	Student information	Date	Number of session
	UO: 299751	29/01/2025	0
Algorithmics	Surname: Rodriguez Fernandez		<b>√</b> □ = = = = = = = = = = = = = = = = = =



University of Oviedo

Name: Marcos

Escuela de Ingeniería Informática

### Activity 1. [Factor 1: problem size]

N	Time(s)
10000	1,518
20000	6,289
40000	25,770
80000	ОоТ
160000	ОоТ
320000	ОоТ
640000	ОоТ

#### Activity 2. [Factor 2: computer performance]

N	10000	20000	40000	80000	160000	320000	640000
Time	1,518				OoT	OoT	OoT
N	10000	20000	40000	80000	160000	320000	640000
Time	2.272	9.162	39.389	OoT	OoT	OoT	OoT
	N	Time 1,518  N 10000 Time 2.272	N     10000     20000       Time     2.272     9.162	Time         1,518         6,289         25,77           N         10000         20000         40000           Time         2.272         9.162         39.389	Time         1,518         6,289         25,77         OoT           N         10000         20000         40000         80000           Time         2.272         9.162         39.389         OoT	Time         1,518         6,289         25,77         OoT         OoT           N         10000         20000         40000         80000         160000           Time         2.272         9.162         39.389         OoT         OoT	Time         1,518         6,289         25,77         OoT         OoT         OoT           N         10000         20000         40000         80000         160000         320000           Time         2.272         9.162         39.389         OoT         OoT         OoT

## Activity 3. [Factor 3: implementation environment]

PYTHON	N	10000	20000	40000	80000	160000	320000	640000
	Time	2.272	9.162	39.389	OoT	OoT	OoT	OoT
JAVA	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.17	0.689	2.748	10.756	44.542	OoT	OoT

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# Activity 4. [Factor 4: algorithm that is used]

PythonA1	N	10000	20000	40000	80000	160000	320000	640000
	Time	2.272	9.162	39.389	OoT	OoT	OoT	OoT
PythonA2	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.276	0.990	3.775	14.863	54.695	OoT	OoT
PythonA3	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.134	0.489	1.880	7.227	28.007	OoT	OoT

			WITH O	PTIMIZAT	ION			
JavaA1	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.17	0.689	2.748	10.756	44.542	ОоТ	OoT
JavaA2	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.020	0.072	0.267	0.999	3.752	14.263	53791
JavaA3	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.012	0.038	0.139	0.518	1.937	7.326	28.674

			WITHOU	JT OPTIM	IZATION			
JavaA1	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.169	0.678	2.699	10.804	43.039	OoT	OoT
JavaA2	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.022	0.073	0.268	1.004	3.757	14.199	53.626
JavaA3	N	10000	20000	40000	80000	160000	320000	640000
	Time	0.011	0.039	0.143	0.520	1.941	7.360	27.750

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#### Conclusion

After having measured the execution times from the different algorithms in the proposed scenarios, I have reached my conclusion about the efficiency of each one and their main differences.

First, the difference between the two coding languages, Java and Python, is very noticeable. Given the execution times of the same algorithm, in the same computer, but changing the language, it can be seen that the one programmed in Java is much faster than the one executed in Python. As far as I know, this is because Java is a compiled language, what makes it take less time to execute a code.

However, using Java, the times are not always the same. In this project we tested two different approaches: "WITHOUT OPTIMIZATION" times obtained without using the JIT and "WITH OPTIMIZATION" those times obtained using the JIT. JIT is a tool that optimizes the program by "eliminating" useless code parts. I appreciated a difference in the execution times between the previously mentioned, this is that using the JIT is slightly faster. This difference is way smaller than the other one, but it may be interesting for longer projects, where any second matters.