CSCE 221 Cover Page

Programming Assignment #2

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Please list all sources in the table below including web pages which you used to solve or implement the current homework. If you fail to cite sources you can get a lower number of points or even zero, read more: [Aggie Honor System](http://aggiehonor.tamu.edu/)

[Office](http://aggiehonor.tamu.edu/)

|  |  |  |  |
| --- | --- | --- | --- |
| Type of sources |  |  |  |
| People | UGTA |  |  |
| Web pages (provide URL) | Piazza | StackOverflow | GeeksforGeeks |
| Printed material | C++ textbook |  |  |
| Other Sources | Class Notes and slides |  |  |

I certify that I have listed all the sources that I used to develop the solutions/codes to the submitted work.

“On my honor as an Aggie, I have neither given nor received any unauthorized help on this academic work.”

Your Name Victoria Rivera Casanova Date 6/17/2020

# Programming Assignment 2 (100 points)

Due June 16 at midnight to eCampus

1. Submission
   1. Zip the C++ files above and any additional files (input and output files).
      1. (2 pts) Program description; purpose of the assignment.
         1. This programming assignment is meant to get us comfortable implementing Minimum Priority Queues using 3 different data structures. We had to make 3 queues: a vector, linked list and binary heap. Each of these implementations have a different way of writing the common functions associated with a priority queue (remove\_min(), is\_empty(), insert()). There was a lot of freedom in how we were allowed to make our data structures. For example, we could sort the items on priority upon insertion or during removal. During this assignment, we also had to so a simulation of running time or a “time slice” for the 3 biggest text files. We also use a timing library/function to help verify our implementations based on the theoretical run times for our implementation functions.
      2. (2 pts) Instructions to compile and run your program; input and output specifications.
         1. The instructions that were given were to run our code using **c++ -std=c+=11 \*.cpp -o pa2**. Mine was a little different because I had my files in another folder titles ‘Minimum-Priority-Queue’, so my executable file is called Minimum Priority Queue and run by typing **./Minimum-Priority-Queue**. In our zip file we need at least 4 C++ files including the main. My test files are also located in this folder to be able to link up with my cpp files. The assignment document also gave us a specific way of outputting the list of our results. I declared it just how the document says in my code, plus, I added the statement “No more jobs to run” when a data structure was “empty” and all the values removed in order.
            1. ****
      3. (5 pts) Programming style, and program organization and design: naming, indentation, whitespace, comments, declaration, variables and constants, expressions and operators, error handling and reporting, files organization, operators overloading. templates. Please refer to the [PPP-style](http://www.stroustrup.com/Programming/PPP-style.pdf) document.
         1. I organized all my implementations into their own header files and created helper functions to go with each one where I thought it necessary. For example, In the Linked List implementation I modified insert to call an insert\_before() and insert\_first() when the time was appropriate. This helped me for organization of my logic and code. The same is true for the “==” and “>” operator overloading. Then, in the main function I have 3 sections for the 3 implementation types. This includes reading from the files, inserting and removing in correct order. I read from the files within the main function without overloading the input operator. For all 3 header files I overloaded the output, less than and greater than operators. Inside the main function, I have 3 different sections for the 3 MPQ implementations.
         2. Within the main function I separated the code into sections for Phase 1, Phase 2, and Phase 3. Where in Phase 1, I implement the vector mpq and linked list mpq using int as type T. In Phase 2, I implement the Binary heap mpq using int as type T and finally in Phase 3 I used all three implementations to take in type CPU\_Job (a struct) as type T.
         3. The way I timed it was by commenting out the other 2 and focusing on one implementation at a time. Then at the end, I ran the entire program all together and got similar numbers as the previous way. I followed the naming conventions of the functions given, but then I used CamelCase naming for my variable and other function declarations. As for whitespace, I try not to leave a lot, but I have at least one line separating major parts of functions from each other (loops, variable declarations etc). I use comments throughout my code to state the runtime for each function and I comment out many print statements that I used for testing purposes. I do go back and add comments to help in terms of readability. As far as error handling, I used the struct EmptyList exception from pa1 and modified it for this assignment and threw it whenever a data structure was empty and there was a call to remove the min. ultimately I didn’t need to use it because my while loop only ran until the end of file or while the data structure was filled (in other words, there was never a time that the remove function was called on an empty structure).
      4. (5 pts) Discussion of the implementation and running time in the terms of big-O.
         1. From what I understood of the instructions, I created 3 different implementations for a Minimum Priority Queue with the private data member as the data structure (vector or linked list, for binary heap I used a vector to create said heap). And the member functions, like remove\_min() and insert(), were tailored for specifically that data member. I also left in struct objects I created for testing but have no bearing on the assignment instructions.
         2. **Vector:** The insert function runs at O(n) time because I organize the input upon insertion. This allows for my remove function to run at O(1) time because all it has to do is remove the top index of the vector.
         3. **Linked List:** The insert function also runs at O(n) time because the nodes are sorted upon insertion and therefore, like my vector implementation, the remove function runs at constant O(1) time (it just has to remove the first node from the list). I modeled my Linked List as a doubly linked list with a header and trailer. I did try to insert the nodes first at the end and traverse the list to find the correct node when the remove function was called, but the node was not being deleted properly. (I do believe how I have it implemented now is logically simpler and it works at the appropriate theoretical time).
         4. **Binary Heap:** The binary heap implementation has the fastest run time of all the implementations. It is based on a vector also. The remove function runs at O() time. This is because, even though it only has to remove the root node, after the removal, the function performs walk-downs to reorganize the binary heap. The same principal applies to the insert function: it has a runtime of O(). The node is inserted at the end and must perform walk-ups to find its correct position within the heap. The maximum number of walk downs or walkups performed are as that is equivalent to the height of the binary heap.
         5. The insert() and remove() function are being called n times each and, theoretically, insert runs at O(n) worst case (where n is the number of nodes in the data structure) and my remove functions run at O(1) based on my implementation because I decided to sort input upon insertion rather than search the data structure for the minimum.
         6. Evidence of Testing for Phase 1-2:

![A screenshot of text

Description automatically generated]()![A screenshot of a cell phone

Description automatically generated]()

🡨Binary Heap

🡨Linked List

🡨Vector

![A picture containing meter

Description automatically generated]()

**Sample output from Phase 3:**

![A close up of text on a white background

Description automatically generated]()This is output code from Binary Heap MPQ of “SetSize100000.txt”. The order is correct because since they have the same priority, then the algorithm compares the Job IDs. The lower the job I, the higher the priority.

* + 1. (6 pts) Presenting the testing results, use a table to present timings for each implementation (9 timings in total).
       1. Raw times for 3 trials of each large file:

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What I timed specifically, using ctime, was 1) the insertion of each “node” into their unique data structures and 2) each remove function call. The 9 times that are called for are below:

|  |  |  |  |
| --- | --- | --- | --- |
|  | 1000 size file | 10000 size file | 100000 size file |
| Linked List | **36.458** miliseconds | **421.875** miliseconds | **37890.533** miliseconds |
| Vector | **41.667** miliseconds | **859.375** miliseconds | **60812.5** miliseconds |
| Binary Heap | **15.625** miliseconds | **213.54** miliseconds | **2635.413** miliseconds |

**Analysis:** From the readings, we can see that the Binary Heap implementation takes less time than either the vector and Linked List implementations. This is accurate because its MPQ functions have a faster run time at O() compared to the Vector and Linked List implementations. The increase in time as the files get bigger is also to be expected because you are making more function calls as you insert and remove values. Theoretically, Linked List and Vector implementations should run at the same time O(n) for insert and O(1) for the remove, but from the data it seems the Linked List MPQ runs faster than the Vector MPQ. This is because sorted linked list traversal is faster than traversing through a vector. (if the both were unsorted, and you have to search for the minimum, I do believe that the vector times would be faster).

There can also be some errors in timing based on other programs the computer is running. The first time I tried to run the timings, I was watching a video as the same time and those output times were slower than the official ones included in this report:

You can clearly see these times are slower than the previous ones above.

![A close up of text on a black background

Description automatically generated]()

It really depends on what your computer is doing in the background to get a somewhat accurate reading on the function times.