Program Structures and Algorithms

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Assignment-3

1.1 TIMER

Here is the code for the benchmark timer class. I changed the repeat function in the timer class along with 2 other classes and here is the code.

```
public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U>
function, UnaryOperator<T> preFunction, Consumer<U> postFunction) {
    logger.trace("repeat: with " + n + " runs");
    T t = supplier.get();
    for (int i = 0; i < n; i++) {
        if (preFunction != null) {
            pause();
            t = preFunction.apply(t);
            resume();
        }

        U u = function.apply(t);
        lap();

        if (postFunction != null) {
            pause();
            postFunction.accept(u);
            resume();
        }

    }

    pause();
    double meantime = meanLapTime();
    return meantime;
    // END
}</pre>
```

```
private static long getClock() {
    return System.nanoTime();

    // END
}
```

```
public double millisecs() {
    if (running) throw new TimerException();
    return toMillisecs(ticks);
}
```

Here is the test cases for the timers. Here is the output for the Timertest

Here is the output for the BenchmarkTest test cases. You can see that the testcases passed successfully.

```
| James | Jame
```

1.2 INSERTION-SORT

Here is the code for the insertion sort.

```
public void sort(X[] xs, int from, int to) {
    final Helper<X> helper = getHelper();
    for(int i = from+1; i < to; i++) {
        int k = i;
        while(k > from && helper.swapStableConditional(xs, k)) {
            k--;
        }
    }
}
```

And here are is the screenshot for the insertion sort test. As you can see that all the test cases are passed in the below context.

1.3 MAIN-PROGRAM

Here is the following main program. The Main Function In BenchmarkTimer Class. This creates 4 different types of arrays and time it with Sort method in Insertion Sort java class.

```
randomList.add(rand.nextInt(n));
Benchmark<Boolean> benchmarkRandom = new Benchmark Timer<>(
    orderedList.add(i + 1);
Benchmark<Boolean> benchmarkArranged = new Benchmark Timer<>(
   reverseList.add(n - i);
```

```
Benchmark<Boolean> benchmarkReversed = new Benchmark Timer<>(
double resultReversed = benchmarkReversed.run(true, 10);
```

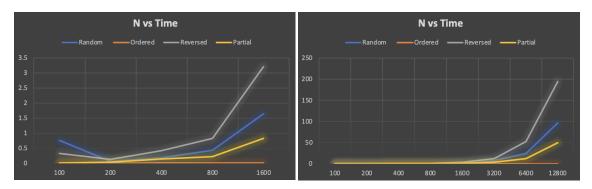
And here are the timing results for the following class.

1.4 STATISTICS

I run the main code multiple times so that I can get the most accurate results and here is table of the results.

N	Random	Ordered	Reversed	Partial
100	0.7619	0.0034	0.3236	0.0098
200	0.0666	0.0018	0.1322	0.0399
400	0.1844	0.0029	0.4199	0.138
800	0.4342	0.0024	0.8279	0.224
1600	1.6462	0.0043	3.2082	0.8279
3200	6.7907	0.0086	12.274	3.0935
6400	24.271	0.0148	52.2008	12.189
12800	96.958	0.0313	194.038	49.3723

Here are the results of the initial progression of the graph and the final graph.



Initial progression

Final Progression

1.5 Conclusion

From the above graph and the data table, we can clearly see that insertion sort works best only for the ordered arrays. And for the worst case i.e the reverse order, the amount of time taken is hugely differing to that of a random case or the partial cases.

The number of comparisions taken by insertion sort is

$$\frac{N(N-1)}{4}$$

The graph shows a clear description of how insertion sort can take O(N) for the bestcase scenario (when the array is sorted/ has minimal number of swaps) and how it takes $O(N^2)$ for the worst case.