ptqs pllqs MR

## Data Structures and Algorithms 2001

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Answer notes:
Let dx and dy be the differences x2-x1, y2-y1
Let t = dy/(abs dy + abs dx)
if dx,dy >=0
              a := t
if dx<0
               a := 2-t
if dx>=0, dy<0 a := 4+t
Use a as the angle of a line segment relative to the x-axis.
Angle p1p2 < angle p2p3 => turn left
else
                           turn right
or
use ccw funtion described by Sedgewick
dy2 *dx1 - dy1*dx2 > 0 \Rightarrow turn left
else
                          turn right
(b)
                1 2 3
                         4
                            5
                              6 7
                                    8 9 10 11
                               x
                                  x
                ABR
                           C
                               A
                                 D
                                        B R A
                                   1
                                         1
                            C
                                  D
                                         B R A
char fail cv['A'] = 0
          cv['R'] = 1
          cv['B'] = 3
          cv['D'] = 4
          cv['C'] = 6
                  = 11
          else
Fail at fv[11]
                                                  +1
        fv[10]
                                                  +3
        fv[ 9]
                                                  +10
        fv[8]
                                                  +10
        fv[ 7]
                                                  +7
        fv[ 6]
                                                  +7
        fv[ 5]
                                                  +7
        fv[ 4]
                                                  +7
        fv[ 3]
```

Match from fight hand end of the pattern On failure at position i of pattern, move pattern to the right by

R A C

max(fv[i], cv[ch]+i-11) // ch is failing string char

D

D

(b) i prob expected step

fv[ 2]

fv[1] # B

ARBDC?

fail at 11 25/26 (1 +1 +2 +4 +6 +11\*21)/26 = approx 10 fail at 10 25/(26\*26) (3 +3 +3 +4 +6 +10\*21)/26 = approx 9 fail at 9 approx 0 (10+10+10+10+9\*21)/26

Expected step is about 10 so
about 100000 steps
all require 1 comparison
1/26 require a second comparison
very few require more
so expected number of comparisons = 100000(1 + 1/26 + ...)
= 100000 approx