

Q1.

a ) Time required:

| Size (n)  | Time required (s) |
|-----------|-------------------|
| 10,000    | 0.085             |
| 100,000   | 1.292             |
| 1,000,000 | 9.441             |

```
----- Part 1 -----
Enter the size of IP Addresses to be read: 100000
The average time (1 trials) for this function is: 1.292 seconds.
The number of items (unique addresses) in setA: 94373
Duplicated items: 5627
The depth of setA: 38
```

Time required for size 100,000 for part 1a.

b )

```
50         for (int i = 0; i < size; i++)
51         {
52             temp = "";
53             getline(inFile, temp);
54             setA.add(temp);
55         }
```

Code for read in the data for the set

**BigO for add() = BigO of recursiveAdd()**

```
325     template <class T>
326     void MySet<T>::add(const T& item)
327     {
328         root = recursiveAdd(root, item);
329     }

331     template <class T>
332     SetNode<T>* MySet<T>::recursiveAdd(SetNode<T>* curNode, const T& item)
333     {
334         //exclude any duplicate items
335         if(!contains(item))
336         {
337             if(curNode == nullptr)
338                 return new SetNode<T>(item);
339             if (item < curNode->data)
340                 curNode->left = recursiveAdd(curNode->left, item);
341             else
342                 curNode->right = recursiveAdd(curNode->right, item);
343             return curNode;
344         }
345         else
346             //if found duplicated item, just return curNode (the linkage sho
347             return curNode;
348     }
```

Code for add() and recursiveAdd()

```
248     template <class T>
249     bool MySet<T>::contains(const T& item) const
250     {
251         SetNode<T>*curNode = root;
252         while (curNode != nullptr)
253         {
254             if (item == curNode->data)
255                 return true;
256             else
257                 //search for left/right subtree
258                 if (item < curNode->data)
259                     curNode = curNode->left;
260                 else
261                     curNode = curNode->right;
262         }
263         return false;
264     }
```

Code for contains()

BigO for contains(): Average  $O(\log n)$ ; (assume balanced BST)

BigO for recursiveAdd(): BigO of contains() + Line 337 – 348

=  $O(\log n) + O(\log n) = 2O(\log n)$  = average  $O(\log n)$ ; (assume Balanced BST)

BigO for add() = average  $O(\log n)$ ; (assume Balanced BST)

Time required for reading 10,000,000 records into set:

=  $n * O(\log n)$

=  $10,000,000 * \log(10,000,000) * 9.441 / 1,000,000 * \log(1,000,000)$

=  $70,000,000 * 9.441 / 6,000,000$

= 110.15s

Q2.

a )

```
----- Part 1 -----
Enter the size of IP Addresses to be read: 1000000
The average time (1 trials) for this function is: 8.908 seconds.
The number of items (unique addresses) in setA: 451337
Duplicated items: 548663
The depth of setA: 45
----- Part 2 -----
The smallest item in setA: 000.000.055.001
The average time (1000000 trials) for this function is: 0.048 seconds.

Process returned 0 (0x0)   execution time : 12.206 s
```

Code for testing getSmallest for size 1,000,000 for 1,000,000 trials

Time required for getSmallest(): 0.048s.

b )

```
309     template <class T>
310     T MySet<T>::getSmallest() const
311     {
312         return smallestValueFrom(root);
313     }
314
315     template <class T>
316     T MySet<T>::smallestValueFrom(SetNode<T>* curNode) const
317     {
318         /*search for left subtree only, if no left subtree, return root)*/
319         if(curNode->left == nullptr)
320             return curNode->data;
321         else
322             return smallestValueFrom(curNode->left);
323     }
```

Code for getSmallest() and smallestValueFrom()

**BigO for smallestValueFrom():** Average  $\log(n)$ ; as determined by the depth of the tree

**BigO for getSmallest():** Average  $\log(n)$

Time required for getSmallest() to read 10,000,000,000 items:

$= 10,000,000,000 * 0.048 / 1,000,000$

$= 480s$

Q6.

a ) Time required:

| Size (n) | Time required (s) |
|----------|-------------------|
| 2,000    | 0.275             |
| 4,000    | 1.068             |
| 8,000    | 3.854             |

\*\* when counting the time required for the function `insertionWith()`, the copy constructor is also included in this exercise to return the intersection between 2 sets.

```
----- Part 1 -----
Enter the size of IP Addresses to be read: 4000
The average time (1 trials) for this function is: 0.027 seconds.
The number of items (unique addresses) in setA: 3982
Duplicated items: 18
The depth of setA: 24
----- Part 6 -----
The time (1 trial) for this function is: 1.068 seconds.
The number of items (unique addresses) in setAIB: 73
The smallest item in setAIB: 004.102.111.036

Process returned 0 (0x0)   execution time : 3.932 s
```

*Time required for size 4,000 for part 6a.*

b)

```
404 template <class T>
405 MySet<T> MySet<T>::intersectionWith(const MySet<T>& other) const
406 {
407     // transfer the BST into vector
408     vector<T> thisData = getRange(getSmallest(), getLargest());
409     vector<T> otherData = other.getRange(other.getSmallest(), other.getLargest());
410     vector<T> sortedData;
411
412     MySet<T> setAIB;
413
414     // case if the largest item from 1st vector is smaller than the smallest item in 2nd vector
415     // indicating no intersection
416     if(this->getLargest() < other.getSmallest() ||
417        other.getLargest() < this->getSmallest())
418         return setAIB;
419
420     int thisCounter = 0, otherCounter = 0;
421
422     //stop when either vector has visited all the data
423     while(thisCounter < thisData.size() && otherCounter < otherData.size())
424     {
425         //case for matching the data (intersection)
426         if(thisData[thisCounter] == otherData[otherCounter])
427         {
428             sortedData.push_back(thisData[thisCounter]);
429             //setAIB.add(thisData[thisCounter]);
430             thisCounter++;
431             otherCounter++;
432         }
433         else
434         {
435             //1st vector data is smaller than 2nd vector data; forward 1st vector
436             if(thisData[thisCounter] < otherData[otherCounter])
437                 thisCounter++;
438             else
439                 otherCounter++;
440         }
441     }
442     setAIB.root = bstFromVector(0, sortedData.size()-1, sortedData);
443     return setAIB;
444 }
```

**Code for part 6 (ver.A using sorted data to form BST) .**

```
----- Part 1 -----
Enter the size of IP Addresses to be read: 20000
The average time (1 trials) for this function is: 0.196 seconds.
The number of items (unique addresses) in setA: 19494
Duplicated items: 506
The depth of setA: 31
----- Part 6 -----
The time (1 trial) for this function is: 23.776 seconds.
The number of items (unique addresses) in setAIB: 1478
The smallest item in setAIB: 000.120.211.040

Process returned 0 (0x0)   execution time : 29.876 s
Press any key to continue.
```

*Time required to do 20,000 sample size for intersectionWith() for ver. A*



```
404 template <class T>
405 MySet<T> MySet<T>::intersectionWith(const MySet<T>& other) const
406 {
407     // transfer the BST into vector
408     vector<T> thisData = getRange(getSmallest(), getLargest());
409     vector<T> otherData = other.getRange(other.getSmallest(), other.getLargest());
410     //vector<T> sortedData;
411
412     MySet<T> setAIB;
413
414     // case if the largest item from 1st vector is smaller than the smallest item in 2nd vector
415     // indicating no intersection
416     if(this->getLargest() < other.getSmallest() ||
417        other.getLargest() < this->getSmallest())
418         return setAIB;
419
420     int thisCounter = 0, otherCounter = 0;
421
422     //stop when either vector has visited all the data
423     while(thisCounter < thisData.size() && otherCounter < otherData.size())
424     {
425         //case for matching the data (intersection)
426         if(thisData[thisCounter] == otherData[otherCounter])
427         {
428             //sortedData.push_back(thisData[thisCounter]);
429             setAIB.add(thisData[thisCounter]);
430             thisCounter++;
431             otherCounter++;
432         }
433         else
434         {
435             //1st vector data is smaller than 2nd vector data; forward 1st vector
436             if(thisData[thisCounter] < otherData[otherCounter])
437                 thisCounter++;
438             else
439                 otherCounter++;
440         }
441     }
442     //setAIB.root = bstFromVector(0, sortedData.size()-1, sortedData);
443     return setAIB;
444 }
```

Code for part 6 (ver.B BigO:  $O(n \log n)$  using add() to form BST) .

```
----- Part 1 -----
Enter the size of IP Addresses to be read: 20000
The average time (1 trials) for this function is: 0.197 seconds.
The number of items (unique addresses) in setA: 19494
Duplicated items: 506
The depth of setA: 31
----- Part 6 -----
The time (1 trial) for this function is: 50.033 seconds.
The number of items (unique addresses) in setAIB: 1478
The smallest item in setAIB: 000.120.211.040

Process returned 0 (0x0)   execution time : 59.039 s
Press any key to continue.
```

Time required to do 20,000 sample size for intersectionWith() for ver. B

From the above, I have implemented both ver.A and ver.B for intersectionWith() for comparison. ver.A (using sorted data to form BST) runs faster than ver.B (using add() function to form BST) when the sample size is 20,000.

**BigO for other helper functions:**

- 1) BigO for getSmallest() :  $O(\log n)$  as determined above
- 2) BigO for getLargest() :  $O(\log n)$ ; similar to getSmallest()
- 3) BigO for getRange() :  $O(n)$ 
  - a. BigO for recursivePrintRange() =  $2 * O(n/2) + c = O(n)$ ; the worst case is to travel to the smallest to the largest item (go through all nodes between 2 sides of subtrees)

```

373 template <class T>
374 vector<T> MySet<T>::getRange(const T& startValue, const T& endValue) const
375 {
376     vector<T> IPsHolder;
377     return recursivePrintRange(root, startValue, endValue, IPsHolder);
378 }
379
380 template <class T>
381 vector<T> MySet<T>::recursivePrintRange(SetNode<T>* curNode, const T& startValue, const T& endValue, vector<T> &IPsHolder) const
382 {
383
384     //if the other set is an empty set, just return the empty vector
385     if (curNode == nullptr)
386         return IPsHolder;
387
388     //go to the position where startValue < curNode->data
389     if (startValue < curNode->data)
390         recursivePrintRange(curNode->left, startValue, endValue, IPsHolder);
391
392     // once found the position (should be equal to or larger than startValue)
393     // stop when curNode->data > endValue
394     // each recursive call will push the curNode->data to vector
395     if (startValue <= curNode->data && curNode->data <= endValue)
396         IPsHolder.push_back(curNode->data);
397
398     //case for right subtree
399     recursivePrintRange(curNode->right, startValue, endValue, IPsHolder);
400
401     return IPsHolder;
402 }

```

- 4) BigO for bstFromVector():  $2 * O(n/2) + c = O(n)$ ; as half of the data in vector is in left-subtree, the middle will be the root of the BST, and the half of the data is for right-subtree.

```

507 template <class T>
508 //build bst from sorted data
509 SetNode<T>* MySet<T>::bstFromVector(int const begin, int const end, vector<T> const sortedData) const
510 {
511     if (begin > end)
512         return nullptr;
513
514     int middle = (begin + end) / 2;
515     //the 1st call will be the root;
516     SetNode<T>* newNode = new SetNode<T>(sortedData[middle]);
517
518     //construct the bst through recursive call of bstFromVector
519     //1st call will create the left & right child for the root, and continue to expand the tree until (begin > end)
520     newNode->left = bstFromVector(begin, middle-1, sortedData);
521     newNode->right = bstFromVector(middle+1, end, sortedData);
522
523     //return the newNode(should be the root of the bst)
524     return newNode;
525 }
526
527 #endif // MYSET_H

```

Therefore BigO for ver.A intersectionWith():

Line 408-409:  $2 * O(n) = O(n)$

Line 423:  $O(m+n)$ ; here m refers to no. of data in setA, n refers to no. of data in setB

Line 426-441: constants

Line 442:  $O(n)$

Overall BigO for ver.A intersectionWith():  $O(m+n)$

---

(Optional) BigO for ver.B intersectionWith():

Line 408-409:  $2 * O(n) = O(n)$

Line 423-441:  $O((m+n)*\log X)$ ; here m refers to no. of data in setA, n refers to no. of data in setB; X refers to the intersection data (can also be interpreted as the depth of the intersection BST)

\*\* constants are ignored

Overall BigO for ver.B intersectionWith():  $O((m+n)*\log X)$

It can be explained that why ver.A is faster than ver.B. when there are large intersection data (e.g. 1478 when the overall input size is 20,000).  $\log X$  will there be significant comparing to ver.A to explain the difference between the time taken between 2 versions.