CS340 Analysis of Algorithms Fall 2025

Lab: 3 Professor: Elizabeth Dinella
Date: E-mail: edinella@brynmawr.edu

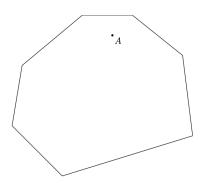
Title: Run Times URL: https://bmc-cs-340.github.io

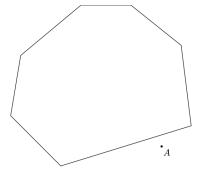
1 Point inside Polygon

Given a point $p = (p_x, p_y)$ and a convex polygon specified by n vertices $(x_1, y_1), (x_2, y_2), ..., (x_n, y_n)$, design an algorithm to determine if p is inside or outside of the polygon (on the perimeter is considered inside).

1. Briefly describe your idea in English.

- 2. Give high-level pseudo code outlining your idea (no need to specify geometric computation details, assume that you can call functions).
- 3. Briefly argue your algorithm's correctness
- 4. State your algorithm's run time using Big-Oh
- 5. Show how your algorithm works on the following inputs





2 Estimating Run Times

For each of the following pseudo code segments, estimate their run time using the most appropriate Big-Oh expression of n. Assume that the lines "a constant number of steps" do not modify any of hte loop control variables.

```
Function A(input: n elements)
a constant number of steps
Function B(input: n elements)
   for i=1 to \lfloor \sqrt{n} \rfloor do
   a constant number of steps
   \mathbf{end}
   for j=1 to |\sqrt{n}| do
   a constant number of steps
   end
Function C(input: n elements)
   for i=1 to n/2 do
      for j=1 to n/2 do
       a constant number of steps
      end
   end
Function D(input: n elements)
   for i=1 to \sqrt{n} do
      for j=1 to \sqrt{n} do
       a constant number of steps
      end
   end
Function E(input: n elements)
   i=1
   while i \le n do
      for j=1 to n do
```

a constant number of steps

end $i=i\times 2$

end

Function F(input: n elements) let P=1,2,...,nlet S be the set of all permutations of P of size 3 for each $s\!\in\!S$ do a constant number of steps end

```
i=1
j=1
while i \le n do
```

Function H(input: n elements)

```
\begin{array}{c|c} \mathbf{while} \ i \leq n \ \mathbf{do} \\ & \mathbf{while} \ j \leq n \ \mathbf{do} \\ & \mid \mathbf{a} \ \mathbf{constant} \ \mathbf{number} \ \mathbf{of} \ \mathbf{steps} \\ & i + + \\ & \mid j + + \\ & \mathbf{end} \\ \\ \mathbf{end} \\ \end{array}
```