# WarWithArray.

## **PseudoCode:**

```
Input: int k, Array a[]\\
For each string e in a[]:
    For each string f in a[]:
        check if the string "e+f" is valid(e+f)

function valid(s):
    For each b = (k length substring in s):
        Loop through our original array a:
        check if b is in a
```

## **Runtime of compute2k():**

The algorithm essentially 4 nested loops, they run n-times, n-times, k-times, and n-times. So the run-time is  $O(kn^3)$ 

### WarWithBST.

## **PseudoCode:**

```
Input: int k, Array a[]\\
For each string e in a[]:
    For each string f in a[]:
        check if the string "e+f" is valid(e+f)

function valid(s):
    For each b = (k length substring in s):
        search the BST for the substring b
```

## **Runtime of compute2k():**

The algorithm is essentially 4 nested loops, they run n-times, n-times, k-times, and log n-times. So the run-time is  $O(kn^2logn)$ 

### WarWithHash.

#### **PseudoCode:**

### **Runtime of compute2k():**

The algorithm is essentially 4 nested loops, they run n-times for the most outer loop, n-times for the second most outer loop, k-times for each substring of the 2k string, and k-times for the hash of the k-length string. So the run-time is  $O(k^2n^2)$ 

#### WarWithRollHash.

#### PseudoCode:

## **Runtime of compute2k():**

The algorithm is very similar to the compute 2K() method in WarWithHash, except that each hash (after the first hash) is computed in O(1) time, rather than O(k) time. The rolling hash uses the last hash value to compute the new hash with one addition, one subtraction, and one multiplication, regardless of the values of n or k.

The algorithm is essentially 3 nested loops, they run n-times for the most outer loop, n-times for the second most outer loop, and k-times for each substring of the 2k string. So the runtime is  $O(kn^2)$ .