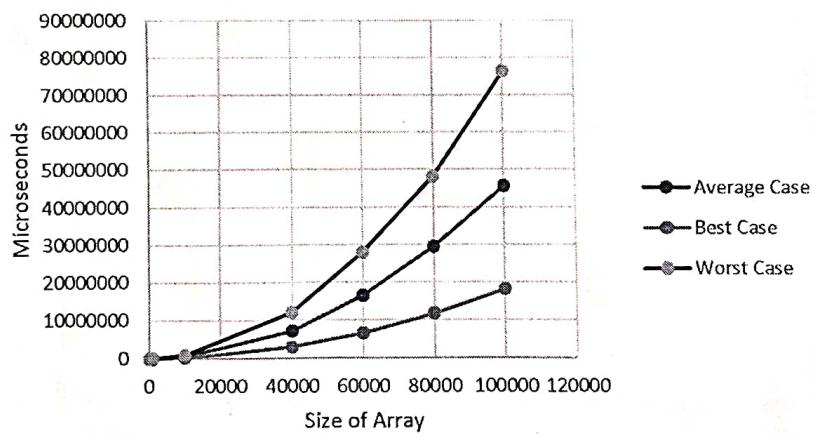


Bubble Sort



Experiment-1(a)

Bubble, Selection and Insertion Sort.

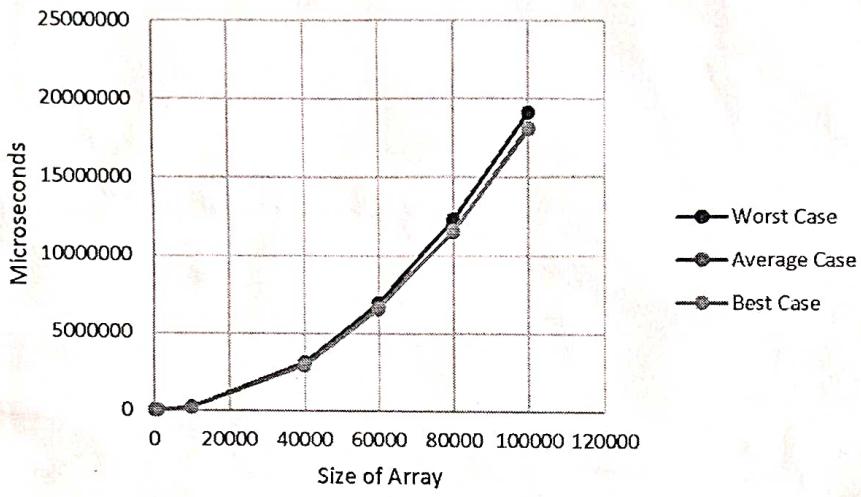
Program:-

```
#include <bits/stdc++.h>
#include <chrono>
using namespace std;
using namespace std::chrono;

void printarray(int a[], int n) {
    fstream file;
    file.open("output.txt", ios::out);
    for (int i = 0; i < n; i++) {
        file << a[i] << " ";
    }
    file.close();
}
```

```
void bubblesort(int a[], int n) {
    int flag = 0;
    for (int i = 0; i < n; i++) {
        flag = 0;
        for (int j = 0; j < n - 1 - i; j++) {
            if (a[j] > a[j + 1]) {
```

Selection Sort



```

    swap(a[j], a[j+1]);
    flag = 1;
}
if (flag == 0) break;
printarray(a, n);
}

```

```

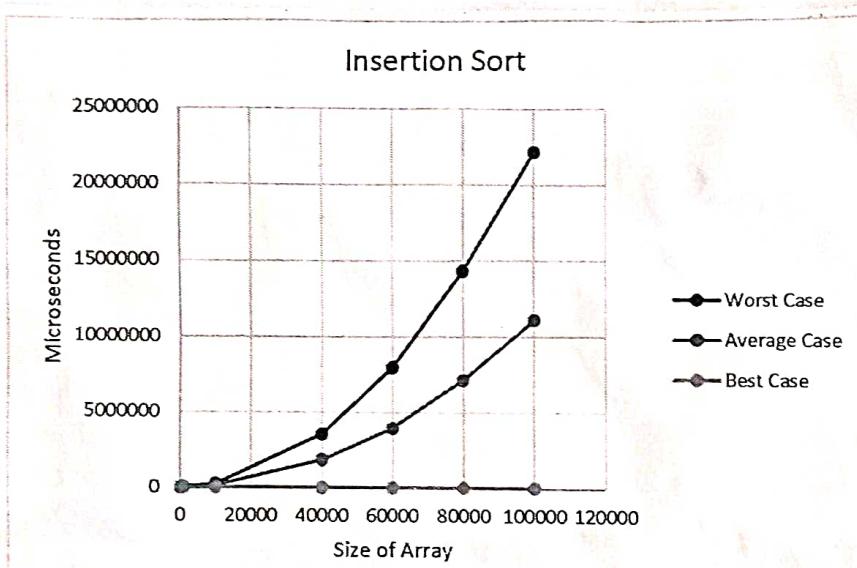
void selectionSort (int a[], int n) {
    for (int i=0; i<n; i++) {
        int mi = i;
        for (int j=i+1; j<n; j++) {
            if (a[mi] > a[j])
                mi = j;
        }
        swap(a[i], a[mi]);
    }
    printarray(a, n);
}

```

```

void insertionSort (int a[], int n) {
    for (int i=1; i<n; i++) {
        int k = a[i];
        int j = i - 1;
        while (j >= 0 && a[j] > k)
            a[j + 1] = a[j];
        a[j + 1] = k;
    }
}

```



```

int j = i-1;
while (j > 0 & a[j] > k)
{
    a[j+1] = a[j];
    j--;
}
a[j+1] = k;
printarray(a, n);
}

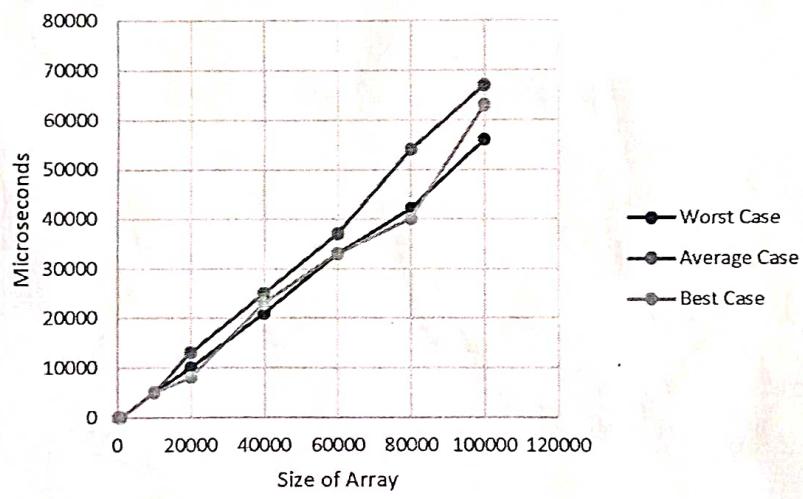
```

```

int main()
{
    int n = 100;
    int a[n+100];
    for (int i = 0; i < n; i++) a[i] = i;
    auto start = high_resolution_clock::now();
    bubbleSort(a, n);
    auto stop = high_resolution_clock::now();
    auto duration = duration_cast<microseconds>(stop - start);
    cout << "Time taken by function: " << duration.count()
        << " microseconds" << endl;
}

```

Heap Sort



Experiment I(b)

Heap Sort:-

Program:-

```
#include <bits/stdc++.h>
#include <chrono>
using namespace std;
using namespace std::chrono;

void heapify(int a[], int n, int i) {
    int largest = i;
    int l = 2*i + 1;
    int r = 2*i + 2;
    if (l < n && a[l] > a[largest]) {
        largest = l;
    }
    if (r < n && a[r] > a[largest]) {
        largest = r;
    }
    if (largest != i) {
        swap(a[i], a[largest]);
        heapify(a, n, largest);
    }
}
```

```

void heapSort(int a[], int n) {
    for (int i=n/2-1; i>0; i++) {
        heapify(a, n, i);
    }
    for (int i=n-1; i>0; i--) {
        swap(a[0], a[i]);
        heapify(a, i, 0);
    }
}

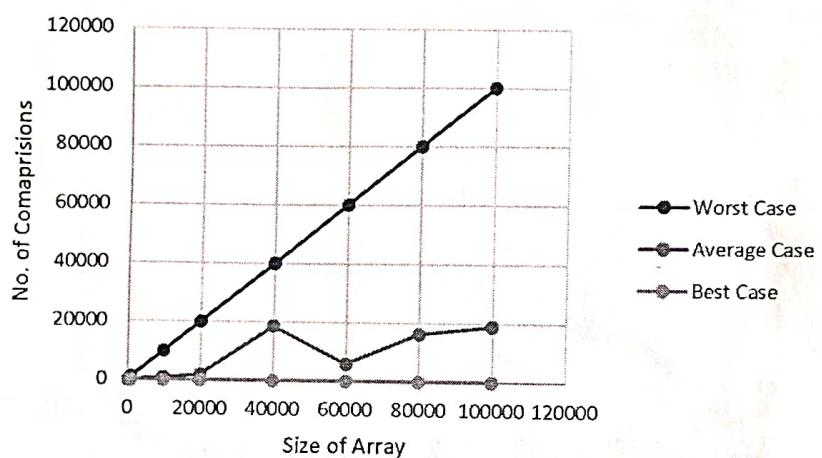
```

```

int main() {
    int size[] = {100, 1000, 10000, 20000, 30000, 60000, 80000, 100000};
    for (int j=0; j<8; j++) {
        int n = size[j];
        int a[n+100];
        srand(time(0));
        for (int i=0; i<n; i++) {
            a[i] = rand();
        }
        auto start = high_resolution_clock::now();
        heapSort(a, n);
        auto stop = high_resolution_clock::now();
        auto duration = duration_cast<microseconds>(stop - start);
        fstream file;
        file.open("output.txt", ios::out);
        for (int i=0; i<n; i++) file << a[i] << " ";
        file.close();
        cout << duration.count() << endl;
    }
}

```

Linear Search



Experiment 2.

Searching Linear Search and Binary Search

Program:

```
#include <bits/stdc++.h>
using namespace std;

int co=0;

int linearSearch(int a[], int n, int k) {
    for(int i=0; i<n; i++) {
        if(a[i]==k) {
            return i;
        }
    }
    co++;
}
```

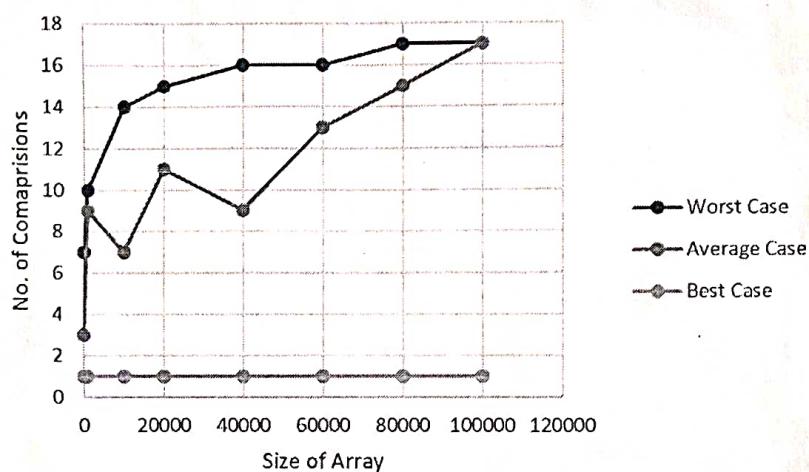
```
int binarySearch(int a[], int n, int k) {
    int l=0, h=n-1;
    while(l<=h) {
        int m = l + (h-l)/2;
        if(a[m]==k) {
            co++;
        }
    }
}
```

Worst Case

Average Case

Best Case

Binary Search



```

        return k;
    } else if (a[m] < k) {
        l = m+1;
        co += 2;
    } else {
        h = m-1;
    }
}

```

```

int main()
{
    int size[] = {100, 1000, 10000, 20000, 40000, 60000, 80000, 100000},
        for (int j=0; j<8; j++) {
            co = 0;
            int n = size[j];
            int a[n+100];
            srand(time(0));
            for (int i=0; i<n; i++) {
                a[i] = i; //best case
                a[i] = n-i-1; //worst case;
                a[i] = rand(); //average case;
            }
            sort(a, a+n);
            linearSearch(a, n, a[rand()/.n]); // or binarySearch(a, n, a[rand()/.n]);
            cout << co << endl;
        }
}

```

Experiment 3 (a)

Merge and Quick Sort .

Program :-

```
# include <bits/stdc++.h>
# include <chrono>
# using namespace std;
using namespace std::chrono;

void printarray( int a[], int n) {
    fstream file;
    file.open("output.txt", ios::out);
    for( int i=0; i<n; i++) {
        file << a[i] << " ";
    }
    file.close();
}

void swap( int *a, int *b) {
    int temp = *a;
    *a = *b;
    *b = temp;
}
```

```
void merge(int a[], int l, int m, int h){
```

```
    int n1 = m-l+1;
```

```
    int n2 = h-m;
```

```
    int i=0, j=0, k=l;
```

```
    int q1[n1], q2[n2];
```

```
    for(i=0; i<n1; i++) a1[i] = a[l+i];
```

```
    for(j=0; j<n2; j++) q2[j] = a[m+1+j];
```

```
    i=0;
```

```
    j=0;
```

```
    while (i < n1-1 & & j < n2-1) {
```

```
        if (a1[i] < q2[j]) {
```

```
            a[k] = a1[i];
```

```
            i++;
```

```
            k++;
```

```
        } else {
```

```
            a[k] = q2[j];
```

```
            j++;
```

```
            k++;
```

```
}
```

```
}
```

```
    if (i != n1) {
```

```
        if (i != n1) {
```

```
            for(; i < n1; i++) {
```

```
                a[k] = q1[i];
```

```
                k++;
```

```
}
```

```
}
```

```

if (j != n2) {
    for (i = j < n2; i++) {
        a[k] = a[i];
        k++;
    }
}
}

```

```

void mergesort(int a[], int l, int h) {
    if (l < h) {
        int m = (h+l)/2;
        mergesort(a, l, m);
        mergesort(a, m+1, h);
        merge(a, l, m, h);
    }
}

```

```

int partition(int a[], int l, int h) {
    int p = a[l];
    int i = l, j = h;
    do {
        while (a[i] <= p) { i++; }
        while (a[j] > p) { j--; }
        if (i < j) swap(&a[i], &a[j]);
    } while (i < j);
    swap(&a[i], &a[l]);
    return i;
}

```

```

void quickSort(int a[], int l, int h){
    if (l < h) {
        int p = partition(a, l, h);
        quickSort(a, l, p - 1);
        quickSort(a, p + 1, h);
    }
    return;
}

```

```

int main() {
    int size[] = {100, 1000, 10000, 20000, 40000, 60000, 80000, 100000};
    for (int j = 0; j < 8; j++) {
        int n = size[j];
        int a[n + 100];
        srand(time(0));
        for (int i = 0; i < n; i++) {
            a[i] = i; or a[i] = n - i - 1; or a[i] = rand();
        }
        auto start = high_resolution_clock::now();
        insertSort(a); mergesort(a, n); or quickSort(a, n);
        auto stop = high_resolution_clock::now();
        auto duration = duration_cast<microseconds>(stop - start);
        cout << "Time taken by function:" << duration.count() <<
            " microseconds" << endl;
    }
}

```

Experiment 3 (b)

Strassen's Matrix multiplication

Program:

```
#include <bits/stdc++.h>
#include <chrono>
using namespace std;
using namespace std::chrono;
typedef long long Uld;
inline Uld** MatrixMultiply(Uld** a, Uld** b, int n, int l, int m) {
    Uld** c = new Uld*[n];
    for(int i=0; i<n; i++)
        c[i] = new Uld[m];
    for(int i=0; i<n; i++){
        for(int j=0; j<m; j++){
            c[i][j] = 0;
            for(int k=0; k<l; k++)
                c[i][j] += a[i][k]*b[k][j];
        }
    }
}
```

return c;

}

```
inline Ud** Strassen(Ud** a, Ud** b, int n, int l, int m) {
    if (n == 1 || l == 1 || m == 1)
        return MatrixMultiply(a, b, n, l, m);
```

```
Ud** c = new Ud[n];
for (int i=0; i<n; i++) {
    c[i] = new Ud[m];
```

```
int adjN = (n>>1) + (n & 1);
int adjL = (l>>1) + (l & 1);
int adjM = (m>>1) + (m & 1);
```

```
Ud*** As = new Ud*** [2];
for (int x=0; x<2; x++) {
    As[x] = new Ud** [2];
    for (int y=0; y<2; y++) {
        As[x][y] = new Ud*[adjN];
        for (int i=0; i< adjN; i++) {
            As[x][y][i] = new Ud[adjL];
            for (int j=0; j< adjL; j++) {
                int I = i + (x&1)*adjN;
                int J = j + (y&1)*adjL;
                As[x][y][i][j] = (I<n & J<l)? a[I][J]: 0;
```

}
 }
 }
 {

$Ud^{***} Bs = \text{new } Ud^{**} [2];$

for (int $x = 0; x < 2; x++$) {

$Bs[x] = \text{new } Ud^{**} [2];$

for (int $y = 0; y < 2; y++$) {

$Bs[x][y] = \text{new } Ud^* [\text{AdjN}]$

for (int $i = 0; i < \text{AdjL}; i++$) {

$Bs[x][y][i] = \text{new } Ud^* [\text{AdjM}]$

for (int $j = 0; j < \text{AdjM}; j++$) {

int $I = i + (y + 1) * \text{AdjL};$

int $J = j + (y + 1) * \text{AdjM}$

$Bs[x][y][i][j] = (I < l \& J < m) ? b[I][J] : 0;$

}

}

}

$Ud^{***} s = \text{new } Ud^{**} [10];$

for (int $i = 0; i < 10; i++$) {

switch (i) {

case 0:

$s[i] = \text{new } Ud^* [\text{AdjL}]$

```

    ' for( int j=0; j<adj'L; j++ ) {
        s[i][j] = new Uld [adj'M];
        for( int k=0; k < adj'M; k++ ) {
            s[i][j][k] = Bs[0][1][j][k] - Bs[1][1][j][k];
        }
    }
    break;

```

Case 1:

```

    s[i] = new Uld* [adj'N];
    for( int j=0; j < adj'N; j++ ) {
        s[i][j] = new Uld [adj'L];
        for( int k=0; k < adj'L; k++ ) {
            s[i][j][k] = As[0][0][j][k] + As[0][1][j][k];
        }
    }
    break;

```

Case 2:

```

    s[i] = new Uld* [adj'N];
    for( int j=0; j < adj'N; j++ ) {
        s[i][j] = new Uld [adj'L];
        for( int k=0; k < adj'L; k++ ) {
            s[i][j][k] = As[1][0][j][k] + As[1][1][j][k];
        }
    }
    break;

```

case 3;

```

s[i] = new Uld* [adjL];
for (int j=0; j < adjL; j++) {
    s[i][j] = new Uld [adjM];
    for (int k=0; k < adjM; k++) {
        s[i][j][k] = Bs[0][0][j][k] - Bs[0][0][j][n];
    }
}
break;

```

case 4;

```

s[i] = new Uld* [adjN];
for (int j=0; j < adjN; j++) {
    s[i][j] = new Uld [adjL];
    for (int k=0; k < adjL; k++) {
        s[i][j][k] = As[0][0][j][k] + As[1][1][j][k];
    }
}
break;

```

case 5;

```

s[i] = new Uld* [adjL];
for (int j=0; j < adjL; j++) {
    s[i][j] = new Uld [adjM];
    for (int k=0; k < adjM; k++) {
        s[i][j][k] = Bs[0][0][j][k] + Bs[1][1][j][k];
    }
}
break;

```

case 6:

 $s[i] = \text{new } Ud^*[\text{adj}^N]$ $\text{for (int } j=0; j < \text{adj}^N; j++) \}$ $s[i][j] = \text{new } Ud[\text{adj}^L]$ $\text{for (int } k=0; k < \text{adj}^L; k++) \}$ $s[i][j][k] = A_s[0][1][j][k] - A_s[1][0][j][k];$

{

{

break;

case 7:

 $s[i] = \text{new } Ud^*[\text{adj}^L]$ $\text{for (int } j=0; j < \text{adj}^L; j++) \}$ $s[i][j] = \text{new } Ud[\text{adj}^M]$ $\text{for (int } k=0; k < \text{adj}^M; k++) \}$ $s[i][j][k] = B_s[1][0][j][k] + B_s[1][1][j][k];$

{

{

break;

case 8:

 $s[i] = \text{new } Ud^*[\text{adj}^N]$ $\text{for (int } j=0; j < \text{adj}^N; j++) \}$ $s[i][j] = \text{new } Ud[\text{adj}^L]$ $\text{for (int } k=0; k < \text{adj}^L; k++) \}$ $s[i][j][k] = A_s[0][0][j][k] - A_s[1][0][j][k];$

{

{

break;

(case 9)

 $s[i] = \text{new } Ud^* [\text{adjL}]$

```
for (int j=0; j < adjL; j++) {
    s[i][j] = new Ud [adjM])
```

```
for (int k=0; k < adjM; k++) {
```

$$s[i][j][k] = B[s[0][0][k] + B[s[0][1][j][k]]]$$

{}

break;

{

{

 $Ud^{***} p = \text{new } Ud^{**} [7]$ $p[0] = \text{Strassen}(A[s[0][0], s[0]], \text{adjN}, \text{adjL}, \text{adjM});$ $p[1] = \text{Strassen}(s[1], B[s[1][1]], \text{adjN}, \text{adjL}, \text{adjM});$ $p[2] = \text{Strassen}(s[2], B[s[0][0]], \text{adjN}, \text{adjL}, \text{adjM});$ $p[3] = \text{Strassen}(A[s[2][1], s[3]], \text{adjN}, \text{adjL}, \text{adjM});$ $p[4] = \text{Strassen}(s[4], s[5], \text{adjN}, \text{adjL}, \text{adjM});$ $p[5] = \text{Strassen}(s[6], s[7], \text{adjN}, \text{adjL}, \text{adjM});$ $p[6] = \text{Strassen}(s[8], s[9], \text{adjN}, \text{adjL}, \text{adjM});$

```
for (int i=0; i < adjN; i++) {
```

```
    for (int j=0; j < adjM; j++) {
```

$$c[i][j] = p[4][i][j] + p[3][i][j] - p[1][i][j] + p[5][i][j]$$

if ($j + \text{adjM} < m$)

$$c[i][j+\text{adjM}] = p[0][i][j] + p[1][i][j])$$

if ($i + \text{adjN} < n$) {

$$c[i + \text{adjN}][j] = p[2][i][j] + p[3][i][j];$$

if ($i + \text{adjN} < n \& j + \text{adjM} < m$) {

$$c[i + \text{adjN}][j + \text{adjM}] = p[4][i][j] + p[6][i][j] - p[2][i][j] \\ \rightarrow p[6][i][j])$$

{

{

for (int $x = 0$; $x < 2$; $x++$) {

 for (int $y = 0$; $y < 2$; $y++$) {

 for (int $i = 0$; $i < \text{adjN}$; $i++$) {

 delete[] As[x][y][i];

{

 delete[] As[x][y];

{

 delete[] As[x];

{

delete[] As;

for (int $x = 0$; $x < 2$; $x++$) {

 for (int $y = 0$; $y < 2$; $y++$) {

 for (int $i = 0$; $i < \text{adjL}$; $i++$) {

 delete Bs[x][y][i];

{

 delete[] Bs[x][y];

{

 delete[] Bs[x];

{

delete[] Bs;

```
for (int i=0; i<10; i++) {
    switch (i) {
        case 0:
        case 3:
        case 5:
        case 7:
        case 9:
            for (int j=0; j<adj[i]; j++) {
                delete [] s[i][j];
            }
            break;
        case 1:
        case 2:
        case 4:
        case 6:
        case 8:
            for (int j=0; j<adj[N]; j++) {
                delete [] s[i][j];
            }
            break;
    }
    delete [] s[i];
}

for (int i=0; i<7; i++) {
```

```

for (int j=0; j < (n>>1); j++) {
    delete [] p[i][j];
}
delete [] p[i];
delete [] p;
return c;
}

```

```

int main() {
    Uld ** matA;
    matA = new Uld * [2];
    for (int i=0; i<2; i++)
        matA[i] = new Uld [3];
    srand (time(0));
    for (int i=0; i<2; i++) {
        for (int j=0; j<3; j++) {
            matA[i][j] = rand();
        }
    }
    Uld ** matB;
    matB = new Uld * [3];
    for (int i=0; i<3; i++)
        matB[i] = new Uld [2];
}

```

```
for (int i=0; i<3; i++) {  
    for (int j=0; j<2; j++) {  
        matB[i][j] = rand();
```

```
    }  
    cout << matC = Strassen(matA, matB, 2, 2);  
    for (int i=0; i<2; i++) {  
        for (int j=0; j<2; j++) {  
            printf("%d", matC[i][j]);  
        }  
        printf("\n");  
    }  
}
```

```
return 0;
```

Experiment No. 9

Sorting in linear time : Counting Sort, Radix Sort.

```
#include <bits/stdc++.h>
#include <chrono>
using namespace std;
using namespace std::chrono;
```

```
void printarray(int a[], int n) {
    fstream file;
    file.open("Output.txt", ios::out);
    for (int i = 0; i < n; i++) {
        file << a[i] << " ";
    }
    file.close();
}
```

```
void countSort(int a[], int n) {
    int maxe = a[0];
    for (int i = 0; i < n; i++) {
        maxe = max(maxe, a[i]);
    }
    int h[maxe + 1] = {0};
    for (int j = 0; j < n; j++) {
        h[a[j]]++;
    }
    int i = 0
```

```
for (int K=0; K<max; K++) {
```

```
    while (h[K] > 0) {
```

```
        a[i] = h[K];
```

```
i++;
```

```
        h[K]--;
```

```
}
```

```
{ printarray(a,n);
```

```
return 0;
```

```
}
```

```
void radixSort( char a[], int n) {
```

```
    int h[26] = {0};
```

```
    for (int i=0; i<n; i++) {
```

```
        h[a[i] - 'a']++;
```

```
}
```

```
    for (int i=0; i<n; i++) {
```

```
        while (h[i] > 0) {
```

```
            a[i] = i + 'a';
```

```
}
```

```
    printArray(a, n);
```

```
}
```

```
int main() {
```

```
    int n = 100000;
```

```
    int a[n+100];
```

Date

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Page No.

rand(time(0));

```
for (int i = 0; i < n; i++)  
    a[i] = i;  
}
```

auto start = high_resolution_clock::now();

countingSort(a, n); or radixSort(a, n);

auto stop = high_resolution_clock::now();

auto duration = duration_cast<microseconds>(stop - start);

```
cout << "Time taken by function: " << duration.count() <<  
" microseconds" << endl;
```

}

Teacher's Signature : _____

Experiment 5

Maximum / Minimum element, Kth Smallest Element :-

Program:-

```
#include <bits/stdc++.h>
using namespace std;
```

Struct Pair

```
{
    int min;
    int max;
}
```

```
struct Pair getMinMax(int arr[], int low, lowint high) {
```

```
    struct Pair minmax, mml, mmr;
```

```
    int mid;
```

```
    if (low == high)
```

```
}
```

```
    minmax.max = arr[low];
```

```
    minmax.min = arr[low];
```

```
    return minmax;
```

```
}
```

```
if (high == (low + 1)) {
```

```
if (arr[low] > arr[high])
{
```

```
    minmax.max = arr[low];
```

```
    minmax.min = arr[high]);
```

```
{ else }
```

```
    minmax.max = arr[high];
```

```
    minmax.min = arr[low];
```

```
}
```

```
return minmax;
```

```
}
```

```
mid = (low + high)/2;
```

```
mml = getMinMax(arr, low, mid);
```

```
mmr = getMinMax(arr, mid+1, high);
```

```
if (mml.min < mmr.min)
```

```
    minmax.min = mml.min;
```

```
else
```

```
    minmax.min = mmr.min;
```

```
if (mml.max > mmr.max)
```

```
    minmax.max = mml.max;
```

```
else
```

```
    minmax.max = mmr.max;
```

```
return minmax;
```

```
}
```

```
int Kthsmallest (int arr[], int n, int k) {
```

```
    sort (arr, arr+n);
    return arr [k-1];
}
```

```
int main () {
```

```
    int n = 100000;
    int a[n+100];
    srand (time (0));
    for (int i = 0; i < n; i++) {
        a[i] = i; or a[i] = n-i-1; or a[i] = rand ();
    }
```

```
    auto start = high_resolution_clock::now();
```

```
    getMinMax (a, n);
```

```
    auto stop = high_resolution_clock::now();
```

```
    auto duration = duration_cast<microseconds> (stop - start);
```

```
    cout << "Time taken by function: " << duration.count() <<
        " microseconds" << endl;
```

```
}
```

Experiment 5

~~Topics~~ Minimum Spanning Tree using Prim's and Kruskal's Algorithm.

Program:-

```
int minKey(int key[], bool mstSet[]) {
    int min = INT_MAX, min_index;
    for (int v = 0; v < 5; v++)
        if (mstSet[v] == false & key[v] < min)
            min = key[v];
            min_index = v;
    }
    return min_index;
}
```

```
void printMST(int parent[], int graph[5][5]){
    cout << "Edge \t weight \n";
    for (int i = 1; i < V; i++)
        cout << parent[i] << "-" << i << "\t" << graph[i][parent[i]] <<
        "\n";
}
```

```
void primMST(int graph[5][5]) {
    int parent[5];
    int key[5];
```

```

bool minset[V];
for (int i=0; i<V; i++)
    key[i] = INT-MAX, mstSet[i] = false;
key[0] = 0;
parent[0] = -1;
for (int count = 0; count < V-1; count++)
{
    int u = minKey(key, mstSet);
    mstSet[u] = true;
    for (int v=0; v<V; v++)
        if (graph[u][v] && mstSet[v] == false && graph[u][v]
            .key[v])
            parent[v] = u, key[v] = graph[u][v];
}
printMST(parent, graph);
}

```

// Kruskal Algorithm.

```

class DSU {
    int *parent;
    int *rank;
public:
    DSU(int n) {
        parent = new int[n];
        rank = new int[n];
    }
}

```

```

for (int i=0; i<n; i++) {
    parent[i] = -1;
    rank[i] = 1;
}

int find (int i) {
    if (parent[i] == -1)
        return i;
    return parent[i] = find (parent[i]);
}

void unite (int x, int y) {
    int s1 = find(x);
    int s2 = find(y);

    if (s1 != s2) {
        if (rank[s1] < rank[s2]) {
            parent[s2] = s1;
            rank[s2] += rank[s1];
        }
        else {
            parent[s1] = s2;
            rank[s1] += rank[s2];
        }
    }
}

```

```

class Graph {
    vector<vector<int>> edgelist;
    int v;
}

```

```
public:  
    Graph(int v){  
        this->V = v  
    }  
    void addEdge(int u, int y, int w){  
        edgeList.push_back({w, u, y});  
    }  
    int kruskalsMst(){  
        sort(edgeList.begin(), edgeList.end());  
        DSU s(V);  
        int ans = 0;  
        for(auto edge : edgeList){  
            int w = edge[0];  
            int x = edge[1];  
            int y = edge[2];  
            if(s.find(x) != s.find(y)){  
                s.unite(x, y);  
                ans += w;  
            }  
        }  
        return ans;  
    };
```

Experiment 7

Dynamic Programming: Matrix Chain Multiplication

```

int matrixChainOrder(int p[0], int n)
    int dp[n][n];
    for (int i=1; i<n; i++)
        dp[i][i] = 0;
    for (int L=1; L<n-1; L+1) {
        for (int i=1; i<n-L; i++) {
            dp[i][i+L] = min(dp[i+1][i+L] + p[i-1]*p[i]*p[i+L],
                               dp[i][i+L-1] + p[i-1]*p[i+L-1]*p[i+L]);
        }
    }
    return dp[1][n-1];
}

```

Longest Common Subsequence

```

int lcs(char* x, char* y, int m, int n) {
    int L[m+1][n+1];
    int i, j;
    for (i=0; i<=m; i++) {
        for (j=0; j<=n; j++) {
            if (i==0 || j==0) {
                L[i][j] = 0;
            }
        }
    }

```

```
else if ( $X[i-1] == Y[j-1]$ )  
     $L[i][j] = L[i-1][j-1] + 1$   
else  
     $L[i][j] = \max(L[i-1][j], L[i][j-1])$   
}  
return L[m][n];
```

Experiment 8

Case study of P, NP, NP-complete and NP Hard Problems.

In computer science, the problems are basically divided into the following parts:-

Optimization Problems:- Optimization problems are those for which the objective is to maximize or minimize some values.

Decision Problems:- There are many problems for which the answer is a Yes or No. These kind of problems are known as decision problems.

Below are the major classes of the problems:-

P-class :- The class P consists of those problems that are solvable in polynomial time i.e. these problems can be solved in time $O(n^k)$ in worst case where k is a constant.

Example:- "String Matching Problem".

We are given two strings S and T ($\text{length}(S) > \text{length}(T)$) and we need to check if any substring of S matches with T or not.

We can solve this problem by iterating in S and if any character matches with the first letter of T match the next letter with until the string matched or any unmatched character found.

Time Complexity = $O(m.n)$ is the worst case.

NP class- The class consist of those problems that are verifiable in polynomial time. Every problem in this class can be solved in exponential time using exhaustive search.
Eg:- " Travelling Salesman problem".

The decision version of travelling salesman problem is NP. The verification can be clearly be done in polynomial time. It simply adds the matrix entries ~~correct~~ corresponding to the paths between the cities.

NP Complete Problems- In computational complexity theory, a problem is NP complete when-

- 1) A non deterministic Turing Machine can solve it in polynomial time.
- 2) A deterministic Turing Machine can solve it in large time complexity.
- 3) It can be used to simulate any other problem with similar solvability.

Eg. "Knapsack problem"

NP Hard Problems- In computational theory, NP hardness (non-deterministic polynomial time hardness) is the defining property of a class of problems that are informally "at least as hard as the hardest problem in NP".

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Example:- "Longest Path Problem"

Given an undirected graph G and two vertices u and v ,
find the longest simple path from u to v .

For example, consider the graph below:

The graph has 7 vertices labeled a , b , c , d , e , f , and g . The edges are: (a, b) , (a, c) , (b, d) , (c, d) , (c, e) , (d, f) , (e, f) , (f, g) , and (g, d) .

We want to find the longest simple path from vertex a to vertex e .

One possible path is $a \rightarrow b \rightarrow d \rightarrow f \rightarrow e$, which has length 4.

Another possible path is $a \rightarrow c \rightarrow d \rightarrow f \rightarrow e$, which also has length 4.

There are no other simple paths from a to e in this graph.

Therefore, the longest simple path from a to e in this graph is of length 4.

It is worth noting that there are many other graphs where the longest simple path between two vertices is much longer than 4.

For example, consider the complete graph K_5 , which has 5 vertices and every vertex is connected to every other vertex.

The longest simple path in K_5 is of length 4, because any path of length 5 or more would have to visit at least one vertex twice.

However, there are many other graphs where the longest simple path between two vertices is much longer than 4.

For example, consider the Petersen graph, which has 10 vertices and 15 edges.

The longest simple path in the Petersen graph is of length 9, because any path of length 10 or more would have to visit at least one vertex twice.

Therefore, the longest simple path between two vertices in the Petersen graph is of length 9.

It is worth noting that there are many other graphs where the longest simple path between two vertices is much longer than 9.

For example, consider the Fano plane, which has 7 vertices and 7 edges.

The longest simple path in the Fano plane is of length 6, because any path of length 7 or more would have to visit at least one vertex twice.

Therefore, the longest simple path between two vertices in the Fano plane is of length 6.

Teacher's Signature : _____