Program Structures and Algorithms
Spring 2023(Section - 1)

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Task:
(Part 1) You are to implement three (3) methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer*.

Repeat method:

```
public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U> function, UnaryOpera
    Logger.trace("repeat: with " + n + " runs");

    ticks=0;
    running=false;

    for (int i = 0; i < n; i++) {
        T t = supplier.get();
        if (preFunction != null) {
            t = preFunction.apply(t);
        }
        resume();
        U u = function.apply(t);
        pauseAndLap();
        if (postFunction != null) {
            postFunction.accept(u);
        }
    }
    final double result = meanLapTime();
    resume();
    return result;
    // FIXME: note that the timer is running when this method is called and should still be
}
```

getClock method:

```
private static long getClock() {
    // FIXME by replacing the following code
     return System.nanoTime();
    // END
}
```

toMillisecs method:

```
private static double toMillisecs(long ticks) {
    // FIXME by replacing the following code
    //System.out.println(ticks);
     return ticks/1000000.0;
    // END
}
```

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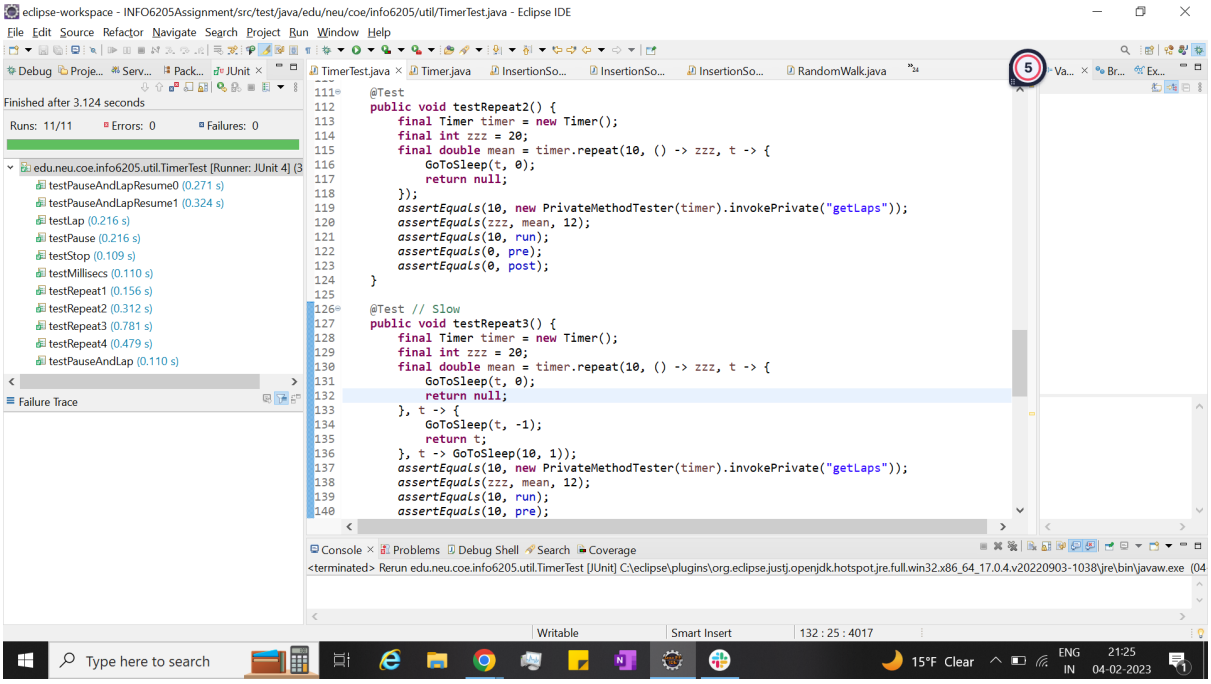
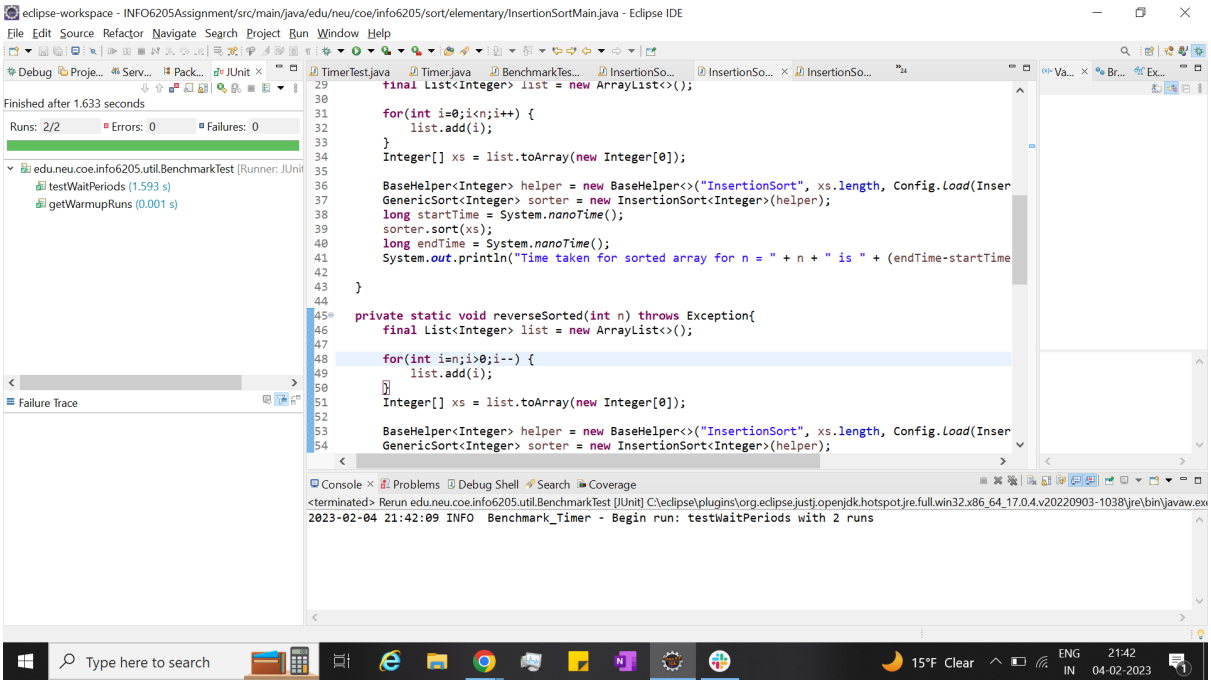
Unit Test Screenshots:

1)TimerTest.java

Here, I updated the delta to a slightly higher value of 12 because I was always getting a deviation of around 10~11.



2) BenchmarkTest.java



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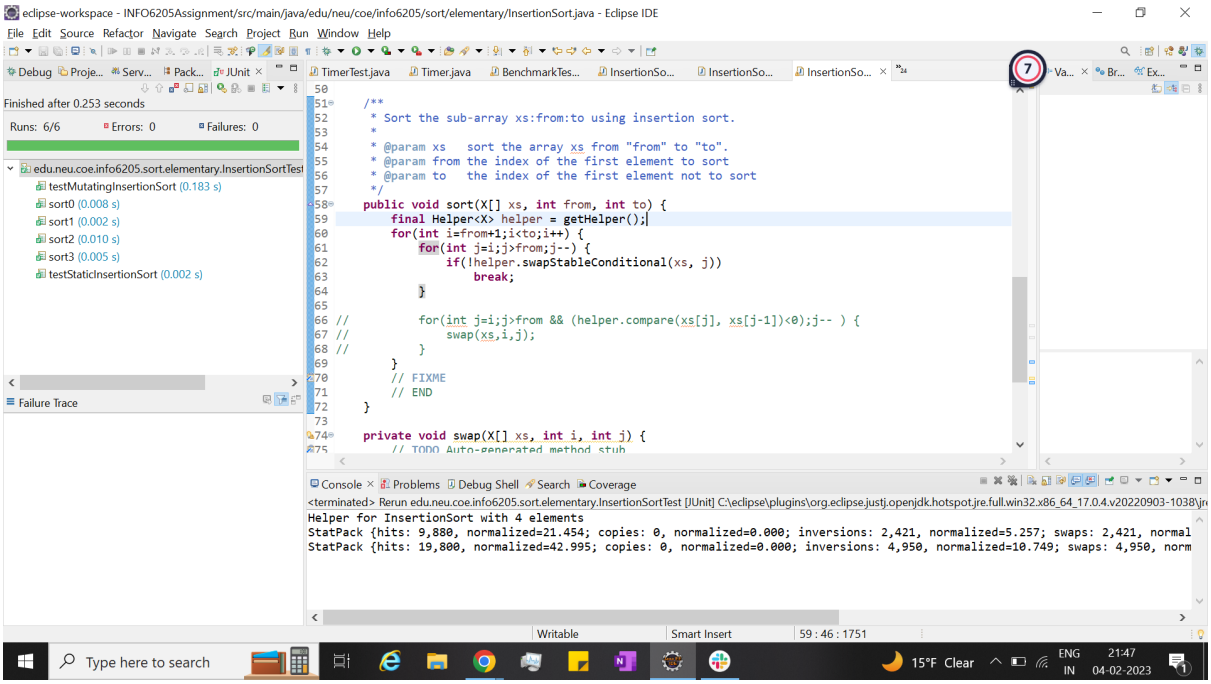
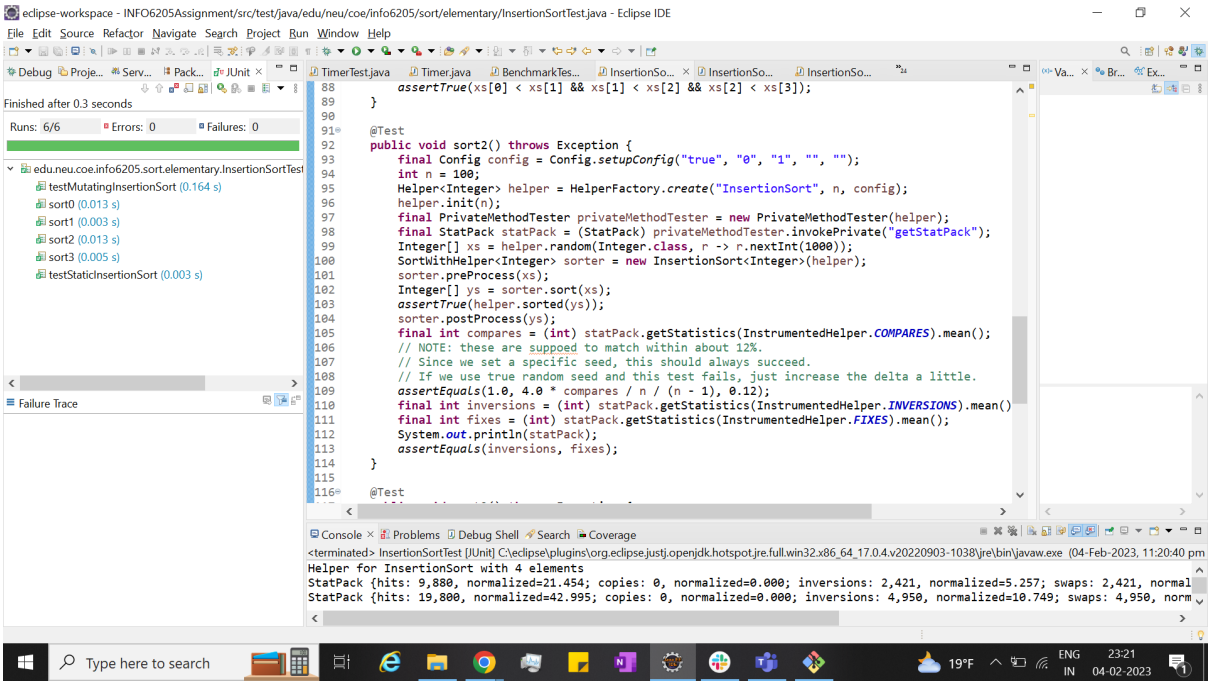
(Part 2) Implement *InsertionSort* (in the *InsertionSort* class)

Code:



Unit Test Screenshot:



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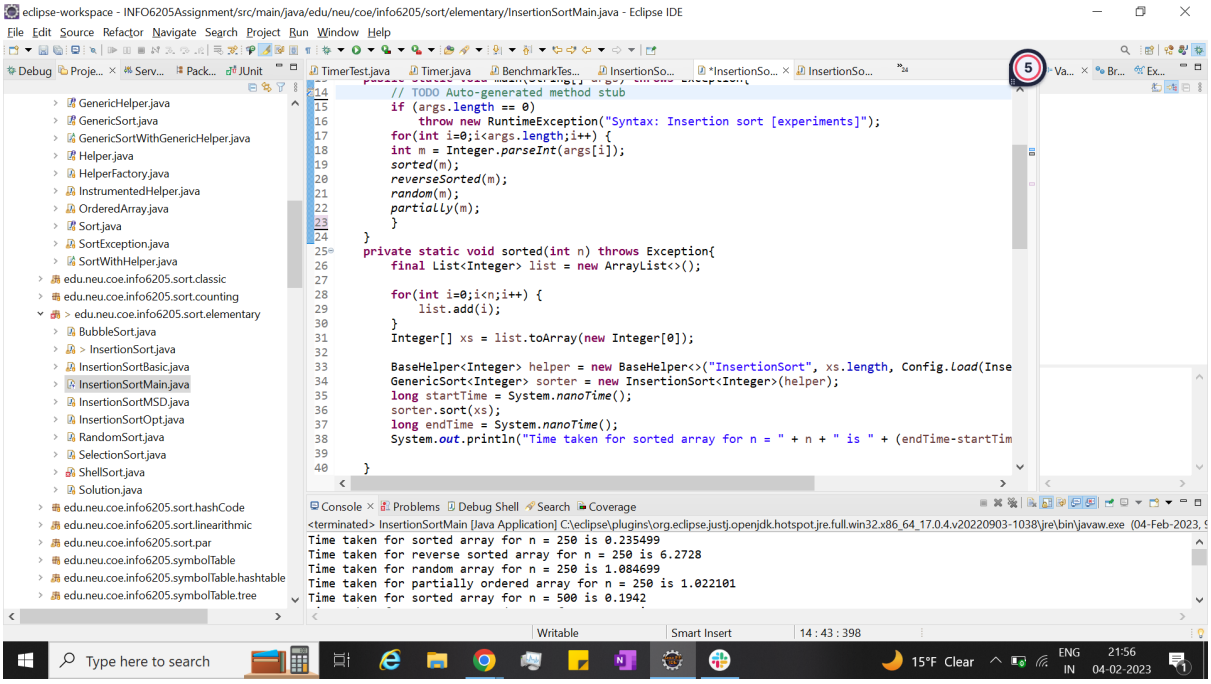
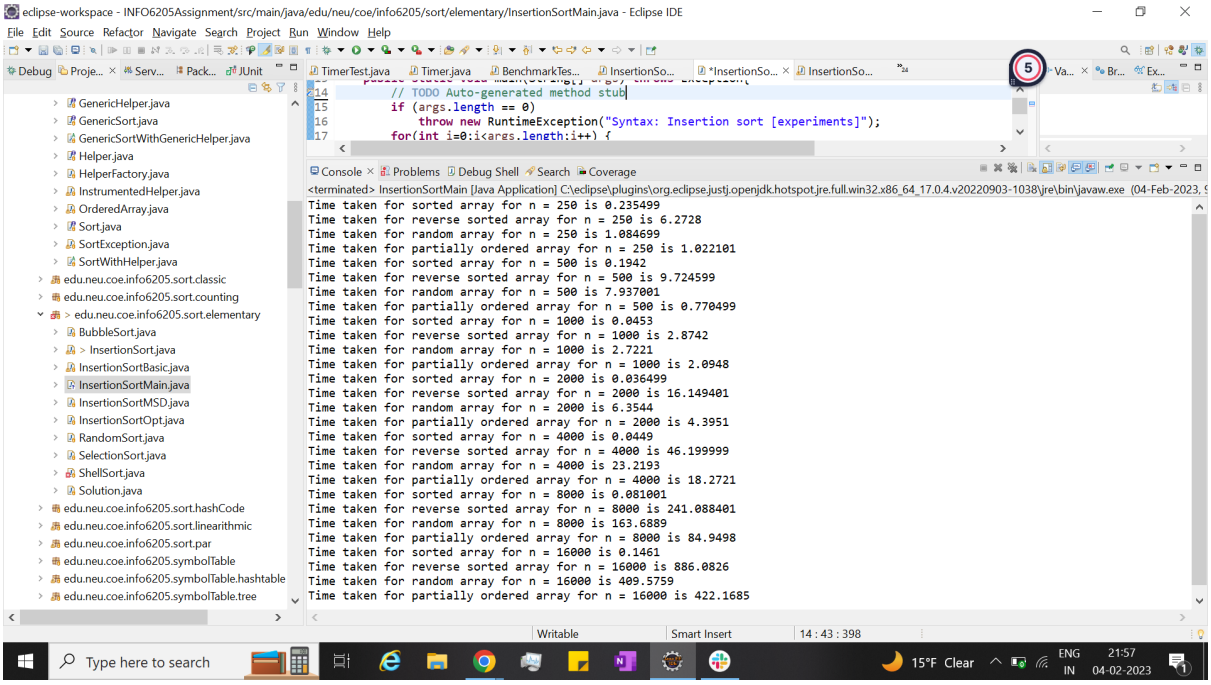
(Part 3) Implement a main program (or you could do it via your own unit tests) to actually run the following benchmarks:

Main method:



Output:



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(b)Validating by using doubling benchmark:
Here, I timed the observations using the doubling method from n=250 until n=16000

N		Ordered		Partially		Random		Reverse	
		(millisec)	lg ratio	(millisec)	lg ratio	(millisec)	lg ratio	(millisec)	lg ratio
250	Raw Time	0.24		1.02		1.08		6.27	
500	Raw Time	0.19	-0.34	0.77	-0.41	7.94	2.88	9.72	0.63
1000	Raw Time	0.05	-1.93	2.09	1.44	2.72	-1.55	2.87	-1.76
2000	Raw Time	0.04	-0.32	4.4	1.07	6.35	1.22	16.15	2.49
4000	Raw Time	0.04	0	18.27	2.05	23.22	1.87	46.12	1.51
8000	Raw Time	0.08	1	84.95	2.22	163.69	2.82	241.09	2.39
16000	Raw Time	0.14	0.81	422.17	2.31	409.58	1.32	886.08	1.88

log(N) vs log(T) values for the above observations. Here, before applying the log(T), I multiplied every value with 10^3 in order to avoid negative values, as the log of something less than 1 is negative.

log(N)	log(T) Ordered	log(T) Partially	log(T) Random	log(T) Reverse
7.965784285	7.906890596	9.994353437	10.0768156	12.61424973
8.965784285	7.569855608	9.588714636	12.95492329	13.2467406
9.965784285	5.64385619	11.02928723	11.40939094	11.48683502
10.96578428	5.321928095	12.10328781	12.63254088	13.97924654
11.96578428	5.321928095	14.15718901	14.50308035	15.49310489
12.96578428	6.321928095	16.37432633	17.32060666	17.87921229
13.96578428	7.129283017	18.68746454	18.64378574	19.75707743

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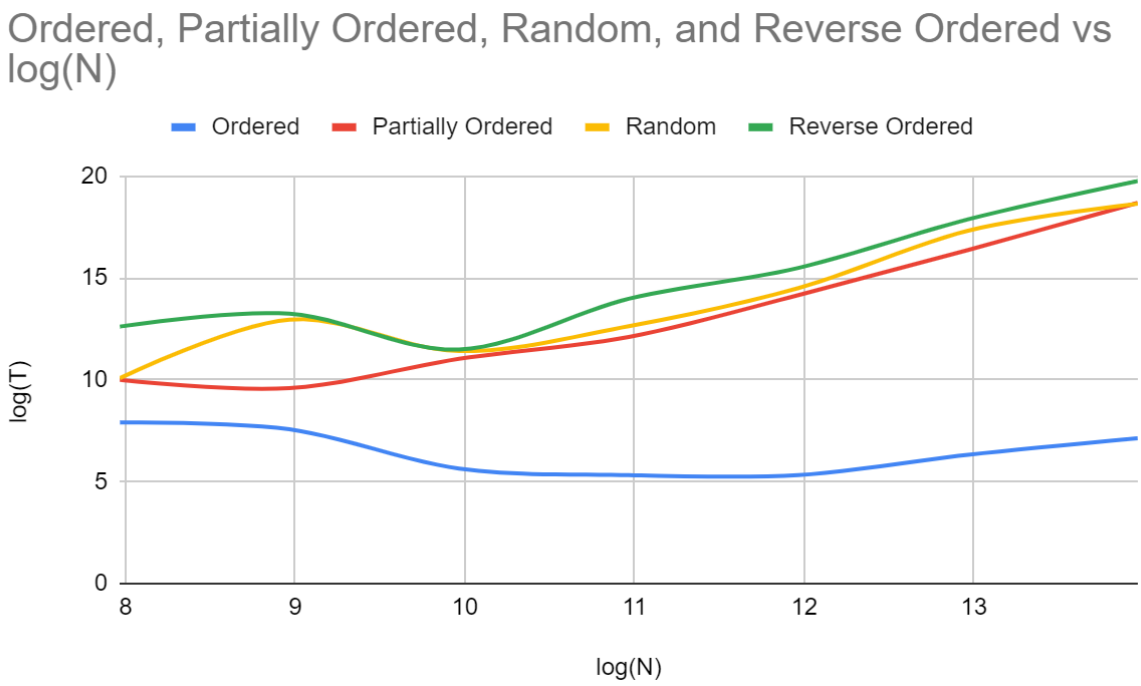
Here's the graph of log(N) vs log(T) for four different initial array ordering situations: random, ordered, partially ordered, and reverse ordered



Conclusion:

The order of growth is not very much impacted when the input array is sorted, while it increases with the size of the array in all other cases when the input array is partially sorted, random, or reverse ordered. It is always higher in the case of reverse ordered as it involves the highest number of swaps and a little lower for partially sorted and random array as it doesn't involve as many swaps as required by reverse ordered array.