CMPS 2200 Assignment 2

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In this assignment we'll work on applying the methods we've learned to analyze recurrences, and also see their behavior in practice. As with previous assignments, some of of your answers will go in main.py and test_main.py. You should feel free to edit this file with your answers; for handwritten work please scan your work and submit a PDF titled assignment-02.pdf and push to your github repository.

Part 1. Asymptotic Analysis

Derive asymptotic upper bounds of work for each recurrence below.

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• W(n) = 2W(n/3) + 1.
     a=2 , b=3 , f(n)= O(i)
     Root dominated
     W(n) = 0 (n 109 32)
• W(n) = 5W(n/4) + n.
  . . Q=5, b=4, f(n) = O(n)
  · · logy = 1.61 >1
     W(n) = 0 (n logu 5)
• W(n) = 7W(n/7) + n.
  . . a=7, b=7, f(n)=0(n')
     Balanced
  . W(n) = O(nd logn)
     W(n) = O(nlogn)
• W(n) = 9W(n/3) + n^2.
  ... d=q,b=3,f(n)=0(n2)
      W(n) = O(n^d \log n)
      W(n) = O(n^2 \log n)
• W(n) = 8W(n/2) + n^3.
  . . a=8,b=2,f(n)=0(n3)
     W(n)=O(ndlogn)
     W(n) = 0 (n3 logn)
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• W(n) = 49W(n/25) + n^{3/2} \log n.
 a=49 , b= 25 , f(n)= O(n3/2 logn)
 ... n1.3 4 n3/2 loan
    w(n)=0(n3/210gn)
• W(n) = W(n-1) + 2.
  · W(n-1) = W(n-2) +2
                            W(n) = O(n)
  ·· W(1) = W(0) + Z
  . . W(n) = W(o)+2n
    w(n) = o(n)
• W(n) = W(n-1) + n^c, with c \ge 1.
  . W(n-1)=W(n-2)+(n-1)
  . W(1)= W(0) + 1
  . w(n)=0(ne+1)
• W(n) = W(\sqrt{n}) + 1.
  · M(NY)= M(NCAY)+1
  · Recursion depth = log log n
    (109 109 n)
```

Part 2. Algorithm Comparison

Suppose that for a given task you are choosing between the following three algorithms:

- Algorithm \mathcal{A} solves problems by dividing them into five subproblems of half the size, recursively solving each subproblem, and then combining the solutions in linear time.
- Algorithm \mathcal{B} solves problems of size n by recursively solving two subproblems of size n-1 and then combining the solutions in constant time.
- Algorithm \mathcal{C} solves problems of size n by dividing them into nine subproblems of size n/3, recursively solving each subproblem, and then combining the solutions in $O(n^2)$ time.

What are the asymptotic running times of each of these algorithms? Which algorithm would you choose?

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C: T(n) = qT(\frac{n}{3}) + o(n^2) a = q, b = 3, d = 2

log_3 q = z T(n) = o(n^2)
A: T(n)=5T(\frac{n}{2})+0(n) a=5,b=2,d=1
T(n)=0(n<sup>loq 25</sup>)
                                                                             Algorithm C is more efficient than A and B. This is because A and B have a complexity that grows at a fazier rate than algorithm c for large valves of N. I would enouse G.
B:T(n) = 2T(n-1) + 0(1)
T(n)=0(z")
```

. . . .

Part 3: Parenthesis Matching

A common task of compilers is to ensure that parentheses are matched. That is, each open parenthesis is followed at some point by a closed parenthesis. Furthermore, a closed parenthesis can only appear if there is a corresponding open parenthesis before it. So, the following are valid:

```
• ((a)b)
• a()b(c(d))
```

but these are invalid:

```
• ((a)
• (a))b(
```

Below, we'll solve this problem three different ways, using iterate, scan, and divide and conquer.

3a. iterative solution Implement parens_match_iterative, a solution to this problem using the iterate function. Hint: consider using a single counter variable to keep track of whether there are more open or closed parentheses. How can you update this value while iterating from left to right through the input? What must be true of this value at each step for the parentheses to be matched? To complete this, complete the parens_update function and the parens_match_iterative function. The parens_update function will be called in combination with iterate inside parens_match_iterative. Test your implementation with test_parens_match_iterative.

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3b. What are the recurrences for the Work and Span of this solution? What are their Big Oh solutions?

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Work: O(n) Herates over all n charecters, updating counter Span: O(n) Scauential, process each charecter one by one
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3c. scan solution Implement parens_match_scan a solution to this problem using scan. Hint: We have given you the function paren_map which maps (to 1,) to -1 and everything else to 0. How can you pass this function to scan to solve the problem? You may also find the min_f function useful here. Implement parens_match_scan and test with test_parens_match_scan

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3d. Assume that any maps are done in parallel, and that we use the efficient implementation of scan from class. What are the recurrences for the Work and Span of this solution?

work: O(n) mapping. scanning. and reducing all o(n)

Span: o(log n) logarithmie time

3e. divide and conquer solution Implement parens match dc helper, a divide and conquer solution to the problem. A key observation is that we cannot simply solve each subproblem using the above solutions and combine the results. E.g., consider (((()))', which would be split into (((('and ')))', neither of which is matched. Yet, the whole input is matched. Instead, we'll have to keep track of two numbers: the number of unmatched right parentheses (R), and the number of unmatched left parentheses (L). parens match dc helper returns a tuple (R,L). So, if the input is just '(', then parens_match_dc_helper returns (0,1), indicating that there is 1 unmatched left parens and 0 unmatched right parens. Analogously, if the input is just ')', then the result should be (1,0). The main difficulty is deciding how to merge the returned values for the two recursive calls. E.g., if (i,j) is the result for the left half of the list, and (k,l) is the output of the right half of the list, how can we compute the proper return value (R,L) using only i,j,k,l? Try a few example inputs to guide your solution, then test with test_parens_match_dc_helper.

3f. Assuming any recursive calls are done in parallel, what are the recurrences for the Work and Span of this solution? What are their Big Oh solutions?

Work: O(n) Splitting and merging Span: O(logn) parallel execution

Big Oh Solutions:

work is best at O(n) because every element must be examined. Span is best at Oliogn) because it is divide and conquer with constant time steps