

```

int main() {

    int size1 = 10, size2 = 100, size3 = 1000, size4=100000, size5 = 1000000 ;
    int *array1 = new int[size1], *array2 = new int[size2], *array3 = new int[size3], *array4 = new
    int[size4], *array5 = new int[size5];


    // Store the starting time
    double duration;
    clock_t startTime = clock();
    // Code block


    //For N = 10
    //maxSubSum1(array1,size1);           //0.004 milliseconds.
    //maxSubSum2(array1,size1);           //0.002 milliseconds.
    //maxSubSum3(array1,size1);           //0.003 milliseconds.
    //maxSubSum4(array1,size1);           //0.002 milliseconds.


    //For N = 100
    //maxSubSum1(array2,size2);           //0.546 milliseconds.
    //maxSubSum2(array2,size2);           //0.018 milliseconds.
    //maxSubSum3(array2,size2);           //0.004 milliseconds.
    //maxSubSum4(array2,size2);           //0.003 milliseconds.


    //For N = 1000
    //maxSubSum1(array3,size3);           //465.739 milliseconds.
    //maxSubSum2(array3,size3);           //1.803 milliseconds.
    //maxSubSum3(array3,size3);           //0.081 milliseconds.
    //maxSubSum4(array3,size3);           //0.007 milliseconds.


    //For N = 10000
    //maxSubSum1(array4,size4);           // NA
    //maxSubSum2(array4,size4);           //12756.5 milliseconds.
    //maxSubSum3(array4,size4);           //7.547 milliseconds.
    //maxSubSum4(array4,size4);           //0.514 milliseconds.


    //For N = 100000
    //maxSubSum1(array5,size5);           // NA
    //maxSubSum2(array5,size5);           // NA.
    //maxSubSum3(array5,size5);           //88.434 milliseconds.
    //maxSubSum4(array5,size5);           //5.081 milliseconds.


    //Compute the number of milliseconds that passed since the starting time
    duration = 1000 * double( clock() - startTime ) / CLOCKS_PER_SEC;
    cout << "Execution took " << duration << " milliseconds." << endl;

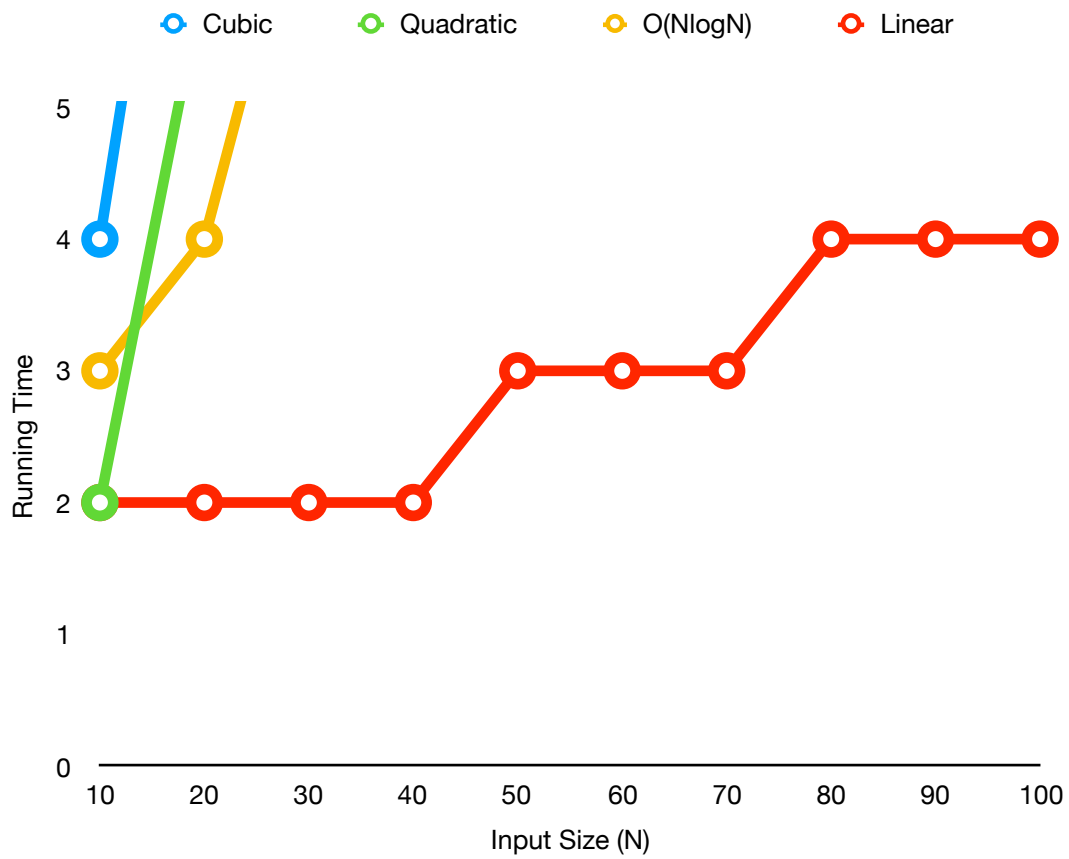

    return 0;
}

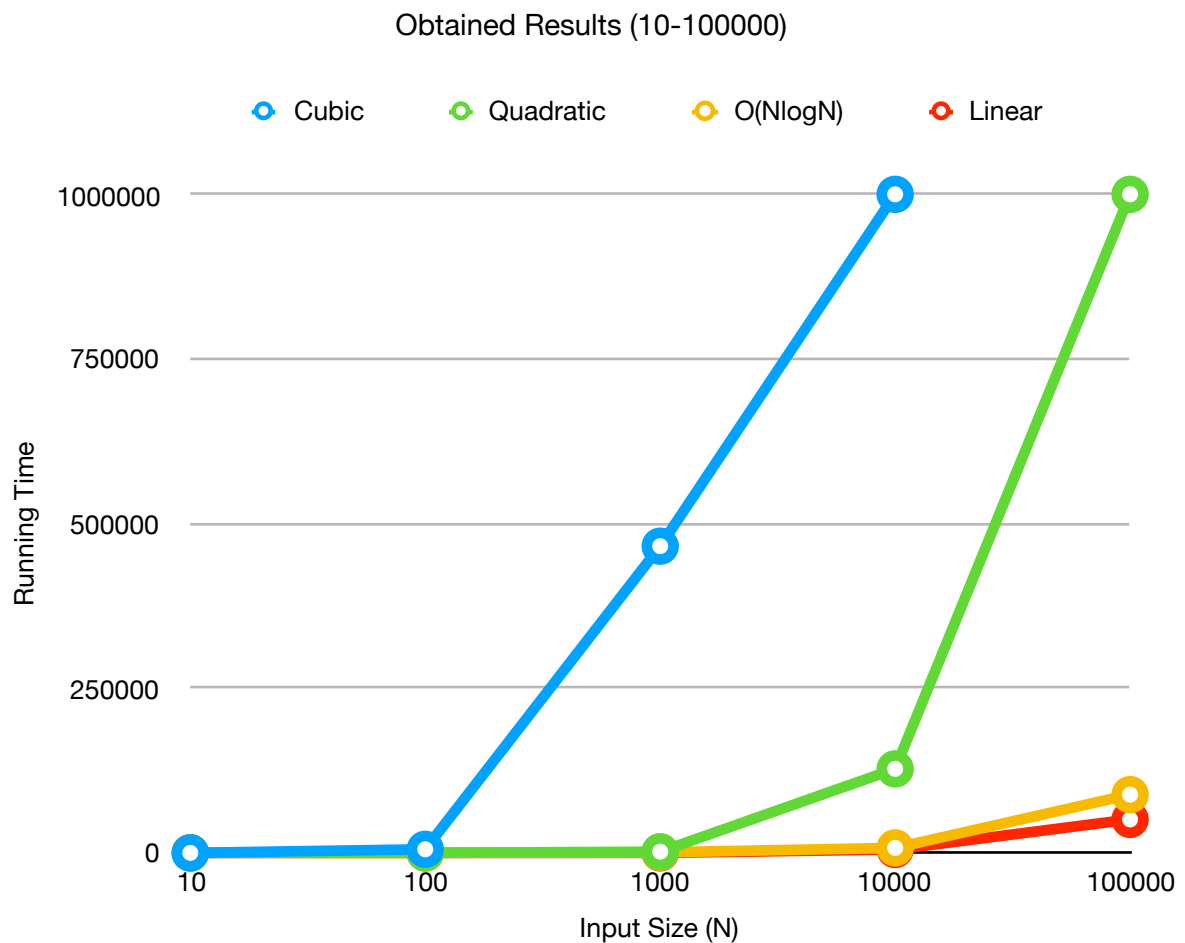
```

Algorithm Table

Input Size	$O(N^3)$	$O(N^2)$	$O(N \log N)$	$O(N)$
N = 10	0.0040	0.0020	0.0030	0.0020
N = 100	0.5460	0.0180	0.0040	0.0030
N = 1000	465.739	1.803	0.0810	0.0070
N = 10000	NA	12756.5	7.547	0.5140
N = 100000	NA	NA	88.434	5.081

Obtained Results (10-100)



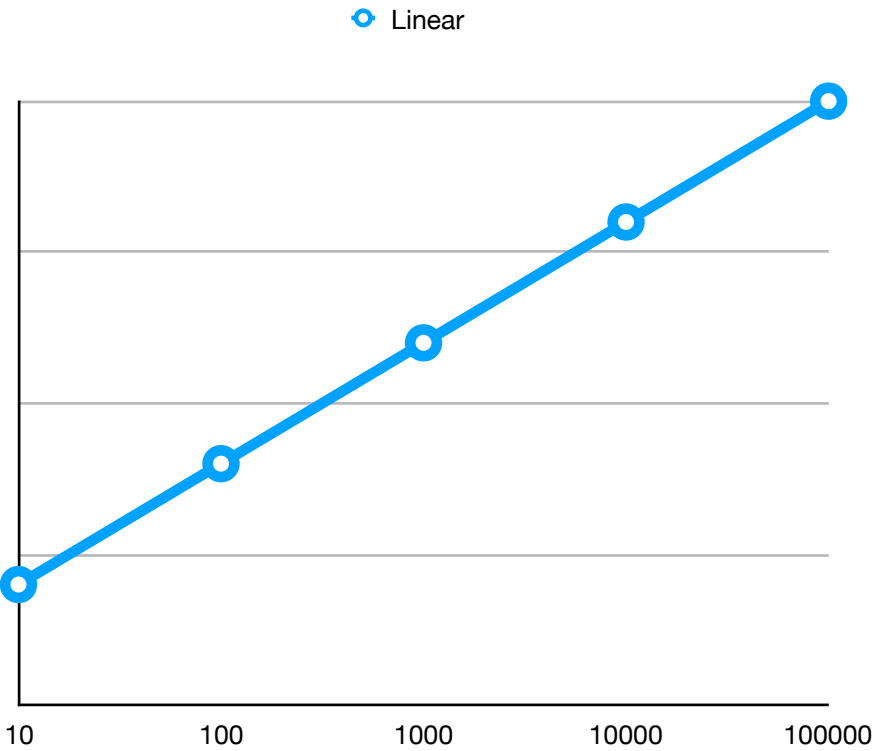
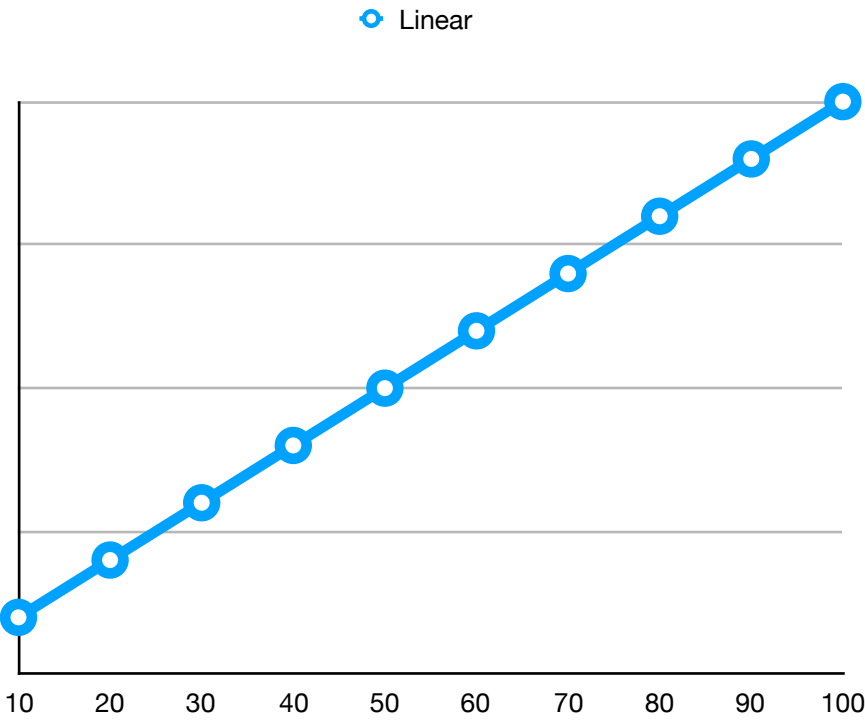


## Specification of the Computer that used to obtain these execution times

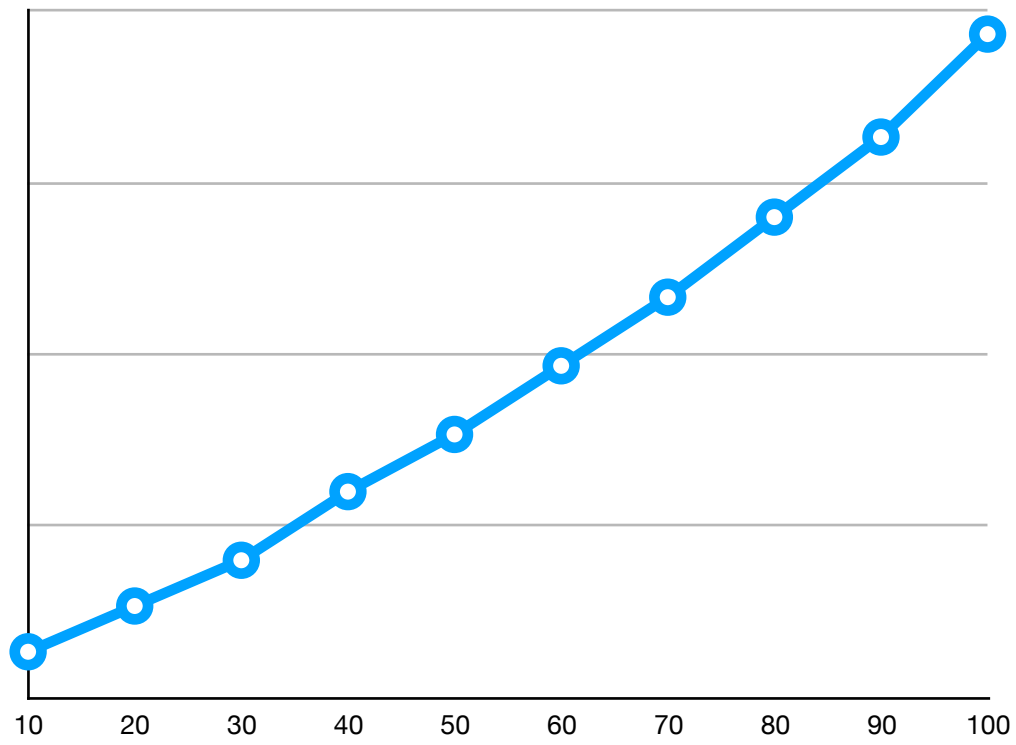
### Hardware Overview:

Model Name: MacBook Pro  
Model Identifier: MacBookPro13,3  
Processor Name: Intel Core i7  
Processor Speed: 2,6 GHz  
Number of Processors: 1  
Total Number of Cores: 4  
L2 Cache (per Core): 256 KB  
L3 Cache: 6 MB  
Memory: 16 GB

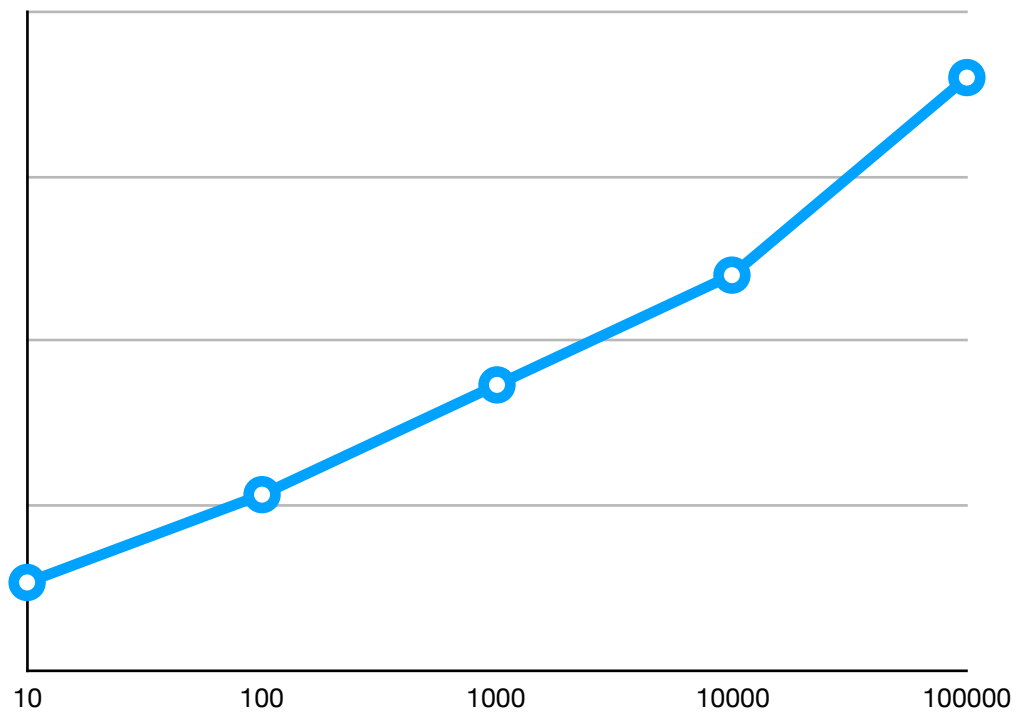
The expected growth rates that obtained from theoretical analysis



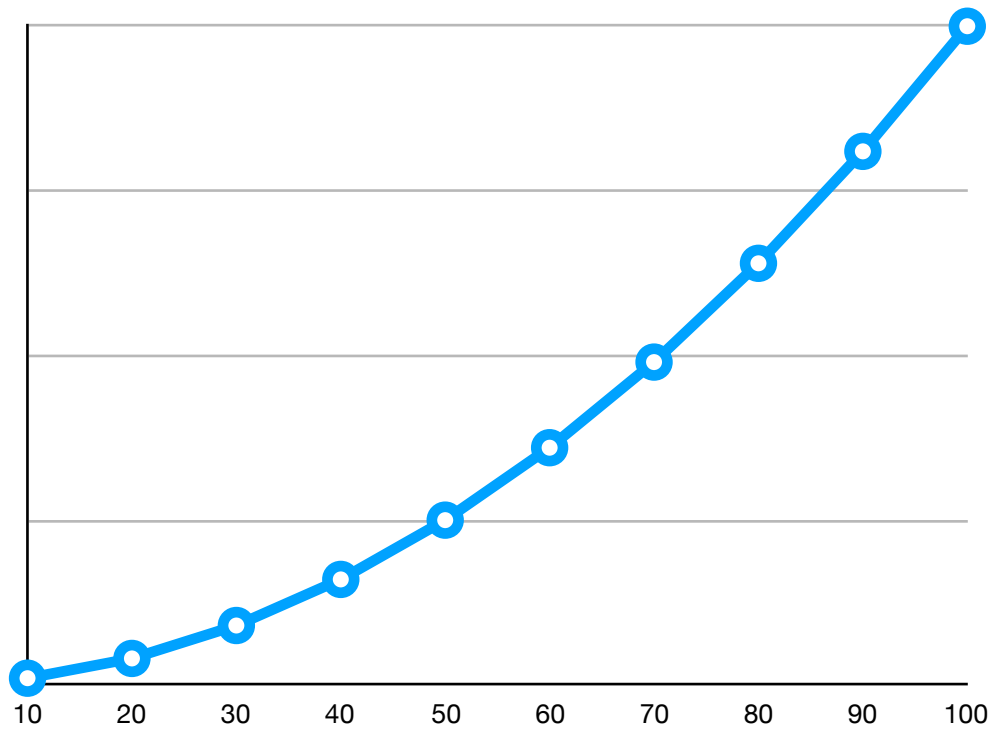
$O(N \log N)$



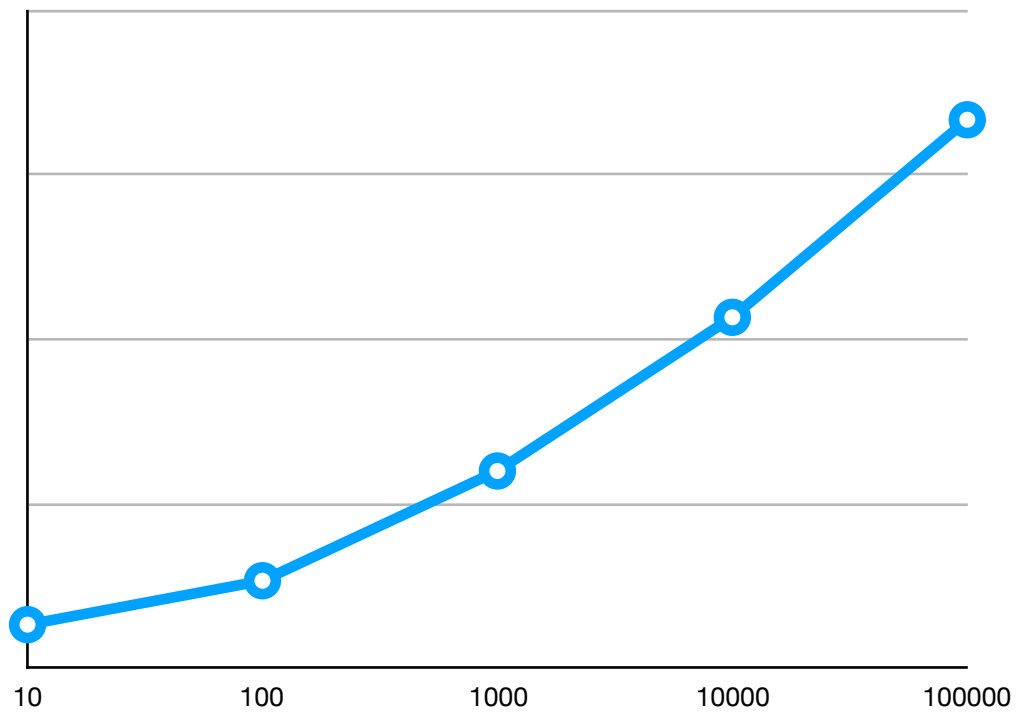
$O(N \log N)$



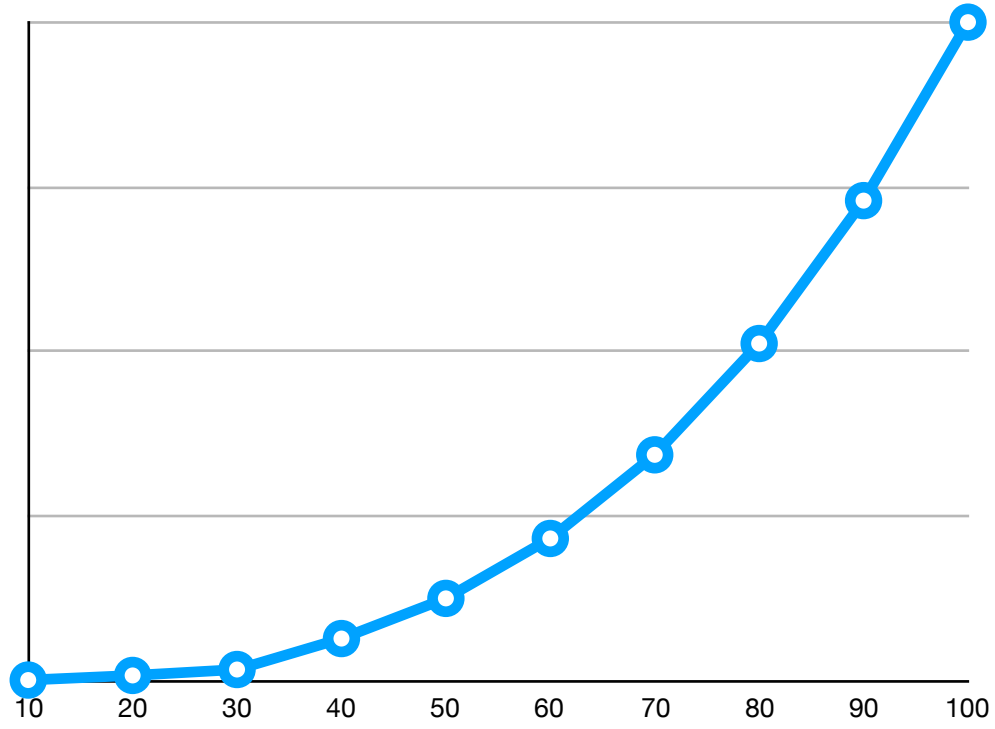
Quadratic



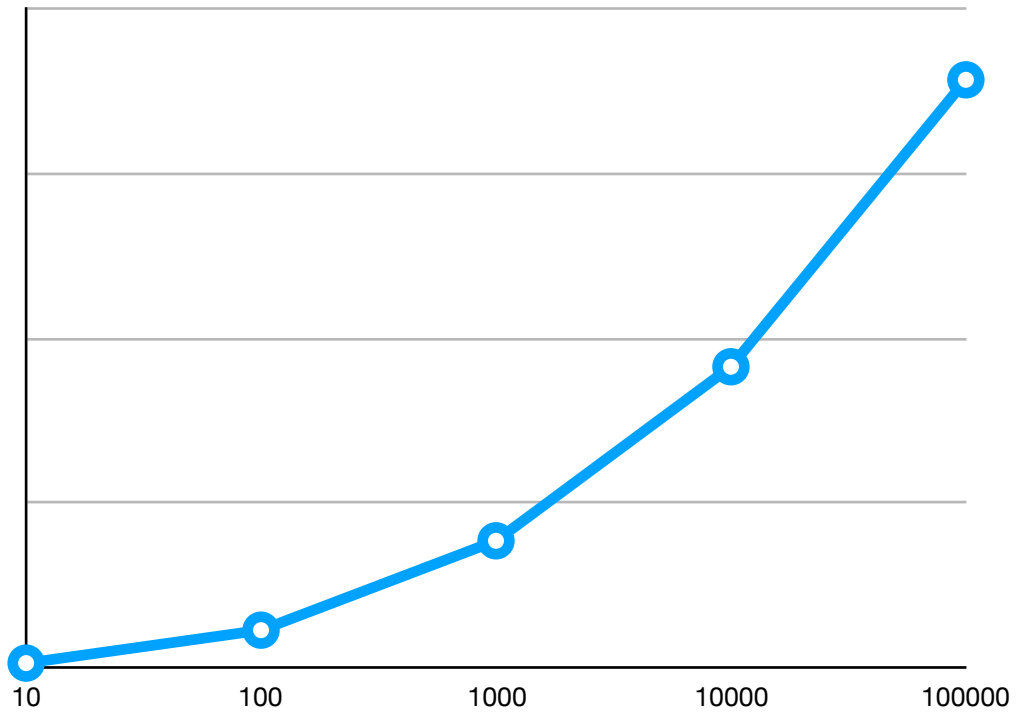
Quadratic



○ Cubic



○ Cubic



## **Comparison of the expected growth rates and the obtained results**

The expected growth which that obtained from theoretical analysis and the growth rates which are obtained from the results have some major differences. The first and the main reason of these difference is the processor speed, and the other opened applications on the computer which can cause a decrement to the speed. Normally the rate of the linear growth should be like a line. On the other hand the growth rates of  $O(N\log N)$ , quadratic, and cubic are exponential, and their growth speeds are respectively cubic, quadratic, and  $O(N\log N)$ . As we look at the inputs (N) on the results of these four functions detailed we can see errors. But if we look at the plot in general the growth rates are similar to the growth that we obtained from the theoretical analysis. The speed of the processor can cause bigger errors when the inputs size are closer to each other like in figure 1 (10 to 100) than when the inputs size are more far like in figure 2 (10 to 100000). So when the inputs size are increased to draw a graph on the growth rates, the error rate is decreasing. So the relation of the growth rate and the input size (N) is inverse proportion.