

HW2

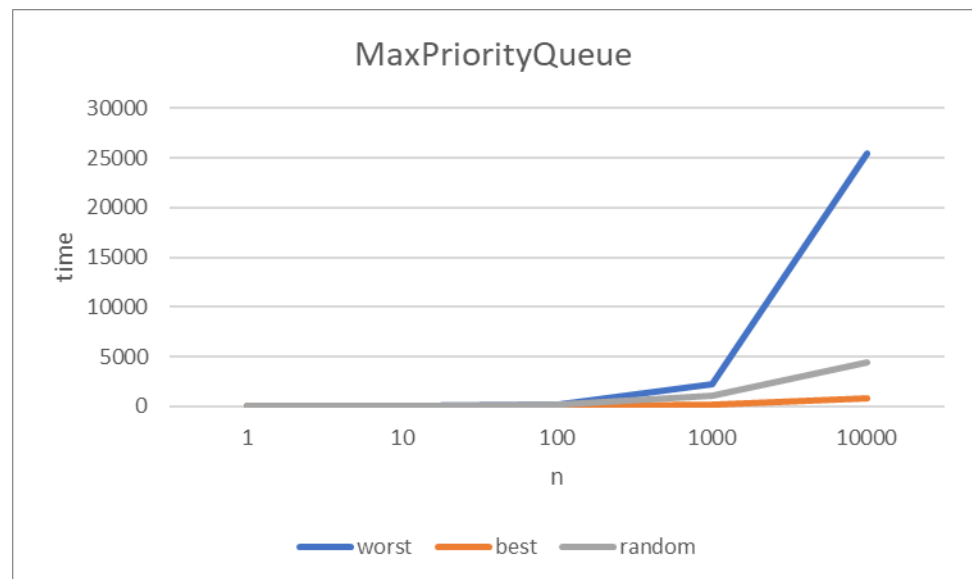
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1. Indicator Variable Exercises

2. Priority Queue

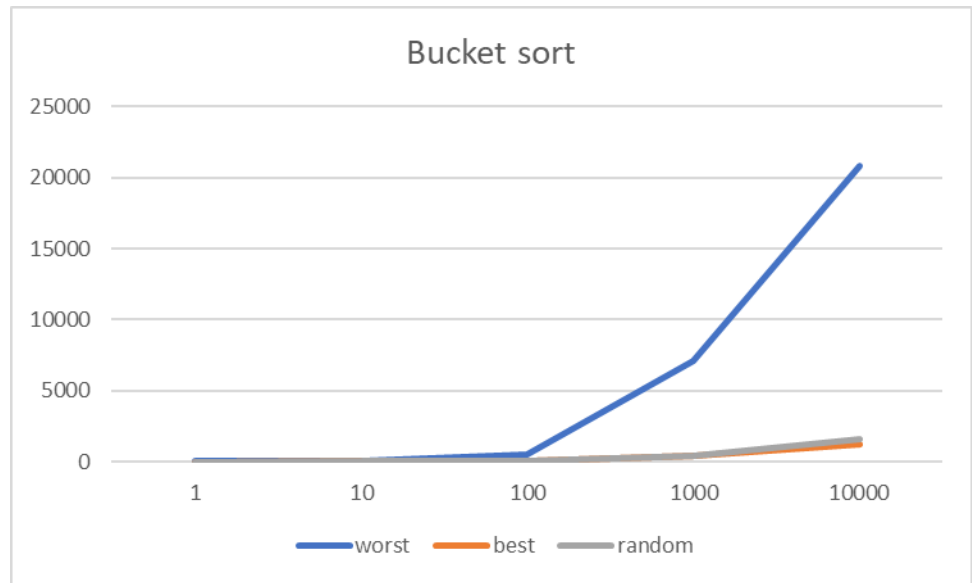
- (a) insert has a worst case of $\mathcal{O}(n \log n)$. After testing the code (MaxPriorityQueue.cpp) with best input (Elements in descending order), worst input (Elements in ascending order) and random input (Uniform distribution).



3. Linear Sorting

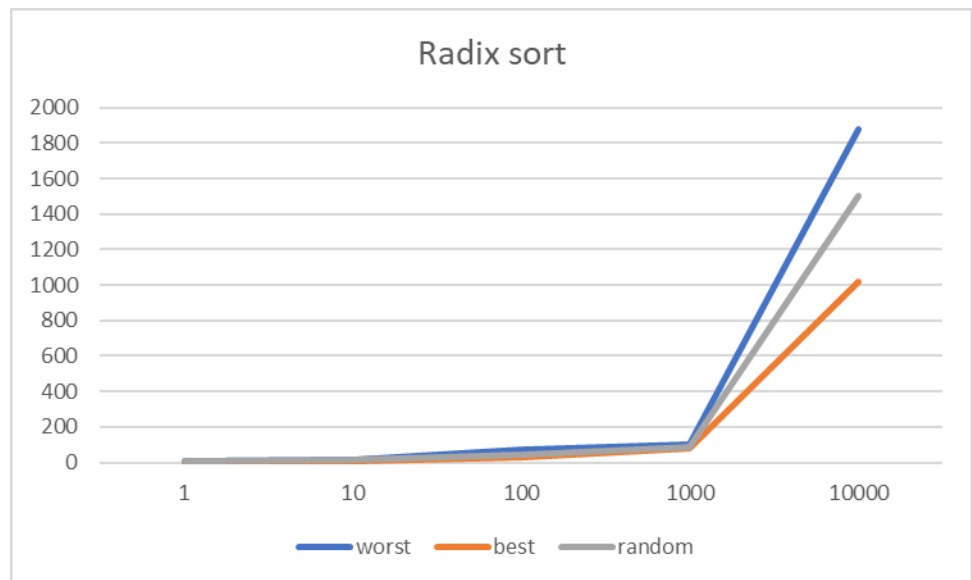
(a) Bucket Sort.

- i. After testing (BucketSort.cpp) for best input (Elements are distributed equally in each bucket), worst input (Elements are distributed in 1 bucket), and random (Uniforms distribution), the plot resembles the complexity in Cormen (Linear complexity for best and average, n squared for worst).



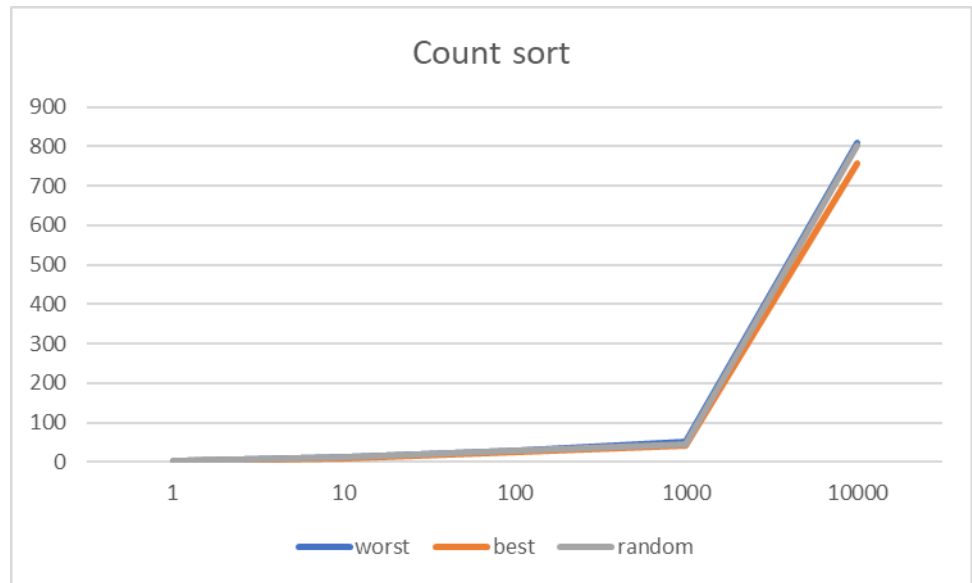
(b) Radix Sort

- i. After testing for worst input, best input and random (Using uniform distribution), we found that the sorting performs as described in the Cormen (Linear complexity)



(c) Count Sort

- i. Count sort follows the same rules as radix sort.



4. Hash Table

- (a) Division, multiplication and matrix hash functions were implemented and tested (HashTable.cpp). Graphing the results for several alphas got almost constant values. We can say that the complexity holds for the search.

