CSCE 313 PA1

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1. **Performance Improvement**

One point of improvement could be only merging when absolutely necessary. In the current implementation, after each free call we check whether or not we *can* merge blocks to the highest increment. Doing this requires extra alloc() and free() calls since we constantly merge to the highest power and then split all the way down in the next request. By leaving smaller increment blocks we can drastically reduce the alloc and free calls (since both have recursive loops) – in turn improving runtimes.

1. **Solution testing**

I have tested all function and Ackerman combinations from (1,1) to (3,8) using the grading rubric – all of which appear to yield the correct output. However, I was unable to implement a solution which does not crash without proper memory allotment.

1. **Data Collection**

Data was collected using average run times per call (see below). Table 1 tells us how many allocate and free cycles are requested with increasing m and n. Table two averages the run times with the same calls. It is evident that both amount of cycles requested and runtime increase exponentially. This is especially prevalent when n >= 3.

1. **Tables**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **m** |  |  |  |  |  |  |  |
| **n** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** |
| **1** | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
| **2** | 14 | 27 | 44 | 65 | 90 | 119 | 152 | 189 |
| **3** | 106 | 541 | 2432 | 10307 | 42438 | 172233 | 693964 | 2785999 |

*Table 1: Ackerman alloc / free cycle amounts with varying m/n*

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **m** |  |  |  |  |  |  |  |
| **n** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** |
| **1** | 24 | 154 | 435 | 391 | 1263 | 1372 | 1700 | 1085 |
| **2** | 738 | 2932 | 2419 | 4041 | 6745 | 5675 | 9324 | 7769 |
| **3** | 4663 | 31170 | 126451 | 566972 | 2255732 | 9180661 | 37464182 | 150235552 |

*Table 2: Ackerman runtime with varying m/n*

*Table 3: graphical representation of Table 2*