

Fundamentals of Programming

Lecture 8 – Recursion. Computational complexity

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Course content

Programming in the large

Programming in the small

- Introduction in the software development process
- Procedural programming
- Modular programming
- Abstract data types
- Software development principles
- Testing and debugging
- Recursion
- Complexity of algorithms
- Search and sorting algorithms
- Backtracking and other problem solving methods
- Recap

Last time

- Testing
 - Black box testing
 - White box testing
 - Examples
- Design patterns
 - GRASP
 - Information Expert
 - Pure Fabrication (Repository)
 - Controller

Today

- Recursion
 - Basic concept
 - Mechanism
 - Examples
- Computational complexity
 - Why?
 - Examples
 - Analyzing the efficiency of a program

Recursion

- What is recursion?
 - A way to solve a problem by reducing it to simpler versions of itself
 - A programming technique where a function calls itself
- Basic concepts
 - Recursive element an element that is defined by itself
 - Recursive algorithm an algorithm that calls itself
 - Note: condition to stop recursion
- Recursion can be:
 - Direct a function calls itself (f calls f)
 - Indirect a function f calls a function g, function g calls f

Example: factorial

- n! = n*(n-1)*(n-2)*...*2*1
- n! = n*(n-1)! = n*(n-1)*(n-2)! = ...

```
n! = \begin{cases} 1 & \text{if } n = 0 \\ n * (n - 1)! & \text{otherwise} \end{cases}
```

```
def testFactorial():
    assert factorial(5) == 120
    assert factorial(4) == 24
    assert factorial(1) == 1
    assert factorial(0) == 1

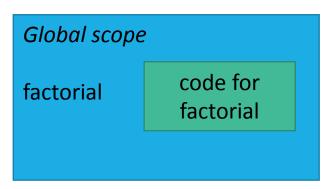
testFactorial()
```

Example: factorial

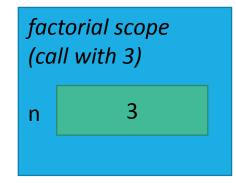
```
def factorial(n):
    if n == 1:
        return 1
    else:
        return n * factorial(n - 1)

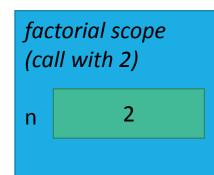
print(factorial(4))
```

Function scope



```
factorial scope
(call with 4)
n 4
```





```
factorial scope
(call with 1)
n 1
```

```
print(factorial(4))
print(12)
```

```
return

4*factorial(3)

4*3=12 ◆
```

```
return
3*factorial(2)

3*2=6
```

```
return

2*factorial(1)

2*1=2
```

return 1

Recursion: mechanism

- Main idea of developing a recursive algorithm for a problem of size n
 - Base case
 - How to stop recursion
 - Identify the base case solution (for n=1)
 - Inductive step
 - Break the problem into a simpler version of the same problem plus some other steps
 - e.g. A smaller problem (of size n-1) and some simple computations
 - e.g. Two smaller problems (of size n1, n2 such that n1+n2=n-1) and simple computations
- How recursion works
 - On each method invocation a new symbol table is created: it contains all the parameters and the local variables defined in the function
 - The symbol tables are stored in a stack: when a function is returning, the current symbol table is removed from the stack

Inductive reasoning

- How do you know that your recursive algorithm works?
- Mathematical induction
 - To prove a statement is true for all values of n:
 - Prove that the statement is true for smallest value of n (n=0 or n=1)
 - Assume that the statement is true for n, then prove that it is also true for n+1
- Same logic applies here:
 - Base case: n=1, correctly returns 1
 - Recursive case: assume that the answer is correct for problem size smaller than k, then for k+1 the answer will be (k+1)*k! = (k+1)!
 - By induction, the result returned is correct

```
def factorial(n):
    if n == 1:
        return 1
    else:
        return n * factorial(n - 1)
```

Example: sum and product

Note: Inductive step

```
def sumList(lst):
   Compute the sum of the elements in the list
   input: lst - the list
    output: The sum of the elements
   # base case
   if len(lst) == 0:
        return 0
    else: # 1st has at least one element
        return lst[0] + sumList(lst[1:])
def testSumList():
    assert sumList([]) == 0
    assert sumList([0]) == 0
    assert sumList([1, 2, 6]) == 9
    assert sumList([-1, 4, -100, 50]) == -47
    assert sumList([1, 2, 3, 4, 5, 6]) == 21
testSumList()
```

```
def product(lst):
    if (len(lst) == 0):
       return 1
    else:
        middle = len(lst) // 2
        return product(lst[0:middle]) * lst[middle] *
               product(lst[middle+1:])
def testProduct():
    assert product([1,2,3,4]) == 24
    assert product([]) == 1
    assert product([1,2,3,4,5]) == 120
    assert product([2]) == 2
testProduct()
```

Example: palindrome

Note: symbol table

```
>>> isPalindrom("noon")
49018080 {'s': 'noon'}
49171216 {'s': 'oo'}
48909600 {'s': ''}
True
>>> isPalindrom("redivider")
49020384
          {'s': 'redivider'}
49018080 {'s': 'edivide'}
49171216 {'s': 'divid'}
48909600 {'s': 'ivi'}
48973552 {'s': 'v'}
True
```

```
def isPalindrom(s):
    Checks if a string is palindrom
    Input: a string
    Res: true, if str is palindrom and false, otherwise
    dico = locals()
    print(id(dico), " ", dico)
    if len(s) <= 1:
        return True
    else:
        return s[0]==s[-1] and isPalindrom(s[1:-1])
def testIsPalindrom():
    assert isPalindrom("abcba") == True
    assert isPalindrom("abccba") == True
    assert isPalindrom("abcdba") == False
testIsPalindrom()
```

```
"Able was I, ere I saw Elba" (Napoleon)
```

[&]quot;Are we not drawn onward, we few, drawn onward to new era?" (Anne Michaels)

Example: belongs

Note: symbol table

```
>>> belongs(2, [4, 2, 3, 5])
49171168 {'l': [4, 2, 3, 5], 'el': 2}
48909648 {'l': [2, 3, 5], 'el': 2}
True
```

```
>>> belongs(7, [4, 2, 3, 5])
48909600 {'l': [4, 2, 3, 5], 'el': 7}
49171168 {'l': [2, 3, 5], 'el': 7}
48909648 {'l': [3, 5], 'el': 7}
49018080 {'l': [5], 'el': 7}
49171600 {'l': [], 'el': 7}
False
```

```
def belongs(el, 1):
   Checks if an element belongs to a list
    Input: an integer and a list of integers
   Output: true, if el is in list
            and false, otherwise
    111
    dico = locals()
    print(id(dico), " ", dico)
   if (1 == []):
       return False
    else:
       if (el == 1[0]):
           return True
       else:
            return belongs(el, l[1:])
def testBelongs():
    assert belongs(5, []) == False
    assert belongs(5, [5,2,6,3]) == True
    assert belongs(5, [1,2,5,4,3]) == True
    assert belongs(5, [6,2,5]) == True
    assert belongs(5, [1,2,3]) == False
testBelongs()
```

Iteration vs. Recursion

```
def factorial_iter(n):
    res = 1
    for i in range(1,n+1):
        res *= i
    return res
```

```
def factorial(n):
    if n == 1:
        return 1
    else:
        return n * factorial(n - 1)
```

- ✓ Recursive code is simple and intuitive
- However:
 - May be efficient from programming perspective, but
 - May not be efficient from the computer perspective
 - Why?
 - Large memory needed for in-depth recursion
 - Each function self call creates a new symbol table

Computational complexity

- What is it?
 - Study the efficiency of an algorithm from a mathematical perspective
- Why?
 - Problem: search for a number in a list
 - Solution:
 - Iterative search
 - Recursive search one sub-problem
 - Recursive search two sub-problems
 - Which solution is better?
 - Algorithm efficiency
 - Compare algorithms based on:
 - Time needed for computations
 - Extra memory needed for temporary data
 - Run time depends on:
 - Entry data (structure and size)
 - Changes from one run to another (due to hardware and software environment)
 - Hardware

Example: Fibonacci numbers

 $F_n = F_{n-1} + F_{n-2}$ and $F_0 = F_1 = 1$

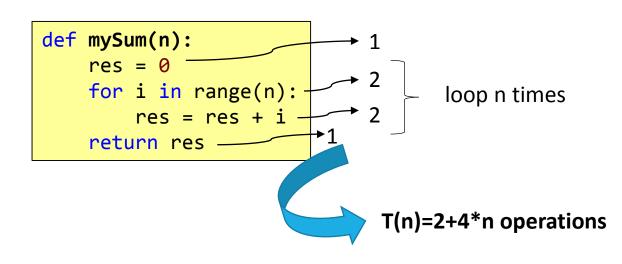
```
def timeFibonacci(n):
   import time
   start time = time.time()
   print("computing Fibbonacci iterativ(", n, ") = ",
                                     fibonacci iterativ(n))
   end time = time.time()
   print(" takes ", end_time - start_time, " seconds")
   start time = time.time()
   print("computing Fibbonacci recursiv(", n, ") = ",
                                      fibonacci recursiv(n))
   end time = time.time()
   print(" takes ", end time - start time, " seconds")
    >>> timeFibonacci(23)
    computing Fibbonacci iterativ( 23 ) = 46368,
     takes 0.07200431823730469 seconds
    computing Fibbonacci recursiv(23) = 46368
     takes 0.13400769233703613 seconds
    >>> timeFibonacci(33)
    computing Fibbonacci iterativ( 33 ) = 5702887
     takes 0.07800436019897461 seconds
    computing Fibbonacci recursiv( 33 ) = 5702887
Funda
                                                         15
     takes 11.261644124984741
```

Algorithm efficiency

- To analyse the efficiency of an algorithm (function):
 - The amount of resources used
 - Time and space efficiency of a program
 - Measure efficiency
 - Asymptotic analysis
 - Can provide the efficiency for all possible input data
 - Can not provide exact execution times
 - Empirical analysis
 - Can not predict the performance of the algorithm for all possible input data
 - Can determine the execution time for specific set of inputs
 - Run time is studied in connection with the size of the input data

Run time complexity

- Complexity in time
- Running time of an algorithm:
 - It is not a fixed number
 - It is a function T(n) that depends on the size n of the input data
 - Measures the basic steps the algorithm makes
- Example
 - Steps that take constant time:
 - Mathematical operations
 - Assignments
 - Comparisons
 - Accessing objects in memory
 - Return statement
 - Count the number of operations executed as a function of the input size



An example

```
def searchElement(1, e):
    for i in 1:
        if e == i:
            return True
    return False
```

- e is the first element in the list best case
 - Minimum running time over all possible inputs
- e is not in the list worst case
 - Maximum running time over all possible inputs
- e is found after about half of the list is searched average case
 - Average running time over all possible inputs

Run time complexity

Best case (BC)

- For the entry data leading to minimum running time of the algorithm
- Algorithm complexity: $BC(A) = \min_{I \in D_A} E_A(I)$
- Gives a lower bound to the running time

Worst case (WC)

- For the entry data leading to maximum running time of the algorithm
- Algorithm complexity: $WC(A) = \max_{I \in D_A} E_A(I)$
- Gives an upper bound to the running time

Average case (AC)

- Average running time of the algorithm
- Algorithm complexity: $AC(A) = \sum_{I \in D_A} P_A(I) E_A(I)$
- Offers a prediction of the running time

where

A – algorithm

 D_A – domain of the input data

I – an instance of input data

E_A(I) – number of operations performed by algorithm A having input data I

P_A(I) – probability that algorithm A receives input data I

Run time complexity: Examples

$$T(n) = \sum_{i=1}^{n} 1 = n$$

Case	T(n)
Best case	$\sum_{i=1}^{n} 1$
Worst case	$\sum_{i=1}^{n} 1$
Average case	$\sum_{i=1}^{n} 1$

Run time complexity: Examples

```
def search(el, list):
    checks if an element belongs to a list
    data: an integer and a list of integers
    res: true, if elements belongs to list
    false, otherwise
    '''
    for i in range(0, len(list)):
        if (list[i] == el):
            return True
    return False
```

Case	len(list)=n	T(n)
Best case	el=list[0]	1
Worst case	el=list[n-1] el is not in list	$\sum_{i=0}^{n-1} 1 = n$ $\sum_{i=0}^{n-1} 1 + 1 = n + 1$
Average case	el=list[0] el=list[1] el=list[2] el=list[n-1] el is not in list	1 2 3 n n+1 (1+2+3++n+(n+1))/(n+1)=(n+2)/2

Big Oh notation

- O(n) measure
 - How the running time grows depending on the input data size
 - Expression for the number of operations -> asymptotic behavior as the problem gets bigger
- Exact steps vs

Big Oh or O() notation

```
def factorial_iter(n):
    i = 1
    res = 1
    while i <= n:
        res = res * i
        i = i -1
    return res</pre>
```

- Exact steps T(n) = 1 + 1 + n*5 + 1
- Worst case asymptotic complexity O(n)
 - Ignore additive constants
 - Ignore multiplicative constants

0()

- Drop constants and multiplicative factors
- Focus on dominant terms (consider the leading term)

O(n)
$$T(n) = 2n + 2$$

O(n²) $T(n) = n^2 + 2n + 2$
O(n³) $T(n) = n^3 + 1000n + 3^{1000}$
O(n) $T(n) = n + \log n$
O(n log n) $T(n) = n \log n + 100n$

 $O(2^n)$ $T(n) = n^2 + 2^n$

```
for i in range(n):
    print(i)
for i in range(n):
    for j in range(n):
        print(i, " ", j)
O(n)
O(n)*O(n)=O(n*n)=O(n²)
```

 $O(n)+O(n^2)=O(n+n^2)=O(n^2)$

 $T(n) = n^3 + 100n^2 + 10n\log_2 n + 2\sqrt{n} + 27^{100}$

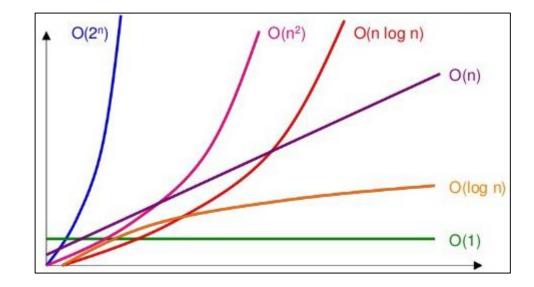
Run time complexity: theoretical aspects

- For a function $f: N \to R$ and $T: N \to N$, how to decide the complexity class of T?
- $T(n) \in O(f(n))$ if there exist 2 positive and independent constants c and n_0 such that $0 \le T(n) \le c * f(n)$, $\forall n \ge n_0$
- Examples
 - O(1) = 1, 5, 500
 - O(n) = n, 2n + 1, 5n 200
 - $O(n^2) = n^2$, $n^2 + 5$, $2n^2 + 3n 1$
- If $T(n) \in O(f(n))$ then $\lim_{n \to \infty} \frac{T(n)}{f(n)} < \infty$ (the limit is constant)

Complexity classes

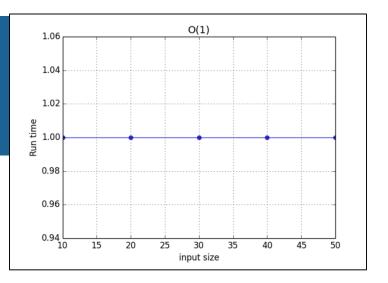
O(1)	Constant running time	e.g. 1, 47, 100	Add an element to a list
O(log n)	Logarithmic running time	e.g. 10 + log n	Find an element in a sorted list
O(n)	Linear running time	e.g. n, 3n, 10n+100	Find an entry in an unsorted list
O(n log n)	Log-linear running time	e.g. n + n log n	Sort a list (MergeSort, QuickSort)
O(n ^c), c is constant	Polynomial running time	e.g. n ² +1, n ³ +n ² +5n	Shortest path between two nodes
O(c ⁿ), c is constant	Exponential running time	e.g. 2 ⁿ +1, 3 ⁿ	Traveling Salesman Problem (TSP)

O(n²) - quadratic time O(n³) - cubic time



Complexity classes: Constant

- $T(n) \in O(1)$
 - Constant running time



- Very good complexity (the algorithm executes a constant number of steps regardless the size of input data)
- Example: add an element to a list, access an element from a list, modify information in an object

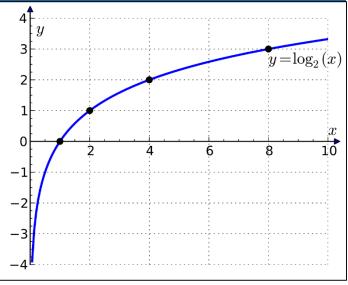
```
def isFirstElementNone(1):
    return l[0] == None
```

	n=1	n=10	n=100	n=1000 `	
O(1)	1	1	1	1	If n doubles, O(1) remains
		-	-		unchanged

Complexity classes: Logarithmic

- $T(n) \in O(\log n)$
 - Logarithmic running time
 - Very good complexity





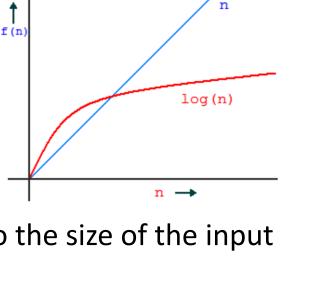
- Q: How many times to divide a problem of size n until arriving to a problem of size 1?
- $n=2^x$, x=?
- See the binary search algorithm in the next lecture

	n=1	n=10	n=100	n=1000
O(log n)	0	1	2	3

If n doubles,
O(log n) increases
slightly

Complexity classes: Linear

- $T(n) \in O(n)$
 - Linear running time
 - Good complexity
 - Performance grows linearly and in direct proportion to the size of the input data set
 - Example: find the minimum / maximum in an unsorted list, find an element in a list



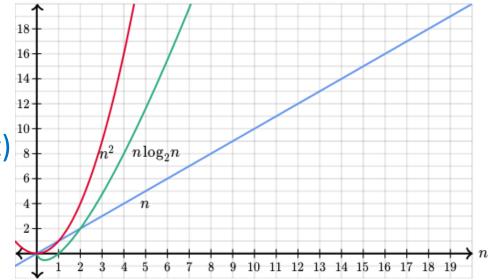
	n=1	n=10	n=100	n=1000
O(n)	1	10	100	1000

def containsValue(1, val):
 for i in range(0, len(1)):
 if (1[i] == val):
 return True
 return False

If n doubles, O(n) doubles

Complexity classes: Log-linear

- $T(n) \in O(n \log n)$
 - Log-linear running time
 - Good complexity
 - Example: sort a list (MergeSort / QuickSort)
 - See the algorithms in the next lecture



	n=1	n=10	n=100	n=1000
O(n log n)	0	10	200	3000

If n doubles,
O(n log n) slightly
more than doubles

Complexity classes: Quadratic

- $T(n) \in O(n^2)$
 - Quadratic running time
 - Good complexity if n is multiple of 1000
 - Bad complexity if n is multiple of 1 mil.
 - Example: sort a list (BubbleSort)
 - See the algorithms in the next lecture
 - Common when the algorithm involves nested iterations



def containsDupl	icates(1):
for i in rang	ge(len(l)):
for j in	<pre>range(len(l)):</pre>
if i	!= j and l[i]==l[j]:
	return True
return False	

1		
18+		
16		
14-		
12		
10		
8	$n^2 / n \log_2 n$	
6		
4	// n	
2		
		$\rightarrow \rightarrow \rightarrow n$

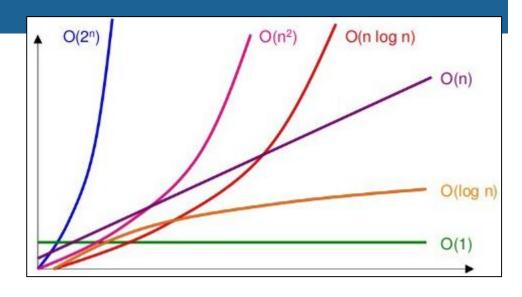
	n=1	n=10	n=100	n=1000
O(n²)	1	100	10000	1 mil.

If n doubles, O(n²) quadruples

Complexity classes: Exponential

- $T(n) \in O(2^n)$
 - Exponential running time
 - Bad complexity
 - Example: TSP, Fibonacci recursively

```
def fibonacci_recursiv(n):
    if n == 0 or n == 1:
        return 1
    return fibonacci_recursiv(n-1) +
        fibonacci_recursiv(n-2)
```



	n=1	n=10	n=100	n=1000
O(2 ⁿ)	2	2 ¹⁰	2100	21000
				2 ¹⁰⁰ ≈10 ³

If n doubles, O(2ⁿ) multiplies drastically

HUGE!!

Complexity growth

Order of growth	n=10	n=100	n=1000	n=1000000	
O(1)	1	1	1	1	
O(log n)	1	2	3	6	
O(n)	10	100	1000	1000000	
O(n log n)	10	200	3000	6000000	
O(n ²)	100	10000	1000000	100000000000	
O(2 ⁿ)	1024	1.267.650.600.228. 229.401.496.703.2 05.376	1071508607186267320948425049060001810 5614048117055336074437503883703510511 2493612249319837881569585812759467291 7553146825187145285692314043598457757 4698574803934567774824230985421074605 0623711418779541821530464749835819412 6739876755916554394607706291457119647 7686542167660429831652624386837205668	?? O(2 ⁿ) O(n ²) O(n lo	og n) O(i
2017-2018			069376 ntals of Programming	32	<u> </u>

```
def sumOfFirstNumbers(n):
    computes the sum of first n natural numbers
    data: a natural number
    res: the sum of first n numbers
    in ange(1, n + 1):
        sum = sum + i
    return sum

def test_sum():
    assert sumOfFirstNumbers(5) == 15
    assert sumOfFirstNumbers(1) == 1
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} 1 = n$
Average case	$\sum_{i=1}^{n} 1 = n$



```
def sumOfFirstNumbers(n):
    computes the sum of first n natural numbers
   data: a natural number
   res: the sum of first n numbers
    sum = 0
   i = 1
   while (i<=n):
       sum = sum + i
       i = i + 1
   return sum
def test sum():
    assert sumOfFirstNumbers(5) == 15
    assert sumOfFirstNumbers(1) == 1
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} 1 = n$
Average case	$\sum_{i=1}^{n} 1 = n$



```
def searchEven(list):
    checks if a list contains at least an even number
    data: a list of integers
    res: true, if list contains at least an even
    number false, otherwise
   i = 0
    while ((i < len(list)) and (list[i] % 2 != 0)):</pre>
        i = i + 1
    return (i < len(list))</pre>
def test searchEven():
    assert searchEven([2,4,6]) == True
    assert searchEven([1,3,5]) == False
    assert searchEven([1,2,3]) == True
```

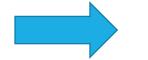
Case	T(n)
Best case	1+1=2
Worst case	$1 + \sum_{i=1}^{n} 1 + 1 = n + 2$
Average case	$\sum_{i=1}^{n} i / n = (n+1)/2$



```
def sumOfElemFromMatrix(m):
    s = 0
    for i in range(0, len(m)):
        for j in range(0, len(m[i])):
            s = s+ m[i][j]
    return s

def test_sumOfElemFromMatrix():
    assert sumOfElemFromMatrix([[1,2],[4,5],[7,9]]) == 28
    assert sumOfElemFromMatrix([[1,2,3],[4,5,6],[7,8,9]]) == 45
```

Case	T(n)
Best case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Worst case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Average case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$



 $O(n^2)$

```
class Book:
   def init (self, t, na, a):
       self.title = t
        self.noAuthors = na
        self.authors = a
   def getAuthors(self):
        return self.authors
   def searchBooksOfAnAuthor(books, author):
        res = []
        for b in books:
            authors = b.getAuthors()
            i = 0
            while (i < len(authors)):</pre>
                if (authors[i] == author):
                    res.append(b)
                    i = len(authors)
                else:
                    i = i + 1
        return res
```

```
def test_searchBooksOfAnAuthor():
    b1 = Book("title1", 2, ["author1", "author2"])
    b2 = Book("title2", 3, ["author2", "author3", "author4"])
    b3 = Book("title3", 1, ["author4"])
    books = [b1, b2, b3]
    assert searchBooksOfAnAuthor(books, "a") == []
    assert searchBooksOfAnAuthor(books, "author5") == []
    assert searchBooksOfAnAuthor(books, "author1") == [b1]
    assert searchBooksOfAnAuthor(books, "author2") == [b1, b2]
    assert searchBooksOfAnAuthor(books, "author4") == [b2, b3]
```

Case	T(n)
Best case	$\sum_{i=1}^{n} 1 = n$
Worst case	$\sum_{i=1}^{n} \sum_{j=1}^{m} 1 = n * m$
Average case	$\sum_{i=1}^{n} m = m * n$

 $O(n^2)$

n - number of booksm - average number of authors for a book

```
def sum(1):
    computes the sum of elements from a list
    data: a list of integers
    res: sum of elements
    if (len(1) == 0):
        return 0
    else: #len(1) > 0
        return 1[0] + sum(1[1:])

def testSum():
    assert sum([1,2,3,4]) == 10
    assert sum([]) == 0
    assert sum([3]) == 3
```

$$T(n) = \begin{cases} 1, & \text{if } n = 0 \\ T(n-1) + 1, & \text{otherwise} \end{cases}$$

$$T(n) = T(n-1) + 1$$

$$T(n-1) = T(n-2) + 1$$

$$T(n-2) = T(n-3) + 1$$

• • •

$$T(1) = T(0) + 1$$

T(n) = n + 1

Complexity in space

- Estimates the **space** (memory) that an algorithm needs to store input data, output data and any temporary data
- Uses the same notations of run time complexity

```
def minArray_v1():
    a = []
    n = int(input("n = "))
    for i in range(0, n):
        el = int(input("el = "))
        a.append(el)

minim = a[0]
    for i in range(1, n):
        if (a[i] < minim):
            minim = a[i]
    print("minim is " + str(minim))</pre>
```

```
def minArray_v2():
    n = int(input("n = "))
    minim = int(input("el = "))
    for i in range(1, n):
        el = int(input("el = "))
        if (el < minim):
            minim = el
    print("minim is " + str(minim))</pre>
```

```
S(n)=1+1+1=3
O(1)
```

```
S(n)=1+n+1=n+2

O(n)
```

Recap today

- Recursion
 - Basic concept
 - Mechanism
 - Examples
- Computational complexity
 - Examples
 - The efficiency of a program
 - Time and space complexity

Next time

- Algorithms
 - Sort
 - Search

Reading materials and useful links

- 1. The Python Programming Language https://www.python.org/
- 2. The Python Standard Library https://docs.python.org/3/library/index.html
- 3. The Python Tutorial https://docs.python.org/3/tutorial/
- 4. M. Frentiu, H.F. Pop, Fundamentals of Programming, Cluj University Press, 2006.
- MIT OpenCourseWare, Introduction to Computer Science and Programming in Python, https://ocw.mit.edu, 2016.
- K. Beck, Test Driven Development: By Example. Addison-Wesley Longman, 2002. http://en.wikipedia.org/wiki/Test-driven_development
- 7. M. Fowler, Refactoring. Improving the Design of Existing Code, Addison-Wesley, 1999. http://refactoring.com/catalog/index.html

Bibliography

The content of this course has been prepared using the reading materials from previous slide, different sources from the Internet as well as lectures on Fundamentals of Programming held in previous years by:

- Prof. Dr. Laura Dioşan <u>www.cs.ubbcluj.ro/~lauras</u>
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- Lect. Dr. Arthur Molnar www.cs.ubbcluj.ro/~arthur