CS 445 Review

Number 1 from Short answers

a) what if we resize by 1? Find runtime of add.

To do this make a table. We will use amortized cost.

Our table.

The runtime is the sum of the cost column. We first sum all the 1's

$$1+1+1+...+1 = O(n). Now the other side,$$

$$n \text{ times}$$

$$1+2+3+...+n-2+n-1 = \frac{(n-1)(n)}{2} = O(n^2)$$

$$O(n)+O(n^3) = O(n^2)$$

Amortize by dividing by n. $O\left(\frac{n^2}{n}\right) = O(n).$

b) Double Size of Array

Table will have one extra calumn

$$1 + 2 + 4 + \dots + 2^{\frac{1}{2}} = \frac{\log n}{2} 2^{\frac{1}{2}} = O(\log n)$$

$$O(n) + O(\log n) = O(n)$$

Amortized by dividing by
$$n$$

$$O(\frac{n}{n}) = O(1).$$

Recursion

Tail Recursion - Usually one recursive icall at end of method. Ex: factorial(n) if n == 1 return 1

Tail Recursive algorithms can be trivally translated to iterative algorithms.

- Usually done by compiler optimizations.

Divide and Conquer - use recursion to reduce Problem Size by some fraction with each recursive call.

Back tracking - Uses the advantage of the runtime stack to quickly find solutions to problems.

EXI Sudoku Solvers

Path Finding Algorithms

Word Search Solvers.

General Pattern:

function solve (part Soln) {

if (reject (port Soln)) return null

if (is Full Solution (part Soln)) return toomed part Soln

attempt = extend (port Soln)

while (attempt!= null) {

Soln = Solve (attempt)

if (soln!= null) return Soln

attempt = next (attempt);

}

return null;

Overheads of Recursion

- . Takes time to create ARs
- Gordbege collection
- many copies of local voriables
- System calls to change program counter

when possible use iteration every time.

- 3 Requirements for recursion 1. Recorsive case
 - 2. Base lose
 - 3. Termination (Recursive case must lead to base case)

Ex of Divide and Conquer Problem: Given B and n, determine Bn.

> exp(int b, int n) if (171) if (n 72 DR nº102= 00) int temp = exp(b, 1/2); return temp . temp; else if (n>1) return temp. temp. b; else return b;