

2024 Data Structure - Homework 2: Transpose

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Introduce

Given a sparse matrix A, transpose it by the following three methods:

- Using traditional 2-dimensional array representation
- Using the "Transpose" method in the textbook
- Using the "FastTranspose" method in the textbook

Implement

```
int n,m ;      You, 1 小時前 • first commit
cin >> n >> m;
vector<MatrixTerm> terms;
vector<vector<int>> A(n,vector<int>(m));
int row,col,val;
while(cin >> row >> col >> val){
    A[row][col] = val;
    MatrixTerm term(row, col, val);
    terms.push_back(term);
};
SparseMatrix A_Matrix(n,m,terms.size());

for (int i = 0; i < terms.size(); i++){
    A_Matrix.addTerm(terms[i].GetRow(), terms[i].GetCol(), terms[i].GetValue(),i);
}
```

將測資傳入A vector 以及 term存入terms vector，並得到terms的大小建立SparseMatrix。

再將terms拿出來再放進A_Matrix。

Traditional 2-dimensional

```
vector<vector<int>> B(m,vector<int>(n));
for (int i = 0; i < m; i++){
    for (int j = 0; j < n; j++){
        B[i][j] = A[j][i];
    }
};
```

Transpose

```
SparseMatrix SparseMatrix::Transpose(){
    SparseMatrix b(rows, cols, terms);
    if (terms > 0){
        int currentB = 0;
        for (int c = 0; c < cols; c++)
            for (int i = 0; i < terms; i++)
                if (smArray[i].col == c) {
                    b.smArray[currentB].row = c;
                    b.smArray[currentB].col = smArray[i].row;
                    b.smArray[currentB++].value = smArray[i].value;
                }
    }
    return b;
}
```

Fast Transpose

```
SparseMatrix SparseMatrix::FastTranspose(){
    SparseMatrix b(cols, rows, terms);
    if (terms > 0){
        int *rowSize = new int[cols];
        int *rowStart = new int[cols];
        fill(rowSize, rowSize + cols, 0);
        for (int i = 0; i < terms; i++) {
            rowSize[smArray[i].col]++;
        }
        rowStart[0] = 0;
        for (int i = 1; i < cols; i++) rowStart[i] = rowStart[i-1] + rowSize[i-1];
        for (int i = 0; i < terms; i++){
            int j = rowStart[smArray[i].col];
            b.smArray[j].row = smArray[i].col;
            b.smArray[j].col = smArray[i].row;
            b.smArray[j].value = smArray[i].value;
            rowStart[smArray[i].col]++;
        }
        delete [] rowSize;
        delete [] rowStart;
    }
    return b;
}
```

Result

7_9.out

```

124      8 3 183
125      8 5 173
126      8 6 8
127      | 2-dimensional array use 0.006ms
128      Transpose use 0.001ms
129      FastTranspose use 0ms
130

```

15_12.out

```

288      11 10 104
289      11 11 116
290      | 2-dimensional array use 0.004ms
291      Transpose use 0.001ms
292      FastTranspose use 0.001ms
293

```

60_74.out

```

8251      73 54 207
8252      73 55 9
8253      73 59 105
8254      | 2-dimensional array use 0.042ms
8255      Transpose use 0.164ms
8256      FastTranspose use 0.031ms
8257

```

100_100.out

```

17117      99 94 35
17118      99 96 142
17119      99 97 210
17120      99 98 89
17121      99 99 104
17122      | 2-dimensional array use 0.085ms
17123      Transpose use 0.394ms
17124      FastTranspose use 0.055ms
17125

```

256_512.out

```

268825    511 252 111
268826    511 254 178
268827    511 255 214
268828    2-dimensional array use 1.177ms
268829    Transpose use 36.234ms
268830    FastTranspose use 1.094ms
268831

```

721_850.out

```

1107315    849 716 91
1107316    849 717 192
1107317    849 718 75
1107318    849 719 173
1107319    849 720 62
1107320    2-dimensional array use 6.017ms
1107321    Transpose use 211.933ms
1107322    FastTranspose use 3.285ms
1107323

```

Discussion

各測資使用這三種方法所花費的時間，單位毫秒(ms)

	7_9	15_12	60_74	100_100	256_512	721_850
Traditional 2-dimensional	0.006	0.004	0.42	0.085	1.177	6.017
Transpose	0.001	0.001	0.164	0.394	36.234	211.933
Fast Transpose	< 1 μ s	0.001	0.031	0.055	1.094	3.285

由上表可知大部分時候所耗時間Fast Transpose快於traditional 2-dimensional快於Transpose，但在7 * 9 和 15 * 12 中，Transpose快於traditional 2-dimensional，我執行了很多次結果也是一樣