


| Algorithmics | Student information    | Date  | Number of session |
|--------------|------------------------|---|-------------------|
|              | UO: UO293860           | 30/01/2024  | 0                 |
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|              | Name: Juan             |   |                   |



## Activity 1. Factor 1: problem size

| n                | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
|------------------|-------|-------|-------|-------|--------|--------|--------|
| PythonA1.py (ms) | 2508  | 11009 | 43460 | Oot   | Oot    | Oot    | Oot    |

## Activity 2. Factor 2: computer performance

| n                  | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
|--------------------|-------|-------|-------|-------|--------|--------|--------|
| PythonA1.py (ms)   | 2508  | 11009 | 43460 | Oot   | Oot    | Oot    | Oot    |
| PythonA1.py 2nd PC | 1777  | 7246  | 28992 | Oot   | Oot    | Oot    | Oot    |

## Activity 3. Factor 3: implementation environment

| n                | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
|------------------|-------|-------|-------|-------|--------|--------|--------|
| JavaA1.java (ms) | 68    | 261   | 1044  | 4156  | 16616  | Oot    | Oot    |
| PythonA1.py (ms) | 2508  | 11009 | 43460 | Oot   | Oot    | Oot    | Oot    |

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|              | Name: Juan             |            |                   |

## Activity 4. Factor 4: algorithm that is used

| n                | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
|------------------|-------|-------|-------|-------|--------|--------|--------|
| PythonA1.py (ms) | 1777  | 7246  | 28992 | Oot   | Oot    | Oot    | Oot    |
| PythonA2.py (ms) | 213   | 774   | 2949  | 10891 | 40990  | Oot    | Oot    |
| PythonA3.py (ms) | 105   | 401   | 1465  | 5515  | 20586  |        |        |

| WITHOUT OPTIMIZATION |       |       |       |       |        |        |        |
|----------------------|-------|-------|-------|-------|--------|--------|--------|
| n                    | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
| JavaA1.java (ms)     | 389   | 1584  | 6414  | 25229 | Oot    | Oot    | Oot    |
| JavaA2.java (ms)     | 50    | 199   | 779   | 2654  | 10033  | 37546  | Oot    |
| JavaA3.java (ms)     | 35    | 119   | 448   | 1672  | 6439   | 24031  | Oot    |

| WITH OPTIMIZATION |       |       |       |       |        |        |        |
|-------------------|-------|-------|-------|-------|--------|--------|--------|
| n                 | 10000 | 20000 | 40000 | 80000 | 160000 | 320000 | 640000 |
| JavaA1.java (ms)  | 68    | 261   | 1044  | 4156  | 16616  | Oot    | Oot    |
| JavaA2.java (ms)  | 10    | 28    | 105   | 385   | 1475   | 5503   | 20709  |
| JavaA3.java (ms)  | 6     | 14    | 53    | 203   | 742    | 2782   | 10367  |

As we can see the algorithm used is really important when measuring time, the first algorithm makes useless iterations in most of the cases because it assigns the False value to a variable and returns the variable when the loop ends while in the second version, whenever the variable would be changed to false, it simply returns false. In the last version it takes advantage of the mathematical concept and since the biggest integer divisor of a number is the number itself divided by two, it only iterates until that number. Finally the java optimizations clearly improve the time spent, however we can't see the improvements in our code.