# 資料工程 HW3

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# 系統需求

要執行這支程式,系統必須具備:

- gcc
- make 工具程式

# 編譯

make

# 執行

```
tcount filename [-m memory_limit (in MB) | -s key_size (in byte) | -h
hash_table_size (in MB) | -v virtual_hash_table_size (in MB) ]
```

#### 參數:

-m: 最大記憶體限制(key buffer + hash table) -s: key 的字串長度限制 -h: hash table 的記憶體限制 -v: 虛擬 hash table 大小(記憶體+硬碟容量)

## 資料

使用 ettoday1~ettoday6 並且以:

,。;:「」等標點符號斷句。(產生較多種類的 key) 中文字開頭,至少6個中文字以上為一句。 產生共 572MB 的文字擋。

```
peter@peter-ubuntu:~/Data-Engineering/HW3$ time ./parser
real 0m43.413s
       0m13.356s
user
       0m28.379s
     蠻有趣的
 要有點創新吧
  著真誠的心與網友互動
       麟及董事長馬詠睿站在公司門口迎接這群新員工
手完畢後笑說
             -起工作要開心
     有開心的員工才能將歡樂帶給讀者
 說新聞只有記者可以寫
 說讀者只能等待新聞被印出來
在網路這麼發達
 個人都可以發聲
個人都可能是新聞資訊的來源
浩瀚的網路世界中尋找並分享好看的新聞
讚即是參與
 完新聞按讚並留言
日果要發展更進階的參與則是幫忙尋找相關資料
到推薦底下的長串留言中
沒看到更多的相關新聞及線索
sentences.txt
```

## 實作

### hash function

使用開放定址法,處理衝突時使用 double hashing。 hash function 為:

```
unsigned long get_hash_value(const wchar_t *str, unsigned long n) {
   unsigned long ans=0uL;
   while(n--) {
      ans = ((ans*hash_base)%hash_mod + (unsigned long)(*str)) %
   hash_mod;
      ++str;
   }
   return ans+1; // shift 1
}
```

其中,hash\_base(311), hash\_mode 均為質數,方便後面處理衝突情形。 並且將輸出 hash 值加 1,保留 0 的位址為一個空位址,從 1 以後的位址才可以讀寫。

### 更新與衝突處理

更新 hash table 時,使用 double hashing 處理衝突。為了方便後續查詢,會將 double hashing 探測到的 node 位址,從原來 hash function 對應到的 node 指向到這個探測到的 node。

由於 double hashing 的特性,相對於線性探測,會產生較少的群集現象。

```
void insert_hashtable(wchar_t *str, unsigned long n) {
    unsigned long address = get_hash_value(str, n);
    int match=0;
    unsigned long next=0;
    hash_node *node=NULL, *external=NULL;
    while (!(match=match from address(address, str, n))) {
        node=NULL; external=NULL;
        node = read hash table(address, &external);
        next = (node==NULL?external:node)->next;
        if (external!=NULL) { free(external); external=NULL; }
        if (next==0) break;
        address = next;
    }
    if (match) { // update
        node=NULL; external=NULL;
        node = read_hash_table(address, &external);
        if (node==NULL) node = external;
        ++(node->count);
        write_hash_table(address, node->key_pos, node->count, node->next);
        if (external!=NULL) { free(external); external=NULL; }
        node = NULL;
        return;
    }
    unsigned long new address = address;
    unsigned long fails=0;
    for(;;) {
        node=NULL; external=NULL;
        node = read hash table(new address, &external);
        unsigned long count = (node==NULL?external:node)->count;
        if (external!=NULL) { free(external); external=NULL; }
        if (count==0) break;
        ++fails;
        assert(fails<hash_mod); // hash table is not full</pre>
        new address = ((new address-1)+hash base2)%hash mod+1; // note that
the address is shifted by 1
    }
    if (fails>0) {
        node=NULL; external=NULL;
        node = read_hash_table(address, &external);
        if (node==NULL) node = external;
        write hash table(address, node->key pos, node->count, new address);
        if (external!=NULL) { free(external); external=NULL; }
        node = NULL;
    }
```

```
write_hash_table(new_address, crr_key_n, 1, 0); // address, key_pos,
count, next
  insert_key_table(str, n);
}
```

### 查詢

```
int match_from_address(unsigned long address, wchar_t *str, unsigned long
n) {
    wchar t *target=NULL, *external=NULL;
    hash_node *node=NULL, *e_node=NULL;
    node = read hash table(address, &e node);
    if (node==NULL) node = e node;
    target = read_key_table(node->key_pos, &external);
    if (e_node!=NULL) { free(e_node); e_node=NULL; }
    node = NULL;
    int result = wcsncmp(target==NULL?external:target, str, n);
    if (external!=NULL) { free(external); external=NULL; }
   return result==0?1:0;
}
unsigned long search_hashtable(wchar_t *str, unsigned long n) {
    unsigned long address = get_hash_value(str, n);
    unsigned long next=0;
    hash_node *node=NULL, *external=NULL;
    int match=0;
    while (!(match=match from address(address, str, n))) {
        node=NULL; external=NULL;
        node = read hash table(address, &external);
        next = (node==NULL?external:node)->next;
        if (external!=NULL) { free(external); external=NULL; }
        if (next==0) break;
        address = next;
    }
    return match?address:0;
}
```

### 讀寫 hash table 到記憶體/硬碟

```
hash_node* read_hash_table(unsigned long address, hash_node **external) {
   if (address<table_size) {
      return &hash_table[address];
   }
   // in disk
   check_hash_table_boundary(address);
   unsigned long offset = (address-table_size) * sizeof(hash_node);
   hash_node *node = (hash_node*)malloc(sizeof(hash_node));</pre>
```

```
fseek(hash_external, offset, SEEK_SET);
    fread(node, sizeof(hash_node), 1, hash_external);
    *external = node;
   return NULL;
}
void write hash table(unsigned long address, unsigned long key pos,
unsigned long count, unsigned long next) {
    if (address<table_size) {</pre>
        hash table[address].key pos = key pos;
        hash_table[address].count = count;
        hash_table[address].next = next;
        return;
    }
    // write to disk
    check_hash_table_boundary(address);
    unsigned long offset = (address-table size) * sizeof(hash node);
    hash_node temp;
    temp.key_pos = key_pos;
    temp.count = count;
    temp.next = next;
    fseek(hash external, offset, SEEK SET);
    fwrite(&temp, sizeof(hash_node), 1, hash_external);
}
```

### 讀寫 key buffer 到記憶體/硬碟

```
void insert_key_table(wchar_t *str, unsigned long n) {
    const wchar t zero=0;
    if (crr_key_n+n+1<=key_table_size) { // space is enough</pre>
        wcsncpy(&key_table[crr_key_n], str, n);
        crr_key_n += n;
        key_table[crr_key_n++]=0;
        return;
    }
    if (ext_key_table_base==0xffffffff) ext_key_table_base = crr_key_n;
    unsigned long offset = (crr key n-ext key table base) *
sizeof(wchar_t);
    fseek(key_external, offset, SEEK_SET);
    fwrite(str, sizeof(wchar_t), n, key_external);
    fwrite(&zero, sizeof(wchar_t), 1, key_external);
    crr_key_n += n+1;
}
wchar_t* read_key_table(unsigned long index, wchar_t **ext_str) {
    if (index<ext key table base) return &key table[index];
    // in disk
    unsigned offset = (index-ext_key_table_base) * sizeof(wchar_t);
```

```
wchar_t *str = (wchar_t*)malloc(sizeof(wchar_t)*(key_size+1));
fseek(key_external, offset, SEEK_SET);
fread(str, sizeof(wchar_t), (key_size+1), key_external);
*ext_str = str;
return NULL;
}
```

#### 排序部份

直接使用上次作業完成的「rsort」

## 常數/hash\_node結構部份

```
const unsigned long hash_base = 311;
const unsigned long hash_base2 = 337;
const unsigned long prime_list[] = {
    2027, 5023, 10061, 20051, 50051,
    100069, 200033, 500083,
    1000691, 2000731, 5000759, 10000139,
    20000327, 50000389, 100000073,
    200000081, 500000057, 1000000123,
    2000000243, 4000003013uL // want more? than go long long -.-
};

typedef struct {
    unsigned long key_pos;
    unsigned long count;
    unsigned long next;
} hash_node;
```

## 主函式部分

```
int main(const int argc, const char **argv) {
   FILE *fp=NULL;
   setlocale(LC_ALL, ""); // 使用這個, fgetws 才不會出錯
   if (argc==2 && strncmp("--help", argv[1], 6)==0) {
        fprintf(stderr, "Usage:\ntcount filename [-m memory_limit (in MB) |
        -s key_size (in byte) | -h hash_table_size (in MB) | -v
   virtual_hash_table_size (in MB) ]\n");
        return 0;
   }
   get_args(argc, argv);
   if (argc<2 || !check_exist(argv[1]) ) fp=stdin;
   else fp = fopen(argv[1], "rb");
   /* Process data */
   init_hashtable();</pre>
```

```
counting(fp);
dump_table();
destroy_hashtable();

/* End process data */
if (fp!=NULL) {
   fclose(fp); fp=NULL;
}
return 0;
}
```

## 實驗

#### 實驗環境:

- Ubuntu 16.04 64-bit
- 32GB DDR4 (2400MHz)
- AMD Ryzen 5 1600 (6C12T)
- 5400rpm HDD

## Case 1: 僅有內部 hash, key buffer

tcount: 18.6s, 844MB

排序後結果:

```
5626,
5629,
5766,
5958,
6053,
6058,
6069,
6086,
6094,
6107,
6115,
6235,
6396,
6507,
6512,
6536,
6543,
6585,
6734,
7421,
7536,
8127,
8563,
8572,
9175,
9391,
9407,
9424,
9522,
10176,
10496.
10592,
11954,
13296,
15600,
15871,
16806,
17967,
24396,
24853,
25094,
25643,
42291,
66785,
76325,
76325,均由該公
76325, 由本系統對
peter@peter-ubuntu:~/Data-Engineering/HW3$
```

Case 2: 大部份 key buffer 在硬碟,所有 hash table 在記憶體

tcount: 45.2s, 500MB

## Case 3: 1/2 hash table 在硬碟,所有 key buffer 在記憶體

tcount: 45.2s, 500MB

## Case 4: 1/2 hash table 在硬碟,幾乎所有 key buffer 在硬碟

```
peter@peter-ubuntu:~/Data-Engineering/HW3$ time ./tcount sentences.txt -m 300 -s 5 -h 256 -v 512 > external_hash_key.txt

real 1m3.819s
user 0m17.048s
svs 0m43.670s
PID USER PRI NI VIRT RES SHR S CPU% MEM% TIME+ Command
6263 peter 20 0 314M 301M 1912 R 99.6 0.9 0:10.38 ./tcount sentence
peter@peter-ubuntu:~/Data-Engineering/HW3$ diff external_hash_key.txt internal.txt -q
peter@peter-ubuntu:~/Data-Engineering/HW3$
```

tcount: 63.8s, 301MB

### 結論

當記憶體不足,寫到 HDD 時,hash table 的性能下降得非常明顯。

#### **GitHub**

程式碼: <u>tcount.c</u>