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Project 4

Dynamic Programming Algorithm Running Time Analysis

Initialization: Initializing variables n and total_calories_int takes constant time.

DP Table Initialization: Creating a 2D vector dp with size $(n + 1) \times (total_calories_int + 1)$ takes $O(n * total_calories)$ time, where n is the size of the foods vector and total_calories is the total allowed calorie value.

Building the DP Table: The function iterates over i from 0 to n and j from 0 to total_calories_int. Each iteration takes constant time, so the overall time complexity of this step is O(n * total_calories).

Backtracking to Find Chosen Foods: The function iterates over i from n to 1 and weight from total_calories_int to 1. Each iteration takes constant time, so the overall time complexity of this step is O(n * total_calories).

Therefore, the overall time complexity of the dynamic_max_weight function is dominated by the time complexity of building the DP table, resulting in O(n * total_calories) complexity, where n is the size of the input vector foods and total_calories is the total allowed calorie value.

Exhaustive Algorithm Running Time Analysis

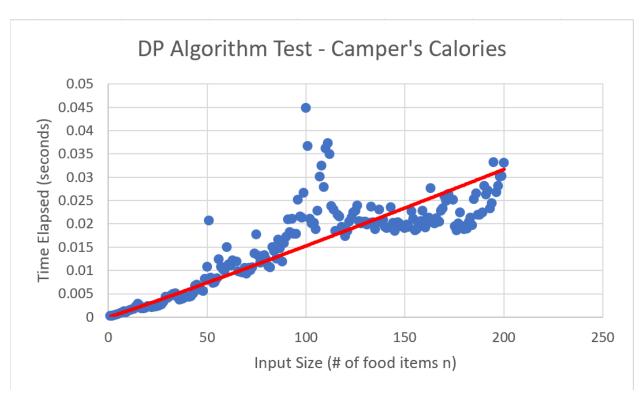
Assert & Initialization: Assert statement and initializing the variables best and bestWeight takes constant time.

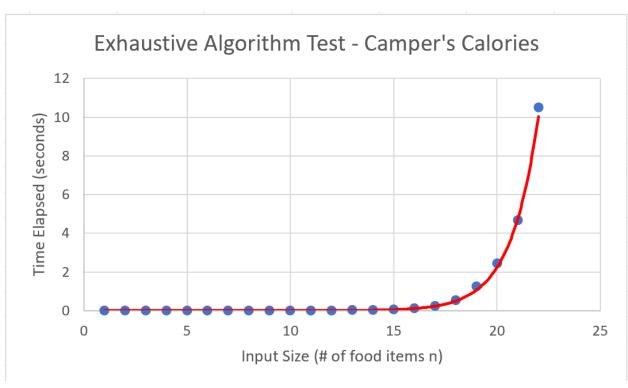
Subset Generation: The function uses a loop to generate all possible subsets of the foods vector. The loop iterates from 0 to 2ⁿ - 1, where n is the size of the foods vector. Generating all possible subsets using bitwise operations has a time complexity of O(2ⁿ).

Building candidate subsets: For each subset, the function creates a new candidate vector and computes its calorie and weight by iterating over the foods vector. Since each food item is considered once for each subset, this step has a time complexity of O(n * 2^n).

Updating the best subset: The function checks if the candidate subset satisfies the calorie constraint and has a higher weight than the current best subset. This step takes constant time. Considering the above steps, the overall time complexity of the exhaustive_max_weight function is O(n * 2^n), where n is the size of the input vector foods. This complexity grows exponentially with the number of food items, making the function computationally expensive for large inputs.

Scatterplots





Conclusion

The DP algorithm operates in O(n * total_calories) time complexity where n is the size of the input. This is because of the double for loop when building the table. The actual selection of items is a linear operation when backtracking through the table. On the other hand, the exhaustive search operates in O(2^n * n) time complexity which is exponential.

The difference was empirically noticeable; with 200 items, the greedy algorithm was around 0.03 seconds, while the exhaustive was already over 1 second with 19 items. The dynamic algorithm is faster, especially for larger inputs. The empirical analyses are consistent with the mathematical analyses. Both trend lines generally fit the mathematical counterparts. Dynamic was like the graph of O(n) or linear since the total calories were relatively low and consistent, while exhaustive was clearly exponential.

The evidence is consistent with hypothesis 1. Exhaustive search algorithms are indeed feasible to implement, and they produce correct outputs. However, their feasibility strongly depends on the size of the input. For small inputs, an exhaustive search is quite manageable. But as the size of the input grows, the exhaustive search quickly becomes infeasible due to its exponential time complexity.

The evidence is consistent with hypothesis 2. Algorithms with exponential running times, like the exhaustive search algorithm, are extremely slow for large inputs. This can make them impractical for real-world use where the input size can be large. The speed of such algorithms can be improved using various techniques such as dynamic programming or greedy algorithms, but those come with their own trade-offs.

```
Pseudocode for dynamic:
dynamic_max_weight(foods, total_calories):
  n = size of foods vector
  total_calories_int = integer value of total_calories
  // DP table initialization
  create dp table with size (n + 1) x (total_calories_int + 1)
  // Build DP table
  for i = 0 to n:
     for j = 0 to total_calories_int:
       if foods[i].calorie > j:
          dp[i + 1][j] = dp[i][j]
       else:
          dp[i + 1][j] = max(dp[i][j], dp[i][j - foods[i].calorie] + foods[i].weight)
  // Backtrack to find chosen foods
  create an empty vector called best
  weight = total calories int
  for i = n to 1:
     if dp[i][weight] != dp[i - 1][weight]:
       add foods[i - 1] to best vector
        weight -= foods[i - 1].calorie
  return best
Pseudocode for exhaustive:
function exhaustive_max_weight(foods, total_calorie):
  assert (foods.size() < 64) // prevent overflow
  best = null
  bestWeight = 0
  n = foods.size()
  for bits = 0 to (2^n - 1):
     candidate = new empty FoodVector
     candidateCalorie = 0
     candidateWeight = 0
     for j = 0 to (n - 1):
       if ((bits >> j) \& 1) == 1: // if the j-th bit is set
          add foods[j] to candidate
```

```
candidateCalorie += foods[i].calorie()
          candidateWeight += foods[j].weight()
     if candidateCalorie <= total_calorie and (best == null or candidateWeight > bestWeight):
       best = candidate
       bestWeight = candidateWeight
  return best
Algorithms:
// Compute the optimal set of food items with dynamic programming.
// Specifically, among the food items that fit within a total calories,
// choose the foods whose weight-per-calorie is largest.
// Repeat until no more food items can be chosen, either because we've
// run out of food items, or run out of space.
std::unique_ptr<FoodVector> dynamic_max_weight
  const FoodVector& foods,
  double total_calories
)
  // std::unique_ptr<FoodVector> source(new FoodVector(foods));
  // std::unique_ptr<FoodVector> best(new FoodVector);
  // print food vector(*todo);
  // TODO: implement this function, then delete the return statement below
  int n = foods.size();
  int total_calories_int = static_cast<int>(total_calories);
  // DP table
  std::vector<std::vector<double>> dp(n + 1, std::vector<double>(total calories int + 1, 0.0));
  // build DP table
  for (int i = 0; i < n; ++i) {
     for (int j = 0; j \le total\_calories\_int; ++j) {
       if (foods[i]->calorie() > j) {
          dp[i + 1][j] = dp[i][j];
       } else {
          // choose whichever is higher
          dp[i + 1][j] = std::max(dp[i][j], dp[i][j - static_cast<int>(foods[i]->calorie())] + foods[i]-
>weight());
  }
```

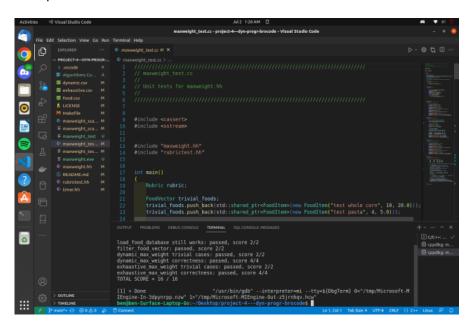
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// backtrack to find chosen foods
  std::unique_ptr<FoodVector> best(new FoodVector);
  int weight = total_calories_int;
  for (int i = n; i > 0 && weight > 0; --i) {
    // the food was chosen so add it
     if (dp[i][weight] != dp[i - 1][weight]) {
       best->push_back(foods[i - 1]);
       weight -= static_cast<int>(foods[i - 1]->calorie());
    }
  }
  return best;
// Compute the optimal set of food items with a exhaustive search algorithm.
// Specifically, among all subsets of food items, return the subset
// whose weight in ounces fits within the total_weight one can carry and
// whose total calories is greatest.
// To avoid overflow, the size of the food items vector must be less than 64.
std::unique_ptr<FoodVector> exhaustive_max_calories
  const FoodVector& foods,
  double total_calorie
  // TODO: implement this function, then delete the return statement below
  // prevent overflow
  assert(foods.size() < 64);
  std::unique_ptr<FoodVector> best = nullptr;
  double bestWeight = 0;
  // loop over all subsets
  uint64_t n = foods.size();
  for (uint64_t bits = 0; bits < (1ull << n); ++bits) {
     std::unique_ptr<FoodVector> candidate(new FoodVector);
     double candidateCalorie = 0;
     double candidateWeight = 0;
     for (uint64_t j = 0; j < n; ++j) {
       // if the j-th bit is set
       if (((bits >> j) \& 1) == 1) {
          candidate->push_back(foods[j]);
```

```
candidateCalorie += foods[j]->calorie();
    candidateWeight += foods[j]->weight();
}

// update best if this subset is better
  if (candidateCalorie <= total_calorie &&
      (best == nullptr || candidateWeight > bestWeight)) {
      best = std::move(candidate);
      bestWeight = candidateWeight;
    }
}

return best;
}
```

output



readme:

```
READMEnd - project - 4-gs. projected - Visual Studio Cade

| Page | Page
```

Algorithms execution:

