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Project 4 Analysis Questions

**For all questions, the variable ‘*n*’ refers to the number of vertices and the variable ‘*m*’ refers to the number of edges.**

1. The asymptotic performance of my recursive tree height function is O(*n*), where *n* is the number of nodes in the tree. The algorithm basically works by finding the maximum height of the current children and returning that height plus 1, while watching for the leaf node corner case.

Because of the tree structure, each node can only be accessed by its parent. Therefore, once a parent node has recursively calculated the height of a child (and the algorithm starts moving back down the recursive stack), that child’s height will never be used again and that child node will not ever be accessed again. Proof for this statement:

Because the child’s height is only used to calculate the parent’s height, a child’s height is only needed exactly once. Therefore, once a parent’s height has been determined, it never needs to be accessed again. Furthermore, because the recursive accessing is essentially a DFS traversal of the tree, each node will be accessed once.

For this reason, throughout all of the recursive calls, each node will be accessed exactly once. Said another way, there will be *n* node accesses in the algorithm. Therefore, the asymptotic performance of the algorithm will be O(*n*), where *n* is the number of nodes in the tree.

It should be noted that there will be some overhead because of the recursion. However, as *n* increases and approaches its asymptotic boundary (i.e. as *n* approaches ∞), this recursive overhead becomes insignificant and negligible. Therefore, this overhead shouldn’t be considered for the asymptotic performance.

1. The asymptotic performance of my non-recursive tree height function is O(*n*), where *n* is the number of nodes in the tree.

The algorithm uses as BFS approach to traversing the tree. It basically works by adding the children of all the elements of a certain level (i.e. all vertices with the same height), beginning with the root’s children, to the queue, then removing the current level’s nodes from the queue. Each time a new level is reached (i.e. the queue isn’t empty), the height counter increases. Thereby, the algorithm traverses the tree by moving from one height level to the next.   
  
Excluding the root, each node is accessed twice: first when it is added to the queue, and second when it is removed from the queue (when its children are added to the queue). Because the root is never added to the queue, it is only accessed once. Therefore, the running time for the algorithm is O(2*n* – 1). Therefore, the asymptotic performance (as *n* approaches ∞) for my algorithm is O(*n*), where *n* is the number of vertices in the tree.

1. As stated above, the recursive tree height function essentially implements a Depth-First Search (DFS). The algorithm recursively moves down the levels of the tree (from parent to child) until it hits a leaf. When a leaf is hit, it moves up one level to the parent, and then recursively tries to follow other children, recursively move down tree height levels until a leaf node is hit.

Because this algorithm attempts to travel a single path as deep into the tree as possible before moving back up a level and trying a new path, the algorithm is a DFS traversal. Furthermore, because this function operates like a DFS, it traverses all of the nodes in a pre-order traversal (accesses parent first, then child nodes from left to right).

1. For a tree with an ­*n*-vertex star shape (a single parent and *n*-1 children), there are 2 possible pebbling placements that could maximize profit: pebble the root and none of the children, or pebble all of the *n*-1 children and not the root. All the other possibilities would be different combinations of the root not being pebbled with one of the (*n*-1)! – 1 permutations where some, but not all, of the child nodes are pebbled. Assuming that profit cannot be negative, the profit from summing of all *n*-1 children will be greater than the profit of any of the other (*n*-1)! – 1 permutations, as each permutation will sum the profit of *n* – 1 – *k* nodes, where *k* > 0. Said more generally:

Claim: If the root is not pebbled, the maximum profit pebbling permutation for the child nodes is the permutation where all *n* – 1 children are pebbled

Assumptions:

1. There are a total of *n* – 1 children
2. Each individual node’s profit is positive
3. The root node is not pebbled

Proof:

*k* = number of child nodes not pebbled

Because of assumption A, *k* ≥ 0 & *k* ≤ (*n* – 1)

p*m­* = profit of a single, arbitrary child node *m*

P = total profit from pebbling

*s* = number of child nodes pebbled

*s* = *n* – *k* – 1

P = p0 + p1 + p2 + … + p*n*-*k-1*

P = p0 + p1 + p2 + … + p*s*

Therefore, P is the summation of the profits of all pebbled nodes

Because of assumption B (p*m* > 0), each additional node pebbled increases P

Therefore, P will achieve a maximum when all child nodes are pebbled (i.e. when the number of nodes pebbled *s* achieves a maximum)

Max(*s*) = *n* – 1 → *k* = 0

Therefore, the pebbling permutation of child nodes with maximum P is the pebbling configuration where all child nodes are pebbled (*k* = 0)

Because of assumption C, this is a valid pebbling

Therefore, the maximum profit pebbling permutation for the child nodes is the permutation where all *n* – 1 children are pebbled

As I have just proven, the maximum profit pebbling when the root is not pebbled is where all of the child nodes are pebbled. Therefore, we need to determine whether to pebble to root node or pebble all of the child noddes.