

**Program Structures and Algorithms**  
**Spring 2023(SEC – 01)**

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**ASSIGNMENT:** 3

**Task:** For this assignment the tasks were divided into 3 parts

Part 1: To implement 3 methods namely *repeat*, *getClock*, and *toMillisecs* of class *Timer* and then run the unit tests in *BenchmarkTest* and *TimerTest*

Part 2: Implement *InsertionSort* in the *InsertionSort* class and run the unit tests in *InsertionSortTest*

Part 3: Implement a main program, or you could do it via your own unit tests, to 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. 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.

**Relationship Conclusion:**

For Parts 1 & 2, the necessary code was fixed and the test cases passed.

For Part 3, on plotting the times taken by differently ordered arrays, we observe that Reverse Ordered takes the most time followed by Random, then Partially Ordered while Ordered array takes the least time.

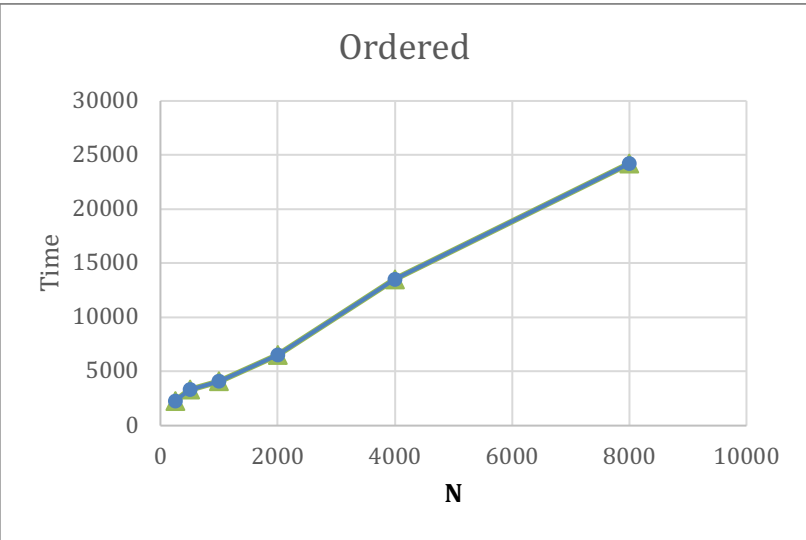
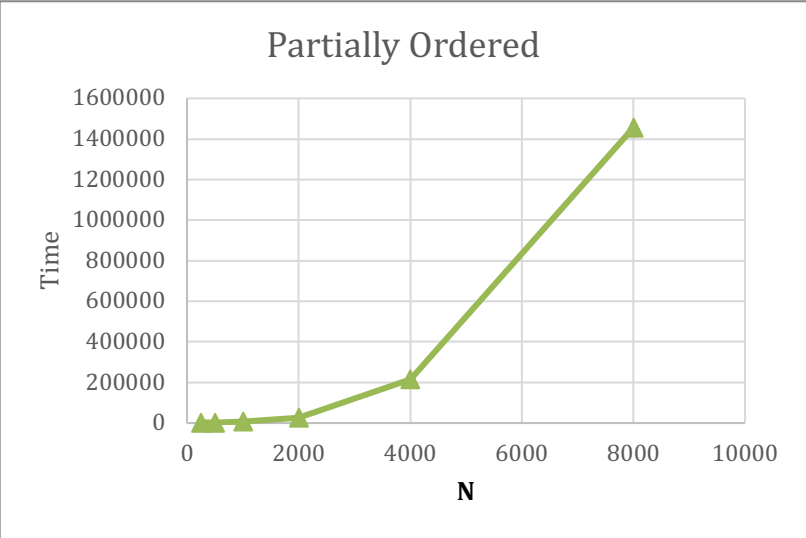
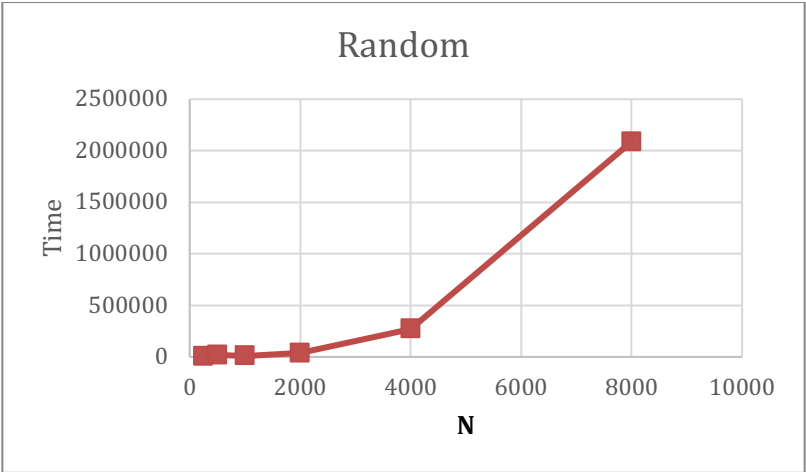
**ReverseOrdered > RandomOrdered > PartiallyOrdered > Ordered**

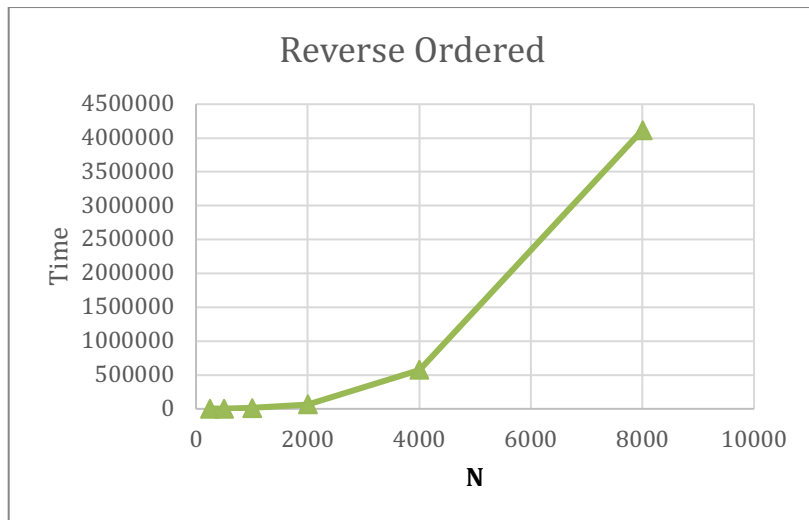
Taking  $N$  as size of the array, Insertion Sort has the best case for an already sorted array and requires only  $N-1$  comparisons and no swaps thereby resulting in a linear graph.

The worst case is observed when the array is in the reverse order and for each element the entire sorted array needs to be traversed again resulting in  $N(N-1)/2$  comparisons and  $N(N-1)/2$  swaps which is of the order of  $N^2$  thereby resulting in a quadratic graph.

For a random sorted array undergoing Insertion sort we can consider the average time complexity required which is nearly of the order of  $N^2$  due to  $N^2/4$  comparisons and  $N^2/4$  swaps.

For a partially sorted array, the number of comparisons gets reduced drastically and that the complexity is reduced from the worst case, however, the number of comparisons and swaps will lie between the best-case and worst-case scenarios, depending on the degree of sorting necessary. On average, the number of comparisons and swaps will be closer to the best-case scenario than the worst-case scenario. So, we can say it lies in the range of  $O(N+d)$ , where  $d$  is number of swaps.





Evidence to support that conclusion:

Part 1:

```

48  * Pause (without counting a lap); run the given functions n times while being timed, i.e. once per "lap", and finally return
49  *
50  * @param n         the number of repetitions.
51  * @param supplier   a function which supplies a T value.
52  * @param function   a function T->U and which is to be timed.
53  * @param preFunction a function which pre-processes a T value and which precedes the call of function, but which is not timed (may be null).
54  * @param postFunction a function which consumes a U and which succeeds the call of function, but which is not timed (may be null).
55  * @return the average milliseconds per repetition.
56  */
57  public <T, U> double repeat(int n, Supplier<T> supplier, Function<T, U> function, UnaryOperator<T> preFunction, Consumer<U> postFunction) {
58      logger.trace("repeat: with " + n + " runs");
59      pause();
60      for(int i=1; i<=n; i++) {
61          T values = supplier.get();
62          if (preFunction != null) {
63              values = preFunction.apply(values);
64          }
65          resume();
66          U result = function.apply(values);
67          pauseAndLap();
68          if (postFunction != null) {
69              postFunction.accept(result);
70          }
71      }
72      double meanLapTime = meanLapTime();
73      resume();
74      return meanLapTime;
75      // FIXME: note that the timer is running when this method is called and should still be running when it returns. by replacing the
76      // END
77  }
78
79  /**
80   * Stop this Timer and return the mean lap time in milliseconds.
81   *
82   * @return the average milliseconds used by each lap.
83   * @throws TimerException if this Timer is not running.
84   */
  
```

```
181 private boolean isRunning() {
182     return running;
183 }
184
185 /**
186  * Get the number of ticks from the system clock.
187  * <p>
188  * NOTE: (Maintain consistency) There are two system methods for getting the clock time.
189  * Ensure that this method is consistent with toMilliseconds.
190  *
191  * @return the number of ticks for the system clock. Currently defined as nano time.
192  */
193 private static long getClock() {
194     // FIXME by replacing the following code
195     return System.nanoTime();
196     // END
197 }
198
199 /**
200  * NOTE: (Maintain consistency) There are two system methods for getting the clock time.
201  * Ensure that this method is consistent with getTicks.
202  *
203  * @param ticks the number of clock ticks -- currently in nanoseconds.
204  * @return the corresponding number of milliseconds.
205  */
206 private static double toMilliseconds(long ticks) {
207     // FIXME by replacing the following code
208     return ticks/1e6;
209     // END
210 }
211
212 final static LazyLogger logger = new LazyLogger(Timer.class);
213
214 static class TimerException extends RuntimeException {
215     // ...
216 }
```

Part 2:

```
47 public InsertionSort() { this(BaseHelper.getHelper(InsertionSort.class)); }
48
49 /**
50  * Sort the sub-array xs[from:to] using insertion sort.
51  *
52  * @param xs the array xs from "from" to "to".
53  * @param from the index of the first element to sort
54  * @param to the index of the first element not to sort
55  */
56
57
58 public void sort(int[] xs, int from, int to) {
59     final Helper<X> helper = getHelper();
60     for(int i = from+1; i <= to; i++)
61     {
62         for(int j = i-1; j >= from; j--)
63         {
64             if(helper.less(xs[j], xs[j+1]))
65             {
66                 break;
67             }
68             else {
69                 helper.swap(xs, j, j+1);
70             }
71         }
72         // FIXME
73         // END
74     }
75 }
76
77 public static final String DESCRIPTION = "Insertion sort";
78
79 public static <T extends Comparable<T>> void sort(int[] ts) {
80     new InsertionSort<T>().mutatingSort(ts);
81 }
```

Part 3:

```
import java.util.*;

no usages 1 rastogi-neha

public class InsertionBenchmark {

    rastogi-neha
    public static void main(String[] args){

        int n,runs=800;
        long time;
        for( n=250;n<=8000;n=n*2) {

            System.out.println("InsertionSortBenchmark: \n"+ n + " runs are " + runs);

            System.out.println("RANDOM ARRAY");
            Integer[] arr = generateRandomArray(n);
            time = runInsertionBenchmark(runs, n, arr);
            System.out.println("Average Time taken:" + time + " ns");

            System.out.println("ORDERED ARRAY");
            arr = generateRandomArray(n);
            Arrays.sort(arr);
            time = runInsertionBenchmark(runs, n, arr);
            System.out.println("Average Time taken:" + time + " ns");

            System.out.println("REVERSE ORDERED ARRAY");
            arr = generateRandomArray(n);
            Arrays.sort(arr, Comparator.reverseOrder());
            time = runInsertionBenchmark(runs, n, arr);
            System.out.println("Average Time taken:" + time + " ns");

            System.out.println("PARTIALLY ORDERED ARRAY");
            arr = generateRandomArray(n);
            Arrays.sort(arr, fromIndex: 0, toIndex: n/2);
            time = runInsertionBenchmark(runs, n, arr);
            System.out.println("Average Time taken:" + time + " ns");
        }
    }

    public static Integer[] generateRandomArray(int n){
        Random random = new Random();
        Integer[] arr = new Integer[n];
        for (int i = 0; i < n; i++){
            arr[i] = random.nextInt();
        }
        return arr;
    }
}
```

```
System.out.println();
runs=runs/2;
}

4 usages 1 rastogi-neha
public static long runInsertionBenchmark(int runs,int size, Integer[] arr){
    long startTime,endTime,timeTaken=0;

    int totalRuns=runs;
    InsertionSort insertionSort = new InsertionSort();
    while (runs>0){

        startTime = System.nanoTime();
        if(size!=0)
            insertionSort.sort(arr, from: 0,size);
        endTime = System.nanoTime();

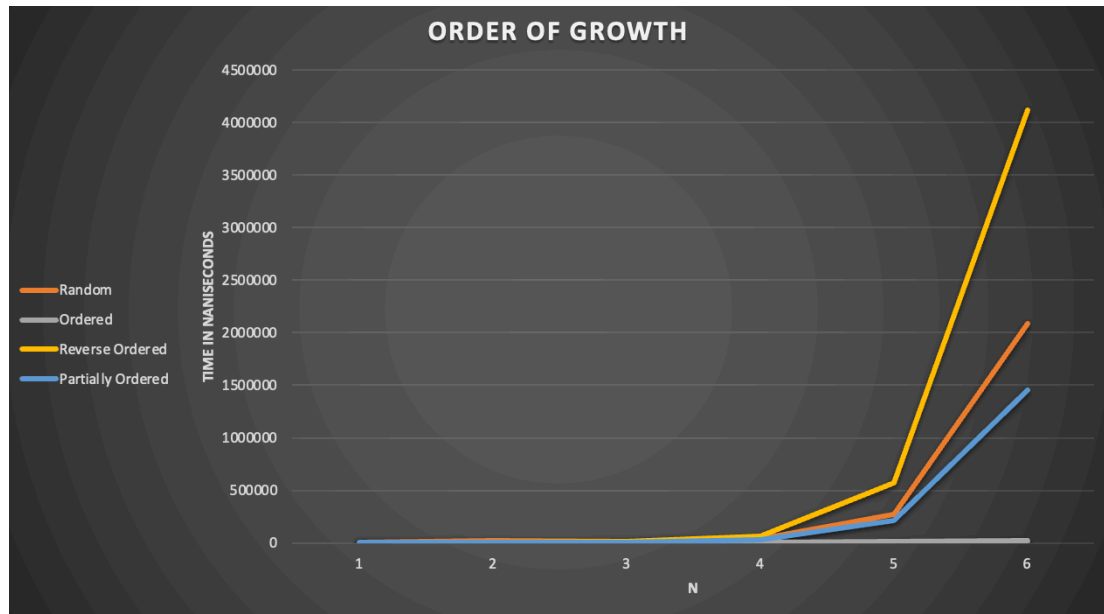
        long timeElapsed=endTime - startTime;
        timeTaken=timeTaken+timeElapsed;
        runs--;
    }
    timeTaken = timeTaken/totalRuns;

    return timeTaken;
}

4 usages 1 rastogi-neha
public static Integer[] generateRandomArray(int n){
    Random random = new Random();
    Integer[] arr = new Integer[n];
    for (int i = 0; i < n; i++){
        arr[i] = random.nextInt();
    }
    return arr;
}
```

Graphical Representation:

N	Random	Ordered	Reverse Ordered	Partially Ordered
250	7447	2282	4743	3371
500	20080	3316	2760	2176
1000	9828	4104	14800	7365
2000	36779	6514	65669	27530
4000	268870	13521	575401	216250
8000	2087775	24203	4116978	1455609



The order of growth for Reverse(in yellow) is tremendous. It is QUADRATIC in nature.

The order of growth for Random(in orange) is not as steep as Reverse. It is approaching quadratic in nature.

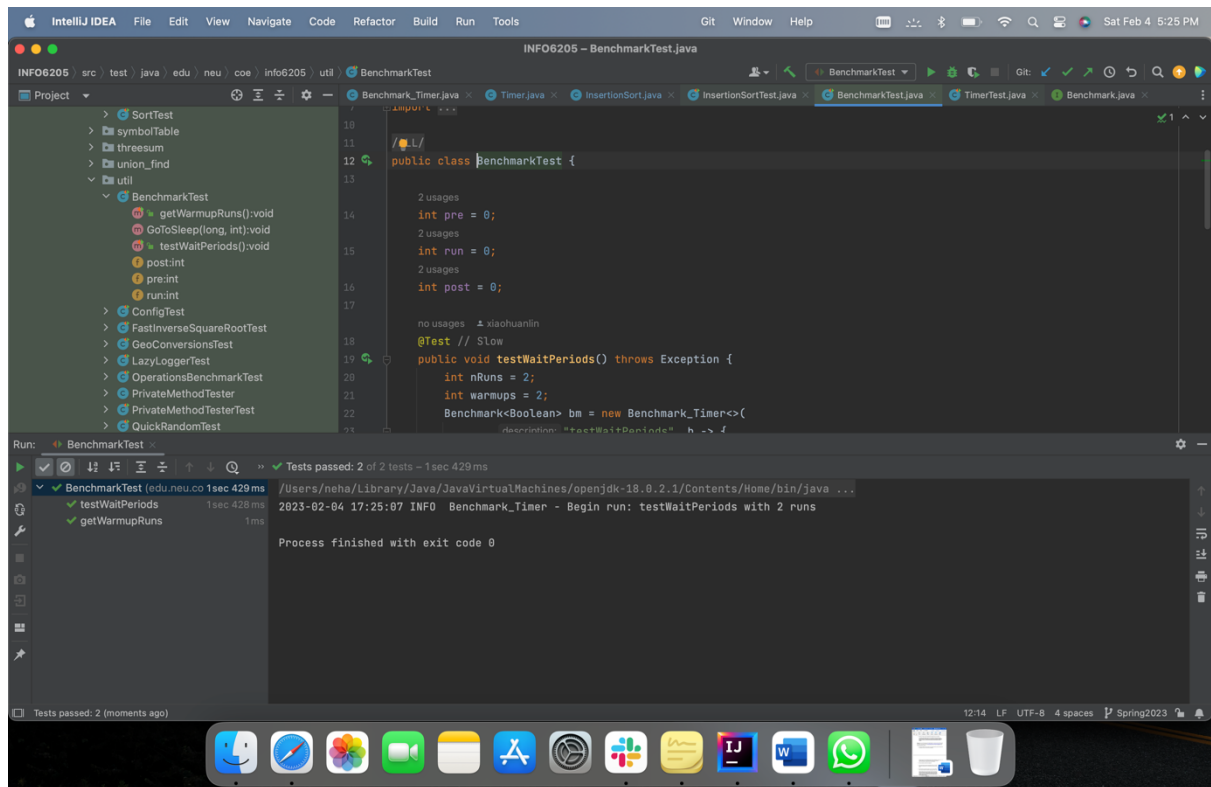
Partially ordered(in blue) performs better due to lesser comparisons and swaps.

Meanwhile, Ordered (in white) is linear and requires the least swaps and no comparisons.

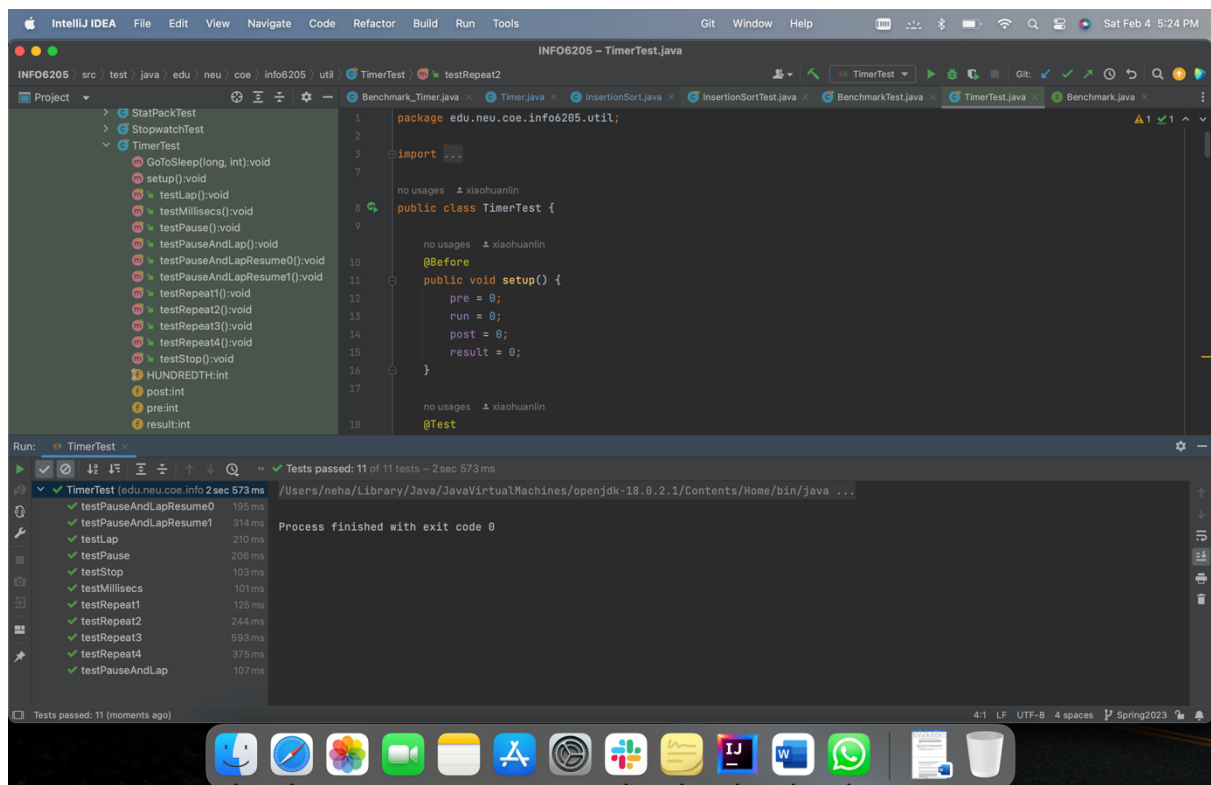
### Unit Test Screenshots:

#### Part 1:

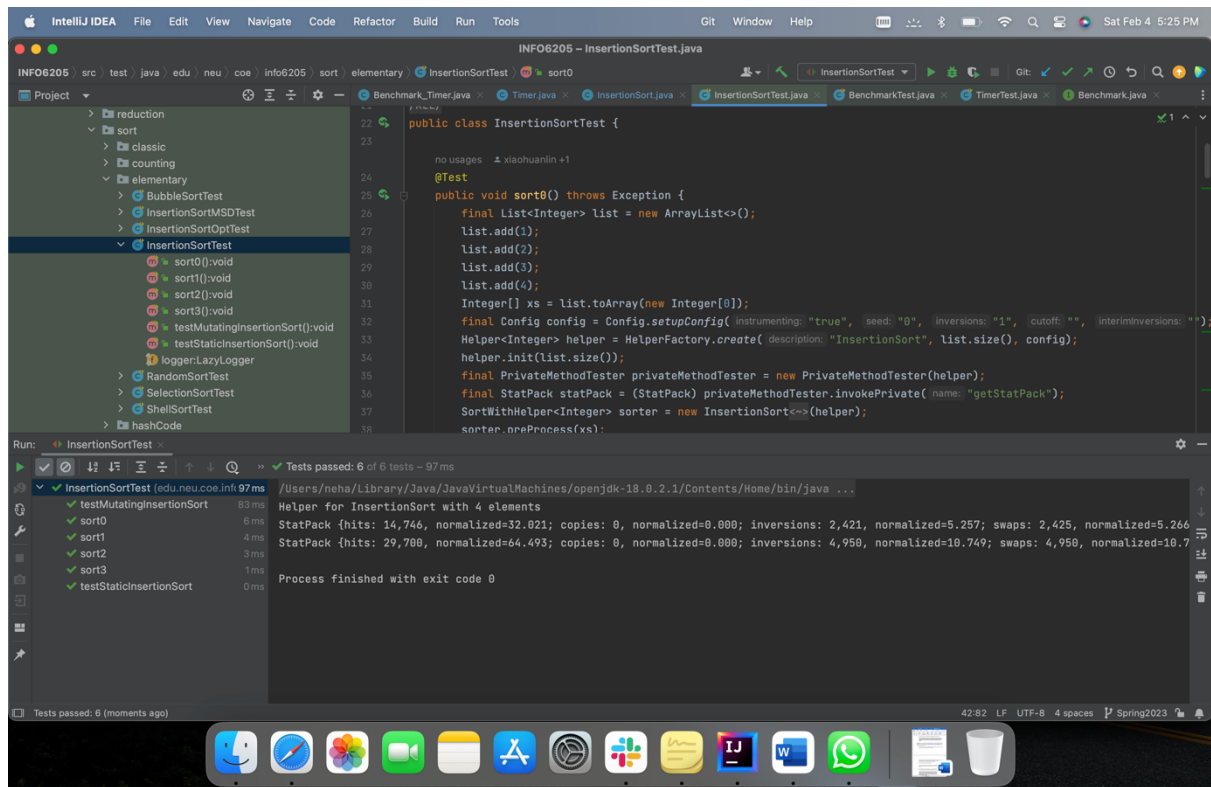
Benchmark Test



## Timer Test



## Part 2: Insertion Sort Test



### Part 3:

