Program Structures and Algorithms Spring 2023(SEC –01)

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Task:

Solve 3-SUM using the *Quadrithmic*, *Quadratic*, and (bonus point) *quadraticWithCalipers* approaches, as shown in skeleton code in the repository. There are hints at the end of Lesson 2.5 Entropy.

There are also hints in the comments of the existing code. There are a number of unit tests which you should be able to run successfully.

Submit (in your own repository--see instructions elsewhere--include the source code and the unit tests of course):

- (a) evidence (screenshot) of your unit tests running (try to show the actual unit test code as well as the green strip);
- (b) a spreadsheet showing your timing observations--using the doubling method for at least five values of N--for each of the algorithms (include cubic); Timing should be performed either with an actual stopwatch (e.g. your iPhone) or using the Stopwatch class in the repository.
- (c) your brief explanation of why the quadratic method(s) work.

Relationship Conclusion:

Implementation of ThreeSum which follows the brute-force approach of testing every candidate

in the solution-space. The array provided in the constructor may be randomly ordered. Construct a ThreeSumCubic on a.

param a :an array.

For Quadratic:

Implementation of ThreeSum which follows the approach of dividing the solution-space into N sub-spaces where each sub-space corresponds to a fixed value for the middle index of the three values.

Each sub-space is then solved by expanding the scope of the other two indices outwards from the starting point.

Since each sub-space can be solved in O(N) time, the overall complexity is $O(N^2)$.

Construct a ThreeSumQuadratic on a.

@param a :a sorted array.

Get a list of Triples such that the middle index is the given value j.

@param j :the index of the middle value.

@return a Triple

For Quadratic with Calipers:

Implementation of ThreeSum which follows the approach of dividing the solution-space into N sub-spaces where each sub-space corresponds to a fixed value for the middle index of the three values.

Each sub-space is then solved by expanding the scope of the other two indices outwards from

the starting point.

Since each sub-space can be solved in O(N) time, the overall complexity is $O(N^2)$.

The array provided in the constructor MUST be ordered.

Construct a ThreeSumQuadratic on a.

@param a: a sorted array.

Get a list of Triples such that the middle index is the given value i.

@param a : a sorted array of ints.

@param i : the index of the first element of resulting triples.

@param function : a function which takes a triple and returns the comparison of sum of the triple with zero.

@return a Tripl

It can be observed from the results of the benchmark test:

In the worst case scenario which happens when we generate all possible triplets and compare the sum of every triplet with the given value and therefore, runs in cubic time: $O(n^3)$. In the average and best case scenario which follows the approach of dividing the solution-space

into N sub-spaces where each sub-space corresponds to a fixed value for the middle index of the three values. Each sub-space is then solved by expanding the scope of the other two indices outwards from the starting point. The array provided must be sorted. Since each sub-space can be solved in O(N) time, the overall complexity is $O(N^2)$.

Evidence to support that conclusion:

Value of n	No. of runs	Cubic raw time	Cubic Normalized Time(n^3)
250	100	11.48	0.73
500	50	57.66	0.46
1000	20	453.35	0.45
2000	10	3629.8	0.45
4000	5	28837	0.45
8000	3	NA	NA
16000	2	NA	NA

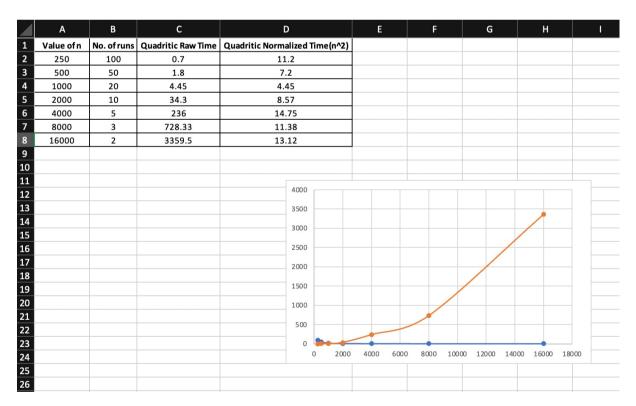
Value	No. of	Quadrithmic	Quadrithmic Normalized
of n	runs	Raw Time	Time(n^2 logn)
250	100	1.4	2.81
500	50	5.1	2.28
1000	20	17.5	1.76
2000	10	90.8	2.07
4000	5	380.8	1.99
8000	3	1632	1.96
16000	2	6781.5	1.9

	No.		
Value	of	QuadrithmicWc	QuadrithmicWcalipers
of n	runs	aliper Raw Time	Normalized Time(n^2)
250	100	0.44	7.04
500	50	1.14	4.56
1000	20	7.85	7.85
2000	10	47.2	11.8
4000	5	209.6	13.1
8000	3	756.67	11.82
16000	2	3550.5	13.87

Val	Cubic		Quadrathm	QuadrithmicWc	
ue	raw	Quadritic	ic Raw	aliper Raw	
of n	time	Raw Time	Time	Time	
250	11.48	0.7	1.4	0.44	
500	57.66	1.8	5.1	1.14	
100					
0	453.35	4.45	17.5	7.85	
200					
0	3629.8	34.3	90.8	47.2	
400					
0	28837	236	380.8	209.6	
800					
0	NA	728.33	1632	756.67	
160					
00	NA	3359.5	6781.5	3550.5	

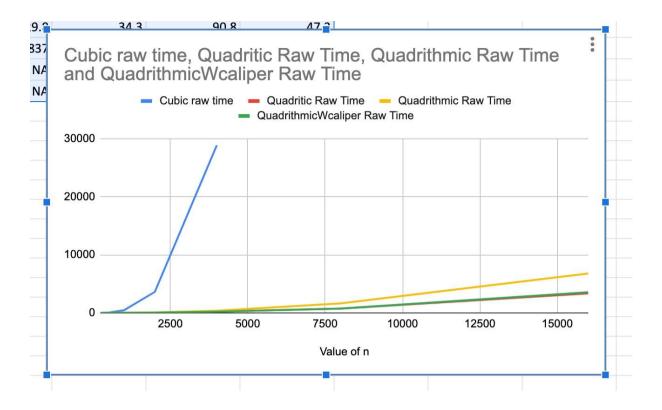
Graphical Representation:

	Α	В	С	D	Е	F	G	H
1	Value of n	No. of runs	QuadrithmicWcaliper Raw Time	QuadrithmicWcalipers Normalized Time(n^2)				
2	250	100	0.44	7.04				
3	500	50	1.14	4.56				
4	1000	20	7.85	7.85				
5	2000	10	47.2	11.8				
6	4000	5	209.6	13.1				
7	8000	3	756.67	11.82				
8	16000	2	3550.5	13.87				
9								
10								
11								
11 12 13				4000				
13								
14 15 16				3500			_	
15								
16				3000				
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18				2500				
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21								
22				1500				
23				1000				
24				1000				
25				500				
21 22 23 24 25 26 27 28 29 30								
28				0				
20				0 2000 4000 6000 8000	10000	12000 1400	00 16000	18000
30								
30						-		+



1	Α	В	С	D	E	F	G	Н
1	Value of n	No. of runs	Quadrithmic Raw Time	Quadrithmic Normalized Time(n^2 logn)				
2	250	100	1.4	2.81				
3	500	50	5.1	2.28				
4	1000	20	17.5	1.76				
5	2000	10	90.8	2.07				
6	4000	5	380.8	1.99				
7	8000	3	1632	1.96				
8	16000	2	6781.5	1.9				
9								
10								
11								
12								
13				8000				
14				7000				
15				7000			,	
16				6000				
17								
18				5000				
19								
20				4000				
21				3000				
22				3500				
10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30				2000				
24								
25				1000				
26								
27				0 2000 4000 6000 800	00 10000	12000 14000	16000 1800	00
28				2 2000 4000 0000 800	13000	12000 14000	10000 1000	
29								
30								

	Α	В	С	D	Е	F	G	н	1	J	K	L
_		No. of runs	Cubic raw time	Cubic Normalized Time(n^3)		•						
	50	100	11.48	0.73								
	00	50	57.66	0.46								
	000	20	453.35	0.45								
	000	10	3629.8	0.45								
	000	5	28837	0.45								
	000	3	30000	0.45								
	000	2	32000	0.45								
9												
10												
11 12 13 14 15 16 17												
12				35000								
13				30000						-		
14				30000	74							
15				25000	/							
16					/							
17				20000								
18					/							
19				15000	/							
20				40000	/							
19 20 21 22 23 24 25 26 27				10000								
22				5000	/							
23					*							
24				0								
25				0	2000 400	0 6000	8000	10000 12000	14000	16000 1800	0	
26												
27												
28												
9												



Unit Test Screenshots:

