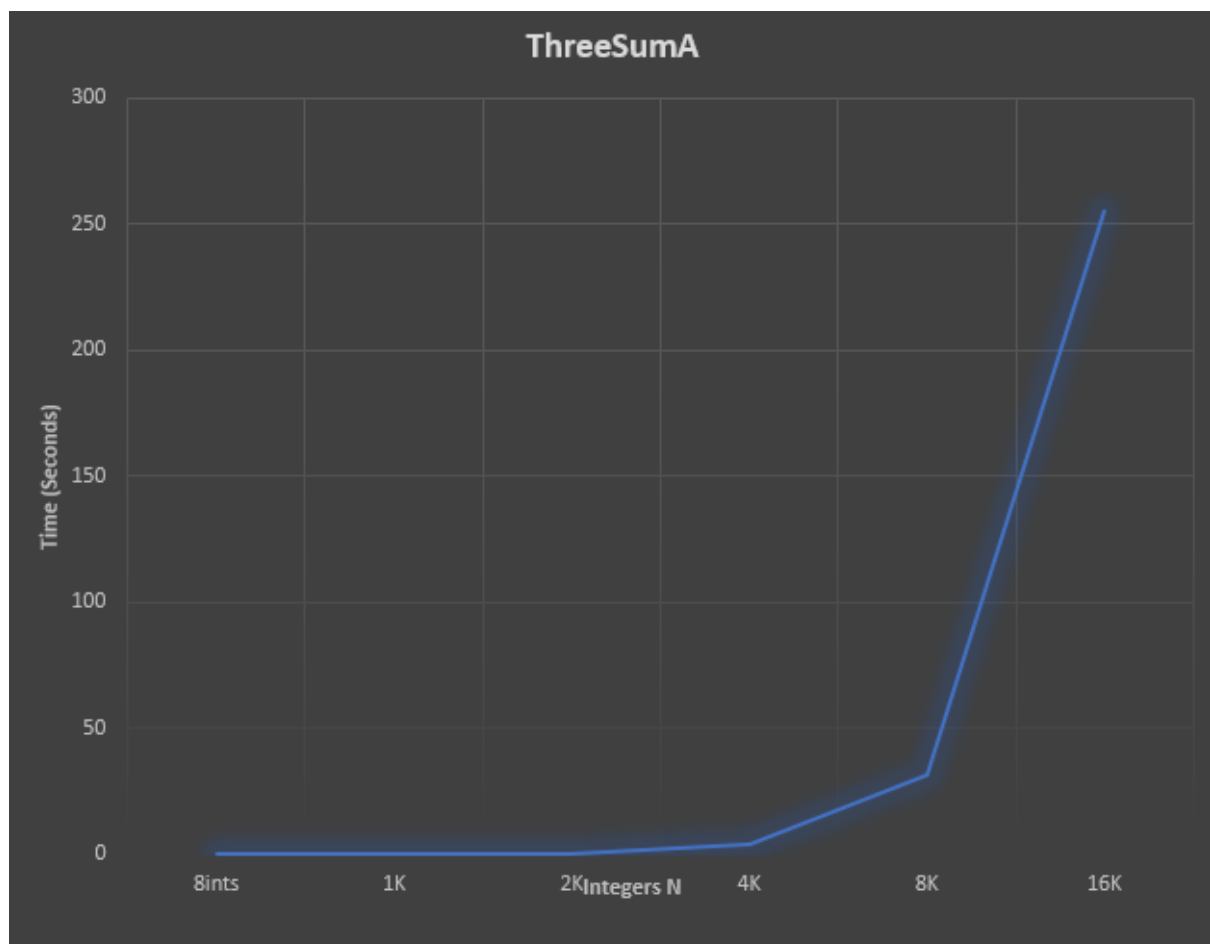
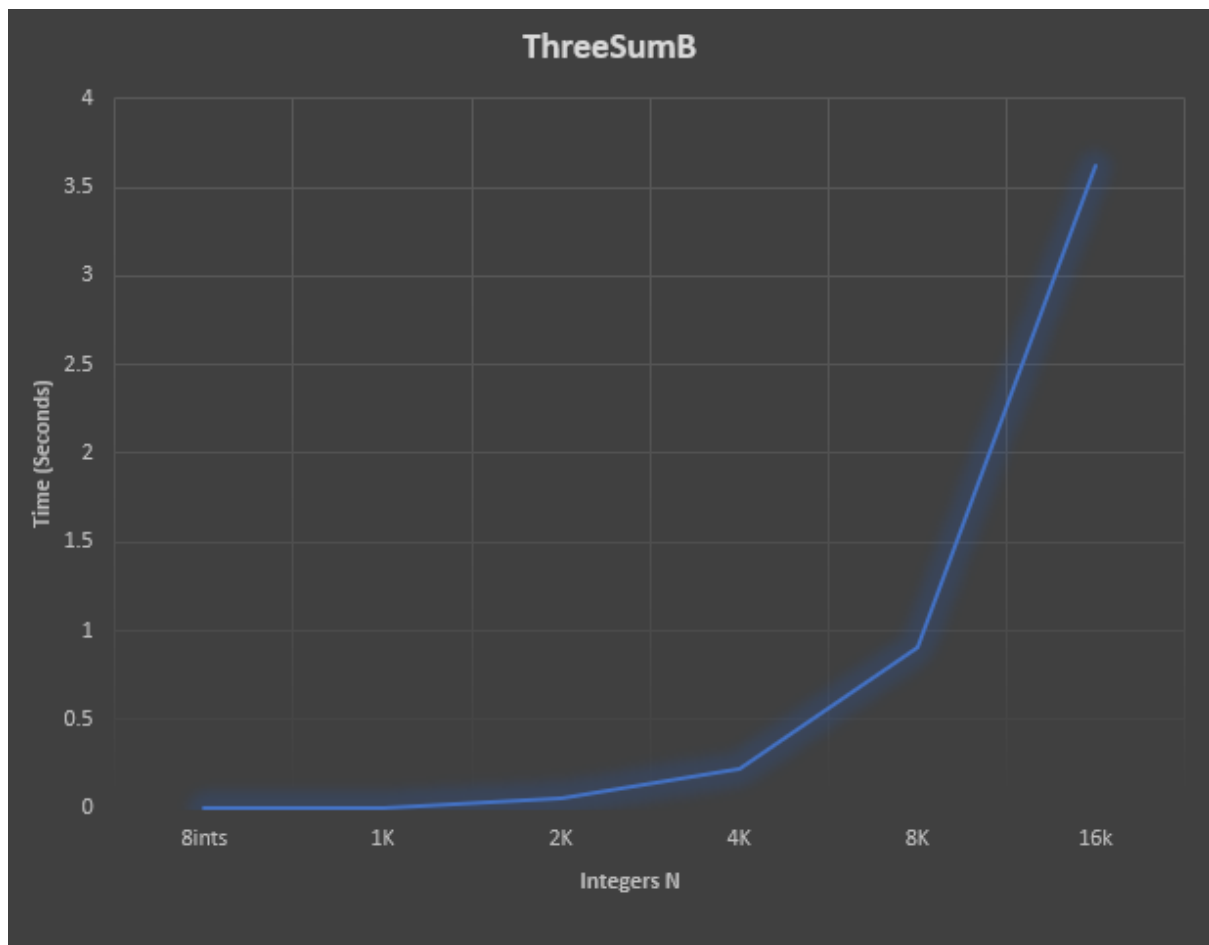


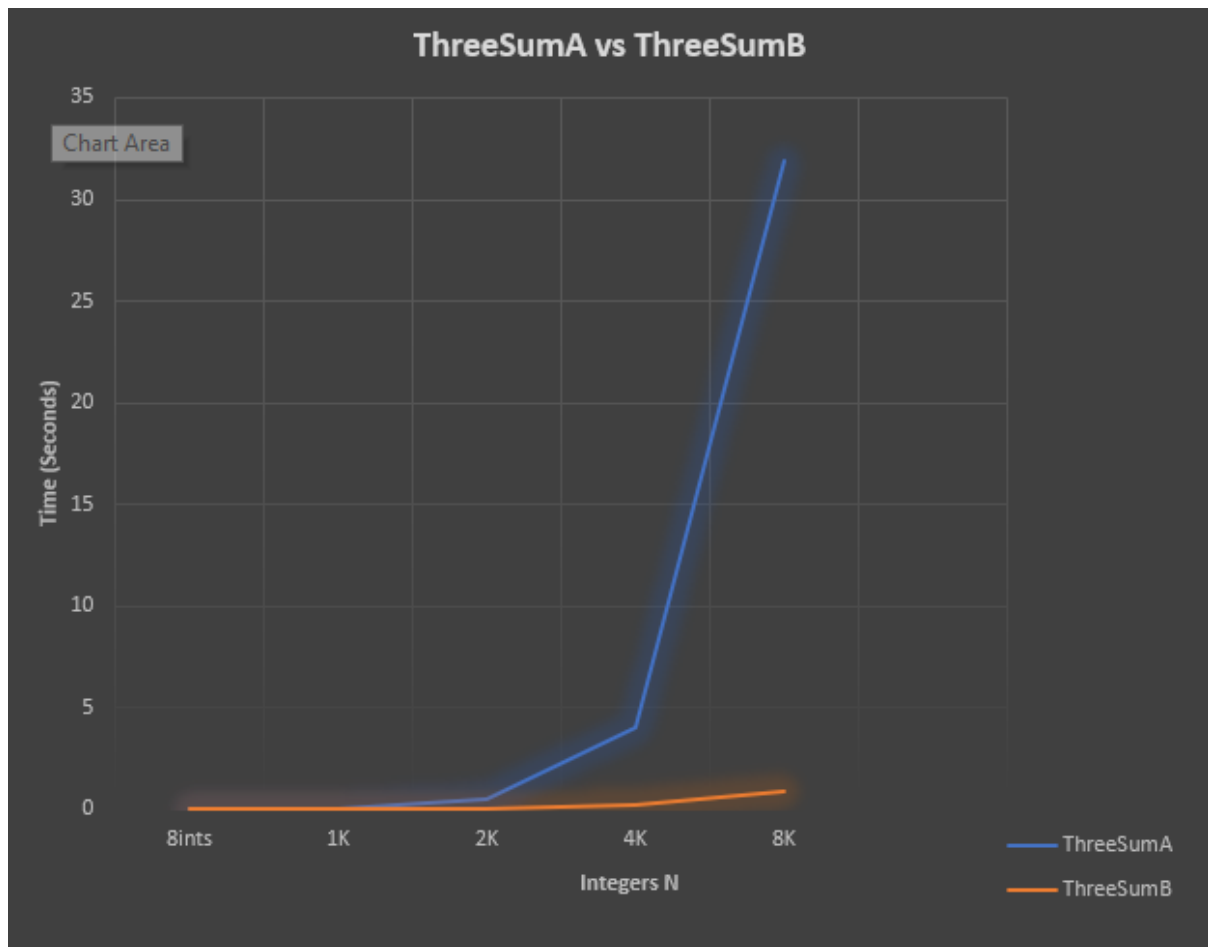
Assignment 1

| Algorithm | Input | Time | Number of triples? |
|-----------|-------------|---------|--------------------|
| ThreeSumA | 8ints.txt | 0.0 | 4 |
| ~~ | 1Kints.txt | 0.074 | 70 |
| ~~ | 2Kints.txt | 0.524 | 528 |
| ~~ | 4Kints.txt | 4.034 | 4039 |
| ~~ | 8Kints.txt | 31.921 | 32074 |
| ~~ | 16Kints.txt | 255.825 | 255181 |



| Algorithm | Input | Time | Number of triples? |
|-----------|-------------|-------|--------------------|
| ThreeSumB | 8ints.txt | 0.001 | 4 |
| ~~ | 1Kints.txt | 0.017 | 70 |
| ~~ | 2Kints.txt | 0.061 | 528 |
| ~~ | 4Kints.txt | 0.218 | 4039 |
| ~~ | 8Kints.txt | 0.901 | 32074 |
| ~~ | 16Kints.txt | 3.616 | 255181 |





1. As seen from above we can tell that ThreeSumB runs much more efficiently than ThreeSumA, if we add the values for 16k ints to this graph, ThreeSumB will only be a line as ThreeSumB grows so much slower than ThreeSumA
2. We can tell that for our ThreeSumA the program has a time complexity of $O(n^3)$ as it is a more primitive implementation of ThreeSum which requires 3 for loops hence $O(n^3)$.
However ThreeSumB implements the algorithm first using the built in `arrays.sort()` method which uses a version of `timSort` (A sorting algorithm based on both insertion sort and MergeSort) which has a time complexity $O(n \log n)$. The algorithm then finds the first 2 elements then does a binary search ($O(\log N)$) to find the element in the sorted array which is equal to the negative of the sum of the first 2 integers. If it finds this val then count is incremented. We can see that we have a time complexity of $O(n^2)$ due to the first 2 loops.