# COMP-8547-1-R-2021S

Advanced Computing Concepts
Summer 2021
Assignment 1

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Submitted To Dr. Abedalrhman Alkhateeb I confirm that I will keep the content of this assignment confidential. I confirm that I have not received any unauthorized assistance in preparing for or writing this assignment. I acknowledge that a mark of o may be assigned for copied work."

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Question 1: Within a Java class, write a method that creates n random strings of length 10 and inserts them in a hash table. The method should compute the average time for each insertion.

#### Answer

Please refer the package **assignmentSolution**, class **AssignmentSolutionOne** and method **assignmentQuestionOneSolution** for the coded solution.

The Steps followed for resolving are as follows

- A. Generate A list of Random Strings [1].
  - 1. Created a list of ASCII values of the characters from which the random number needs to be generated.
  - 2. Choose a random index using Math.random() = selected Index.
  - 3. Convert the ASCII value at selected Index into character and concat with help of StringBuilder.
  - 4. Repeat steps 2,3,4 to generate a random string of length 10.
  - 5. Repeat step 4 to generate a list of n number of Random Strings.
- B. Insert the list generated in Hash Table.

**Result Obtained:** The average time to insert 15 elements is 1446 ns.

```
Result Screenshot
List of random strings to be added in HashTable are :
OGmY4FTqSH
FQGb07w89c
tAgTSeiZ00
6hjM4d1UAu
p0XBnd0HpP
iWQcT88HD3
ZynEvROsIs
SxfxYgORnF
dG8UMxyWz8
ExVinFCJEw
YQbdU1XTpW
bttICrxoaK
EvDBmGfbnG
VSVuVhMPam
vqNvcHm7vn
Details of insertion in Hashtable are as follows:
Key: 0
                Value: OGmY4FTqSH
                                                Time Taken: 5700 ns
Key: 1
                Value: FQGb07w89c
                                                Time Taken: 1000 ns
               Value: tAgTSeiZ00
Value: 66-44
                                                Time Taken: 900 ns
Key: 2
Key: 3
               Value: 6hjM4d1UAu
                                                Time Taken: 800 ns
Key: 4
               Value: p0XBnd0HpP
                                                Time Taken: 900 ns
Key: 5
Key: 6
               Value: iWQcT88HD3
                                                Time Taken: 800 ns
              Value: ZynEvROsIs
                                                Time Taken: 700 ns
Key: 7
               Value: SxfxYgORnF
                                                Time Taken: 800 ns
Key: 8
Key: 9
               Value: dG8UMxyWz8
                                                Time Taken: 2500 ns
               Value: ExVinFCJEw
                                                Time Taken: 900 ns
               Value: YQbdUlXTpW
                                                Time Taken: 700 ns
Key: 10
Key: 11
                Value: bttICrxoaK
                                                Time Taken: 700 ns
                                                Time Taken: 700 ns
Key: 12
                Value: EvDBmGfbnG
Key: 13
                Value: VSVuVhMPam
                                                Time Taken: 3800 ns
Key: 14
                Value: vqNvcHm7vn
                                                Time Taken: 800 ns
Avg Time Taken for 15 elements is 1446 ns
```

Question 2: Write another method that finds n random strings in the hash table. The method should delete the string if found. It should also compute the average time of each search.

## Answer:

Please refer to the package assignmentSolution class AssignmentSolutionTwo and method assignmentQuestionTwoSolution for the solution.

The Steps followed for resolving are as follows:

- A. Generate a Hash Table with i random strings inserted, using the steps used in Question 1.
- B. Again, using step A of Question 1, generate a list of n random strings.
- C. Find the list of String generates in step B in Hash table generated in step A. If the String is found then delete the string

**Result Obtained:** The average time to search 10 elements is 1390 ns.

# **Output Screenshot**

```
.....acca. , cong.....conconcuert to para , pp...cacong ,
List of random strings to be added in HashTable are :
ltmsJOXH4g
34jWConNuJ
ZnO17HRkfw
7ebDEKiSa6
qCNPJbjXyk
Details of insertion in Hashtable are as follows:
            Value: ltmsJOXH4g Time Taken: 6000 ns
Key: 0
               Value: 34jWConNuJ
                                               Time Taken: 1200 ns
Key: 1
               Value: ZnOl7HRkfw
                                               Time Taken: 1100 ns
Key: 2
                                               Time Taken: 1000 ns
Key: 3
               Value: 7ebDEKiSa6
Key: 4
                                               Time Taken: 1200 ns
               Value: qCNPJbjXyk
Avg Time Taken for 5 elements is 2100 ns
List of random strings to be found in HashTable are :
[11FYuynJHD, od4hcuVSfW, PW4dmtNqgR, b31KPyeDyD, v9IMY3jeLB, cHCryeIwxq, O6eJQuPxgp, cxh9A3XntQ, HEZAjZFljx, dlhsixnvou]
Starting the Search
Time Taken for searching 11FYuynJHD is 5900 ns
Time Taken for searching od4hcuVSfW is 1000 ns
Time Taken for searching PW4dmtNqgR is 900 ns
Time Taken for searching b31KPyeDyD is 700 ns
Time Taken for searching v9IMY3jeLB is 700 ns
Time Taken for searching cHCryeIwxq is 1100 ns
Time Taken for searching O6eJQuPxgp is 1000 ns
Time Taken for searching cxh9A3XntQ is 800 ns
Time Taken for searching HEZAjZFljx is 1000 ns
Time Taken for searching dlhsixnvou is 800 ns
Avg Time Taken for 10 elements is 1390 ns
```

Question 3: Repeat #1 and #2 with  $n = 2^i$ , i = 1, ..., 20. Place the numbers in a table and compare the results for Cuckoo, QuadraticProbing and SeparateChaining. Comment on the times obtained and compare them with the complexities as discussed in class.

### Answer 3.1:

Please refer to the package assignmentSolution class AssignmentSolutionThreeInsertion and method solution for the solution.

The Steps followed for resolving are as follows:

- A. Optimizing 2<sup>n</sup> (class: AssignmentSolutionThreeInsertion, method randomListGenerator)
  - 1. For i=1, compute 2^n. Add the result in the list.
  - 2. For i++, ( $i \le 20$ ), Compute list[i-1] \* 2. Add the result in the list.
- B. Optimizing the generation of random list. (class: AssignmentSolutionThreeInsertion, method randomListGenerator)
  - 1. Generate a list of random strings for a value of i and save it as previous result.
  - 2. Now when creating a list of random strings for i+1, generate a list only for i and concat the result with previous result.  $(2^n+1=2^n+2^n)$ .
- C. For Each  $n = 2^{n}i$ , i = 1, ..., 20, generate a list of random string using step A, Step B and Question 1, Step A.
- D. Insert the list in new Hash Table, Cuckoo Hash Table, Quadratic Hash Table, Separate Chaining Hash Table.

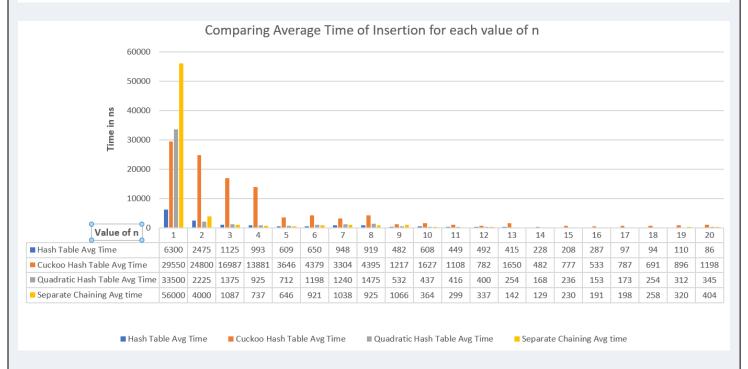
<u>Result Obtained</u>: As the value of n increases, the average time taken by each collection decreases. Among Cuckoo Hash table, Quadratic Probing Hash Table and Separate Chaining Hash Table, the performance of Quadratic Probing Hash Table is the best.

## A snippet of output

For complete result, kindly refer Assignment3.1.log file in the jar file

[Console output redirected to file:D:\ 2021-05-20 13:27:36.707	\8547_Assignment3.1_	202105_132736.log]			
Printing Entries for 2 power 1					
Time taken for entry number : 0 is: Time taken for entry number : 1 is:	HashMap 9400 3200	Cuckoo 40400 18700	Quadratic 48100 18900	109300 2700	SeparateChaining
Time taken by each collection is: 2021-05-20 13:27:36.737	6300ns	29550ns	33500 ns		56000 ns
Printing Entries for 2 power 2					
Time taken for entry number : 0 is: Time taken for entry number : 1 is: Time taken for entry number : 2 is: Time taken for entry number : 3 is:	HashMap 6900 1200 900 900	Cuckoo 17500 15000 52900 13800	Quadratic 2300 1000 4800 800	3300 1600 1200 9900	SeparateChaining
Time taken by each collection is: 2021-05-20 13:27:36.737	2475ns	24800ns	2225 ns		4000 ns
Printing Entries for 2 power 3					
Time taken for entry number: 0 is: Time taken for entry number: 1 is: Time taken for entry number: 2 is: Time taken for entry number: 3 is: Time taken for entry number: 4 is: Time taken for entry number: 5 is: Time taken for entry number: 6 is: Time taken for entry number: 7 is:	HashMap 2600 1100 1000 700 800 900 1400 500	Cuckoo 12100 12300 9600 12000 13800 57700 9100 9300	Quadratic 1900 1000 700 1200 600 4600 500	2200 900 700 1000 1100 1000 800 1000	SeparateChaining

		y v		
lime taken for entry number : 1048545 is:	0	800	300	300
Time taken for entry number : 1048546 is:	100	1500	400	900
Time taken for entry number : 1048547 is:	100	1000	700	500
Time taken for entry number : 1048548 is:	100	1100	400	300
Time taken for entry number : 1048549 is:	100	1100	400	600
Time taken for entry number : 1048550 is:	0	900	700	800
Time taken for entry number : 1048551 is:	0	1000	100	200
Time taken for entry number : 1048552 is:	0	1000	300	500
Time taken for entry number : 1048553 is:	0	1000	200	300
Time taken for entry number : 1048554 is:	100	1000	100	300
Time taken for entry number : 1048555 is:	100	1000	400	600
Time taken for entry number : 1048556 is:	100	1200	400	600
Time taken for entry number : 1048557 is:	100	1000	100	300
Time taken for entry number : 1048558 is:	0	1200	100	400
Time taken for entry number : 1048559 is:	0	1200	100	400
Time taken for entry number : 1048560 is:	0	1000	200	900
Time taken for entry number : 1048561 is:	0	1100	100	500
Time taken for entry number : 1048562 is:	0	1000	100	300
Time taken for entry number : 1048563 is:	0	900	100	600
Time taken for entry number : 1048564 is:	200	1300	200	500
Time taken for entry number : 1048565 is:	100	1400	500	500
Time taken for entry number : 1048566 is:	100	1700	200	300
Time taken for entry number : 1048567 is:	100	1300	400	300
Time taken for entry number : 1048568 is:	100	1200	400	600
Time taken for entry number : 1048569 is:	100	700	400	600
Time taken for entry number : 1048570 is:	0	1100	0	500
Time taken for entry number : 1048571 is:	0	1700	400	600
Time taken for entry number : 1048572 is:	0	1100	600	700
Time taken for entry number : 1048573 is:	0	1000	300	900
Time taken for entry number : 1048574 is:	0	900	400	600
Time taken for entry number : 1048575 is:	100	1000	200	300
Time taken by each collection is: 86ns		1198ns	345 ns	404 ns
2021-05-20 13:28:50.364				



Answer 3.2 Please refer to the package *assignmentSolution* class AssignmentSolutionThreeSearchAndDelete and method solution for the solution.

The Steps followed for resolving are as follows:

- A. Using question 3.1 generate Hash table, cuckoo hash table, Quadratic Hash Table and Separate Chaining Hash Table and insert a list of j random strings.
- B. For Each  $n = 2^i$ , i = 1, ..., 20, generate a list of random string using Answer 3.1 step A, Answer 3.1 Step B and Question 1, Step A.
- C. Search the list in Hash Table, Cuckoo Hash Table, Quadratic Hash Table, Separate Chaining Hash Table generated in step A

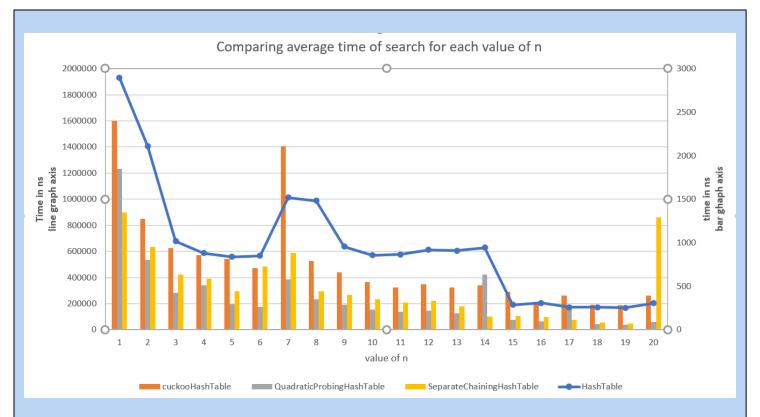
**Result Obtained:** As the value of n increases, the average time taken by each collection decreases. However, Quadratic Hash Table has performed the best as the average time taken to search 2^20 entries are only 87 ns as compared to cuckoo hash table and separate chaining hash table, which have taken 391ns and 1293 ns for searching the same number of entries.

# **Output Screenshot**

For complete result, kindly refer Assignment3.2.log file in the jar file [Console output redirected to file:D Printing Entries for 2 power 1 HashMap SeparateChaining Cuckoo Quadratic Time taken for entry number : 0 is: 2428500 3600 3300 Time taken for entry number : 1 is: Time taken by each collection is: 2021-05-20 16:49:18.939 1929000ns 2400ns 1850 ns 1350 ns Printing Entries for 2 power 2 HashMap Cuckoo Quadratic SeparateChaining Time taken for entry number : 0 is: Time taken for entry number : 1 is: Time taken for entry number : 2 is: 2484500 2000 1600 1999 1327600 400 1100 940900 1100 800 500 Time taken for entry number : 3 is: Time taken by each collection is: 2021-05-20 16:49:18.949 1407800ns 1275ns 800 ns 950 ns Printing Entries for 2 power 3 Cuckoo Quadratic SeparateChaining 1900 Time taken for entry number : 0 is: 917288 1500 1200 Time taken for entry number : 1 is: Time taken for entry number : 2 is: 500 300 746200 1200 200 Time taken for entry number 4 is: 645100 400 Time taken for entry number : 5 is: Time taken for entry number : 6 is: 562600 Time taken for entry number : 6 is: Time taken for entry number : 7 is: 559500 537800 Time taken for entry number 1048546 is: 218800 Time taken for entry number Time taken for entry number 218700 218700 100 100 1048547 is: Time taken for entry number 1048549 219700 Time taken for entry number 100 Time taken for entry number 1048551 is: 218700 400 Time taken for entry number 1048552 Time taken for entry number 1048553 is: 227200 400 100 100 1048554 Time taken for entry number 1048555 is: 210700 300 100 100 Time taken for entry 1048556 211500 Time taken for entry number 1048557 210900 100 is: 300 Time taken for entry number 1048558 is: 211000 100 1048559 206400 400 Time taken for entry number is: 100 100 Time taken for entry number Time taken for entry number 210800 211100 300 1048560 100 1048561 200 1048562 is: Time taken for entry number 211300 400 100 Time taken for entry number 1048563 Time taken for entry number 1048564 is: 210900 500 100 100 Time taken for entry number 1048565 210900 400 Time taken for entry number 1048566 211100 300 100 Time taken for entry number Time taken for entry number 1048568 is: 211300 300 200 100 for entry 1048569 Time taken 100 Time taken for entry number 1048570 is: 211400 300 1048571 211200 200 Time taken for entry number 1048572 is: 210900 300 100 Time taken for entry number Time taken for entry number 1048573 is: 1048574 is: 400 400 208200 100 200 211000 100 Time taken for entry number 1048575 is: 100 100 Time taken by each collection is: 2021-05-20 16:57:37.485 203508ns 391ns 87 ns 1293 ns

n	HashTable	cuckooHashTable	QuadraticProbingHashTable	SeparateChainingHashTable
1	1929000	2400	1850	1350
2	1407800	1275	800	950
3	677950	937	425	637
4	588100	856	512	587
5	558659	815	296	443
6	566645	709	265	728
7	1011986	2108	578	885
8	987964	788	347	441
9	636654	657	286	399
10	570505	547	235	347
11	576492	485	210	312
12	612965	525	219	330
13	605024	485	187	268
14	627934	513	635	152
15	190520	437	115	155
16	204747	313	98	148
17	172135	396	286	117
18	172224	285	64	81
19	168768	284	61	73
20	203508	391	87	1293

Data for Average time taken for searching 2<sup>n</sup> entries in each collection



Question 4: Use the Java classes BinarySearchTree, AVLTree, RedBlackBST, SplayTree given in class. For each tree:

- a) Insert 100,000 integer keys, from 1 to 100,000 (in that order). Find the average time for each insertion. Note: you can add the following VM arguments to your project: -Xss16m. This will help increase the size of the recursion stack.
- b) b. Do 100,000 searches of random integer keys between 1 and 100,000. Find the average time of each search.
- c) c. Delete all the keys in the trees, starting from 100,000 down to 1 (in that order). Find the average time of each deletion. Answer:

Please refer to the package *assignmentSolution* class AssignmentSolutionFour and method main for the solution. **Result Obtained:** I have commented on the result obtained collectively in question 6.

# Output (Time in ns)

```
[Console output redirected to file: D:\Pro
Binary Search Tree
Insertion
Worst case time :11076100
Avg Time Taken 757248
Search
Worst case time :4444200
average time taken: 95472
Deletion
Worst case time :34029600
average time taken: 1071680
AVI Tree
Insertion
Worst case time :1228600
Avg Time Taken 727
Search
Worst case time :119200
average time taken: 686
Deletion
Worst case time :118000
average time taken: 634
ned plack Tase
```

```
Red-Black Tree
Insertion
Worst case time :1531600
Avg Time Taken 1018
Search
Worst case time :113500
average time taken: 872
Deletion
Worst case time :221400
average time taken: 1631
Splay Tree
Insertion
Worst case time :43100
Avg Time Taken 345
Search
Worst case time :14007300
average time taken: 1099
deletion
Worst case time :100600
average time taken: 368
```

- Question 5. Use the Java classes BinarySearchTree, AVLTree, RedBlackBST, SplayTree given in class. For each tree:
  - a. Insert 100,000 integer keys, from 1 to 100,000 (in that order). Find the average time for each insertion. Note: you can add the following VM arguments to your project: -Xss16m. This will help increase the size of the recursion stack.
  - b. Do 100,000 searches of random integer keys between 1 and 100,000. Find the average time of each search.
  - c. Delete all the keys in the trees, starting from 100,000 down to 1 (in that order). Find the average time of each deletion.

#### Answer 5:

Please refer to the package assignmentSolution class AssignmentSolutionFive and method main for the solution

**Result Obtained:** I have commented on the result obtained collectively in question 6.

# Binary Search Tree Insertion Worst case time :856200 Avg Time Taken 287 Deletion Worst case time :25500 average time taken: 126 AVL Tree Insertion Worst case time :299900 Avg Time Taken 270 Deletion Worst case time :47400 average time taken: 187 Red-Black Tree Insertion Worst case time :383000 Avg Time Taken 355 Deletion symbol table does not contain 4462 symbol table does not contain 2198 symbol table does not contain 851 symbol table does not contain 1411 symbol table does not contain 8106 symbol table does not contain 1980 symbol table does not contain 9703

# **Output (Time in ns)**

```
symbol table does not contain 7013
symbol table does not contain 3288
symbol table does not contain 7546
symbol table does not contain 6200
symbol table does not contain 7558
symbol table does not contain 8845
symbol table does not contain 1548
symbol table does not contain 6401
symbol table does not contain 1048
symbol table does not contain 4947
symbol table does not contain 1779
symbol table does not contain 8727
symbol table does not contain 7808
symbol table does not contain 7003
symbol table does not contain 3182
symbol table does not contain 1927
Worst case time :62286800
average time taken: 6923
Splay Tree
Insertion
Worst case time :25800
Avg Time Taken 307
Deletion
Worst case time :27100
average time taken: 136
```

Question 6: Draw a table that contains all the average times found in #4 and #5. Comment on the results obtained and compare them with the worst-case and average-case running times of each operation for each tree. Which tree will you use in your implementations for real problems? Note: you decide on the format of the table (use your creativity to present the results in the best possible way). = Answer 6:

# Average time and worst-case time for question no. 4

# Time in ns

Type Of Tree	Insertion Average Time	Insertion Worst Time	Searching Average Time	Searching Worst Time	Deletion Average Time	Deletion Worst Time
Binary Search Tree	757248	11076100	95472	4444200	1071680	34029600
AVL Tree	727	1228600	686	119200	634	118000
Red Black tree	1018	1531600	872	113500	1631	221400
Splay Tree	345	43100	1099	14007300	368	100600

## Average time and worst-case time for question no. 5

## Time in ns

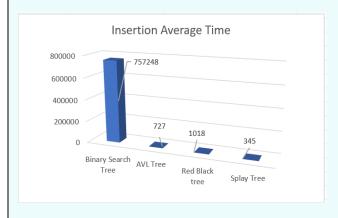
Type Of Tree	Random Insertion Average Time	Random Insertion Worst Time	Random Deletion Average Time	Random Deletion Worst Time
Binary Search Tree	287	856200	126	25500
AVL Tree	270	299900	187	47400
Red Black tree	355	383000	6923	62286800
Splay Tree	307	25800	136	27100

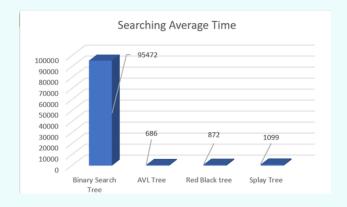
Looking at the average **insertion** time (in order), we can see that both average time and worst time for insertion is the greatest for binary search tree and Splay Tree has performed the best. Comparing the same with the insertion time taken for randomly generated values, AVL search tree has taken the least average time followed by Splay Tree and Red Black Tree and Binary Search Tree. But, when we compare the average times with the worst-case scenarios, the trend is not the same. Although, the binary search tree has still has taken maximum time, **Splay tree** has performed the best as it took only 43100 ns and 25800 ns for insertion in order and random insertion respectively.

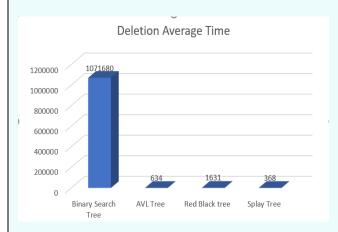
For **Searching** time too, the performance of Binary search tree is the lowest as both average search time and worst-case time are the highest. For the search operation **AVL** tree has performed the best followed by Red Black tree and Splay Tree in that order. However, when we see the worst-case scenario, Red-Black tree has taken the least amount of time.

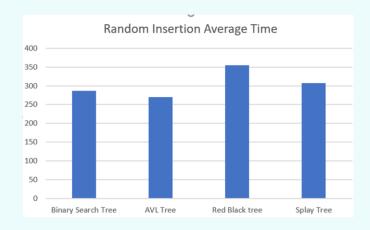
Similarly, for the **deletion** operation too, Binary search tree has performed the least and **AVL** tree has the best performance when the insertion was in order. However, while we were performing the deletion operation randomly, **Binary search tree and Splay Tree** has performed the best and performance of red black tree was the lowest. And, the same can be said about the worst-case times as well.

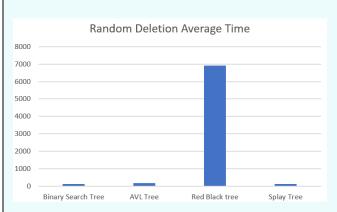
All these observations, have been plotted in graphs below and can be verified. In My Opinion, **AVL tree and splay tree** should be used for real time problems. Although, others have performed better in some of the scenarios, but the performance of the AVL tree and splay tree has been consistent.











References:  1. MrLore (StackExchange user name), "Answer to Question, 'Generating a random number between multiple ranges'". https://stackoverflow.com/questions/15591173/generating-a-random-number-between-multiple-ranges/15591239.