

EAST WEST UNIVERSITY

TITLE : "TIME COMPLEXITY ANALYSIS OF DIRECTED GRAPH GENERATION AND DEGREE COMPUTATION"

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Course name: Discrete Mathematics

Course code: CSE-106

Section: 7

Group : 03

Group name : Code Line

Objectives

1. To develop a **C program** that randomly generates a **directed graph** represented by an **adjacency matrix** for different graph sizes.
2. To calculate **in-degrees** and **out-degrees** of all vertices and verify that the **sum of in-degrees equals the sum of out-degrees**.
3. To measure **computational time** for degree calculation for different values of **n (1000–5000 vertices)**.
4. To visualize **computational performance** by plotting a **graph of time vs. n** in Microsoft Excel and fitting a **polynomial trendline**.
5. To determine **experimental time complexity** of the algorithm and compare it with **theoretical time complexity**.
6. To summarize findings in a **report and presentation** for clear understanding of performance trends.

SOURCE CODE :

```
#include <stdio.h>
#include <stdlib.h>
#include <time.h>

#define MAXN 5000
int graph[MAXN][MAXN];

int main() {
    int sizes[] = {1000, 2000, 3000, 4000, 5000};
    int num_sizes = 5;

    srand(time(NULL));

    for (int s = 0; s < num_sizes; s++) {
        int n = sizes[s];

        printf("\033[0;32mEnter the number of vertices: %d\n\033[0m", n);

        for (int i = 0; i < n; i++) {
            for (int j = 0; j < n; j++) {
                graph[i][j] = rand() % 2;
            }
        }

        clock_t start, end;
        start = clock();

        long long indeg_sum = 0, outdeg_sum = 0;
```

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

```
    for (int j = 0; j < n; j++) {  
        outdeg += graph[i][j];  
        indeg += graph[j][i];  
    }
```

```
    indeg_sum += indeg;  
    outdeg_sum += outdeg;  
}
```

```
end = clock();
```

```
double cpu_time_used = ((double)(end - start))
```

```
printf("\033[0;34m");
```

```
printf("\n-----\n");
```

```
printf("Sum of in-degrees : %lld\n", indeg_sum);
```

```
printf("Sum of out-degrees : %lld\n", outdeg_sum);
```

```
if (indeg_sum == outdeg_sum)
```

```
    printf("Sum of in-degrees & out-degrees are equal.\n");
```

```
else
```

```
    printf("Sum of in-degrees & out-degrees are NOT equal.\n");
```

```
printf("The computational time : %.3f ms\n\n", cpu_time_used);
```


OUTPUT :

• Enter the number of vertices: 1000

```
-----  
Sum of in-degrees : 500043  
Sum of out-degrees : 500043  
Sum of in-degrees & out-degrees are equal.  
The computational time : 2.000 ms
```

Enter the number of vertices: 2000

```
-----  
Sum of in-degrees : 1999810  
Sum of out-degrees : 1999810  
Sum of in-degrees & out-degrees are equal.  
The computational time : 12.000 ms
```

Enter the number of vertices: 3000

```
-----  
Sum of in-degrees : 4500228  
Sum of out-degrees : 4500228  
Sum of in-degrees & out-degrees are equal.  
The computational time : 25.000 ms
```

Enter the number of vertices: 4000

```
-----  
Sum of in-degrees : 7999928  
Sum of out-degrees : 7999928  
Sum of in-degrees & out-degrees are equal.  
The computational time : 52.000 ms
```

Enter the number of vertices: 5000

```
-----  
Sum of in-degrees : 12500006  
Sum of out-degrees : 12500006  
Sum of in-degrees & out-degrees are equal.  
The computational time : 80.000 ms
```

GRAPH :

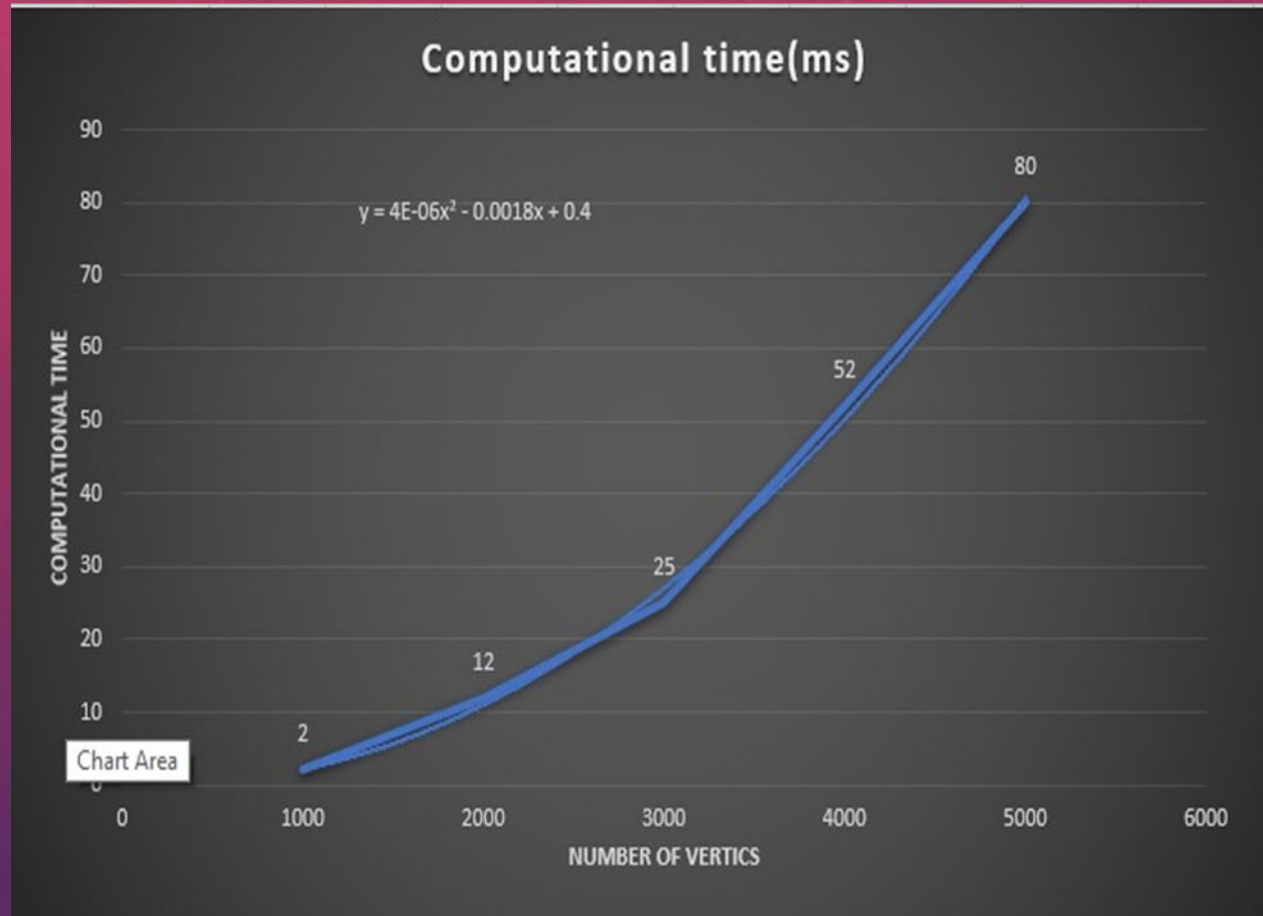


CHART :

Number of Vertices(n)	Computation Time
1000	5
2000	30
3000	67
4000	170
5000	227

POLYNOMIAL EQUATION DERIVED FROM THE GRAPH:

$$F(N)=4E-06x^2+0.0018x+0.4$$

The background is a gradient of deep purple and blue, filled with numerous out-of-focus circular light spots (bokeh) in various sizes and colors. Overlaid on this are several faint, white geometric patterns. On the left side, there is a large circular scale with tick marks and numbers ranging from 140 to 260. Other elements include concentric circles, dashed lines, and small arrows, some of which are part of larger circular motifs. The overall aesthetic is modern and technical.

THANK YOU!