## CS 3358 Assignment 2

Due: 11:59pm Tuesday, Oct 5, 2021

Instructor: Kecheng Yang (yangk@txstate.edu)

Doctoral Instructional Assistant: Muhieddine Shebaro (pri5@txstate.edu)

Grader: Pallavi Krishna Reddy (osg12@txstate.edu)

In this assignment, you are asked to implement three recursive functions, namely moveTower() in hanoi.cpp, pow() in pow.cpp, and improvedPow() in improvedPow.cpp.

Note that, in this assignment, no loop is allowed. Implementations with loops (that is, with "for" or "while") will not be graded and will not get credits.

You are generally expected to implement/modify these three designated functions **only** (except following particular instructions in the .cpp files to uncomment or copy some code), and you are **not** expected you add additional helper functions to implement them.

1. (50') In hanoi.cpp, implement the recursive function moveTower () to solve the Hanoi Tower problem (https://www.cs.cmu.edu/~cburch/survey/recurse/hanoi.html).

Please note that we index disks from 0, i.e., an initial tower of 6 disks contains disks 0,1,2,3,4,5. You should just simply use a cout statement to print a line to indicate the movement of a single disk. The final output (i.e. printed-out on your screen) should be a sequence of such movements, which solve the problem of Hanoi Tower.

**Example Input:** 

3

## Example Output:

```
move disk 0 from A to B move disk 1 from A to C move disk 0 from B to C move disk 2 from A to B move disk 0 from C to A move disk 1 from C to B move disk 0 from A to B
```

2. (35') In pow.cpp, implement the recursive function pow() to calculate  $x^y$  (i.e.,  $x^y$ ). In this implementation, simply use the observation in class slides,  $x^y = x * x^y = x *$ 

<u>Hint:</u> Hopefully, you already knew that  $x^y = 1/(x^{-y})$ , e.g.,  $2^{-2} = 1/(2^2) = 1/4$ . That is, if y < 0 (so that -y > 0), you just need a first recursion step to calculate  $x^{-y}$  and return  $1/(x^{-y})$ . The calculation of  $x^{-y}$  can then fit in the positive "y" case in next recursions

3. (15') In improvedPow.cpp, implement the recursive function improvedPow() to calculate x^y as well but having better running time. Also, please just think about that the

runtime of this program mostly depends on x or y?

As a result, to see if you indeed get an "improved" implementation for the x^y calculation, you can try some large (but not too large) y, with some small x in order to make the final result not beyond the scope of double to be inf. For example, try x = 1.00001 and y = 999999 on zeus.cs.txstate.edu. The naive pow() implementation should output "Segmentation fault" because of runtime stack overflow (please recall what is it and why it happens), while your improvedPow() implementation should successfully get the correct results output, 22025.1.

<u>Hint:</u> you should deal with the negative y case in the same way as the Hint for pow(). Then, think about the observation: instead of  $2^10 = 2 * 2^9$ , we can alternatively decompose  $2^10$  as  $2^10 = (2^5) * (2^5)$ . For odd number of y, for example,  $2^17 = 2 * (2^8) * (2^8)$ . In either case, you will not want to do the same "calculation" of  $2^5$  (or  $2^8$ ) twice. That is, using a temporal variable, say temp =  $2^5$ , and then calculate  $2^10$  as temp\*temp, is a more efficient than do the recursive function call twice to calculate  $2^5$  twice. In other words, think about the difference between

```
f(n) {
    if(n <= 0)
        return 2;
    else
        return f(n/2)*f(n/2);
}
AND
f(n) {
    if(n <= 0)
        return 2;
    else {
        temp = f(n/2);
        return temp*temp;
    }
}</pre>
```

Not for grading, but for your better understanding of the class, you should try and think about the following.

Following the comments in improvedPow.cpp, you should be able to compare the running time of pow() and improvedPow().

What are the time complexity of pow() and improvedPow() in big-Oh notation?

## **Submission:**

You should submit your work via the assignment tag in the TRACS system.

You should pack hanoi.cpp, pow.cpp, improvedPow.cpp into a single .zip file to upload to Canvas. The .zip file should be named as a2\_yourNetID.zip, such as a2\_zzz67.zip