Homework 1

MPCS 51100 Advanced Programming

Yan Cui

Compile

All source files can be complied by 'make'

P1

· Bitwise shifting in C arithmetic shift

P2

- Let a pointer of integer point to the address of the input float, then use dereference operator and bitwise operators to get bit patterns.

P3

• Heapify referenced from: https://en.wikipedia.org/wiki/Binary_heap

P4

• Firstly allocate memory to every double**, then allocate memory to double*;

P5

Allocate (sizeof(double*) m + sizeof(double) nm) bytes to the pointer, since we need sizeof(double*) * m to store double* and sizeof(double) * nm to store all the value, since we only use malloc once, all the memory are contiguous. We only need to free the memory once.

P6

Similar to P5 while we have to allocate (sizeof(double**) * I sizeof(double*) * ml +

sizeof(double) * nml) to store all the pointers and values

P7

- A Statically allocated 2D array
- B Dynamically allocated 2D array, contiguous in memory
- C Dynamically allocated 2D array, distributed through memory
- When n = m = 1000, A has the best performance and B,C proforms equally. When the 2D array is small they can be stored into cache, the differences between their profmorance may be reduced.
- When n = m = 10000, the runtime is A:0.457721 B:0.504609 C:0.526687. The statically allocated 2D array is still the most efficient way.

P8

 Use getline() to get names from stdin and quick sort (referenced from https://en.wikipedia.org/wiki/Quicksort) to alphabetizes lines.

P9

• Use getline() and file pointer to read a file and store the contents.

P10

• Use an array to record every words and their occurrences. When a new word with a repeated letter comes, check if it's already in the array. If it is, increase its occurrence by one, otherwise insert the word to the end of the list.