

Program Structures and Algorithms
Spring 2023(SEC –8)

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Task:

- brief explanation of why the quadratic method(s) work.
- spreadsheet showing your timing observations for cubic, Quadrarithmic, Quadratic and Quadratic with calipers.
- Test cases passing along with code

Relationship Conclusion:

- Cubic slope averages out to be : 2.977 this can be seen from figure 2 in graphical representation section in column K, highlighted cell yellow.
- Quadrarithmic slope averages out to be : 2.15 this can be seen from figure 2 in graphical representation section in column L, highlighted cell yellow.
- Quadratic with calipers slope averages out to be : 2.022 this can be seen from figure 2 in graphical representation section in column I, highlighted cell yellow.
- Quadratic slope averages out to be : 1.927 this can be seen from figure 2 in graphical representation section in column H, highlighted cell yellow.

Evidence to support that conclusion:

For better understanding I have got three pointers where $i \leq j \leq k$

Also ints is the array here.

`"currSum" = ints[i] + ints[j] + int[j]`

Quadratic: So let's start with the normal quadratic. This is based on the assumption that the array is sorted. What I am doing is for each value of "j" index(of the array) I am moving across the array in two directions one with "i" in the left side and one with "k" in the right side. Initial value of $i = j - 1$ and of $k = i + 1$.

"i" is always decremented when `"currSum" = ints[i] + ints[j] + ints[k] > 0` so as to lower the value of currSum. And k is incremented whenever `"currSum"` gets below 0 so as to increase its value. And this will stop either when "i" becomes less than 0 or k becomes ints.length. So the worst case is if are iterating the whole array for each turn which will corresponds to $O(n)$ for each value of "j" and since j will have in total n values the time complexity corresponds to $O(n^2)$. And also we can see from the graph between column F and Column J from graphical representation is it is kind of between $O(n^{1.2}) - O(n^{2.5})$. Also we can see the ration of $\text{Log}(\text{time})/\text{Log}(n)$ in the column H. Also the slope or values of column H averages out to be 1.920.

Quadratic with calipers: So this approach is similar to previous one the only difference is that now we are moving the j and k pointers that to in the range where indexes are greater than "i". So here "i" is fixed for the time when we are moving "j" and "k". Initial value of $j = i + 1$ and of $k = \text{ints.length} - 1$. So for each I what we are gonna do is decrement k whenever `"currSum" > 0` and then we start increasing the "j" whenever `"currSum" < 0`. This kind of acts as two holding end of a caliper. Always decreasing k and increasing j thus tightly holding the sub-array like a caliper. And since the worst case for a fixed "i" would be moving "j" and "k" to cover the whole array so taking in consideration of each "I". This also becomes quadratic $O(n^2)$. Because "i" would have at most n values and if every case is worst case for each "i" we

will traverse the whole array thus $O(n \cdot n)$. Also we can see the ratio of $\text{Log}(\text{time})/\text{Log}(n)$ in the column I. Also the slope or values of column I averages out to be 2.022.

From the graphical representation and from column H and I for quadratic and quadratic with calipers we can check that the ratio or slope = $y_2 - y_1 / x_2 - x_1 \Rightarrow$ comes out to be around 2. Here $y = \text{Log}(\text{Time})$ and $x = \text{Log}(N)$. N is number of elements in an array. So This gives us slope which is basically the power of N in the equation $T = N^m$. This comes out by taking log on both the sides $\text{Log}(T) = M \text{Log}(N)$. m which is the slope of the equation $y = mx$. Where $y = \text{log}(T)$ and $x = \text{log}(N)$. m should be $(\text{Log}(t_2) - \text{Log}(t_1)) / (\text{Log}(x_2) - \text{Log}(x_1))$.

Graphical Representation:

Figure 1:

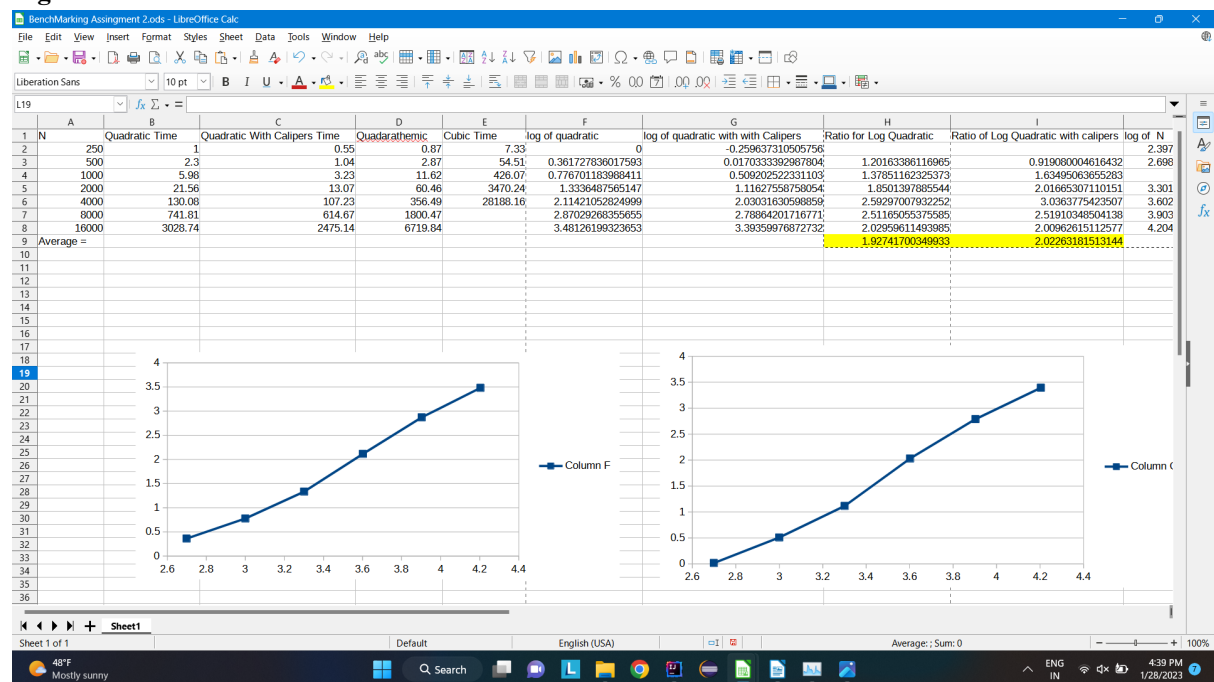
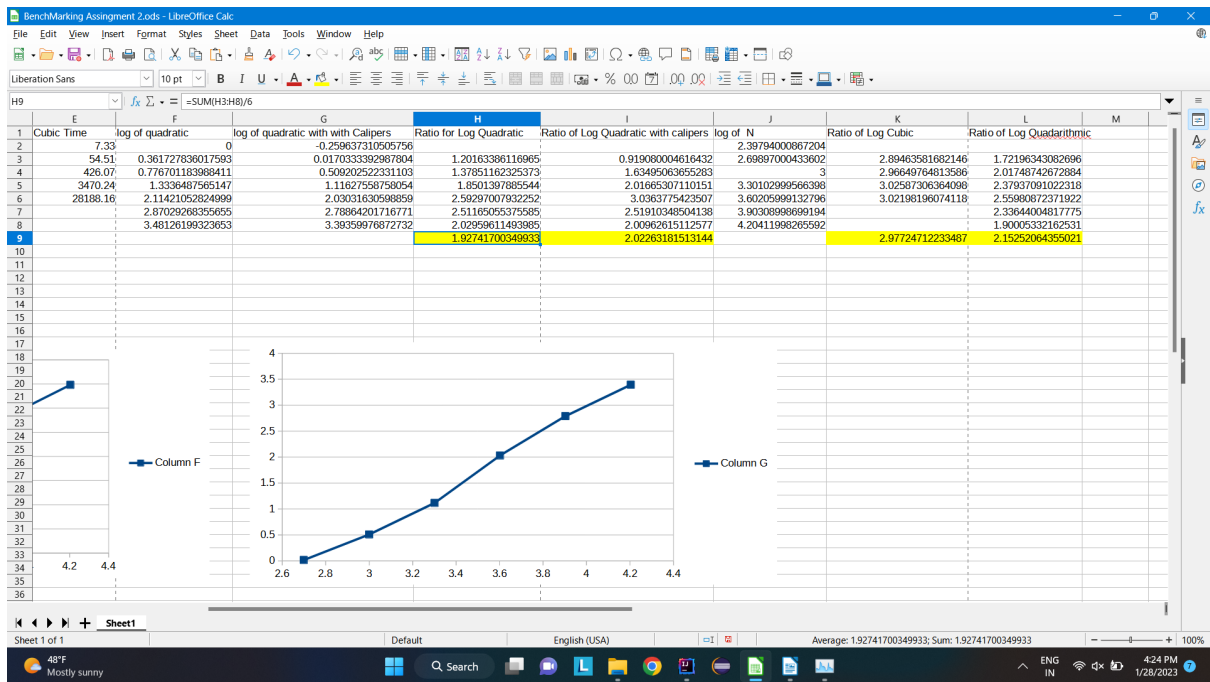
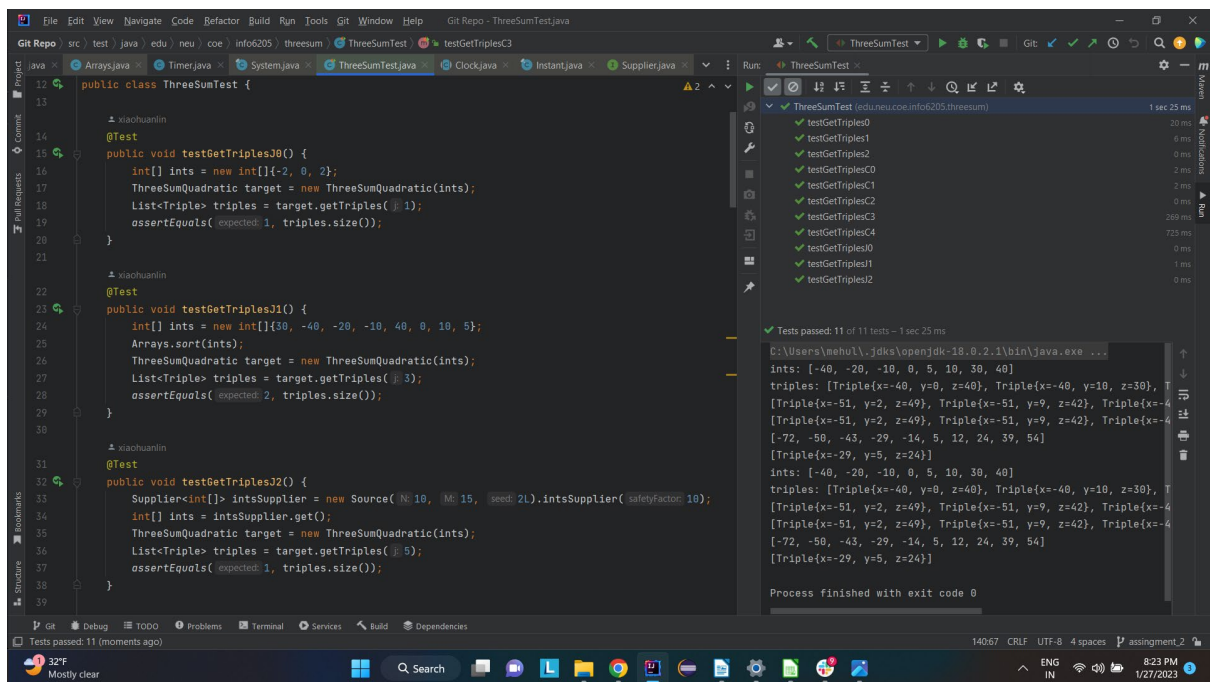
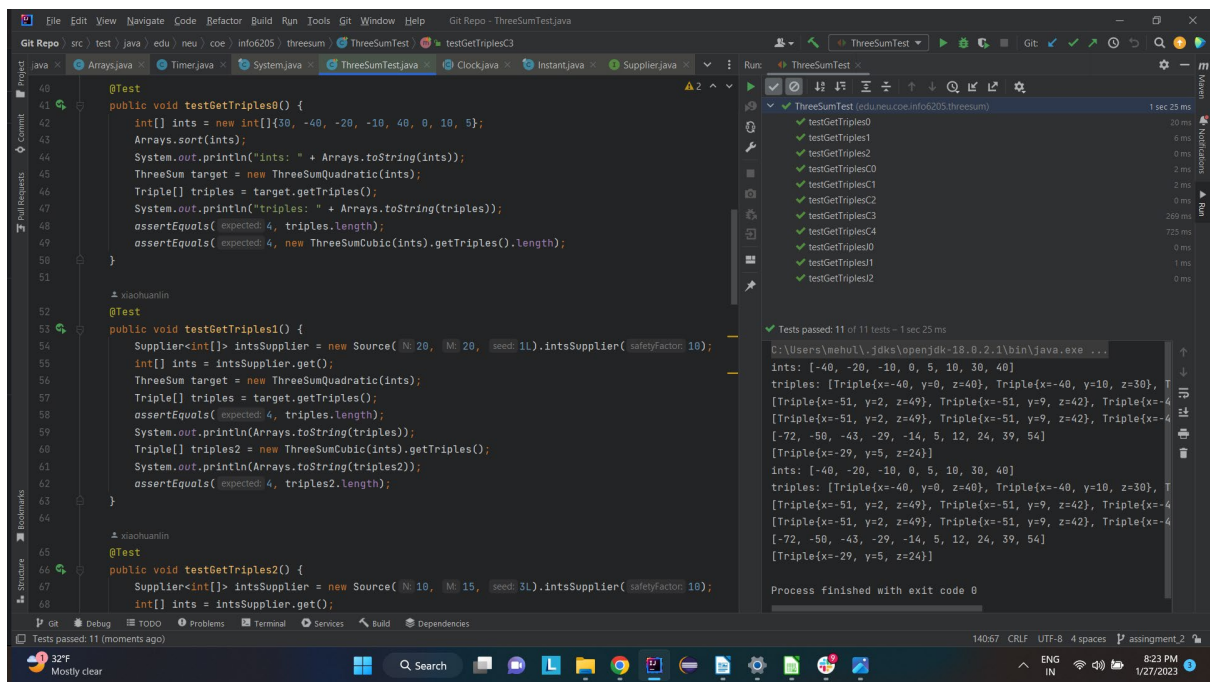


Figure 2:

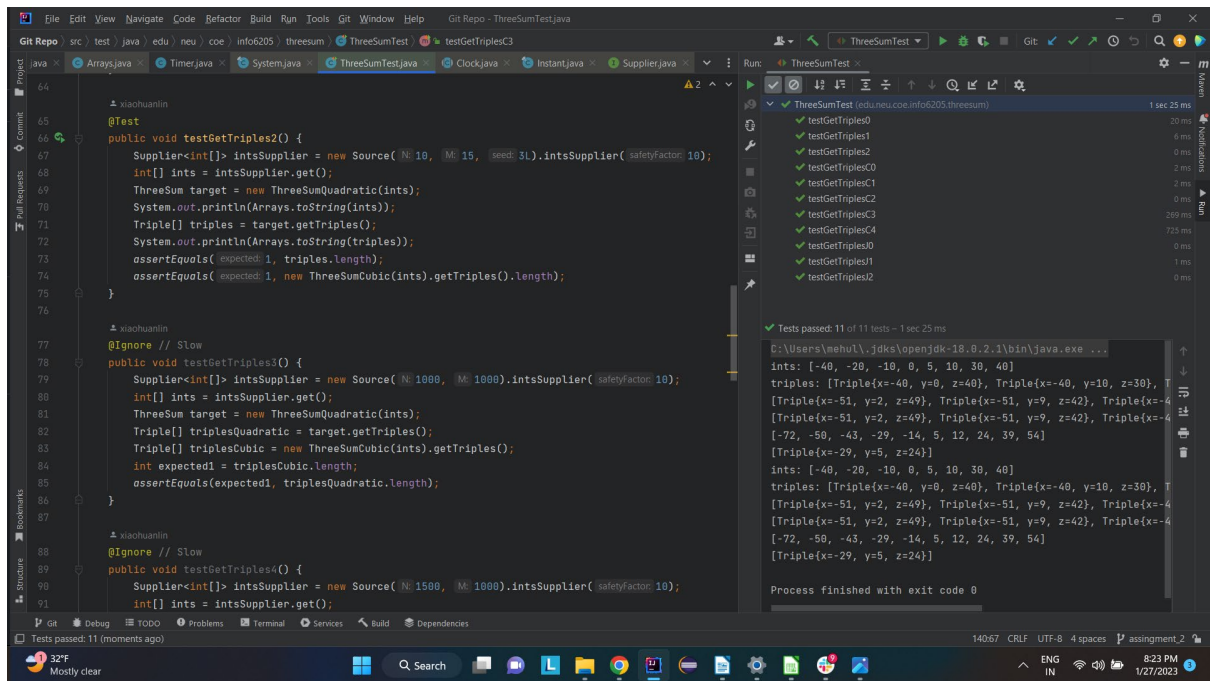


Unit Test Screenshots: 1

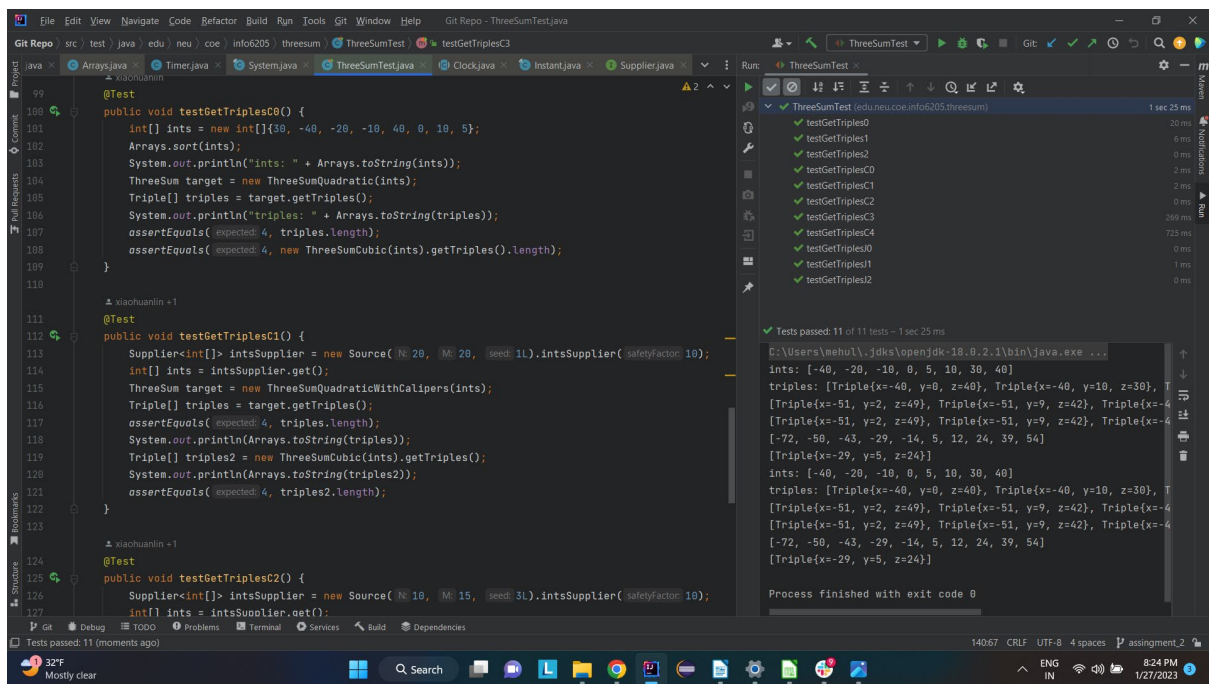




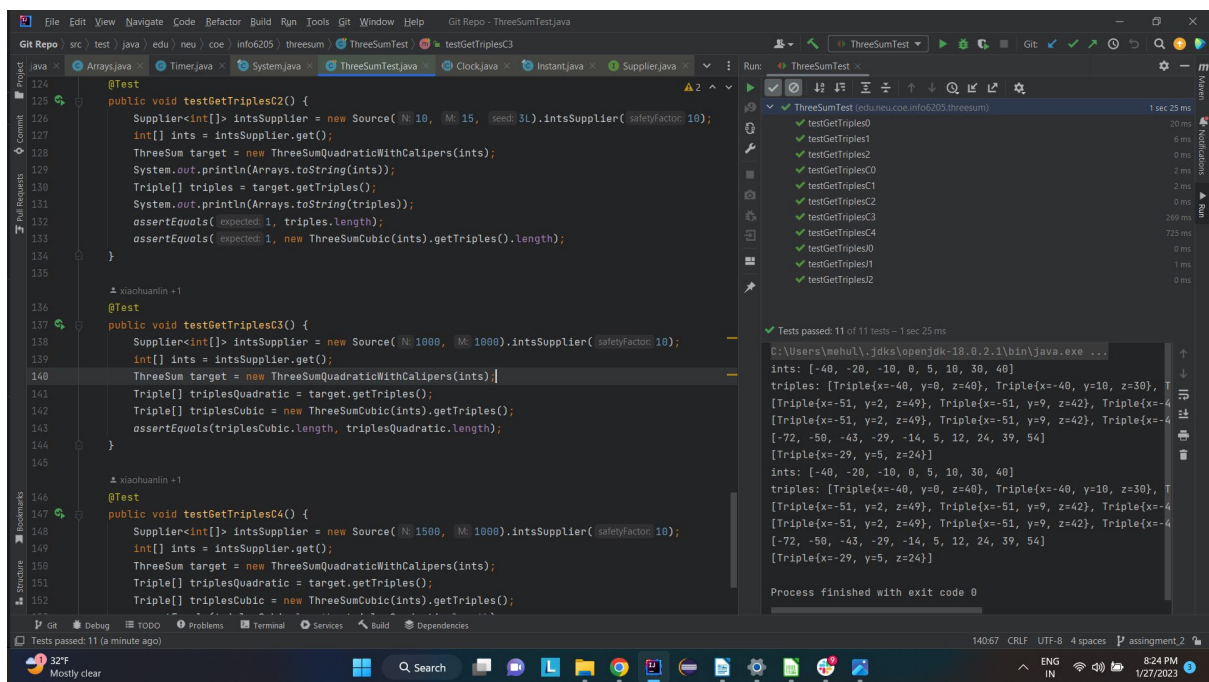
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