

Лабораторная работа №1

Тема: Сложность алгоритмов и их оптимизация

Цель работы: Получить навыки вычисления сложности алгоритмов и оптимизации различными методами.

Алгоритм: Поиск в глубину (DFS)

Импорты

```
import random
import time
import tracemalloc
from tqdm import tqdm
import pandas as pd
```

Рекурсивный DFS

```
def dfs_recursive(graph, start, visited=None):
    if visited is None:
        visited = set()

    visited.add(start)

    for neighbor in graph[start]:
        if neighbor not in visited:
            dfs_recursive(graph, neighbor, visited)

    return visited
```

Временная сложность

Для ориентированного/неориентированного графа:

- каждый узел посещается один раз — $O(V)$
- каждое ребро рассматривается один раз — $O(E)$

Итого: $O(V+E)$

Пространственная сложность

- рекурсивный стек: глубина до V
- множество посещённых: $O(V)$

Итого: $O(V)$

Итеративный DFS

```
def dfs_iterative(graph, start):
    visited = set()
    stack = [start]

    while stack:
        node = stack.pop()
        if node not in visited:
            visited.add(node)
            stack.extend(graph[node])

    return visited
```

Алгоритмическая оптимизация

Для DFS реальной алгоритмической оптимизации нет, так как асимптотика оптимальна $O(V+E)$.

Но возможны улучшения:

- Убрать рекурси, стек вручную (итеративный DFS)

Избавляемся от overhead рекурсии и ограничений глубины стека.

Преимущества:

- устойчив к глубине графа
- быстрее, т.к. нет рекурсивных вызовов

Генерация графа

```
def generate_graph(n, edges_per_node=5):
    graph = {i: [] for i in range(n)}
    for i in range(n):
        for _ in range(edges_per_node):
            graph[i].append(random.randint(0, n-1))
    return graph
```

Бенчмаркинг

```
def benchmark_recursive_n(graph, n_runs=1000):
    import tracemalloc
    import time

    times = []
    peaks = []

    for i in range(n_runs):
        tracemalloc.start()
```

```

t0 = time.time()

try:
    dfs_recursive(graph, 0)
except RecursionError as e:
    tracemalloc.stop()
    continue

t1 = time.time()
current, peak = tracemalloc.get_traced_memory()
tracemalloc.stop()

run_time = t1 - t0
times.append(run_time)
peaks.append(peak)

if len(times) == 0:
    return {'avg_time': None, 'avg_peak_mem': None}

return {'avg_time': sum(times)/len(times), 'avg_peak_mem':
sum(peaks)/len(peaks)/1024}

def benchmark_iterative_n(graph, n_runs=1000):
    import tracemalloc
    import time

    times = []
    peaks = []

    for i in range(n_runs):
        tracemalloc.start()
        t0 = time.time()

        dfs_iterative(graph, 0)

        t1 = time.time()
        current, peak = tracemalloc.get_traced_memory()
        tracemalloc.stop()

        run_time = t1 - t0
        times.append(run_time)
        peaks.append(peak)

    if not times:
        return {'avg_time': None, 'avg_peak_mem': None}

    return {'avg_time': sum(times)/len(times), 'avg_peak_mem':
sum(peaks)/len(peaks)/1024}

n_values = [500, 1_000, 10_000]
results = []

```

```

for n in tqdm(n_values):
    graph = generate_graph(n)

    rec = benchmark_recursive_n(graph, n_runs=1000)
    it = benchmark_iterative_n(graph, n_runs=1000)

    results.append({
        'graph_size': n,
        'recursive_avg_time': rec['avg_time'],
        'recursive_avg_peak_mem_KB': rec['avg_peak_mem'],
        'iterative_avg_time': it['avg_time'],
        'iterative_avg_peak_mem_KB': it['avg_peak_mem']
    })

```

100%|██████████| 3/3 [00:54<00:00, 18.27s/it]

Таблица результатов

```

df = pd.DataFrame(results)
df

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```

```
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