

## Assignment 3 - Program Structures and Algorithms Spring 2023(SEC - 1)

NAME: Paurush Batish

NUID: 002755631

### Task - 1:

You are to implement three (3) methods (*repeat*, *getClock*, and *toMillisecs*) of a class called *Timer*. Please see the skeleton class that I created in the repository. *Timer* is invoked from a class called *Benchmark\_Timer* which implements the *Benchmark* interface.

```
public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U> function, UnaryOperator<T> preFunction, Consumer<U> postFunction) {
    // TO BE IMPLEMENTED
}

private static long getClock() {
    // TO BE IMPLEMENTED
}



private static double toMillisecs(long ticks) {
    // TO BE IMPLEMENTED
}
```


Solution –


```
/**
 * public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U> function, UnaryOperator<T> preFunction, Consumer<U> postFunction) {
 *     pause();
 *     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();
 *     return result;
 * }
 * private static long getClock() {
 *     // FIXME by replacing the following code
 *     return System.nanoTime();
 *     // END
 * }
 */
/**
 * NOTE: (Maintain consistency) There are two system methods for getting the clock time.
 * Ensure that this method is consistent with getTicks.
 *
 * @param ticks the number of clock ticks -- currently in nanoseconds.
 * @return the corresponding number of milliseconds.
 */
private static double toMillisecs(long ticks) {
    // FIXME by replacing the following code
    return ticks / 1_000_000.0;
    // END
}
```


## Unit Test –


Finished after 1.529 seconds

Runs: 2/2  Errors: 0  Failures: 0






▼  edu.neu.coe.info6205.util.BenchmarkTest [Runner: JUnit 4] (1.475 s)


 testWaitPeriods (1.474 s)


 getWarmupRuns (0.001 s)


Finished after 2.706 seconds


Runs: 11/11  Errors: 0  Failures: 0





▼  edu.neu.coe.info6205.util.TimerTest [Runner: JUnit 4] (2.622 s)


 testPauseAndLapResume0 (0.192 s)


 testPauseAndLapResume1 (0.318 s)


 testLap (0.208 s)


 testPause (0.212 s)


 testStop (0.107 s)


 testMillisecs (0.106 s)

 testRepeat1 (0.128 s)

 testRepeat2 (0.248 s)

 testRepeat3 (0.624 s)

 testRepeat4 (0.375 s)

 testPauseAndLap (0.102 s)

## Task - 2:

(Part 2) Implement *InsertionSort* (in the *InsertionSort* class) by simply looking up the insertion code used by *Arrays.sort*. If you have the *instrument = true* setting in *test/resources/config.ini*, then you will need to use the *helper* methods for comparing and swapping (so that they properly count the number of swaps/compares). The easiest is to use the *helper.swapStableConditional* method, continuing if it returns true, otherwise breaking the loop. Alternatively, if you are not using instrumenting, then you can write (or copy) your own compare/swap code. Either way, you must run the unit tests in *InsertionSortTest*.

```

public void sort(X[] xs, int from, int to) {
    final Helper<X> helper = getHelper();
    for (int i = from + 1; i < to; i++) {
        int j = i-1;
        X curr=xs[i];
        while(j>=from && helper.compare(xs[j], curr)>0) {
            xs[j+1]=xs[j];
            j--;
            helper.incrementFixes(1);
        }
        xs[j+1]=curr;
    }
}
}

```

I have also implemented the insertion sort basic code –

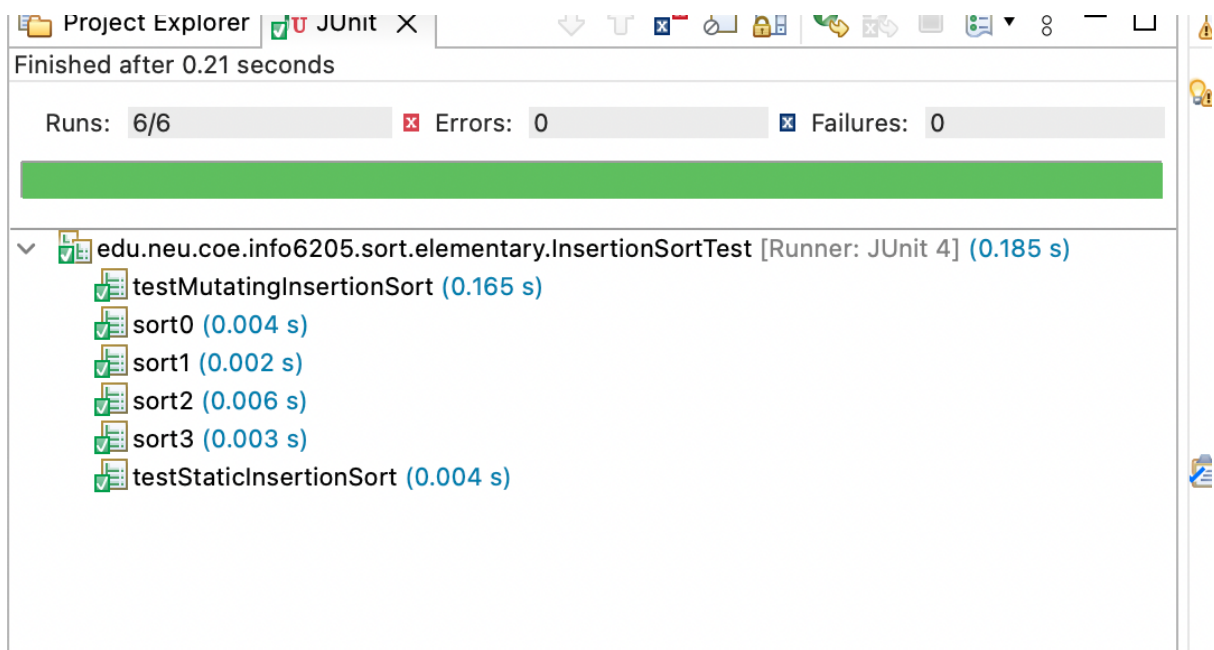
```

private void swap(int i, Object[] a) {
    // FIXME

    for (int j = i; j > 0; j--) {
        if (Integer.parseInt(a[j].toString()) > Integer.parseInt(a[j-1].toString())) {
            swap(a, j, j - 1);
        } else {
            break;
        }
    }
    // END
}

```

## Unit Test –



### Task - 3:

(Part 3) Implement a main program (or you could do it via your own unit tests) to actually run the following benchmarks: measure the running times of this sort, using four different initial array ordering situations: random, ordered, partially-ordered and reverse-ordered. I suggest that your arrays to be sorted are of type *Integer*. Use the doubling method for choosing  $n$  and test for at least five values of  $n$ . Draw any conclusions from your observations regarding the order of growth.

Solution –

Taking no of operations as 5

---

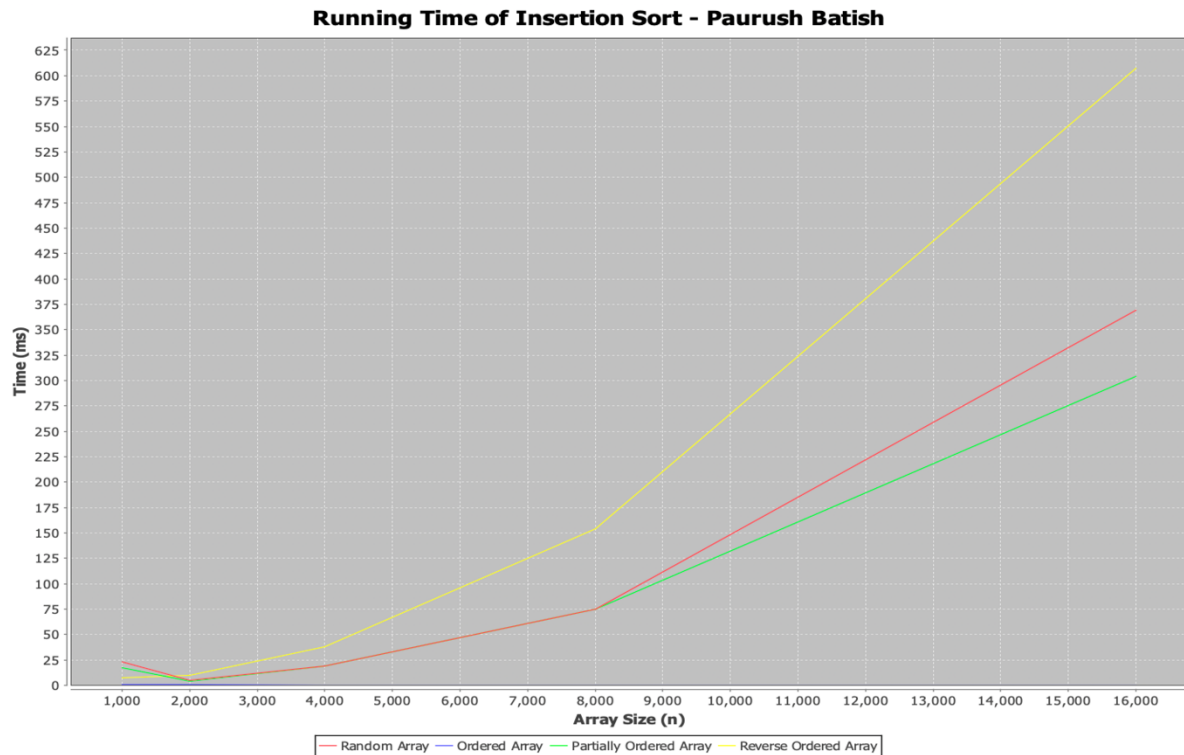
Random array:  
Time elapsed: 23ms  
Ordered array:  
Time elapsed: 1ms  
Partially ordered array:  
Time elapsed: 17ms  
Reverse ordered array:  
Time elapsed: 7ms

Random array:  
Time elapsed: 5ms  
Ordered array:  
Time elapsed: 1ms  
Partially ordered array:  
Time elapsed: 4ms  
Reverse ordered array:  
Time elapsed: 10ms

Random array:  
Time elapsed: 19ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 19ms  
Reverse ordered array:  
Time elapsed: 38ms

Random array:  
Time elapsed: 75ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 75ms  
Reverse ordered array:  
Time elapsed: 154ms

Random array:  
Time elapsed: 369ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 304ms  
Reverse ordered array:  
Time elapsed: 607ms



Taking no of operations as 10

---

Random array:  
Time elapsed: 27ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 17ms  
Reverse ordered array:  
Time elapsed: 6ms

Random array:  
Time elapsed: 6ms  
Ordered array:

Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 5ms  
Reverse ordered array:  
Time elapsed: 9ms

Random array:  
Time elapsed: 19ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 19ms  
Reverse ordered array:  
Time elapsed: 38ms

Random array:  
Time elapsed: 75ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 77ms  
Reverse ordered array:  
Time elapsed: 153ms

Random array:  
Time elapsed: 359ms  
Ordered array:  
Time elapsed: 1ms  
Partially ordered array:  
Time elapsed: 305ms  
Reverse ordered array:  
Time elapsed: 613ms

Random array:  
Time elapsed: 1227ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 1220ms  
Reverse ordered array:  
Time elapsed: 2439ms

Random array:  
Time elapsed: 7941ms  
Ordered array:  
Time elapsed: 0ms  
Partially ordered array:  
Time elapsed: 4877ms  
Reverse ordered array:

Time elapsed: 9869ms

Random array:

Time elapsed: 22153ms

Ordered array:

Time elapsed: 0ms

Partially ordered array:

Time elapsed: 20949ms

Reverse ordered array:

Time elapsed: 39393ms

Random array:

Time elapsed: 141614ms

Ordered array:

Time elapsed: 1ms

Partially ordered array:

Time elapsed: 83242ms

Reverse ordered array:

Time elapsed: 167183ms

Random array:

Time elapsed: 902150ms

Ordered array:

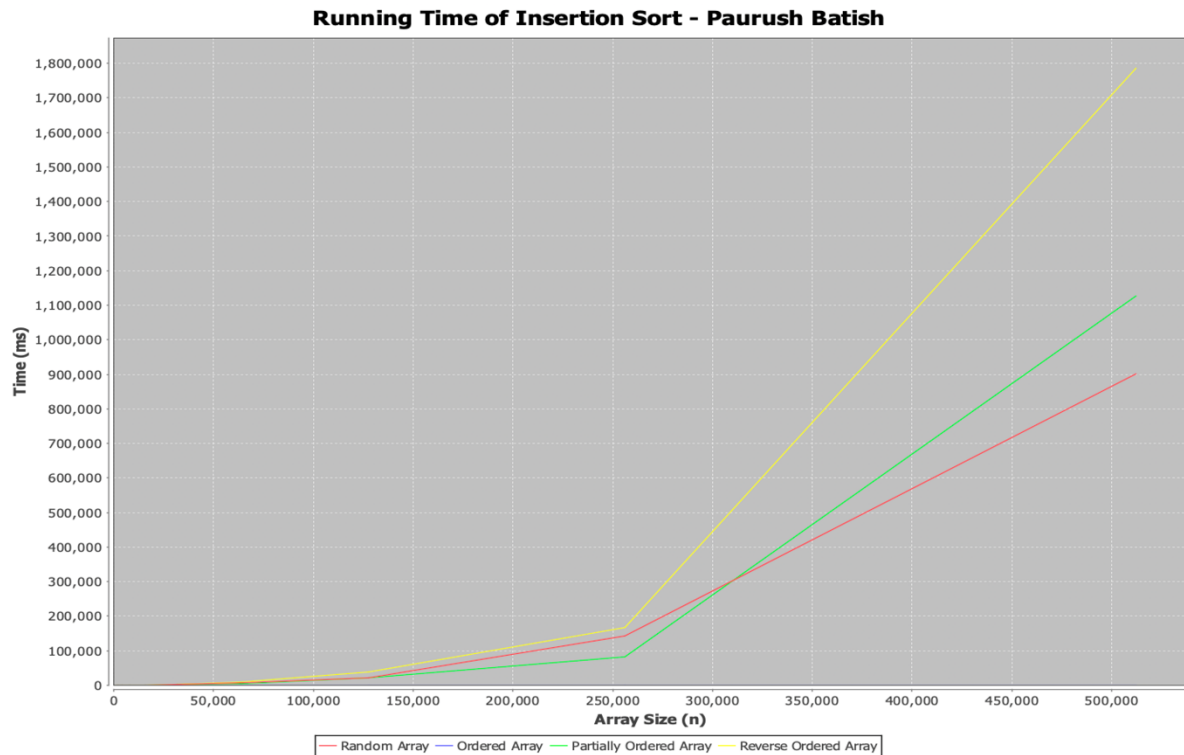
Time elapsed: 2ms

Partially ordered array:

Time elapsed: 1126381ms

Reverse ordered array:

Time elapsed: 1784869ms



Based on the operations we can see that sorted array takes minimum time to perform insertion sort whereas reverse ordered array takes maximum time.

For a sorted list →

Since the list is already in sorted order the complexity will be in  $O(n)$ .

For reverse sorted list →

We have to traverse  $n-1$  times the inner loop and same with outer loop. Then the  $O(n*(n-1)) = O(n^2)$