

# EC 504 – Fall 2022 – Homework 2

Due Friday, Oct. 7, 11:59PM, 2022. Submit the coding and graphic in the directory /projectnb/alg504/yourname/HW2 on your SCC account.

**GOAL:** This a short exercise to learn how to measure and fit performance to curves. Also to present these result in graphical form. On the EC504 GitHub at Plotting and Fitting there is information on how to use gnuplot and even in **LittleGnuplot.pdf** instructions on how to install gnuplot in your laptop. This is convenient but all can be done easily using gnuplot on the SCC through the SCC OnDemand interface. Use Slack to exchange helpful hints on graphing!

## 1 Sorting Problem

The main file on GitHub has a range of sorting algorithms and the ability to construct random lists of varying sizes  $N$ . The exercise is to run them for a range of the sizes  $N = 16, 32, 64, 128, \dots$ , average over at an ensemble of cases (as much as 100). to get good statistics. Report the average behavior a function of  $N$  for each sorting method as to determine the scaling empirically as function of the number the mean number of swap operations vs  $N$ .

The main code `sortScaling.cpp` runs the example:

```
insertionSort  mergeSort  quickSort  shellSort
```

### 1.1 Program and Plotting Exercise

The exercise it to make a table of average performance for all 4 algorithm and plot them to see how the scale with  $N$ .

For the standard  $O(N^2)$  search algorithms involve local (nearest neighbor) exchanges of element of the given list

$$A_{list} = a[0], a[1], a[2], a[3], \dots, a[N-1] \quad (1)$$

You should find for `insertonSort` you should verify empirically average the algorithm would have

$$\text{Number of Exchanges} = \frac{N(N-1)}{4} \quad (2)$$

For `mergeSort` it should be exactly  $\Theta(N \log N)$  and for `quickSort` on average  $O(N \log N)$ . Finally see if you can find the value of the  $\gamma$  for shel sort  $O(N^\gamma)$ .

The exercise it to modify the main file to build an out put data file to plot.

# N	insertionSort	mergeSort	quickSort	shellSort
16	xxxx	xxxx	xxxx	xxxxx
32	xxxx	xxxx	xxxx	xxxxx
64	xxxx	xxxx	xxxx	xxxxx
128	xxxx	xxxx	xxxx	xxxxx
....				

where **xxxx** are the average values. This is convenient for using gnuplot to plot and fit the curves.

This output file can be made by a **hack** by printing to the standard output. Just run the code in a terminal (aka shell) with `./sort > datafile.txt`. Then you take what you need using an editor. This is a useful quick trick, however you should really set up a separate **output** file. This is necessary if you want to submit your code in queue. To set up an output file see the example to do this on GitHub at [HW1\\_codes/makeSortedList.cpp](#) (Hey basic software technique. Steal method from other codes!)

The basic commands in this code even allow naming the file with a parameter!

```
// open file
char FileName[80];
    sprintf(FileName,"MySorted%d.txt",ListSize);
    ofstream outfile(FileName);

// put stuff in this file

outfile << a[i] << endl;

// close file
outfile.close();
```

Place your final source code, outfile and figures with fits in directory **HW2**. Include the makefile so we can compile and test it.

## 1.2 Part 2- Extra Credit

If you have time you could add error bars to the table above and fit with error bars. The average of random cases (called  $\sigma$ ) defined as mean square deviation a second. Add error bars to the average (called  $\sigma$ ) defined as mean square deviation a second column next to the tabulated averages **xxxx**. These are defined for each algorithm and size  $N$  by

$$\sigma^2 = \frac{1}{N_{trials} - 1} \sum_{i=1}^{N_{trials}} (Swaps[i] - AverageSwap)^2$$

where above we suggested fixing  $N_{trials} = 100$ . The average numbers of swaps in the 100 trials for each algorithm and size  $N$  in the table are:

$$AverageSwap = \frac{1}{N_{trials}} \sum_{i=1}^{N_{trials}} Swaps[i]$$

You will want to have your code compute the standard error and put into another column in your output file. By the way all these analysis skill will likely come in handy for the team project.

For general background information the `sorting.h` files has a few more sorting algorithms to play with. We could add others like bucket and improve pivots for quicksort etc.