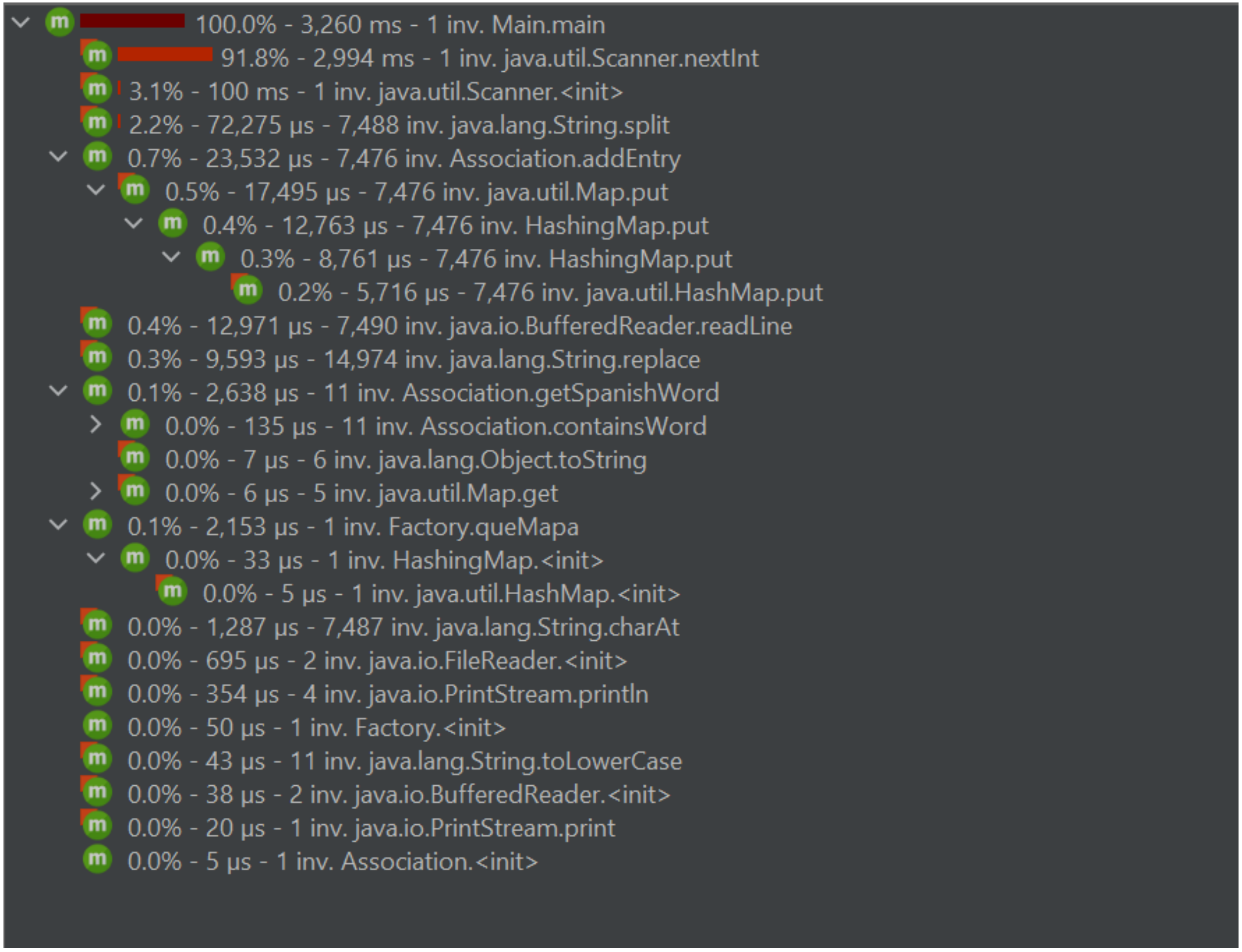
Algoritmos y Estructuras de Datos 13-05-2021
Comparación entre implementaciones usadas
Javier Mombiela
Mariano Reyes

Hashing Map



```
100.0% - 3,260 ms - 1 inv. Main.main
    91.8% - 2,994 ms - 1 inv. java.util.Scanner.nextInt
    3.1% - 100 ms - 1 inv. java.util.Scanner.<init>
    2.2% - 72,275 µs - 7,488 inv. java.lang.String.split
    0.7% - 23,532 µs - 7,476 inv. Association.addEntry
        0.5% - 17,495 µs - 7,476 inv. java.util.Map.put
            0.4% - 12,763 µs - 7,476 inv. HashingMap.put
                0.3% - 8,761 µs - 7,476 inv. HashingMap.put
                    0.2% - 5,716 µs - 7,476 inv. java.util.HashMap.put
    0.4% - 12,971 µs - 7,490 inv. java.io.BufferedReader.readLine
    0.3% - 9,593 µs - 14,974 inv. java.lang.String.replace
    0.1% - 2,638 µs - 11 inv. Association.getSpanishWord
        0.0% - 135 µs - 11 inv. Association.containsWord
        0.0% - 7 µs - 6 inv. java.lang.Object.toString
        0.0% - 6 µs - 5 inv. java.util.Map.get
    0.1% - 2,153 µs - 1 inv. Factory.queMapa
        0.0% - 33 µs - 1 inv. HashingMap.<init>
            0.0% - 5 µs - 1 inv. java.util.HashMap.<init>
    0.0% - 1,287 µs - 7,487 inv. java.lang.String.charAt
    0.0% - 695 µs - 2 inv. java.io.FileReader.<init>
    0.0% - 354 µs - 4 inv. java.io.PrintStream.println
    0.0% - 50 µs - 1 inv. Factory.<init>
    0.0% - 43 µs - 11 inv. java.lang.String.toLowerCase
    0.0% - 38 µs - 2 inv. java.io.BufferedReader.<init>
    0.0% - 20 µs - 1 inv. java.io.PrintStream.print
    0.0% - 5 µs - 1 inv. Association.<init>
```

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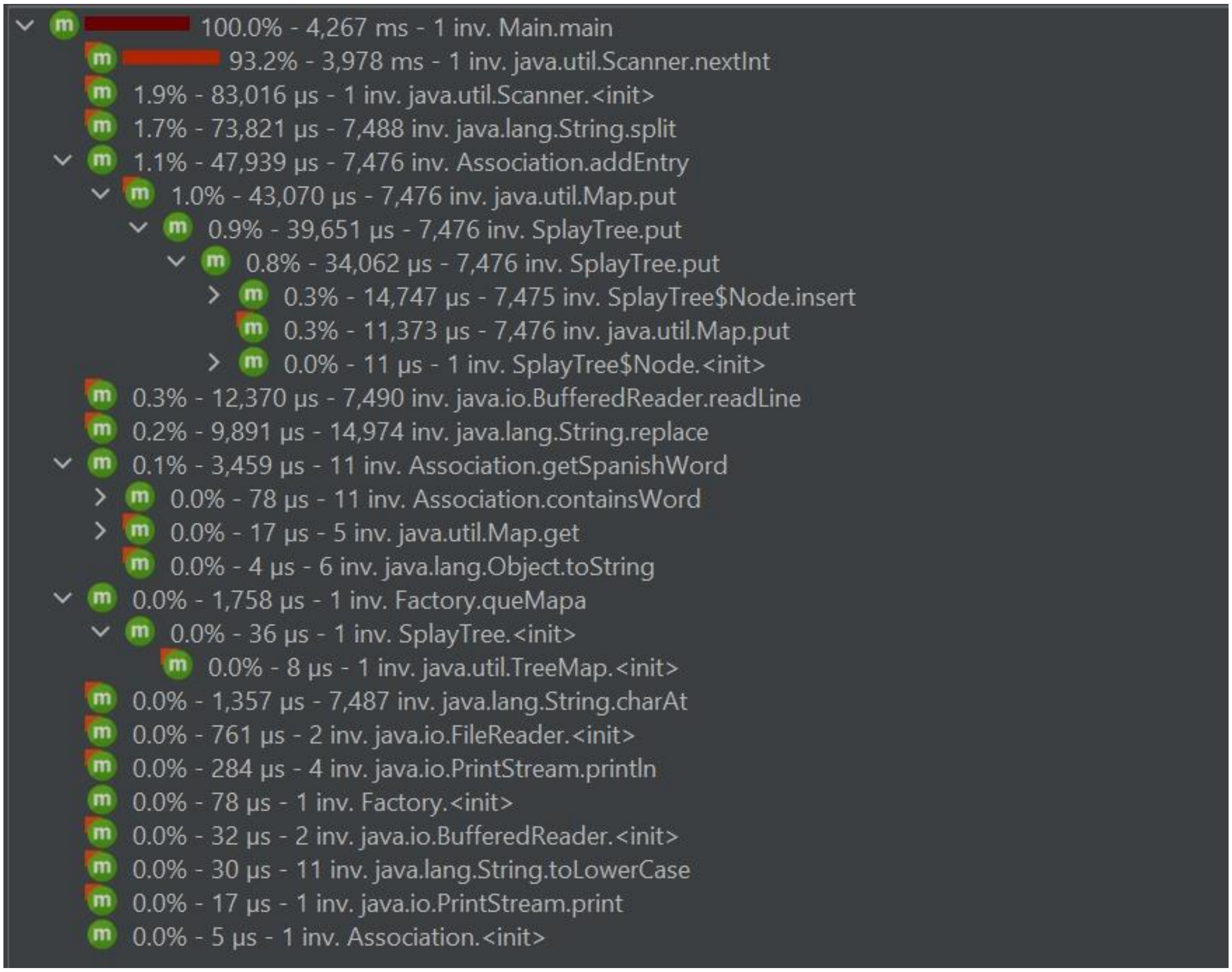
Splay Tree



```
100.0% - 4,267 ms - 1 inv. Main.main
  93.2% - 3,978 ms - 1 inv. java.util.Scanner.nextInt
  1.9% - 83,016 µs - 1 inv. java.util.Scanner.<init>
  1.7% - 73,821 µs - 7,488 inv. java.lang.String.split
  1.1% - 47,939 µs - 7,476 inv. Association.addEntry
    1.0% - 43,070 µs - 7,476 inv. java.util.Map.put
      0.9% - 39,651 µs - 7,476 inv. SplayTree.put
        0.8% - 34,062 µs - 7,476 inv. SplayTree.put
          0.3% - 14,747 µs - 7,475 inv. SplayTree$Node.insert
          0.3% - 11,373 µs - 7,476 inv. java.util.Map.put
          0.0% - 11 µs - 1 inv. SplayTree$Node.<init>
  0.3% - 12,370 µs - 7,490 inv. java.io.BufferedReader.readLine
  0.2% - 9,891 µs - 14,974 inv. java.lang.String.replace
  0.1% - 3,459 µs - 11 inv. Association.getSpanishWord
    0.0% - 78 µs - 11 inv. Association.containsWord
    0.0% - 17 µs - 5 inv. java.util.Map.get
    0.0% - 4 µs - 6 inv. java.lang.Object.toString
  0.0% - 1,758 µs - 1 inv. Factory.queMapa
    0.0% - 36 µs - 1 inv. SplayTree.<init>
      0.0% - 8 µs - 1 inv. java.util.TreeMap.<init>
  0.0% - 1,357 µs - 7,487 inv. java.lang.String.charAt
  0.0% - 761 µs - 2 inv. java.io.FileReader.<init>
  0.0% - 284 µs - 4 inv. java.io.PrintStream.println
  0.0% - 78 µs - 1 inv. Factory.<init>
  0.0% - 32 µs - 2 inv. java.io.BufferedReader.<init>
  0.0% - 30 µs - 11 inv. java.lang.String.toLowerCase
  0.0% - 17 µs - 1 inv. java.io.PrintStream.print
  0.0% - 5 µs - 1 inv. Association.<init>
```

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Luego de comparadas las implementaciones podemos ver como el SplayTree es un poco más complejo por lo que lleva más tiempo de ejecución con respecto a la otra implementación usada la cual era el Hashing Map.