

HEAVEN'S LIGHT IS OUR GUIDE



RAJSHAHI UNIVERSITY OF ENGINEERING AND TECHNOLOGY

CSE-2102

LAB-3

Discrete Mathematics Sessional

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December 21, 2023

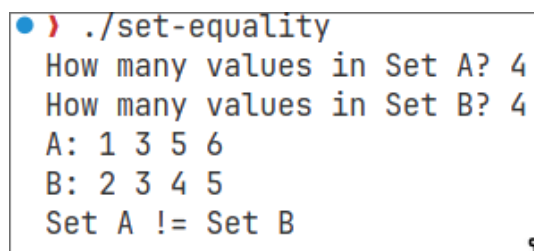
1 Equality of Sets

Take two sets A, B as input from user. Find whether these two sets are equal or not.

1.1 Source Code

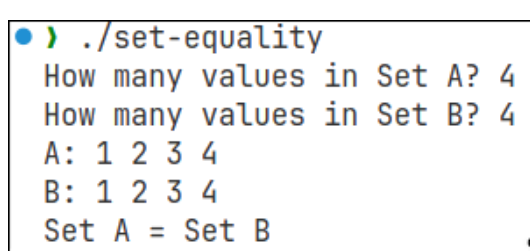
```
1  #include <bits/stdc++.h>
2  using namespace std;
3
4  int main(){
5      int n;
6      cout << "How many values in Set A? ";
7      cin >> n;
8      int p;
9      cout << "How many values in Set B? ";
10     cin >> p;
11     int setA = 0;
12     int setB = 0;
13     cout << "A: ";
14     while(n--){
15         int x;
16         cin>> x;
17         setA |= (1<<x);
18     }
19     cout << "B: ";
20     while(p--){
21         int x;
22         cin>> x;
23         setB |= (1<<x);
24     }
25     if(setA == setB) cout << "Set A = Set B" << endl;
26     else cout << "Set A != Set B" << endl;
27 }
```

1.2 Output



```
./set-equality
How many values in Set A? 4
How many values in Set B? 4
A: 1 3 5 6
B: 2 3 4 5
Set A != Set B
```

(a) Two sets are not equal



```
./set-equality
How many values in Set A? 4
How many values in Set B? 4
A: 1 2 3 4
B: 1 2 3 4
Set A = Set B
```

(b) Two sets are equal

Figure 1: Output of Source Code 1.1

1.3 Analysis

The code successfully checks whether the two sets A and B are equal or not and prints the relevant output. For storing the inputs as set members I have used the bit manipulation method, where each bit represent the decimal number from 0 to 32. For example, if 0000 is a 4 bit integer, then by using the left shift operator I can shift 1 to desired position and ORed with the integer. so `setA |= (1<<2)` will shift 1 to bit position 2 i.e. set A contains the element 2.

Finally if `setA, setB` will be same integer if the sets are equal. Otherwise they are not equal. Limitation of this process is that only numbers from 0 to 31 can be stored as set elements.

The complexity of the code is $\mathcal{O}(\max(n, p))$ where n and p is the size of set A and B respectively.

2 Power Sets

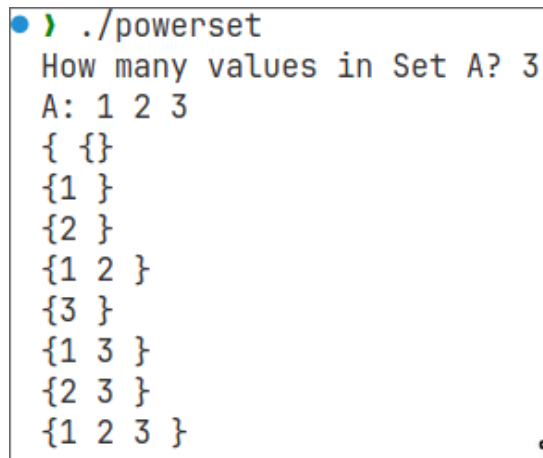
Take a set A as input from user. Print the power set of A as output.

2.1 Source Code

```

1  #include <bits/stdc++.h>
2  using namespace std;
3
4  int main(){
5      int n;
6      cout << "How many values in Set A? ";
7      cin >> n;
8      int setA = 0;
9      cout << "A: ";
10     while(n--){
11         int x;
12         cin>> x;
13         setA |= (1<<x);
14     }
15     int b = 0;
16     cout << "{ ";
17     do{
18         cout << "{";
19         for(int i = 0; i<32;i++){
20             if(b & (1<<i)) cout << i << " ";
21         }
22         cout << "}" << endl;
23     }while((b=(b-setA)&setA));
24
25     return 0;
26 }
```

2.2 Output



```

./powerset
How many values in Set A? 3
A: 1 2 3
{ {}
{1 }
{2 }
{1 2 }
{3 }
{1 3 }
{2 3 }
{1 2 3 }

```

Figure 2: Power set of $A = \{1, 2, 3\}$

2.3 Analysis

The program generates the power set of a set A. The input of set is taken similarly as in source code 1.1 using bit manipulation. In each iteration of the do-while loop the assumed subset **b** is subtracted from the set A and then the intersection (using bitwise AND) with set A is set to **b** thus the subsets are generated.

The complexity of the code is $\mathcal{O}(2^n)$ where n is the size of set A.

3 Cartesian Products

Take two sets A,B as input. Print the Cartesian product as output.

3.1 Source Code

```

1  #include <bits/stdc++.h>
2  using namespace std;
3
4  int main(){
5      int n;
6      cout << "How many values in Set A? ";
7      cin >> n;
8      int p;
9      cout << "How many values in Set B? ";
10     cin >> p;
11     int setA = 0, setB = 0;
12     cout << "A: ";
13     while(n--){
14         int x; cin>> x;
15         setA |= (1<<x);
16     }
17     cout << "B: ";
18     while(p--){
19         int x; cin>> x;
20         setB += (1<<x);
21     }

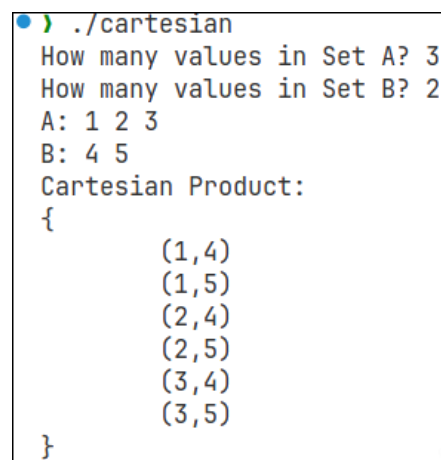
```

```

22     cout << "Cartesian Product:\n" << "{" << endl;
23     for(int i = 0; i < 32; i++){
24         if(setA & (1<<i)){
25             for(int j = 0; j < 32; j++){
26                 if(setB & (1<<j)){
27                     printf("\t(%d,%d)\n", i,j);
28                 }
29             }
30         }
31     }
32     cout << "}" << endl;
33 }

```

3.2 Output



```

./cartesian
How many values in Set A? 3
How many values in Set B? 2
A: 1 2 3
B: 4 5
Cartesian Product:
{
    (1,4)
    (1,5)
    (2,4)
    (2,5)
    (3,4)
    (3,5)
}

```

Figure 3: Cartesian product of $\mathcal{A} \times \mathcal{B}$

3.3 Analysis

The program prints the Cartesian product of two sets \mathcal{A}, \mathcal{B} . The input process of set is similar to the source code 1.1, and 1.2. According to the definition of Cartesian product of set, $(\mathcal{A} \times \mathcal{B})$ is a set of ordered pairs (x, y) where $x \in \mathcal{A}$ and $y \in \mathcal{B}$.

The for loop iterating from $0 \dots 31$ firstly checks whether the bit of `setA` is 1 or 0. if it is 1 then it similarly iterates over the `setB` and prints the ordered pair (x, y) .

The complexity of the code is $\mathcal{O}(\max(n, p))$ where n and p is the size of set \mathcal{A} and \mathcal{B} respectively.