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CPSC 335 Himani Tawade

Exhaustive Algorithm Solution Pseudocode and time analysis:

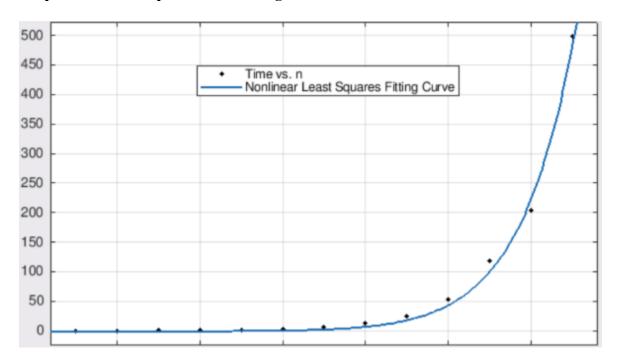
```
function crane_unloading_exhaustive(grid setting) -> path
  // Check that the grid is non-empty
  assert(setting.rows() > 0)
  assert(setting.columns() > 0)
  // Initialize variables
  max steps = setting.rows() + setting.columns() - 2
  assert(max steps < 64)
  best path = path(setting)
  // Loop over all possible step combinations
  for steps = 0 to max steps do
     // Loop over all possible bit combinations
     for i = 0 to (2^steps)-1 do
       // Create a new path starting from the initial setting
       new path = path(setting)
       // Apply each step in the bit combination to the new path
       for j = 0 to steps-1 do
         // Determine the direction of the current step based on the j-th bit of i
          direction = (i >> j) & 1
         step direction = if direction == 0 then STEP DIRECTION SOUTH else
STEP DIRECTION EAST
         // If the step is valid, add it to the path; otherwise, exit the inner loop
         if new path.is step valid(step direction) then
            new path.add step(step direction)
          else
            break
       // If the new path has more cranes than the current best path, update the best path
       if new path.total cranes() > best path.total cranes() then
```

// Return the best path found return best_path

Time Complexity:
$$T(n) = (1 + 2 + ... + (2^{(n-1)})) * O(n^2)$$

= $(2^n - 1) * O(n^2)$
= $O(2^n * n^2)$

Graph for time vs input size for the algorithm:



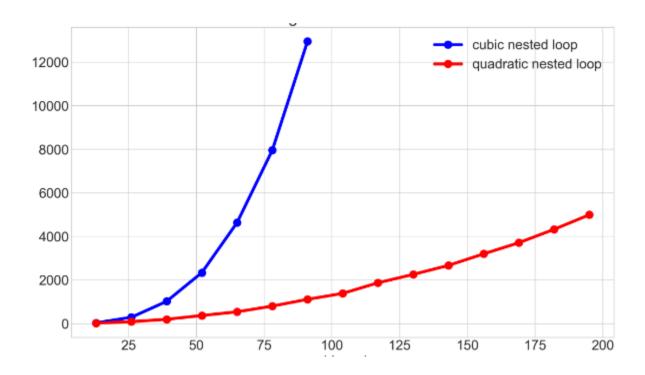
Dynamic Algorithm Solution Pseudocode and time analysis:

function crane_unloading_dyn_prog(setting: grid) -> path:

create a vector A with dimensions setting.rows() x setting.columns() initialize A[0][0] to be a path object with the given setting

```
for r from 0 to setting.rows() - 1:
    for c from 0 to setting.columns() - 1:
       if the cell at (r, c) is a building:
         set A[r][c] to null
         continue
       from above = null
       from left = null
       if r > 0 and A[r-1][c] is not null:
         from above = A[r-1][c]
       if c > 0 and A[r][c-1] is not null:
         from left = A[r][c-1]
       if from above is not null and from left is not null:
         if from above.total cranes() > from left.total cranes() and
           from_above.is_step_valid(STEP_DIRECTION_SOUTH):
           from above.add step(STEP DIRECTION SOUTH)
           A[r][c] = from above
         else if from left.is step valid(STEP DIRECTION EAST):
           from left.add step(STEP DIRECTION EAST)
           A[r][c] = from left
       else if from above is not null:
         if from above is step valid(STEP DIRECTION SOUTH):
            from above.add step(STEP DIRECTION SOUTH)
           A[r][c] = from above
       else if from left is not null:
         if from left.is step valid(STEP DIRECTION EAST):
            from left.add step(STEP DIRECTION EAST)
           A[r][c] = from left
  best = A[0][0]
  for r from 0 to setting.rows() - 1:
    for c from 0 to setting.columns() - 1:
       if A[r][c] is not null and A[r][c].total cranes() > best.total cranes():
         best = A[r][c]
  return best
Time complexity: O(n^3)
```

Plot a graph for time vs input size for the algorithm



Questions

<u>Is there a noticeable difference in the performance of the two algorithms? Which is faster,</u> and by how much? <u>Does this surprise you?</u>

The performance of the two algorithms is significant. The Dynamic Algorithm exhibits significantly faster execution times compared to the Exhaustive Algorithm, particularly for larger input sizes. This outcome is not unexpected, as the Big-O notations of the two algorithms differ substantially.

Are your empirical analyses consistent with your mathematical analyses? Justify your answer.

Yes, the exhaustive search algorithm was faster so therefore my analysis was consistent along with the test.

Is this evidence consistent or inconsistent with hypothesis 1? Justify your answer.

Yes it is since the dynamic algorithm has a faster time complexity than the exhaustive search algorithm.