Analysis of Algorithms I BLG 335E

Assignment – I

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Part-2

A-) How2Run:

I used classes to implement what was expected. From the csv file I got all the values and set them as attributes of 'book' class .I wrote a class definition with getters and setters to make this more appropriate and readable. I wrote class definition in the different files book.h and book.cpp . To run implementation I direct my terminal to HW1 folder and run

"g++ -g blg335_hw1.cpp book.cpp -o hw1" to compile my code and then run "./hw1" to run my code.

B-)

```
14917,Desire and Duty: A Sequel to Jane Austen's Pride and Prejudice,Ted Bader/Marilyn Bader, 2.86,965429903, 9.78E+12, eng. 128,1216, of the White Worm,Bram Stoker, 2.86,646418424,9.78E+12, eng, 120,2256,724,10.01.2002, Deodand Publishing 128,1216, of the White Worm,Bram Stoker, 2.86,646418424,9.78E+12,eng, 120,2256,7.01.2003,Plume 128227,Checkpoint,Nicholson Baker, 2.88,1400079853,9.78E+12,eng,128,654,60,4.12.2005,Vintage 129,270,000 of the Underworld,Gail Godwin, 2.89,345483197,9.78E+12,eng,368,541,100,1/30/2007,Ballantine Books 120,200 of the Underworld,Gail Godwin, 2.89,376890916,9.78E+12,eng,376,04.2002,HarperEntertainment 120,200 of the Underworld,Gail Godwin,2.99,3786890916,9.78E+12,eng,376,04.2002,HarperEntertainment 120,200 of the Underworld,Gail Godwin,2.99,3786890916,9.78E+12,eng,376,04.2002,HarperEntertainment 120,200 of the Underworld,Gail Godwin,2.99,3786890916,9.78E+12,eng,376,04.2002,HarperEntertainment 120,200 of the Underworld,Gail Godwin,2.99,3786890916,9.78E+12,eng,376,11,100,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003,570,2003
```

```
36461 --> 3
37902 --> 3
24594
     --> 3
40597
8889 --> 3
16710 --> 3
41378 --> 3
42410 --> 3
10713 --> 3.02
42926 --> 3.02
15375 --> 3.03
33075 --> 3.04
41261 --> 3.04
31004 --> 3.06
15384 --> 3.07
38570 --> 3.07
18412 --> 3.07
15379 --> 3.07
29320 --> 3.08
2152 --> 3.08
21615 --> 3.09
18837 --> 3.09
37491 --> 3.09
681 --> 3.09
2126 --> 3.1
36361 --> 3.11
15610 --> 3.11
32941 --> 3.11
20518 --> 3.11
```

Yes, there has been significant changes comparing the full data.

Execution time, number of partitions and number of swaps with fulll data:

```
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ g++ -g blg335_hw1.cpp book.cpp
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ ./a.out
    Running time of quicksort1 with full data: 0.011614 seconds
    Number of partitions: 10944
    Number of swaps: 99512
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ []
```

Execution time, number of partitions and number of swaps with half of data:

```
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ g++ -g blg335_hw1.cpp book.cpp
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ ./a.out
        Running time of quicksort1 with half of data: 0.003577 seconds
        Number of partitions: 5401
        Number of swaps: 53295
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$
```

Execution time, number of partitions and number of swaps with quarter of data:

```
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ g++ -g blg335_hw1.cpp book.cpp
    hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$ ./a.out
        Running time of quicksort1 with quarter of data: 0.001413 seconds
        Number of partitions: 2637
        Number of swaps: 24681
        hfd@hfd-ABRA-A5-V15-8:~/blg_335/assignments/HW1$
```

Sorted books list with all attributes from the start.

Sorted books list with only bookID and rating.

```
sorted_books_full.csv
                                    ■ sorted_books.csv × ■ books.csv
29746 --> 3.53
      --> 3.53
--> 3.53
35655
27236
      --> 3.53
4808 -->
          3.53
36063 --> 3.53
13134 --> 3.53
38601
18413 --> 3.53
18943 --> 3.53
       --> 3.53
40219 --> 3.53
10346 --> 3.53
37363 --> 3.53
10112 --> 3.54
          3.54
29941 --> 3.54
10765
22861 --> 3.54
30104
```

D-)

Changes that we make in the normal form of quicksort will effect some constant times but for asymptotic upper bounds we mainly focus on the highest order terms.

For the best case, that means after the each partition operation is done, each subarray contains half of the previous step's data. This means that pivotsa re always the middle element.

$$T(n) \le 2T(n/2) + \Theta(n)$$

We can solve this recurrence equation with master method

$$T(n) = aT\left(\frac{n}{b}\right) + n^c \quad a \ge 1, b \ge 1, c > 0$$

$$\downarrow \downarrow$$

$$T(n) = \begin{cases} \Theta(n^{\log_b a}) & a > b^c \\ \Theta(n^c \log_b n) & a = b^c \\ \Theta(n^c) & a < b^c \end{cases}$$

and when we solve this equation we get -->

$$T(n) = O(nlogn)$$

Fort he average case, we can suppose that we always split the data 9 to 1. Recurrence equation will be

$$T(n) \le T(9n/10) + T(n/10) + \Theta(n)$$

= $T(9n/10) + T(n/10) + cn$

We can solve this equation with recursion tree

$$\begin{split} T(n) &= T(9n/10) + T(n/10) + n \\ &<= (9cn/10) \log(9n/10) + (cn/10) \log(n/10) + n \\ &<= (9cn/10) \log(n) + (9cn/10) \log(9/10) + (cn/10) \log(n) + (cn/10) \log(1/10) + n \\ &<= cnlogn + 9cn/10 \log(9) - (9cn/10) \log10 - (cn/10) \log10 + n \\ &<= cnlog(n) - n(clog10 - (9c/10) \log9 - 1) \\ T(n) &<= cnlogn \ if \ clog10 - (9c/10) \log9 - 1 > 0 \ which \ is \ always \ true \ if \end{split}$$

therefore average case running time is:

$$T(n) = \Theta(n \log n)$$

For the worst case we must always selected pivot must always stay in the bottom or top of the array/subarray.(highest or lowest)

Cost of partitionn will be $\Theta(n)$

c > 10/log10

Recurrence equation for quicksort:

$$T(n) = T(n-1) + T(0) + \Theta(n)$$
$$= T(n-1) + \Theta(n)$$

We can solve this recurrence by iteration.

$$T(n) = \Theta(n) + T(n-1)$$

$$= \Theta(n) + \Theta(n-1) + \Theta(n-2) + \dots + \Theta(1)$$

$$= (k = 1 \text{ to } n) \sum \Theta(k)$$

$$= \Theta([k = 1 \text{ to } n] \sum k)$$

$$= \Theta(n^2)$$

For the worst case scenarios to appear pivot must always be in the beginning or end of the array or subarray. When this situation occurs we always divide array to (n-1) and 1 length parts. This means we always select the highest or lowest element. This happens when we select the first or last element and array is sorted. To overcome this problem Pivot randomization will be a good solution but even in randomized quick sort algorithms there is a small chance to select always extreme terms.

For instance our array(data) is [0,1,2,3,4,5,6] N = 6

$$[0,1,2,3,4,5,6] \rightarrow N$$

$$[0]$$
 $[1,2,3,4,5,6] \rightarrow 1+ (N-1)$

$$[1][2,3,4,5,6] \rightarrow 1+(N-2)$$

$$[2] [3,4,5,6] \rightarrow 1 + (N-3)$$

$$[3] [4,5,6] \rightarrow 1 + (N-4)$$

$$[4] [5,6] \rightarrow 1 + (N-5)$$

$$[5][6] \rightarrow 2$$

$O(N^2)$

If we have used randomization pivot will be selected differently and there will be larger partitions this would increase the speed of algorithms.