

## CS162 Lab 10

| N  | Recursion |         | N         | Iteration |         |
|----|-----------|---------|-----------|-----------|---------|
|    | Clocks    | Seconds |           | Clocks    | Seconds |
| 30 | 66        | 0.066   | 100       | 0         | 0       |
| 35 | 746       | 0.746   | 1000      | 0         | 0       |
| 40 | 8517      | 8.517   | 10000     | 0         | 0       |
| 45 | 96195     | 96.195  | 1000000   | 4         | 0.004   |
| 50 | 1084839   | 1084.84 | 10000000  | 28        | 0.028   |
|    |           |         | 100000000 | 277       | 0.277   |
|    |           |         | INT_MAX   | 6292      | 6.292   |

From the table above, as N get larger the more recursion shows its inefficiencies. A coder is better off using an Iteration algorithm. It is a lot faster to loop through an equation then having to recall the function. The reason being, the stack that is being used is too large when it needs to be created N times. Overall the clear winner is an iteration algorithm.