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The given backtracking algorithm for sum of subset problem has been implemented in C++ . It uses DFS structure (recursion) to generate all possible subsets and check if it is valid or not. It uses ~~2~~ <sup>with</sup> major optimisations for sum, thus remaining to skip many unnecessary subsets. To visualise the DFS, it is best to use recursion tree.

The time complexity of this algo is  $O(2^n)$ . This is because in the worst case, we must make the decision of including or excluding number from subset 2 times for each number.

But the overall time complexity (including printing the valid subarrays is  $O(n \times 2^n)$ )

The space complexity is  $O(n)$  for this algo. This is because a recursive call stack is used. Using DFS, the max number of nodes that will occur is  $n$ . Using BFS, the max number is  $2^n$ .

Thus, I have learned how does recursion trees and backtracking works.