Sorting on disk

Due Sunday February 14, 2016

Objectives

For this assignment, you will:

- Practice reading from and writing to files

- Practice using Java exceptions and try/catch statements

- Practice using an `Iterator` to iterate over a collection of `String`s

- Implement a divide-and-conquer algorithm

Description

All of the sorting algorithms we've looked at so far assume that the data is in memory and that we can swap data elements efficiently. Sometimes, because of the size of the data you cannot fit all of it in memory. In these situations, many of the traditional sorting algorithms fail miserably; the algorithms do not preserve data locality and end up accessing the disk frequently, resulting in very slow running times.

For this assignment, you will be implementing an on-disk sorting algorithm that is designed to use the disk efficiently to sort large data sets. The sorting algorithm will work in two phases:

- First, your sorting algorithm breaks the data into reasonable sized chunks and sorts each of these individual chunks. This is accomplished by reading a chunk of data, sorting it, writing it to a file, then reading more data, etc. At the end of this phase, you will have a number of files on disk that are all sorted.

- Second, you will need to merge all of these files into one large file. This is accomplished by pair-wise merging of the files (very similar to the merge of MergeSort) and then writing out the result to a new, larger merged file. Eventually, all of the files will be merged to one large file. Note, this can be done very memory efficiently.

The correctness of the assignments in this class will be automatically verified. For this reason, you must follow all naming conventions specified in this assignment.

Classes

`OnDiskSort` class

We have provided you with a skeleton `OnDiskSort` class that you will need to fill in the details for. We encourage you to add additional private methods, but **do not** change the names or parameters of the methods we have provided you. This will make our life much easier when we grade the assignment. As an aside, we have made some of the methods `protected` where normally we would have made them `private` to, again, assist us in grading.

You will need to fill in the following methods:

- `OnDiskSort`: the constructor for the class. Make sure that you understand what all of the parameters do. `maxSize` is the maximum number of `String`s that can be read in to memory at any one time. `workingDirectory` is the directory where you will create temporary files along the way (for example, to store the sorted chunks). Note that `workingDirectory` has type `File`. Use the `sorting_run` directory

as the `workingDirectory`. We suggest you name the temporary files something simple like 0.tempfile, 1.tempfile, etc. Make sure you clear the working directory when you're done. `sorter` is the sorter that you should use to sort each chunk.

- `sort`: this is the public method that will be called when you want to sort new data. For this assignment, we will only be sorting `String` data (notice that `WordScanner` is an `Iterator<String>`). This method will read in the data `maxSize` words at a time, sort each chunk using the sorter, store the sorted chunk in a temporary file, and then put the file into an arraylist of files. Once all of the data has been read in, you will have an arraylist of files, each of which is sorted. You should then call the `mergeFiles` method to merge all the sorted files.

- `merge`: take two sorted files and merge them into one sorted file. This is very similar to the `merge` method of MergeSort. The main difference is that rather than merging from two arrays (or `ArrayLists`) you are merging two files. You **should not simply read in the data from both of these files and then use the merge method from MergeSort**. We are trying to be memory efficient and this would defeat the purpose. Instead, you should open `BufferedReader`s to both of the files and then, reading one line at a time, read either from the first file or the second, and write that directly out to the output file, depending on the appropriate ordering. Besides the variables for doing the file I/0, you should only need **two `String`** variables to keep track of the data.

- `mergeFiles`: takes an `ArrayList` of `File`s, each of which should contain sorted data and then uses the `merge` method above to eventually merge them into one large sorted file. Notice that the `merge` method only merges two files at a time. The easiest way to merge all of the n sorted files is to merge the first two files, then merge the third file with the result of merging the first two files, then the fourth in, etc. NOTE: you cannot read and write to a file at the same time, so you will need to use another temporary file to store your temporary results as you merge the data.

- `main`: This method gets everything going and is provided to you. It creates a sorter that does a merge-sort in memory, then creates a diskSorter to do the external merges. Parameters to the `OnDiskSort` sets up directory `sorting_run` to be the working directory for the sorts. It then creates a word scanner to read King's "I have a dream" speech. Finally it calls the `sort` method of `diskSorter` with the scanner to input all the words of the speech, sorts them, and puts them in the file `data.sorted`.

To assist you, we have also provided a few helper methods in the `OnDiskSort` class that you may find useful. They primarily do some simple operations with files. If there is any confusion about what these methods do, please come talk to us. In addition, these helper methods may also help you understand basic Java file I/O.

MergeSort class

Implementation of the Mergesort algorithm

QuickSort class

Implementation of the Quicksort algorithm

Sorter interface

An interface for sorting algorithms. Implemented by the `MergeSort` and `Quicksort` class.

WordScanner class

Implements the Java `Iterator` interface. An iterator over `String`s read in from file.

Getting Started

1. As usual, create a new project in `Eclipse` and copy the starter code over from `/common/cs/cs062/assignments/assignment03/` into the `src` directory of your newly created project.

2. You will also need a directory in which to put the files to be sorted. Create a directory called "`sorting_run`" in the parent directory (or in the same directory as the src and bin folder). In that directory put a file containing a copy of King's "I have a dream" speech. It is in a file named "Ihaveadream.txt" and is in with files from last week's assignment. Be sure to name these exactly as given here. (If not, then the program won't find them and it will crash.) See the `main` method of `OnDiskSort` for the names.

3. You are now ready to get started! Again, try to code incrementally one method at a time.

Grading

You will be graded based on the following criteria:

criterion	points
Merge	3
MergeFiles	3
Sort	3
Uses only two Strings in merge method	2
Cleans up temporary files appropriately	2
General correctness	2
cleans up temporary files appropriately	1
appropriate comments (including JavaDoc)	3
appropriate use of generics	2
style and formatting	2
submitted correctly	1
extra credit	2

NOTE: Code that does not compile will not be accepted! Make sure that your code compiles before submitting it.

Submitting Your Work

1. A reminder: in addition to Javadoc comments, your code must adhere to the CS062 style guide linked to on the course webpage under Documentation and Handouts.

2. As usual, export the entire folder from Eclipse to your desktop

3. Change the name of the folder to **Assignment03_LastNameFirstName**. Make sure the folder contains both a `src` and `bin` directory.

4. Then drag it into the dropbox folder.

Additional Information

File I/O in Java

For those that haven't had any file I/O experience in Java, we'll give a brief intro here, but also take a look at the streams cheat sheet available off of the course Documentation page. You can also look up information about the classes seen in the code and discussed here via the Java libraries link there. For most I/O, you'll need to `import java.io.*`.

The two main classes you'll be concerned with when doing file I/O in java are `BufferedReader` for reading data and `PrintWriter` for writing data. To read data, you can create a new reader by:

    BufferedReader in = new BufferedReader(new FileReader(...))

where "..." can be either replaced with a `String` or can be replaced with a `File` object. To write data, you can create a new writer by:

    PrinterWriter out = new PrintWriter(new FileOutputStream(...))

In both cases, you will need to surround these with a try-catch to handle the `IOException`.

The file system

The file system on these computers starts at the root directory '/'. Everything is then expanded out based on directories. For example "/home/america/" means that in the root directory '/' there is a directory named "home" and inside this directory is another directory named "america". The '/' symbol is called the file separator and is different depending on the operating system (e.g. it's '\' on windows computers).

Filenames can be specified as *relative* filenames, where the filename is specified relative to the current location of the program (or user), and *absolute* filenames where the entire path, starting from the root directory, is specified. For example, the absolute filename for the `src` directory of my `Assignment03` folder in my Eclipse workspace is "/home/america/Documents/cs062/workspace/Assignment03/src". The relative filename for the `src` directory depends on the current directory. If the current location of the program (or user) is the `bin` directory, then the relative filename is "../src". The ".." symbol means go up one directory. So, from the `bin` directory, the relative filename "../src" means go up one directory and then go to the src directory. Note that relative filenames do NOT start with a '/'.

It can be confusing telling exactly where your program currently is when running it, so often the best approach when writing programs is to use a *full* path which starts at the root directory. (We won't do that this time because we want the program you turn in to work when copied to the TA's directory.)

If you ever want to know where you are when you're in the `Terminal`, the `pwd` command (which stands for **p**rint **w**orking **d**irectory). You can try it out by just typing `pwd` and hitting return (though that won't work in Eclipse – you must be in the `Terminal`)!.

Rather than hard-coding in a file or directory, you can also pop up a dialog box and let the user choose the file. We did that with last week's assignment. In fact, the startup code given to you in the `main` class of `TextGenerator` is a good example of how to use file input.