**Task 1b**

Constructor

Time complexity, best and worst case: O(1) – Constant

Reason: The function has no parameters and its running time is independent of the size of the linked list.

Destructor

Time complexity, best and worst case: O(n) — Linear

Reason: The recursive function ‘deepDelete’ goes through each of the items in the dictionaries linked list to delete the items. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Move constructor

Time complexity, best and worst case: O(n) — Linear

Reason: The recursive function ‘deepCopy’ performs actions on each of the items in the dictionaries linked list. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Copy assignment operator

Time complexity, best and worst case: O(n) — Linear

Reason: The recursive function ‘deepCopy’ performs actions on each of the items in the dictionaries linked list. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Move assignment operator

Time complexity, best and worst case: O(n) — Linear

Reason: The recursive function ‘deepCopy’ performs actions on each of the items in the dictionaries linked list. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Insert

Time complexity: O(n) — Linear (best and worst?)

Reason: The nodes of the linked list need to be iterated through in order to find the position of insertion. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Lookup

Time complexity, best and worst case: O(n) — Linear

Reason: The nodes of the linked list need to be iterated through in order to find the position of the search node This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

Remove

Time complexity, best and worst case: O(n) — Linear

Reason: The nodes of the linked list need to be iterated through in order to find the key of the node to remove. This means the functions execution time is dependant of the size of the number of items in the dictionaries linked list.

RemoveIf

Worst case time complexity: O(n^2) — Quadratic

Reason: The nodes are iterated through in order to be passed to the higher order function. Nodes which then need to be removed are once again iterated through in the remove function. This means that the function has operations which are dependant on the size of the list of the dictionary, each of which is also dependant on the size of the list. (O(n \* n) )

Best case time complexity: O(n) — Linear

Reason: If the higher order function is never to return true, none of the nodes will be deleted. Therefore, the nodes will only be iterated through once when passed to the higher order function, an action with a running time dependant on the size of the linked list.

**Task 2a.**

std::list

A doubly linked list is used to implement the std::list container. This data structure is composed of a list of nodes each of which is linked to its previous and preceding node within the list. This allows for bi-directional traversal through the list.

Both searching (through iterators) and inserting (list.push\_back, list.push\_front, list.insert) operations on an std::list require a pointer to the node containing the stored value. Generally, locating this node has the time-complexity of O(n), as the list needs to be traversed, therefore depends on the number of nodes in the list. However since the data structure has a head and a tail pointer, thanks to it being implemented with a doubly linked list, these operations at the front and back of the list have a constant time-complexity (O(1)).

std::map

The container std::map has the underlying data structure of a red-black tree. A red-black tree is a self-balancing binary search tree (BST). BST’s are composed of nodes which hold values, each node has a left and right child node. Left child nodes have a lower value than that of their parent, while right child nodes have a higher value. This means nodes are kept in sorted order by their values. The self-balancing aspect of a red-black tree attempts to ensure there are as many nodes on the left of the root node as there are on the right. This allows for the fastest average search and insertion time.

Thanks to layout of nodes, searching skips about half of the tree so that each lookup (map.find()), insertion (map.insert()) or deletion takes time proportional to the logarithm of the number of nodes stored in the tree; O((n)). This is often, especially with large numbers of elements, a much quicker approach to operations than that of the general std::list operations.

However… talk about rebalancing

std::unordered\_map

A hash table data structure is used in the implementation of std::unordered\_map. A hash table consists of a group of unordered buckets or slots in which values are stored. A hash function is used to calculate the index of these buckets or slots in order to access their stored values. Thanks to the calculation of the index, searching (map.find()), and insertion (map.insert()) operations have a constant time complexity.

**Task 2b.**

searching and inserting; the data structure which the algorithm will run off;

std::unordered\_map seems the best of the three. Since:

searching through std::list is O(n), inserting the list is O(1)

inserting and searching through std::map is O(log2 (n))

but std::unordered\_map has search and insertion of O(1)

Every element is…

Searched for…

Stored…

Need to talk about memory and

the fact that just because better scaling doesn’t mean that its quickest

As a result of the large number of pairs of names the algorithm will be created for, analysing time complexities of the data structures used is important in determining its performance consequences. The search-based algorithm requires at least two data structures; one for loading the file contents and searching from and one to store the results.

Loading file contents and searching

No matter which container is used to store the file contents before it is searched from, the time complexity of the operation will be at least O(n). This is due to the file needing to be read from line by line, a task dependant upon the number of lines in the file. Both std::list and std::unordered\_map seem like good choices for storing the data due to their insertion time complexities of O(1) (this is the case for std::list since insertion will amend the end of the list).

Like loading from the file, searching from the container used will also carry a time complexity of at least O(n), this is because each element needs to be searched for. The most optimal data structure for searching from in this context is the unordered\_map. This is because of its search time complexity of O(1) compared to that of std::list with O(n) and std::map with O((n)).

As a result of analysis of the time-complexities of each of the container types on both insertion and searching, std::unordered\_map seems the best to use in order to fulfil the task.

Storing results

Since the container used to store results requires inserting elements at its front and back, of the three containers std::list seems a perfect choice. This is because of the doubly linked list data type used to implement the container which requires head and tail pointers, meaning performing the insertion operations on this data type would have a constant time complexity which is of use due to the large number of elements needing to be processed.

While std::unordered\_map also has a time complexity of O(1) for its insertion operations, the execution time for its hash function to retrieve the required index value means insertion operations are predictably longer than that of the std::list data structure.

Due to the large number of elements needing to be processed, std::map is a less preferable choice than std::list for the storing of results, thanks to it’s is O((n)) insertion time.

Memory

Using the containers to implement the algorithm will have significant memory use implications. This is because the entire file contents will need to be stored in working memory for them to be searched from. Also storing the results of the algorithm in a container will mean the data of that container will also be in memory.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Container used to store file contents and search from | Container used to store results | Time-complexity of reading file and loading container | Time-complexity of searching each element from container | Time-complexity of storing in results container | Overall complexity |
| list | list | O(n) |  | O(1) |  |
| list | map | O(n) |  | O((n)) | O((n)) |
| list | unordered\_map | O(n) |  | O(1) |  |
| map | list | O((n)) | O((n)) | O(1) | O((n)) |
| map | map | O((n)) | O((n)) | O((n)) | O((n)) |
| map | unordered\_map | O((n)) | O((n)) | O(1) | O((n)) |
| unordered\_map | list | O(n) | O(n) | O(1) | O(n) |
| unordered\_map | map | O(n) | O(n) | O((n)) | O((n)) |
| unordered\_map | unordered\_map | O(n) | O(n) | O(1) | O(n) |

As a result of this analysis, the best combination of data structures for the algorithm seems to be std::unordered\_map for insertion and searching of the data, and std::list for storage of the results.

**Task 3b**

The two combinations of containers used to implement the algorithm were:

* unordered\_map for storing and searching the data combined with a list for storing its results
* map for storing and searching combined with a list for storing the results

Both implementations of the algorithm were subject to 11 input files of differing sizes in which their execution time was recorded in order to analyse how this time scaled with input size. Below are the results of the unordered\_map and list combination.

|  |  |
| --- | --- |
| **unordered\_map with list algorithm** | |
| **Number of names in input file** | **Algorithm completion time (ms)** |
| 1000 | 69933 |
| 2000 | 133898 |
| 5000 | 352969 |
| 20000 | 1426618 |
| 50000 | 3430850 |
| 100000 | 6954964 |
| 200000 | 14018093 |
| 500000 | 34075173 |
| 1000000 | 71495230 |
| 2000000 | 143713844 |
| 3000000 | 225855834 |

The results of the performance data suggest that, like the analysis made in task 2b, the algorithm implemented with an unordered\_map in combination with a list has a linear time complexity. A slight curvature upwards is seen towards the later stages of the algorithm, however this could be as a result of the larger number of input values requiring a more time-consuming hash function, or causing more hash collisions.

Below are the results of the analysis of the algorithms implementation with a map for loading the file contents and searching from combined with a list for storing results.

|  |  |
| --- | --- |
| **Map with list algorithm** | |
| **Number of names in input file** | **Algorithm completion time (ms)** |
| 1000 | 89201 |
| 2000 | 150436 |
| 5000 | 397685 |
| 20000 | 1553380 |
| 50000 | 3954307 |
| 100000 | 8269785 |
| 200000 | 17007800 |
| 500000 | 44149317 |
| 1000000 | 94291178 |
| 2000000 | 198769552 |
| 3000000 | 307914784 |

The results of the performance data above, while curving slightly, does resemble that of linear time complexity scaling. This was unexpected as the predicted time complexity made in task 2b was O((n)).

The graph below is of both versions of the algorithm, which allows for a comparison to be drawn between the two. It can be seen, like the prediction made in task 2b that the unordered\_map implementation scaled the best of the two. For the large input of 3 million names that the algorithm was intended for, this more efficient scaling meant that the unordered\_map implementation, as predicted, was also the quickest.

* A graph of both versions of the algorithm (input file size by algorithm completion time in ms)

**Task 4a**

Algorithm consists of three sections

Making a copy of the input file,

Sorting one copy on first components

Sorting one copy on second

Passing over file in sequence creating all pairs xi xi+2 & saving xn-1, xn

Copying which is o1

4b 🡪 maybe fix is the sorting of f&h at start??? Also does h become copy of f? or kept?

**Task 4c**

Performance data