

# How Time & Space Complexity impacts your Infrastructure

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Prácticas modernas para crear software con calidad y sabor #SGVirtual



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#### Introduction

What does it mean time and space complexity in development?

#### **Time Complexity**

How can we propose the right infrastructure based on our time complexity

#### Space Complexity

Understand our inputs and outputs to provide reliability and scalability

#### Infrastructure & Reliability

Apply our knowledge having in mind our Infrastructure

#### Summary

Lessons learned and next steps.

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# **Our Session Goals!**

At the end of this session, you will be able to:

- Understand what is time and space complexity in algorithms
- Identify how time and space complexity impacts our infrastructure and budget
- Have a better understanding on how to choose technology based on time and space complexity.

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Tan pronto como exista un motor analítico, necesariamente guiará el curso futuro de la ciencia. Siempre que se busca algún resultado con su ayuda, surge la pregunta: ¿mediante qué proceso de cálculo puede la máquina llegar a estos resultados en el menor tiempo?"

Charles Babbage



We **aspires** to seek **efficient ways** to **solve** our daily **tasks** and the predominant thought **process behind** innovation and **technology** is to make **life easier** for people by **providing** ways to **solve problems** they may encounter.



Encouraging engineers to write algorithms that are efficient, faster and take up less memory to perform better.

Step #01: Start.

Step #02: Create two variables (a & b).

Step #03: Store integer values in 'a' and 'b.' -> Input

Step #04: Create a variable named 'Sum.'

Step #05: Store the sum of 'a' and 'b' in a variable named 'Sum' -> Output

Step #06: End.

For those **requirements** we need to **take** a **deep breath** and **understand** how **time & space complexity** impacts the **performance** of our **applications** and **infrastructure**.



### What is Time Complexity?

#### **Time Complexity**

Is the **time taken** by the **algorithm** to **execute** each set of **instructions**. It is always better to **select** the most **efficient** algorithm when a simple problem can solve with different methods.



#### **Time Complexity**

Brute force: For many non-trivial problems, there is a natural brute force search algorithm that checks every possible solution.

- Typically takes **2N** time or worse **N**<sup>2</sup> for inputs of size **N**.
- Unacceptable in practice.

for 
$$i = 1, N$$
  
for  $j = 1, N$   

$$\begin{bmatrix}
for \ j = 1, N \\
If \ |\mathbf{x}_{(j)} - \mathbf{x}_{(i)}| < \delta \\
count = count + 1 \\
fmem(i)(count) = j
\end{bmatrix}$$

#### Time Complexity

# Depending on the algorithms we choose, complexity **increases** when **input size doubles**.

	п	$n \log_2 n$	$n^2$	<i>n</i> <sup>3</sup>	1.5 <sup>n</sup>	$2^n$	<i>n</i> !
n = 10	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	4 sec
n = 30	< 1 sec	< 1 sec	< 1 sec	< 1 sec	< 1 sec	18 min	10 <sup>25</sup> years
n = 50	< 1 sec	< 1 sec	< 1 sec	< 1 sec	11 min	36 years	very long
n = 100	< 1 sec	< 1 sec	< 1 sec	1 sec	12,892 years	$10^{17}$ years	very long
<i>n</i> = 1,000	< 1 sec	< 1 sec	1 sec	18 min	very long	very long	very long
n = 10,000	< 1 sec	< 1 sec	2 min	12 days	very long	very long	very long
n = 100,000	< 1 sec	2 sec	3 hours	32 years	very long	very long	very long
n = 1,000,000	1 sec	20 sec	12 days	31,710 years	very long	very long	very long

## What is Space Complexity?

Is usually **referred** as the **amount** of **memory consumed** by the **algorithm**. It is composed of two different spaces; Auxiliary space and Input space.

Our challenge is that we need to find an optimal way to cook dinner for today





We want to **know how long** will our **code** take to **run** and **how much space** will the **solution use** 



Time ( and Space ) is Money 🤑

Let's **suppose** that for the **same algorithm** we **change** our **input** or we use a different **data structure** and now **instead** of **3 minutes** we take **6 minutes**.



Be **mindful** about the **type of input** expected or the **data structure** to **be used** and always **ask yourself** about the **worst case scenario** for the **input** and the expected output.



# 47% of consumers expect a website to load in no more than two seconds.

Now a days many cloud providers have different solutions for many use cases and we need to analyze carefully what kind of service we choose.



Although we have many instances for different types of complexity the more we push the vertical growth the more we are going to pay for those resources.

When to use an EC2 instances?

- Large amounts of data.
- Long periods of runtime.
- Handle high types of complexity.
- Impact drastically your processing time with each type of instance.
- Scaling can be painful and takes time.
- Manage the allocation of resources.



Lambdas are awesome but have some limitations on like run up 15 minutes per execution, 10GB of memory and 6 vCPUs

When to use Lambda service?

- Manage decent amounts of data but limited.
- Handle short periods of runtime.
- Handle low to medium complexity BUT be aware of resources and budget.
- Scales quickly
- We don't need to manage the allocation of resources
- API Gateway timeout is 29 seconds but it has some perks
- Include dependencies can increase storage limitations of 50MB zipped or 250MB unzipped





With Lambas is important to find a sweet spot were execution time and memory provide us an efficient solution for our algorithms and provide a great relationship between price and computational power.



Container based technology, Fargate is great option for ease of use as it handles infrastructure management rather than ECS or EKS that delivers more control over the infrastructure.

When to use Fargate service?

- Large amounts of data
- Long periods of runtime.
- Handle from medium to high types of complexity.
- Scales quickly.
- Resources allocation self managed in ECS and EKS.
- Avoid **constraints** of **timeouts** but we need to **cover health checks**
- Containerized solutions can be deployed to different technologies



#### Infrastructure & Reliability - Scalability



Scaling containers on AWS in 2022

#### Infrastructure & Reliability - Pricing



#### Infrastructure & Reliability - Pricing

	AWS Lambda	AWS Fargate	AWS EC2	Fargate Spot	EC2 Spot
Unit Pricing	\$0.00001666667 per GB-second x86	\$0.04048 per vCPU-hour + \$0.004445 per GB-hour	\$0.0416 per hour (t3. medium)	\$0.01276392 per vCPU-hour + 0.00140157 per GB-hour	\$0.0181 per vCPU (based on estimated 70% spot saving)
Calculation	\$0.0000166667 x 4 GB x 60 seconds x 60 minutes x 2000 containers	(\$0.04048 * 2 vCPUs + \$0.004445 * 4 GB) x 2000 tasks	\$0.0416 x 2000 instances	(\$0.01276392 * 2 vCPUs + \$0.00140157 * 4 GB) x 2000 tasks	\$0.0181 x 2000 instances
Price per Hour for 2000 instances (4GB memory / *2 vCPUs)	\$480.00	\$197.48	\$83.2	\$62.26	\$36.2

#### Summary

We need to take in **consideration time** and **space complexity** of our **algorithms** to **determine** the **size** of our **input** data and the **time** it takes to **process** it

- Understanding our application input and propose efficient data structures to handle it can be a game changer.
- Know in advance our time complexity can give us hints about the infrastructure we will need to implement in the long term
- **Calculate** our **space complexity** can help us to **choose** the **best data storage** for our application.
- Have everything documented can save our projects time integrating technology and money to the business

#### Time Space Complexity Implementation Cheat Sheet

Time/Space	Low	Medium	High
Low	Lambda	Lambda Fargate	Fargate ECS
Medium	Lambda Fargate	EC2 Fargate ECS	EC2 ECS
High	Lambda EC2 ECS Fargate	EC2 ECS	EC2 EKS

# ¡Gracias!

¿Preguntas?



@edm0cha