



Experiment No. 8

Aim - Implementation of sum of subsets.

Theory -

Algo -

- So if we take example as $\text{int } A = \{3, 2, 7, 1\}, s = 6$
- If we consider another int array with the same size as A
- If we include the element in subset we will put 1 in that particular index else put 0.
- So we need to make every possible subsets & check if any of the subsets makes sum s .

Example -

Input - $\text{set } A = \{3, 34, 4, 12, 5, 2\}, \text{sum} = 9$

Output - True

There is a subset (4, 5) with sum 9.

Time Complexity -

The above solⁿ may try as subsets of given set in worst case. Therefore, time complexity of the above solⁿ is exponential.

Conclusion -

We have successfully implemented the algo & analysed the complexity.

File Edit Selection View Go Run Terminal Help

● prab.py

```
prab.py > isSubsetSum
1 def isSubsetSum(set, n, sum) :
2
3     if (sum == 0) :
4         return True
5     if (n == 0 and sum != 0) :
6         return False
7
8     if (set[n - 1] > sum) :
9         return isSubsetSum(set, n - 1, sum)
10
11     return isSubsetSum(set, n-1, sum) or isSubsetSum(set, n-1, sum-set[n-1])
12
13     set = [3, 34, 4, 12, 5, 2]
14     sum = 9
15     n = len(set)
16     if (isSubsetSum(set, n, sum) == True) :
17         print("Found a subset with given sum")
18     else :
19         print("No subset with given sum")
20
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

/usr/bin/python3.9 "/home/computer/Desktop/a0a pra/prab.py"

```
● (base) computer@computer:~/Desktop/a0a pra$ /usr/bin/python3.9 "/home/computer/Desktop/a0a pra/prab.py"
Found a subset with given sum
● (base) computer@computer:~/Desktop/a0a pra$
```


Experiment No. 9

Graph Colouring

Aim - To implement graph colouring.

Theory -

Algo -

- 1) Colour 1st vertex with first color.
- 2) Do following for remaining v - vertices.
 - a) Consider the following picked vertex & color it with the lowest numbered color that has not been used on any previously colored vertices adjacent to it. If all previously used colors appear on vertices adjacent to v , assign a new color to it.

Time complexity -

$O(v^2 + E)$ is the time complexity in worst case.

Conclusion -

We have successfully implemented the algo & analyzed the complexity.

File Edit Selection View Go Run Terminal Help

prab.py ● prab.py ●

prab.py > greedyColoring

```
1 def addEdge(adj, v, w):
2     adj[v].append(w)
3     adj[w].append(v)
4     return adj
5
6 def greedyColoring(adj, V):
7     result = [-1] * V
8     result[0] = 0
9     available = [False] * V
10    for v in range(1, V):
11        for i in adj[v]:
12            if result[i] != -1:
13                available[result[i]] = True
14        cr = 0
15        while cr < V:
16            if (available[cr] == False):
17                break
18            cr += 1
19        result[v] = cr
20        for i in adj[v]:
21            if result[i] != -1:
22                available[result[i]] = False
23    for u in range(V):
24        print("Vertex", u, "----> Color", result[u])
25    if __name__ == '__main__':
26        g1 = [[] for i in range(5)]
27        g1 = addEdge(g1, 0, 1)
28        g1 = addEdge(g1, 0, 2)
29        g1 = addEdge(g1, 1, 2)
30        g1 = addEdge(g1, 1, 3)
31        g1 = addEdge(g1, 2, 3)
32        g1 = addEdge(g1, 3, 4)
33        print("Coloring of graph 1")
34        greedyColoring(g1, 5)
35        g2 = [[] for i in range(5)]
36        g2 = addEdge(g2, 0, 1)
37        g2 = addEdge(g2, 0, 2)
38        g2 = addEdge(g2, 1, 4)
39        g2 = addEdge(g2, 2, 4)
40        g2 = addEdge(g2, 4, 3)
41        print("Coloring of graph 2")
42        greedyColoring(g2, 5)
```


Experiment No. 10

Rabin-Karp Algo

Aim - To implement Rabin-Karp Algo

Theory -

Algo -

Rabin-Karp Matcher (T, P, d, q)

1. $n \leftarrow \text{length}[T]$
2. $m \leftarrow \text{length}[P]$
3. $h \leftarrow d^{m-1} \bmod q$
4. $P \leftarrow 0$
5. $t0 \leftarrow 0$
6. for $i \leftarrow 1$ to m
7. $t0 \leftarrow (d \cdot P + P[i]) \bmod q$
8. $t0 \leftarrow (d \cdot t0 + T[i]) \bmod q$
9. for $s \leftarrow 0$ to $n-m$
10. ~~then if~~ do if $P = t3$
11. Then if $P[i \dots m] = T[s+1 \dots s+m]$
12. then "Pattern occurs with shift" s
13. If $s < n-m$
14. then $t_{s+1} \leftarrow (d(t_s - T[s+1]h) + T[s+m+1]) \bmod q$.

Example -

Input - $txt[] = \text{"THIS IS A TEST TEXT"}$

$pat[] = \text{"TEST"}$

Output - Pattern found at index 10.

Time Complexity -

The average & best-case running time of the algo is $O(n+m)$, but in worst case is $O(nm)$.

Conclusion -

We have successfully implemented algo & analysed the complexity.

File Edit Selection View Go Run Terminal Help

prai0.py x

```

1  # prai0.py
2  d = 256
3  def search(pat, txt, q):
4      N = len(pat)
5      M = len(txt)
6      i = 0
7      j = 0
8      h = 1
9      for i in range(M-1):
10         h = (h * d) % q
11         for j in range(M):
12             p = (d * p + ord(pat[i])) % q
13             t = (d * t + ord(txt[j])) % q
14             if i in range(M-M+1):
15                 if p == t:
16                     for j in range(M):
17                         if txt[i+j] != pat[j]:
18                             break
19                     j += 1
20                     if j == M:
21                         print ("Pattern found at index " + str(i))
22                     if i < N-M:
23                         t = (d*(t-ord(txt[i])) + ord(txt[i+M])) % q
24                     if i < 0:
25                         t = t + q
26
27     txt = "GEEKS FOR GEEKS"
28     pat = "GEEK"
29     q = 101 # A prime number
30     search(pat, txt, q)

```

PRAI0.PY OUTPUT TERMINAL

```

/usr/bin/python3.9 /home/computer/Desktop/a0a pra/pra10.py
(base) computer@computer:~/Desktop/a0a pra$ /usr/bin/python3.9 /home/computer/Desktop/a0a pra/pra10.py
Pattern found at index 10
(base) computer@computer:~/Desktop/a0a pra$

```