

Laboratory practice No. 2: Algorithm complexity

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3) Practice for final project defense presentation

3.1

| InsertionSort | |
|-----------------------|--------------------------|
| Tamaño de entrada (n) | Tiempo de ejecución (ms) |
| 1 | 0 |
| 2 | 0 |
| 3 | 5 |
| 4 | 14 |
| 5 | 7 |
| 6 | 25 |
| 7 | 21 |
| 8 | 40 |
| 9 | 50 |
| 10 | 73 |
| 11 | 101 |
| 12 | 128 |
| 13 | 165 |
| 14 | 182 |
| 15 | 275 |
| 16 | 335 |
| 17 | 383 |
| 18 | 462 |
| 19 | 446 |
| 20 | 513 |

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ESTRUCTURA DE DATOS 1

Código ST0245

| MergeSort | |
|-----------------------|--------------------------|
| Tamaño de entrada (n) | Tiempo de ejecución (ms) |
| 1 | 1 |
| 2 | 0 |
| 3 | 1 |
| 4 | 1 |
| 5 | 1 |
| 6 | 2 |
| 7 | 2 |
| 8 | 3 |
| 9 | 2 |
| 10 | 3 |
| 11 | 3 |
| 12 | 3 |
| 13 | 0 |
| 14 | 4 |
| 15 | 5 |
| 16 | 5 |
| 17 | 8 |
| 18 | 5 |
| 19 | 4 |
| 20 | 5 |

3.2 Insertion sort



Merge sort



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3.3 It's not appropriate to use Insertion sort code for a videogame with millions of elements in the scene because their complexity $O(n^2)$ is going to double in every single value. So it would take many time to execute the program, making it less efficient.

3.4 Merge sort is the one with the logarithmic complexity in the worst case, it appears because while the data increase, the operations almost all the time increase too but not in a proportional way, making it complexity faster than others sorting algorithms.

3.5 When is insertion sort faster than merge sort?

When the array is already organized the algorithm insertion sort should be faster because it checks the elements once.

3.6 Array2

- **countEvens**

```
public int countEvens(int[] nums) {
    int count = 0;      // C1
    for (int n : nums)  // C2
        if (n % 2 == 0) // n
            count++;     // n
    return count;       // C3*n
}
```

Complexity $O(n)$

- **Only14**

```
public boolean only14(int[] nums) {
    for(int i=0;i<nums.length;i++) //C1
        if (nums[i] != 1 && nums[i] != 4) //n
            return false;             //n
    return true;                     //c
}
```

Complexity $O(n)$

- **More14**

```
public boolean more14(int[] nums) {
    int cont1=0; //C1
    int cont2=0; //C2
    for(int i=0 ; i<nums.length ; i++){ //n
        if(nums[i]==1)
            cont1++; //c3*n
        if(nums[i]==4)
            cont2++; //c4*n
    }
    if(cont1>cont2) //c5
        return true; return false; //c6
}
```

Complexity $O(n)$

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- **BigDiff**

```
public int bigDiff(int[] nums) {
    int cont1=nums[0];           //c1
    int cont2=nums[0];           //c2
    for(int i=0;i<nums.length;i++){ //n
        if(nums[i]>=cont1)
            cont1=nums[i];       //c3*n
        if(nums[i]<=cont2)
            cont2=nums[i];       //c4*n
    }
    return cont1-cont2;          //c5
}
```

Complexity $O(n)$

- **fizzArray3**

```
public int[] fizzArray3(int start, int end) {
    int[] array = new int[end - start]; //c1

    for(int i = start; i < end; i++)
        array[i - start] = i;           //c2*n

    return array;                       //c3
}
```

Complexity $O(n)$

Array3

- **maxSpan**

```
public int maxSpan(int[] nums) {
    int max = 0; //C
    for (int i = 0; i < nums.length; i++) { //n*C
        int j = nums.length - 1; //n*C
        for (j = nums.length - 1; nums[i] != nums[j]; j--) { //n*m*C
            if (nums[j] == nums[i]) { //n*m*C
                break; //n*m*C
            }
        }
        int span = j - i + 1; //n*C
        if (span > max) { //n*C
            max = span; //n*C
        }
    }
    return max; //C
}
```

Complexity $O(n*m)$

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Código ST0245

- **fix34**

```
public int[] fix34(int[] nums) {
    for (int i = 0; i < nums.length; i++)    //c1*n
        if (nums[i] == 3) {
            int temp = nums[i + 1];
            nums[i + 1] = 4;
            for (int j = i + 2; j < nums.length; j++) //c2*n*m
                if (nums[j] == 4)
                    nums[j] = temp;           //c3*n
        }
    return nums;                             //c4
}
Complexity O(n*m)
```

- **canBalance**

```
public boolean canBalance(int[] nums) {
    int suma1=0;                               //c1
    for (int i = 0; i < nums.length; i++){     //c2*n
        suma1=suma1+ nums[i];                 //c3*n
    }
    int suma2=0;                               //c5
    for (int j = nums.length-1; j > i; j--) {   //c6*n*m
        suma2=suma2+ nums[j];                 //c7*n
    }
    if(suma1==suma2){                          //C8
        return true;
    }
    return false;
}
Complexity O(n*m)
```

- **linearIn**

```
public boolean linearIn(int[] outer, int[] inner) {
    int pos=0;                                //c1
    for(int i=0;i<outer.length;i++){ //c2*n
        if(pos<inner.length) //c3*n
            if(outer[i]==inner[pos]){ //c4*n*m
                pos++; //c5*n
            }
    }
    if(pos==inner.length){ //c6
        return true;
    }
    else {
        return false;
    }
}
```

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```
}
```

Complexity $O(n*m)$

```

    • seriesUp
    public int[] seriesUp(int n) {
    int[] arr = new int[n * (n + 1) / 2];
    int cont = 0;
    for (int i=1; i<=n;i++){ //c1*n
        for (int j=1;j<=i;j++){ //c2*n*m
            arr[cont++]=j;
        }
    }
    return arr;
}

```

Complexity $O(n*m)$

3.7

- **countEvens= nums** represents the size of the array
- **Only14= nums** represents the size of the array
- **More14= nums** represents the size of the array
- **bigDiff= nums** represents the size of the array
- **fizzArray3= array** represents the size of the array
- **maxSpan= nums** represents the size of the array and **m** represents a cycle, it repeats the value created by nums
- **fix34= nums** represents the size of the array and **m** represents a cycle, it repeats the value created by nums
- **canBalance= nums** represents the size of the array and **m** represents a cycle, it repeats the value created by nums
- **linearIn=inner** is the first array and **outer** is the second array
- **seriesUp= n** represents the size of the array and **m** represents a cycle, it repeats the value created by n

4) Practice for midterms

4.2 b

4.5 1 d

2 a

4.6 The algorithm in 100s processes 10,000 data

4.7 1) $O(f+g)=O(\max(f,g))$

2) $O(f \times g)=O(f) \times O(g)$

4) $O(c.f)=O(f)$, where c is a constant

4.8 a

4.9 a

4.10 d

4.11 c

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4.12 b

4.13 c

4.14 a

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