

// Dion Niazi dn3gy 16 03 2017 postlab6.pdf

The big theta running time for my application is  $n^3$ . The reason this is so is because the rows and columns is not a constant so the big theta run time is  $n^2$  and the worst case scenario for my hash table is  $n$  so combined together I get big theta  $n^3$ .

Timing for my lab was really good from the beginning when I did the pre-lab. Timing was all done on my MacBook and not on the lab computers so I have no idea whether my code is faster or slower from the lab computers. In the pre-lab my code when complied with the `-O2` flag, my program ran in under 3 seconds (for the 300x300.grid.txt and the other ones). For the 250x250.grid.txt though, it wasn't much different just 4 seconds running time. Because my pre-lab code was so fast, there wasn't much to optimize has I have already met the basic requirements for the lab. I did though fixed my code where I changed my hash function slightly and buffered my output. I stored the output in another array and printed after the timer stops and my 250x250.grid.txt time was somewhere between 2-3 seconds. Looking at the 250x250.grid.txt file my overall speedup optimization is about 1.33 (the optimized time being 4 seconds and the optimized being 3 seconds, then  $4/3 = 1.33$ ).

The new function I used was  $\text{index} = \text{the first character of string \% table size}$ . This was worse because more collisions occurred as many strings may have the same first character. Time was 4494 milliseconds, which was surprisingly fast to me compared to what I thought. The table size to make performance worse that I chose was 2 and the time I got was 49451 milliseconds, which is horrific. It was worse because everything hashed to only 2 buckets so it made 2 lists with  $n$  time. Both were tested with the 300x300 grid file.

No problems were really encountered in the post lab other than not being able to optimize so much because of already optimization. I didn't try linear probing because I know for a fact that it would be slow so I just stuck with separate chaining.