

Lab Report

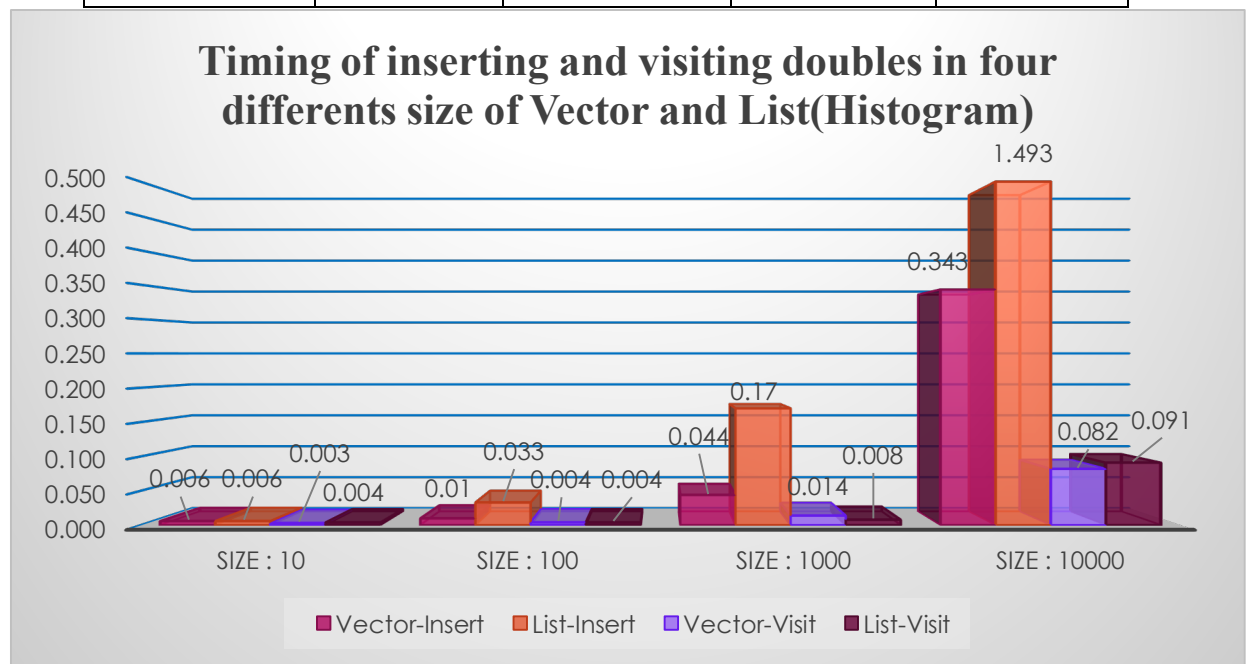
CMPT 225

Junchen Li

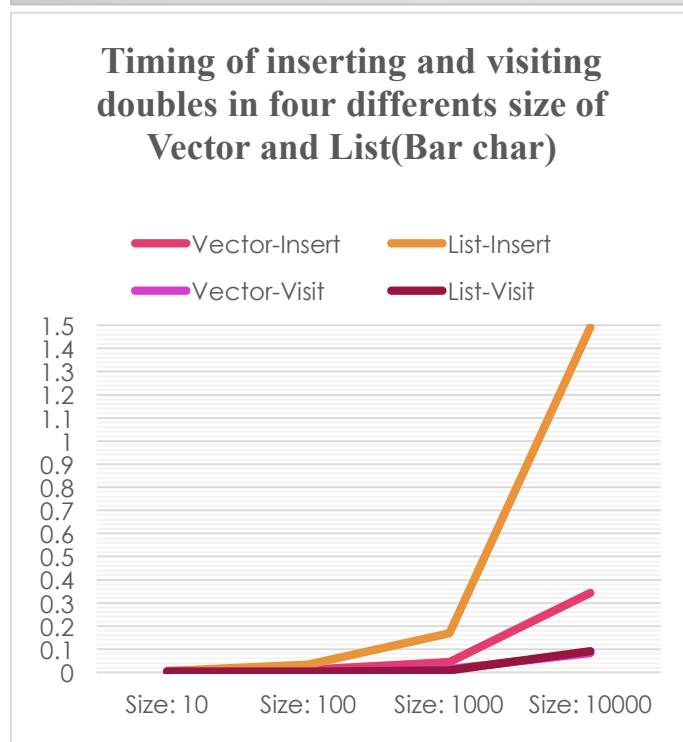
2020.1.25

First part is talking about inserting and visiting the vector and list between different size (10,100,1000,10000) with **DOUBLE** and using **push\_back()**.

| Number of size | The result of timing in <u>Vector</u><br>(Unit : milliseconds) |          | The result of timing in <u>List</u><br>(Unit : milliseconds) |          |
|----------------|--|----------|--|----------|
|                | Inserting  | Visiting | Inserting  | Visiting |
| 10             | 0.006 ms   | 0.003 ms | 0.006 ms   | 0.004 ms |
| 100            | 0.01 ms  | 0.004 ms | 0.033 ms   | 0.004 ms |
| 1000           | 0.044 ms   | 0.014 ms | 0.017 ms   | 0.008 ms |
| 10000          | 0.343 ms   | 0.082 ms | 1.493 ms   | 0.091 ms |



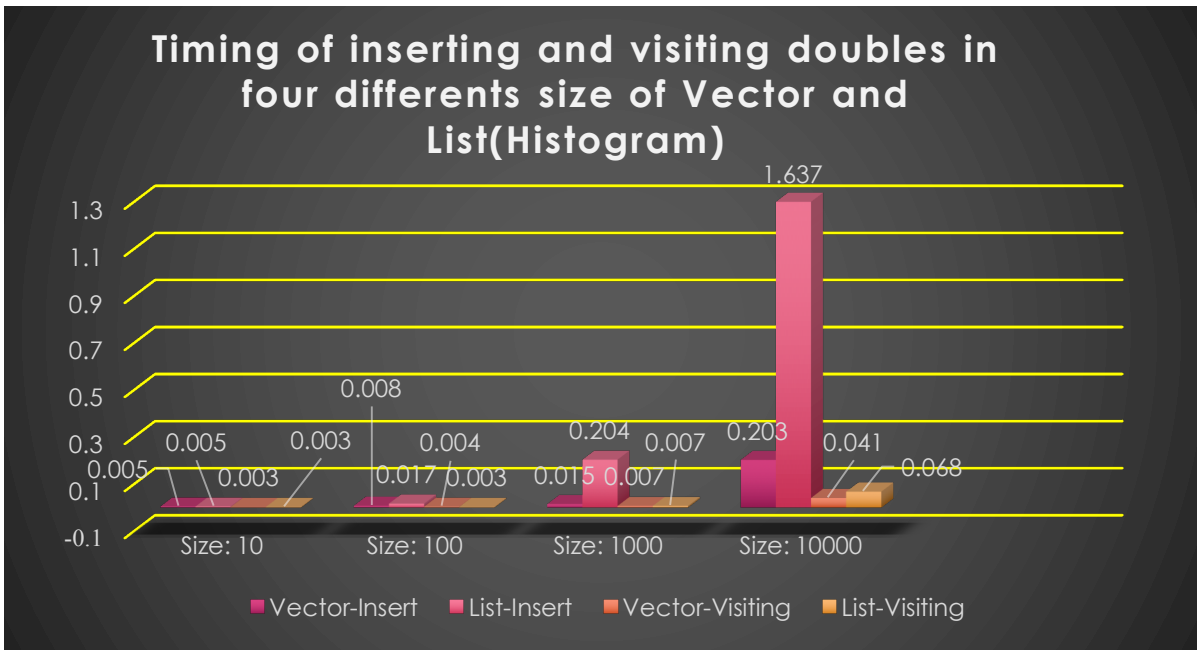
Unit:  
millisecond



From the reading data and graphs, we can notice that the larger size of containers the more time it needs to run. The most tedious operation is inserting elements to a double data type of list. Generally, either vector or list, the insert elements need more time than visit element. Also from the bar char, for the visiting elements in vector and list. Although it has the different element size, they look need almost same time to run in each interval of size.

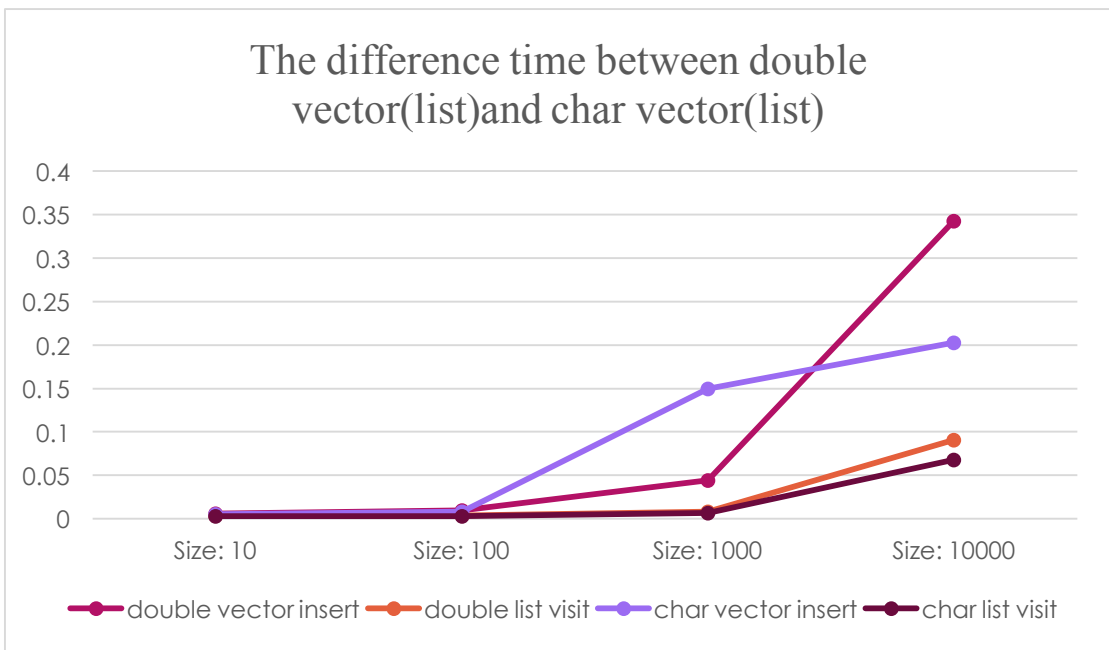
Then talking about inserting and visiting the vector and list between different size (10,100,1000,10000) with **CHAR** and using the **push\_back()**.

| Number of size | The result of timing in <u>Vector</u><br>(Unit : milliseconds) |          | The result of timing in <u>List</u><br>(Unit : milliseconds) |          |
|----------------|--|----------|--|----------|
|                | Insert   | Visit    | Insert   | Visit    |
| 10             | 0.005 ms   | 0.003 ms | 0.005 ms   | 0.003 ms |
| 100            | 0.008 ms   | 0.004 ms | 0.017 ms   | 0.003 ms |
| 1000           | 0.015 ms   | 0.007 ms | 0.204 ms   | 0.007 ms |
| 10000          | 0.203 ms   | 0.041 ms | 1.637 ms   | 0.068 ms |



Unit:  
millisecond

Now, let us to compare data between the double and char and I select four groups of data.



As we can see that the double data type will need more time to perform operations than char data type. The funny thing is for inserting, before the size of 4000, the char will be quickly than double, however, after around 4000 the double will exceed the char one.

Before all the experiment, we just use the “push\_back” operation to insert the element. Now let’s try to figure what happen if we use the “push\_front”.

| Number of size                 | The result of timing in <u>Vector</u><br>(Unit : milliseconds) |          | The result of timing in <u>List</u><br>(Unit : milliseconds) |          |
|--------------------------------|--|----------|--|----------|
| Data of the <b>DOUBLE</b> type |  |          |  |          |
|                                | Insert   | Visit    | Insert   | Visit    |
| 10                             | 0.001 ms   | 0.003 ms | 0.006 ms   | 0.004 ms |
| 100                            | 0.168 ms   | 0.004 ms | 0.04 ms  | 0.005 ms |
| 1000                           | 12.065 ms  | 0.017 ms | 0.194 ms   | 0.009 ms |
| 10000                          | 795.903 ms   | 0.033 ms | 1.411 ms   | 0.069 ms |
| Data of the <b>CHAR</b> type   |  |          |  |          |
|                                | Insert   | Visit    | Insert   | Visit    |
| 10                             | 0.009 ms   | 0.004 ms | 0.009 ms   | 0.003 ms |
| 100                            | 0.162 ms   | 0.004 ms | 0.019 ms   | 0.014 ms |
| 1000                           | 9.382 ms   | 0.006 ms | 0.211 ms   | 0.01 ms  |
| 10000                          | 785.676 ms   | 0.034 ms | 1.432 ms   | 0.06 ms  |

