort
  - ...

# Choose the Right Format to Sort

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- Arrays

- ArraySort()
- QuickSort() (CFLib)

- Structs

- StructSort()

- Queries

- QoQ order by

# Arrays

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- **ArraySort()**
  - Easy to sort simple values
- **QuickSort()**
  - Implement yourself (Wikipedia)
  - Get from CFLib
  - Uses a callback function

Lets create a sorting algorithm...

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# Merging

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- Another Classical Problem
  - Handled in SQL with **union** and **join**
- What do we merge?
  - Queries
  - Arrays
  - Lists
  - Collections of objects
- How to define concept of merged?
  - Sorted, Unique?

# Choose the right Format to Merge

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- Arrays

- Several Algorithms

- Structs

- StructAppend()
- Concept of “merged” difficult.

- Queries

- QoQ union, join

Lets create a merge algorithm...

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# Creative Algorithm Examples

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- CFUnited Advisory Board Application
  - Each Topic Worksheet stored in XML
  - Need to merge and sort the data
- Transfer ORM
  - `ObjectManager.getObject()`
    - Creates the object graph of ORM type definitions
    - Need to efficiently create the graph
    - Must be thread safe
  - `SelectStatement.executeEvaluation()`
    - Uses `cfquery` to execute a compiled query
    - Need to use `cfqueryparam` in arbitrary places in generated code
  - `XMLFileReader.search()`
    - Find configuration information in `transfer.xml` file
    - Handle imports and includes in XML

# Using Caching (Space vs Speed)

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- Trades memory for “speed”
- Makes algorithm analysis difficult
  - Cache hits/misses depends heavily on data
  - How much “work” is saved by using the cache?
- Cache Hot Spots
  - Often provides the most benefits
- Cache Frequented Paths

# Caching Examples

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- Accelerate Framework
  - Routing
    - Compiles “routes” to regular expressions
    - Generates URLs for routes (slow matching process)
- Shared Application Architecture
  - getObject(name)
    - Calls ColdSpring getBean(name)
    - Not a Hot Spot
    - Inefficient locking inside ColdSpring
    - Called very often!
- CFUnited 2010 Website
  - Schedule and Speakers queries are expensive
  - Cache our RecordSet object with state

# Questions

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