November 17, 2019

## ASSIGNMENT 1 — Analysis Average Big O of Trie Functions

m = length of string

Function	Worst	Average
Search	O(m)	O(m)
Insert	O(m)	O(m)
Suggestive Add	$O(m^2)$	$O(m^2)$
Suggestive Remove	$O(m^2)$	$O(m^2)$
Suggestive Substitute	$O(m^2)$	$O(m^2)$
Suggestive Adjacent	$O(m^2)$	$O(m^2)$

## Average Big O of Search Tree Functions

n = number of words to search through

m = length of string

Function	Worst	Average
Search	O(n)	O(logn)
$\operatorname{Insert}$	O(n)	O(logn)
Suggestive Add	O(n*m)	O(m * log n)
Suggestive Remove	O(n*m)	O(m * log n)
Suggestive Substitute	O(n*m)	O(m * log n)
Suggestive Adjacent	O(n*m)	O(m * log n)

## Faster Data Structure

As shown above, it depends on the value of m and n to really dictate what the best algorithm is. If n is greater than m, meaning the number of elements is greater than the longest word, then a trie would be faster. However, if the value of n is less than m, or the number of elements is less than the longest word, then a search tree would be faster.

None of the suggestive functions are O(m) as they all use the search function itself, which, for the trie, is already O(m). Therefore the suggestive functions for the trie is a factor of O(m) or  $O(m^2)$ .

For the search tree itself, since the search function itself is O(n) at worst, or O(lqn) on average, the suggestive functions would be a factor of the search function times m. Meaning, on average, the suggestive functions would be O(m \* log n) and at worst, would be O(n \* m). Again, if n > m, a trie is faster. If n < m, a search tree is faster.

## Extra Credit Information

The code will naturally try to read the english.0 file from GitHub, if it can't, it will read from the local file. If the local file doesn't exist, it will create a file with the same name and try to work off of that.

If the name of the files inputted don't exist (input.txt, output.txt) then the files will automatically be created and used.