# **Sorting Competition: Group 3**

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#### **Score and times**

Small(er) data set (final1.txt) results:

Test #	Runtime (ms)		
1	265		
2	188		
3	302		
Average	251		

Placement: 1st

Large data set (final2.txt) results:

Test #	Runtime (ms)		
1	1933		
2	1855		
3	1464		
Average	1750		

Placement: 1st

## **Description - General outline**

- Divides input into three arrays, one for each of the set of positive decimals, negative decimals, and rationals. These values are stored in either DecimalPair or RationalPair objects
- Sorts negative/positive decimals using a helper method, recombines the resulting arrays into one decimal array
- Sorts rationals using a helper method
- Merges the two sorted arrays

## **Description - Primary helper functions**

void sort rationals(RationalPair[])

- Determines bucket size based on the number of rationals
- Distributes rationals into buckets
- Sorts each bucket using timsort with RationalPairCompare() as the comparator
- Reassembles original array in sorted order

void sort decimals(DecimalPair[])

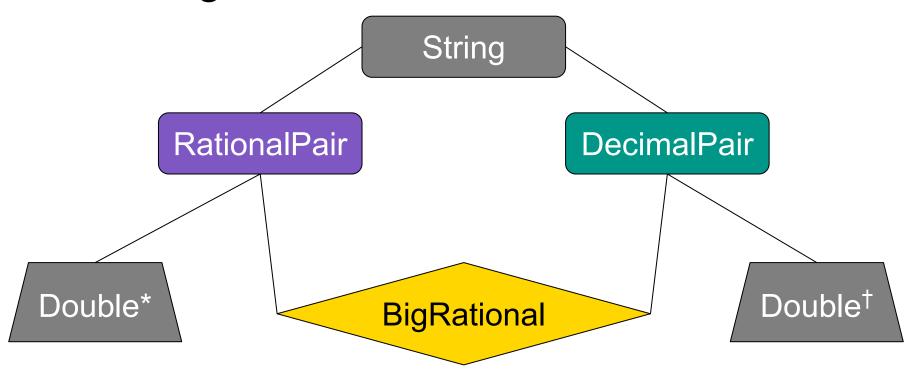
- Determines bucket size based on the number of decimals
- Distributes decimals into buckets
- Sorts each bucket using radix sort which uses counting sort as it's stable sort
- Reassembles original array in sorted order

# **Description - Primary helper classes**

- BigRational
  - represents a fraction or decimal
  - constructor takes a string
  - contains important comparator
- RationalPair
  - represents a fraction
  - stores a numerator/denominator, decimal value, and BigRational
  - o compare method allows us to compare fractions to decimals
- DecimalPair
  - represents a decimal
  - o stores its decimal value, a BigRational, and other values useful for bucket sort

# **Data Storage**

### **Data Storage**



#### **Rational Number:**

32 Bit Integer

32 Bit Integer

### **Rational Number:**

64 Bit Integer

2<sup>Exponent</sup>

#### **Rational Number:**

64 Bit Integer

2<sup>Exponent</sup>

#### **Double Precision Float:**

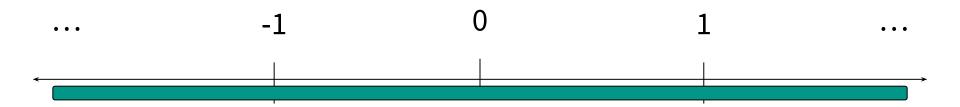
± 11 Bit Exponent\*

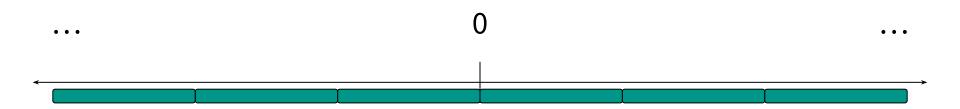
52 Bit Integer\*

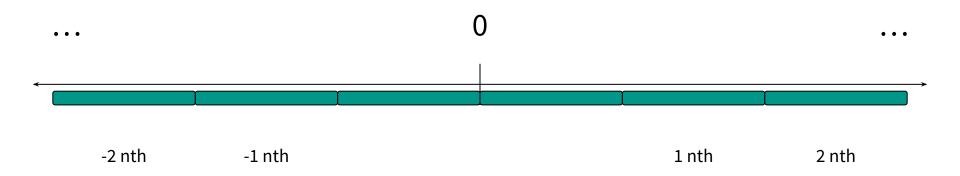
**Floating Point Magic** 

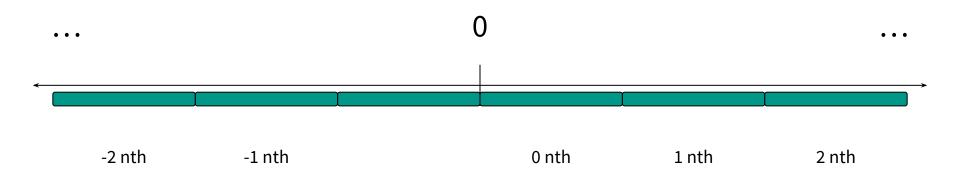
# Floating Point Numbers Aren't Numbers

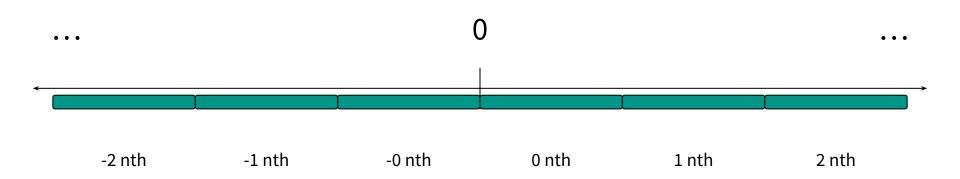
# Floating Point Numbers Aren't Numbers\*











# **Comparing Rationals and Decimals**

Decimal-ish Rational-ish

# **Comparing Rationals and Decimals**

Decimal-ish Rational-ish

# **Comparing Rationals and Decimals**

