# CS301

# 2022-2023 Spring

**Project Report** 

Group 105

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# 1. Problem Description

Describe your problem both as intuitively and formally. If possible, talk about the applications (where this problem) might be used in practice.

State the hardness of your problem in the form of a theorem. For example, give a theorem claiming that your problem is NP-complete, or NP-hard.

For the proof of this theorem, you can simply cite (refer to) an appropriate source in the literature which gives this proof, or you can give an explicit proof in your report. In the case you give an explicit proof, and this proof is not a novel proof suggested by your group (which is ok for your report), you must still give the citation to the original paper/book from which you got this proof.

**Intuitional:** Given some strings, we need to determine whether it is possible to find the smallest superstring that contains all the strings as a substring.

**Formal:** Given a set of strings  $S = \{s1, s2, ..., sn\}$ , Shortest Common Superstring problem aims to find the shortest possible string that contains all the strings in S as substrings.

**Hardness:** The Shortest Common Superstring problem is known to be NP-complete, which means that there is no known algorithm that can solve the problem in polynomial time.<sup>1</sup>

**Applications:** A few application examples would be:

- 1- It is used in **DNA Sequencing** to reconstruct the original DNA sequence from a set of short DNA fragments. It also has important applications in genetics and biotechnology such as genetic disorder diagnosis and treatment.
- **2-** It is used in **Text Compression Algorithms**, which aims to compress large amounts of text into smaller representations. SCS facilitates this algorithm as it allows us to compress the input text without losing any information.
- **3-** It is used in **Computer Networking** to optimize data transfer between different devices. With SCS, the amount of data that needs to be transmitted is minimized, and performance increases.

Esko Ukkonen, "The Shortest Common Supersequence Problem over Binary Alphabet Is NP-Complete," Theoretical Computer Science, February 24, 2015, https://www.academia.edu/11055618/The\_shortest\_common\_supersequence\_problem\_over\_binary\_alphabet\_is\_NP\_complete, 189-191.

# 2. Algorithm Description

# a. Brute Force Algorithm

Find a correct/exact/brute force algorithm for your problem and explain the algorithm in detail (Exponential/Factorial Time, Not Efficient). If you want, you can also design an algorithm yourself. Also give a pseudo-code of the algorithm. If the algorithm follows an algorithm design technique, e.g., divide-and-conquer, dynamic programming, etc., you need to mention this and explain why you think the algorithm is using this technique. (Guaranteed solution no matter the computational complexity.)

# The **pseudo-code** for the **brute force** algorithm:

```
function find_shortest_common_superstring(strings):
         shortest_superstring = None
         for perm in permutations(strings):
                     superstring = perm[0]
                     for i in range(1, len(perm)):
         overlap = find_overlap(superstring, perm[i])
         superstring += perm[i][overlap:]
         if shortest_superstring is None or len(superstring) < len(shortest_superstring):
         shortest_superstring = superstring
         return shortest_superstring
         def permutations(strings):
           if len(strings) == 0:
             return [[]]
           result = []
           for i in range(len(strings)):
             rest = strings[:i] + strings[i+1:]
             for perm in permutations(rest):
               result.append([strings[i]] + perm)
           return result
         def find_overlap(s1, s2):
           max_overlap = min(len(s1), len(s2))
           for i in range(max_overlap, 0, -1):
             if s1[-i:] == s2[:i]:
               return i
           return 0
```

This algorithm simply generates all the permutations of substrings, then concatenates them together, and returns the resulting shortest superstring. Since it is a brute force algorithm, it does not follow any algorithm design techniques.

#### b. Heuristic Algorithm

Find an approximate/heuristic algorithm (Polynomial Time, Efficient) for your problem and explain the algorithm in detail. If you want, you can also design an algorithm yourself. Also give a pseudo-code of the algorithm. If the algorithm follows an algorithm design technique, e.g., divide-and-conquer, dynamic programming, etc., you need to mention this and explain why you think the algorithm is using this technique.

In addition, if the algorithm is an approximation algorithm, you need to state and show the proof of the ratio bound. The proof need not be a novel proof that your team put forward, although this is perfectly okay. You can just include a proof that already exists in the literature, by citing the appropriate source.

The algorithm above follows divide & conquer strategy as it is composed of 2 parts: preprocessing, and construction of H. It first solves the problem of creating an AC machine, then operates for finding the superstring.

#### ALGORITHM 1: PREPROCESSING

**Input:** Set  $R = \{x1, ..., xm\}$  of strings, and the AC machine consisting of the goto function g and the failure function f for R.

**Output:** Depth d(s), list L(s), and link b(s) for each states of the AC machine; pointer B to the first state in the b-link chain; state F(i) representing string xi for each xi with the exception that if xi is a substring of another string in R then F(i) = 0.

**Notation:** Operator . denotes list catenation. An inverse of F is represented by E: if F(i) = s, then E(s) = i; initially E(s) = 0 for each states.

```
for i \leftarrow 1 to m do

let xi = a1 ... ak

s \leftarrow 0

for j \leftarrow 1 to k do

s \leftarrow g(s, aj)

L(s) = L(s) . {j}
```

```
if j = k then
                                    F(i) ← s
                                    E(s) ← i
                                    if s is not a leaf of the AC machine
                                                then F(i) \leftarrow 0
                                    fi
                       fi
od
queue ← 0
d(0) ← 0
B ← 0
while queue != empty do
           let r be the next state in queue
            queue ← queue – r
           for each s such that g(r, a) = s for some a do
                       queue ← queue . s
                       d(s) \leftarrow d(r) + 1
                       b(s) ← B
                       B \leftarrow s
                       F(E(f(s))) \leftarrow 0
           od
od^2
```

# **ALGORITHM 2: CONSTRUCTION OF H**

**Input:** Augmented AC machine for R, as constructed by Algorithm 1.

**Output:** A Hamiltonian path H in the overlap graph of reduced R. As explained in Section 2, a common superstring for R can then be constructed by forming p(H).

# Let initially each P(s) be empty.

```
for j \leftarrow 1 to m do  if \ F(j) \ != 0 \ then \ P(f(\ F(j)\ )\ ) \ *- \ P(f(\ F(j)\ )\ ) \ . \ \{j\}   FIRST(j) \leftarrow LAST(j) \leftarrow j   else \ forbidden(j) \leftarrow true   fi  od  s \leftarrow b(B)   while \ s \ != 0 \ do
```

<sup>2</sup> Esko Ukkonen, "A Linear-Time Algorithm for Finding Approximate Shortest Common Superstrings – Algoritmica" (SpringerLink, 1990), 318-320.

```
if P(s) is not empty then
                          for each j in L(s) such that forbidden(j) = false do
                                        i ← the first element of P(s)
                                        if FIRST(i)=j then
                                                      if P(s) has only one element then goto next
                                                      else i ← the second element of P(s)
                                        fi
                                        H \leftarrow H \cdot \{(xi, xj)\}
                                        forbidden(j) ← true
                                        P(s) \leftarrow P(s) \leftarrow \{i\}
                                        FIRST(LAST(j)) \leftarrow FIRST(i)
                                        LAST(FIRST(i)) \leftarrow LAST(j)
                          next:
                          od
                          P(f(s)) \leftarrow n(f(s)) \cdot n(s)
             fi
             s \leftarrow b(s)
od^3
```

# 3. Algorithm Analysis

- a. Brute Force Algorithm
  - Claim and show that the algorithm works correctly, possibly in the form of a theorem
  - For the complexity analysis, drive the worst-case time complexity. Try not to give upper bounds which are too loose. If possible, try to give a tight upper bound by using **6**.
  - Optionally, you can also consider the complexity of the algorithm for resources other than time, e.g., the space complexity.

To prove the correctness of this algorithm, we can state the following theorem:

**Theorem:** The brute force algorithm for the shortest common superstring problem always returns the shortest common superstring of the input strings.

<sup>&</sup>lt;sup>3</sup> Esko Ukkonen, "A Linear-Time Algorithm for Finding Approximate Shortest Common Superstrings – Algoritmica" (SpringerLink, 1990), 320-321.

**Proof:** Suppose there exists a set of n strings  $S = \{s1, s2, ..., sn\}$  and let SC be the shortest common superstring of S.

Let p be the permutations of S such that the strings in p are concatenated in the order they appear in SC.

Since SC is the shortest common superstring, the length of SC is less than or equal to the length of any other common superstring of S. Therefore, the length of the superstring generated by concatenating the strings in p cannot be shorter than the length of SC. However, since the brute force algorithm generates all permutations of S, it generates the permutation p and concatenates the strings in p to form a superstring. Therefore, the brute force algorithm generates a superstring SC. Since this holds for all sets of input strings, we can conclude that the brute force algorithm always returns the shortest common superstring of the input strings.

**Time-Complexity:** The worst-case time complexity of this algorithm is O(n!), where n is the number of input strings. This is because finding all the permutations takes O(n!) time in worst-case, then finding overlaps is done and takes O(n) time for each pair of strings. Therefore, the overall complexity becomes O(n!\*n), which is simply O(n!). Additionally, since all the permutations are generated in any case, lower bound is also O(n!). Thus, the time complexity of the algorithm is O(n!) in general.

#### b. Heuristic Algorithm

- Claim and show that the algorithm works correctly, possibly in the form of a theorem
- For the complexity analysis, drive the worst-case time complexity. Try not to give upper bounds which too loose. If possible, try to give a tight upper bound by using

- Optionally, you can also consider the complexity of the algorithm for resources other than time, e.g., the space complexity.

The algorithm above is a slightly modified version of Aho Corasick string-matching automaton, which is proved to be accurate. Further details regarding the correctness of this algorithm are given by Ukkonen<sup>4</sup>.

The algorithm runs in O(n) for small alphabets, and  $O(n \cdot min(\log m, \log |\Sigma|))$  for arbitrary alphabets as indicated and proved by Ukkonen<sup>5</sup>.

#### 4. Sample Generation (Random Instance Generator)

- Implement/find a parametric (in terms of the size of the problem) algorithm to produce random sample inputs for your problem.
- Put your implementation/pseudo codes and explanation of the algorithm to your reports.

# **Input:**

- 1) n: number of strings in the input set
- 2) min len: the minimum length of each string
- 3) max\_len: the maximum length of each string
- 4) alphabet: the set of characters that can appear in each string

**Output:** A set of n random strings.

#### **Random Sample-Generation Algorithm:**

- 1) Initialize an empty set S of n strings.
- **2**) For i = 1 to n:
  - a. Generate a random length l between min\_len and max\_len
  - **b.** Initialize an empty string s of length l
  - **c.** For i = 1 to 1:
    - i. Choose a random character from the alphabet

<sup>&</sup>lt;sup>4</sup> Esko Ukkonen, "A Linear-Time Algorithm for Finding Approximate Shortest Common Superstrings – Algoritmica" (SpringerLink, 1990), 314-318.

<sup>&</sup>lt;sup>5</sup> Esko Ukkonen, "A Linear-Time Algorithm for Finding Approximate Shortest Common Superstrings – Algoritmica" (SpringerLink, 1990), 321-322.

# ii. Append c to s

#### d. Add s to S

#### 3) Return the set S

This algorithm generates n random strings of random lengths between min\_len and max\_len with each character selected randomly from the given alphabet.

#### **Code in Python for Random Sample-Generator:**

```
import random
import string

def generate_random_input(n, min_length, max_length, alphabet):
    S = []
    for i in range(n):
        I = random.randint(min_length, max_length)
        s = "
        for j in range(I):
            c = random.choice(alphabet)
            s += c
            S.append(s)
        return S
```

#### 5. Algorithm Implementations

# a. Brute Force Algorithm

Implement the brute force algorithm and perform an initial testing of the implementation by using 15-20 samples using the sample generator tool of Section 4. Note that, although you can implement this algorithm yourself (if you want to), it is also fine if you use a code that you find from the internet. However, you should be able to install and run it. Also, you need to get familiar with the source code to be able to answer any questions about the code.

Report the results of the initial testing by giving the number and the size of the instances tried. Report any failures and related fixes.

# **Code for Brute Force SCS Algorithm:**

def find\_shortest\_common\_superstring(strings):

```
perms = permutations(strings)
  shortest = None
  for perm in perms:
    superstring = perm[0]
    for i in range(1, len(perm)):
      overlap = find_overlap(superstring, perm[i])
      superstring += perm[i][overlap:]
    if shortest is None or len(superstring) < len(shortest):
      shortest = superstring
  return shortest
def permutations(strings):
  if len(strings) == 1:
    return [strings]
  else:
    result = []
    for i in range(len(strings)):
      remaining = strings[:i] + strings[i+1:]
      perms = permutations(remaining)
      for perm in perms:
        result.append([strings[i]] + perm)
    return result
def find_overlap(s1, s2):
  max_overlap = 0
  for i in range(min(len(s1), len(s2))):
    if s1[-i:] == s2[:i]:
       max_overlap = i
  return max_overlap
```

#### **SAMPLE TEST CASES:**

#### **#Main Function and Parameters:**

```
For i in range(20):

print("\nSample Test Case {}".format(i+1) )

strings = generate_random_input(random.randint(1,5), 1, random.randint(5,10), string.ascii_lowercase)

print("Randomly Generated Input Set of Strings: {}".format(strings))

shortest_superstring = find_shortest_common_superstring(strings)

print("The Shortest Common Superstring in trial {} is: {}\n". format(i+1, shortest_superstring))
```

# **#Samples:**

Randomly Generated Input Set of Strings: ['drslgqxz']
The Shortest Common Superstring in trial 1 is: drslgqxz

Sample Test Case 2

Randomly Generated Input Set of Strings: ['pfrs', 'puuzy', 'syqzq']

The Shortest Common Superstring in trial 2 is: pfrsyqzqpuuzy

Sample Test Case 3

Randomly Generated Input Set of Strings: ['vducqqjt']

The Shortest Common Superstring in trial 3 is: vducqqjt

Sample Test Case 4

Randomly Generated Input Set of Strings: ['igj', 'lsnr', 't', 'qrjj']

The Shortest Common Superstring in trial 4 is: igjlsnrtqrjj

Sample Test Case 5

Randomly Generated Input Set of Strings: ['cjlnxxbvew', 'klrlu', 'nppwpss']

The Shortest Common Superstring in trial 5 is: cjlnxxbvewklrlunppwpss

Sample Test Case 6

Randomly Generated Input Set of Strings: ['q', 'kb', 'clsbl', 'i', 'ki']

The Shortest Common Superstring in trial 6 is: qkbclsbliki

Sample Test Case 7

Randomly Generated Input Set of Strings: ['zegm']

The Shortest Common Superstring in trial 7 is: zegm

Sample Test Case 8

Randomly Generated Input Set of Strings: ['pgbhyxpb', 'sewk', 'ocyrvnh', 'plwlfynvh']

The Shortest Common Superstring in trial 8 is: pgbhyxpbsewkocyrvnhplwlfynvh

Sample Test Case 9

Randomly Generated Input Set of Strings: ['eiclwwfz', 't']

The Shortest Common Superstring in trial 9 is: eiclwwfzt

Sample Test Case 10

Randomly Generated Input Set of Strings: ['m', 'wm', 'd', 'upot', 'lwjyij']

The Shortest Common Superstring in trial 10 is: mwmdupotlwjyij

Sample Test Case 11

Randomly Generated Input Set of Strings: ['yjio', 'wc']

The Shortest Common Superstring in trial 11 is: yjiowc

Sample Test Case 12

Randomly Generated Input Set of Strings: ['w', 'y']

The Shortest Common Superstring in trial 12 is: wy

Sample Test Case 13

Randomly Generated Input Set of Strings: ['z', 'mq', 'ai']

The Shortest Common Superstring in trial 13 is: zmqai

Sample Test Case 14

Randomly Generated Input Set of Strings: ['mn', 'ivp']

The Shortest Common Superstring in trial 14 is: mnivp

Sample Test Case 15

Randomly Generated Input Set of Strings: ['fgckyex', 'gni', 'rwbtyh', 'uqsfmttq']

The Shortest Common Superstring in trial 19 is: fgckyexgnirwbtyhuqsfmttq

Sample Test Case 20

Randomly Generated Input Set of Strings: ['qkhf', 'egpccc', 'caacno', 'acux', 'wnuhi']

The Shortest Common Superstring in trial 20 is: qkhfegpcccaacnoacuxwnuhi

# b. Heuristic Algorithm

Implement the heuristic algorithm and perform an initial testing of the implementation by using 15-20 samples using the sample generator tool of Section 4.

Note that, you do not have to implement this algorithm. You can also find the source code from the internet. However, you should be able to install and run it. Also, you need to get familiar with the source code to be able to answer any questions about the code.

#### **#Samples:**

Sample Test Case 1

Randomly Generated Input Set of Strings: ["grqztox"]

The Shortest Common Superstring in trial 1 is: grqztox

Sample Test Case 2

Randomly Generated Input Set of Strings: ["rfzbuzc", "nzxsipf"]

The Shortest Common Superstring in trial 2 is: rfzbuzcnzxsipf

Sample Test Case 3

Randomly Generated Input Set of Strings: ["kzyqrnq", "pvvbfcn", "hjvrgrn"]

The Shortest Common Superstring in trial 3 is: kzyqrnqpvvbfcnhjvrgrn

Sample Test Case 4

Randomly Generated Input Set of Strings: ["yawzixw", "kliozve", "kbfqasx", "qiqteyp"]

The Shortest Common Superstring in trial 4 is: yawzixwkliozvekbfqasxqiqteyp

Sample Test Case 5

Randomly Generated Input Set of Strings: ["mrsogjv", "ukfqllx", "clvkgka", "jmtzokf", "sgcibrm"]

The Shortest Common Superstring in trial 5 is: ukfqllxclvkgkajmtzokfsgcibrmrsogjv

Sample Test Case 6

Randomly Generated Input Set of Strings: ["cgyqmkn", "cduhtfn", "ysyqput", "zxyjkjc", "wedpmmz", "ghpgorp"]

The Shortest Common Superstring in trial 6 is: cduhtfnysyqputwedpmmzxyjkjcgyqmknghpgorp

```
Sample Test Case 7
Randomly Generated Input Set of Strings: ["dfgqpof", "zicmwdo", "xhkcqju", "hizkvrp", "gltjqgz",
"fewvboy", "bwfewbo"]
The Shortest Common Superstring in trial 7 is:
dfgqpofewvboyxhkcqjuhizkvrpgltjqgzicmwdobwfewbo
Sample Test Case 8
Randomly Generated Input Set of Strings: ["shwwgdf", "uapotls", "nryilgl", "twjdrel", "zvnfvch",
"wcxrbby", "tgqnpye", "mqyjupg"]
The Shortest Common Superstring in trial 8 is:
uapotlshwwgdfnryilgltwjdrelzvnfvchwcxrbbytgqnpyemqyjupg
Sample Test Case 9
Randomly Generated Input Set of Strings: ["bsbmrbz", "vdbxmpx", "nkhvbfk", "lluuobt", "mmypvbs",
"ewomnku", "qupkqrl", "pmjejov", "gpcsdde"]
The Shortest Common Superstring in trial 9 is:
nkhvbfkmmypvbsbmrbzqupkqrlluuobtpmjejovdbxmpxgpcsddewomnku
Sample Test Case 10
Randomly Generated Input Set of Strings: ["sclakzz", "vlkuymc", "uvblbii", "kdoepgf", "xarmhct",
"rxcgqcm", "smftmma", "kawqexz", "kenhmng", "rfebkrs"]
The Shortest Common Superstring in trial 10 is:
vlkuymcuvblbiikdoepgfxarmhctrxcgqcmsmftmmakawqexzkenhmngrfebkrsclakzz
Sample Test Case 11
Randomly Generated Input Set of Strings: ["givbtro", "hmuxuvu", "wpsaqdu", "yypwxsk", "eutkpht",
"odnvtdu", "vnoyruo", "gwtjvwz", "tdmotub", "nlqfkbw", "atafdqr"]
The Shortest Common Superstring in trial 11 is:
givbtrodnvtduhmuxuvuyypwxskeutkphtdmotubvnoyruogwtjvwznlqfkbwpsaqduatafdqr
Sample Test Case 12
```

Randomly Generated Input Set of Strings: ["nchpnro", "jegkbyt", "kzxbepz", "qiqdvkf", "anzuelh",

"nmozljg", "uickrnv", "pzukfio", "mtozrov", "jwbcbmp", "hfqnbaq", "gvyquox"]

The Shortest Common Superstring in trial 12 is: nchpnrojegkbytkzxbepzukfioanzuelhfqnbaqiqdvkfnmozljgvyquoxuickrnvmtozrovjwbcbmp

Sample Test Case 13

Randomly Generated Input Set of Strings: ["jfqccfl", "azlemag", "hhxjnwp", "lhmxwna", "xxqznuj", "ypgavem", "mcbqlzi", "tdwussj", "wvqtmlk", "vjflirz", "npjfcgc", "yacsxtx", "fzzxxxc"]

hhxjnwpypgavemcbqlzitdwussjwvqtmlkvjflirznpjfcgcyacsxtxxqznujfqccflhmxwnazlemagfzzxxxc

Sample Test Case 14

Randomly Generated Input Set of Strings: ["zzjkqxy", "gnldbqz", "kyhcxdb", "grvhfms", "uvlkmxv", "qcrdeux", "lpxneum", "mlogrel", "hohkhzl", "bnhlkdx", "vgrxwpm", "dplunzn", "pkkcpjv", "ezipaqg"]

The Shortest Common Superstring in trial 14 is:

The Shortest Common Superstring in trial 13 is:

 $kyhcxdbnhlkdxgrvhfmsuvlkmxvgrxwpmqcrdeuxhohkhzlpxneumlogreldplunznpkkcpjvezipaqgnldbqzz\\ jkqxy$ 

Sample Test Case 15

Randomly Generated Input Set of Strings: ["eprpvno", "zrprehr", "ifrcgpc", "hovwvmu", "bfswxdv", "gswblpa", "vgiymiv", "rpwbjww", "gmomnlc", "mrodrwy", "queithk", "jyblzty", "djwoqhf", "skfjhig", "gomdgyy"]

The Shortest Common Superstring in trial 15 is:

eprpvnoz rprehrpwbjwwi frcgpchovwv mub fswx dvgiymivg momnlcm rod rwy queith kjyblz tydjwo qh fsk fjhigswbl pagom dgyy

Sample Test Case 16

Randomly Generated Input Set of Strings: ["lcxdpiy", "ixstftj", "aoguzdr", "vabolne", "axfyqnv", "afjaqvl", "ghzjhem", "ocxhgjv", "tmnouyy", "zwrdohp", "onycbvn", "fawilfi", "gumbfyo", "lpvtlyk", "yydnovv", "aohokoh"]

The Shortest Common Superstring in trial 16 is:

 $aoguz drax fyqnva bolnea fjaqvlcx dpiyghzjhem tmnou yydnov vzwrdoh ponyc bvn fawil fix stftjgumb fyocxh\\gjvlpvtlyka ohokoh$ 

Sample Test Case 17

```
Randomly Generated Input Set of Strings: ["xzmkxry", "bbusmrs", "uytggxx", "zbifjay", "uhbovpo", "yrfhtar", "pmsjqmn", "ozrodwb", "wyqiqft", "rtzysrn", "izbqljp", "cvetemo", "krzqvye", "yxqlpxg", "wmmyvoo", "ciopqqt", "ojaeiro"]
```

The Shortest Common Superstring in trial 17 is:

uytggxxzmkxryrfhtartzysrnzbifjayxqlpxguhbovpozrodwbbusmrswyqiqftizbqljpmsjqmncvetemojaeiro krzqvyewmmyvoociopqqt

#### Sample Test Case 18

```
Randomly Generated Input Set of Strings: ["rztmtfe", "lkrajcq", "mtryyco", "gzvimot", "silzlfx", "vfjouer", "yrhwlpz", "okypgdl", "mbsdqah", "qsrexrl", "lwgsafj", "xqelums", "grwzaqu", "dtszbzw", "ttkmdzf", "hzjjevi", "afddhfl", "kxllkxp"]
```

The Shortest Common Superstring in trial 18 is:

mtryycokypgdlkrajcqsrexrlwgsafjgzvimottkmdz fsilzlfx qelumsv fjouerztmt feyrhwlpzmbsd qahzjjevigrwzaqudt szbzwafddh flkxllkxp

#### Sample Test Case 19

```
Randomly Generated Input Set of Strings: ["tswgfou", "yxvvivk", "rfififj", "cvtwnwm", "mccqxcn", "iveecyi", "ceuecew", "zquschc", "jtfiktp", "cbfqtaw", "idcjhhj", "dmskhpd", "pwsbnhq", "vlodslk", "jdvxnrw", "jzribqe", "udvqwob", "htmejwp", "ytfbzhi"]
```

The Shortest Common Superstring in trial 19 is:

tswg foudvqwobyxvvivkr fififjt fiktpwsbnhqceuecewz quschevtwnwmccqxcncb fqtawdmskhpdvlodslkjzribqehtmejwpyt fbzhiveecy idcjhhjdvxnrw

#### Sample Test Case 20

```
Randomly Generated Input Set of Strings: ["rckrdzz", "tdyxzwj", "xanvmca", "kbxazgo", "iogggme", "rfxlfio", "dckgbxv", "hrkwztd", "pqpxtij", "oymyaqv", "ugnbgzn", "fkywugt", "zxxvtuy", "cpnrlcz", "pfpbjhx", "eqqipvy", "dltejzq", "hnqsdkb", "fatuolp", "dfxsedv"]
```

The Shortest Common Superstring in trial 20 is:

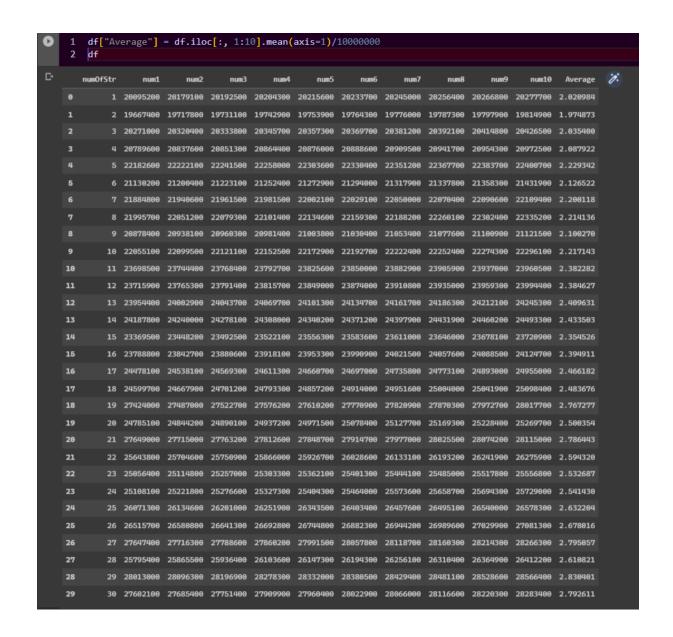
rckrdzzxxvtuyrfxlfiogggmeqqipvydckgbxvhrkwztdyxzwjugnbgznfkywugtcpnrlczpfpbjhxanvmcadltejz qhnqsdkbxazgoymyaqvfatuolpqpxtijdfxsedv

#### 6. Experimental Analysis of The Performance (Performance Testing)

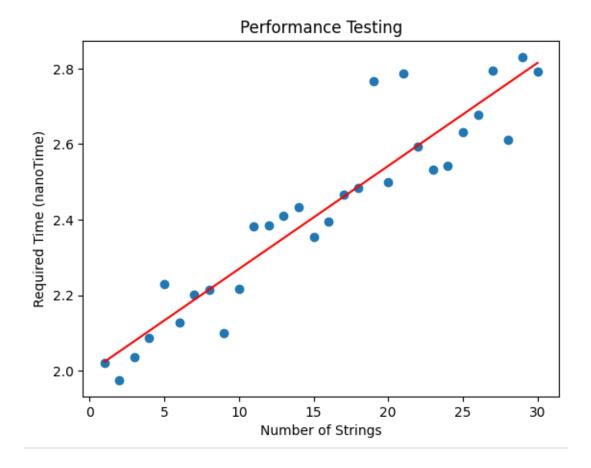
In the experimental analysis part of your project, you are expected to analyse the performance of the implementation of the algorithm (in Section 2-b) experimentally. The complexity results presented in Section 3-b are theoretical results. The worst-case time complexity of the algorithm may not be displayed in practice. You will assess the practical time complexity of the algorithm by performing performance tests. We expect you to use the statistical methods which you covered in the lectures for this part. Furthermore, we want you to visualize your results in graphs (for example: a running time graph). You need to fit a line for the measurement values.

In addition, you need to consider the solution quality of the heuristic algorithm in practice. Since the heuristic algorithms do not necessarily find the exact solutions, it is usually an issue how close they get the exact/correct answer. To be able to understand this, you will need to design and perform experiments, to see how the quality of the solutions of the heuristic algorithm changes with respect to the problem size. Note that, to carry out these tests you will also need to use an implementation of the brute force algorithm you implemented in section 2-a.

The algorithm is tested with each input size from 1 to 30. Length of strings are constant and is 7. The running time of the algorithm is tested (in nanoTime) 10 times for each input, then their average is taken. The resulting table is shown below:



Also the resulting strings are tested by comparing the resulting strings of brute force algorithm. Due to the huge time requirement for the brute force algorithm, only the inputs with size 1 to 15 are tested, and they appeared to be exactly the same. As the input size gets bigger and bigger, the time required for brute force algorithm rocketed and the code could not exit for minutes whereas the heuristic algorithm continued to find the SCS in a few seconds. When the time/input size graph is plotted and the average line is fit, the resulting graph below is displayed:



As it can be seen here, a linear correlation is observed between required time and number of strings.

#### 7. Experimental Analysis of the Correctness (Functional Testing)

*The correctness results given* in Section 3-b show that the algorithm is correct.

However, there can be errors introduced into the implementation. In other words, there can be coding errors. For this part of work, you will need to perform testing of the implementation to assess the correctness of the implementation of the algorithm. We want you to use some testing methods for your algorithm that is covered in the lectures for this part.

For Black Box testing, some of the extreme cases and their results are given below:

- If empty string input is given → throws exception since there is no string
- For 1 string only as input  $\rightarrow$  output is the same string as expected

- For many strings as input → same output with what is given by the brute force algorithm (it is tested only up to 15 strings with length 7 since the rest takes too much time and sometimes fails to give the output)
- The same input string set but tried with the strings replaced with each other → output length is the same but the output string is different due to the order they are given

#### 8. Discussion

Discuss your results in detail. Are there any defects in your algorithm? Is there any inconsistency between your theoretical analysis and experimental analysis?

The heuristic algorithm above seems to be a linear time solution for the test cases above, and it is accurate with the results of the brute force algorithm. However, the test cases shown in this study are not enough and needs improvement. Besides this inadequacy, the data collected shows that our theoretical analysis and experimental analysis are consistent with each other. The only detected defect of the algorithm is that it throws an exception if there are no strings in the input array or all the strings are empty.

# **Submission**

On SUCourse+, for each group, only ONE person will submit the report.

For Progress Reports, we expect a report as PDF file. Your filename must be in the following format:

```
CS301_Project_Progress_Report_Group_XXX.pdf where XXX is your group number.
```

For Final Reports, we expect a report as a PDF file, and also the codes and the data produced during the experiments. Please submit a single zip file that contains all your project files. Your zip file name must be in the following format:

```
CS301 Project Final Report Group XXX.zip
```

where XXX is your group number. In this zip file, please make sure that your final report is named as follows:

```
CS301 Project Final Report Group XXX.pdf
```

where XXX is your group number. In addition to the final report in PDF, this zip package all other project files as explained above.

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