

CS2303_HW04

Author: Ryan Mechery

For this assignment, 2 programs were created.

1. `sorttest` – This program takes in numbers from the command line, puts them into an array, sorts them, and prints out time taken to sort.
2. `sorttest2` – This program does much of the same as `sorttest` except it uses randomly generated values and lets user select sorting function.

Compilation

To compile the program, open the directory into any unix environment and enter `make` to compile all the source files.

```
$ cd <path to directory>/cs2303_hw04
~/<path to directory>/cs2303_hw04$ make
```

Note: To compile individual testers enter `make` `make sorttest` or `make sorttest2`.

To get doxygen output, configure the target folder in the makefile and enter `make docs`.

```
$ make docs
```

To remove object files and executables, run this command:

```
$ make clean
```

sorttest usage

```
$ ./sorttest num1 num2 num3
```

Parameter	Type	Description
<code>num1</code>	int	Required. Valid integer to be put in array.
<code>num2</code> , <code>num3</code> , ...	int	Optional. Valid integer to also put in array

sorttest2 usage

```
$ ./sorttest2 array_size sort_type
```

Parameter	Type	Description
<code>array_size</code>	int	Required. Size of random array.
<code>sort_type</code>	string	Required. Type of sorting arrays. Either <code>sort_descending</code> or <code>alt_sort_descending</code> .
sort_type options		Description
<code>sort_descending</code>		Regular bubble sort using array with indexes.
<code>alt_sort_descending</code>		Optimized bubble sort using pointer access.

tests

```
$ ./sorttest 0 1 2 3
Unsorted array:
0
1
2
3
Sorted array (descending order):
3
2
1
0
Timestamp before sorting: Seconds 1675917181,   Microseconds:515155
Timestamp after sorting: Seconds 1675917181,   Microseconds:515155
Time spent sorting: Seconds 0,   Microseconds:0
```

Test #1a: Random Range [0,10]

```
$ ./sorttest2 5000 sort_descending
(list of numbers) ...
Timestamp before sorting: Seconds 1676122056,   Microseconds:14497
Timestamp after sorting: Seconds 1676122056,   Microseconds:54418
Time spent sorting: Seconds 0,   Microseconds:39921
```

Test #1b: Random Range [0,10]

```
$ ./sorttest2 5000 alt_sort_descending
(list of numbers) ...
Timestamp before sorting: Seconds 1676122914,   Microseconds:680067
Timestamp after sorting: Seconds 1676122914,   Microseconds:714086
Time spent sorting: Seconds 0,   Microseconds:34019
```

Running test one shows that alt_sort is 1.17 times faster than running the regular bubble sort.

Test #2a: Random Range [0,1000]

```
$ ./sorttest2 10000 sort_descending
(list of numbers) ...
Timestamp before sorting: Seconds 1676122207,   Microseconds:988680
Timestamp after sorting: Seconds 1676122208,   Microseconds:156638
Time spent sorting: Seconds 0,   Microseconds:167958
```

Test #2b: Random Range [0,1000]

```
$ ./sorttest2 10000 alt_sort_descending
(list of numbers) ...
Timestamp before sorting: Seconds 1676122766,   Microseconds:735068
Timestamp after sorting: Seconds 1676122766,   Microseconds:886740
Time spent sorting: Seconds 0,   Microseconds:167958
```

Running this test again with a different max and more numbers shows that the optimized sort is around 1.11 times faster.

My reasoning for this 10% performance gain is that the time cost of accessing array elements with an index multiplies in an $O(n^2)$ method such as bubble sort. Allowing the computer act more closely as a Turing computer with just one pointer prevents the computer from calculating unnecessarily calculations to swap a little bit faster. But ultimately, swapping takes more time than calculating memory addresses.

Test #3: Invalid `sort_type`

```
$ ./sorttest2 10 new_sort
"new_sort" is not a valid sort type!
Only "sort_descending" and "alt_sort_descending" are allowed.
```