# Data Structure Program Assignment #4 (Due: PM: 9:00, March 24, 2022)

# **Sparse Matrix Class and Operations**

Instructor: Jiann-Jone Chen

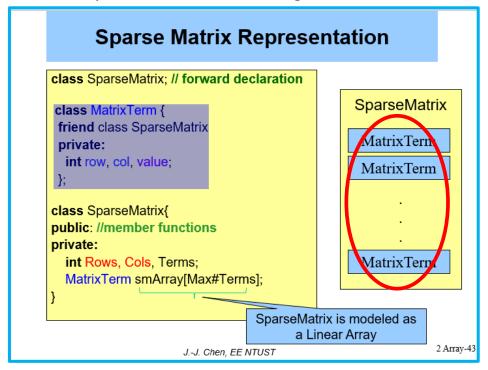
#### Introduction

A sparse matrix is a matrix in which most elements are zero, as shown on the right figure. In lecture 2, we introduced a matrix term class and a sparse matrix class to store and represent a sparse matrix by a one-

# Sparse Matrix Is a matrix in which most elements are zero

$$\begin{bmatrix} -27 & 3 & 4 \\ 6 & 82 & -2 \\ 109 & -64 & 11 \\ 12 & 8 & 9 \\ 48 & 27 & 47 \end{bmatrix}$$

dimensional array, as shown in the below figure.



In this homework, you are asked to design a complete sparse matrix based on the template we had introduced in class. The matrix term class and sparse matrix classes are shown below:

#### MatrixTerm class

```
class MatrixTerm{
   friend ostream & operator<<(ostream & os, SparseMatrix& m);
   friend istream & operator>>(istream & is, SparseMatrix& m);
   friend class SparseMatrix;
public:
   void set(int r, int c, int v) {
      row = r, col = c, value = v;
   };
   void set(MatrixTerm& m) {
      row = m.row; col = m.col; value = m.value;
   };
   private: int row,col,value;
}:
```

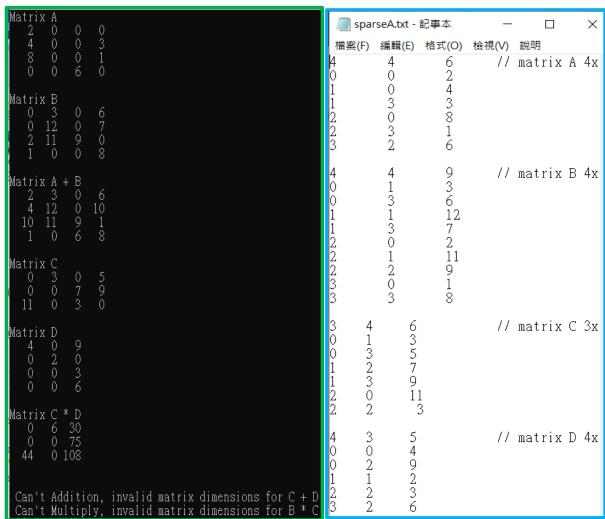
#### SparseMatrix Class

```
class SparseMatrix
   friend ostream & operator << (ostream & os, SparseMatrix& m);
   friend istream & operator>>(istream & is, SparseMatrix& m);
   SparseMatrix(int ncol = 0, int nrow = 0, int nterm = 20):
        Rows(nrow), Cols(ncol), Terms(nterm) {
        for (int i = 0; i < Terms; i++) smArray[i].set(0, 0, 0);
   SparseMatrix Transpose();
   SparseMatrix FastTranspose();
   SparseMatrix Add(SparseMatrix b);
   SparseMatrix Multiply(SparseMatrix b);
   SparseMatrix & operator+(SparseMatrix& b);
   SparseMatrix & operator*(SparseMatrix& b); // polynomial
multiplication
   private:
   int Rows, Cols, Terms;
   MatrixTerm smArray[20];
};
```

Two sparse matrix data files, i.e., "sparseA.txt" and "sparse5000.txt", are provided for you to verify your program. If your program is correct, the execution results should look like the following figure.

#### Example1:

```
main.cpp* → × SparseMatirx.cpp
🛂 sparsematrix
                                     (全域範圍)
                                                                      → main(int argc, char * ar
          ⊟#include "SparseMatrix.h"
           #include <fstream>
           #include <iostream>
          SparseMatrix A, B, C, D;
     8
               ifstream fin;
               if (argc = 1) (in.open("sparseA.txt"); // open the default sparsematrix data
         9
    10
               else fin.open(argv
               if (!fin) { // check whether fin is correct or not
    cout << "the input file [" << "sparse2.txt" << "] open error\n"; exit(1);</pre>
    11
    12
    13
    14
               else {
                fin >> A >> B>> C >> D;
    15
    16
    17
               fin.close():
               cout << "Matrix A\n" << A << "Matrix B\n" << B;
    18
               19
    20
               cout << "Matrix C * D\n" << C * D;</pre>
    21
    22
               cout << "C + D" << C + D;
    23
               cout << "B * C" << B * C << endl;
               system("PAUSE");A
    24
    25
               return 0;
    26
```



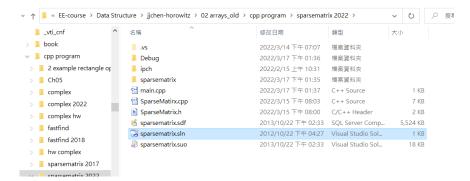
Example 2: sparsematrix with dimensions 5000x5000.

```
main.cpp 💠 🗙 SparseMatirx.cpp
                                           SparseMatrix.h
🛂 sparsematrix
                                                                                    → main(int argc, char * a
            ⊨#include
                         "SparseMatrix.h
              #include <fstream>
             #include <iostream>

    int main(int argc, char* argv[])
                   SparseMatrix A, B, C, D;
                   ifstream fin;
                   if (argc = 1) fin.open("sparse5000.txt");
      9
                                                                      open the default sparsematrix data
                   else fin.open(argv[1])
     10
                   if (!fin) { // check whether fin is correct or not
     11
                       cout << "the input file [" << "sparse2.txt" << "] open error\n"; exit(1);</pre>
     13
                  else {
     14
                    fin >> A >> B>> C >> D;
     15
     16
     17
                   fin.close();
     18
                   cout << "Matrix A \setminus n" << A << "Matrix B \setminus n" << B;
                  cout << "Matrix A + B\n" << A + B;
cout << "Matrix C\n" << C << "Matrix D\n" << D;</pre>
     19
     20
                   cout << "Matrix C * D\n" << C * D;</pre>
     21
                  cout << "C + D" << C + D; cout << "B * C" << B * C << endl ;
     22
     23
                  system("PAUSE");
     24
     25
              ▶ return 0;
```

```
🥘 *sparse5000.txt - 記事本
                                                                                                                                     檔案(F) 編輯(E) 格式(O) 檢視(V) 說明
                                                                        5000
0
                                                                                     5000
                                                                                                  8
                                                                                                            // matrix A 4x4 with 8 nc
                                                                                     10
                                                                                                  80
2000,2000,
                                                                                                  100
                                                                                     30
                                                                                     0
                                                                                                  20
                                                                                     0
                                                                                                  100
0, 10,
2, 0,
100, 60,
100, 300,
2000, 2000,
3000, 3000,
                20)
80)
40)
70)
50)
                                                                         100
                                                                                     60
                                                                                                  60
                                                                         100
                                                                                     300
                                                                                                  30
                                                                         2000
                                                                                                 50
                                                                                     2000
                                                                         3000
                                                                                      3000
                                                                                                   1
                                                                         5000
                                                                                     5000
                                                                                                6
                                                                                                           // matrix B 4x4 with 6 nor
                                                                                     10
                                                                                                 20
                                                                                     0
                                                                                                80
                                                                         100
                                                                                     60
                                                                                                40
                                                                         100
                                                                                     300
                                                                                                70
2000, 2000,
3000, 3000,
                                                                                     2000
                                                                                                50
                                                                         2000
                                                                                                <u>9</u>9
                                                                         3000
                                                                                     3000
 100, 200,
100, 300,
200, 100,
                                                                         300
                                                                                   400
                                                                                              6
                                                                                                           // matrix C 3x4 with 6 nor
                                                                                    1
                                                                                              4
                                                                                    3
                                                                                             1
                                                                         100
                                                                                   200
                                                                                               4
                                                                                               20
2
                                                                                   300
                                                                         100
                                                                         200
                                                                                   100
                                                                         222
                                                                                   200
                                                                         400
                                                                                   300
                                                                                                         // matrix D 4x3 with 5 non-
                                                                                         g
                                                                                         20
3
                                                                                0
                                                                                2
                                                                                0
                                                                                         20
                                                                                Ž00
222
                                                                         100
                                                                                         50
                                                                                         25
                                                                        200
Can't Addition, invalid matrix dimensions for C + Can't Multiply, invalid matrix dimensions for B ^{\ast}
```

- Steps:
- 1. Un-compress the homework zip file. Click the sparsematrix.sln file and open it with visual studio 2022.



2. This demo project is provided for you to quickly start the design work. The main.cpp is shown below. In the debug mode, the default data file is "sparse.txt."

```
#include "SparseMatrix.h"
#include <fstream>
#include <iostream>
int main(int argc, char* argv[])
      SparseMatrix A, B, C, D;
      ifstream fin;
      if (argc = 1) fin.open("sparse.txt"); // open the default sparsematrix data
      else fin.open(argv[1]);
      if (!fin) { // check whether fin is correct or not
            cout << "the input file [" << "sparse2.txt" << "] open error\n";</pre>
exit(1);
      else {
            fin >> A >> B>> C >> D;
      fin.close();
      cout << "Matrix A\n" << A << "Matrix B\n" << B;
cout << "Matrix A + B\n" << A + B;
      cout << "Matrix C\n" << C << "Matrix D\n" << D;
cout << "Matrix C * D\n" << C * D;
cout << "C + D" << C + D;
cout << "C + D" << C + D;
cout << "A * D" << A * D << endl;
      system("PAUSE");
      return 0;
```

 Design the sparsematrix class such that it is function complete, i.e., it can perform matrix transposition, addition and multiplication through operator overloading methods. For the two Member functions, transpose() and fasttranspose(), you can copy the code directly from the lecture notes from pages 45, and 47-58, respectively. 4. After finishing your program, you can also execute the program in Release mode and select a different data file, i.e., sparse5000.txt, as shown below

### Requirement (80%)

- 1. You had to submit the complete project such that the TA can recompile your programs to verify correctness.
- 2. Write a short report to describe
  - (1) What is all about the program?
  - (2) Describe your program by writing notes for each instruction.
  - (3) How do you improve this program? List your contributions.

## Bonus: (20%)

- 1. In this demo program, we set up a fixed-length array to store non-zero elements for easy debugging. You can modify the program such that all sparse matrixes can share one common array for efficient memory utilization.
- 2. You can list how do you improve the program efficiency in your design for getting bonuses.
- Note: For this homework, you can discuss with other classmates about the program design instead of copying programs. If you finished the project very early, don't share your program with others. Otherwise, the credits will also be shared by students who submit the same program contents.